

# Visualization and Analysis of Geographic Information

## Algorithms and Data Structures

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# Motivation

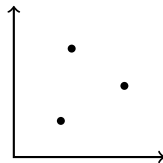
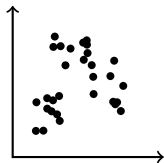
- ▶ Reduce visual information when displaying large numbers of geographic points

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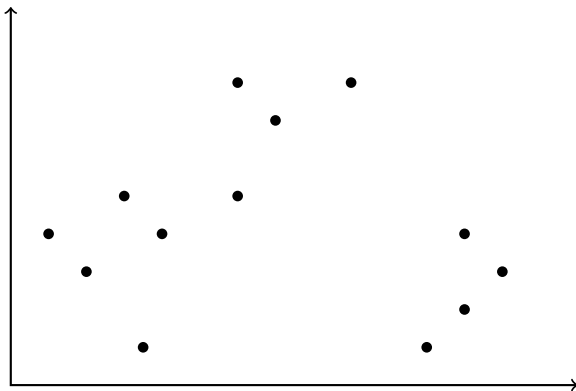
- ▶ Reduce visual information when displaying large numbers of geographic points
- ▶ Find a representative subset of a collection of geographic points.

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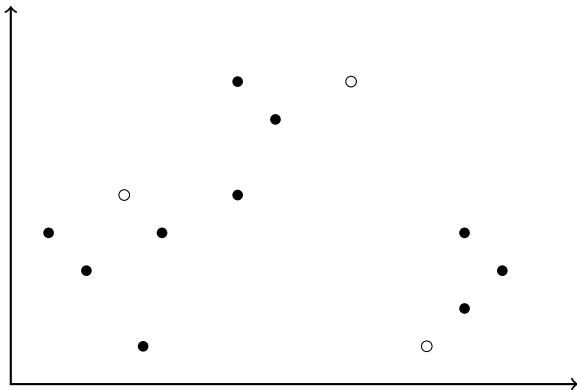
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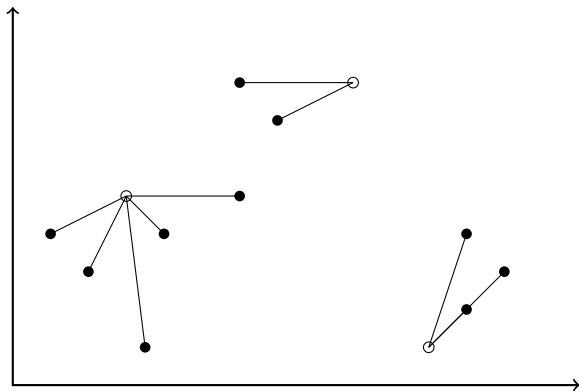
# Problem



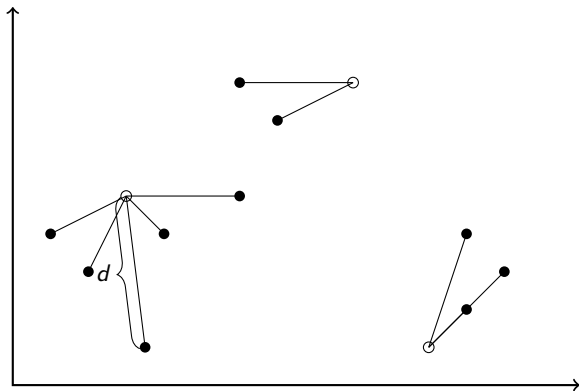
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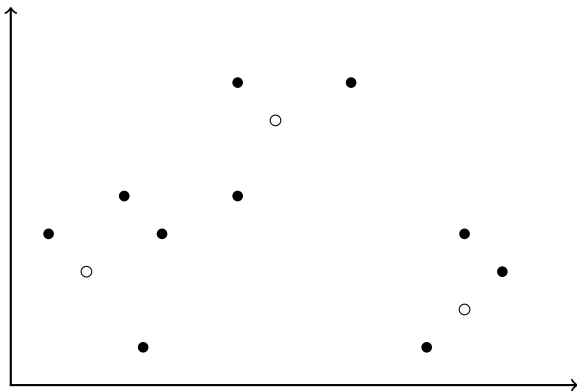


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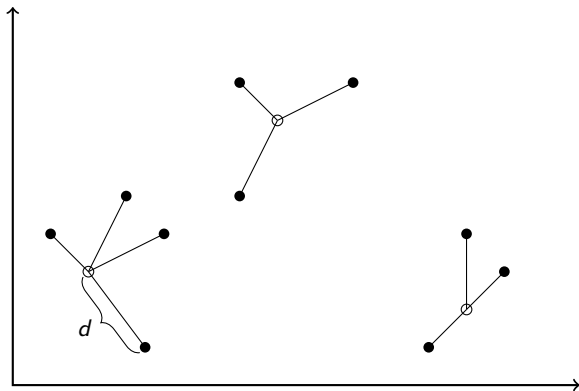




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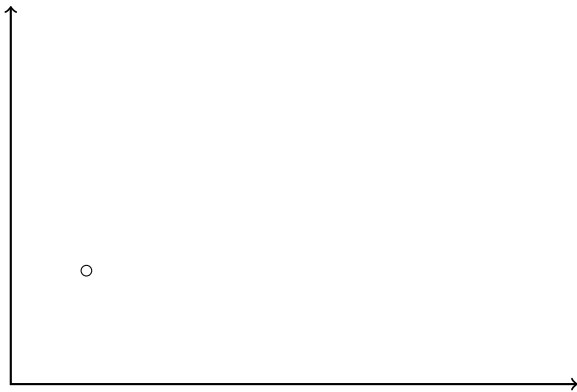
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- ▶ Use a branch-and-bound approach.
- ▶ For each point, decide if it is a Centroid or not.
- ▶ Incrementally update the fitness.

