

# Distributed Spatial Data Structures for Big Data

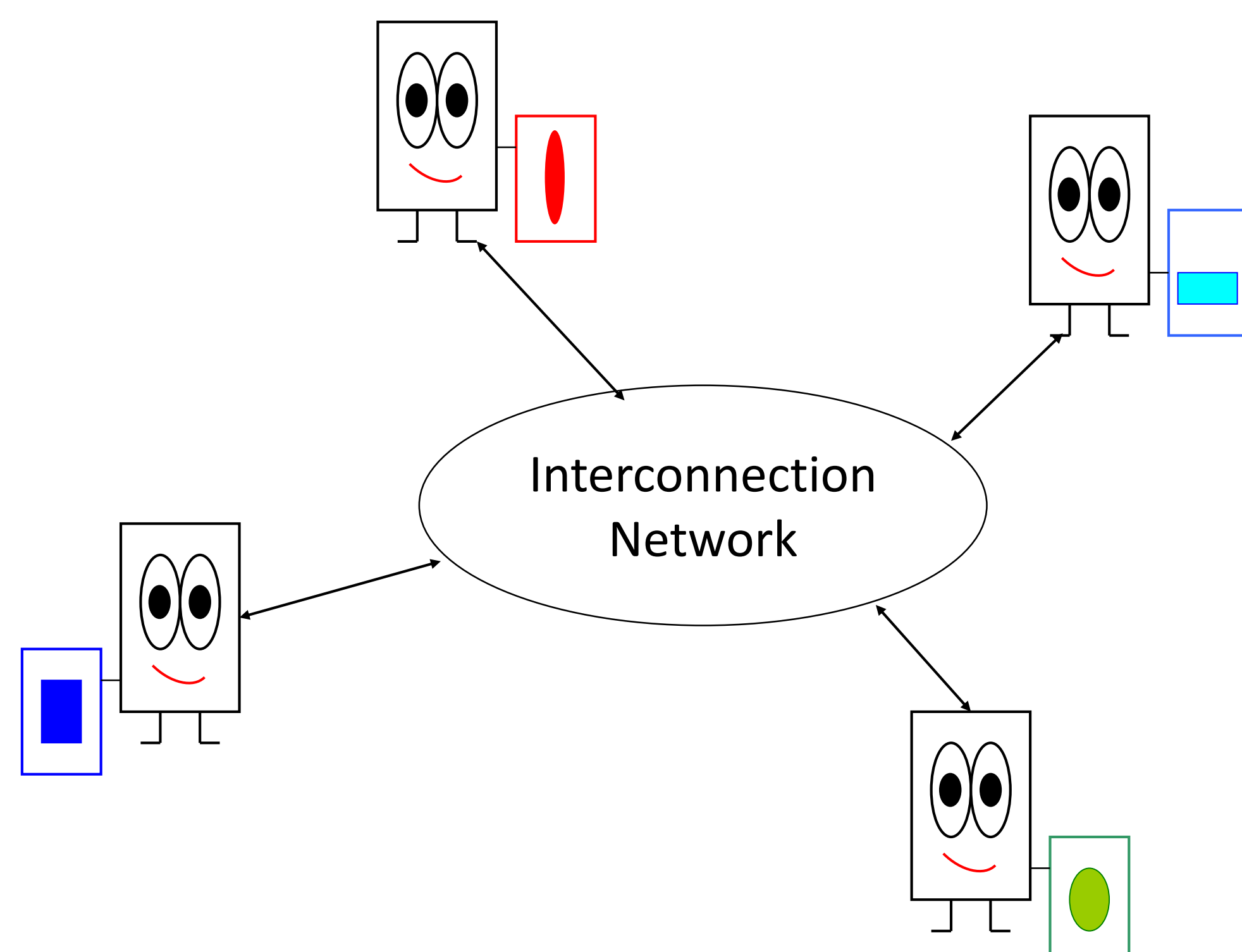
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## Motivation

