Computing Popularity Maps with Graphics Hardware

Fort, Marta; Selleres, J. Antoni; Valladares, Ignacio

The popularity of a point is a measure of how many of a set of moving objects have visited the point. The popularity map is the subdivision of the plane into regions where all points have the same popularity. In this paper we propose an algorithm to efficiently compute popularity maps that takes advantage of the Graphics Processing Unit parallelism capabilities. We also present experimental results obtained with the implementation of our algorithm.

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