


15-826: Multimedia Databases and Data Mining

Lecture #6: Spatial Access Methods
Part III: R-trees
C. Faloutsos



Must-read material

- Textbook, Chapter 5.2
- Ramakrishnan+Gehrke, Chapter 28.6
- Guttman, A. (June 1984).
[*R-Trees: A Dynamic Index Structure for Spatial Searching*](#). Proc. ACM SIGMOD, Boston, Mass.
- Ibrahim Kamel and Christos Faloutsos,
[*Hilbert R-tree: An improved R-tree using fractals*](#)
Proc. of VLDB Conference, Santiago, Chile, Sept. 12-15, 1994, pp. 500-509.

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Outline

Goal: 'Find **similar** / **interesting** things'

- Intro to DB
- ➡ • Indexing - similarity search
- Data Mining

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Indexing - Detailed outline

- primary key indexing
- secondary key / multi-key indexing
- spatial access methods
 - problem defn
 - z-ordering
 - ➔ – R-trees
 - ...
- text
- ...

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Indexing - more detailed outline

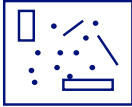
- R-trees
 - ➔ – main idea; file structure
 - algorithms: insertion/split
 - deletion
 - search: range, nn, spatial joins
 - performance analysis
 - variations (packed; hilbert;...)

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Reminder: problem

- Given a collection of geometric objects (points, lines, polygons, ...)
- organize them on disk, to answer spatial queries (range, nn, etc)



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R-trees

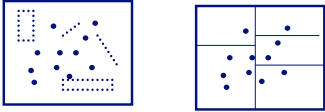
- z-ordering: cuts regions to pieces \rightarrow dup. elim.
- how could we avoid that?
- Idea: try to extend/merge B-trees and k-d trees

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(first attempt: k-d-B-trees)

- [Robinson, 81]: if f is the fanout, split point-set in f parts; and so on, recursively




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(first attempt: k-d-B-trees)

- But: insertions/deletions are tricky (splits may propagate downwards **and** upwards)
- no guarantee on space utilization




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R-trees

- [Guttman 84] Main idea: allow parents to overlap!




Antonin Guttman
[<http://www.baymoon.com/~tg2/>]

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R-trees

- [Guttman 84] Main idea: allow parents to overlap!
 - => guaranteed 50% utilization
 - => easier insertion/split algorithms.
 - (only deal with Minimum Bounding Rectangles - **MBRs**)

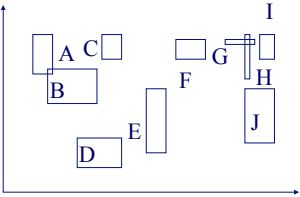


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R-trees

- eg., w/ fanout 4: group nearby rectangles to parent MBRs; each group -> disk page

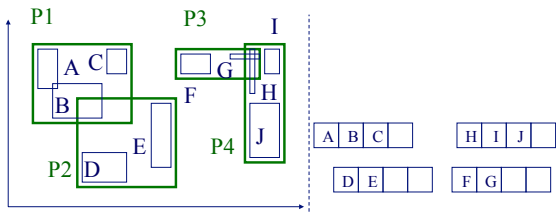


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R-trees

- eg., w/ fanout 4:

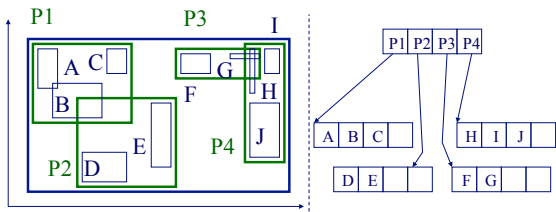


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R-trees

- eg., w/ fanout 4:

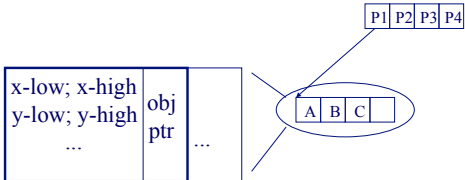


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R-trees - format of nodes

- $\{(MBR; \text{obj-ptr})\}$ for leaf nodes



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R-trees - format of nodes

- {(MBR; node-ptr)} for non-leaf nodes


x-low; x-high
y-low; y-high
...

node
ptr
...

P1 P2 P3 P4

A B C

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R-trees - range search?

