



Routes: Segmentation, Reduction and Optimization

17.8.2009

MOPSI Project

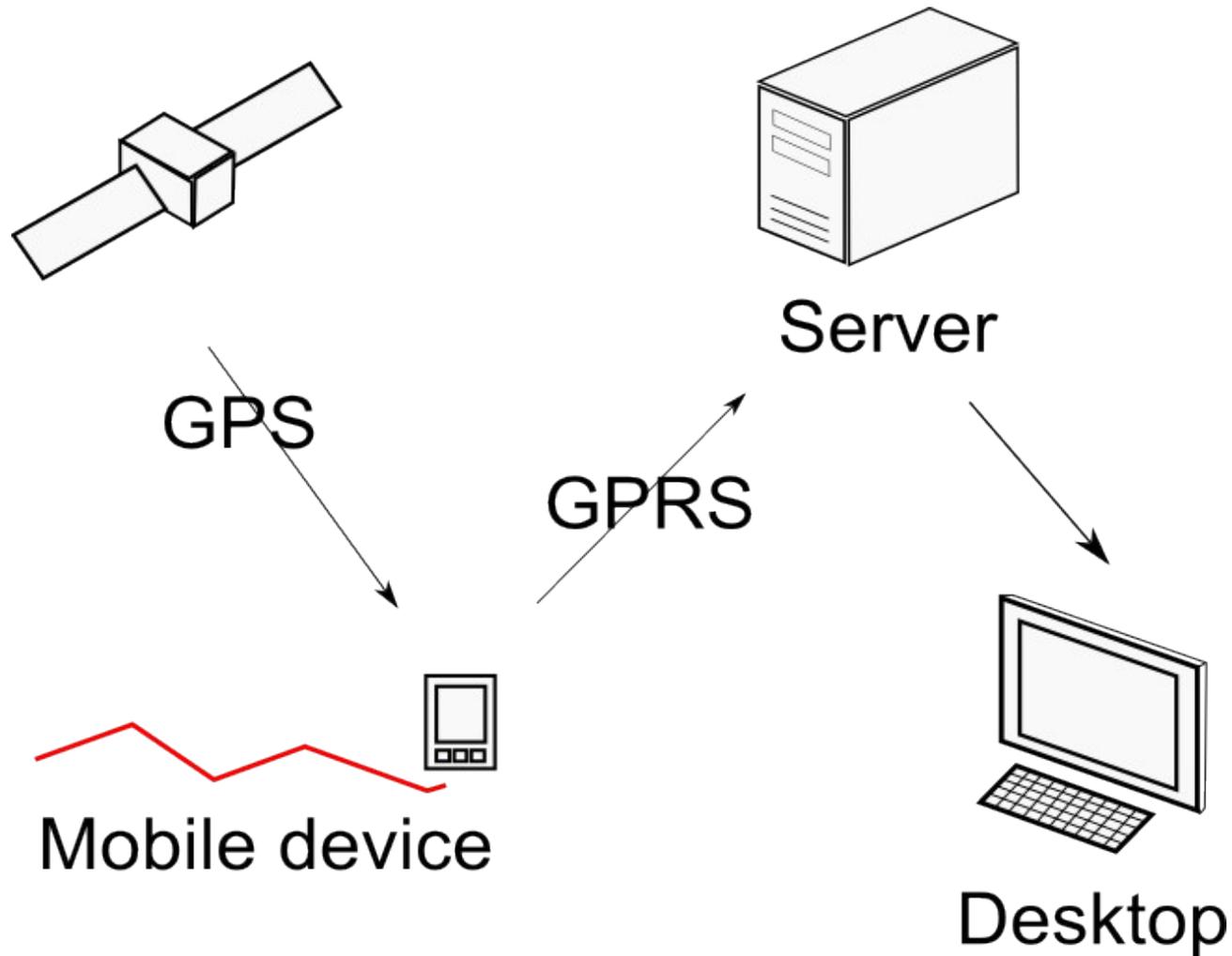
Speech and Image Processing Unit

University of Joensuu

Introduction

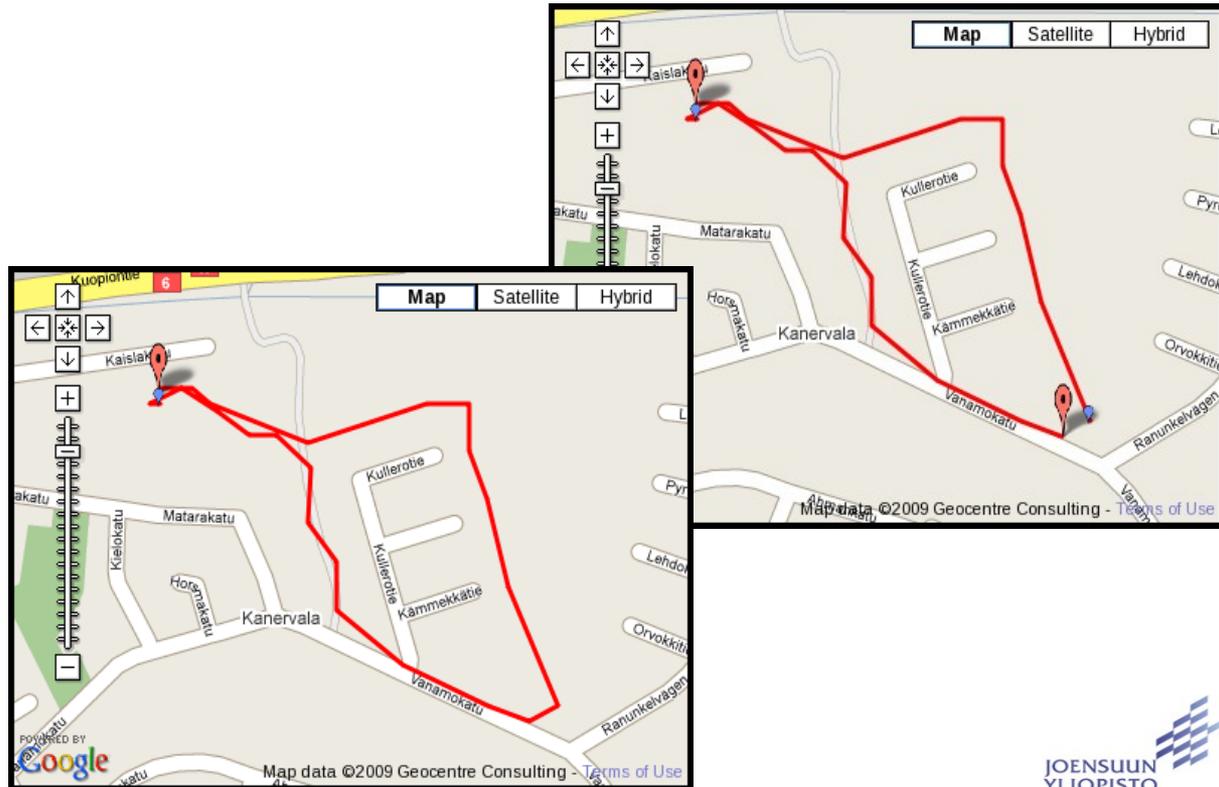
- ❖ We use mobile application to collect points
- ❖ Point data contains:
 - Username
 - Coordinates
 - Time
- ❖ Points are send to the server and stored to the database
- ❖ Points compose routes
- ❖ Routes are presented using Google Maps

Overall structure



Segmentation

- ❖ The beginning and the end of the route are not defined or stored to the database
- ❖ We have to decide how to split points to separate routes
- ❖ Default settings:
 - 180 seconds
 - 400 meters



