

MSc Thesis
Adrie Rovers



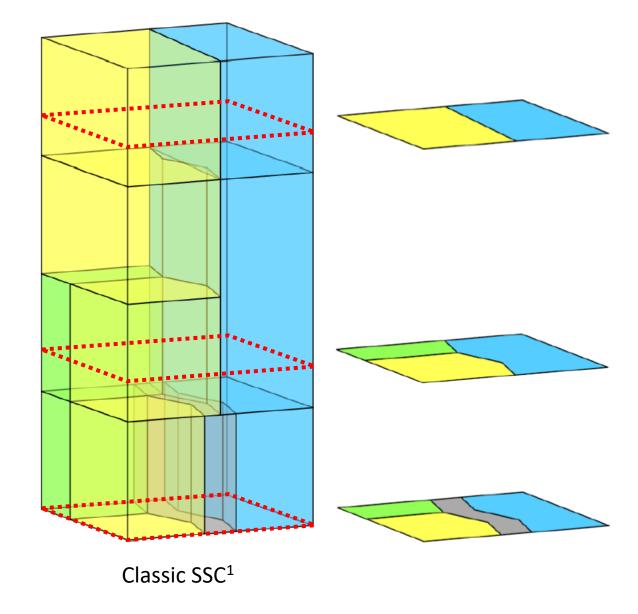
Content overview

- 1. Motivation
- 2. Objectives
- 3. Methodology
- 4. Results
- 5. Future work

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- 1. Motivation
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- Vario-scale data structures
- Request a map in a clientserver architecture



Problem statement

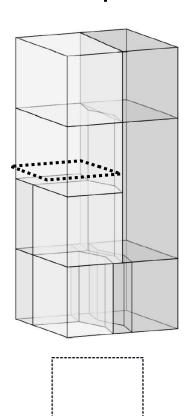
Data needs to be transferred over a network:

- Have to wait for a response, which can affect responsiveness of client
- Costs for every byte send over the network
- Set-up costs for every request: TCP/IP stack + HTTP headers

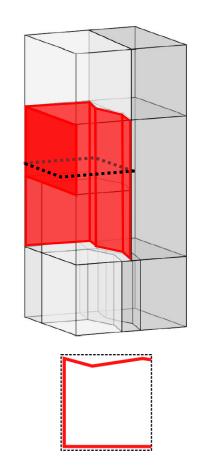
Opportunity

With vario-scale data, there is a possibility to reuse data that is already present on the client and to retrieve only missing data from the server.

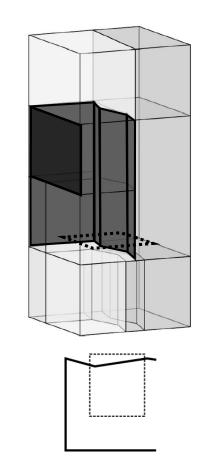
Viewport



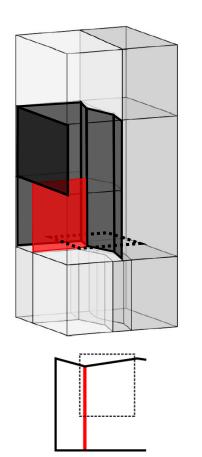
Request



Cached response



Delta request



Overall goal

To achieve efficient communication, without too many redundant data transfers, for vario-scale data in a client-server architecture.

Need for research

A method is needed to use the client cache and to support the retrieval of partial vario-scale data from the server.

However, current methods are not yet optimal in terms of scalability and redundancy.

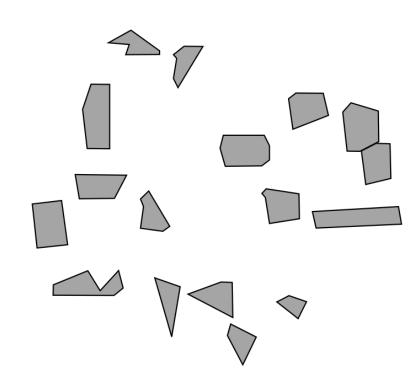
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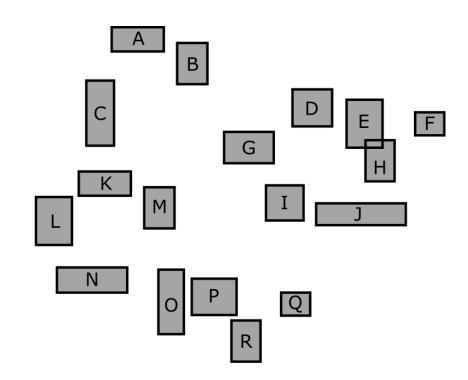
Objectives

- 1. Group data that are likely to be used together into packages on the server; based on scale and geographic extent,
- 2. use client cache to reuse data,
- 3. and let the client retrieve packages using a spatial index.

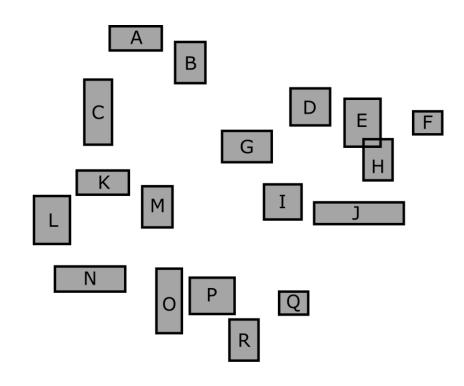
 Hierarchical structure build on set of objects



- Hierarchical structure build on set of objects
- Objects represented by BBOX



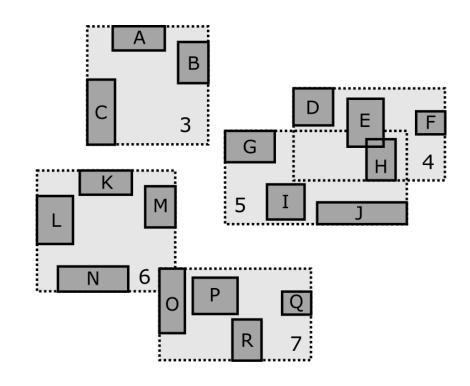
- Hierarchical structure build on set of objects
- Objects represented by BBOX
- Lower-level nodes are recursively grouped together in higher-level nodes

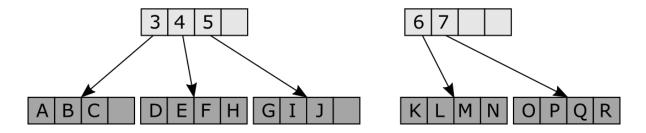




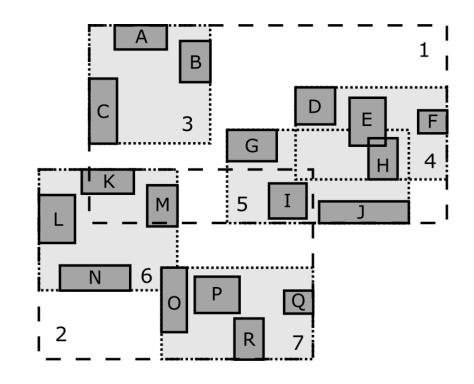


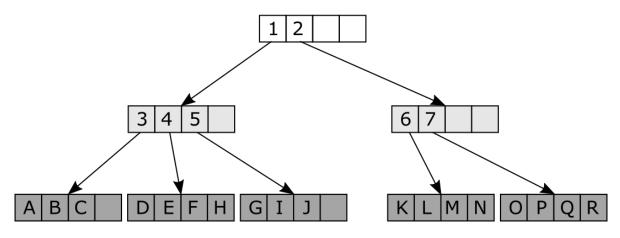
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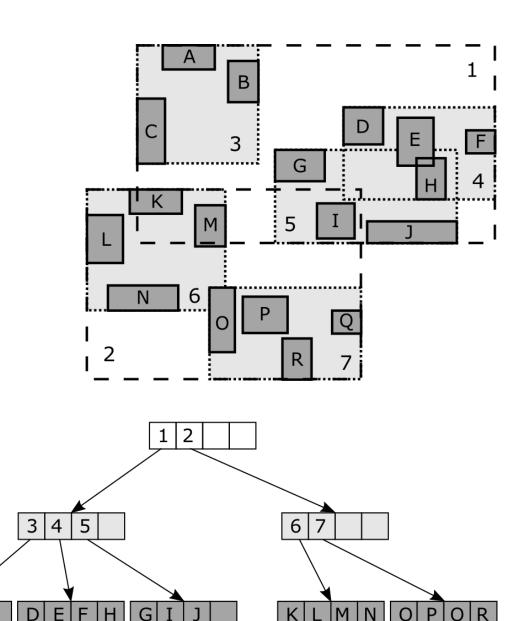


- Hierarchical structure build on set of objects
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- Lower-level nodes are recursively grouped together in higher-level nodes

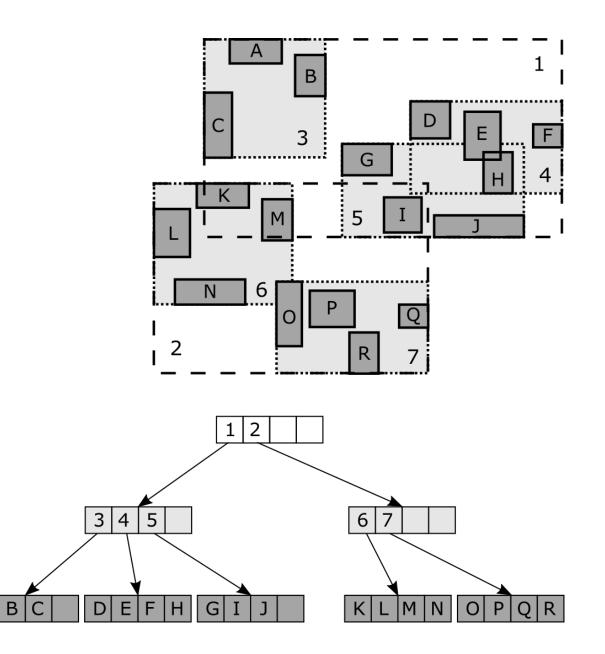




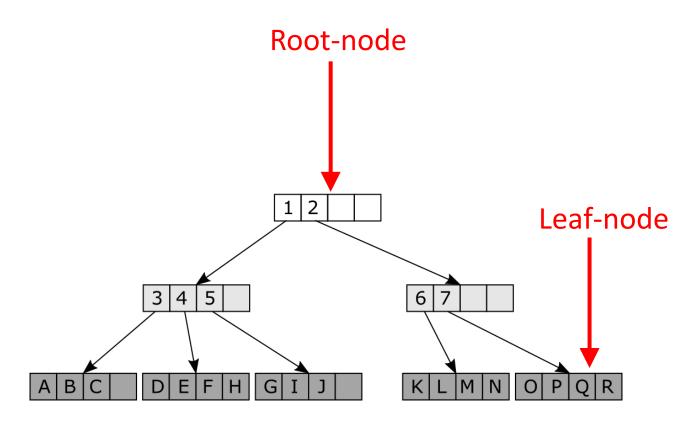
- Hierarchical structure build on set of objects
- Objects represented by BBOX
- Lower-level nodes are recursively grouped together in higher-level nodes
- Nodes store the BBOX that encloses the entire sub-tree



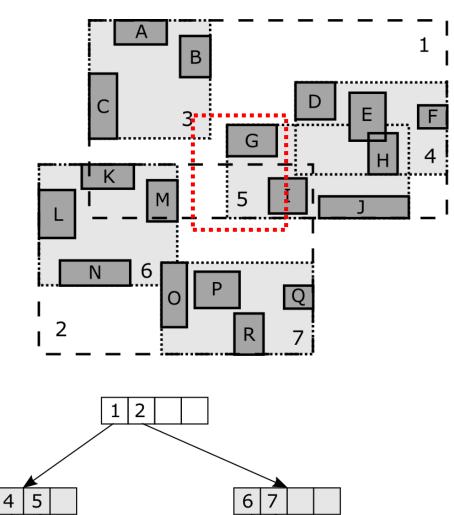
- Hierarchical structure build on set of objects
- Objects represented by BBOX
- Lower-level nodes are recursively grouped together in higher-level nodes
- Nodes store the BBOX that encloses the entire sub-tree
- BBOXES are allowed to have overlap



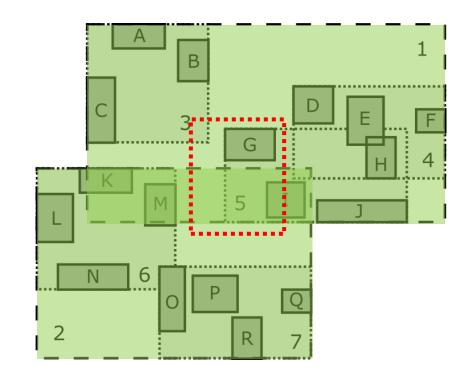
- Search starts at root-node
- Leaf nodes usually contain pointers to data