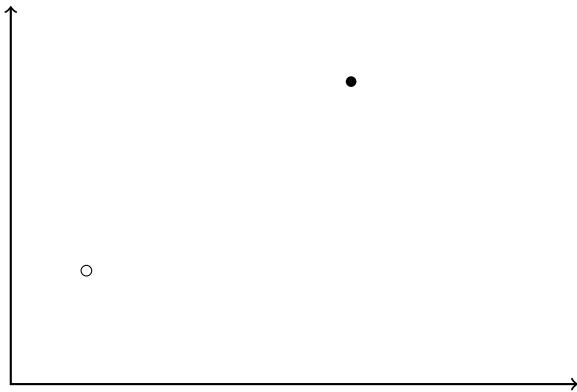
# Deterministic Approach

- ▶ Use a branch-and-bound approach.
- ▶ For each point, decide if it is a Centroid or not.
- ▶ Incrementally update the fitness.
- ▶ Use bounds to discard branches that do not contribute to the solution.

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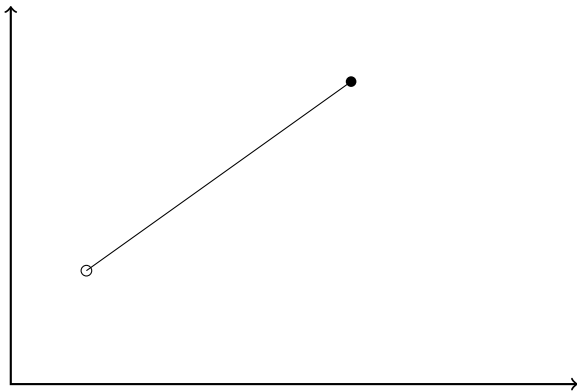


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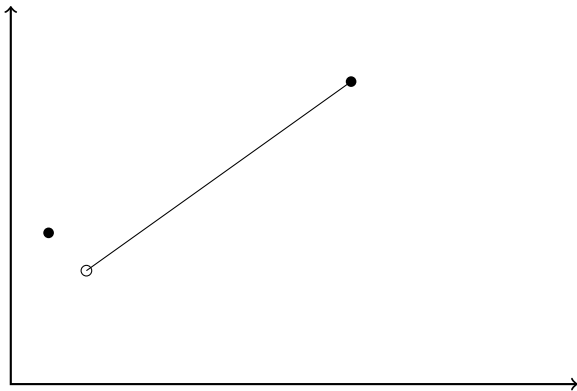




