

Practical considerations over routing algorithms

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DevBreak'19
Château du Vivier, 13-14.06.2019

About me

- ~12 years in software engineering
- Co-founder of a startup
in optimization and automation
in architecture and real estate
- PhD in Computer Science
in statistical image processing
- Currently working as a Data
Engineer



@onomatopeia6



<https://github.com/onomatopeia/devbreak19>

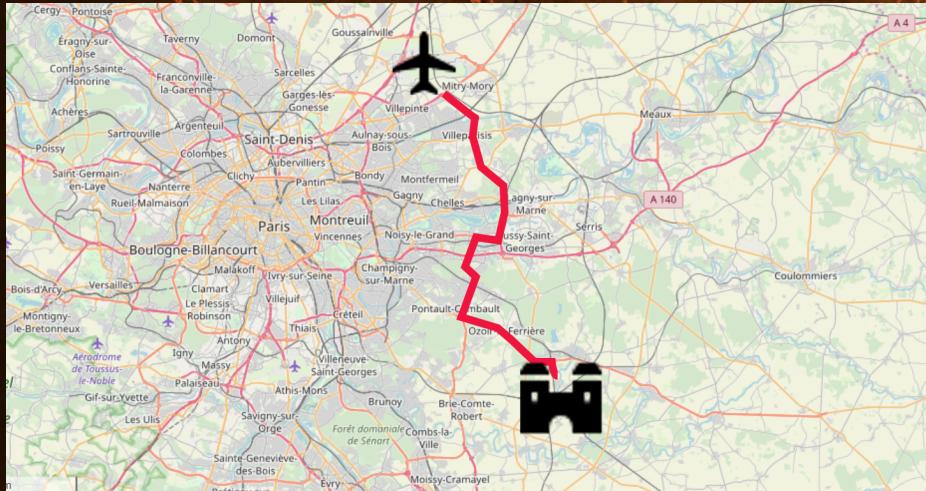


Geospatial Data

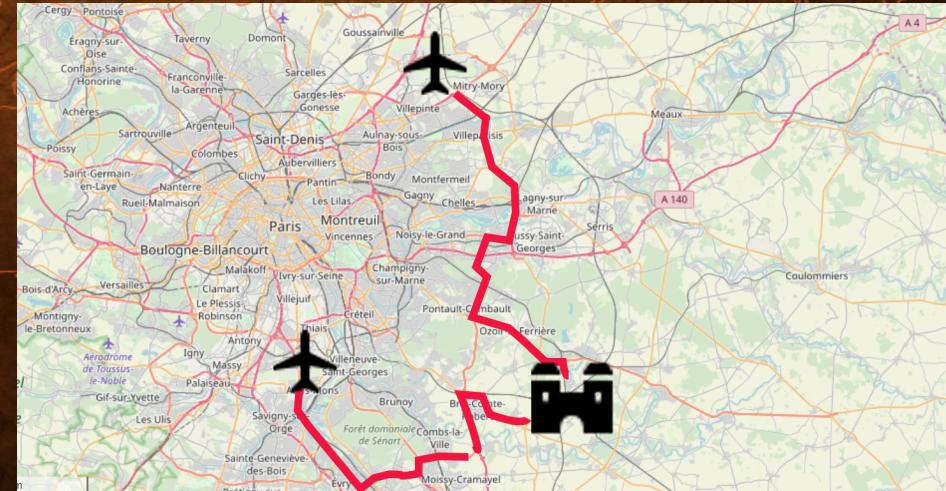
- Applications
 - Commuting
 - Travels planning
 - Leisure planning
 - Property / location valuation
- Incentives
 - Multitude of applications
 - Data availability
 - Computational power at hand

Typical Use Cases

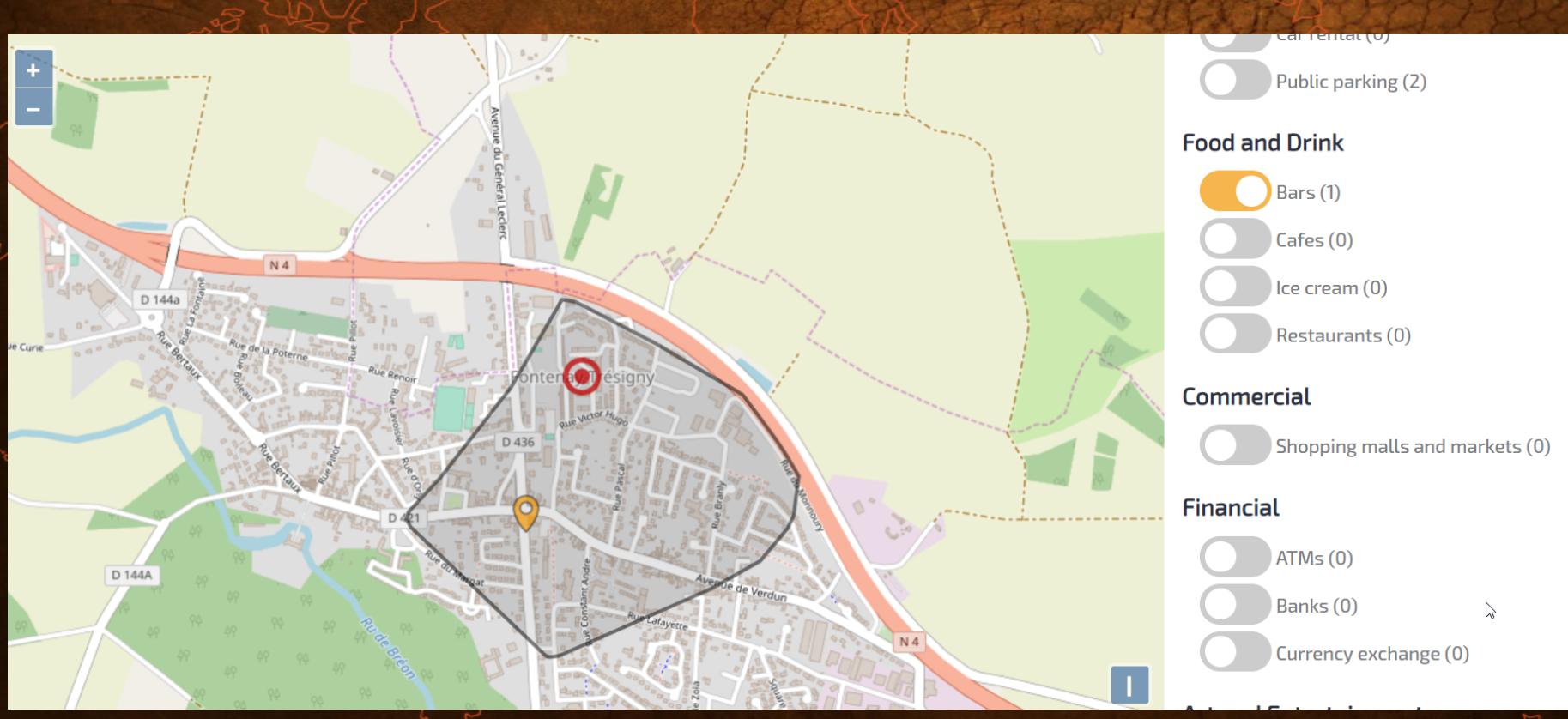
- Finding the route to the CDG Airport (destination) from the Château du Vivier (source)



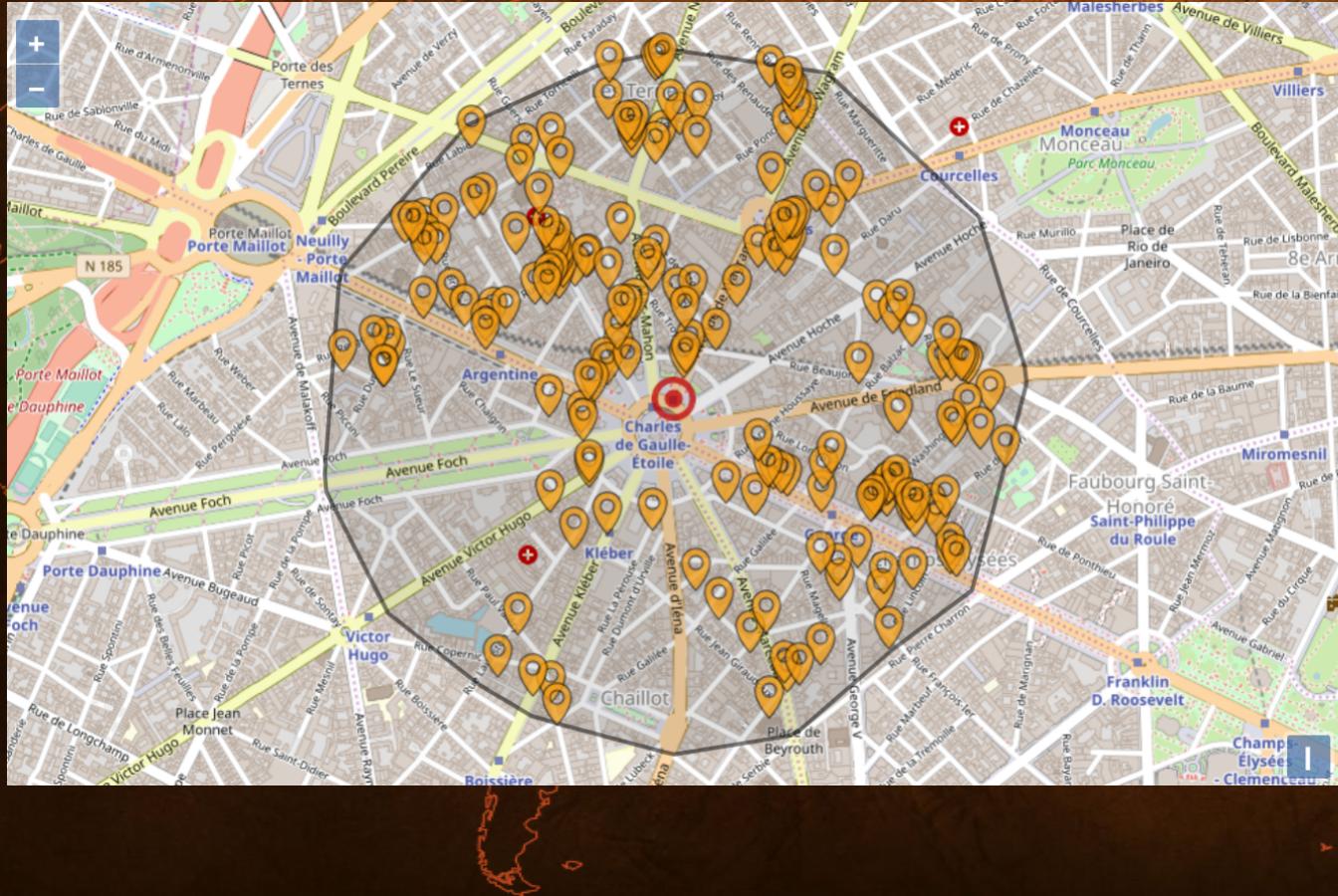
- Finding the closest airport (multiple destinations) to the Château du Vivier (source)



My use case – from 1 bar ...



