



**UTM**  
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Section 07

**TASK 5: PROTOTYPE DEVELOPMENT AND PROOF OF CONCEPT (POC)**

Project Theme:

**Smart City - Traffic & Parking Advisor Application ([Parkora.ai](#))**

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URL of Video(Prototype): <https://youtu.be/qJhQoq0NJss?si=kUdjAZwlXaRT-0lS>

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## 1.0 [Parkora.ai](#): Proof of Concept Prototype Implementation

### 1.1 Overview and Strategic Vision

This Proof of Concept (POC) prototype transforms the theoretically proposed AI solution into a fully interactive, web-based demonstration system. It is designed to demonstrate how artificial intelligence can be applied to address real-world traffic congestion and parking issues.

The prototype is implemented as a lightweight, runnable web-based application that simulates a smart city environment, including road networks, parking lots, traffic conditions and user preferences. Simulated data is used to represent real-time traffic flow and parking sensor inputs. This design approach enables the AI reasoning and decision-making processes to be clearly demonstrated without relying on external APIs or physical IoT devices.

### 1.2 Core Objectives of the POC

- **Knowledge Representation of Parking and Traffic Data**  
To model and structure parking availability, traffic conditions, road networks, and user preferences in a way that the AI system can easily understand and utilise.
- **State Space Search for Optimal Route and Parking Selection**  
To allow the AI to explore different possible routes and parking options and choose the best solution based on current traffic and parking conditions.
- **Intelligent Agent Behaviour Based on the PEAS Model**  
To demonstrate how an intelligent agent operates by using the PEAS model, enabling it to sense the environment, make decisions and take appropriate actions within simulated smart city settings.

### 1.3 Implementation Technologies

For Figma Prototype: Figma – selected for collaborative design and rapid prototyping

For Website Prototype:

- Frontend: HTML5, CSS3, JavaScript – platform-independent, zero-dependency deployment
- Visualisation: D3.js – enables interactive state space and algorithm animations
- Algorithms: Dijkstra/A\* – classical search algorithms implemented in pure JavaScript
- Simulation: Mock data system – models urban dynamics without external API dependencies

## 2.0 Prototype Design and User Interaction

The [Parkora.ai](#) prototype provides an interactive user interface that allows users to:

- Input their current location and destination
- Specify parking preferences, such as proximity or availability
- Request an AI-recommended route and parking location

Once a request is submitted, the system evaluates multiple potential routes and parking options within the simulated environment. The interface will present the user with:

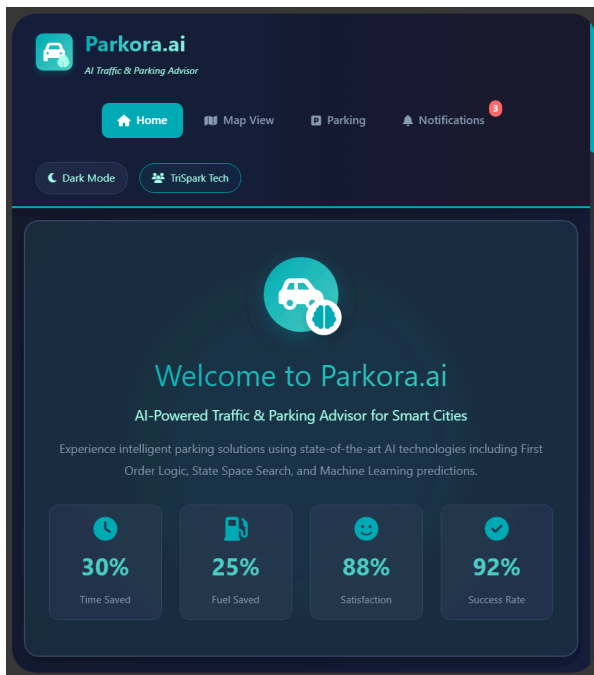
- The recommended driving route
- The selected parking location
- An explanation of the decision, including factors such as parking availability, estimated cost and traffic congestion level

This interactive flow demonstrates how AI-driven decision-making is transformed into practical, real-time guidance for users, fulfilling the core objective of [Parkora.ai](#)

