

# Visualization and Analysis of Geographic Information

## Algorithms and Data Structures

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# Motivation

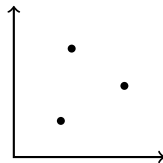
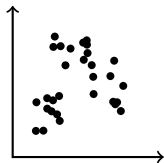
- ▶ Reduce visual information when displaying large numbers of geographic points

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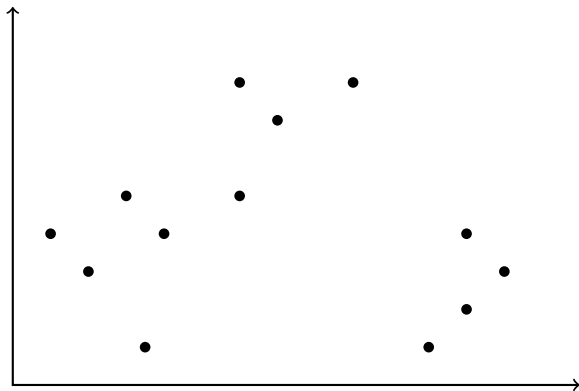
- ▶ Reduce visual information when displaying large numbers of geographic points
- ▶ Find a representative subset of a collection of geographic points.

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

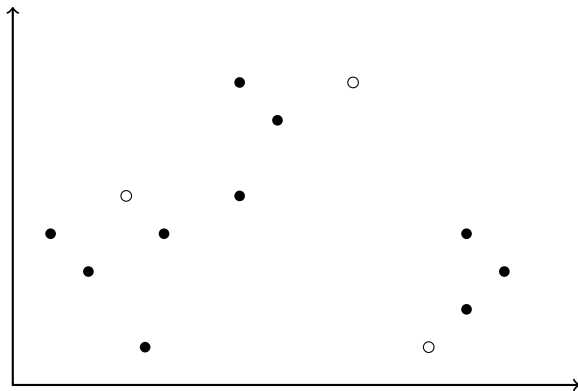


# Problem



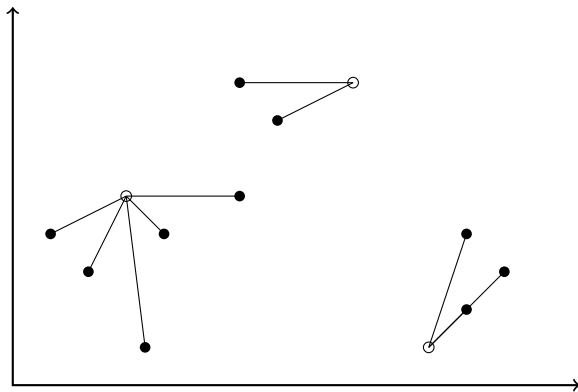
Given a set of points  $P$  and an integer  $k \leq |P|$

# Problem



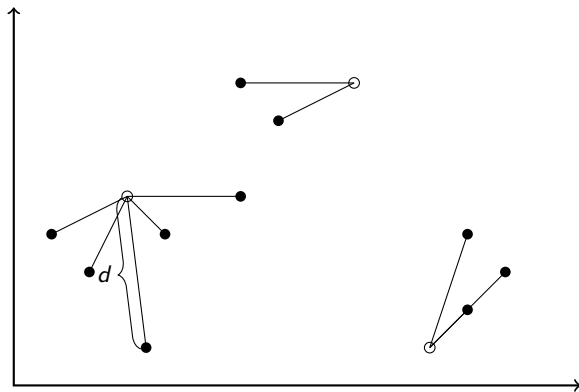
Find a subset of points  $S \subseteq P, |P| = k$  that is “representative” of  $P$

# Problem



Consider the distance between every point in  $P$  and its closest point in  $S$

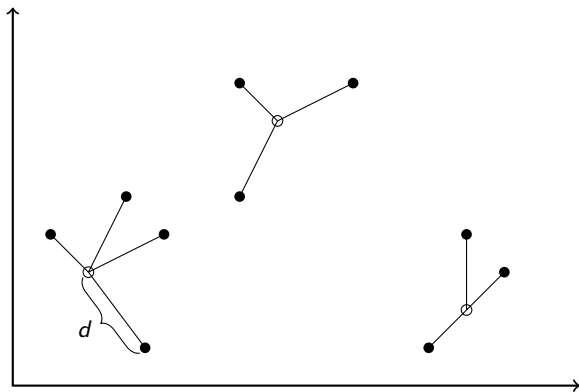
# Problem



k-center problem: Find subset  $S$  that minimizes the largest distance



# Problem



Optimal solution

# Work Plan

- ▶ 1<sup>st</sup> Semester
  - ▶ Literature Review: Geographic Information Systems, OGC Standards WMS, WFS, Map Projections, algorithms and heuristics for clustering and facility-location problems.
  - ▶ Development of a Branch-and-Bound approach.
- ▶ 2<sup>nd</sup> Semester
  - ▶ Development of heuristic approaches.
  - ▶ Experimental analysis of the algorithms.
  - ▶ Comparison between different approaches using Open Street Map data.
  - ▶ Integration of the algorithms in the visualisation framework through web-mapping standards (WMS/WFS).

