Manipulating higher dimensional spatial information

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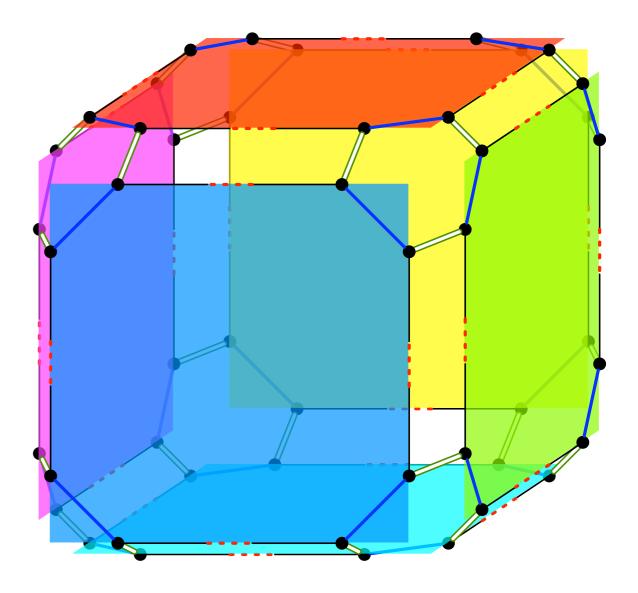


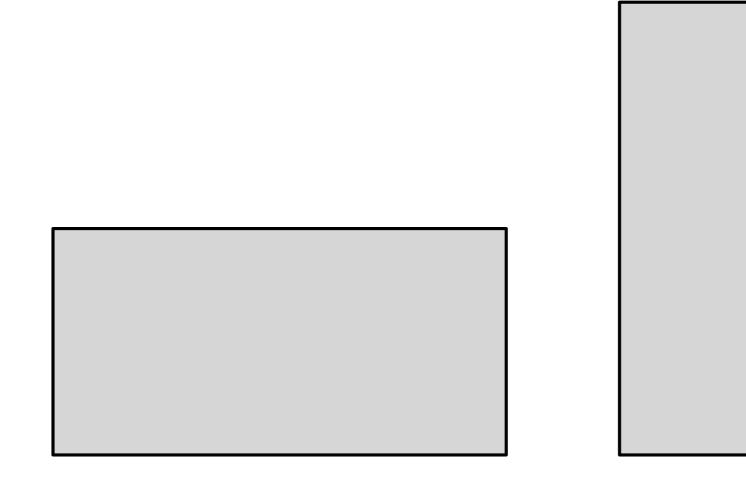
1

What do we mean?

- Manipulation (creation, analysis, 2D/3D output)
- Higher-dimensional (> 3D)
- Information (structured objects)

• Geometry + topology

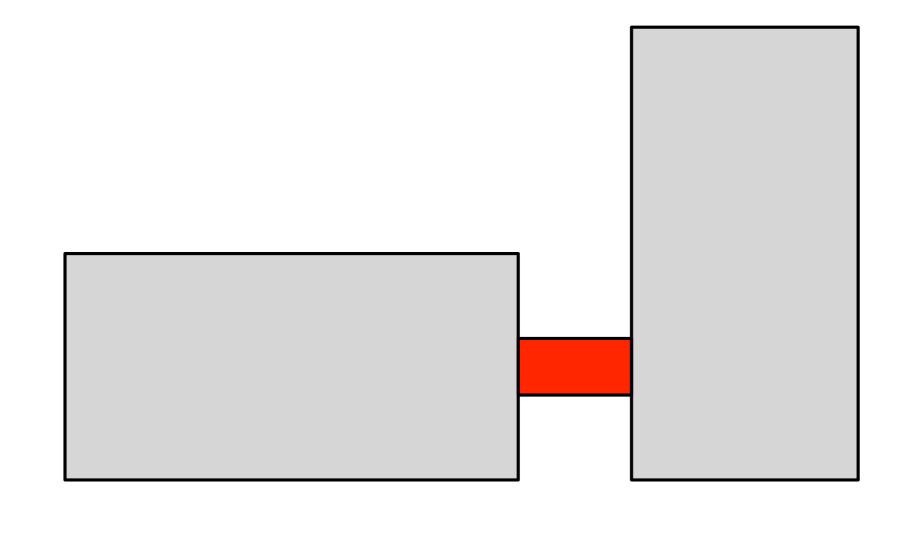




Examples 2D

X

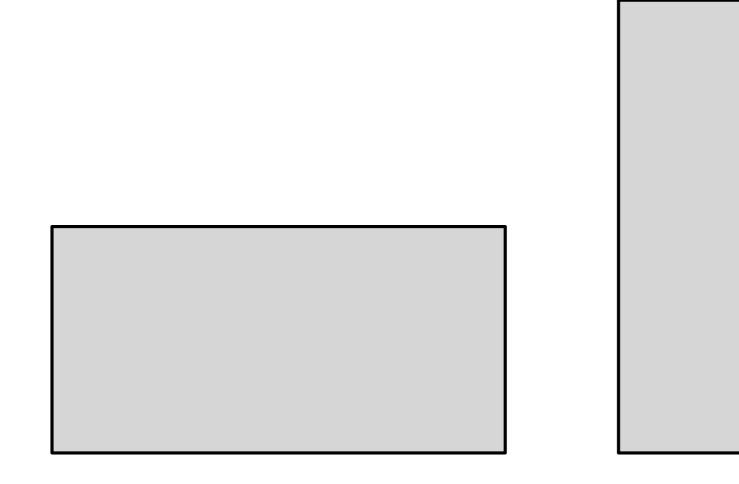
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Examples 2D

