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# What Does Google Earth Mean for the Social Sciences?

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# Milestones

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- 1992 Gore vision of Digital Earth
- 1998 Gore Digital Earth speech
- 2001 Earthviewer
- 2003 ArcGlobe, NASA Worldwinds
- 2005 Google acquisition, rebranding, redesign of user interface, release of KML
- 2005 Microsoft Virtual Earth

“Imagine, for example, a young child going to a Digital Earth exhibit at a local museum. After donning a head-mounted display, she sees Earth as it appears from space. Using a data glove, she zooms in, using higher and higher levels of resolution, to see continents, then regions, countries, cities, and finally individual houses, trees, and other natural and man-made objects. Having found an area of the planet she is interested in exploring, she takes the equivalent of a ‘magic carpet ride’ through a 3-D visualization of the terrain.”



# Flooded areas near the New Orleans CBD Based on Ikonos data from 02 Sept 2005



Image © 2005 DigitalGlobe

to add notes

Default Design

A software toolbar with various icons for navigation and editing, including a magnifying glass, a hand, and a selection tool.

29.945822° lon -89.956873° elev 0 ft Streaming | 100% Eye alt

Lodging Dining

Navigation controls including a compass, zoom in (+) and zoom out (-) buttons, and a refresh button.

# Major features

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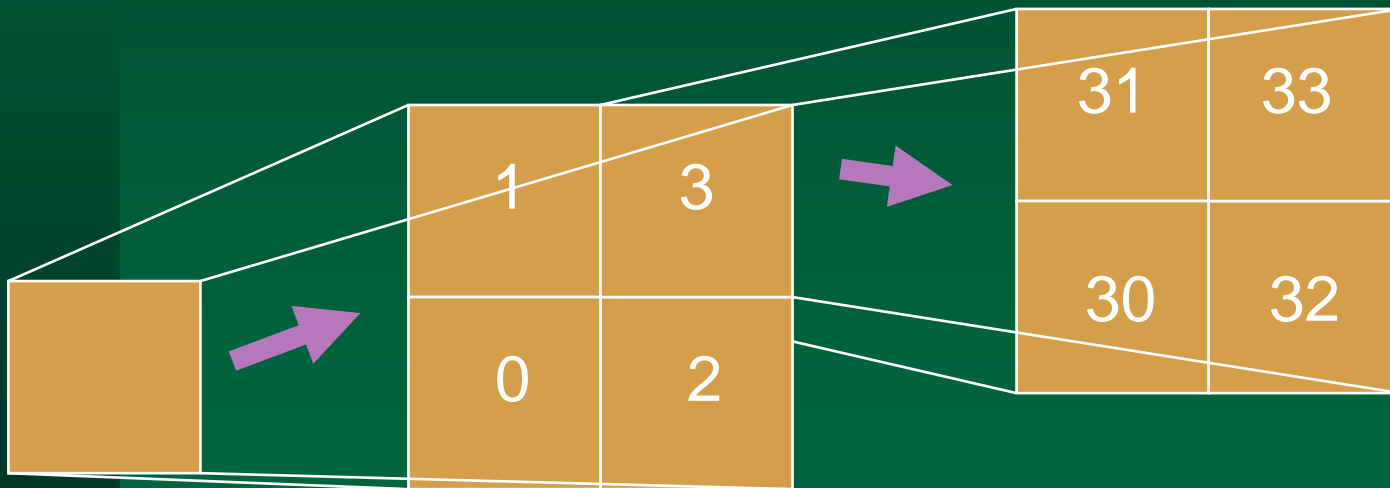
- Internal data structure
  - hierarchical tessellation
- Web transactions
  - the numbers
  - level-of-detail management
  - thick client
  - 32MB graphics card
- Layered
- Oblique perspective, flyby
- KML
  - programming interface