... to 191 restaurants



Food and Drink

- Bars (13)
- Cafes (46)
- Ice cream (0)
- Restaurants (191)

Commercial

- Shopping malls and markets (5)

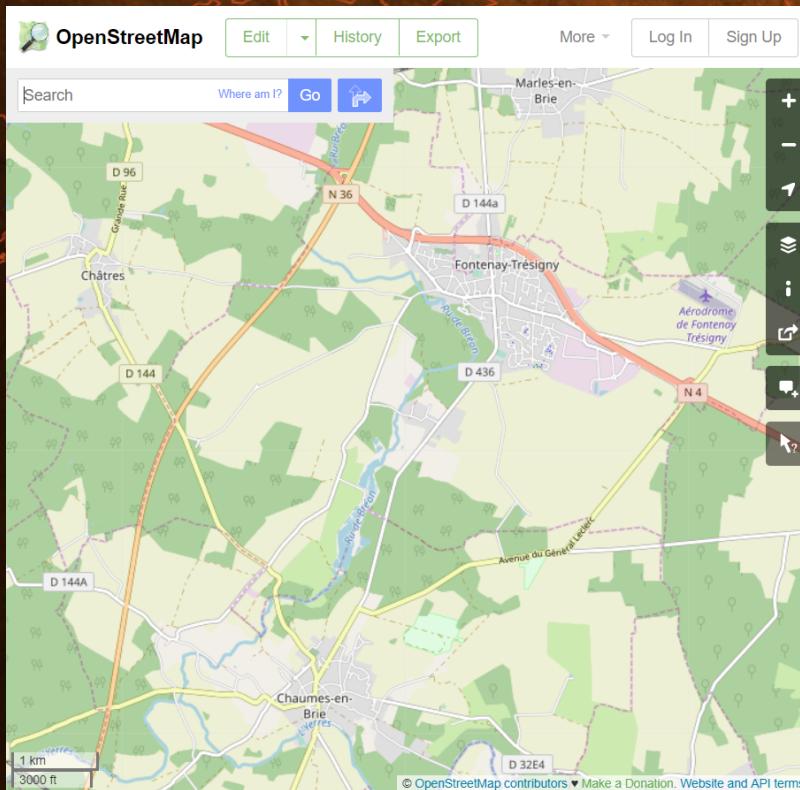
Financial

- ATMs (24)
- Banks (34)
- Currency exchange (4)

Art and Entertainment

- Casinos (0)

OpenStreetMap.org



- Collaborative project to create a free editable map of the world
- Over two million registered users
- Favourably compared with proprietary datasources (Zielstra 2012)

Nodes, Ways and Relations

Node

- Shop, bus stop, mountain peak



Way

- Footpath
- Roundabout
- Building outline

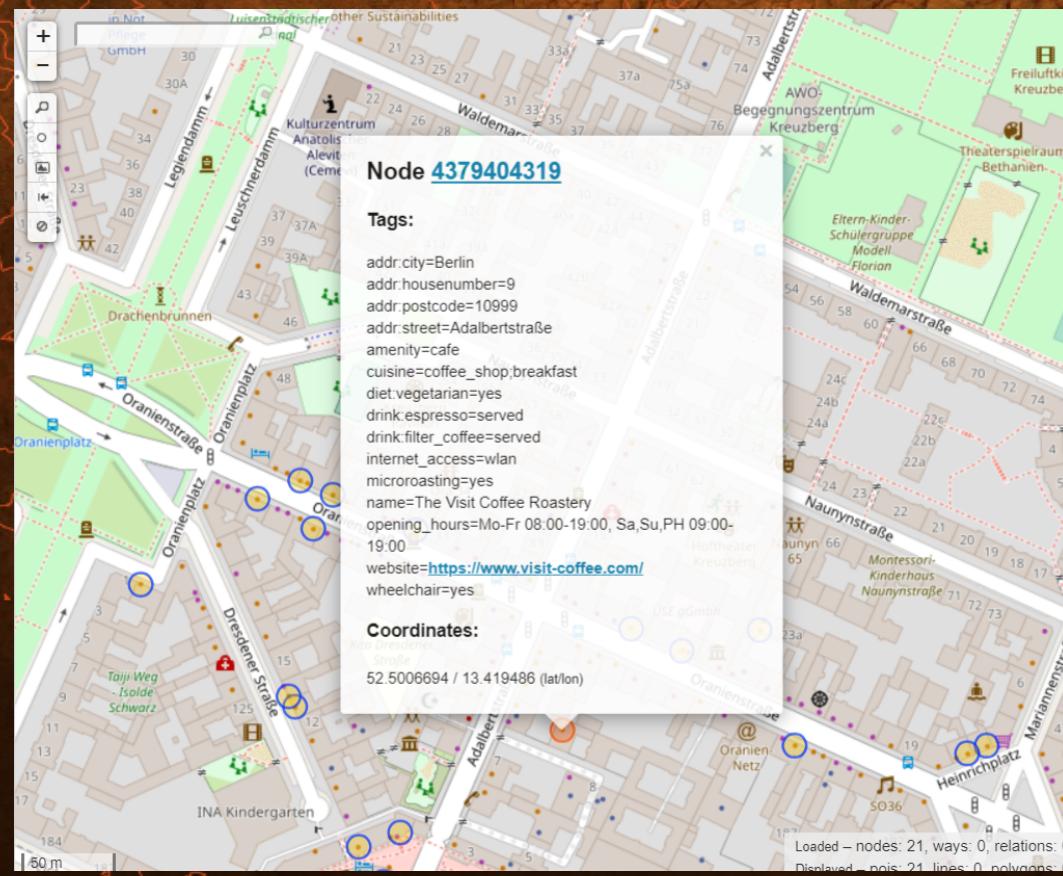


Relation

- University campus
- Bus route



Nodes



Nodes

Run Share Export Wizard Save Load Logout Settings Help overpass turbo ⚙

Map Data

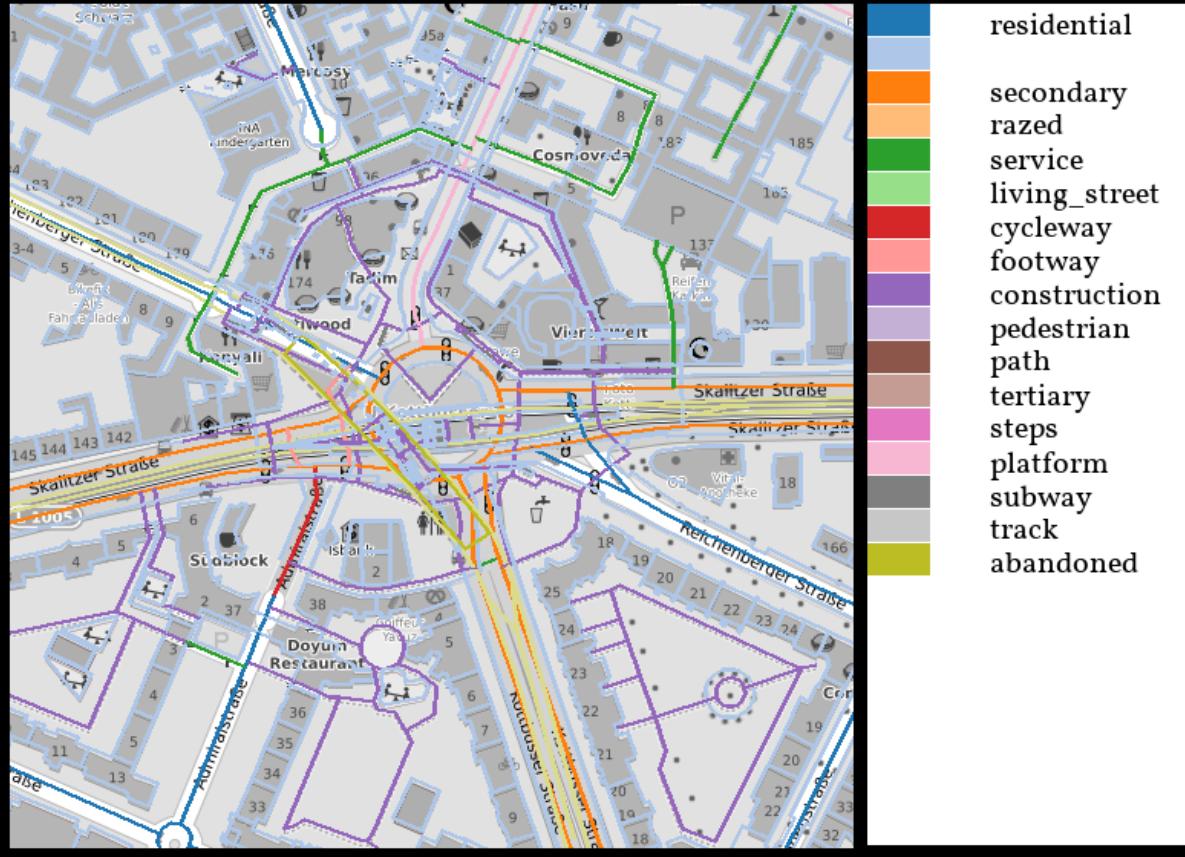
```
1 (((node[railway=station][public_transport=station]
2 [name]({{bbox}}));
3   - node[railway=station][name][station=subway]
4 ({bbox}));)
5   - node[railway=station][name][subway=yes]({{bbox}});
6 );
7   - node[railway=station][name][station=light_rail]
8 ({bbox}); )->.a;
9

9 (node[railway=station][name]
10 [!"railway:station_category"]({{bbox}});
11 node[railway=station][name]
12 ["railway:station_category"=1]({{bbox}});)->.b;

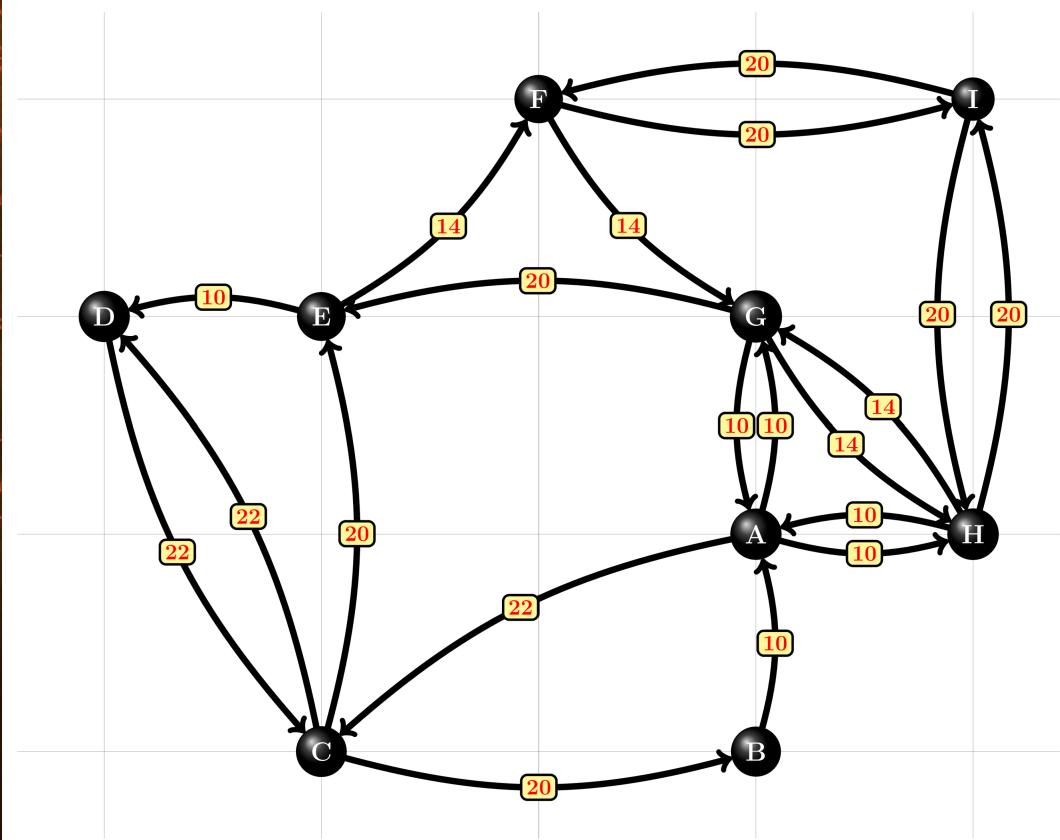
13 node.a.b;
14 out;
```

