Algorithm 1 Functions for Algorithm

- 1: **function** POLYGONRADIUS(coordinate, distance)
- 2: Generate Polygon out of coordinate point
- 3: **return** polygon with radius of distance
- 4: end function
- 5: **function** TIMERANGE(timestamp1,timestamp2)
- 6: Calculate the difference between timestamps
- 7: **return** hours range
- 8: end function
- 9: **function** SEQUENCETEST(iterator)
- 10: Detect separate calls in same port. Test if sequence exist and assign unique number to sequence of True values between False values
- 11: **return** set of unique sequence group values
- 12: end function
- 13: **function** TIME-POSITIONINTERPOLATION(Dataframe)
- Detects discontinuity in the expected sequence of timestamps and interpolates the empty positions from the previous and next available positions
- 15: **Parameters:**
- 16: timerange←10. Minutes, starting from the first position in the dataframe
- 17: **return** adjusted dataframe with interpolated positions
- 18: end function
- 19: function DBSCAN(positions iterator)
- 20: Creates clusters based on DBSCAN. -1 is assigned to noise positions and a unique number to every cluster
- 21: Parameters:
- 22: minPts←3.Minimum number of positions to generate a cluster
- 23: $\epsilon \leftarrow 0.00195$. Decimal degrees maximum distance. From 0.68 kts upper bound or 0.117NM allowance for 10 minutes movement.
- 24: **return** set of either unique clusterID or noise value
- 25: end function
- 26: **function** VESSELPOLYGONGENERATOR(positions iterator)
- 27: Generates linestrings from the sequence of ordered positions (lon,lat). Then creates a polygon as the radius buffered from the linestring
- 28: **Parameters:**
- 29: radius←0.00045. Decimal degrees, Radius of 50 meters away from linestring
- 30: **return** ocean-going vessel polygon
- 31: end function
- 32: **function** MERGESERVICE(dataframe)
- 33: Shift method that calculates the time difference between the last timestamp of a service ID and the first timestamp of the next service ID. If the difference is less than a threshold then the services merges and the first group service ID is absorbed by the following group
- 34: Parameters:
- time←24. Hours, considers a barge refueling cargo in the middle of the bunkering operation. The refueling of the barge keeps counting as service as the vessel has to wait.
- 36: **return** dataframe with merged services
- 37: end function
- 38: **function** MERGEDATAFRAMES(dataframe1,dataframe2,leftIndex,rightIndex)
- 39: Merges dataframes by leftIndex=rigtIndex
- 40: **Parameters:**
- 41: **return** merged dataframe with algorithm results and vessels characteristics. Named as dataframe1.
- 42: end function

Algorithm 2 Bunker barge prospects recognition

```
1: Inputs:
       A dataframe with columns [portName,coordinate,berthPolygon], Ports;
       A dataframe with columns [vesselsID,LengthOverAll,TypeOfVessel], VesselsSpecs;
       A dataframe with columns [vesselID,positions,time]; AIS
       An empty dataframe with columns [bargeID,portOfService]; BargesInfo
       Default Parameters:
       loa \leftarrow150, meters of length overall of ship
       localThreshold \leftarrow0.70, minimum stay at local waters
       minimumObs \leftarrow100, minimum observations to have a valid sample
2: set polygonGeometry as new column in Ports
3: for coordinate in Ports do
       polygon ← call POLYGONRADIUS(coordinate, polygon)
       store polygon to Ports.polygonGeometry
5:
 6: end for
 7: for polygon in Ports.polygonGeometry do
       for testPolygon in Ports.polygonGeometry do
8:
          if polygon overlaps testPolygon then
9:
              newPolygon ← merge polygon and testPolygon
10:
              remove polygon and testPolygon
11:
12:
              store newPolygon to Ports.polygonGeometry
           end if
13.
       end for
14:
15: end for
16: set inLocalWaters as new column in AIS
17: for vesselID in VesselsSpecs do
       if vesselID in VesselsSpecs.LengthOverAll ≤ loa AND VesselsSpecs.TypeOfVessel=tanker then
18:
           filter position of vesselID in AIS
19.
20:
          for polygon in Ports do
              for position in AIS do
21:
                  bool,polygonName ← call POINTINPOLYGON(position,polygonGeometry)
22:
                 if bool = TRUE then
23:
24:
                     store [TRUE to AIS.inLocalWaters; polygonName to AIS.portVisited]
25:
                 else
                     store [FALSE to AIS.inLocalWaters; NULL to AIS.portVisited]
26:
                 end if
27:
              end for
28:
              totalRows \leftarrow count total rows in AIS
29:
              filter positions in AIS WHERE AIS.inLocalWaters = TRUE
30.
              totalFilteredRows 

count total filtered rows in AIS
31:
              if totalRows\geq minimumObs AND totalFilteredRows/totalRows\geq localThreshold then
32:
                 store [vesselID in BargeInfo.bargeID; AIS.portVisited in BargeInfo.portOfService]
33:
              end if
34.
          end for
35:
       end if
36:
37: end for
38: return BargesInfo
```

