- appropriate connections are established between the map object, the concept in the knowledge base with the established geosemantic elements;
- spatial relations are established between terrain objects assigned to certain classes.

CONCLUSION

Let us list the main provisions of this article:

- the development of geoinformation systems consists in their intellectualization, thereby expanding the range of applied problems using knowledge about terrain objects;
- it is proposed to consider the map as an *information construction*, the elements of which are *terrain objects*, thereby ensuring the structural and semantic interoperability of geoinformation systems due to the transition from the map to the semantic description of map elements, that is, terrain objects and connections (spatial relations) between them;
- ensuring semantic interoperability is achieved through the development of ontologies of subject domains, and the establishment of *geosemantic elements* allows setting spatial characteristics of terrain objects;
- availability of a particular *Technology for intelligent geoinformation systems design* provides the process of designing intelligent geoinformation systems built on the principles of ostis-systems.

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Поддержка жизненного цикла интеллектуальных геоинформационных систем различного назначения

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Работа посвящена частной технологии проектирования интеллектуальных геоинформационных систем, построенных по принципам ostis-систем. Структурная и семантическая интероперабельность геоинформационных систем, построенных по предлагаемой технологии, обеспечивается за счет перехода от карты к семантическому описанию элементов карты.

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