# The quadtree

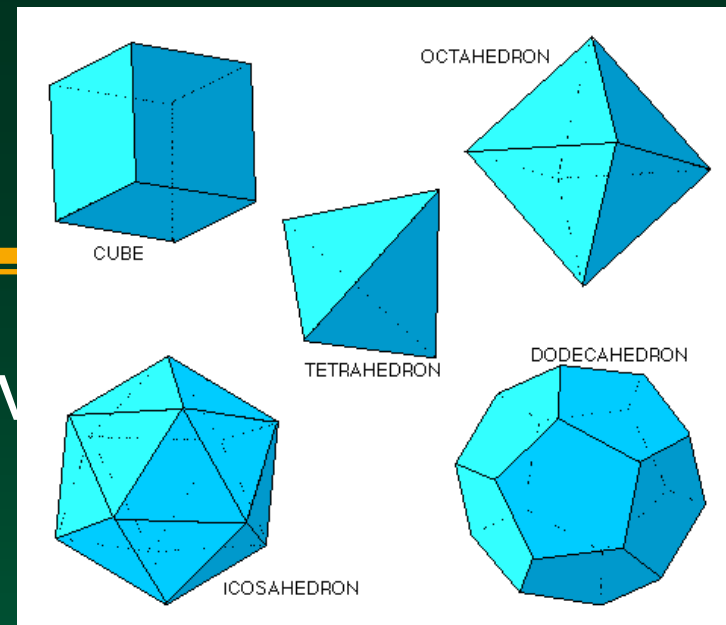
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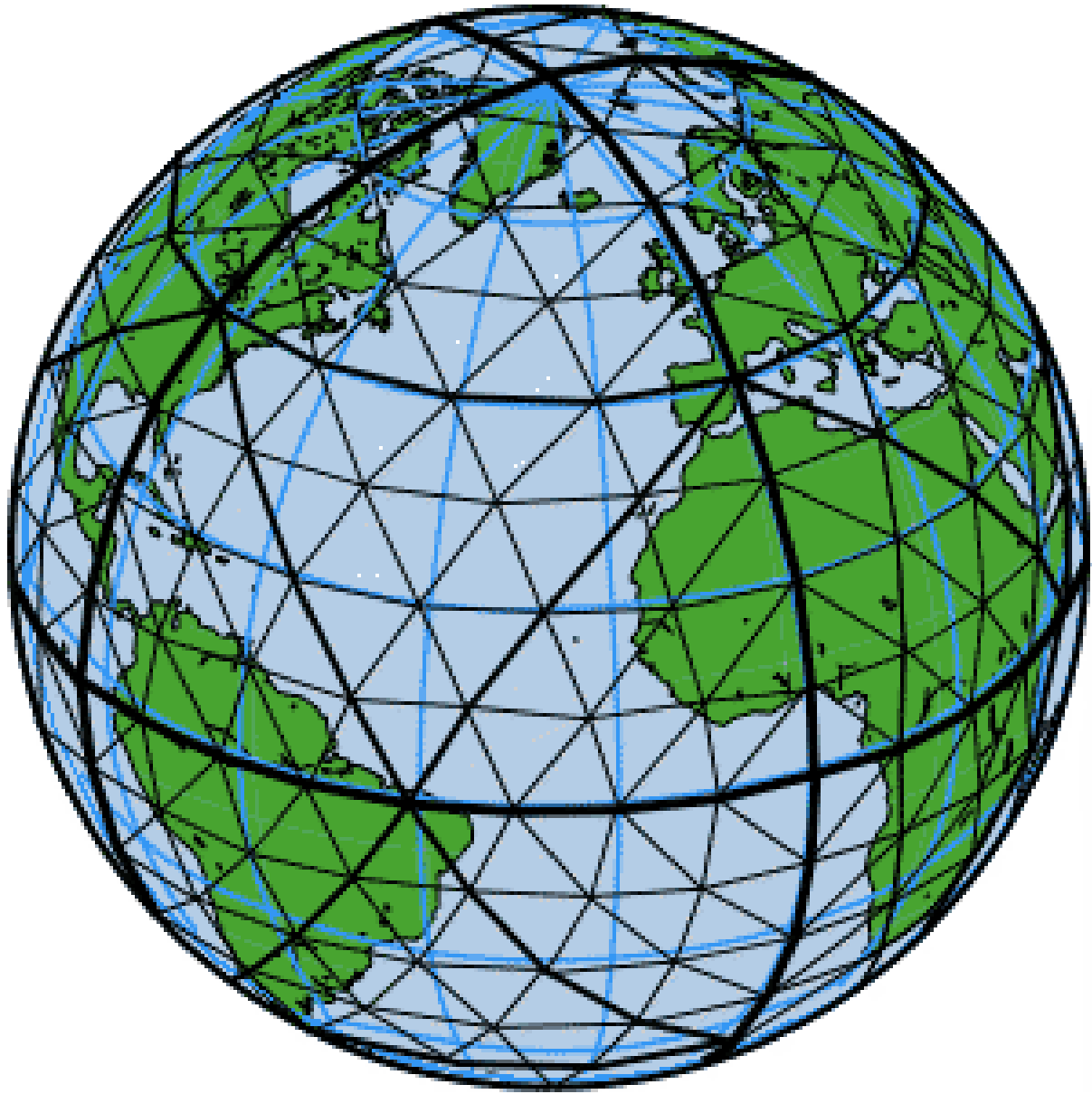
- Recursive subdivision
  - variable depth depending on local detail

