





Spatial Data Analysis using cuSpatial and cuDF (CUDA)

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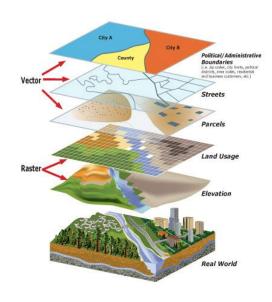
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Problem Statement

- Geospatial datasets, such as national road networks, contain millions of geometries that require intensive computational operations like distance calculation, spatial joins, and filtering.
- Databases, while accurate, often struggle with performance limitations when processing these large datasets, especially in interactive or analytical workflows.







Objectives

- This project aims to address performance challenges by leveraging GPU-accelerated spatial processing using NVIDIA cuSpatial and comparing it with IBM Db2 Spatial Extender (DB2 SE), a traditional CPU-based spatial database.
- 3D Spatial Data Feasibility



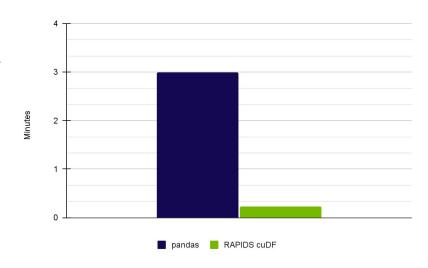






Why cuDF and CuSpatial?

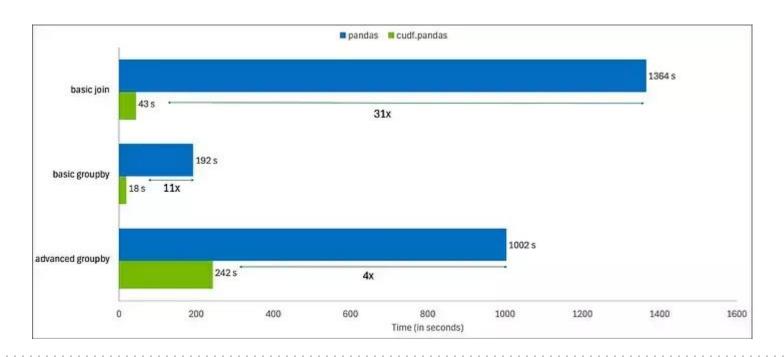
- cuDF: GPU-powered equivalent of pandas.
- Provides massively parallel processing of large tabular data on NVIDIA GPUs.
- Supports common data operations like filtering, joins, and group bys at significantly higher speeds than CPU-based pandas.







How Fast is it?







Environment SetUp

- Systems Used: bmidb0, bmidb8 (GPU Servers)
- Python Version: 3.9
- cuSpatial Dependencies:
 - Miniconda Installation
 - cuSpatial Environment Creation
 - Additional Libraries (Jupyter, cuDF, GeoPandas, etc.)





Key Libraries Used & Their Role

- cuSpatial: GPU-accelerated spatial processing
- **cuDF:** to create GPU DataFrames
- **GeoPandas, Shapely:** CPU-based Geo Processing & Visualization
- Others: numpy, pandas, matplotlib for data handling and plotting





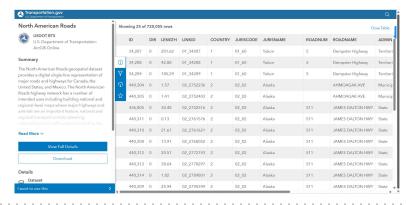
Dataset Description

- North American Road Network (NATD Dataset)
- Source: Bureau of Transportation Statistics (BTS), U.S.
 Department of Transportation

• Provided as a Shapefile (.shp), along with supporting files (.dbf,

.shx, .prj).

Over 700,000 road segments.

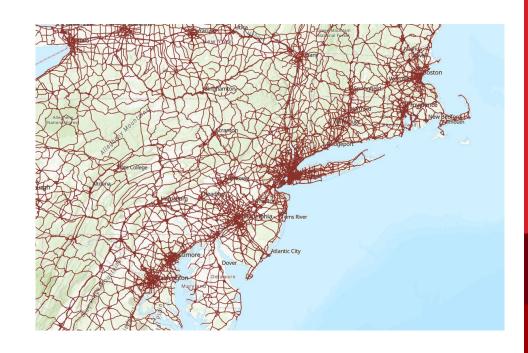






Key Attributes

- **ID** Unique road segment identifier.
- ROADNAME Name of the roadway (e.g., "Dempster Highway").
- **JURISNAME** Jurisdiction (e.g., State/Province like "New York", "Yukon").
- **GEOMETRY** Spatial shape of the road represented as LineString.
- **WKT** Geometry converted to Well-Known Text for interoperability.







Steps in Methodology

- DATA PREPARATION
- DATA STORAGE (DB2 SPATIAL EXTENDER)
- SPATIAL OPERATIONS
 - Bounding Box Filtering
 - Proximity Analysis
 - 100 km Radius Filtering
- PERFORMANCE COMPARISON





Methodology

Data Preparation

- Loaded North American Roads Shapefile using geopandas.
- Reprojected data to WGS84 (EPSG:4326) for geographic compatibility.
- Extracted coordinates (longitude, latitude) from LineString geometries.
- Exported WKT representations for database ingestion.





Methodology (Cont.)

