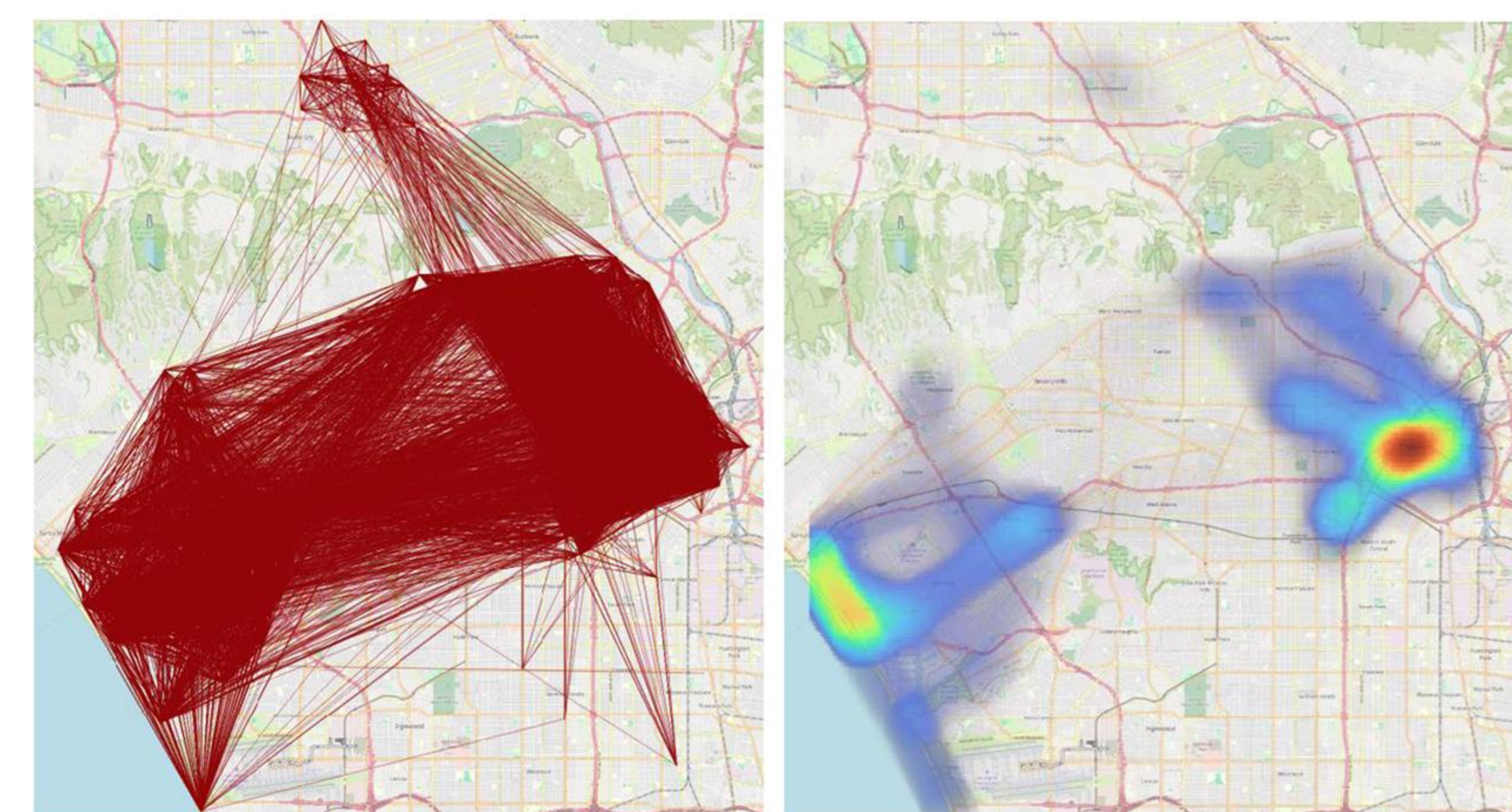


What is Line Density Visualization (LDV)?