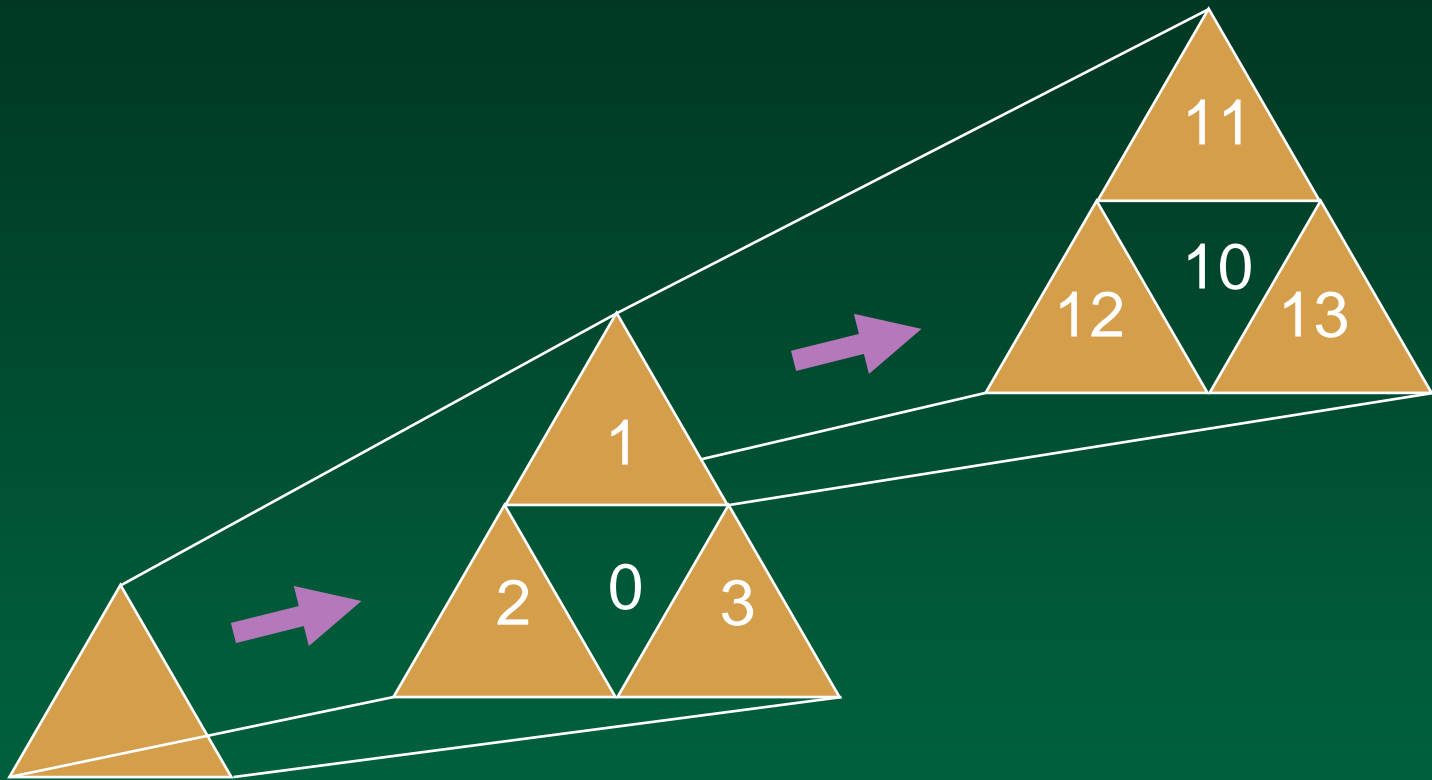


# Grids on the globe

- Impossible to tile a curved surface with squares
- Five Platonic solids
  - tetrahedron: 4 triangles
  - cube: 6 squares
  - octahedron: 8 triangles
  - dodecahedron: 12 pentagons
  - icosahedron: 20 triangles







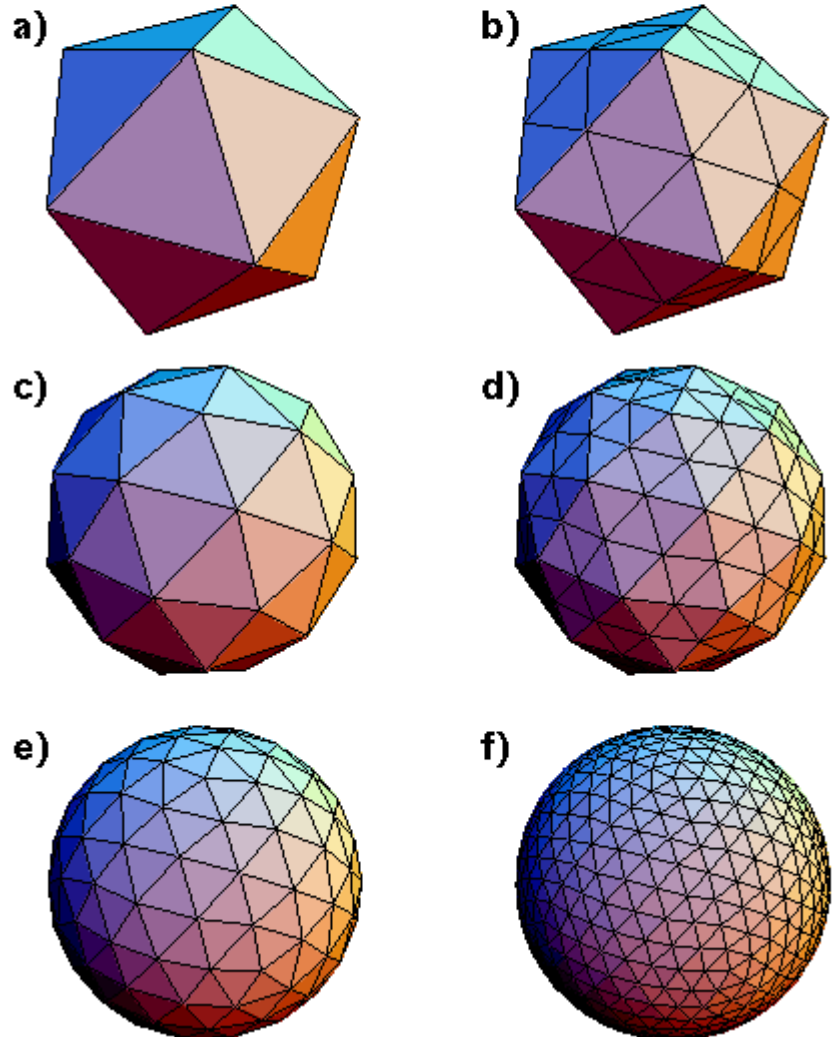
Octahedron: 1 base 8 digit plus unlimited base 4 digits

