



# **Routes: Segmentation, Reduction and Optimization**

17.8.2009

**MOPSI Project**

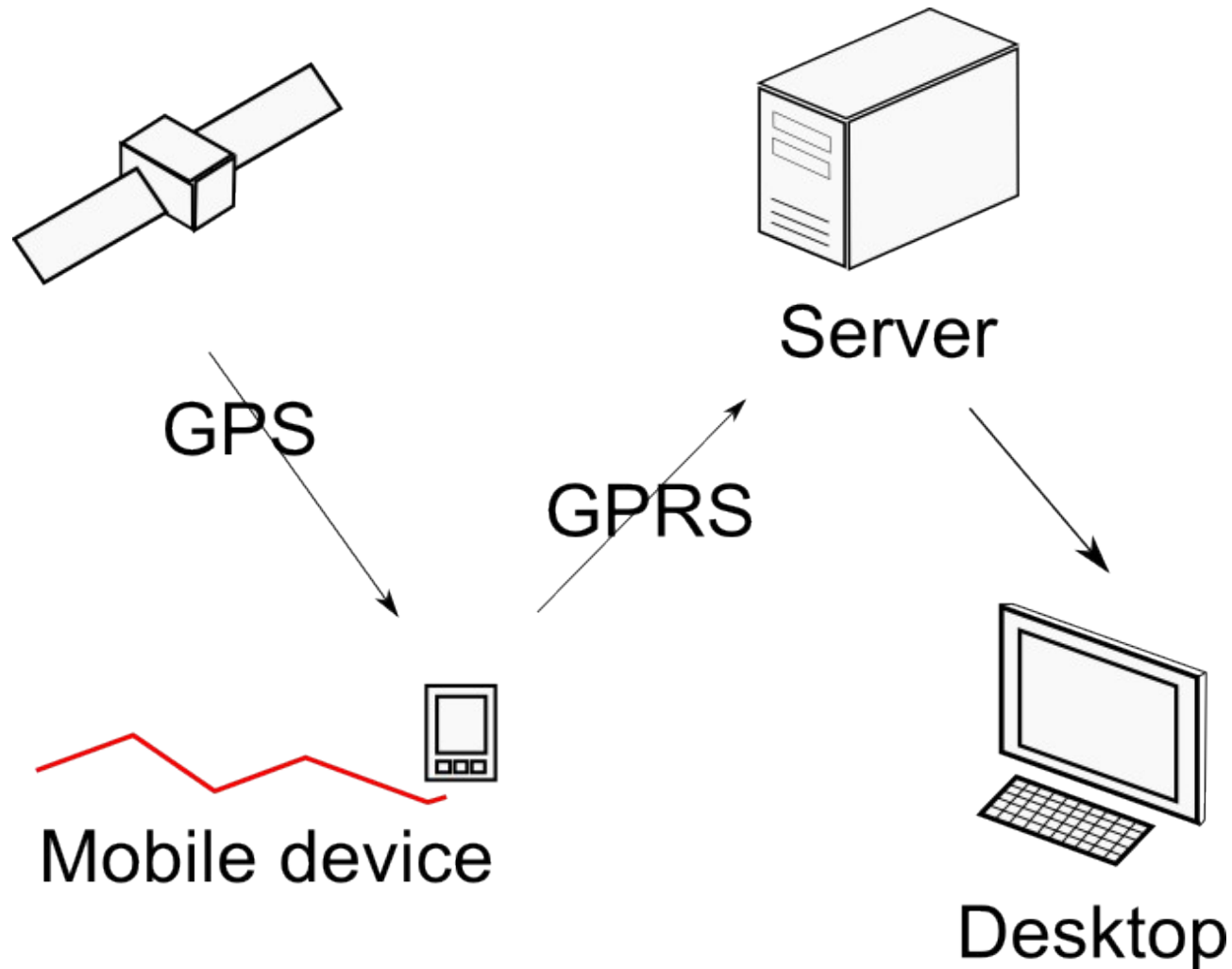
**Speech and Image Processing Unit**

**University of Joensuu**

# Introduction

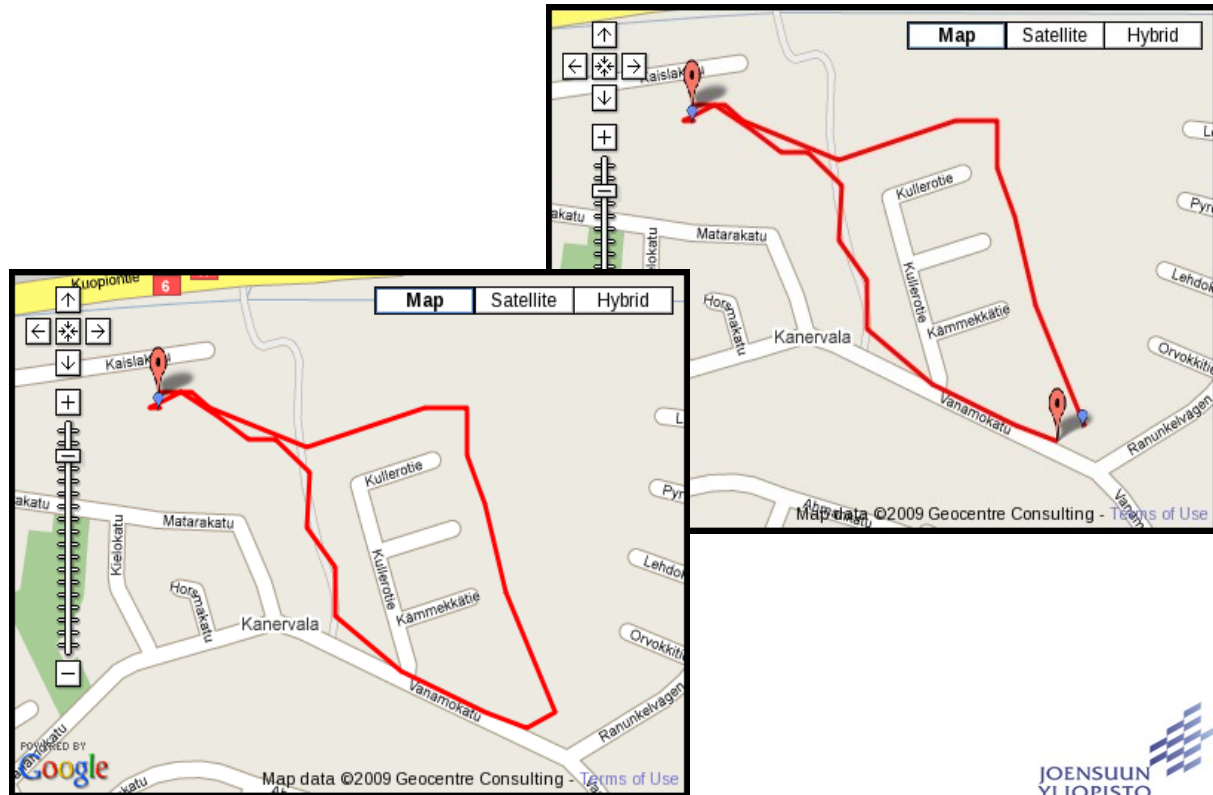
- ❖ We use mobile application to collect points
- ❖ Point data contains:
  - Username
  - Coordinates
  - Time
- ❖ Points are send to the server and stored to the database