Loaded – nodes: 5, ways: 0, relations: 0
Displayed – pois: 5, lines: 0, polygons: 0

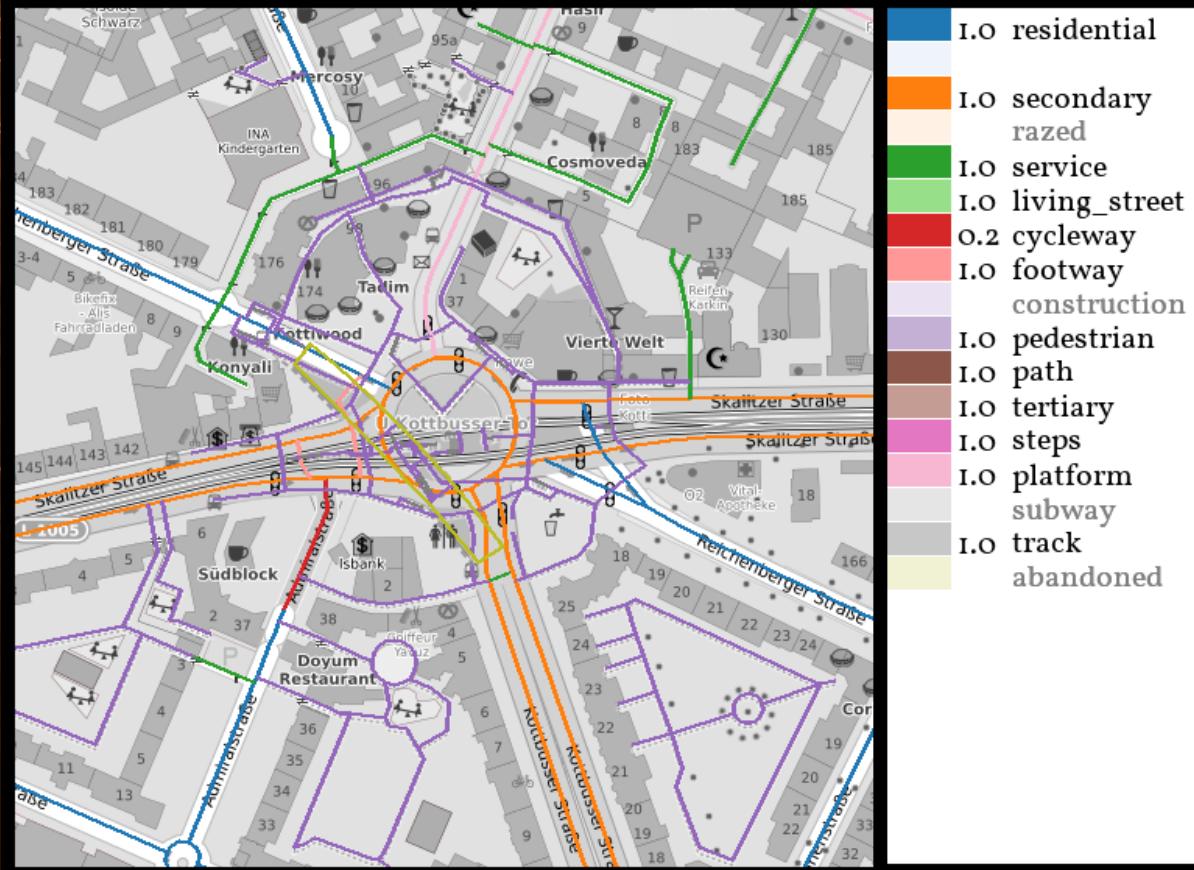
Ways



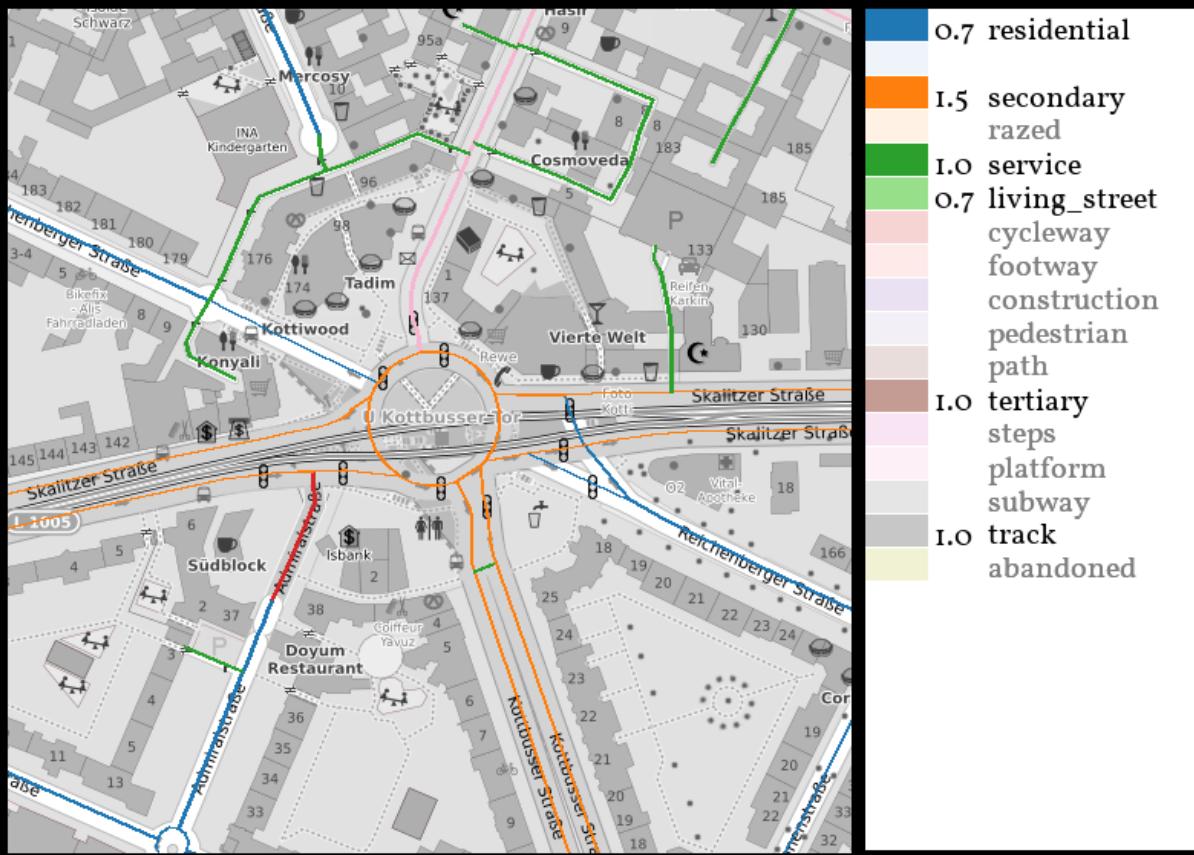
Routing Graph



Walking



Car



Routing Algorithms

*“Dijkstra algorithm would never be used for pathfinding.
Using A* is a no-brainer [if you can come up with a decent
heuristic].”*

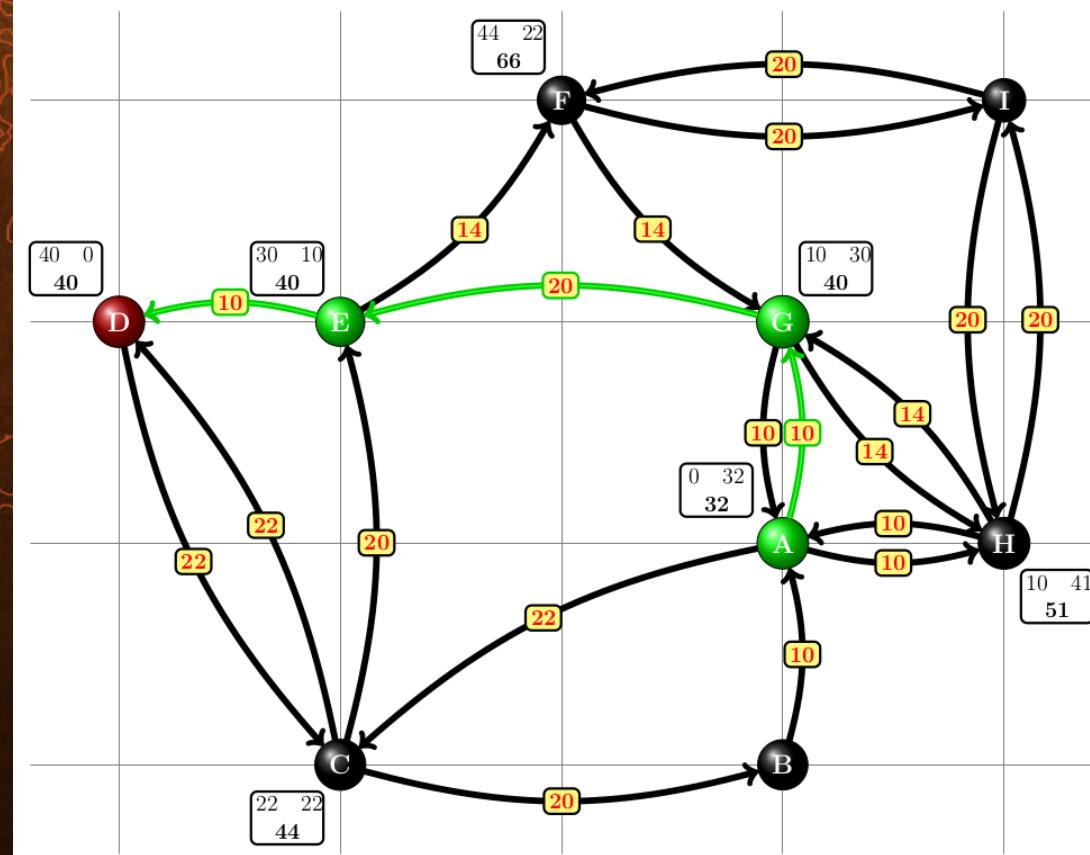
Source: <https://stackoverflow.com/a/1332561>

But is it always true?

