

# RIDIR Report

Andres Calderon

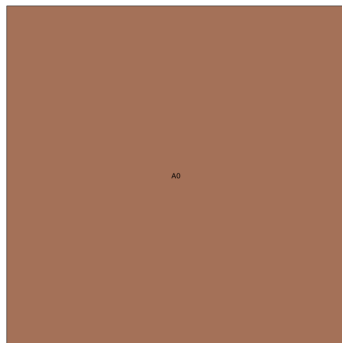
University of California, Riverside

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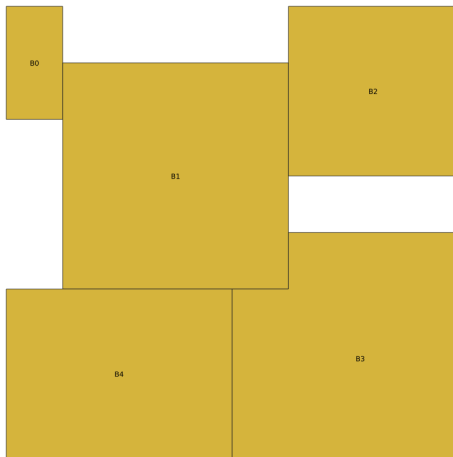
# Overlay operator validation

- ▶ For small demos: Visual inspection...
- ▶ For bigger datasets:
  1. Run and extract polygons of the overlay operator from our implementation.
  2. Run and extract polygons of the overlay operator using QGIS.
  3. Run difference operator on the two outputs using QGIS.
  4. If outputs are equal, difference operator must be empty.

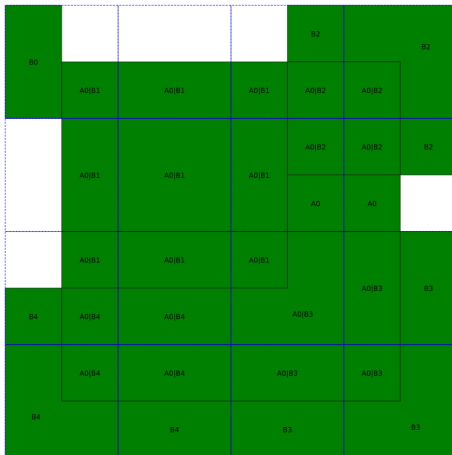
# Testing overlay operators: Empty partitions...



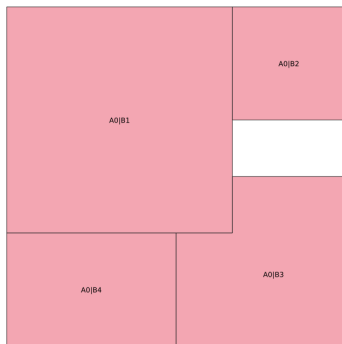
## Testing overlay operators: Empty partitions...



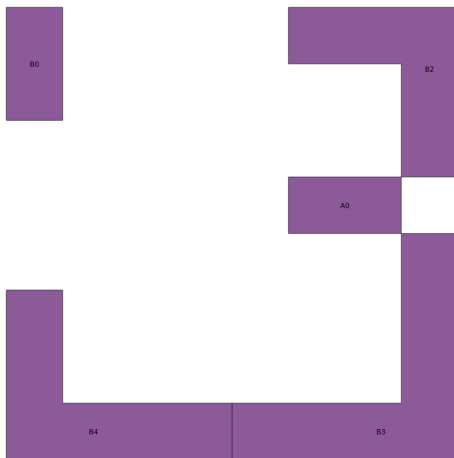
# Testing overlay operators: Empty partitions...



