



# Task-Oriented Information Value Measurement based on Space-Time Prisms

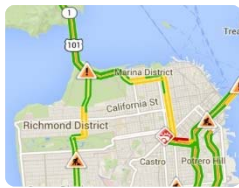
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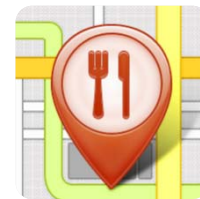
# Information plays an important role in our everyday tasks



Traffic



Meetings



Restaurants



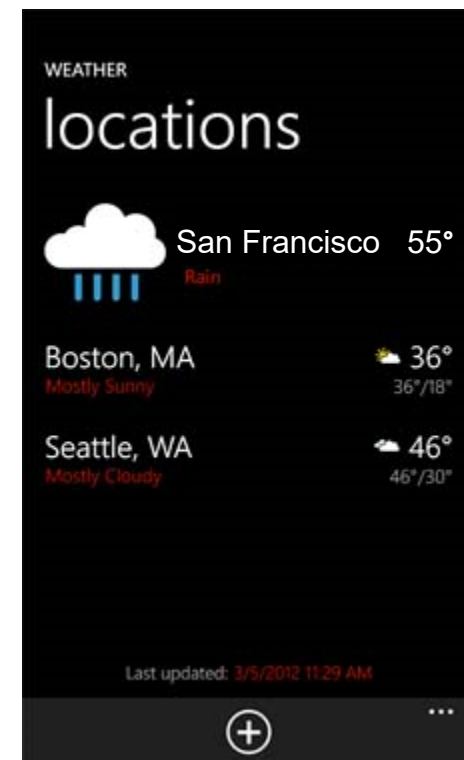
Weather



Flights

...

# The role of information from a cognitive perspective



# Mobile devices: major tools for retrieving and displaying information





# Can we prioritize information?

A framework that integrates **information value theory** with **space-time prisms**



Information item 1

Information item 2

Information item 3

...