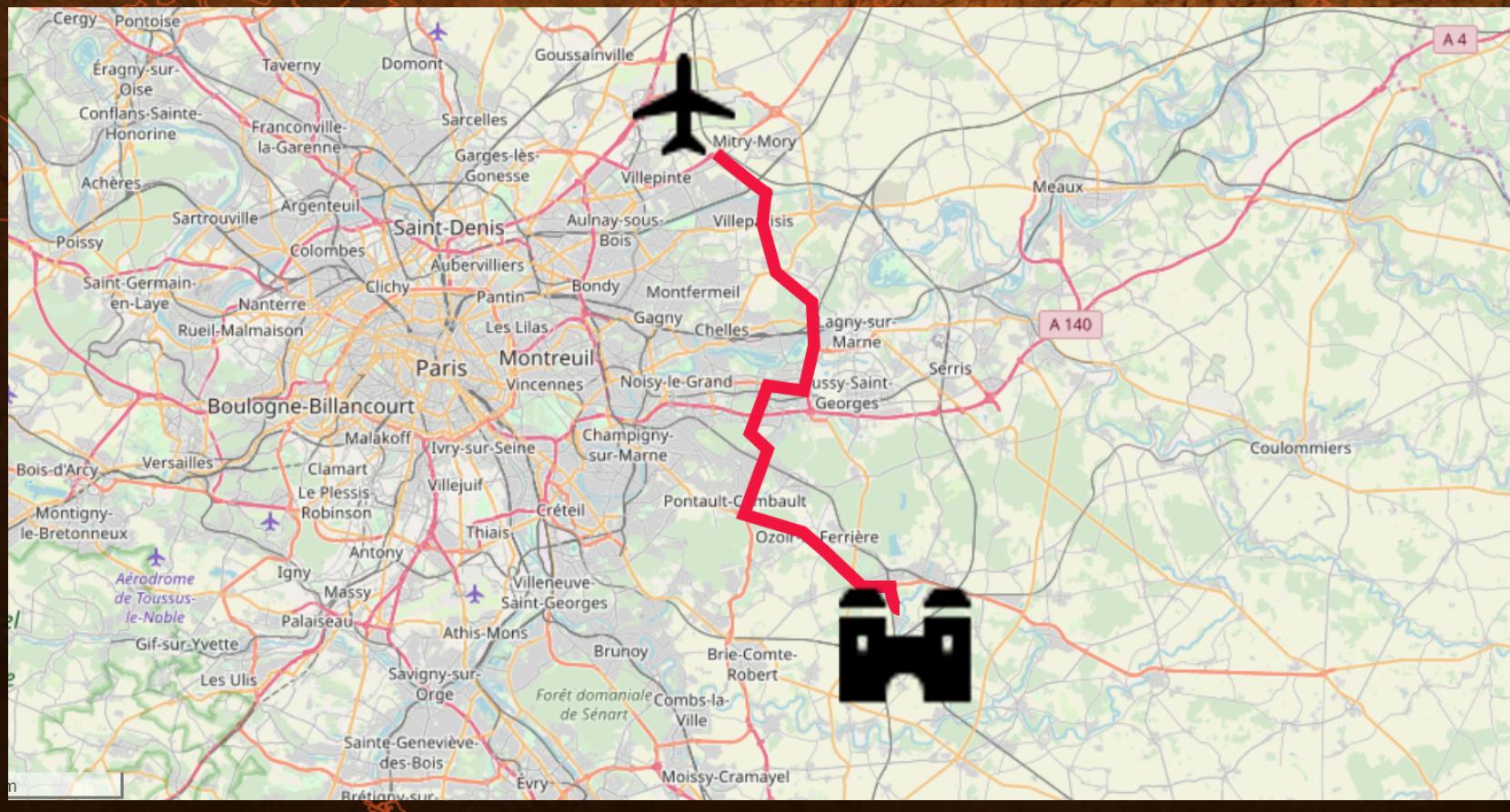
A*

- Worst case performance $O(|E|)$
 - $|E|$ - number of edges in a graph
- An informed search algorithm: aims to find a path to the given goal node having the smallest cost (least distance travelled, shortest time, etc.)

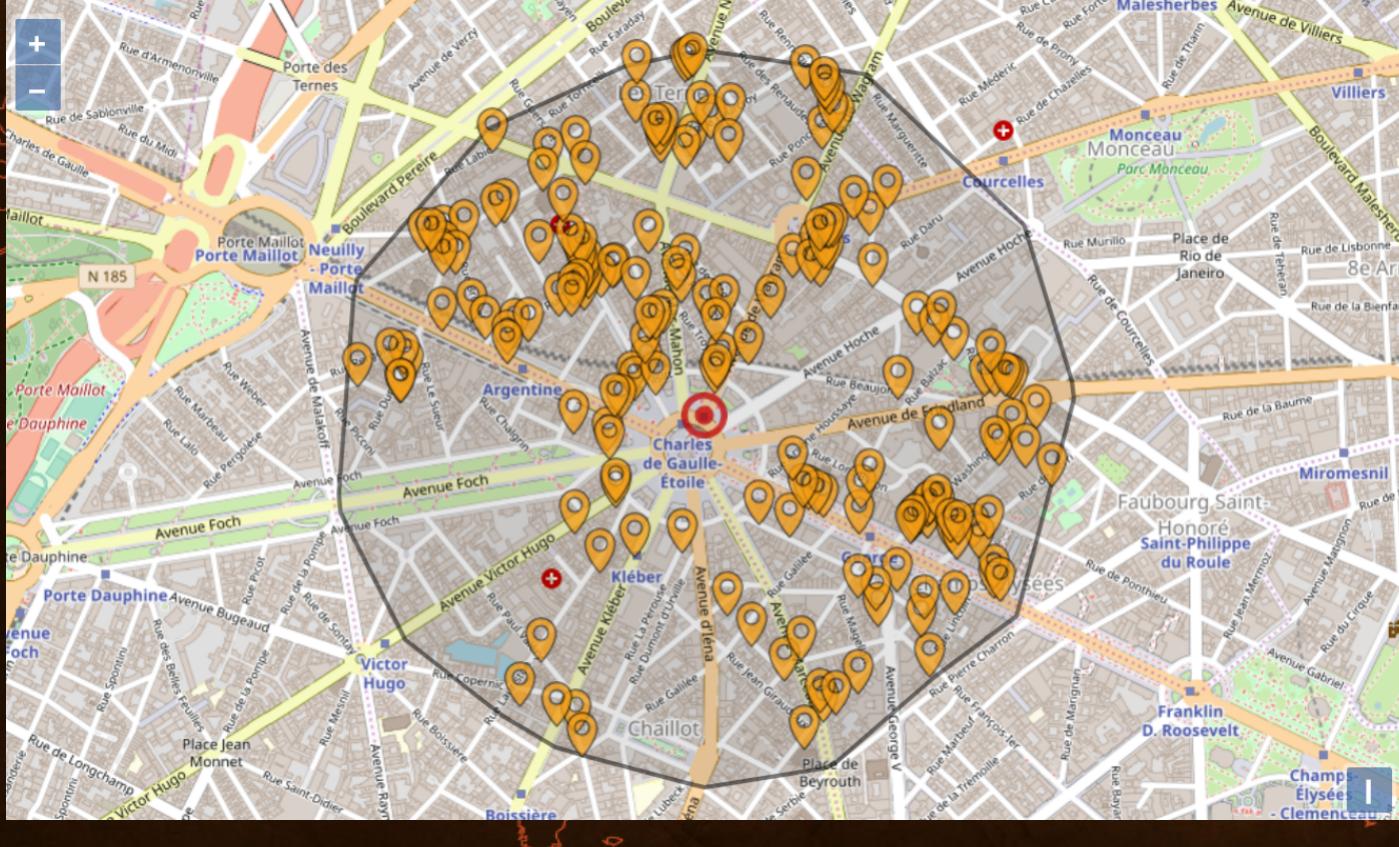
How does A* work?



The problem A* solves



But what if there are 191 restaurants?



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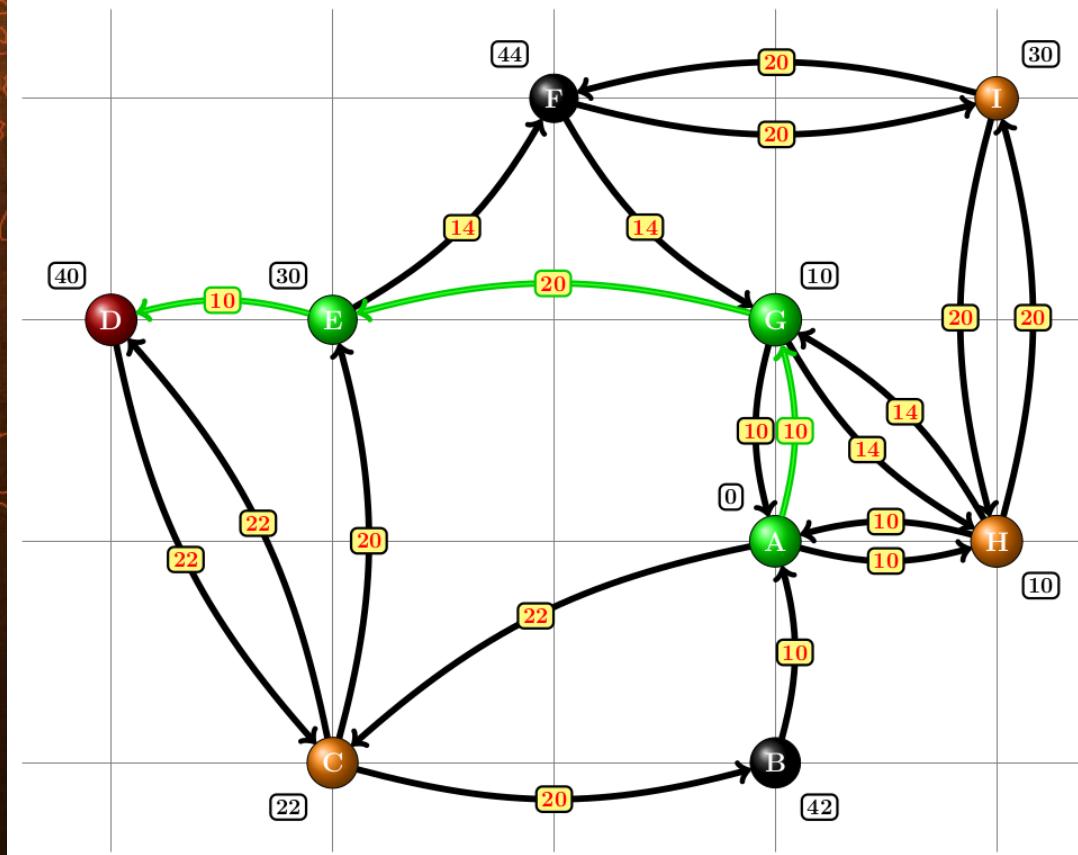
Art and Entertainment

