An Efficient Sampling Method for Characterizing Points of Interests on Maps

Team 1

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Outline

- Background and formulated problem
- Challenges
- Our methods (i.e., RRZI and RRZIC)
- Experiments and Applications
- Conclusions

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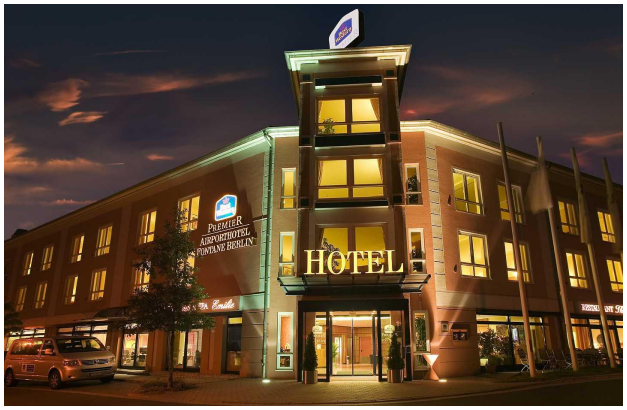
Points of Interests



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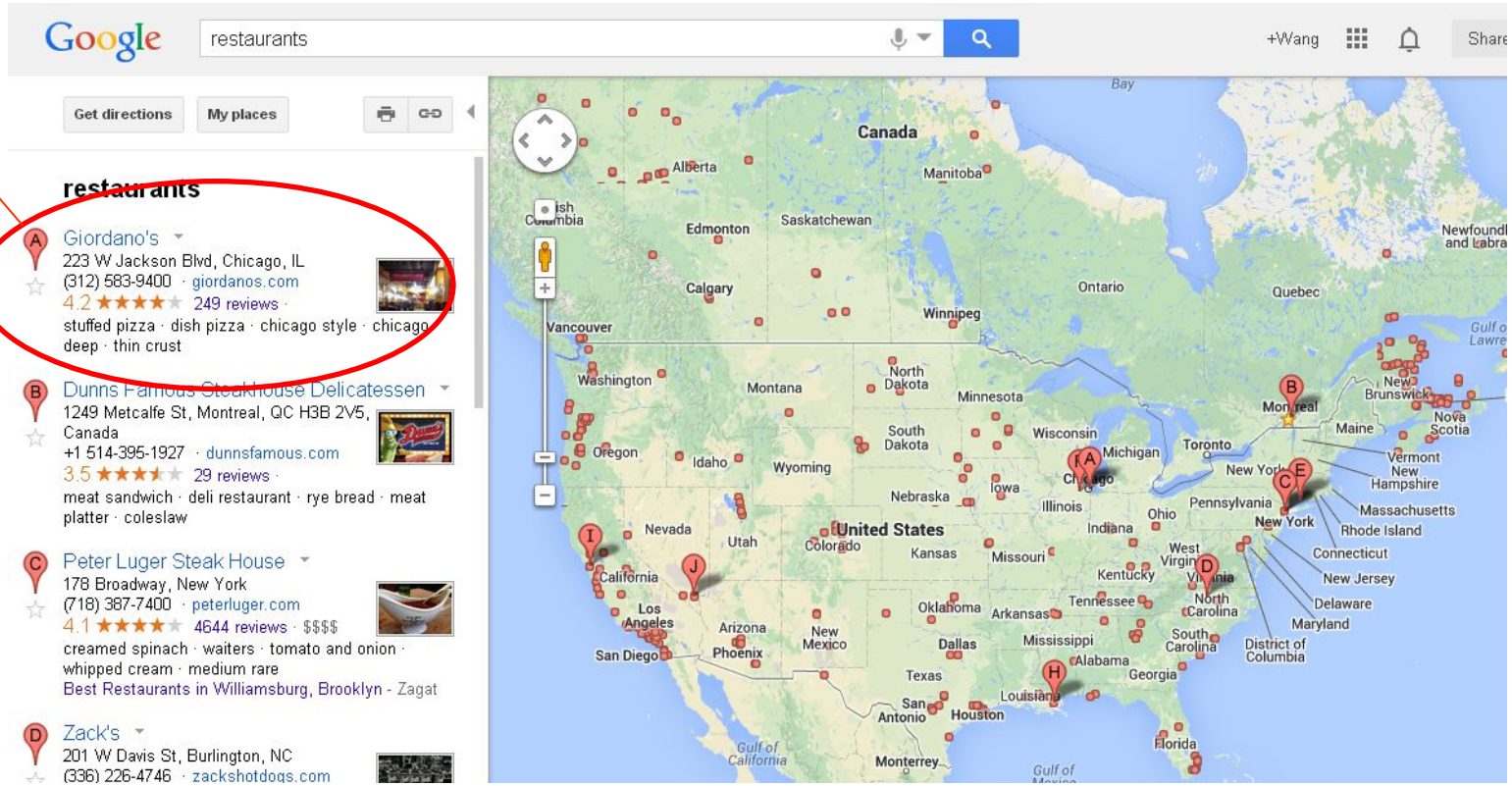
Background

- Google Maps: keyword "restaurant"