Information item n

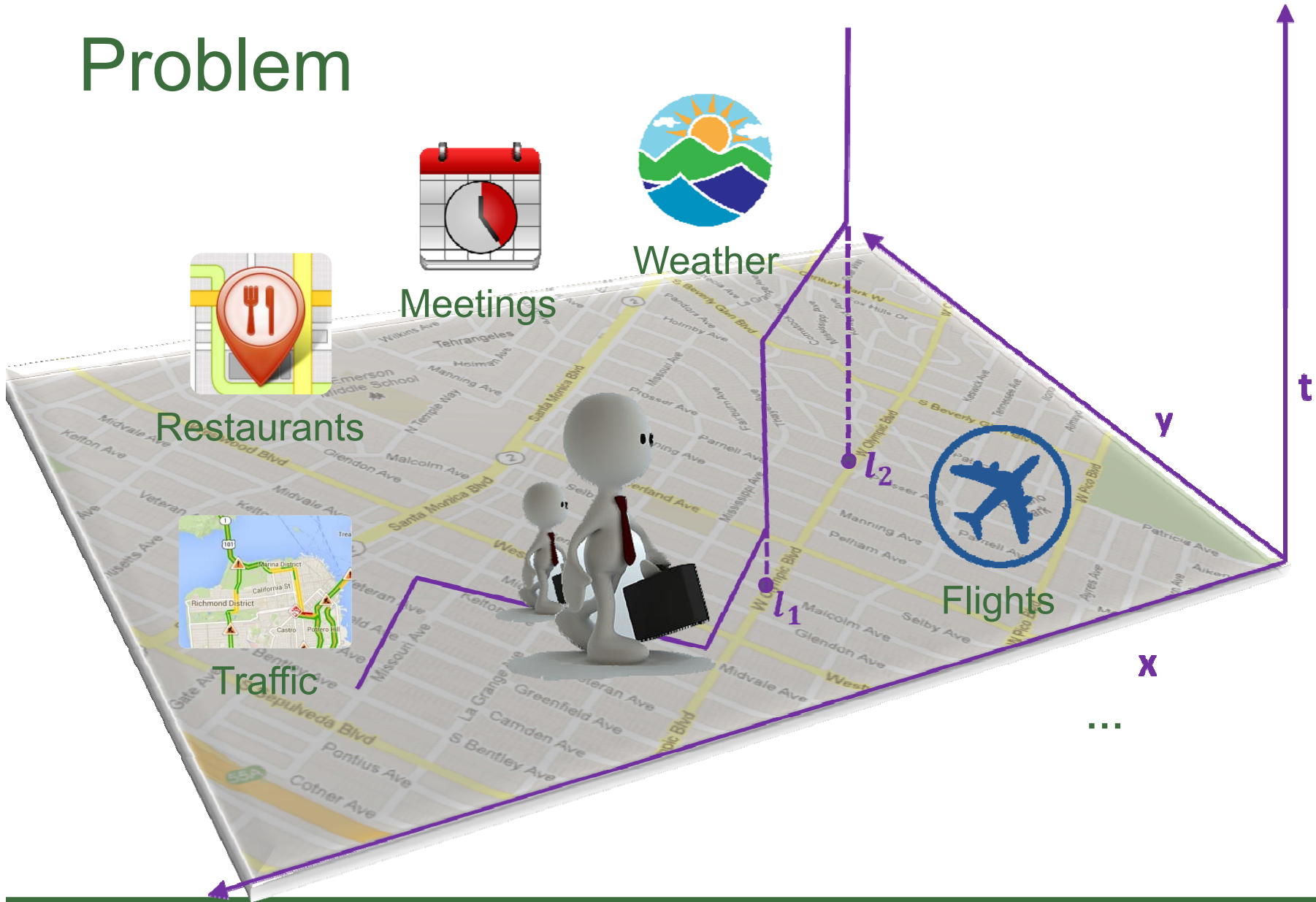
High priority

Low priority

# Problem

- An individual has  $m$  tasks to complete
  - Each task has its spatiotemporal properties:  
Locations, preferred arrival time, duration, waiting
- The mobile device has access to  $n$  information items
  - Each information item indicates certain spatiotemporal change of the current status
- **Goal:** measure the values of the  $n$  information items with regard to the  $m$  tasks

# Problem





# Information Value Theory (IVT)

- Originally proposed in economics and artificial intelligence
- Measures the value of information with regard to decisions

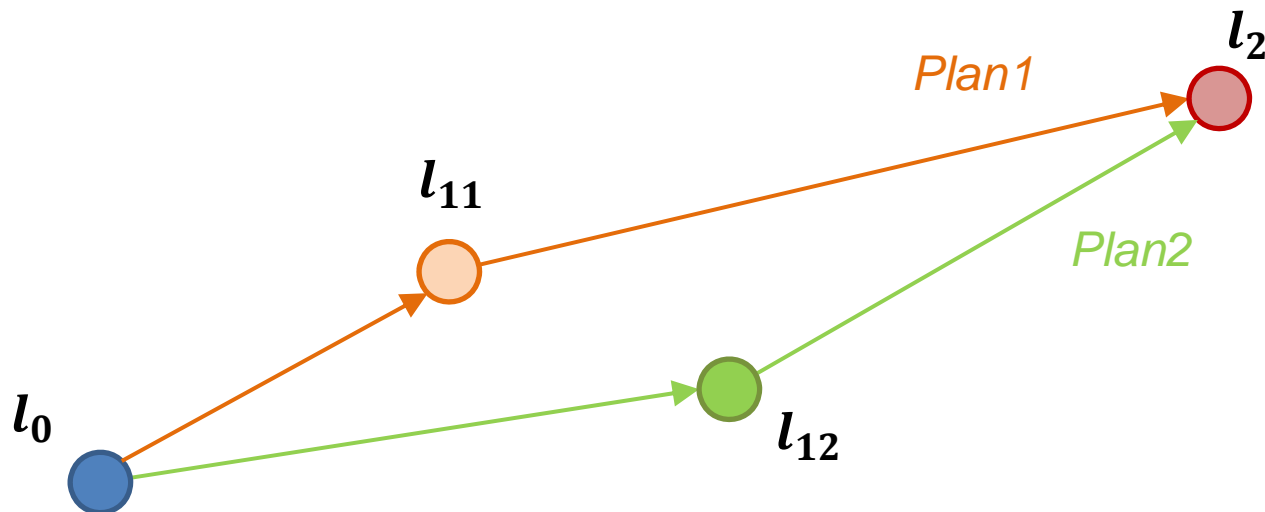
$$V(I) = U(d') - U(d)$$

- Applied to investment analysis and clinical assessment
  - Focusing on **monetary value**
  - Ignoring **spatiotemporal** properties