Limitations

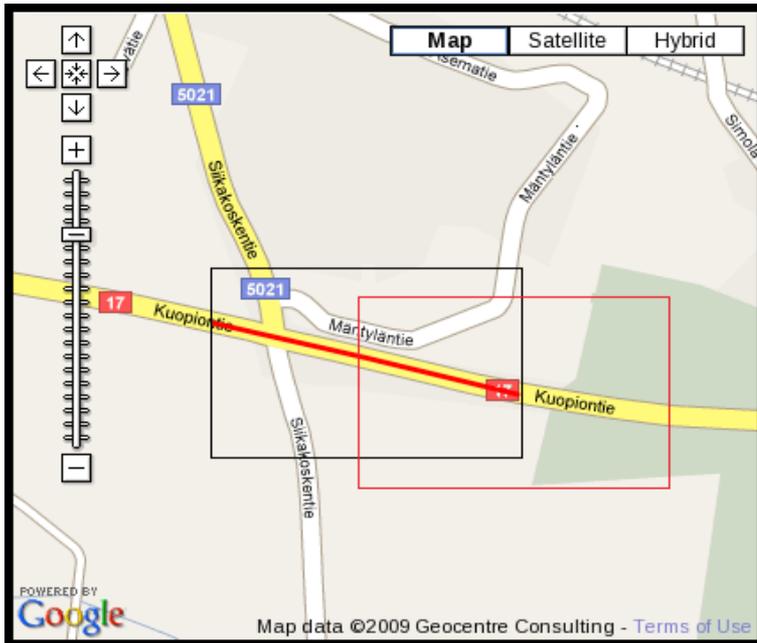
- ❖ Routes contain a huge amount of points
 - A point is collected every 8 seconds
 - Route lasting 1 hour contains about 400 points
- ❖ Routes are presented in Google Maps
 - JavaScript is not very effective



View

- ❖ Usually only a small part of the map is shown
 - There is no need to draw all the points
 - JavaScript application is not able to handle huge amounts of data, but server can
- ❖ Solution: client defines view of the map and requests points via HTTP from server
- ❖ Request is done every time when the view is changed

View



Bounding box

- ❖ When the view is changed, user sees routes ending before HTTP-request is completed
- ❖ We draw a bit larger area – a bounding box
- ❖ Now user won't see routes ending when the view is changed
- ❖ After the view is changed, the bounding box is updated and we get consistent view as a result