- Casinos (0)

Dijkstra's

- Worst case performance – $O(|E| + |V| \log |V|)$
 - $|E|$ is the number of edges
 - $|V|$ - the number of vertices

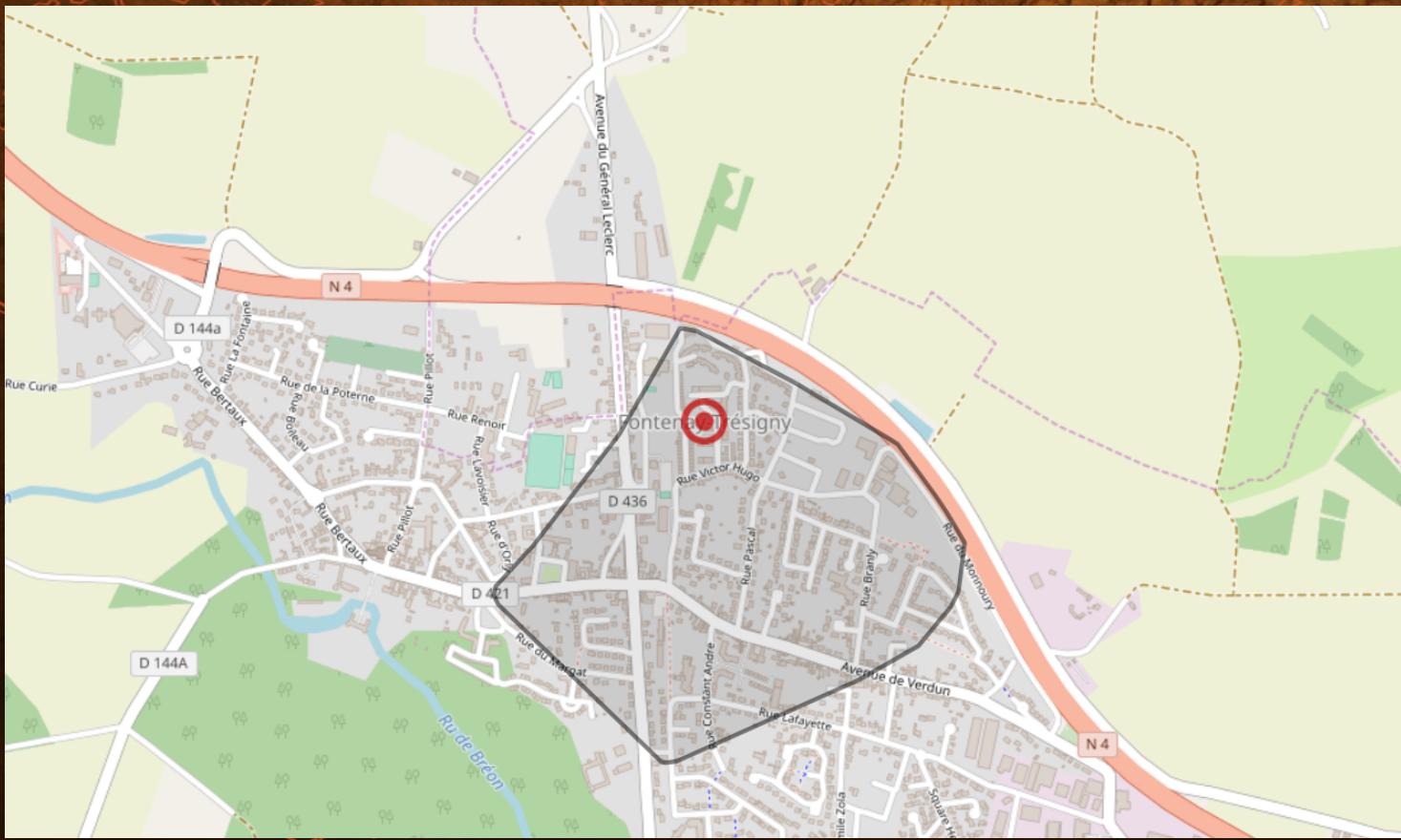
How does Dijkstra's work?



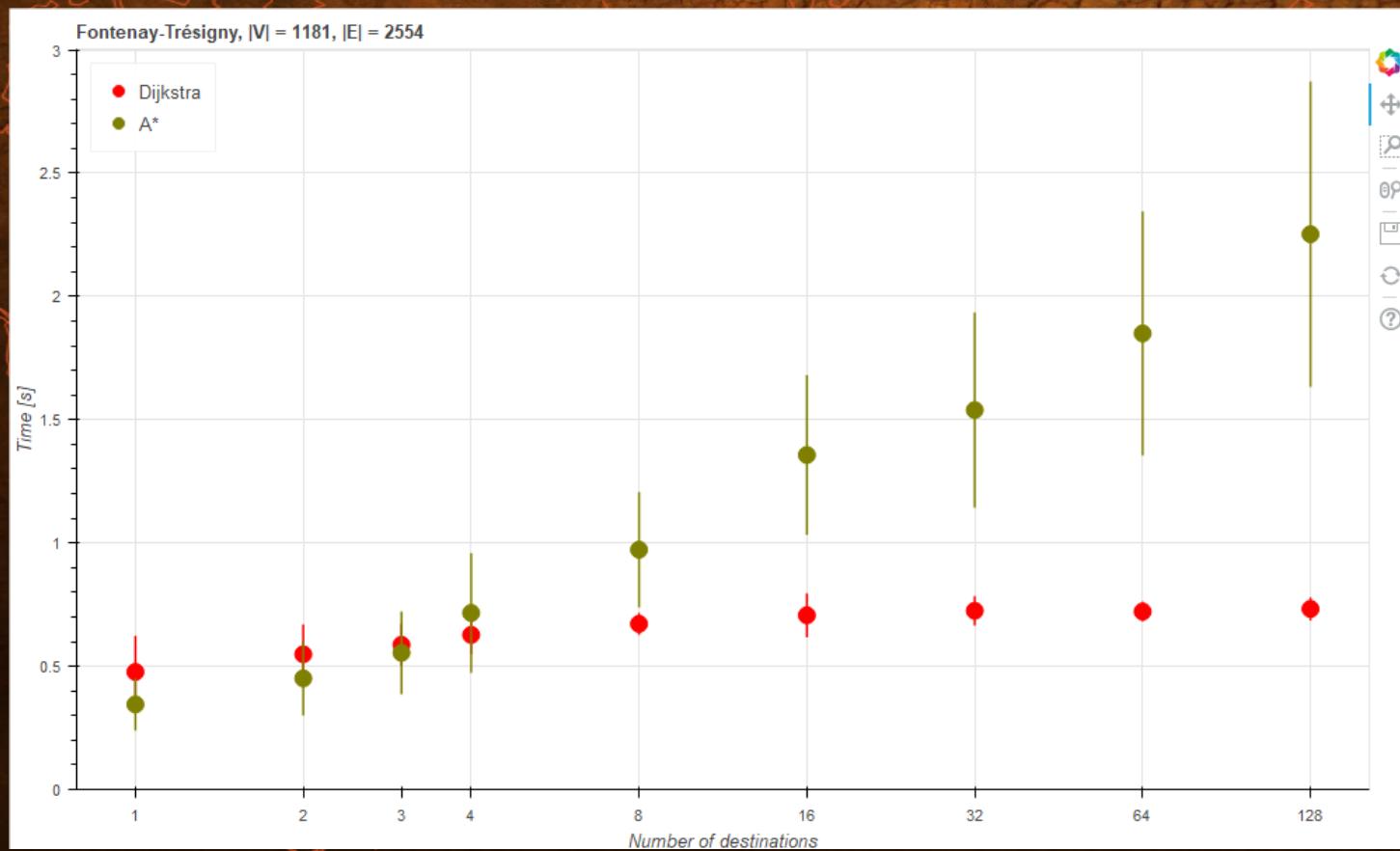


How shall I choose?

