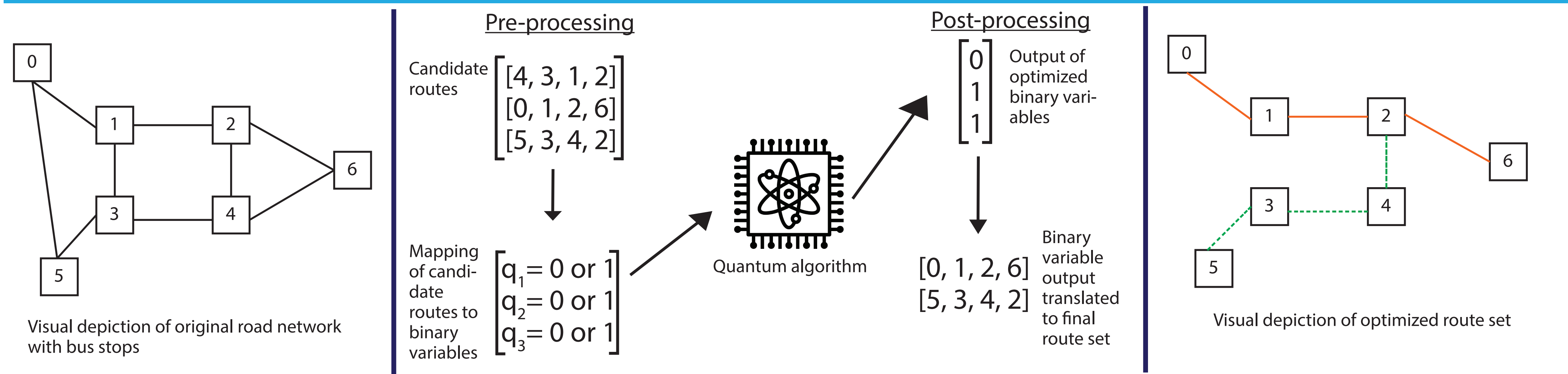
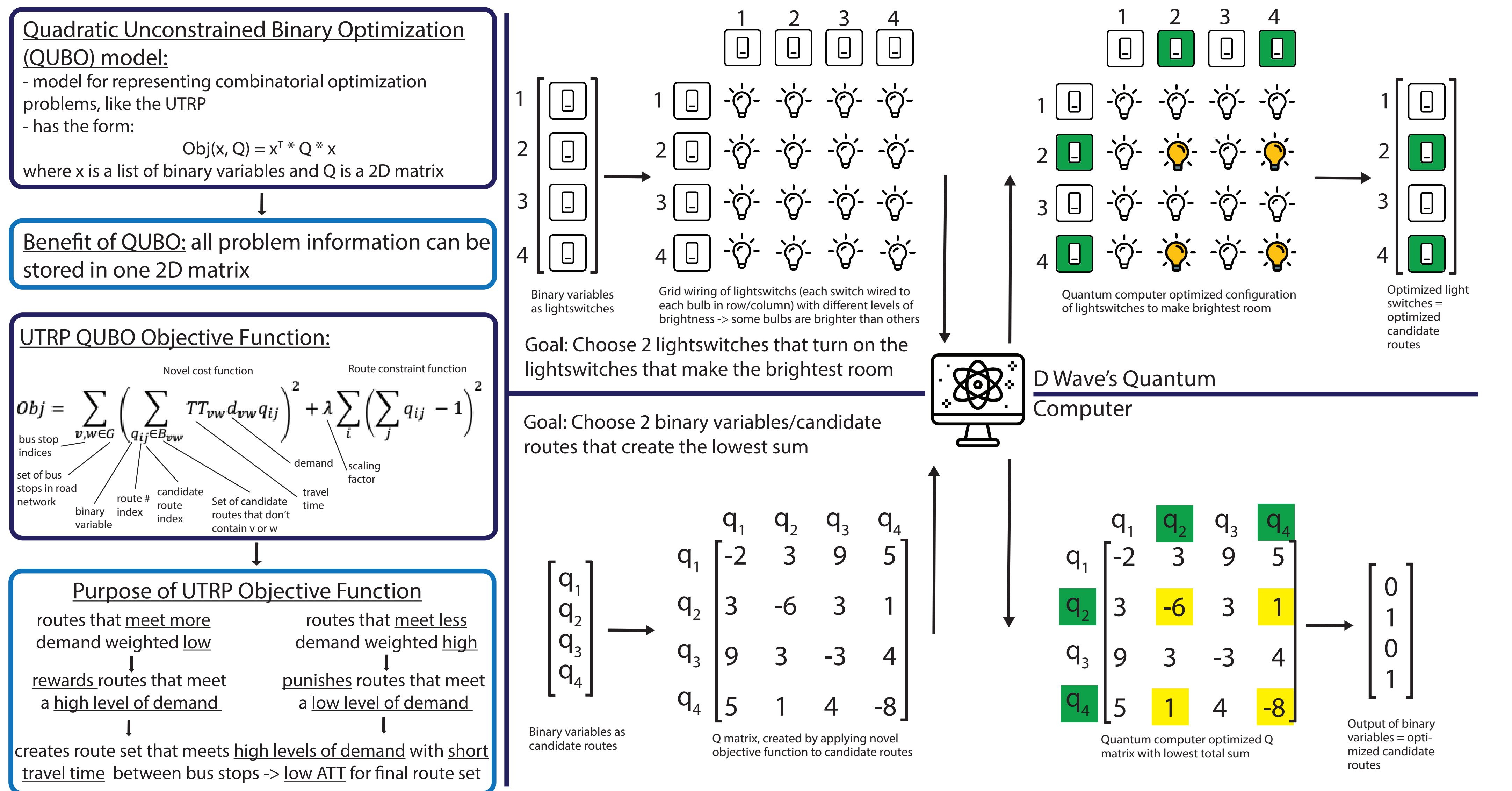


