

# Optimising Active Ranges for Point Selection in Dynamic Maps

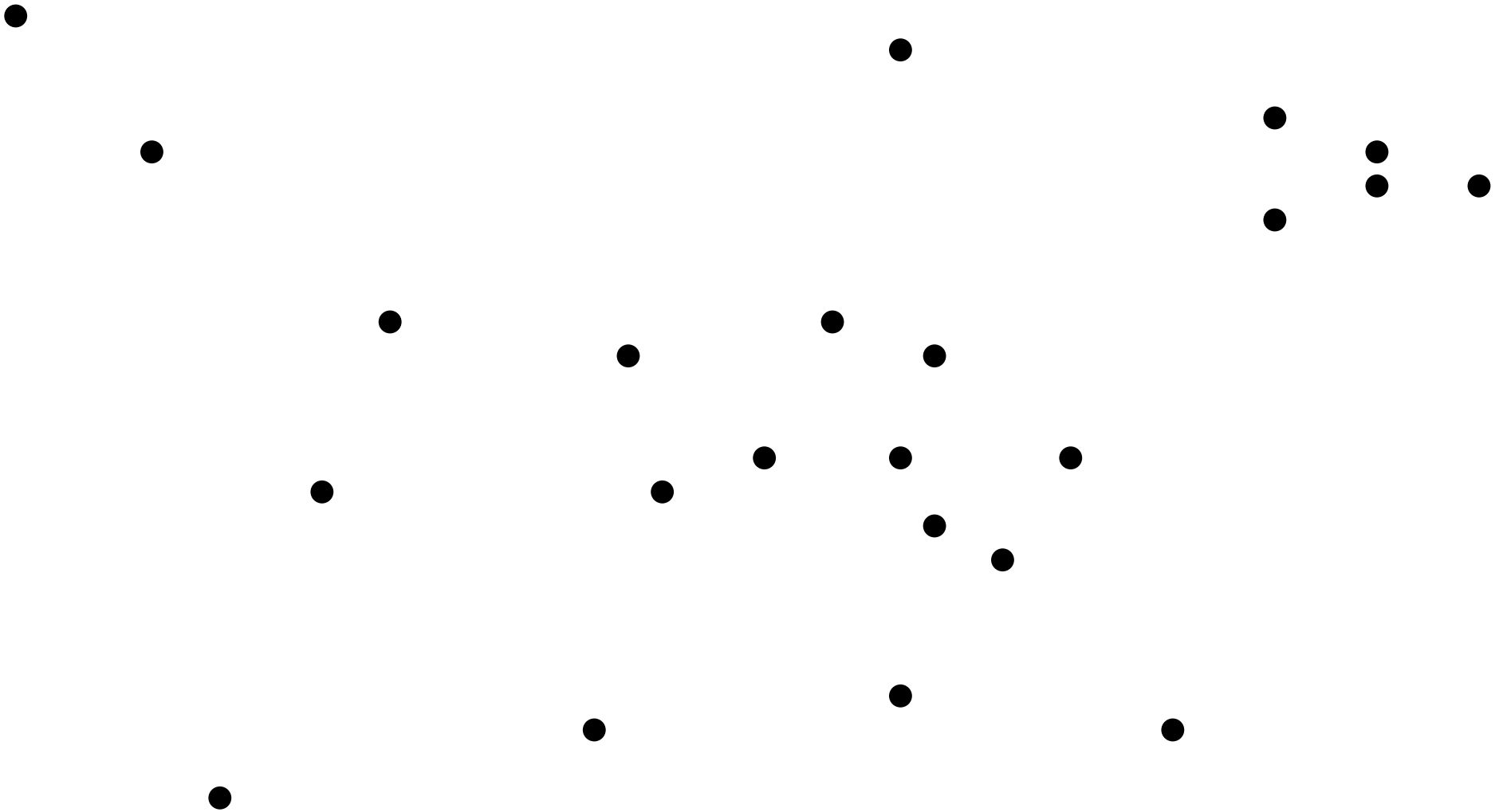
Nadine Schwartges<sup>1</sup> · Dennis Allerkamp<sup>2</sup>  
Jan-Henrik Haunert<sup>1</sup> · Alexander Wolff<sup>1</sup>

ICA Generalisation Workshop '13

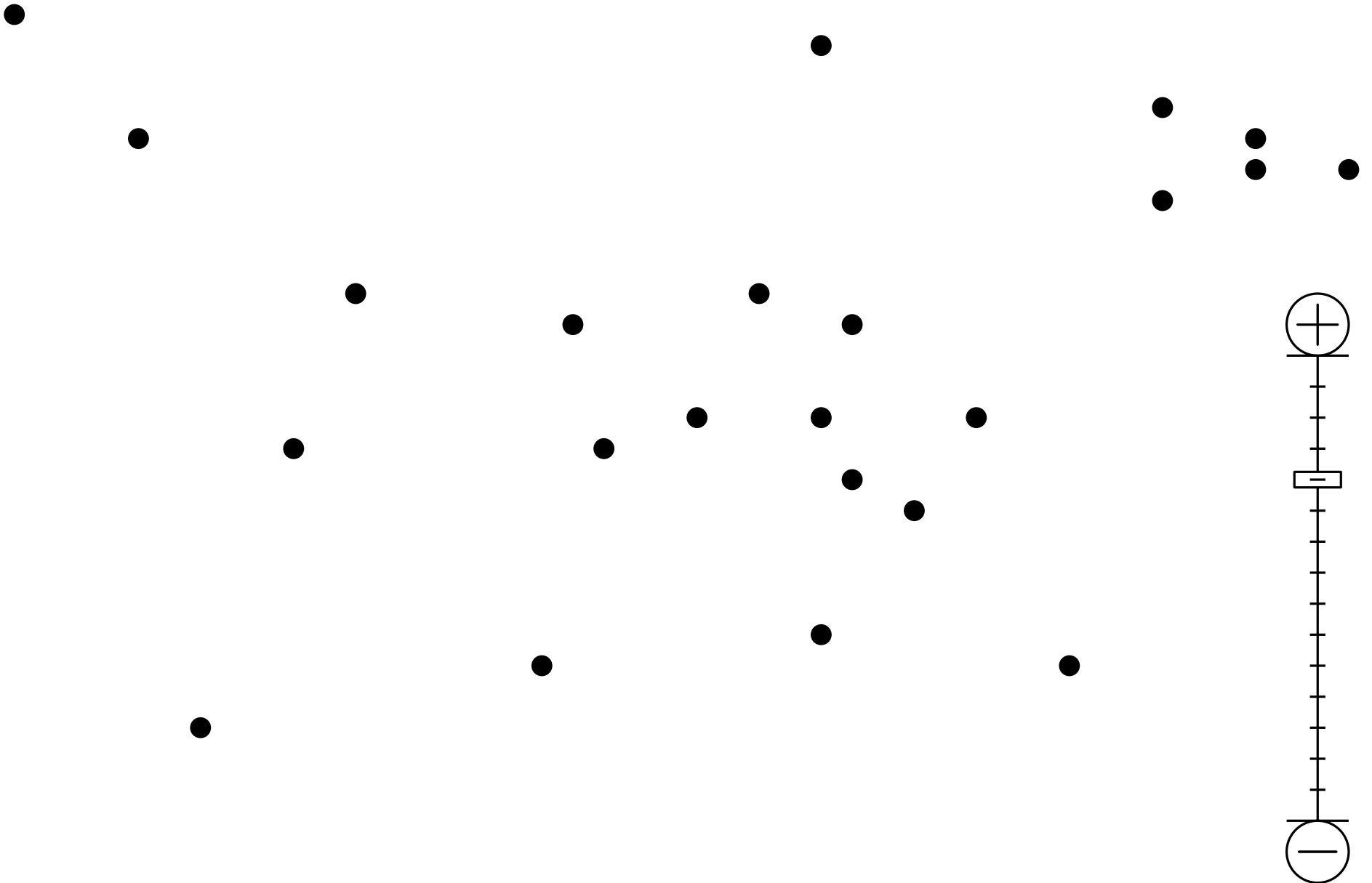
<sup>1</sup>Lehrstuhl für Informatik I  
Universität Würzburg, Germany

<sup>2</sup>Robert Bosch Car Multimedia GmbH  
Hildesheim, Germany

# Problem

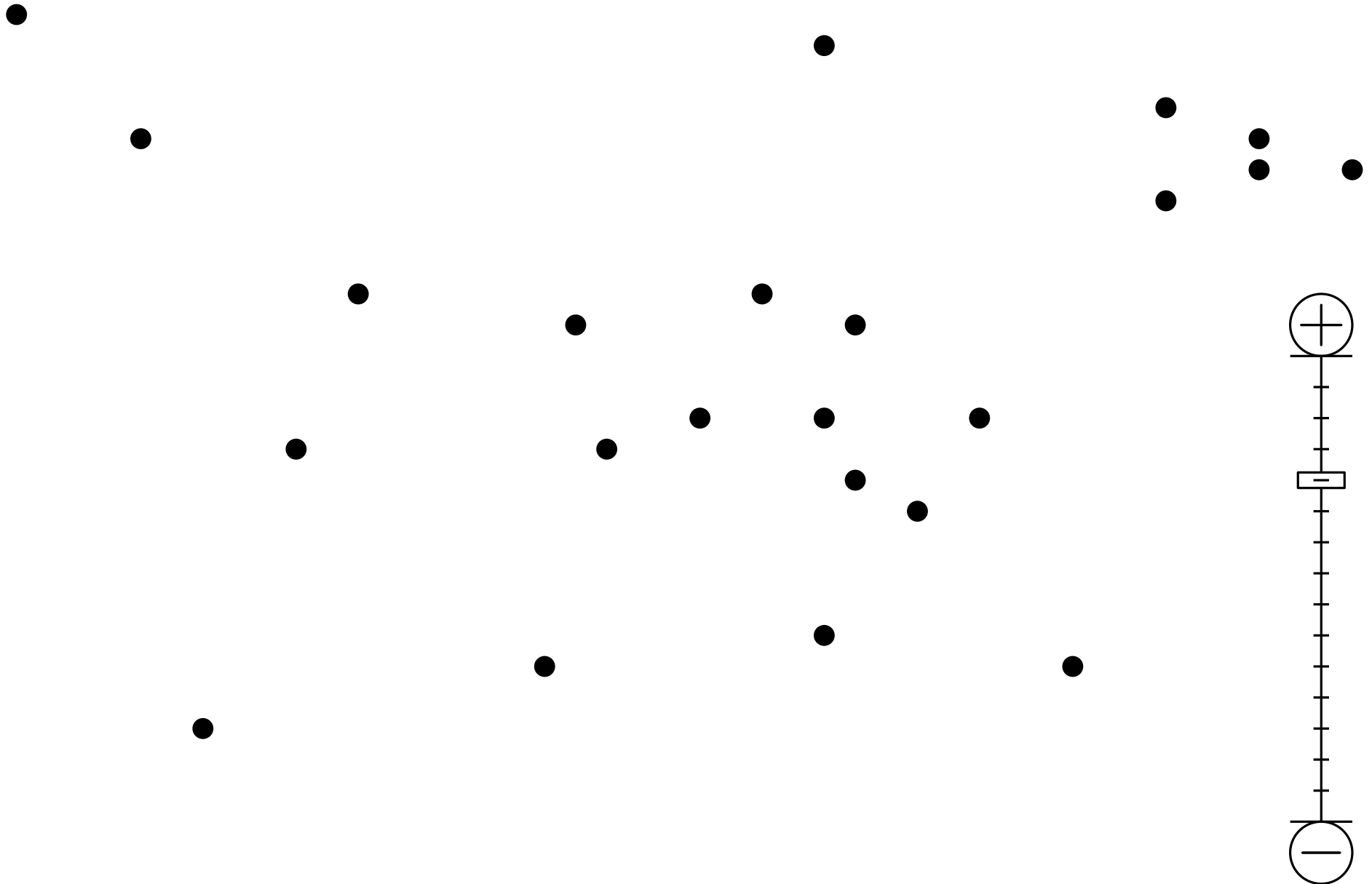


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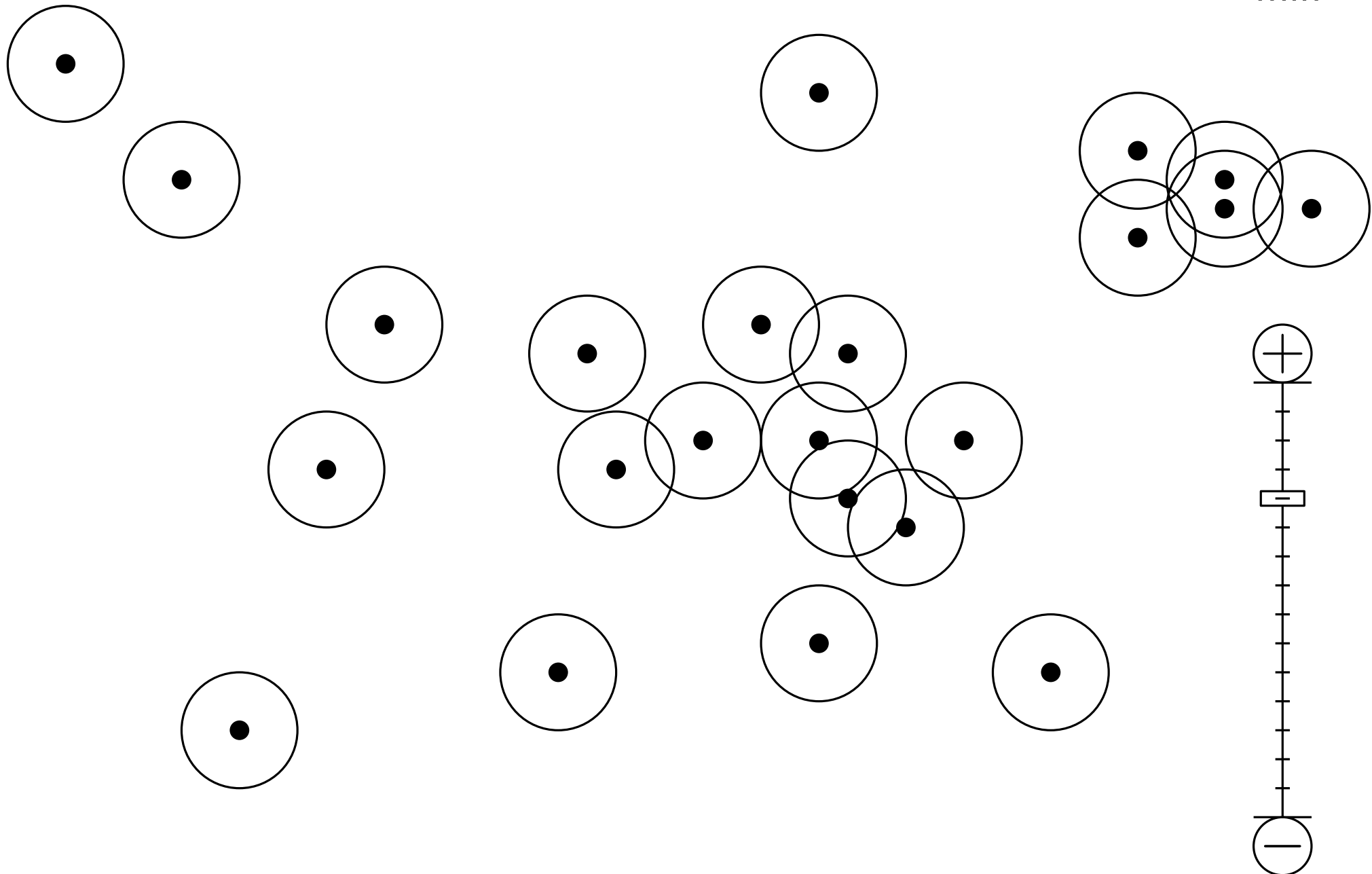


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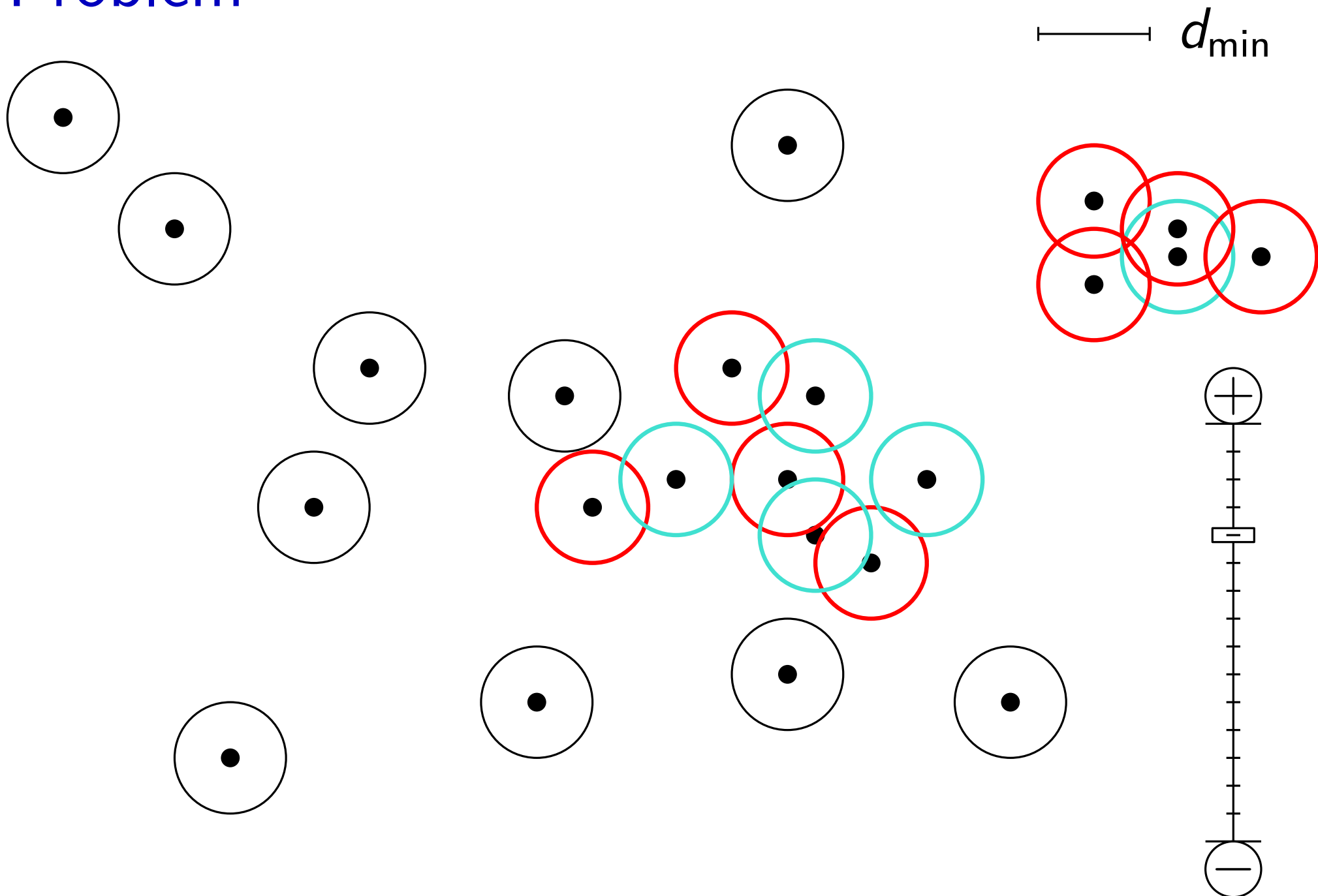
$d_{\min}$



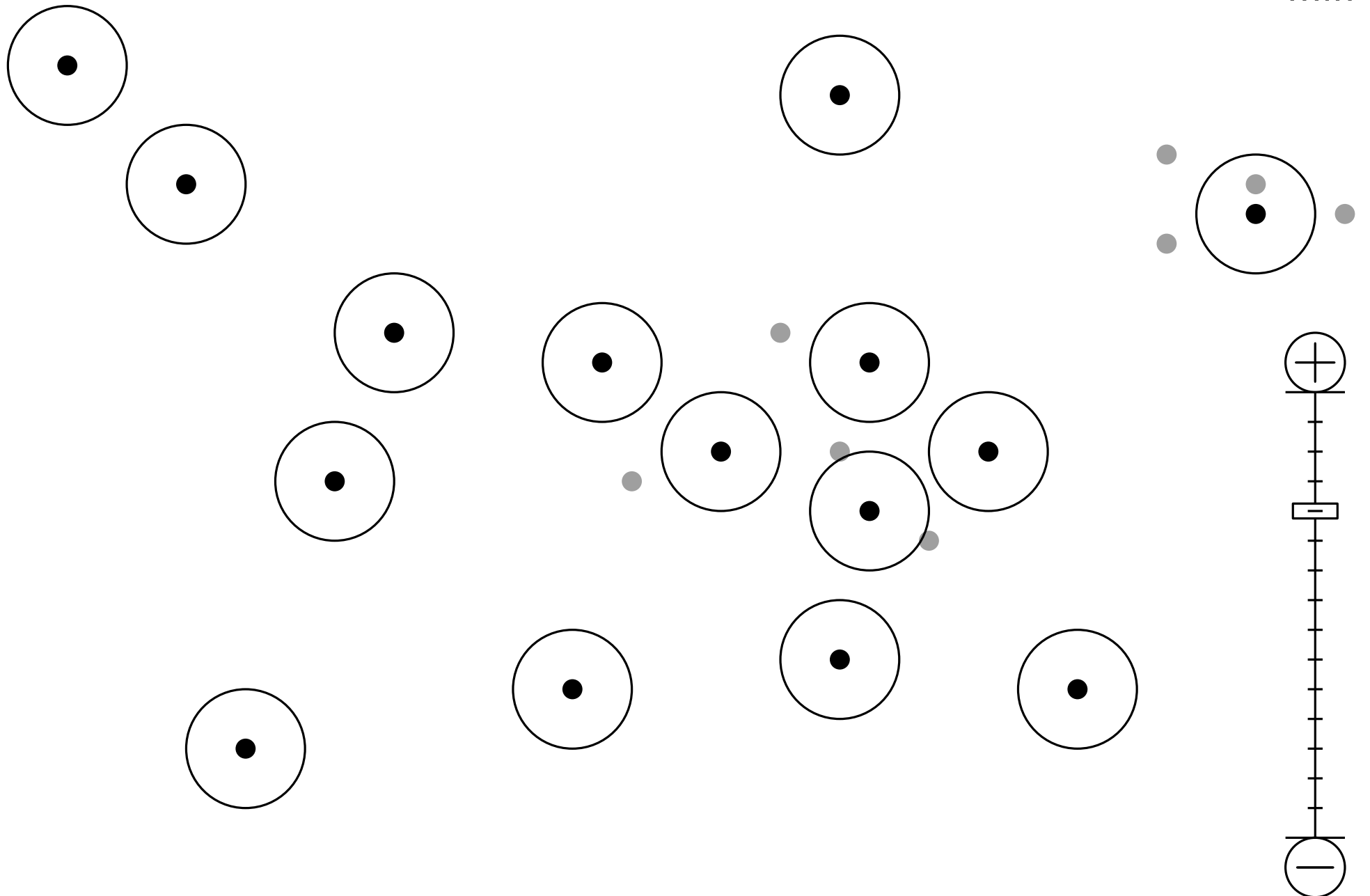
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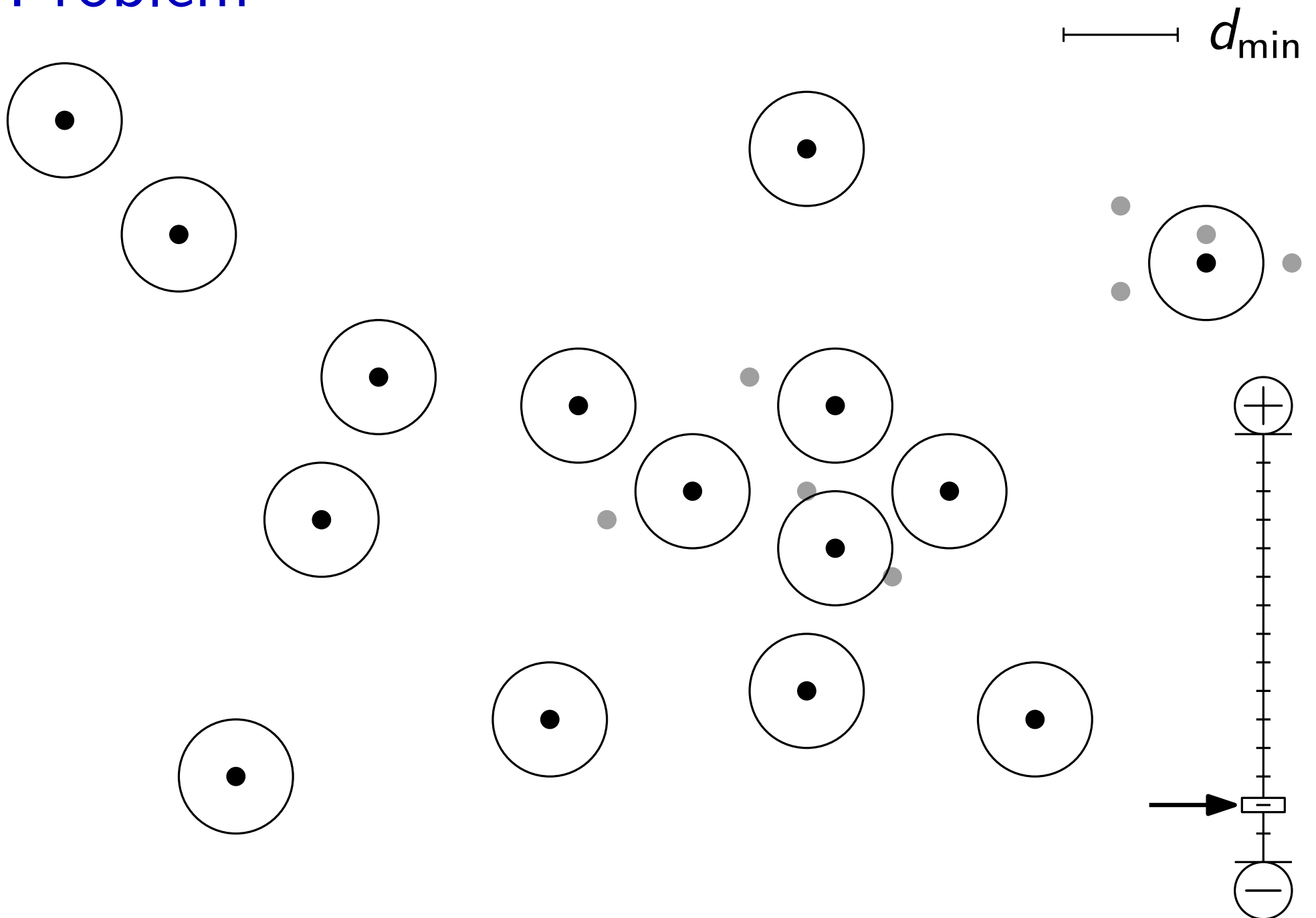
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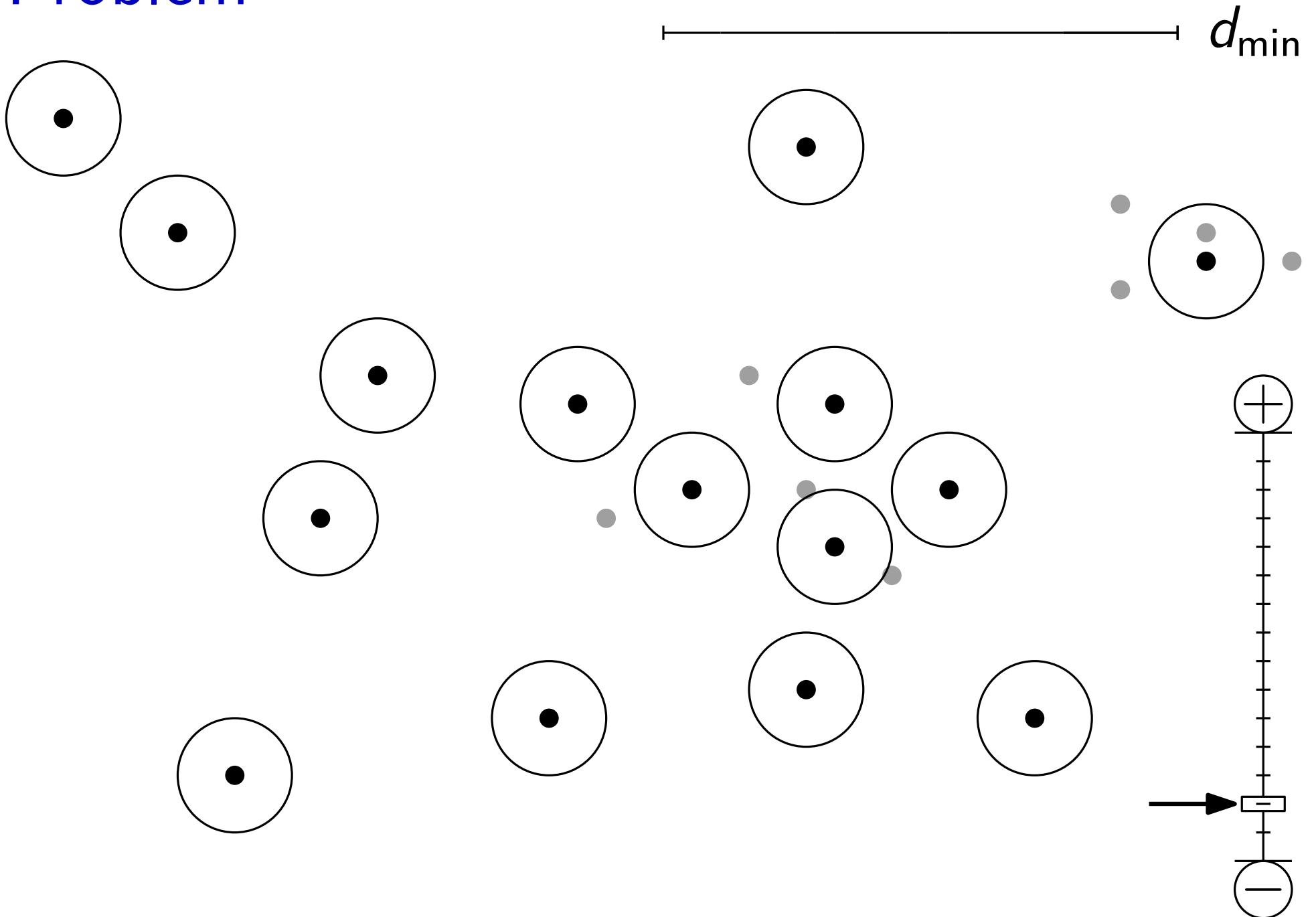


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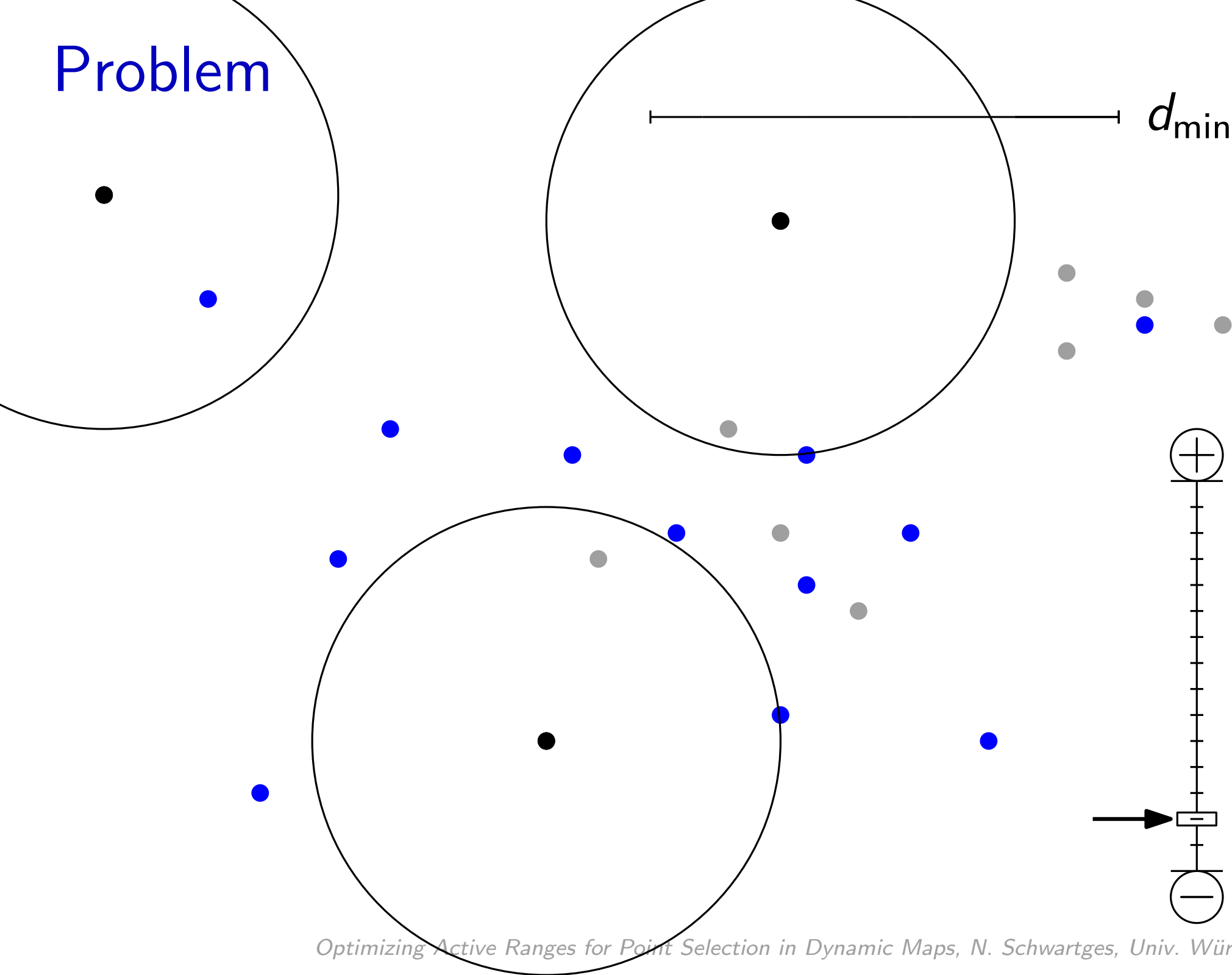