Fontenay-Trésigny



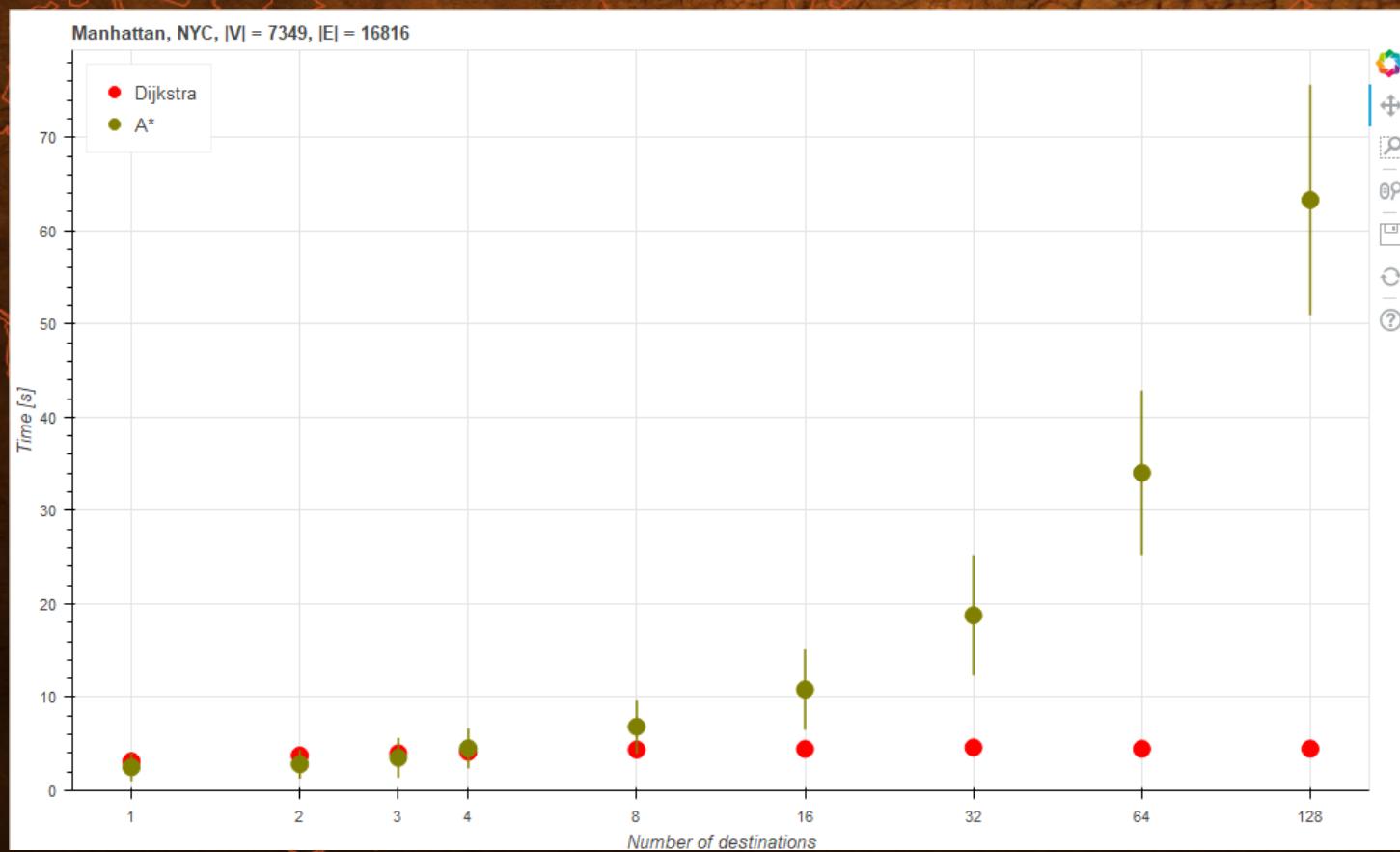
Fontenay-Trésigny



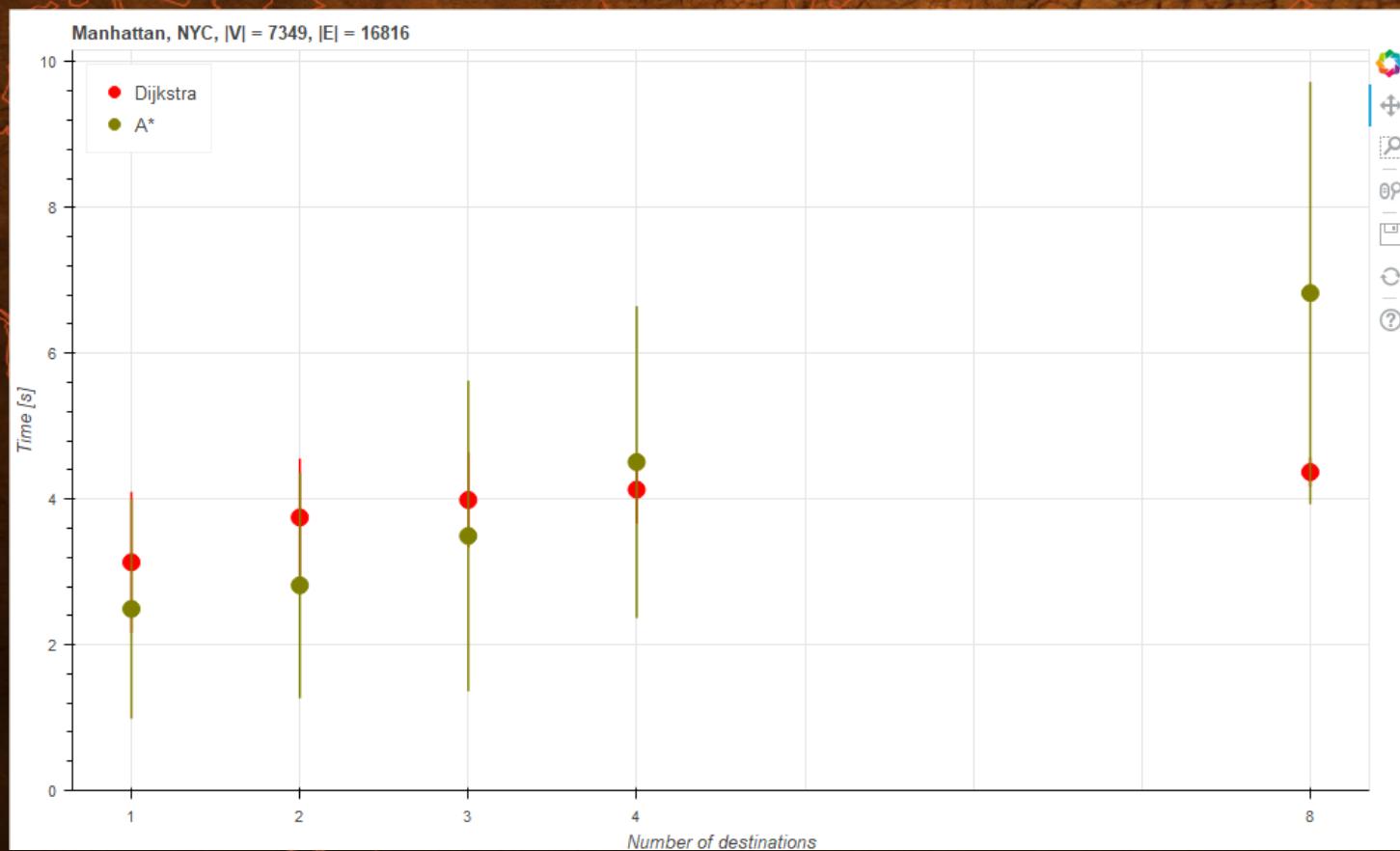
Manhattan, NYC



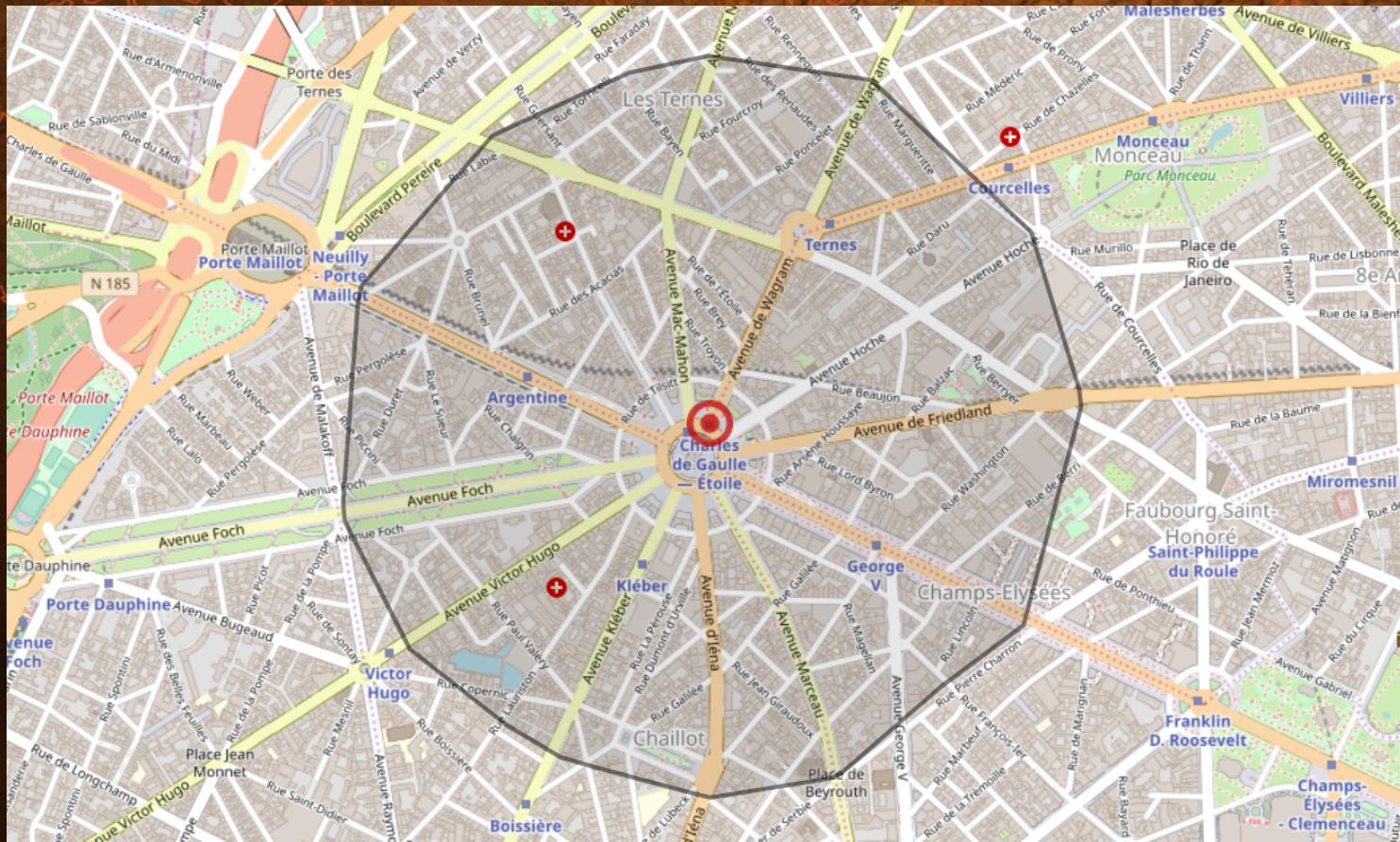
Manhattan, NYC



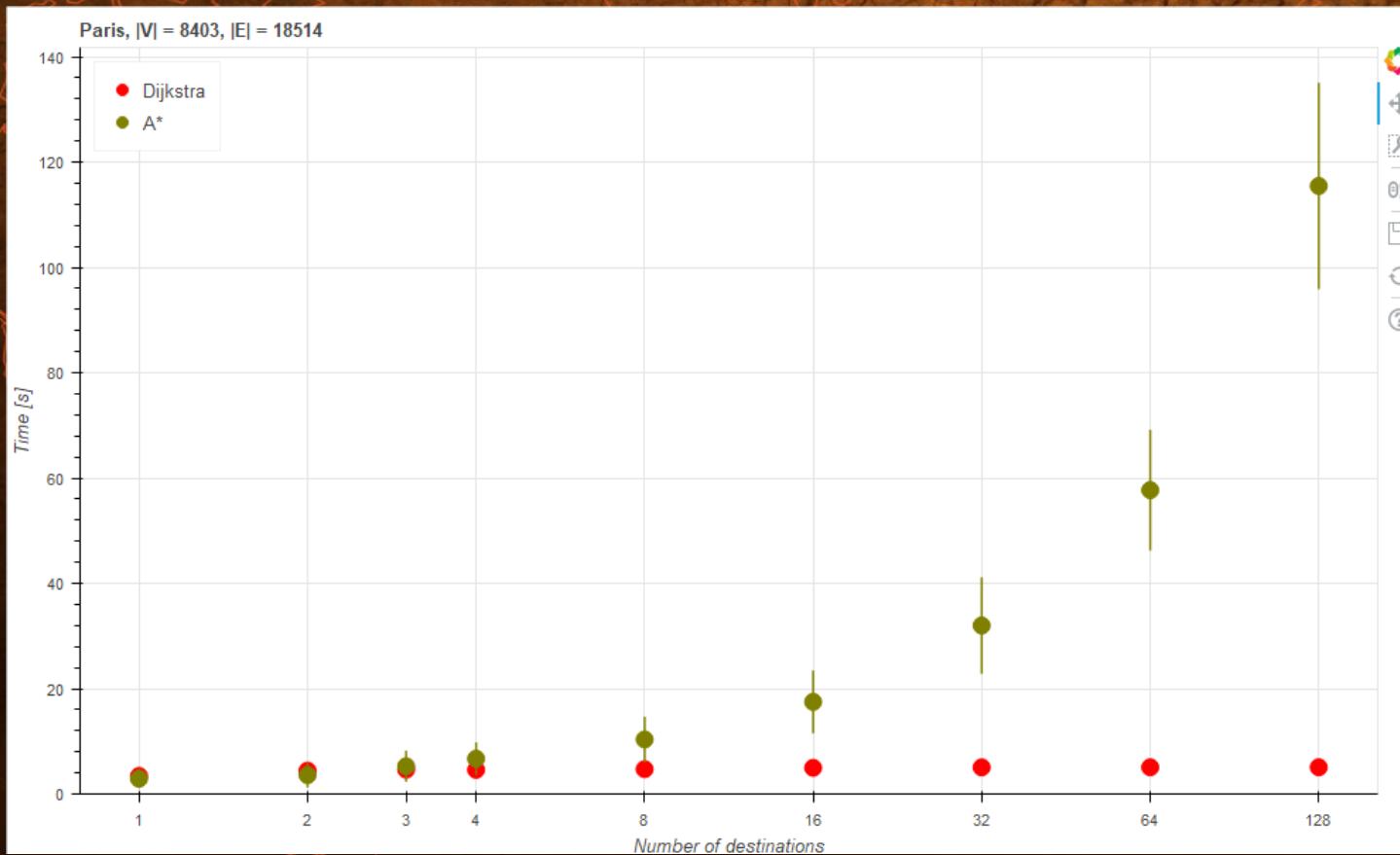
Manhattan, NYC