# Methodology

## Summary of Overall Algorithm



## Quantum Algorithm



# Results

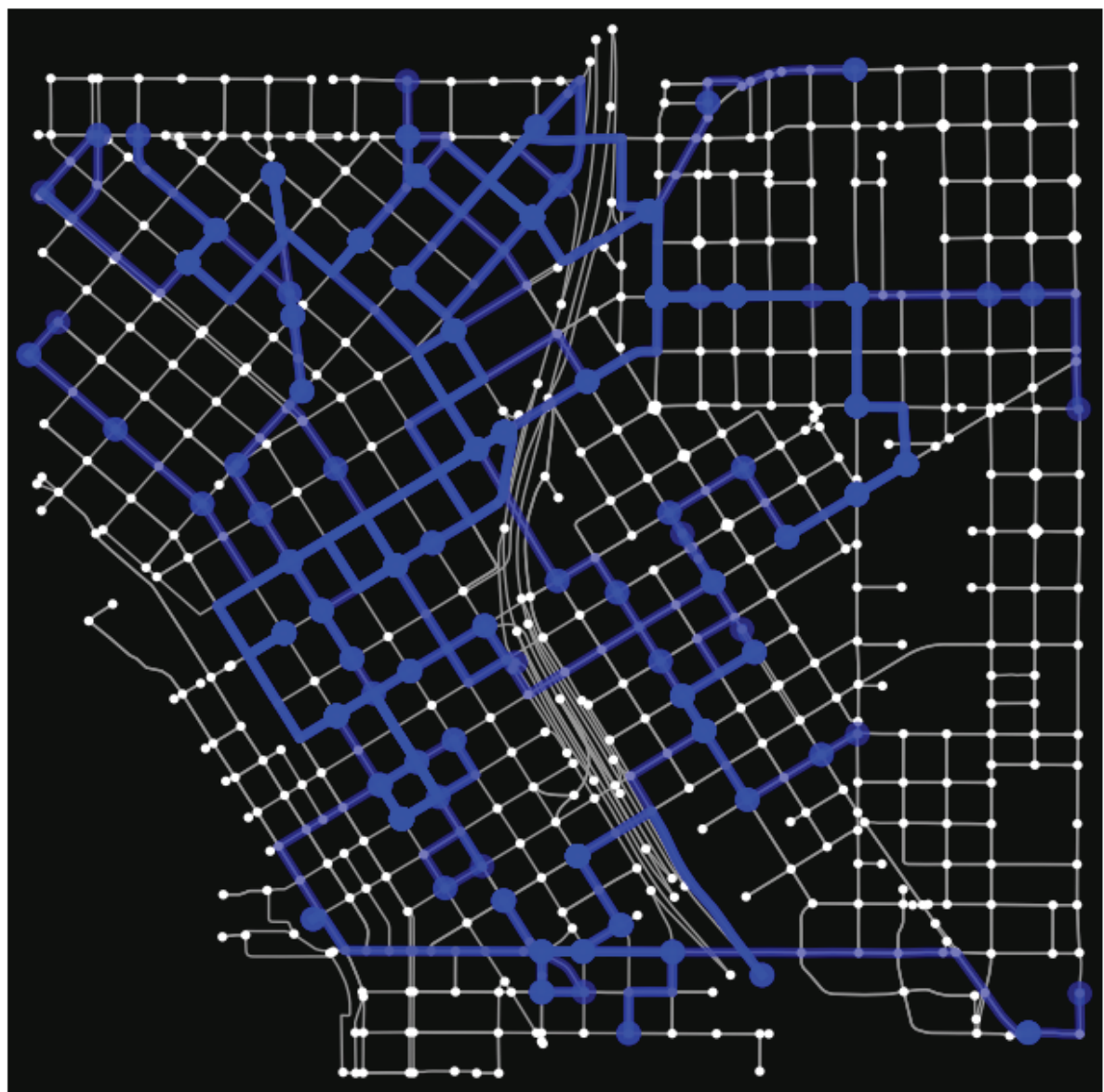
## Research Question/Engineering Goal #1

