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**Bachelor's Thesis**

An even longer Title to see how it looks when  
using two lines in the document

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I confirm that I independently prepared the thesis and that I used only the references and auxiliary means indicated in this thesis.

Unterhaching, August 13, 2016

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## 1 Introduction x

One big part of the theoretical and practical work done by the Database Systems Group (DBS) regards graph data and algorithms that solve problems on graphs in particular search for shortest paths from one node to another. The algorithms which are solving this issue, like Dijkstra and A-Star for example, are constantly refined to perform faster, less error prune and more precise and also find use in other algorithms to solve more complicated tasks. In 2011 the Multi Attribute Routing in Open Street Map Project (MARiO) [3], was initiated to further enhance the development process, the implementation and the visualisation of new or updated algorithms and methodologies.

"MARiO is an open source project combining functionalities for data integration and preprocessing, implementation of new algorithms and performance evaluation" [3]. It was developed in Java 1.6 and follows a plugin architecture, i.e. allows the implementation of new algorithms without the need to alter the original code base. What seemed to be a great technology at the time, MARiO is now outdated, takes extensive amounts of time to download, compile and start on a local machine and doesn't follow any kind of modern software design pattern. Further information about MARiO will be given in section 3.

The task of this bachelor's thesis was the development of a modern browser application constituting as a visualisation of the in parallel implemented back end server at the DBS. This project was called MARiO 2.0. This type of architecture is called server-client architecture which separates the representation on client side from the processing and storing of large amounts of data and the implementation of algorithms on the server side. Implementing the back end was not part of this thesis.

The front end, developed in AngularJS for large browser and platform compatibility,



## 2 State of the Art

As the software developed in the course of this thesis depends on various frameworks, specifications and other projects, this section will illustrate and delimit the underlying technologies used. First an overview of AngularJS, a JavaScript framework for dynamic views, is given, which is followed by an introduction to the Leaflet project for mapping applications. The third section covers GeoJson as a standard for geospatial data and finally the HERE-API for map imagery and additional map data will be introduced.

### 2.1 AngularJS

When one is implementing a web application, HTML, CSS and JavaScript are most commonly the technologies of choice. HTML is great for declaring static documents and CSS for styling, but both lack the ability to react to dynamic changes of values and views and are hence not up to the challenges of a modern web application. As HTML and CSS are rather old technologies various developers generated a multitude of ways to compensate said shortcomings and JavaScript was one of them. Developed in 1995 by Netscape employee Brendan Eich, JavaScript has been in a continuous development process, is now implemented in all modern web browsers without the need for plugins and almost all websites depend on it. JavaScript is standardised by Ecma International in the latest ECMA-262 language specification [15].

But still there was room for improvement. In the past few years with web 2.0, excessive use of mobile browsers and the resulting higher user interaction with websites, additional functionalities were needed and developed. But none of these frameworks addressed the basic problem with HTML, namely that it was not designed for dynamic views. AngularJS on the other hand extends the existing HTML vocabulary and allows for expressive, readable and quick to develop code. Based on HTML and JavaScript, AngularJS is a framework which allows developers to have full access to standard syntax and facilitates the dynamization of web applications.

Normally when a user visits a website, the HTML template is requested from the server and loaded into the web browser, including CSS for styling and all JavaScript files needed for the utilisation of the website. AngularJS applications differ from that process. In the bootstrapping phase, which is started right after the HTML markup is loaded, the core AngularJS functionalities are merged with the template to provide basic features. After the AngularJS code is available in the web browser, the module referenced from the HTML template is generated and all dependencies are injected into and made available to this module. Also the scope is introduced to the application allowing the initially generated static view to be replaced by AngularJS's dynamic view.

AngularJS is based on the model view controller pattern (MVC) which allows for a strict separation of the underlying data structure, the view, which is displayed to the user and the controllers, implementing needed business logic. As the so called scope, which is used as the model, is accessible from both view and controller, it binds both components together. Each AngularJS application has exactly one root scope which may have several child scopes as every directive creates its own scope. The child scopes inherit from their parent prototypically. Controllers can use services, factories and providers for additional functionalities which are part of the above mentioned dependencies injected into the controller.

The ability to bind view elements to variables and functions on the scope and vice versa is called two way data binding and is one of the main reasons AngularJS is favoured over many other frameworks. All changes to the view, for example via input fields, are immediately reflected to the scope and all changes to variables on the scope are propagated to the view keeping them both up to date. All functions stored on the scope are accessible from the view elements allowing for easy and fast implementation of click listeners and other business logic.

As JavaScript is an untyped language, which means that variables don't have to be declared as one particular type, the developer receives almost no errors while compiling the code and therefore often stand before the problem of finding errors himself. AngularJS has built in features for testing to simplify the process. Two basic concepts of testing, unit tests and end-to-end tests, will be explained in the following two paragraphs.

Unit tests are about testing small units of code without building the whole project around it. This ensures locating errors exactly where they occur and minimise the risk of cross contamination between modules and controllers. Karma and Jasmine are two favoured tools for unit testing in AngularJS applications. Both tools are easy to use and allow for structured tests of small units of code. Especially Jasmin makes it easy for the developer to write readable code which is easy to understand and maintain.

