

Topics

- ◆ Finish up some XML
- ◆ Class Survey
- ◆ GIS
 - GRASS Demo
 - Raster vs. Vector
- ◆ Spatial Databases
 - Multidimensional Indexes
 - Study Questions
- ◆ Hand back Homework 1

XML for Science

- ◆ Recall features of Science Data:
 - Read-oriented access
 - Provenance
 - ◆ who, what, when, where, why
 - Interesting Data Types
 - ◆ timeseries
 - ◆ spatial
 - ◆ arrays
 - ◆ images
 - Scale

XML for Science

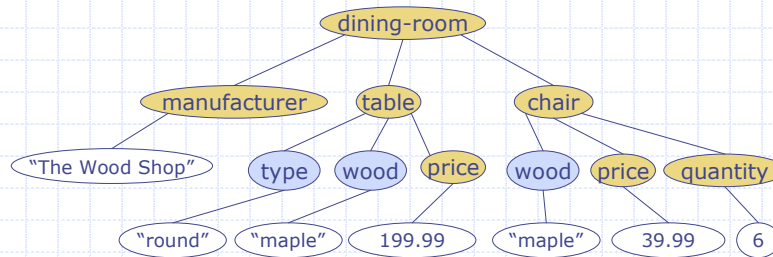
- ◆ Read-oriented access?
 - perfect!
- ◆ Provenance
 - requires some flexibility; no problem
- ◆ Interesting Data Types
 - ...and special file formats
- ◆ Scale
 - could get ugly

Interesting Data Types

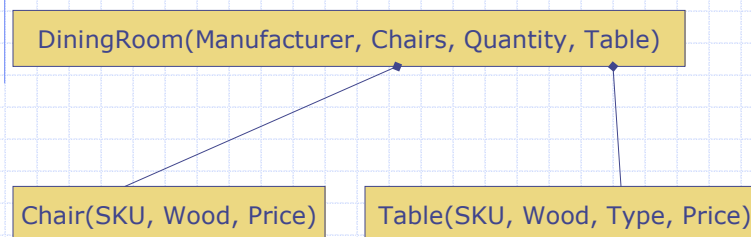
- ◆ Data locked in binary file formats
 - **Binary Format Description Language**
 - ◆ [Myers, Chappell 2000]
 - **Data Format Description Language**
 - ◆ [OpenGrid Project]
 - **Retrofitting Data Models**
 - ◆ [Howe, Maier SSDBM 2005]
 - **PADX**
 - ◆ [Fernandez et al, PLANX 2006]
 - **XDTM**
 - ◆ [Foster, Voeckler et al. Global Grid Forum 2005]

XML Storage

- ◆ Use RDBMS as your storage engine
- ◆ Two approaches:
 - Schema-aware
 - Schema-oblivious



XML Storage: Schema-aware

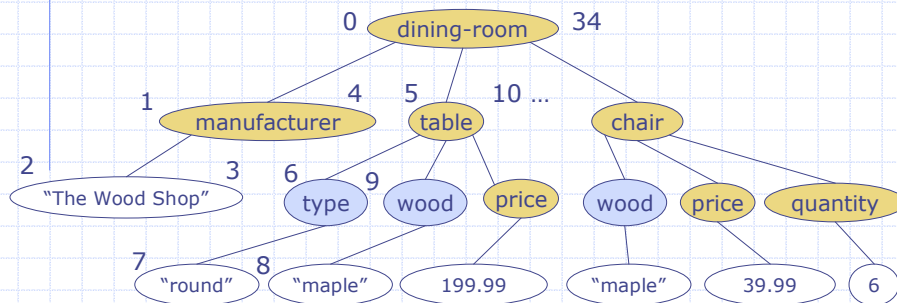


XML Storage: Schema-oblivious

Edge(NodeId, Tag, Value, ParentNodeId)

◆ Remember fancy node-labeling schemes...

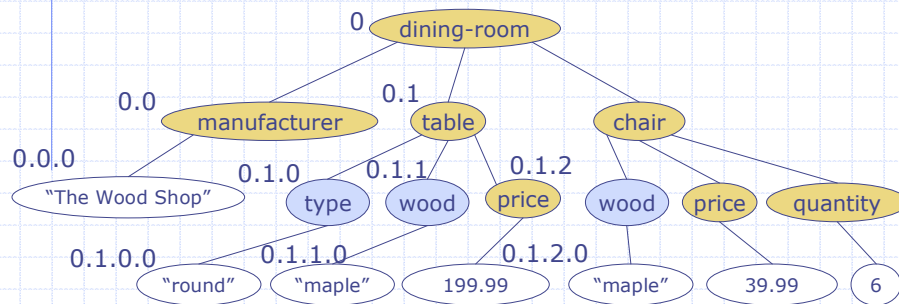
Left/Right Labeling



Which queries are easy and fast?