A PoI: location, rating, flavor, reviews, …



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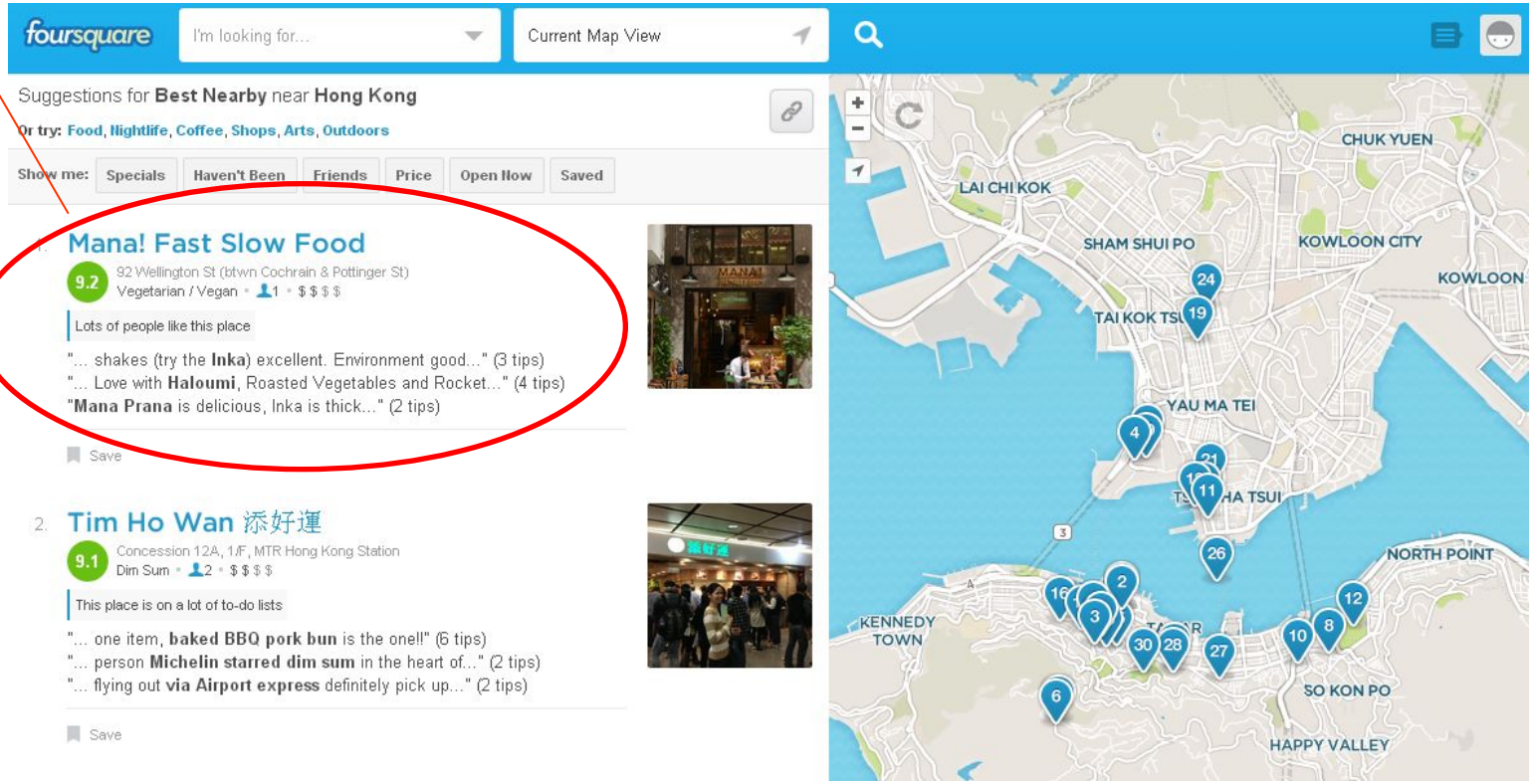
Background

- Foursquare: food, nightlife, coffee, shopping, sights, arts, outdoors, …

A PoI:
category
location,
rating,
Reviews,
#check-ins
…



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Formulated Problem

- Objective 1
  - ➢ Sum aggregate

$$f_s(\mathrm{P}) = \sum_{p \in \mathrm{P}} f(p)$$

Example 1:
f(*p*) is the number of rooms a hotel *p* has,
$f_s(P)$ is the total number of rooms in the area of interest

Example 2:
f(*p*)=1
$f_s(P)$ is the total number of hotels in the area of interest

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Formulated Problem

- Objective 2
  - ➢ Average aggregate

$$f_s(\mathrm{P}) = \frac{1}{|\mathrm{P}|}\sum_{p\in \mathrm{P}} f(p)$$

Example:
$f(p)$ is the average price of a hotel p,
$f_s(P)$ is the average price of hotels in the area of interest

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Formulated Problem

- Objective 3
  - ➢ PoI distribution

$$\theta_j = \frac{1}{|\mathrm{P}|}\sum_{p\in \mathrm{P}} 1(L(p) = l_j), \quad j = 1, 2, \ldots$$

Example:

$L(p)$ is the star rating of p

θ is the star rating distribution of hotels in the area of interest

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Formulated Problem

- We focus on designing efficient **sampling** methods to estimate the above statistics, since it is costly to collect PoIs within a large area.

  For example, to collect PoIs within 14 cities in Foursquare, Li et al. spent almost two months using 40 machines in parallel.

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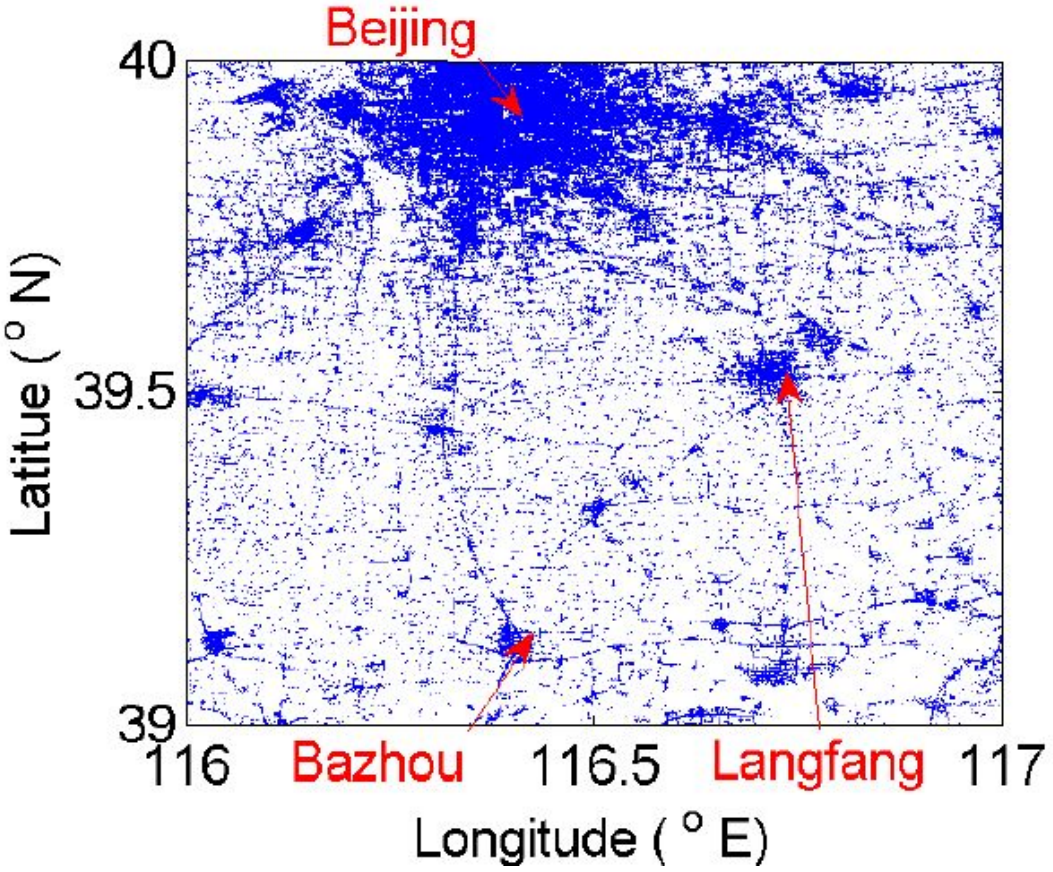
Challenges