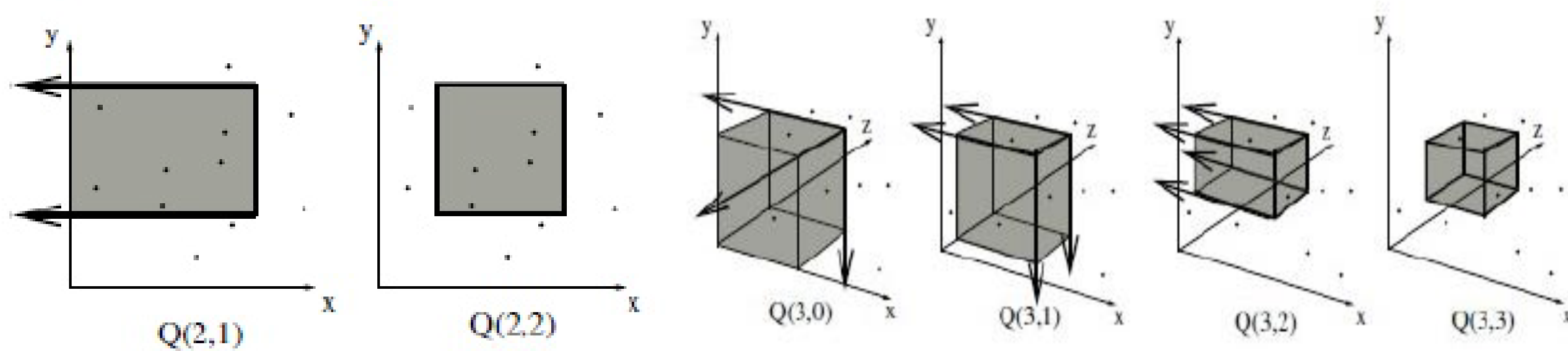
- Supporting orthogonal range search on point data
- Fault tolerance
- Scalability
- Low number of messages
- Dynamic addition and deletion of nodes and data

## Peer-to-Peer (P2P) Systems



- Each node is a supplier and consumer of data
- Data identified by keys
- Communication is by send and receive message passing