# Integrating IVT with time geography

$$V(I) = U(d') - U(d)$$

- Decision maker: the individual
- Decision  $d$ : to make a *plan* to complete the  $m$  tasks



# Integrating IVT with time geography

$$V(I) = U(d') - U(d)$$

- Space-time prisms for representing the spatiotemporal properties of tasks
- *U*: extending the utility function from space-time accessibility studies
  - *Burns (1979), Miller (1999)*
  - *Ettema and Timmermans (2007)*

# Integrating IVT with time geography

$$V(I) = U(d') - U(d)$$

- Utility function in accessibility study (*Burns, 1979, Miller 1999*):

$$U = a^\alpha D^\beta \exp(-\lambda T)$$

- An extension to include early and late arrivals (*Ettema and Timmermans, 2007*)

$$U = a^\alpha D^\beta \exp(-\lambda T) \exp(-\gamma_1 SDE) \exp(-\gamma_2 SDL)$$

# Integrating IVT with time geography

$$V(I) = U(d') - U(d)$$

- A *plan* as completing a sequence of tasks:

$$plan = \{S_1, S_2, S_3, \dots, S_m\}$$

- The utility of a *plan*:

$$U(plan) = \sum_{j=1}^m U(S_j) * \exp(-\lambda \sum_{j=1}^m T_{(j-1),j})$$

# Integrating IVT with time geography

$$V(I) = U(d') - U(d)$$

- For each task, one location is selected from the candidate locations:

$$\mathcal{S}_{jk} = \langle l_{jk}, a_{jk}, PAT_{jk}, AAT_{jk}, D_{jk}, D'_{jk} \rangle$$

- The utility of completing one task:

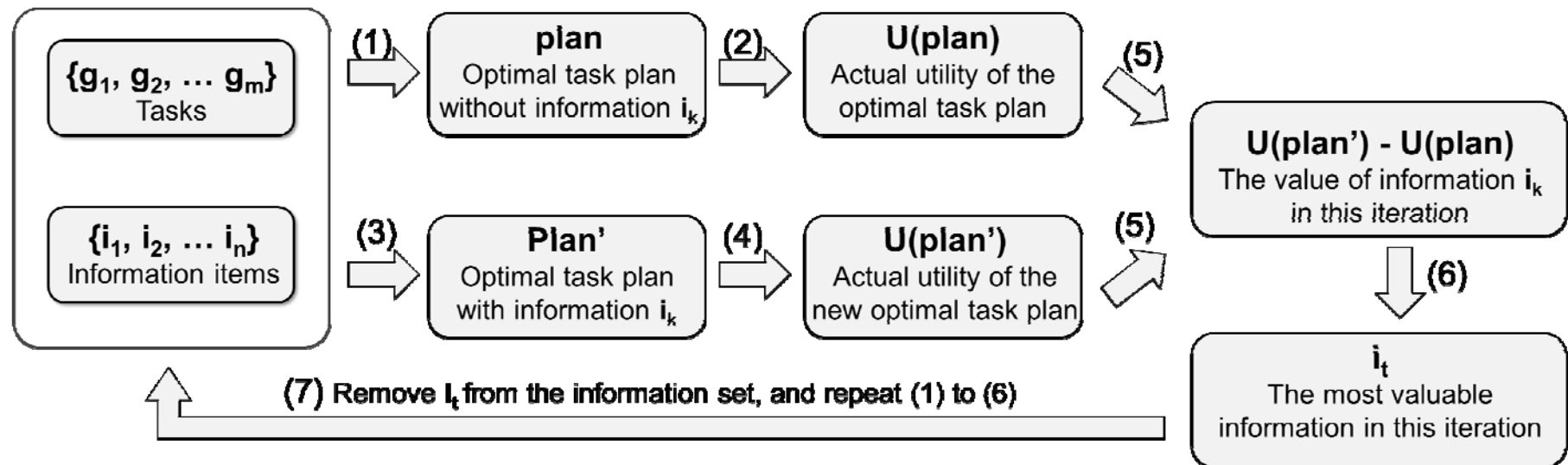
$$U(\mathcal{S}_{jk}) = a_{jk}^{\alpha} f(D_{jk}, D'_{jk}) h(PAT_{jk}, AAT_{jk})$$