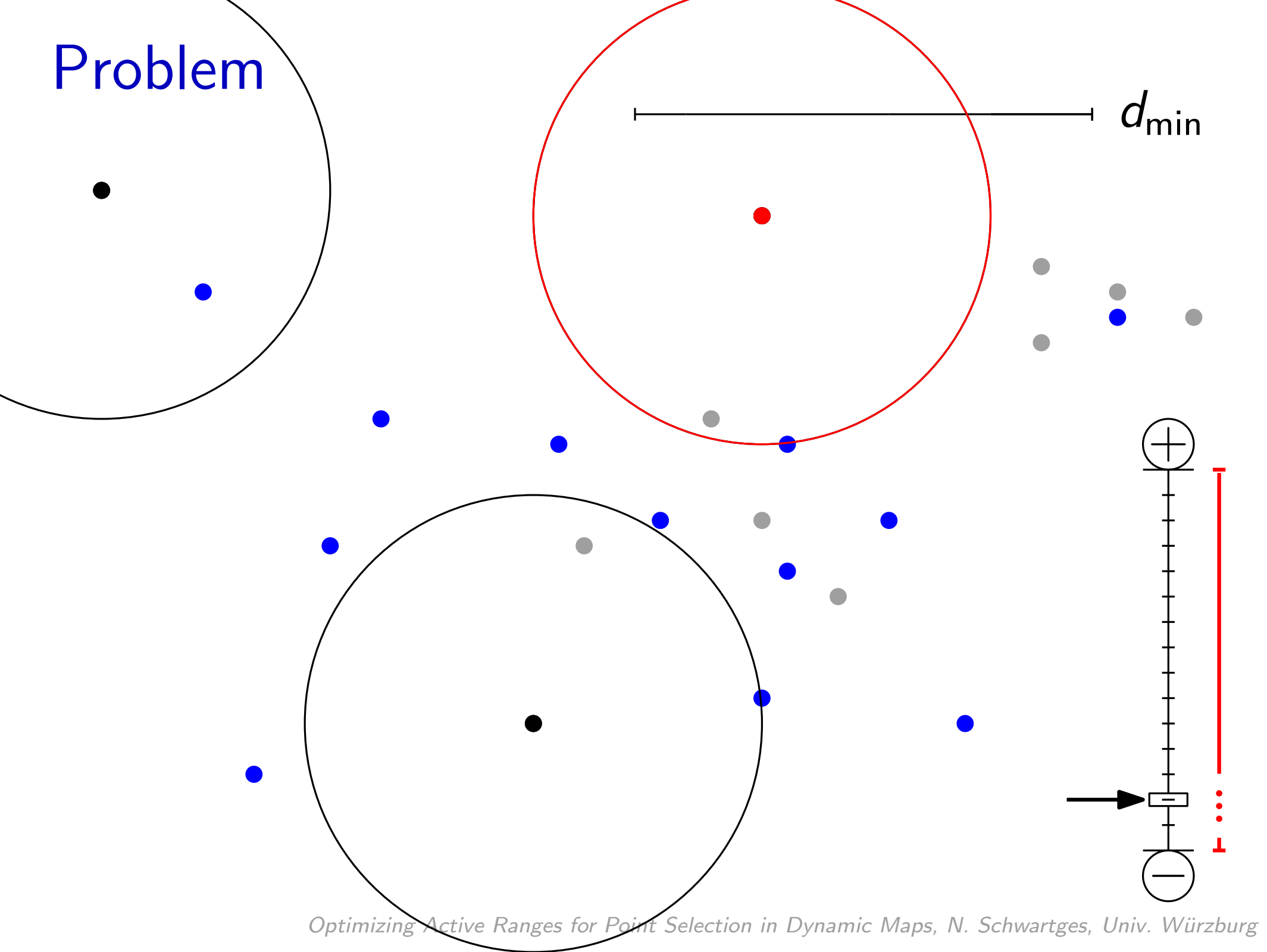
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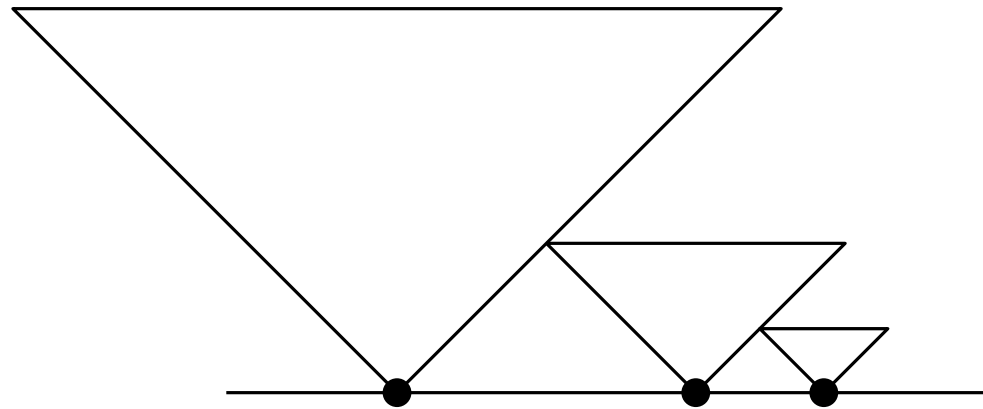
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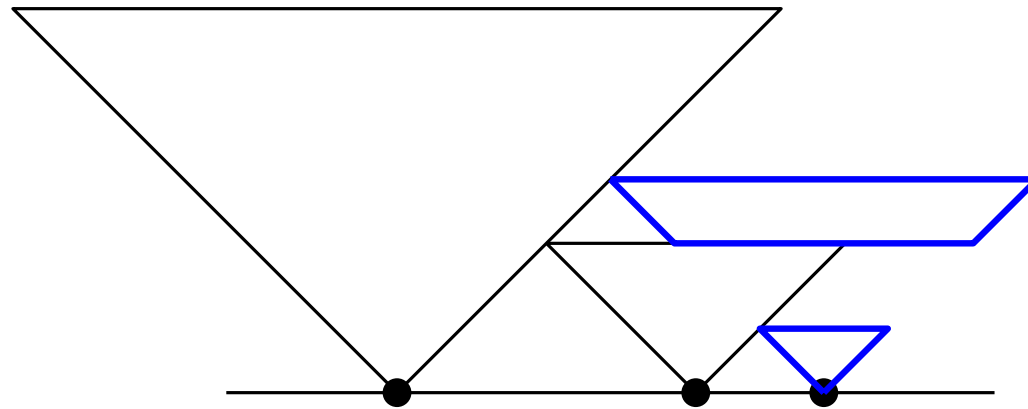
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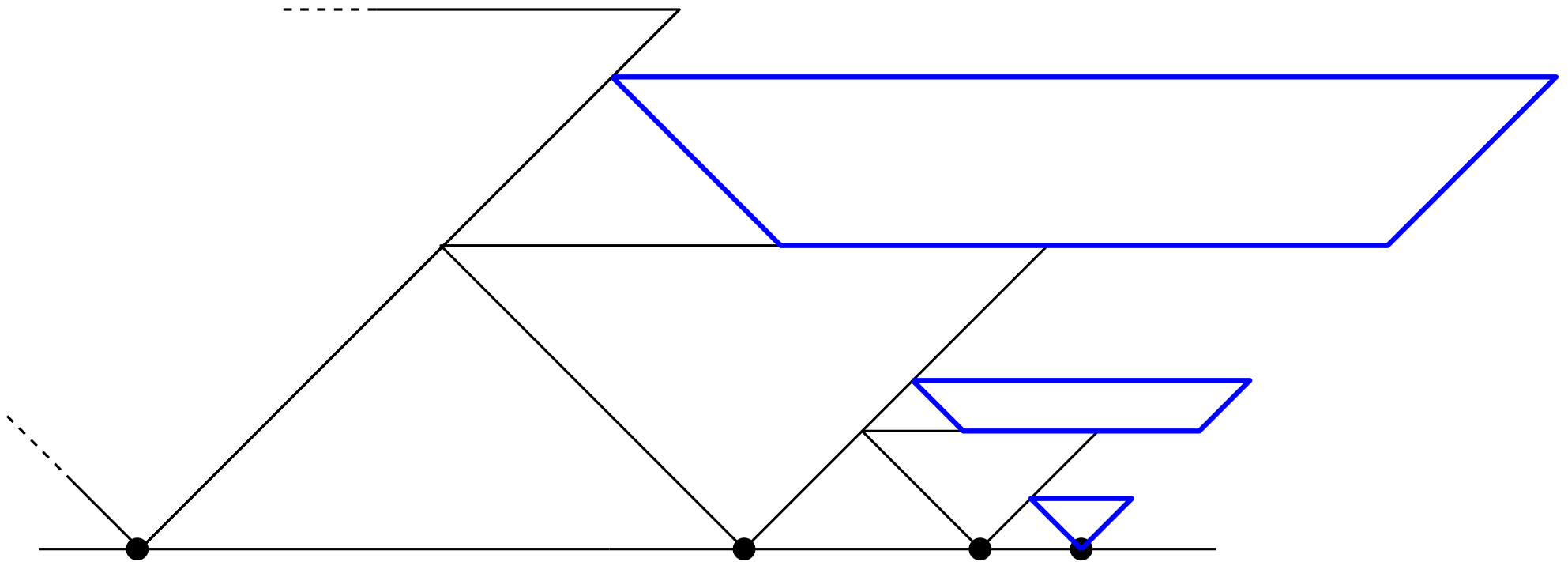
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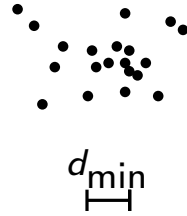


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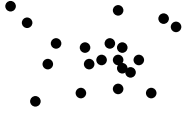

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Given: set of points  $P$   
constant  $d_{\min}$





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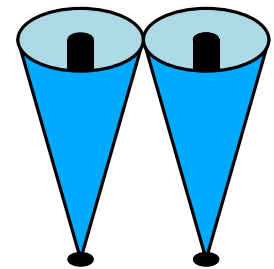


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


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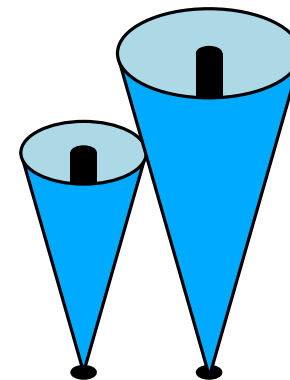
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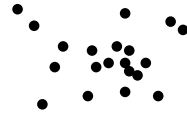
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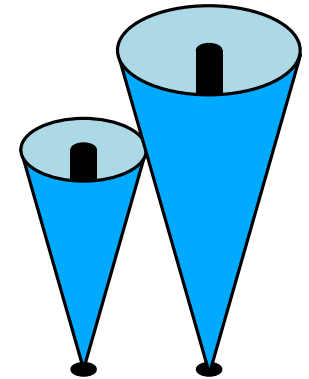
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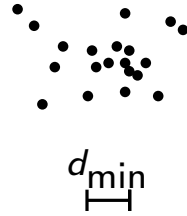
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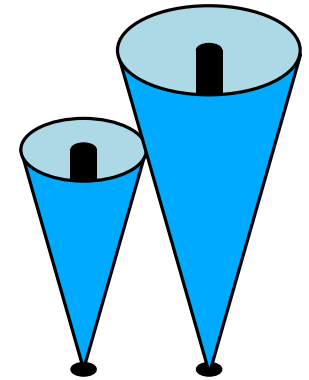
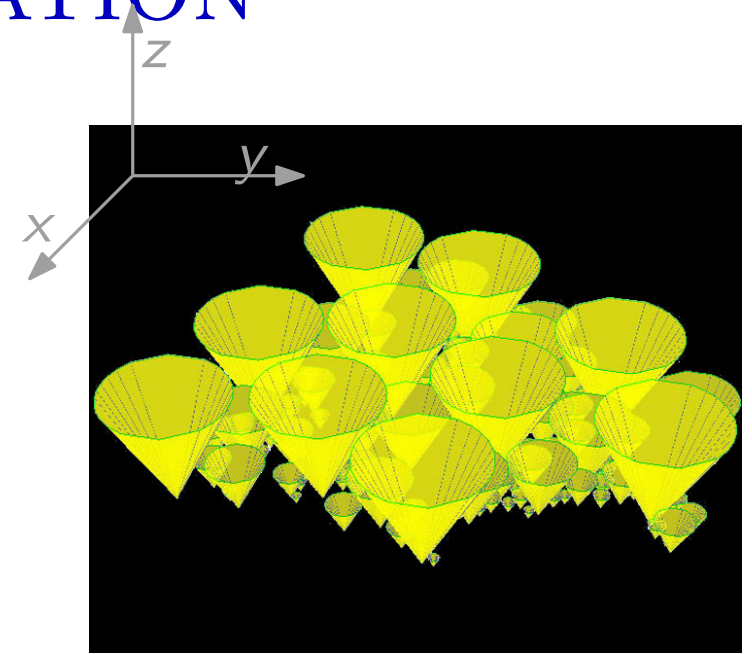


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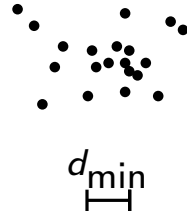
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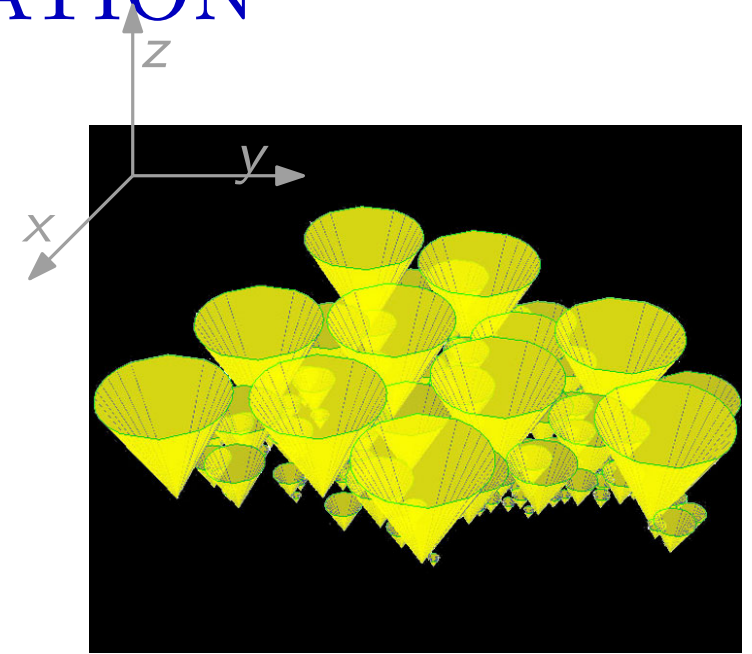


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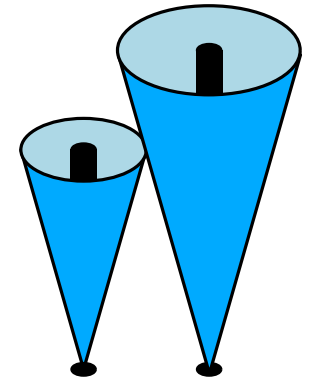
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constrained-based  
map generalization  
(Weibel and Dutton, 1998)

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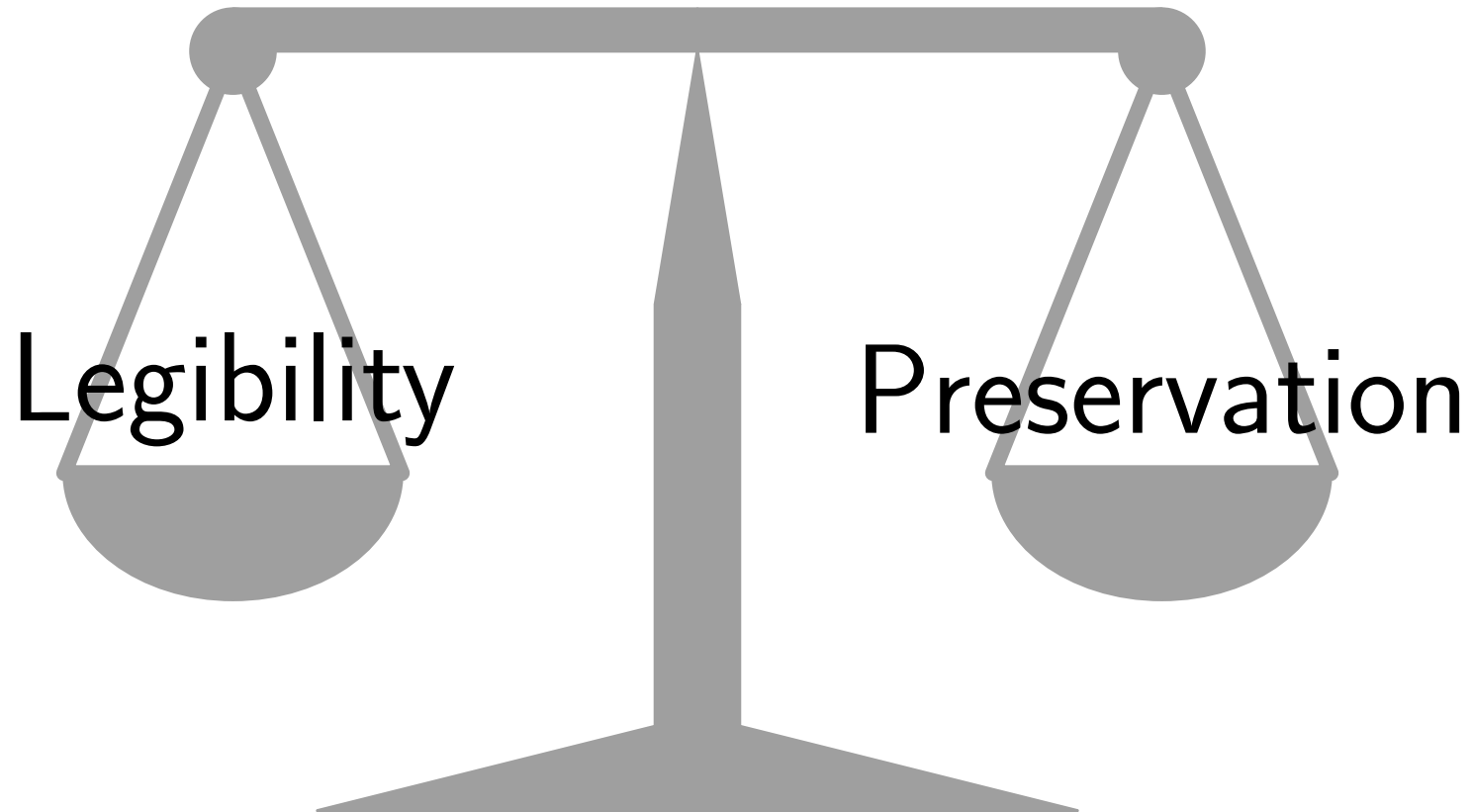
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(Burghardt et al., 2007)



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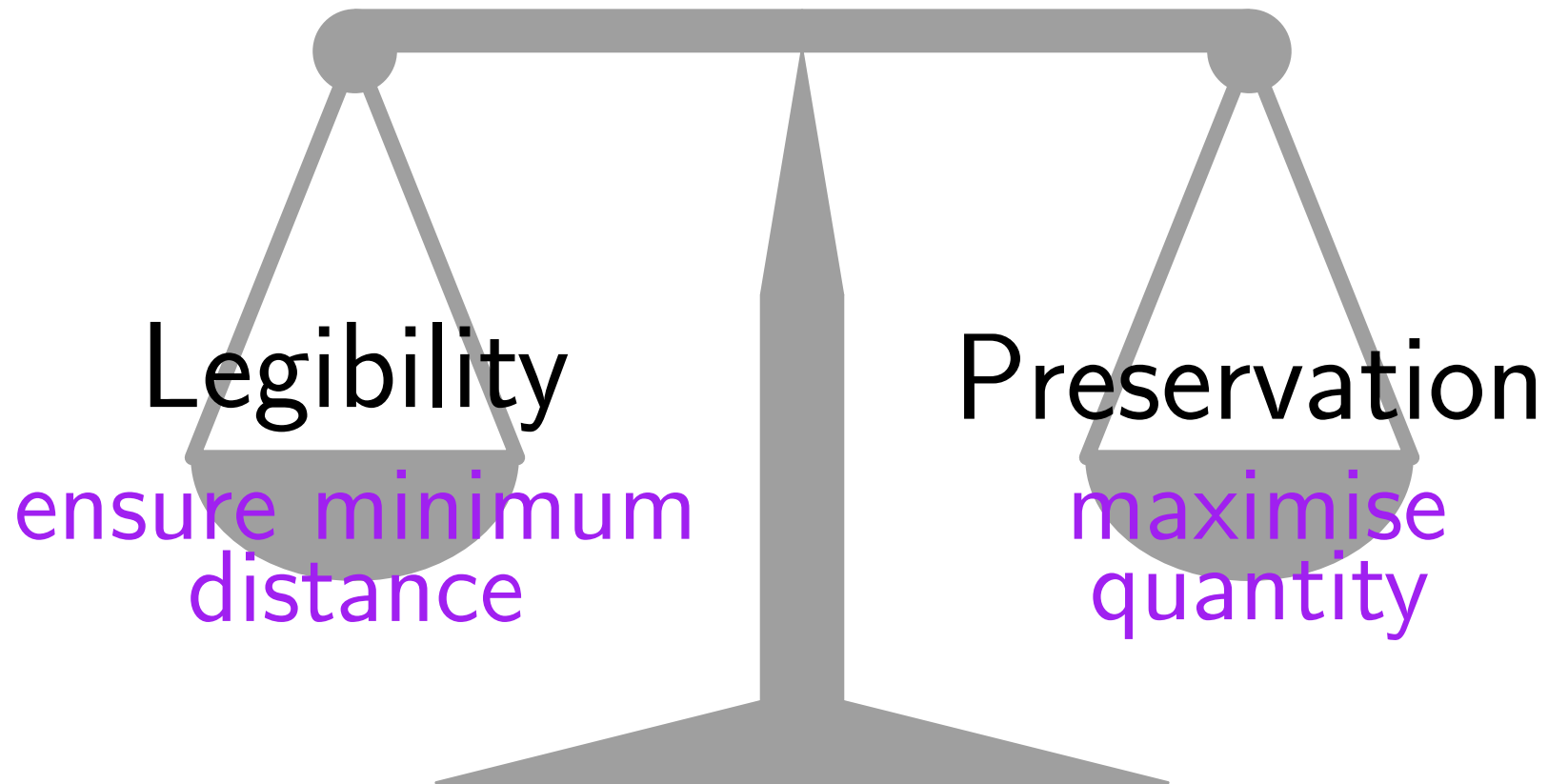
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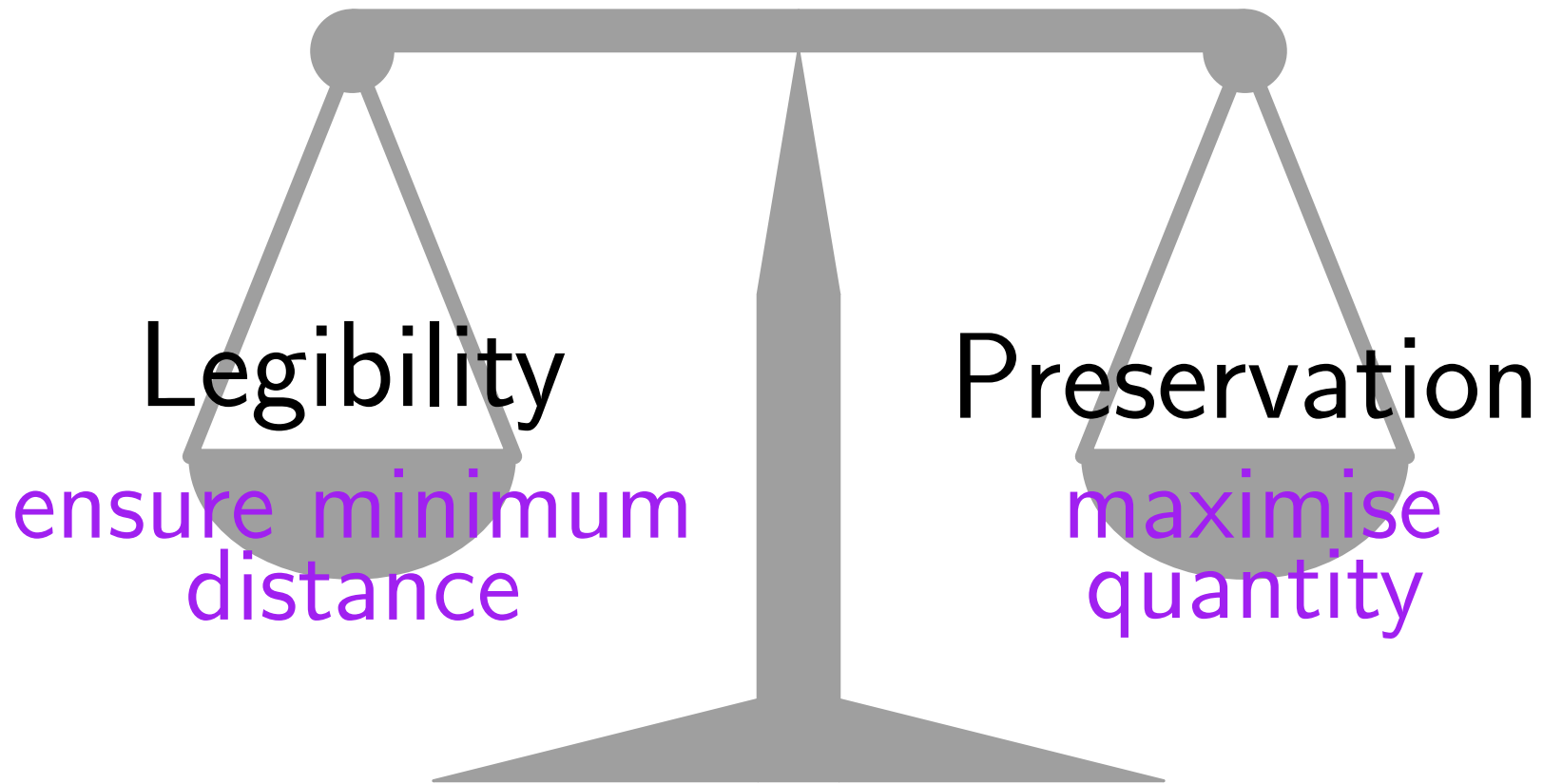
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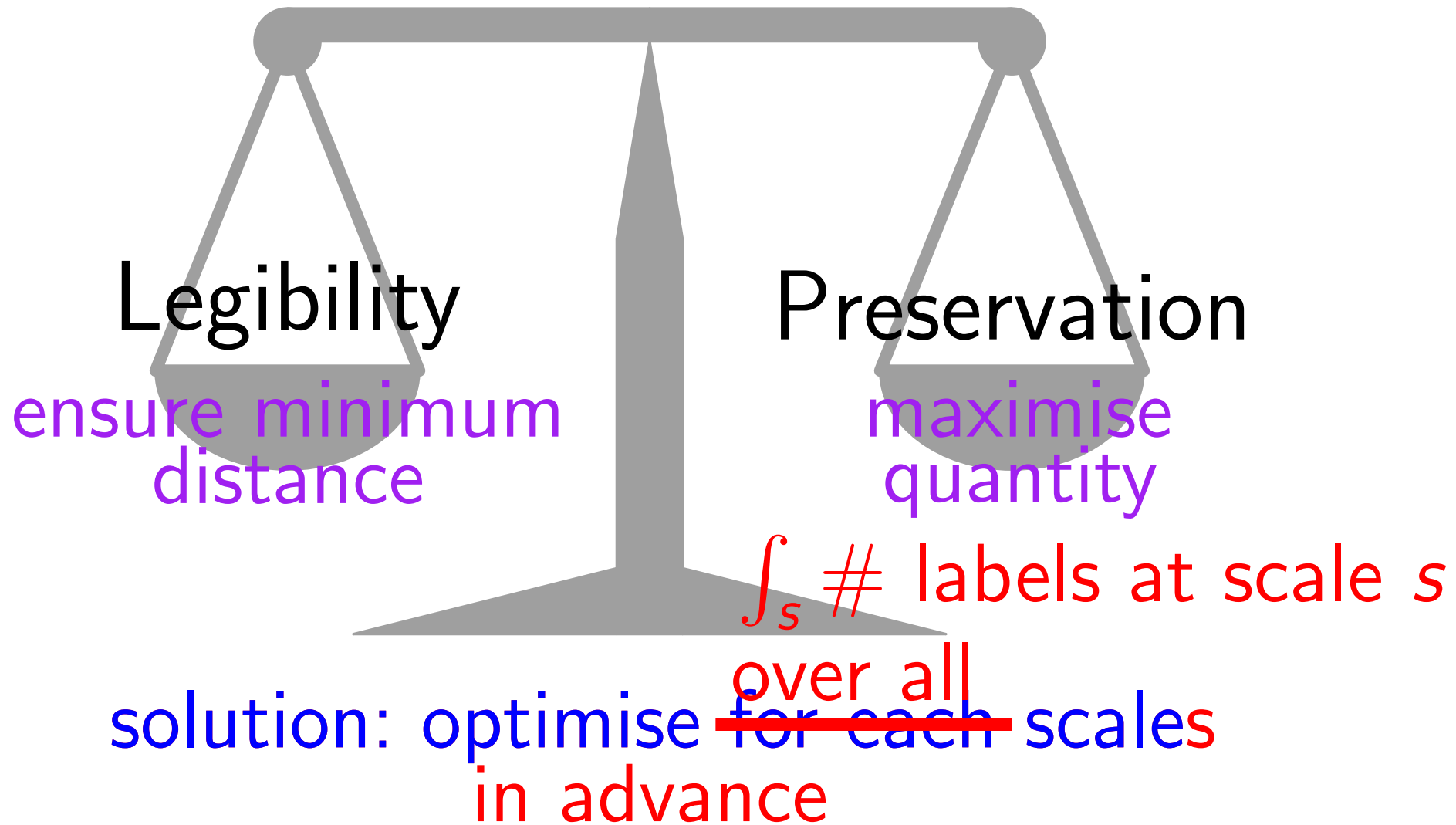
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solution: optimise for each scale

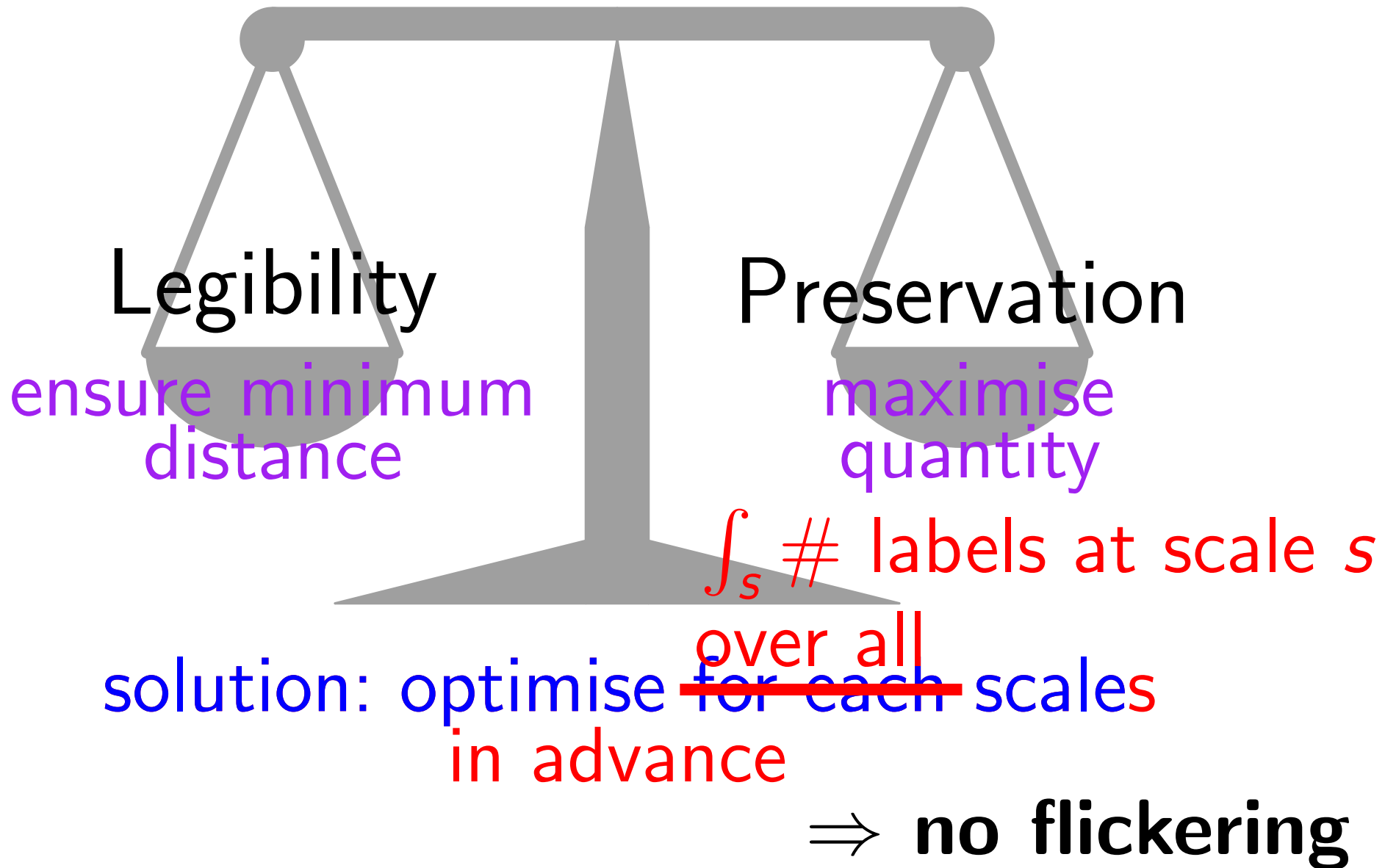
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(under reasonable assumptions)