## 2&3 Dimensional Rectangular Range Search

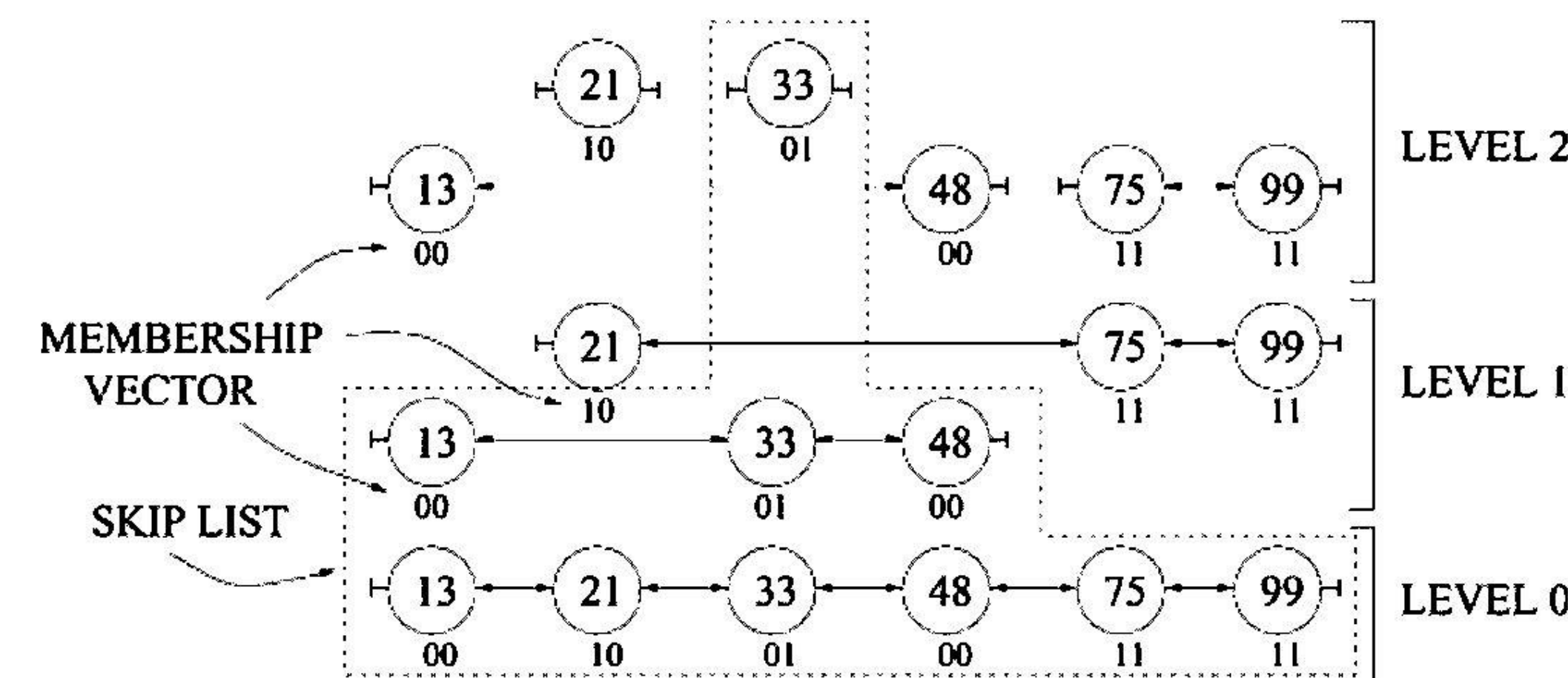


- $Q(d, k)$ : Orthogonal range in  $d$ -dimensional space with  $k$  dimensions having finite intervals [Afshani et al, 2009]

## Objectives

- Is there a linear space distributed spatial data structure that supports optimal worst case  $O(\sqrt{n} + K)$  messages for  $Q(2,2)$  range search?
- Can redundancy be added permitting any one node to be off-line and still answer any 2-d range query?

