

A New Class of Polynomial Activation Functions of Deep Learning for Precipitation Forecasting

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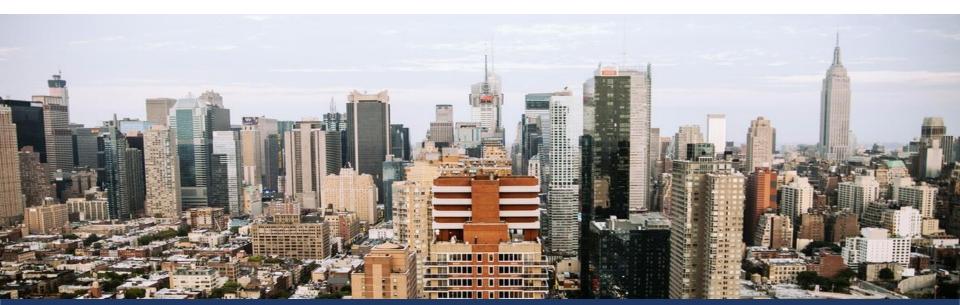
Outline

- Motivation
- Problem Formulation
- Methods
- Evaluations

Background

Importance of Rainfall Forecasting

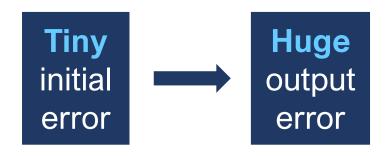
- Prevention of natural disasters
- Management of infrastructure systems
- Maintenance of safe environment



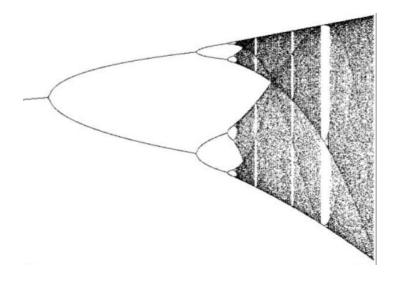
Hardness – Why it is difficult?

Chaotic system

Convection → heavy rain



But "convection is not explicitly resolved"



[1]~"Sub-daily precipitation extremes are often produced by convective events, but conventional global and regional climate models are not able to simulate such events well because of limited spatial and temporal resolution and because convection is not explicitly resolved"

Route Planning for Shared Mobility

• Large amount of dynamically arriving requests

• Large amount of workers



Route Planning for Shared Mobility



• Large amount of possible route allowing share

• Limited response time

Route Planning for Shared Mobility

Large amount of dynamically arriving requests

effective / efficient
route planning strategy

Limited response time

Keep the Balance of Demand-Supply

Great profit loss from *unmatched* distribution of *demand* and *supply*

Rush hour

(ridesharing)

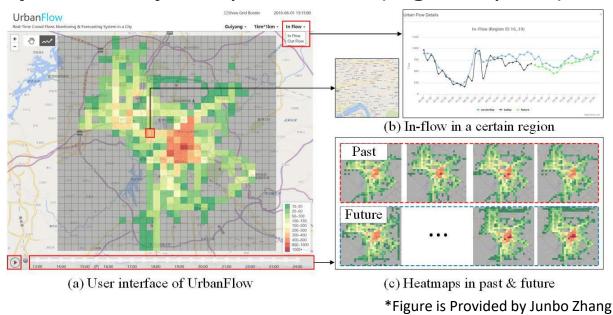
- ➤ Morning: rural areas → center of city
- ➤ Evening: center of city → rural areas



- Lunch and supper time (food delivery)
 - > Tons of orders sent to business central

Prediction of Demand

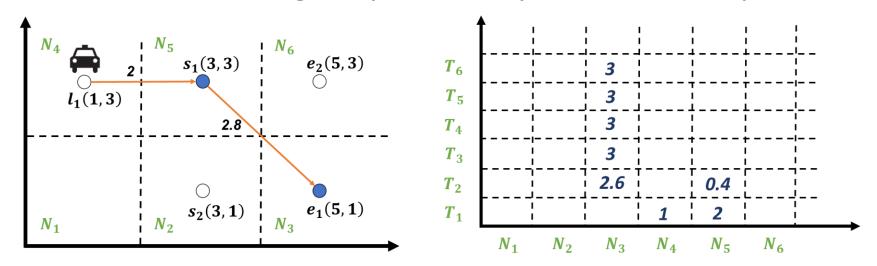
Derive demands in different areas/timesteps accurately using **spatial temporal** prediction. (e.g. DeepST*)



How to use it to benefit route planning for shared mobility?