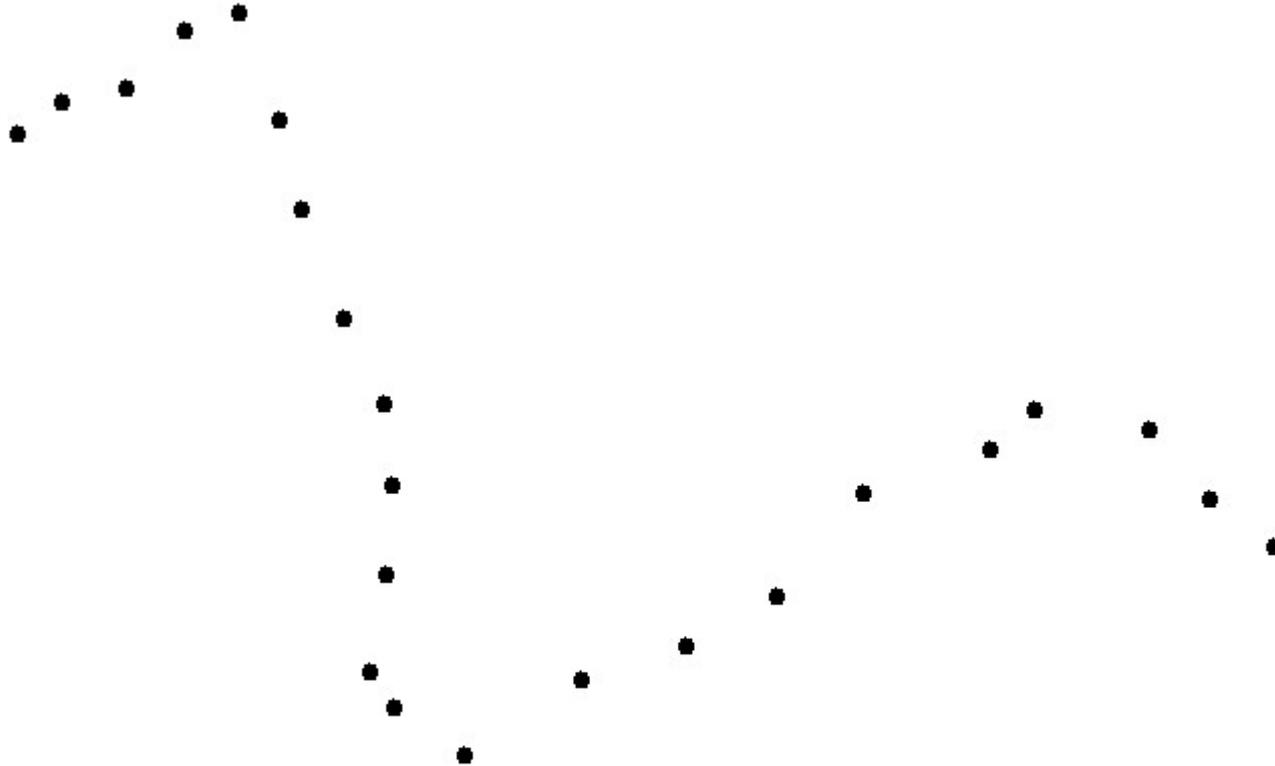
Bounding box



Route reduction

- ❖ How about if the whole map is in the view
 - All routes are shown
 - Fortunately we can reduce number of details
- ❖ We can approximate route with a small number of points and forget about the rest.

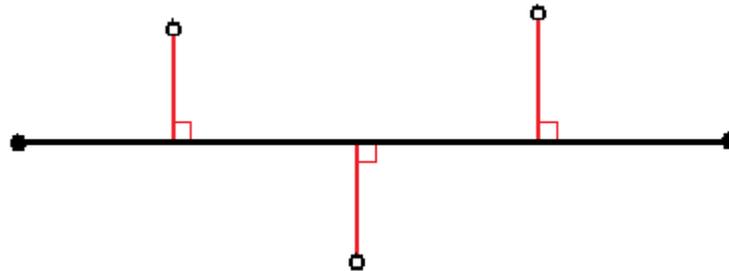
Reduction example



Reduction algorithm

❖ Idea

- We define error limit
- Number of points is minimized
- Error limit must not be exceeded