P1P3I

A C

B

D E

F

G

H

J

P2P4


A B C

D E

H I J

F G

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R-trees - range search?

P1P3I

A C

B

D E

F

G

H

J

P2P4

A B C


D E

H I J

F G

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R-trees - range search

Observations:

- every parent node completely covers its 'children'
- a child MBR may be covered by more than one parent - it is stored under **ONLY ONE** of them. (ie., no need for dup. elim.)

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R-trees - range search

Observations - cont'd

- a point query may follow multiple branches.
- everything works for **any** dimensionality

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Indexing - more detailed outline

- R-trees
 - main idea; file structure

➔

- algorithms: insertion/split
- deletion
- search: range, nn, spatial joins
- performance analysis
- variations (packed; hilbert;...)


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R-trees - insertion

- eg., rectangle 'X'


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R-trees - insertion

- eg., rectangle 'X'


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R-trees - insertion

- eg., rectangle 'Y'

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R-trees - insertion

- eg., rectangle 'Y': extend suitable parent.

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R-trees - insertion

- eg., rectangle 'Y': extend suitable parent.
- Q: how to measure 'suitability'?

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R-trees - insertion

- eg., rectangle 'Y': extend suitable parent.
- Q: how to measure 'suitability'?
- A: by increase in area (volume) (more details: later, under 'performance analysis')
- Q: what if there is no room? how to split?

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R-trees - insertion

- eg., rectangle 'W'

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R-trees - insertion

- eg., rectangle 'W' - focus on 'P1' - how to split?

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R-trees - insertion

- eg., rectangle 'W' - focus on 'P1' - how to split?

- (A1: plane sweep, until 50% of rectangles)
- A2: 'linear' split
- ➔ • A3: quadratic split
- A4: exponential split

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R-trees - insertion & split

- pick two rectangles as 'seeds';
- assign each rectangle 'R' to the 'closest' 'seed'

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R-trees - insertion & split

- pick two rectangles as 'seeds';
- assign each rectangle 'R' to the 'closest' 'seed'
- Q: how to measure 'closeness'?

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R-trees - insertion & split

- pick two rectangles as 'seeds';
- assign each rectangle 'R' to the 'closest' 'seed'
- Q: how to measure 'closeness'?
- A: by increase of area (volume)

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R-trees - insertion & split

- pick two rectangles as 'seeds';
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R-trees - insertion & split

- pick two rectangles as 'seeds';
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R-trees - insertion & split

- pick two rectangles as 'seeds';
- assign each rectangle 'R' to the 'closest' 'seed'
- smart idea: pre-sort rectangles according to delta of closeness (ie., schedule easiest choices first!)

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R-trees - insertion - pseudocode

- decide which parent to put new rectangle into ('closest' parent)
- if overflow, split to two, using (say,) the quadratic split algorithm
 - propagate the split upwards, if necessary
- update the MBRs of the affected parents.

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R-trees - insertion - observations

- **many** more split algorithms exist (next!)

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Indexing - more detailed outline

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R-trees - deletion

- delete rectangle
- if underflow
 - ??

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R-trees - deletion

- delete rectangle
- if underflow
 - temporarily delete all siblings (!);
 - delete the parent node and
 - re-insert them

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R-trees - deletion

- variations: later (eg. Hilbert R-trees w/ 2-to-1 merge)

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Indexing - more detailed outline

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R-trees - range search

pseudocode:

```

check the root
for each branch,
  if its MBR intersects the query rectangle
    apply range-search (or print out, if this
    is a leaf)
  
```

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R-trees - nn search

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R-trees - nn search

- Q: How? (find near neighbor; refine...)

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R-trees - nn search

- A1: depth-first search; then, range query

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R-trees - nn search

- A1: depth-first search; then, range query

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R-trees - nn search

- A1: depth-first search; then, range query

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R-trees - nn search

- A2: [Roussopoulos+, sigmod95]:
 - priority queue, with promising MBRs, and their best and worst-case distance
- main idea:

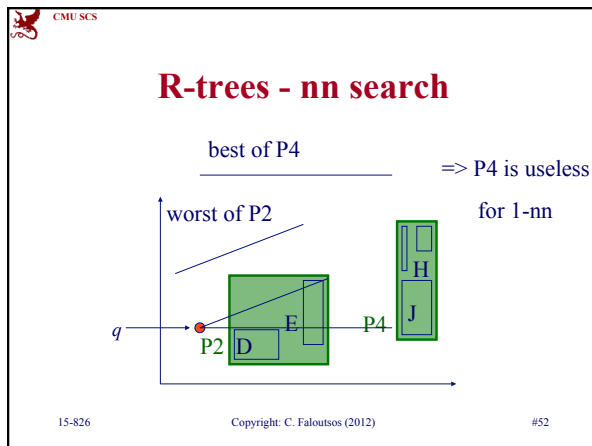
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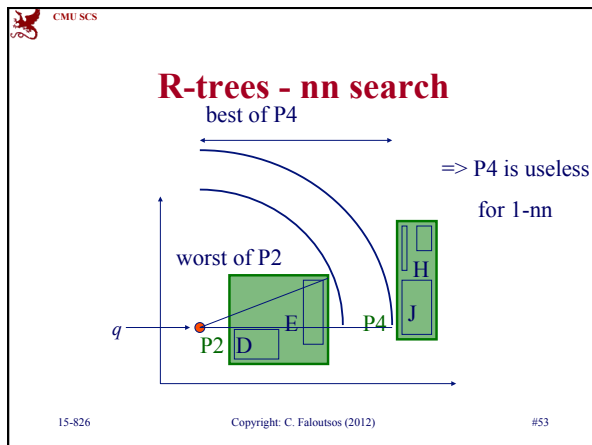
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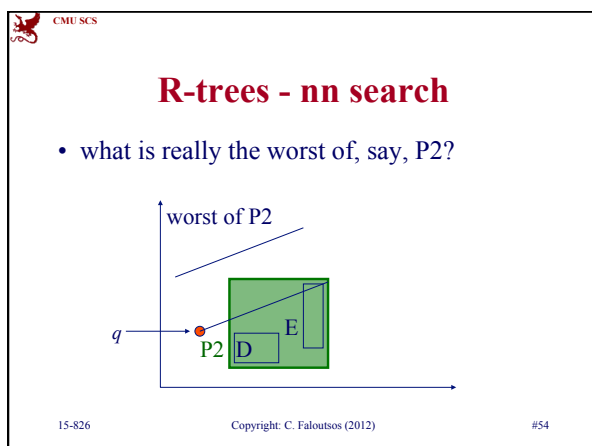
R-trees - nn search

consider only P2 and P4, for illustration

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R-trees - nn search

- what is really the worst of, say, P2?
- A: the smallest of the two red segments!

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R-trees - nn search

- variations: [Hjaltason & Samet] incremental nn:
 - build a priority queue
 - scan enough of the tree, to make sure you have the k nn
 - to find the $(k+1)$ -th, check the queue, and scan some more of the tree
- ‘optimal’ (but, may need too much memory)


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Indexing - more detailed outline

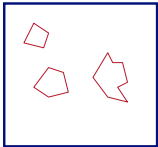
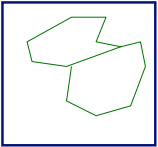
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 - performance analysis
 - variations (packed; hilbert;...)

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R-trees - spatial joins


Spatial joins: find (quickly) all
counties intersecting lakes



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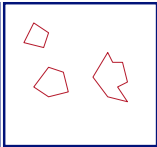
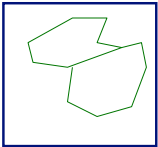
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R-trees - spatial joins


Spatial joins: find (quickly) all
counties intersecting lakes



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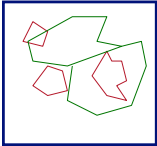
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R-trees - spatial joins

Spatial joins: find (quickly) all
counties intersecting lakes



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R-trees - spatial joins

Assume that they are both organized in R-trees:

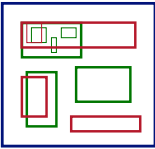


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R-trees - spatial joins

Assume that they are both organized in R-trees:




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R-trees - spatial joins

for each parent P1 of tree T1
 for each parent P2 of tree T2
 if their MBRs intersect,
 process them recursively (ie., check their children)

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R-trees - spatial joins

Improvements - variations:

- [Seeger+, sigmod 92]: do some pre-filtering; do plane-sweeping to avoid $N1 * N2$ tests for intersection
- [Lo & Ravishankar, sigmod 94]: 'seeded' R-trees (FYI, many more papers on spatial joins, without R-trees: [Koudas+ Sevcik], e.t.c.)