- ❖ Points compose routes
- ❖ Routes are presented using Google Maps

# 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

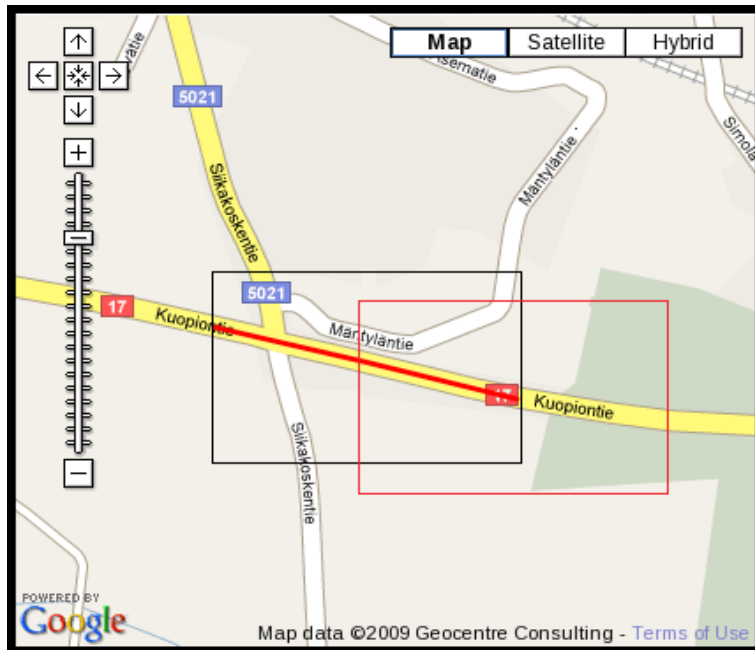
- ❖ Routes contain a huge amount of points
  - A point is collected every 8 seconds
  - Route lasting 1 hour contains about 400 points
- ❖ Routes are presented in Google Maps
  - JavaScript is not very effective