Once an application becomes bigger, manual unit testing becomes more and more work and is no longer recommended. Additionally some issues may occur when integrating components or resulting from interplay of more than one module. At this point the developer has to think about end to end testing which can be executed automatically. The recommended tool for end-to-end testing is called Protractor which, using the same syntax as Jasmine, allow for browser testing and the simulation of user interaction.

For this application AngularJS version 1.5.5 was used as Angular 2 was not at a stable release at the beginning of this project. AngularJS is mainly maintained by Google and by a community of individuals and cooperations which contribute to the open source project.

## 2.2 Leaflet

The goal of MARiO 2.0 was to enable users to request routes using various algorithms and methodologies implemented on the server at DBS and display the servers response on client side. For this purpose a mapping framework was needed to handle all issues regarding the download of map tile imagery, user interaction and overlay handling. The API for requesting map imagery will be described in 2.4.

"Web based mapping has evolved rapidly over the last two decades, from MapQuest and Google to real-time location information on our phones' mapping apps" [1]. Consequently various alternatives are available for mapping applications. After evaluating the possibilities Leaflet stood out for its light weight of about 33 kB of JavaScript, the compatibility to almost all platforms, the vast amount of third party plugins and the simplicity, usability and performance of the API.

Other projects and products under consideration were, for example, MapBox and the Google Maps API. MapBox is a company offering lots of services such as designing and hosting of maps, geocoding, routing and many more. Unfortunately the terms of use are rather complex and restricting. 2013 MapBox and Leaflet joined forces and MapBox is

now using Leaflet for their front end integrations [17]. These were the main reasons MapBox was not chosen for this project. The Google Maps API is even more restrictive than MapBox. Only Goggle Maps imagery can be used with the API and it is not allowed to display third party information, such as the calculated routes from the server of this project, which rendered it unusable for this development.

This paragraph will shortly summarise the history of Leaflet. After discovering the complexity and bulkiness of then industry standard for mapping, OpenLayers, in 2008, Vladimir Agafonkin decided to implement a simple, lightweight mapping library. Against resistance of his superiors at Cloud Made, his employer at the time, and criticism from the community of map developers, he succeeded in developing the now most commonly used framework for mapping applications [9]. Since the initial release of Leaflet in May 2011 with limited functionalities and without the support for major open standards, such as the Web Map Service (WMS) [24] and the Web Feature Service (WFS) [23] the framework has matured considerably. As the second release candidate 1.0-rc2 is out of development, major version update 1.0 is soon to be deployed with even more features and improved mobile friendliness.

For the development of this project the most recent stable Leaflet version 0.7.7 (published October 26, 2015) was used. Leaflet is maintained by now MapBox employee and original creator Vladimir Agafonkin who is heavily supported by a large base of contributors and benefits from vast amounts of developers implementing third party plugins.

To leverage the combination of the power of AngularJS and the simplicity of Leaflet the Angular-Leaflet-Directive (ALD), developed by David Rubert (tombatossals) was introduced to this project for easy integration of Leaflet and bi-directional binding between the map and AngularJS's scope. With the ALD it is possible to include a Leaflet map with just one line of HTML code.

ALD version 0.9.0 was used for this project. It is still maintained by the original creator David Rubert with major help from the AngularUI project.

## 2.3 GeoJSON

Developing a map application one needs to stipulate a common file format to transfer data between the involved parties. Even though there are many suitable and well documented file formats like KML or TopoJSON, the decision for GeoJSON was made because of the direct parseability of GeoJSON to map objects in Leaflet. Plugins are available to convert many other formats to GeoJSON, but because it has to be converted, the performance is not comparable to the native compatibility of GeoJSON to Leaflet. This section will introduce GeoJSON as a geospatial format and shortly summarise its use in this project.

Before GeoJSON can be explained, one first needs to understand, what the JavaScript Object Notation (JSON) is. The JSON Data Interchange Format, as standardised by Ecma International in ECMA-404 [16], makes use of JavaScripts object literals, as specified in ECMA-262 [15], which was intended to and is now widely used for the interchange of data between all programming languages. In comparison to other file structures, such as XML or YAML, JSON is more lightweight, human readable and Javascript parseable than all other formats.

Wrapped in an object, which consists of key value pairs, JSON values can be either objects, arrays, strings, integers, booleans or null. A simple example could look like this:

```
{
  "organisation": "Lehrstuhl für Datenbanksysteme",
  "address": {
    "streetname": "Oettingenstraße",
    "streetnumber": 69,
    "postalcode": 80538,
    "city": "München"
  }
}
```

"[JSON] does not attempt to impose ECMAScript's internal data representations on other programming languages. Instead, it shares a small subset of ECMAScript's textual representations with all other programming languages." [16]. JSON is supported by virtually all modern programming languages.