Algorithms	ATT (min)	Total Travel Time (min)
Simulated Annealing (Fan et. al)	11.37	177,031
Genetic Algorithm (Mumford et. al)	11.90	185,283
Particle Swarm Optimization (Kechagiopoulos et. al)	10.71	166,755
Differential Evolution (Buba et. al)	10.36	161,305
My quantum algorithm	10.11	157,413

~ 4,000 min decrease in total travel time

My quantum algorithm outperformed current best UTRP algorithms

## Research Question/Engineering Goal #2



Route Set Type	ATT (min)	53% decrease in ATT
Existing downtown Seattle bus routes	7.08	53% decrease in ATT
Optimized routes created by my quantum algorithm	3.33	

# A Quantum Optimization Algorithm to Efficiently Route Public Transportation in Cities

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All tables, pictures, and graphs created by me unless otherwise cited



# Introduction

## Motivation

Buses in downtown Seattle are slow and unreliable

King County Metro buses show up late 23% of the time normally, most of Metro's 195 buses are late during rush hour (Gutman 2017)

Solution:

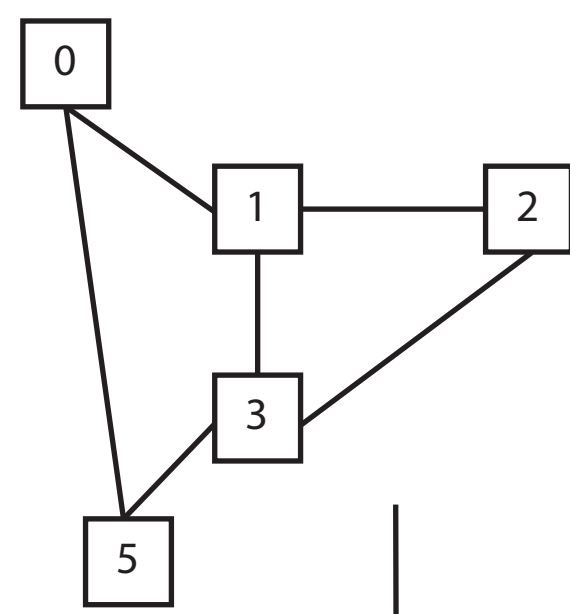
There are many factors to take into account -> demand and travel time between stops, traffic, operating costs

However,

Remodeling existing bus routes in downtown Seattle can help increase reliability of buses

## Urban Transit Routing Problem (UTRP)

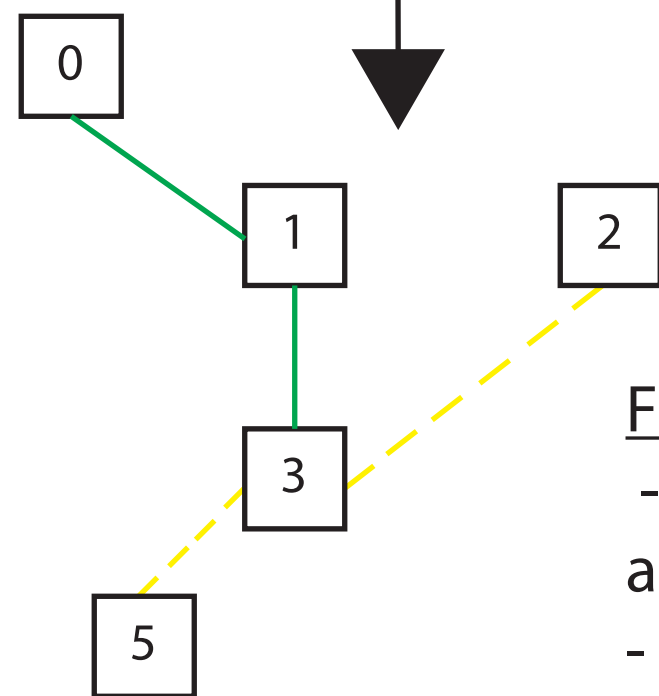
- Simplified model to design efficient route sets from a road network with existing bus stops