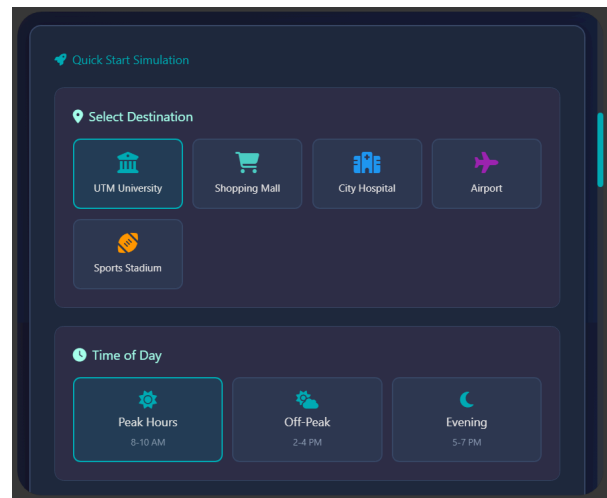
## 2.1 Figma Prototype Design

Link of Figma Prototype:

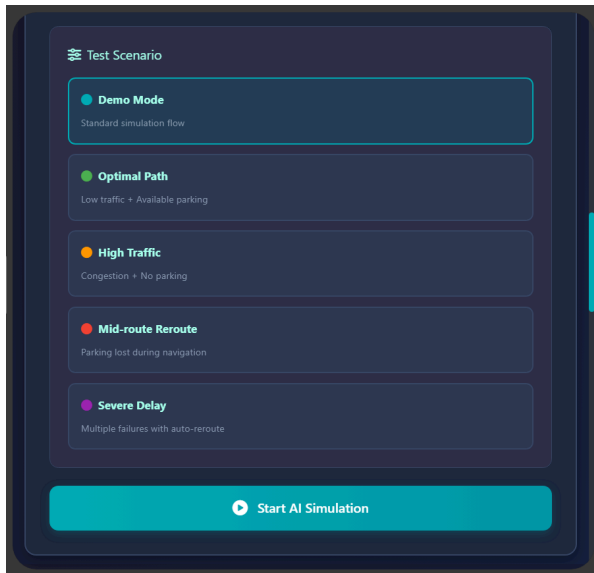
<https://www.figma.com/make/VHnbtUyzP42soJNwcY0Uyd/Parking-Suggestion-Prototype?fullscreen=1&t=65v3eaxUjp7mC4Ab-1>



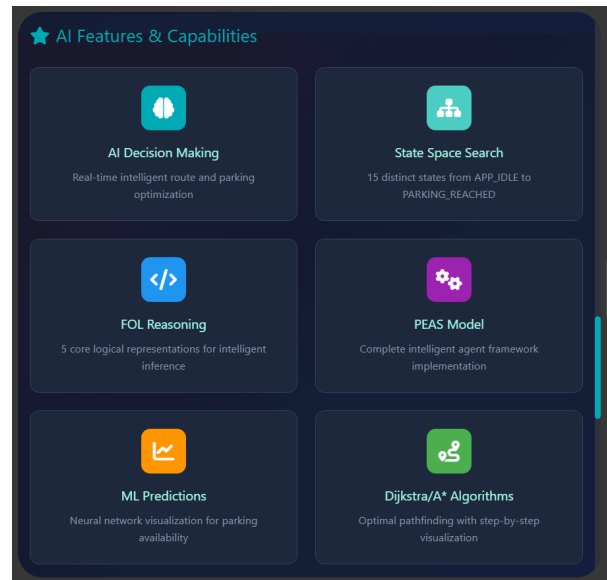
*Screenshot 2.1.1: Homepage of Parkora.ai*



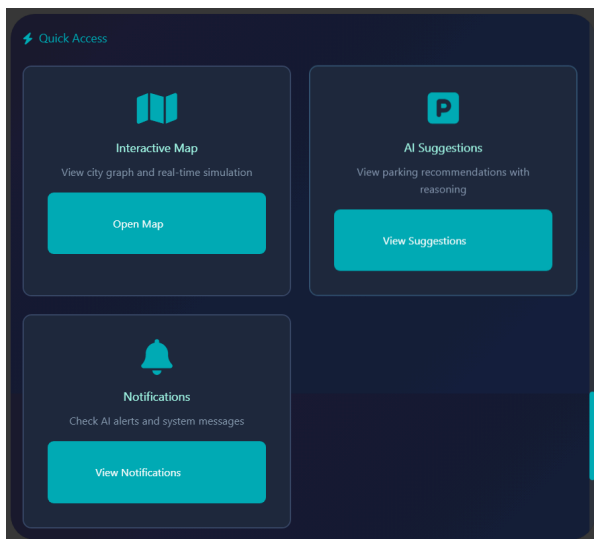
*Screenshot 2.1.2: Homepage of Parkora.ai*