What did we say the problems were?

Path Labeling



What queries are fast and/or easy?

What did we say the problems were?

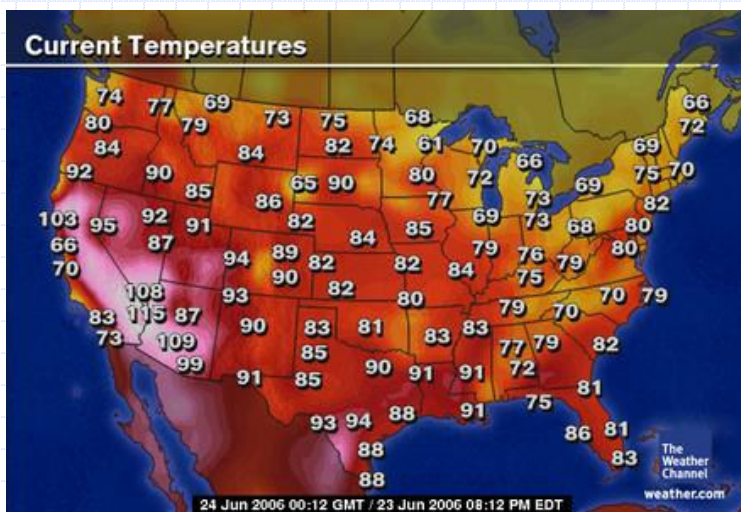
Geographic Information Systems and Spatial Databases