X

У

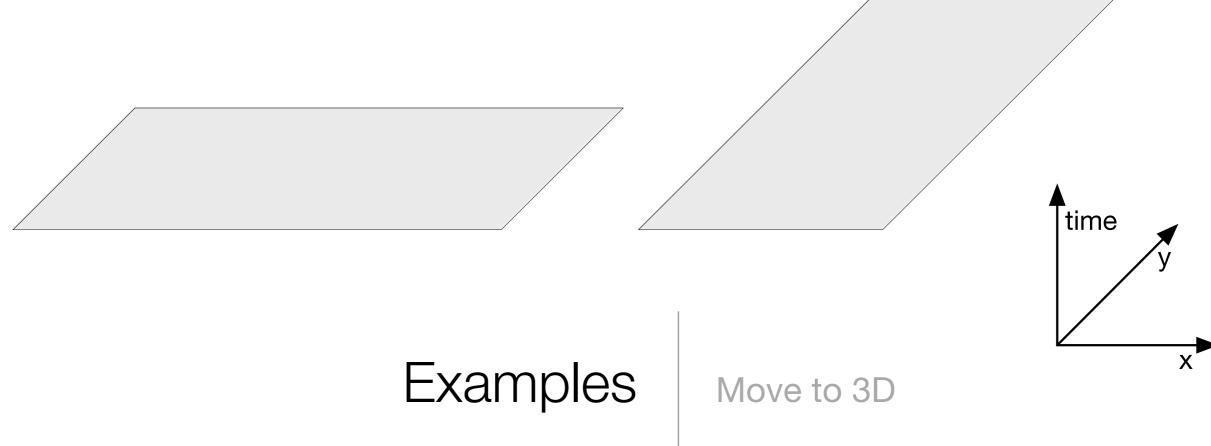


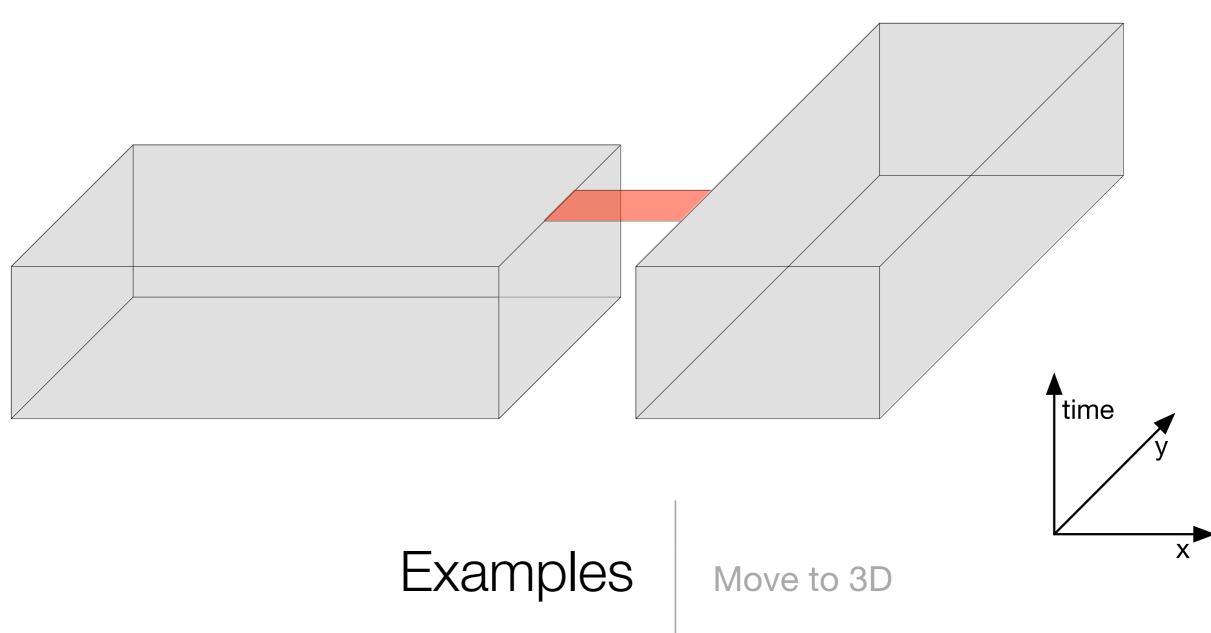


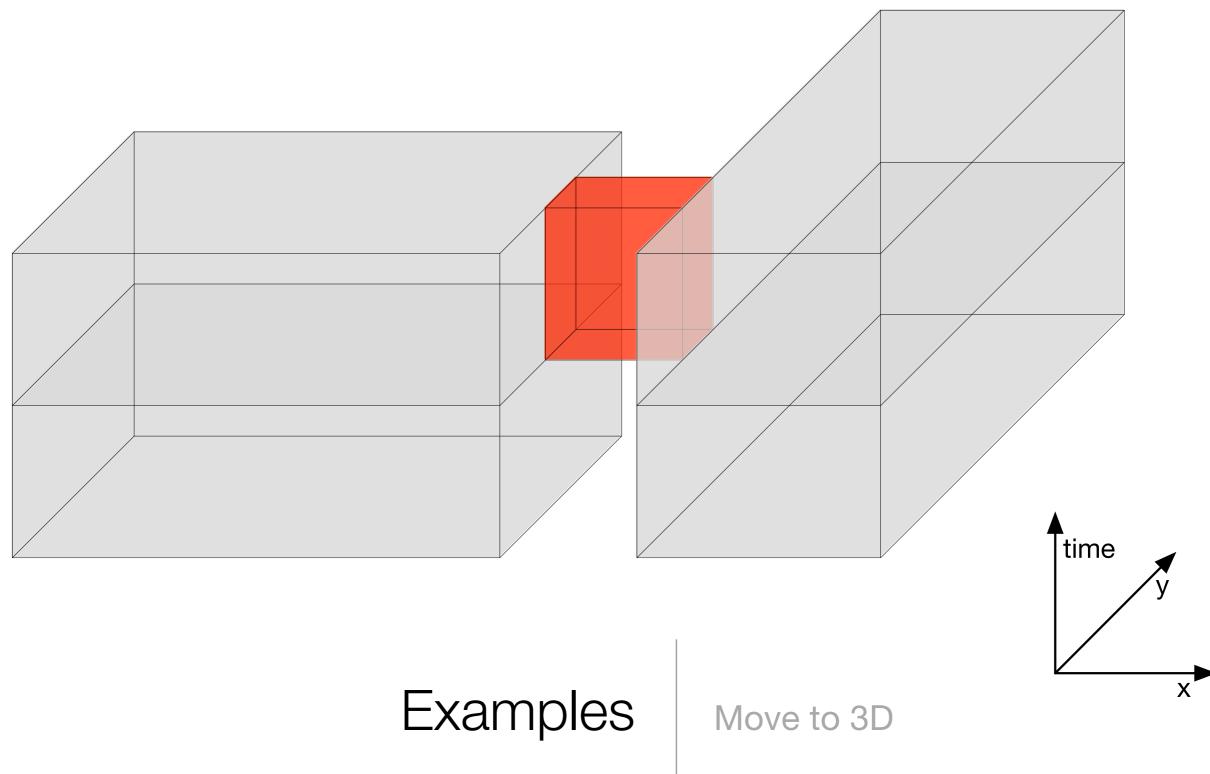
X

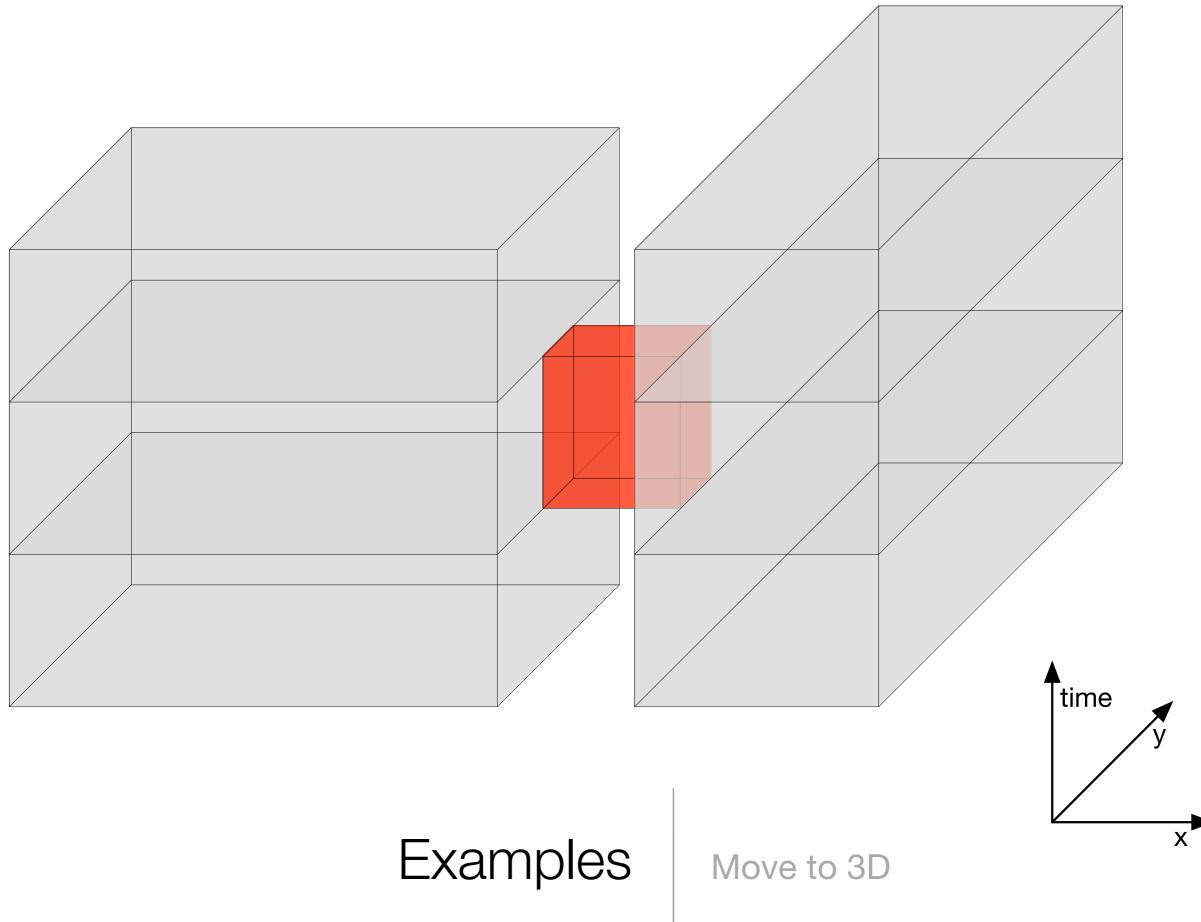