# 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

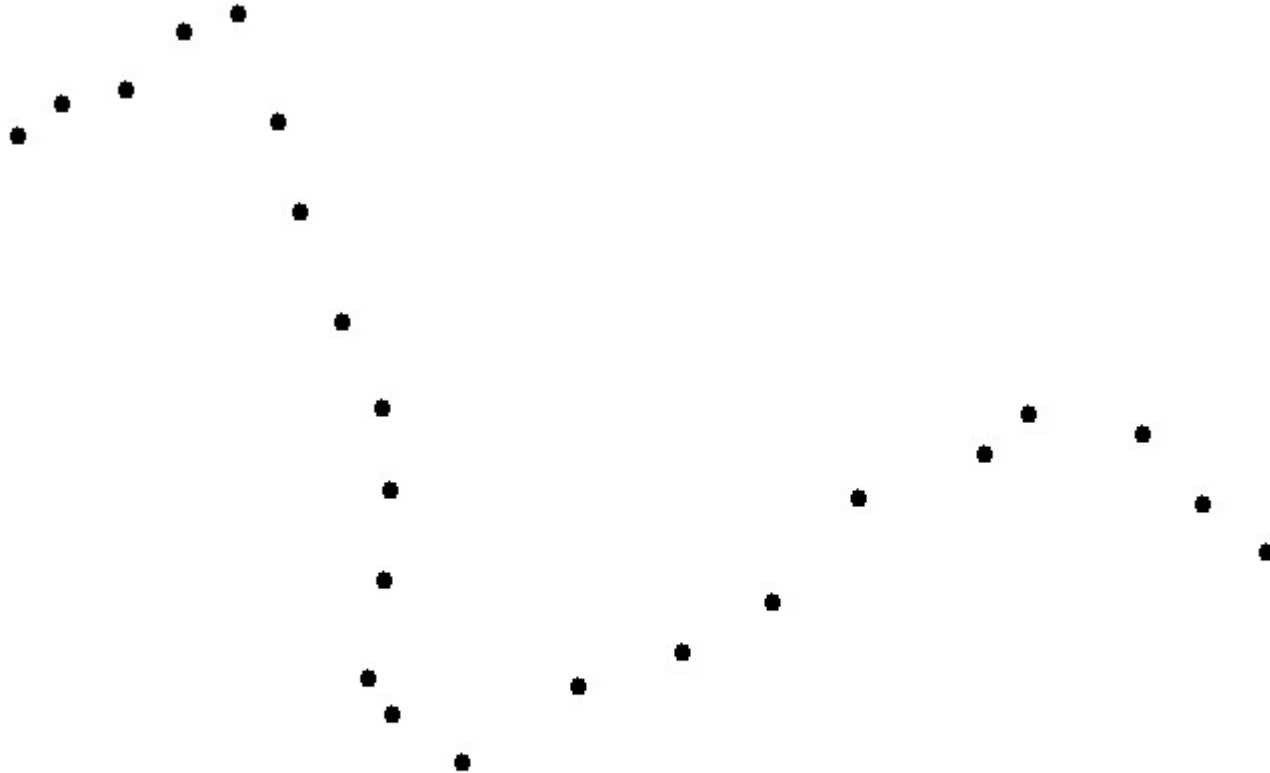
# Bounding box



# 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.

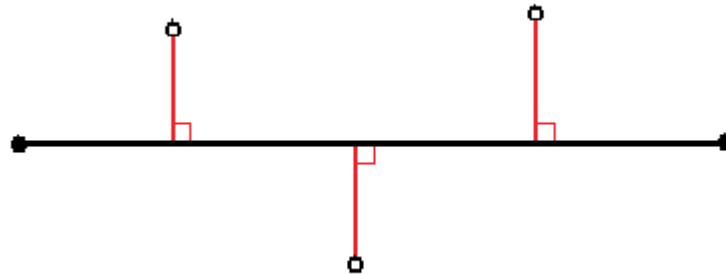
# Reduction example



# Reduction algorithm

## ❖ Idea