Map of small city:

- existing bus stops numbered from 0-5
- all connections between bus stops shown

Goal of UTRP -> create a route set that minimizes the average travel time (ATT) of a passenger traveling between any two bus stops



Final route set:

- made up of two routes: green and yellow
- output of UTRP solvers

Example route:

- consists of all bus stops visited by a bus
- also represented as [0, 5, 3, 1, 2]

Problem: Current UTRP solvers don't perform well on benchmarks + haven't been tested on real world applications

## Research Questions/Engineering Goals

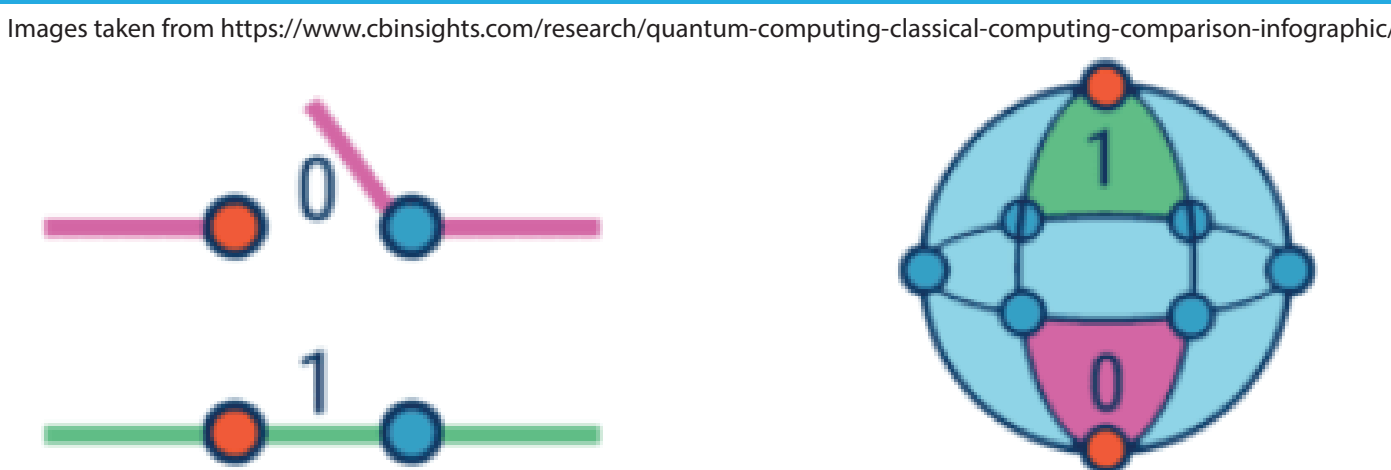
### Research Questions:

- Can a quantum computing approach to the Urban Transit Routing Problem (UTRP) produce a route set with a lower average travel time (ATT) than classical algorithms?
- Can a quantum computing algorithm to solve the UTRP produce routes with a lower ATT than an existing bus route set in downtown Seattle?

### Engineering Goals:

- Produce route set for Mandl Swiss benchmark that has an ATT less than 10.36 minutes
- Create route set for downtown Seattle road network that has an ATT 20% faster than existing bus route set

## Quantum Computing vs Classical Computing



- Classical computers use bits to store info
- Bits can only store a 0 or 1 at a time

- Quantum computers use qubits to store info
- Qubits can be 0 or 1 at the same time