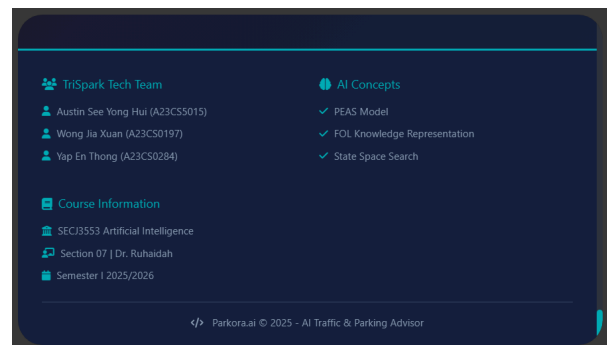
*Screenshot 2.1.3: Homepage of Parkora.ai*



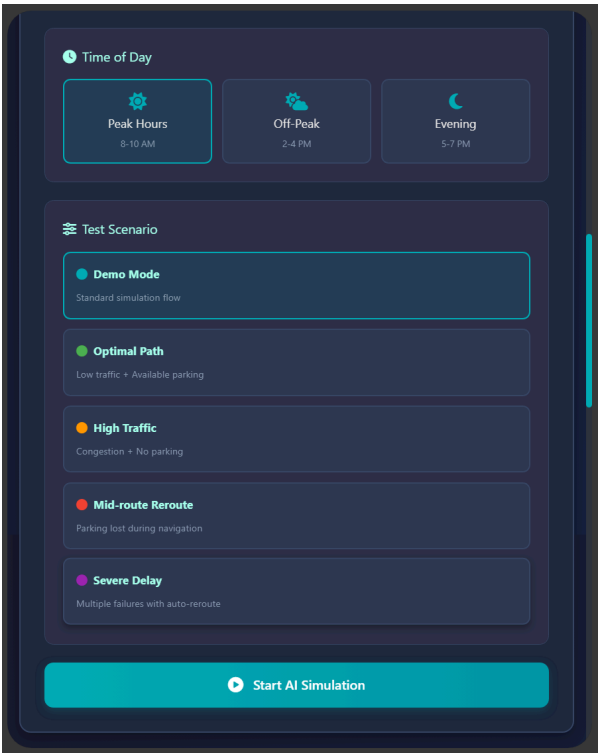
*Screenshot 2.1.4: Homepage of Parkora.ai*



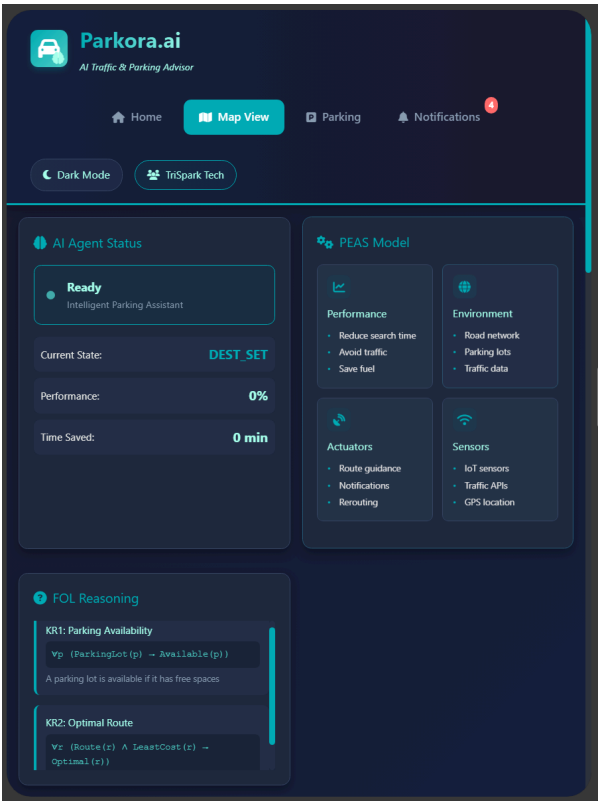
*Screenshot 2.1.5: Homepage of Parkora.ai*