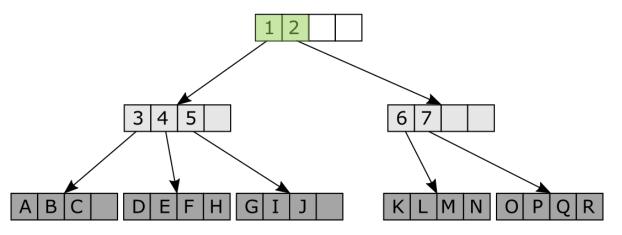


- Search starts at root-node
- Leaf nodes usually contain pointers to data
- Tree can be searched by testing for intersection on the BBOXES

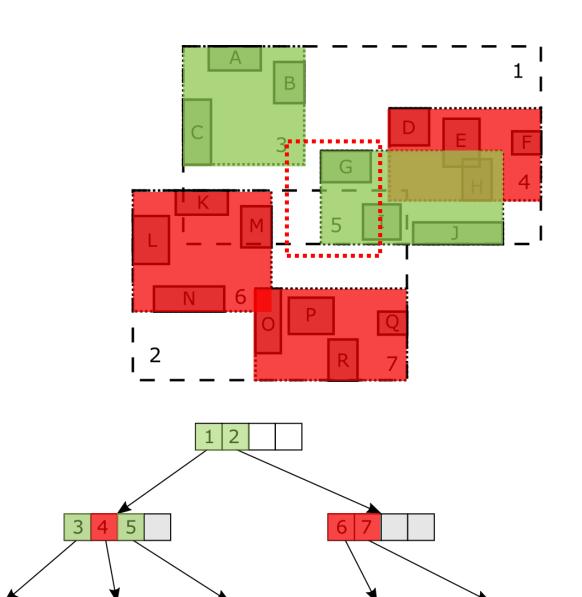


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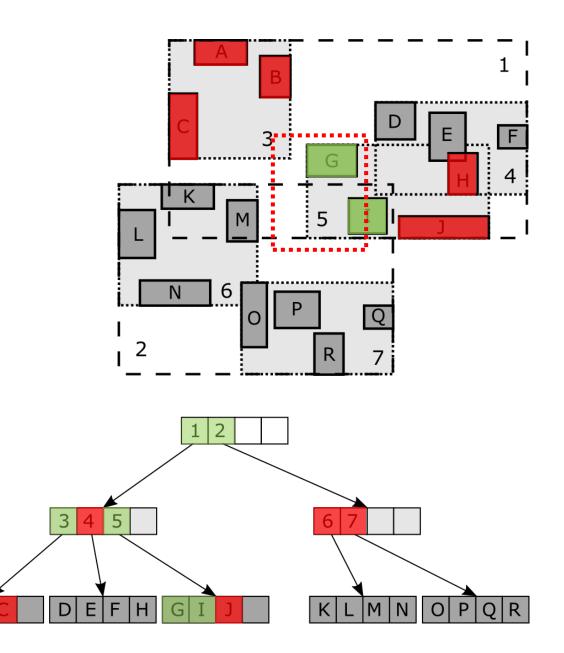


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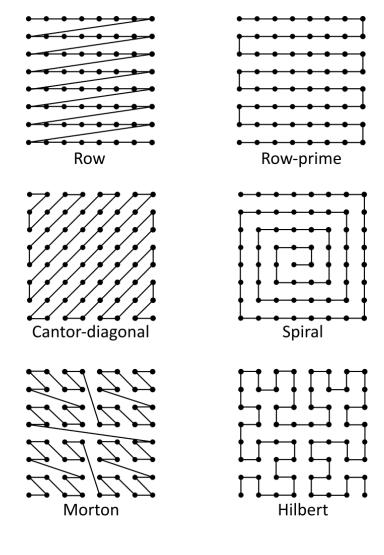


В

- Search starts at root-node
- Leaf nodes usually contain pointers to data
- Tree can be searched by testing for intersection on the BBOXES
- If there is no intersection with a higher-level node there can be no intersection with any of its children

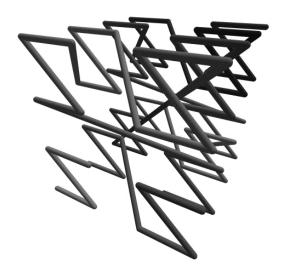


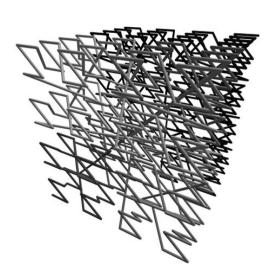
- How to achieve good clustering, i.e. efficiently group objects together?
 - **Top-down:** Repeatedly insert new objects and placing them in those nodes that need the least enlargement
 - Bottom-up: By imposing a linear ordering on the objects using a Space Filling Curve
 - A SFC unravels higher dimensional space into a single dimension while preserving spatial proximity



Different space filling curves in 2D

- How to achieve good clustering, i.e. efficiently group objects together?
 - **Top-down:** Repeatedly insert new objects and placing them in those nodes that need the least enlargement
 - Bottom-up: By imposing a linear ordering on the objects using a Space Filling Curve
 - A SFC unravels higher dimensional space into a single dimension while preserving spatial proximity





Morton curve in 3D

Content overview

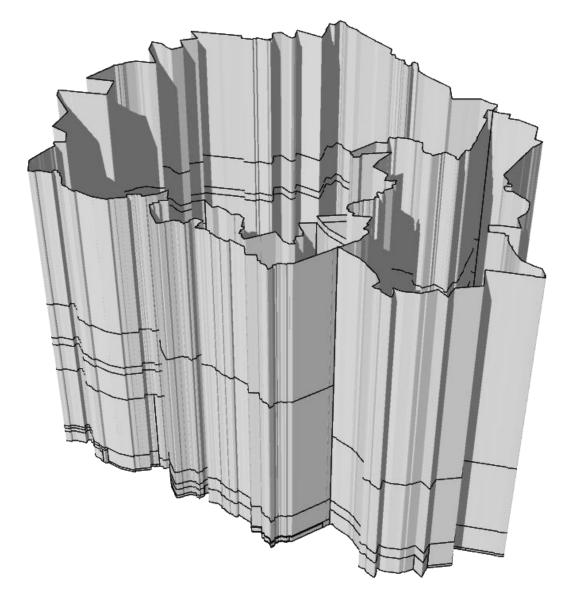
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Design requirements

Restrictions placed on the method to make it suitable for use in a client-server architecture.

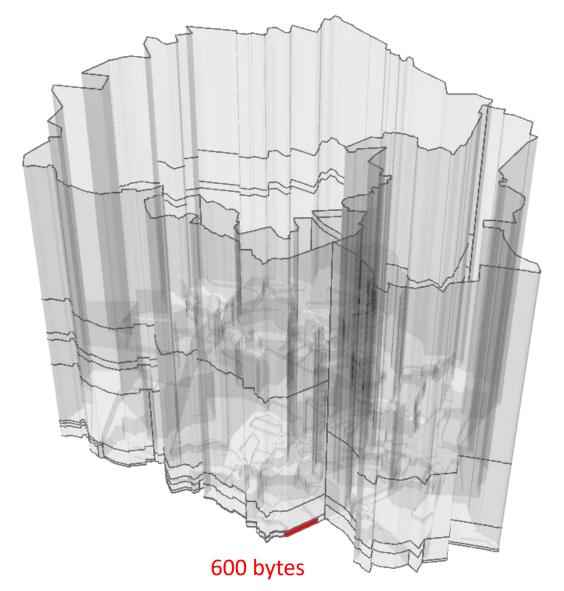
Requirements for packages:

Approximately equal size in bytes



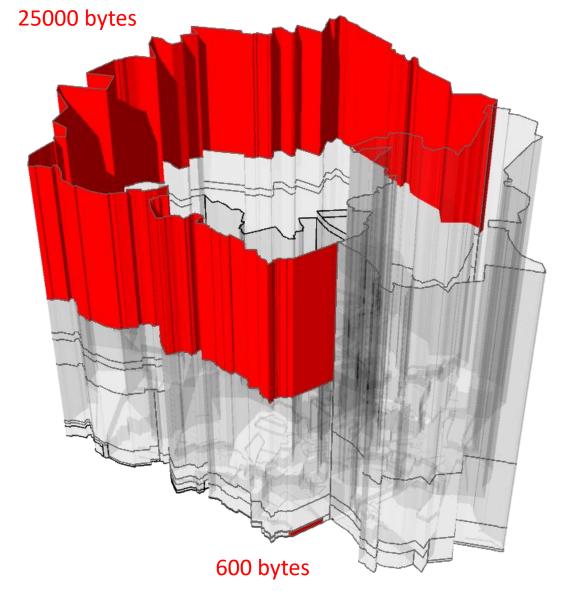
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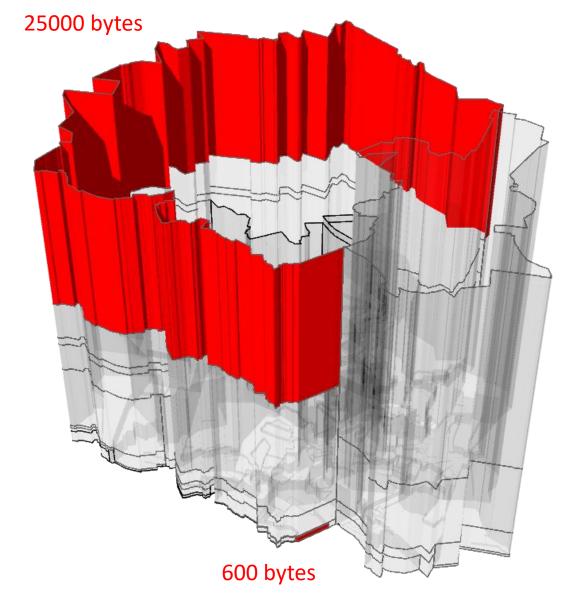


Requirements for packages:

Approximately equal size in bytes

Requirements for the index:

- Axis aligned BBOX
- Leaf nodes refer to packages
- Tree is balanced
- Full space utilization