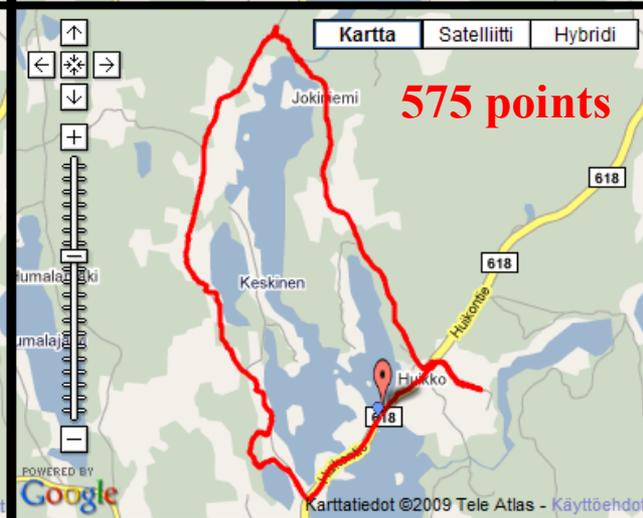
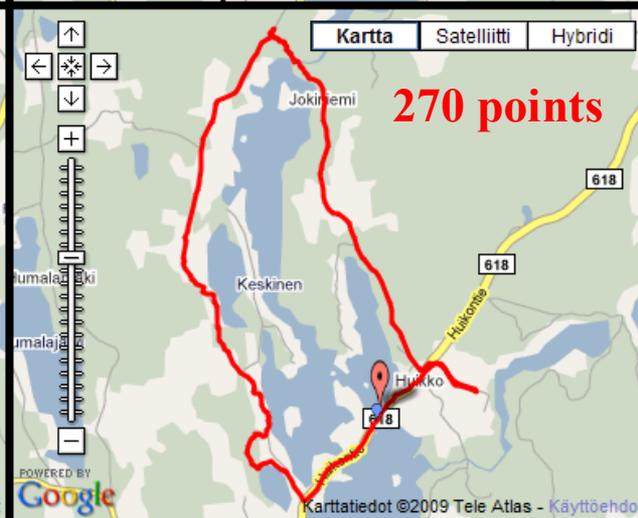
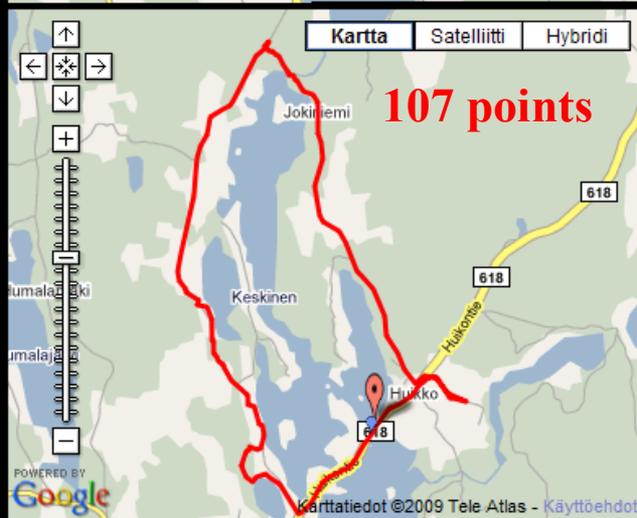
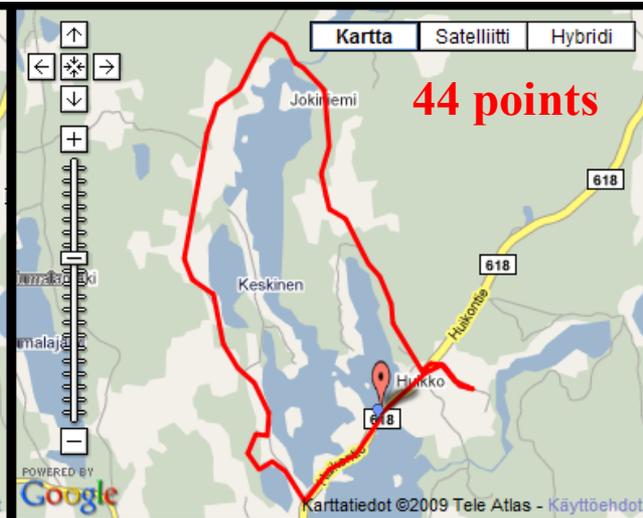
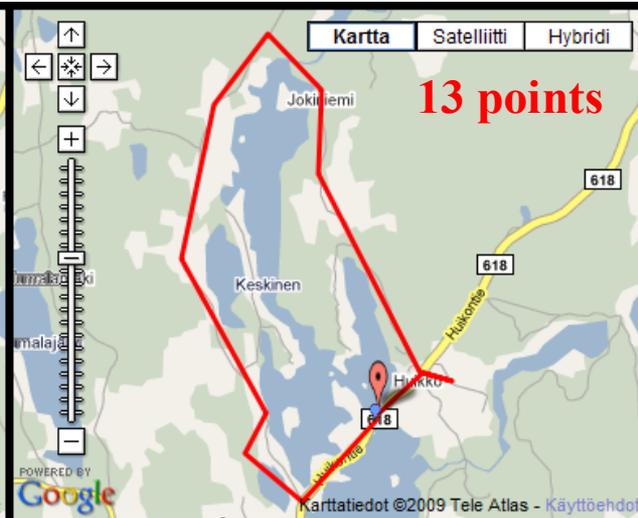
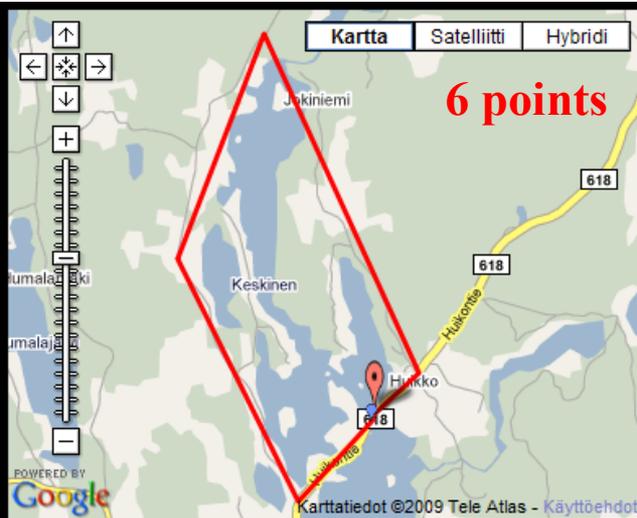


