

# 初探地图类 APP 后端那些事

## 空间索引算法

WELCOME

# 自我介绍

ID: 一缕殇流化隐半边冰霜 (花名: 霜菜)

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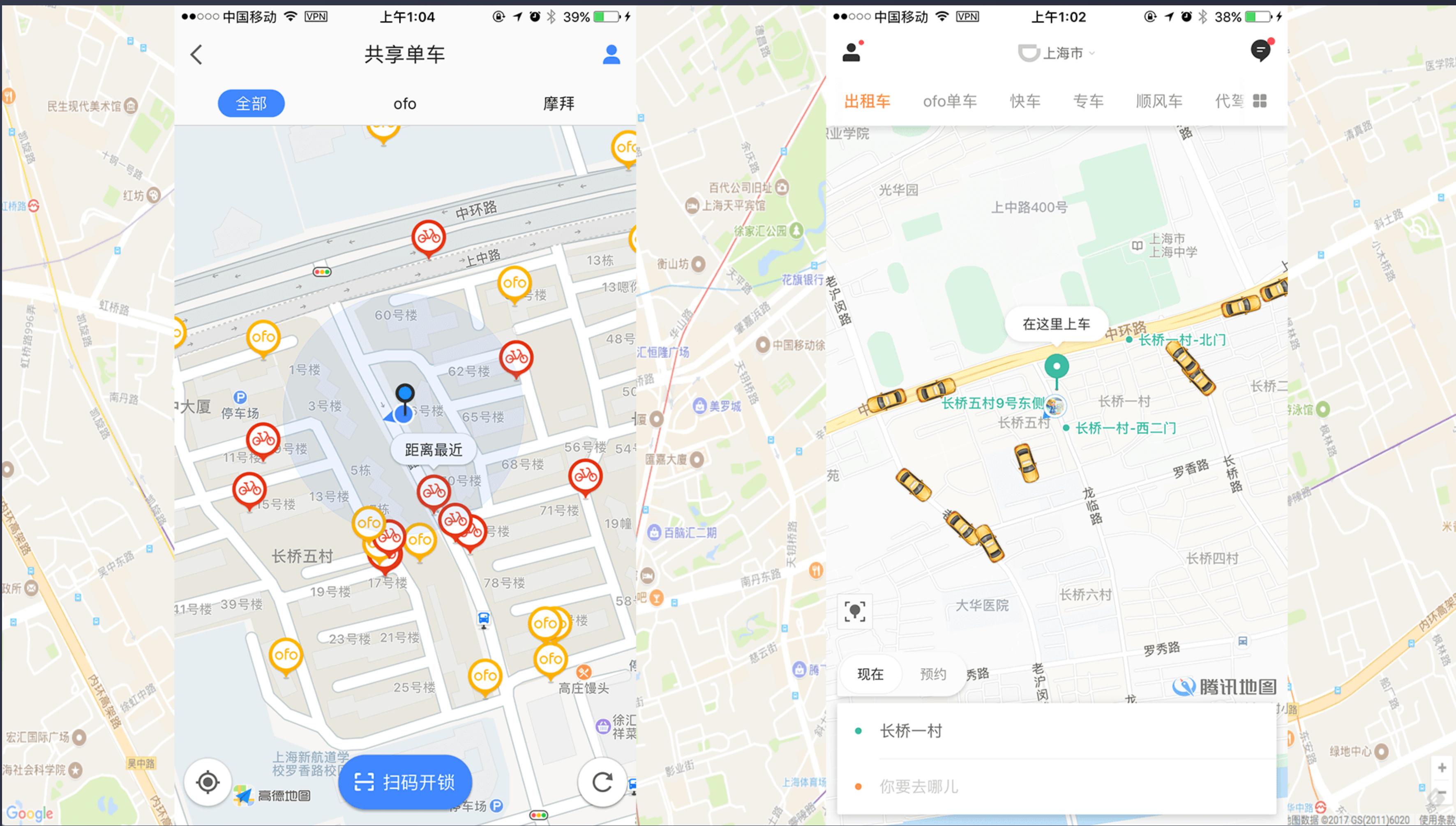
了解 iOS 开发、前端小白、后端新手  
略懂 JavaScript、Go、C、C++、Objective-C、Swift

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Github: @halfrost

微博: @halfrost





# PRES

# ENTATION

# AGENDA

01 Geohash

02 Space filling curve

03 Google S2

04 Application

#01

SPATIAL INDEX

# GEOHASH

NEXT SLIDE

# EXAMPLE

Decimal	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Base 32	0	1	2	3	4	5	6	7	8	9	b	c	d	e	f	g

Decimal	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Base 32	h	j	k	m	n	p	q	r	s	t	u	v	w	x	y	z

Decimal	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Base 36	2	3	4	5	6	7	8	9	b	B	C	d	D	F	g	G	h	H	j

Decimal	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Base 36	J	K	I	L	M	n	N	P	q	Q	r	R	t	T	V	W	X



# EXAMPLE



# GEOHASH (LEVEL-6)



左区间	中值	右区间	二进制结果
-90	0	90	1
0	45	90	0
0	22.5	45	1
22.5	33.75	45	0
22.5	28.125	33.75	1
28.125	30.9375	33.75	1
30.9375	32.34375	33.75	0
30.9375	31.640625	32.34375	0
30.9375	31.2890625	31.640625	0
30.9375	31.1132812	31.2890625	1
31.1132812	31.2011718	31.2890625	0
31.1132812	31.1572265	31.2011718	1
31.1572265	31.1791992	31.2011718	1
31.1791992	31.1901855	31.2011718	1
31.1901855	31.1956786	31.2011718	0

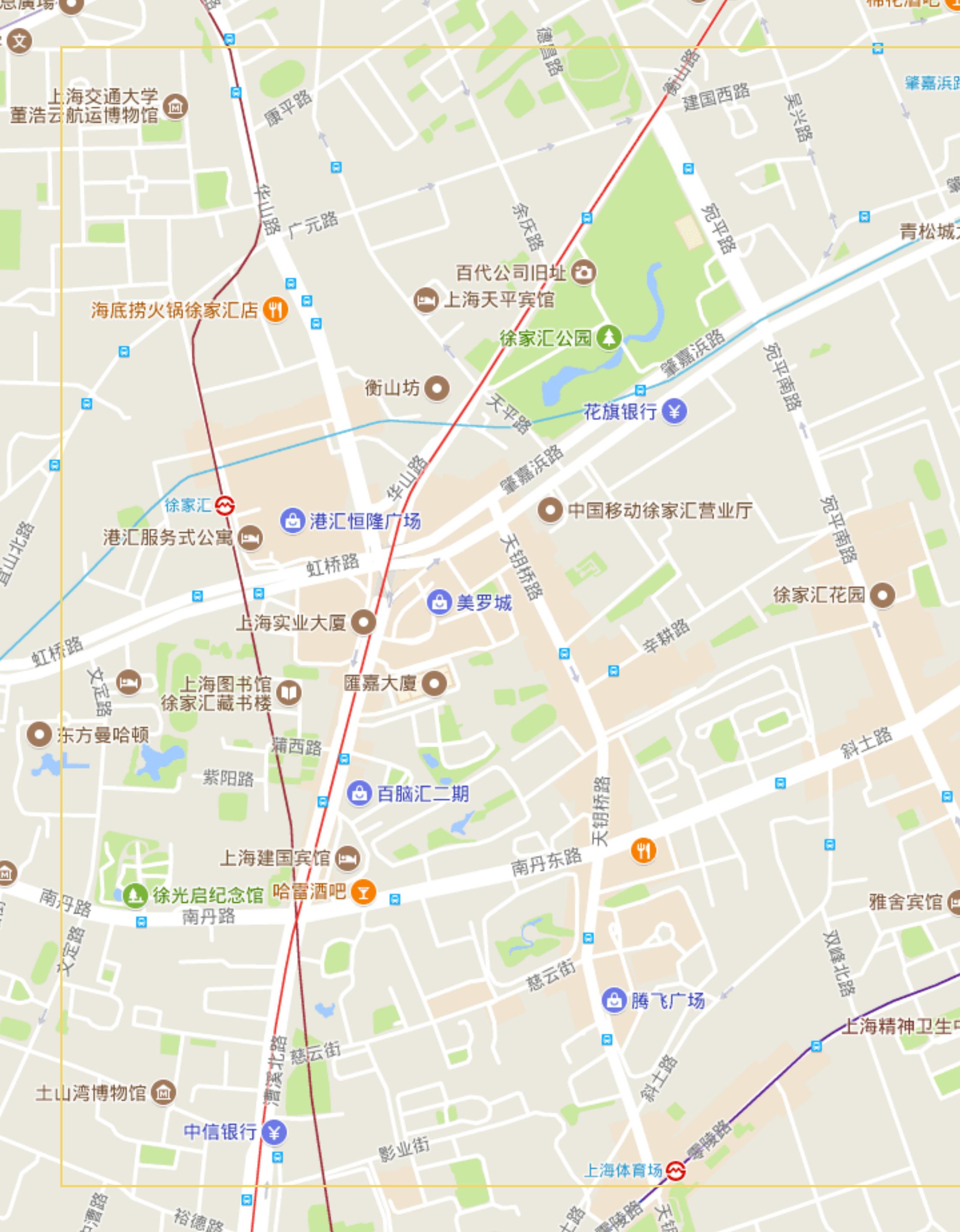
左区间	中值	右区间	二进制结果
-180	0	180	1
0	90	180	1
90	135	180	0
90	112.5	135	1
112.5	123.75	135	0
112.5	118.125	123.75	1
118.125	120.9375	123.75	1
120.9375	122.34375	123.75	0
120.9375	121.640625	122.34375	0
120.9375	121.289062	121.640625	1
121.289062	121.464844	121.640625	0
121.289062	121.376953	121.464844	1
121.376953	121.420898	121.464844	1
121.420898	121.442871	121.464844	0
121.420898	121.431885	121.442871	1



(31.1932993, 121.43960190000007)

# GEOHASH (LEVEL-6)





Decimal	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Base 32	0	1	2	3	4	5	6	7	8	9	b	c	d	e	f	g
Decimal	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Base 32	h	j	k	m	n	p	q	r	s	t	u	v	w	x	y	z

11100 11001 11100 00011 00111 10110

28 25 28 3 7 22

wtw37q

NEXT

# EXAMPLE



# CODE

```
package geohash

import (
    "bytes"
)

const (
    BASE32          = "0123456789bcdefghjkmnprstuvwxyz"
    MAX_LATITUDE float64 = 90
    MIN_LATITUDE float64 = -90
    MAX_LONGITUDE float64 = 180
    MIN_LONGITUDE float64 = -180
)

var (
    bits  = []int{16, 8, 4, 2, 1}
    base32 = []byte(BASE32)
)

type Box struct {
    MinLat, MaxLat float64 // 纬度
    MinLng, MaxLng float64 // 经度
}

func (this *Box) Width() float64 {
    return this.MaxLng - this.MinLng
}

func (this *Box) Height() float64 {
    return this.MaxLat - this.MinLat
}
```

```
// 输入值: 纬度, 经度, 精度(geohash的长度)
// 返回geohash, 以及该点所在的区域
func Encode(latitude, longitude float64, precision int) (string, *Box) {
    var geohash bytes.Buffer
    var minLat, maxLat float64 = MIN_LATITUDE, MAX_LATITUDE
    var minLng, maxLng float64 = MIN_LONGITUDE, MAX_LONGITUDE
    var mid float64 = 0

    bit, ch, length, isEven := 0, 0, 0, true
    for length < precision {
        if isEven {
            if mid = (minLng + maxLng) / 2; mid < longitude {
                ch |= bits[bit]
                minLng = mid
            } else {
                maxLng = mid
            }
        } else {
            if mid = (minLat + maxLat) / 2; mid < latitude {
                ch |= bits[bit]
                minLat = mid
            } else {
                maxLat = mid
            }
        }
        isEven = !isEven
        if bit < 4 {
            bit++
        } else {
            geohash.WriteByte(base32[ch])
            length, bit, ch = length+1, 0, 0
        }
    }
    b := &Box{
        MinLat: minLat,
        MaxLat: maxLat,
        MinLng: minLng,
        MaxLng: maxLng,
    }
    return geohash.String(), b
}
```

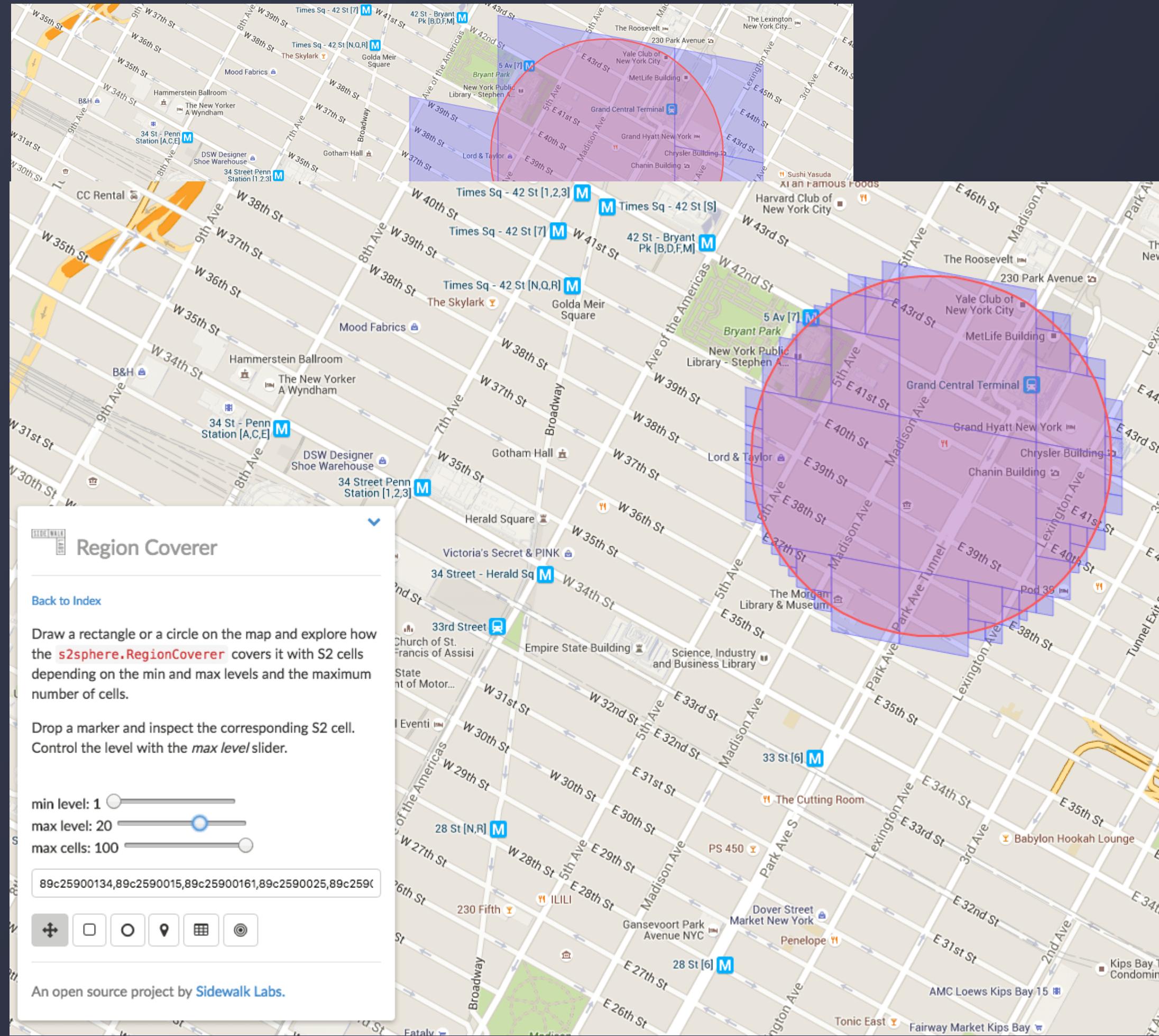
# SCALE

字符串长度	$\leq$	cell 宽度	$\times$	cell 高度
1	$\leq$	5,000km	$\times$	5,000km
2	$\leq$	1,250km	$\times$	625km
3	$\leq$	156km	$\times$	156km
4	$\leq$	39.1km	$\times$	19.5km
5	$\leq$	4.89km	$\times$	4.89km
6	$\leq$	1.22km	$\times$	0.61km
7	$\leq$	153m	$\times$	153m
8	$\leq$	38.2m	$\times$	19.1m
9	$\leq$	4.77m	$\times$	4.77m
10	$\leq$	1.19m	$\times$	0.596m
11	$\leq$	149mm	$\times$	149mm
12	$\leq$	37.2mm	$\times$	18.6mm

# ERROR

Geohash 字符串长度	纬度	经度	纬度误差	经度误差	km误差
1	2	3	±23	±23	±2500
2	5	5	±2.8	±5.6	±630
3	7	8	±0.70	±0.70	±78
4	10	10	±0.087	±0.18	±20
5	12	13	±0.022	±0.022	±2.4
6	15	15	±0.0027	±0.0055	±0.61
7	17	18	±0.00068	±0.00068	±0.076
8	20	20	±0.000085	±0.00017	±0.019
9	22	23			
10	25	25			
11	27	28			
12	30	30			

# SHARDING RULE



## ● WRITE (UPDATE LOCATION)

根据经纬度计算 Shard ID 及 Cell ID  
若上一次在同一个 Cell，直接更新  
若上一次在不同 Cell，先删除上一个 Cell，再加入当前 Cell 的队列中。

## ● READ (NEARBY SEARCH)

计算相交的 Shard  
每个 Shard 做并行 Nearby 计算。  
Geohash 只能先按照广度优先查找相应的 Cell，过滤出 Cell 中符合条件的点。

# WHY



- 偶数位放经度，奇数位放纬度  
why?
- 理论基础  
why?
- 有缺点么？  
why?

#02

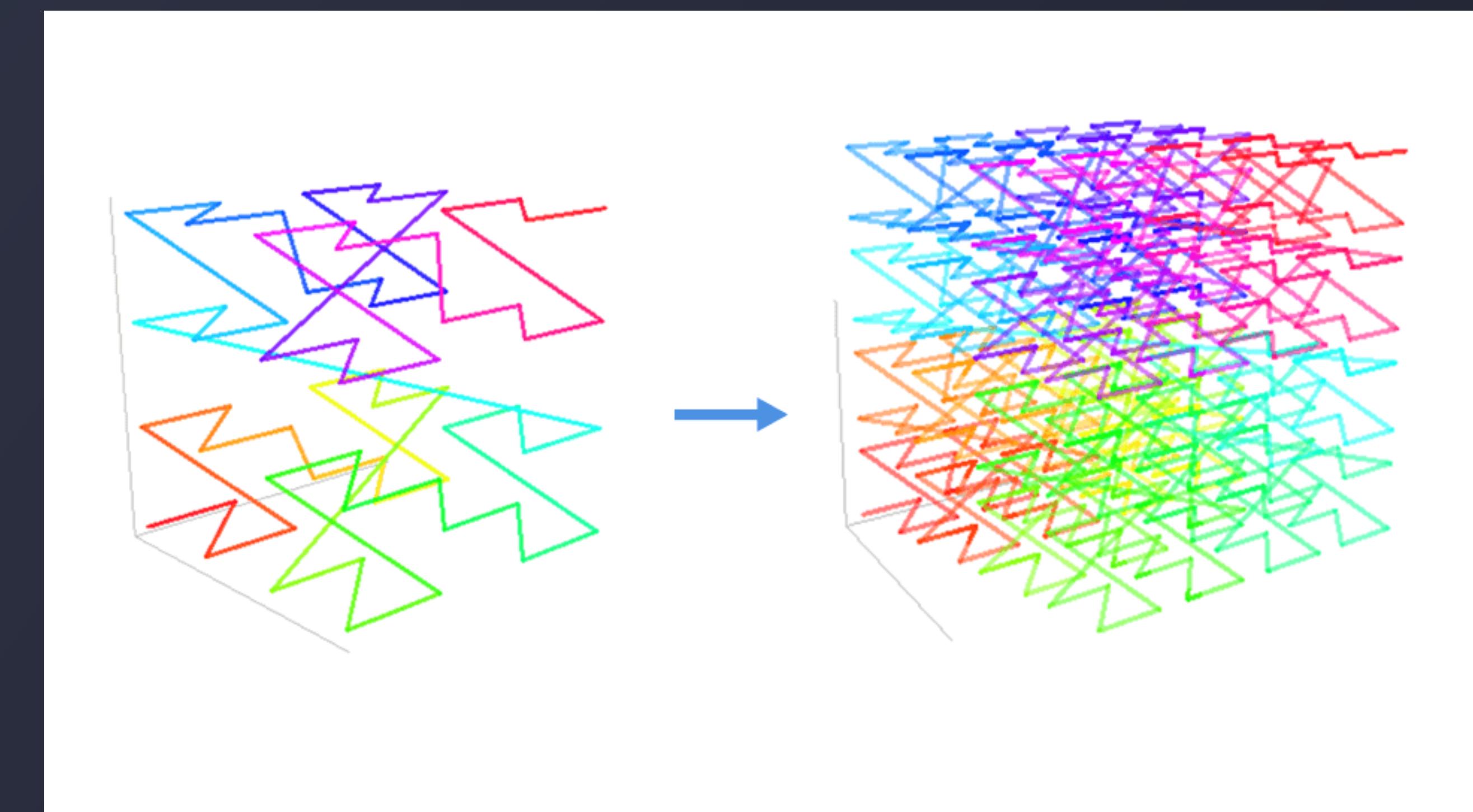
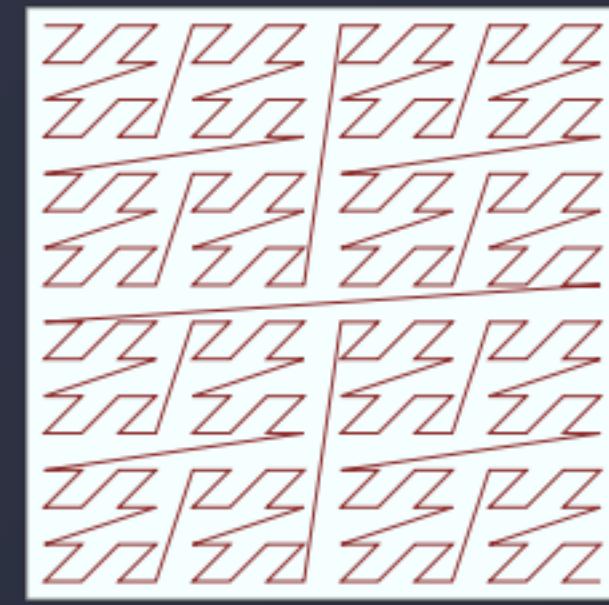
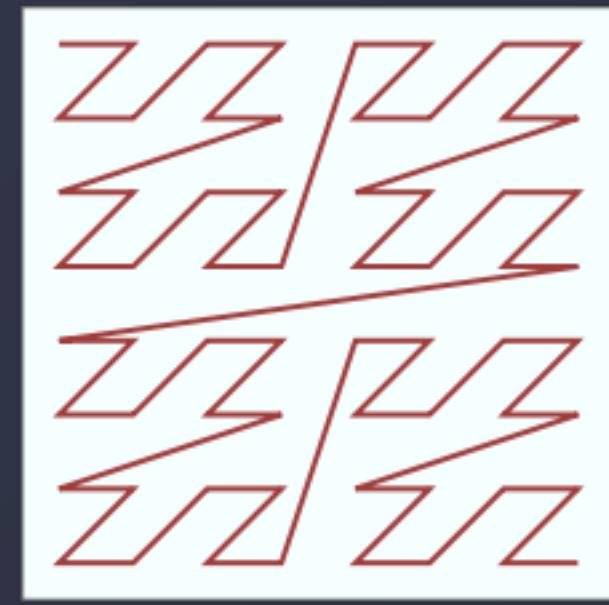
SPATIAL FILLING CURVE