# Deterministic Approach

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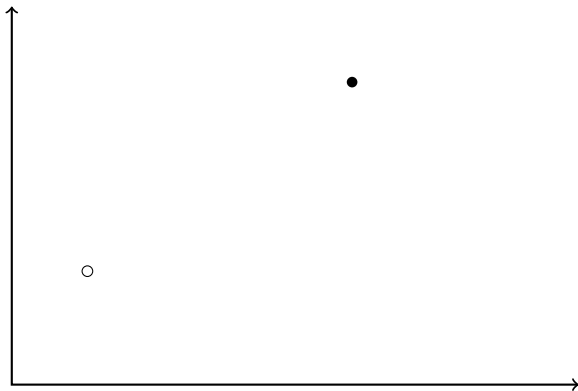
- ▶ Use a branch-and-bound approach.
- ▶ For each point, decide if it is a Centroid or not.
- ▶ Incrementally update the value of the objective function.
- ▶ Use bounds to discard branches that do not contribute to the optimal solution.

# Deterministic Approach



Building a solution.

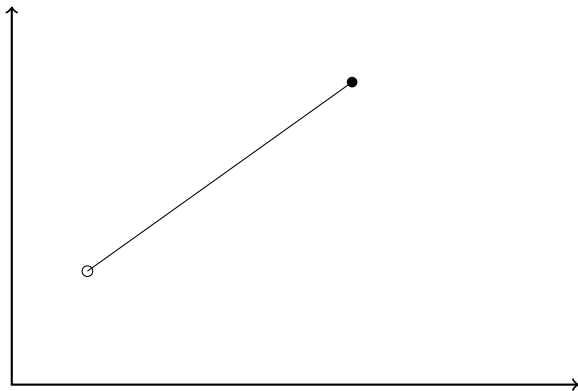
# Deterministic Approach



Adding non-centroid points.

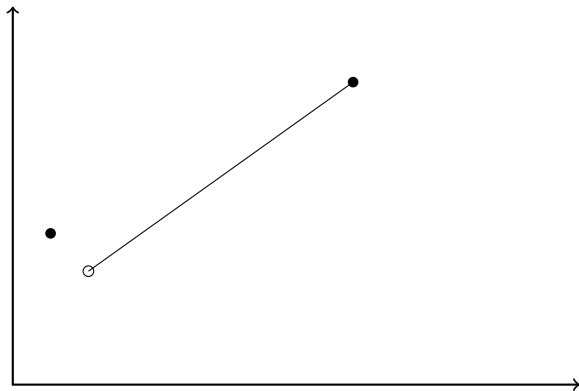


# Deterministic Approach



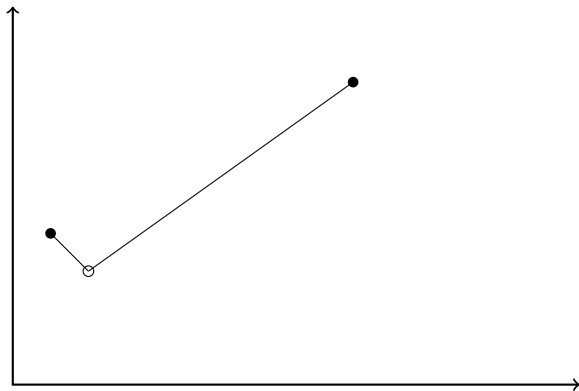
Adding non-centroid points.

# Deterministic Approach



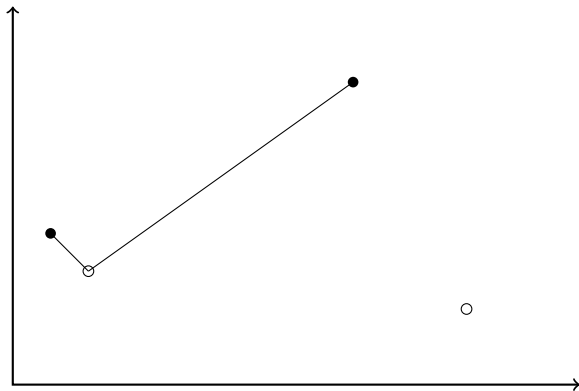
Adding non-centroid points.

