

SUPPLEMENTAL FILE

SEARCHING K-OPTIMAL GOALS FOR AN ORIENTEERING PROBLEM ON A SPECIALIZED GRAPH WITH BUDGET CONSTRAINTS

A novel non-randomized anytime orienteering algorithm for finding k-optimal goals



THE UNIVERSITY OF

MELBOURNE

ABHINAV SHARMA

ADVAIT DESHPANDE

YANMING WANG

XINYI XU

PRASHAN MADUMAL

ANBIN HOU

Contents

1	QGIS Platform	1
2	Problem Objective	1
3	Python Algorithm Implementation	2
4	The Reward Function	3
5	Prediction Algorithm Results	5
5.1	No Factors	5
5.2	COVID-19 Lockdown	6
5.2.1	COVID-19 Strict Lockdown - Demand (0%)	7
5.2.2	COVID-19 Medium Lockdown - Demand (25%)	8

1 QGIS Platform

QGIS is a user friendly Open Source Geographic Information System (GIS) licensed under the GNU General Public License[1]. This platform is widely used to perform spatial data analysis. We have implemented our proposed algorithm as described in the paper using QGIS processing framework[2]. This framework provides a geoprocessing environment that can be used to call native and third-party algorithms from QGIS, making your spatial analysis tasks more productive and easy to accomplish.

QGIS processing framework provides the ability to create custom processing logic using python scripts[3]. Using this framework, we were able to design the UI interface for our prediction algorithm implicitly without creating any UI controls and functionalities. The complete QGIS interface with our prediction algorithm processing script is shown in the Figure 1.

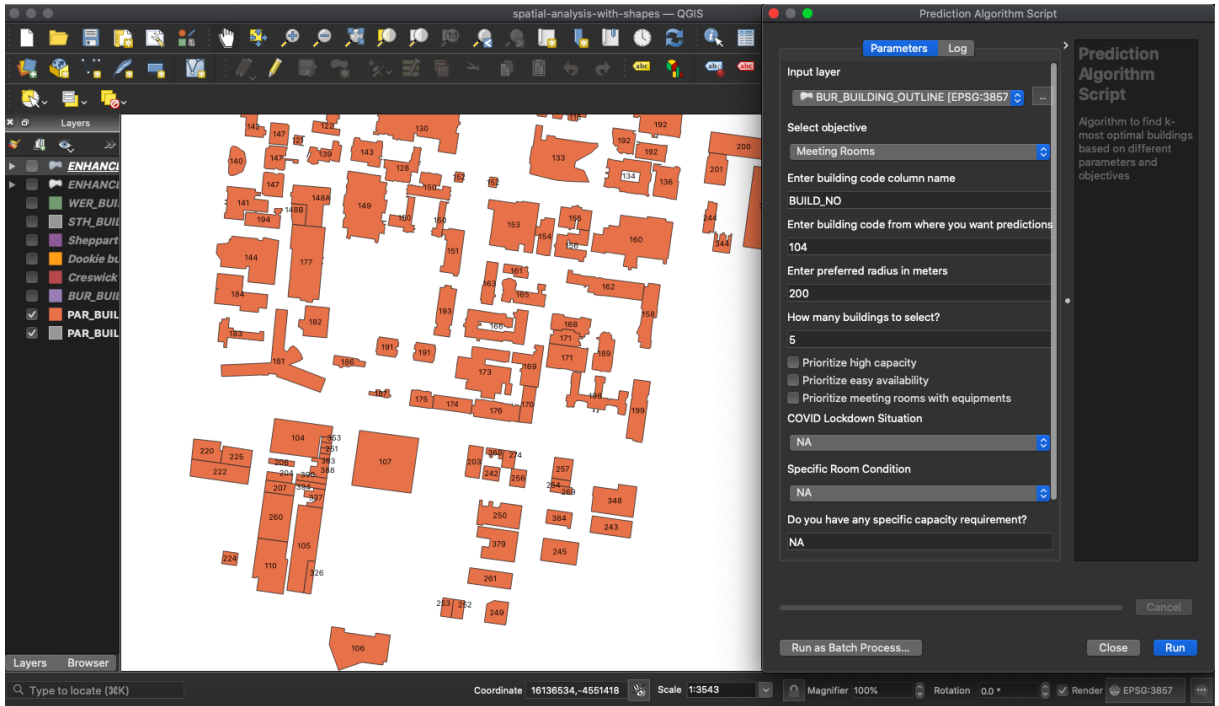


Figure 1: QGIS interface with map outline and prediction algorithm processing script

2 Problem Objective

In this section, we will briefly describe the objective of our problem. We were provided with the spatial data of the University of Melbourne’s Parkville campus as shown in the Figure 2. The provided data contained building names, codes and their corresponding shapes. Our objective was to use supply and demand data of meeting rooms or toilet facilities to predict the most optimal nearest building from a particular building.