- ❖ Linear time complexity: 10 000 points in 0.3 seconds

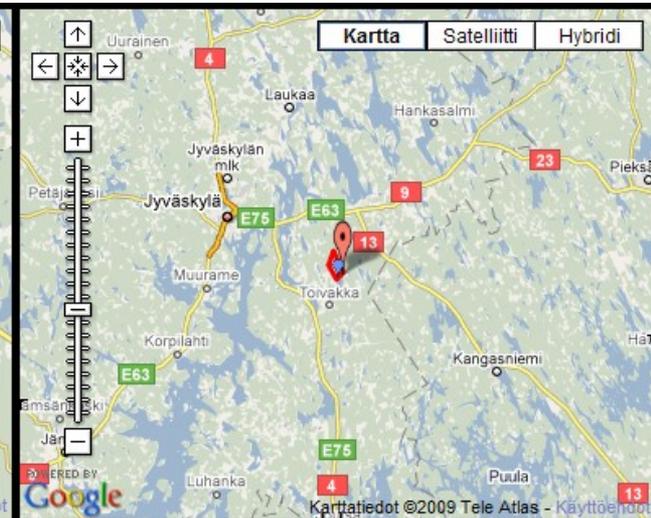
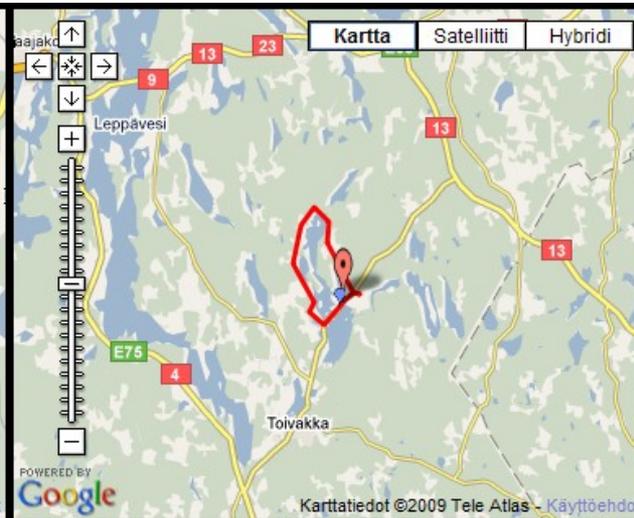
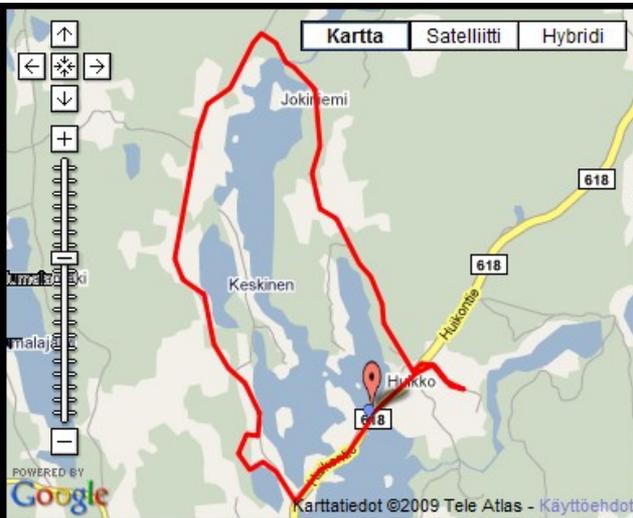
Scale levels

- ❖ Google maps has 18 zoom levels
- ❖ To get good balance between data amount and precision we need different scale levels
- ❖ We use 6 different scale levels