- The underlying distribution of PoI is unknown



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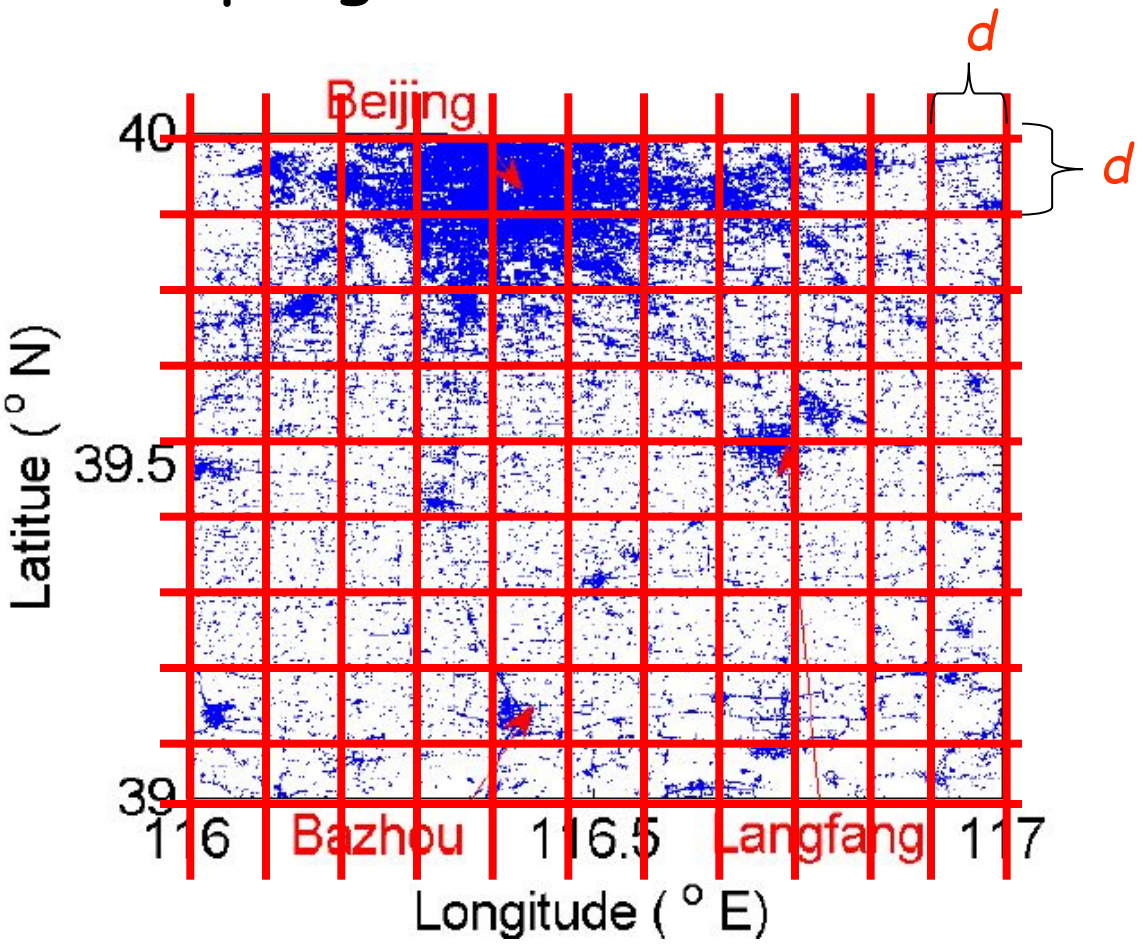
Challenges

- Straightforward sampling method

1. Split the region into small sub-regions evenly
2. Random sample sub-regions uniformly



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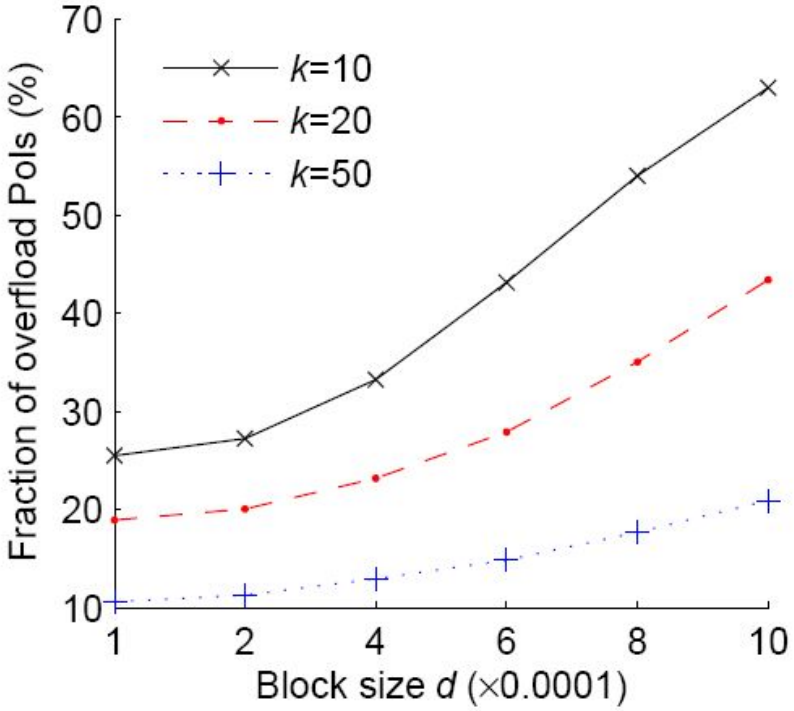
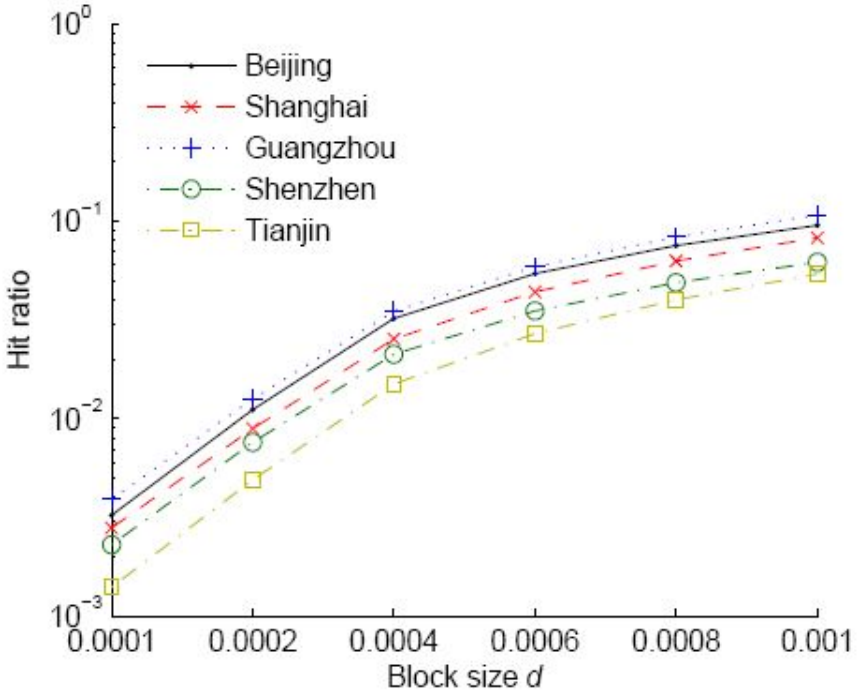
Challenges