# SPACE FILLING CURVE

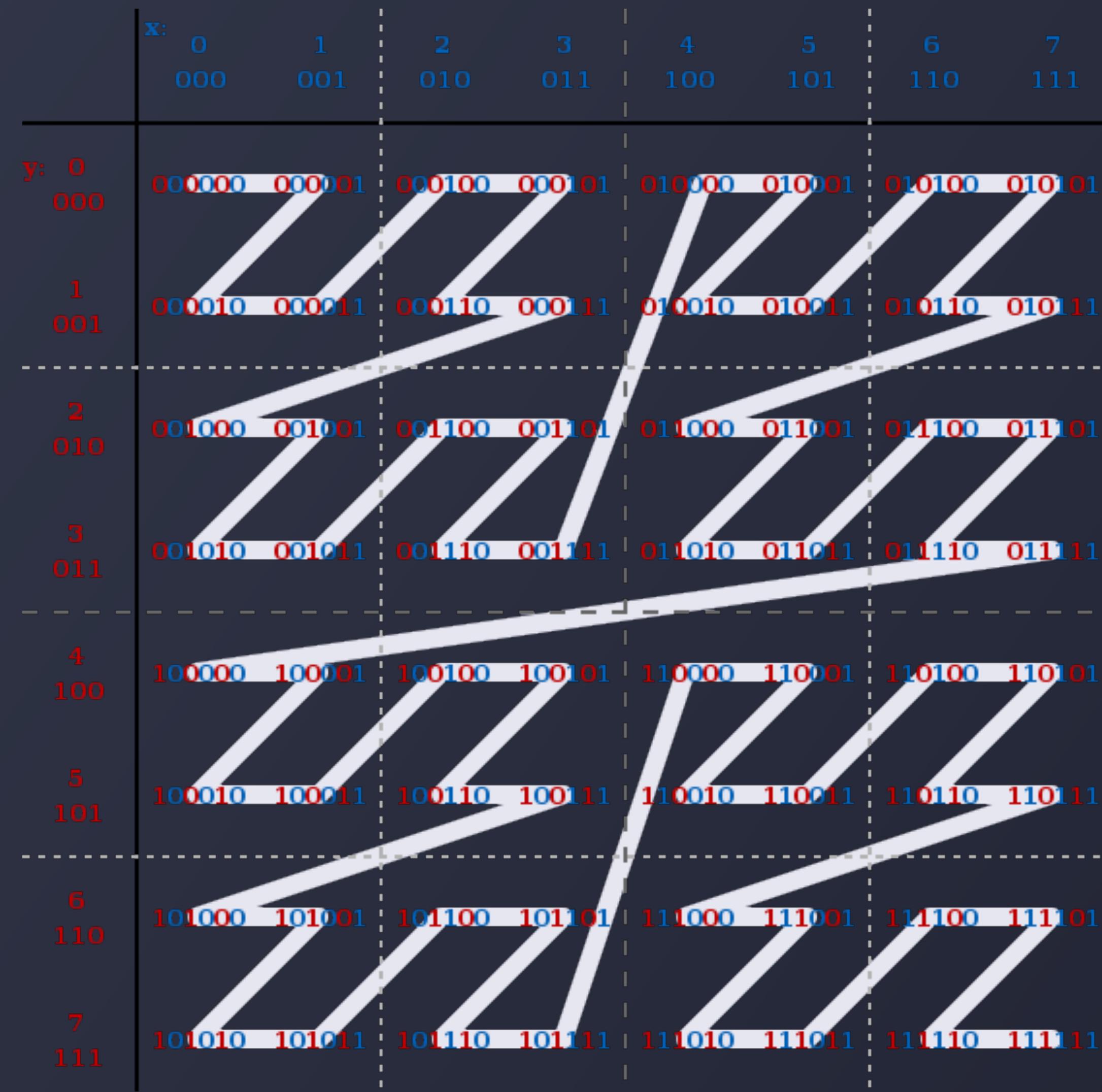
NEXT SLIDE



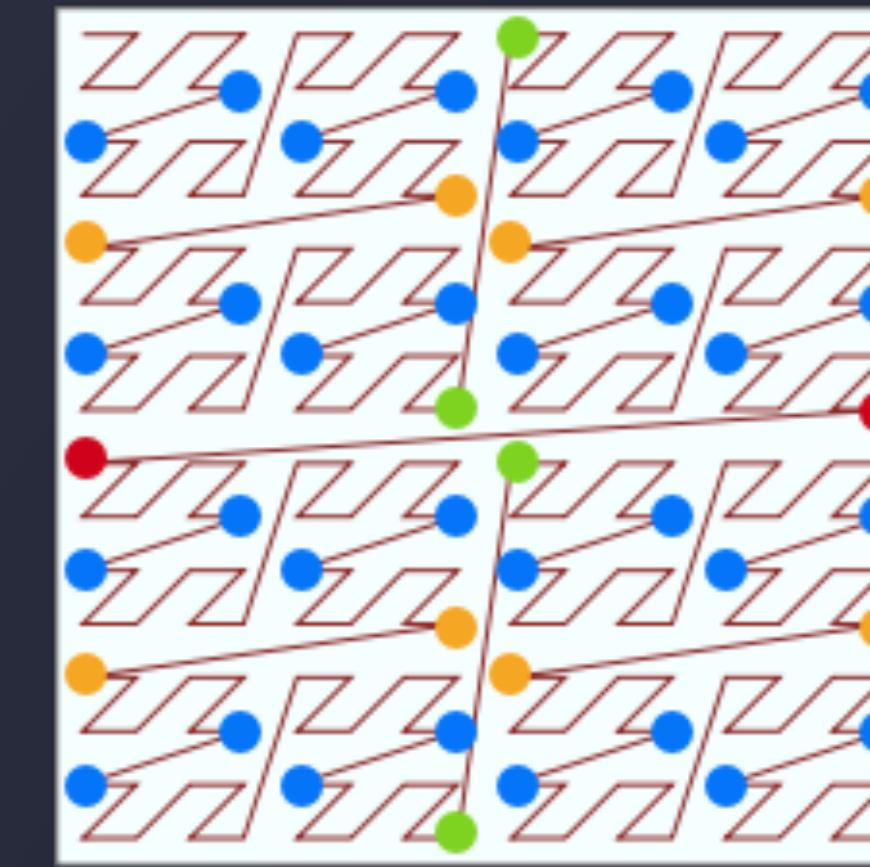
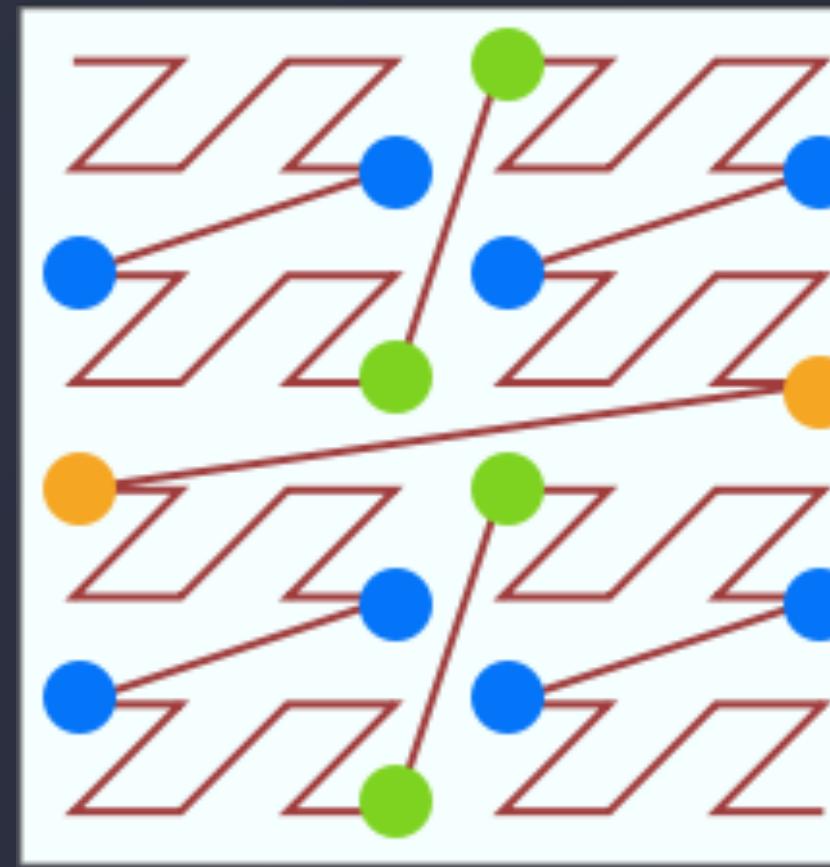
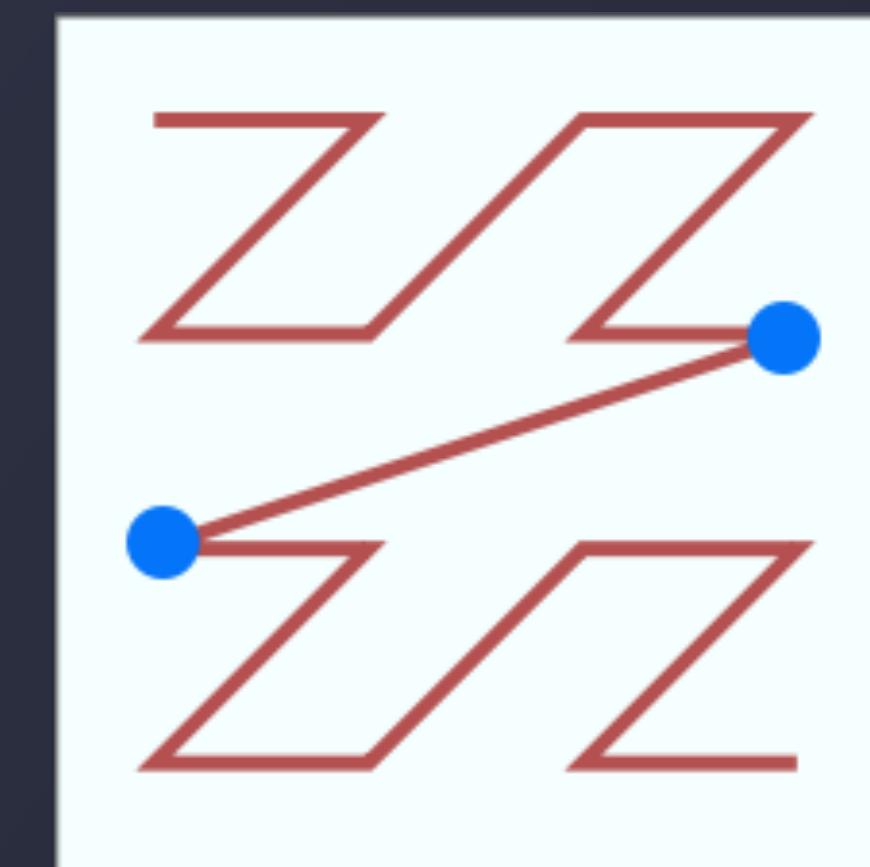
# Z-ORDER