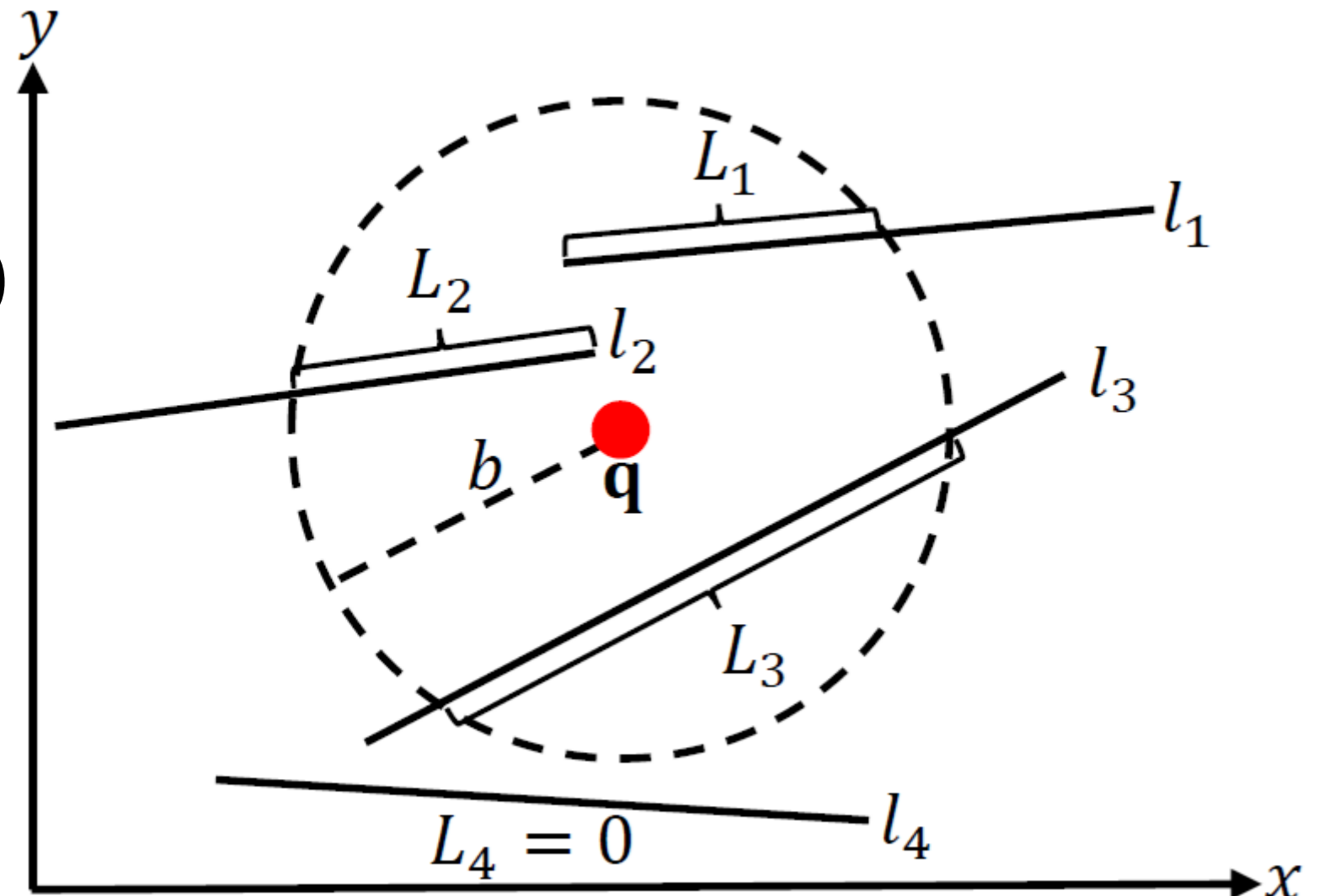
Line segment dataset

LDV

Given a set of line segments with size n , generating a $X \times Y$ -resolution LDV involves the computation of the line density value $\mathcal{L}(\mathbf{q})$ for each pixel \mathbf{q} .

$$\mathcal{L}(\mathbf{q}) = \frac{1}{\pi b^2} \sum_{i=1}^n L_i$$

where L_i denotes the length of line segment l_i that is within the range b of \mathbf{q} .