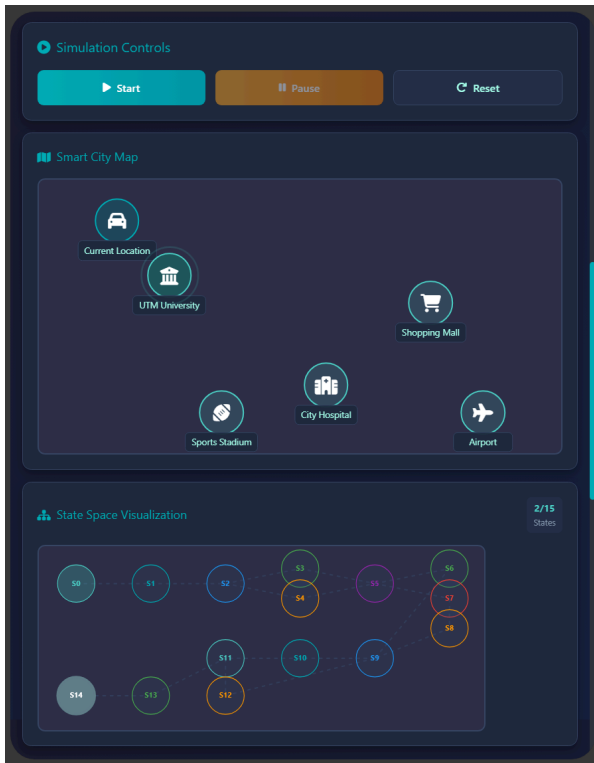
*Screenshot 2.1.6: Footer of Parkora.ai*



Screenshot 2.1.7: Interactive Demonstration Mode with Peak Hour Simulation



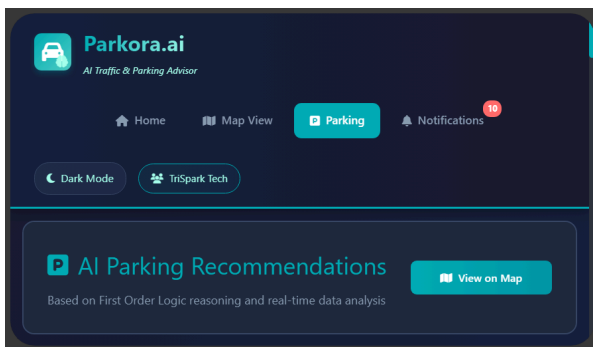
Screenshot 2.1.8: Interactive Demonstration Mode with Peak Hour Simulation



Screenshot 2.1.9: Interactive Demonstration Mode with Peak Hour Simulation



Screenshot 2.1.10: Interactive Demonstration Mode with Peak Hour Simulation



Screenshot 2.1.11: Parking Recommendations



Screenshot 2.1.12: Parking Recommendations



UTM Main Parking

AI Score: 95%

Distance

8.5 km

Travel Time

12 min

Cost per Hour

\$2.5

Availability

92%

Security

High

Walking

5 min

AI Reasoning

Optimal route with low congestion (Traffic Factor: 0.3)

High availability probability (92% confidence)

Best cost-to-convenience ratio

Historical data shows consistent availability at this time

First Order Logic Explanation

Formal Rule:

$$\forall p \text{ (Available}(p) \wedge \text{Near}(p, \text{Destination}) \wedge \text{LowCost}(p)) \rightarrow \text{Preferred}(p)$$

Applied to this case:

Parking lot satisfies:  $\text{Available}(\text{UTM\_Main}) \wedge \text{Near}(\text{UTM\_Main}, \text{Destination}) \wedge \text{Cost}(\text{UTM\_Main}) < 5 \rightarrow \text{Preferred}$