Represent This



source: USA Today Weather

Represent This



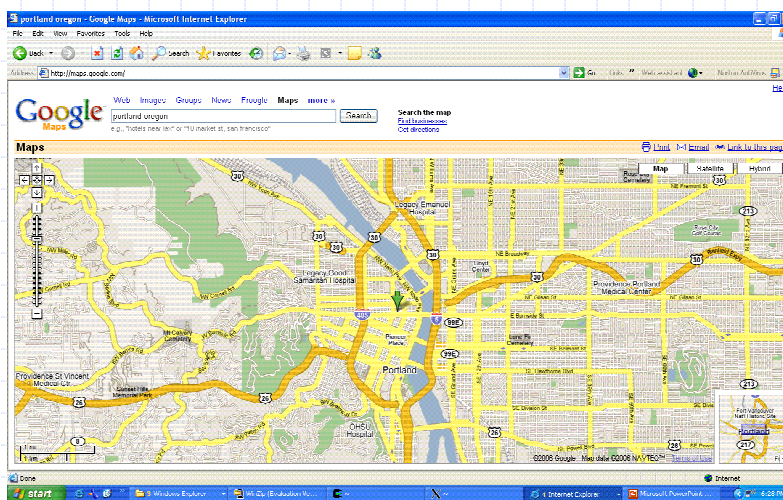
source: USA Today Weather

Represent This

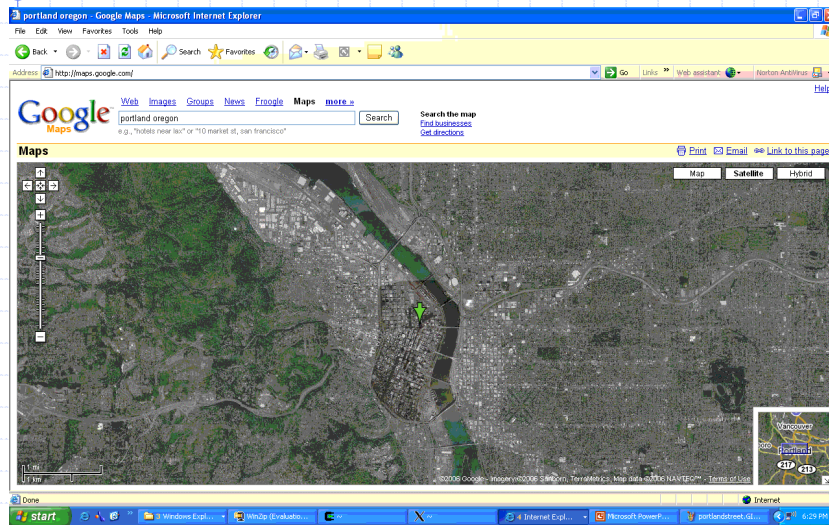


Source: www.mapsofworld.com/

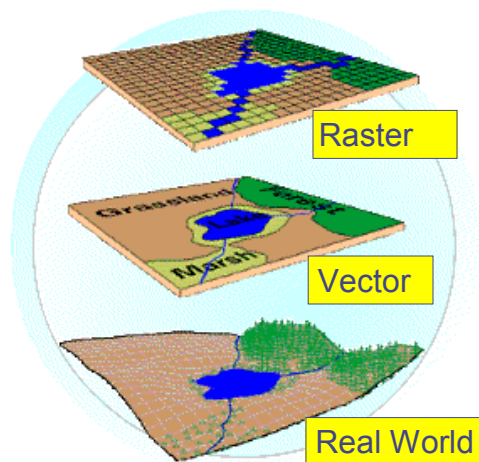
Represent This



Represent This



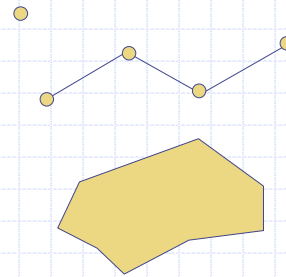
Raster-Vector Data Model



Vector Data

◆ The world is a collection of objects

- Points
- Lines
- Polygons

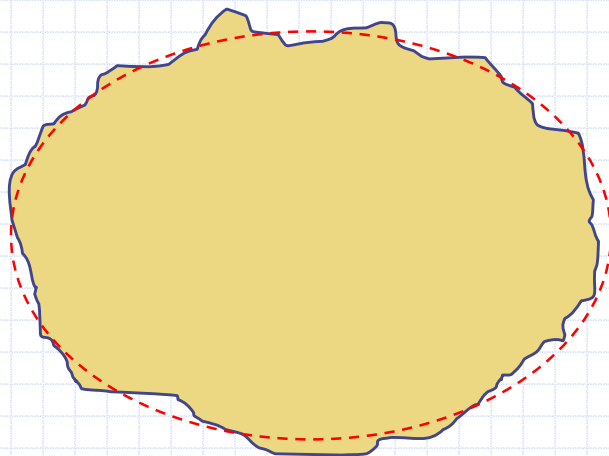


Intermission: Class Survey

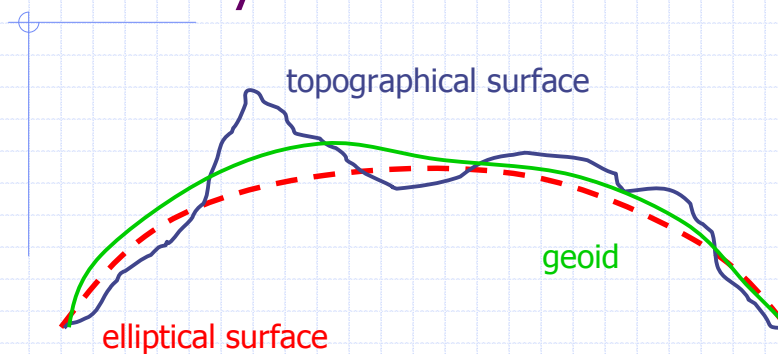
GIS: Geographic Information Systems

- ◆ GIS is a collection of:
 - file format converters and readers
 - algorithms (visibility, buffer, etc.)
 - visualization tools
 - *georeferencing libraries...*

Geodesy: Elevation

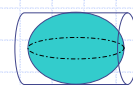
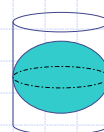


Geodesy: Elevation



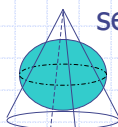
Geodesy: Map Projections

◆ Cylindrical (Mercator)