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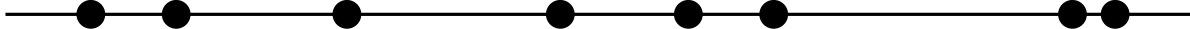
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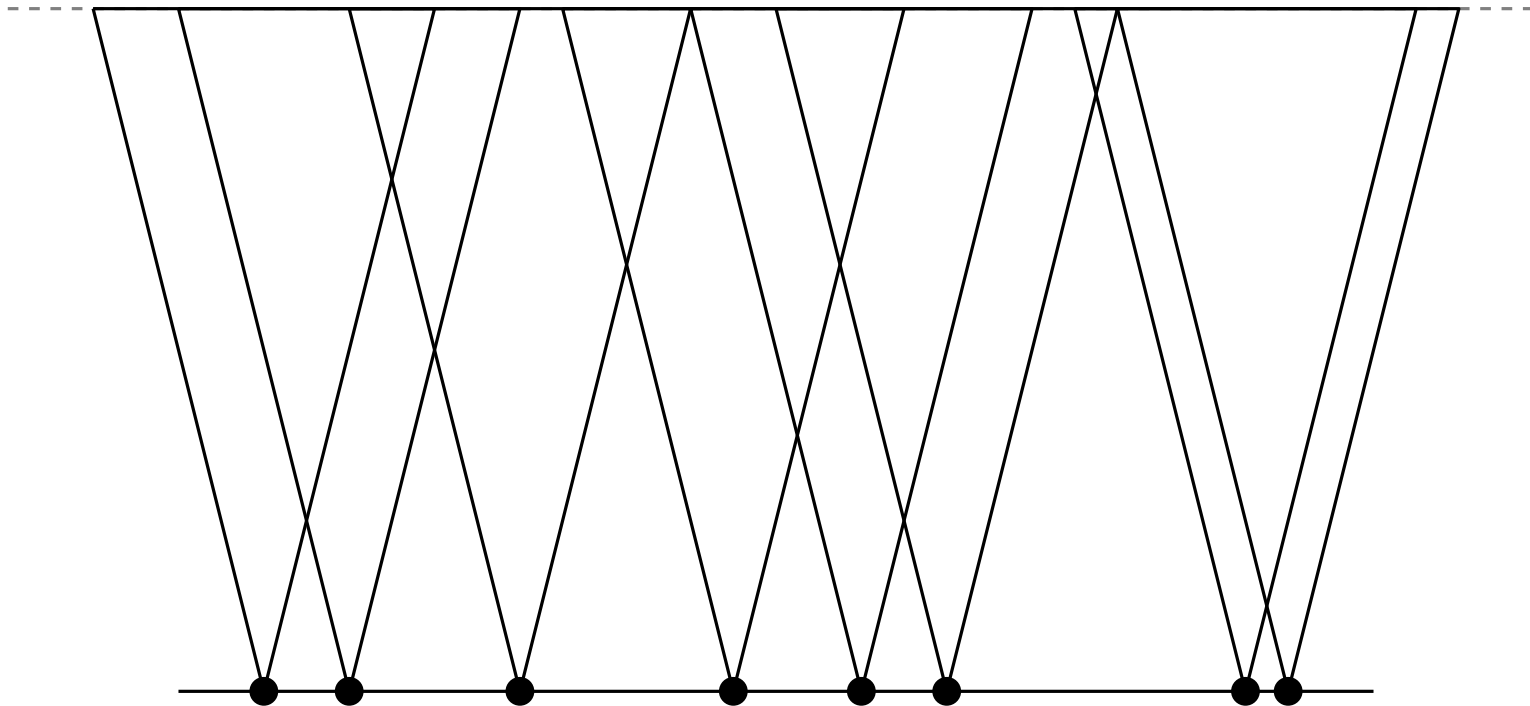
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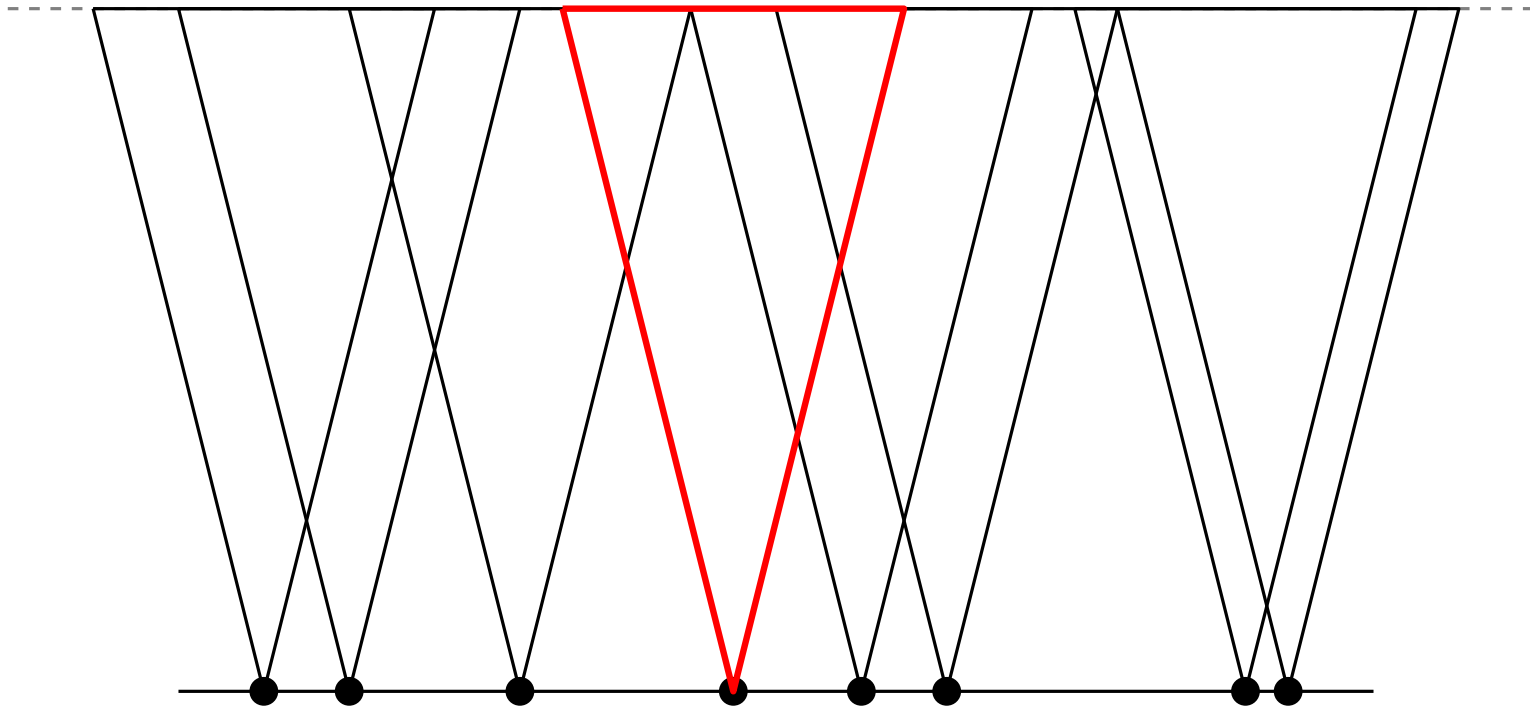
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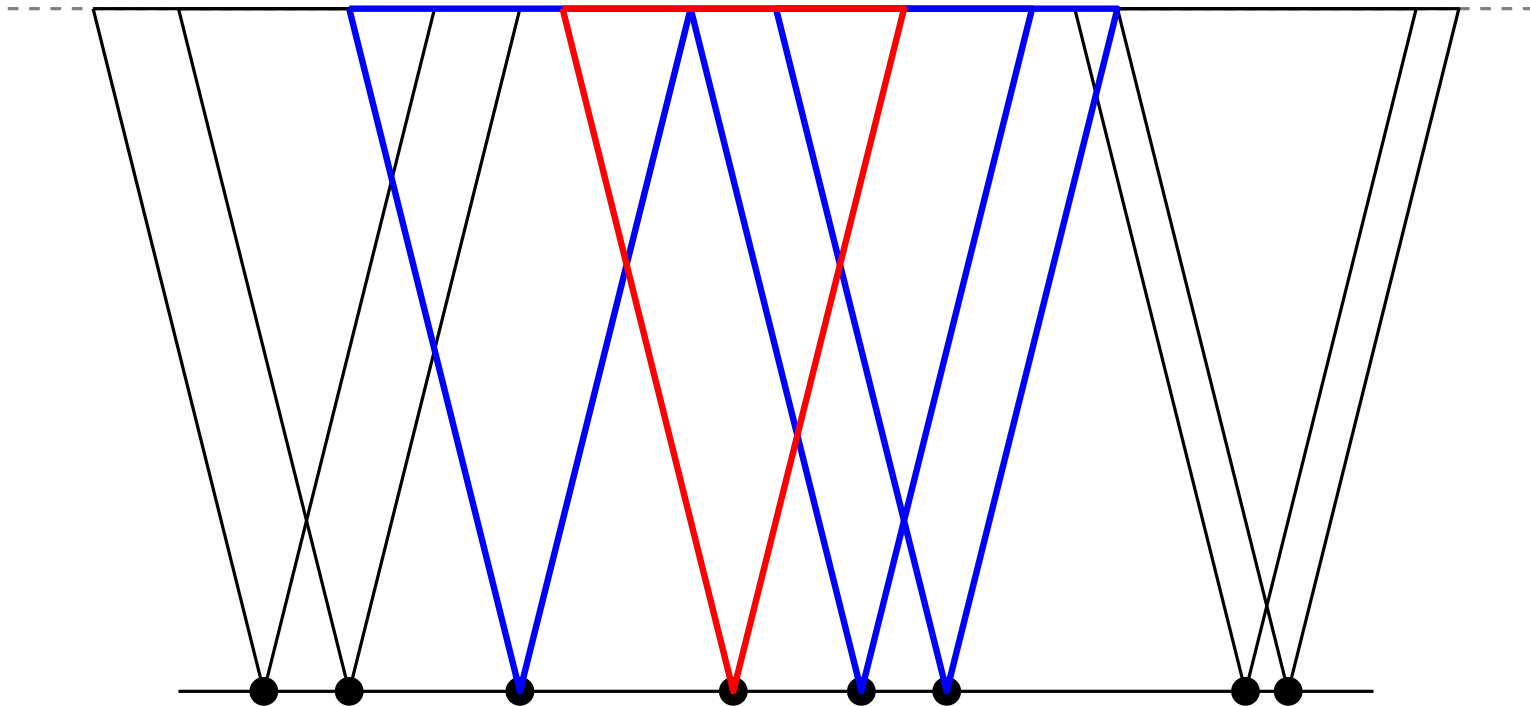
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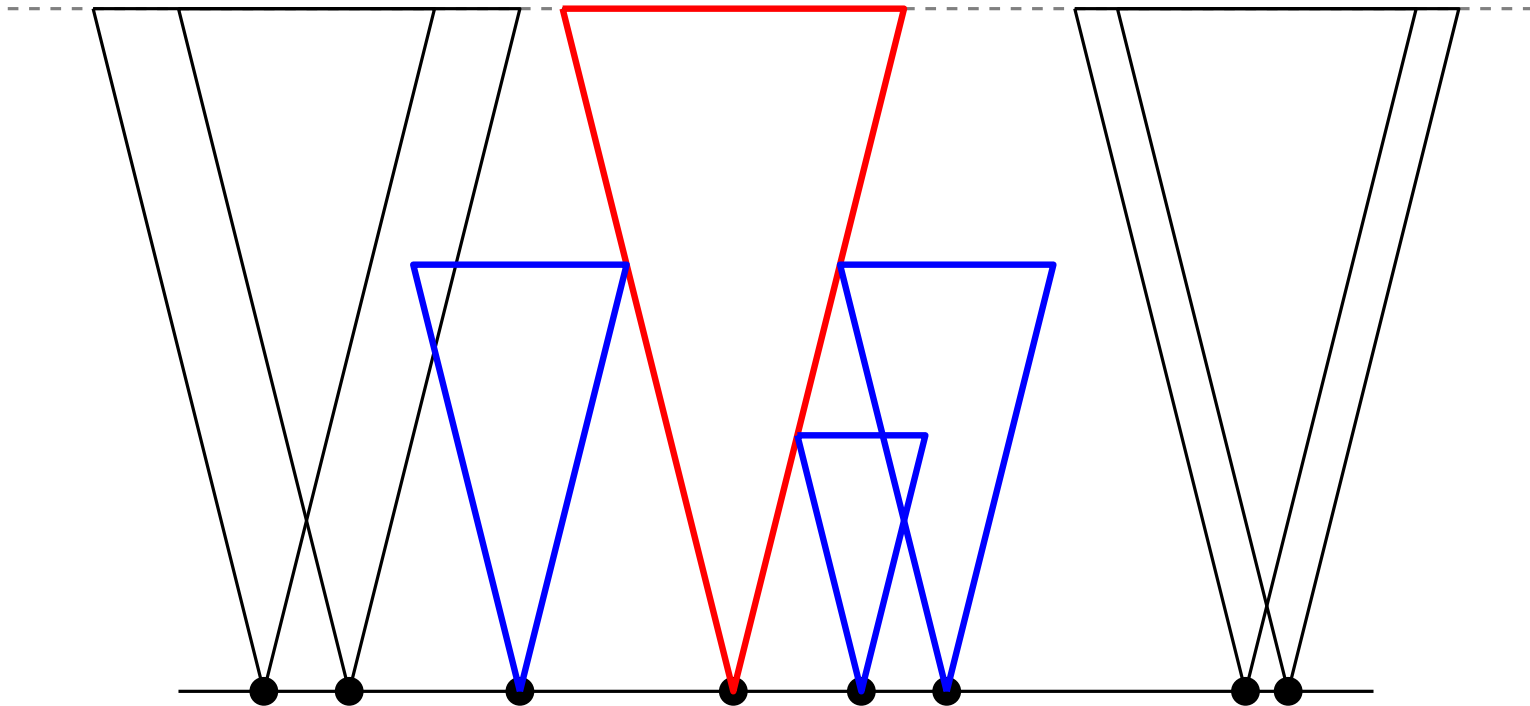
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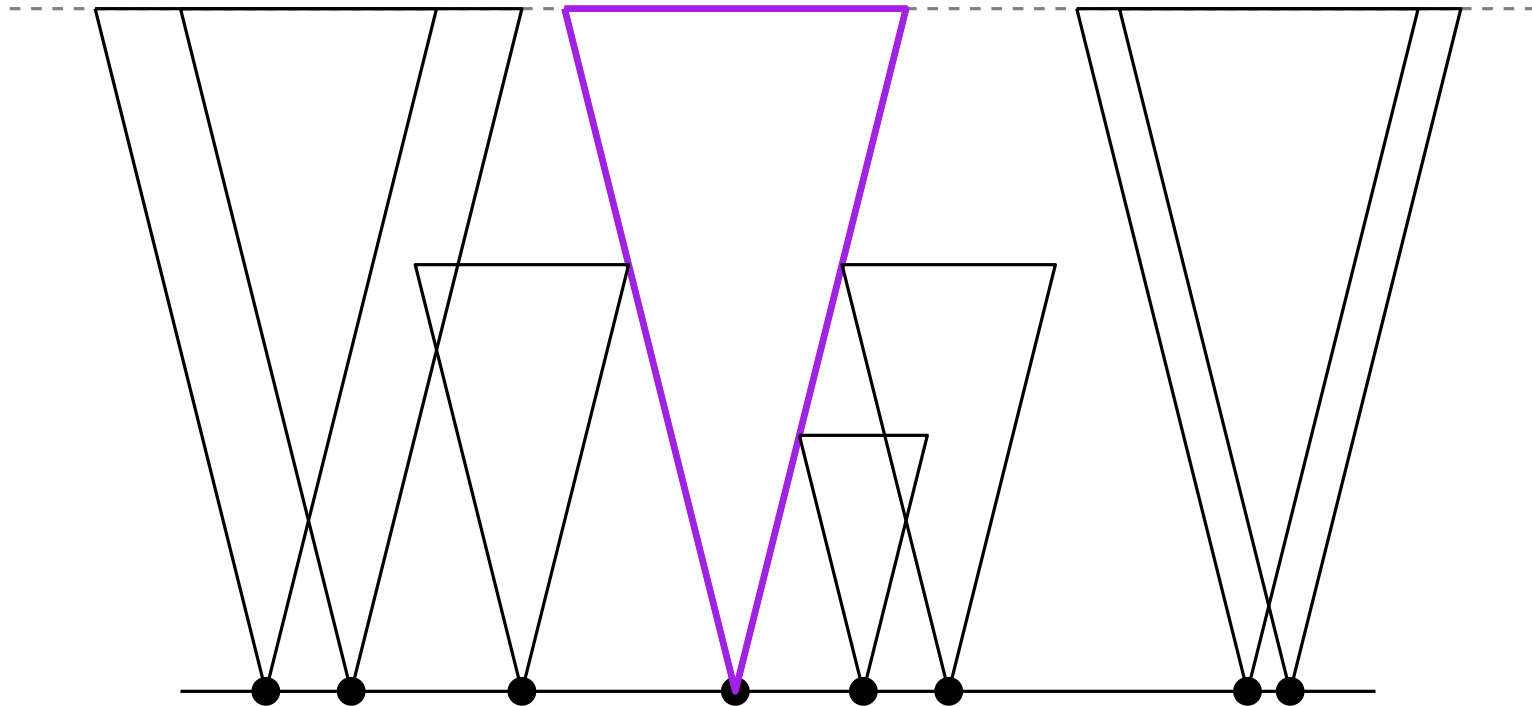
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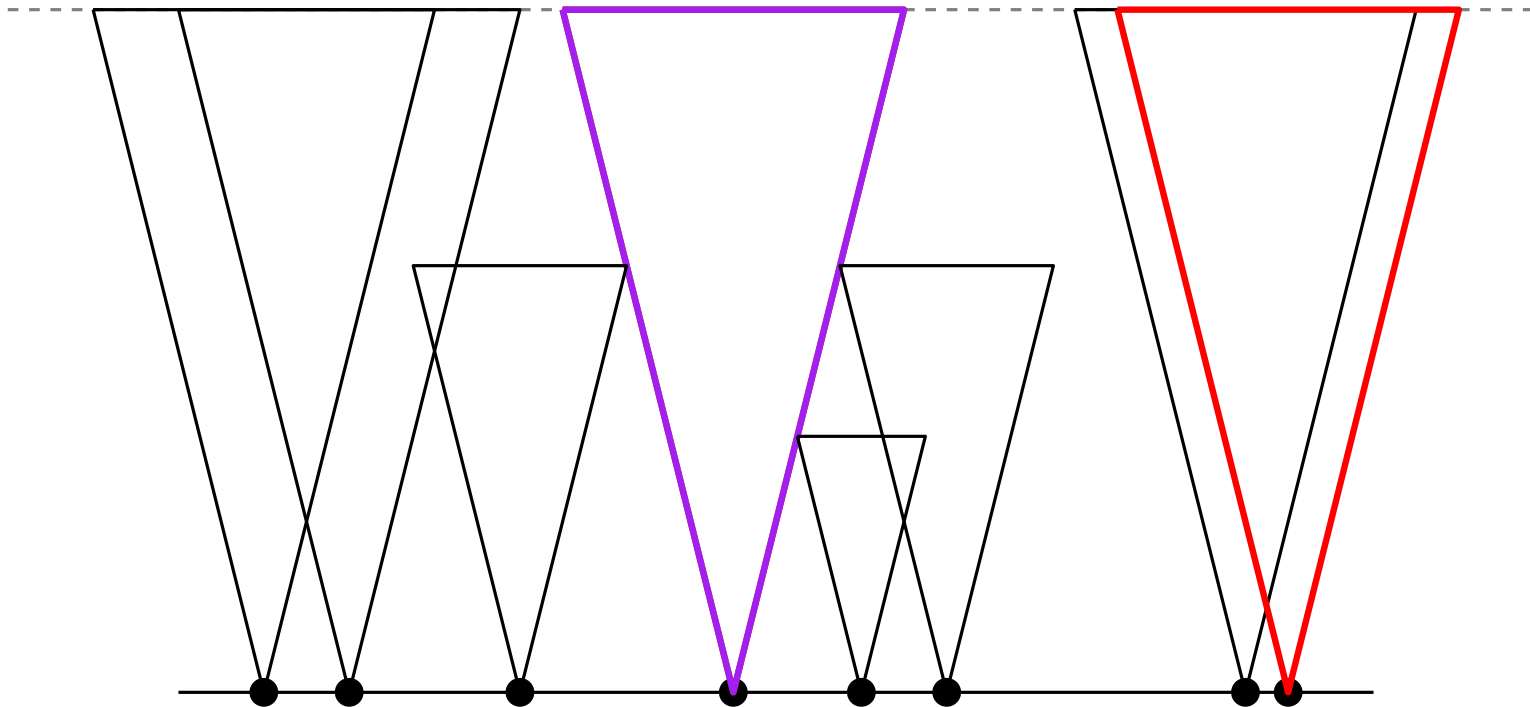
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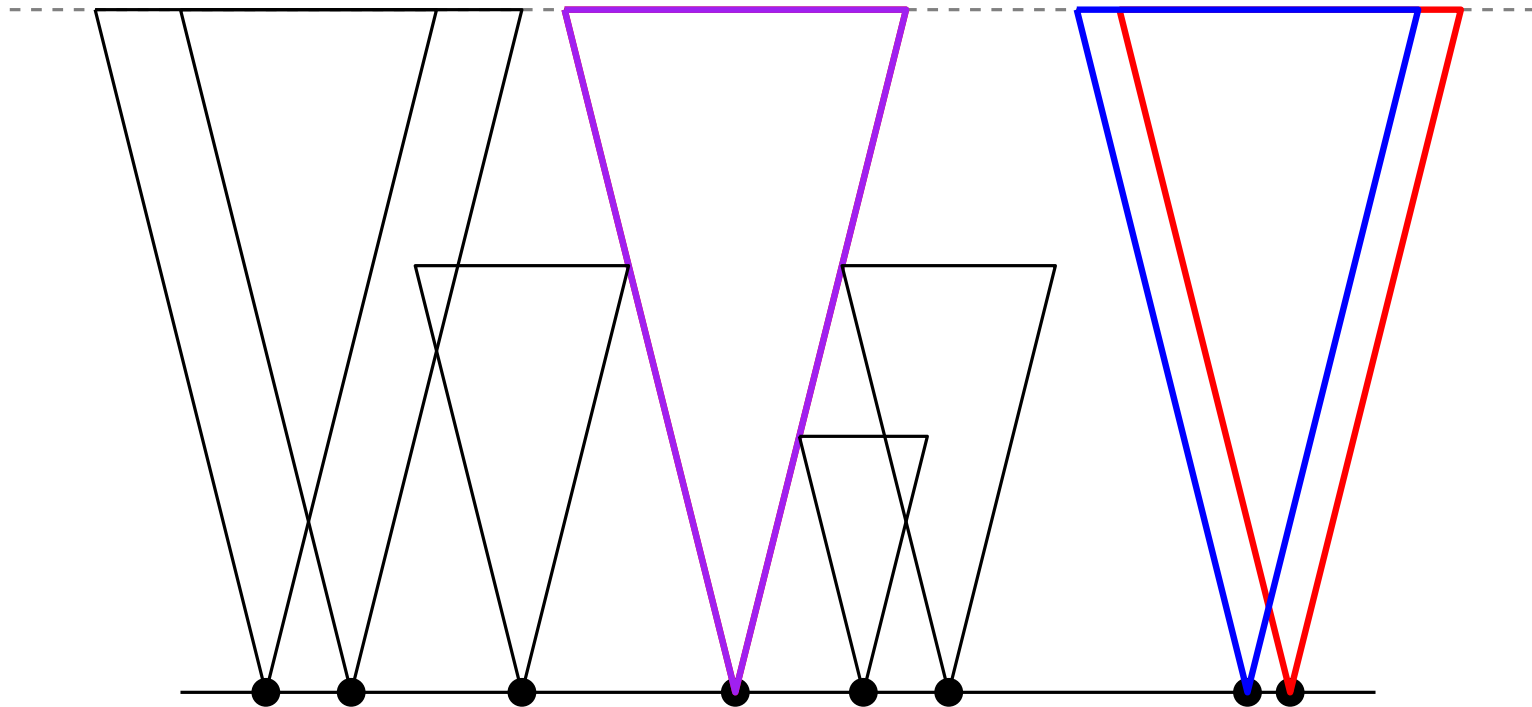
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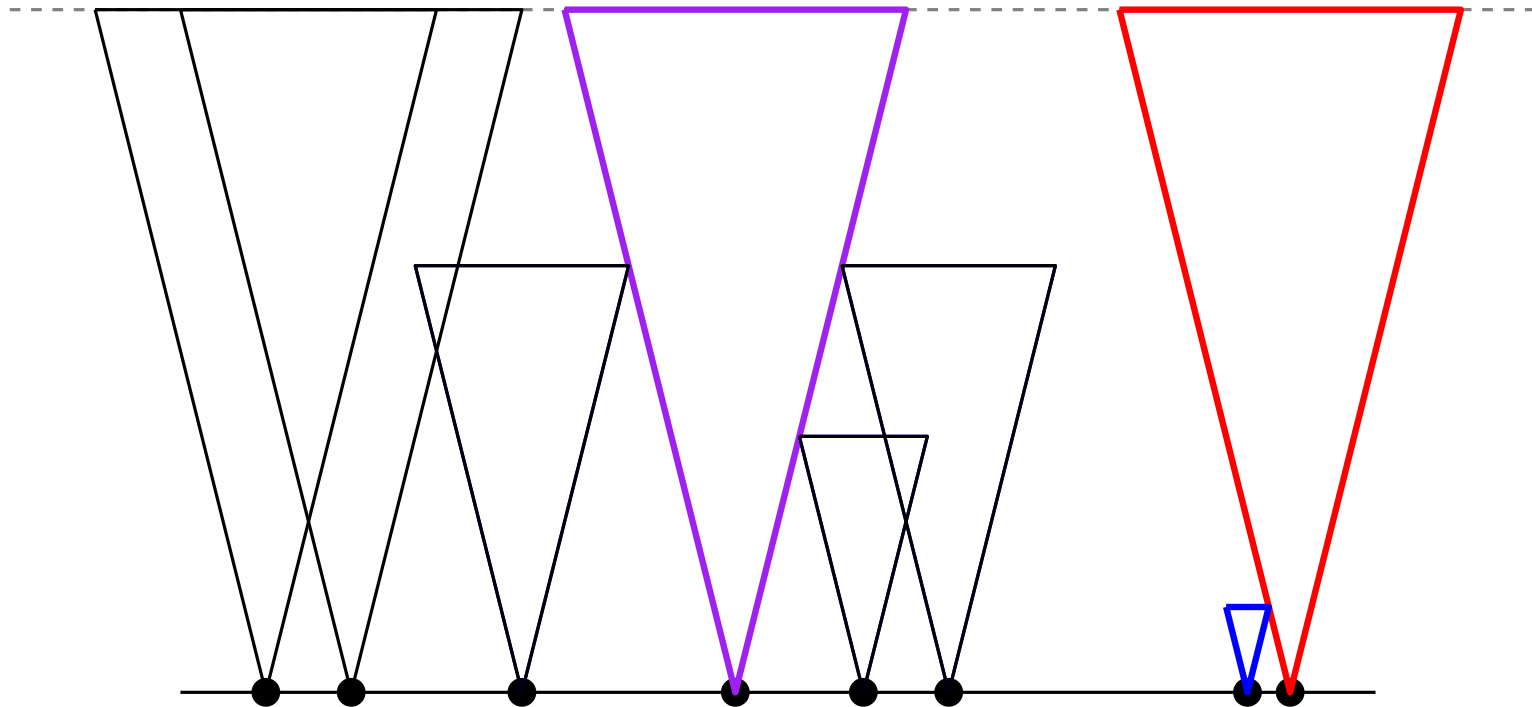
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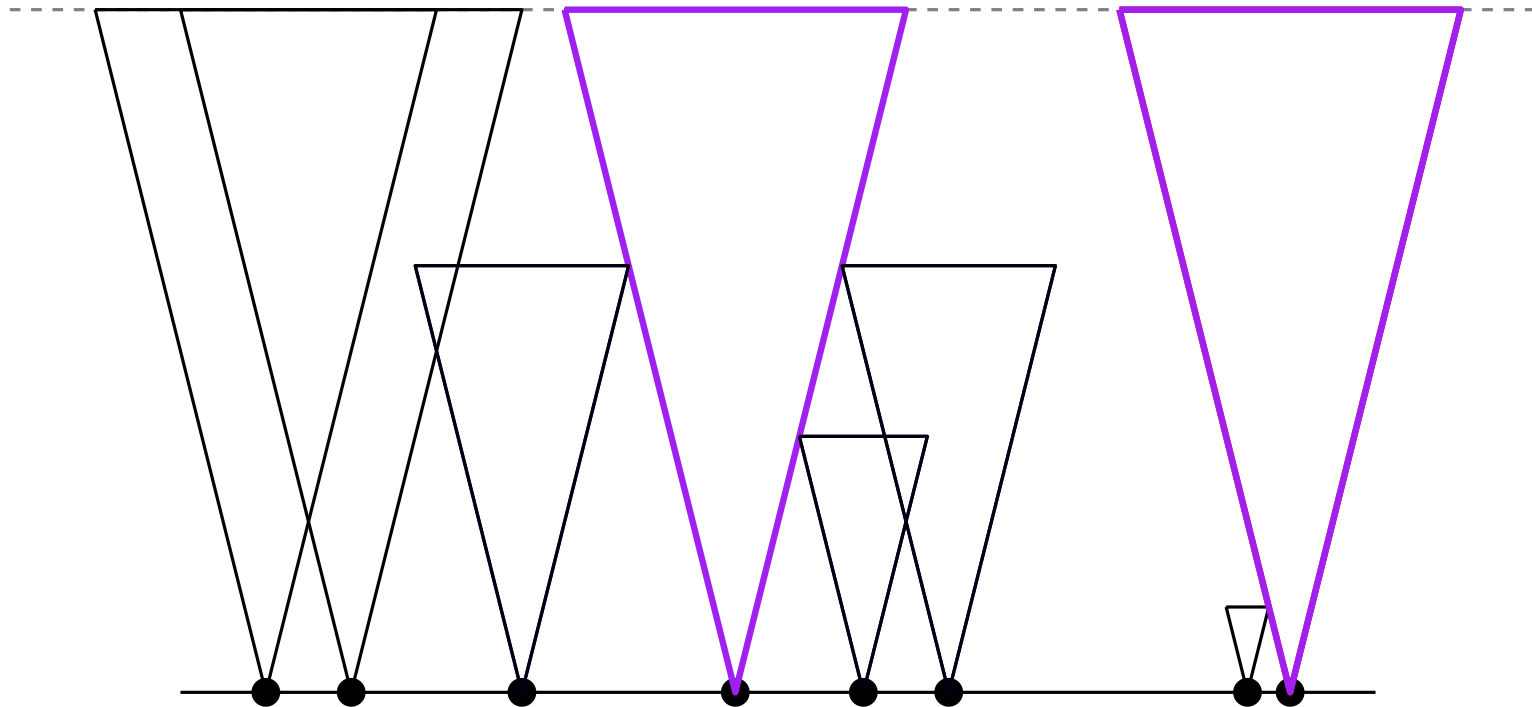
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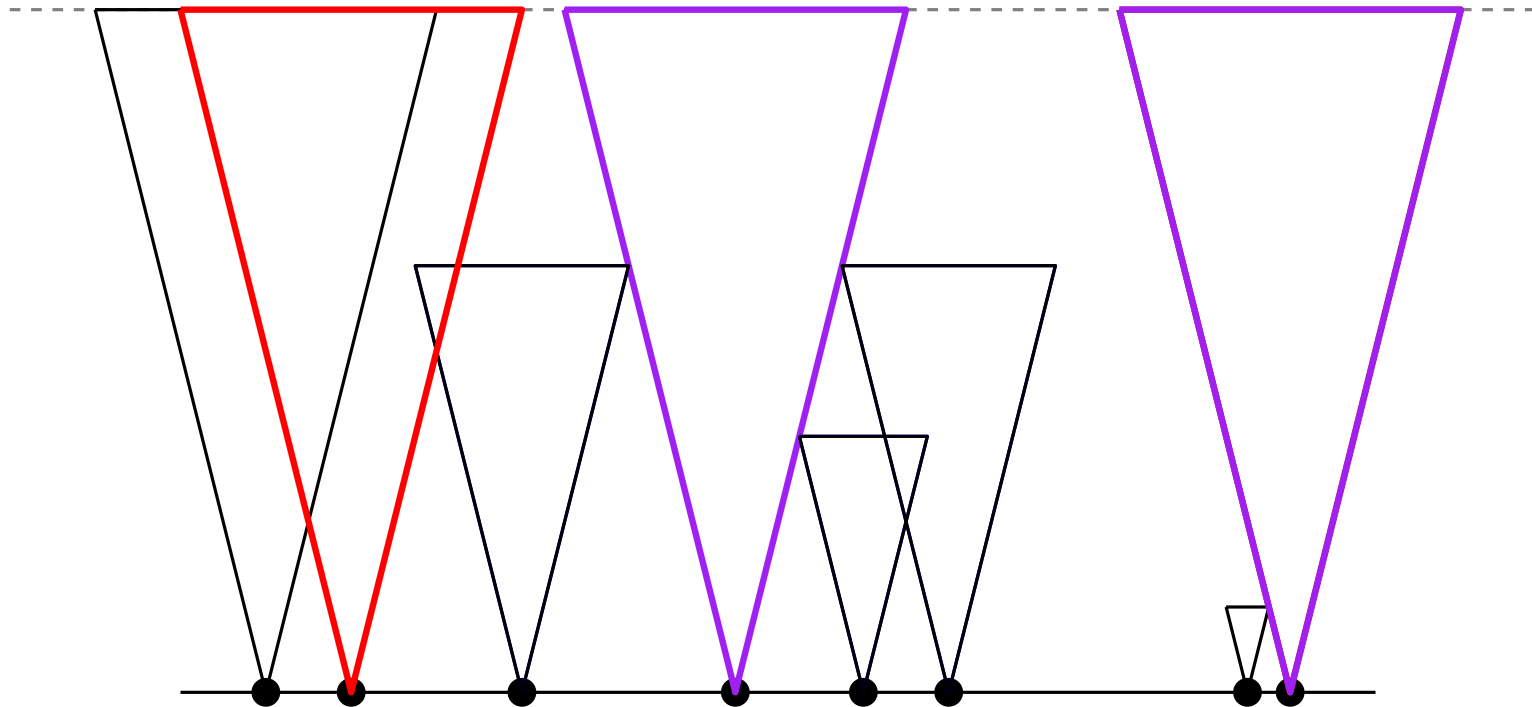