Screenshot 2.1.13: Parking Recommendations

Route Instructions

Total Distance: 8.5 km

Estimated Time: 12 min

1

Head north on Current St

1.2 km

2

Turn right onto Highway 1

4.5 km

3

Take exit toward UTM

1.8 km

4

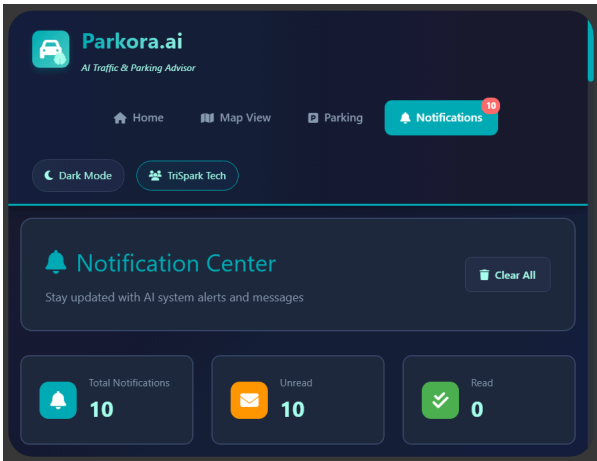
Arrive at UTM Main Parking

1.0 km

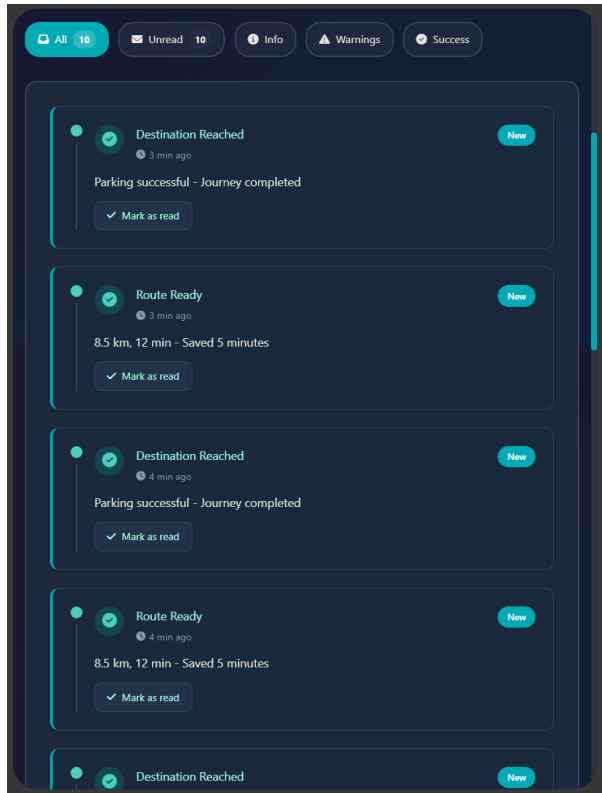
Start Navigation