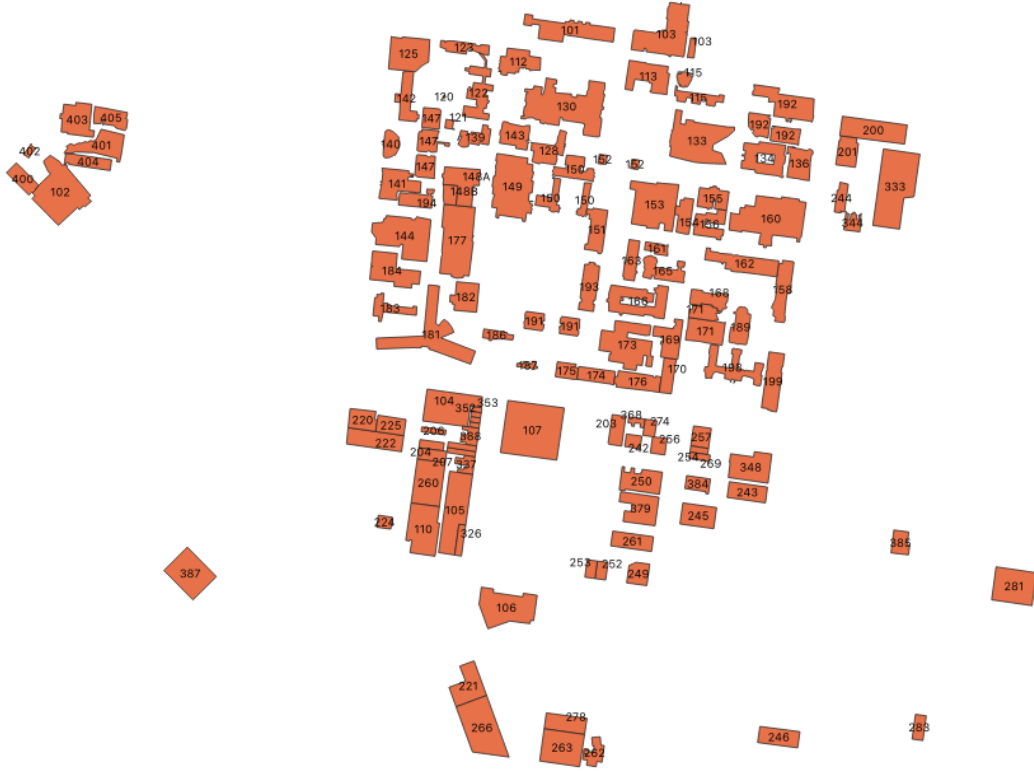


Figure 2: The University of Melbourne's Parkville Campus

For example, our objective was to predict which is the most optimal nearest building from building 104 within 200 metres radius which has the highest probability of providing a meeting room easily.

3 Python Algorithm Implementation

In order to solve the previous stated objective, we implemented our algorithm as described in the paper using QGIS processing framework by creating custom python scripts. Our function has the following signature as shown in Figure 3.

```
def find_building_algorithm_A0r(self,
                                current_building,
                                radius,
                                objective,
                                k=3,
                                factors = {},
                                stats = None):
```

Figure 3: Algorithm python function

We first created a specialized graph from the provided current building as per the process described in the paper. This is shown in Figure 4.

```

# Find target building geometry
startingFeature = None
for feature in layer.getFeatures():
    if str(feature[search_key]) == str(current_building):
        startingFeature = feature
        break

# build specialized graph
# < startingNode, nextbuilding >
graph = []
for feature in layer.getFeatures():
    if feature.id() != startingFeature.id():
        node = (startingFeature, feature)
        graph.append(node)

