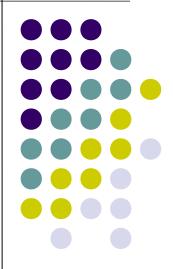
GENERALIZATION ALGORITHMS

Karel STAN:K, Ph.D.



Simplification

- Oldest task, Perkal '58
- Three basic types
 - Weeder
 - Smoother
 - Unrestricted
- According scope
 - Local
 - Global



Simplification

- Approaches
 - Random
 - N-th point
 - Level of change
 - McMaster VectGen, Jenks
 - Fixing extremes
 - Lang, DP
 - Eliminate unimportant
 - Visvalingam

Fractal

- Walking divider,
- Li-Openshaw
- Perkalist
 - Whirlpool,EdgeBuff

Simplification

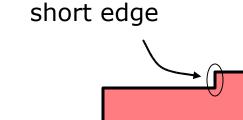
- Complications
 - Self-intersection
 - Spikes
 - Topological inconsistency
 - Unwanted exaggeration
- Smoothing eliminate some complications
- Unrestricted algorithms are usually time consuming
- Extended data models for prevention

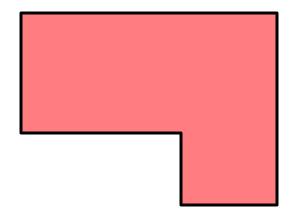


Buildings simplification



- Special case, rectangular shapes
- Lichtner '76
- Various approaches tested, include typification





short edge

Collaps

- Feature to point
- Area to line
- Skeleton based methods
- Various centroid based methods



Aggregation and amalgamation

- Dissolve
- Convex Hull
- Mathematical morphology
 - Dilation: thicken with disc, Minkowski sum
 - Erosion: make thinner by thickening outside with a disc, Minkowski subtraction
 - Opening: first erosion, then dilation (same radius circle
 - Closure: first dilation, then erosion

Mathematical morphology



Displacement

- Incremental
 - Feature per feature
 - Hierarchy is needed
 - Diameter-centroid displacement, Focus Line displacement
- Global
 - Voronoi diagram declustering
- Risk of spatial pastern destruction
- Time consuming

VD declustering



- Set *P* of points:
 - Compute VD of P
 - Move each point to the center of gravity of its Voronoi cel
 - Iterate (recompute VD)