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

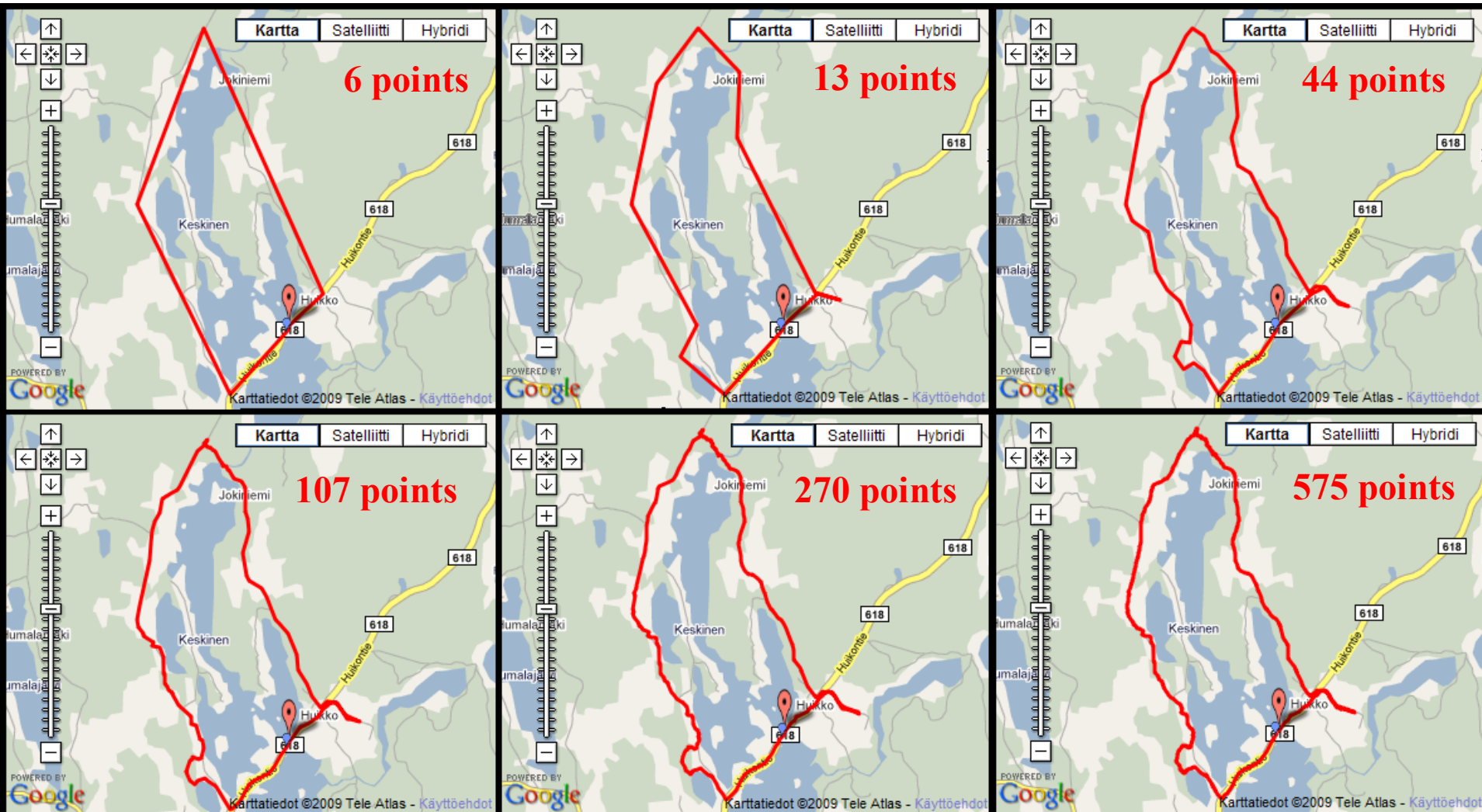


❖ Linear time complexity: 10 000 points in 0.3 seconds

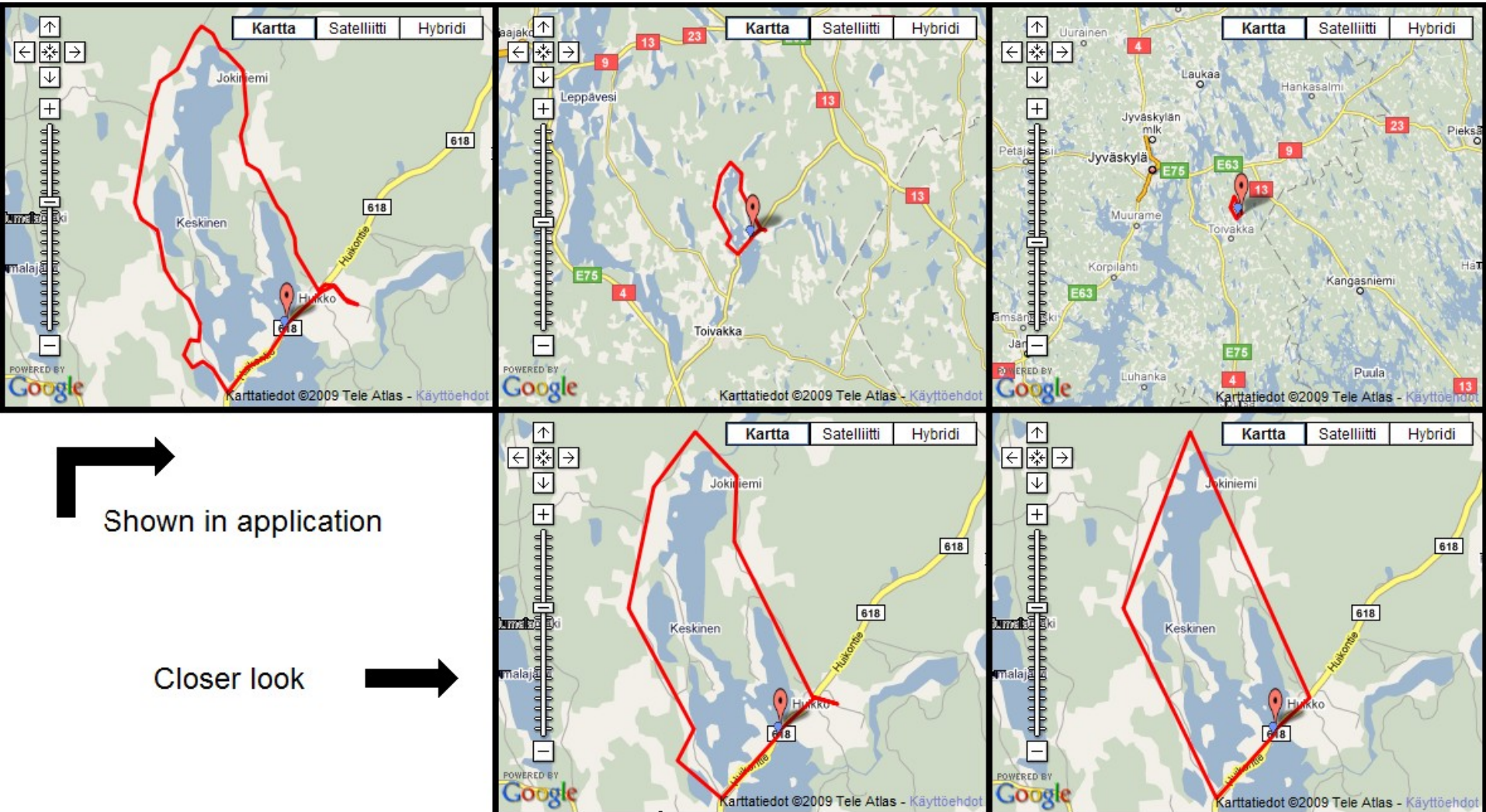
# Scale levels

- ❖ 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