## Skip Graph

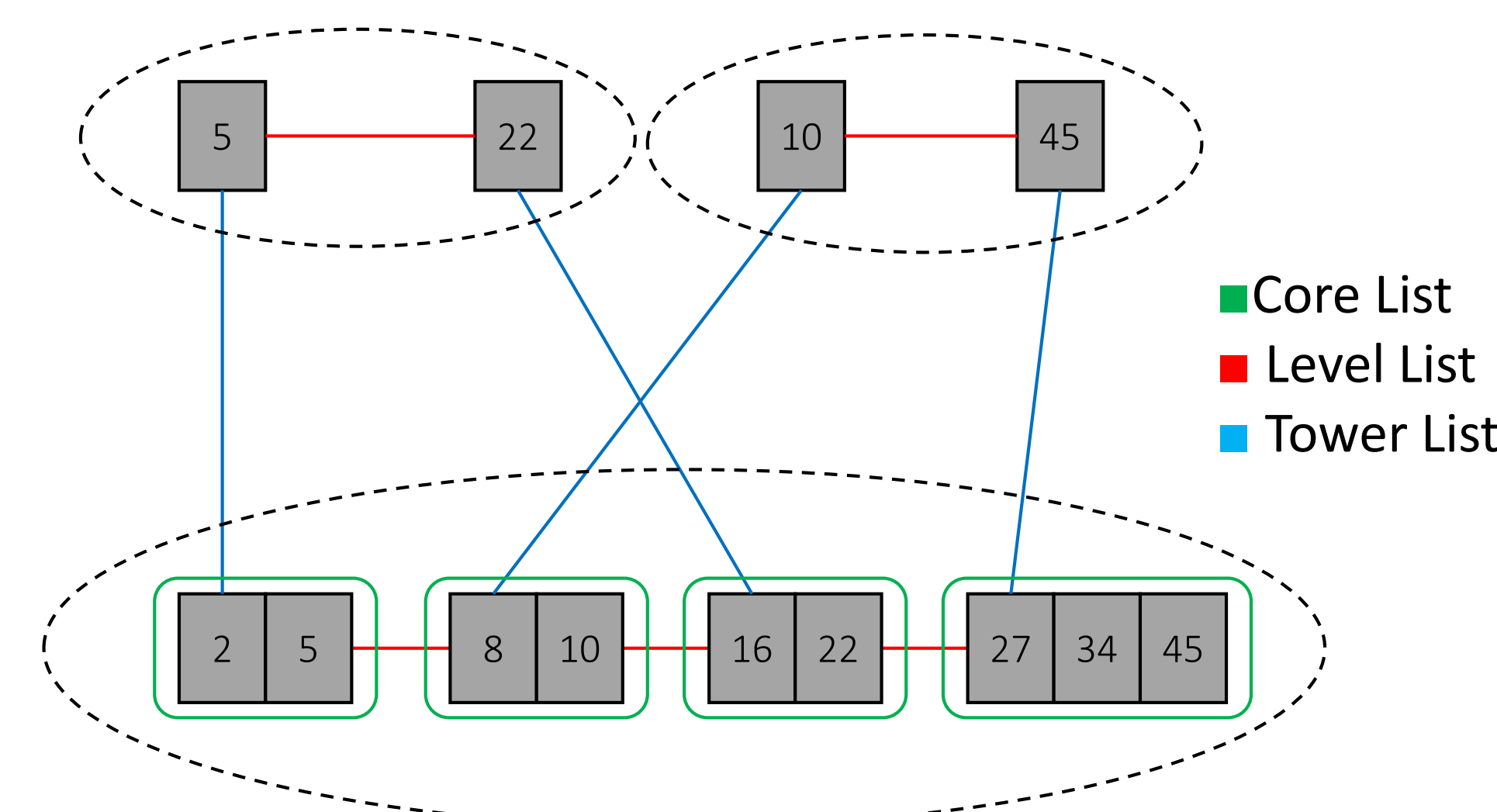


An example of skip graph [Goodrich et al, 2009]

	Expected time	Expected number of messages
Search	$O(\log n)$	$O(\log n)$
Insert	$O(\log n)$	$O(\log n)$
Delete	$O(\log n)$	$O(1)$

Skip graph performance

## Rainbow Skip Graph



Non-redundant Rainbow Skip Graph [Bisadi et al, 2011]

- Fixed number of pointers per node
- The query cost is  $O(\log n)$  w.h.p.

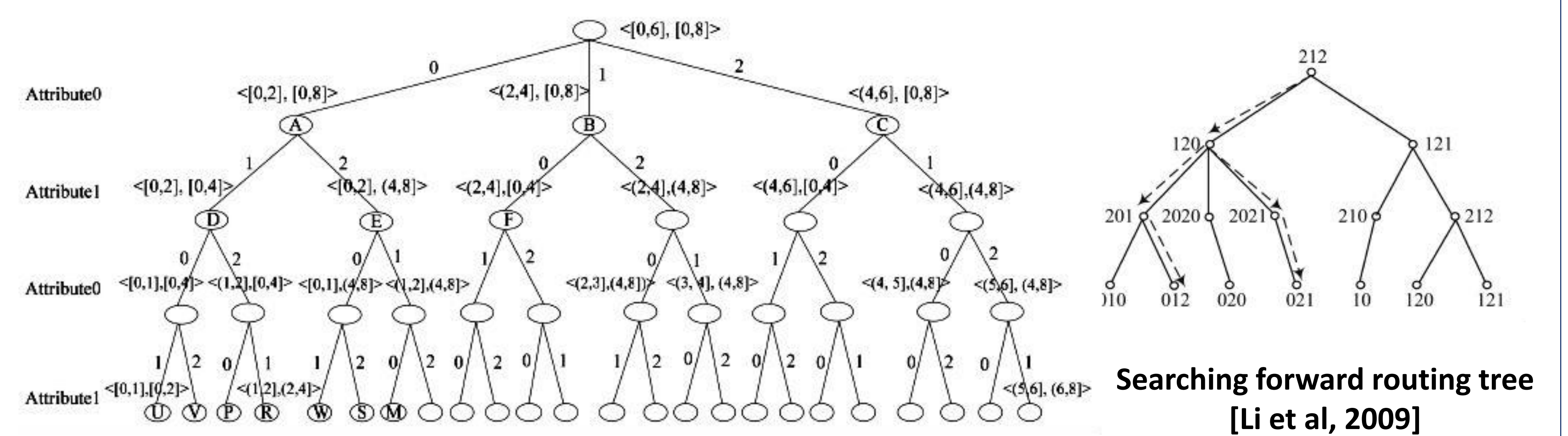


Erasure Resilient Code



Hydra Components

## Distributed Hash Table P2P System



Partitioning the space to assign ObjectIDs to objects [Li et al, 2009]

- Maximum query delay is less than  $2 \log N$  hops in an  $N$ -peer P2P system.

[1] Li, Dongsheng, et al. "Efficient range query processing in peer-to-peer systems." IEEE Tr. on Knowledge and Data Engineering, 2009.

[2] M. Goodrich, M. Nelson, and J. Z. Sun. The rainbow skip graph: A fault-tolerant constant-degree p2p relay structure, 2009.

[3] Bisadi Pouya, and Bradford G. Nickerson. "Orthogonal Range Search using a Distributed Computing Model." CCCG. 2011.

[4] P. Afshani, L. Arge, and K. D. Larsen. Orthogonal range reporting in three and higher dimensions. IEEE, 2009.