```

Figure 4: Generating specialized graph

We then executed critical steps of our algorithm by using our customized reward(`get_reward`) and cost function(`get_cost`) to get k -optimal goal nodes as shown in Figure 5. This implementation is solving below constraint satisfaction problem as described in the paper.

$$\arg \max_{r \subseteq V} I(r) \text{ subject to } C(r) \leq B + \delta \leq L \quad (1)$$

where $\delta \in \mathbb{R}_0^+ \cup \{\infty\}$.

```

# <reward, cost, node>
budget_nodes_queue = PriorityQueue()
best_k = []
for node in graph:
    v_s, v_i = node
    cost = get_cost(v_s, v_i)
    reward = get_reward(v_i, objective, factors)
    delta = get_delta()
    if cost <= B + delta:
        priority = -1 * reward
        budget_nodes_queue.push((reward, cost, v_i), priority)

# get k-optimal nodes
while not budget_nodes_queue.isEmpty():
    if len(best_k) == k:
        break
    best_k.append(budget_nodes_queue.pop())

return best_k

```

Figure 5: Solving budget constraint problem on a specialized graph

4 The Reward Function

In this section, we will explain the critical component of our algorithm which handles how to generate rewards for buildings based on different factors. This function generates rewards based on the logic described below.

If we want to predict the optimal building for booking a meeting room, rewards are calculated based on different factors as shown below.

- **No Factors:** $\text{Reward} = \frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}}$
- **Book a meeting room with required capacity C :**

$$\text{Reward} = \frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} \text{ subject to } \text{supply} \geq C$$

- **Book a meeting room in COVID lockdown situation:**

- **Strict - Demand(0%):** Reward = supply of meeting rooms
- **Medium - Demand(25%):** Reward = $\frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms} * 0.25}$
- **Low - Demand(50%):** Reward = $\frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms} * 0.50}$

- **Book a meeting room with high capacity:**

$$\text{Reward} = \frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \frac{\text{average room size}}{\text{total average room size}}$$

- **Book a meeting room with easy availability:**

$$\text{Reward} = \frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \left(1 - \frac{\text{total meetings held}}{\text{overall meetings}}\right)$$

- **Book a meeting room with equipment:**

$$\text{Reward} = \frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \frac{\text{equipment count}}{\text{total equipment count}}$$

- **Book a meeting room with different room conditions:**

- **Excellent:** Reward = $\frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \frac{\text{excellent rooms}}{\text{overall excellent rooms}}$
- **Very Good:** Reward = $\frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \frac{\text{very good rooms}}{\text{overall very good rooms}}$
- **Good:** Reward = $\frac{\text{supply of meeting rooms}}{\text{demand of meeting rooms}} * \frac{\text{good rooms}}{\text{overall good rooms}}$

If we want to predict the optimal building for using a toilet facility, rewards are calculated based on different factors as shown below.

- **No Factors:** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}}$

- **Search a toilet facility with required capacity C :**

$$\text{Reward} = \frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}} \text{ subject to } \text{supply} \geq C$$

- **Search a toilet facility in COVID lockdown situation:**

- **Strict - Demand(0%):** Reward = supply of toilet facilities
- **Medium - Demand(25%):** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities} * 0.25}$
- **Low - Demand(50%):** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities} * 0.50}$

- **Search a toilet facility with high capacity:**

$$\text{Reward} = \frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}} * \frac{\text{average room size}}{\text{total average room size}}$$

