CSQ System: A System to Support Constrained Skyline Queries on Transportation Networks

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Introduction

•System Architecture

•Experiments and Demonstration



Introduction

- Skyline query
 - On multi-dimentional dataset
 - Better than other objects on at least on dimension
- MCTN-constrained skyline query
 - MCN (multi-cost network)
 - MCTN (multi-cost transportation network)





Introduction

 MCTN-constrained skyline query $\underline{\Theta}$ MCTN-CSQ or CSQ for short • An MCTN, G $\underline{\Theta}$ • A query point, q [w₁,w₂, ...,w_d] <u> ()</u> · A set of POIs, D CSQ: Return skyline answer-objects ----[0₁,0₂, ... ,0 Θ θ







Query Processing Component:

Implemented Algorithms:

- Improved Exact Method_[1].
 - Exact solutions
 - Inefficient & not practical
- Range Approximate Method^[1].
 - Distance Threshold
- Mixed Approximate Method_[1].

• Minimum value expansion



Query Processing Component:

Implemented Algorithms:

- Improved Exact Method.
- Range Approximate Method.
- Mixed Approximate Method.
 - Accepte location query
 - Constrain # of bus stop



Demonstration



Demonstration

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Real Dataset

STATE

Location	# of objects	# of nodes	# of edges
New York (NY)	14,155	5,127	11,152
Los Angeles (LA)	9,589	12,433	22,752
San Francisco (SF)	2,110	9,041	13,615
Overall	25,854	26,601	47,519

Basic usage - search panel





Basic usage - parameters selection





Demo demonstration

Short demonstration





Demo demonstration







Conclusions:

- The first system was built to support the Constrained Skyline Query on Multi-cost Transportation network.
- One exact search algorithm and two heuristic approaches were implemented.
- Two new features were added to make the system more practical and friendly.
- Interfaces help users understand CSQ algorithms and their answers.
- Demonstrated on three real datasets.



References:

[1] Qixu Gong, Huiping Cao, and Parth Nagarkar. Skyline queries constrained by multi-cost transportation networks. In ICDE, pages 926–937. IEEE, 2019.

[2] Beckmann, Norbert, Hans-Peter Kriegel, Ralf Schneider and Bernhard Seeger. "The R*-tree: an efficient and robust access method for points and rectangles." SIGMOD '90 (1990).



Thank you ! :)

Questions?