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Indexing - more detailed outline

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 - ➔ – performance analysis
 - variations (packed; hilbert,...)


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R-trees - performance analysis

- How many disk (=node) accesses we'll need for
 - range
 - nn
 - spatial joins
- why does it matter?

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R-trees - performance analysis

- How many disk (=node) accesses we'll need for
 - range
 - nn
 - spatial joins
- why does it matter?
- A: because we can design split etc algorithms accordingly; also, do query-optimization

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R-trees - performance analysis

- How many disk (=node) accesses we'll need for
 - ➔ – range
 - nn
 - spatial joins
- why does it matter?
- A: because we can design split etc algorithms accordingly; also, do query-optimization

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R-trees - performance analysis

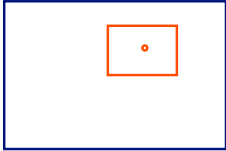
- motivating question: on, e.g., split, should we try to minimize the area (volume)? the perimeter? the overlap? or a weighted combination? why?

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R-trees - performance analysis

- How many disk accesses for range queries?
 - query distribution wrt location?
 - “ “ wrt size?

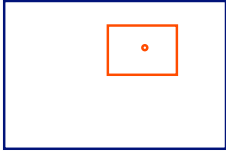


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R-trees - performance analysis

- How many disk accesses for range queries?
 - query distribution wrt location? **uniform; (biased)**
 - “ “ wrt size? **uniform**

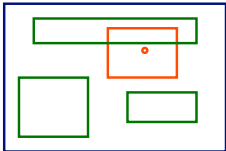


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R-trees - performance analysis

- easier case: we know the positions of parent MBRs, eg:



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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. POINT queries)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. POINT queries)? A: $x1 * x2$

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries of size $q1 \times q2$)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries of size $q1 \times q2$)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries of size $q1 \times q2$)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries of size $q1 \times q2$)?

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R-trees - performance analysis

- How many times will P1 be retrieved (unif. queries of size $q1 \times q2$)? A: $(x1+q1) \times (x2+q2)$

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R-trees - performance analysis

- Thus, given a tree with N nodes ($i=1, \dots, N$) we expect

$$\begin{aligned} \#DiskAccesses(q1, q2) &= \\ &\sum (x_{i,1} + q1) * (x_{i,2} + q2) \\ &= \sum (x_{i,1} * x_{i,2}) + \\ &\quad q2 * \sum (x_{i,1}) + \\ &\quad q1 * \sum (x_{i,2}) \\ &\quad q1 * q2 * N \end{aligned}$$

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R-trees - performance analysis

- Thus, given a tree with N nodes ($i=1, \dots, N$) we expect

$$\begin{aligned} \#DiskAccesses(q1, q2) &= \sum (x_{i,1} + q1) * (x_{i,2} + q2) \\ &= \sum (x_{i,1} * x_{i,2}) + \quad \longrightarrow \text{'volume'} \\ &\quad q2 * \sum (x_{i,1}) + \quad \longrightarrow \text{surface area} \\ &\quad q1 * \sum (x_{i,2}) + \quad \longrightarrow \text{surface area} \\ &\quad q1 * q2 * N \quad \longrightarrow \text{count} \end{aligned}$$

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R-trees - performance analysis

Observations:

- for point queries: only volume matters
- for horizontal-line queries: ($q2=0$): vertical length matters
- for large queries ($q1, q2 \gg 0$): the count N matters


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R-trees - performance analysis


Observations (cont'd)

- overlap: does not seem to matter
- formula: easily extendible to n dimensions
- (for even more details: [Pagel+, PODS93], [Kamel+, CIKM93])



Berndt-Uwe Pagel

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R-trees - performance analysis

Conclusions:

- splits should try to minimize area and perimeter
- ie., we want few, small, square-like parent MBRs
- rule of thumb: shoot for queries with $q_1 = q_2 = 0.1$ (or $=0.5$ or so).

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R-trees - performance analysis

- How many disk (=node) accesses we'll need for
 - range
 - nn
 - spatial joins

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R-trees - performance analysis

Range queries - how many disk accesses, if we just now that we have

- N points in n -d space?