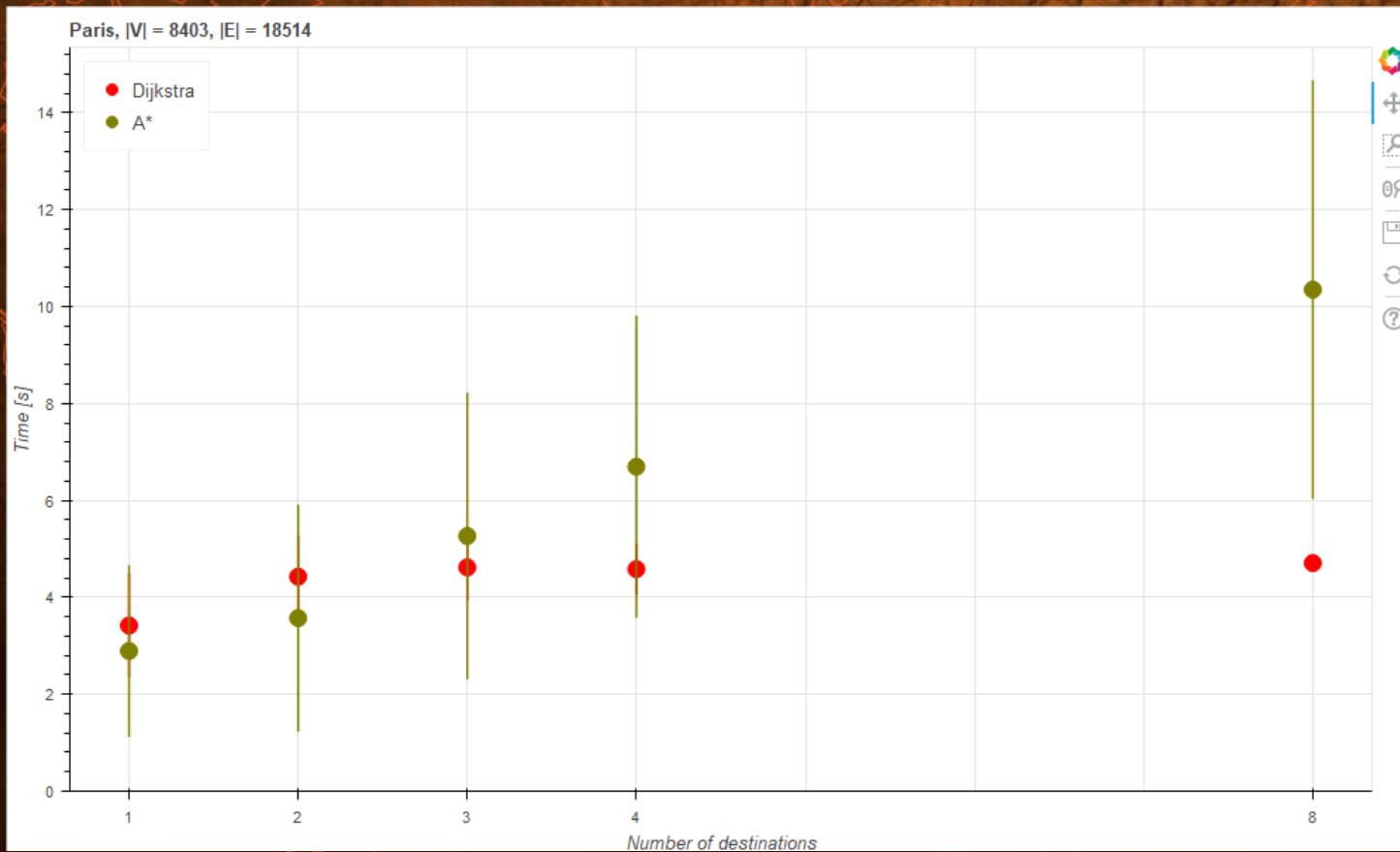
Paris

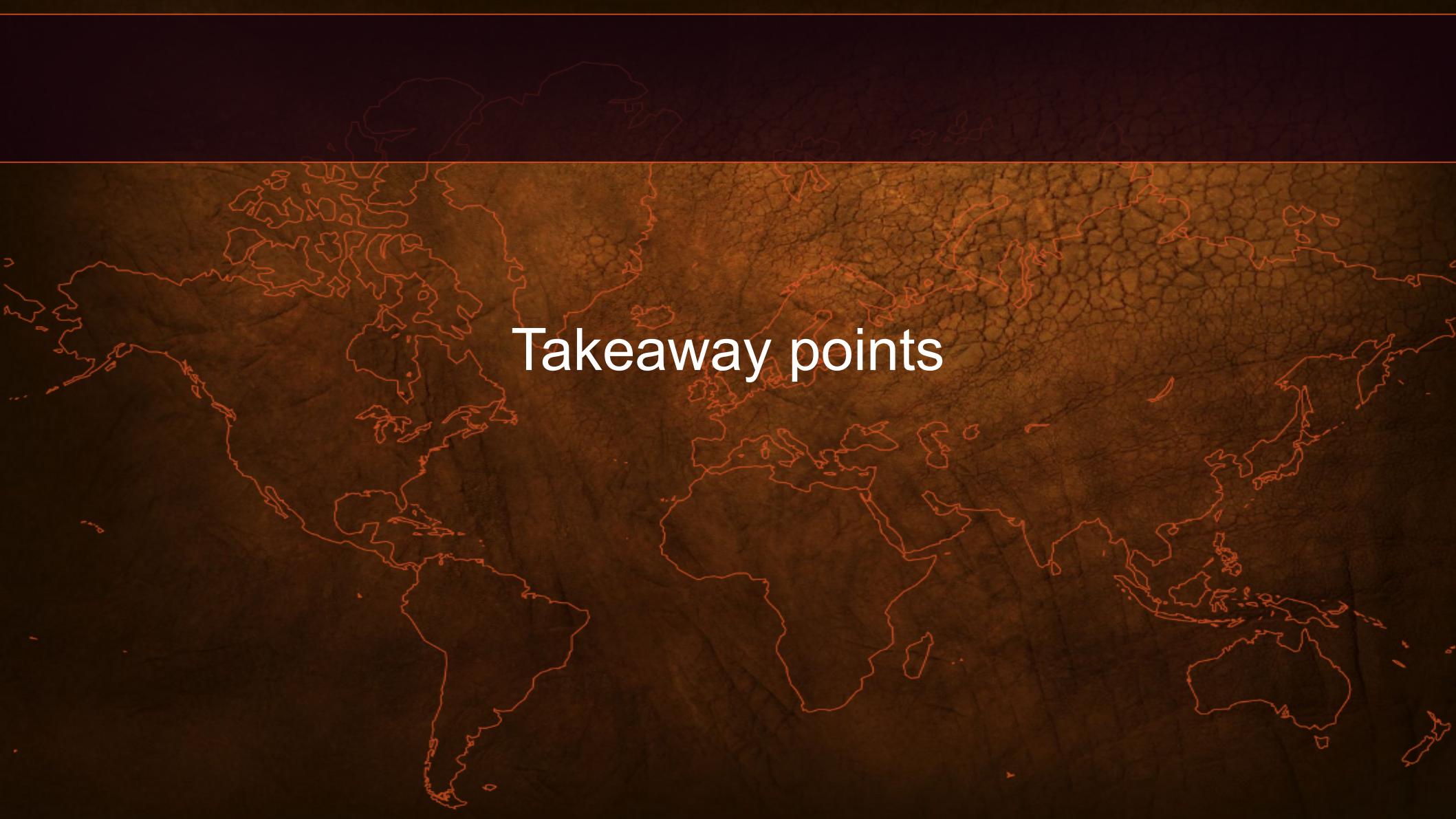


Paris



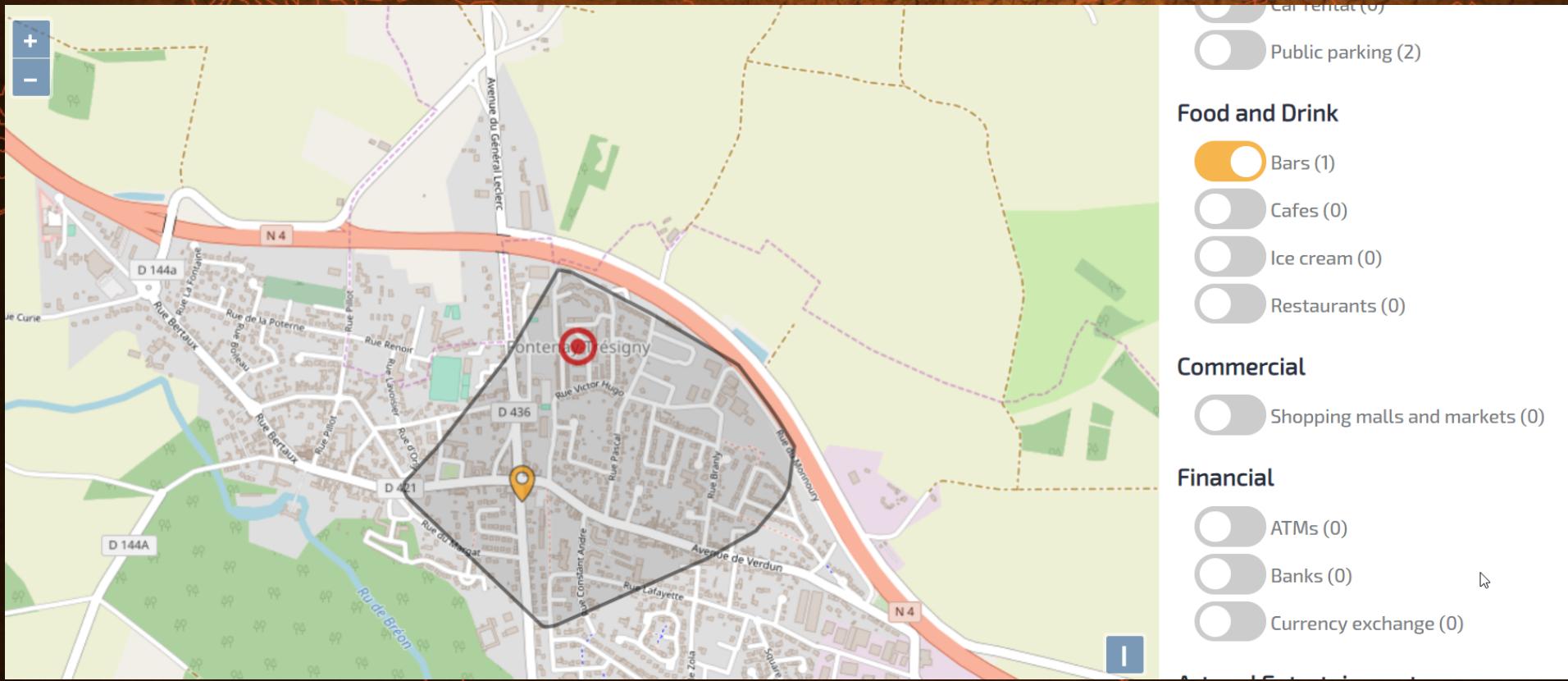
Paris



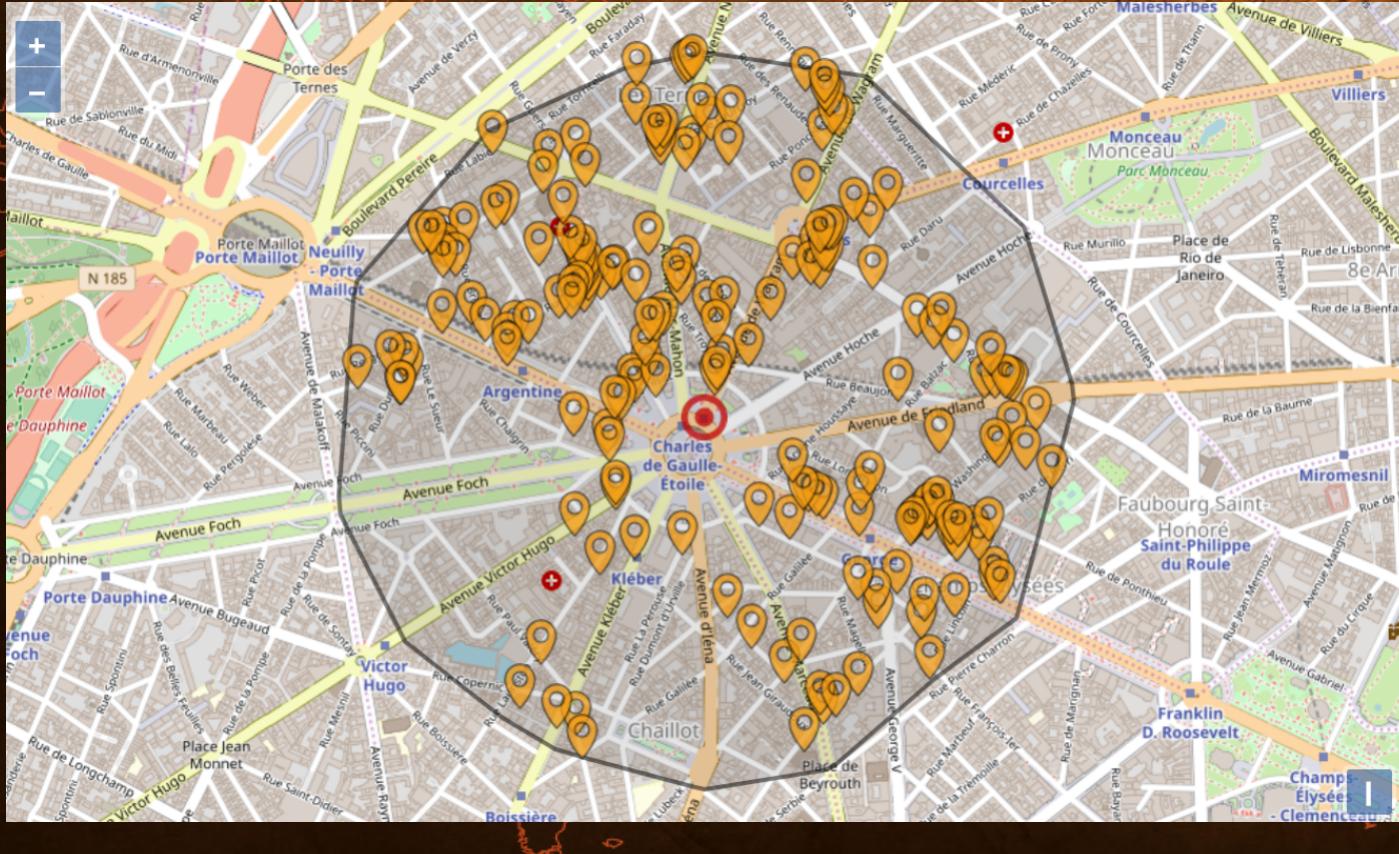


Takeaway points

Use A* for few destinations



Use Dijkstra's for more