Weakness of LDV:

- (1) LDV takes $O(XYn)$ time, which cannot be scalable to a large resolution size and a large number of line segments. ☹
- (2) Commonly used software packages, ArcGIS and QGIS, merely adopt the naïve implementation, which cannot handle large-scale datasets. ☹

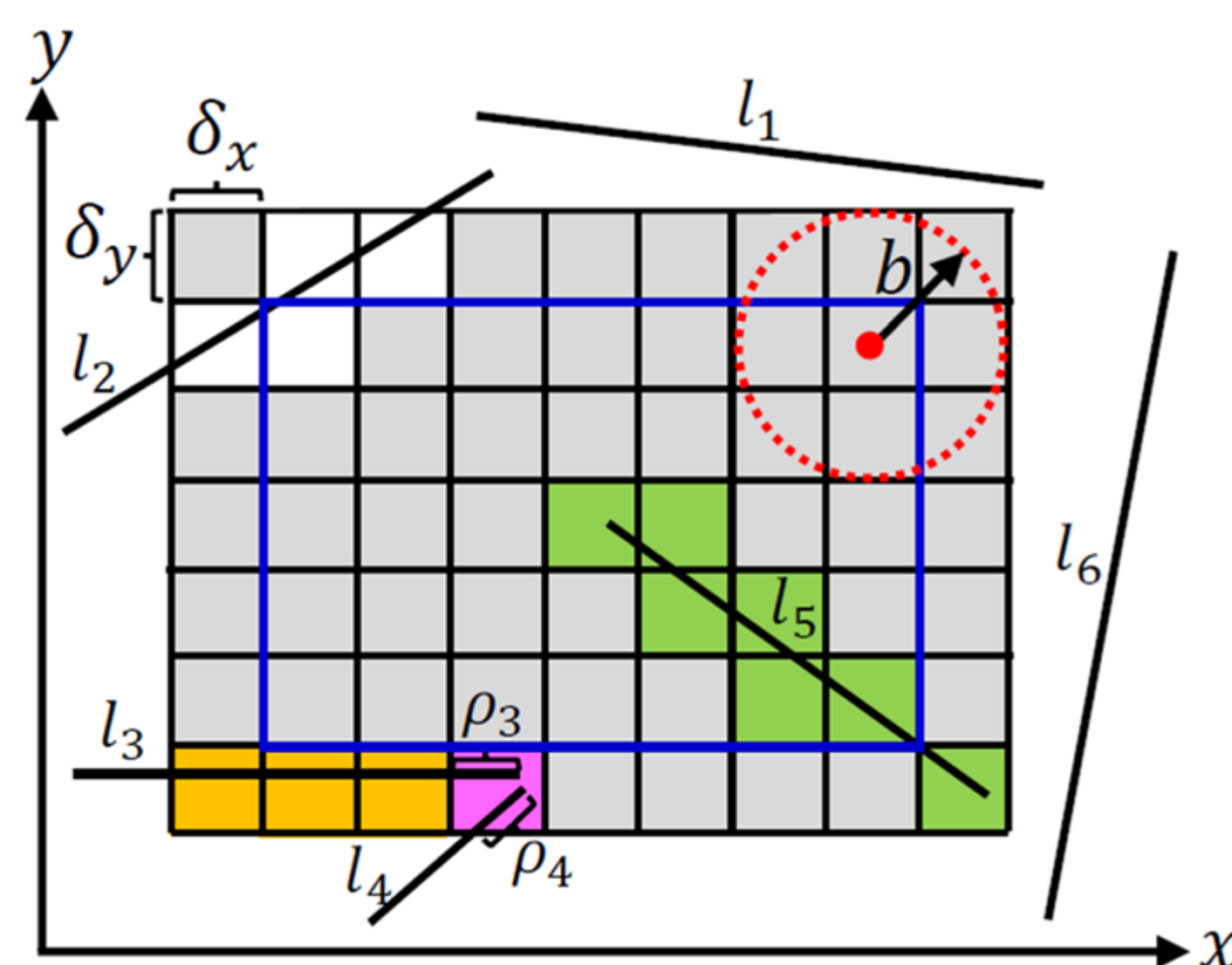
Approximate LDV