- Measuring the value of information:

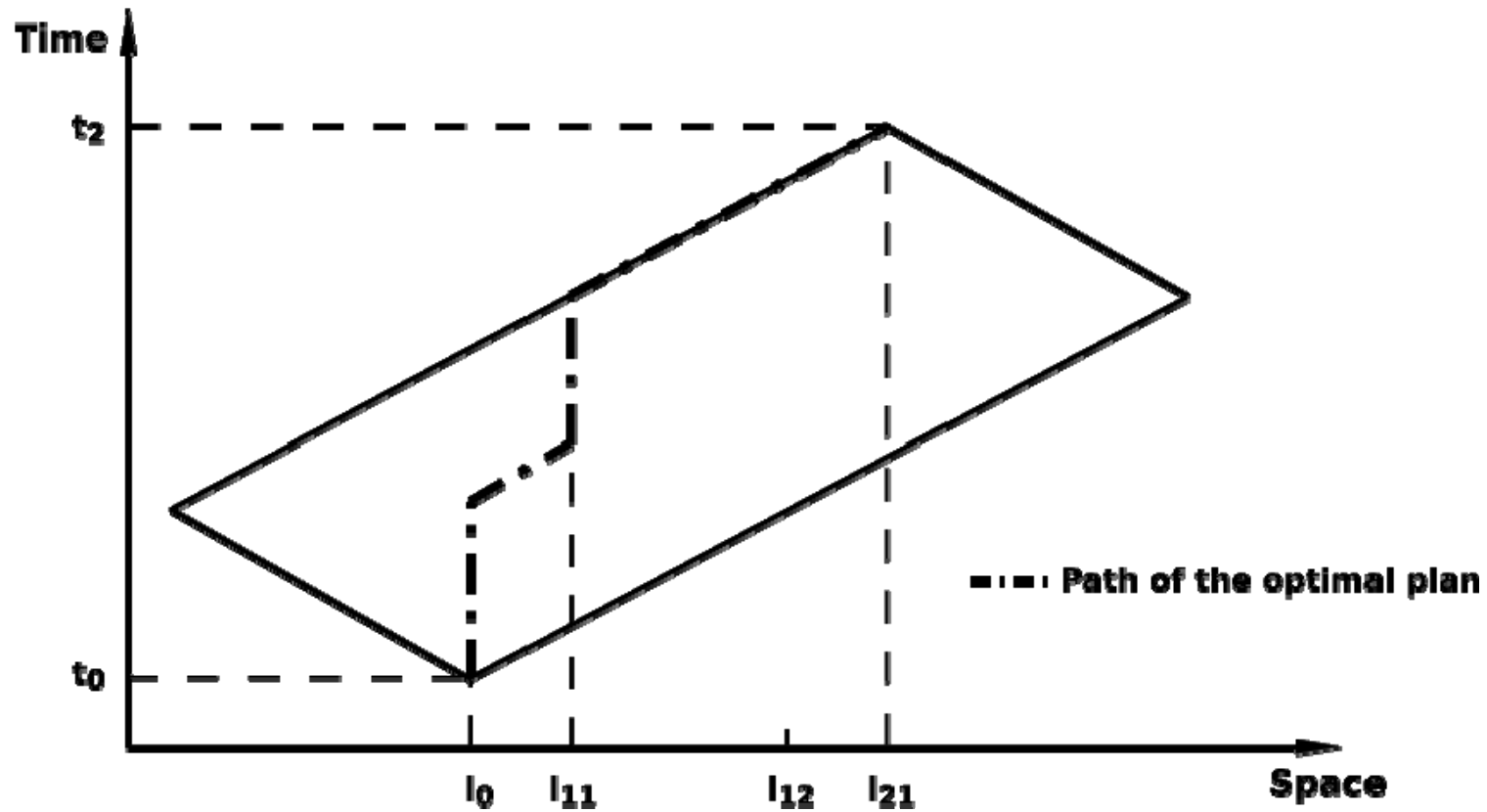
$$V(I) = U(plan') - U(plan)$$

# Integrating IVT with time geography

- A **workflow** for ranking the priorities of multiple information items



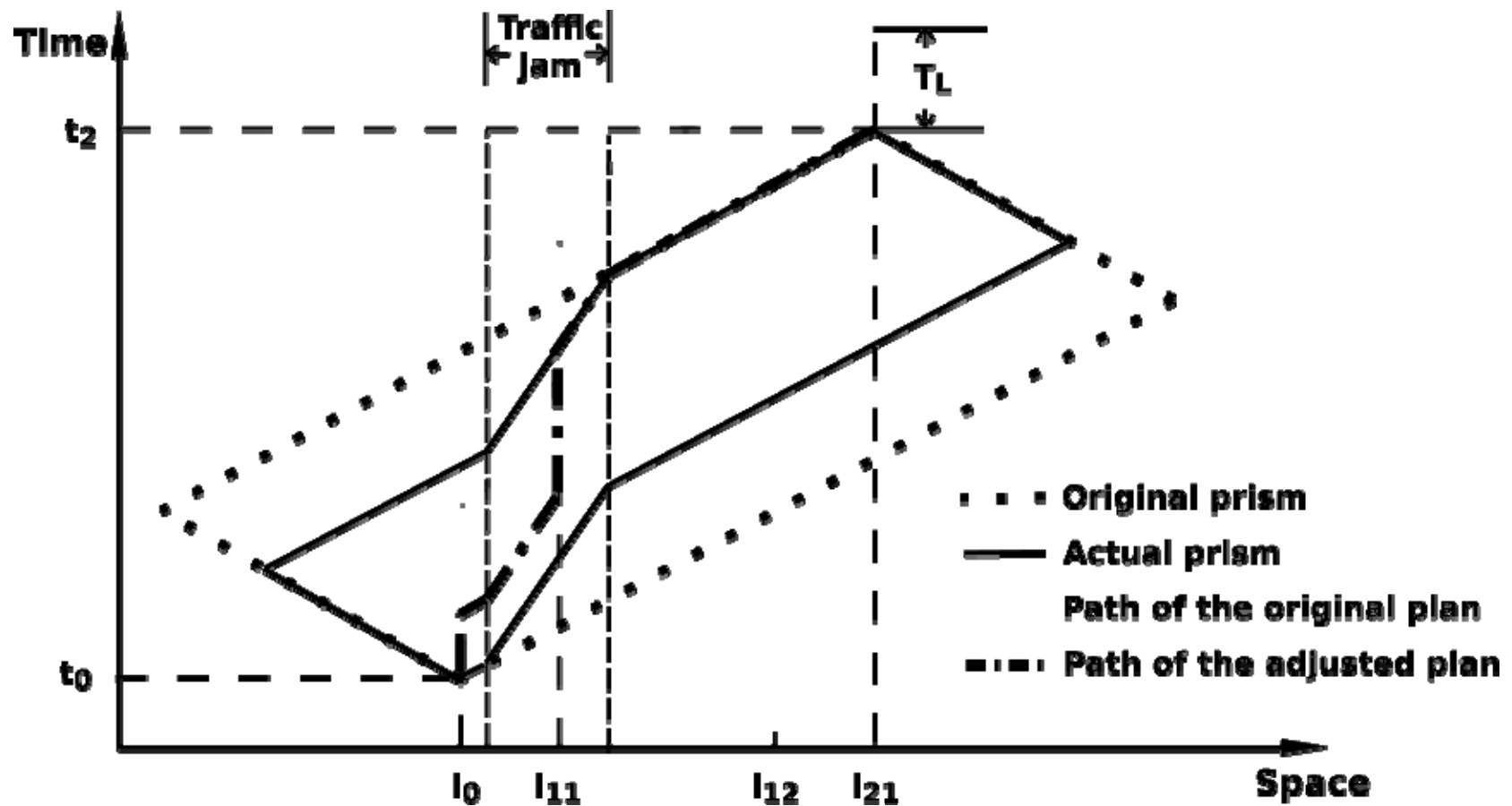
# A simplified example





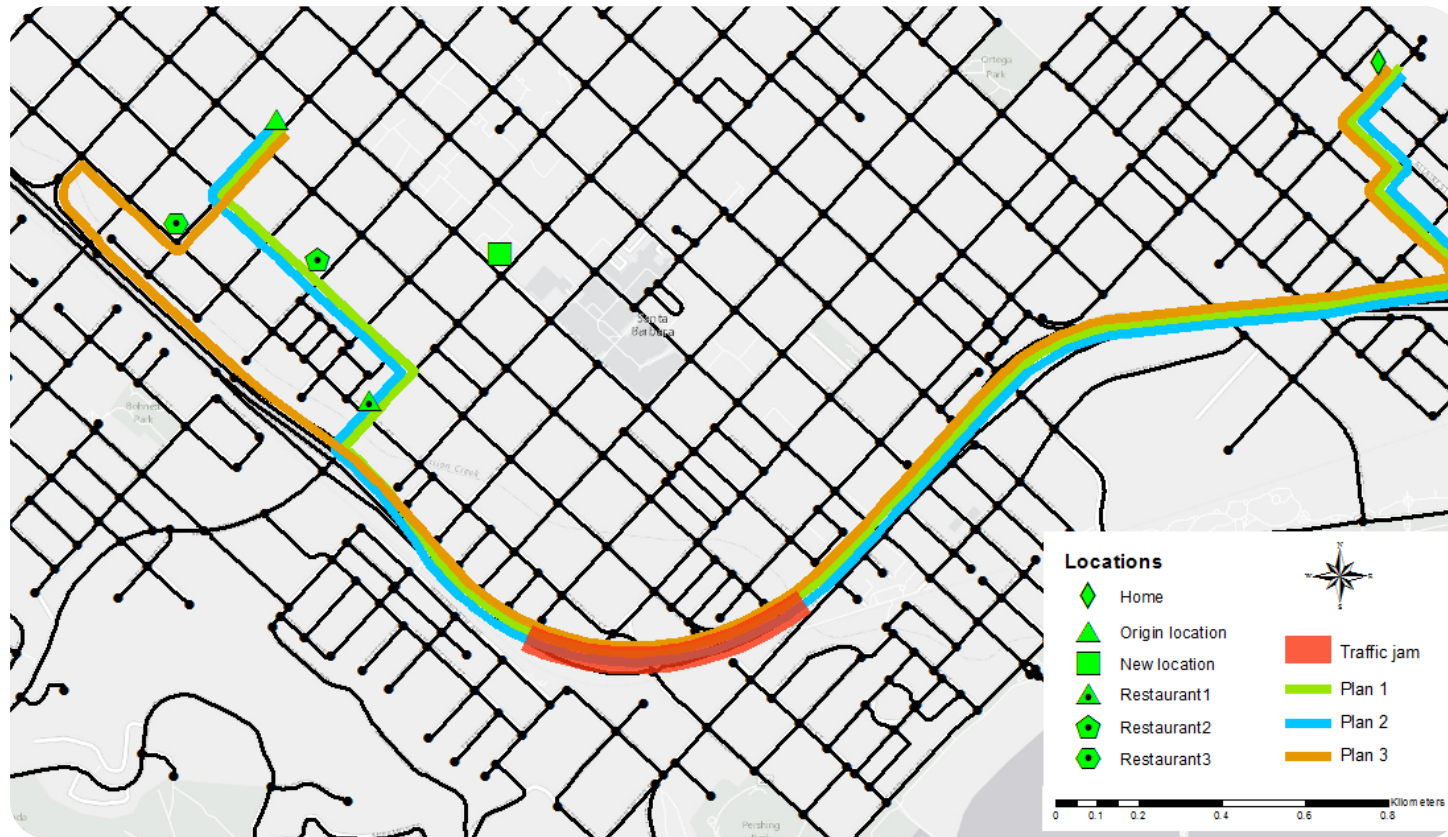