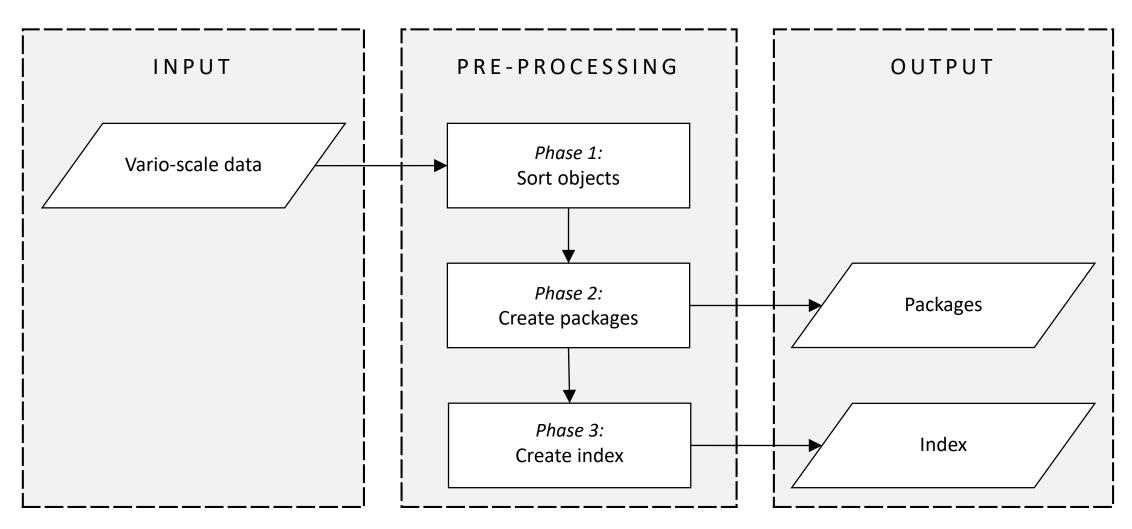


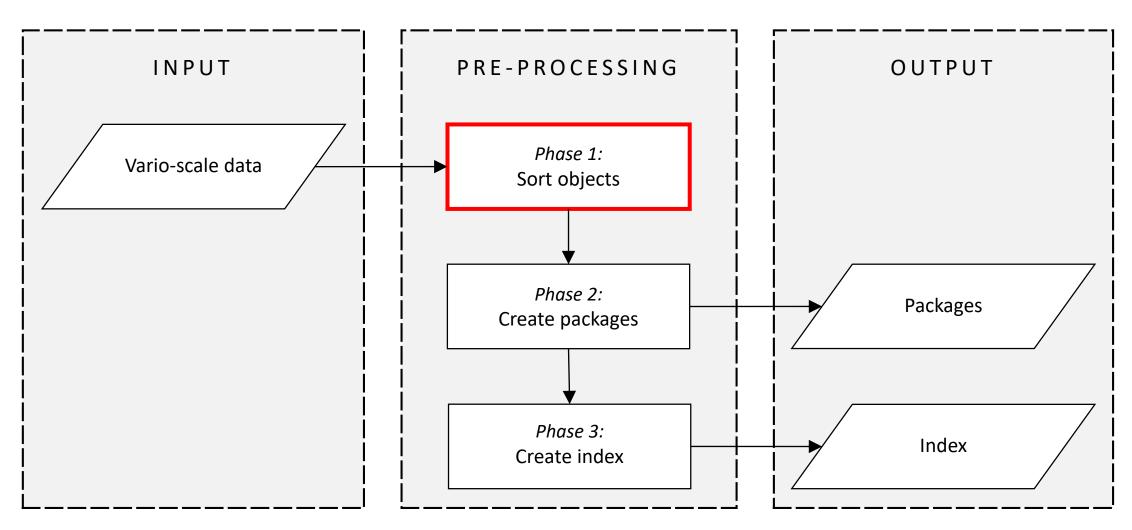
Pre-processing

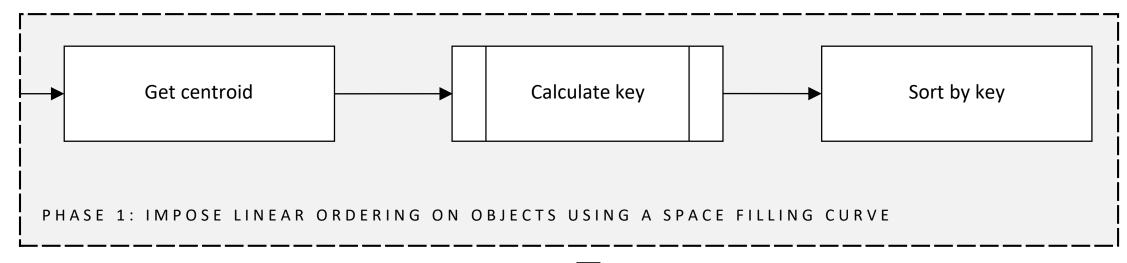
Creating the spatial index and the packages from the source data.

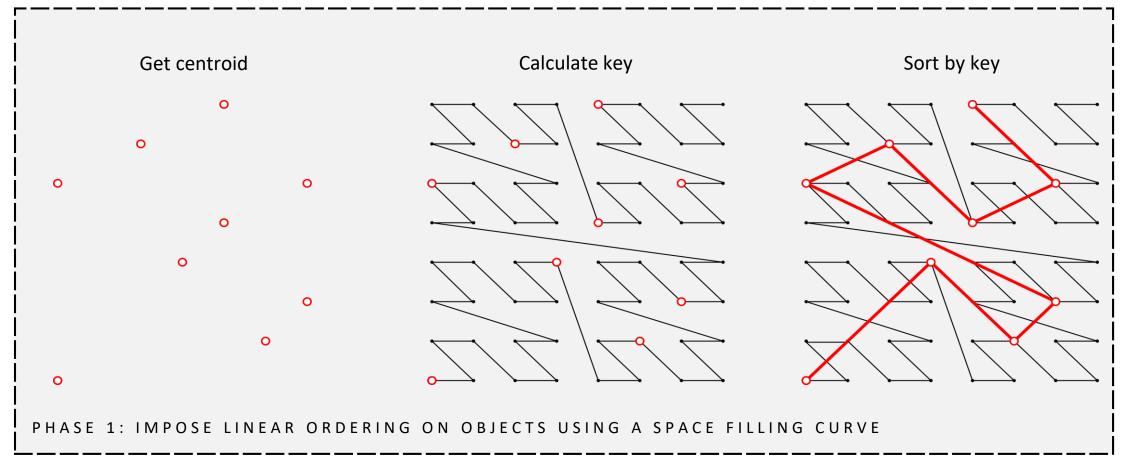
Using the structures

Use of the index structure by the client and processing the packages to make a map.

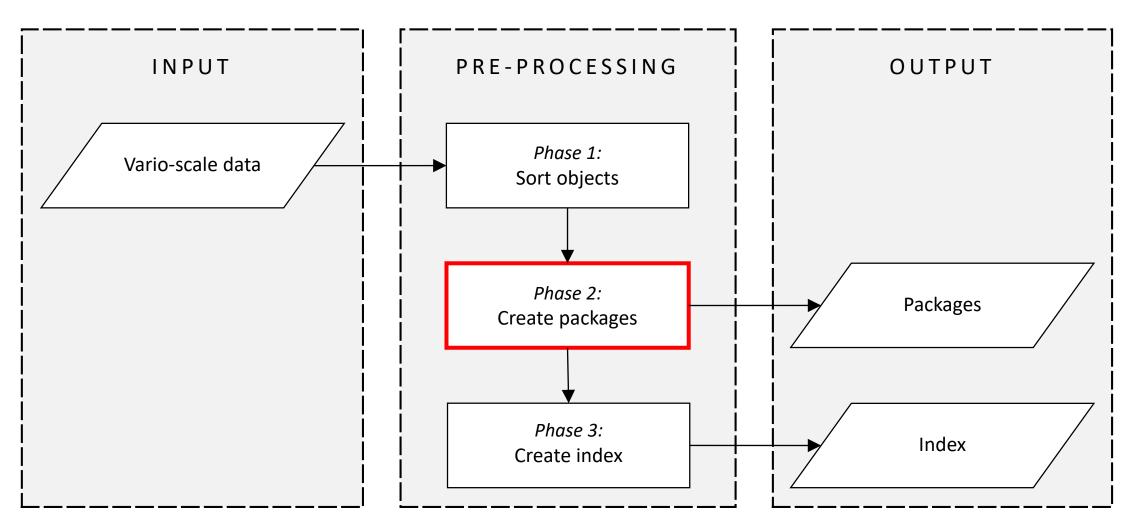




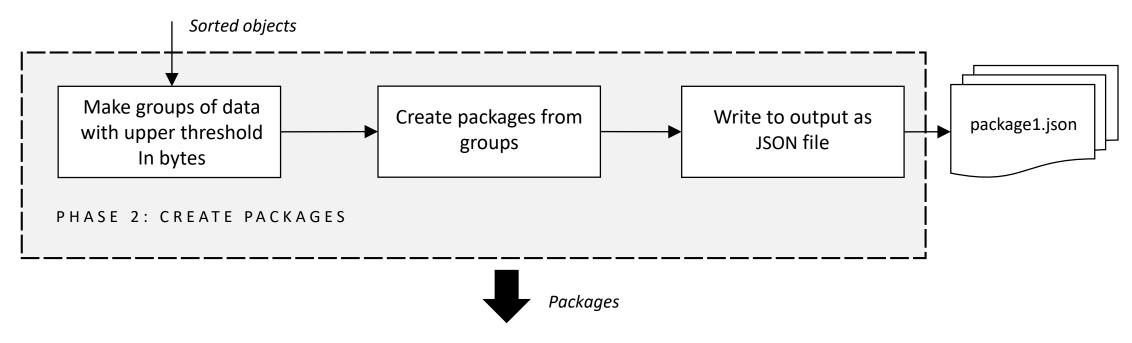








Pre-processing

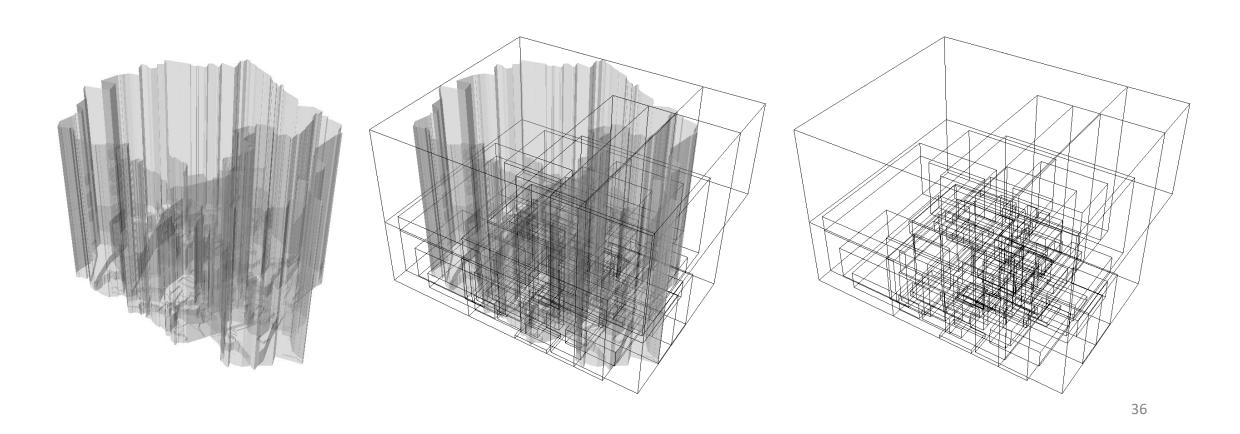


Requirement for packages:

✓ Approximately equal size in bytes

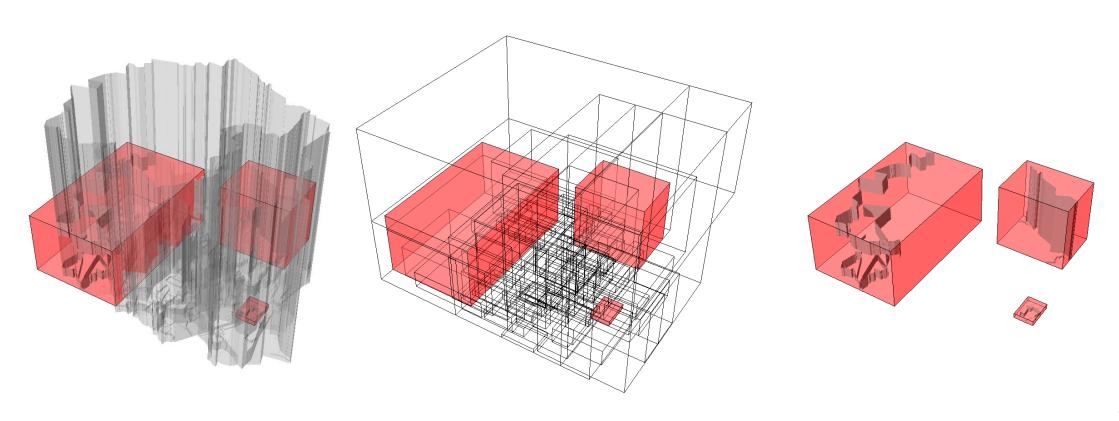
Pre-processing

Example of clustering

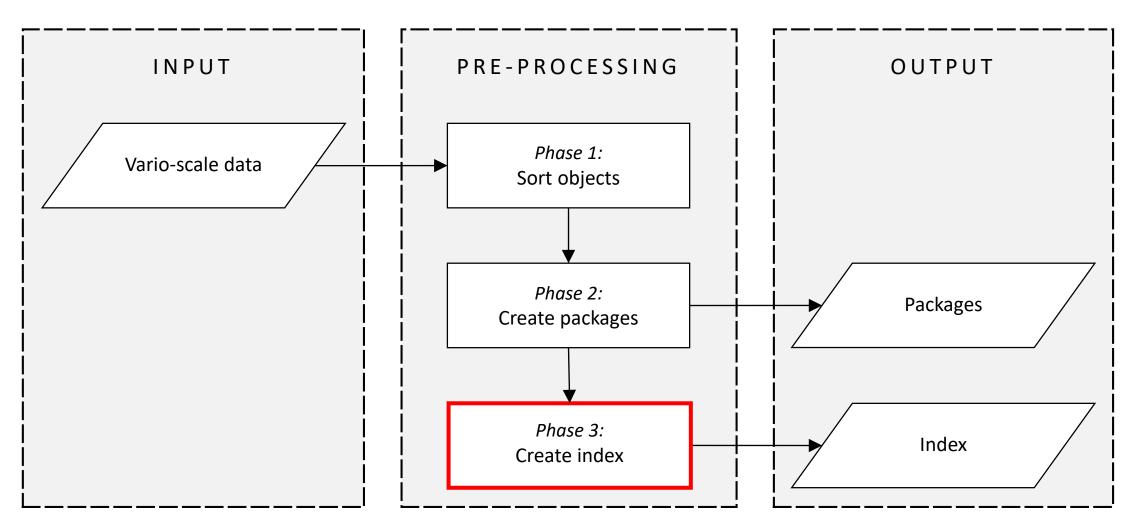


Pre-processing

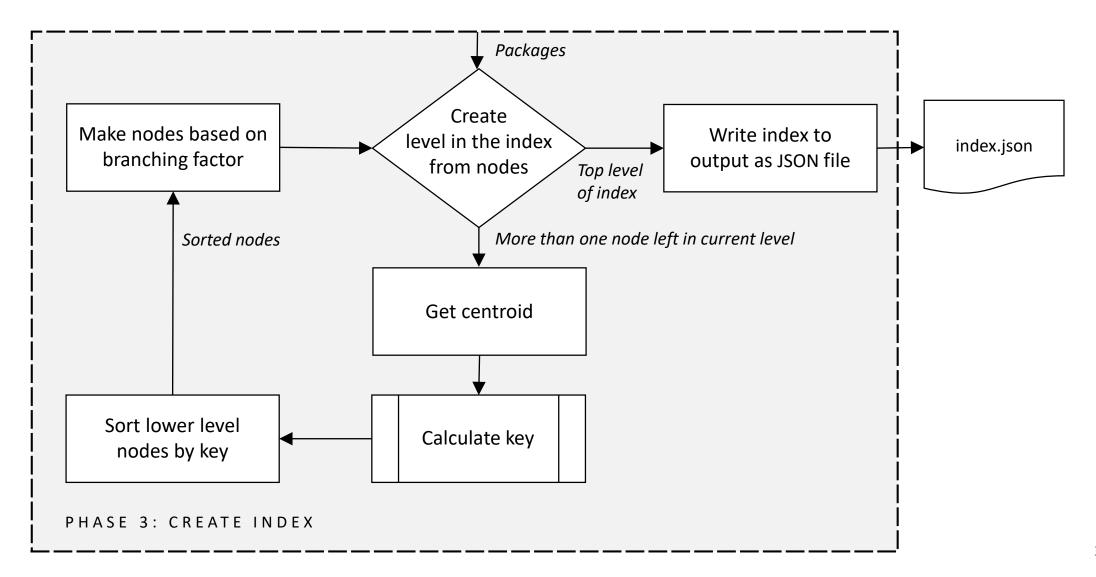
Example of clustering



Pre-processing



Pre-processing



Pre-processing

PHASE 3: CREATE INDEX

Input: Sorted packages



23 28 29 33 78 91 9

Pre-processing

PHASE 3: CREATE INDEX

Step 1: Make groups based on branching factor



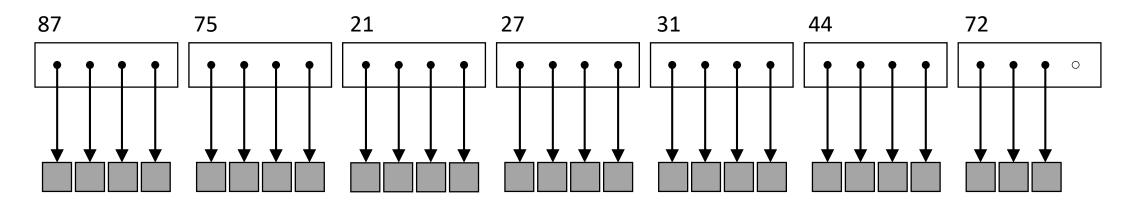
23 28 29 33

78 91 98

Pre-processing

PHASE 3: CREATE INDEX

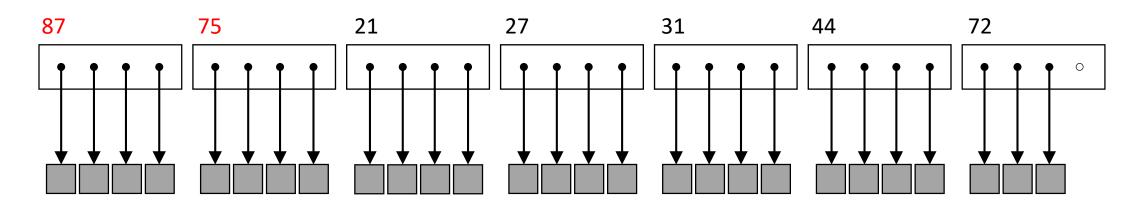
Step 2: Create nodes and calculate key value for each node



Pre-processing

PHASE 3: CREATE INDEX

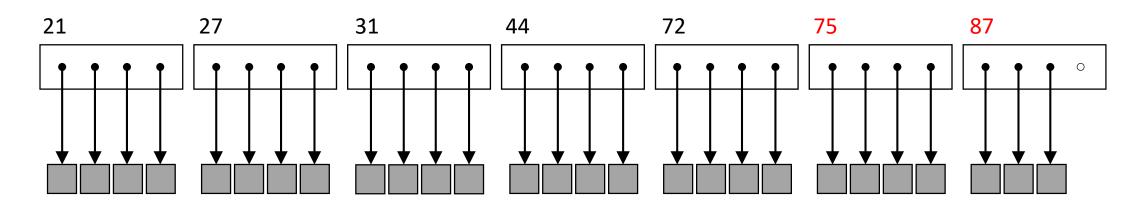
Step 3: Sort nodes based on key value



Pre-processing

PHASE 3: CREATE INDEX

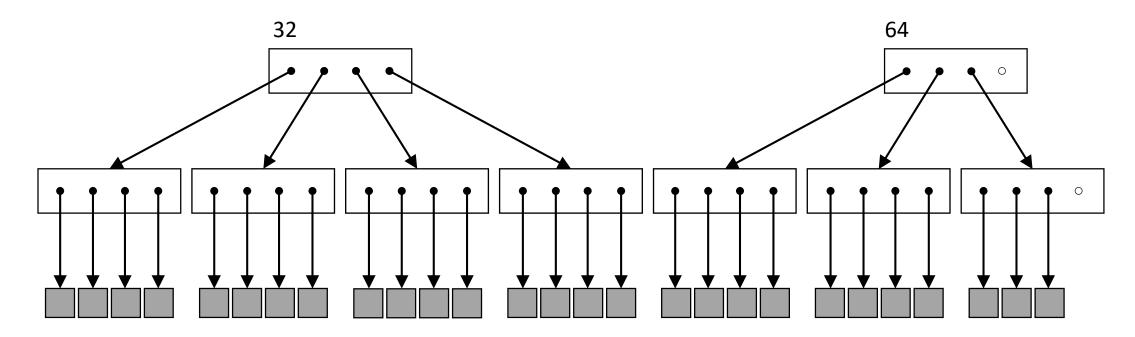
Step 3: Sort nodes based on key value



Pre-processing

PHASE 3: CREATE INDEX

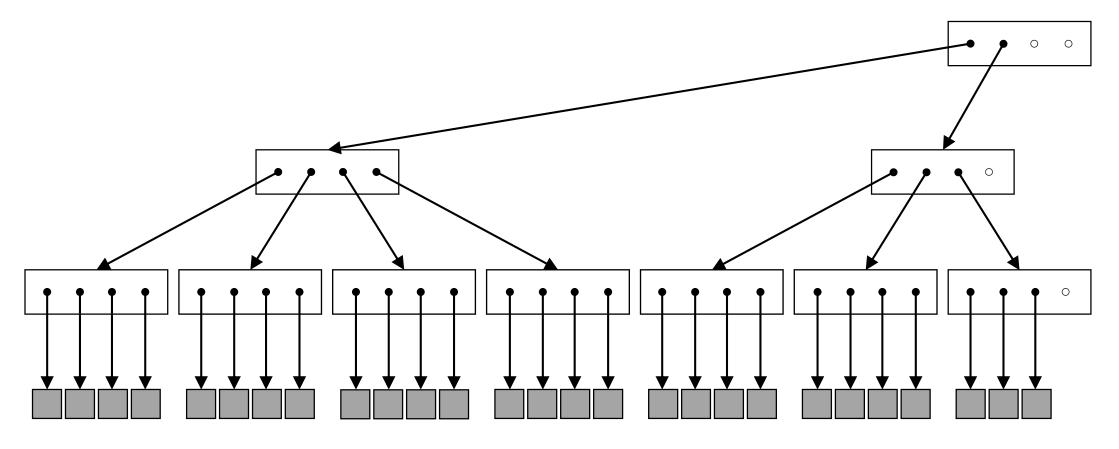
Step 4: Recursively create higher level nodes until root node is reached



Pre-processing

PHASE 3: CREATE INDEX

Full index



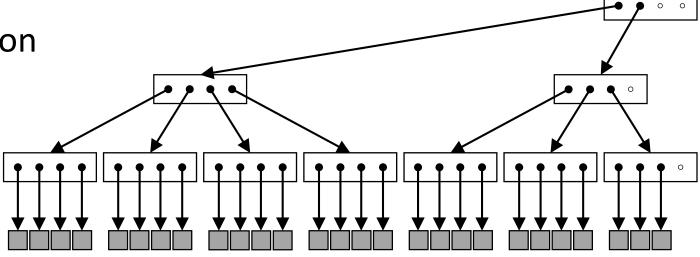
Pre-processing

PHASE 3: CREATE INDEX

Requirements for the index:

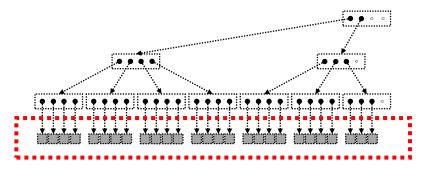
- ✓ Axis-aligned BBOX
- ✓ Leaf nodes refer to packages
- ✓ Tree is balanced