LARGE: A Length-Aggregation-based Grid Structure

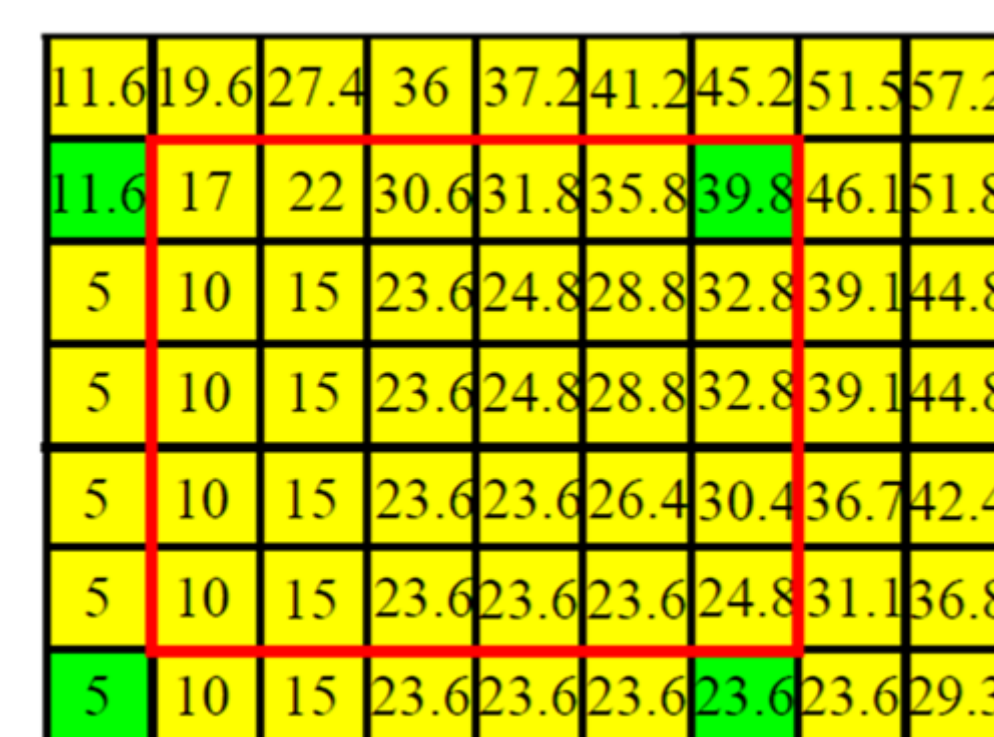
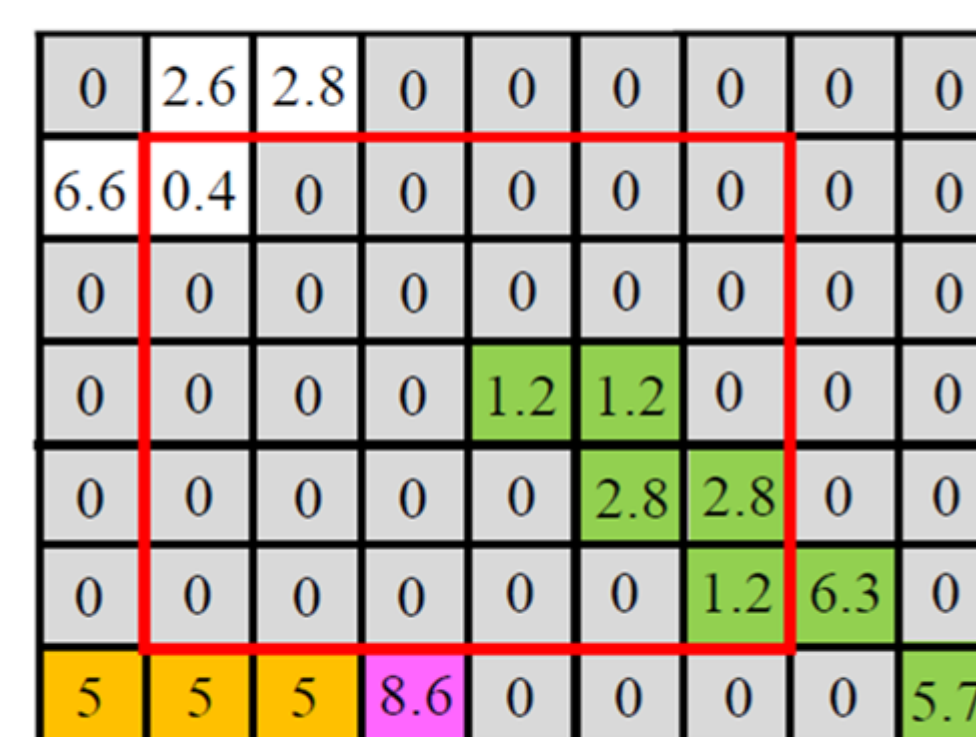
ϵ LDV: Given a relative error ϵ , we need to compute $A(\mathbf{q})$ for each pixel \mathbf{q} so that $(1 - \epsilon)\mathcal{L}(\mathbf{q}) \leq A(\mathbf{q}) \leq (1 + \epsilon)\mathcal{L}(\mathbf{q})$