Supply Organization

In each **area** and **time span**, larger total **time duration** of workers leads to higher probability to serve a request.

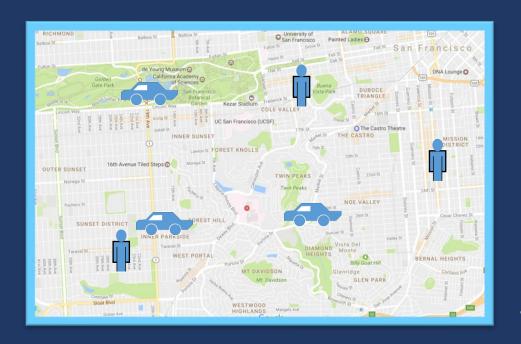


Different route planning strategy

→ → Different distribution of supply

Organize supply according to demand to maximize profit.

Motivation



Design algorithm to improve the effectiveness of route planning for shared mobility through:

Evaluating the effect of supply during route planning based on demand.

The **overall profit** of the platform is **improved**.

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Workers and Requests

Workers

$$W = \{w_1, w_2, ..., w_n\}$$

 w_i

current location l_i

capacity a_i

Requests

$$R = \{r_1, r_2, \dots, r_m\}$$

start/end loc. s_j/e_j

release time tr_i

 r_j deadline td_j

rejection penalty p_i

capacity a_j

Workers and Requests

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Workers and Requests

Workers

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Route S_i , a sequence of s_j/e_j

 w_i

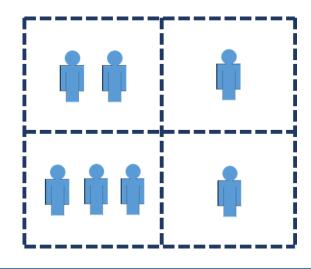
Planning routes to serve requests.

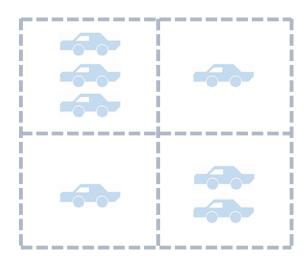
 r_j

Existing work* handles the **distance** related cost.

1. Demand number map (DN)

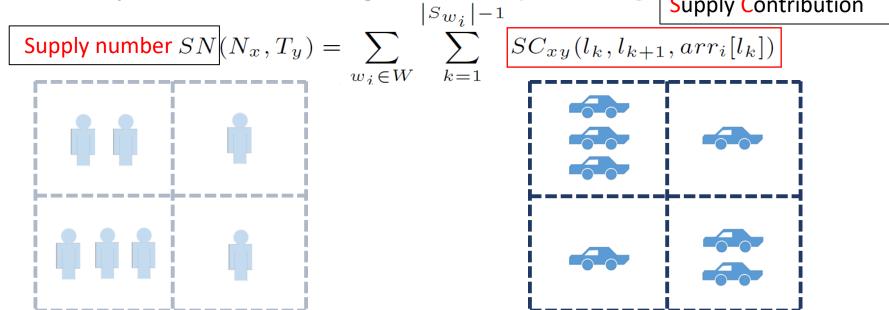
- > Number of requests in each time span and area
- Predicted using deep learning model*



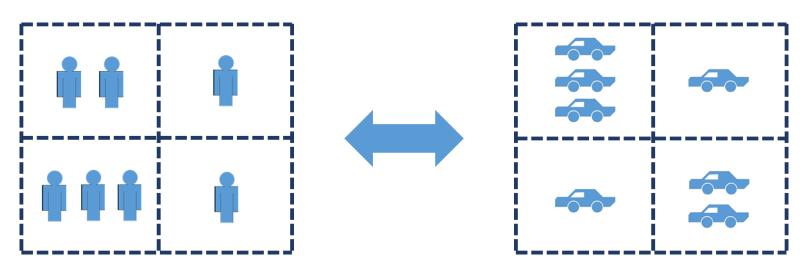


- 1. Demand number map (DN)
- 2. Supply number map (SN)
 - Number of worker in each time span and area
 - ➤ Updated according to route planning | Route plan affects

Supply Contribution



- 1. Demand number map (DN)
- 2. Supply number map (SN)
- 3. Demand-Supply Balance Score (DSB)
 - > Each route plan affects future supply and balance
 - > Statistically analyze expected **profit** of the balance