- Drawbacks of straightforward sampling method
  - ➢ A sub-region may include a large fraction of PoIs
  - ➢ Many empty sub-regions for small *d*





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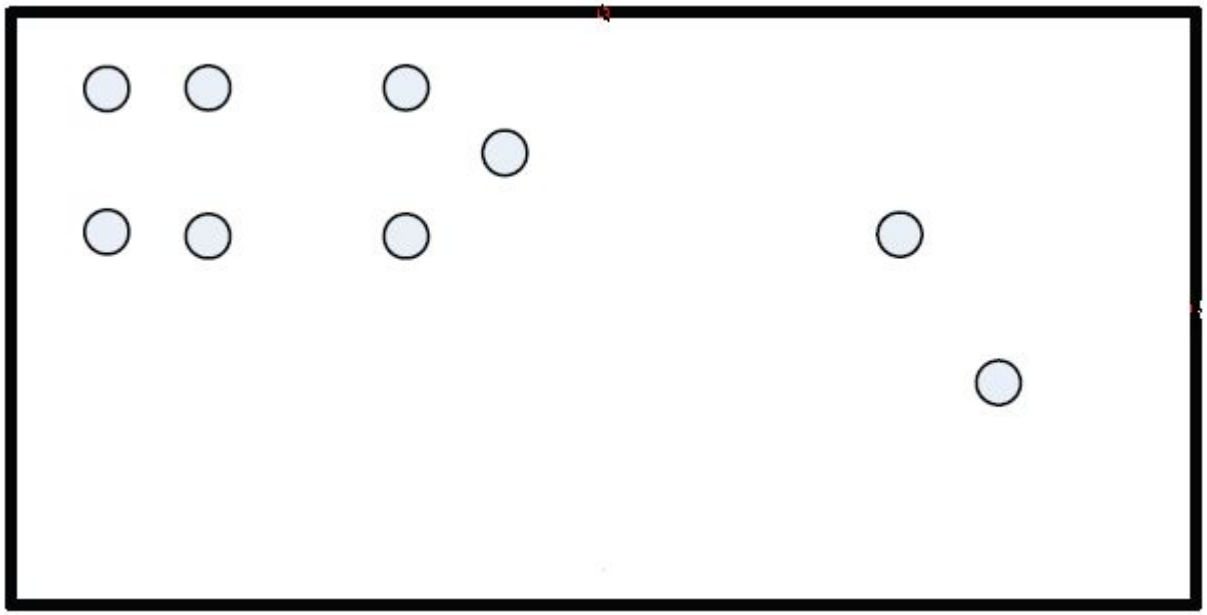
Our method: Random Region Zoom-in on Maps

- RRZI(*A*)
  - ➢ Input: *A*, the area of interest
  - ➢ Output: a random sub-region Q with PoIs less than *k* and *τ(Q,A)*



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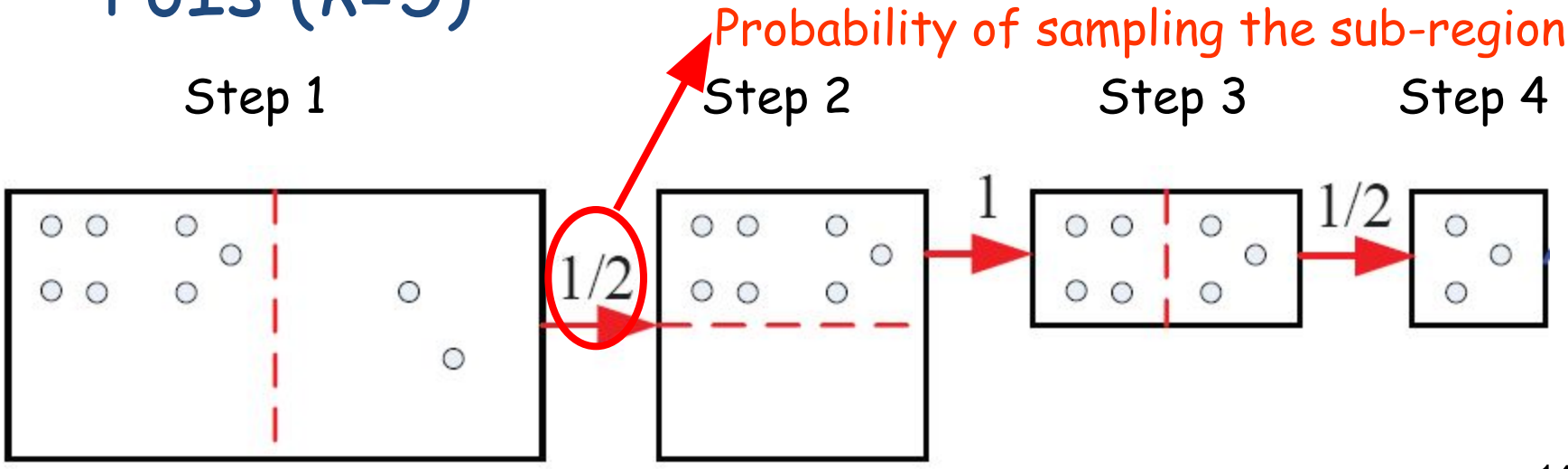
Our method: Random Region Zoom-in on Maps

- RRZI(*A*): At each step, RRZI divides the current queried region into two sub-regions and randomly selects a non-empty sub-region to zoom-in when it contains more than or equal to *k* PoIs (*k*=5)