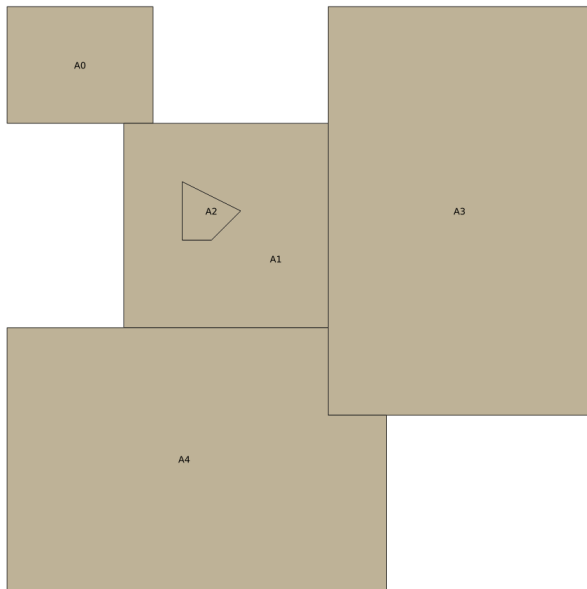
# Testing overlay operators: Empty partitions, Intersections...



# Testing overlay operators: Empty partitions, Symmetric difference...

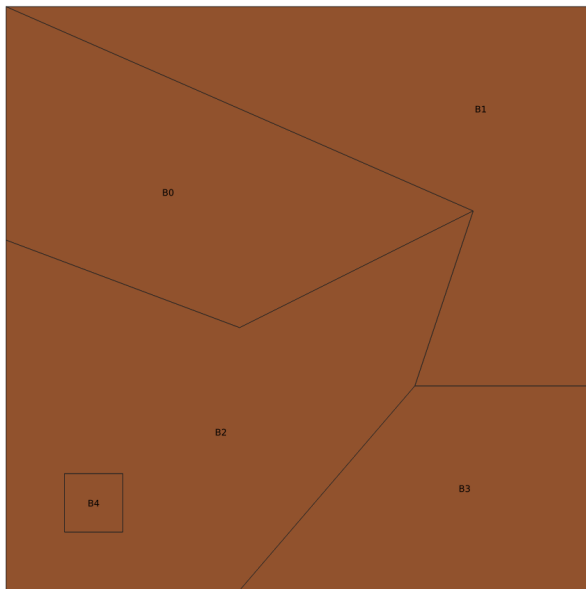


## Testing overlay operators: Holes...

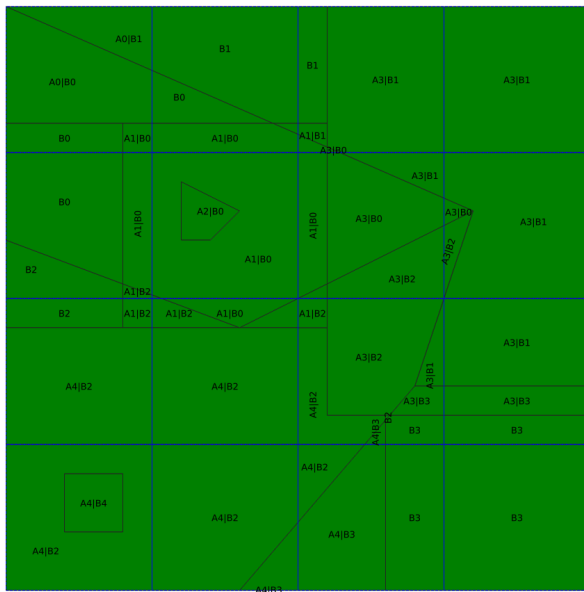




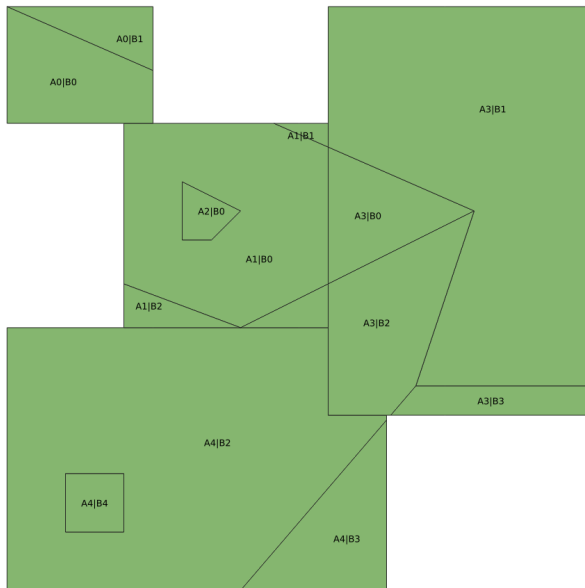