# Deterministic Approach



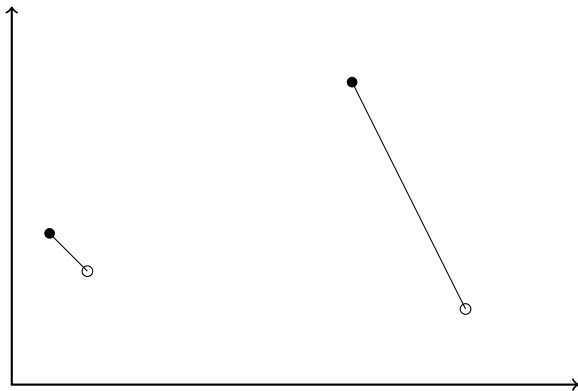
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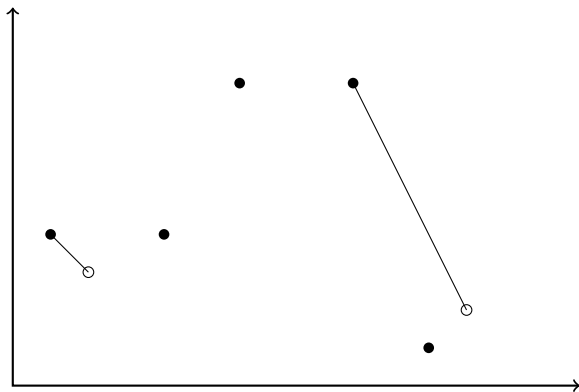
Adding a centroid.

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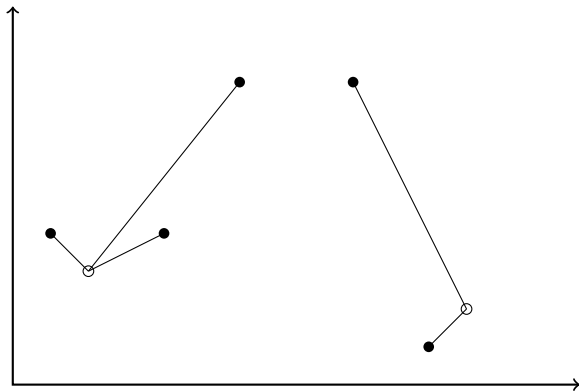
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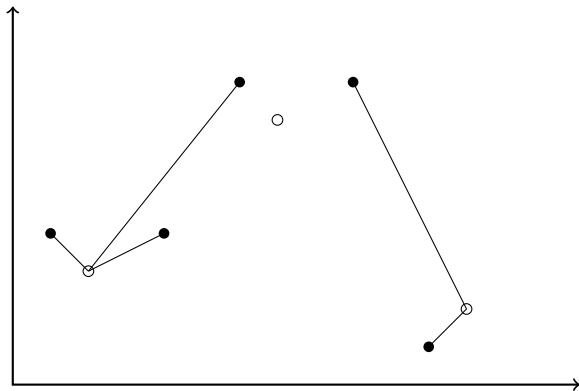
Adding more non-centroid points.

# Deterministic Approach



Adding more non-centroid points.

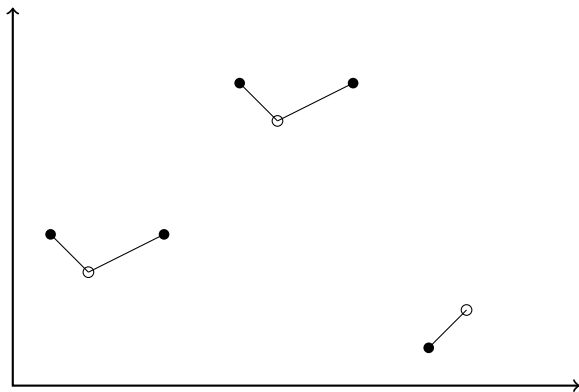
# Deterministic Approach



Adding another centroid point.

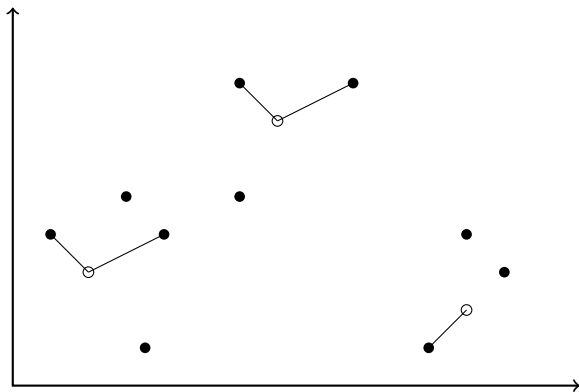


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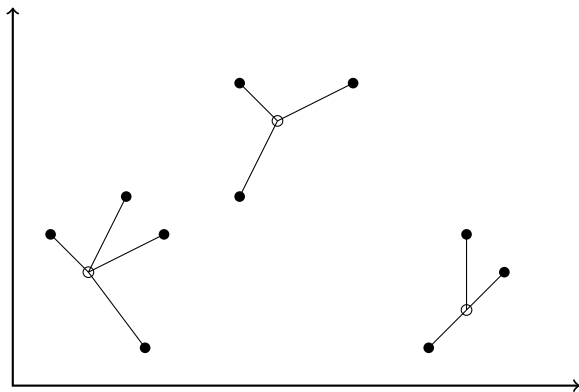
Adding another centroid point.

# Deterministic Approach



Finishing the solution branch.

# Deterministic Approach



Finishing the solution branch.

# Future Work

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