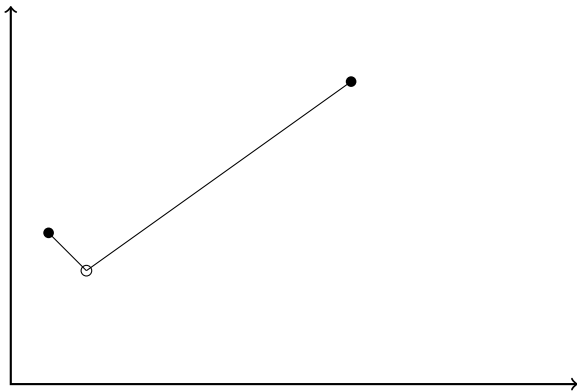
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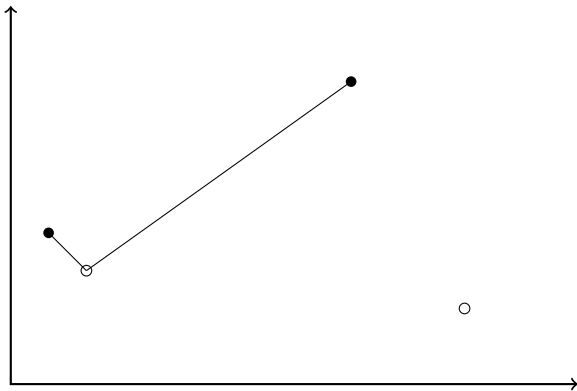
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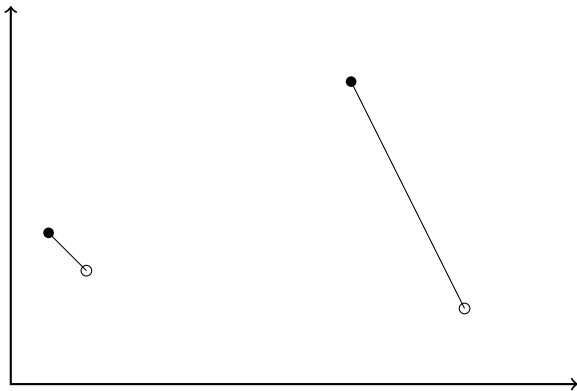
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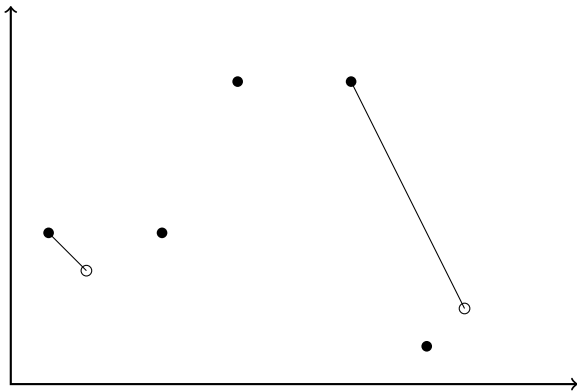
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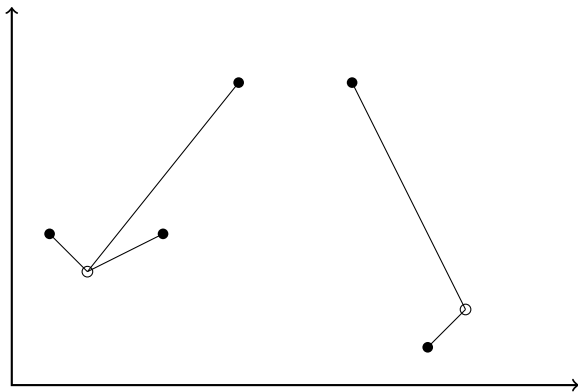
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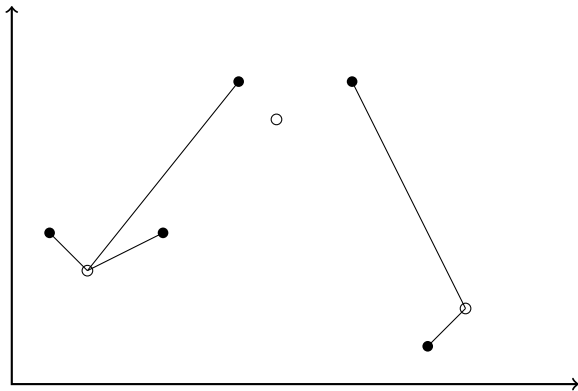
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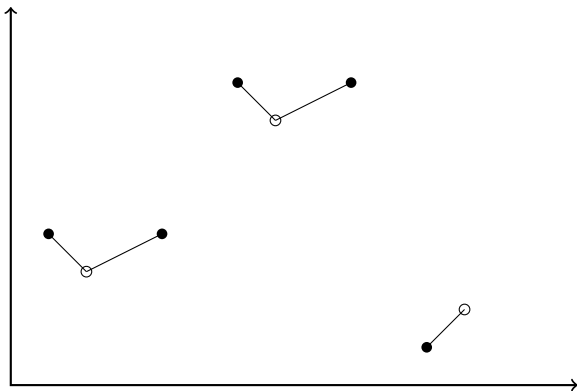


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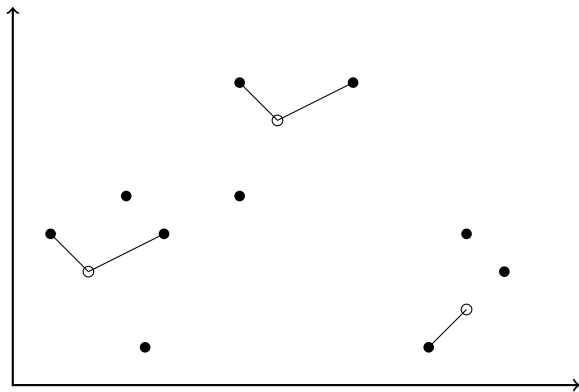




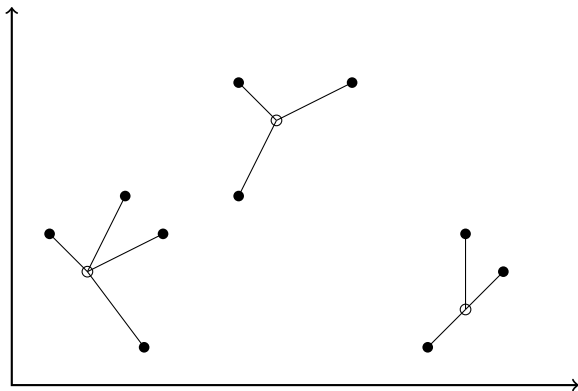
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# Future Work

- ▶ Implement a planar location using Voronoi diagrams to speed search up to  $\mathcal{O}(\log n)$
- ▶ Explore bounds to cut the recursive tree.
- ▶ Explore heuristic approaches to generate acceptable non-optimal solutions.
- ▶ Apply and benchmark approaches with real-life data.