- 1. Demand number map (DN)
- 2. Supply number map (SN)
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 - > Each route plan affects future supply and balance
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Demand-Aware Route Planning (DARP) Problem

Given a set of workers W, a set of requests R, a demand number map DN, the DARP Problem is to find the sets of routes S for all the workers to minimize **Demand-Aware Cost (DAC)**:

$$DAC(W,R,DN) = \begin{bmatrix} \cos t \text{ from workers'} \\ moving \text{ distances} \end{bmatrix} \begin{bmatrix} \cos t \text{ from Demand-} \\ \operatorname{Supply Balance} \end{bmatrix} \begin{bmatrix} \operatorname{Cost from Demand-} \\ \operatorname{Supply Balance} \end{bmatrix} \begin{bmatrix} \operatorname{Cost from Demand-} \\ \operatorname{rejection} \end{bmatrix}$$

Such that:

- 1. at any time the total capacity of requests of any worker should not exceed its **capacity** a_i ;
- 2. each request meets its deadline;
- 3. An assigned request cannot be assigned to another; a rejected request cannot be revoked.

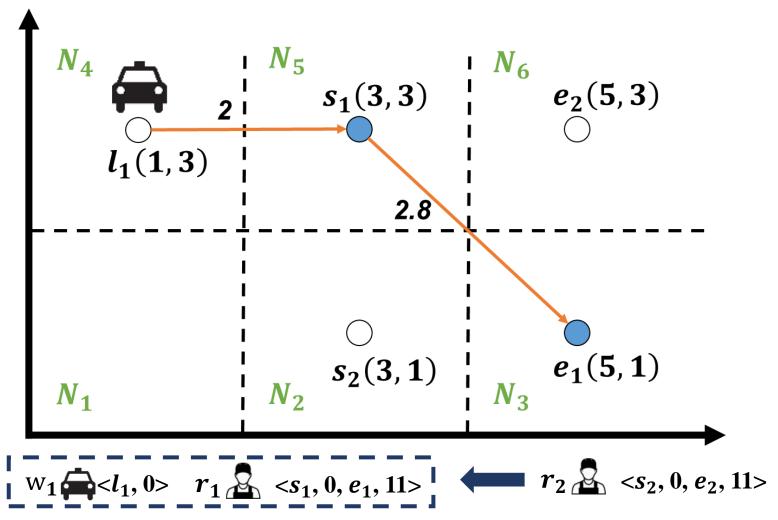
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We prove the DARP problem is **NP-hard** by reducing it from basic route planning problem* for shareable mobility services. We further show that **no** randomized or deterministic algorithm can guarantee a **constant Competitive Ratio**

Time spans $[0 \sim 3, 3 \sim 6, \cdots, 15 \sim 18]$ Areas $[N_1, N_2, \cdots, N_6]$



How to derive cost if we assign request r_2 ?

Table 1: Supply Number Map

\mathcal{T}	N_1	N_2	N_3	N_4	N_5	N_6
T_1	1.7	3.8	2.5	2.3	0.5	1.3
T_2	3.3	2.1	1.7	1.1	3.2	2.9
T_3	3.5	3.3	2.0	0.7	3.8	1.4
T_4	3.6	1.3	2.4	3.0	1.2	2.6
T_5	0.5	2.5	1.4	1.3	1.6	2.3
T_6	3.4	2.0	1.0	3.7	2.2	3.8

Table 2: Demand Number Map

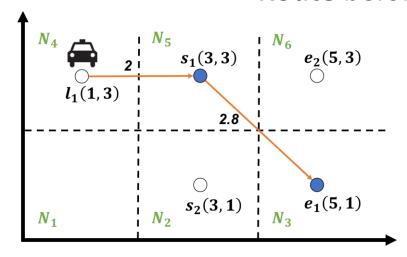
\mathcal{T}	N_1	N_2	N_3	N_4	N_5	N_6
T_1	2	3	5	2	4	3
T_2	3	2	4	2	3	2
T_3	3	3	4	2	2	2
T_4	3	1	4	3	2	2
T_5	4	2	4	3	1	3
T_6	3	2	3	4	2	2

