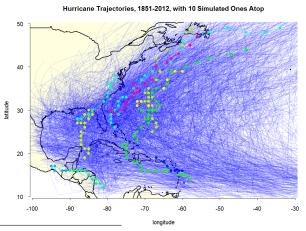
Towards Parallel Detection of Moving Flock Patterns in Large Spatiotemporal Datasets

Andres Calderon

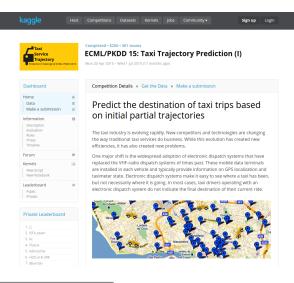
December 1, 2016

Trajectory Datasets

- Sensors, sensors everywhere...
 - Smart phones, GPS, RFID, WiFi, Bluetooth, IoT, Remote sensing...



Applications



Applications

Research Programs & Events

GeoLife: Building Social Networks Using Human Location History

Established: February 6, 2009

GeoLife is a location-based social-networking service, which enables users to share life experiences and build connections among each other using human location history. Dr. Yu Zheng started this project in 2007 with his team

Application Scenarios

- · GeoLife enables user to share travel experience using GPS trajectories.
- . By mining multiple users' location histories. GeoLife can discover the top most interesting locations, classical travel sequences and travel experts in a given geospatial region. hence enable a generic travel recommendation.
- · By understanding individual location history, GeoLife can measure the similarity between users and perform personalized friend & location recommendation.



People







Xing Xie Senior Research Manager

Applications

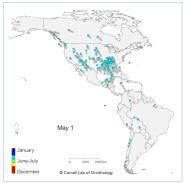
SATURDAY, JANUARY 23, 2016

eBird animated migration map

An animated map of the Western Hemisphere shows the paths of more than 100 bird populations as they migrate throughout the year.

The map was created by researchers at the Cornell Lab of Ornithology, who plotted the routes of these groups to understand their paths across land and the open ocean.

As revealed in the moving map, the team found wide similarities in the migration routes of different groups of species.



Color-coded dots show the trajectories of these birds as they head southward in the fall. Dark blue dots show the birds during January, with light green representing June-July, and red showing December.



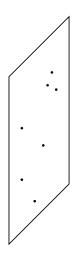
- Moving Flock Patterns
- 2 Implementation
- 3 Experiments
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- 4 Conclusions

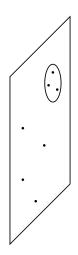
What is a flock???

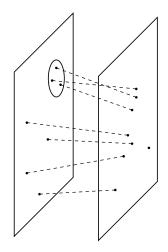
Definition $((\mu, \epsilon, \delta) - flock)$

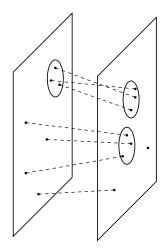
Sets of at least μ objects moving close enough (ϵ) for at least δ time intervals (Benkert et al, 2008).

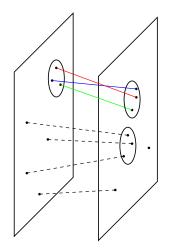


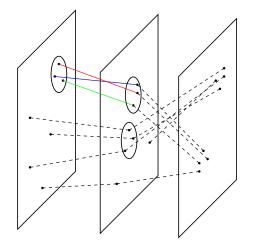


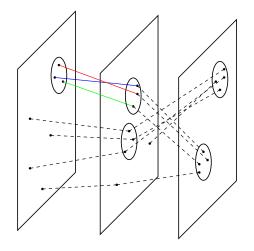


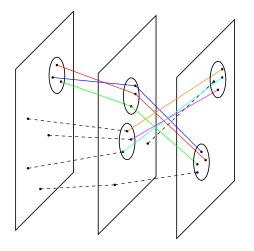


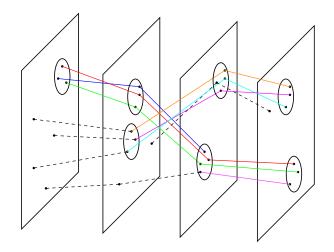












Why am I doing this???

- Why are moving flock patterns important?
 - They capture the collective behavior of trajectories as groups.
- Why is the finding of disks important?
 - It is the base of the algorithm but it has a high complexity $(\mathcal{O}(2n^2))$.
 - It is no trivial, disks can be at any location.

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Demo

- Demo time:
 - http://tinyurl.com/j155849.

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Setup

- 10 nodes cluster
- Processors: 6-core Intel Xeon E5 (1.6 to 2.0 GHz)
- RAM: 20 to 56 GB.
- Ubuntu 14.04 LTS, Hadoop 2.4.1, Spark 1.3.0

Datasets

- OSM (OpenStreetMap)
 - 2.2 Billion records, 132GB.
 - Five fields: ID, a two-dimensional coordinate and two text information.
- GDEL (Global Data on Events, Language and Tone)
 - 75 Million records
 - Seven attributes: timestamp, three two-dimensional coordinates (start, end and action of the event).
- RC (Synthetic dataset)
 - 1 Million to 1 Billion records, 2 to 6 dimensions.
 - Clusters randomly generated using Gaussian distributions.

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Range and kNN Operations (OSM)

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Range Query Performance (GDELT)

- Moving Flock Patterns
- Implementation
- **Experiments**
 - Comparison with Existing Systems
 - Comparison against Spark SQL
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- Conclusions

Join Operations Performance (RC)

- Moving Flock Patterns
- 2 Implementation
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Conclusions

Cooming soon...

Thank you!!!

Do you have any question?