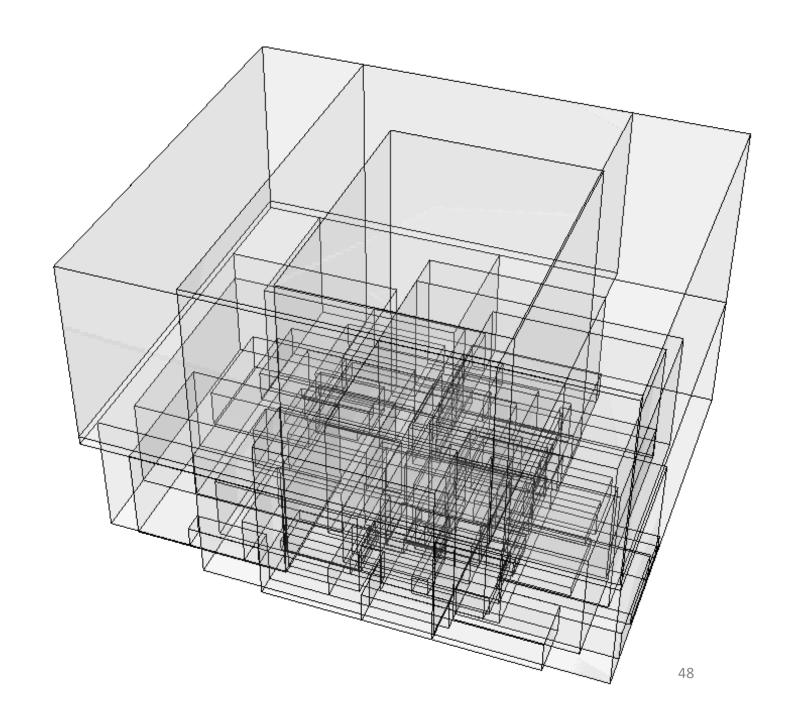
✓ Near full space utilization



Pre-processing

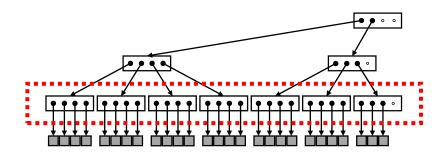
Packages

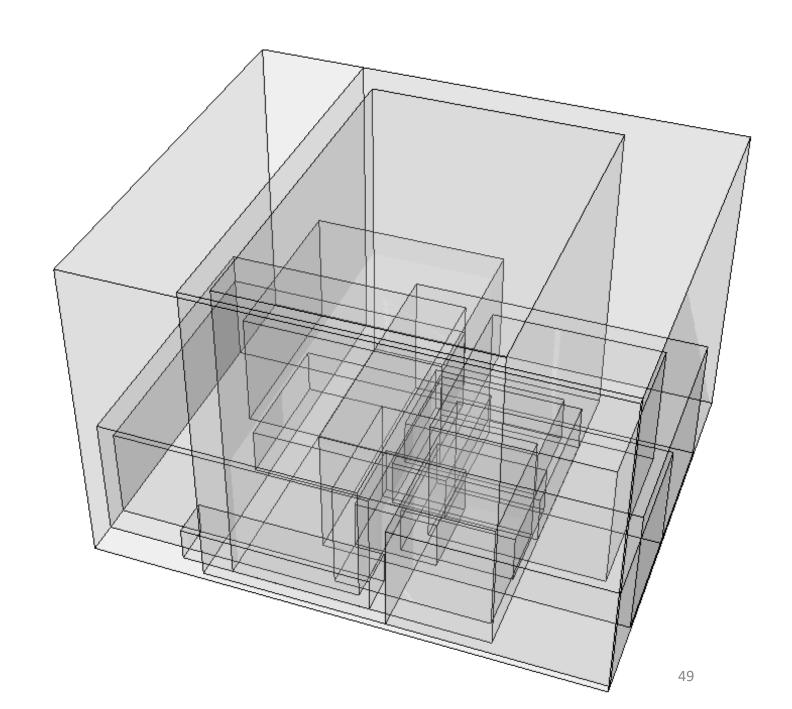




Pre-processing

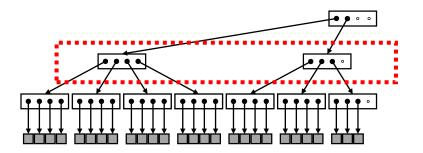
• Leaf nodes

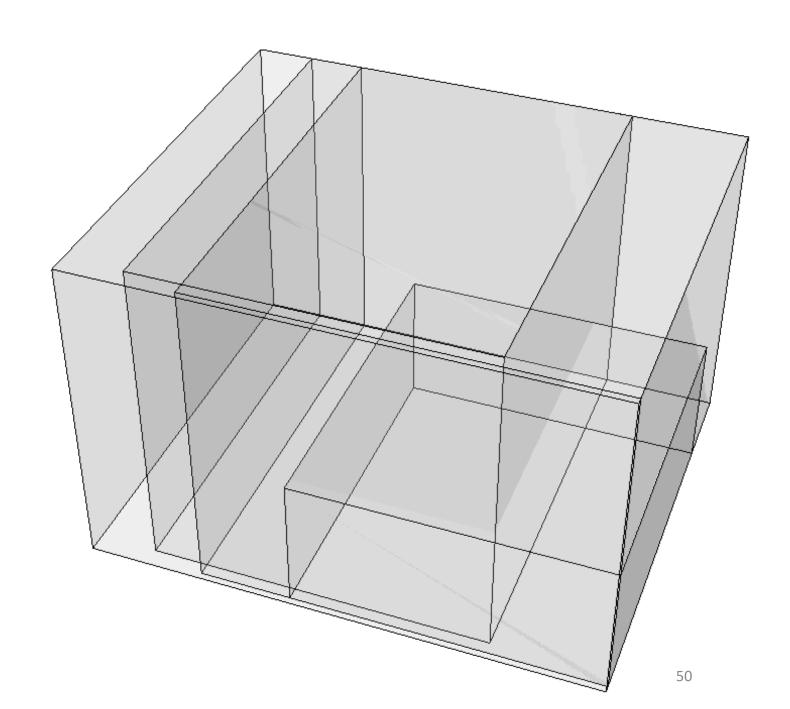




Pre-processing

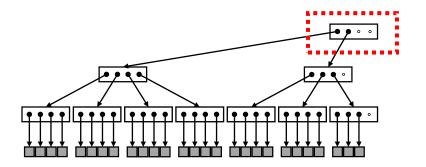
• Level one nodes

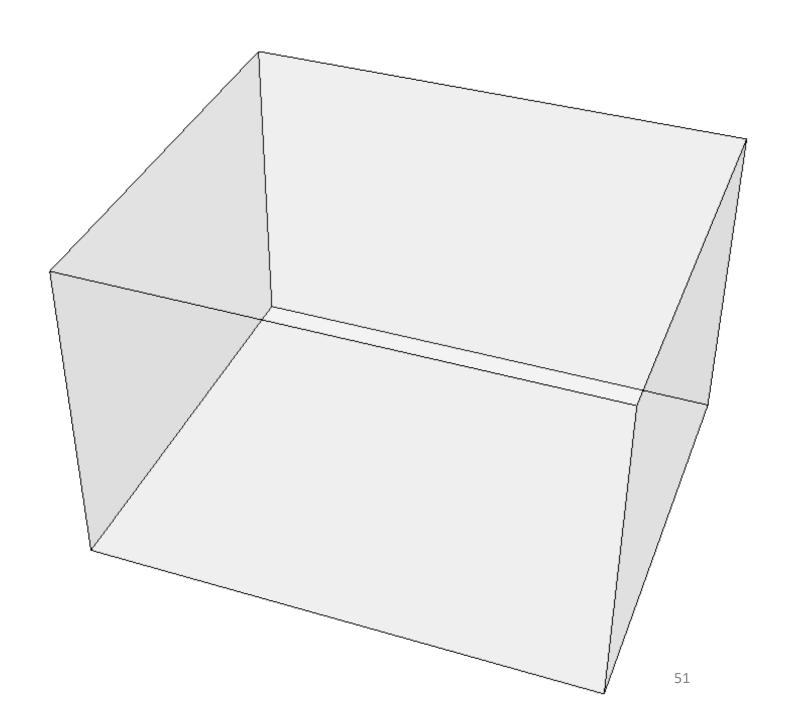


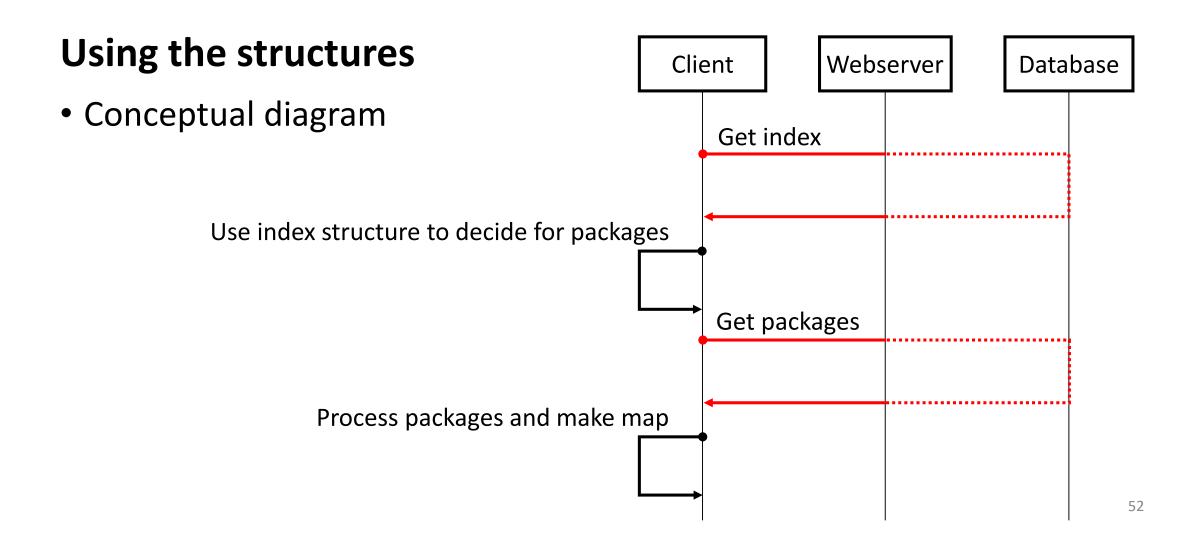


Pre-processing

• Root node

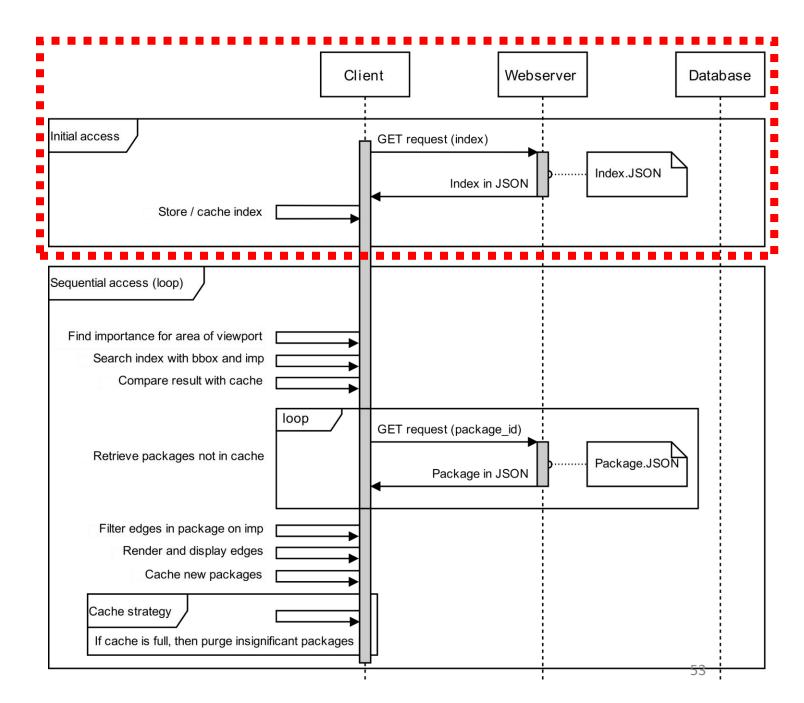