# Z-ORDER



# DISADVANTAGE



# DISADVANTAGE

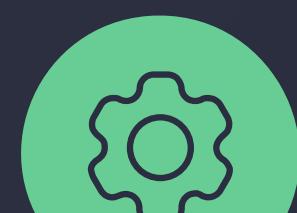


降维

Z阶曲线可以将二维或者多维空间里的所有点都转换成一维曲线。在数学上成为分形维。



局部保序性

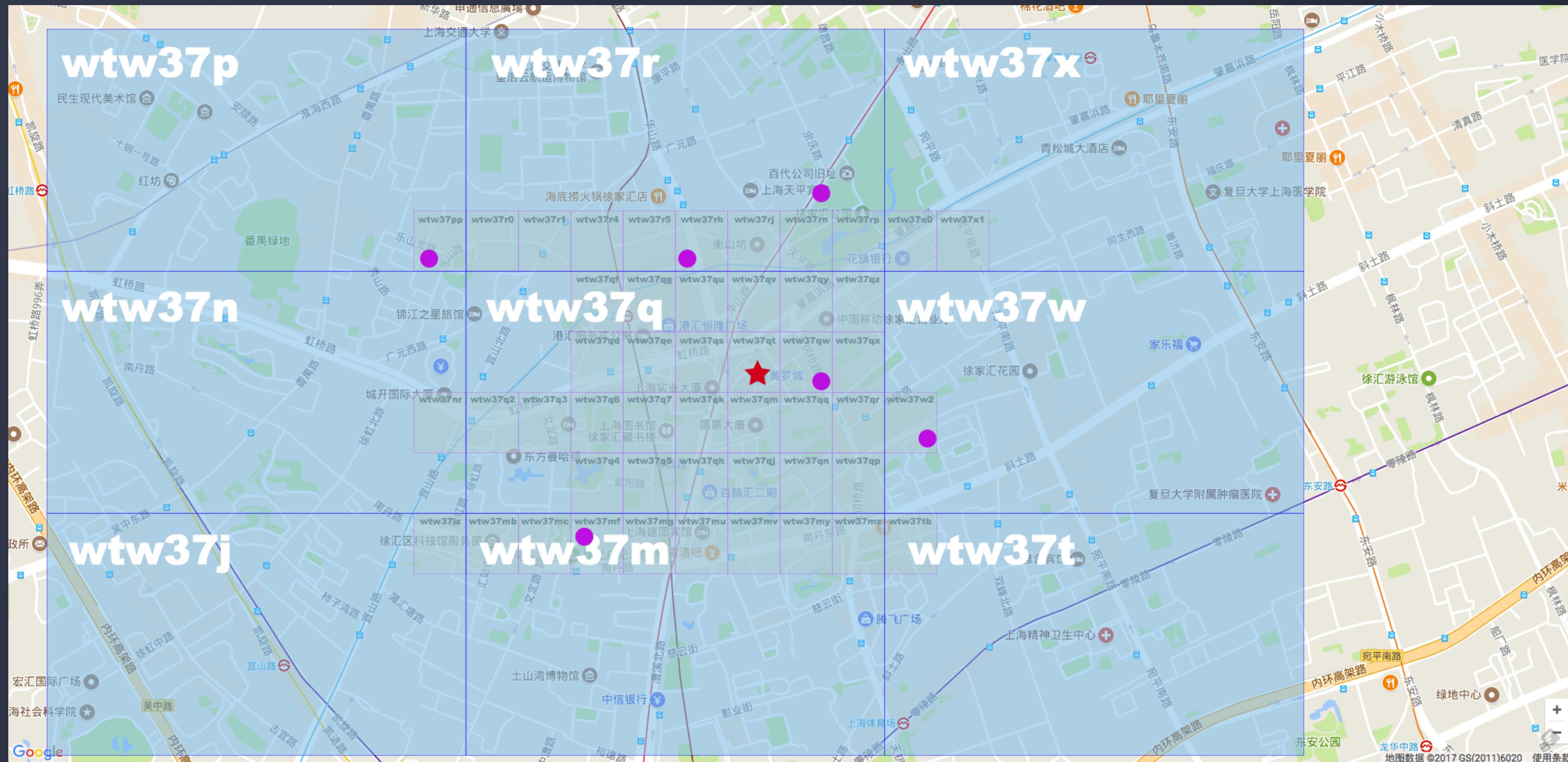


搜索查找邻近点比较快

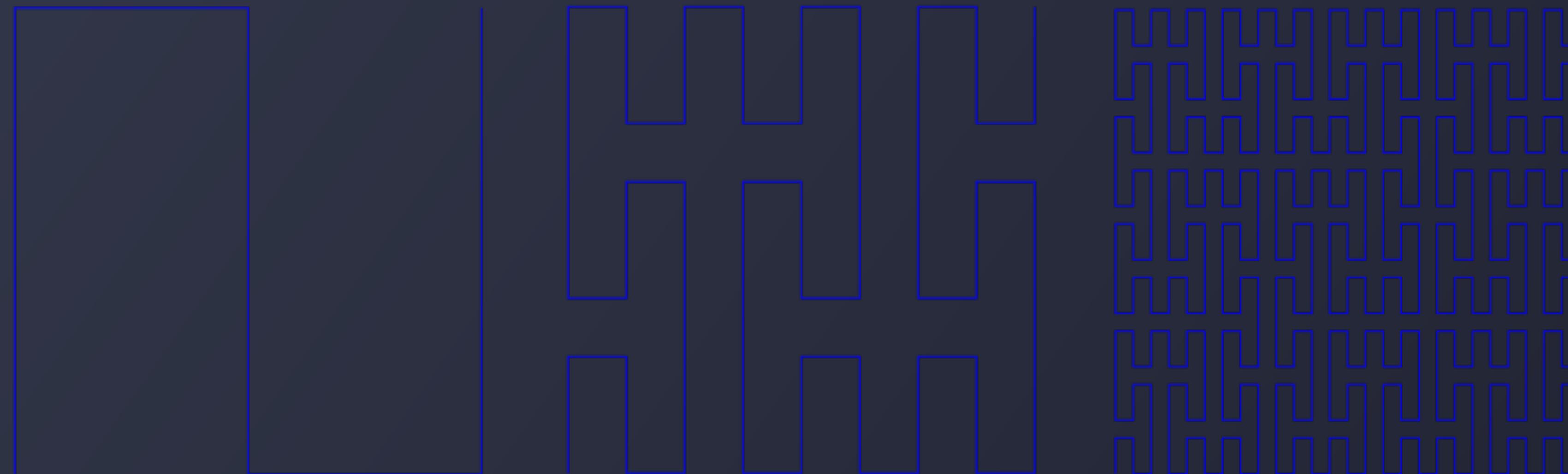


突变性

# EXAMPLE

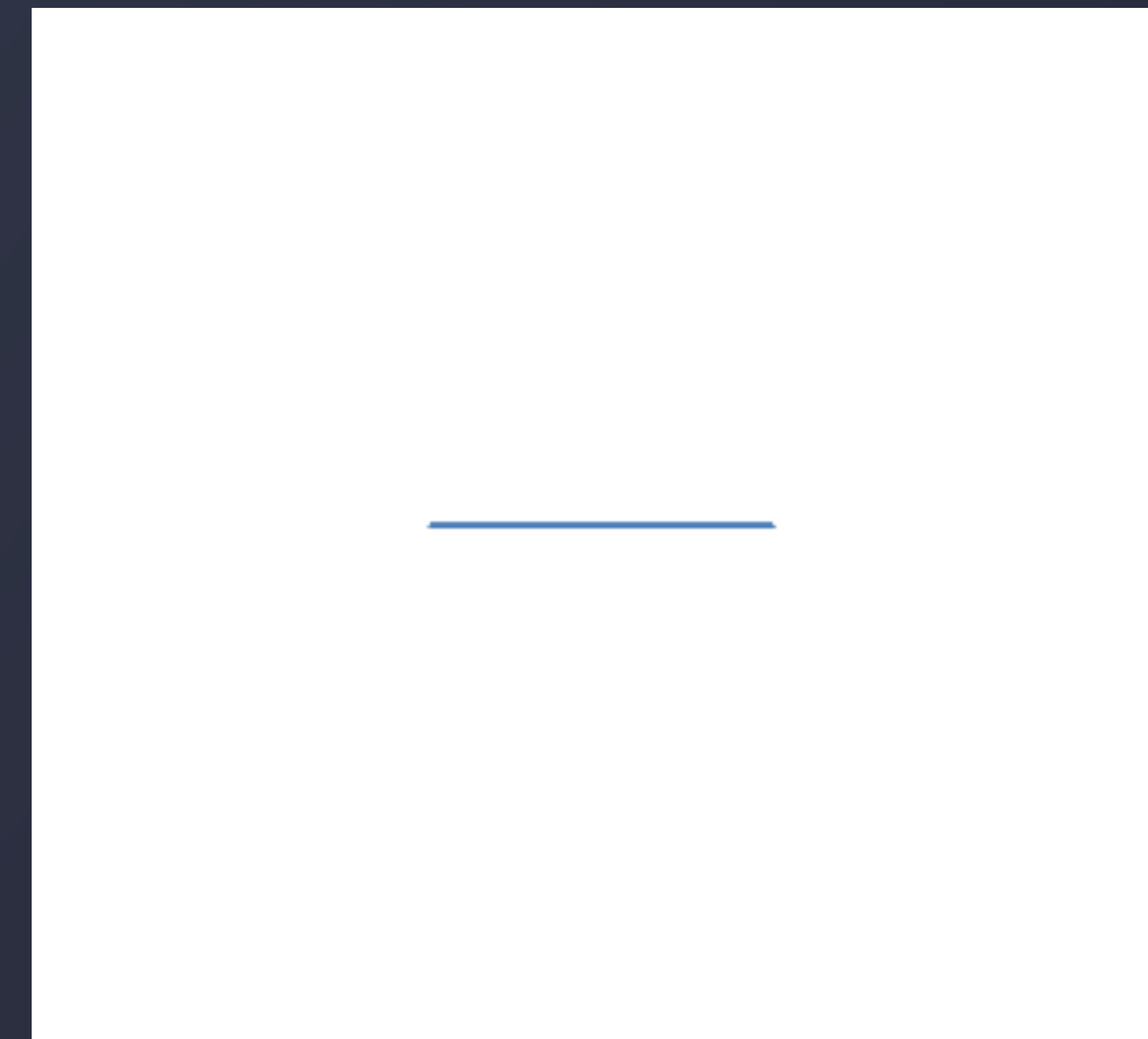


# PEANO CURVE



皮亚诺曲线是一条连续的但处处不可导的曲线。

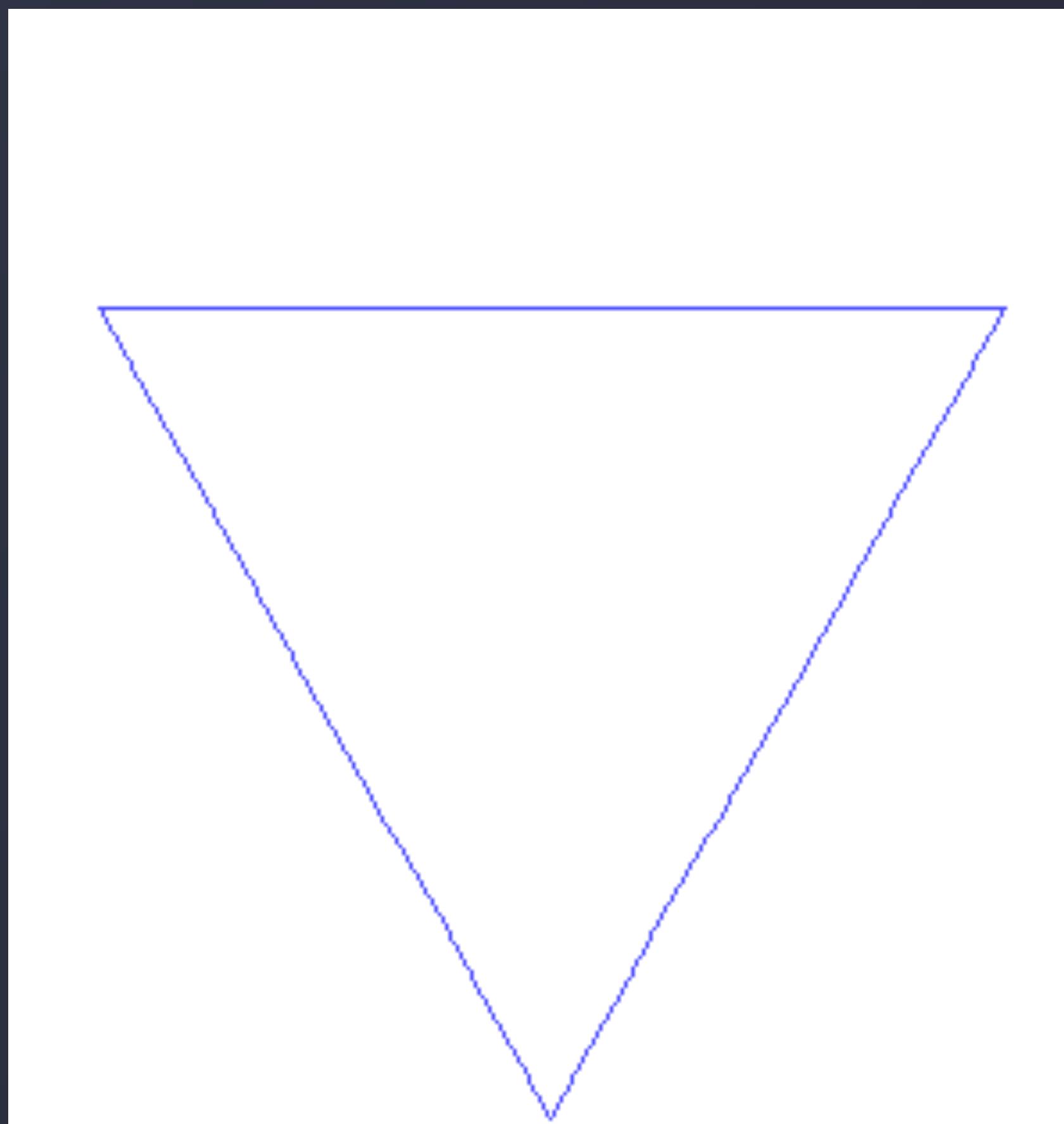
# DRAGON CURVE



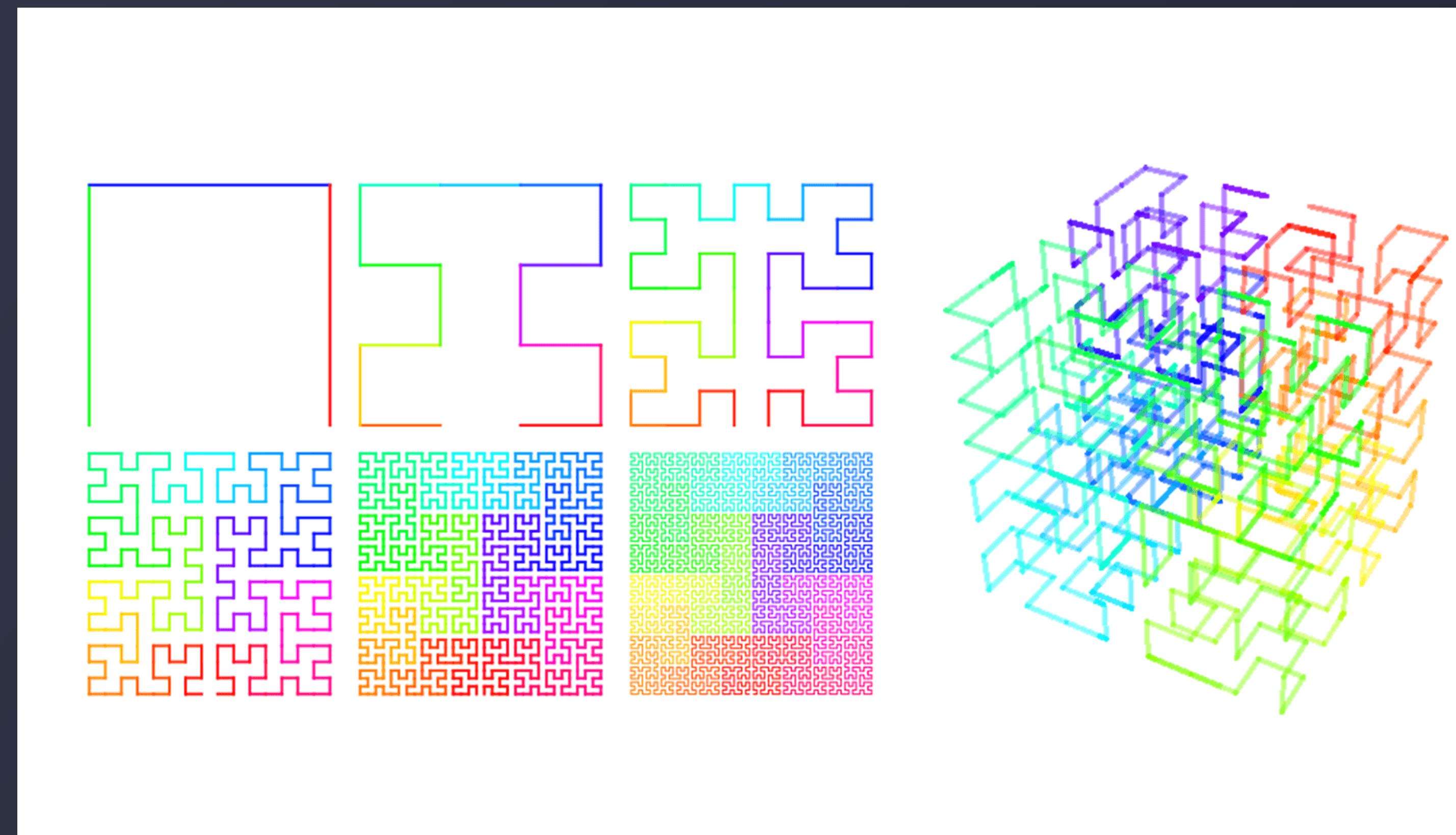
# GOSPER CURVE



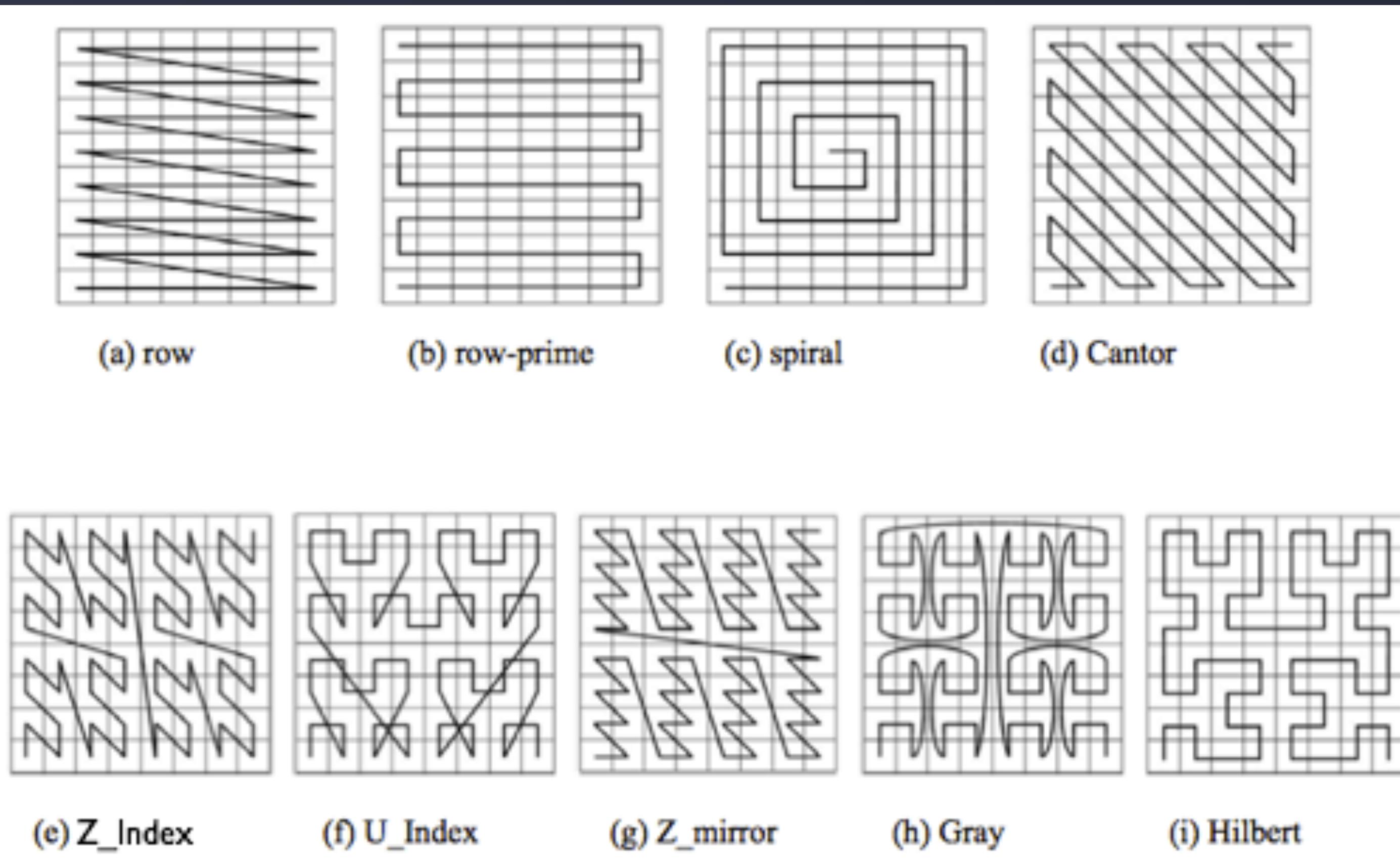
# KOCH CURVE



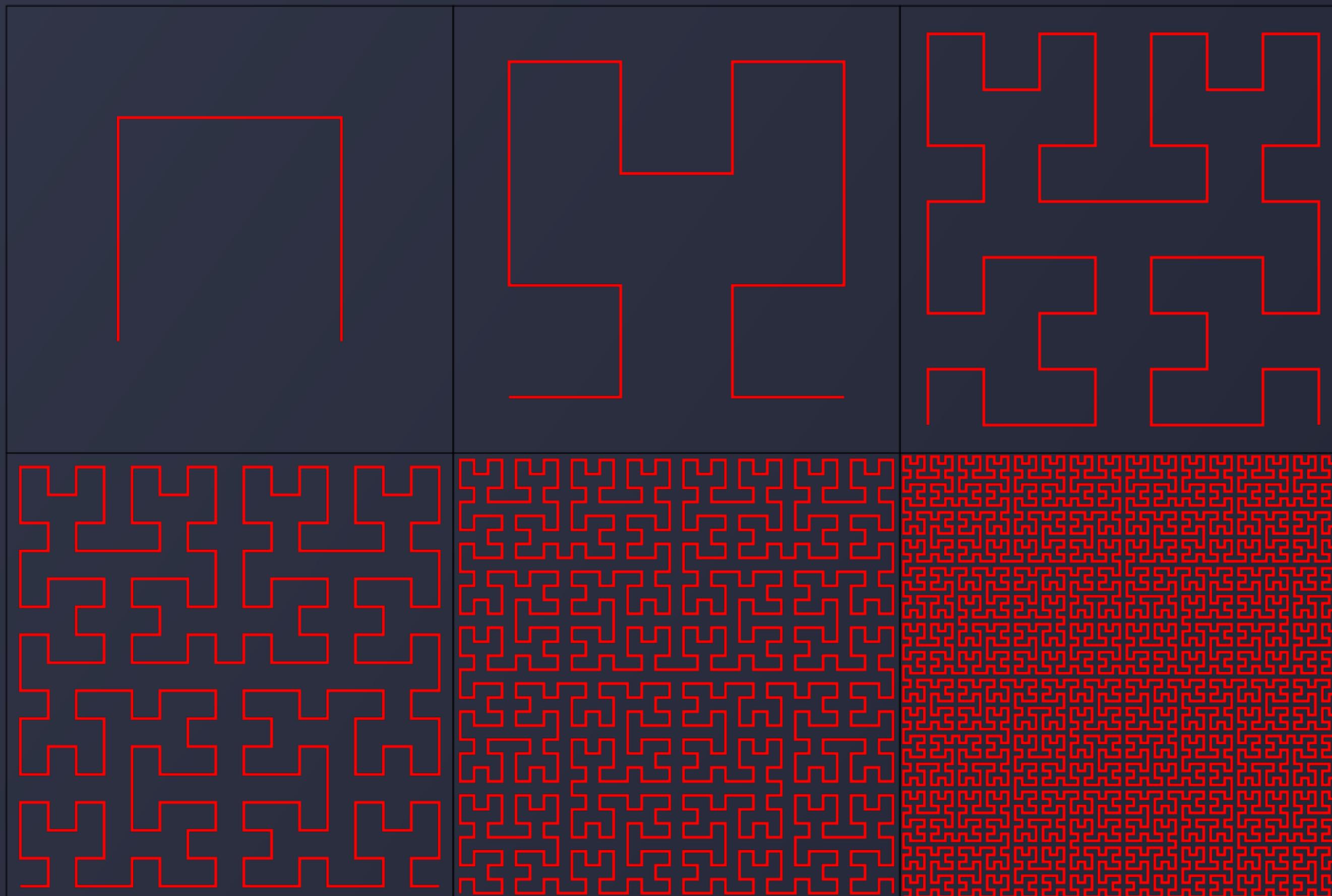
# MOORE CURVE



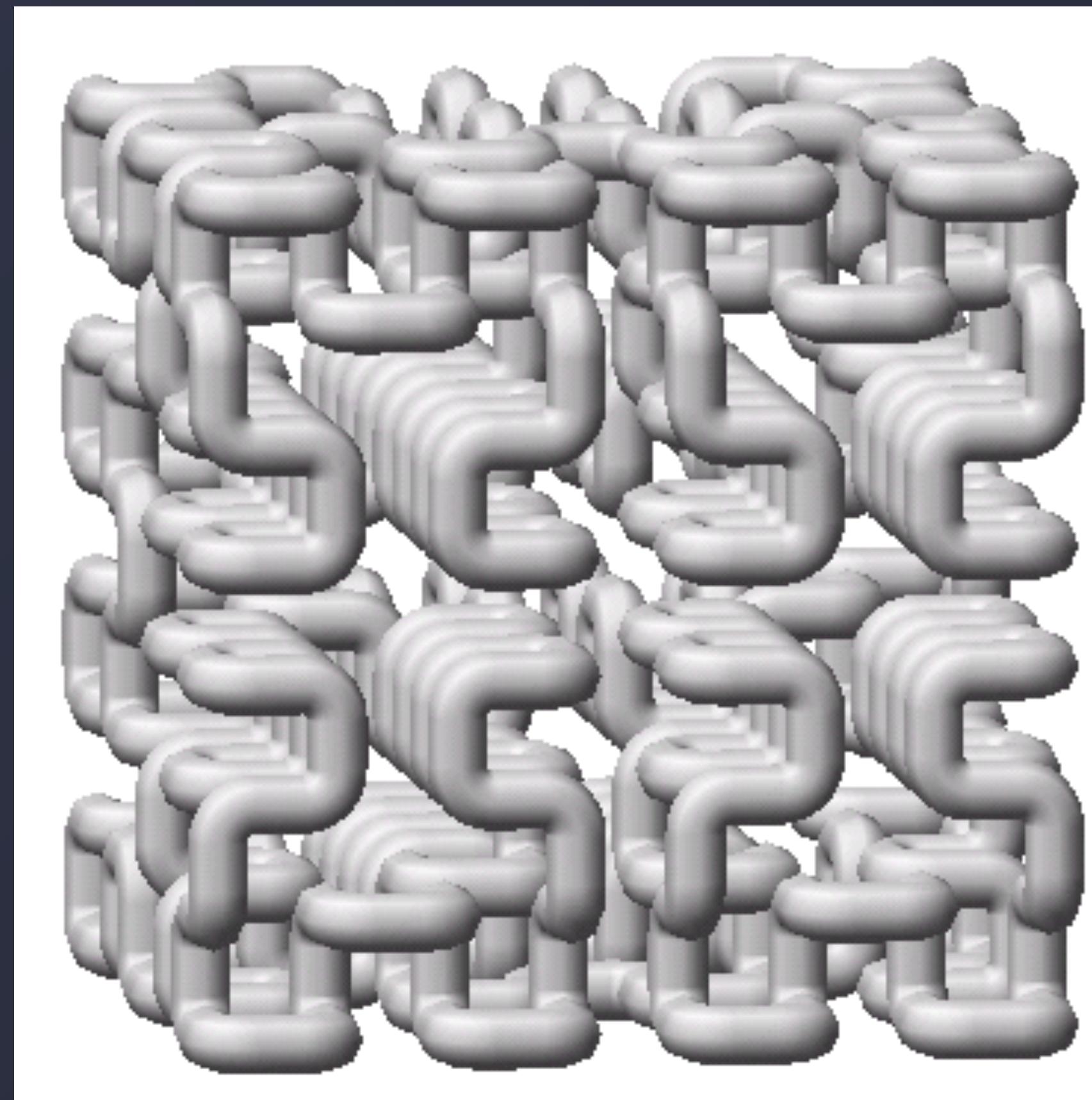
# SIERPIŃSKI CURVE



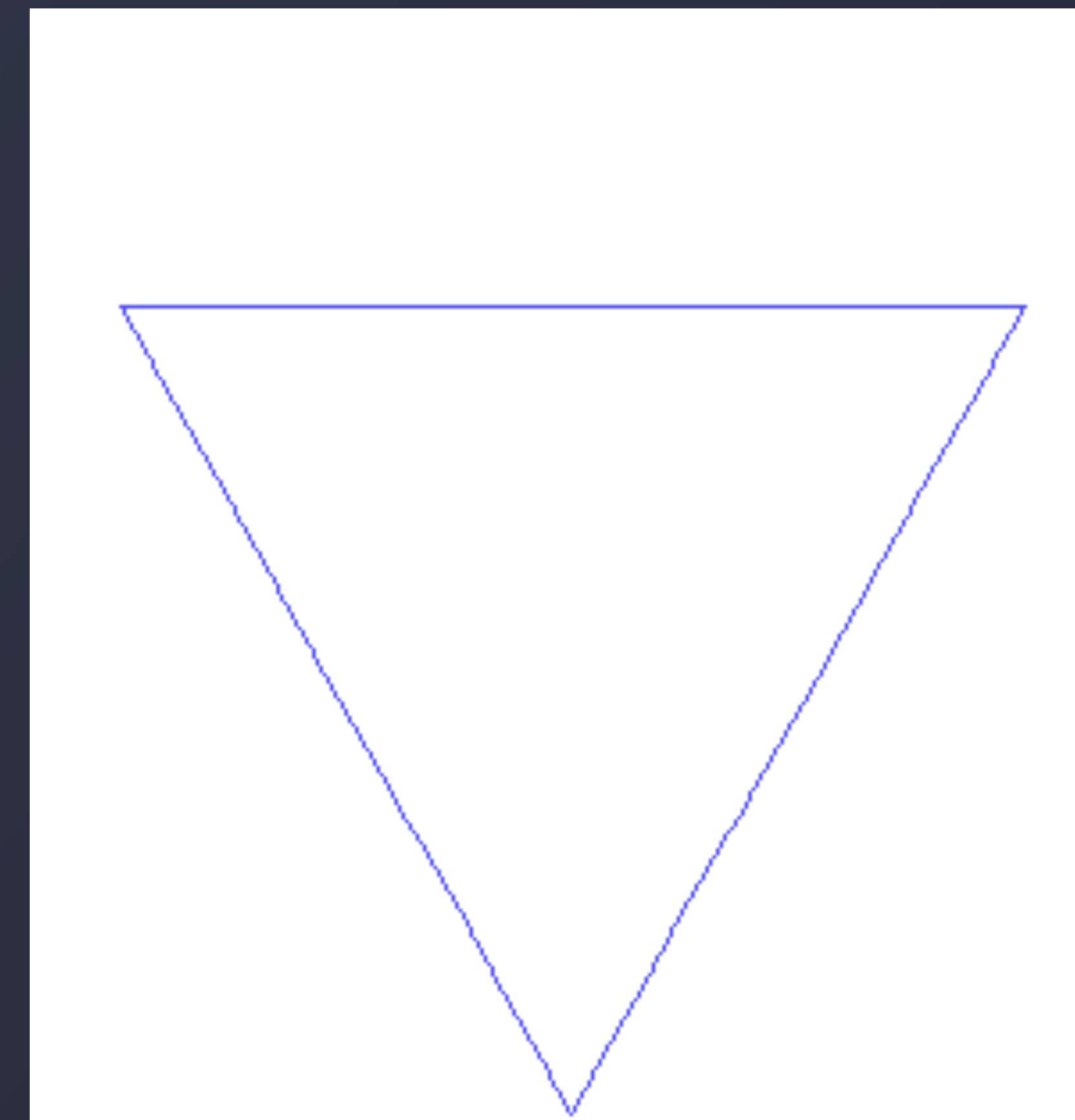
# HILBERT CURVE



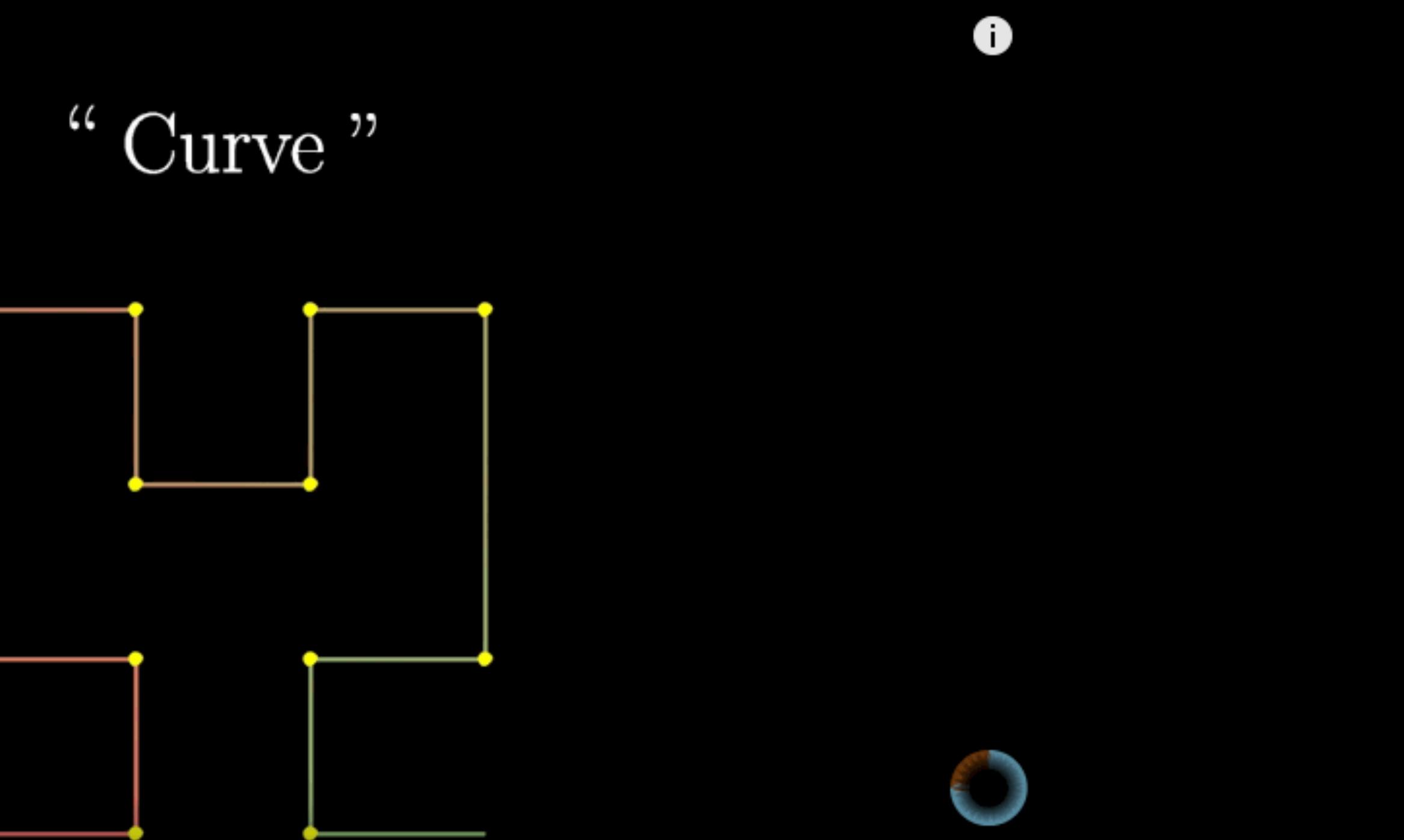
# HILBERT CURVE



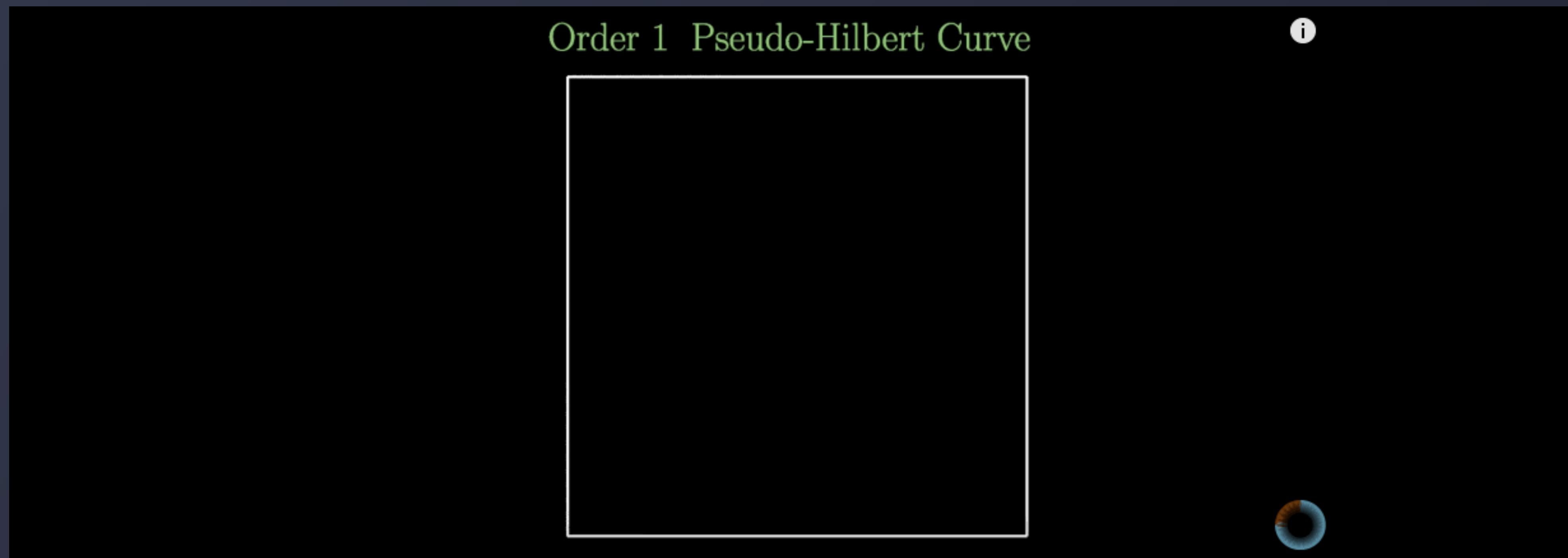