Discrete global grid  
based on the  
Icosahedron (20  
triangles, 1:4  
recursive  
subdivision)

Ross Heikes and  
David Randall,  
Colorado State  
University

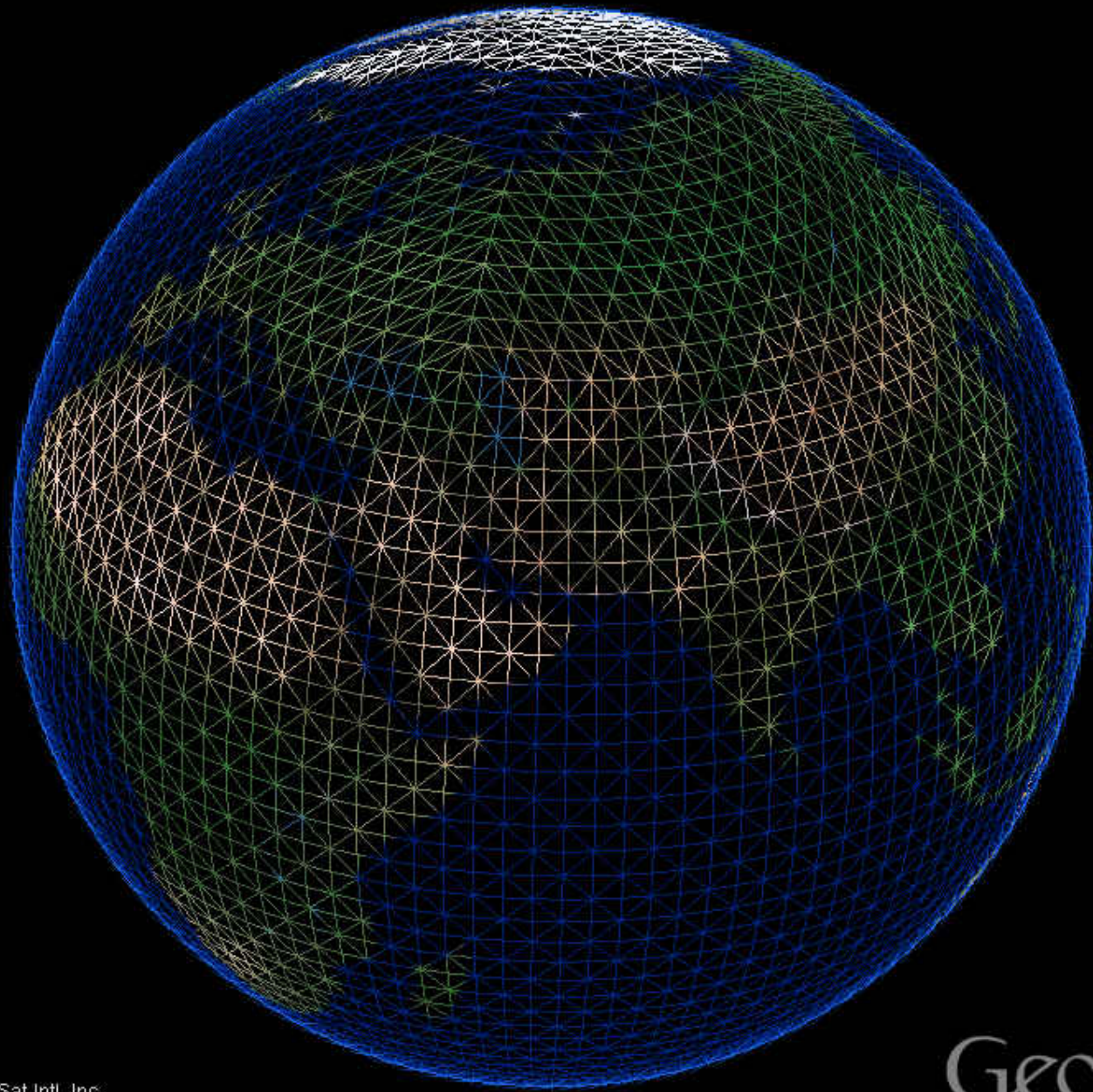
## Construction of a simple Icosahedral grid

- Suppose we have an icosahedron inscribed inside of a unit sphere.
- Bisecting each edge forms 30 new vertices, and partitions each equilateral face into four pieces.
- Project the new vertices onto the unit sphere.
- Bisect and partition again.
- Project again.
- And so on.... The result is a sequence of polyhedrons that increasingly approximate the sphere.



