

Algorithm 2 joinSnapshot(R-tree R_P for indoor POIs, A1R-tree R_O for OTT , time t , integer k)

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1: initialize an in-memory aggregate R-tree  $R_I$ 
2: LeafEntrySet  $les \leftarrow R_O.PointQuery(t)$ 
3: for each leaf entry  $le \in les$  do
4:    $o \leftarrow le.Ptr_c.objectID$ 
5:   if  $le.Ptr_p.t_e < t < le.Ptr_c.t_s$  then ▷ Inactive state
6:      $mbr_1 \leftarrow \text{extend MBR}(le.Ptr_p.deviceID.Range)$  by  $V_{max} \cdot (t - le.Ptr_p.t_e)$ 
7:      $mbr_2 \leftarrow \text{extend MBR}(le.Ptr_c.deviceID.Range)$  by  $V_{max} \cdot (le.Ptr_c.t_s - t)$ 
8:      $mbr \leftarrow \text{MBR}(mbr_1, mbr_2)$ 
9:   else
10:     $mbr \leftarrow \text{MBR}(le.Ptr_c.deviceID.Range)$ 
11:   insert  $(o, mbr)$  into  $R_I$ 
12: initialize a priority queue  $Q$ 
13: for each entry  $e_P$  in  $R_P.root$  do
14:    $ubFlow \leftarrow 0$ ;  $list \leftarrow \emptyset$ 
15:   for each entry  $e_I$  in  $R_I.root$  do
16:     if  $e_P.mbr$  intersects  $e_I.mbr$  then
17:        $ubFlow \leftarrow ubFlow + e_I.count$ ;  $list \leftarrow list \cup \{e_I\}$ 
18:    $Q.enqueue(\langle e_P, list, ubFlow \rangle)$ 
19:  $result \leftarrow \emptyset$ ; initialize a hash table  $H_U$ 
20: while  $Q$  is not empty do
21:    $\langle e_P, list \rangle \leftarrow Q.dequeue()$ 
22:   if  $e_P$  is a leaf entry then
23:     if  $list$  is null then
24:       add POI  $e_P.object$  to  $result$ 
25:       if  $result = k$  then return  $result$ 
26:     else
27:       if  $list$  contain leaf entries then
28:          $flow \leftarrow 0$ 
29:         for each entry  $e_I \in list$  do
30:           if  $H_U[e_I.object] = \emptyset$  then
31:              $H_U[e_I.object] \leftarrow UR(e_I.object, t)$ 
32:              $flow \leftarrow flow + \phi_{t, e_P.object}(e_I.object)$ 
33:           if  $flow \neq 0$  then  $Q.enqueue(\langle e_P, null, flow \rangle)$ 
34:       else
35:          $expandList(e_P, list)$ 
36:     else
37:       if  $list$  contain leaf entries then
38:         for each sub-entry  $e'_P$  in  $e_P.node$  do
39:            $ubFlow \leftarrow 0$ ;  $list2 \leftarrow \emptyset$ 
40:           for each entry  $e'_I \in list$  do
41:             if  $e'_P.mbr$  intersects  $e'_I.mbr$  then
42:                $ubFlow \leftarrow ubFlow + 1$ 
43:                $list2 \leftarrow list2 \cup \{e'_I\}$ 
44:           if  $list2 \neq \emptyset$  then
45:              $Q.enqueue(\langle e'_P, list2, ubFlow \rangle)$ 
46:       else
47:         for each sub-entry  $e'_P$  in  $e_P.node$  do
48:            $expandList(e'_P, list)$ 

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