Using all the advantages of JSON, the GeoJSON format is intended and used for encoding, storing and transferring data about geographical structures [13]. Points, LineStrings and Polygons are the simplest geometries supported by GeoJSON which can be extended to MultiPoints, MultiLineStrings and MultiPolygons. In most cases one wants to attach certain information other than the geographical extend to objects. For this use case Features are introduced which consists of a geometry, i.e. one of the above mentioned objects like Points or MultiPolygons, and an additional properties object. The properties attached to a feature can be any kind of JSON object. "That said, given the fact that no other prominent geospatial standard supports nested values, usually the properties object consists of single-depth key -> value mappings" [18]. The most commonly used object type is FeatureCollection, which is, as the name suggests, a collection of Features.

Requests for route calculations from the MARiO 2.0 front end application to the back end server at DBS are encoded in JSON format, whereas the servers response is in GeoJSON format for easy and fast parseability to ensure a great user experience for the client. All responses are FeatureCollections containing at least one LineString with the properties object heavily used for route information. File sizes vary from 1KB for very short routes to about 1.5 MB for large simulations (see 4.3.5).

## 2.4 HERE API

As Leaflet offers just the wire frame application handling all user interaction and supplies a framework for mapping, a provider of map imagery, also called tiles, is needed to provide the actual map data. The standard implementation of Leaflet uses tiles from the OpenStreetMap Foundation (OSM) which is both convenient and sufficient for most mapping applications. Fortunately Leaflet offers the possibility to effortlessly switch to a different tiles provider. This section will summarise shortly the history of the HERE company, describe the HERE API, give reasons for the decision to use HERE and uncover various benefits and shortcomings of the technology.

The origins of HERE go back to 1985 founded company called Karlin & Collins, Inc.,

later called Navigation Technologies Corporation and ultimately NAVTEQ. NAVTEQ was one of the first companies providing turn-by-turn navigation for the San Francisco metro area. Switching business model to licensing map materials to hardware providers instead of building the hardware itself accelerated the rise of the company which invested heavily in the development of mobile mapping technologies. In October, 2007 NAVTEQ was acquired by Nokia [21] merging it with its own mapping technology. To streamline map services Nokia started the brand HERE in October, 2011, which was sold to a consortium of German car manufacturers in August, 2015. Now HERE offers smartphone and web map applications including routing, points of interest, real time traffic information and geocoding.

Resulting from the in section 4.3.1 described wish for a points of interest search (POI) and the subsequentiell decision to use HERE as POI API, the legal terms determined that the so called Places service can only be used with and displayed on HERE map tiles. Fortunately HERE offers a large variety of differently styled map imagery including satellite images and a dark, unlabelled version which would be important for the in section 6 described future work of displaying visited nodes.

Actually HERE offers not only map tiles and point of interest search, but also a geocoding API to translate location data into physical addresses (see section 4.3.4) which concludes the use of HERE APIs in this project. The ultimate decision to stay with HERE and use tiles, Places and geocoding from their offering was that everything would be managed within one account which eases the maintaining of the project. Not using HERE would have resulted in creating three separate accounts with different API providers adding unnecessary inconveniences.

The download and replacement of map imagery is completely handled by Leaflet resulting in only basic configuration of the map mode and providing the access credentials. For Places and geocoding the developer comes into close contact with the inner workings and structure of the APIs. To provide a similar response structure across all APIs HERE returns rather complex, deep nested compositions of either XML or JSON. Unfortunately GeoJSON is not supported by the HERE APIs but using JSON as response type was the obvious choice for the compatibility and parseability to JavaScript.

This project is subscribed to the Basic Plan free of cost, which results in limitations both in transactions and features. It allows the application to cause up to 50.000 transactions per month and limits the features to map imagery, geocoding, the places service and car and pedestrian routing. Various other plans are available including a free 90 days trial of the entire platform. If this project should ever be considered as a public offering the rate limitation to 50.000 transactions per month will be reached quite quickly. A plan for universities and other non profit organisation is available, which would have to be taken under consideration.



### 3 DESCRIPTION OF THE BACKEND X

## 3 Description of the Backend x

Introduction to the Description of the Backend section, move from complete Java project to an only server application which can be contacted via Rest Services.

### 3.1 Backend Functionalities x

Summarise the implemented functionalities and algorithms from various papers, provided by Gregor.

**functionality/algorithm I** description of functionality/algorithm I

**functionality/algorithm II** description of functionality/algorithm II

**functionality/algorithm III** description of functionality/algorithm III

### 3.2 Rest API x

Implemented Rest contact points, how to contact, performance



## 4 Development of the Front End

The goal of this bachelor's thesis was to develop a user facing browser application to allow route calculation requests and various other features (see 4.3). The process of developing this software, an overview over the used tools and frameworks to support development, a description of the implemented application and a specification of the included features will be given in this section.

### 4.1 Build Tools and Frameworks

To ease and support software development a multitude of tools were developed in recent years. This subsection will introduce git as a tool for version control and GitHub-Pages as deployment environment. Additionally JavaScript build and dependency management tools npm and bower are delineated and agile software development is defined.