# *Comparison of Criteria for the Assessment of Global Grids*

<i>Criteria in Goodchild (1994)</i>	<i>Criteria in Kimerling et al. (1999) (Goodchild's Numbers given in parentheses)</i>
1. Each area contains one point	Areal cells constitute a complete tiling of the globe, exhaustively covering the globe without overlapping. (3,7)
2. Areas are equal in size	Areal cells have equal areas. This minimizes the confounding effects of area variation in analysis, and provides equal probabilities for sampling designs. (2)
3. Areas exhaustively cover the domain	Areal cells have the same topology (same number of edges and vertices). (9, 14)
4. Areas are equal in shape	Areal cells have the same shape. ideally a regular spherical polygon with edges that are great circles. (4)
5. Points form a hierarchy preserving some property for $m < n$ points	Areal cells are compact. (10)
6. Areas form a hierarchy preserving some property for $m < n$ areas	Edges of cells are straight in a projection. (8)
7. The domain is the globe (sphere, spheroid)	The midpoint of an arc connecting two adjacent cells coincides with the midpoint of the edge between the two cells.
8. Edges of areas are straight on some projection	The points and areal cells of the various resolution grids which constitute the grid system form a hierarchy which displays a high degree of regularity. (5,6)
9. Areas have the same number of edges	A single areal cell contains only one grid reference point.(1)
10. Areas are compact	Grid reference points are maximally central within areal cells. (11)
11. Points are maximally central within areas	Grid reference points are equidistant from their neighbors. (12)
12. Points are equidistant	Grid reference points and areal cells display regularities and other properties which allow them to be addressed in an efficient manner.
13. Edges are areas of equal length	The grid system has a simple relationship to latitude and longitude.
14. Addresses of points and areas are regular and reflect other properties	The grid system contains grids of any arbitrary defined spatial resolution. (5,6)



Imagery courtesy of WorldSat Intl. Inc.

GeoFusion



Imagery courtesy of WorldSat Intl. Inc.

GeoFUSION

# Is Digital Earth feasible?

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- 500,000,000 sq km
  - 5 million at 10km resolution
  - 500,000,000,000,000 at 1m resolution

500,000,000,000,000 sq km

# Transmitting Digital Earth

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- 1m resolution at T1 (order 10 megabits/sec)
  - 69.4 working years
- 1m resolution at 56k
  - done in 12,400 years
- The Internet-killer

# The LS ratio

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- Computer screen - 1000
- Digital camera - 1500
- Remotely sensed scene - 3000
- Paper map - 5000
- Dimensionless
- $\log_{10}L/S$  in range 3-4
- Human eye - 10,000

# What's possible at 500 kbps?

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- 50 kbytes/sec
- 10,000 new triangles/sec
  - 1% of screen/sec at full resolution
- 25 refreshes/sec
  - 400 new triangles/refresh
- Sufficient if:
  - resolution degraded in periphery
  - resolution degraded during flyby

# Broader implications

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- GIS and the Flat Earth Society
- Enabling extensions through KML
- User interfaces and the Child of Ten
- A standard structure