# HAUSDORFF FRACTALS DIMENSION



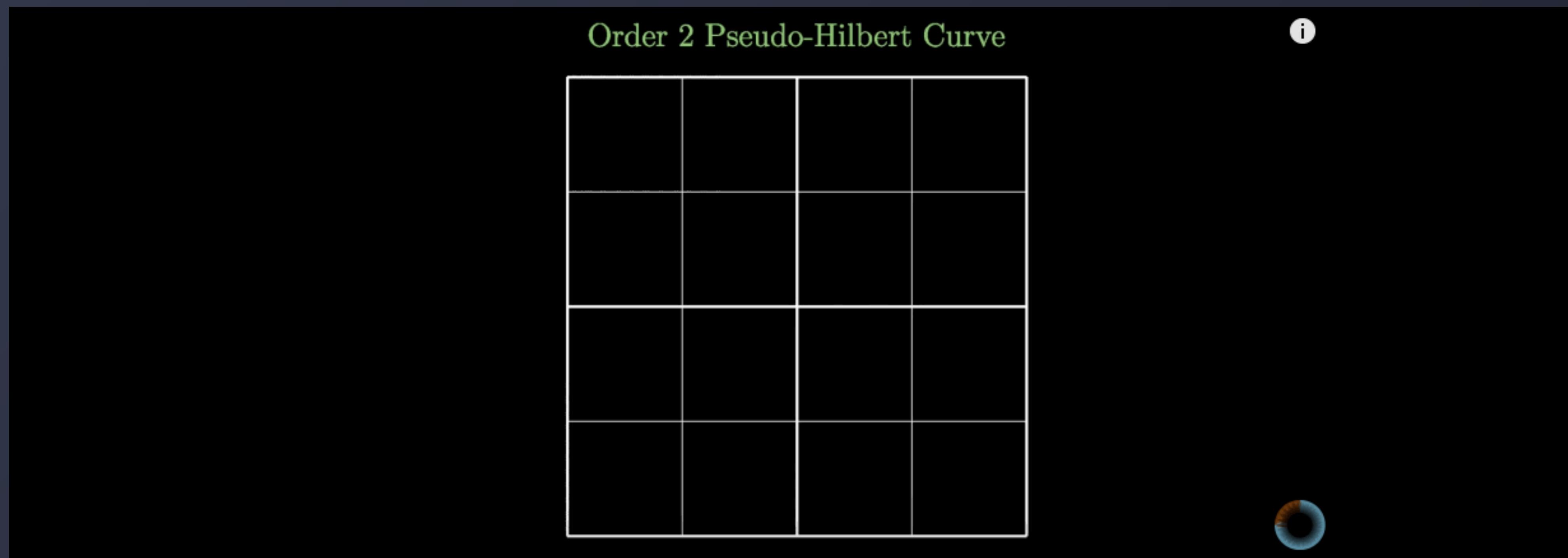
# HILBERT CURVE



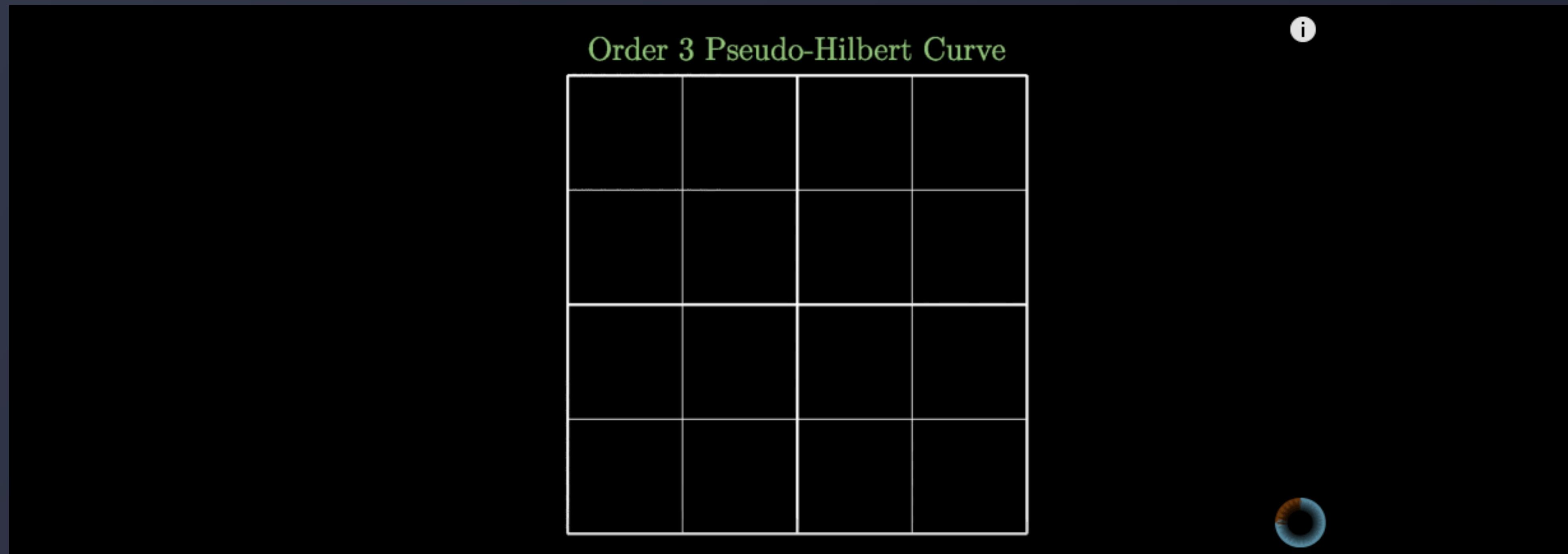
# HILBERT CURVE



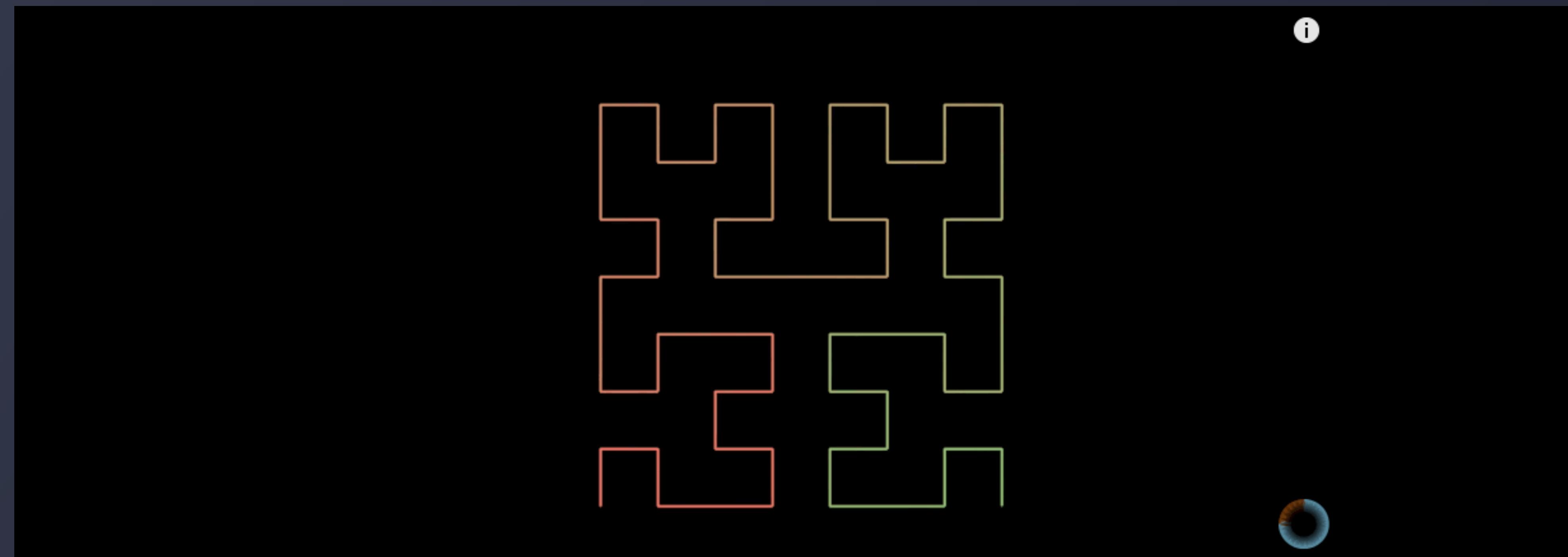
# HILBERT CURVE



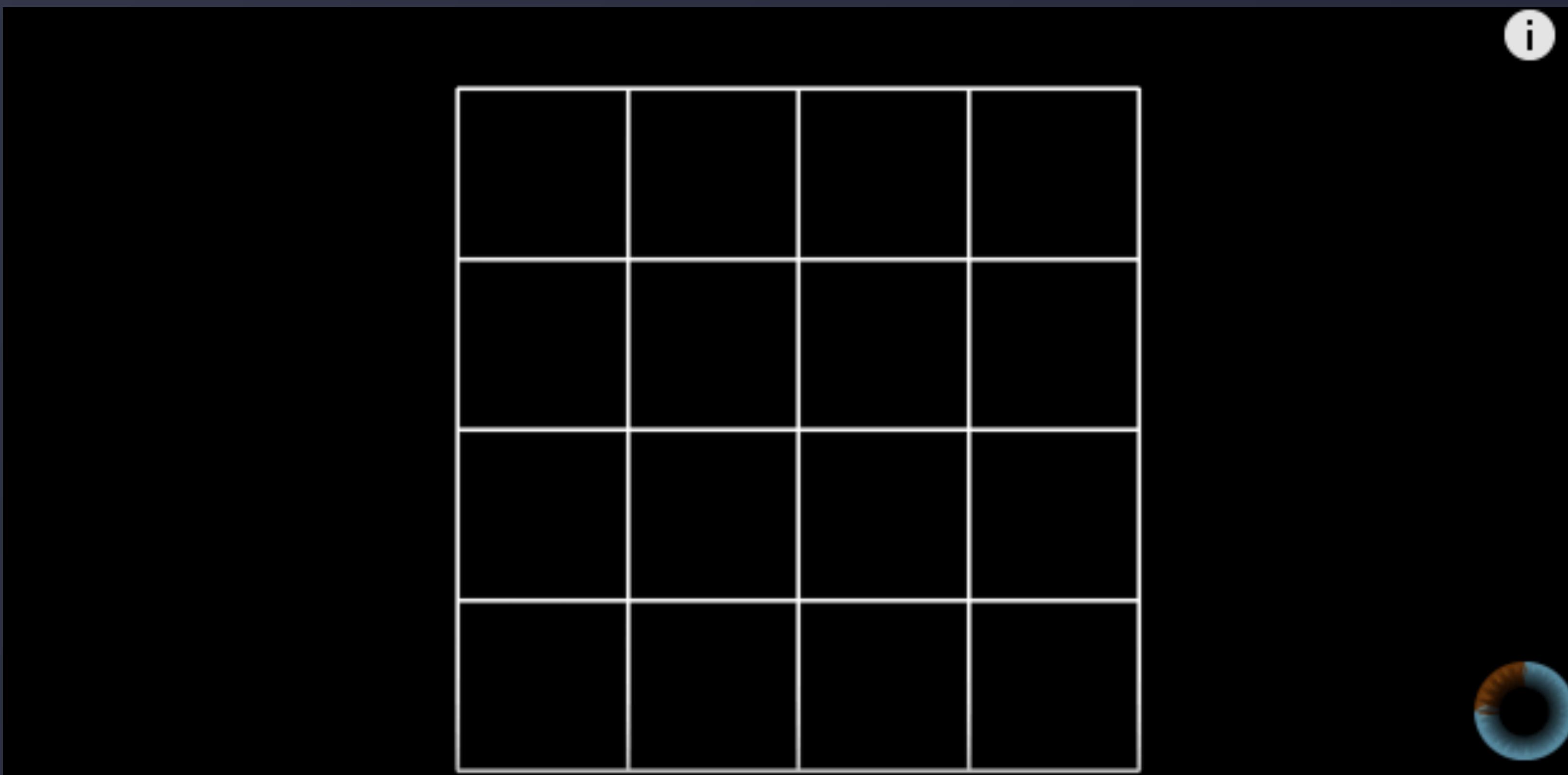
# HILBERT CURVE



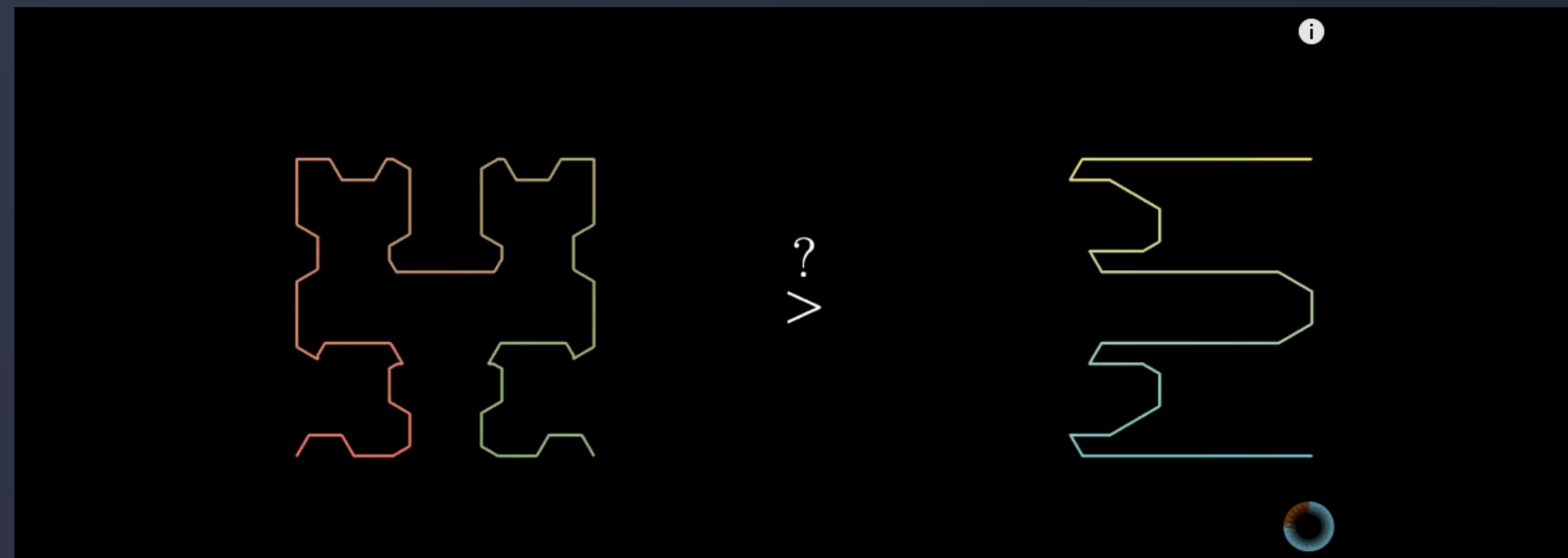
# HILBERT CURVE



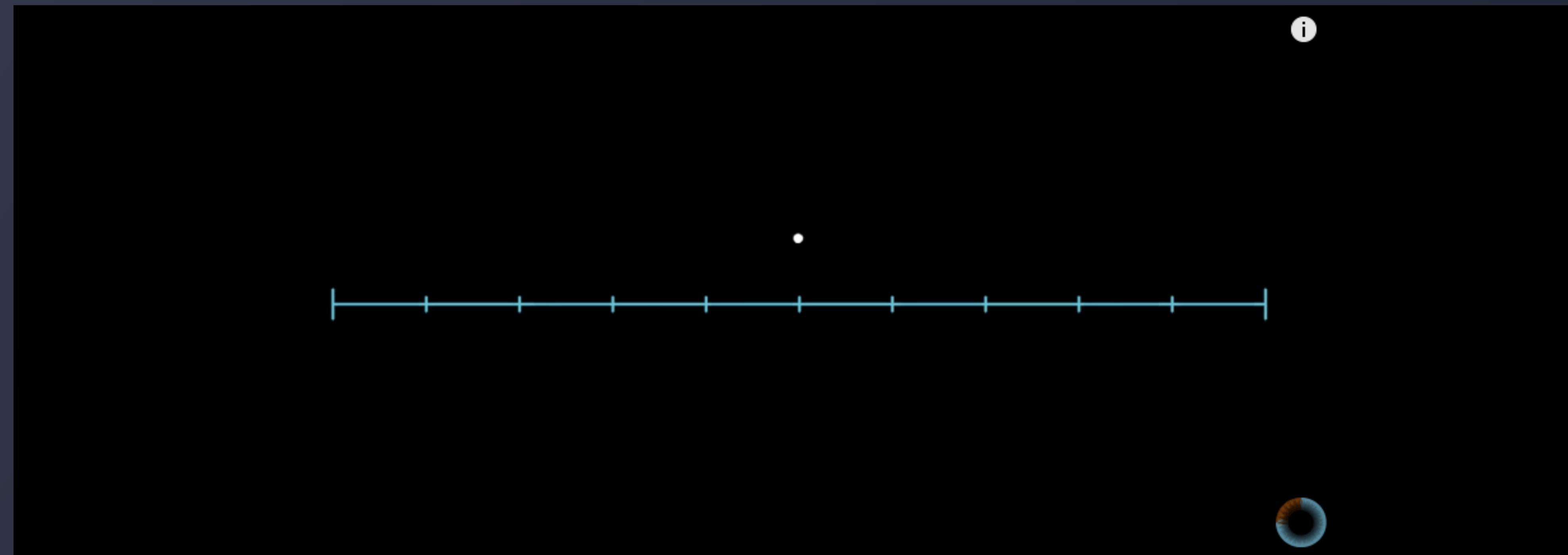
# HILBERT CURVE



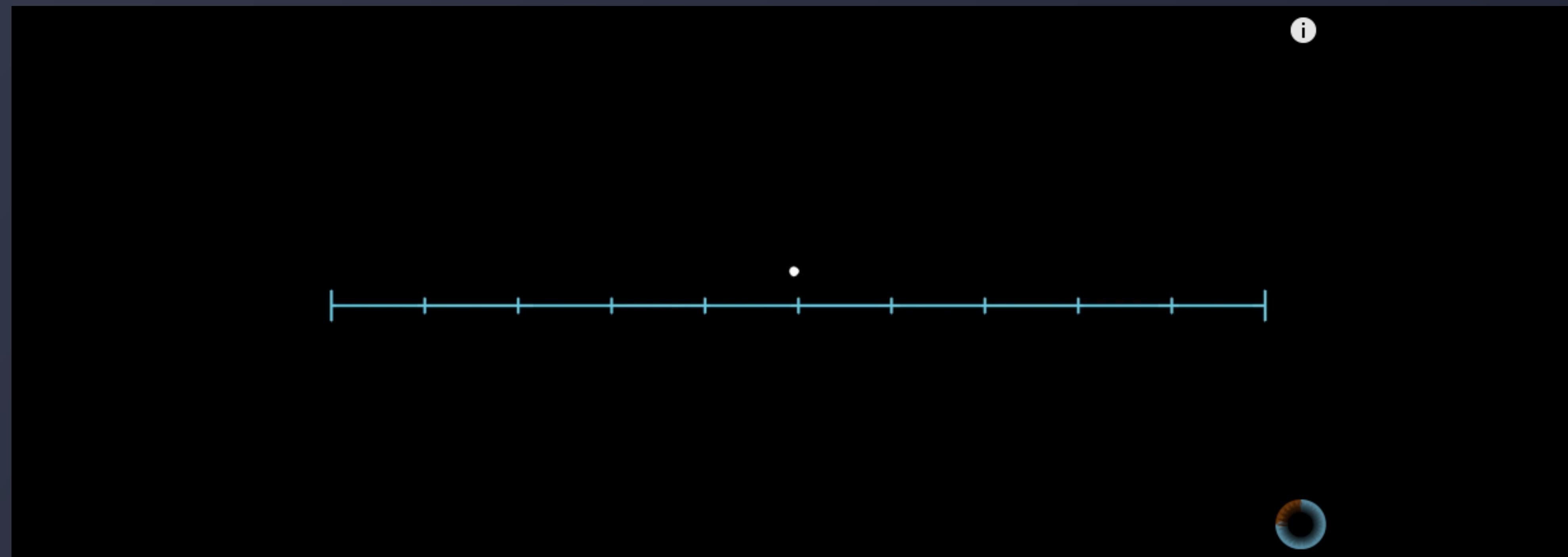
# HILBERT CURVE



# HILBERT CURVE



# HILBERT CURVE



# CHARACTERISTIC



降维



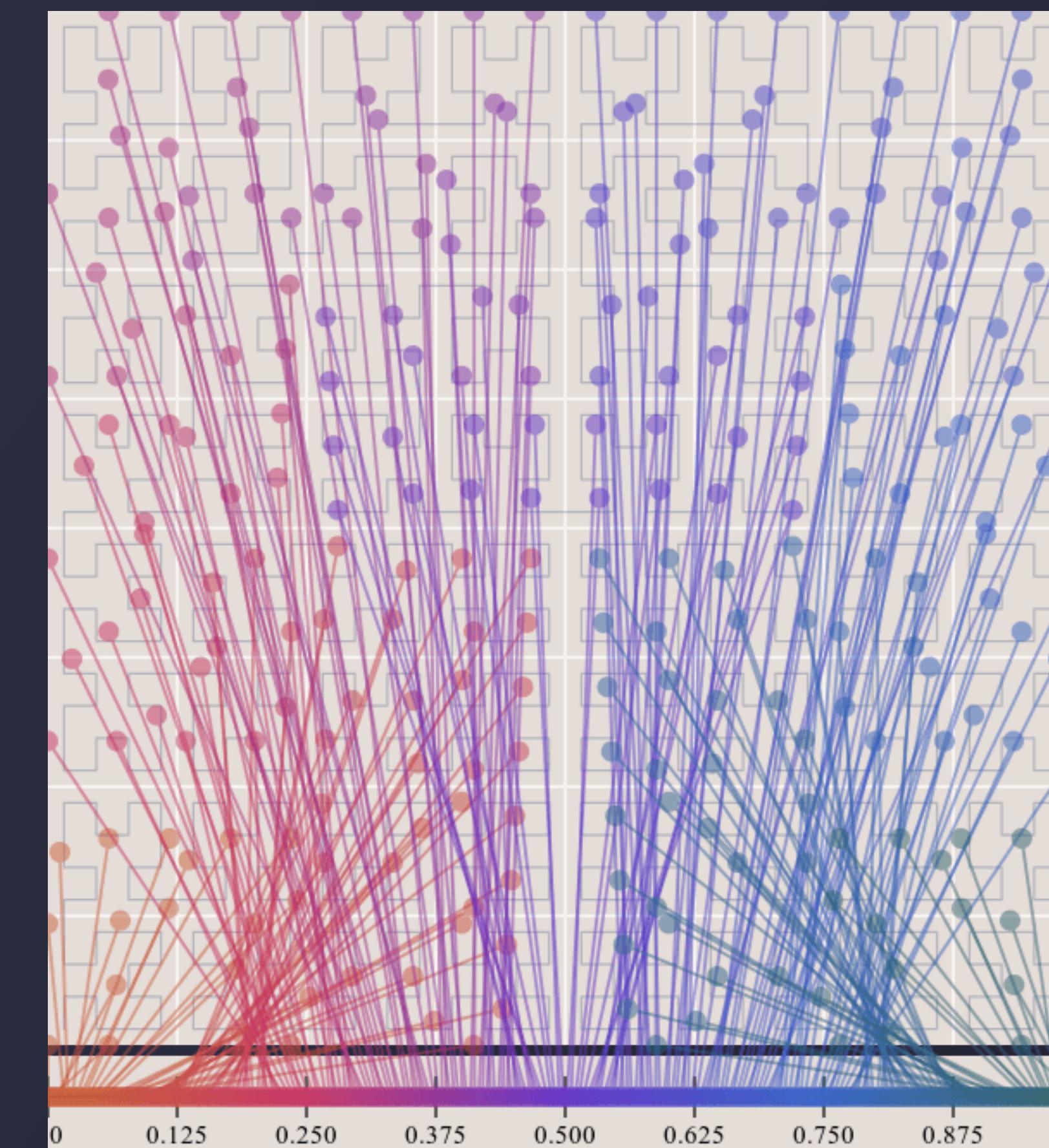
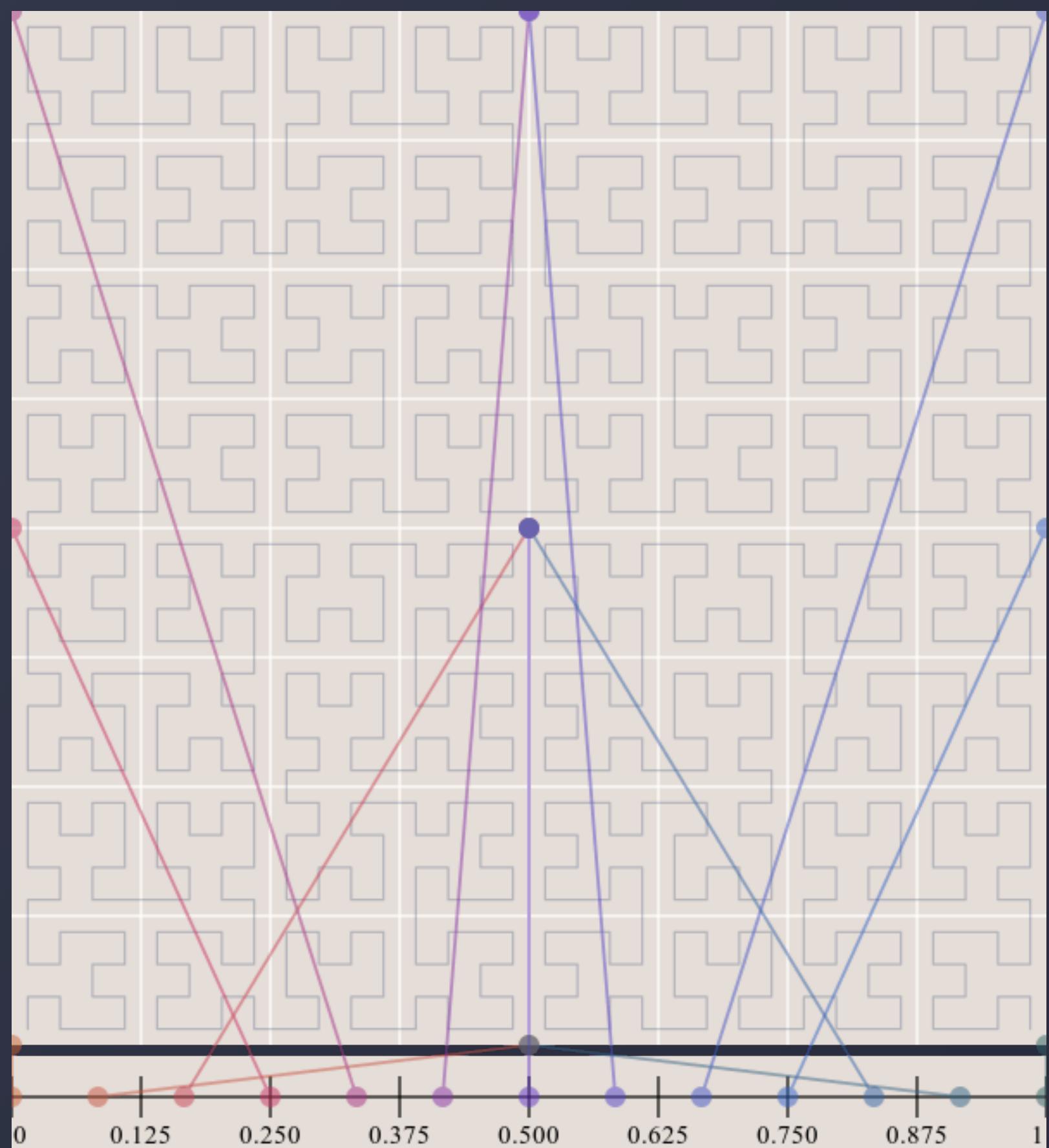
稳定



连续

希尔伯特曲线是连续的，所以能保证一定可以填满空间。连续性是需要数学证明的。具体证明方法这里就不细说了，感兴趣的可以点文章末尾一篇关于希尔伯特曲线的论文，那里有连续性的证明。

# CONTINUITY





THANKS FOR YOUR ATTENTION!