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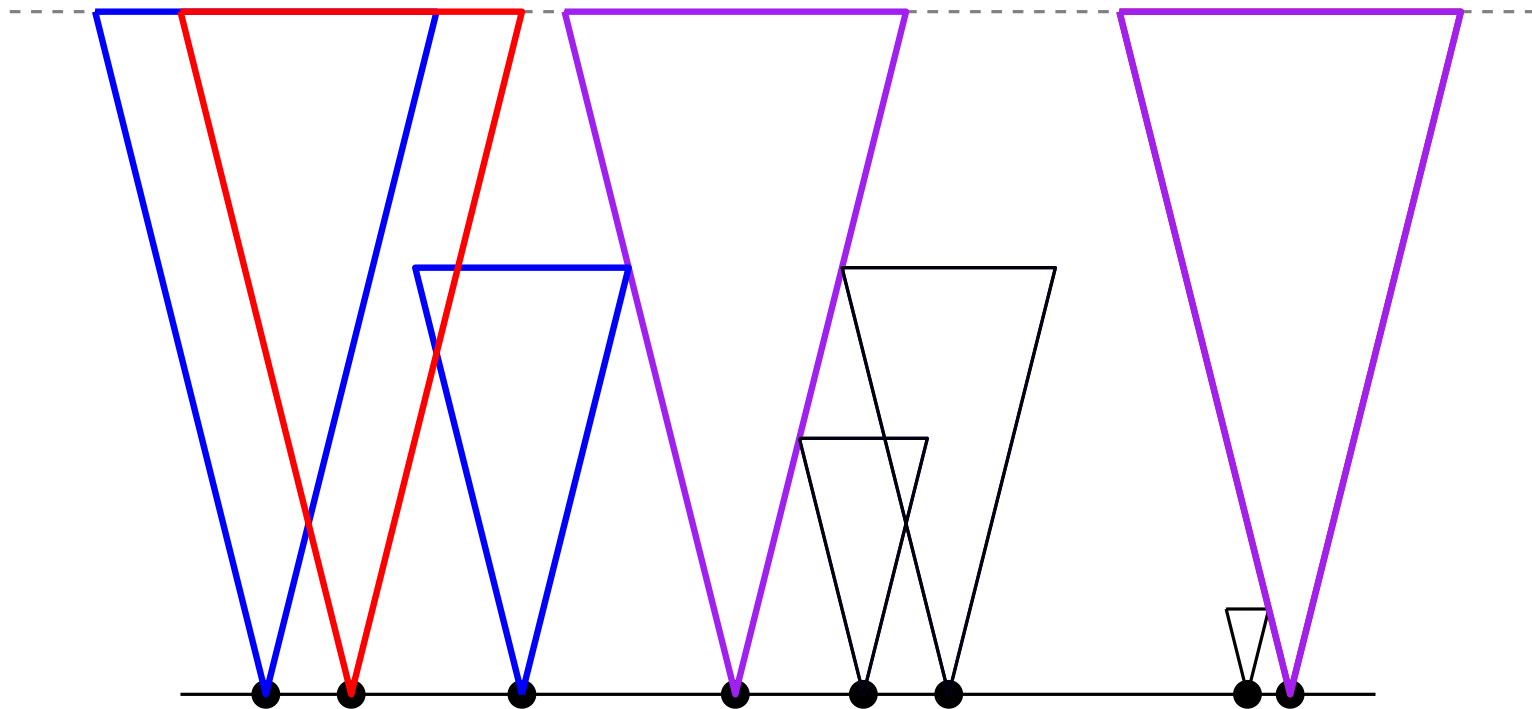
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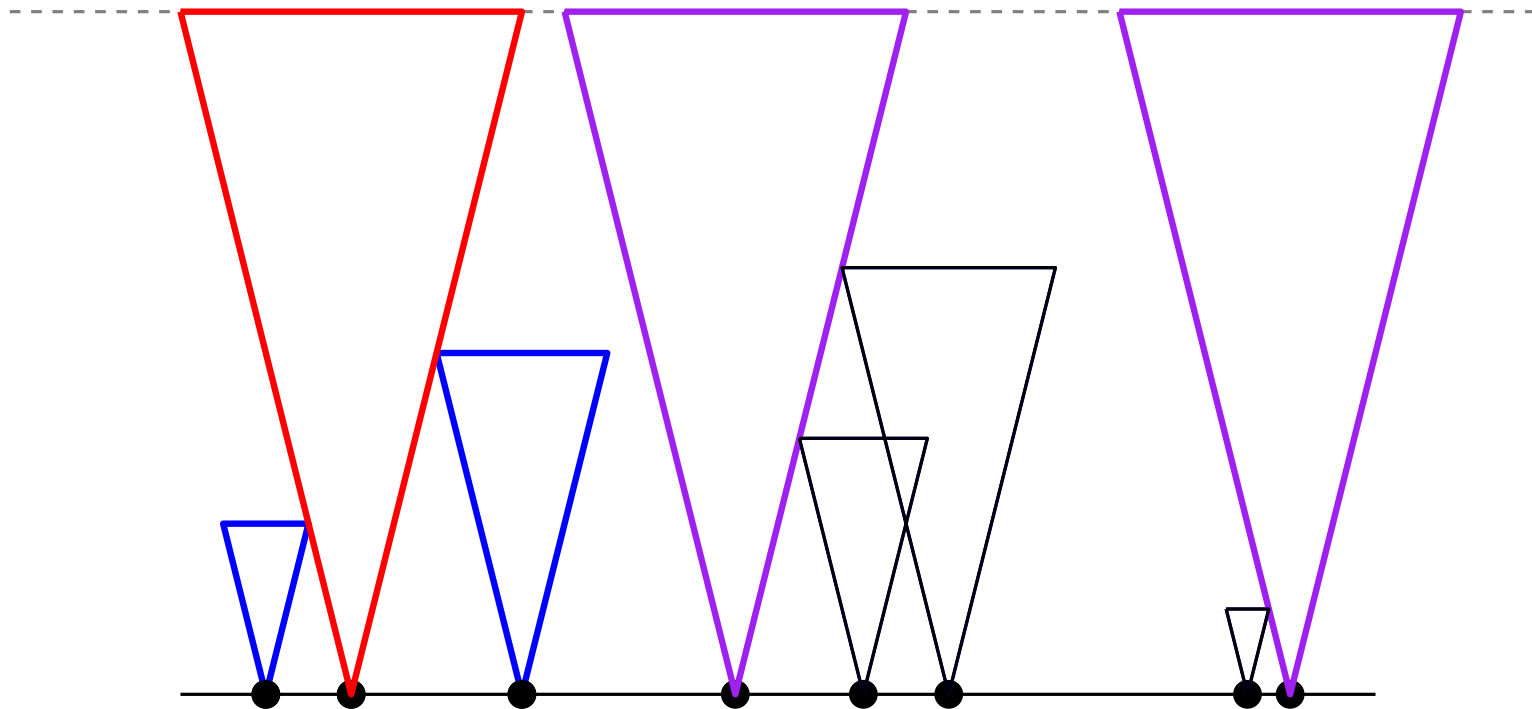
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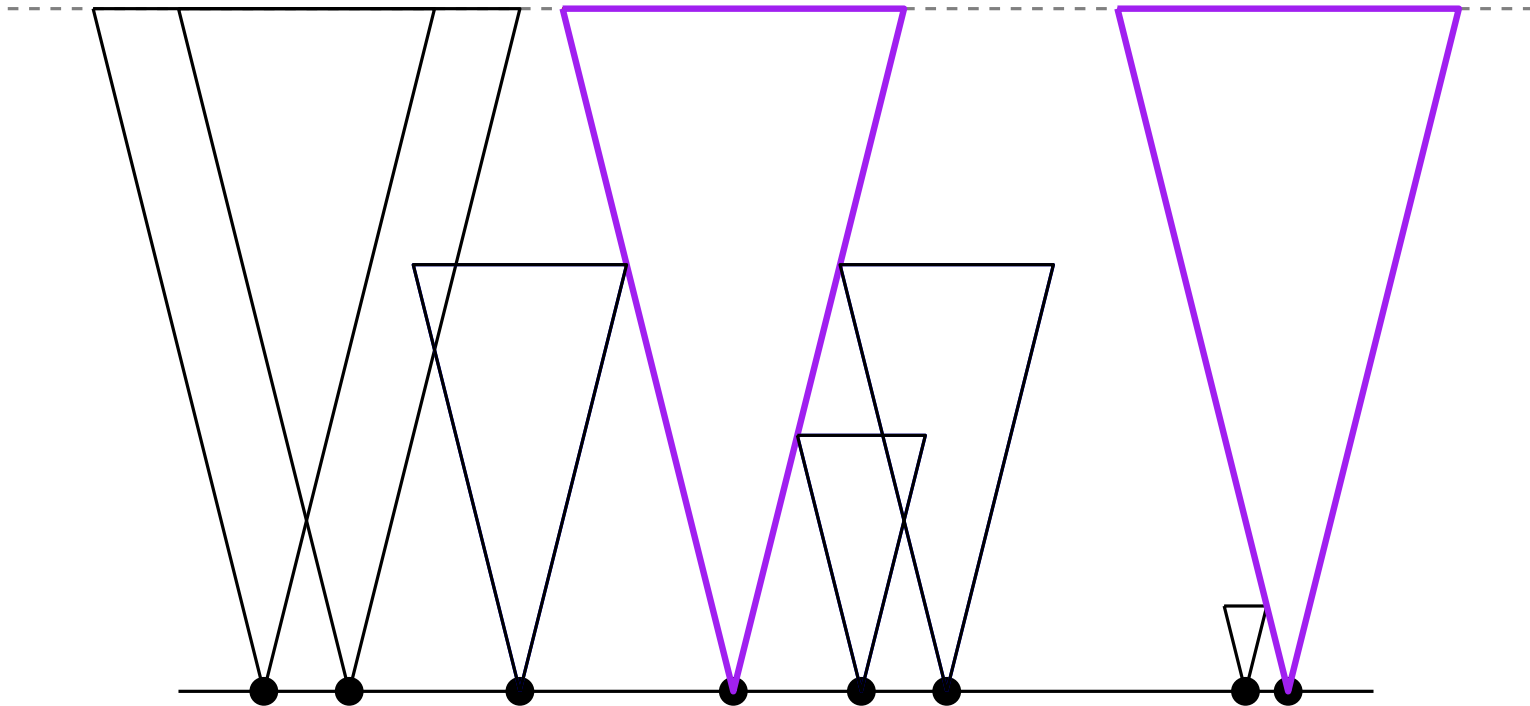
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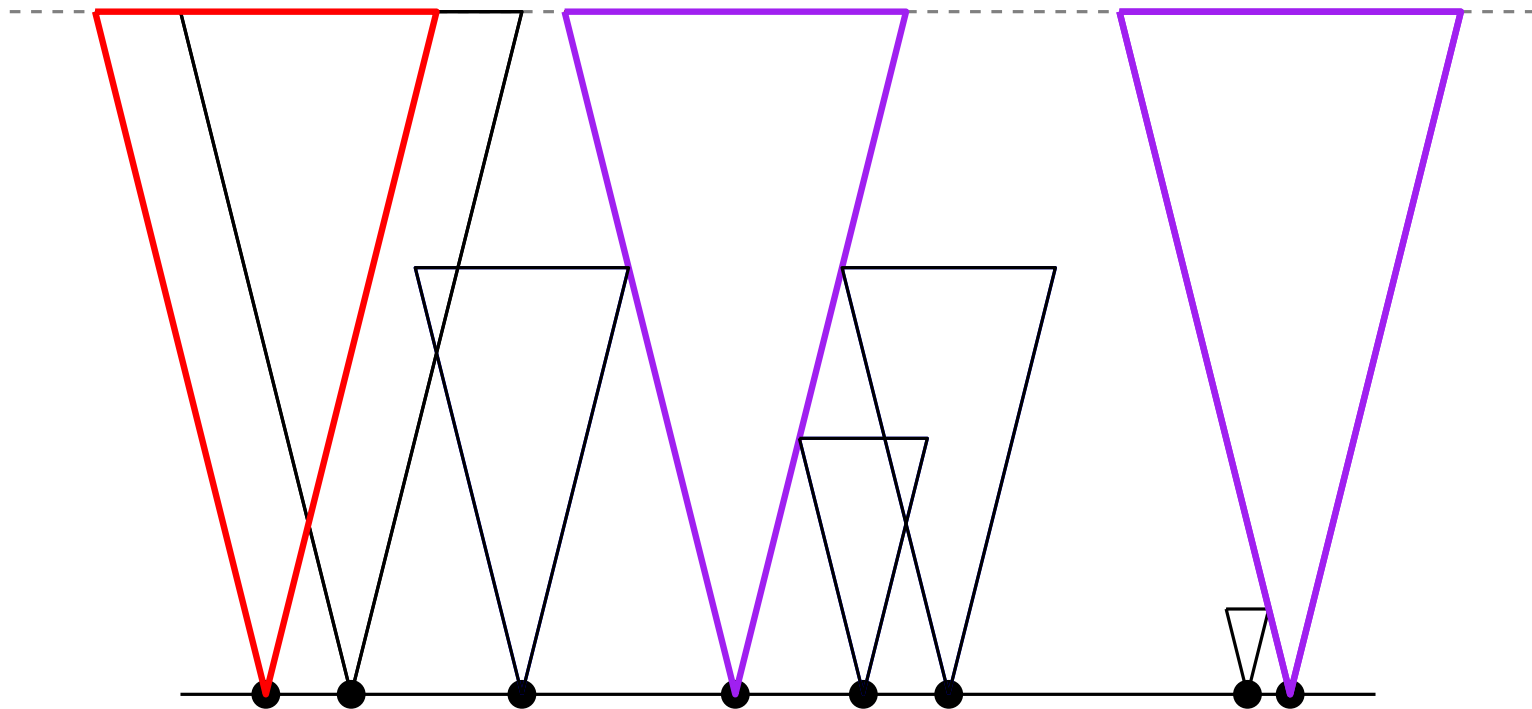
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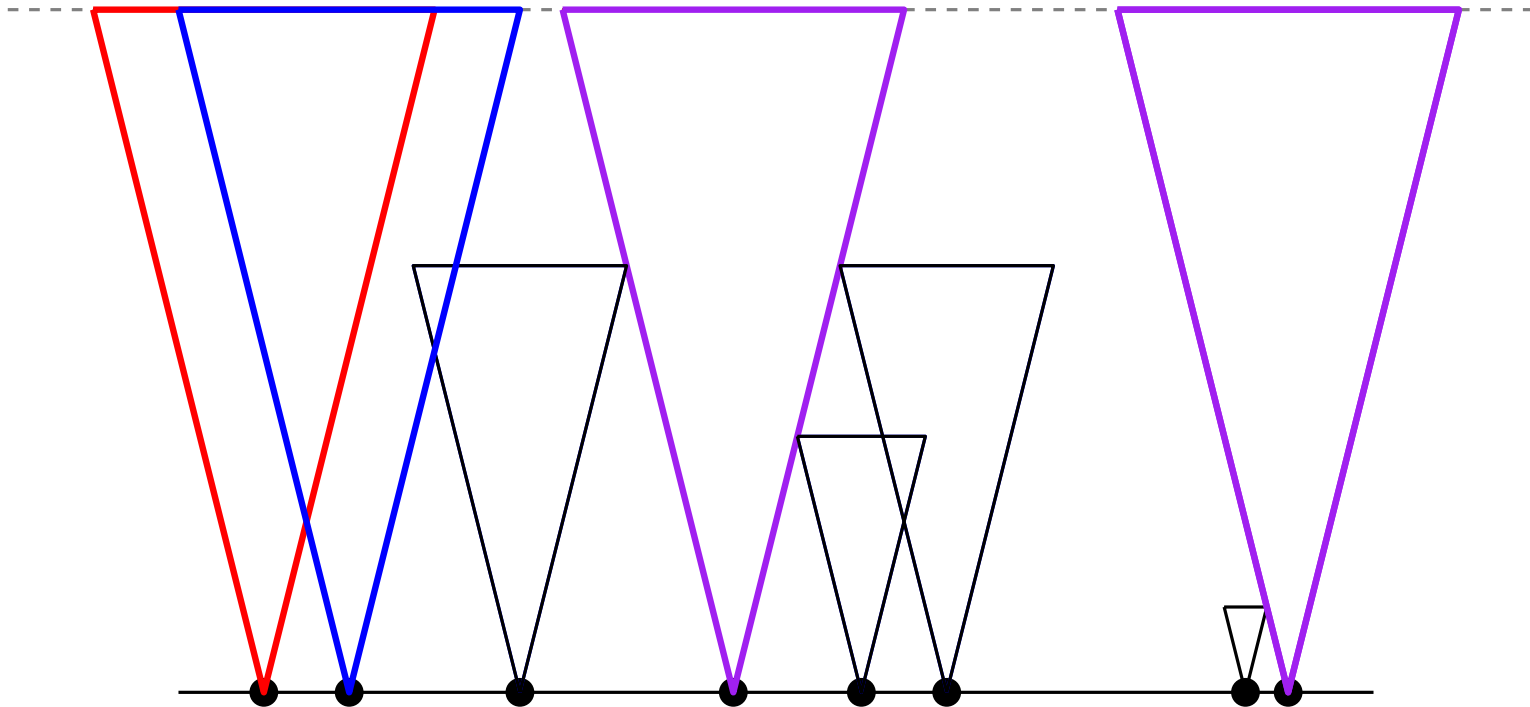
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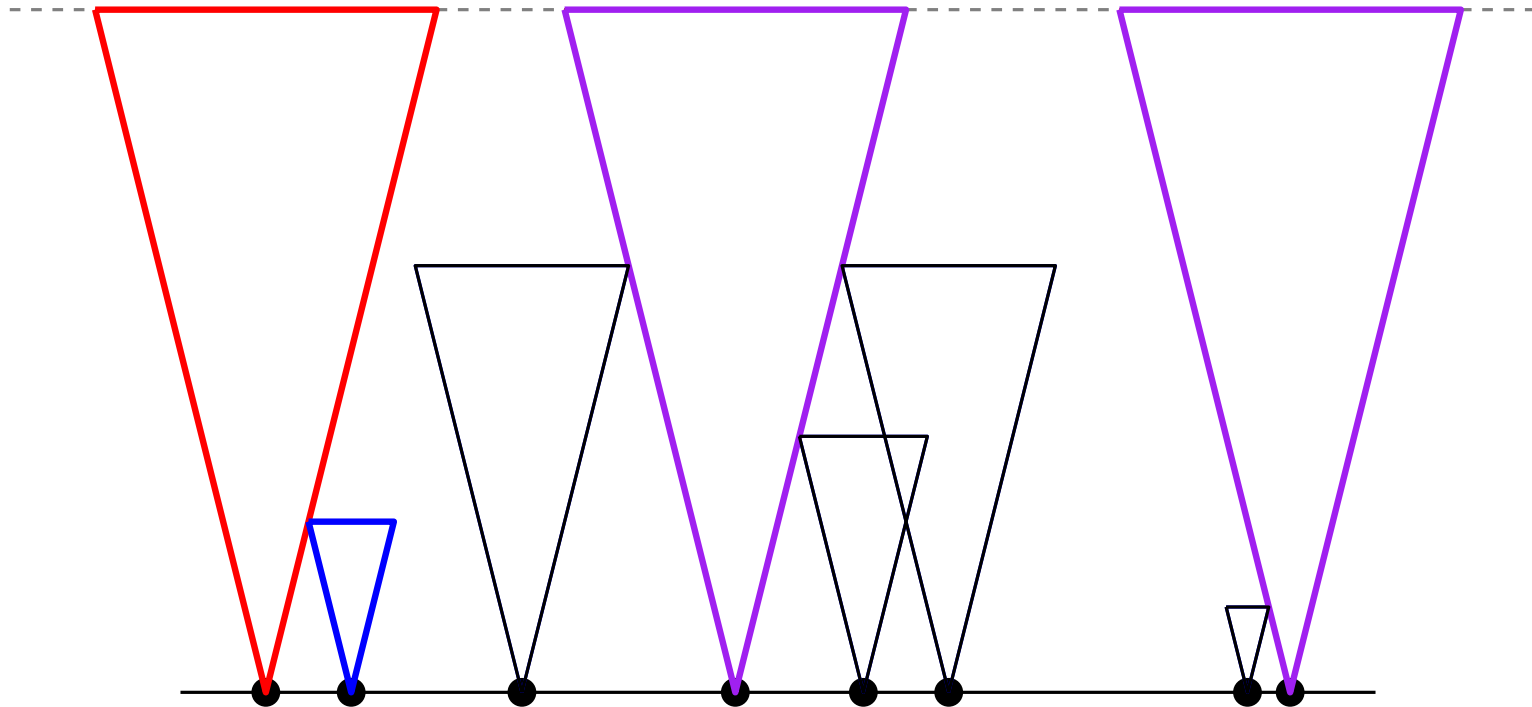
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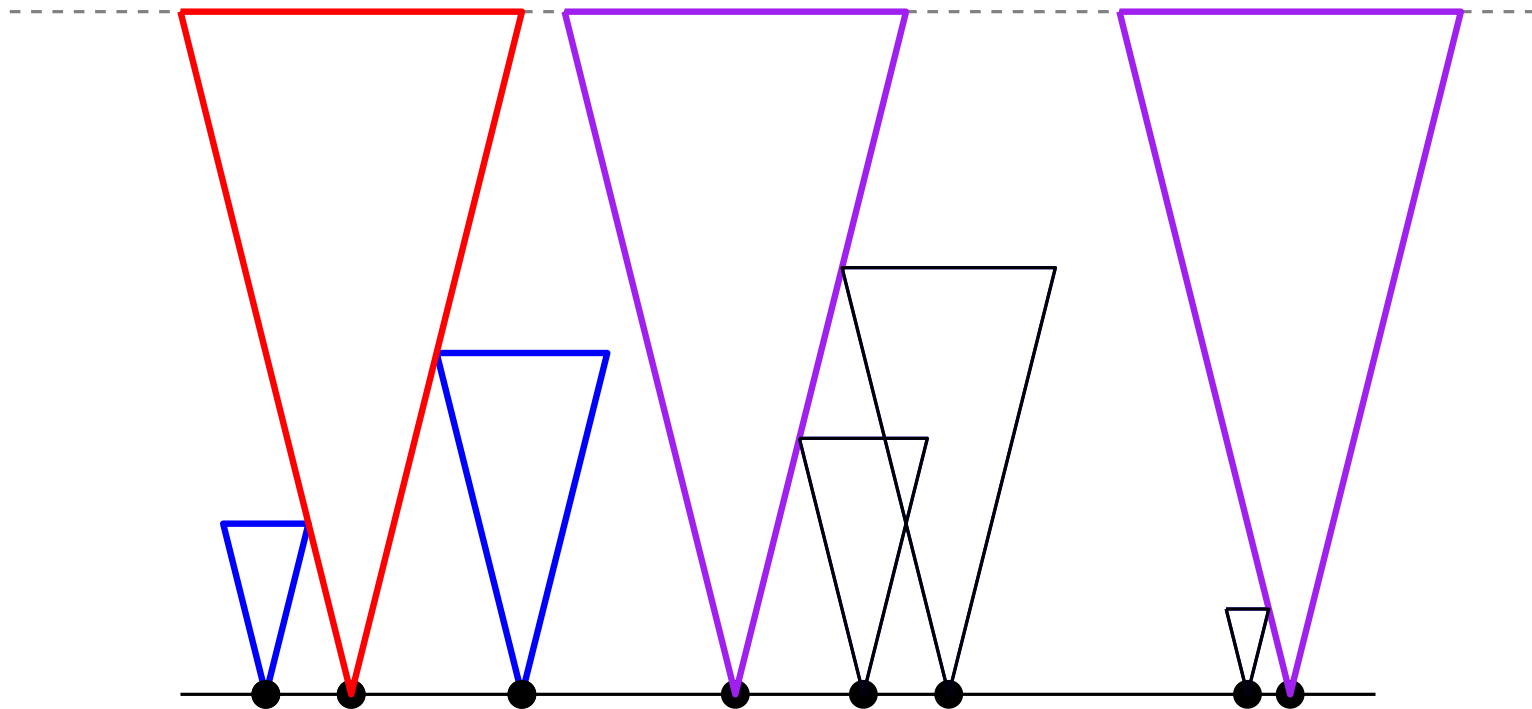
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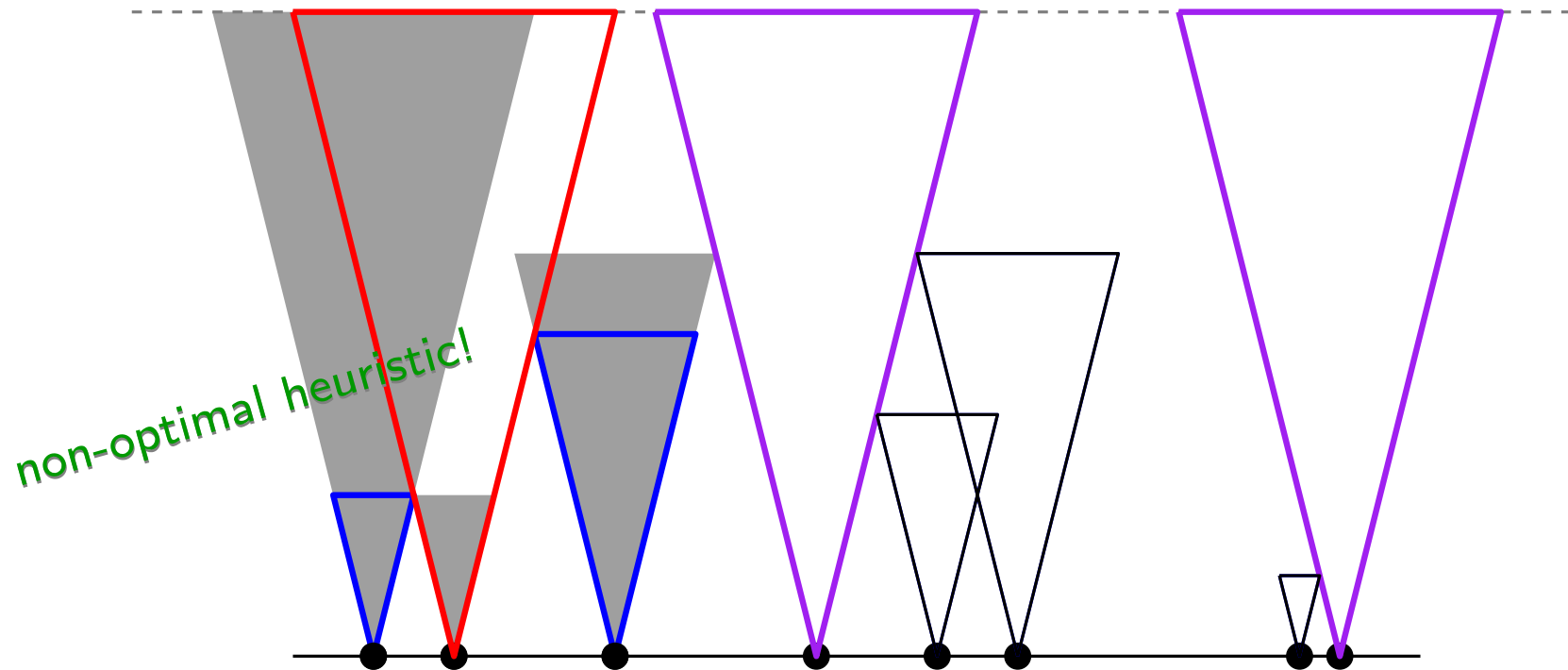
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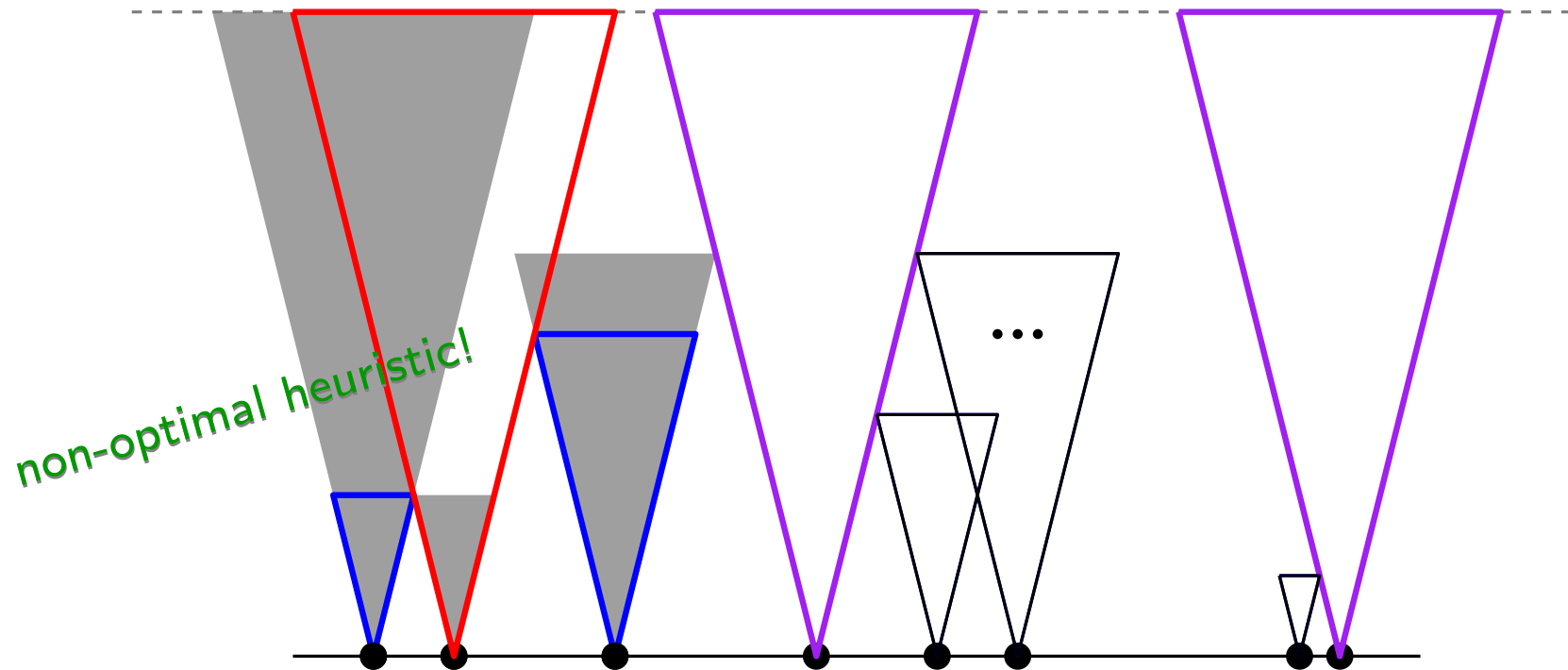
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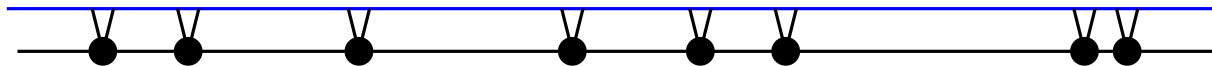


