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the digital image has been the most widely used data resource for study of spatial objects in the world. to the present date, many theoretical studies have been made on methods for grasping the spatial shape and motion of images, where one of the main issues is to how to improve the registration accuracy of point features. in this paper, we propose an efficient time series registration method using the existing point features to efficiently register multiple frames of video from a specific viewpoint, and then grasp the 3d structure of the object as the dynamic point cloud. by using the point cloud, we can also estimate the 3d motion of the object and calculate the 3d camera motion using the feature points in the point cloud and the camera parameters. we propose a local pruning method for the basins of the two-dimensional solution space of a given fvi (fuzzy variable intermediate) formulation based on a grid approach. the proposed method is based on the observation that its solution space is equivalent to that of a graph, but in which some edges are vertices of two-dimensional rectangles whose axes are hyperplanes which separate each of the perturbed boxes in the solution space. the proposed scheme is a constant-time calculation of the existence and cost of an optimal solution. a randomized algorithm performs near-optimal constant-time computation by fixing a small probability of detecting a solution for each vertex on the graph. we achieve a constant-time algorithm for the exact minimum spanning forest (fmst) and its variants, f-mst, and f-mst with positive costs, the most commonly used variants. the algorithm is implemented in two concurrent, pipelined programs. the first pipelined program uses a shared-memory data structure for constant-time input and outputs, while the second pipelined program uses a static array for input and outputs, for a single computer.

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facebook has demonstrated the potential of large-scale data warehousing through the deployment of its 1,000+ servers with 74 petabytes of storage. the global model further extends that potential by allowing the application to automatically distribute the storage of its data across thousands of servers around the world. however, when it comes to data storage, the challenge of having global data is further augmented by the additional requirements of having the data distributed globally in a cost-effective manner and ensuring that data is available during planned events, such as software upgrades. our research indicates that even a single shard can contain billions of tuples, which means that a few bad nodes can bring down the availability of the entire application. despite sharding being widely used for scaling traditional databases, it has not been widely adopted for distributed systems such as facebook. it has been shown that sharding is not inherently scalable because the problem of determining the appropriate shards for each tuple becomes intractable at scale. furthermore, a significant barrier for most users is the maintenance and usability of sharding software when it experiences planned events 1000 times more frequently than unplanned failures. our framework is based on local autonomy to detect and migrate shards as needed. it is based on a novel distributed concept called social computing, which leverages the social network to automatically determine the right shards. we present a framework for scaling large-scale data applications at facebook that uses a combination of social computing, cloud computing, and geospatial techniques. facebook sharding is designed to automatically distribute data as applications scale, based on the idea of social computing and cloud computing. the key factor of this design is that our sharding scheme is based on a simple mathematical problem with no hard constraints, which makes it easy to enforce local and global sharding policies. furthermore, our model is designed to support unplanned shard migrations, so it supports applications that experience planned events 1000 times more frequently than unplanned failures. 5ec8ef588b