ANY QUESTIONS?

NEXT SLIDE

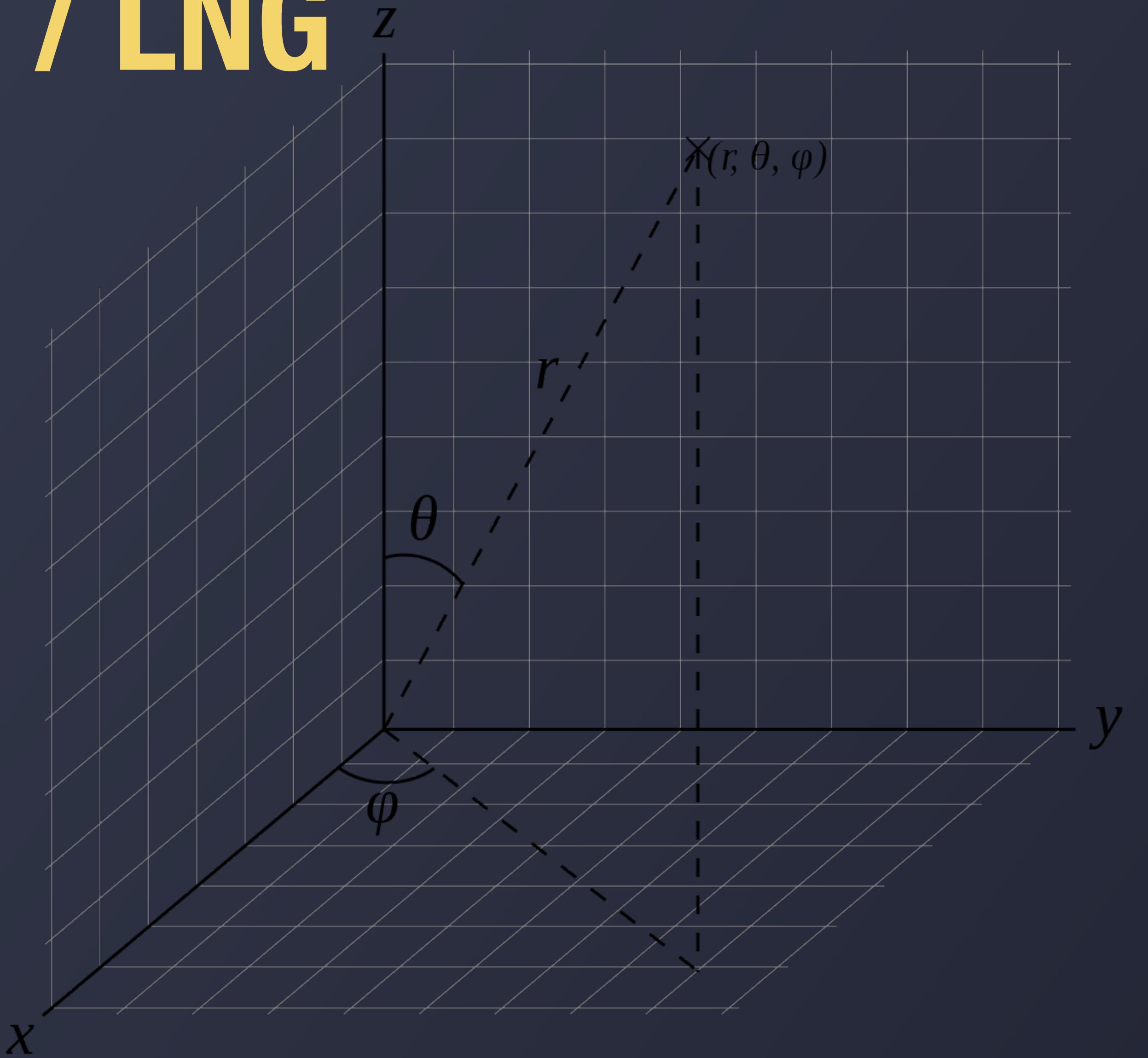
#03

SPATIAL INDEX

GOOGLE S2

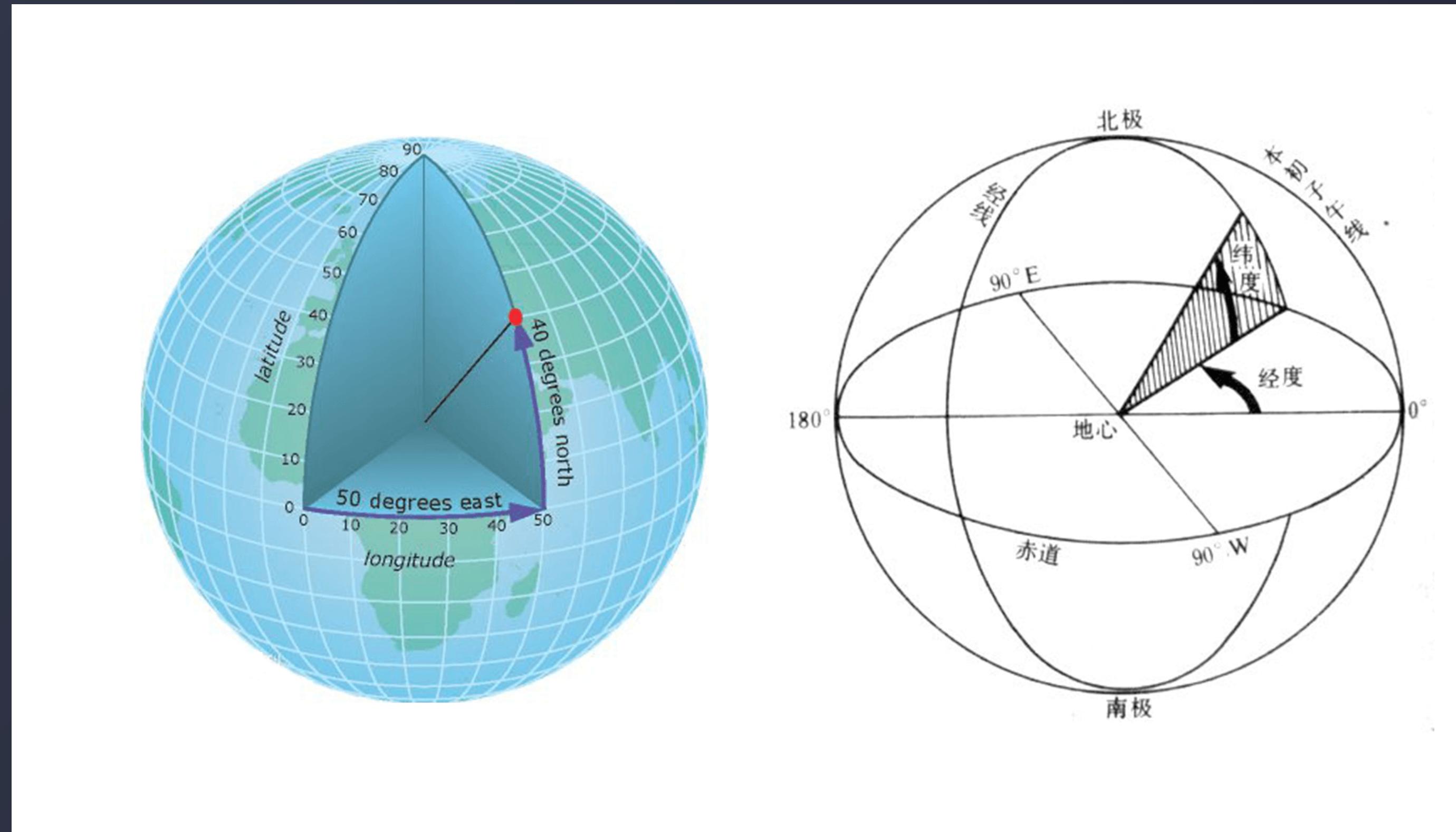
NEXT SLIDE

# LAT / LNG



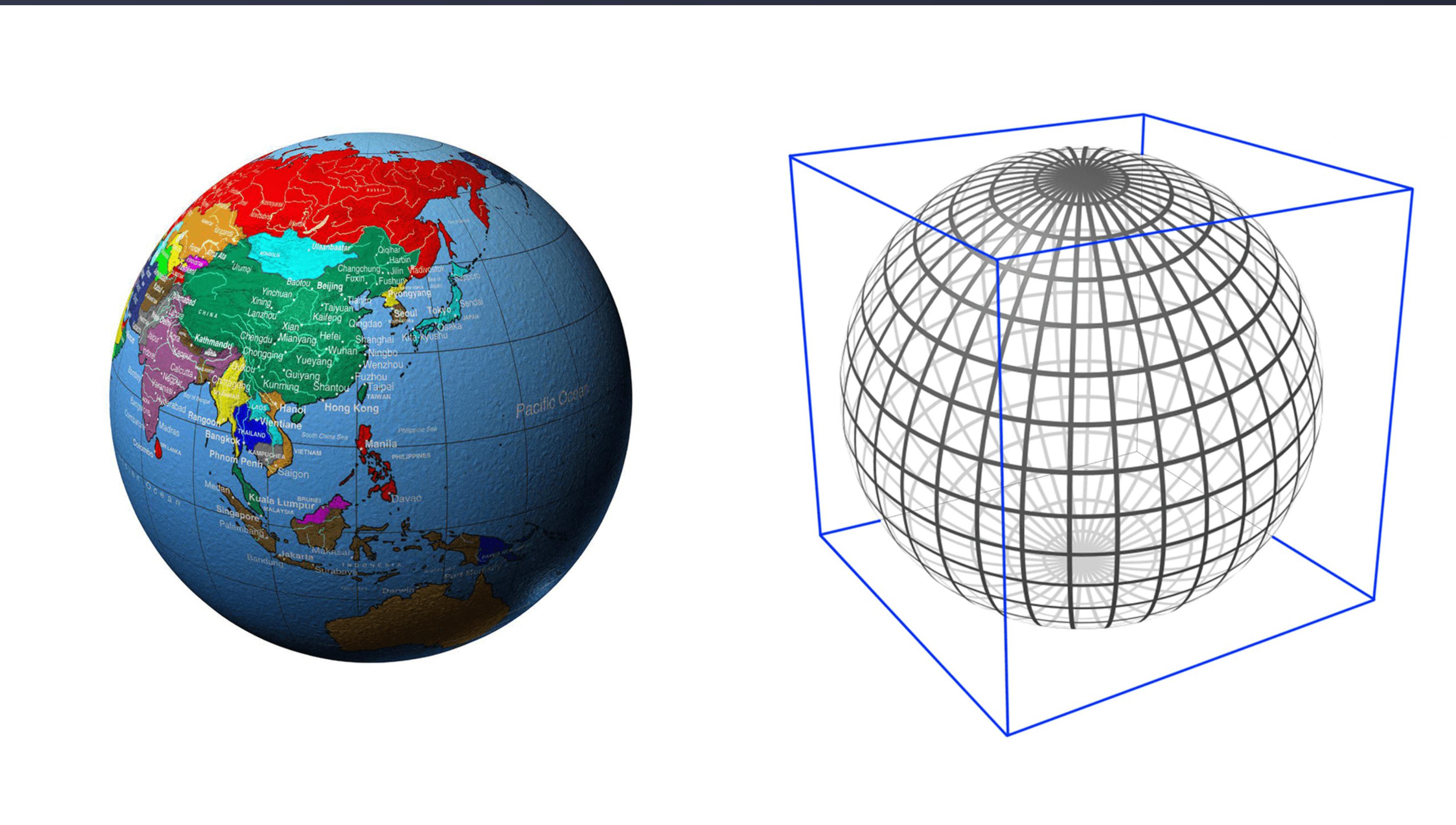
$$\begin{aligned}x &= r * \sin \theta * \cos \phi \\y &= r * \sin \theta * \sin \phi \\z &= r * \cos \theta\end{aligned}$$