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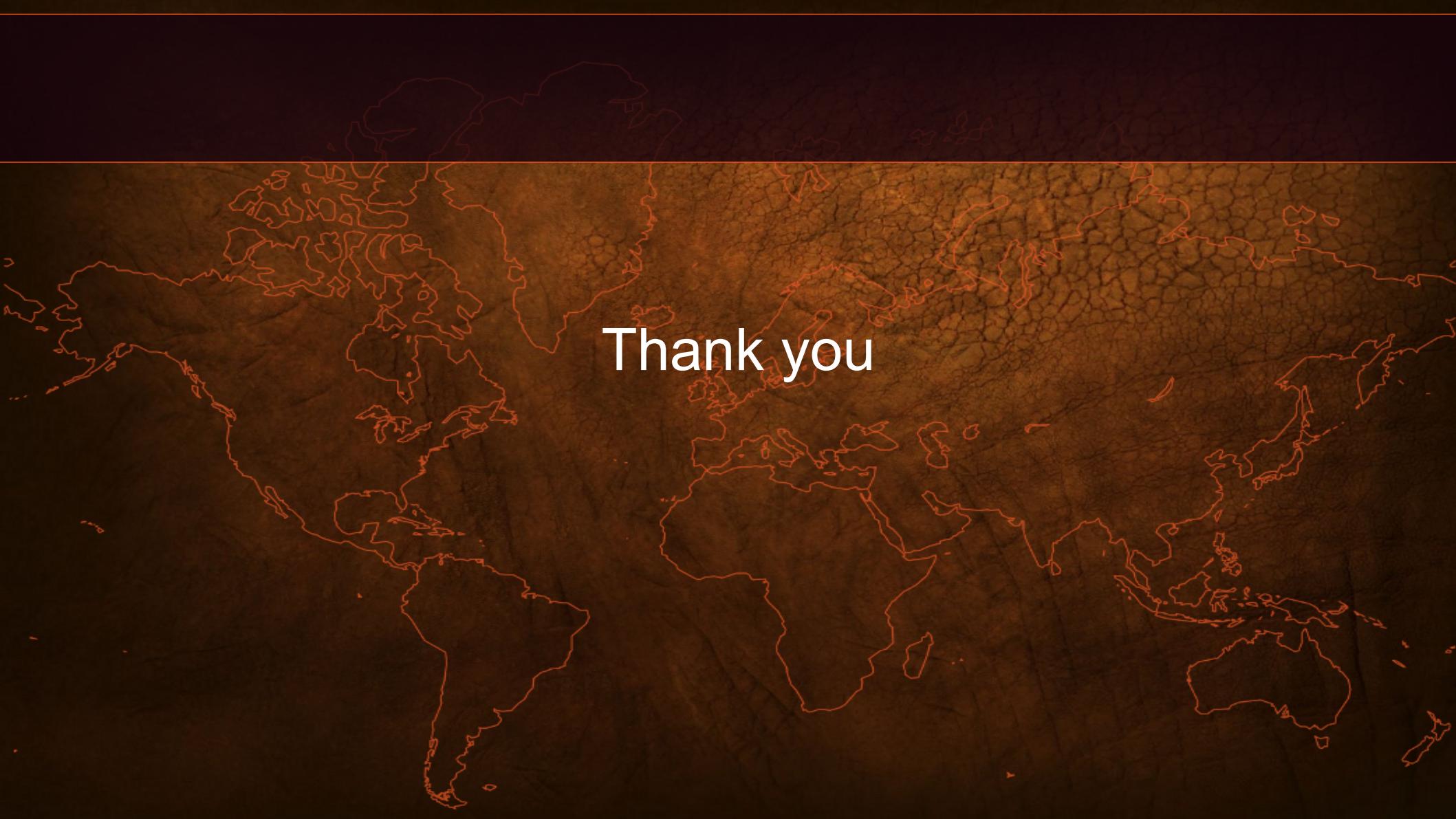
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Resources & Credits

- OpenStreetMap.org
- Wiki.OpenStreetMap.org
- Overpass-turbo.eu
- OpenRouteService.org (isochrones)



Thank you