

Research

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November 27, 2020

- Quadtrees, Wiki

Parsing was rather difficult because of storage the protobuf `map.osm` file was only 195M, however a naïve method of putting it into memory made it store over 32GB.

Originally, we had a map of node locations `id -> location` and a map of node to its connections. `id -> id[]`

An id is i64. Ideally this could be a lot smaller.

Type	Size
u16	65535 $\approx 65K$
u32	4294967295 $\approx 4B$

0.1 Ways

Should we use

References