Time spans
$$[0 \sim 3, 3 \sim 6, \cdots, 15 \sim 18]$$

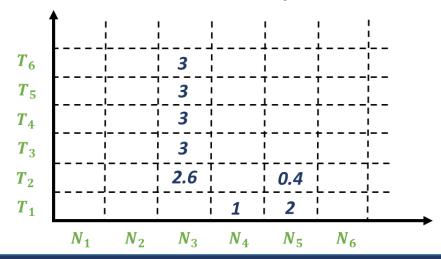
Areas $[N_1, N_2, \cdots, N_6]$

Supply number map (SN) and Demand number map (DN) are required for cost of Demand-Supply Balance (DSB)

Route before insertion

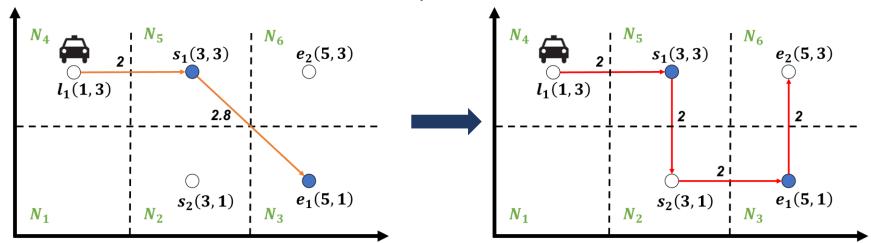


Time duration of w_i in spatiotemporal cells of SN before insertion

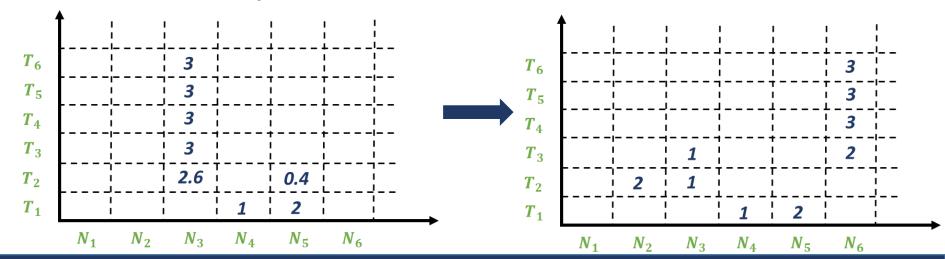


A possible insertion

Route before/after insertion

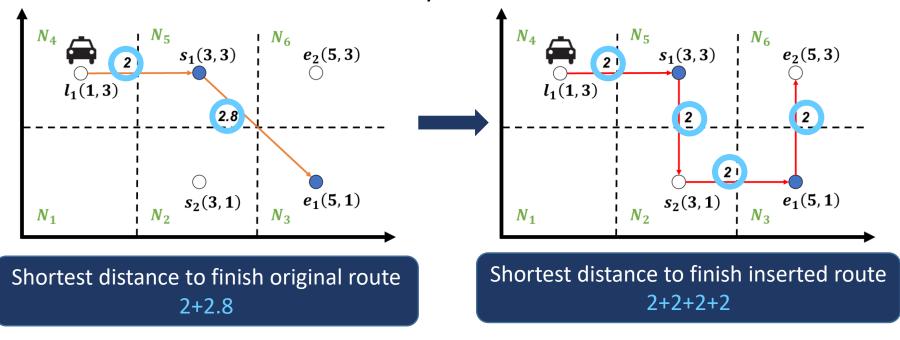


Time duration of w_i in spatiotemporal cells of SN before/after insertion



A possible insertion

Route before/after insertion





Cost from workers' moving distances is derived according to the difference of finishing time

A possible insertion

Cost from Demand-Supply Balance (DSB)

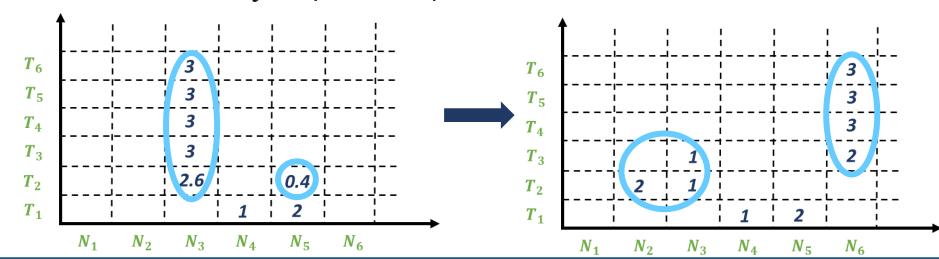
Predicted Demand Number Map (DN)