# Optimization

## ❖ Address caching

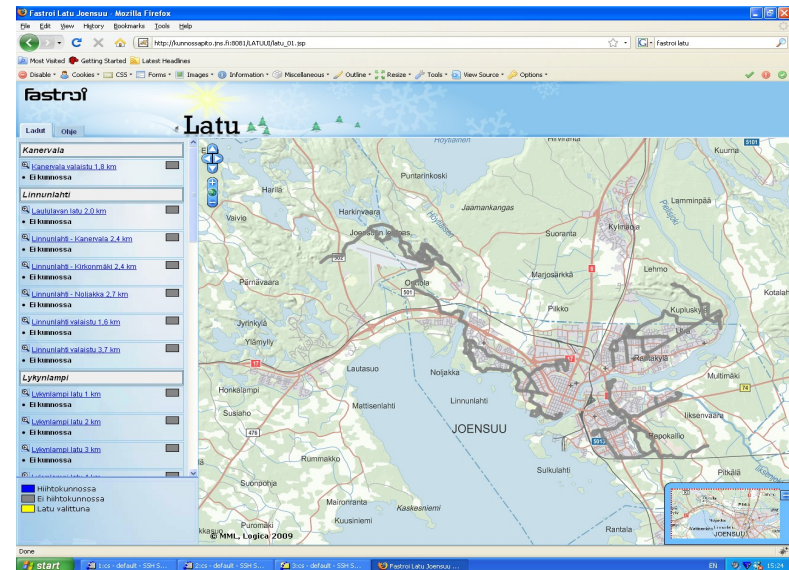
- We store address information to points, which are often the beginning or the end of the route

## ❖ 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](http://cs.joensuu.fi/paikka/web/pure/route_test.php)



Thank You !