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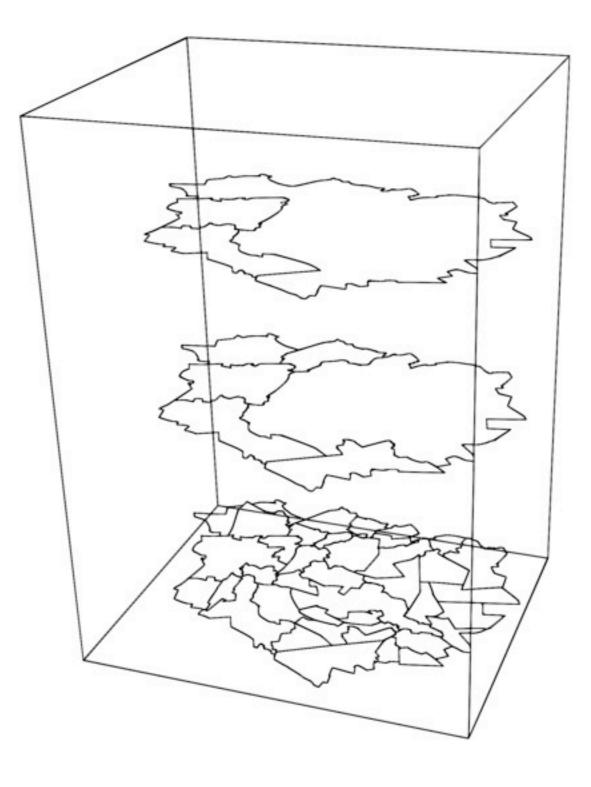
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Meijers and van Oosterom (2011)