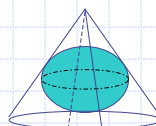


transverse

◆ Conical

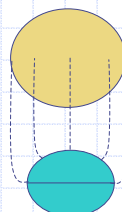


secant

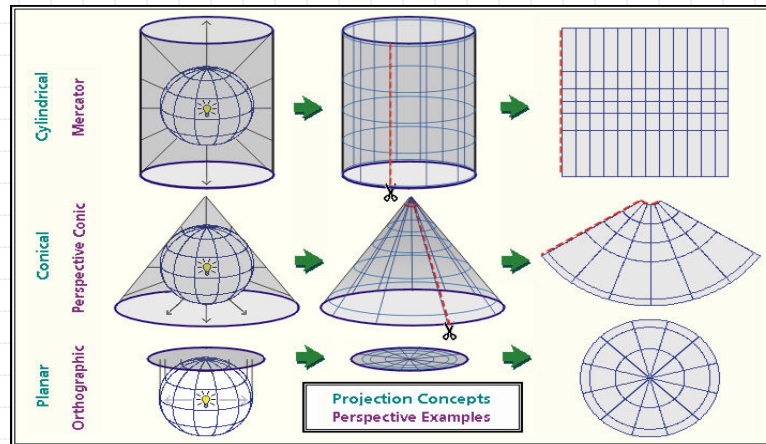


tangent

◆ Planar (Azimuthal)



Map projection



<http://www.geog.ucsb.edu/~dylan/mtpe/geosphere/topics/map/map1.html>

Spatial Databases

◆ Spatial Database is an RDBMS equipped with:

- spatial types (points, lines, regions)
- spatial functions (georeferencing, other algorithms)
- *multi-dimensional indices*

Spatial Databases

◆ Non-spatial queries:

- List all gas stations owned by Bob
- List all unpaved streets
- List galaxies with luminosity > x

◆ Spatial queries:

- List all gas stations with one mile of the river
- List all gas stations touching an unpaved street
- List galaxies within 2 arcmin of a quasar

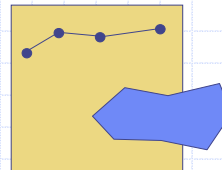
Spatial Predicates

◆ Each value has type *Geometry*

- plus a subtype:
 - ◆ point, line, polyline, polygon

◆ Spatial Predicates

- Geo Overlap(Geo, Geo)
- bool Contains(Geo, Geo)
- Geo Boundary(Geo)
- bool Touches(Geo, Geo)
- Geo Nearest(Geo, [Geo])
- Geo Nearest(Geo, [Geo])

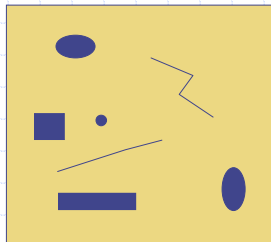


Multidimensional Indices

- ◆ How do we answer topological questions efficiently?
- ◆ B-Tree: one dimension only

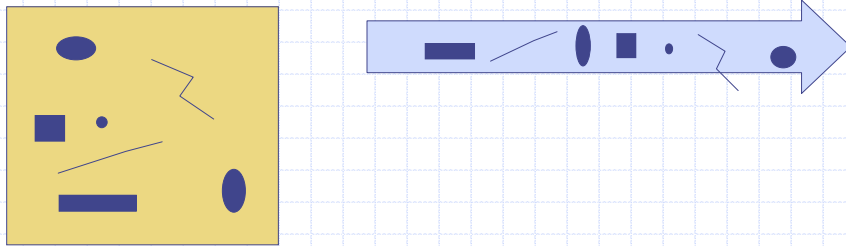
Multidimensional Indices

- ◆ One way: Impose a total order on the objects, then use an ordinary one-dimensional index
- ◆ Ideas?



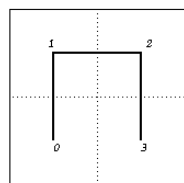
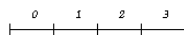
Space Filling Curves

◆ How do we organize objects on disk so proximity is preserved?

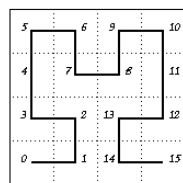


The Hilbert Curve

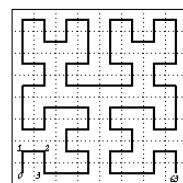
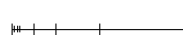
First Order



Second Order

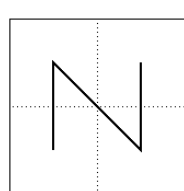


Third Order

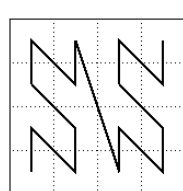


The Z-Order Curve

First Order



Second Order



Third Order