Database Storage (DB2 Spatial Extender)

- Created Spatial Table in IBM Db2 with the following attributes:
 - ID, ROADNAME, WKT, GEOM, STATE columns.
- Imported data using CSV Loader with WKT column.
- Converted WKT to ST_GEOMETRY

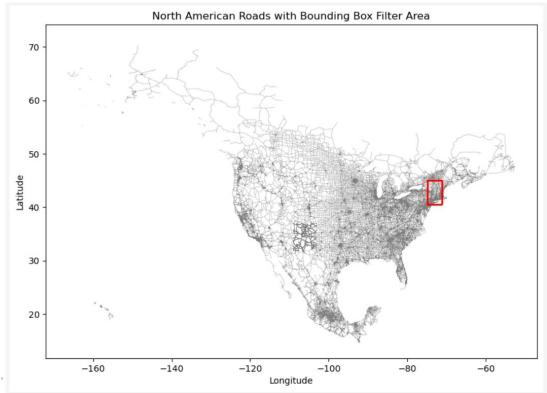
```
CREATE TABLE north_american_roads (
   id INTEGER,
   roadname VARCHAR(255),
   wkt CLOB(2M) LOGGED NOT COMPACT,
   geom ST_GEOMETRY,
   state VARCHAR(255)
)
IN SPATIAL_TS
LONG IN SPATIAL_TS;
```





Bounding Box Filtering:

Extracted road segments within defined latitude/longitude bounds.

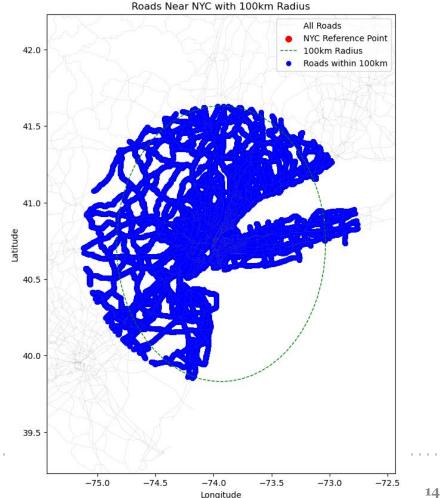






Proximity Analysis & Filtering

- Calculated Haversine Distance from a reference point (NYC) to all roads.
- Selected roads falling within a 100 km radius from NYC.





DB2 Spatial Queries

Performed ST_Intersects and ST_Distance queries for NY State

Bounding Box Filtering.

- Query Time 4.134 seconds
- Records Fetched 39340





DB2 Spatial Queries

Selected roads falling within a 100 km radius from New York City. (much smaller radius)

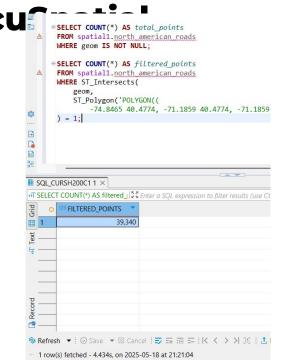
- Query Time 8.204 seconds
- Records Fetched 10

10 row(s) fetched - 8.204s, on 2025-05-19 at 13:47:22





Performance Comparison: DB2 SE Vs



```
# 4. Benchmark WITH Bounding Box
   print("\nStarting Optimized Processing (bounding box filter)...")
   start time bbox = time.time()
   mask = (x cudf >= bbox min x) & (x cudf <= bbox max x) & \
         (y cudf >= bbox min y) & (y cudf <= bbox max y)
   filtered x = x cudf[mask]
   filtered v = v cudf[mask]
   end time bbox = time.time()
   print(f"Filtered points: {len(filtered x)}")
   print(f"Bounding Box Execution Time: {end time bbox - start time bbox:.4f} seconds")
Starting Naïve Processing (no bounding box)...
Naïve Processed points: 25224400
Naïve Execution Time: 0.0184 seconds
Starting Optimized Processing (bounding box filter)...
Filtered points: 727197
Bounding Box Execution Time: 0.0080 seconds
```





Can 3D Spatial Data be handled in cuspatial?

2D Geometry Model Only

- Supports Points, Linestrings, Polygons in 2D (x, y) or (longitude, latitude).
- No native 3D geometries like Polyhedra, 3D Meshes, or Solids.

Algorithmic Constraints

- Haversine Distance and Bounding Box Calculations are 2D-only.
- No 3D distance, containment, or intersection functions available.





Can 3D Spatial Data be handled in cuspatial? (Cont.)

Data Storage Limitations

- Uses interleaved (x, y) coordinate buffers.
- No support for z-dimension storage or indexing.

No 3D CRS Support

- Works with 2D Coordinate Systems (e.g., EPSG:4326).
- Lacks support for 3D geodetic or Cartesian CRS.





References

- https://developer.nvidia.com/blog/accelerated-data-analytics-faster-time-series-analysis-with-rapids-cudf/
- https://giahuy04.medium.com/rapids-in-handle-data-fd3f6a459e20
- https://geodata.bts.gov/datasets/usdot::north-american-roads/about (DATASET)
- https://docs.rapids.ai/api/cuspatial/stable/user_quide (CUSPATIAL OFFICIAL DOCUMENTATION)
- https://github.com/rapidsai/notebooks-contrib
- https://medium.com/rapids-ai/gpu-accelerated-geospatial-analytics-with-rapids-cuspatial-and-kepler-gl-3272
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Thank you