# Testing overlay operators: Holes...



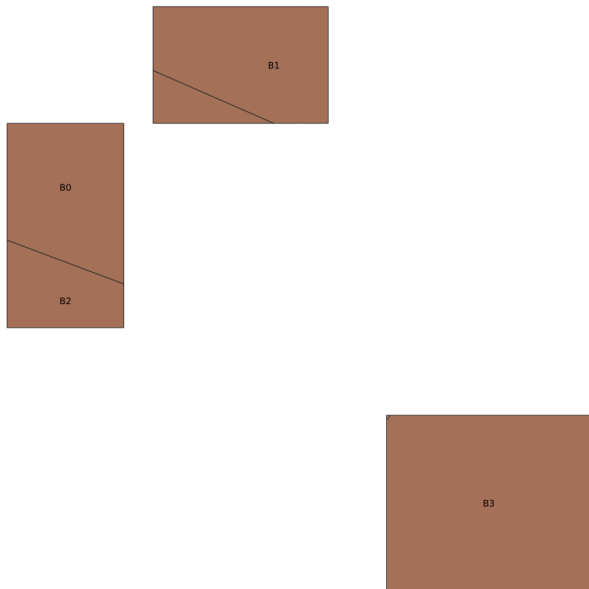
# Testing overlay operators: Holes...



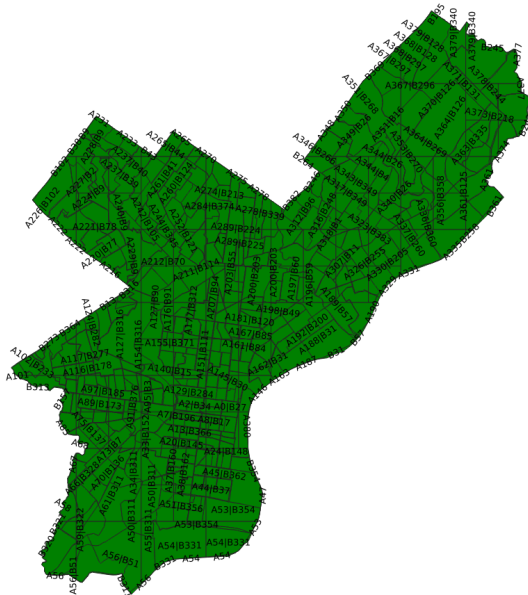
# Testing overlay operators: Holes, Intersections...



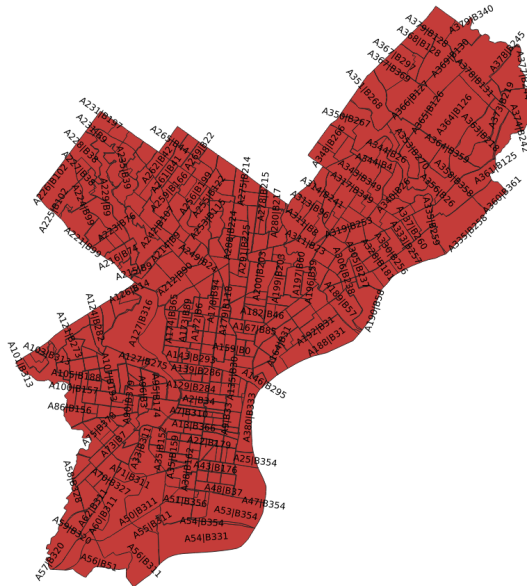
# Testing overlay operators: Holes, Symmetric difference...