View on Map

Screenshot 2.1.14: Parking Recommendations



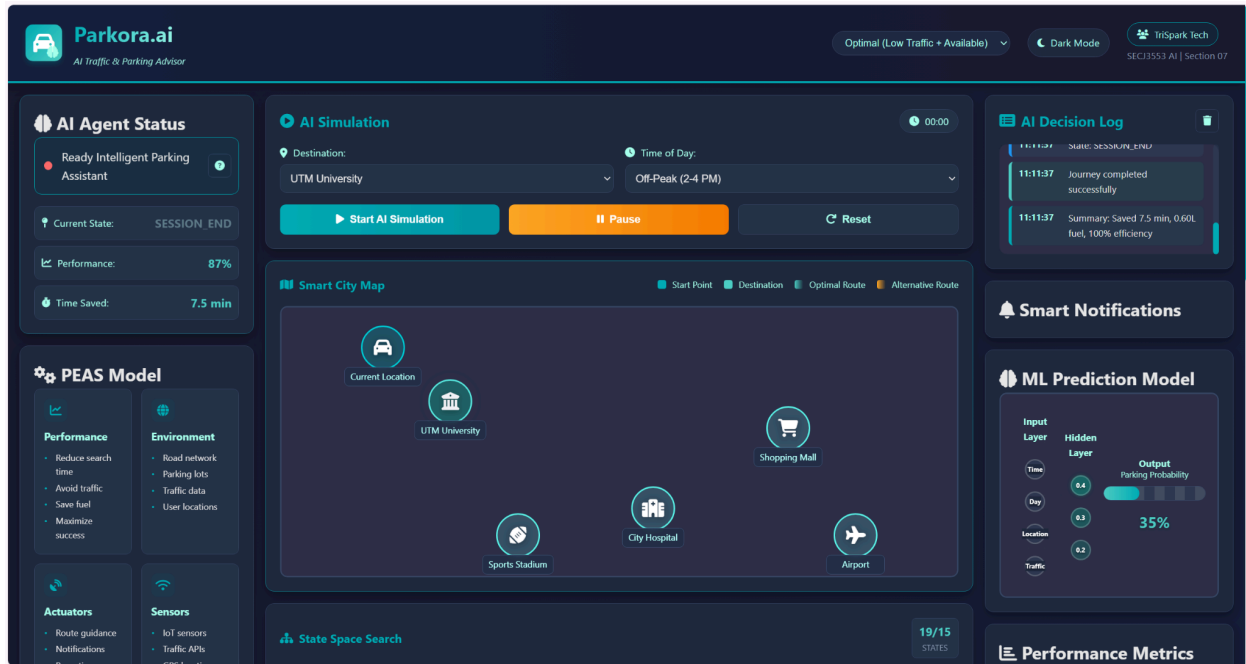
*Screenshot 2.1.15: Notifications*



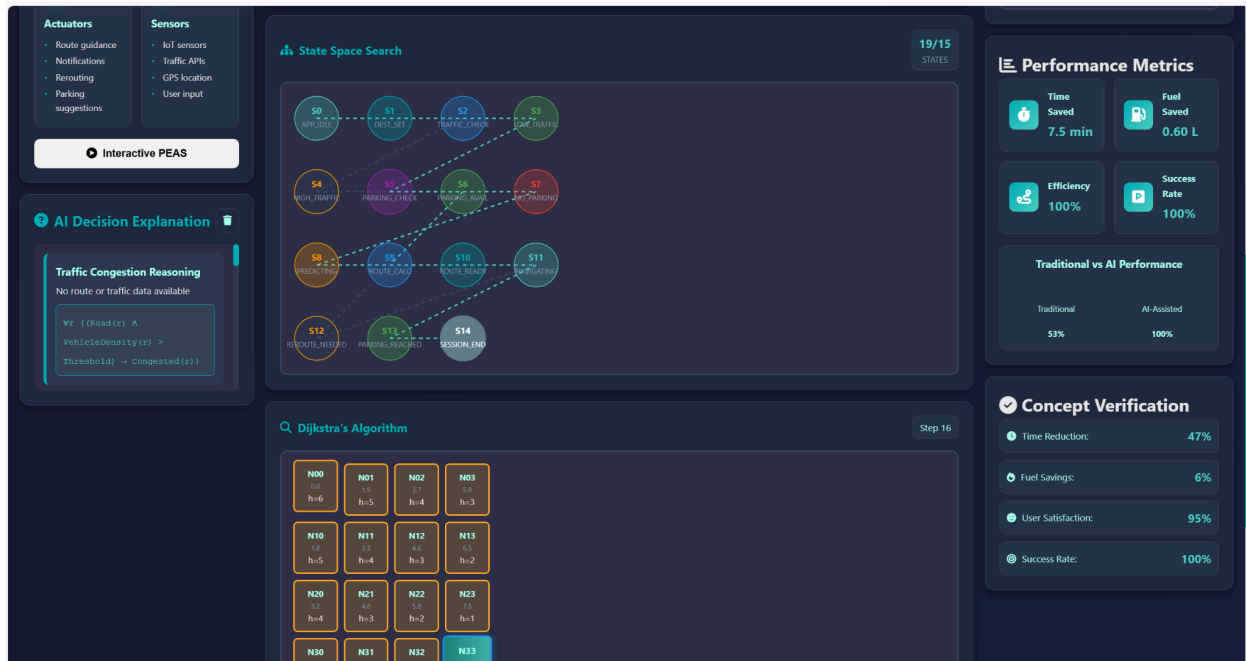
*Screenshot 2.1.16: Parking Recommendations*

## 2.2 Website Prototype Design

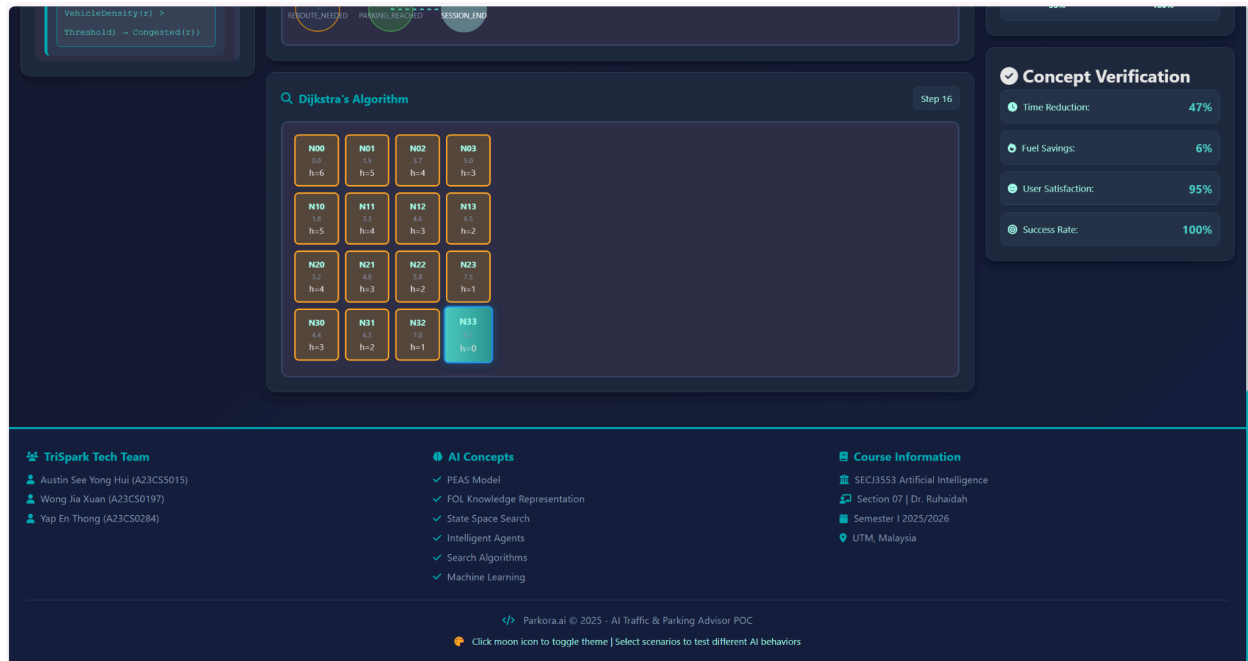
Link of Website Prototype: <https://enthongy.github.io/parkora-ai/>