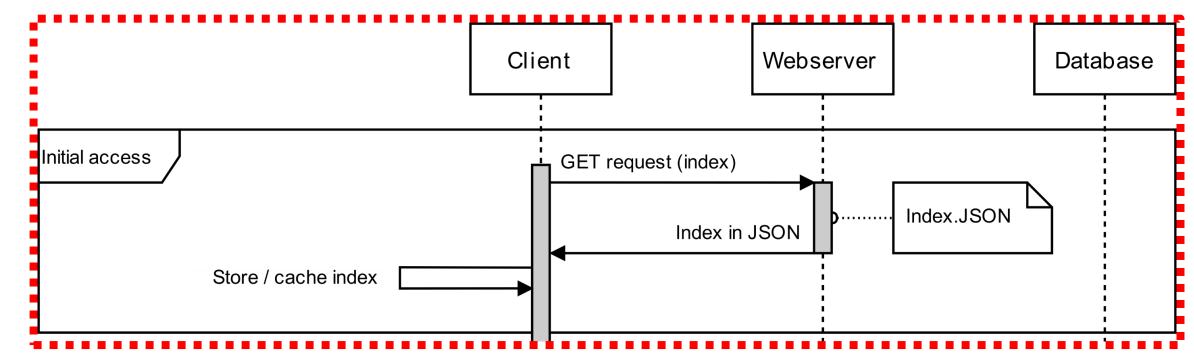
Using the structures

Sequence diagram



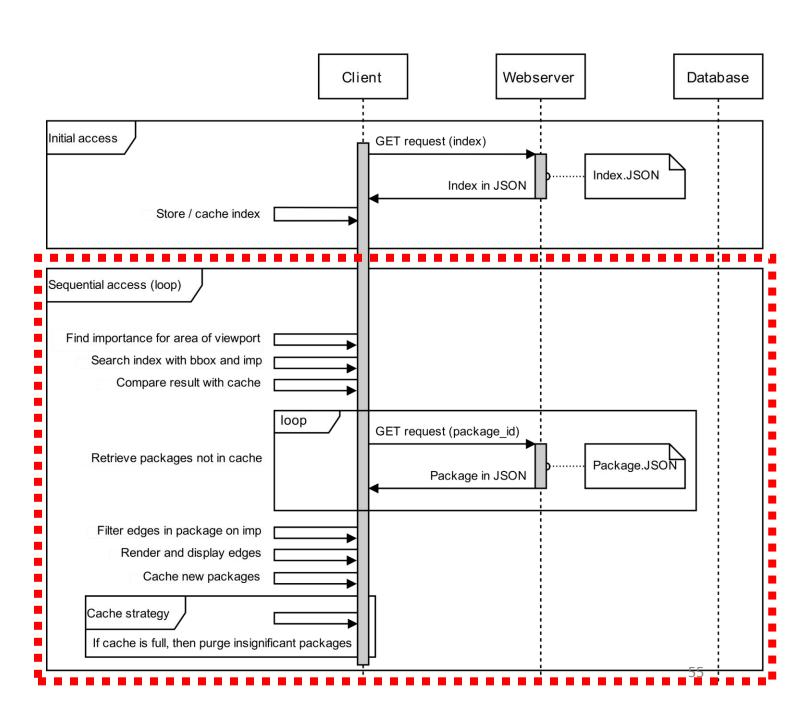
Using the structures

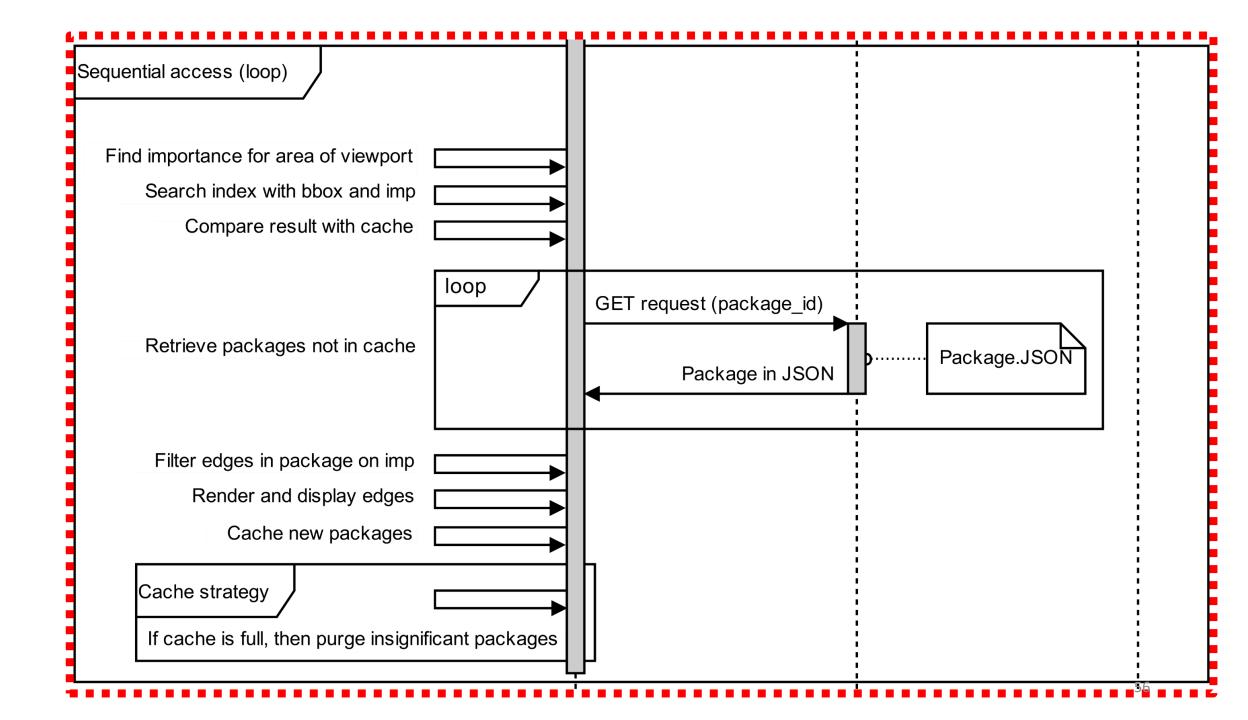
• Sequence diagram



Using the structures

Sequence diagram





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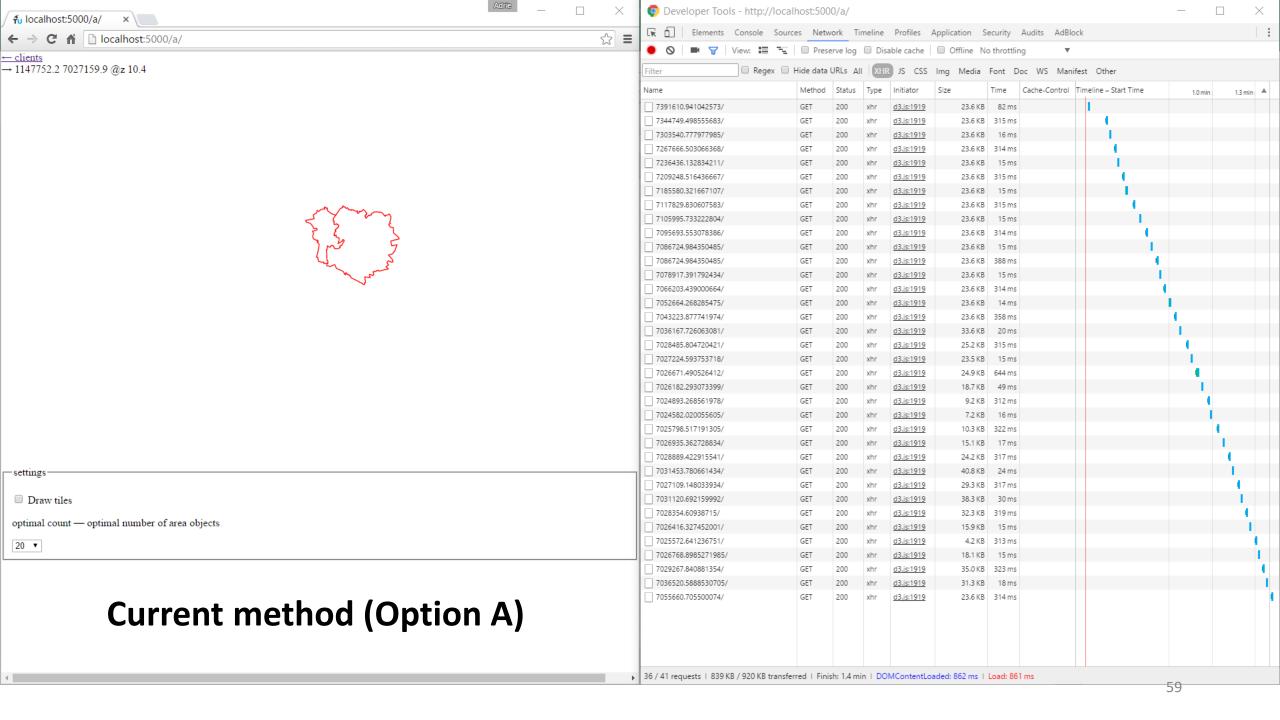


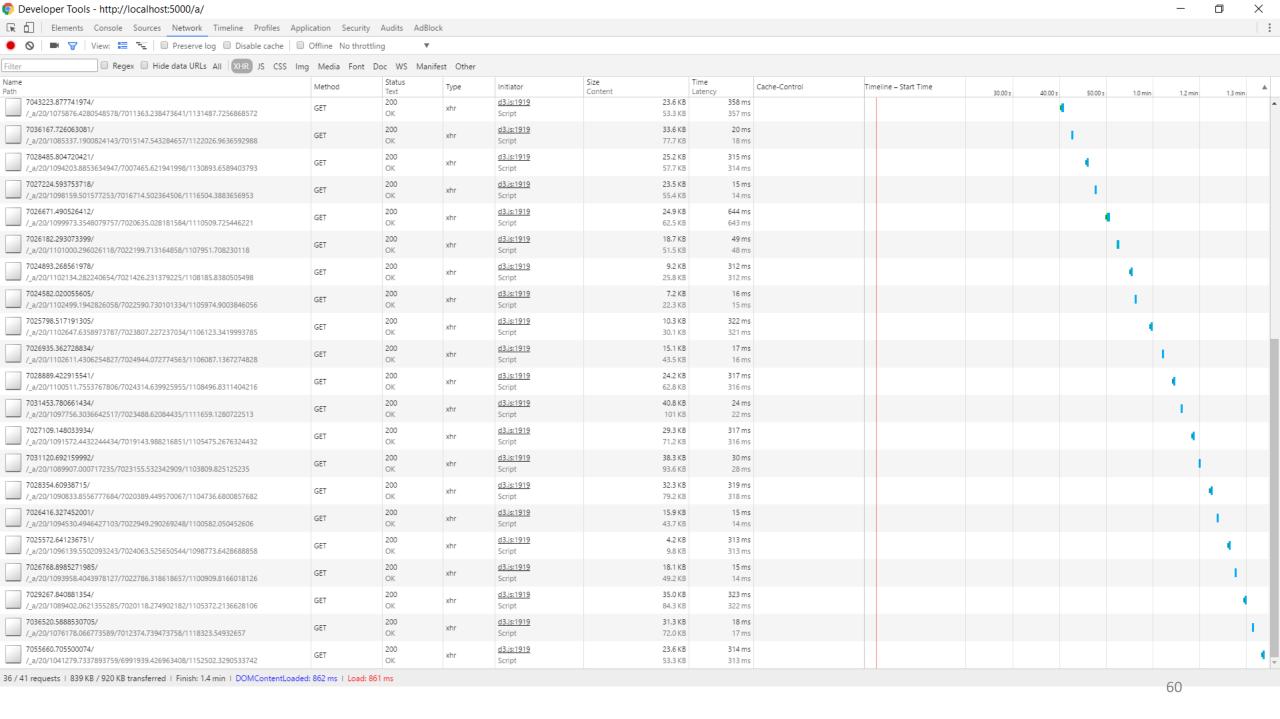
Thesis project

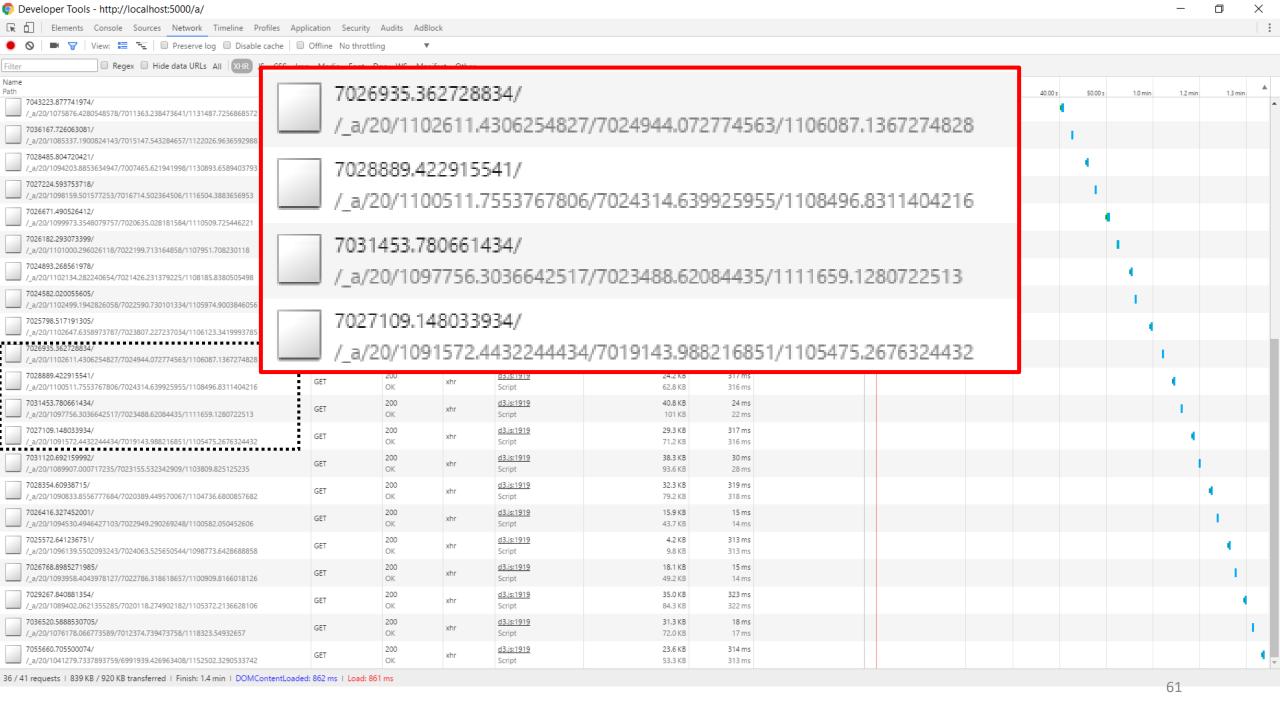
tGAP (topological Generalized Area Partition) clients:

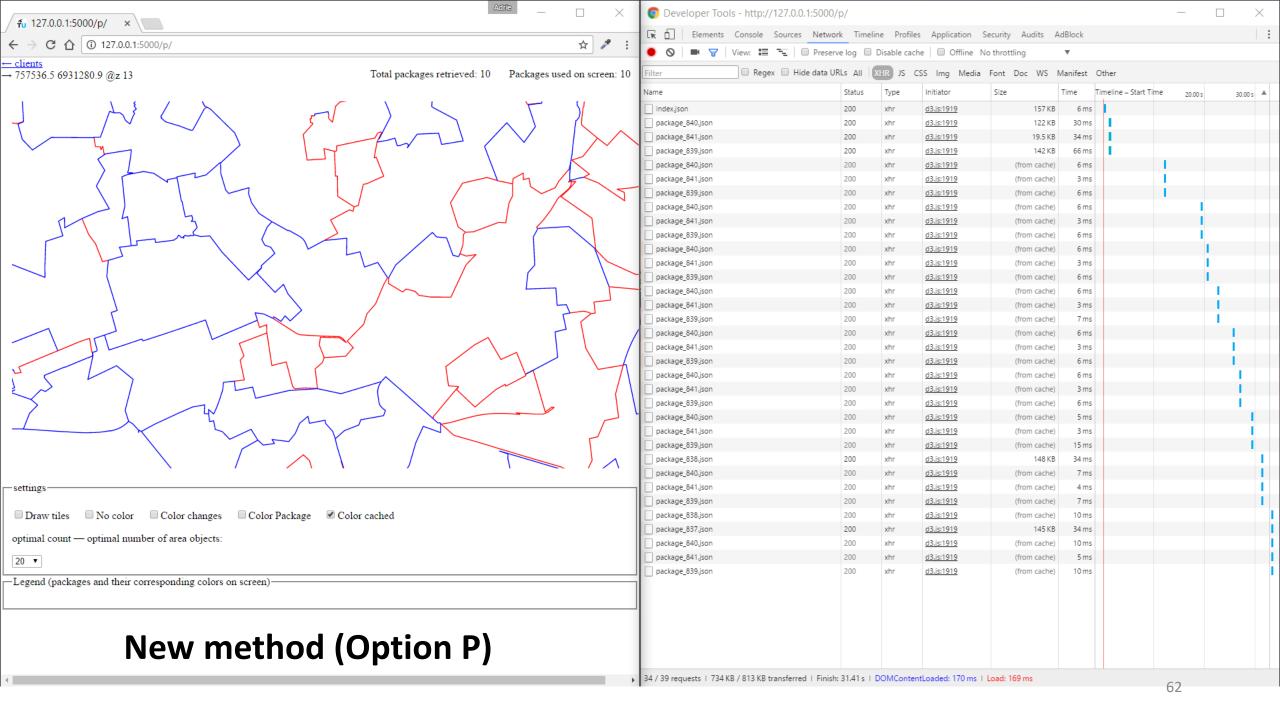
- Current client: Option A ringCreator (edges + faces)
- Current client: Option A only edges
- New client: Option P