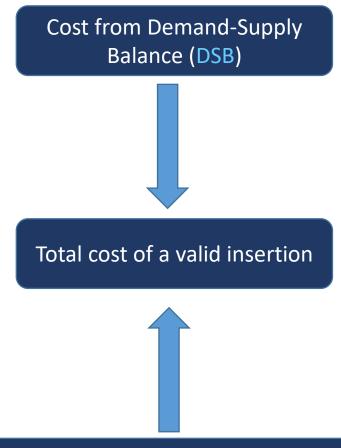
Supply Number Map (SN)



Change of time duration affects the supply in each spatiotemporal cell

Time duration of w_i in spatiotemporal cells of SN before/after insertion





Cost from workers' moving distances is derived according to the difference of finishing time

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Proposed Approaches

To solve the DARP problem, we proposed

Insertion algorithm (single request)

- Basic insertion
- Dynamic programming-based insertion

Solution for DARP problem

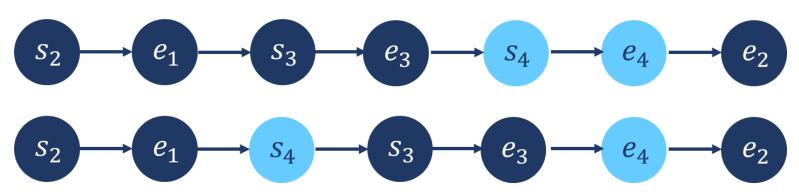
Insertion-based dual-phase framework

Insertion

Insertion: one request → one worker's route effective and efficient approach



Original nodes are in the **same order** (search space \downarrow):



Insertion

Naturally: $O(N^3)$ time complexity

Distance-related cost: O(N).

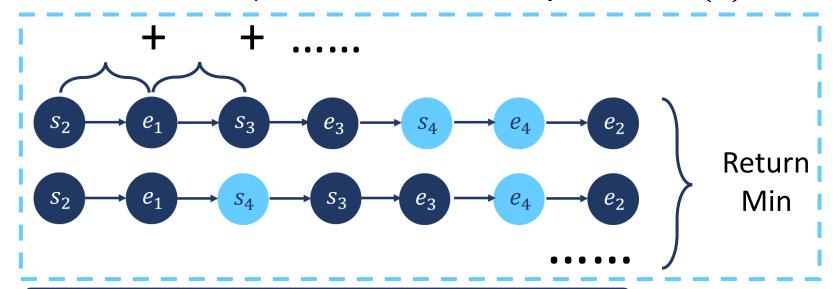
Existing work* reduces its cost as: additional distance from inserting source and destination are **separable**.

Demand supply balance cost: previous $O(N^2)$ and O(N) algorithms are **not** appliable

Detour of inserting source affects all the supply from latter nodes.

The Basic Insertion Algorithm $(O(N^3))$

- 1. **Enumerate** insertion pairs for a length-N route
 - $\triangleright O(N^2)$ cases
- 2. For **each** new route, derive the cost
 - \triangleright N + 1 small paths. Calculate and sum up them cost O(N)



3. Return the plan with **lowest** cost (Greedy)

The DP-Based Insertion Algorithm $(O(N^2))$

- 1. Enumerate insertion pairs
 - $\triangleright O(N^2)$ cases

- 2. For each new route, derive the cost in O(1) time
 - Distance-related cost in O(1): studied*
 - Cost from Demand Supply Balance (DSB): how?

The DP-Based Insertion Algorithm $(O(N^2))$

- 1. Dynamically derive a *check-up table* in O(N) *time*
 - Derive the maximum time to delay for each node.
 - Divide it into a discretized space. <u>Increasing **DSB**</u> is stored with <u>time delay</u>.
- 2. Enumerate insertion pairs
 - \triangleright O(N^2) cases
- 3. For each new route, derive the cost in O(1) time
 - Distance-related cost in O(1): studied*
 - \triangleright Cost from DSB: *check in O*(1) *time according to <u>time delay</u>*
- 4. Return the plan with lowest cost

The DAIF framework

Assign requests one-by-one

- Quickly derive a *lower bound* of cost for each worker
 - \triangleright In O(N) time + only 1 shortest path query.
 - Existing work* derive the lower bound for distance cost
 - We efficiently derive a lower bound for *balance cost*

based on the property of Demand-Supply-Balance cost

- Sort → Calculate exact cost → Prune & insert
 - > Derive exact cost for each worker ordered by lower bound
 - ➤ If the lower bound is larger than current minimal cost, *safely prune* all the rest workers