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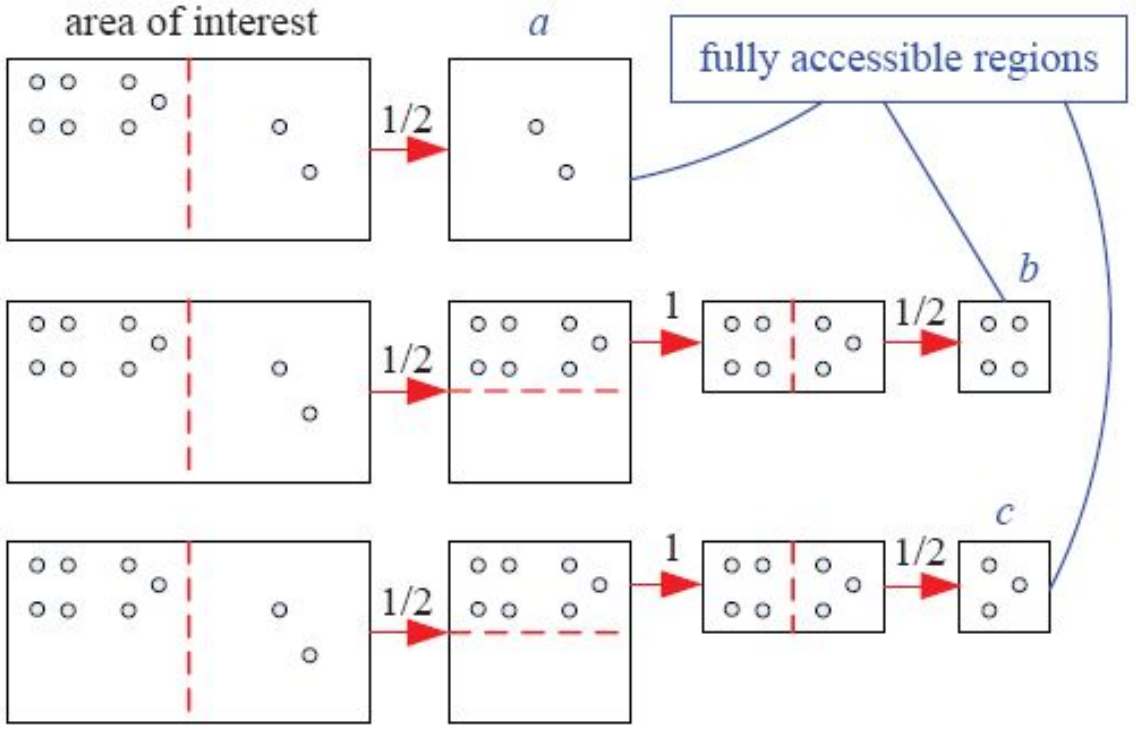
Our method: Random Region Zoom-in on Maps

- RRZI(*A*): probability of sampling a sub-region with PoIs less than 5
  p(*a*)=1/2, p(*b*)=1/4, p(*c*)=1/4



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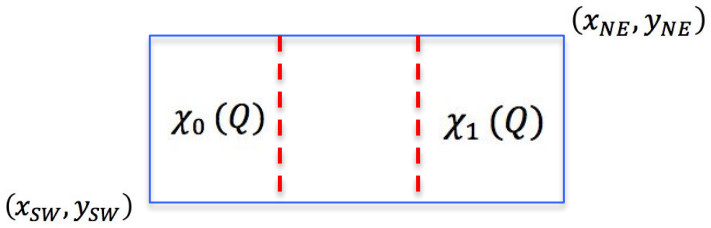
Our method: Random Region Zoom-in on Maps

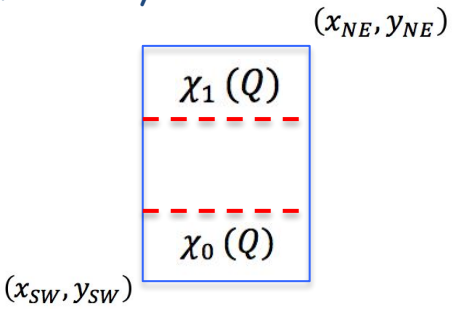
RRZI(*A*): three critical questions

- To divide Q into two non-overlapping regions Q_0 and Q_1

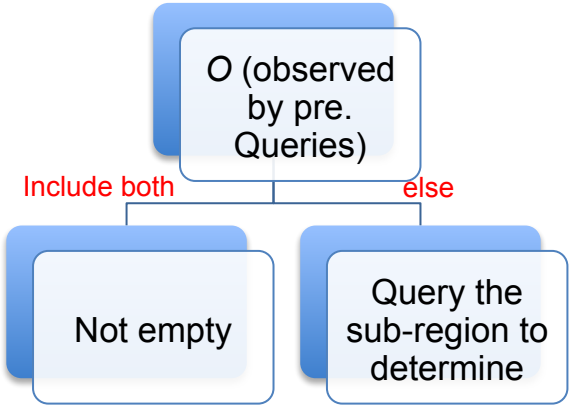
  If $|x_{SW} - x_{NE}| \geq \beta(x_{SW} - x_{NE})|y_{SW} - y_{NE}|$



Otherwise,



- To determine whether $\chi_0(Q)$ and $\chi_1(Q)$ are empty regions or not using a minimum number of queries.



- Does RRZI sample PoIs uniformly? If not, how to remove the sampling bias?

No. Use counter

Our method: Random Region Zoom-in on Maps

RRZI(*A*): Estimates the sum aggregate

$$\tilde{f}_s(\mathbb{P}) = \frac{1}{m}\sum_{i=1}^{m}\sum_{p\in P(r_i)}\frac{f(p)}{\tau(r_i,\mathbb{A})}.$$

Note:

m: number of sampled fully accessible regions

$T(r_i,A)$: the probability of sampling a fully accessible region Q from A.

