

Software Engineering Project

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Outline

- Tools and resources
- Methodology
- C++ implementation
- Matlab implementation

Tools and resources

IDE

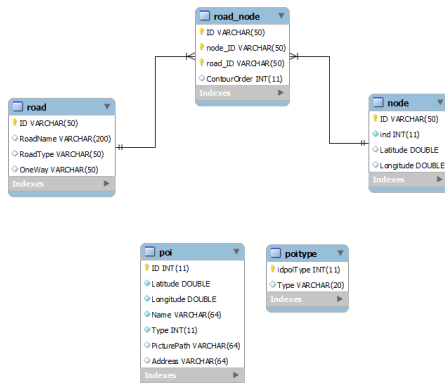
- Qt 5.1 with OpenGL
- Matlab 2013Ra

Group meetings and coordination

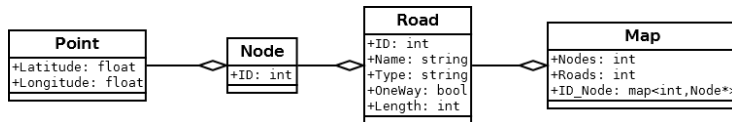
- Trello
- Git and Bitbucket

Database

- MySQL Server 5.6
- PostgreSQL



- Main Structure:



- Loaded in memory through QMYSQL Driver
- Displayed using GL_STRIPES of OpenGL
- Creation of a map of ID_Node* because of the complexity
 - Avoiding Queries
 - Avoiding double loops

C++: Dijkstra's algorithm

- Other kind of algorithms:
 - Bellman-Ford and SPFA
 - Jonhson's algorithm
 - Floyd-Warshall algorithm
 - Dijkstra's algorithm
- Why? Performs better with non negative values
- How it works?
 - 1 Initialize D to 0 in the diagonal and ∞ in non connected nodes
 - 2 Suppose that $a = x$ (current node)
 - 3 Check all adjacent nodes of a except the ones that are marked
 - 4 If $(D_i > D_a + d(a, v_i))$ then, $D_i = D_a + d(a, v_i)$
 - 5 Marked as completed the node a
 - 6 We take as next current node the smaller in D
 - 7 Go back to step 3 until there are nodes not marked

C++: Adjacency Matrix

- Sparse Matrix of the Euclidean distance between nodes (Eigen library)

0	3	0	0	0
22	0	0	0	17
7	5	0	1	0
0	0	0	0	0
0	0	14	0	8

Results measured
under Debug mode
and dependent on the
performance of each
processor

Values:	22	7	3	5	14	1	17	8
InnerIndices:	1	2	0	2	4	2	1	4

Table 1: Sum up of the benefits of Sparse matrices

	Matrix	Sparse
Num. nodes	$\simeq 84 \cdot 10^6$	$\simeq 16 \cdot 10^3$
Memory	$\simeq 336$ MB	$\simeq 64$ KB + Zero vector
Time	>30 sec	<1 sec
Dijkstra	>30 sec	<3 sec

Route path

- Functions:

- Path calculation
- Distance and time
- Export

- General case:

Same road \rightarrow NO \rightarrow $Angle < 180 \rightarrow$ Right

Same road \rightarrow NO \rightarrow $Angle > 180 \rightarrow$ Left

Same road \rightarrow YES \rightarrow Distance

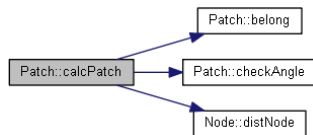


Figure : Functions involved in the route path calculation

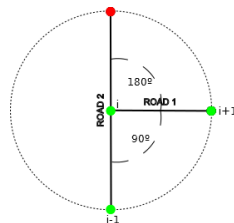


Figure : Example of road intersection

Heuristics

Normalization and displaying

Selecting a route

Matlab implementation

Getting the data

- PostgreSQL database
- Queries were made only once.
- Created objects can be saved in .MAT files
- No need to recreate object on each program start

Matlab implementation

Data Structure

- Objects of 4 classes were constructed.
- No pointers in Matlab.
- Solution: handle classes.



Figure : Simplified diagram of relationship of a classes

Matlab implementation

The shortest path

- Dijkstra's algorithm
- Determine the window on which the closest nodes and projections will be searched.
- Find the closest node on determined window.
- Find the closest projection (if possible) on the same window.
- Update the adjacency matrix according shortest distance.