# Growing Cones (M0)

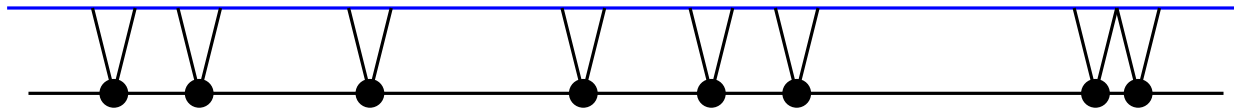
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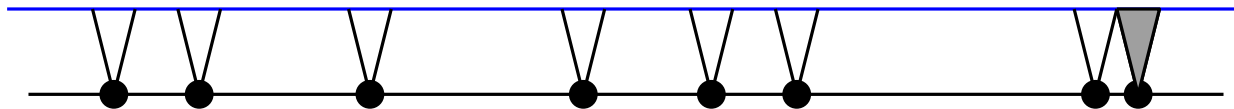
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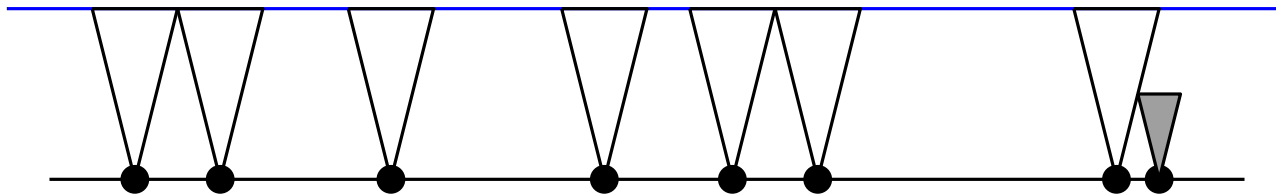
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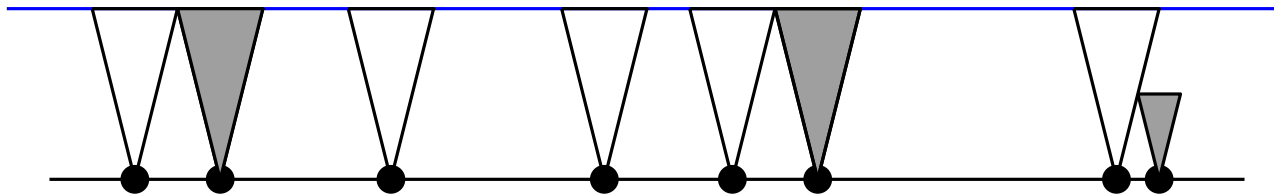
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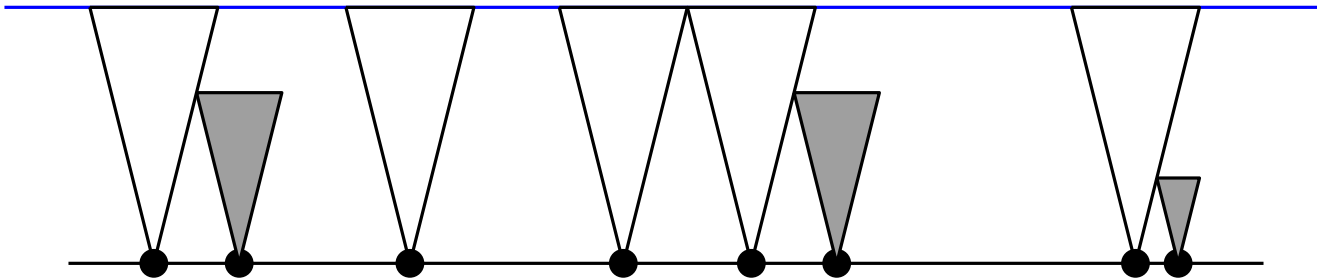


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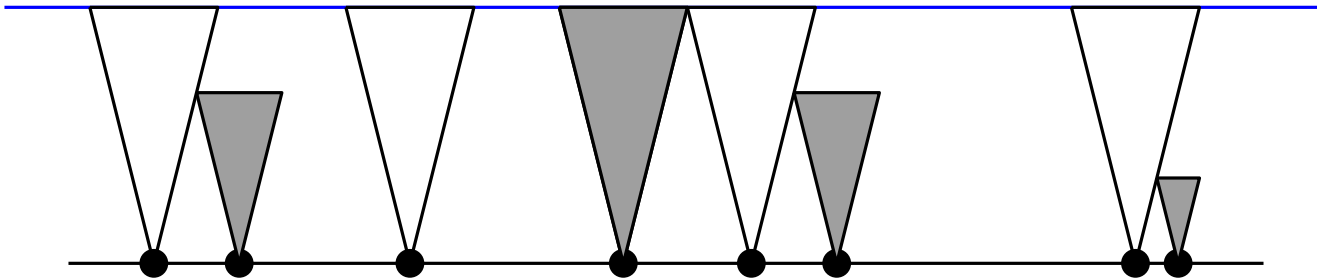