Other possibilities

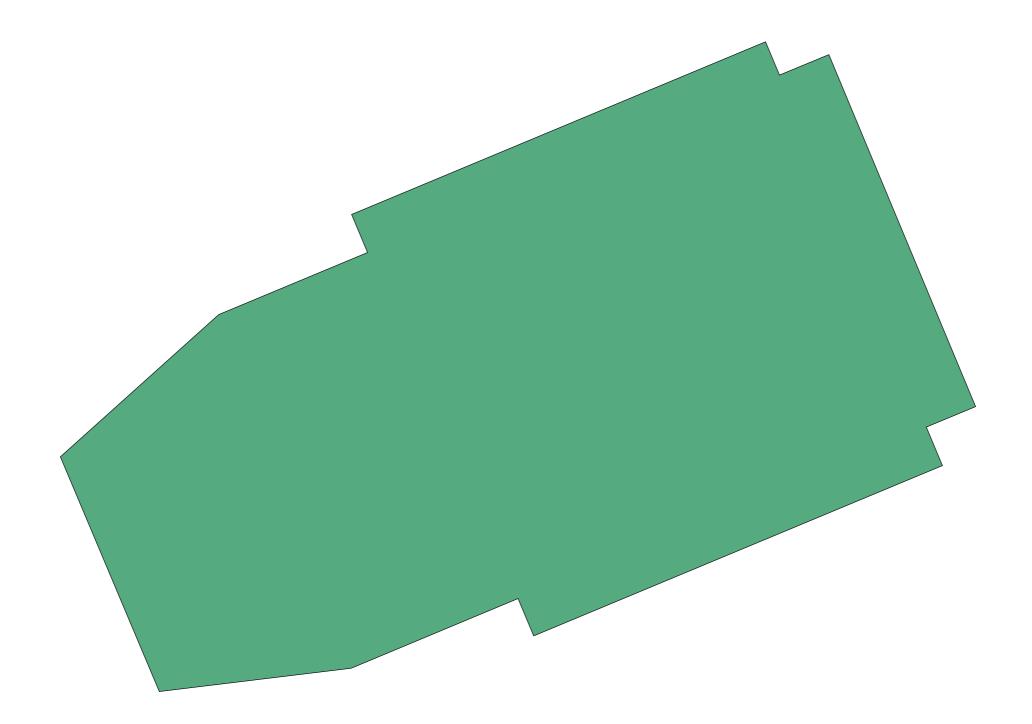
Scale



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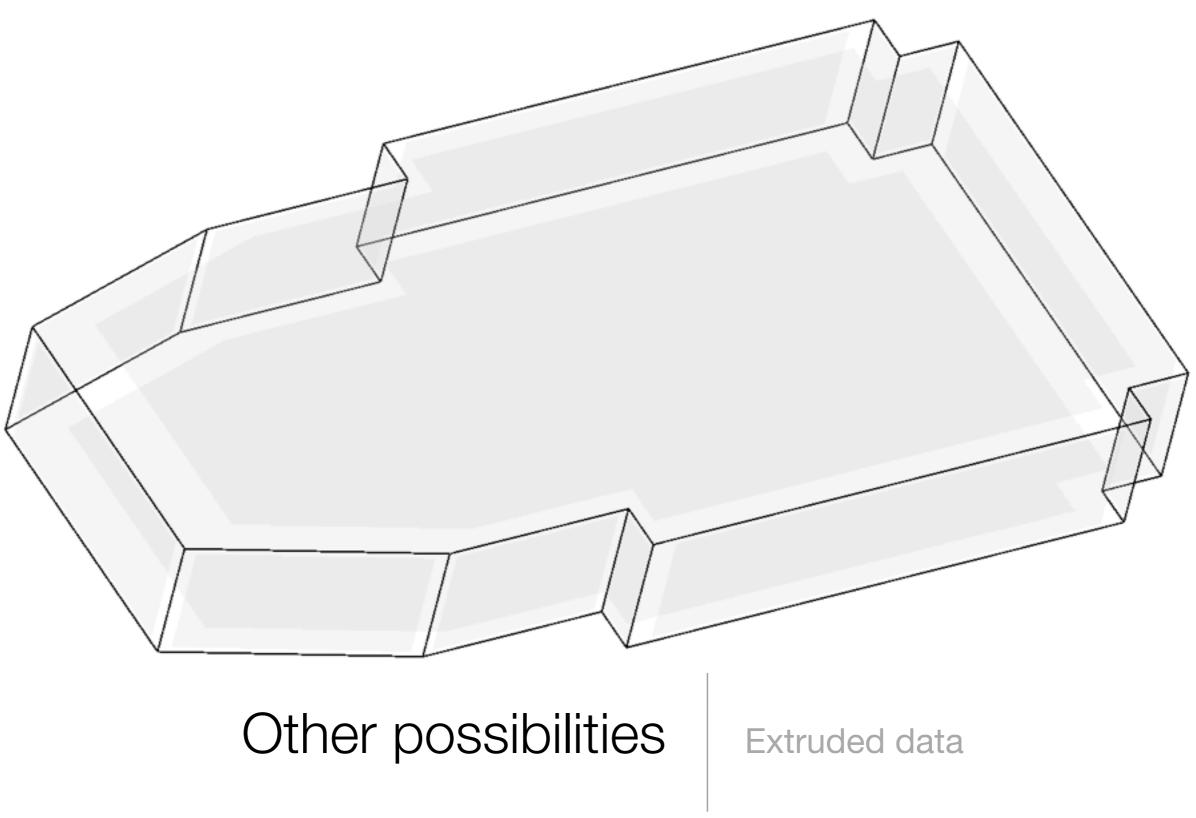
Other possibilities