# A simplified example

- Traffic congestion information  $I_{traffic}$

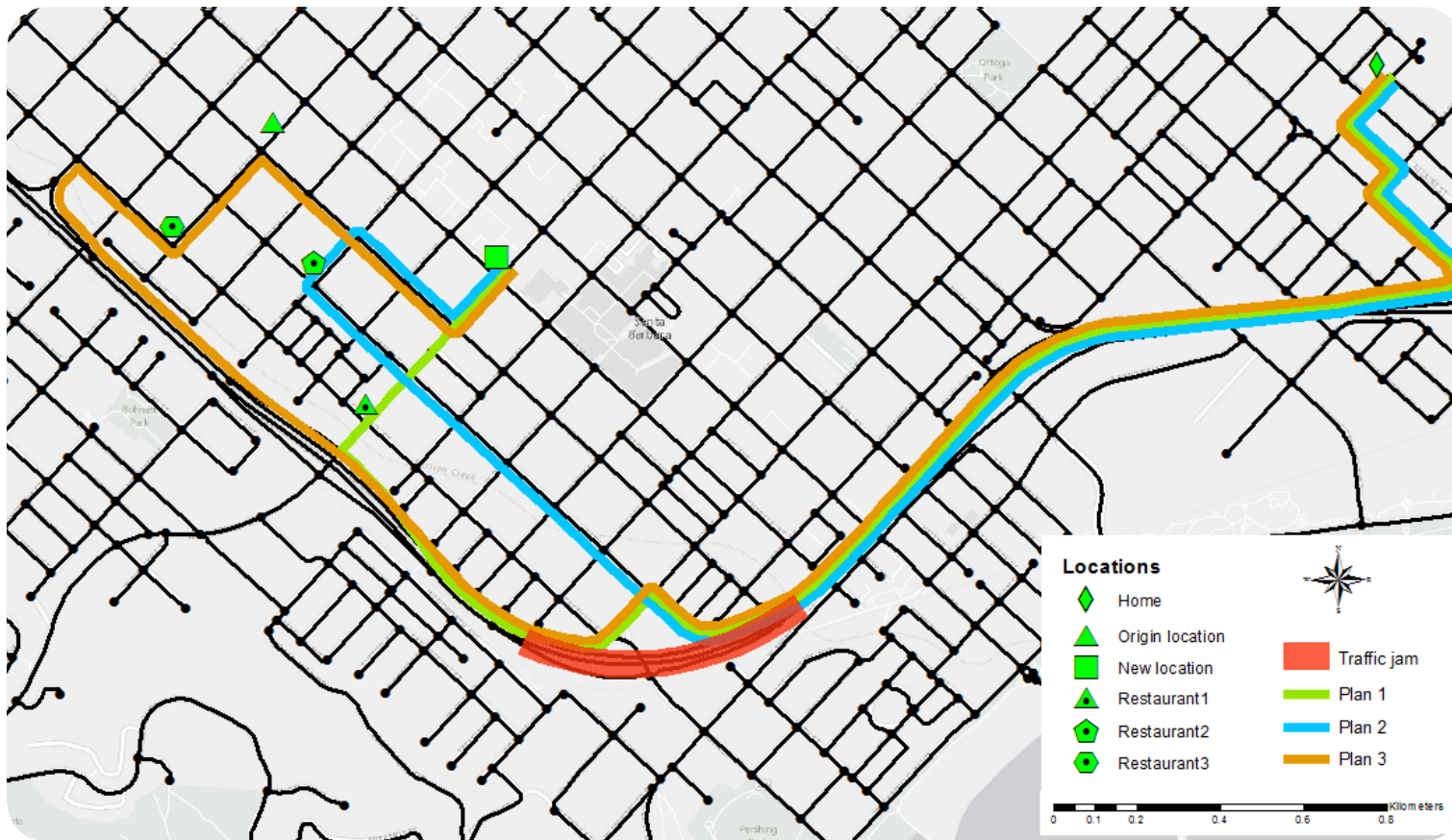


# A simulation based on a road network

- Tasks: 1) **breakfast**; 2) **workshop**
- Information:  $I_{traffic}$ ,  $I_{loc}$ ,  $I_{temp}$ ,  $I_{wait}$



# A simulation based on a road network



$$I_{loc} > I_{traffic} > I_{wait} > I_{temp}$$

# Conclusions and future work

- A **theoretical framework** for measuring the value of information
- An integration between **space-time prisms** and **information value theory**
- **Prioritized information display** on small-screen mobile devices
- Further evaluations based on human participant experiments are necessary

# Questions and suggestions?

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$$U(\mathbf{S}_{jk}) = a_{jk}^{\alpha} f(D_{jk}, D'_{jk}) h(PAT_{jk}, AAT_{jk})$$

$$f(D_{jk}, D'_{jk}) = \left[ \min \left\{ \frac{D'_{jk}}{D_{jk}}, 1 \right\} \right]^{\beta}$$

$$h(PAT_{jk}, AAT_{jk}) = \exp(-\gamma_1(PAT_{jk} - AAT_{jk})^+) \exp(-\gamma_2(AAT_{jk} - PAT_{jk})^+)$$