A: ?

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R-trees - performance analysis

Range queries - how many disk accesses, if we just now that we have
 - N points in n -d space?
 A: can not tell! need to know distribution



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R-trees - performance analysis

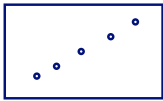
What are obvious and/or realistic distributions?

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R-trees - performance analysis

What are obvious and/or realistic distributions?
 A: uniform
 A: Gaussian / mixture of Gaussians
 A: self-similar / fractal. Fractal dimension \sim intrinsic dimension




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R-trees - performance analysis

Formulas for range queries and k-nn queries: use fractal dimension [Kamel+, PODS94], [Korn+ ICDE2000] [Kriegel+, PODS97]



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R-trees - variations

Guttman's R-trees sparked **much** follow-up work

➔ can we do better splits?

- what about static datasets (no ins/del/upd)?
- what about other bounding shapes?

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R-trees - variations

Guttman's R-trees sparked much follow-up work

- can we do better splits?
 - i.e, defer splits?

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R-trees - variations

Popular

A: R*-trees [Beckmann+, SIGMOD90]

Norbert Beckmann
 Hans Peter Kriegel →
 Ralf Schneider
 Bernhard Seeger →


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R-trees - variations

A: R*-trees [Beckmann+, SIGMOD90]

- defer splits, by forced-reinsert, i.e.: instead of splitting, temporarily delete some entries, shrink overflowing MBR, and re-insert those entries
- Which ones to re-insert?
- How many?




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R-trees - variations

A: R*-trees [Beckmann+, SIGMOD90]

- defer splits, by forced-reinsert, i.e.: instead of splitting, temporarily delete some entries, shrink overflowing MBR, and re-insert those entries
- Which ones to re-insert?
- How many? A: 30%



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R-trees - variations

Q: Other ways to defer splits?

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R-trees - variations

Q: Other ways to defer splits?

A: Push a few keys to the closest sibling node (closest = ??)

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R-trees - variations

R*-trees: Also try to minimize area AND perimeter, in their split.

Performance: higher space utilization; faster than plain R-trees. One of the **most successful** R-tree variants.

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R-trees - variations

Guttman's R-trees sparked **much** follow-up work

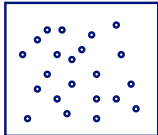
- can we do better splits?
- ➔ what about static datasets (no ins/del/upd)?
 - Hilbert R-trees
- what about other bounding shapes?

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R-trees - variations

- what about static datasets (no ins/del/upd)?
- Q: Best way to pack points?

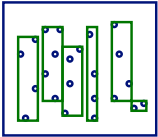


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R-trees - variations

- what about static datasets (no ins/del/upd)?
- Q: Best way to pack points?
- A1: plane-sweep
great for queries on 'x';
terrible for 'y'

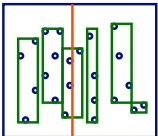


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R-trees - variations

- what about static datasets (no ins/del/upd)?
- Q: Best way to pack points?
- A1: plane-sweep
great for queries on 'x';
bad for 'y'

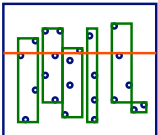


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R-trees - variations

- what about static datasets (no ins/del/upd)?
- Q: Best way to pack points?
- A1: plane-sweep
great for queries on 'x';
terrible for 'y'
- Q: how to improve?

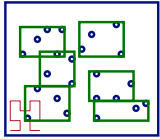


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R-trees - variations

- A: plane-sweep on HILBERT curve!

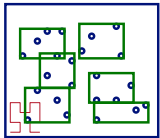


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R-trees - variations

- A: plane-sweep on HILBERT curve!
- In fact, it can be made dynamic (how?), as well as to handle regions (how?)