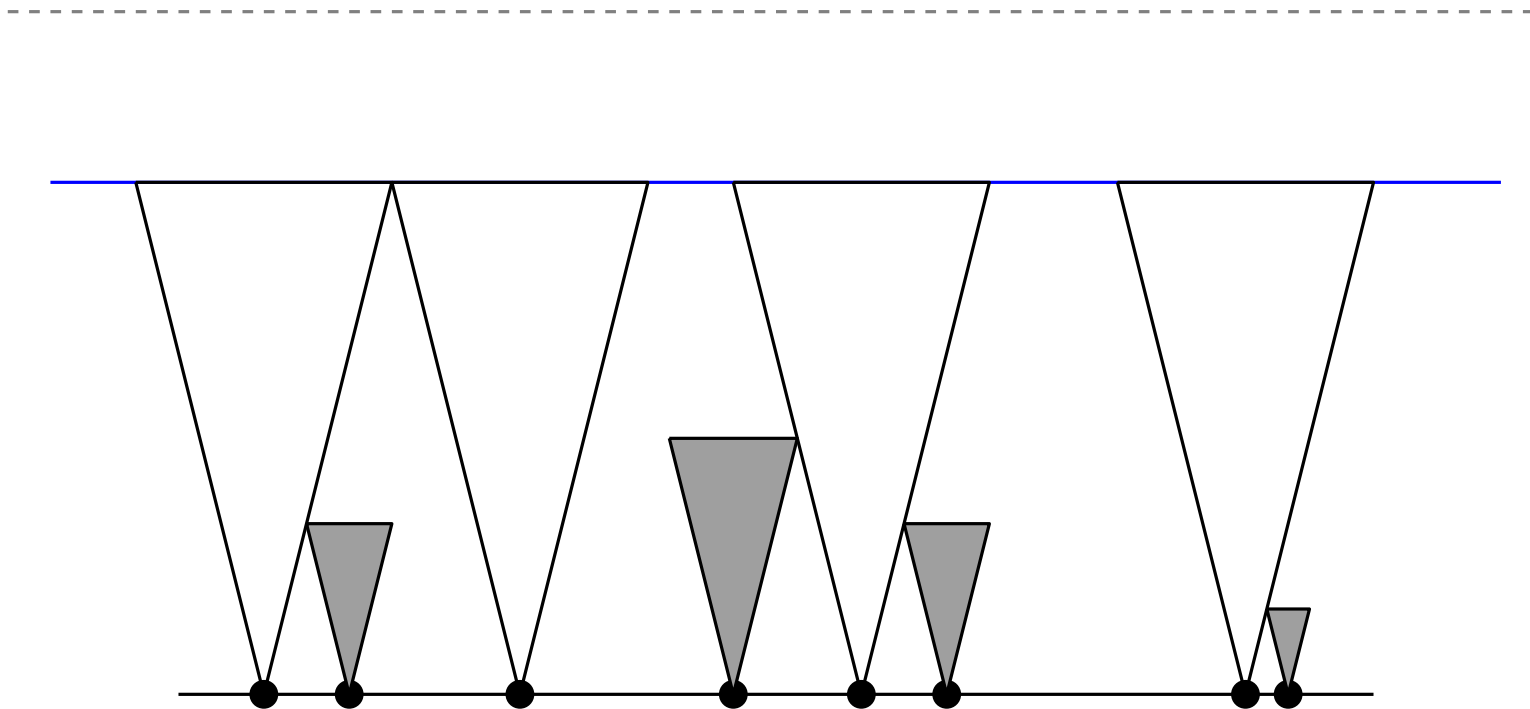
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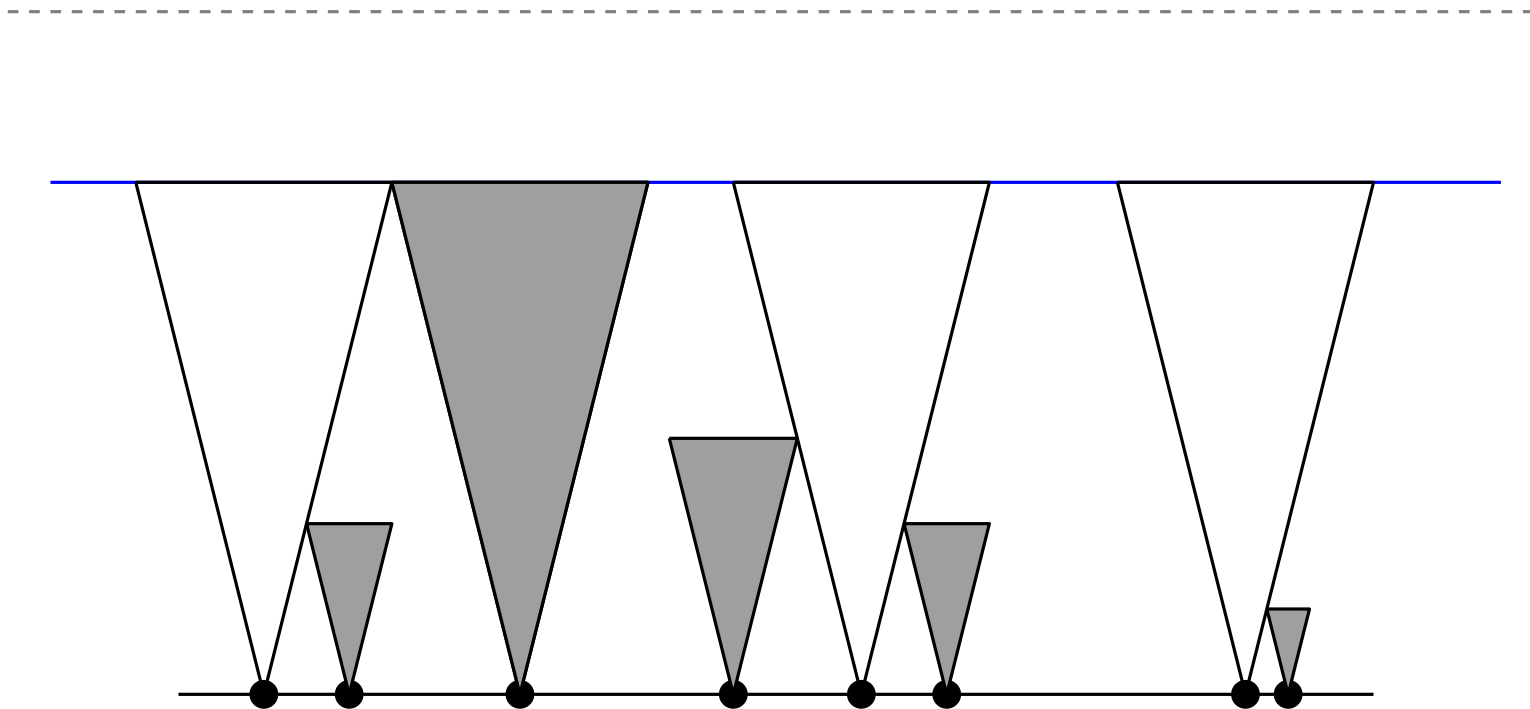
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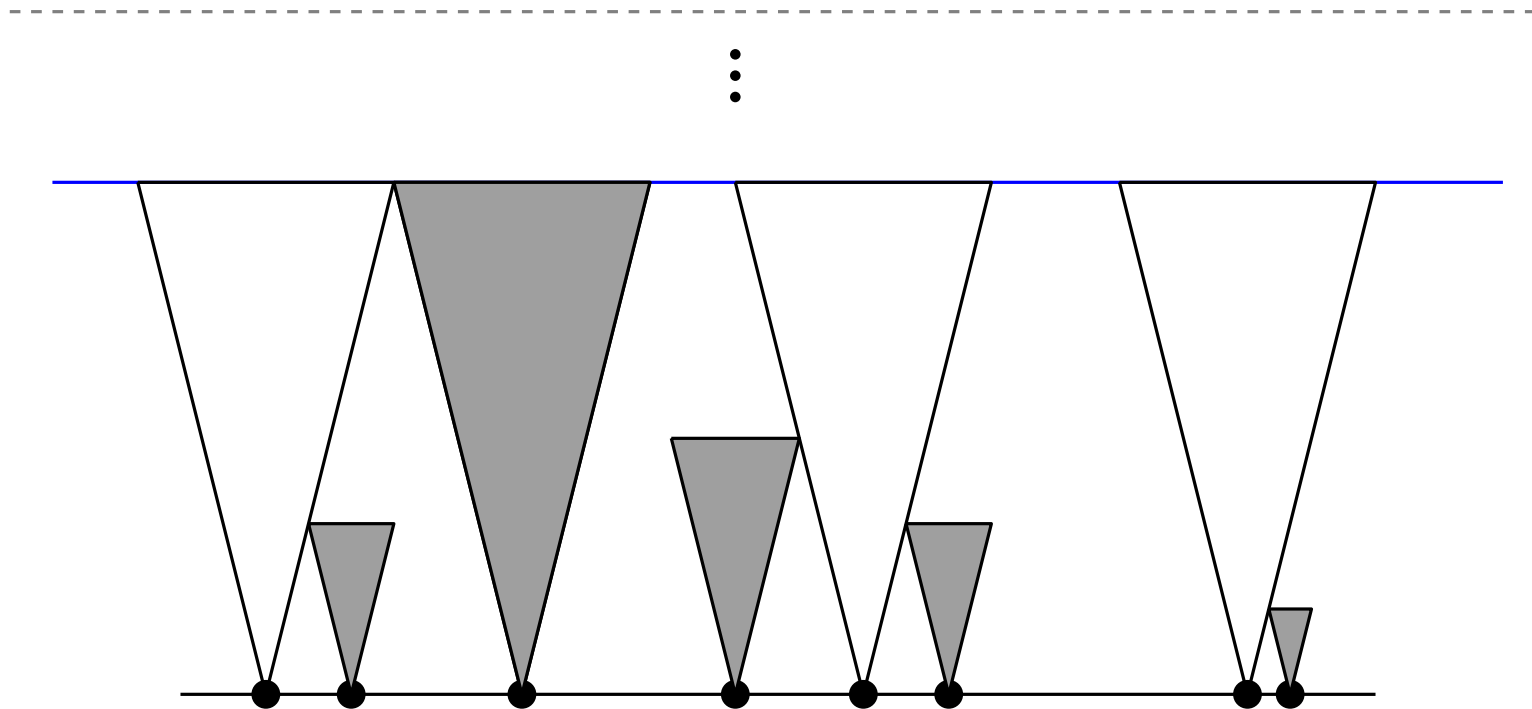
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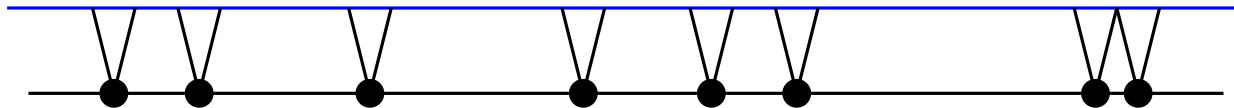
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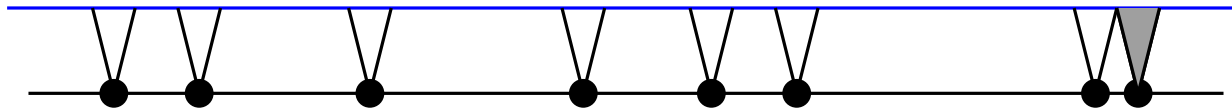
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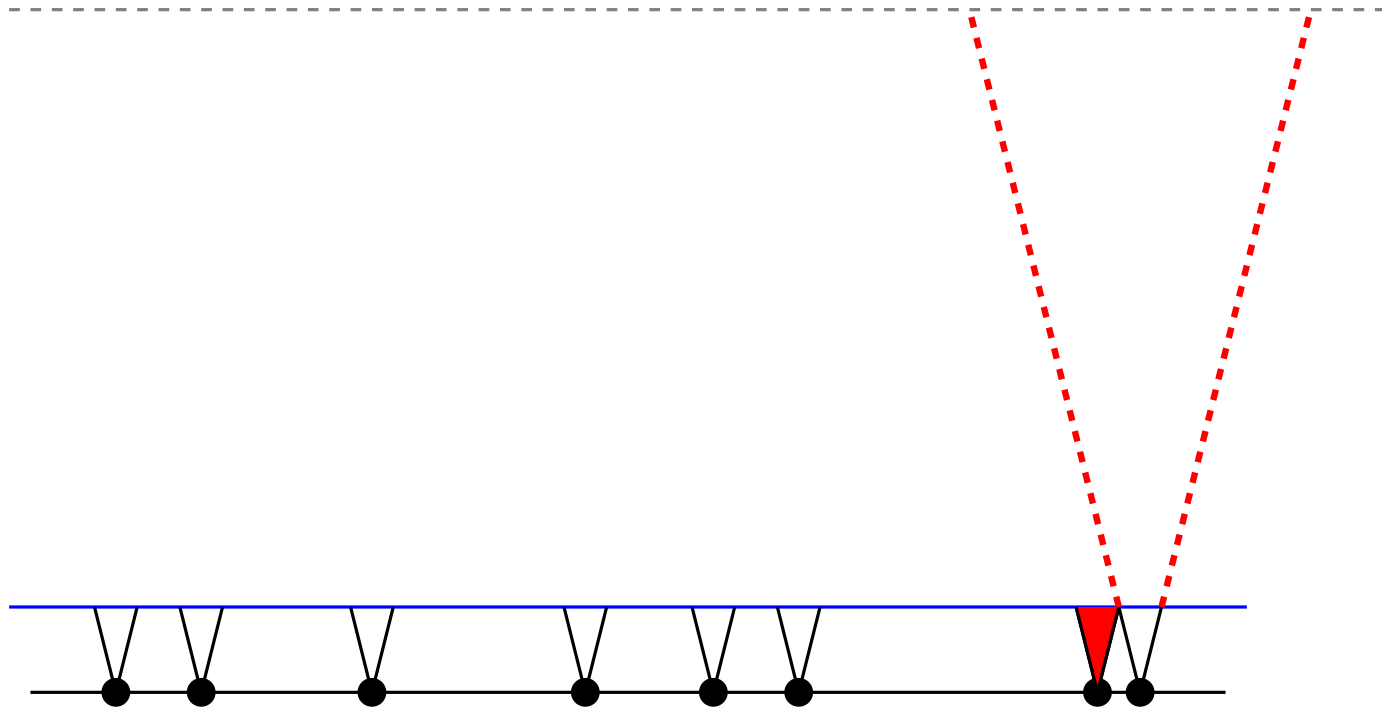
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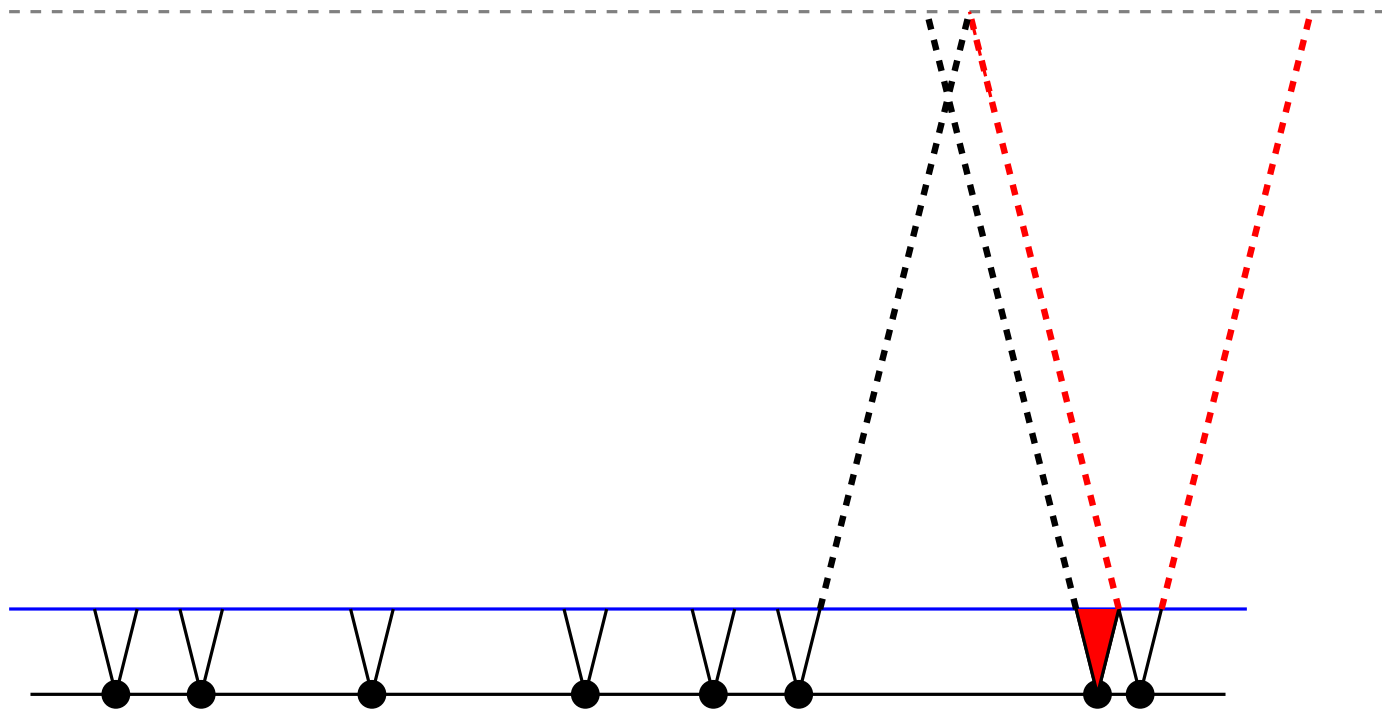


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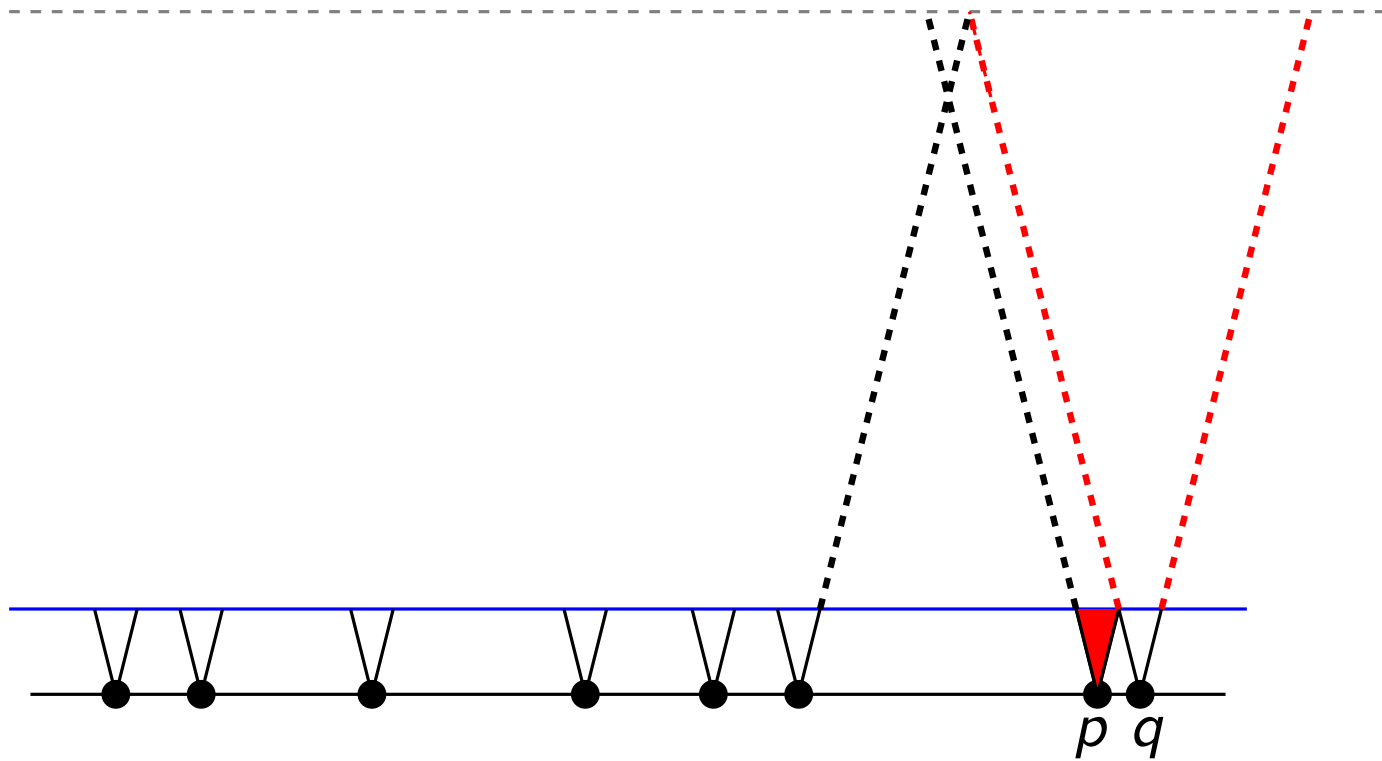




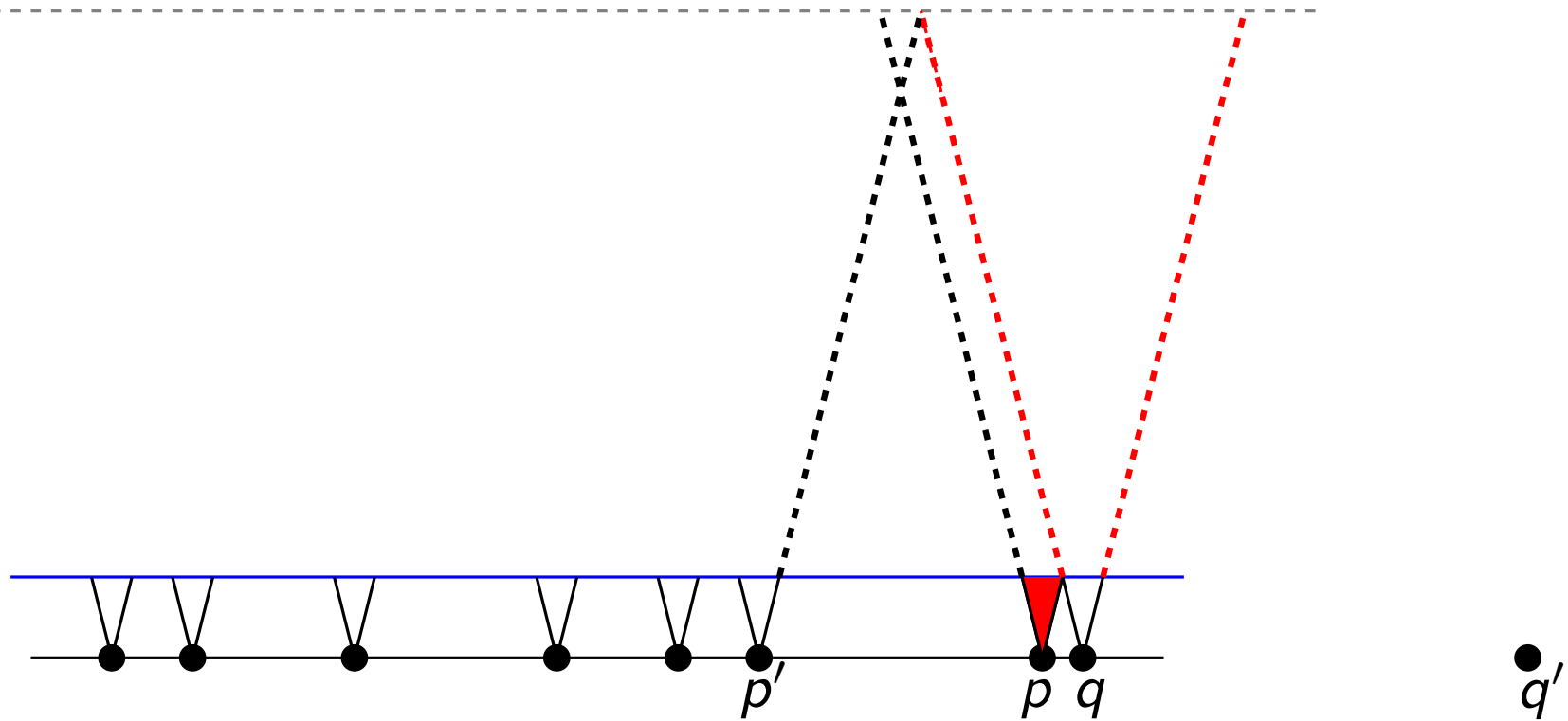
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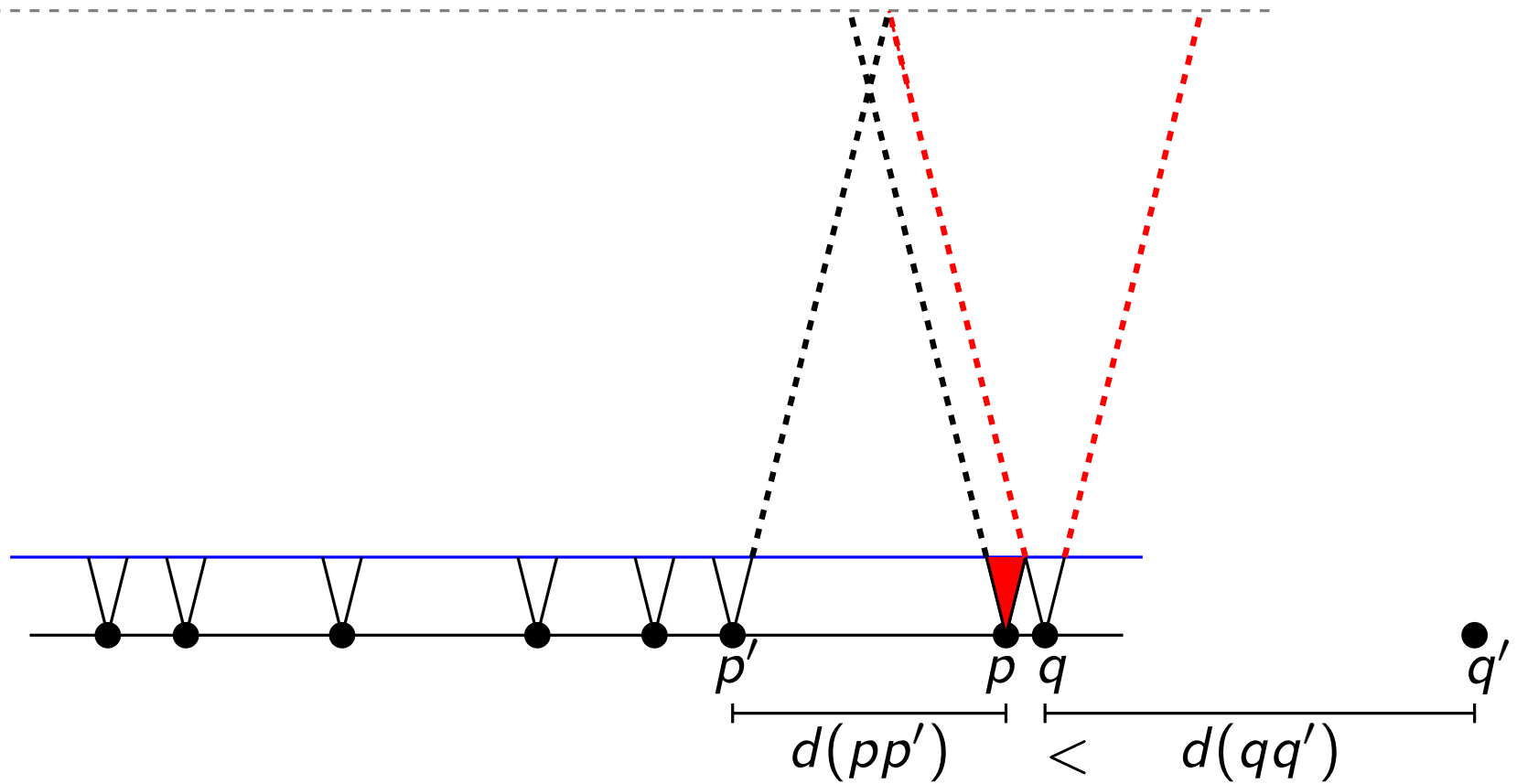
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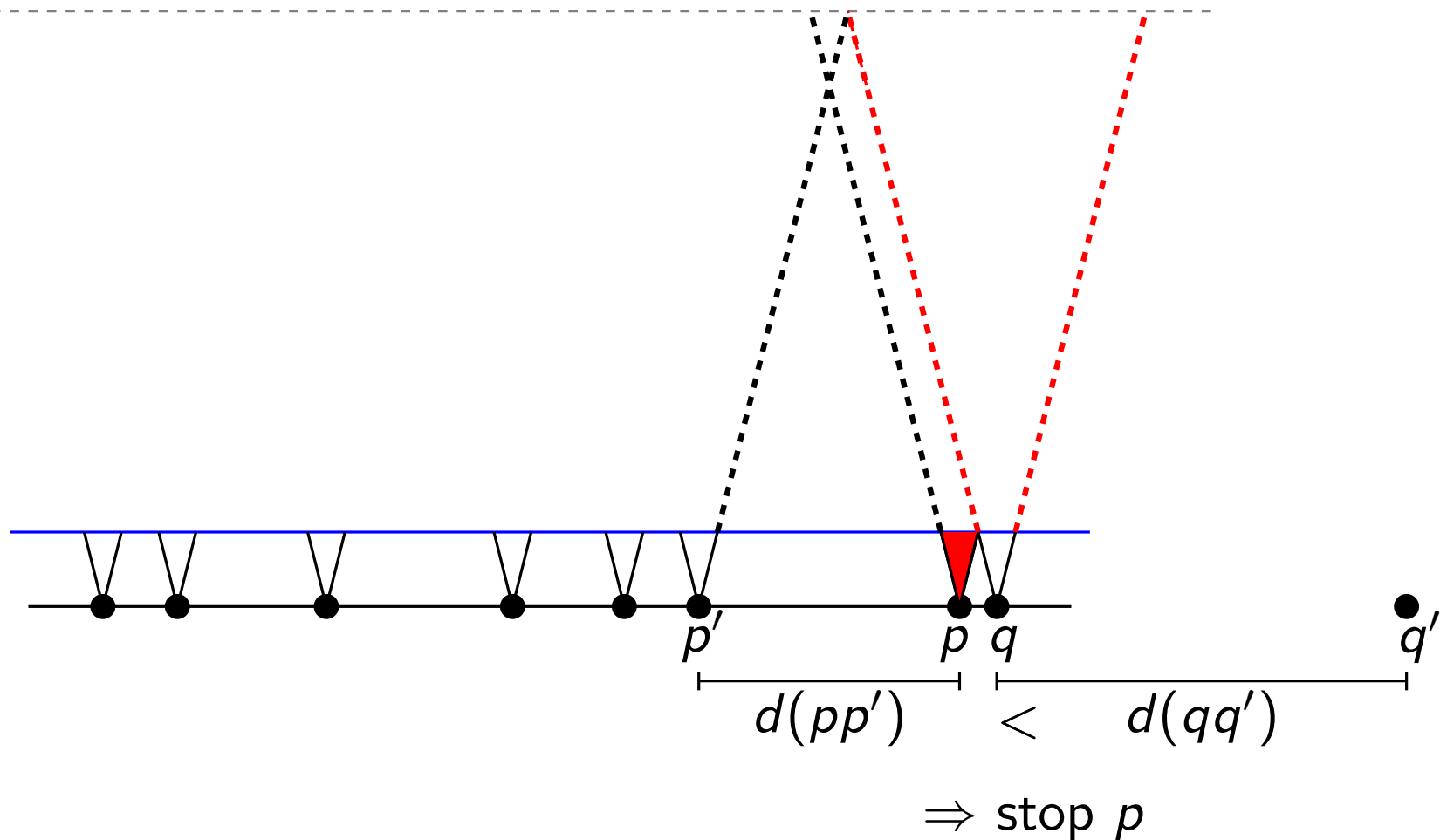
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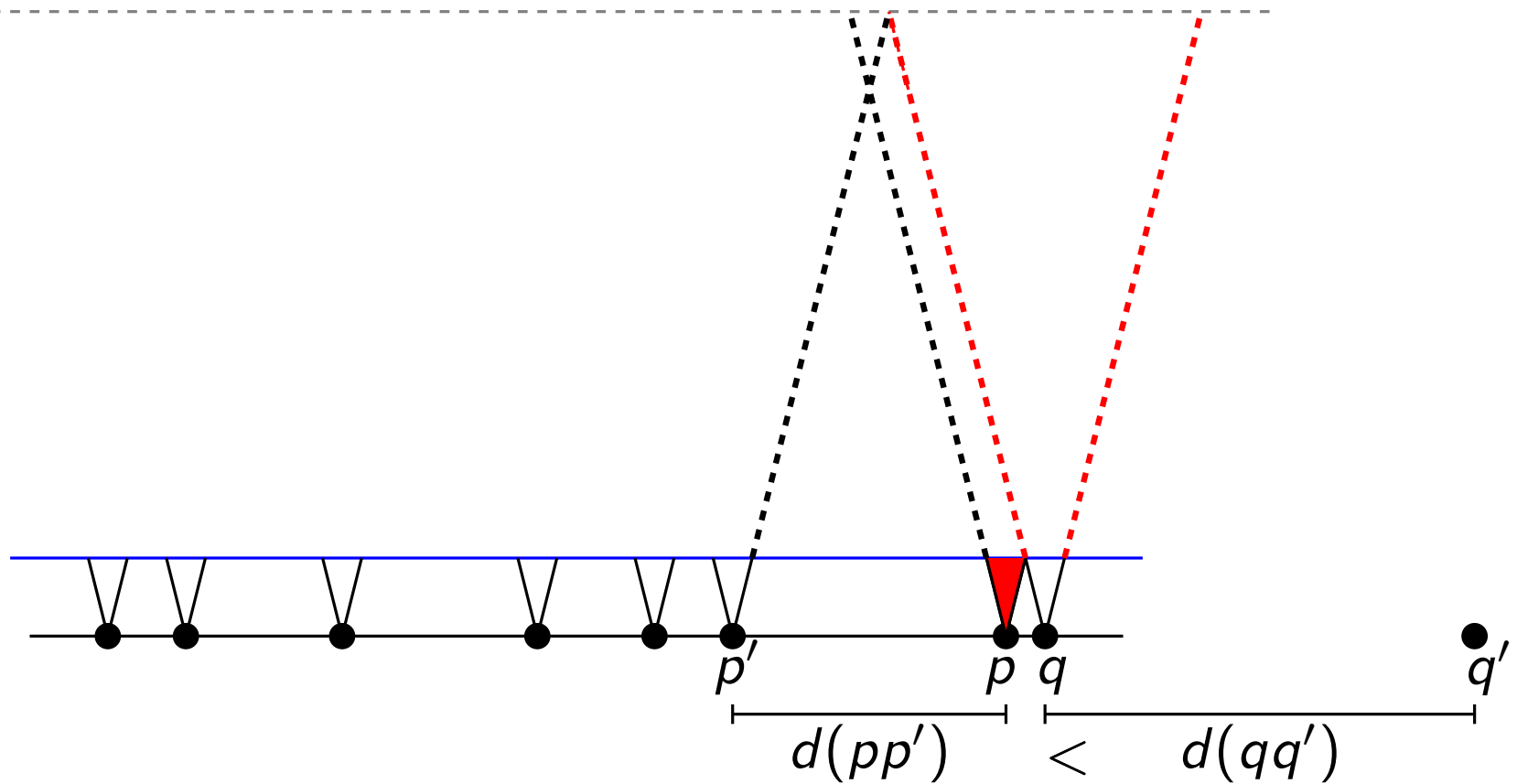
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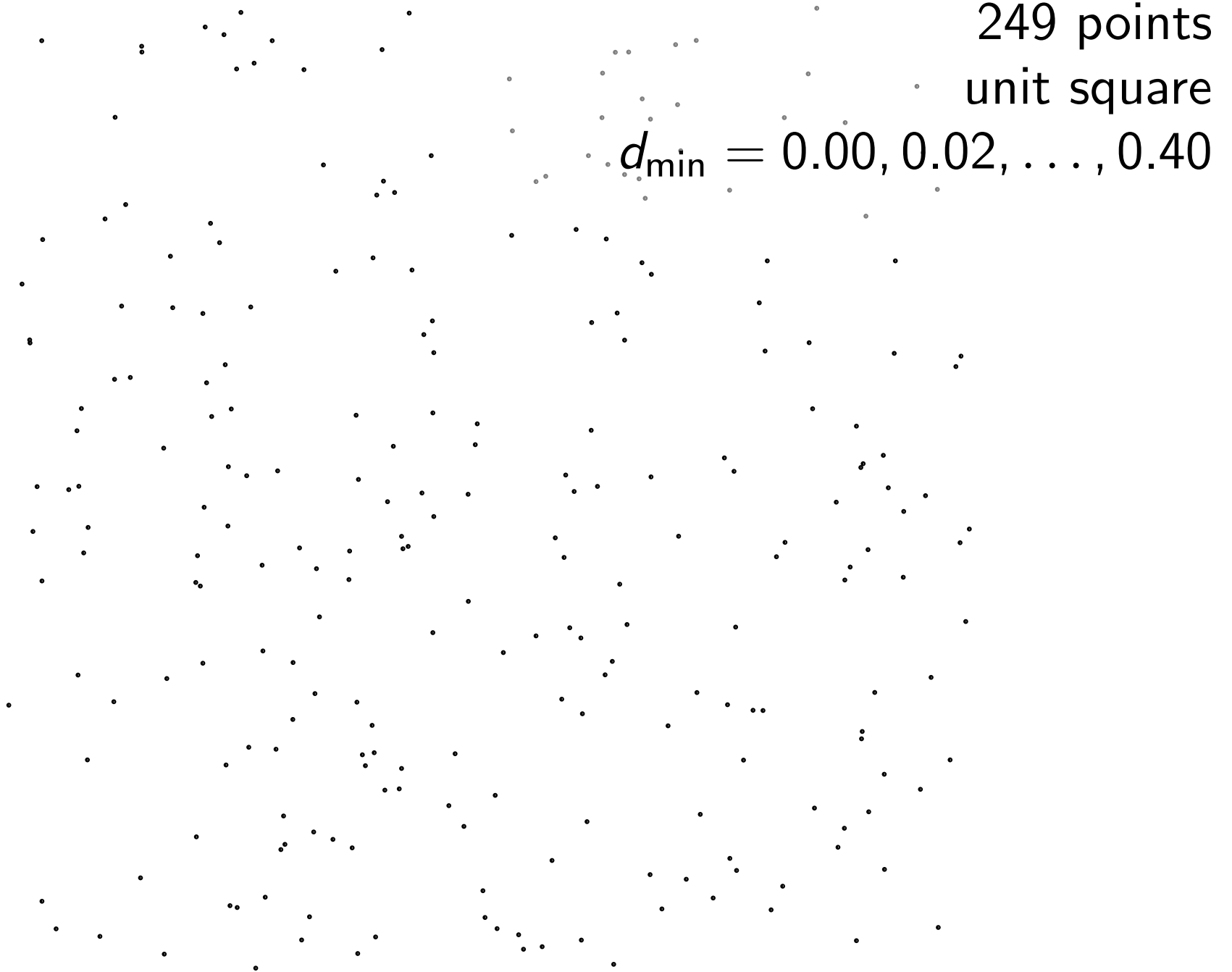
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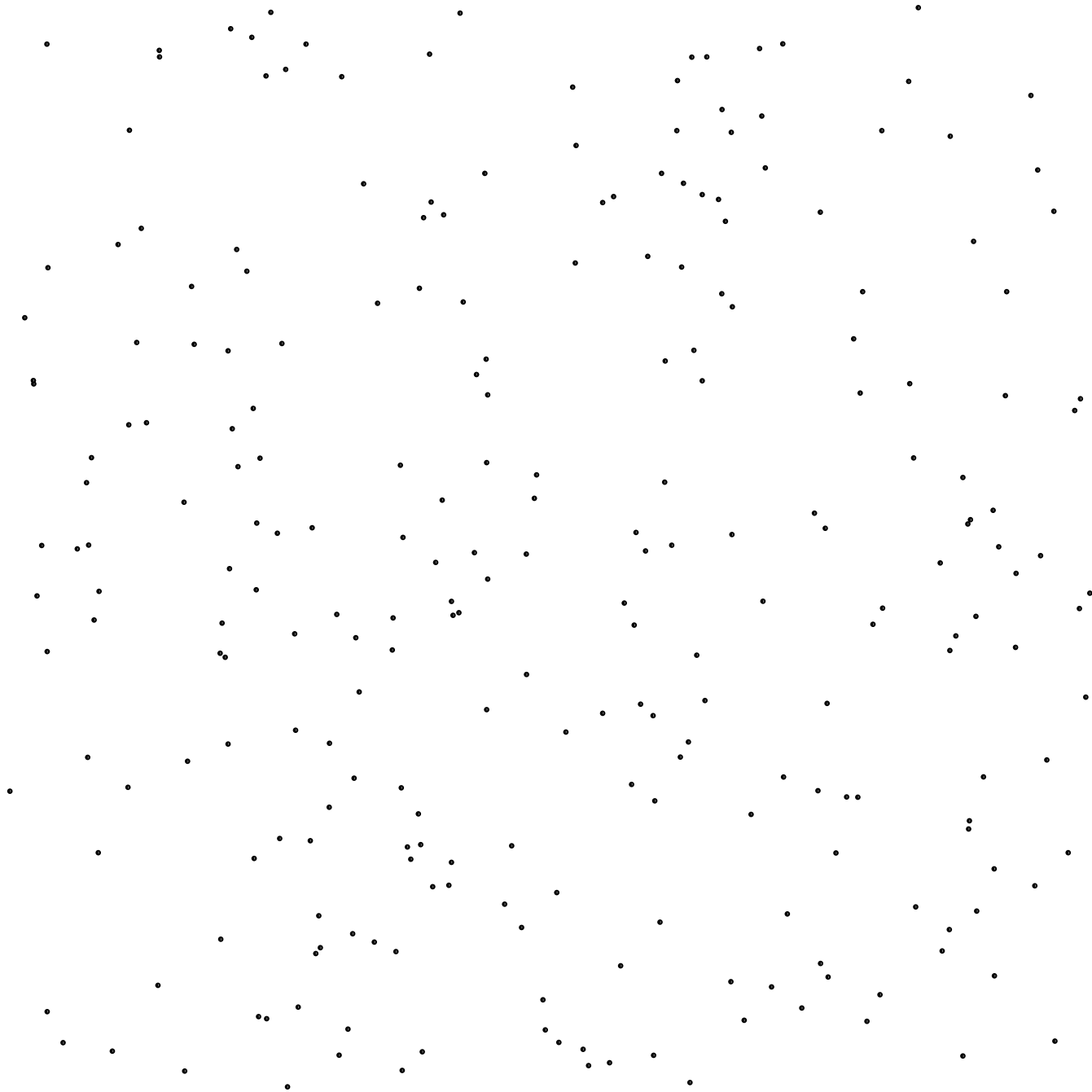
means: Delaunay triangulation