#### 4.1.1 Version Control and Deployment

Everyone developing software knows that sometimes one is at an impasse, some error sneaked into ones code or what one implemented is simply wrong or not needed. In such cases version control systems allow the developer to go back in time to a previously saved condition, revert changes to the software and compare modifications to the source code. Version control, e.g. a logical way to organise and control revisions and changes, has existed much longer than software development and dates back to a time before the computerisation but became much more complicated and important since then. Especially in collaborative development processes but also for smaller projects, like MARiO 2.0, "[v]ersion management is essential to software development and is considered the most critical component of any development environment" [12].

Like many other technologies, version control systems matured considerably in the last twenty years from locking files, so only one developer or writer can make changes, like RCS and SCCS to rather complex, distributed tools allowing simultaneous changes to files and merging the changes afterwards, like Mercurial and Git. Recently Git seems to be the tool of choice for most modern projects in software development.

A popular web based Git repository hosting service is 2007 founded company GitHub which incorporates all Git functionalities and adds features like issue tracker and task management. One particular feature, named GitHub-Pages, will be explained in the next paragraph. GitHub currently hosts, according to their own statements, more than 35 million repositories [22] making it the largest source code host world wide [19]. For this project Git was used for version control on GitHub with a workflow described in 4.1.3. Source code is available at <https://github.com/r-wittmann/mario>

To be accessible for the public, web applications have to be hosted on a web server with an associated IP address and URL. GitHub-Pages (GHP) come in handy for that topic, albeit it is not the originally intended use of GHP. GitHub provides every repository with the ability to host a publicly available project website accessible at `<repository-owner>.github.io/<repository-name>` to describe the project and offer sales pitches for chargeable software. GHP was alienated as deployment environment for this project, the application is accessible at <http://r-wittmann.github.io/mario>.

### 4.1.2 Dependency Management

"You can only get so far using the language features and core functions. That's why most programming platforms have a system in place that allows you to download, install, and manage third-party modules" [8]. Node.js's package manager npm has established itself as the go to technology for dependency management in server as well as front end JavaScript application development. Node.js is a popular JavaScript framework for server implementations using non-blocking input/output streams facilitating efficient back end applications.

Npm allows developers to share their code and consume others as dependencies to their project. More than 300.000 packages are available from npm with a growth rate of about 500 per day [14].

To ease the development process and reduce memory space of the Git repository it was decided to split dependencies in development and display dependencies. All third-party packages for the development process, like a local http-server and a css post-processor for vendor prefixes, are managed by npm, whereas all dependencies needed for the actual display of the front end, like AngularJS and Leaflet, are installed by bower, another powerful JavaScript build tool.

Several scripts are implemented to start various tasks concerning the development process. The following examples assume a command line tool is pointing at the right directory and has administrator permissions. Running 'npm install' installs all npm-packages the software is depending on, including for example bower and postcss-cli. This step can take a few seconds to up to a minute on the first run, depending on how many packages have to be downloaded and installed. After installing all dependencies running 'npm run develop' starts a development environment by installing all bower dependencies, starting the application on a local http-server and opening the standard browser to the configured localhost port to load the application. The command 'npm run build:css' was implemented to use autoprefixer to include all css vendor prefixes for the display in recent versions of all web browsers.

### 4.1.3 Agile Software Development

Software development in todays fast moving business environment is bound to be able to react to changes in specification quickly. Agile development methods are designed as an iterative process containing specification, development and delivery of software in short iterations. The next paragraphs will introduce Scrum as an agile development method and describe the method used in the development phase of this thesis.

Introduced by Ken Schwaber and Jeff Sutherland at the OOPSLA conference in Austin, Texas (US) 1995 and now mainly promoted by Jeff Sutherland, Scrum is more of a process managing framework than a method of software development. "SCRUM is a management, enhancement and maintenance methodology for an existing system or productive prototype. It assumes existing design and code which is virtually always the case in object-oriented development due to the presence of class libraries" [7]. The development is divided into so called sprints which last for one to three weeks and iteratively implement the most important steps of a classic waterfall model in software development.