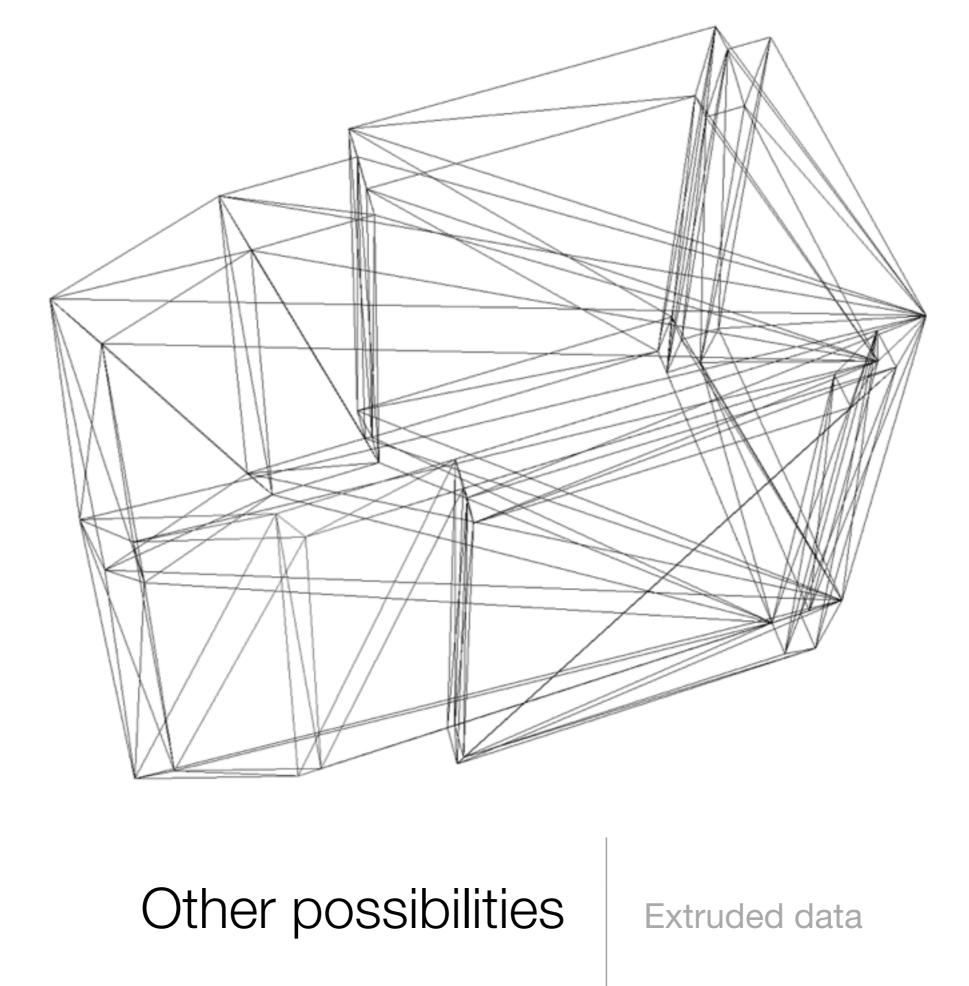
Extruded data



Other possibilities

Extruded data

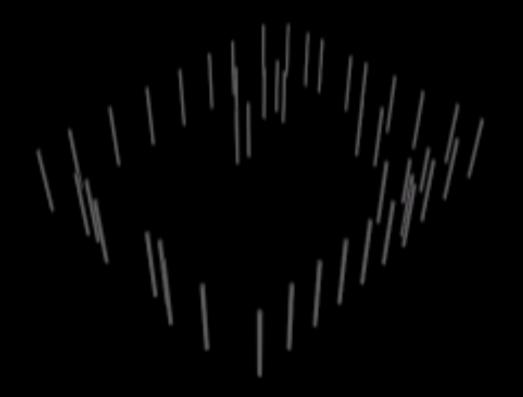




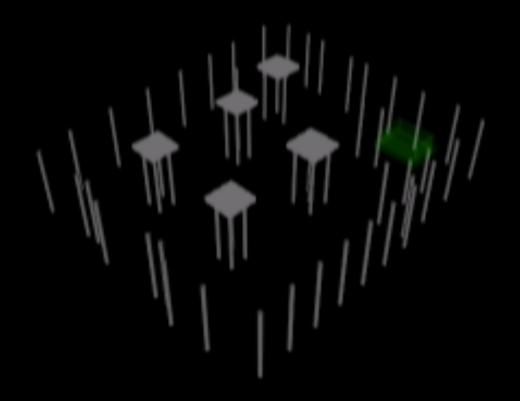
4D data sources

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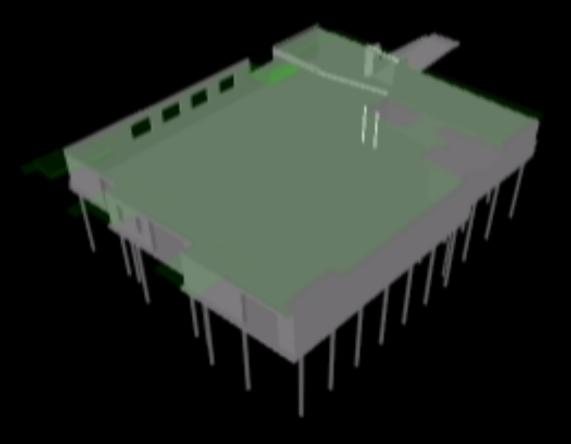
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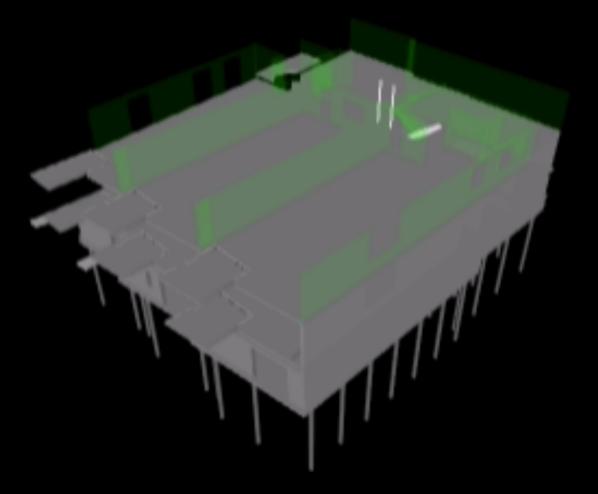
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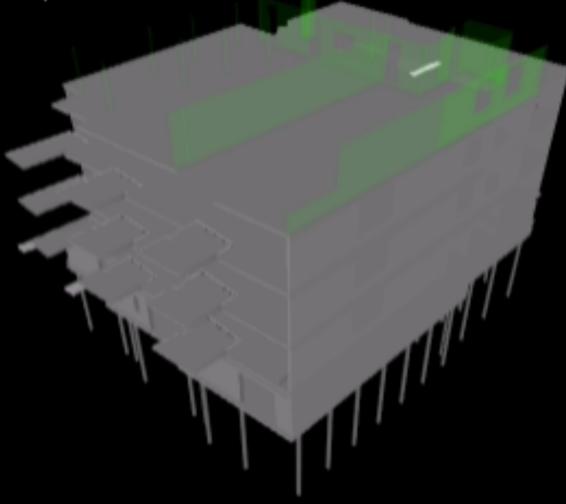
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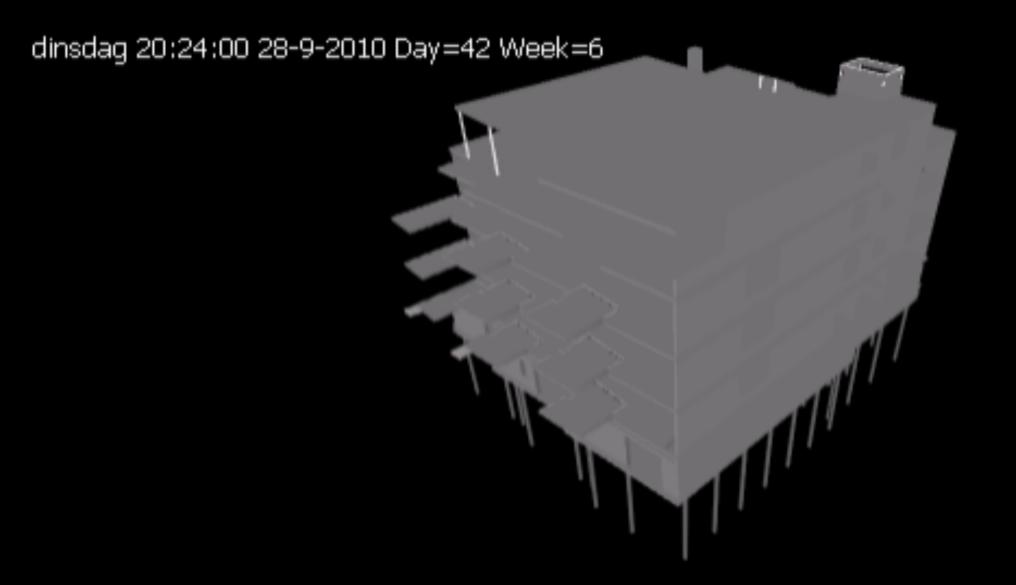


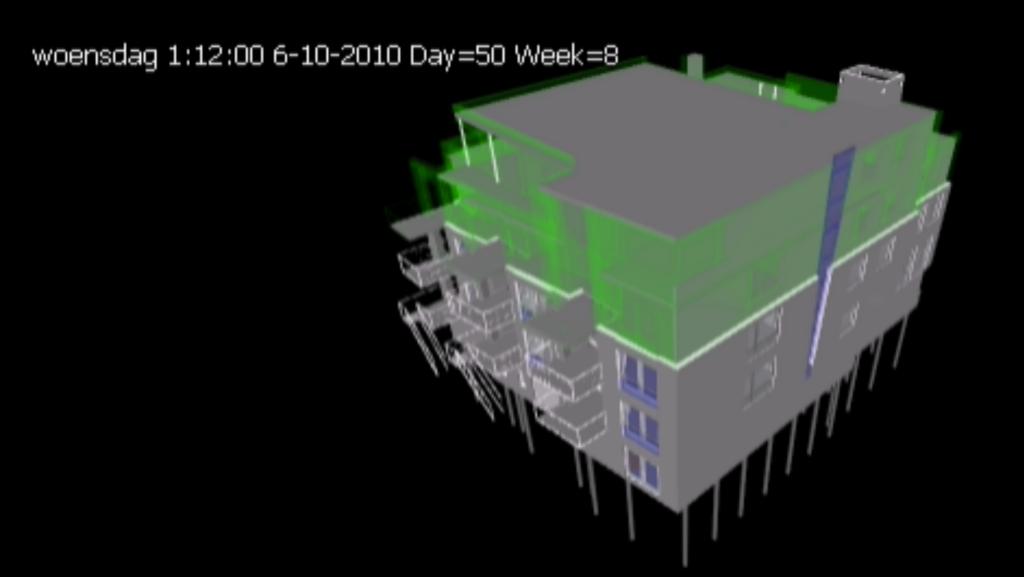
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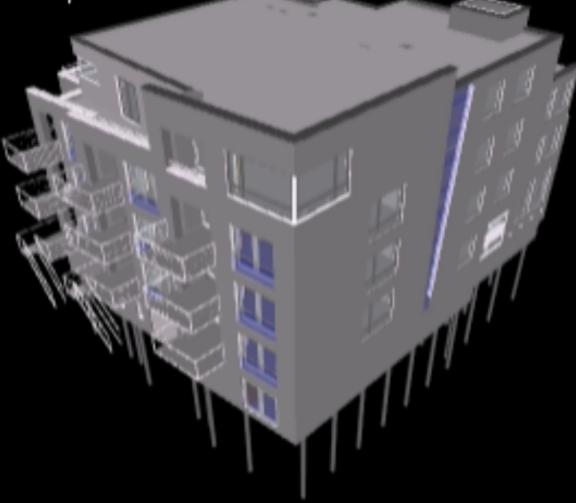
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maandag 0:00:00 11-10-2010 Day=55 Week=8



- Full topology, i.e. all links exist
- Analyse using queries along all dimensions
- Consistency of data
- Genericity, i.e. add anything that makes sense as a dimension