$\Rightarrow$  stop  $p$

# Example

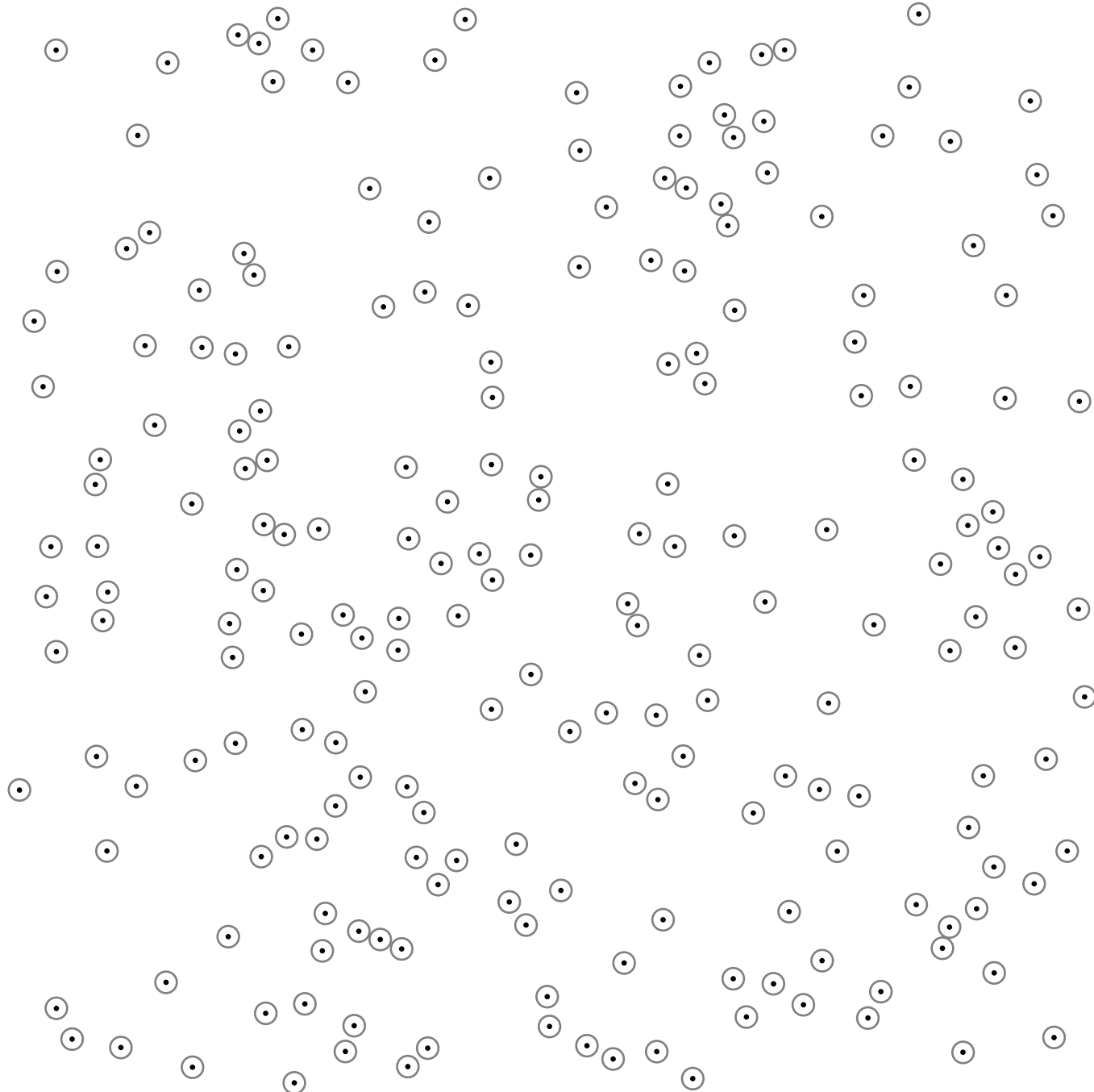


# Example

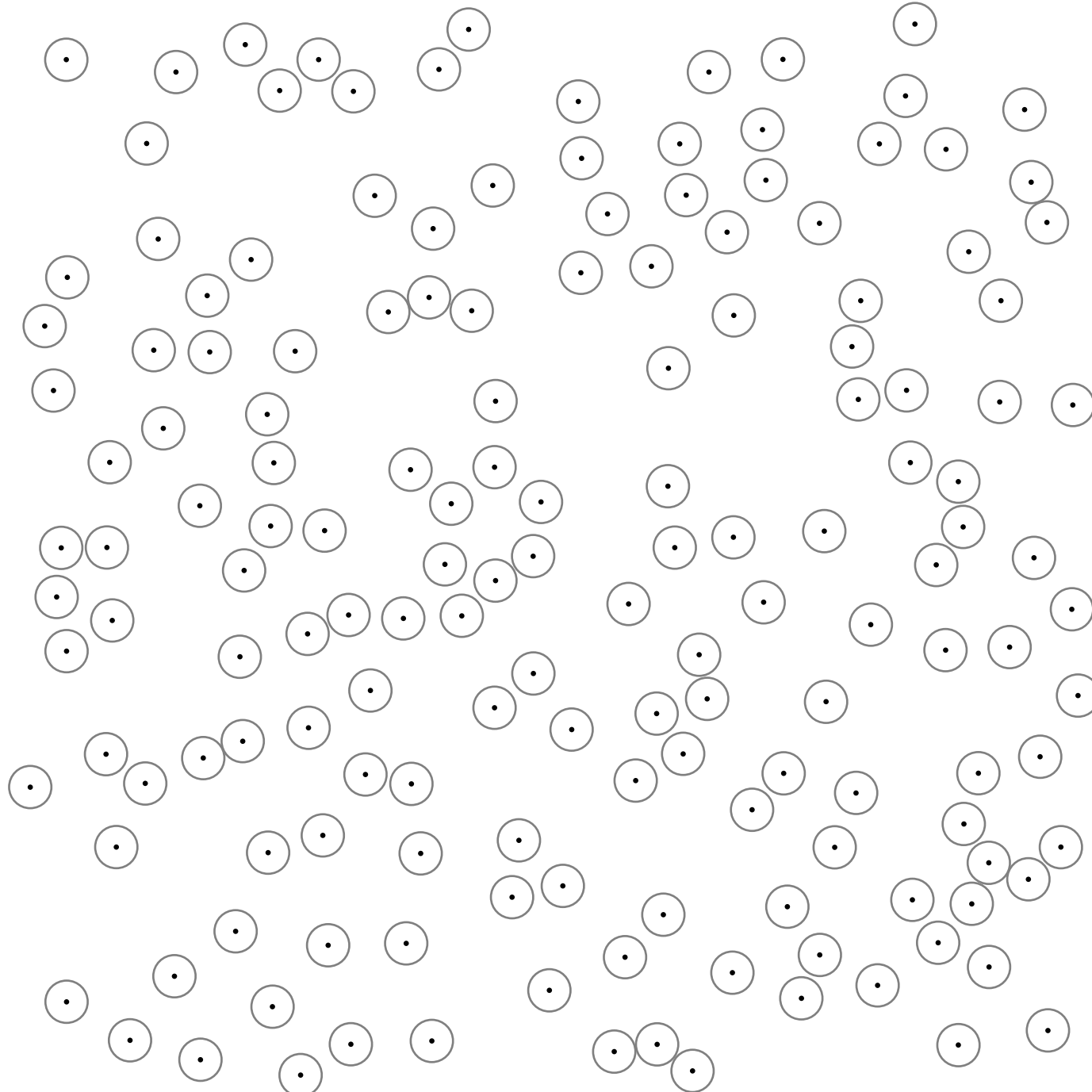




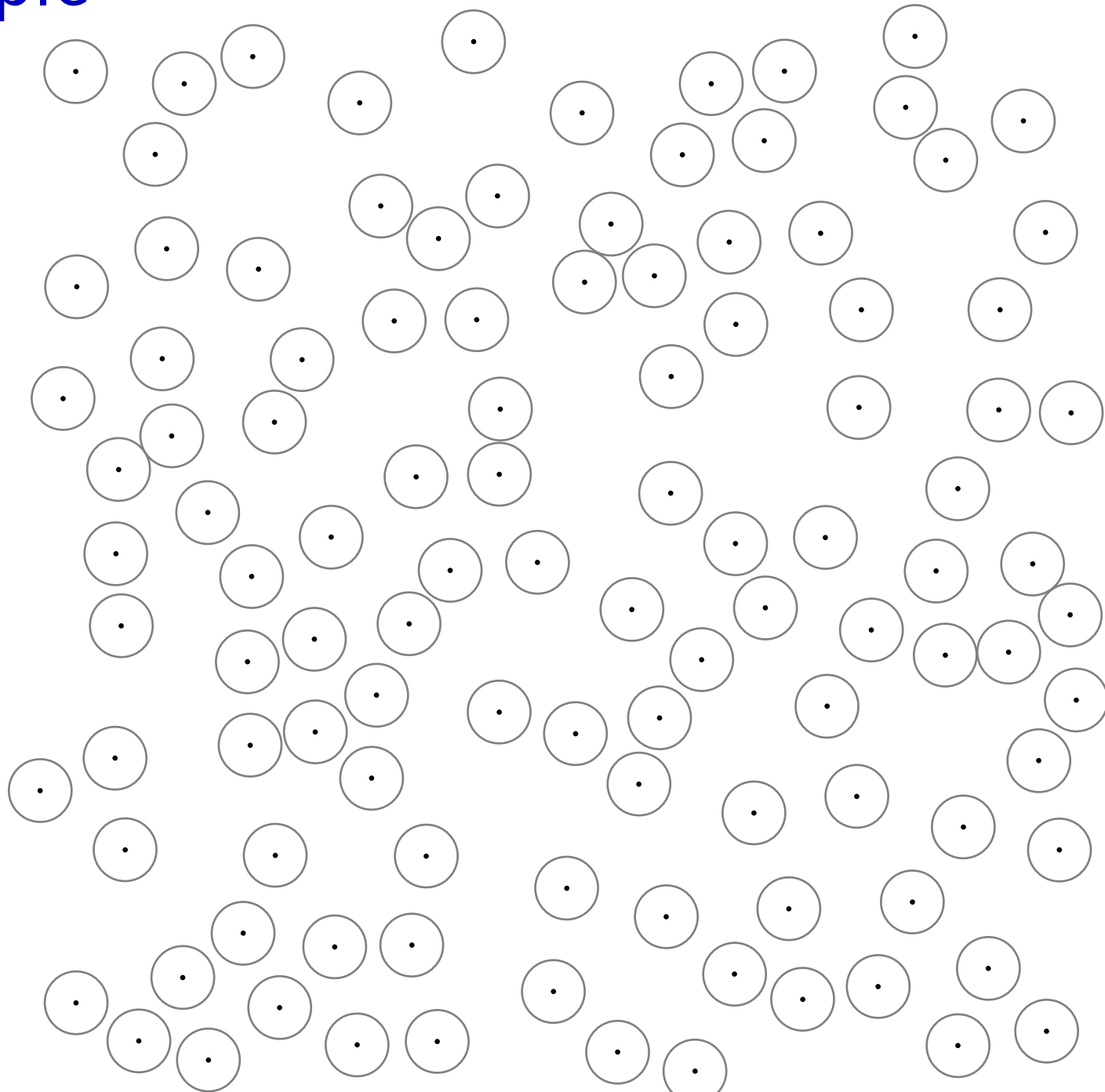
# Example



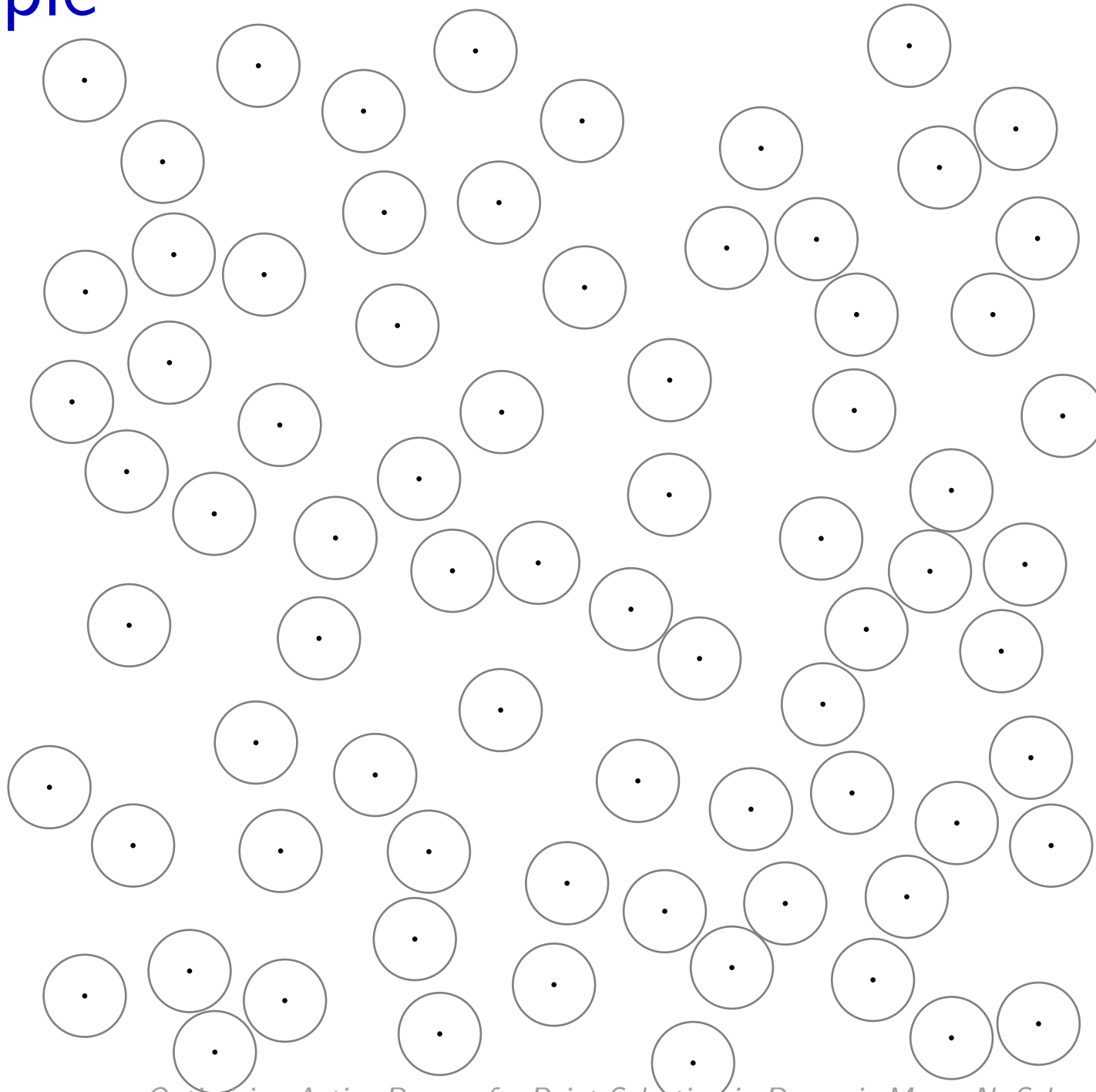
# Example



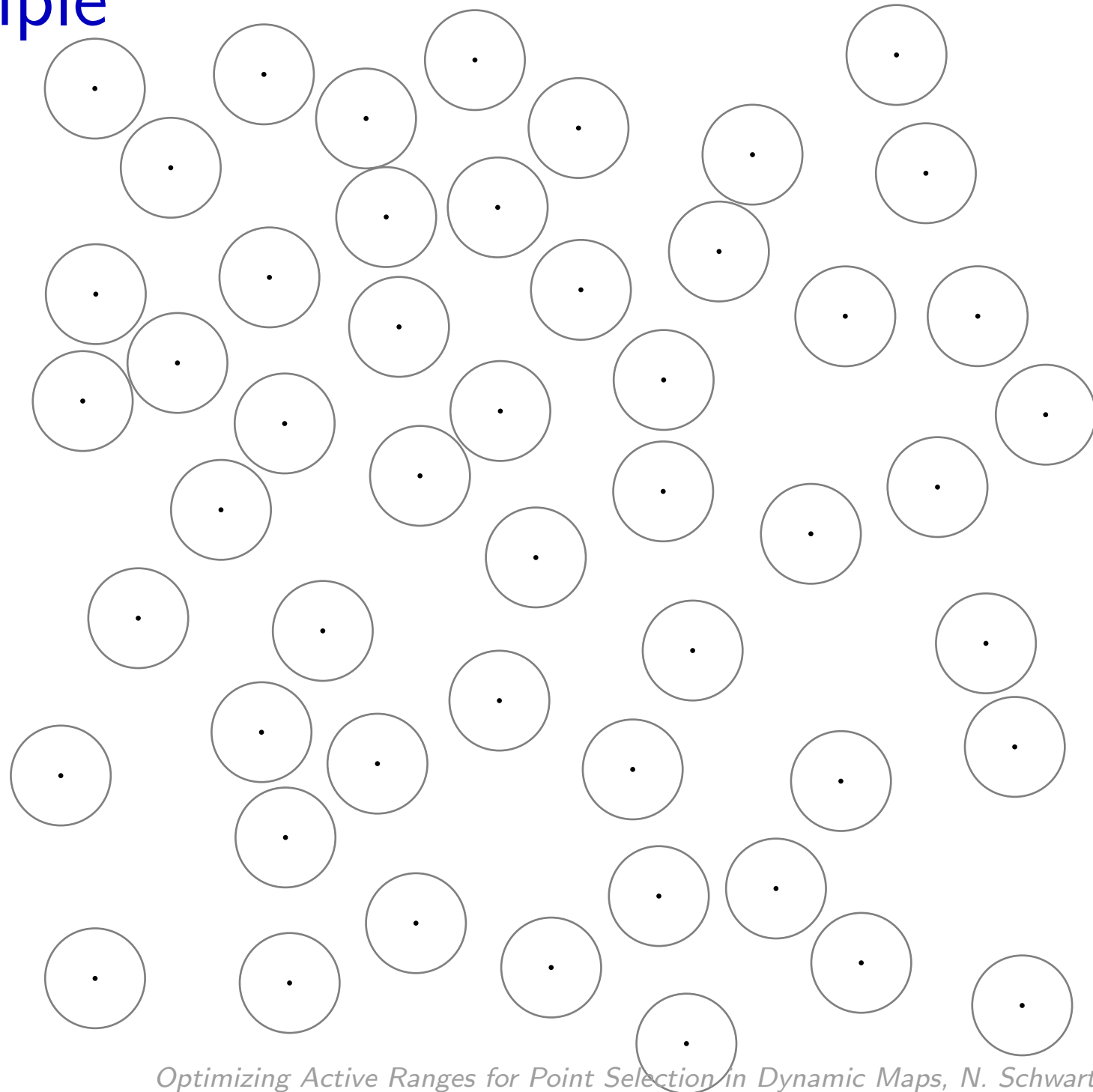
# Example



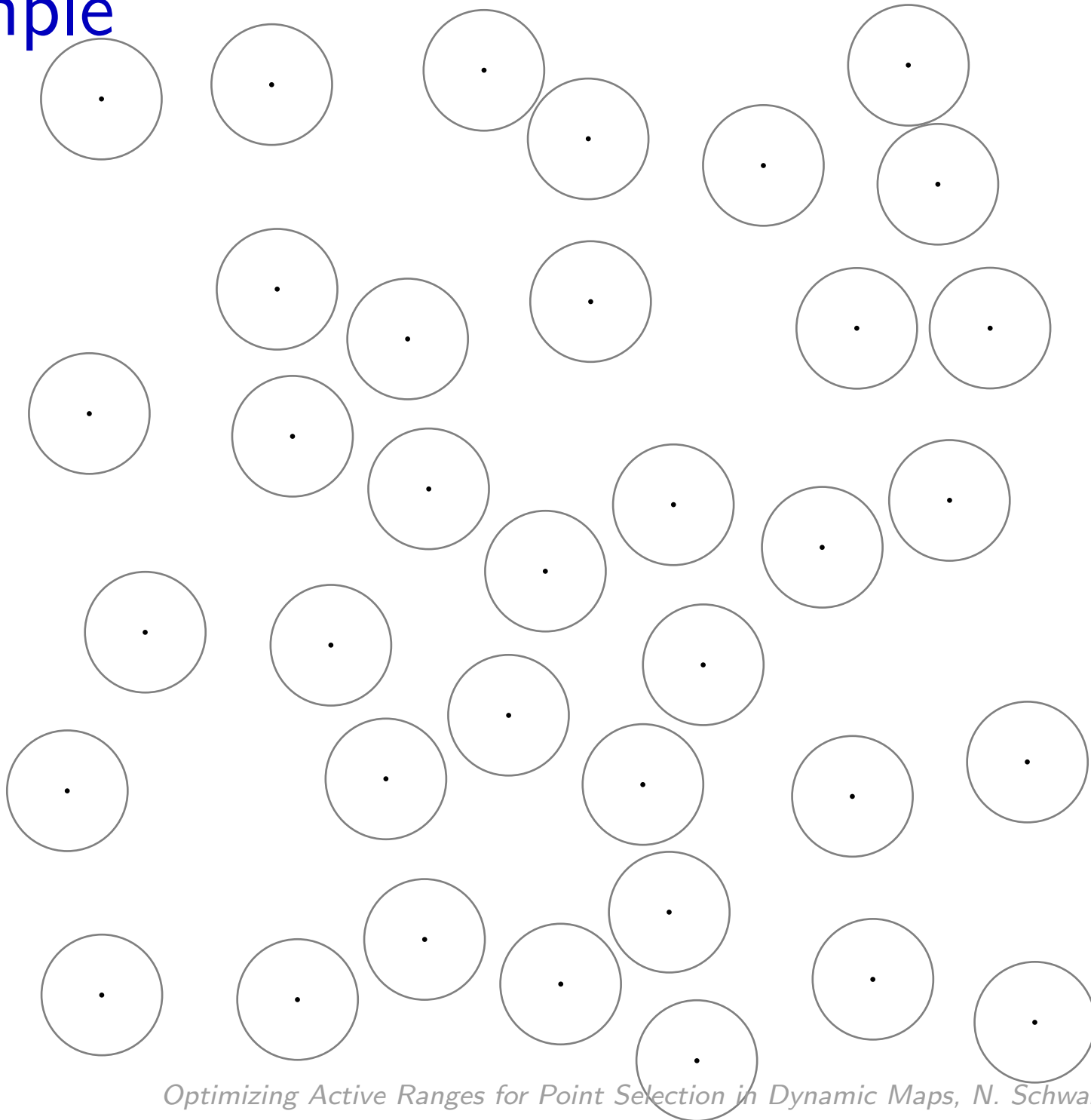
# Example



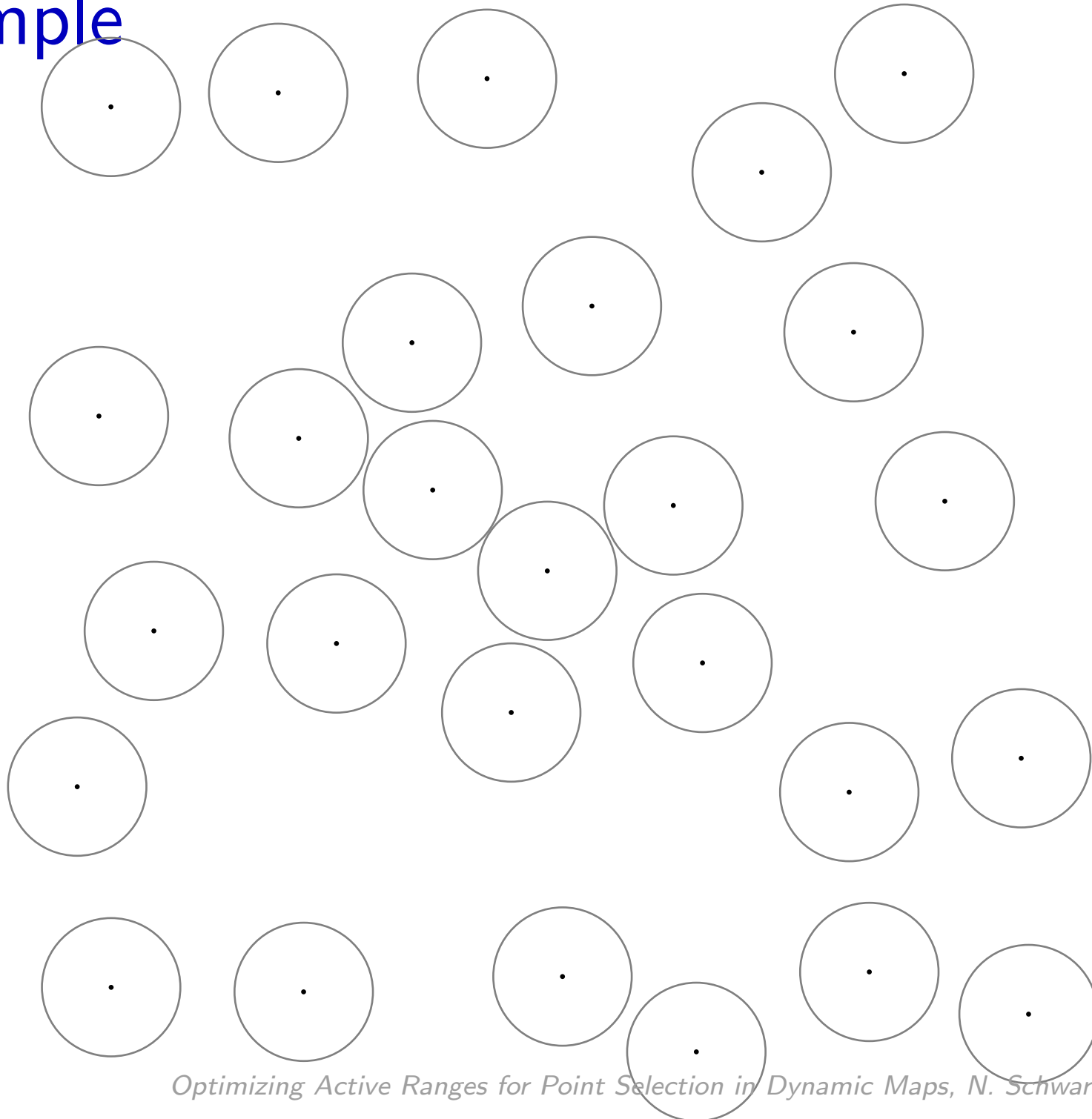
# Example



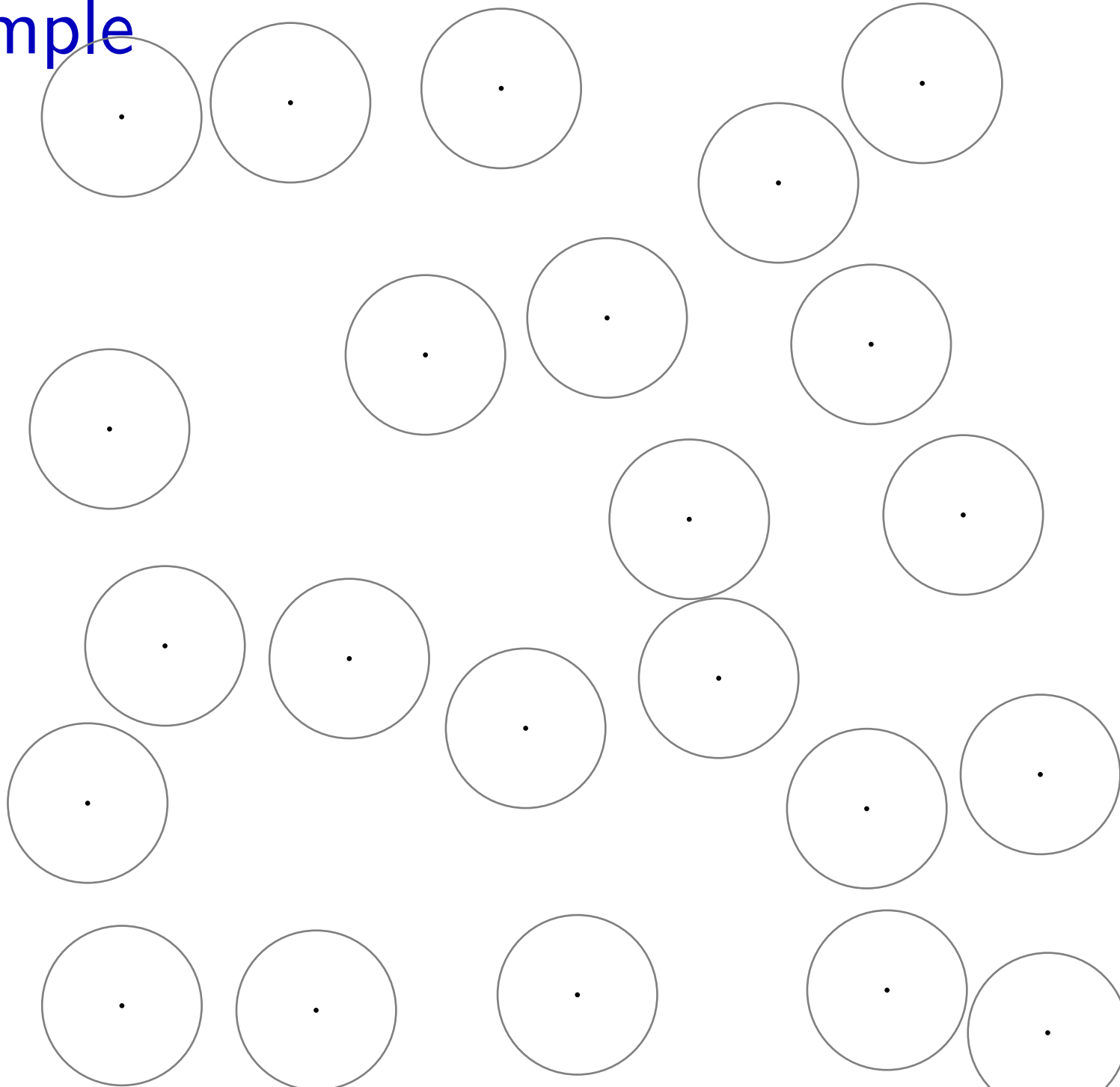
# Example



# Example

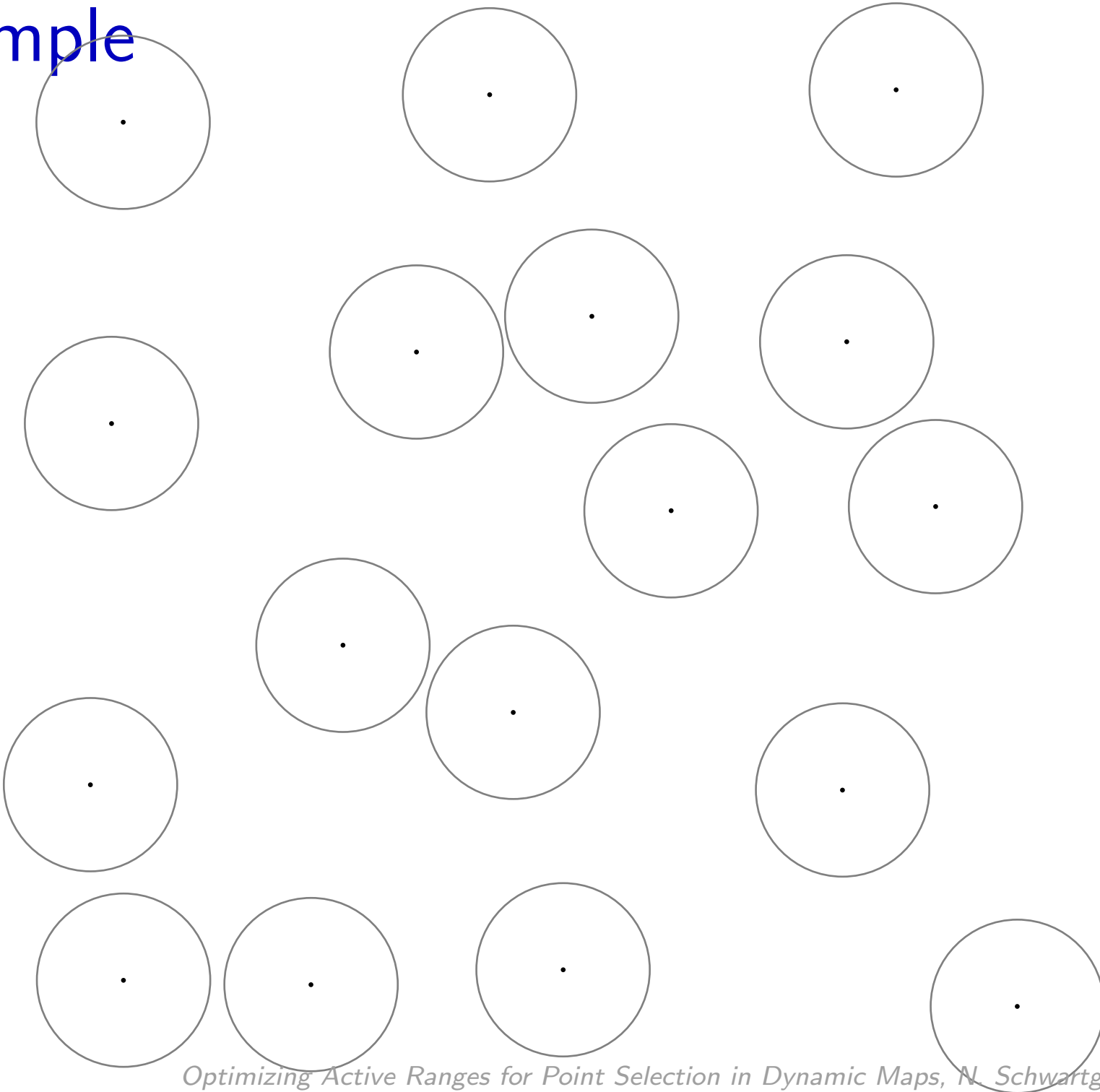


# Example

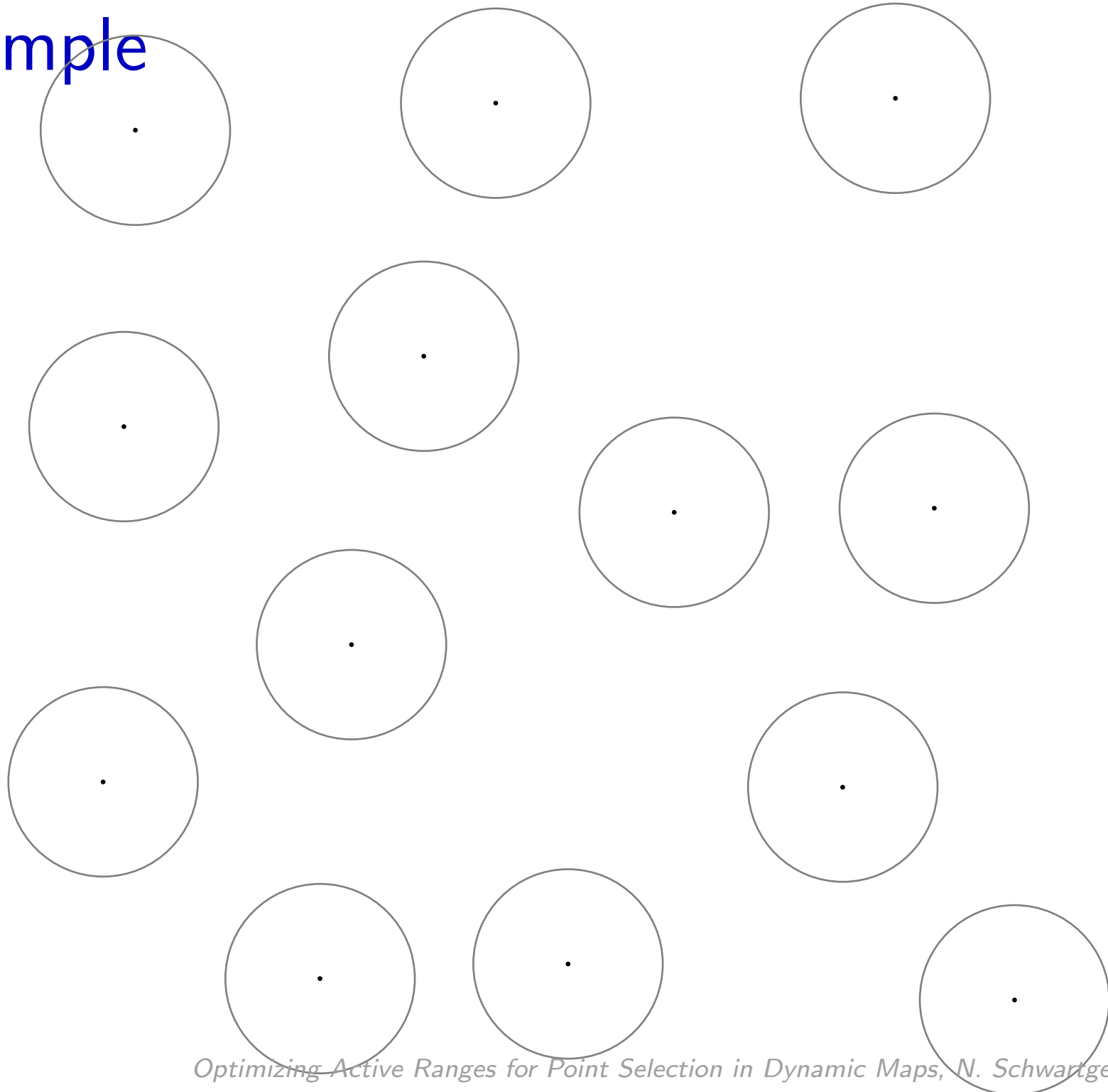




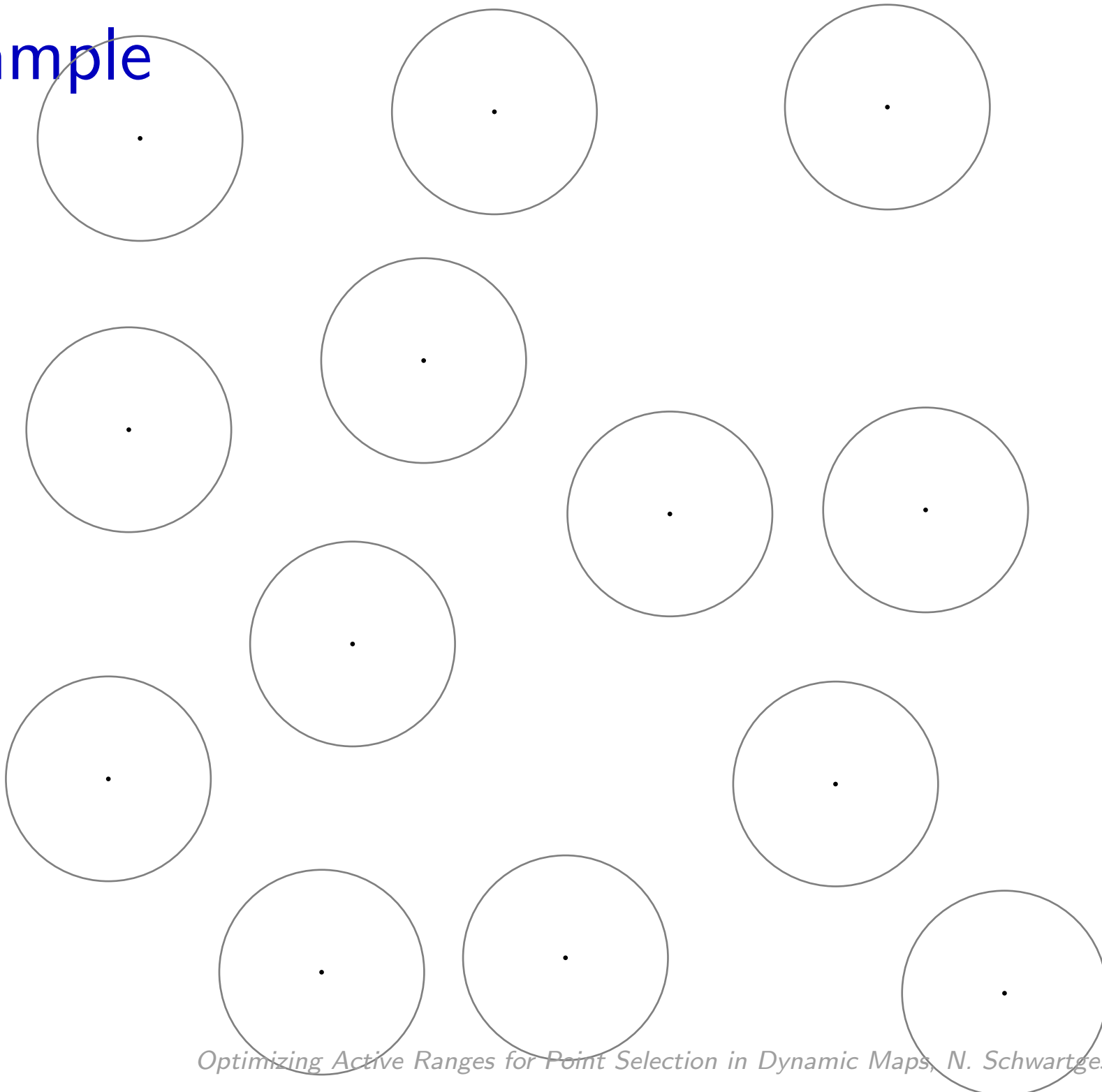
# Example



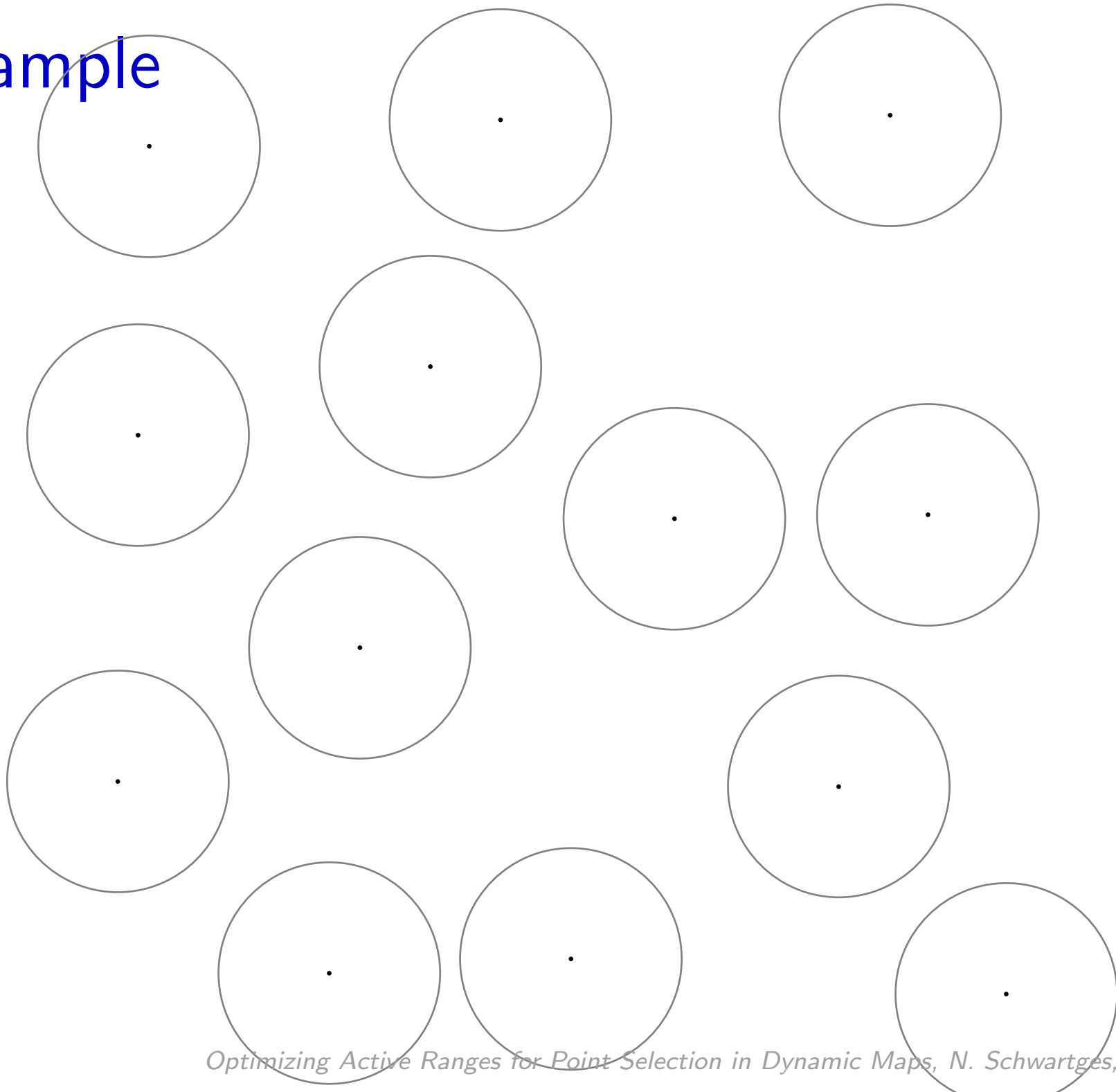
# Example



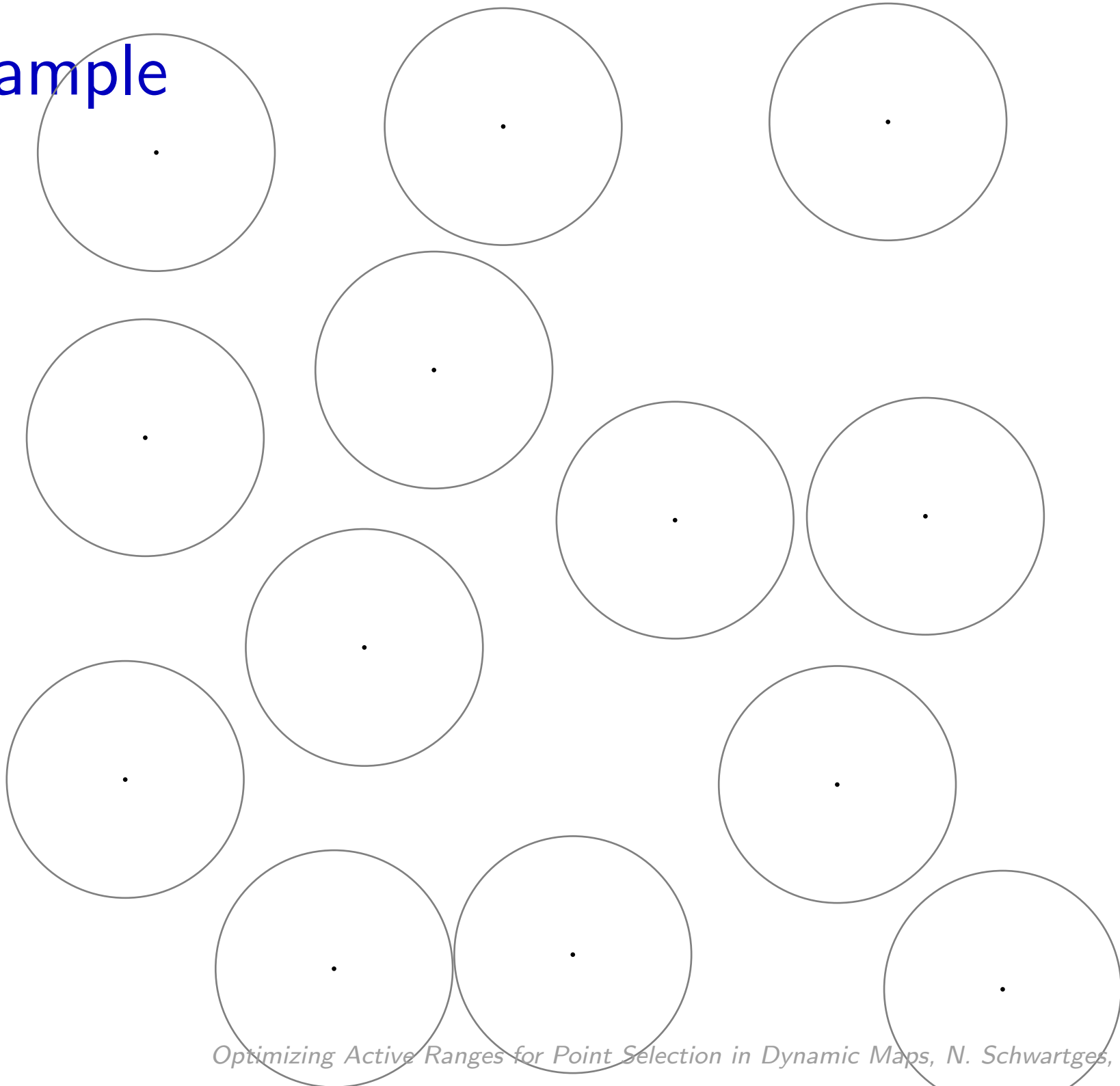
# Example



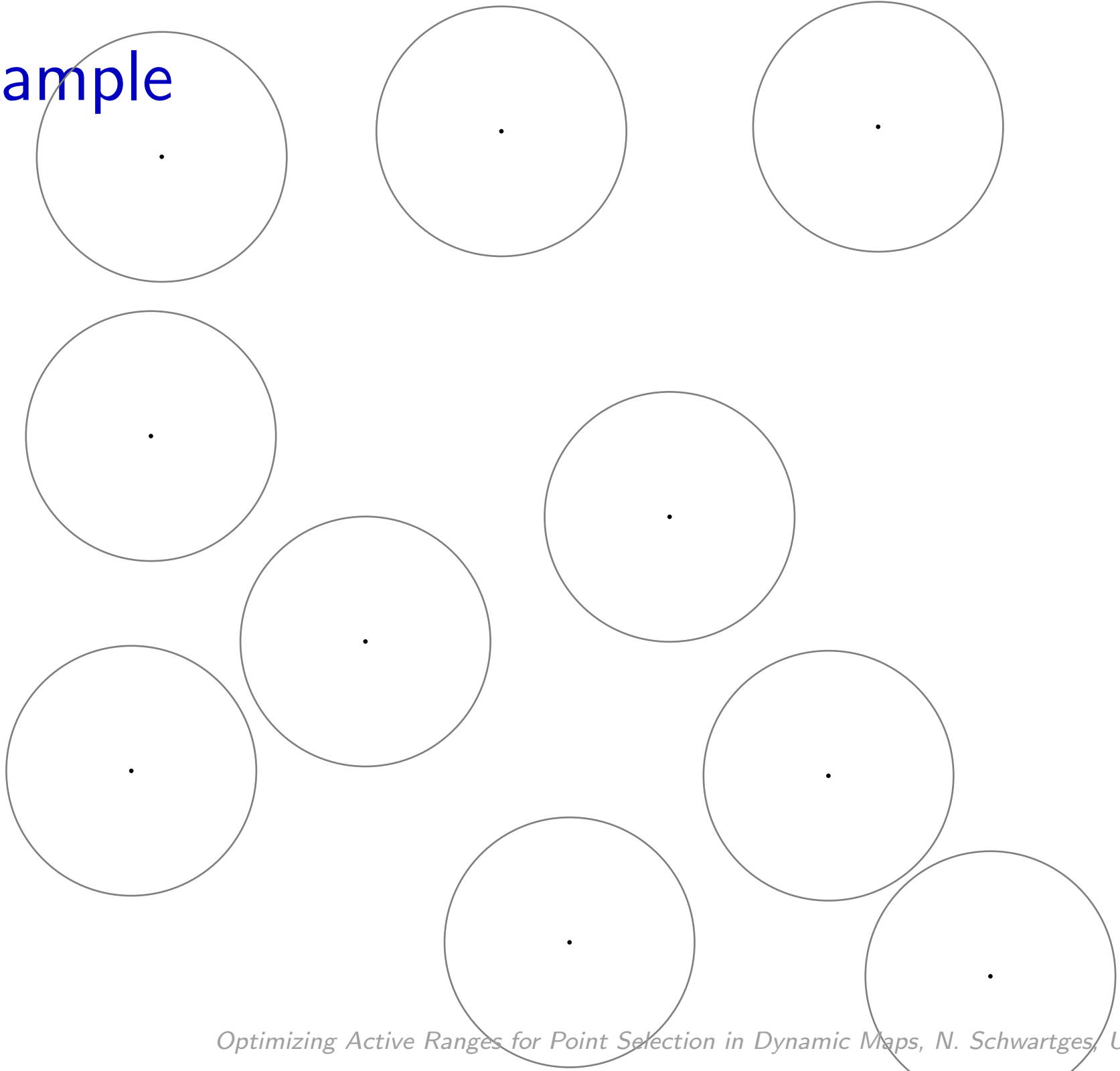
# Example



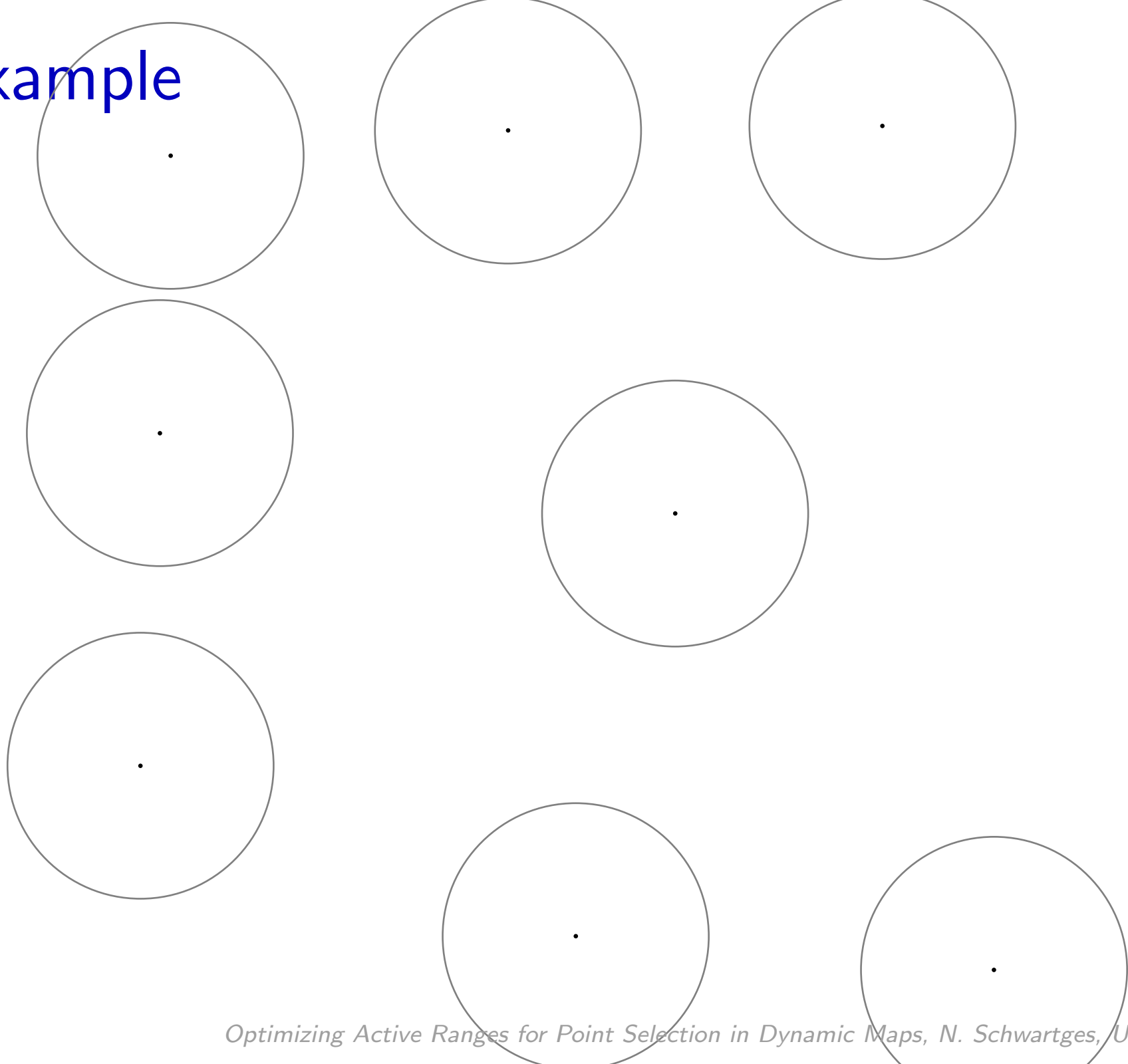
# Example



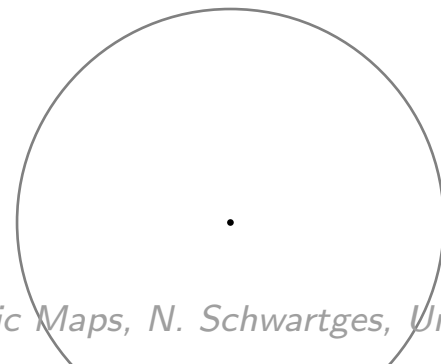
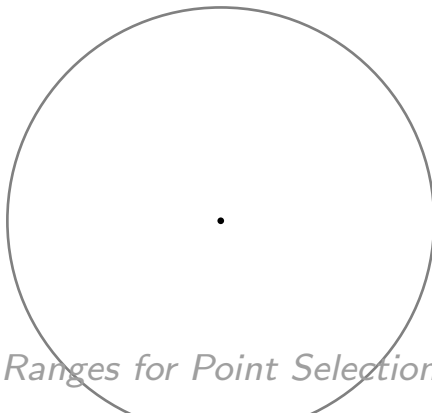
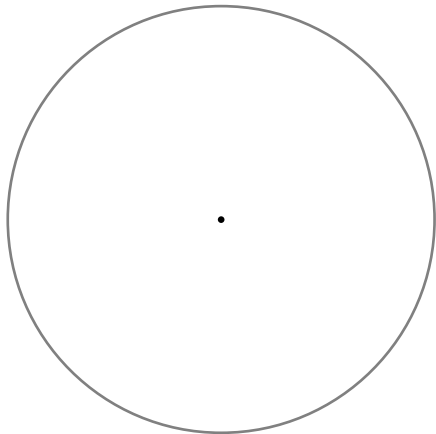
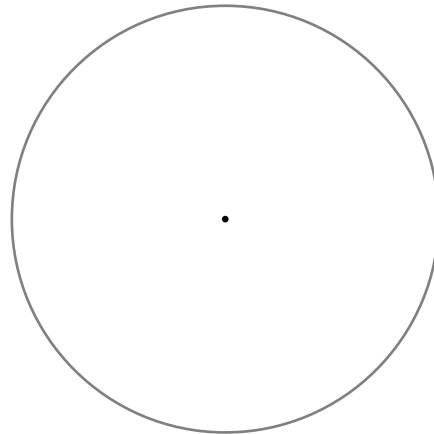
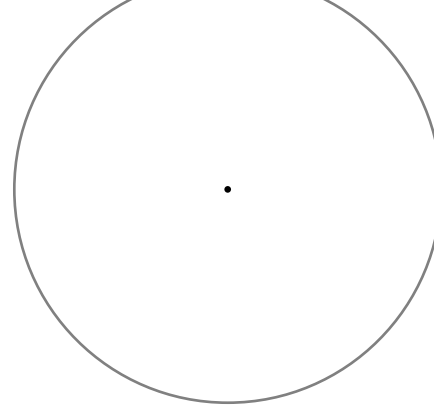
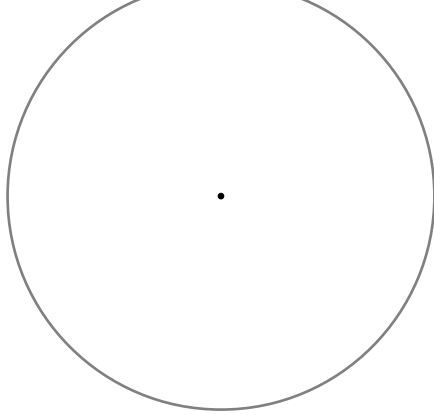
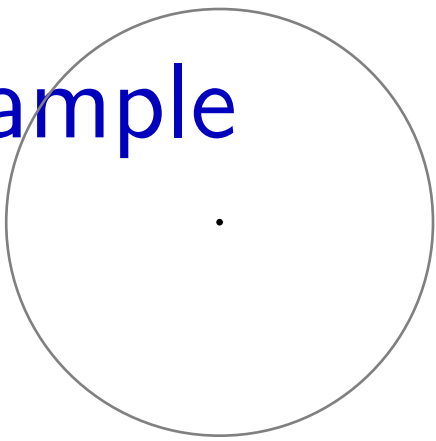
# Example