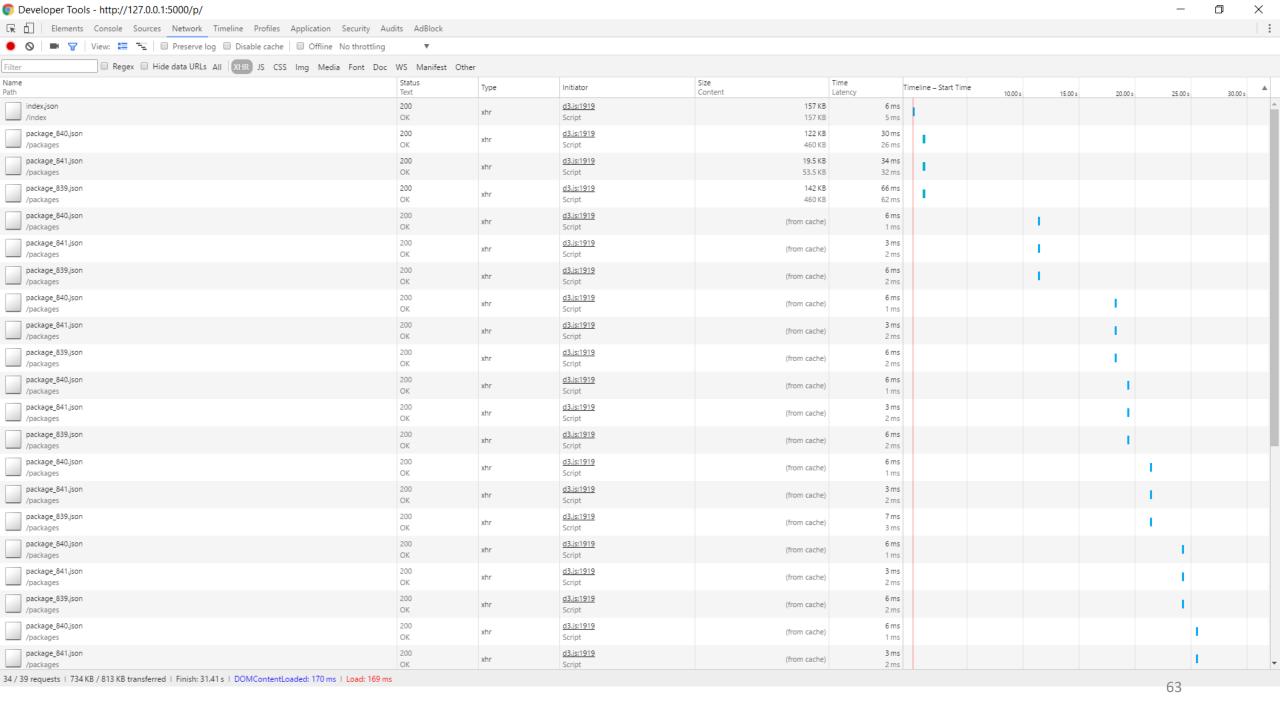
Prototype

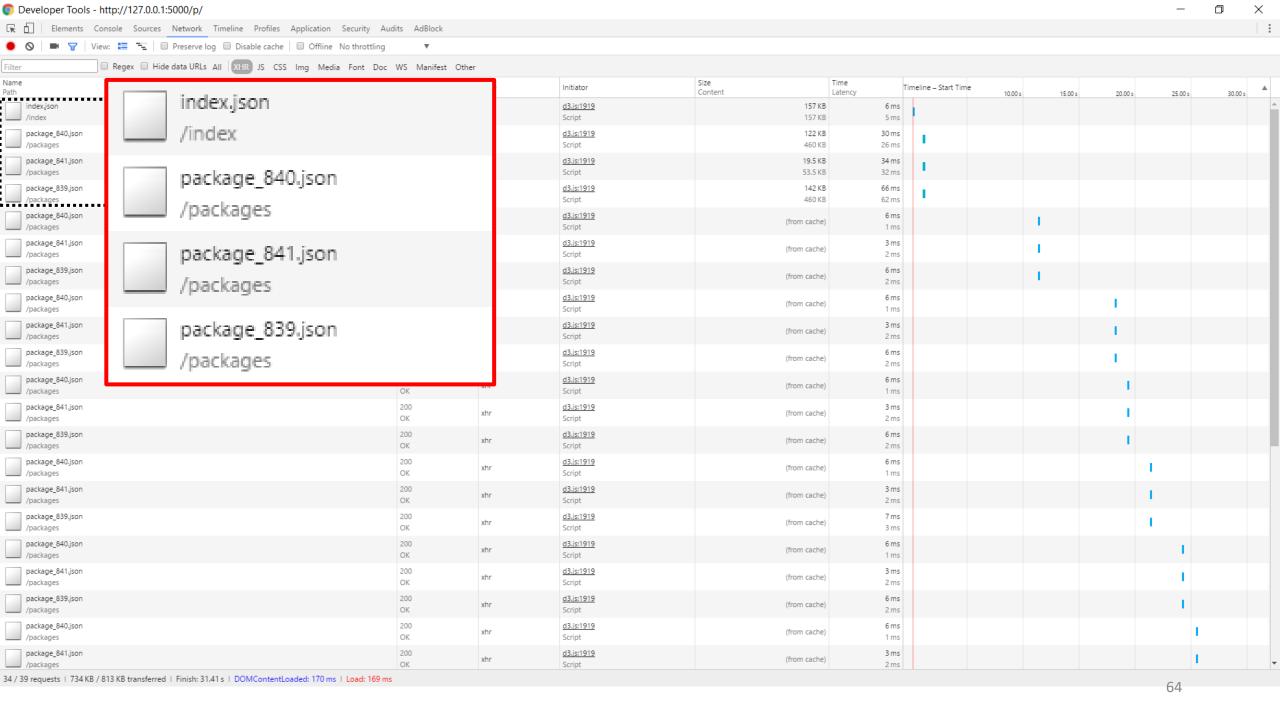


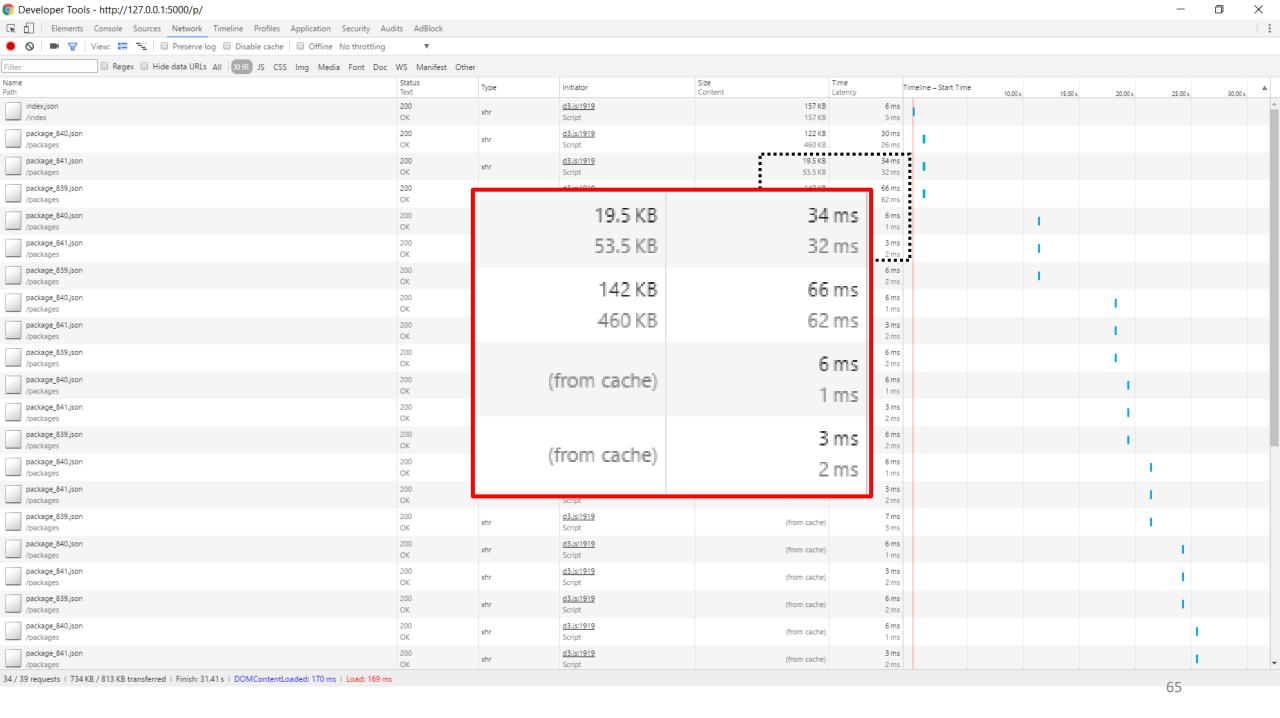


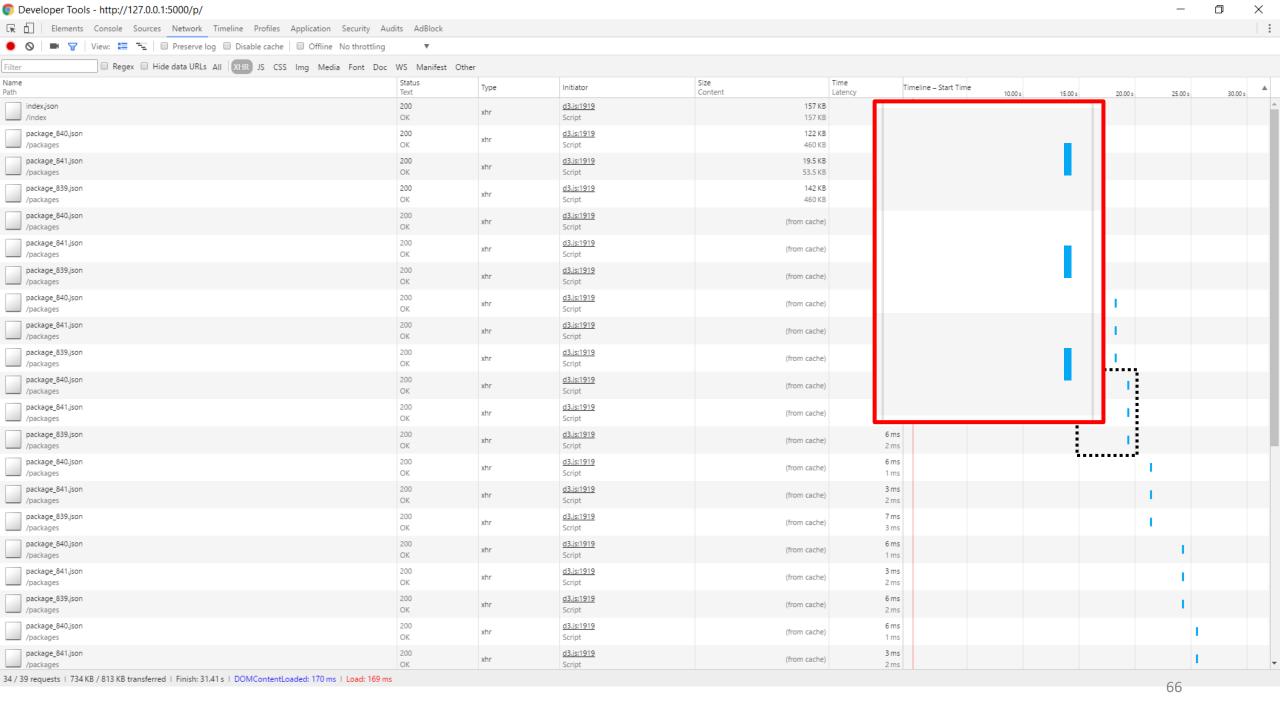












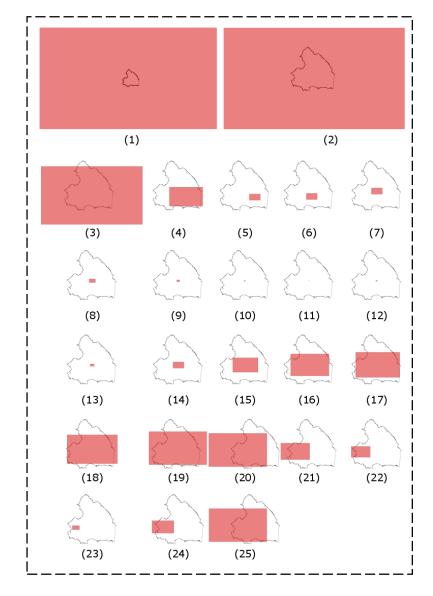
Validation

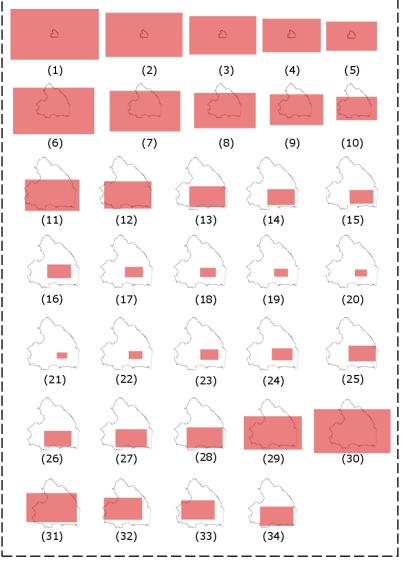
Scenario 1

Exploring: Quickly zoom and pan.

Scenario 2

Gradual zoom and pan around area of interest.

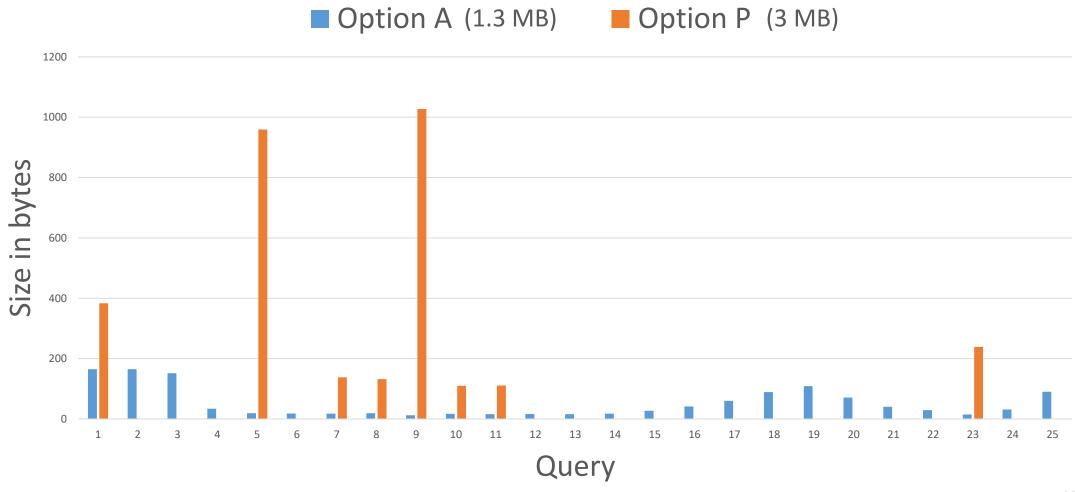




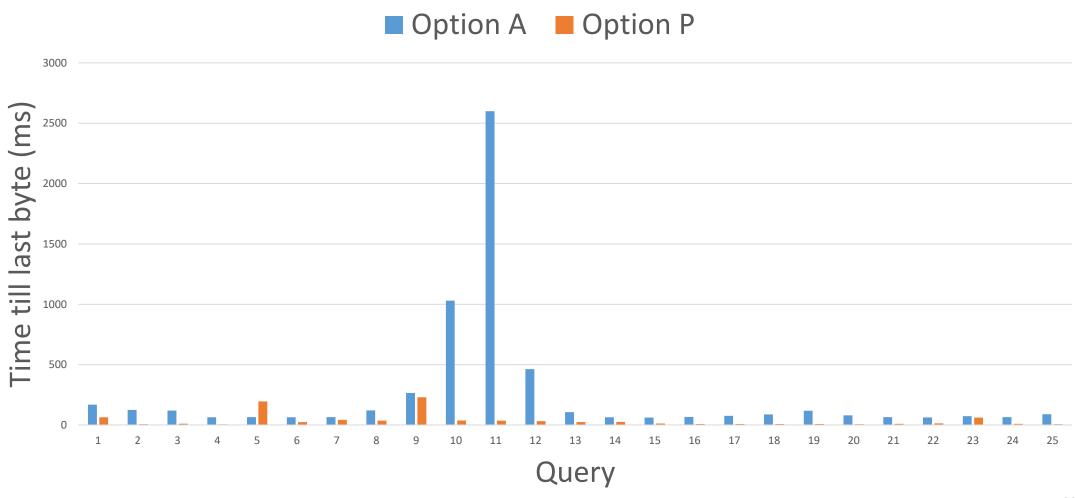
Scenario 1

Scenario 2

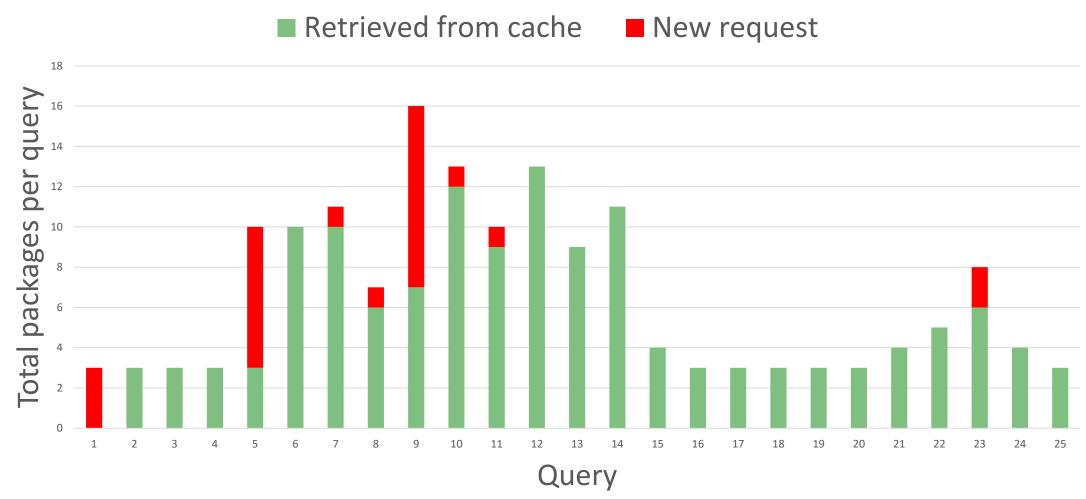
Scenario 1: Data transfers



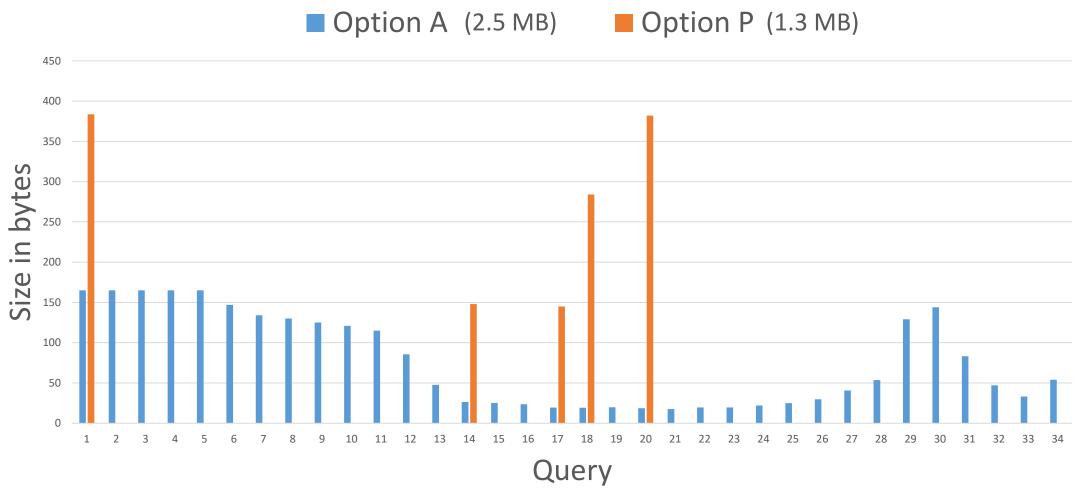
Scenario 1: Response times



Scenario 1: Total packages needed to make the map (Option P)



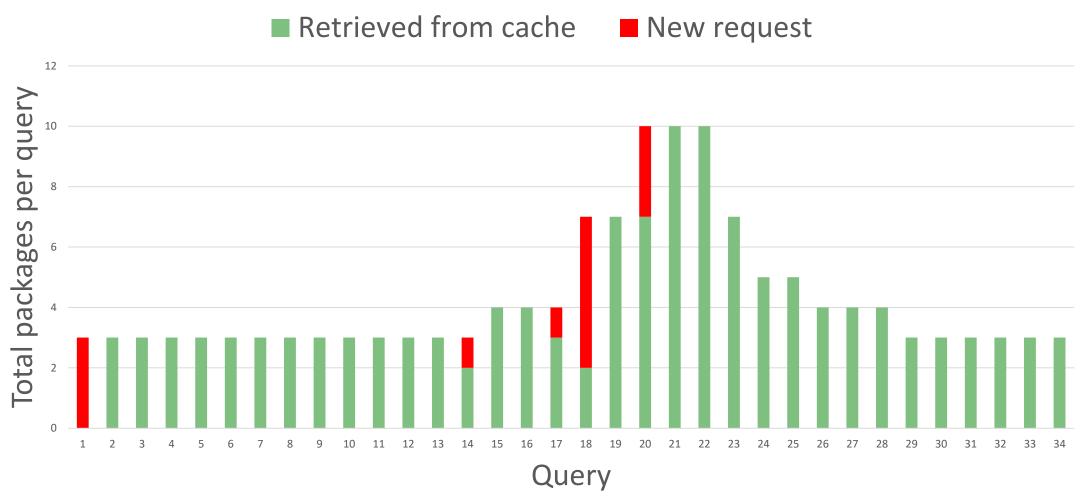
Scenario 2: Data transfers



Scenario 2: Response times



Scenario 2: Total packages needed to make the map (Option P)



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Future work

Test with larger dataset

Cache strategy:

If the dataset gets larger, how do we find out which data is most likely to be reused and which data should be discarded if the cache limit exceeds?

Possibility to retrieve index in parts:

To be able to make a generalized map without retrieving the whole index if the dataset gets larger.

Future work

Achieving compression:

Make use of the fact that data is transferred in groups. It should be possible to define the coordinates of the edges relatively to a package reference.

Improve clustering:

The performance of the method depends on the effectiveness of the algorithm that clusters the data.

Test in non-localhost setting:

Tests should be performed over a real network, with an average download speed, to see if results would change.

Future work

Retrieve the faces for the classic SSC:

Method was only tested with edges. Next step is to also incorporate the faces in order to color the objects.

Smooth SSC:

Test if new method can also be used for visualizing polyhedrons in the smooth SSC with the GPU.

Point clouds:

Method is generic and can possibly also be used for the transfer and reuse of 4D point clouds.

Thank you!