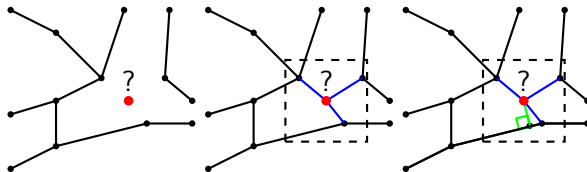
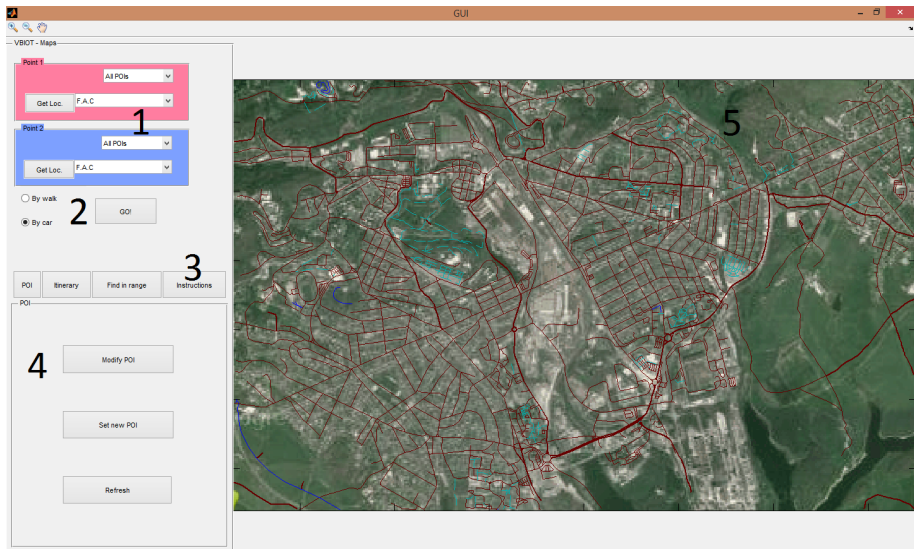


Figure : Finding the shortest point/projection for the random point on window domain

Graphical User Interface (GUI)

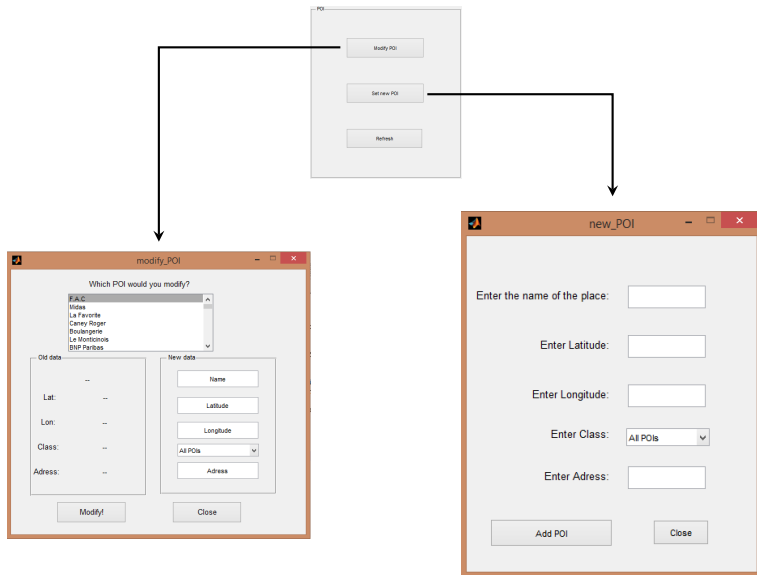


Insertion of points

- Point from a list
- Filter by class
- Get Location from the map
- Walk / Car
- GO!

The screenshot shows a web application interface for inserting points. It consists of two main sections, 'Point 1' (pink background) and 'Point 2' (blue background). Each section contains a dropdown menu labeled 'All POIs' and a 'Get Loc.' button next to a dropdown menu labeled 'F.A.C'. Below these sections are two radio buttons: 'By walk' (unselected) and 'By car' (selected). A 'GO!' button is located at the bottom right of the interface.

Manipulating Points of interest



Itinerary

- Adding a third point
- Getting and storing the distance
- How it works
- Cost of time

The screenshot shows a web application window titled "Itinerary". Inside, there is a green-bordered box labeled "Point 3". Within this box, there is a dropdown menu currently showing "All POIs". Below this, there is a "Get Loc." button and a text input field containing "F.A.C.". Below the green box, the text "Maximum distance: (in meters)" is displayed next to a text input field containing "--". At the bottom of the window, there is a "GO!" button.

Find in a Range

- Using Point 1 data
- Selection of classes
- Distance
- Slow process

Find in a range

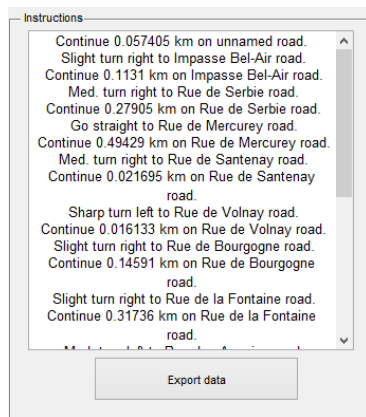
Select your current location by using POINT 1 in the upper left corner

What do you want to find?

Maximum distance: (in meters)

Generation of the instructions

- Generating instructions from shortest path
- Setting a scroll bar
- Exporting this data
- Default text when missing data



Conclusions

Thank you for attention!

Questions?