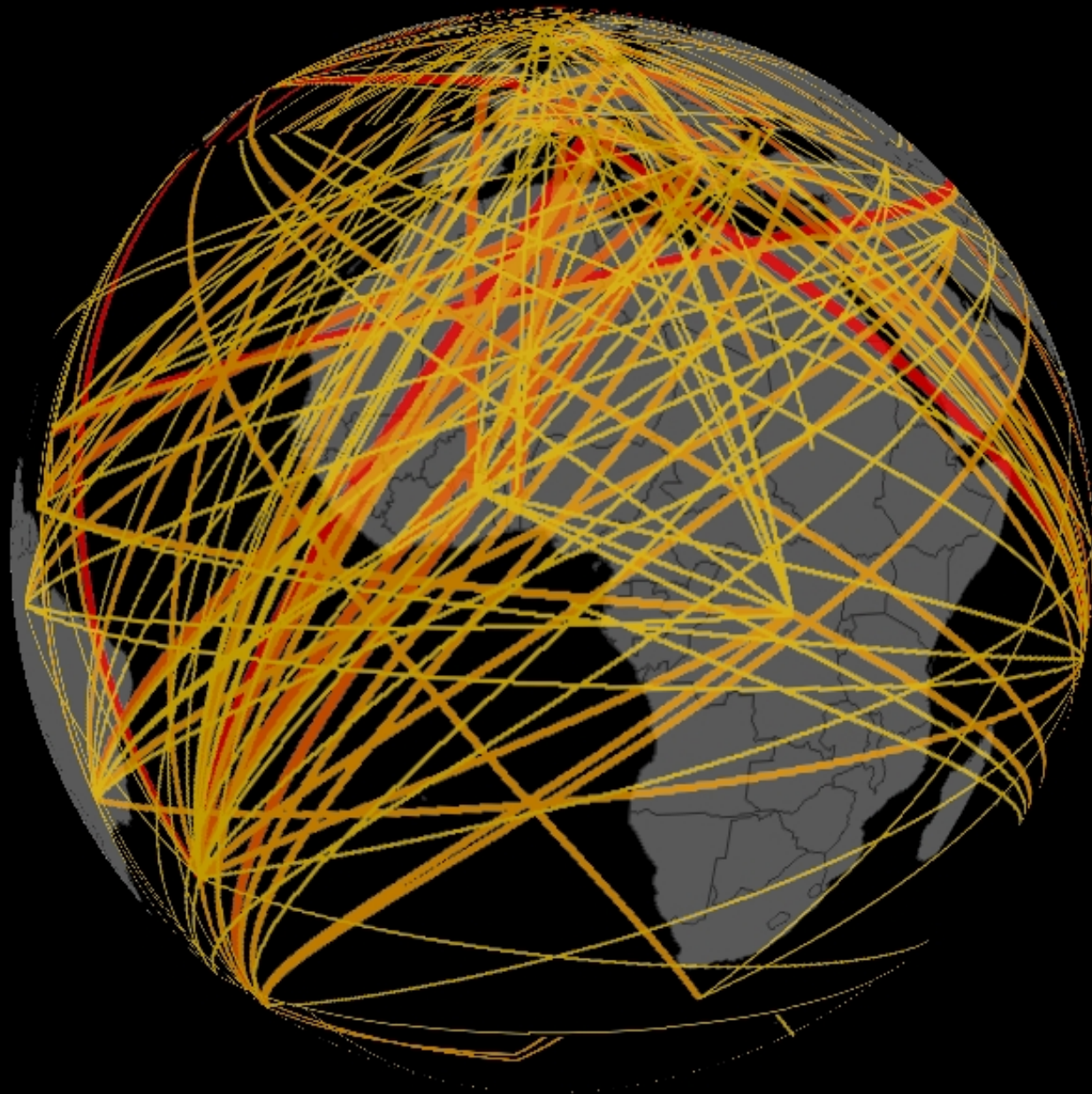




### North Korea's missile threat

Type	Maximum range	Payload	Status
Nodong	1,300 km (810 miles)	700 kg (1,550 pounds)	Currently deployed
Taepodong-1	Up to 10,000 km	Several hundred kg	Test failed 1998, not yet operational
Taepodong-2	10,000-15,000 km	Several hundred kg	Not yet tested

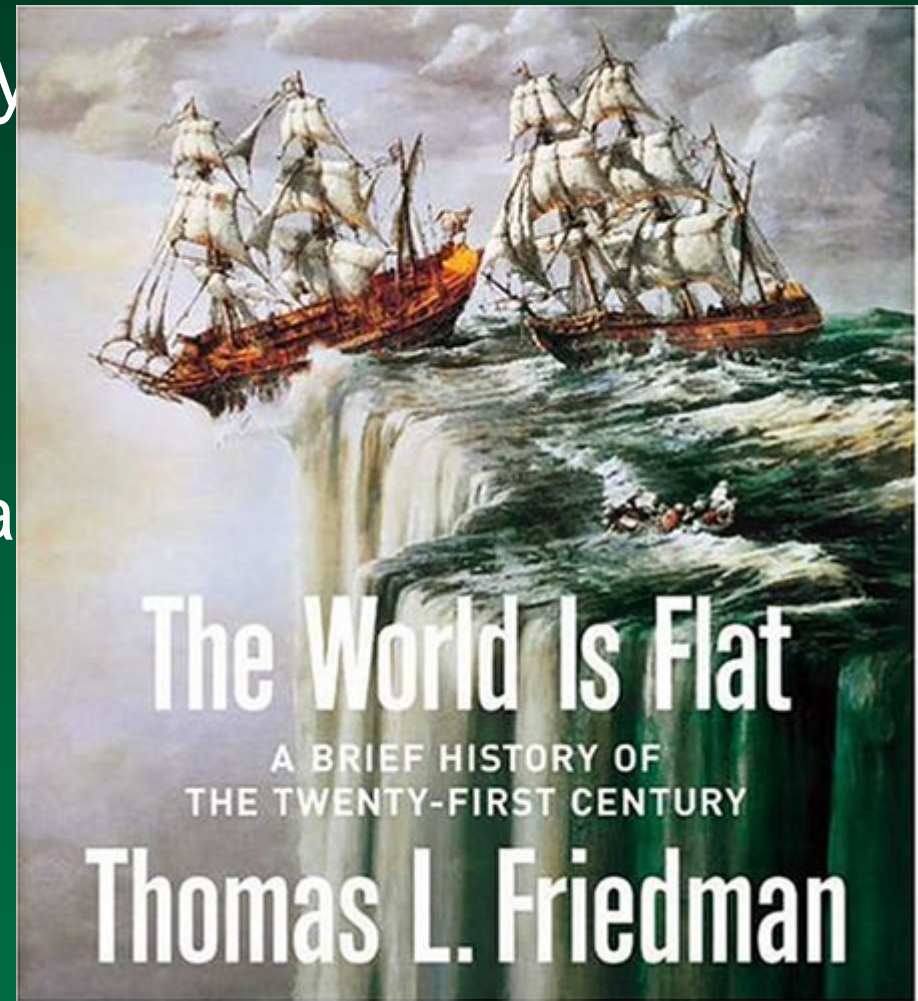
Source: Task Force for US Korea Policy, Centre for International Policy