Real example

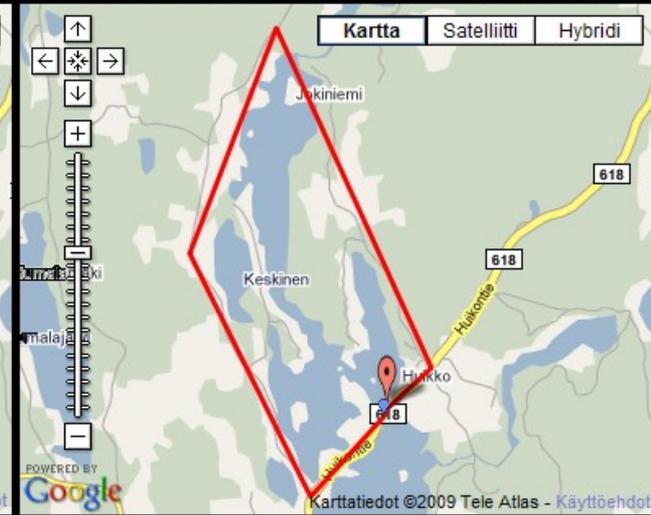
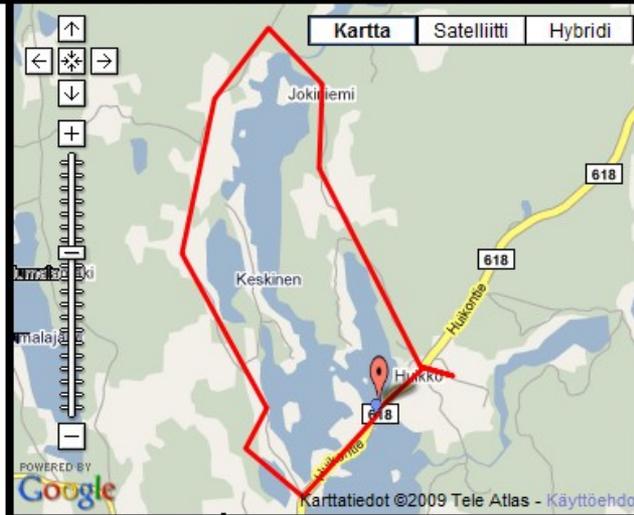


Real example



Shown in application

Closer look



Optimization

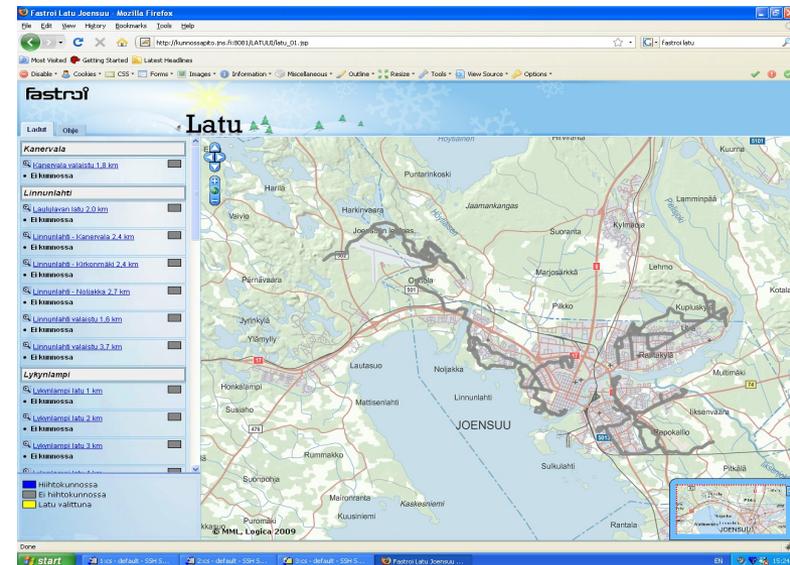
- ❖ Address caching
 - We store address information to points, which are often the beginning or the end of the route
- ❖ Prevent bounding when not needed
 - When we zoom-in and scale level is the same
 - When the whole map is on the bounding box, we don't have to update bounding box

Applications

- ❖ Traffic: taxi and transportations
 - Organization and optimization
 - Tracking

- ❖ Sports
 - Events are easier to follow
 - Route service

- ❖ Simulations
 - Possibility to analyze and improve performance



Demonstration

❖ http://cs.joensuu.fi/paikka/web/pure/route_test.php



Thank You !