Algorithm 3 Stopped vessel

46: **return** Stops

```
1: Inputs:
       A dataframe with columns [portName,coordinate,polygonGeometry,berthPolygon], Ports;
       A dataframe with columns [vesselID,positions,time,speed], AIS;
       An empty dataframe with columns[vesselID, initialStopTime, finalStopTime, atBerth, callID, clusterID,
       stopPosition, portVisited, stopID], Stops;
       A set of
       Default Parameters:
       maxSpeed \leftarrow 3, knots of vessel entering or leaving cluster
       minStay \leftarrow 1, hour. Minimum stay to be classified as stopped.
       laidUp ← 1084, hours. Laid-up vessel with more than 45 days in port
       noisePts \leftarrow -1. Assignment by DBSCAN to noise positions(not clustered positions)
2: listOfVessels← set of unique values of AIS.vesselID
 3: listOfCallID \leftarrow empty set
 4: listOfClusterID ← empty set
 5: set inLocalWaters, callID, clusterID, portVisited as new columns in AIS
6: set counter to 0
7: for uniqueVesselID in listOfVessels do
8:
       filter AIS WHERE AIS.vesselID=uniqueVesselID. Sort ascending by AIS.time
9:
       for polygonGeometry in Ports do
          for positions in AIS do
10:
              bool, polygonName ← call POINTINPOLYGON(positions,polygonGeometry)
11:
              if bool=TRUE then
12:
13:
                  store [TRUE in AIS.inLocalWaters; polygonName in AIS.portVisited]
              else
14:
                  store [FALSE in AIS.inLocalWaters; NULL in AIS.portVisited]
15:
              end if
16:
          end for
17:
18:
       end for
19:
       store [call SequenceGenerator(AIS.inLocalWaters)] in AIS.callID
       filter AIS WHERE AIS.inLocalWaters=TRUE AND AIS.speed<maxSpeed
20:
       store unique values of AIS.callID in listOfCallID
21:
       for uniqueCallID in listOfCallID do
22:
          filter AIS WHERE AIS.callID=uniqueCallID
23:
24:
          timeDifference \leftarrow call TIMERANGE(AIS.time[-1], AIS.time[0])
          if timeDifference≥minStay AND timeDifference≤laidUp then
25:
              call TIME-POSITIONINTERPOLATION(AIS)
26:
              store [call DBSCAN(AIS.positions)] in AIS.clusterID
27.
              filter AIS WHERE AIS.clusterID≠noisePts
28:
              store unique values of AIS.clusterID in listOfClusterID
29.
              for uniqueClusterID in listOfClusterID do
30:
                  add 1 to counter
31:
                  filter AIS WHERE AIS.clusterID=uniqueClusterID
32:
                  store [uniqueVesselID in Stops.vesselID ; AIS.time[0] in Stops.initialStopTime ; AIS.time[-1] in
33:
                  Stops.finalStopTime; uniqueClusterID in Stops.clusterID; uniqueCallID in Stops.callID; AIS.portVisited[0]
                  in Stops.portVisited; uniqueCallID in Stops.callID; AIS.positions[0] in Stops.stopPosition, counter in
                  Stops.stopID1
34:
                  for berthPolygon in Ports do
                     bool, ← call POINTINPOLYGON(AIS.positions[0],berthPolygon)
35:
36:
                     if bool=TRUE then
                         store TRUE in Stops.atBerth
37:
                     else
38:
39:
                         store FALSE in Stops.atBerth
                     end if
40:
                  end for
41:
42.
              end for
          end if
43:
       end for
44.
45: end for
```