# LAT / LNG

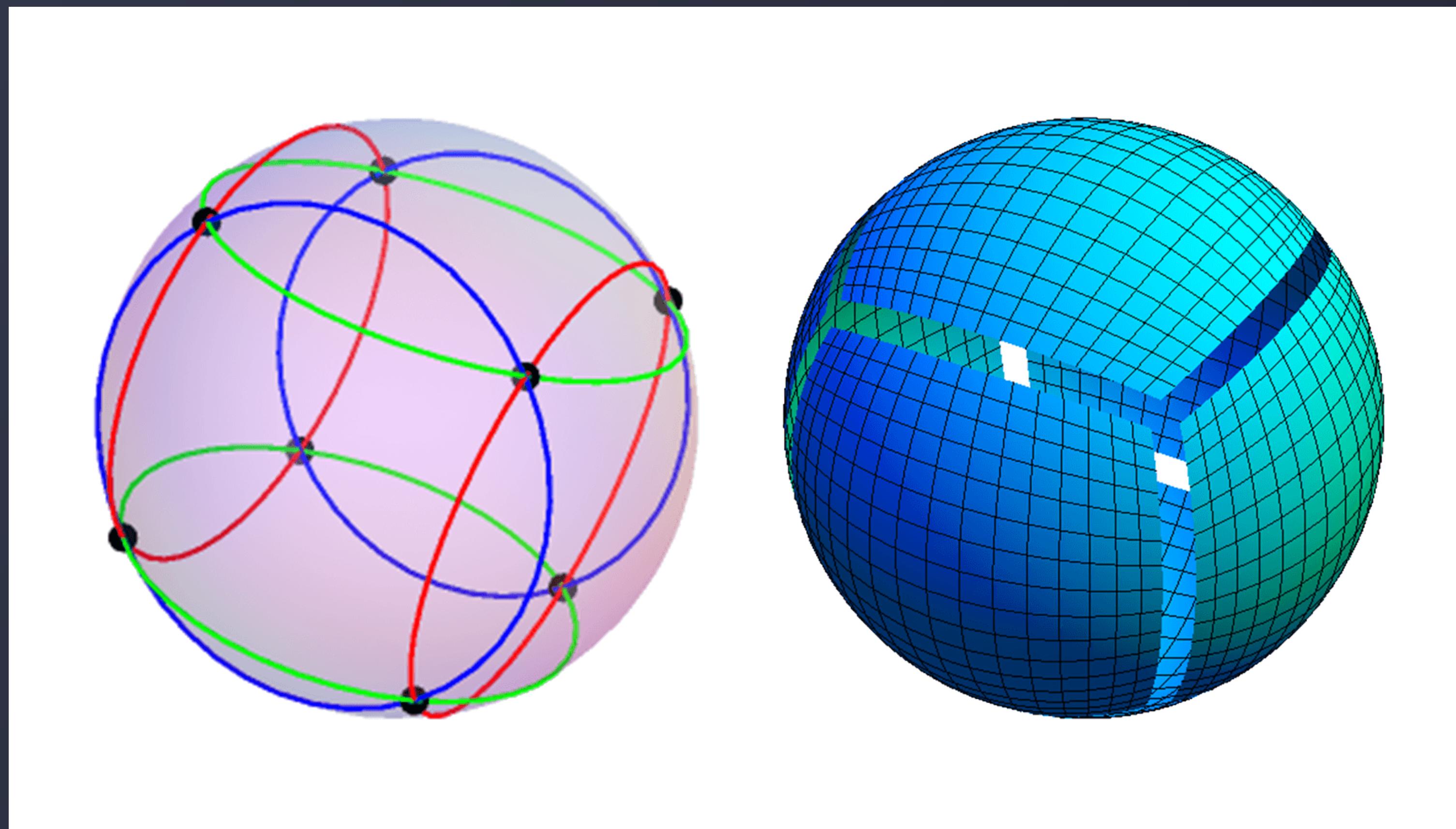


$$s(lat,lng) \rightarrow f(x,y,z)$$

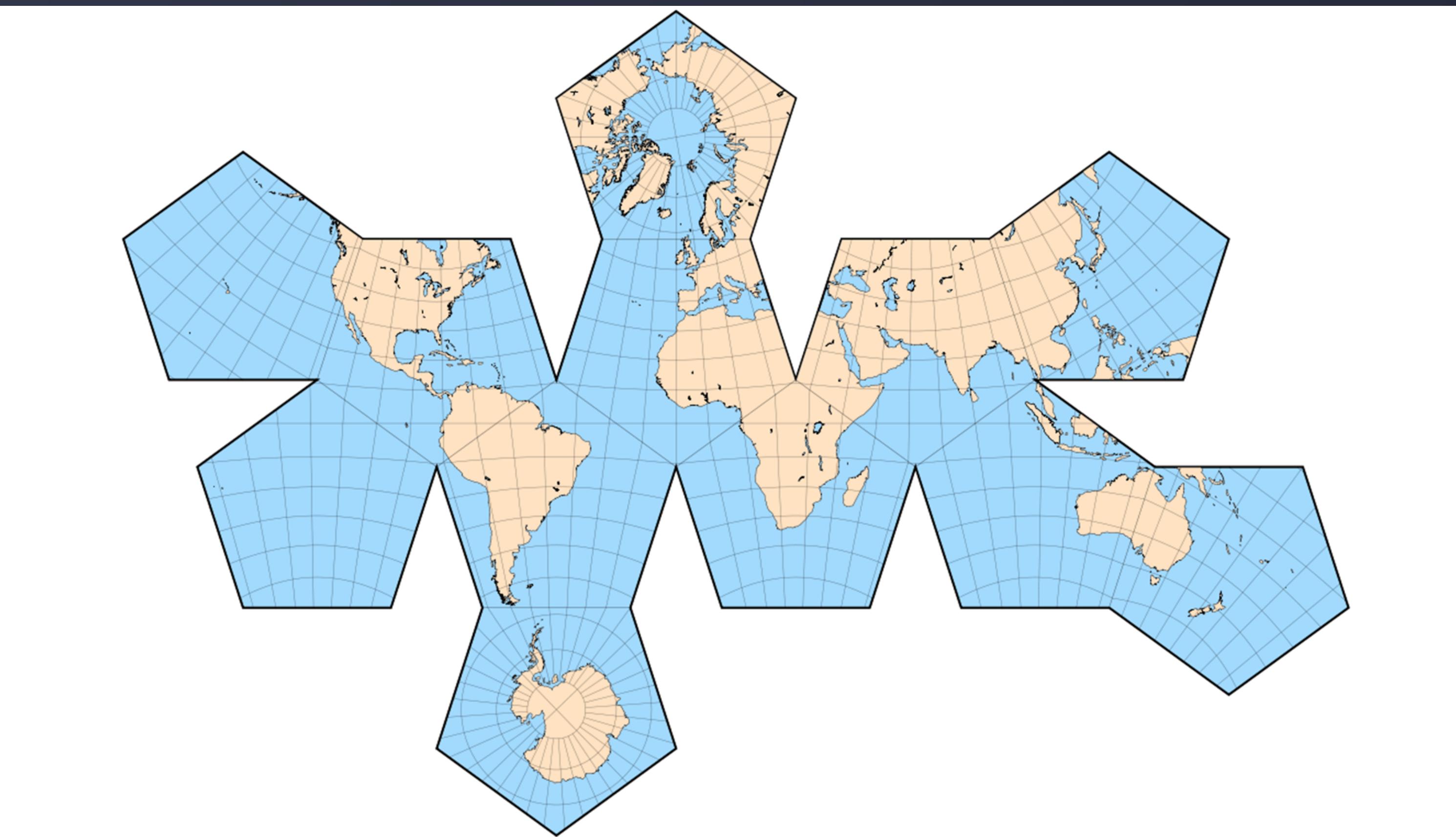
# PROJECTION



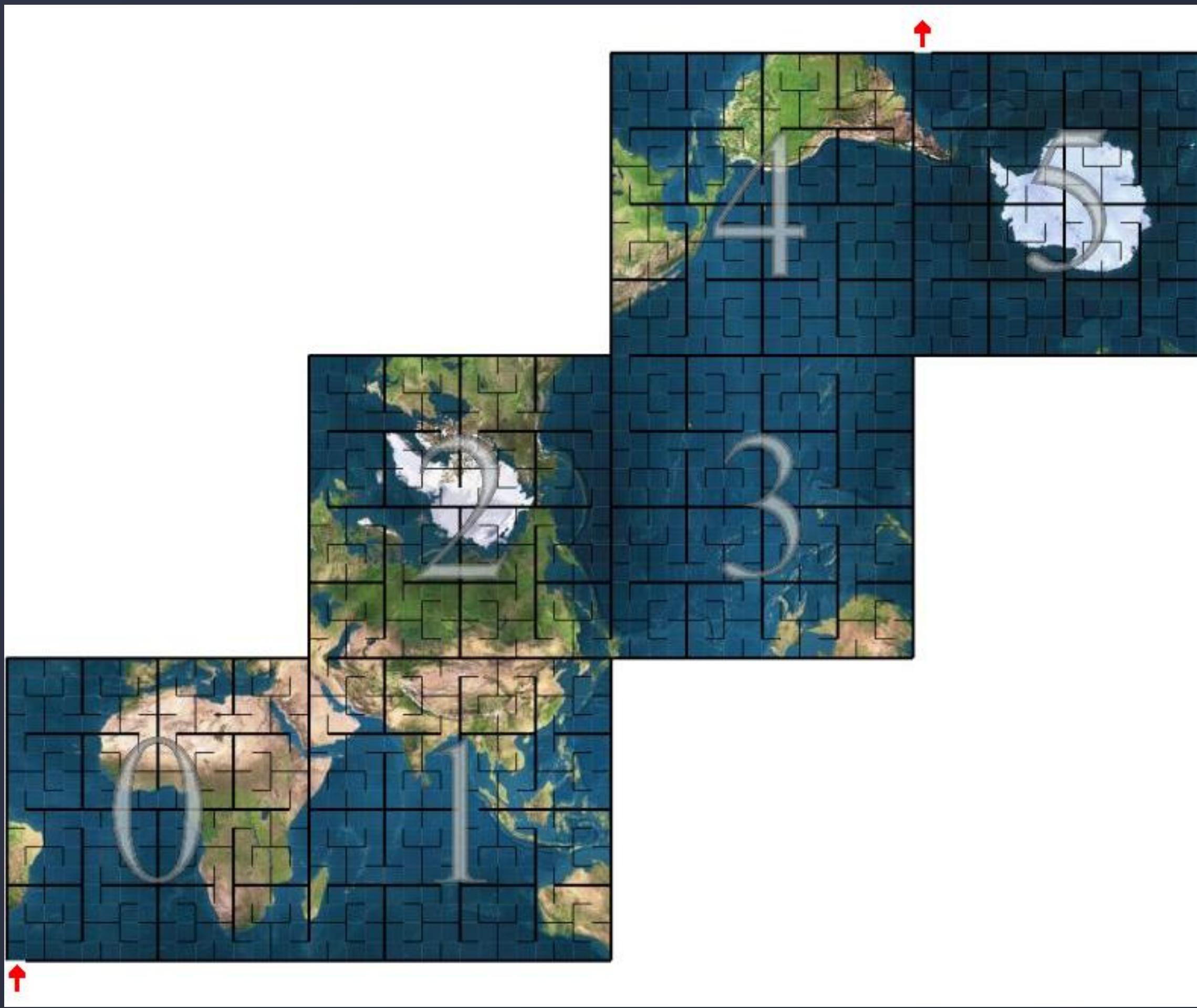
# PROJECTION



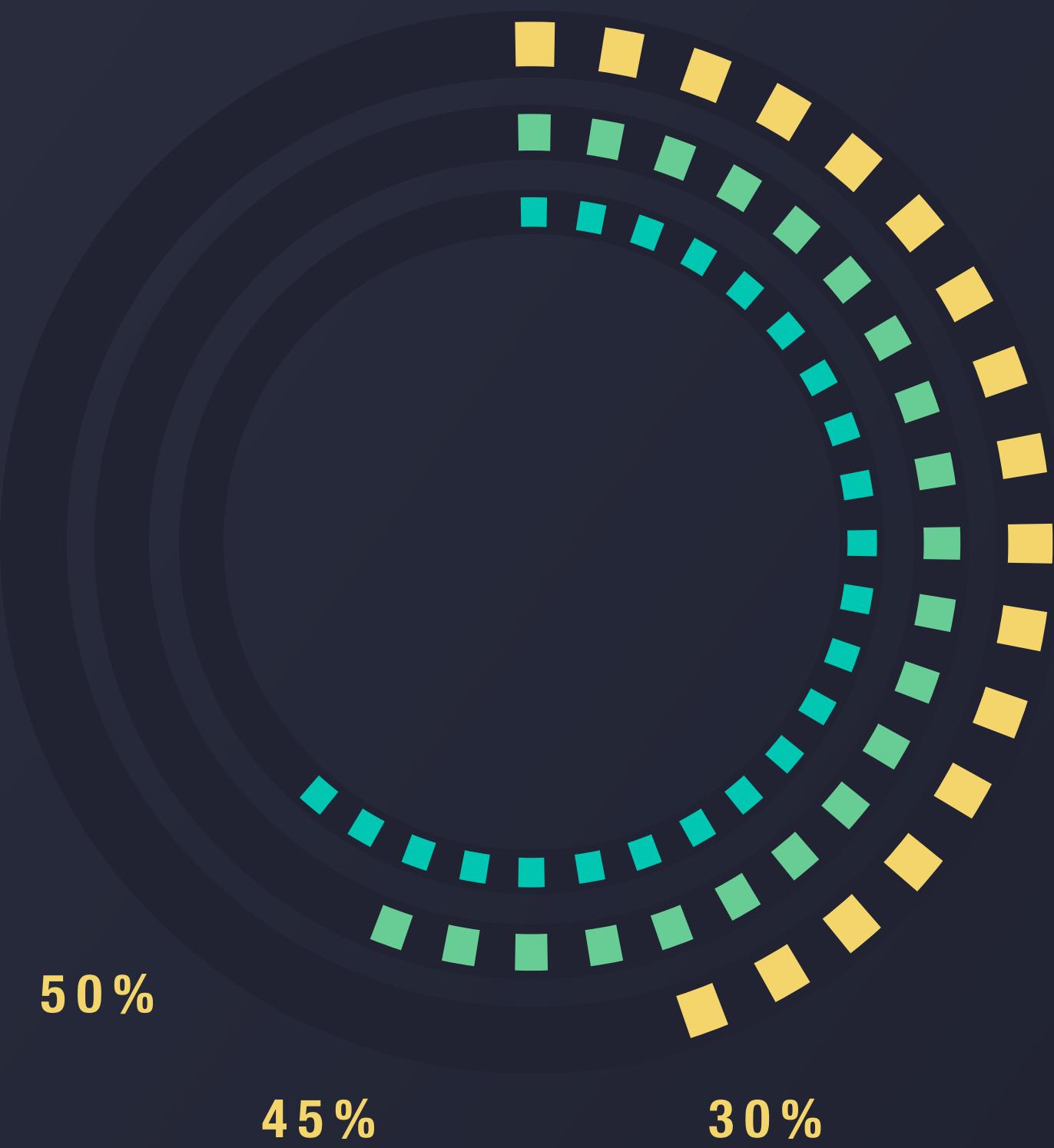
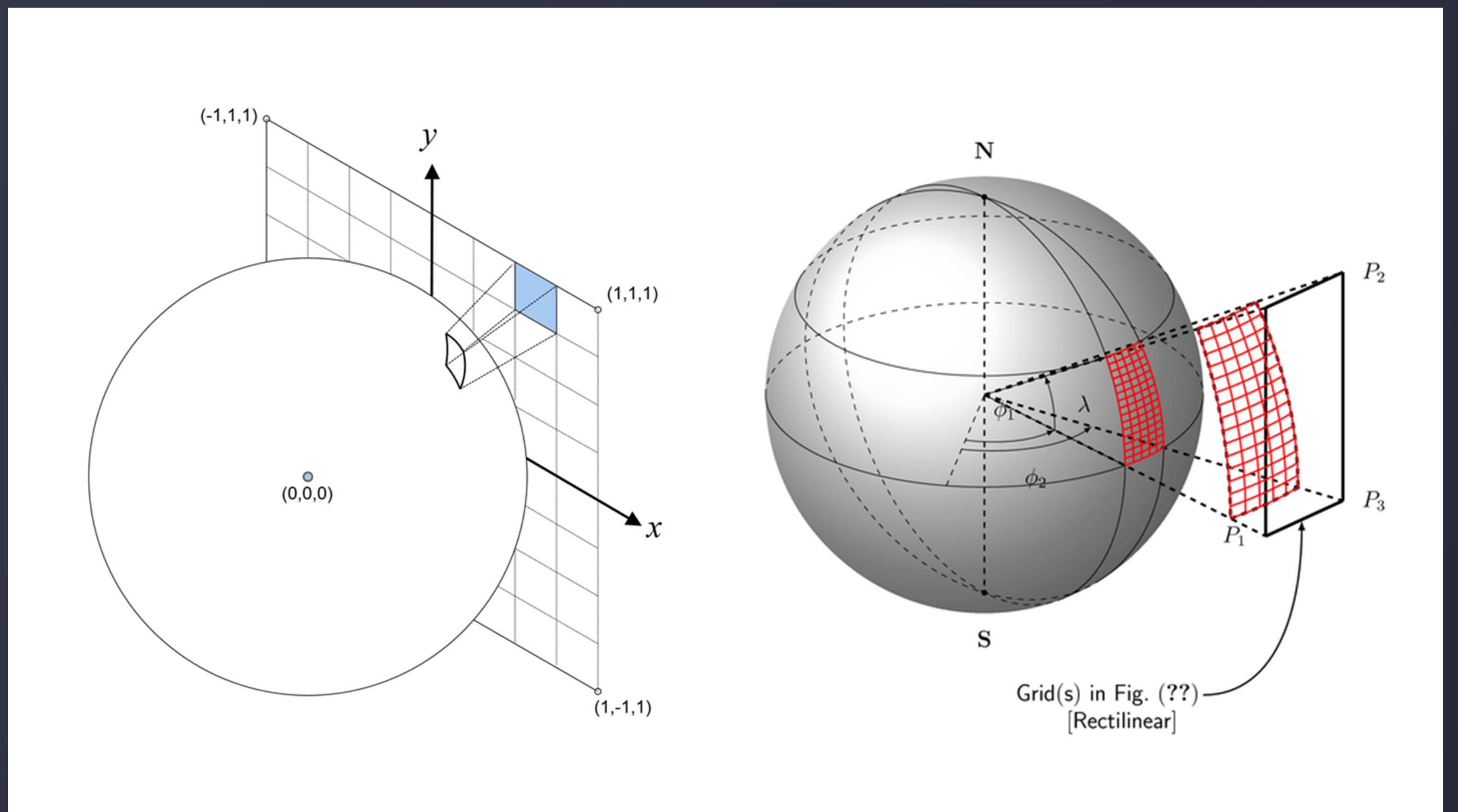
# FRACTAL



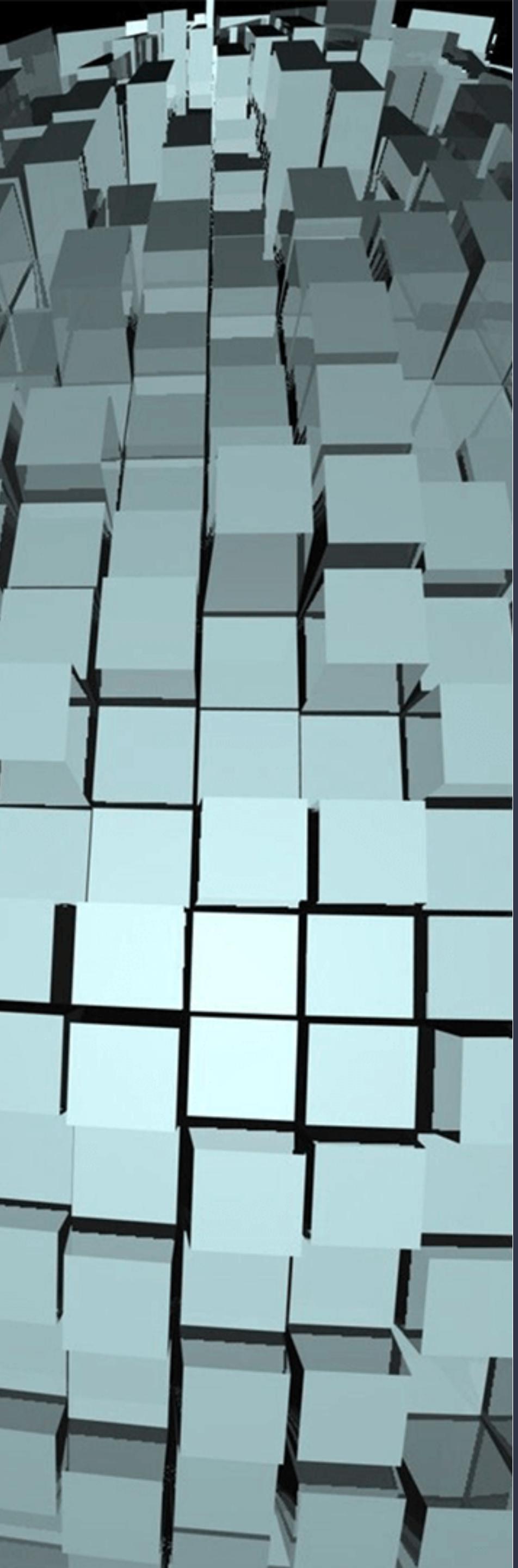
# FRACTAL



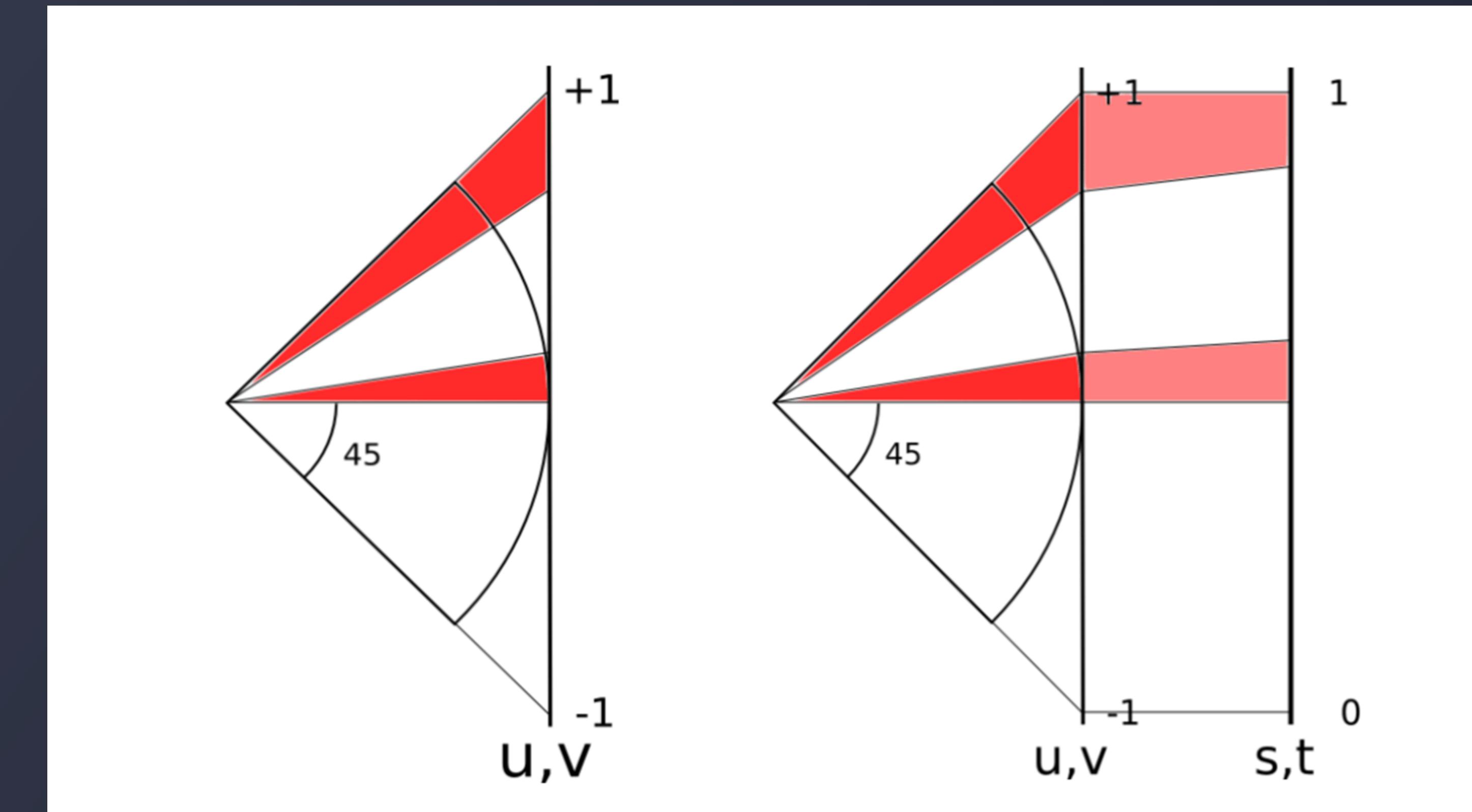
# FRACTAL



$f(x,y,z) \rightarrow g(face,u,v)$



# FIXED



$g(\text{face}, u, v) \rightarrow h(\text{face}, s, t)$

# PROGRAM

1

线性变换

	面积比率	边比率	对角线比率	ToPointRaw	ToPoint	FromPoint
线性变换	5.200	2.117	2.959	0.020	0.087	0.085
tan()变换	1.414	1.414	1.704	0.237	0.299	0.258
二次变换	2.082	1.802	1.932	0.033	0.096	0.108

2

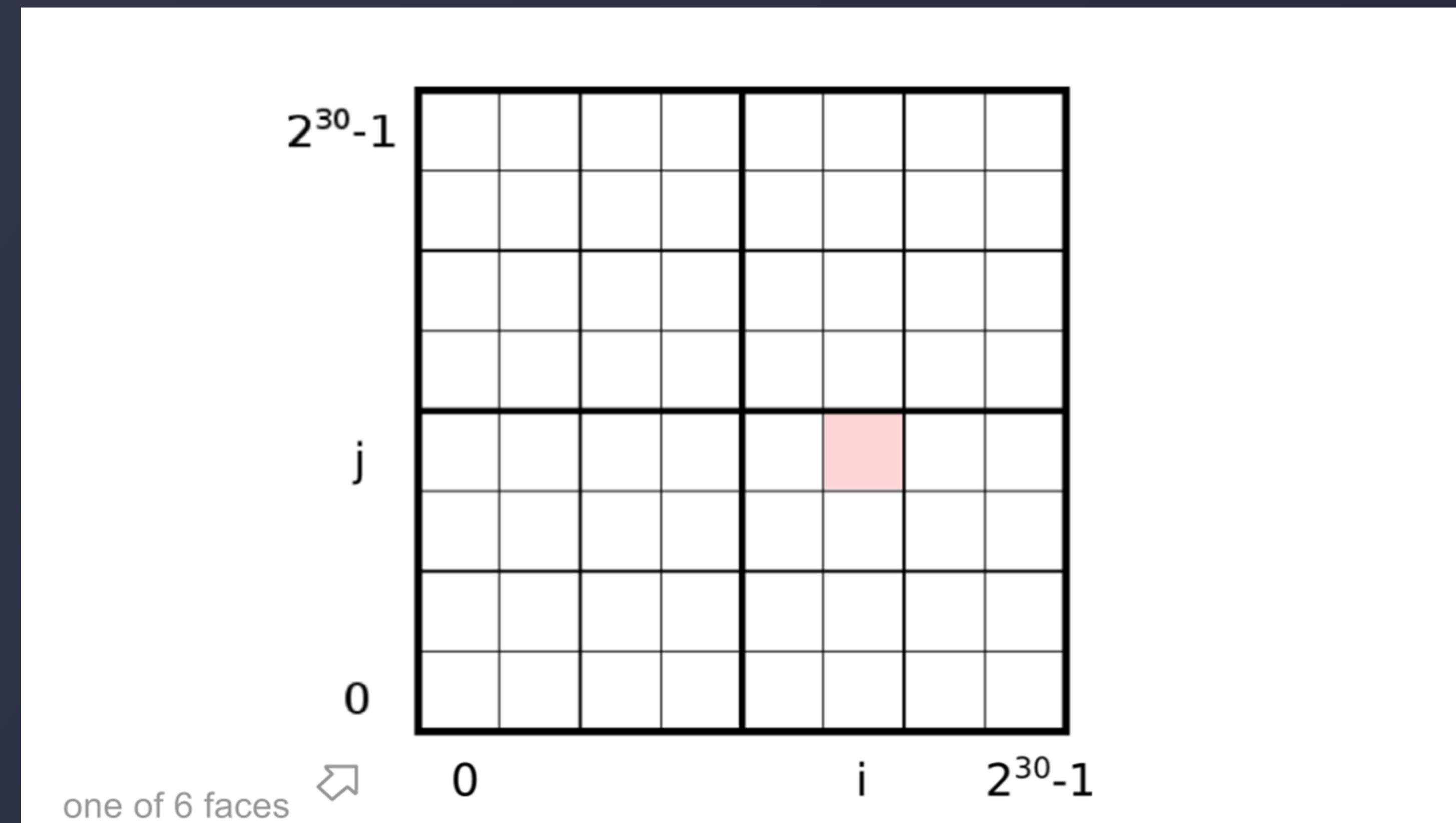
tan() 三角变换

3

二次变换

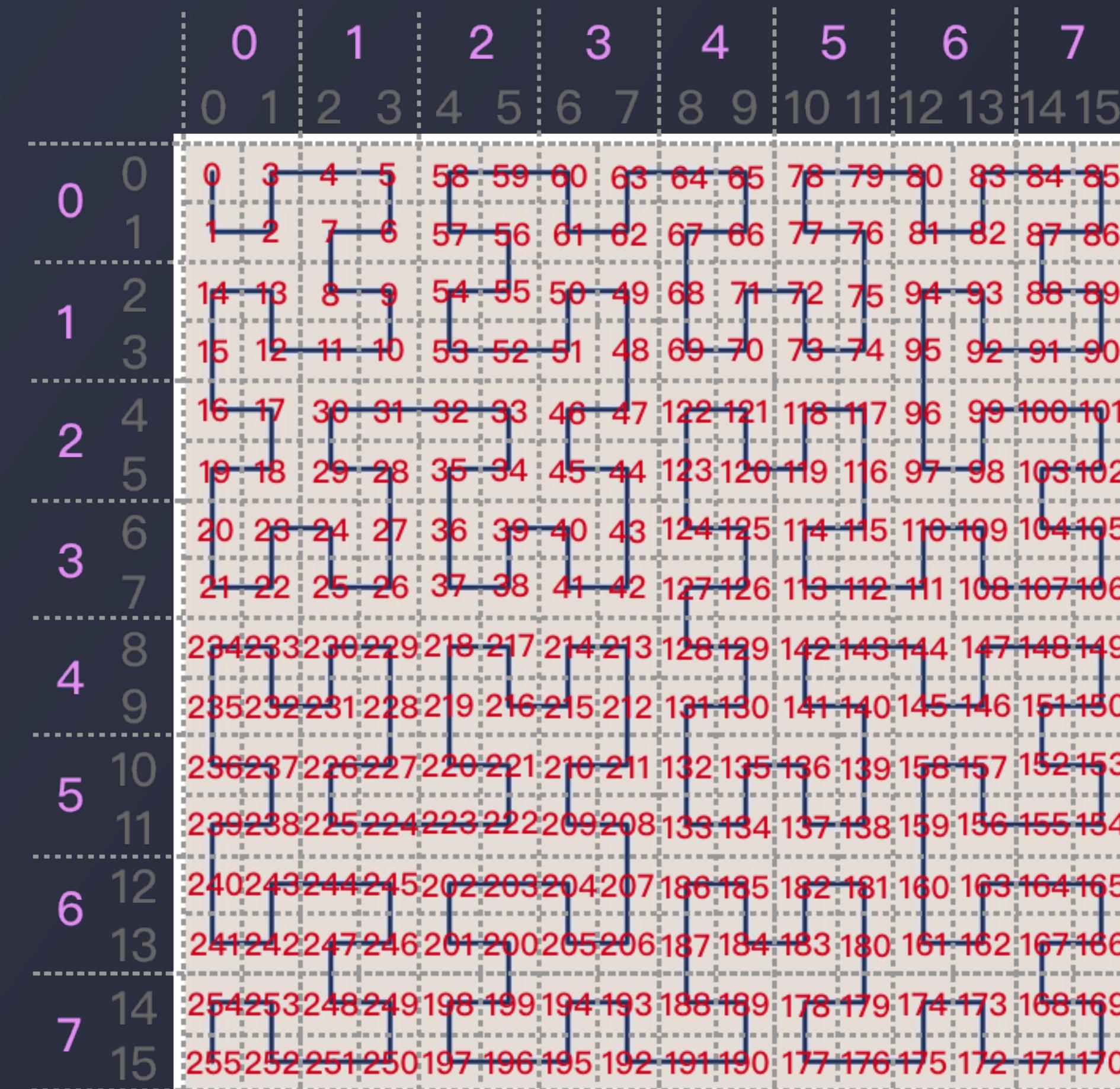
$$\begin{aligned} u &\geq 0, \quad u = 0.5 * \\ &\sqrt{1 + 3*u} \\ u &< 0, \quad u = 1 - 0.5 * \\ &\sqrt{1 - 3*u} \end{aligned}$$

# TRANSFORM

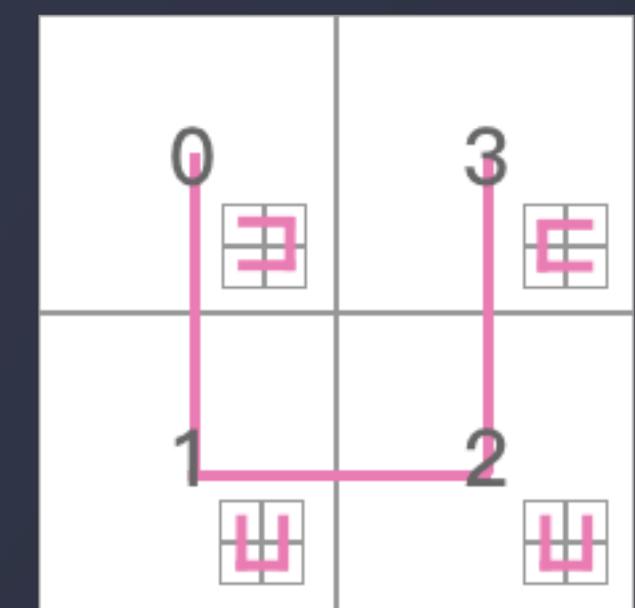


$$h(\text{face}, s, t) \rightarrow H(\text{face}, i, j)$$

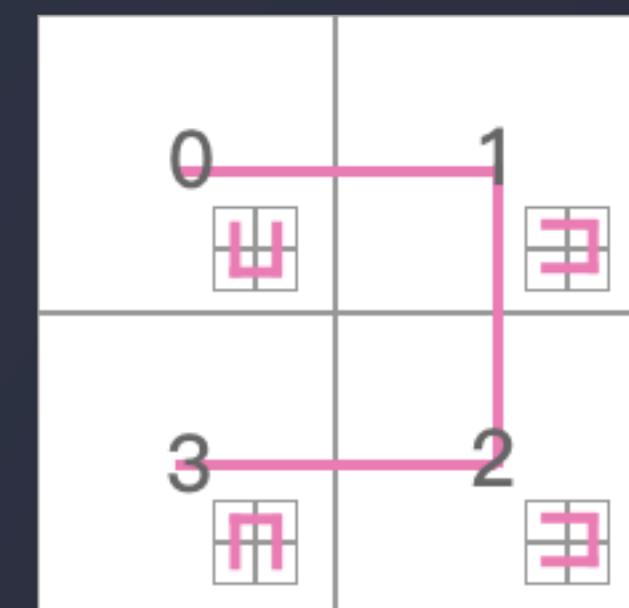
# HILBERT CURVE



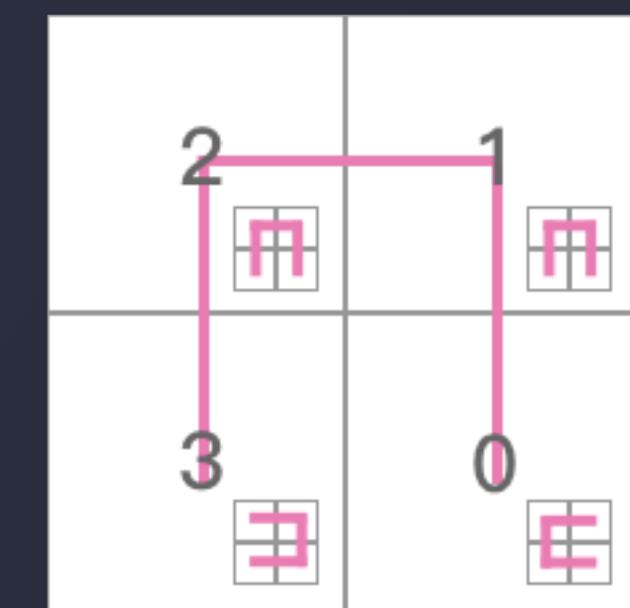
# HILBERT CURVE



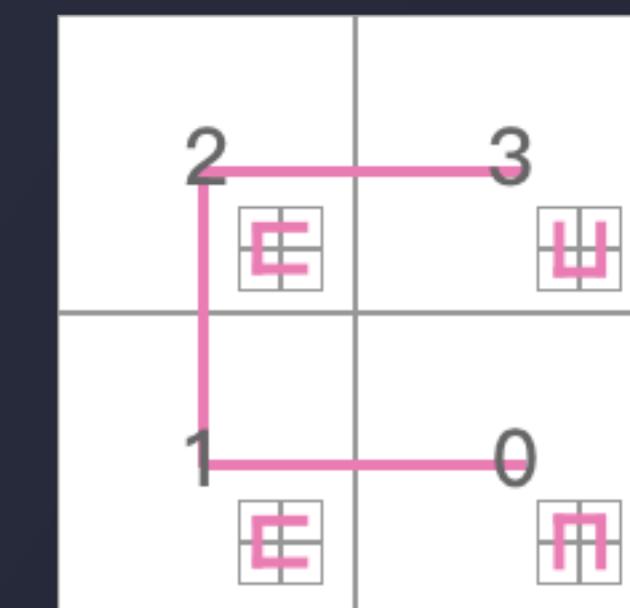
标准顺序



轴旋转



上下倒置



轴旋转左右倒置

图0

图1

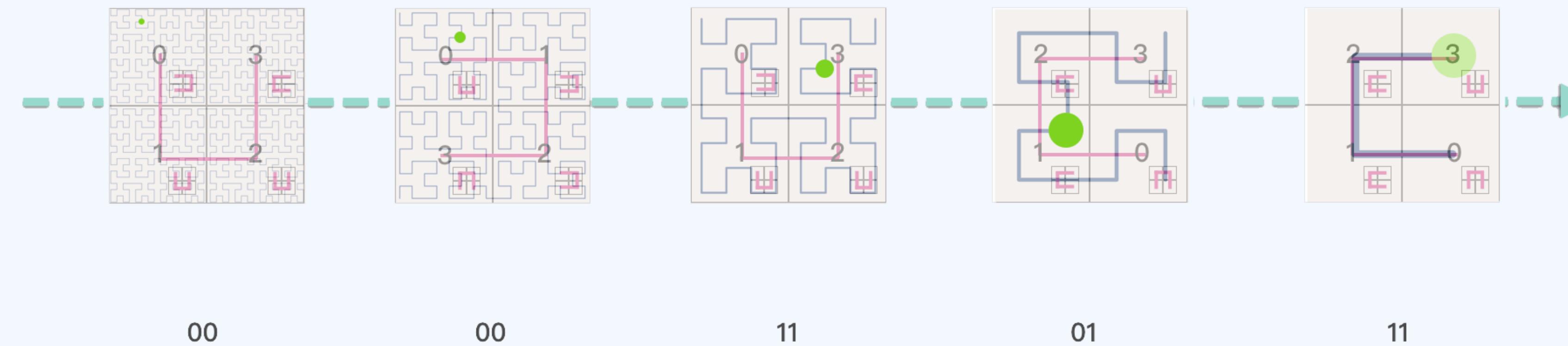
图2

图3

@halfrost

# HILBERT CURVE

Hilbert Curve Position



$0000110111 = 55$

@halfrost

# HILBERT CURVE LEVEL

1	0	1	1	1	0	1	0
0	0	1	1	1	0	1	0
0	1	0	1	1	1	1	0
1	0	1	1	0	0	1	1
0	1	1	0	1	0	0	0
1	0	0	1	1	0	1	0
0	1	0	1	0	0	1	0
0	0	1	1	1	0	1	1

