

# Spatial Data Indexing using Grid-Based Method and KD-Tree Method

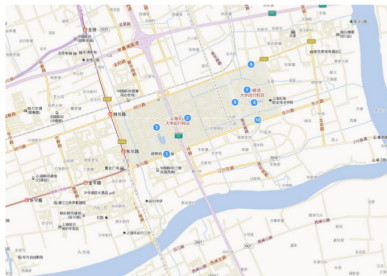
Kaichun Mo

# Task 2: Spatial Data Indexing

## Task 2



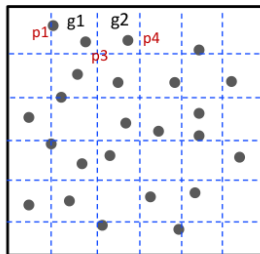
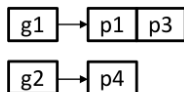
- Find the nearest ATM round this building?
- How many Chinese restaurants within 500 meters of the 拖鞋门?



## Task 2: Methods

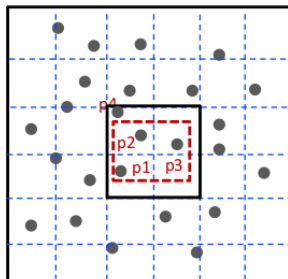
- Brute-Scan.
- Grid-Based.
- KD-Tree.
  
- Quad-Tree.
  - Query is hard.
- R-Tree.
  - Construction is hard.
  
- **Common Idea:** To be classified by CATEGORY!

# Grid-Based Method: Construction



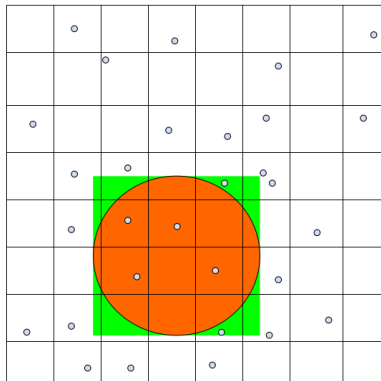
- `vector<list<POI*>*> vects;`

# Grid-Based Method: Rectangle Range Query



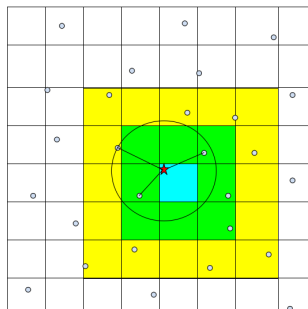
- UpperLeft Point & BottomRight Point.

# Grid-Based Method: Circle Range Query



- Pruning some impossible grids out.(Little Optimization)

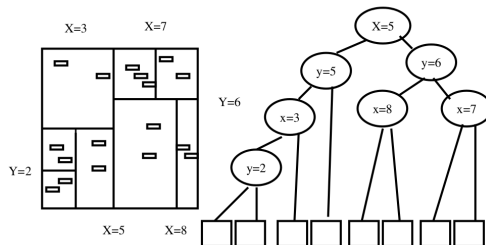
# Grid-Based Method: KNN Range Query



- Figure out the top-K Nearest Neighbors.
- Use a maximal heap to maintain.  $a[k]$  is the current worst.
- Round by round exploring until

$$\min_{\text{new grid } x} (\text{dist}(x, \text{center})) > a[k] \quad (1)$$

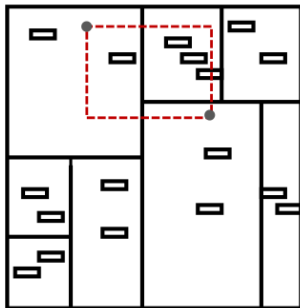
# KD-Tree Method: Construction



```
1 struct kdNode
2 {
3     POI* separator;
4     bool flag, isLeaf;
5     kdNode *left, *right;
6 };
```



# KD-Tree Method: Rectangle Range Query



- Recursively invoke left part and right part of the original range query, if it intersects with the separator.

# KD-Tree Method: KNN Range Query

- Maintain a maximal heap.

# KD-Tree Method: KNN Range Query

- Maintain a maximal heap.
- Each time, to explore nearest part if necessary.

```
1 KNN(kdNode *p)
2 {
3     if (p->isLeaf) linearScan(p);
4     else
5     {
6         d1 = dist(p->left, queryPoint);
7         d2 = dist(p->right, queryPoint);
8
9         part1 = (d1 < d2?) p->left: p->right;
10        part2 = (d1 < d2?) p->left: p->right;
11
12        if (dist(part1, queryPoint) < a[k]) KNN(part1);
13        if (dist(part2, queryPoint) < a[k]) KNN(part1);
14    }
15 }
```

# KD-Tree Method: KNN Range Query

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- Pruning by little optimization.

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# Performance Analysis

- Grid-Based Method:
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  - Large Memory Needed!
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- KD-Tree Method:
  - Distribution Free! Heuristic Method!

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- KD-Tree Method:
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  - Tolerant Memory Consumption!

- Grid-Based Method:
  - Direct Access, Time Efficiency!
  - Large Memory Needed!
  - Dealing with Unbalanced POI Distribution!
- KD-Tree Method:
  - Distribution Free! Heuristic Method!
  - Tolerant Memory Consumption!
  - Undirected Access!  $O(\ln n)$  time per visiting!

# Numerical Experiment

- Regard all categories as one! 2020 POIs in all.
- Each leaf contains at most 3 POIs.

Method	Rec Query	Cir Query	10-NN
Brute Scan	2020	2020	2020
$5 \times 5$ G-B	619	237	244
$10 \times 10$ G-B	128	202	227
$50 \times 50$ G-B	255	110	156
KD-Tree	101	117	68

- Use my special way to gauge the time efficiency!

Thank you for listening!