- n-d data models
- n-d data structures
- n-d algorithms

Functional

- Full topology, i.e. all links exist
- Analyse using queries along all dimensions
- Consistency of data
- Genericity, i.e. add anything that makes sense as a dimension

Technical

- n-d data models
- n-d data structures
- n-d algorithms

Functional

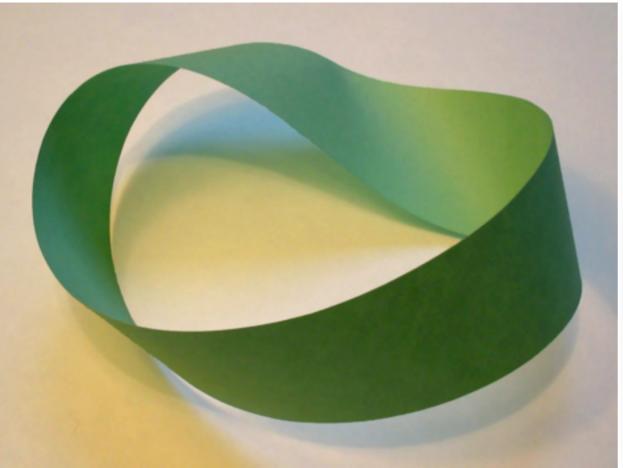
 Mathematically strong models that work on any type of data and can be extended

Technical

 Ongoing research on higher dimensional models, structures and algorithms

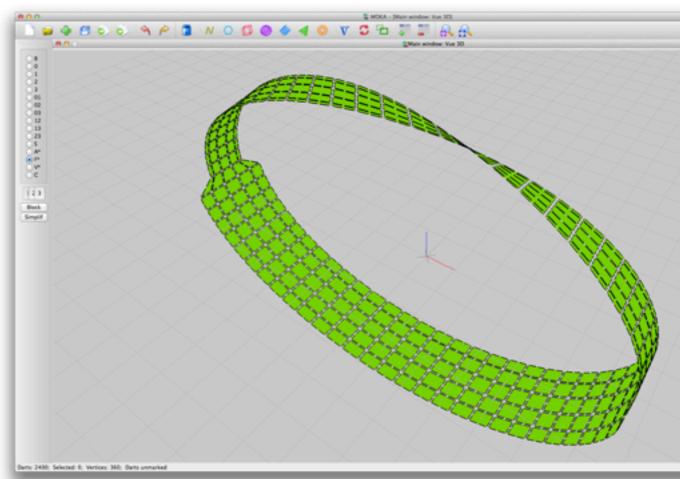
Functional

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Technical

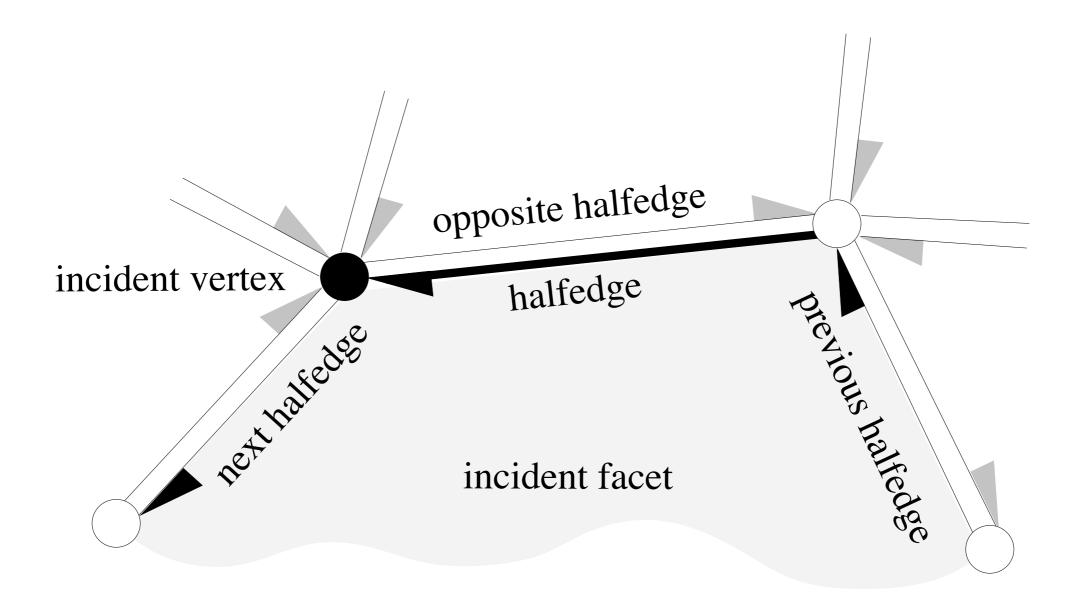
 Ongoing research on higher dimensional models, structures and algorithms



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 (x_0, x_1, \ldots)

What is a dimension? Point



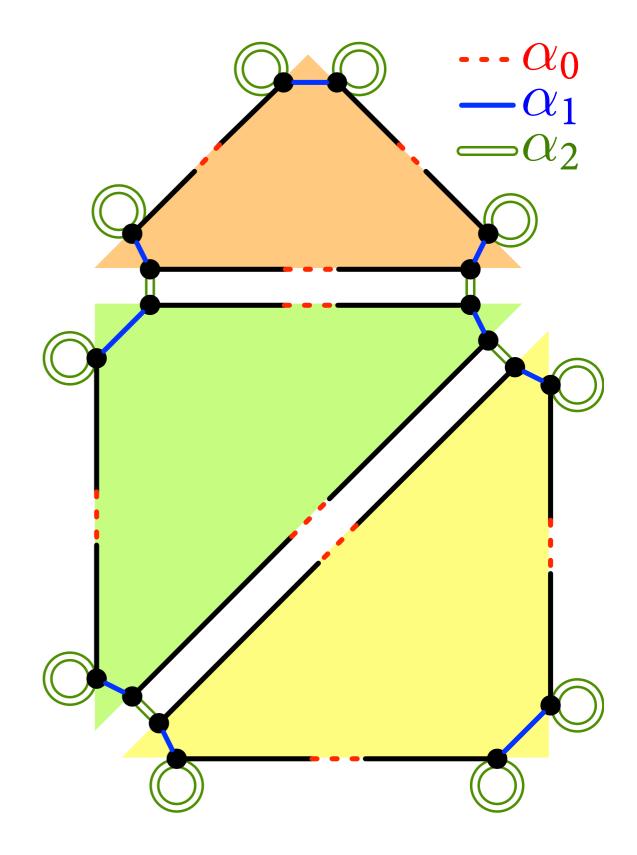
Kettner (1998)

What is a dimension?