- **Search a toilet facility with different room conditions:**

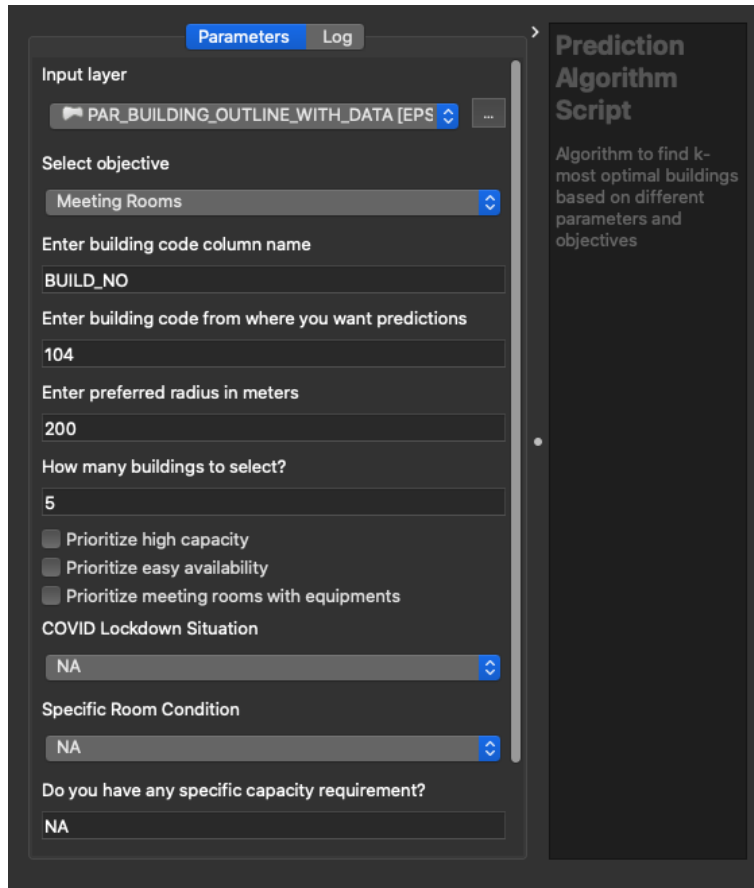
- **Excellent:** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}} * \frac{\text{excellent rooms}}{\text{overall excellent rooms}}$
- **Very Good:** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}} * \frac{\text{very good rooms}}{\text{overall very good rooms}}$
- **Good:** Reward = $\frac{\text{supply of toilet facilities}}{\text{demand of toilet facilities}} * \frac{\text{good rooms}}{\text{overall good rooms}}$

5 Prediction Algorithm Results

In this section, we will show different results that were collected after running our implemented algorithm python script using QGIS processing framework. After execution of the script, we selected k -optimal buildings in the provided QGIS layer space. We have only shown results of the algorithm when there are no factors provided and when there is a COVID-19 lockdown situation to give a perspective about the working of the algorithm. We can easily execute this algorithm for different situations and factors as described in Section 4.

5.1 No Factors

We first executed our algorithm with no factors to find 5 most optimal buildings from building 104 within 200 metres radius with δ of around 100 metres for booking a meeting room. This process is shown in the Figure 6.



The screenshot shows the 'Parameters' tab of the 'Prediction Algorithm Script' in the QGIS Processing Framework. The interface is dark-themed. On the right, a description states: 'Algorithm to find k-most optimal buildings based on different parameters and objectives'. The main panel contains the following settings:

- Input layer:** PAR_BUILDING_OUTLINE_WITH_DATA [EPS]
- Select objective:** Meeting Rooms
- Enter building code column name:** BUILD_NO
- Enter building code from where you want predictions:** 104
- Enter preferred radius in meters:** 200
- How many buildings to select?:** 5
- Prioritization options (all unchecked):**
 - ☐ Prioritize high capacity
 - ☐ Prioritize easy availability
 - ☐ Prioritize meeting rooms with equipments
- COVID Lockdown Situation:** NA
- Specific Room Condition:** NA
- Do you have any specific capacity requirement?:** NA

Figure 6: Prediction algorithm QGIS processing script

After execution, we collected following results as shown in Figure 7 and 8.

```

-- Top 5 Buildings Found --
#1 - 144, KENNETH MYER BUILDING, cost=198.54, reward=21.3333333
#2 - 173, OLD ENGINEERING SCHOOL, cost=195.45, reward=17.7500000
#3 - 394, 139 BARRY ST (STATISTICAL CONSULTING CENTRE), cost=35.85,
reward=10.0000000
#4 - 390, 141 BARRY ST (POCHE CENTRE), cost=27.12, reward=10.0000000
#5 - 353, 159 BARRY ST, cost=0.00, reward=8.0000000

```

Figure 7: Prediction algorithm results



Figure 8: 5 most optimal buildings from building 104 within 300 metres radius

5.2 COVID-19 Lockdown

In this section, we will show the results of our algorithm in the COVID-19 lockdown situation. We will again use the same scenario of finding 5 most optimal buildings from building 104 within 200 metres radius with δ of around 100 metres for booking a meeting room.