# GIS and the Flat-Earth Society

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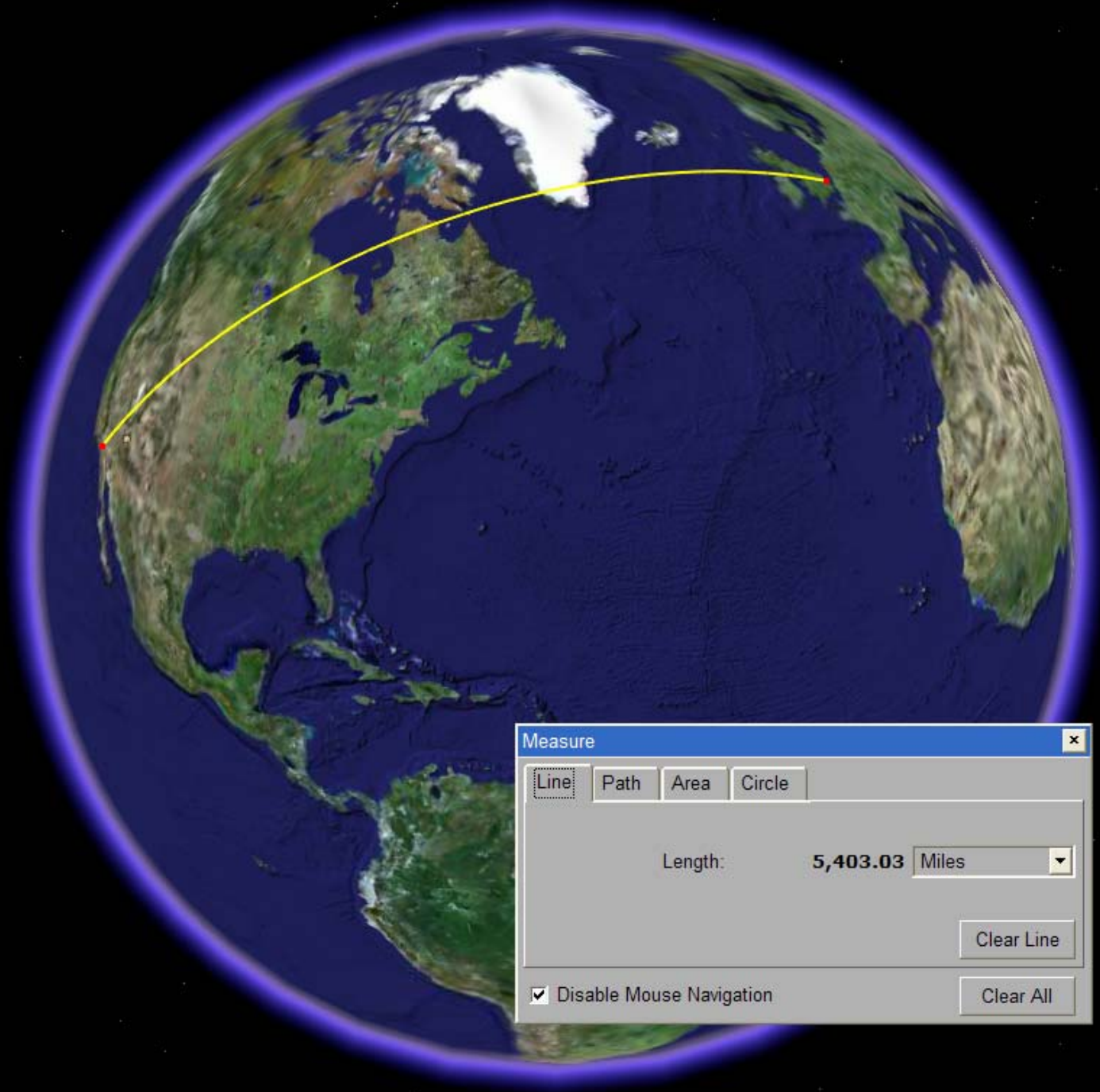
- The historic legacy
  - paper maps
  - rasters
  - local studies
  - algorithms use pla



# Two approaches to global GIS

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1. Projected GIS back-projected to the sphere
  - inverting the projection equations
  - the Perspective Orthographic Projection
2. Doing the spherical (or ellipsoidal) geometry
  - no straight lines (only arcs of ellipses)
  - no lengths (only subtended arcs)
  - a new kind of computational geometry