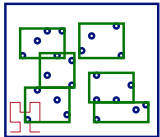


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R-trees - variations

- Dynamic ('Hilbert R-tree'):
 - each point has an 'h'-value (hilbert value)
 - insertions: like a B-tree on the h-value
 - but also store MBR, for searches



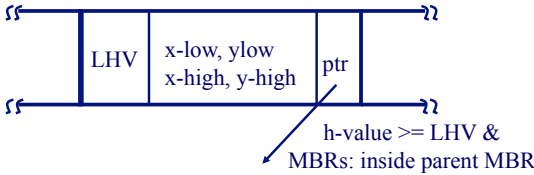
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Details

R-trees - variations

- Data structure of a node?




h-value \geq LHV &
MBRs: inside parent MBR

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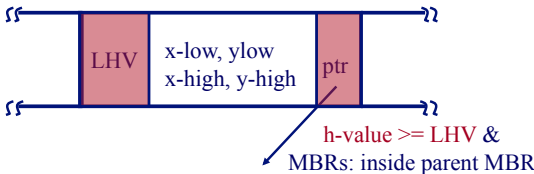
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Details

R-trees - variations

- Data structure of a node?

~B-tree




h-value \geq LHV &
MBRs: inside parent MBR

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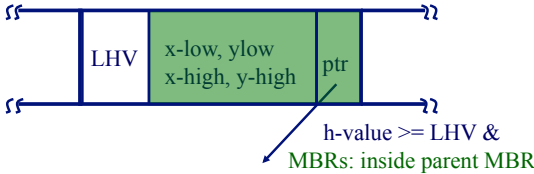
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Details

R-trees - variations

- Data structure of a node?

~ R-tree





h-value \geq LHV &
MBRs: inside parent MBR

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R-trees - variations

Guttman's R-trees sparked **much** follow-up work

- can we do better splits?
- what about static datasets (no ins/del/upd)?
 - Hilbert R-trees - main idea
 - ➔ – handling regions
 - performance/discussion
- what about other bounding shapes?

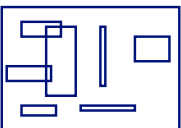
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R-trees - variations

- What if we have regions, instead of points?
- I.e., how to impose a linear ordering ('h-value') on rectangles?



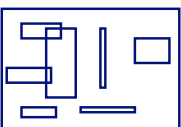
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R-trees - variations

- What if we have regions, instead of points?
- I.e., how to impose a linear ordering ('h-value') on rectangles?
- A1: h-value of center
- A2: h-value of 4-d point (center, x-radius, y-radius)
- A3: ...



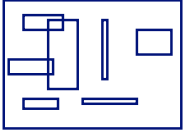
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R-trees - variations

- What if we have regions, instead of points?
- I.e., how to impose a linear ordering ('h-value') on rectangles?
- **A1: h-value of center**
- A2: h-value of 4-d point
(center, x-radius, y-radius)
- A3: ...



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R-trees - variations

- with h-values, we can have deferred splits, 2-to-3 splits (3-to-4, etc)
- experimentally: faster than R*-trees
(reference: [Kamel Faloutsos vldb 94])

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R-trees - variations

Guttman's R-trees sparked **much** follow-up work

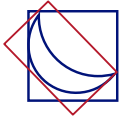
- can we do better splits?
- what about static datasets (no ins/del/upd)?
- ➔ what about other bounding shapes?

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R-trees - variations

- what about other bounding shapes? (and why?)
- A1: arbitrary-orientation lines (cell-tree, [Guenther])
- A2: P-trees (polygon trees) (MB polygon: 0, 90, 45, 135 degree lines)

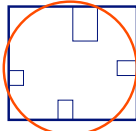


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R-trees - variations

- A3: L-shapes; holes (hB-tree)
- A4: TV-trees [Lin+, VLDB-Journal 1994]
- A5: SR-trees [Katayama+, SIGMOD97] (used in Informedia)




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Indexing - Detailed outline

- spatial access methods
 - problem dfn
 - z-ordering
 - R-trees
 - ➔ – misc topics
 - grid files
 - dimensionality curse
 - metric trees
 - other nn methods
- text, ...


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R-trees - conclusions

- Popular method; like multi-d B-trees
- guaranteed utilization
- good search times (for low-dim. at least)
- Informix (-> IBM-DB2) ships DataBlade with R-trees
- R* variation is popular


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- Robinson, J. T. (1981). The k-D-B-Tree: A Search Structure for Large Multidimensional Dynamic Indexes. Proc. ACM SIGMOD.
- Roussopoulos, N., S. Kelley, et al. (May 1995). Nearest Neighbor Queries. Proc. of ACM-SIGMOD, San Jose, CA.

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Other resources

- Code, papers, datasets etc:
www.rtreeportal.org/
- Java applets and more info:
donar.umiacs.umd.edu/quadtrees/points/rtrees.html

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