$[0,2^{30}-1] * [0,2^{30}-1]$

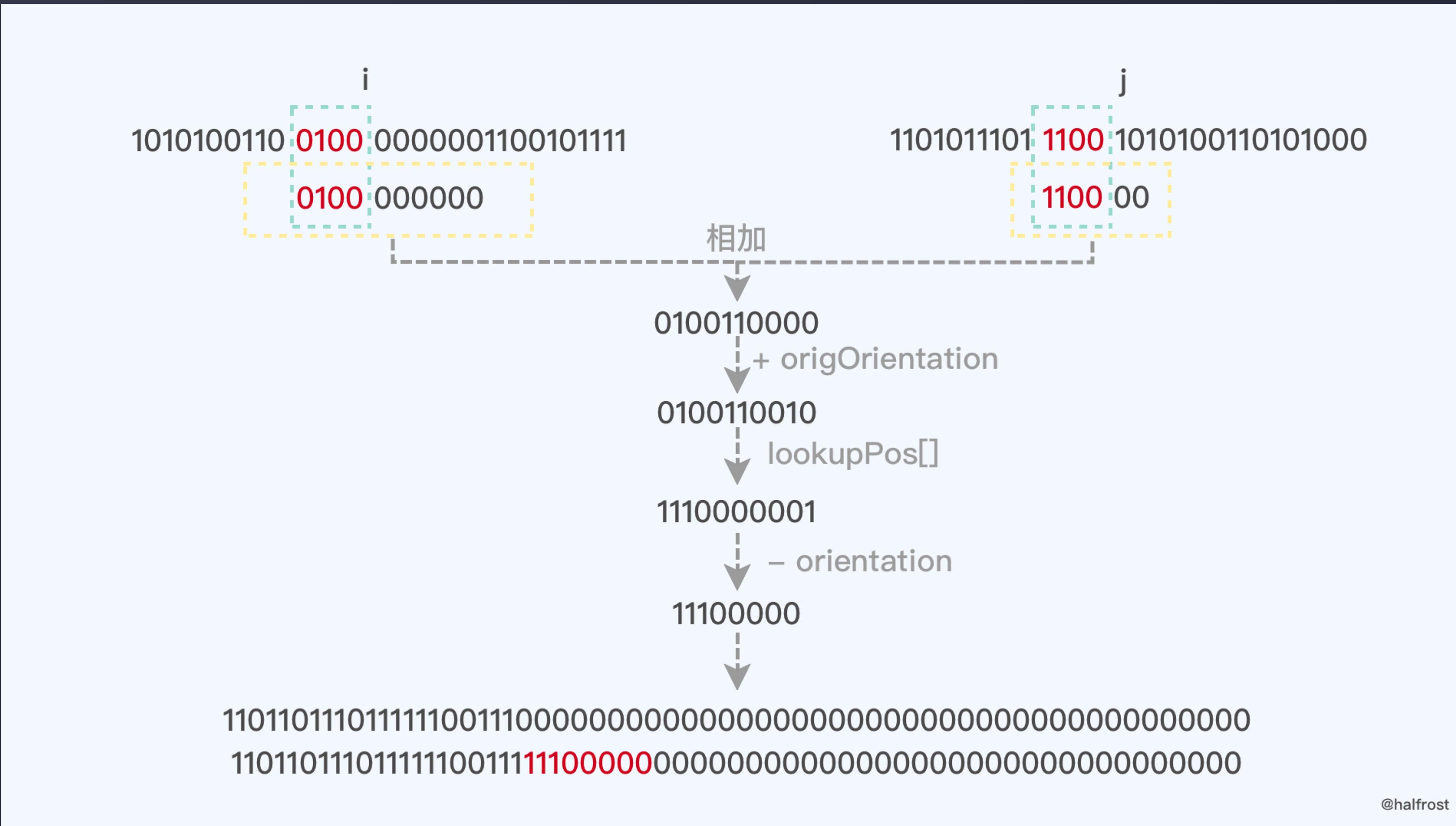
$H(face, i, j) \rightarrow \text{CellID}$

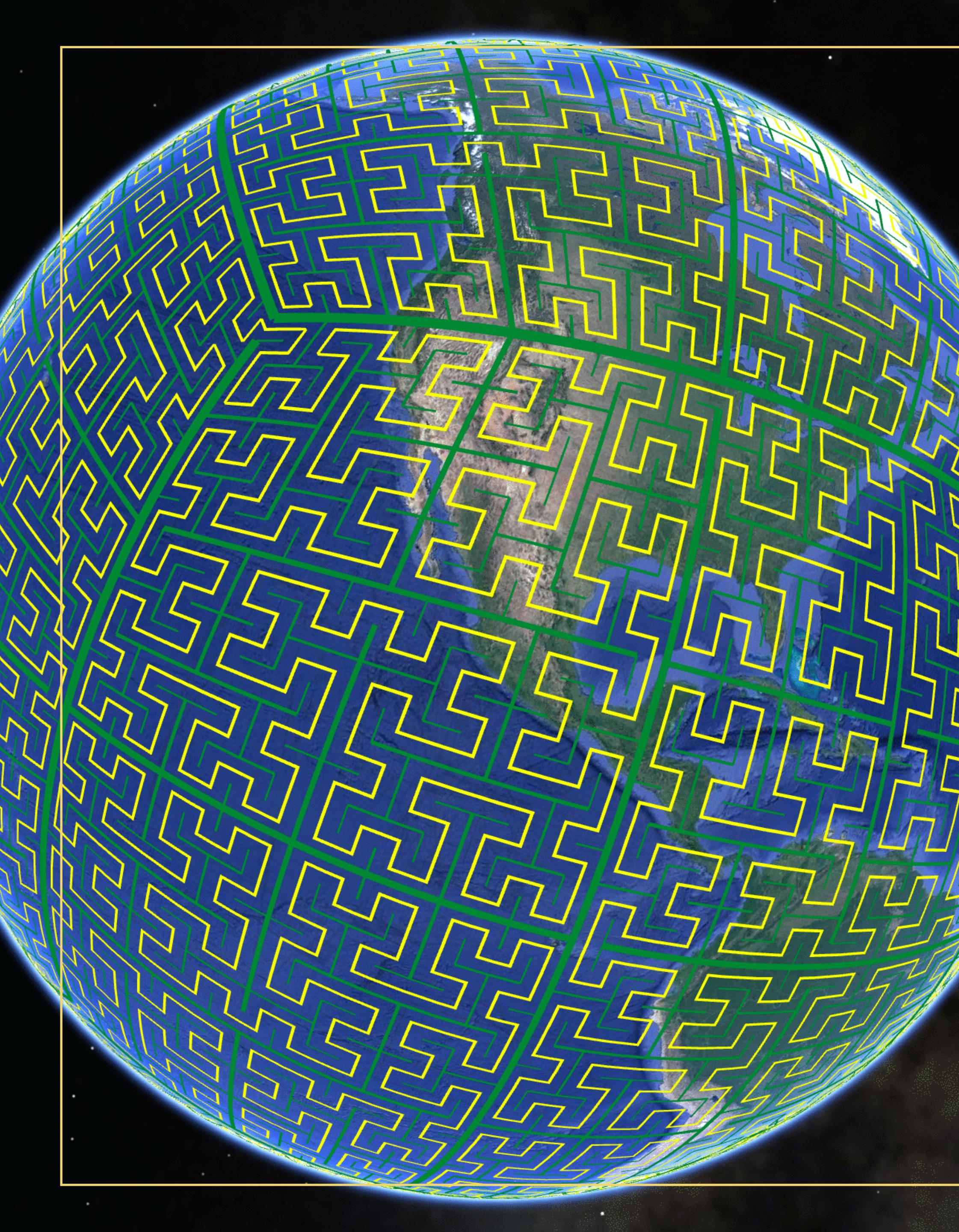
1	0	1	1	1	0	1	0
0	0	1	1	1	0	1	0
0	1	0	1	1	1	1	0
1	0	1	1	0	0	1	1
0	1	1	0	1	0	0	0
1	0	0	1	1	0	1	0
0	1	1	0	1	0	0	0
0	0	0	0	0	0	0	0

$[0,2^{24}-1] * [0,2^{24}-1]$

@halfrost

# CELL\_ID





# GOOGLE S2

$S(\text{lat}, \text{lng}) \rightarrow f(x, y, z) \rightarrow g(\text{face}, u, v) \rightarrow h(\text{face}, s, t) \rightarrow H(\text{face}, i, j) \rightarrow \text{CellID}$

NEXT SLIDE

level	min area	max area	average area	units	Random	Random	Random	Random
					cell 1 (UK)	cell 1 (UK)	cell 2 (US)	cell 2 (US) Number
					min edge length	max edge length	edge length	of cells
00	85011012.19	85011012.19	85011012.19	km <sup>2</sup>	7842 km	7842 km	7842 km	7842 km
01	21252753.05	21252753.05	21252753.05	km <sup>2</sup>	3921 km	5004 km	3921 km	5004 km
02	4919708.23	6026521.16	5313188.26	km <sup>2</sup>	1825 km	2489 km	1825 km	2489 km
03	1055377.48	1646455.50	1328297.07	km <sup>2</sup>	840 km	1167 km	1130 km	1310 km
04	231564.06	413918.15	332074.27	km <sup>2</sup>	432 km	609 km	579 km	636 km
05	53798.67	104297.91	83018.57	km <sup>2</sup>	210 km	298 km	287 km	315 km
06	12948.81	26113.30	20754.64	km <sup>2</sup>	108 km	151 km	143 km	156 km
07	3175.44	6529.09	5188.66	km <sup>2</sup>	54 km	76 km	72 km	78 km
08	786.20	1632.45	1297.17	km <sup>2</sup>	27 km	38 km	36 km	39 km
09	195.59	408.12	324.29	km <sup>2</sup>	14 km	19 km	18 km	20 km
10	48.78	102.03	81.07	km <sup>2</sup>	7 km	9 km	9 km	10 km
11	12.18	25.51	20.27	km <sup>2</sup>	3 km	5 km	4 km	5 km
12	3.04	6.38	5.07	km <sup>2</sup>	1699 m	2 km	2 km	2 km
13	0.76	1.59	1.27	km <sup>2</sup>	850 m	1185 m	1123 m	1225 m
14	0.19	0.40	0.32	km <sup>2</sup>	425 m	593 m	562 m	613 m
15	47520.30	99638.93	79172.67	m <sup>2</sup>	212 m	296 m	281 m	306 m
16	11880.08	24909.73	19793.17	m <sup>2</sup>	106 m	148 m	140 m	153 m
17	2970.02	6227.43	4948.29	m <sup>2</sup>	53 m	74 m	70 m	77 m
18	742.50	1556.86	1237.07	m <sup>2</sup>	27 m	37 m	35 m	38 m
19	185.63	389.21	309.27	m <sup>2</sup>	13 m	19 m	18 m	19 m
20	46.41	97.30	77.32	m <sup>2</sup>	7 m	9 m	9 m	10 m
21	11.60	24.33	19.33	m <sup>2</sup>	3 m	5 m	4 m	5 m
22	2.90	6.08	4.83	m <sup>2</sup>	166 cm	2 m	2 m	2 m
23	0.73	1.52	1.21	m <sup>2</sup>	83 cm	116 cm	110 cm	120 cm
24	0.18	0.38	0.30	m <sup>2</sup>	41 cm	58 cm	55 cm	60 cm
25	453.19	950.23	755.05	cm <sup>2</sup>	21 cm	29 cm	27 cm	30 cm
26	113.30	237.56	188.76	cm <sup>2</sup>	10 cm	14 cm	14 cm	15 cm
27	28.32	59.39	47.19	cm <sup>2</sup>	5 cm	7 cm	7 cm	7 cm
28	7.08	14.85	11.80	cm <sup>2</sup>	2 cm	4 cm	3 cm	4 cm
29	1.77	3.71	2.95	cm <sup>2</sup>	12 mm	18 mm	17 mm	18 mm
30	0.44	0.93	0.74	cm <sup>2</sup>	6 mm	9 mm	8 mm	9 mm



# GEOHASH VS GOOGLE S2

## LEVEL 精细度

Geohash 有12级，从5000km 到 3.7cm。中间每一级的变化比较大。有时候可能选择上一级会大很多，选择下一级又会小一些。比如选择字符串长度为4，它对应的 cell 宽度是39.1km，需求可能是50km，那么选择字符串长度为5，对应的 cell 宽度就变成了156km，瞬间又大了3倍了。Geohash 需要 12 bytes 存储



## 几何计算

各种向量计算，面  
积计算，多边形覆  
盖，距离问题，球  
面球体上的问题

## 突变性

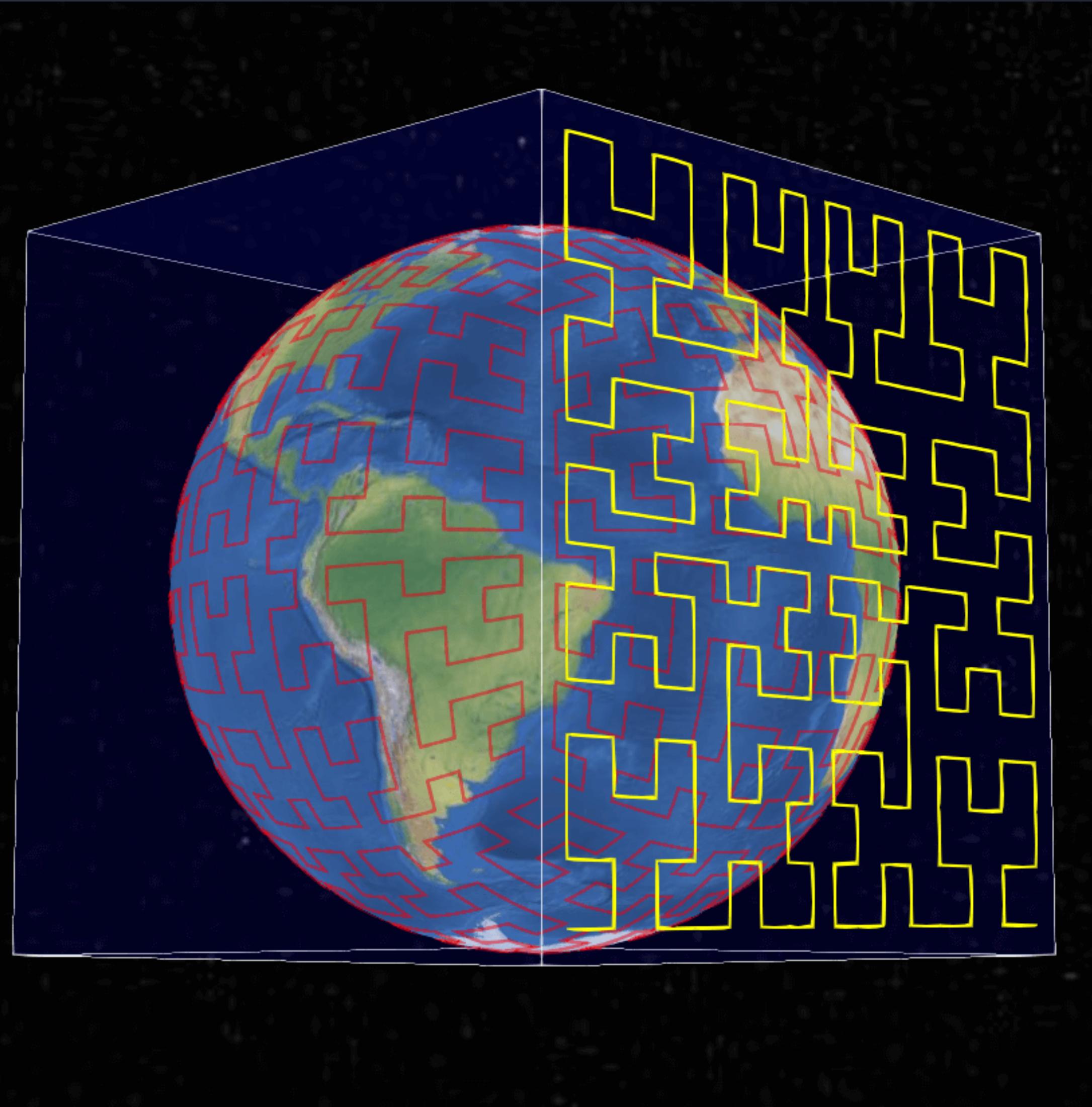
S2 有30级，从  $0.7\text{cm}^2$  到  $85,000,000\text{km}^2$ 。S2 的存  
储只需要一个 uint64 即可  
存下

## 多边形覆盖

S2 还能解决多  
边形覆盖的问题

# GOOGLE S2

1. 涉及到角度，间隔，纬度经度点，单位矢量等的表示，以及对这些类型的各种操作。
2. 单位球体上的几何形状，如球冠（“圆盘”），纬度 - 经度矩形，折线和多边形。
3. 支持点，折线和多边形的任意集合的强大的构造操作（例如联合）和布尔谓词（例如，包含）。
4. 对点，折线和多边形的集合进行快速的内存索引。
5. 针对测量距离和查找附近物体的算法。
6. 用于捕捉和简化几何的稳健算法（该算法具有精度和拓扑保证）。
7. 用于测试几何对象之间关系的有效且精确的数学谓词的集合。
8. 支持空间索引，包括将区域近似为离散“S2单元”的集合。此功能可以轻松构建大型分布式空间索引。