Half-edge

Dimension

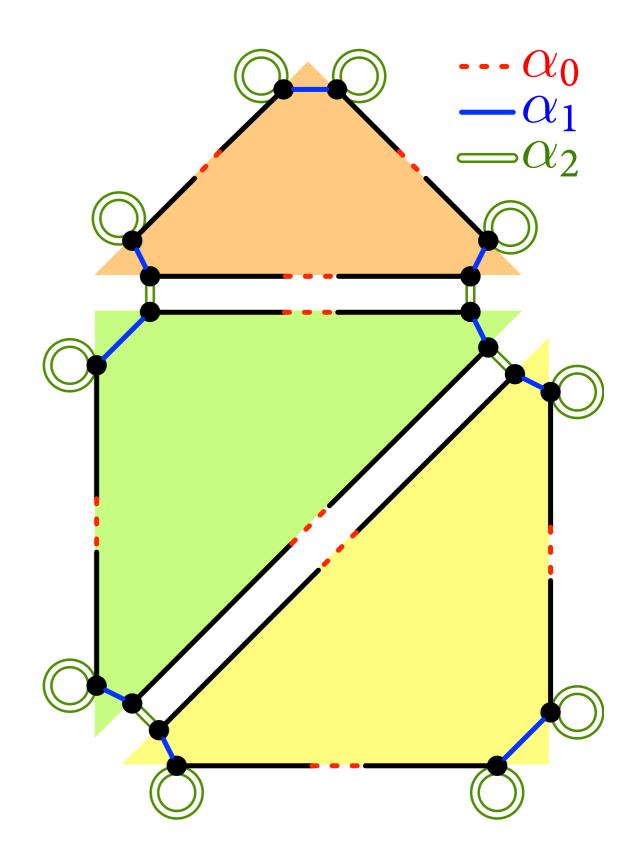
Topological/combinatorial vs. embedding/geometry



Dimension

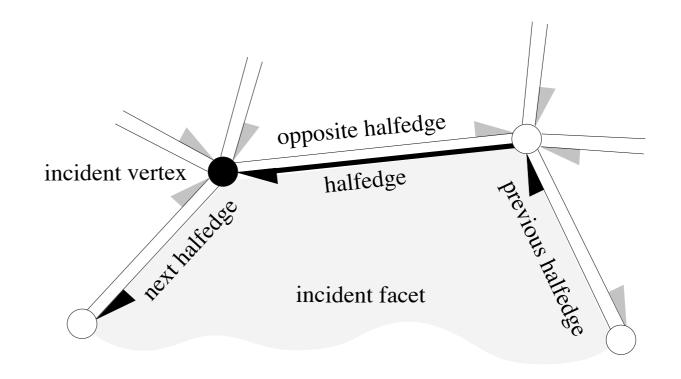
Topological/combinatorial vs. embedding/geometry

Geometric modellers vs. computational geometers



Dimension of an object

- The dimension of an object is given by the **minimum** dimension of a combinatorial model that is able to store it.
- The dimension of a set of spatial objects is given by the minimum dimension of a combinatorial model that is able to store all of these objects, and the topological relationships between them.



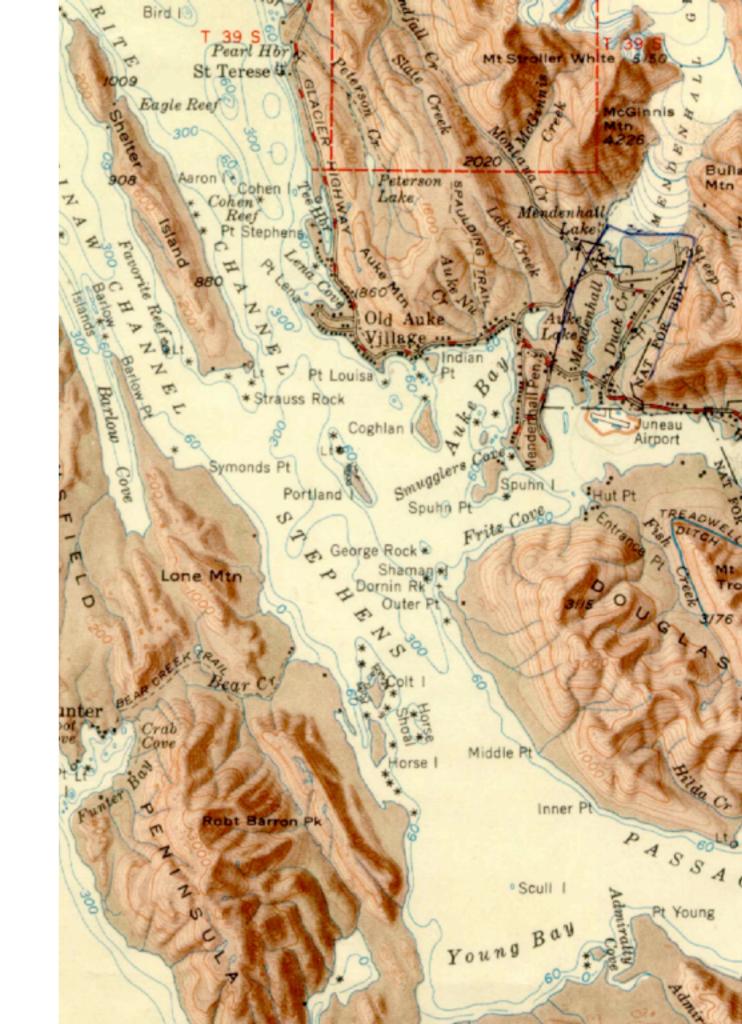
Dimension of the space

- The dimension of the space is given by the minimum number of linearly independent axes in which the objects are embedded.
- In \mathbb{R}^d , it is d.

 $f(x_0, x_1, ...)$

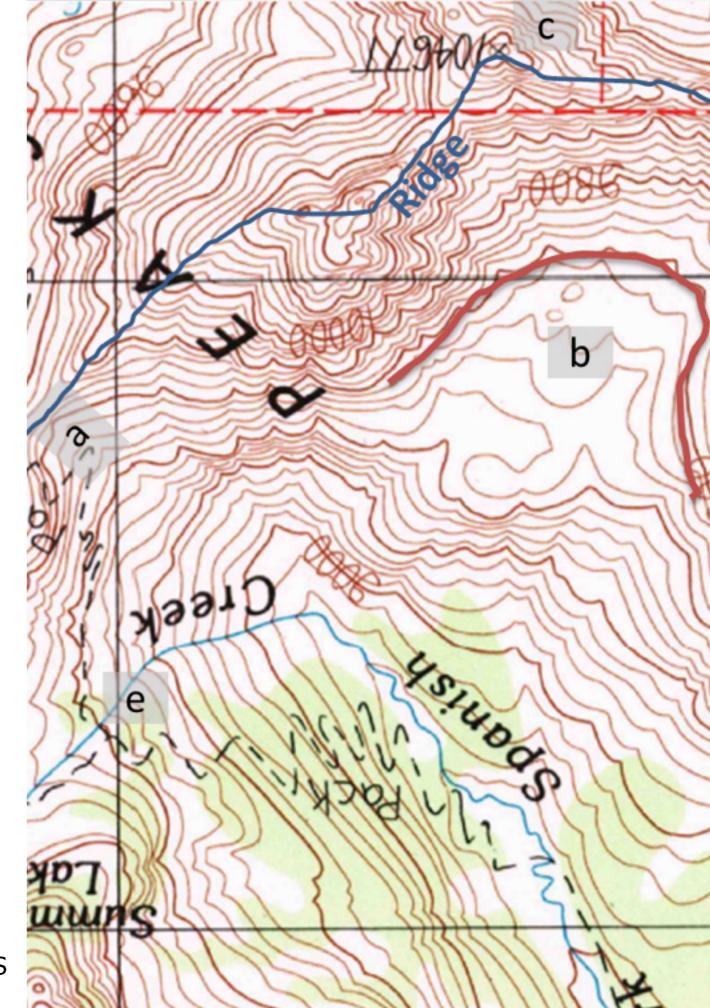
Dimension reduction

Why?