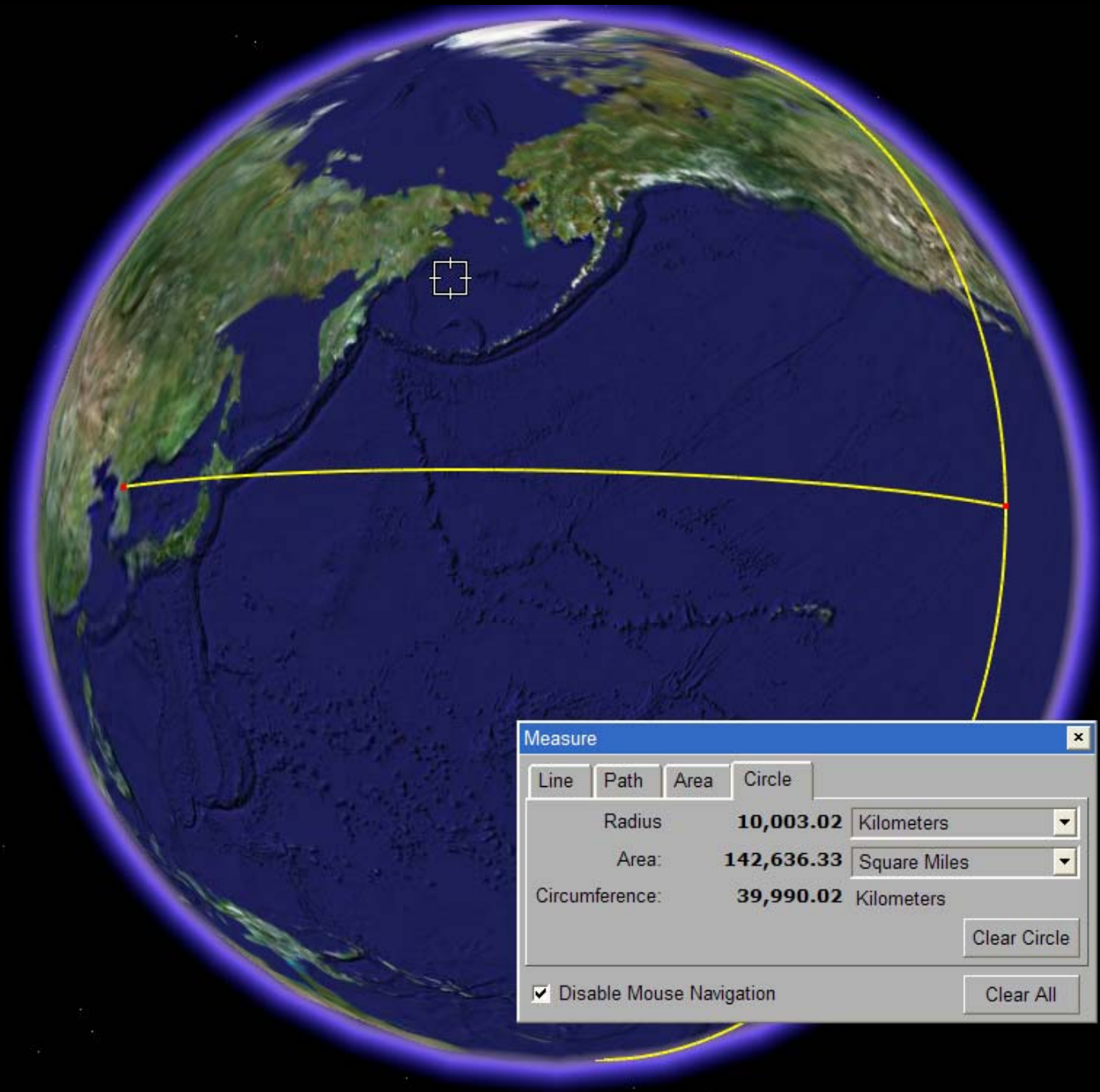


Measure ✕

Line  Path  Area  Circle

Length: **5,403.03** Miles ▾

Disable Mouse Navigation



**Measure** [x]

Line Path Area **Circle**

Radius: **10,003.02** Kilometers [v]

Area: **142,636.33** Square Miles [v]

Circumference: **39,990.02** Kilometers

[Clear Circle]

Disable Mouse Navigation [Clear All]



<http://www.thesalmons.org/lynn/wh-greenwich.html>



# KML

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- Enables users to add value to Google Earth
  - objects to display based on lat/long
  - internal conversion to hierarchical structure
  - tapping the creative energy of humanity
- A large community adding value
  - compare to the development staff of your favorite GIS
- KML comparable to other open standards
  - underlying constant hierarchical structure
  - compare the Meridian Convention

# The Child of Ten standard

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- Can a child do something useful with this in ten minutes?
  - compare video games
  - compare GIS
- The Concert Pianist standard
  - confines tool to the expert
- Google Earth is already known to more people than GIS

# Challenges to the research community

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- Horizontal edgematching
  - the partial update problem
- Vertical edgematching
  - on-the-fly rubber sheeting
- User interface design
  - the video-game standard
- Rendering the non-visual
  - beyond the camera metaphor

# Challenges (2)

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- Interfacing global and local standards
  - the Second Law of Geography
  - geographic heterogeneity
- Global data collection
  - the International Map of the World
  - remote sensing
  - a global spatial data infrastructure
  - ground-based sensor networks
- Analysis and modeling
  - an ideal geo-visualization tool

# Challenges (3)

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- A one-stop shop for the planet
  - thematic priorities
  - harvesting methods
  - ontological issues
  - alphabets, diacriticals
- A global gazetteer
  - vernacular entries
  - from  $10^7$  to  $10^8$  to  $10^9$
- Geobrowsers
  - organizing Web searches geographically

# Conclusions

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- Close to Gore's vision
- Better at spherical functions than GIS
- Potential to extend spatial science to a much larger community
  - of social scientists
  - of developers and adders of value
  - of users
  - of students
- Extensive challenges for the spatial sciences