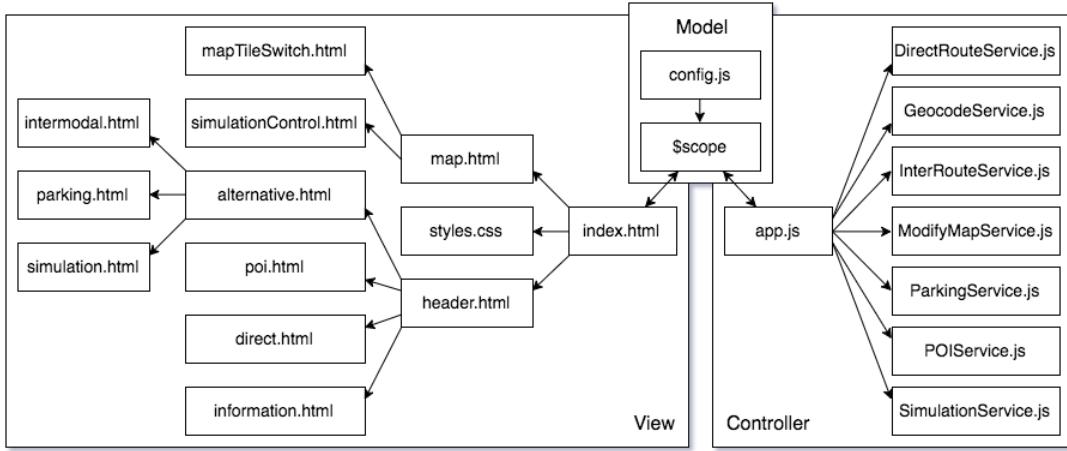


Figure 4.1: Diagram of the application structure

Starting with the sprint planning, i.e. the software specification, followed by the development phase concluding with a demo of the implemented features at the end of each sprint the customer receives a working software to evaluate and gives feedback, which will be incorporated into the next sprint. This process guarantees close collaboration of both the interdisciplinary development team and the customer and ensures an end product to the customers satisfaction.

The development process of the MARiO front end can be described as close to Scrum. Every two weeks the state of the project was demonstrated to the supervisor which in turn gave feedback on the software and the implemented features. A feature driven approach was maintained with the main goal of implementing one of the in section 4.3 described features per sprint. For big features, like the Route Calculations (subsection 4.3.2) two sprints were scheduled to allow a thorough treatment. Every feature was developed on a development branch and only merged into the master branch after functionality was guaranteed leaving an always working version on the master branch. Once a feature was successfully integrated into the master branch, it was deployed to the gh-pages branch which is the foundation of the GitHub-Pages service.

## 4.2 Implemented Application

As previously mentioned, the goal of this thesis was to develop a browser application allowing a client to request routes in a street network using algorithms and methodologies implemented by the DBS. The following paragraphs will characterise this application and the use of the in section 2 introduced technologies and describe the interface design process.

Following the recommendations of AngularJS, the application implements a strict MVC separation where AngularJS's scope is the model which binds the view to the controller. The view consists of several HTML files forming a hierarchical, tree like structure of components starting with index.html as root. The controller is implemented in the JavaScript file app.js which depends on several services. Each service handles all API calls and implements business logic concerning one of the in subsection 4.3 detailed features. The

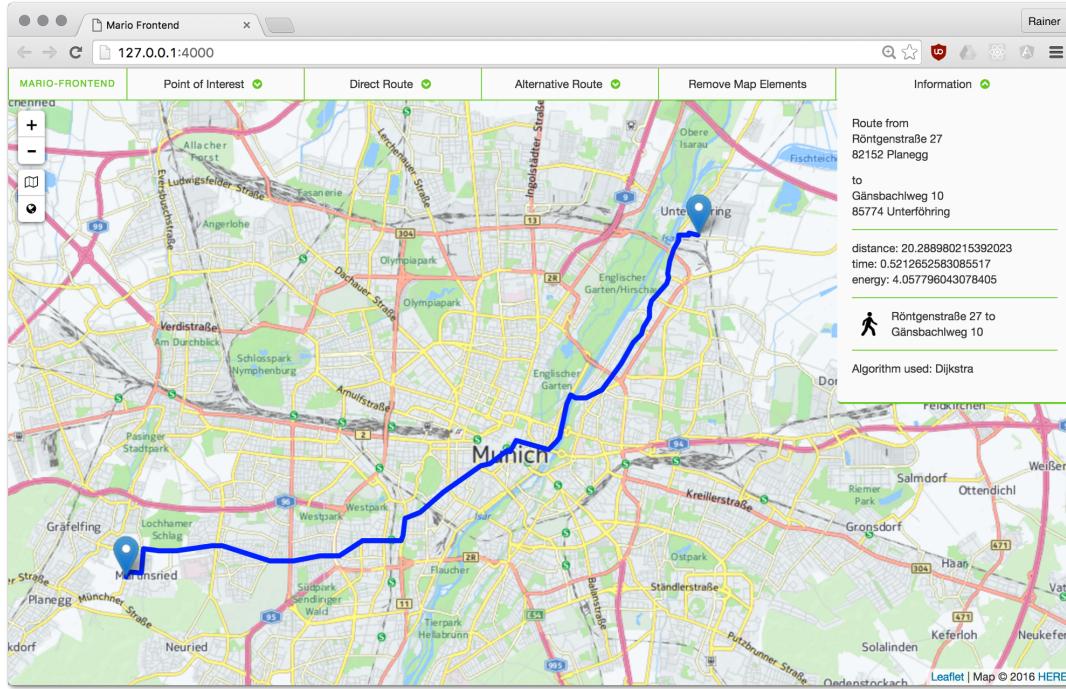


Figure 4.2: Front end with calculated route and route informations

ModifyMapService handles everything concerning modifications of the map, e.g. the positioning of the marker and the switch of map imagery to satellite images. The controller itself can rather be seen as a façade delegating all user interactions to the appropriate service.

