

An Information Management and Retrieval Method Considering Geographical Location on Ubiquitous Environment

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Background

- Development of Wireless Technology & Positioning Devices
 - cars, PDAs, mobile phones...
 - easily connect to the Internet
 - get the actual position



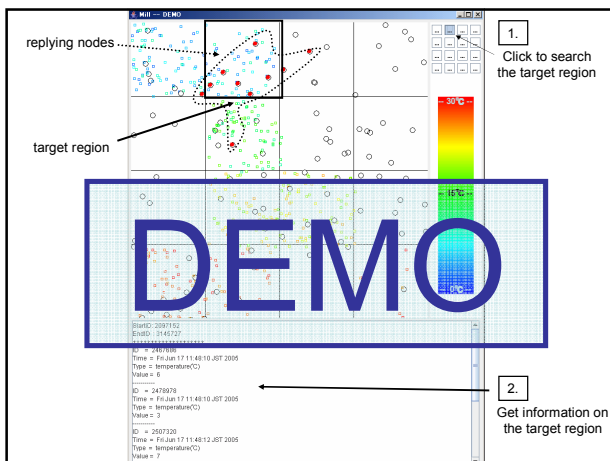
- Demand for location related service
 - weather information (mobile phone)
 - traffic information (car navigation)

Goal

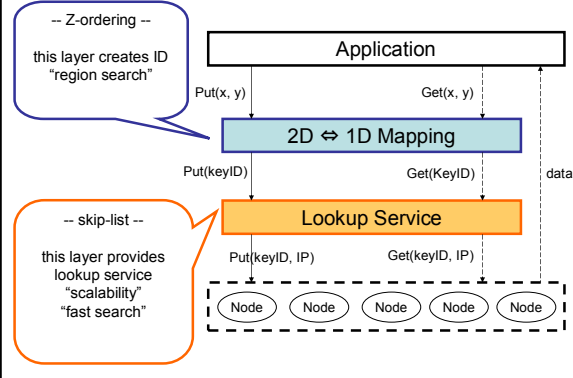
- collect data with geographical location
 - share location-related data with each devices
- ↓
- we can use location-related information of any place.
 - more detailed traffic and weather information
 - new geographical services
 - traffic and environmental problem

Requirements

- Scalability
 - manage a large number of devices
- Region search
 - weather and traffic information is deeply related with geographical position
- Fast Search
 - location-related information is easily affected by TIME (and location)

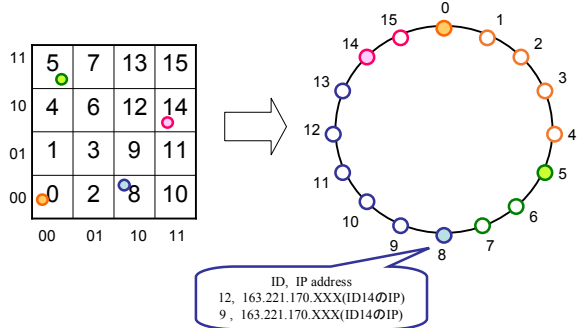


Architecture



Algorithm

- optimize "Z-ordering", "Skip-list" for P2P

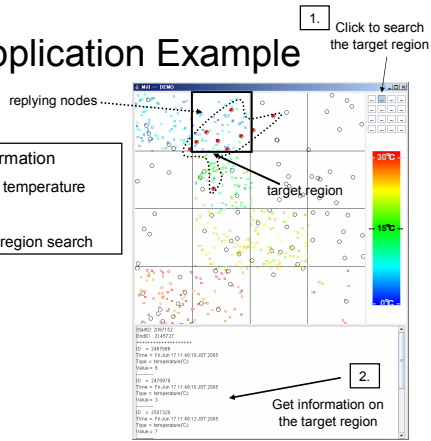


Simulation environment

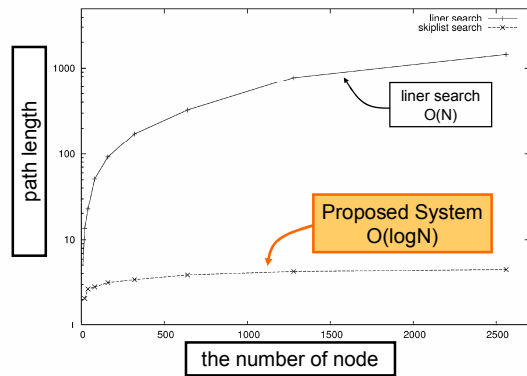
CPU	Pentium4 2.4GHz
Memory	1GB
Programming language	Java 2 SDK ver1.4.2-05
OS	WindowsXP-SP2
the number of nodes	10 → 2560
ID-space	2^{24} (4096 X 4096)
Transfer method	Random work

Application Example

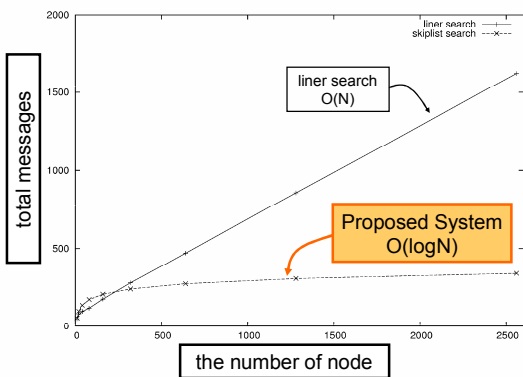
- Create weather information
- see the atmospheric temperature
- region search
- supports any size of region search



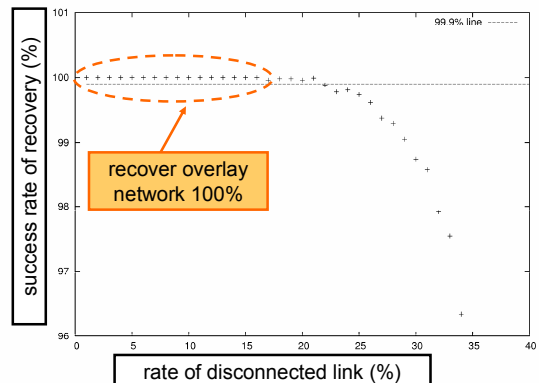
Routing Cost



Messaging Cost



Robustness



Related-work

- DHT-based P2P network
 - Chord, SkipNet, Tapestry, Pastory
 - routing cost: $O(\log N)$
 - hashed ID is NOT match Geographical Info
 - so much queries are generated
- Geographical-based P2P network
 - CAN, LL-net
 - routing cost: $O(\sqrt{N})$
 - complex area management
 - There are some kind of special nodes(Super nodes, etc)

Summary

- Scalability
 - message cost: $O(\log N)$
- Region search
 - can search any size of square(few queries)
- Fast search
 - routing cost: $O(\log N)$
- Other features
 - robustness
- Feature work
 - improve load-balance, support poor devices, etc...