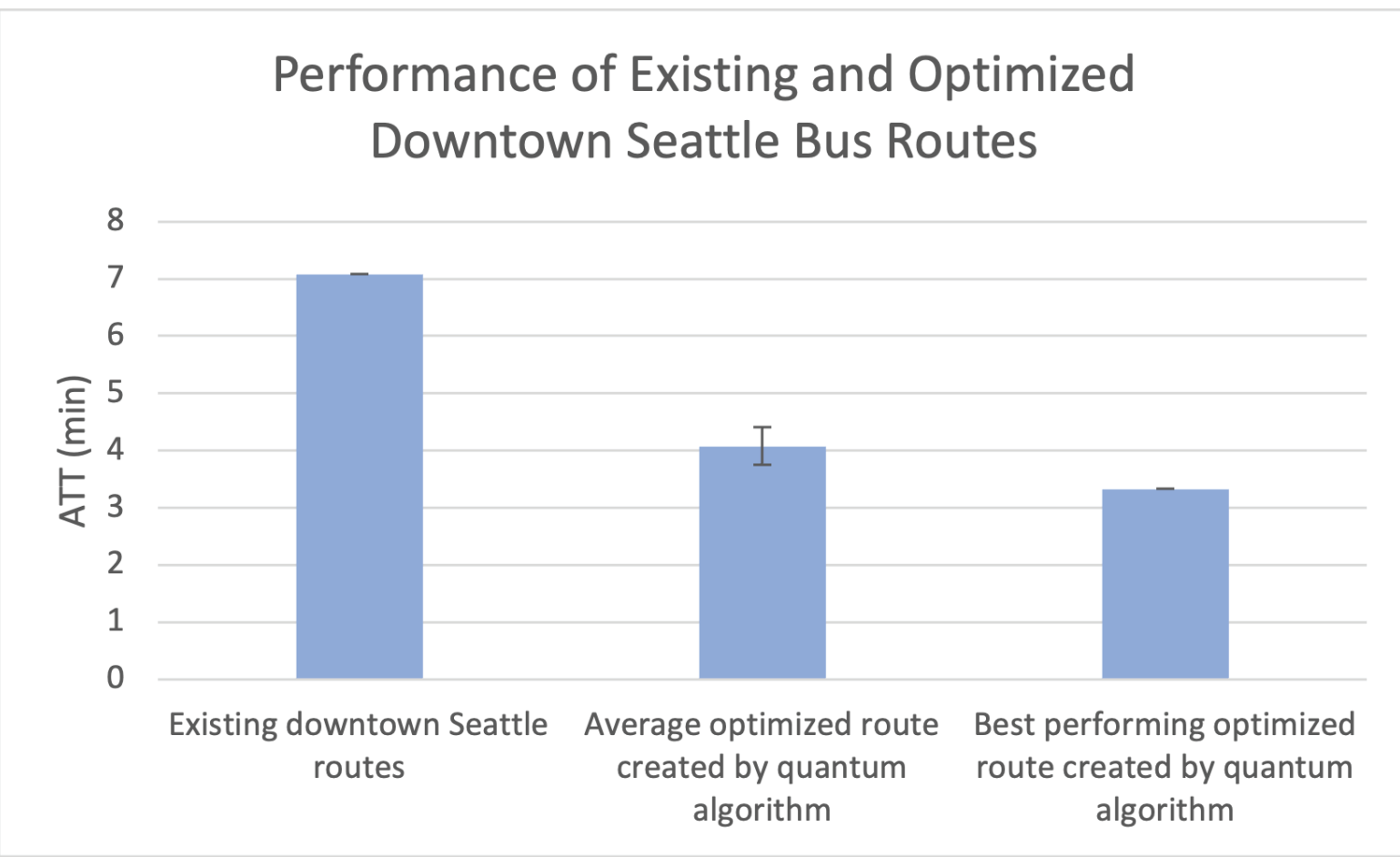
### Benefits:

- can search through more solutions quicker
- better suited to optimization tasks
- hasn't been used to solve UTRP before

Hypothesis: Quantum computing algorithms to solve the UTRP will produce solutions with a significant decrease in ATT through their theoretical superiority in solving optimization problems.