The model receives its initial configuration, containing mostly data to boot Leaflet, from the config.js file where it is stored in a JavaScript object literal (see 2.3 for more information on JavaScript object literals). The file structure of the application can be seen in a diagram in figure 4.1 clearly showing the MVC separation.

AngularJS allows the developer to create so called directories which than can be used like standard HTML syntax, many of which are published by their developers via GitHub or npm (both explained in subsections 4.1.1 and 4.1.2). One of these directories, the Angular-Leaflet-Directoy was used to merge the AngularJS architecture with Leaflet. The <map>-tag, which renders the Leaflet map, expects attributes to bind image source, map centre, markers and paths to AngularJS's scope.

Much time and effort was put into the user interface design to ensure usability and a great user experience (see figure 4.2). A horizontal navigation bar was implemented in the top area of the application to maximise the space available for the map which covers about 85 to 95% of the available screen size, depending on the device, compared to a screen coverage of about 70 to 80% using a vertical navigation. The design is responsive and was tested on small mobile devices, through various tablet and laptop devices up to displays with 4K resolution (3840 x 2160 pixels).

To not overexert the users eyes but still provide reasonably high contrast the background color used for the navigation bar and dropdown menus is not white, but slightly darkened to a hex code of #FAFAFA and text color was slightly lightened from black to

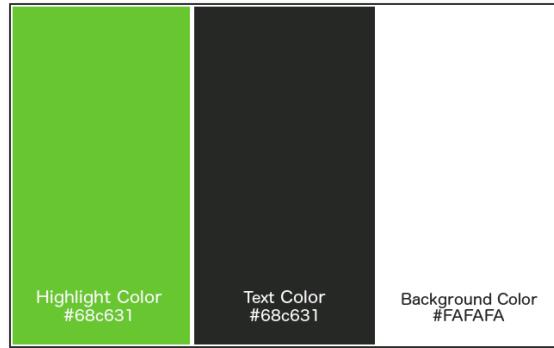


Figure 4.3: Color palette

a hex code of #262826. Out of four alternatives a light green (hex code #68C631) was chosen as a primary color, used for example for several icons, the separators and the route highlighting (see subsection 4.3.2). Colors can be seen in all screenshots included in this thesis and in the color palette in figure 4.3.

### 4.3 Implemented Features

This subsection will contain all implemented features, describe them from a usability and technical standpoint and uncover shortcomings which will be an essential part of chapter 6. The original features this thesis was constructed for, namely the calculation of routes using various algorithms and the calculation of intermodal routes including public transportation will be explained in 4.3.2 and 4.3.3. The remaining features are the points of interest search (see 4.3.1), geocoding addresses (see 4.3.4) and the animated display of simulations of cars and thunderstorms (see 4.3.5).

#### 4.3.1 Points of Interest

A feature that was not originally intended to be implemented in the project, which was derived from the use case of displaying open parking spots at a given location, is the search for points of interest. Because there is no real data about parking spots available yet, this would have been implemented using simulation data from a different project at the DBS and would have included route calculations from origin point A to a parking spot near the destination point B [4]. As the display of parking spaces on a map has common elements with the displaying of any points of interest at a given location, the Point of Interest search was implemented (see figure 4.4). This paragraph will describe the implementation of the feature and will identify technical difficulties and shortcomings.

To use this feature the user has to set one marker on the map to specify the location he is interested in. If two markers are set or a route is displayed both the route and the first marker are removed from the map once the Go! button is pressed. The user is able to select various categories like "Eat & Drink", "Sights & Museums", "Shopping" and many more and even combining more than one category, to choose which information he is interested in. The data than is displayed as small dots on the map with a popup opened by clicking on them, containing name, category and vicinity.

