```
Algorithm 1 Prob-DistanceGraphConstruction(Readers R,
Reader weights W, Travel time matrix TT, Transition probability
matrix P
1: G_{pdm}(V, E, \mathcal{L}_V, \mathcal{L}_E) \leftarrow (R, \emptyset, W, \emptyset)
2: for each reader r_i \in R do
3:
        for each reader r_i \in R and r_i \neq r_i do
4:
             if (r_i, r_i) \in G_{pdm}. E then
5:
                 continue
6:
             find the indoor shortest path sp from r_i to r_j
7:
             if there is no other reader on sp then
8:
                 add edge (r_i, r_j) to G_{pdm}. E
9:
                 G_{pdm}.\mathcal{L}_{(r_i,r_i)} \leftarrow (TT[i][j], P[i][j])
10:
             else
11:
                  for each pair of consecutive readers r_k and r_l on sp do
12:
                      if (r_k, r_l) \in G_{pdm}.E then
13:
                          continue
14:
                      else
15:
                          add edge (r_k, r_l) to G_{pdm}. E
16:
                          G_{pdm}.\mathcal{L}_{(r_l,r_l)} \leftarrow (TT[k][l], P[k][l])
17: return G_{pdm}
```