5.2.1 COVID-19 Strict Lockdown - Demand (0%)

The screenshot shows the 'Parameters' tab of a QGIS processing script. The 'Input layer' is set to 'PAR_BUILDING_OUTLINE_WITH_DATA [EPSI]'. The 'Select objective' is 'Meeting Rooms'. The 'Enter building code column name' is 'BUILD_NO'. The 'Enter building code from where you want predictions' is '104'. The 'Enter preferred radius in meters' is '200'. The 'How many buildings to select?' is '5'. There are three unchecked checkboxes: 'Prioritize high capacity', 'Prioritize easy availability', and 'Prioritize meeting rooms with equipments'. The 'COVID Lockdown Situation' is set to 'Strict (0% - demand)'. The 'Specific Room Condition' is 'NA'. The 'Do you have any specific capacity requirement?' is 'NA'. On the right, the 'Prediction Algorithm Script' is displayed, with a description: 'Algorithm to find k-most optimal buildings based on different parameters and objectives'.

Figure 9: Prediction algorithm QGIS processing script for COVID-19 strict lockdown

After execution, we collected the following results as shown in Figure 10 and 11.

```
-- Top 5 Buildings Found --
#1 - 110, THE SPOT, cost=128.96, reward=385.0000000
#2 - 144, KENNETH MYER BUILDING, cost=198.54, reward=256.0000000
#3 - 105, FBE BUILDING, cost=72.17, reward=234.0000000
#4 - 379, 207-221 BOUVIERIE ST (MSPGH & GEOGRAPHY), cost=254.48, reward=200.0000000
#5 - 177, BAILLIEU LIBRARY, cost=177.45, reward=113.0000000
```

Figure 10: Prediction algorithm results for COVID-19 strict lockdown



Figure 11: 5 most optimal buildings from building 104 under COVID strict lockdown

5.2.2 COVID-19 Medium Lockdown - Demand (25%)

The screenshot shows the 'Parameters' tab of the 'Prediction Algorithm Script' in QGIS. The 'Input layer' is set to 'PAR_BUILDING_OUTLINE_WITH_DATA [EPS]'. The 'Select objective' is 'Meeting Rooms'. The 'Enter building code column name' is 'BUILD_NO'. The 'Enter building code from where you want predictions' is '104'. The 'Enter preferred radius in meters' is '200'. The 'How many buildings to select?' is '5'. There are three checkboxes: 'Prioritize high capacity' (unchecked), 'Prioritize easy availability' (unchecked), and 'Prioritize meeting rooms with equipments' (unchecked). The 'COVID Lockdown Situation' is 'Medium (25% - demand)'. The 'Specific Room Condition' is 'NA'. The 'Do you have any specific capacity requirement?' is 'NA'. On the right, the 'Prediction Algorithm Script' description reads: 'Algorithm to find k-most optimal buildings based on different parameters and objectives'.

Figure 12: Prediction algorithm QGIS processing script for COVID-19 medium lockdown

After execution, we collected the following results as shown in Figure 13 and 14.

```
-- Top 5 Buildings Found --
#1 - 144, KENNETH MYER BUILDING, cost=198.54, reward=85.3333333
#2 - 173, OLD ENGINEERING SCHOOL, cost=195.45, reward=71.0000000
#3 - 394, 139 BARRY ST (STATISTICAL CONSULTING CENTRE), cost=35.85,
reward=40.0000000
#4 - 390, 141 BARRY ST (POCHE CENTRE), cost=2712, reward=40.0000000
#5 - 353, 159 BARRY ST, cost=0.00, reward=32.0000000
```

Figure 13: Prediction algorithm results for COVID-19 medium lockdown



Figure 14: 5 most optimal buildings from building 104 under COVID-19 medium lockdown

References

- [1] QGIS Project. <https://www.qgis.org/en/site/>.
- [2] QGIS Processing Framework. https://docs.qgis.org/3.10/en/docs/user_manual/processing/intro.html.
- [3] Writing new Processing algorithms as Python scripts. https://docs.qgis.org/3.10/en/docs/user_manual/processing/scripts.html.