Algorithm 4 Bunkering recognition

```
1: Inputs:
       A dataframe with columns [vesselID,positions,time], AIS;
       A dataframe with columns[vesselID, initialStopTime, finalStopTime, atBerth, callID, clusterID, stopPosition,
       portVisited, stopID], Stops;
       A dataframe with columns[bargeID,portOfService]; BargesInfo;
       A dataframe with columns [vesselID,grossTonnage,TypeOfVessel,yearOfBuilt], VesselsSpecs;
       An empty dataframe with columns [vesselID,positions,time], VesselAIS;
       An empty dataframe with columns [vesselID,positions,time, alongsideVessel, serviceID], BargeAIS;
       An empty dataframe with columns [bargeID, initialServiceTime, finalServiceTime, vesseIID, initialStopTime,
       finalStopTime, atBerth, callID, clusterID, stopPosition, portVisited, stopID], Results;
       Default Parameters:
       minStay ← 1, hour. Minimum stay of barge inside ocean-going vessel polygon
2: listOfStops ← set of values of AIS.stopID
3: listOfBarges ← empty set
4: listOfServices ← empty set
5: for uniqueStop in listOfStops do
       filter Stops.stopID=uniqueStop
       VesselAIS←filter
                            AIS.vesselID=Stops.vesselID
                                                             AND
                                                                      AIS.time>Stops.initialStopTime
                                                                                                          AND
7:
       AIS.time < Stops.finalStopTime
       vesselPolygon \leftarrow \textbf{call} \ \ vesselPolygonGenerator(VesselAIS.positions)
8:
 9:
       filter BargesInfo.portOfService=Stops.portVisited
       store unique values of BargesInfo.bargeID in listOfBarges
10:
       for uniqueBargeID in listOfBarges do
11:
                               AIS.vesselID=uniqueBargeID
           BargeAIS←filter
                                                                AND
                                                                          AIS.time 

Stops.initial Stop Time
                                                                                                             AND
12:
           AIS.time < Stops.final Stop Time
           for positions in BargeAIS.positions do
13:
              bool, \leftarrow call PointInPolyGon(positions, vesselPolygon)
14:
15:
              if bool=TRUE then
                  store TRUE in BargeAIS.alongsideVessel
16:
              else
17.
                  store FALSE in BargeAIS.alongsideVessel
18:
              end if
19.
          end for
20:
          store [call SEQUENCEGENERATOR(BargeAIS.alongsideVessel)] in BargeAIS.serviceID
21:
          filter BargeAIS WHERE BargeAIS.alongsideVessel=TRUE
22:
          call MERGESERVICE(BargeAIS)
23.
          store unique values of BargeAIS.serviceID in listOfServices
24:
          for service in listOfServices do
25:
26:
              filter BargeAIS.serviceID=service
              timeDifference \leftarrow call\ TimeRange(BargeAIS.time[-1],\ BargeAIS.time[0])
27:
28:
              if timeDifference>minStay AND BargeAIS.vesselID≠Stops.vesselID then
                  store [BargeAIS.vesselID in Results.bargeID; BargeAIS.time[0] in Results.initialServiceTime; Barge
29:
                  AIS.time[-1] in Results.finalServiceTime; Stops.vesselID in Results.vesselID; Stops.initialStopTime in
                  Results.initialStopTime; Stops.finalStopTime in Results.finalStopTime; Stops.atBerth in Results.atBerth
                  ; Stops.callID in Results.callID ; Stops.clusterID in Results.clusterID ; Stops.stopPosition in Re-
                  sults.stopPosition; Stops.portVisited in Results.portVisited; uniqueStop in Results.stopID]
              end if
30:
          end for
31:
       end for
32:
33: end for
34: call MERGEDATAFRAME(Results, VesselsSpecs, vesselID, vesselID)
35: call MERGEDATAFRAME(Results, VesselsSpecs, bargeID, vesselID)
36: return Results
```