# Example

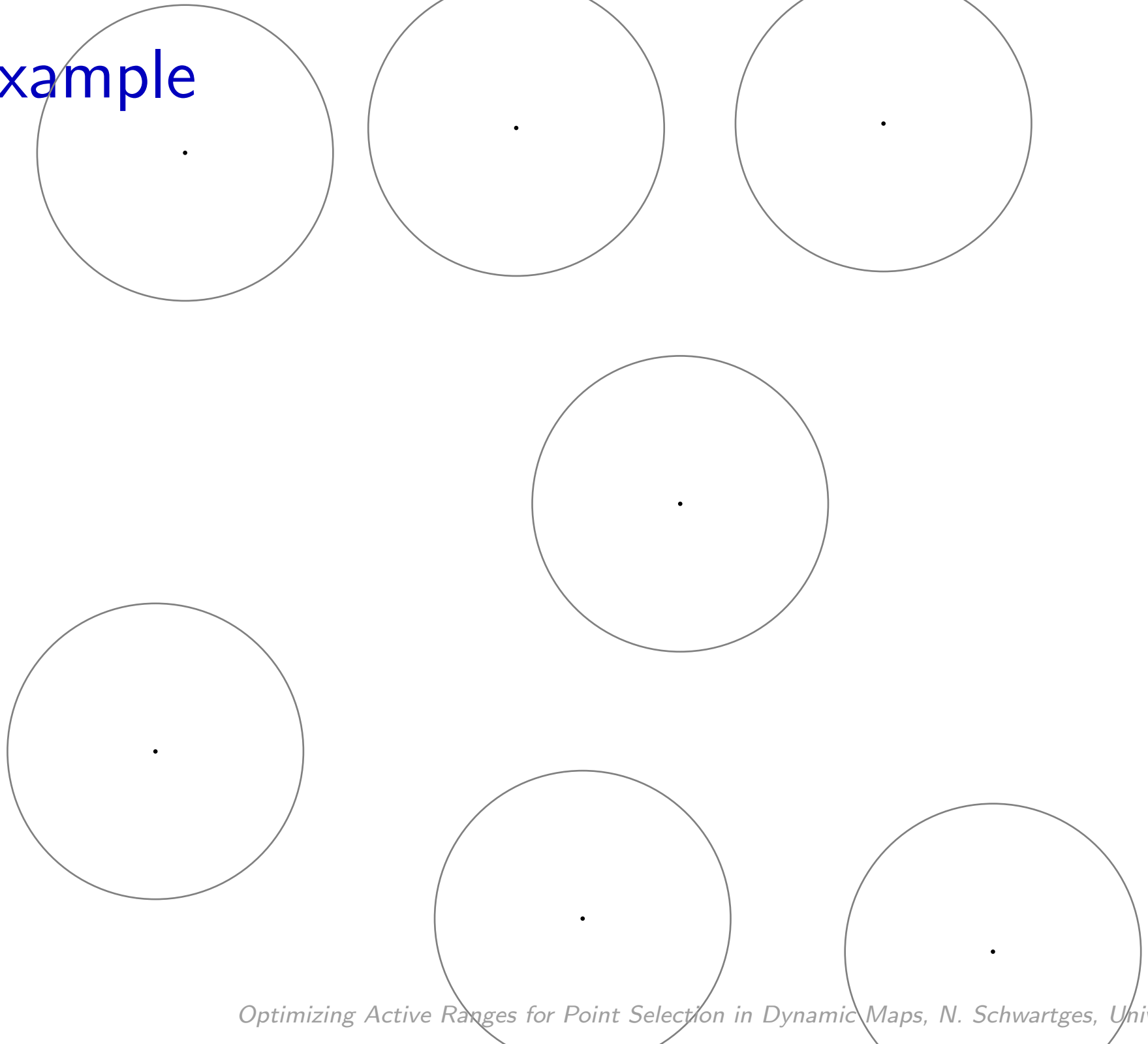


# Example

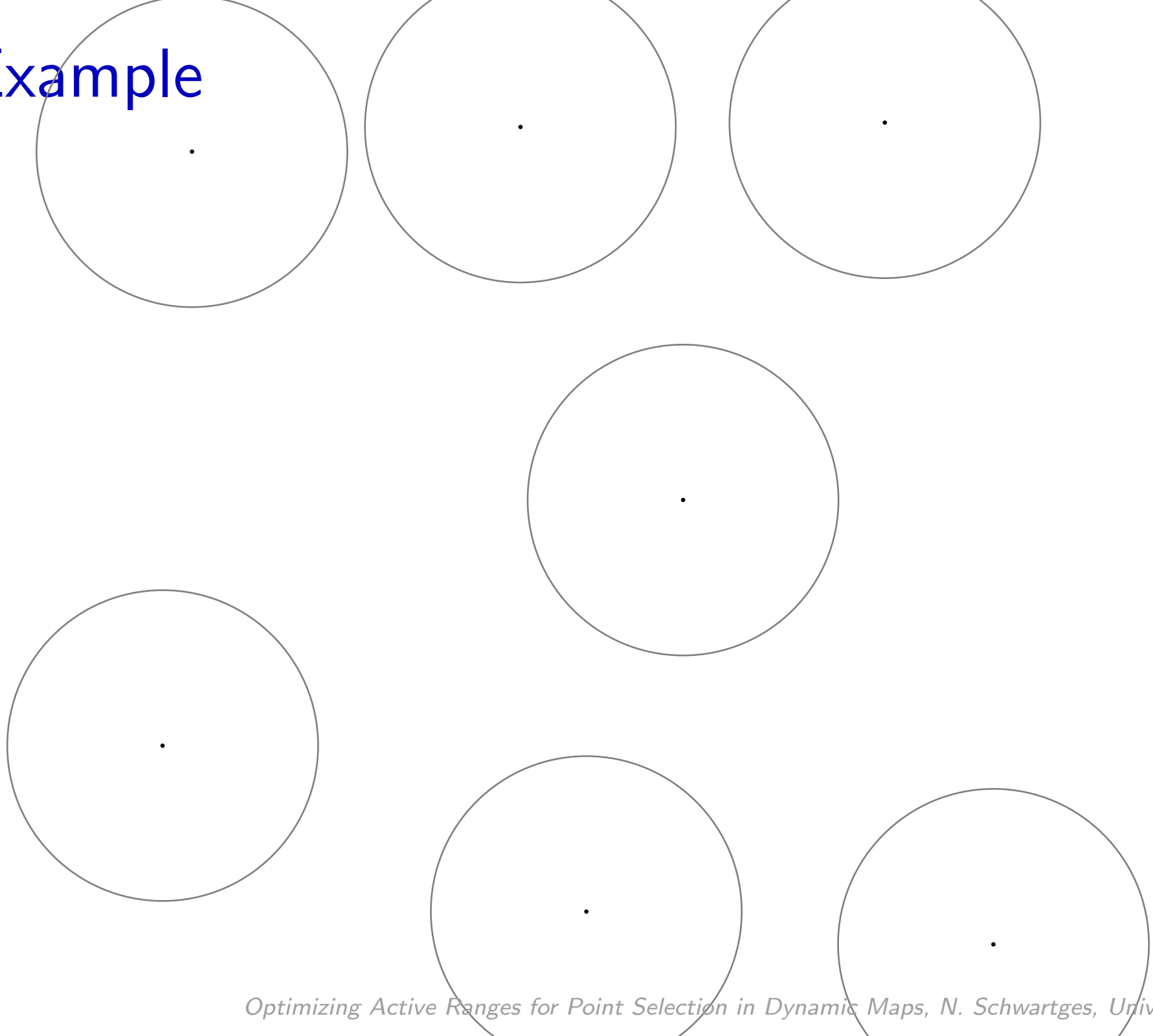




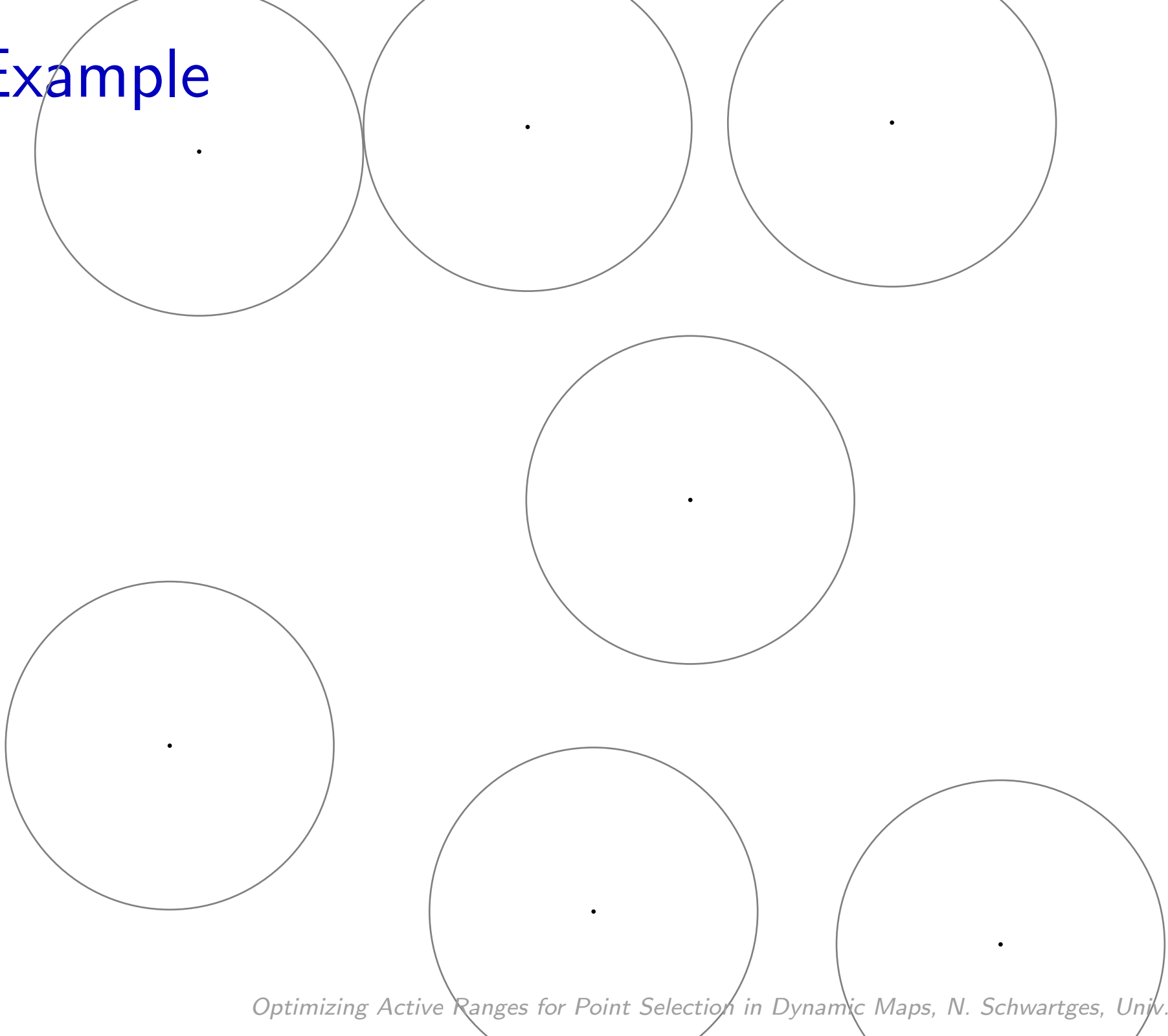
# Example



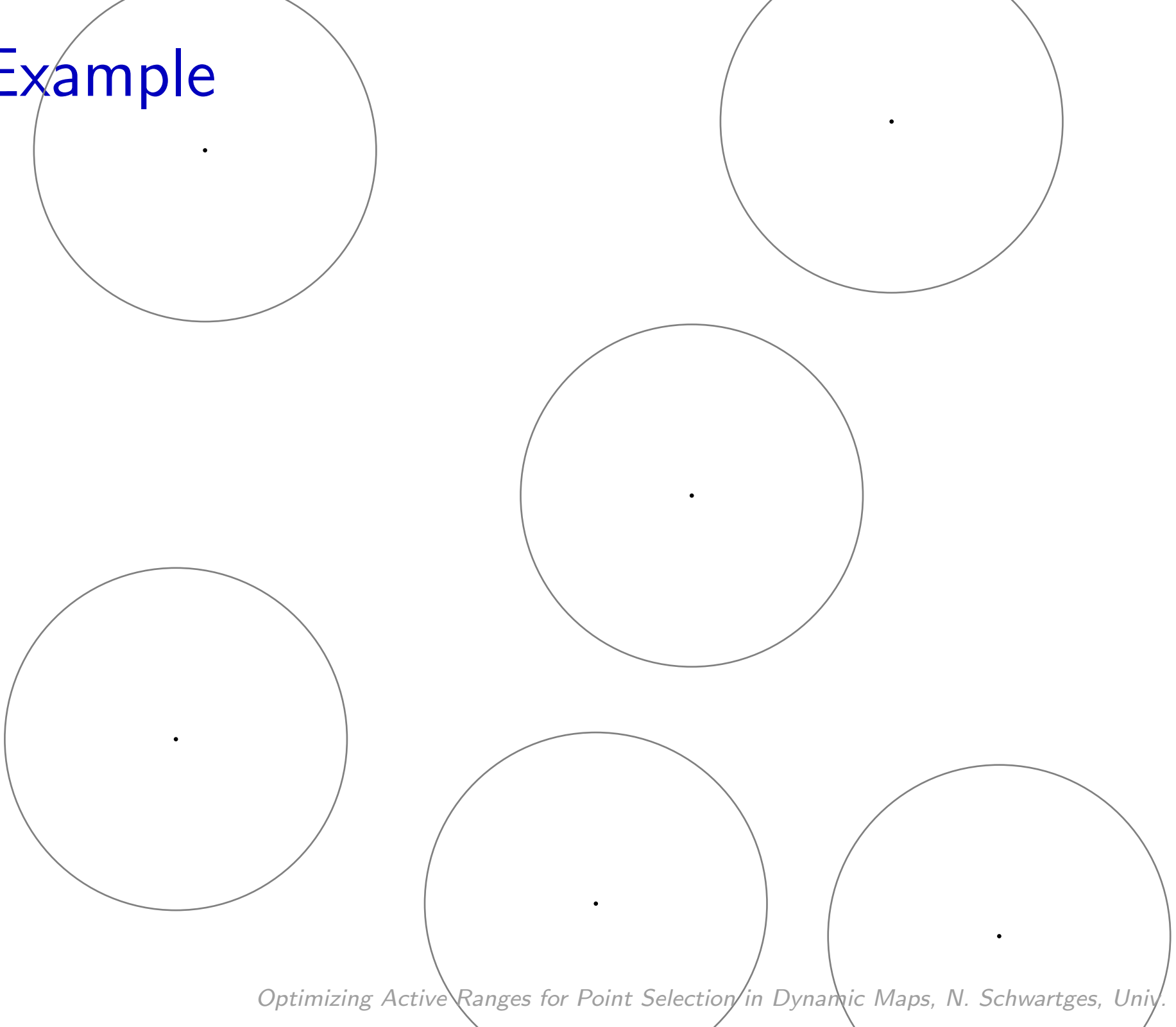
# Example



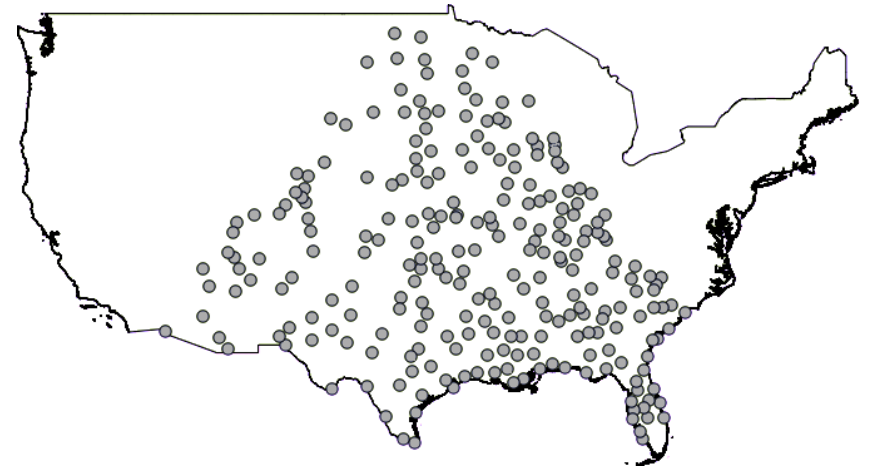
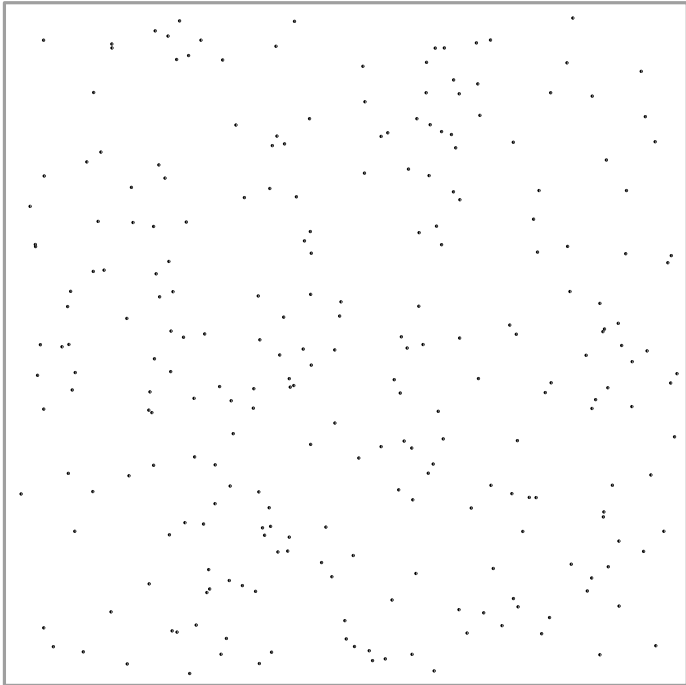
# Example



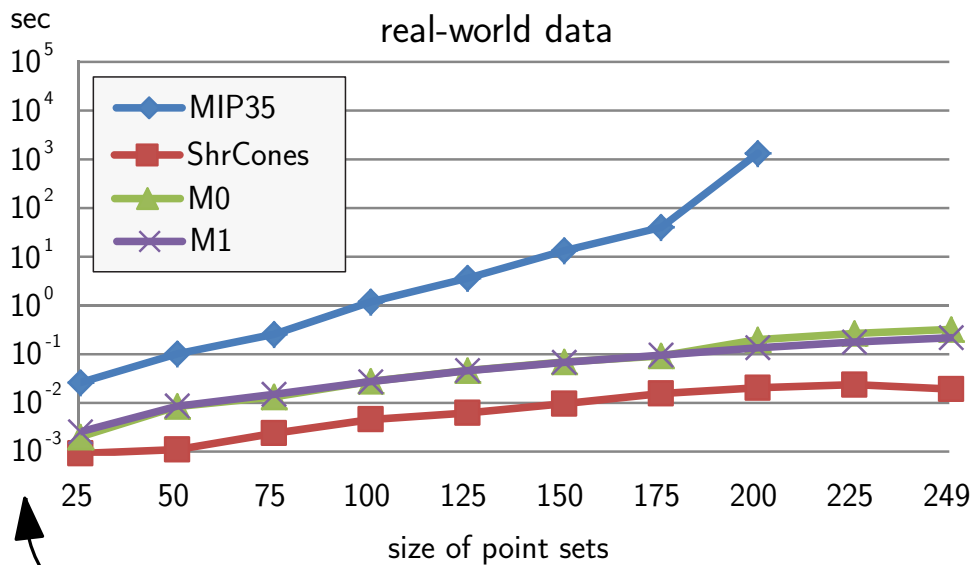
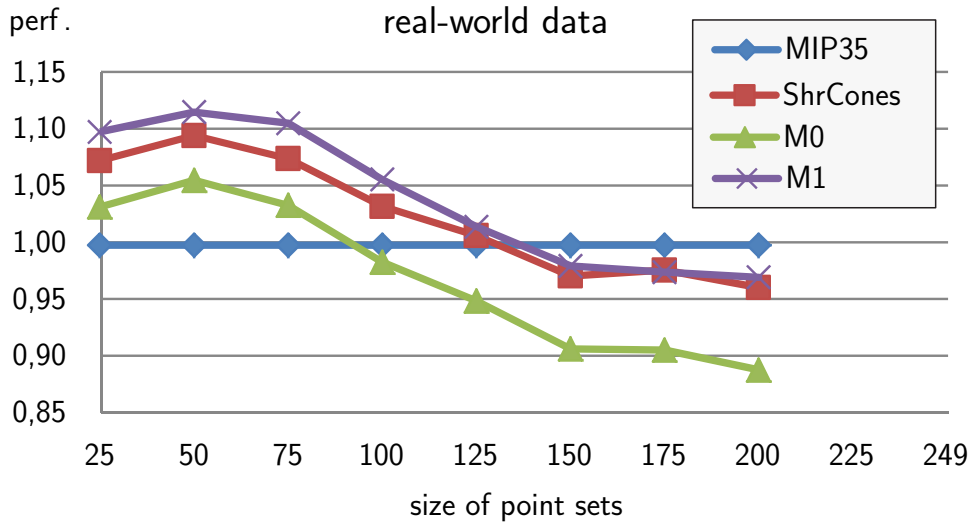
# Example



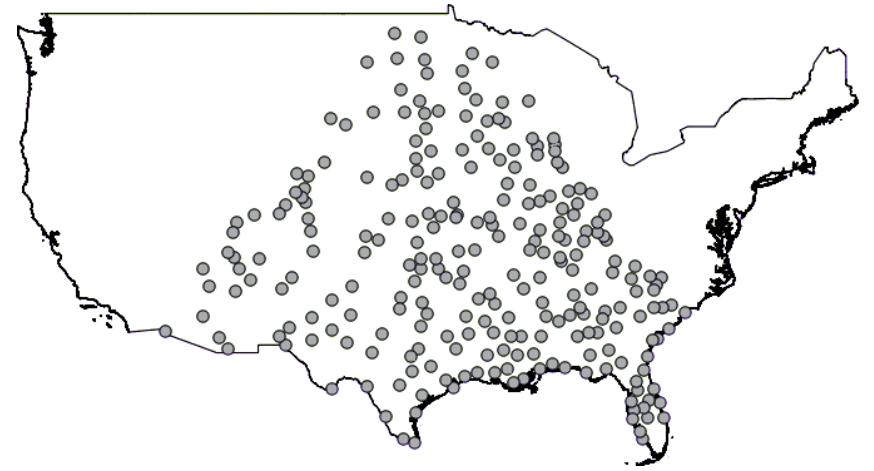
# Experiments



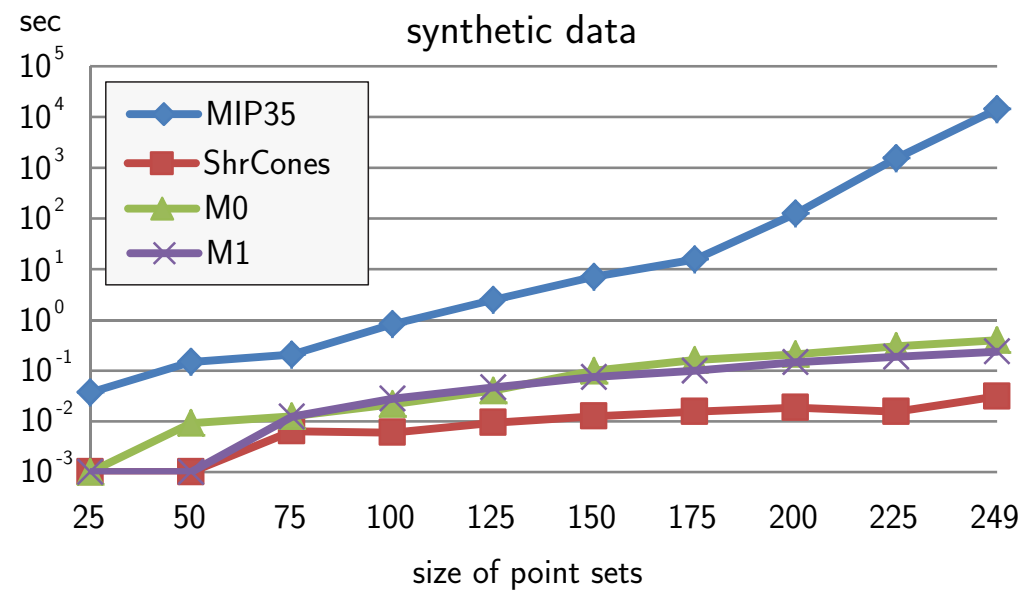
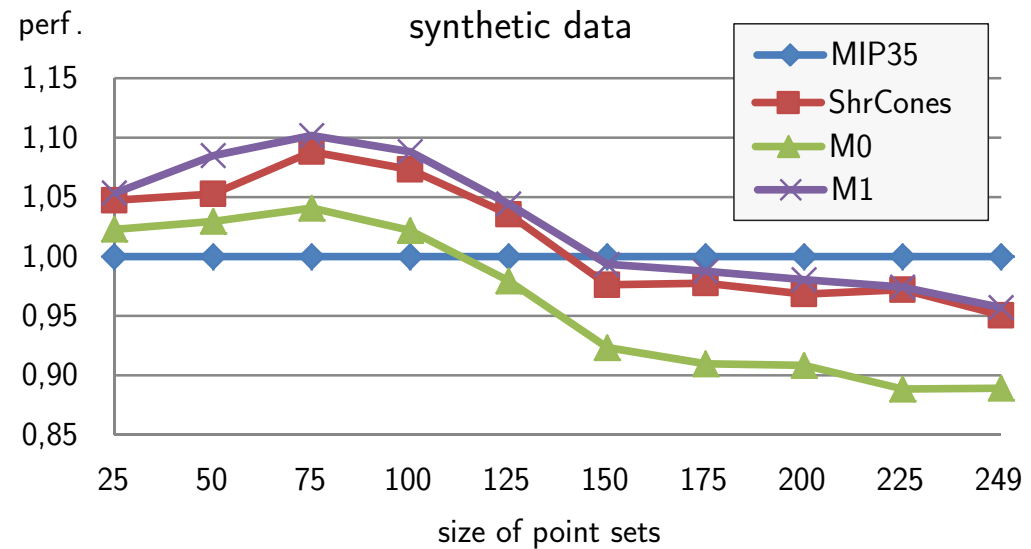
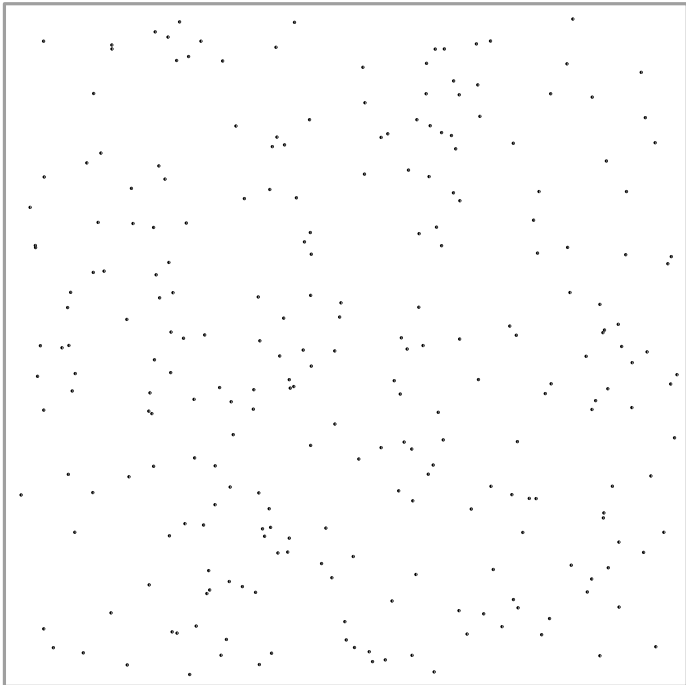
# Experiments



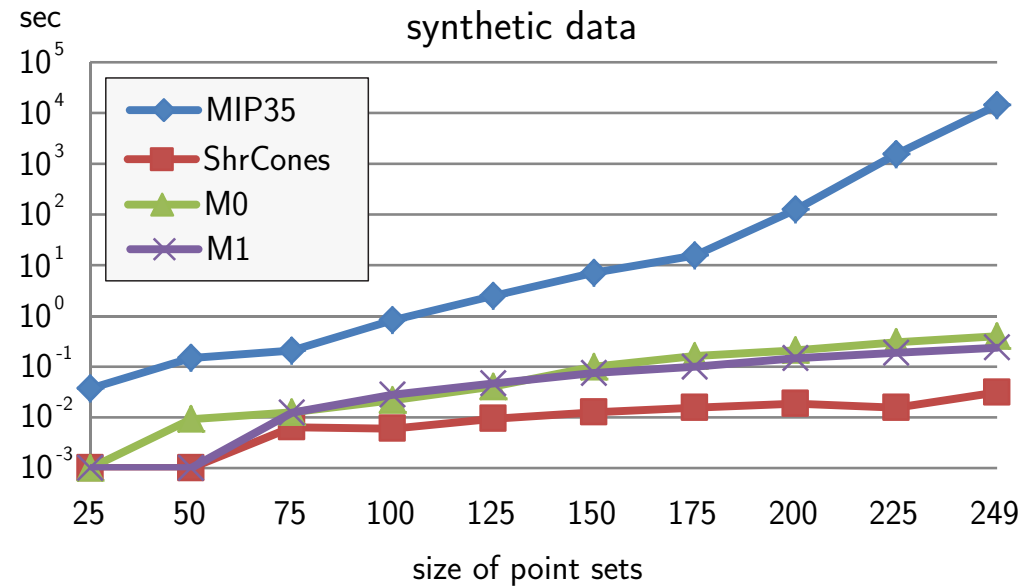
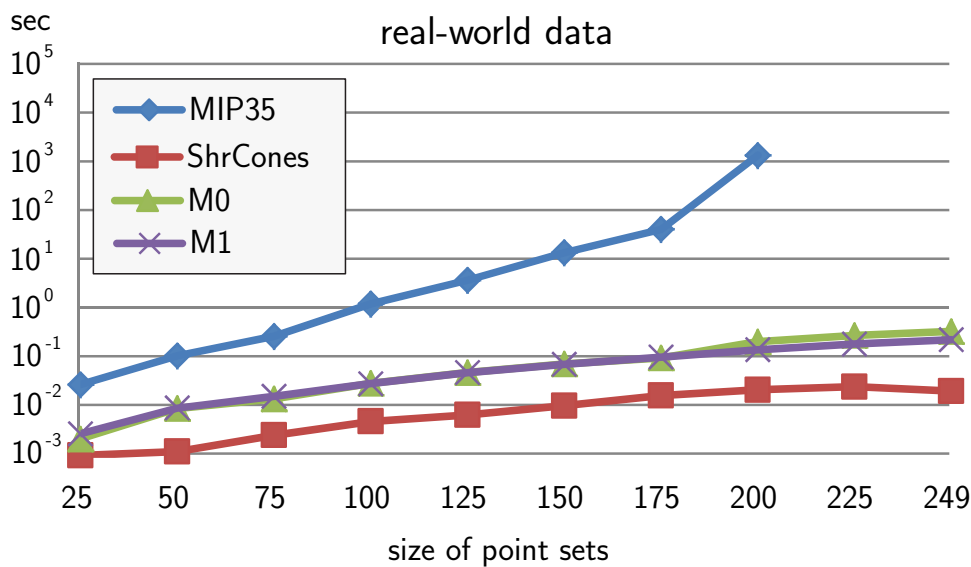
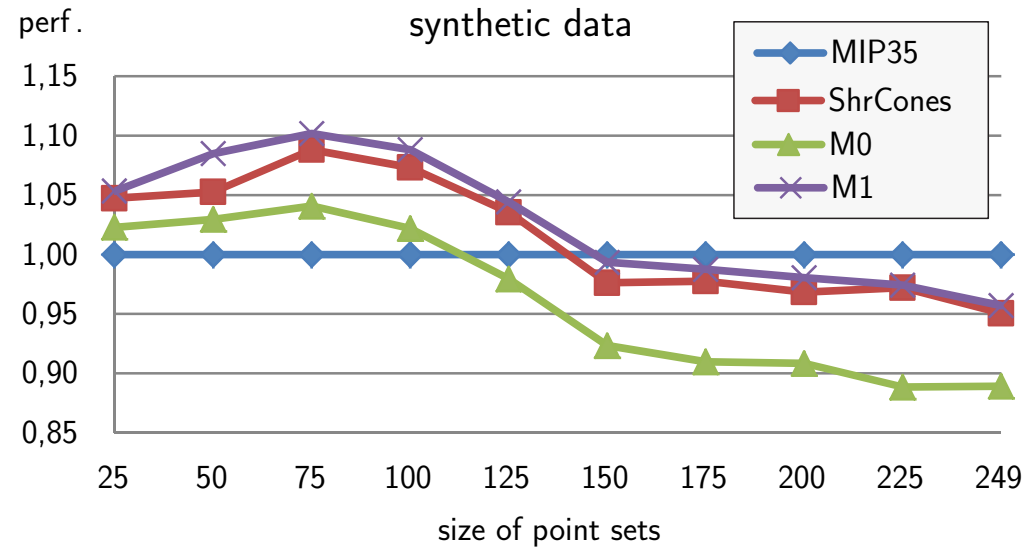
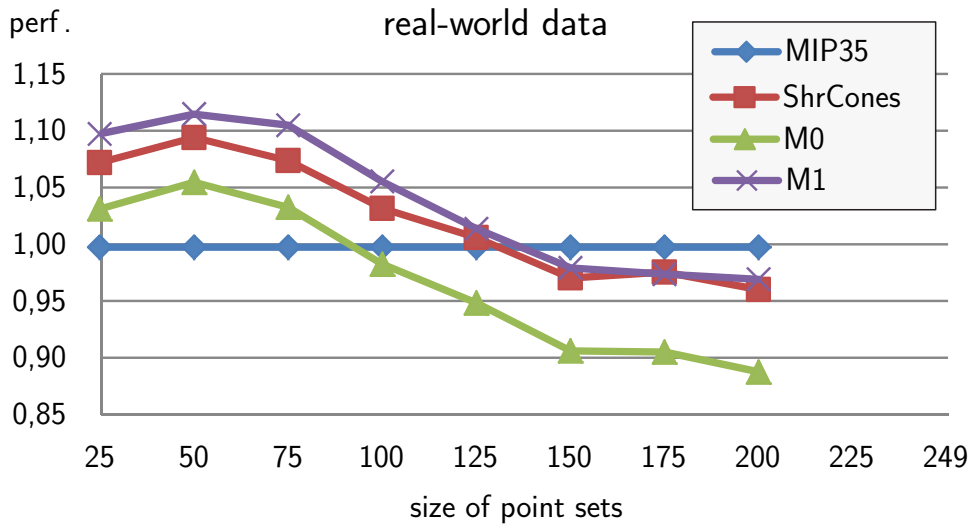
log-scale!



# Experiments



# Experiments





# Summary & Conclusion

## Summary

- Shrinking Cones Heuristic
- Growing Cones Heuristic
  - M0
  - M1

# Summary & Conclusion

## Summary

- Shrinking Cones Heuristic
- Growing Cones Heuristic
  - M0
  - M1
- Experiments
  - fast
  - good performance

# Summary & Conclusion

## Summary

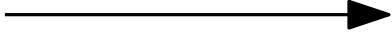
- Shrinking Cones Heuristic
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  - M0
  - M1
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## Conclusion

applicable for  
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# Summary & Conclusion

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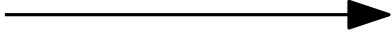
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# Summary & Conclusion

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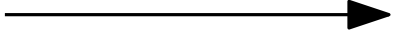
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- thinning out points
  - labeling with discs (POIs)

# Summary & Conclusion

## Summary

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- Growing Cones Heuristic
  - M0
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## Conclusion

- applicable for  
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- thinning out points
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**Thank you!**