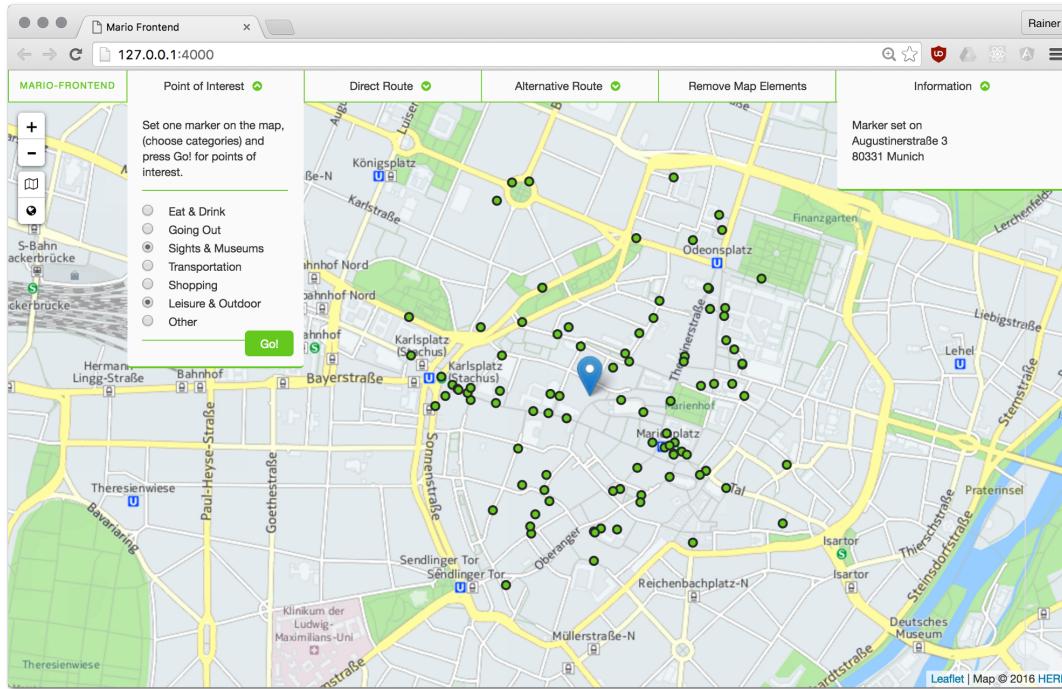


Figure 4.4: Front end with points of interest and open dropdown

The technical integration of this feature was achieved by using one of the services of the HERE-API, the "Places" search. The request sent to the API has to include most importantly the location in latitude and longitude, the categories one is interested in, the search radius and a few other attributes mainly concerning the response type and format. If no category is selected by the user and consequently no selection is sent to the API, a list of points of interest in all categories is returned.

Up to twenty points of interest are included in one response. When more than twenty points of interest are available in the surrounding of the location a link to twenty more points is provided. This pattern of responses allow for up to five responses and therefore a maximum of 100 points of interest for one request. Leaving all categories unselected about 90 percent of the responses are associated with the "Eat & Drink" category. Fortunately the response includes the corresponding category, the name of the point of interest and the physical address. Because of the included address this feature, for a short period of time, was evaluated for the in 4.3.4 introduced reverse geocoding API but was dismissed for the lack of sufficient data in rural areas.

The performance of the "Places" endpoint was the most unreliable of the HERE services used in this project. In the majority of cases, the response time was around 300 ms for the first request to be answered and about 200 ms for additional points of interest via the above mentioned response pattern. In very few cases the performance was exceptional, receiving five responses in about one second and sometimes even less. On the other hand there were more exceptions leaving the user to wait for up to 15 seconds until all points of interest were rendered on the map.

Similar to the above mentioned route calculations to a parking spot one could implement an algorithm which calculates a route traversing a given number of points of interest

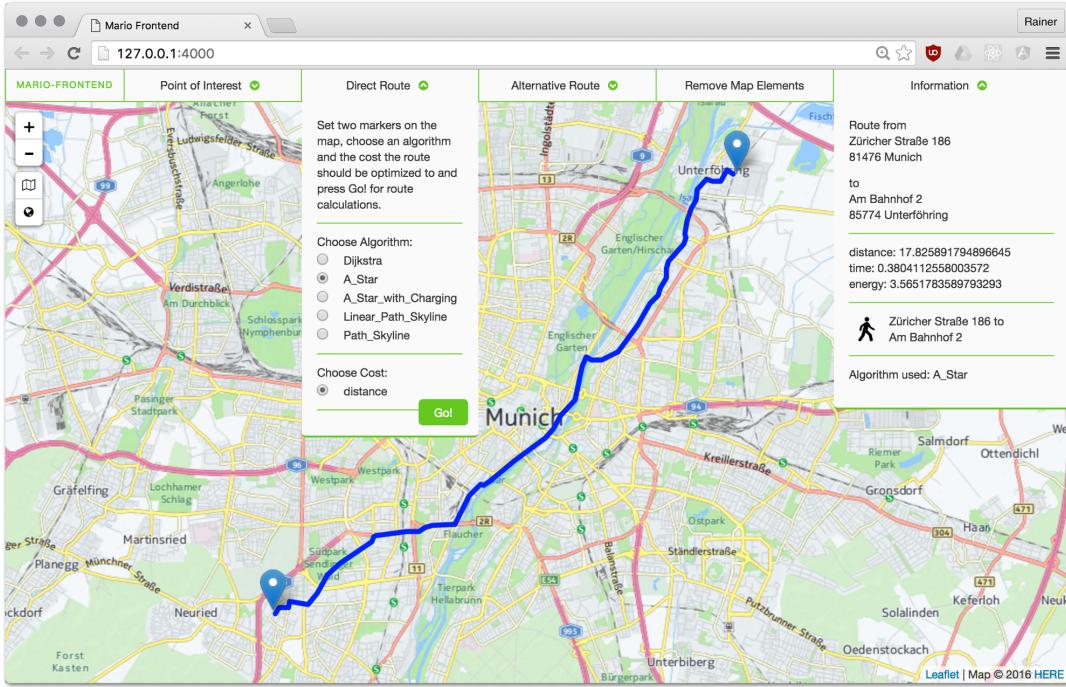


Figure 4.5: Front end with calculated route and open dropdown

on the way. Both topics will be discussed in chapter 6.