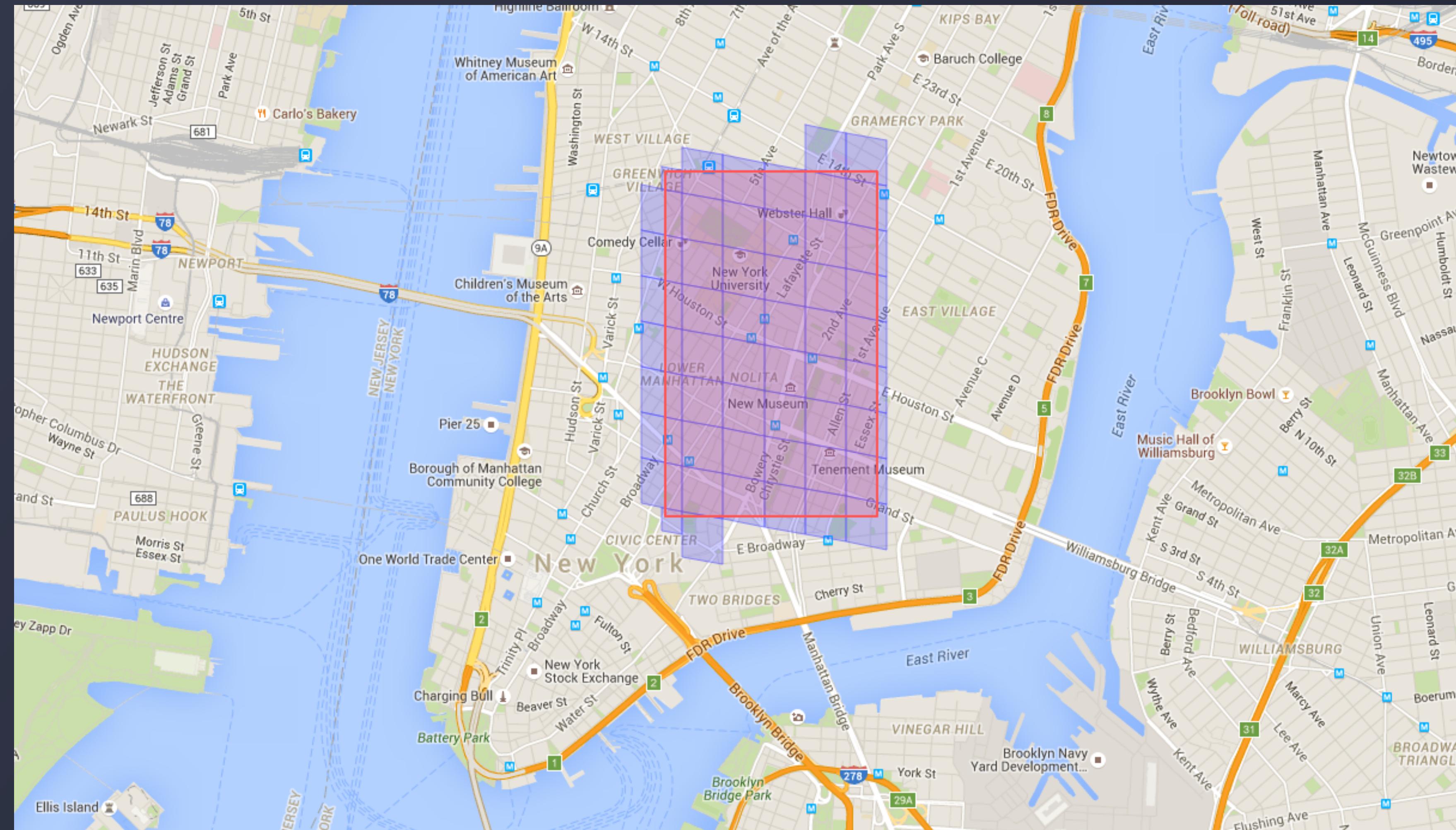
#04

FINAL

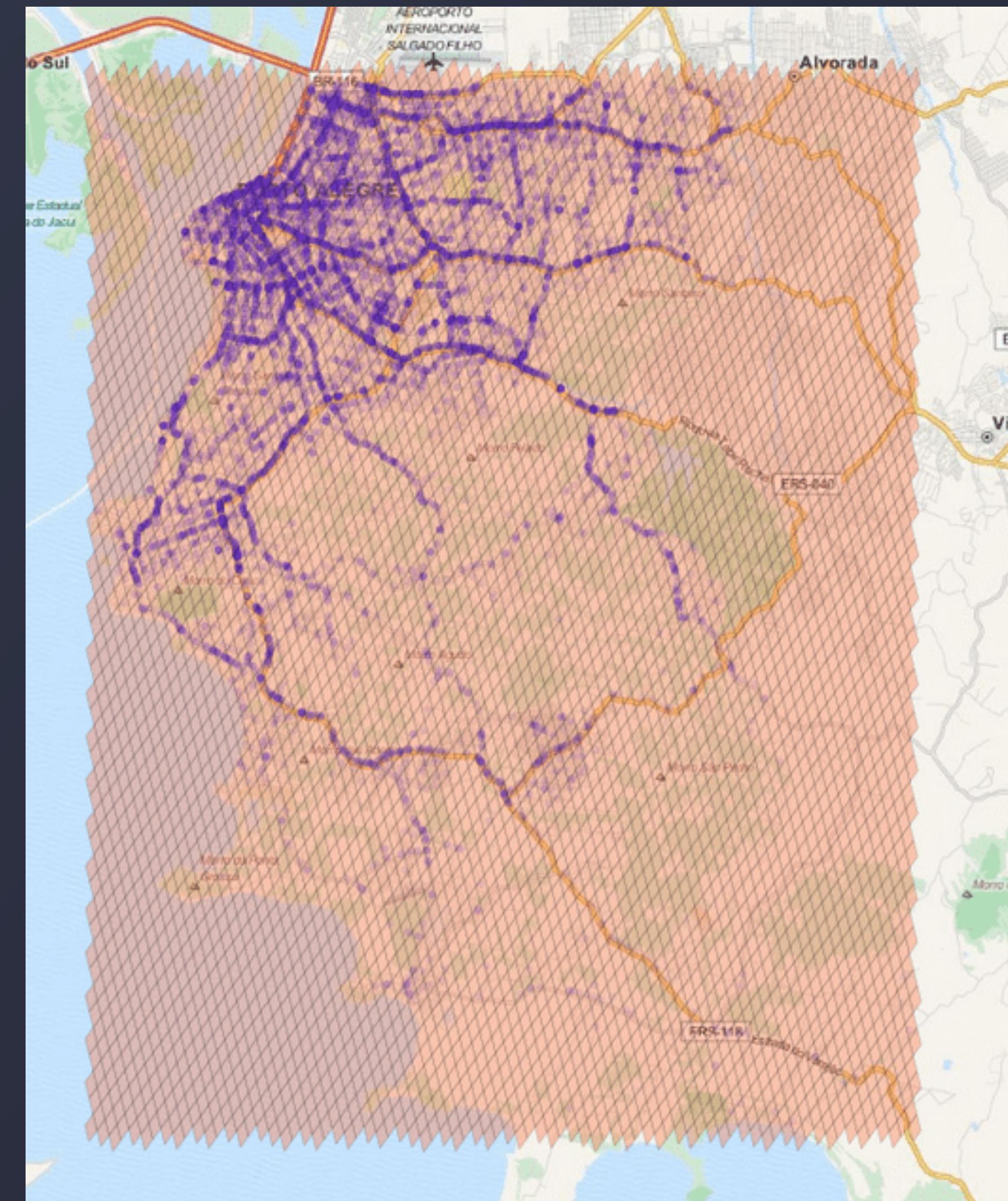
# APPLICATION

NEXT SLIDE

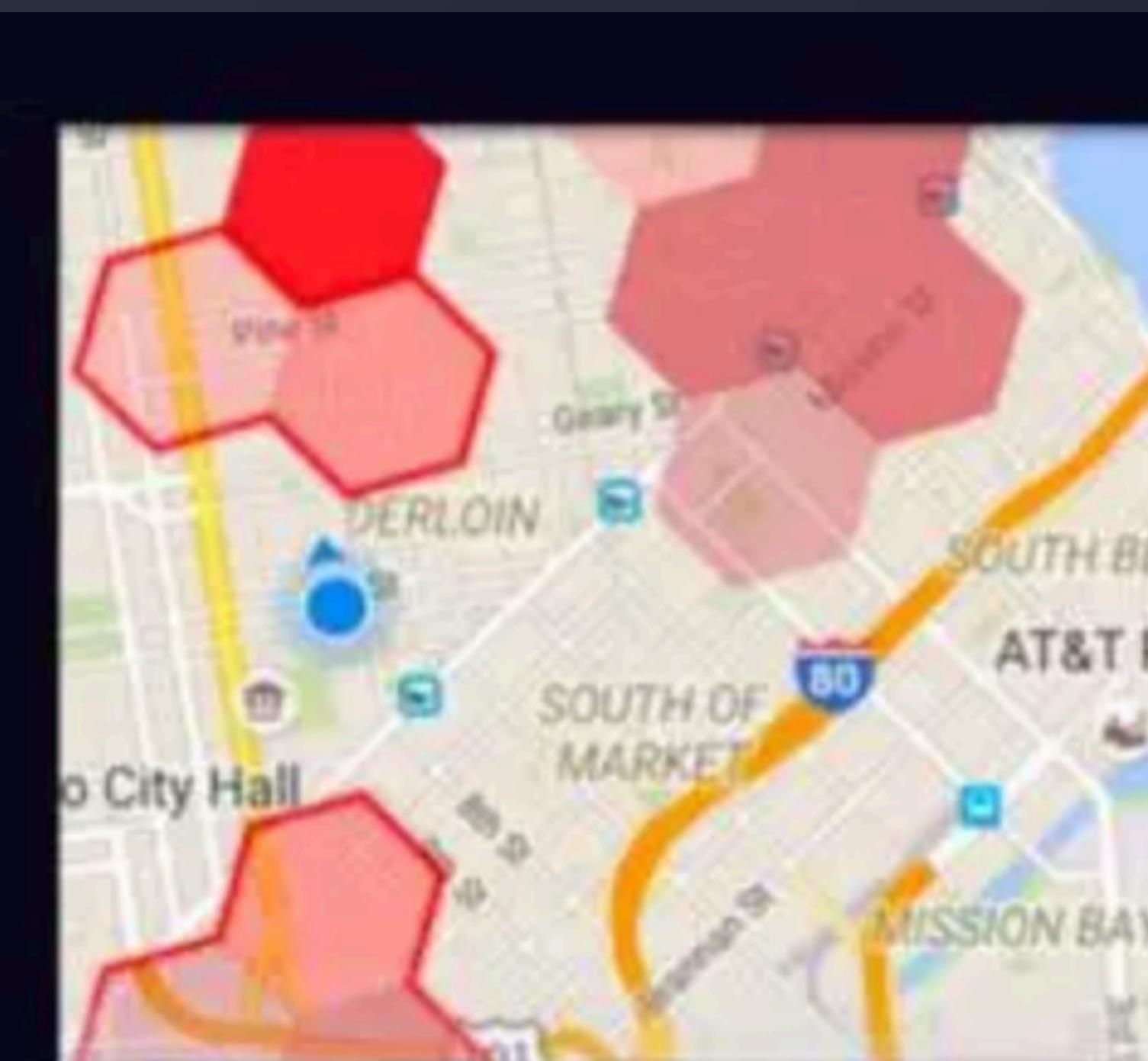
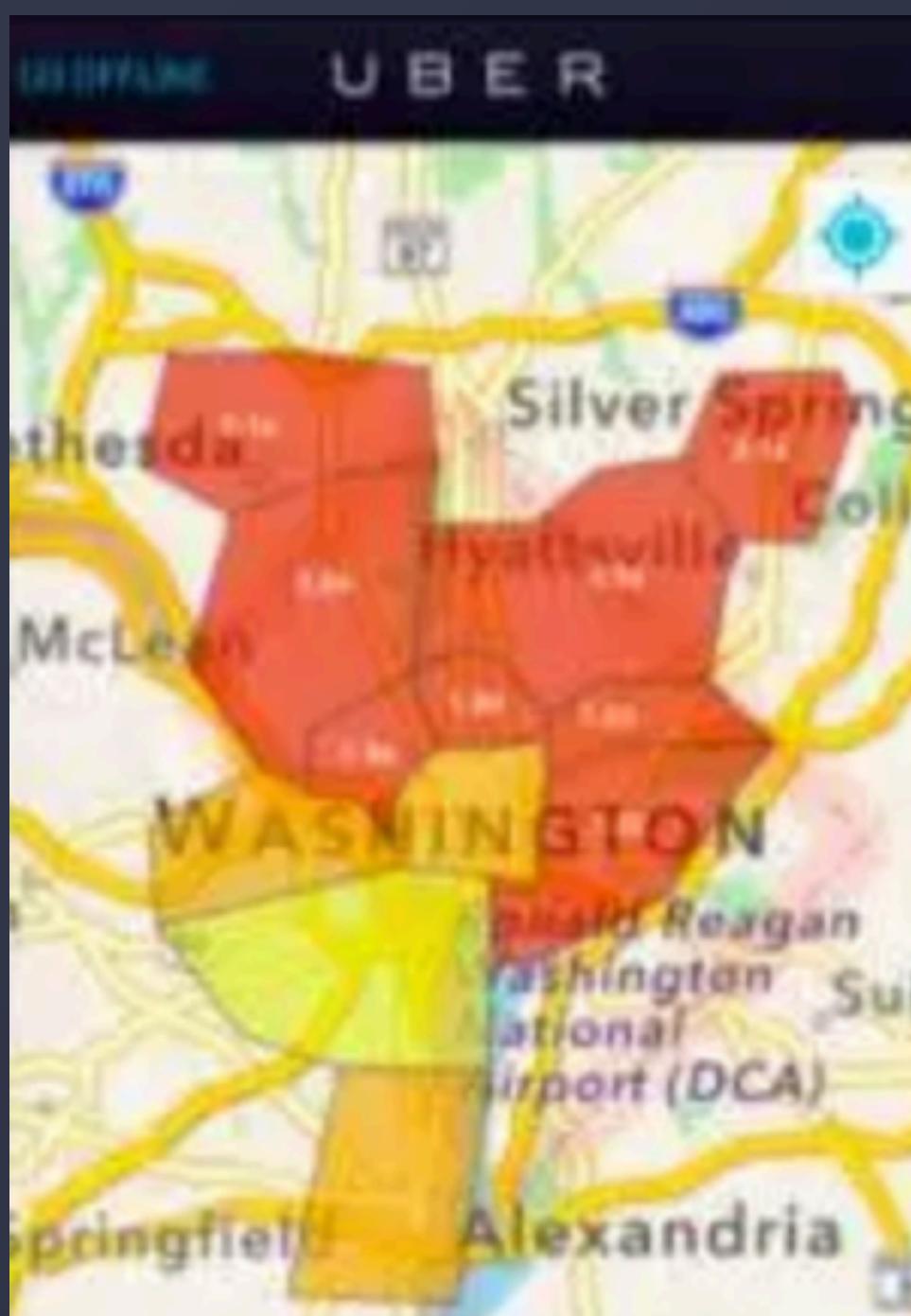
# APPLICATION



# APPLICATION



# APPLICATION

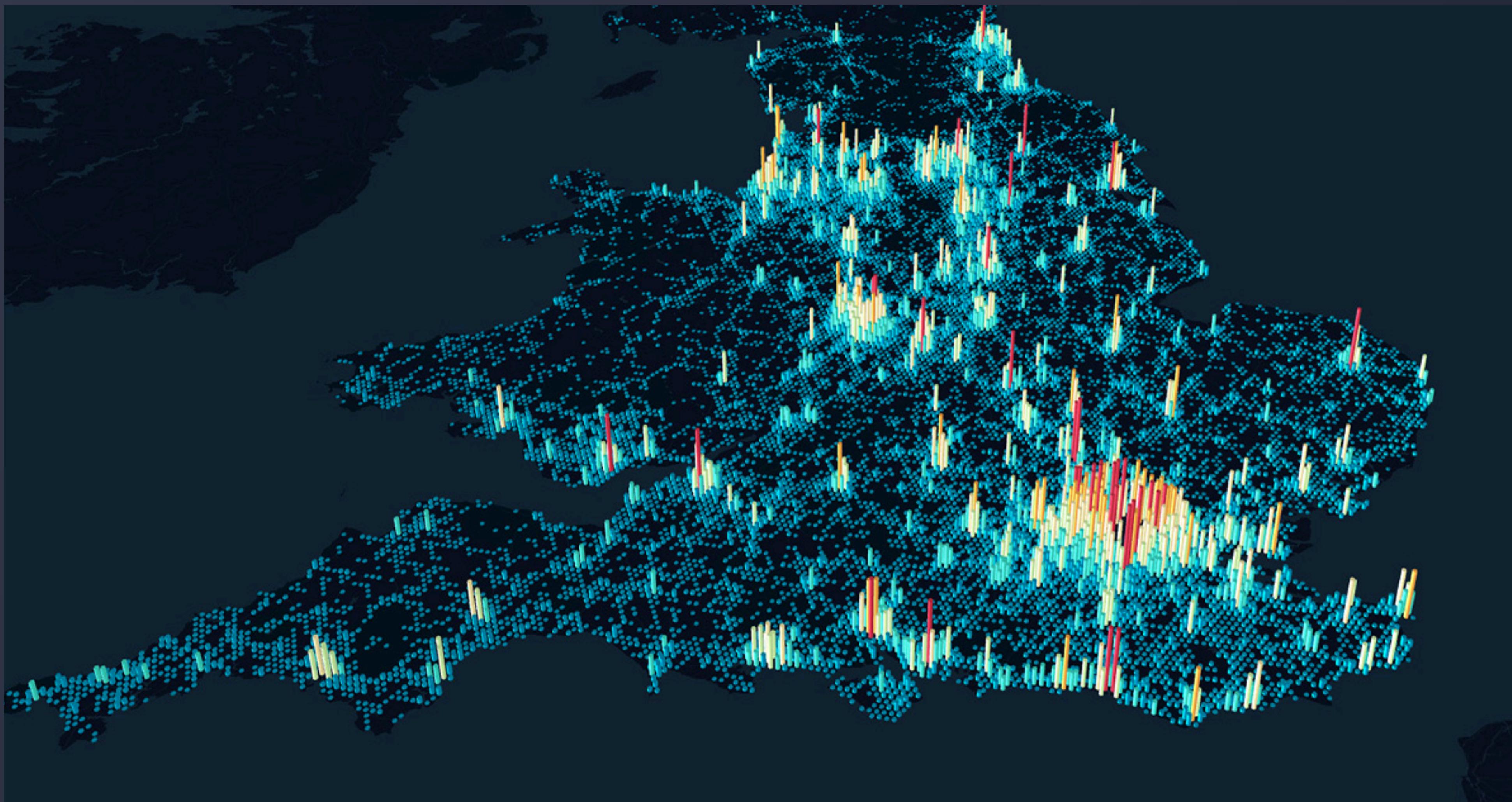


# APPLICATION

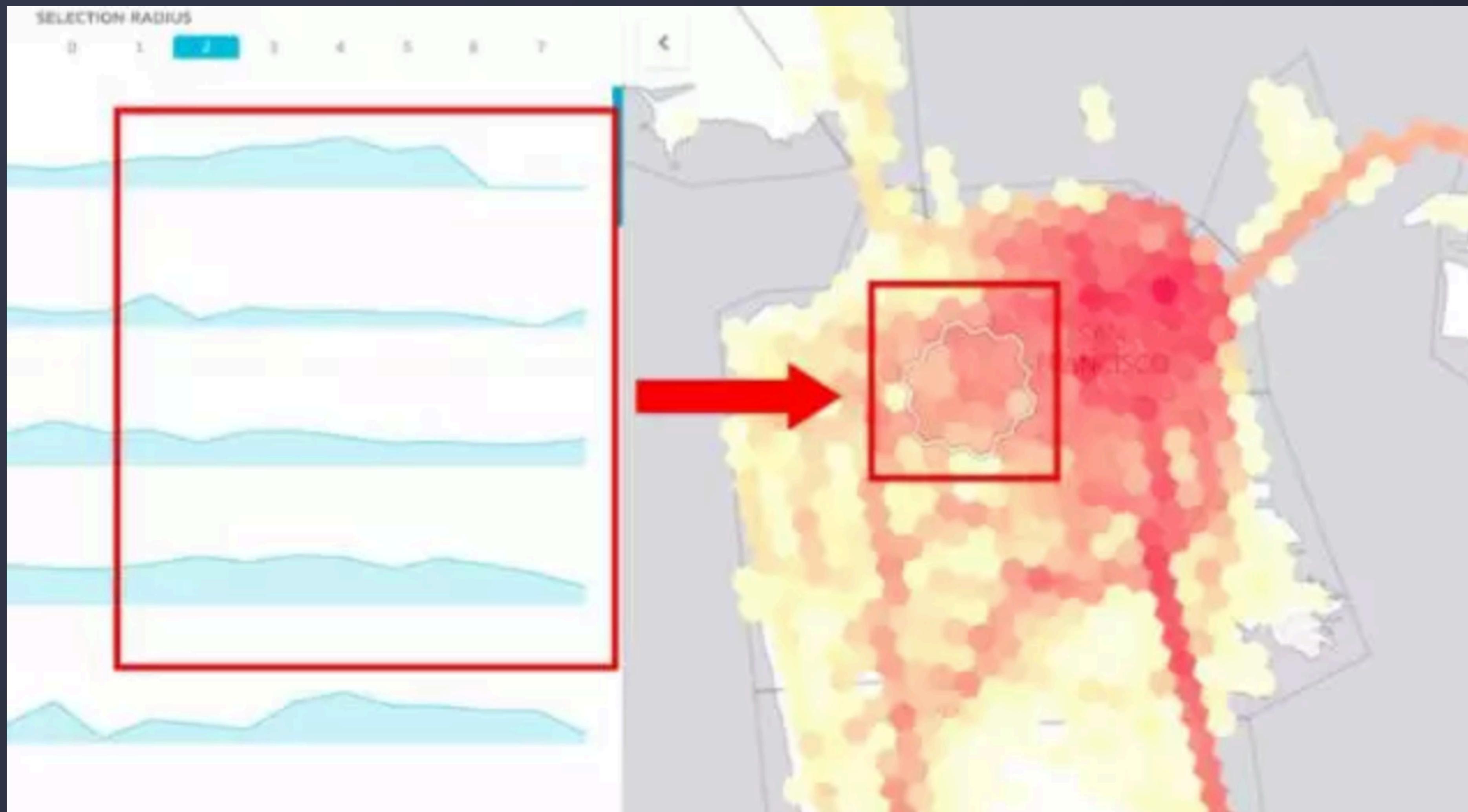
**Clusters Of Supply & Demand**



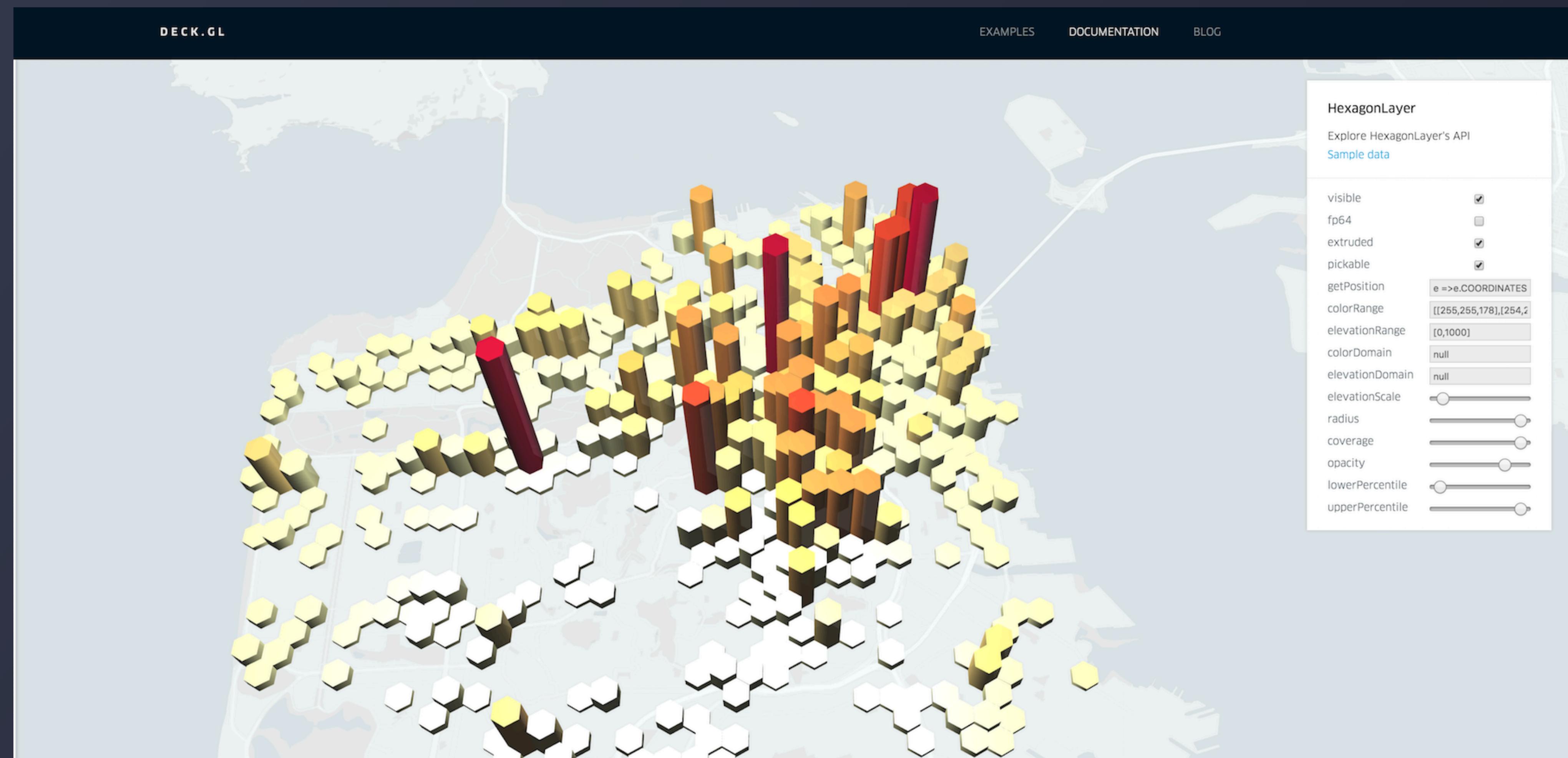
# APPLICATION



# APPLICATION



# APPLICATION



# APPLICATION

流量是每秒钟大概数万条消息，一天大概是几亿，并且每条消息包含几十个字段

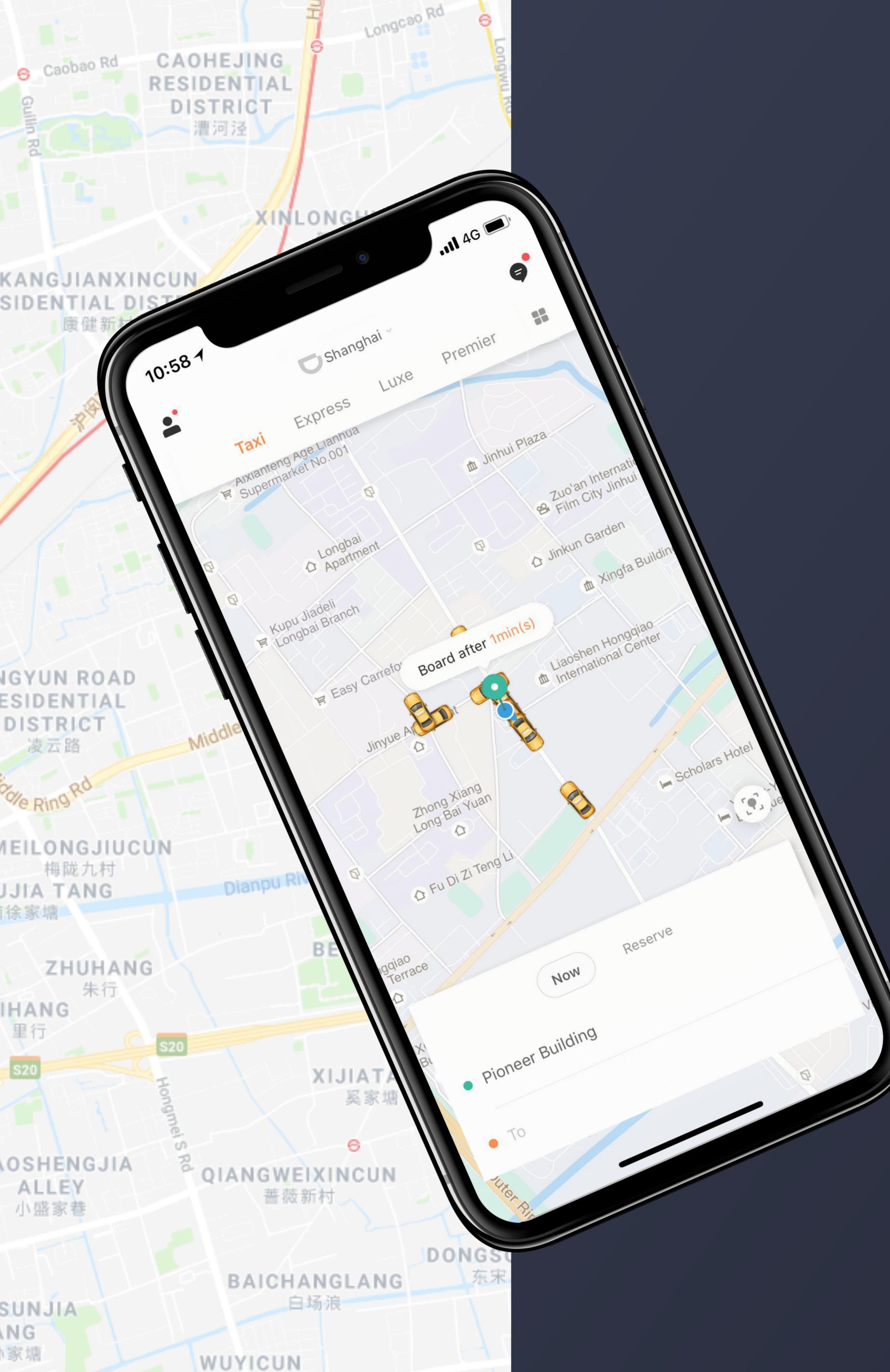
1. 支持时序和地理空间的切片
2. 支持大流量数据
3. 支持秒级(毫秒级?)查询
4. 支持原始数据查询

ElasticSearch + Kafka

# ONE MORE THING

空间搜索	golang/geo	<p>如何理解 n 维空间和 n 维时空 高效的多维空间点索引算法 — Geohash 和 Google S2 Google S2 中的 CellID 是如何生成的 ? Google S2 中的四叉树求 LCA 最近公共祖先 神奇的德布鲁因序列 四叉树上如何求希尔伯特曲线的邻居 ? Google S2 是如何解决空间覆盖最优解问题的?</p> <hr/> <p>Code &lt;T&gt; share keynote</p>
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<https://github.com/halfrost/Halfrost-Field>



# THANKS

BYE BYE