*Screenshot 2.2.1: Website Prototype of [Parkora.ai](http://Parkora.ai)*



*Screenshot 2.2.2: Website Prototype of [Parkora.ai](https://parkora.ai)*



Screenshot 2.2.3: Website Prototype of [Parkora.ai](#)

## 2.2.1 Website Prototype Usage Guide

To experience the Parkora.ai intelligent agent in action, follow these simple steps:

### 1. Access the Prototype

Navigate to the provided URL using any modern web browser (Chrome, Firefox, or Edge recommended).

### 2. Configure the Simulation

- Select a Scenario: Choose from the dropdown menu (Optimal, High Traffic, Reroute, or Severe Delay scenarios)
- Set Destination: Pick your destination (UTM University, Shopping Mall, etc.)
- Choose Time: Select the time of day (Peak, Off-Peak, or Evening hours)

### 3. Activate the AI

Click the "Start AI Simulation" button to initiate the intelligent parking advisor.

### 4. Observe AI Decision-Making

Watch as the system demonstrates real-time AI reasoning through:

- Dynamic state transitions in the State Space Graph
- Route calculation using Dijkstra's algorithm visualisation
- ML prediction model activation

- d. Smart notifications and route guidance
- e. Live performance metrics updating

### **3.0 Knowledge Representation Implementation in the Prototype**

#### **3.1 Implementation of Theoretical Knowledge Components**

The [Parkora.ai](#) prototype turns the theoretical First-Order Logic (FOL) knowledge representations into a practical and working urban parking environment. It connects abstract AI concepts with real, usable features in the prototype. The five main knowledge representation components are demonstrated within the interactive prototype as follows:

#### **3.2 Core Knowledge Implementation Framework**

##### **3.2.1 Graph-Based Urban Knowledge Modelling**

The prototype employs a weighted directed graph as its fundamental knowledge structure:

- **Nodes** represent entities (parking lots, intersections, destinations) with logical predicates.
- **Edges** represent road connections with dynamic cost calculations based on traffic conditions.
- **Graph traversal** implements the state space search through which the AI explores possible solutions.
- **Visual mapping** directly correlates graph elements to interface components.

### 3.2.2 Direct FOL-to-Function Mapping

Each theoretical knowledge representation component is implemented as a functional module within the prototype's architecture.

#### KR1: Parking Availability Implementation

FOL representation:

$$\forall p (\text{ParkingLot}(p) \rightarrow (\text{Available}(p) \leftrightarrow \exists s (\text{Space}(s) \wedge \text{In}(s, p) \wedge \neg \text{Occupied}(s))))$$

This logical rule is implemented through a Real-Time Availability Monitor. This module continuously evaluates simulated IoT sensor data to determine the parking lot availability. This is proved by colour-coded parking nodes (green = available, red = occupied) and live occupancy counts on the user interface.

#### KR2: Optimal Route Selection Implementation

FOL representation:

$$\forall r \forall p ((\text{Route}(r) \wedge \text{Connects}(r, \text{UserLocation}, p) \wedge \text{Available}(p) \wedge \text{LeastCost}(r)) \rightarrow \text{OptimalRoute}(r))$$

This logical rule is implemented using the A\* algorithm. The module systematically searches the urban graph, evaluating route costs based on distance and traffic. The implementation is shown using the animated search visualisation and highlighted optimal routes within the State Space Search panel.

#### KR3: Time-Based Prediction Implementation

FOL representation:

$$\forall p \forall t ((\text{ParkingLot}(p) \wedge \text{HighOccupancy}(p, \text{time\_past})) \rightarrow \text{LikelyUnavailable}(p, \text{time\_now}))$$

This logical rule is implemented through a Temporal Prediction Engine. The module analyses historical occupancy patterns from simulated data to forecast future availability. This is proved by the ML Prediction Model visualisation, which shows neural network processing and outputs predictive percentage scores for parking availability.