Dimension reduction

Why?

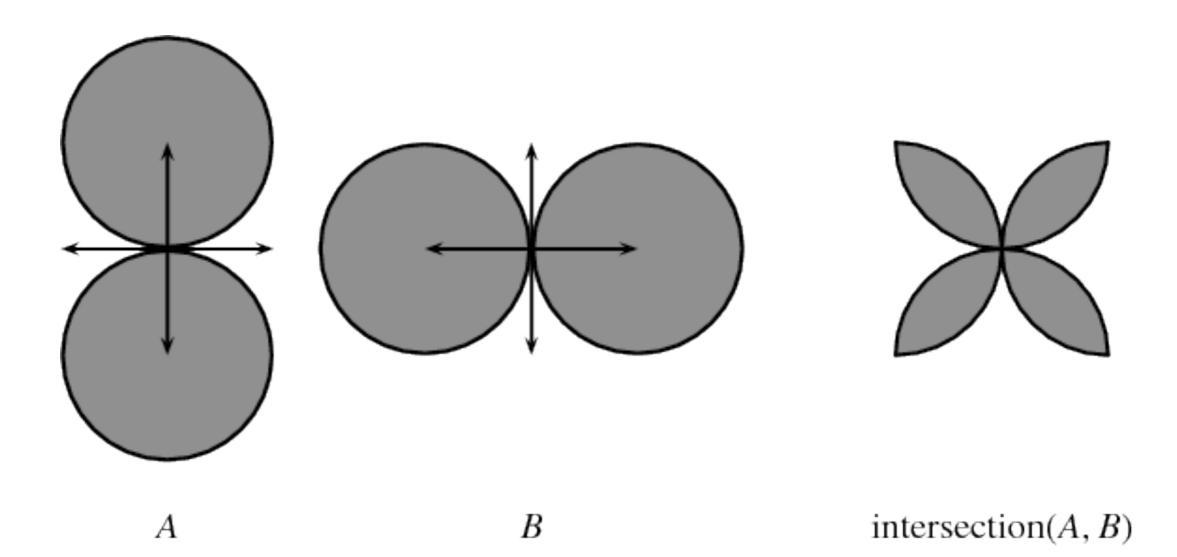


USGS

Dimension reduction

Extracting meaningful 2D/3D (intuitively undestandable) data

Intersection



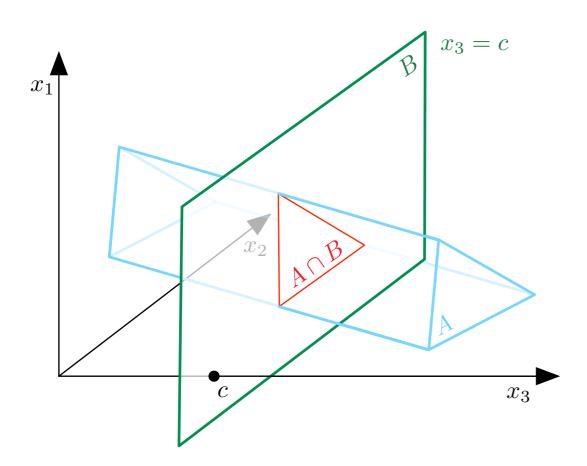
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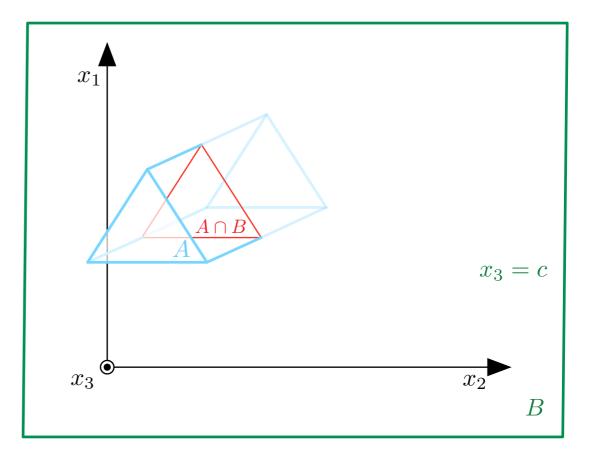
Intersection

- General case
- Computationally expensive: at least $O(n^{d-1})$
- Very hard to implement!
 - Robustness/numerical errors
 - Depends on underlying data structure

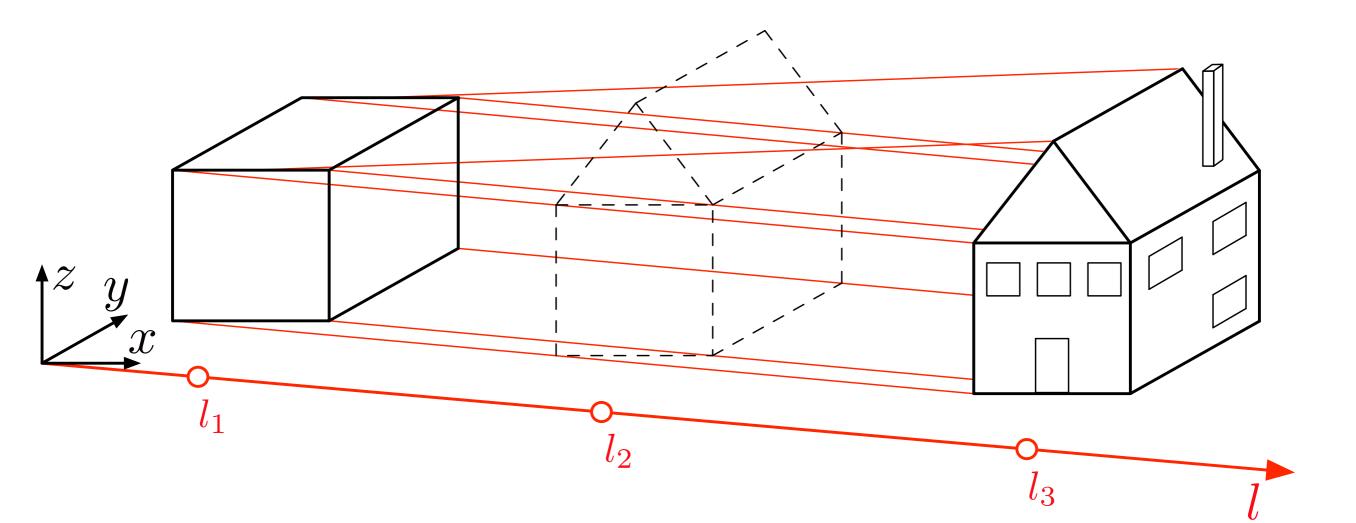
Introducing slicing

- Start simple and build towards more complex cases
- A specific case of intersection:
 - a higher dimensional object, generally consisting of a spatially indexed and large data set
 - is intersected with another lower-dimensional object, which is often simple, half-open, box-shaped, and parallel to an axis





Slicing 3D to 2D



Slicing 4D to 3D

5D project

- SD space
- + 🛷 Scale
- + 🕑 Time
- = 💮 5D modelling

Current and future work

- Algorithms to construct n-d datasets
- Exploiting the full power of additional informations
- Work toward more complex cases

Thank you.

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