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Experimental Setting

- Road Network
 - NYC (|V|=61,298, |E|=141,372)
- Real Datasets
 - Taxi Trips (2013) in NYC (427,093 trip records)
- Synthetic Dataset
 - Generated according to the distribution of NYC (452,116 trip records)

Experimental Setting

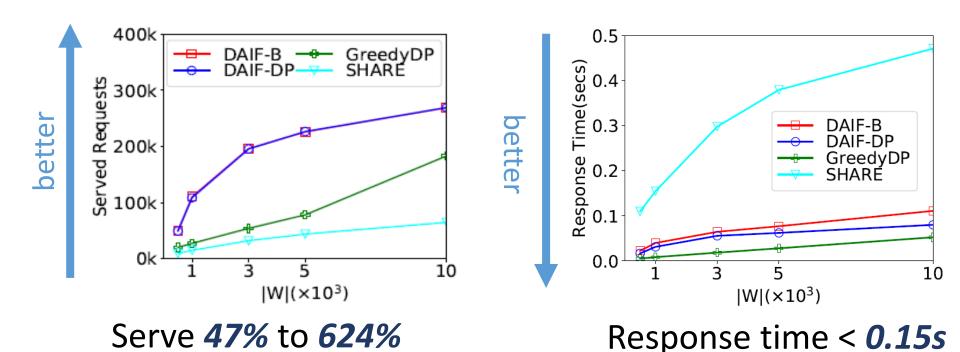
- Compared parameters
 - e_r : the deadline coefficient.
 - a_i: the capacity of workers.
 - α , β : the weight for distance/balance cost.
 - γ: the factor that staying time duration of worker transfer to supply.
 - p_o: the ratio of penalty cost
 - |W|: number of workers
 - g: grid size

Parameters	Settings			
Deadline Coefficient e_r	0.1, 0.2, 0.3 , 0.4, 0.5			
Capacity a_i	2, 3 , 4, 7, 10			
Distance Weight α	1			
Balance Weight β	$\left[\left[p_{m{r}}^*,rac{p_{m{r}}^*}{e},rac{p_{m{r}}^*}{e^2},\cdots,rac{p_{m{r}}^*}{e^5} ight]$			
Supply Coefficient γ	0.0016			
Penalty ratio p_o	30			
Number of workers $ W $	500, 1k, 3k , 5k, 10k			
Grid size g	$1k \times 1k$, $2k \times 2k$, $4k \times 4k$			

Experimental Setting

- Tested Algorithms
 - **GreedyDP***: the state-of-art route planning algorithm using insertion. No demand-related information is used.
 - **SHARE***: It uses historical information of nodes to choose a route with a higher possibility to pick passengers along the route
 - DAIF-B: our DAIF framework using Basic insertion
 - **DAIF-DP**: our DAIF framework using DP-based insertion

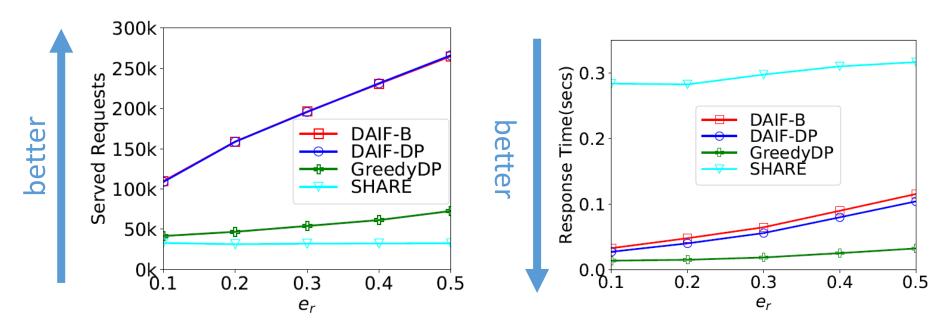
Experimental Results



more requests

Performance of varying number of workers |W|

Experimental Results



Serve *161.7%* to *718.1%* more requests

Response time < 0.15s

Performance of varying deadline coefficient e_r

Thank You Q&A

The code and datasets https://github.com/dominatorX/DAIF