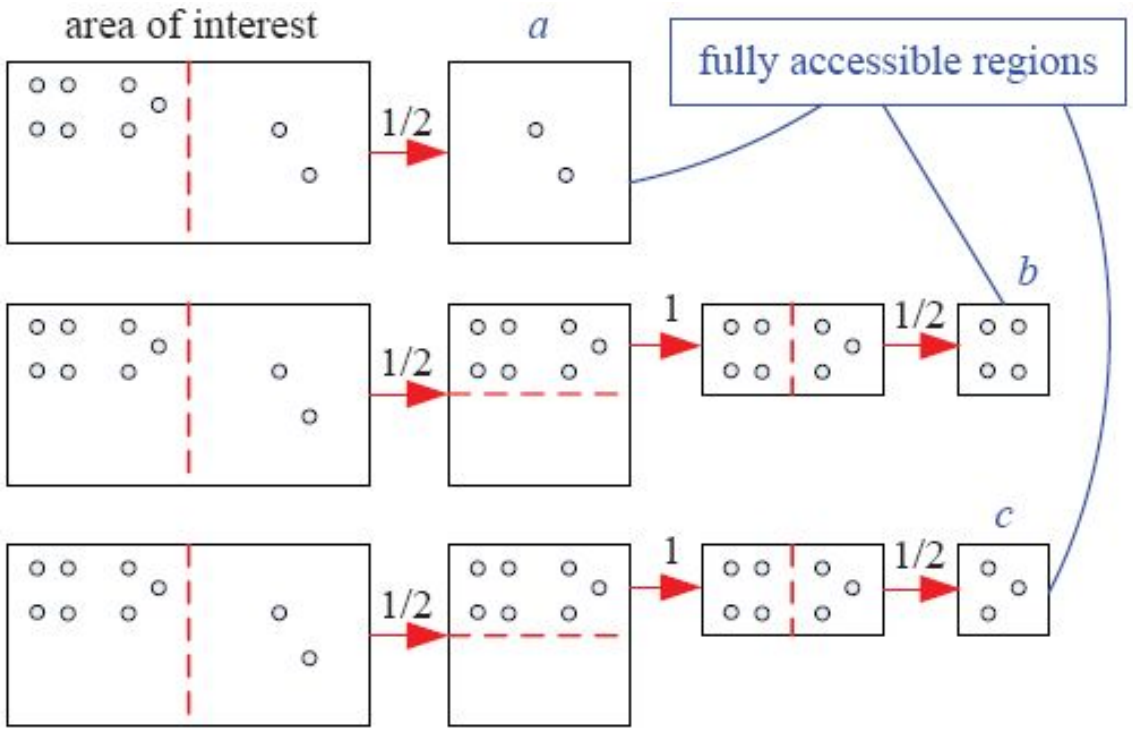
$P(r_i)$: set of PoIs within a region r_i

$f(p)$: the function related with p, e.g. # within p, constant 1, unit price, etc.

Example:

$$f_s(\mathrm{P}) = \frac{1}{3}\left(\frac{2}{1/2}+\frac{4}{1/4}+\frac{3}{1/4}\right)=\frac{32}{3}\approx 11$$

- RRZI(*A*): probability of sampling a sub-region with PoIs less than 5
  p(*a*)=1/2, p(*b*)=1/4, p(*c*)=1/4



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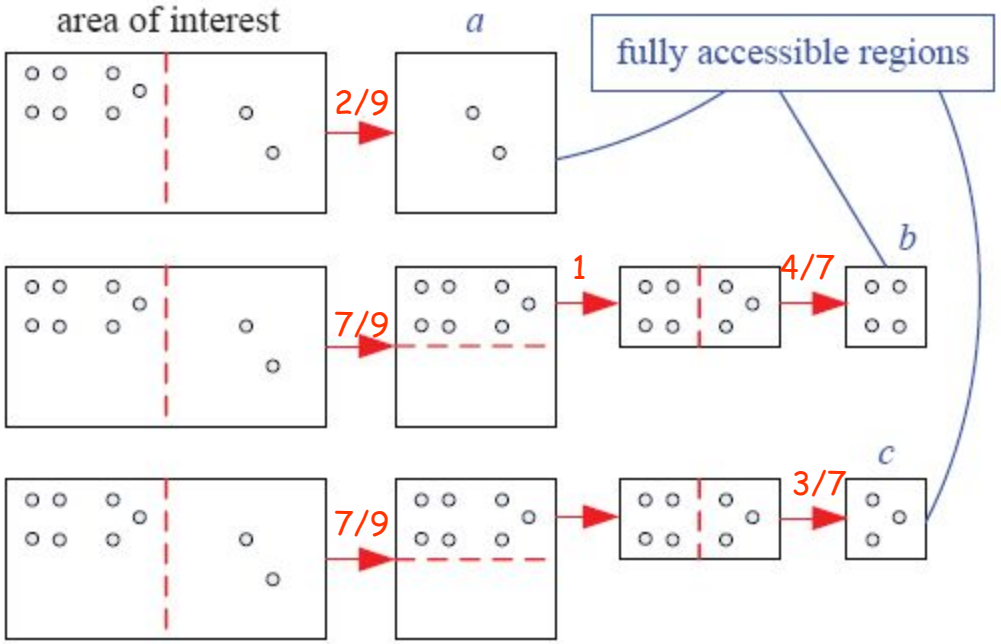
Random Region Zoom-in on Maps With Count Information

- RRZIC(*A*): Sample sub-regions with probability proportional to the number of PoIs.

$$p(a)=2/9,\ p(b)=4/9,\ p(c)=3/9$$



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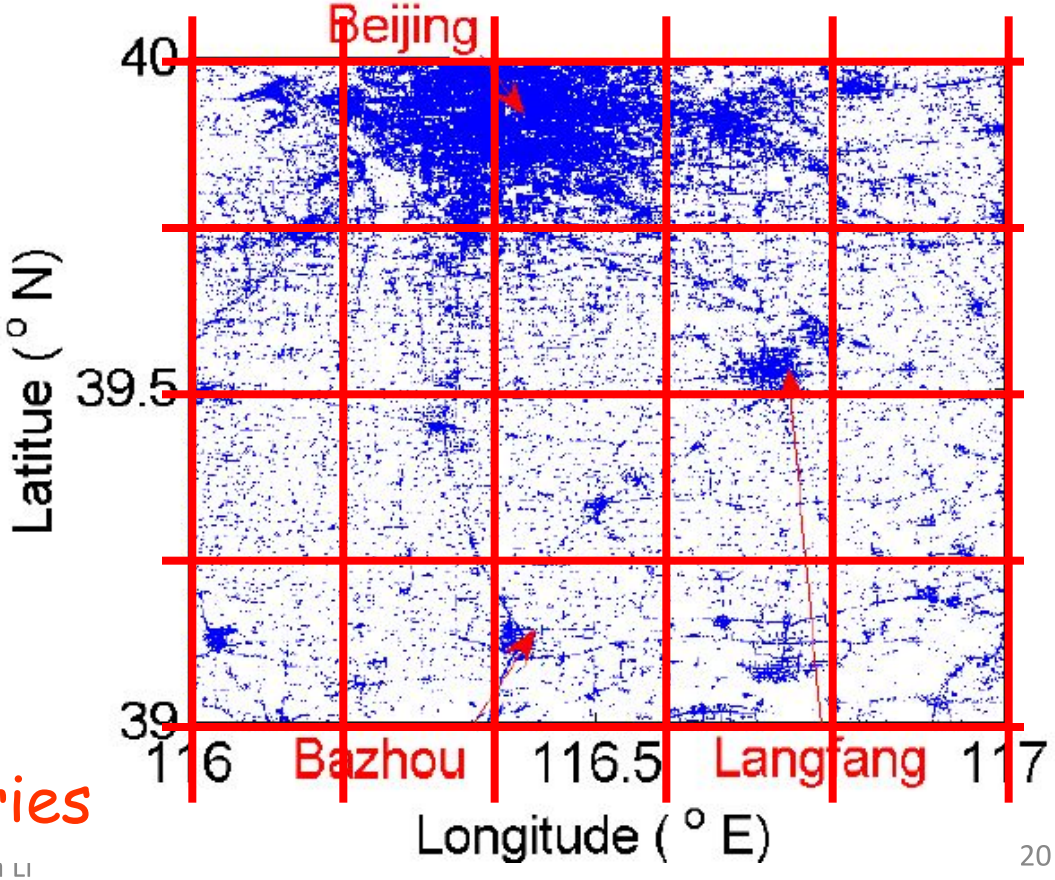
Our method: Mix Methods

- Mix methods: It's not necessary to apply RRZI and RRZIC into the entire area directly.