τ LDV: Given a set of D thresholds, $\tau_1, \tau_2, \dots, \tau_D$, we need to classify $\mathcal{L}(\mathbf{q})$ to be different color levels $C(\mathbf{q})$

$$C(\mathbf{q}) = \begin{cases} 0 & \text{if } \mathcal{L}(\mathbf{q}) < \tau_1 \\ 1 & \text{if } \tau_1 \leq \mathcal{L}(\mathbf{q}) < \tau_2 \\ \vdots & \\ D & \text{if } \mathcal{L}(\mathbf{q}) \geq \tau_D \end{cases}$$



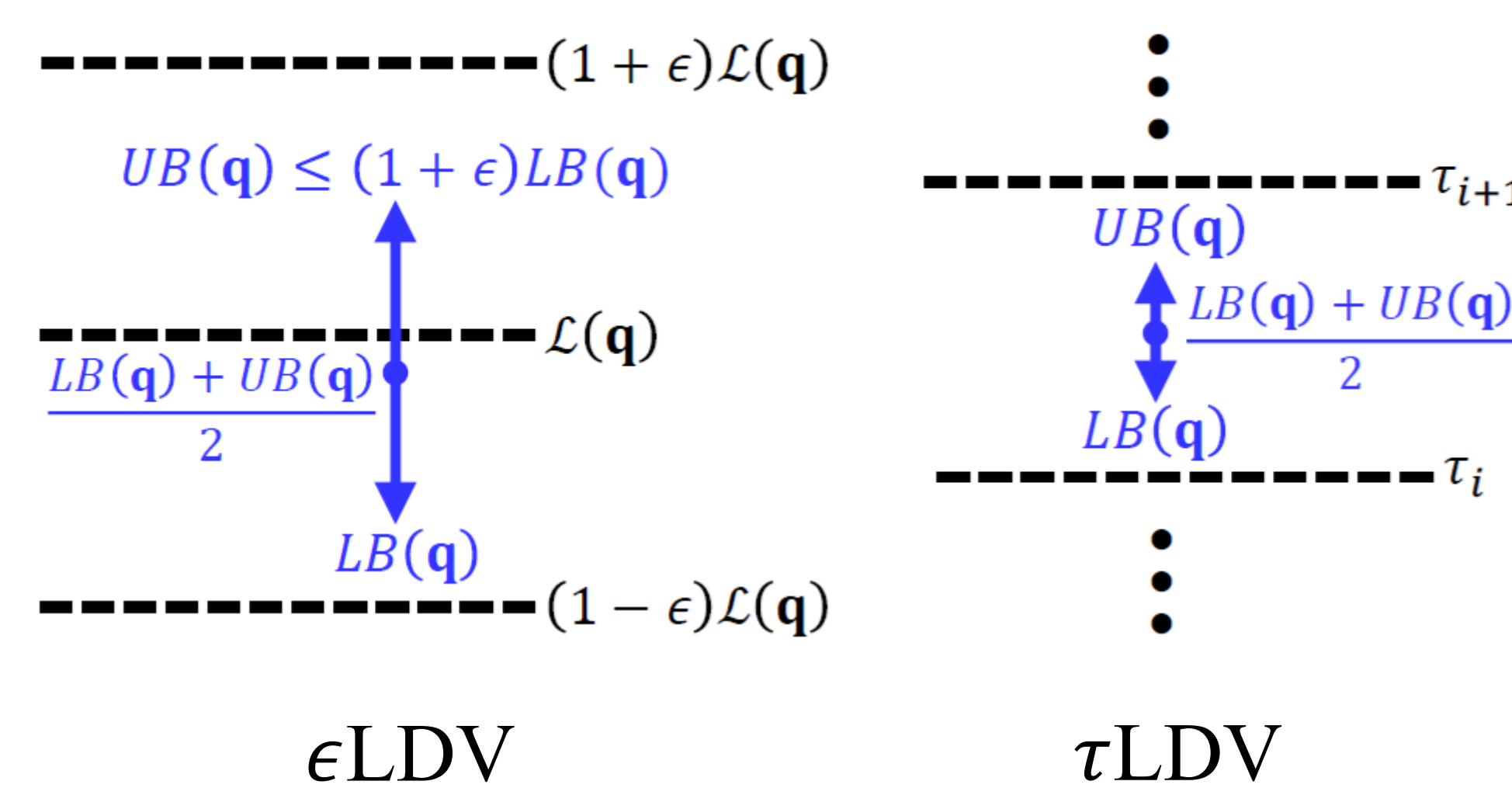
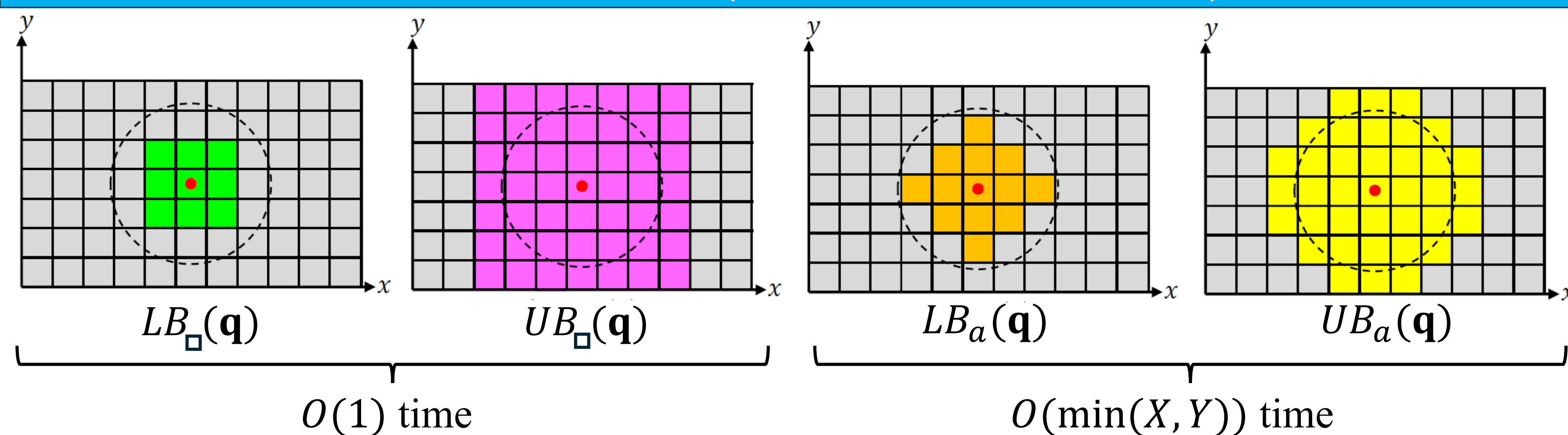
Find the accumulative length for each entry.



Construct LARGE.