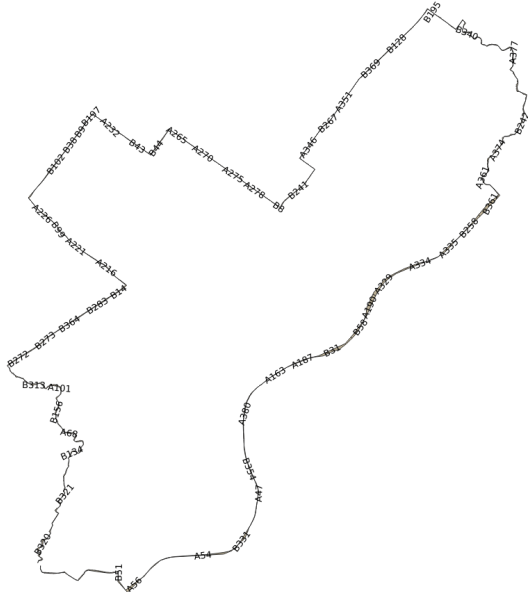
# Testing overlay operators: Phili, Faces...



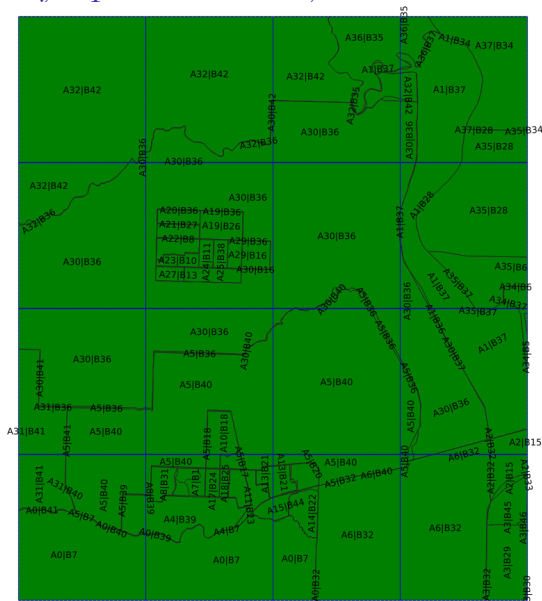
# Testing overlay operators: Phili, Intersections...



### Testing overlay operators: Phili, Symmetric difference...

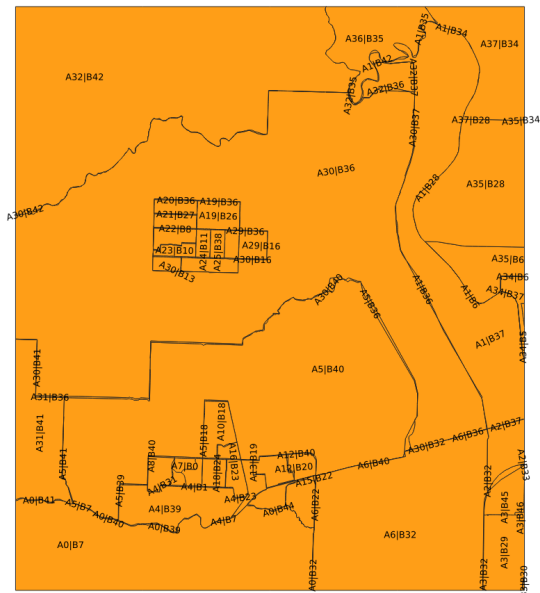


# Testing overlay operators: CA, Faces...





# Testing overlay operators: CA, Intersections...



# What's next?

- ▶ I still have a bug at the moment of the merge in the full CA dataset. Currently working on that...
- ▶ Tuning cluster parameters...
- ▶ Benchmarking with sequential tool...