1. Split the region into several sub-regions evenly
2. Apply RRZI or RRZIC into random sampled sub-regions

Reduce the number of queries



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Measure the effect of Sampling

- NRMSE(normalized root mean square error): Eliminate the effects of unit and scale of data

- Control either the number of queries or error(NRMSE)

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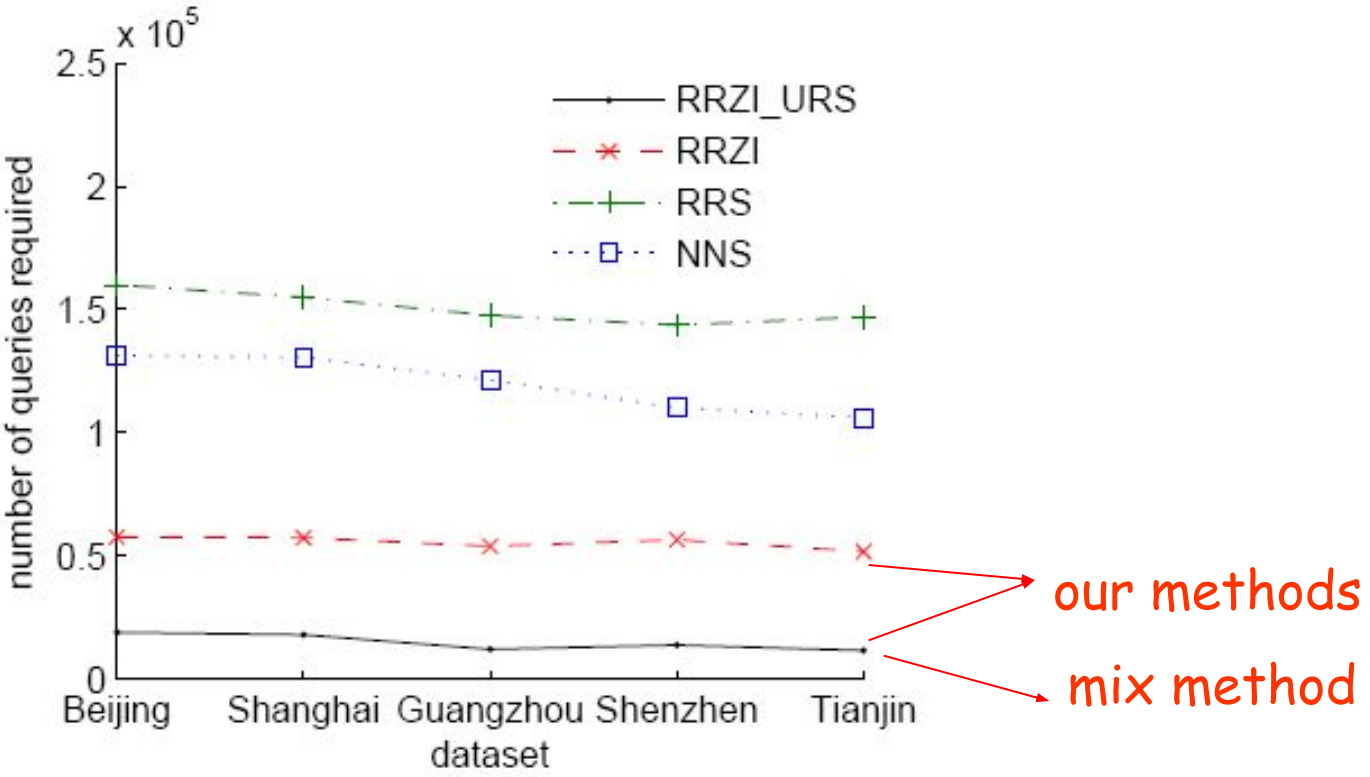
Experimental Results

- The number of queries required to obtain an estimate of the number of PoIs with NRMSE less than 0.1



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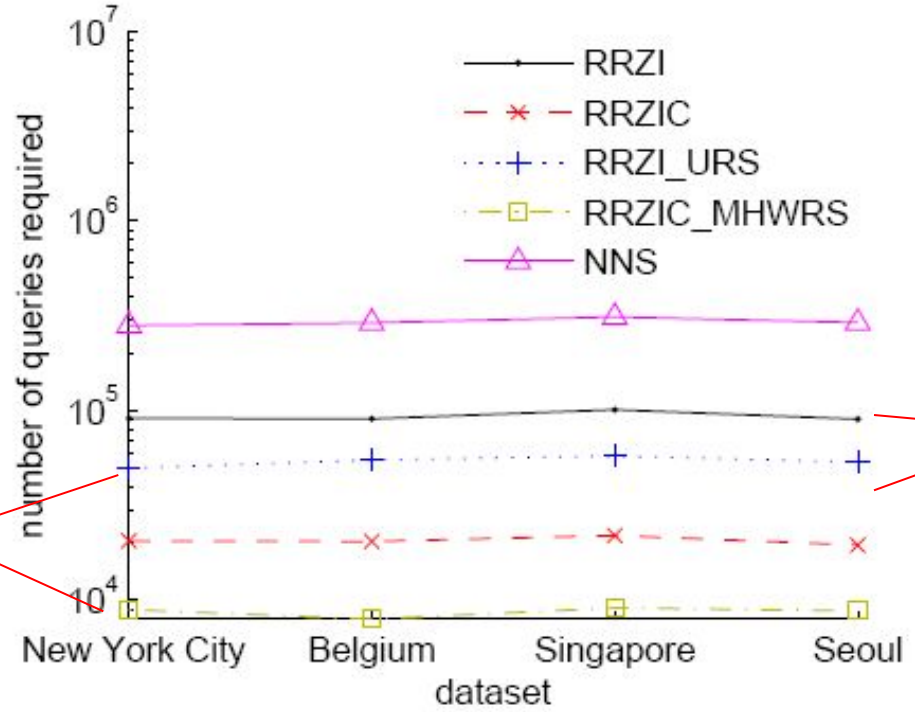
Experimental Results