Bound Functions (based on LARGE)

Filtering Conditions



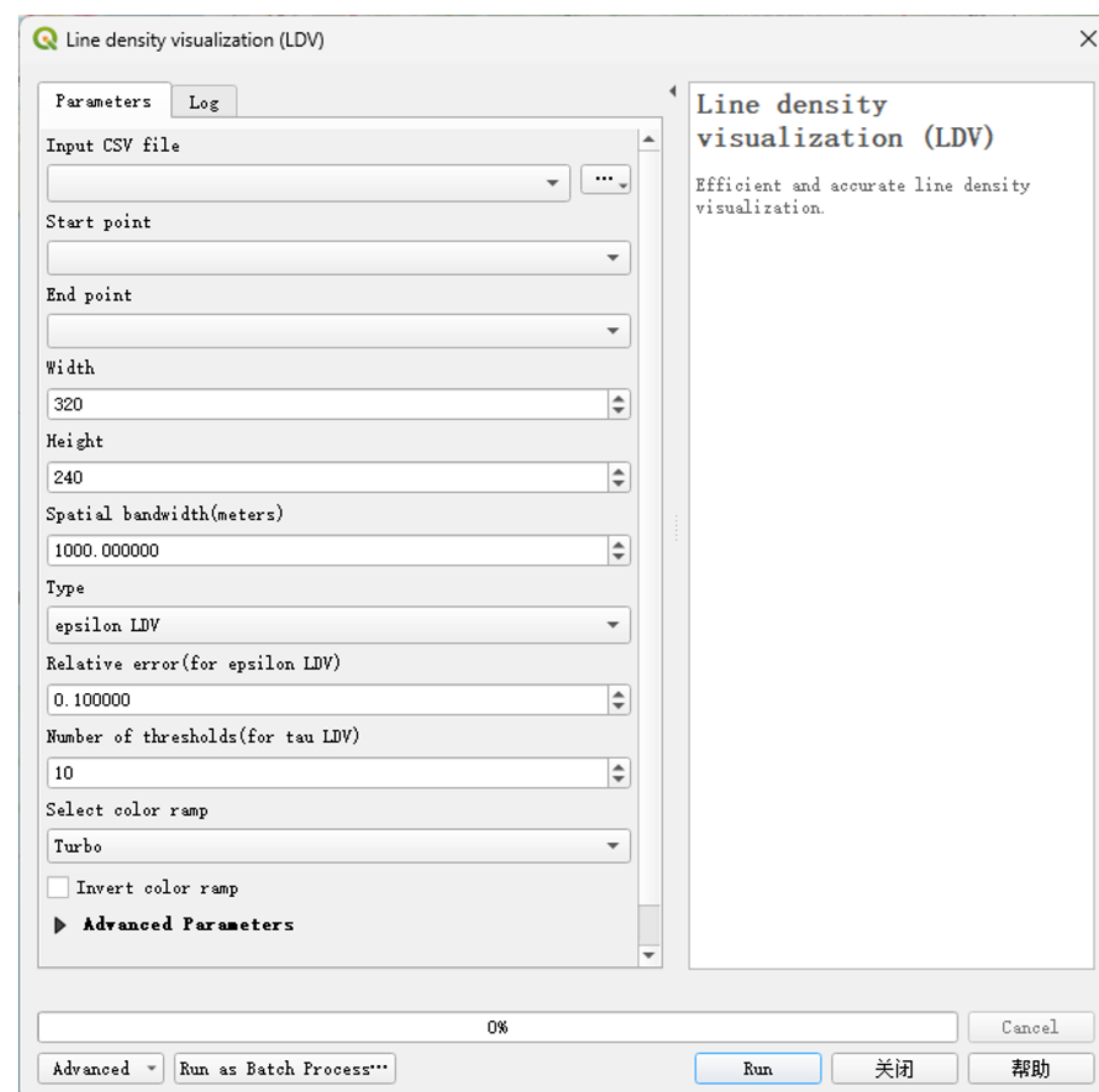
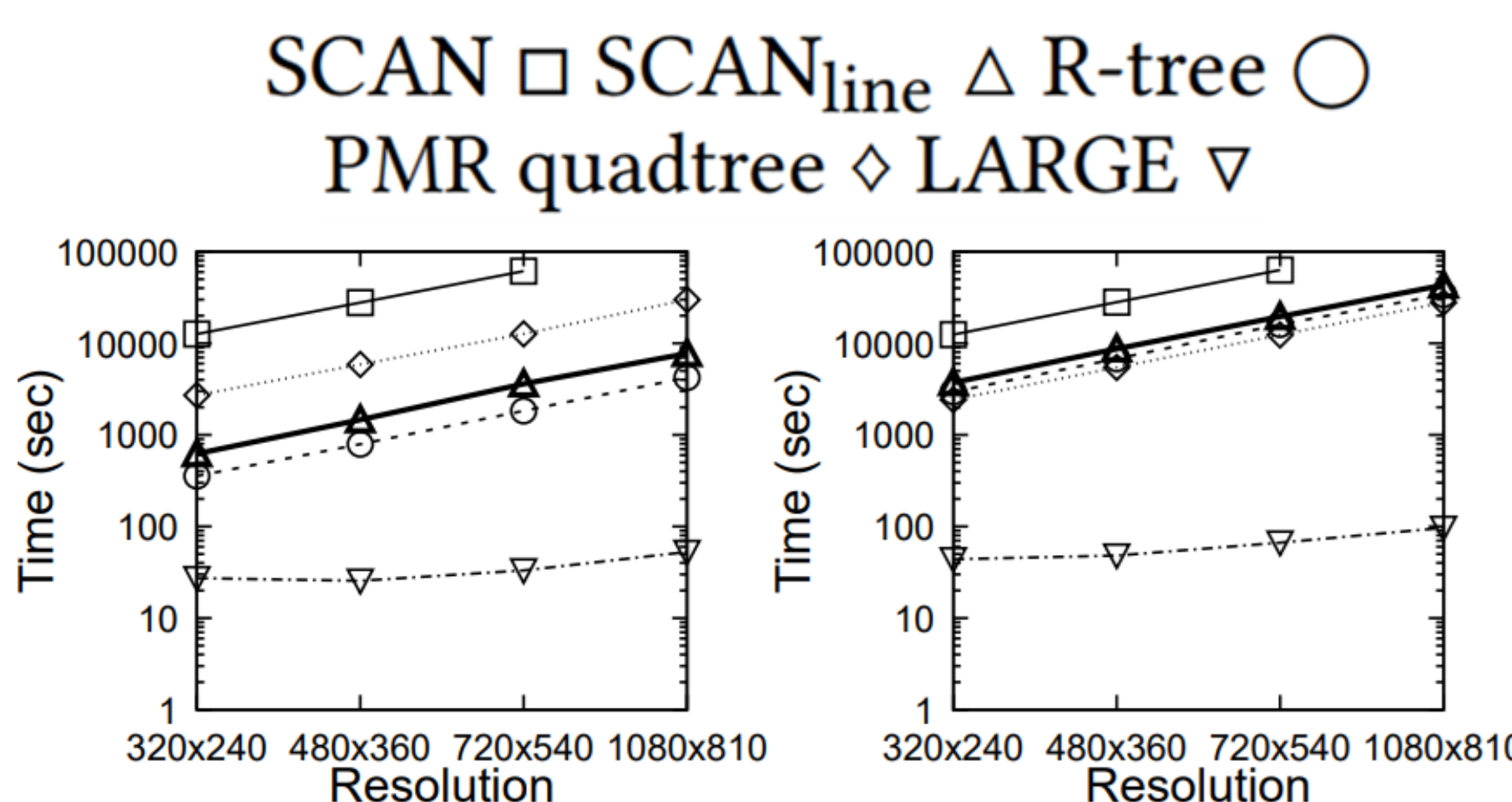
Efficiency Results

User Interface

Number of Users

Details of datasets

Dataset	n	Category
Los Angeles	402,171	Bicycle mobility
San Francisco	402,602	Taxi mobility



Fast Line Density Analysis

Plugin ID: 3396
A fast line density visualization plugin for geospatial analytics
★★★★★ (105 votes)
[Download latest](#)

Version	QGIS >=	QGIS <=	Downloads	Author	Date
1.3	-	3.0.0	678	bojianzhu	2025年3月20日 GMT+8 03:32
1.2	-	3.0.0	1566	bojianzhu	2024年6月21日 GMT+8 14:10
1.1	-	3.0.0	432	bojianzhu	2024年6月20日 GMT+8 01:35
1.0	-	3.0.0	540	bojianzhu	2024年6月17日 GMT+8 12:14