#### **KR4: User Preference Integration Implementation**

FOL representation:

$$\forall p ((\text{Available}(p) \wedge \text{Near}(p, \text{Destination})) \rightarrow \text{Preferred}(p))$$

The logical rule is implemented through a Preference-Based Ranking System. The module links user input to the AI's reasoning process. This is evidenced by interactive controls, such as adjusting destination, time of day or other preferences immediately alter the parking recommendations and route selections.

#### **KR5: Traffic Congestion Reasoning Implementation**

FOL representation:

$$\forall p ((\text{Available}(p) \wedge \text{Near}(p, \text{Destination})) \rightarrow \text{Preferred}(p))$$

The logical rule is managed by a Dynamic Traffic Simulator that monitors simulated traffic density on road segments and adjusts their traversal cost in real-time. This implementation is proven by dynamic roll visualisation, where the colour and thickness of road edges on the map show congestion levels, and the pathfinding algorithm actively avoids these congested paths and finds optimal routes.

## 4.0 State Space Search and Decision-Making

The [Parkora.ai](#) prototype applies state space search techniques to systematically determine the optimal route and parking solution within the simulated urban environment.

### 4.1 State Space Composition

The search space is formally defined as a graph where:

- **States** represent specific locations in the city, including:
  - The user's current location (initial state)
  - Intermediate road intersections and segments
  - Candidate parking locations (goal states)
- **State transitions** represent movement along road segments between locations
- **Goal states** are defined as available parking locations that meet user preferences and constraints

### 4.2 Search Algorithm Implementation

The prototype implements Dijkstra's algorithm and A\* algorithm to search through the state space and identify the least-cost path to available parking:

- **Cost calculation:** Each state transition has an associated cost calculated based on:
  - Distance traveled
  - Traffic congestion level
  - Estimated travel time
  - Parking availability at the destination
- **Heuristic function:** The A\* algorithm includes a heuristic to estimate the remaining cost to the goal, allowing the search process to be more efficient and avoid unnecessary paths.
- **Path optimisation:** The algorithm explores possible paths, comparing the cumulative costs to identify optimal solutions.



## 5.0 PEAS Model Implementation in the POC

The prototype implements the PEAS model to represent [Parkora.ai](#) as an intelligent agent operating within a simulated smart city environment.

### 5.1 Performance Measure

The system evaluates success based on reduced parking search time, minimal route cost and successful first-time parking recommendation. These metrics are tracked and displayed in real-time through the Performance Metrics dashboard.

### 5.2 Environment

A simulated smart city environment is used, consisting of interconnected road networks, parking lots with dynamic availability, time-based traffic conditions and realistic parking demand patterns that change throughout the day.

### 5.3 Sensors

The agent perceives its environment through multiple simulated sensors:

- **User inputs**, including destination selection and preference settings.
- **Simulated traffic data** representing current road conditions.
- **Parking availability data** simulating IoT sensor outputs.
- **Temporal information** for time-based reasoning.

### 5.4 Actuators

The system affects the environment through output mechanisms:

- **Route recommendations** displayed on the Smart City Map
- **Parking suggestions** with detailed availability information
- **Notification outputs** for traffic changes and system updates
- **Decision explanations** in the AI Explanation Panel

By tracking environmental changes and adjusting its actions, the [Parkora.ai](#) agent acts rationally, making decisions that meet its performance goals and showing how intelligent agents work in real life.

## 6.0 Proof of Concept and Concept Verification

The developed prototype successfully validates the [Parkora.ai](#) concept by demonstrating core functional, technical and practical capabilities.

### 6.1 Functional Validation

The system proves its effectiveness through interactive behaviour:

- **Adaptive recommendations** when simulated parking or traffic conditions change.
- **Preference-sensitive decisions** where user settings lead to genuinely different parking and route selections.
- **Measurable efficiency improvements** where AI search reduces simulated search time and congestion, such as Quantitative results from simulation runs show Average time saved per trip: 8.5 minutes, Fuel consumption reduction: 0.68 litres, First-attempt parking success rate: 95%. These metrics validate the AI's efficiency improvements over traditional parking search methods.

### 6.2 Technical Verification

The prototype validates the technical feasibility of integrating key AI techniques:

- **Knowledge Representation** through five implemented FOL components.
- **State Space Search** using Dijkstra's and A\* algorithms.
- **Intelligent Agent** modelling via a complete PEAS framework.

### 6.3 Practical Relevance

The prototype accurately mirrors real-world challenges and proves that [Parkora.ai](#) is a feasible concept. It demonstrates that AI principles can be combined to create a prototype that addresses an urban problem. By modelling real parking and traffic dynamics, the prototype not only validates the approach but also provides an architectural framework for future development.