- The number of queries required to obtain an estimate of the average number of Foursquare check-ins with NRMSE less than 0.1



mix methods

our methods not using PoI count information

our methods using PoI count information

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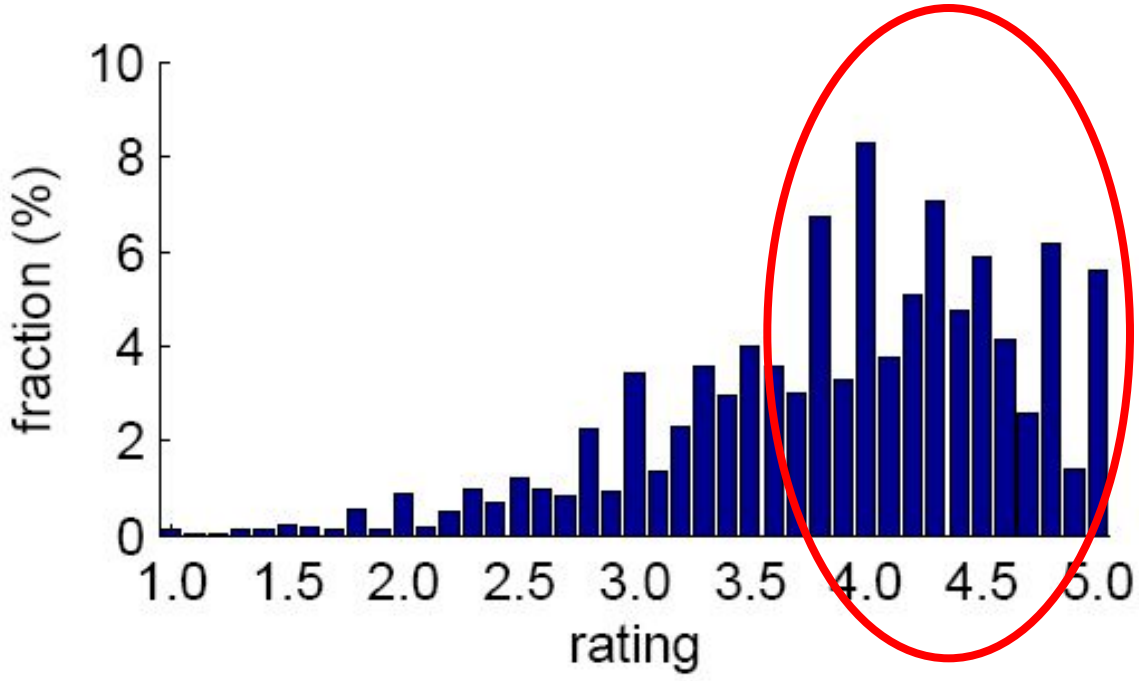
Real application on Google maps

- Rating distribution of food-type PoIs within US.



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Real application on Foursquare

- Statistics of PoIs in US

Category	Fraction (%)	Average statistics (per PoI)		
		# tips	# check-ins	# users
Food	10.4	6.6	757	304
Nightlife Spot	6.4	3.4	422	166
Shop & Service	14.1	1.9	526	141
Travel & Transport	7.3	0.8	278	77
Arts & Entertainment	3.7	1.8	370	194
College & University	2.2	1.0	353	59
Outdoors & Recreation	16.0	0.7	207	64
Residence	25.8	0.2	83	5
Professional & Others	14.0	0.7	237	45

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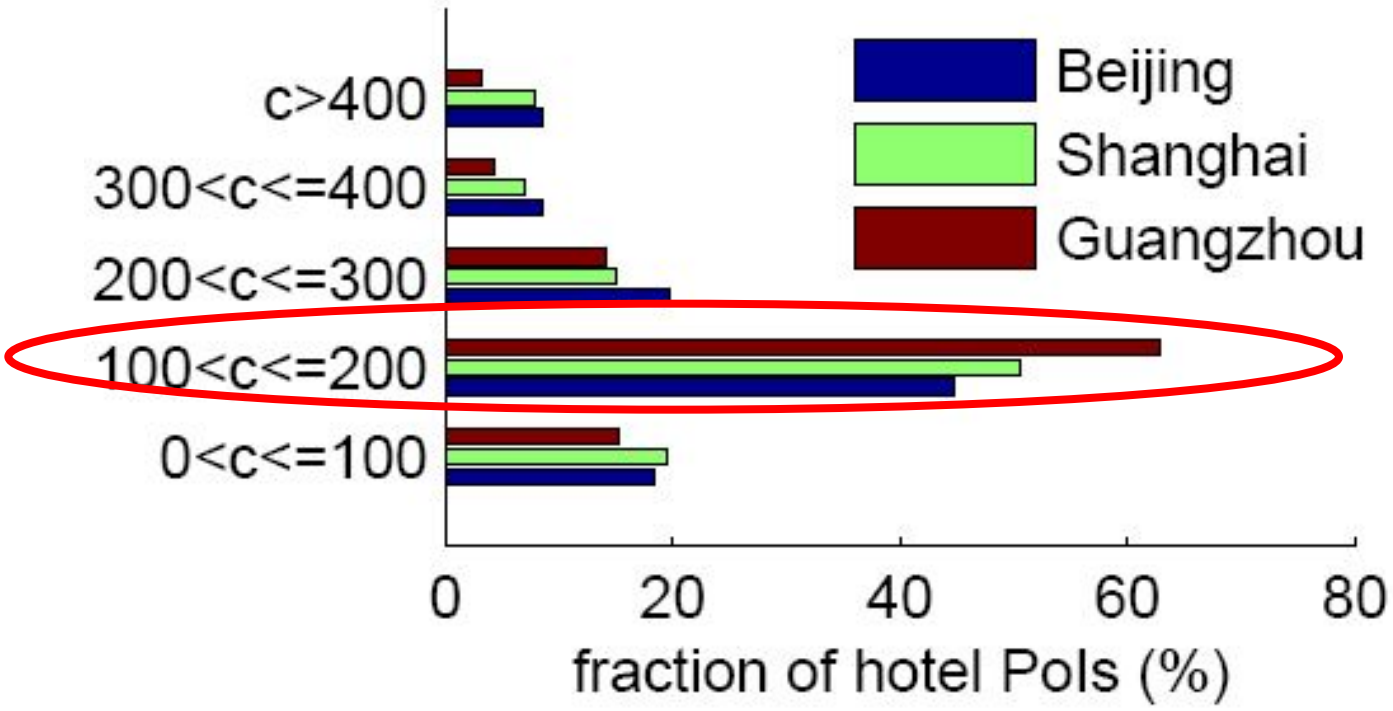
Real application on Baidu maps

- Distribution of hotel-type PoIs' prices per room per night.



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Conclusions

- Random zoom-in methods are efficient
- Mix methods are more efficient
- Methods (e.g., RRZIC) using PoI count information are more accurate.

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Thanks !