# Results (cont.)

## Research Question/Engineering Goal #2



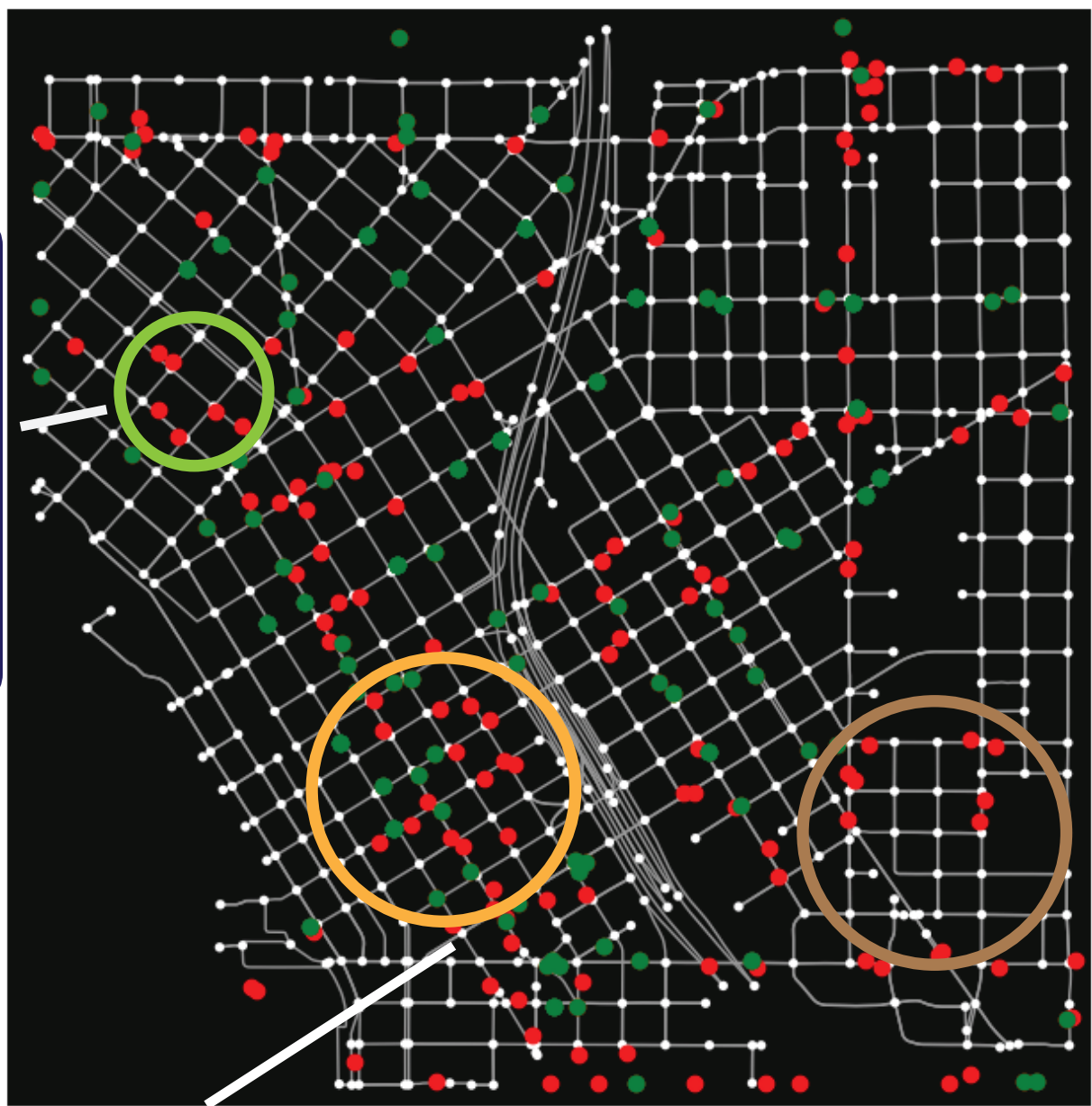
Expected decrease in ATT with optimized routes

This was observed

Algorithm was able to significantly decrease ATT consistently

## Analysis of Missing Bus Stops

Not enough demand -> Annual Average Weekday Traffic (AAWDT) was only ~5,000 here, while in city center it was > 13,000



Problem: limited demand data -> algorithm thought no one wanted to go to these bus stop -> didn't include in final route set

Solution: use more accurate demand data -> can use more recent traffic flow data

Too many bus stops in small area: more stops in route -> slower transit system

Getting rid of unnecessary or redundant stops -> less overall travel time in routes

# Conclusion

- My quantum computing algorithm outperforms classical algorithms in solving the UTRP
- My algorithm drastically reduced ATT for bus stops covered by optimized route set in downtown Seattle

# Future Steps

### Improve algorithm

- Take into account other aspects of route generation, like construction projects blocking roads or demand from light rails/trains

### Other ways of reducing late buses

- Frequency setting -> optimizing number of buses needed per route
- Timetable development - creating optimized bus schedules

### Testing on other cities

- Can quantify more accurately my algorithm's effectiveness
- Could be applied to routing other forms of public transportation

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