### 4.3.2 Route Calculations

The first of the two main features of this project is also the first feature to contact the in chapter 3 described server at DBS. It enables the user to request the calculation of a route between previously defined origin and destination from the server which is than displayed on the map with additional information available on the information panel. Via a dropdown the user can choose one of the in 3.1 defined algorithms and additionally allows the selection of the costs, which the route should be optimised to (see figure 4.5).

As new algorithms and new implementations are frequently introduced to the server by other projects, partly resulting from other students writing their theses at the DBS, a mechanism was needed to keep the information about algorithms up to date. For that reason an additional API call is triggered to the backend, requesting a file containing all implemented algorithms and their attributes. All new algorithms implemented on the server have to be included in that file for the front end to make them available for selection in the above mentioned dropdown.

Once the user has set two markers for origin and destination on the map and selected algorithm and costs, a request containing all information is send to the server for the calculation of the optimal route. The route is than sent back to the front end in GeoJson format and added to the map. Right after the route is added to the map a popup is bound to it containing the addresses of origin and destination. The route can be highlighted on hover over the route itself or the route description in the information panel. Both features are especially helpful for intermodal route calculations introduced in 4.3.3.

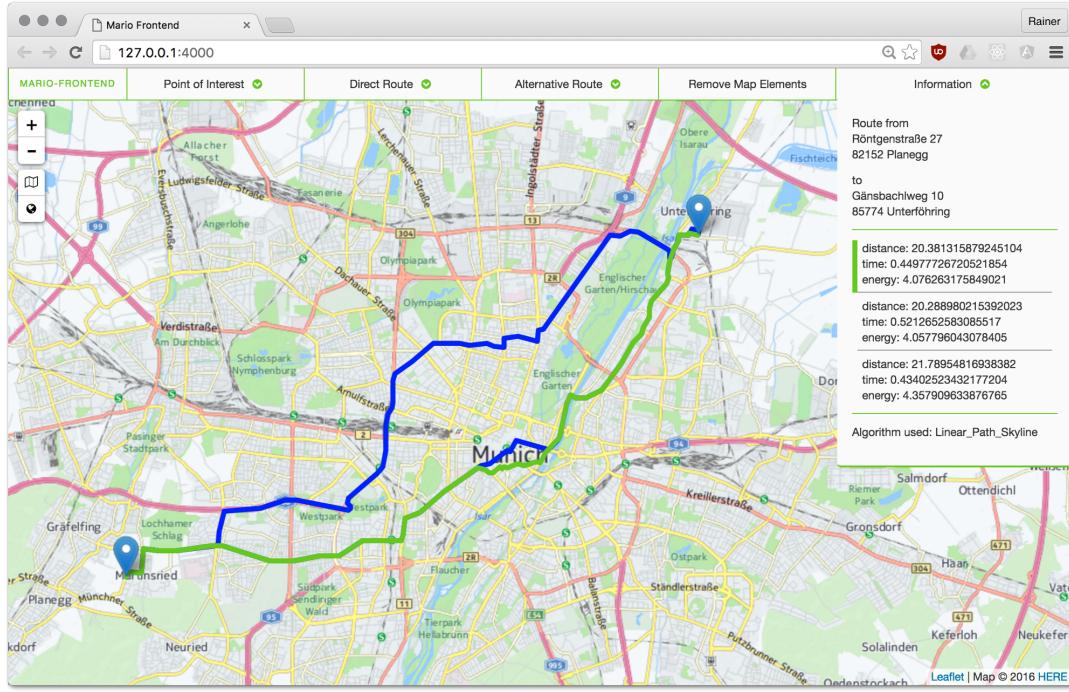


Figure 4.6: Front end with highlighted route

At this moment, there are two cases receiving different treatment than described above. On of them is the algorithm called a-star-with-charging which was implemented for electrical vehicles, as described in 3.1. The response to a request with this algorithm selected contains a route with a charging station on the way and a point, where the station is located. The route is added as above and the charging station is added as a special marker to the map.

The second case comprises all algorithms from the skyline family. As delineated in 3.1 the skyline algorithms are able to optimise route calculations to more than one cost. That's why the user is able to select more than one or even all of the available costs in the direct route dropdown. The server returns a collection of routes in geojson format with the associated costs attached to the features. Adding the costs to the information panel of the front end instead of the addresses of the origin and destination allows the user to compare different routes in regard to their efficiency. The above mentioned route highlighting helps to differentiate between the displayed routes (see figure 4.6).

One additional feature would have been implemented for further analysis of the algorithms, if time would have allowed it. The displaying of visited nodes in the graph to better understand how the algorithms work will be described in chapter 6.

#### 4.3.3 Intermodal Route Calculations

The second main feature is the calculation of intermodal routes using public transportation such as trains and busses. This service is experimental and currently only available for the Berlin metro area. Similar to route calculations in 4.3.2 the user has to set two markers on the map for origin and destination. Because the intermodal route calculations are executed using an implementation of Dijkstra's algorithm optimised to time as cost,

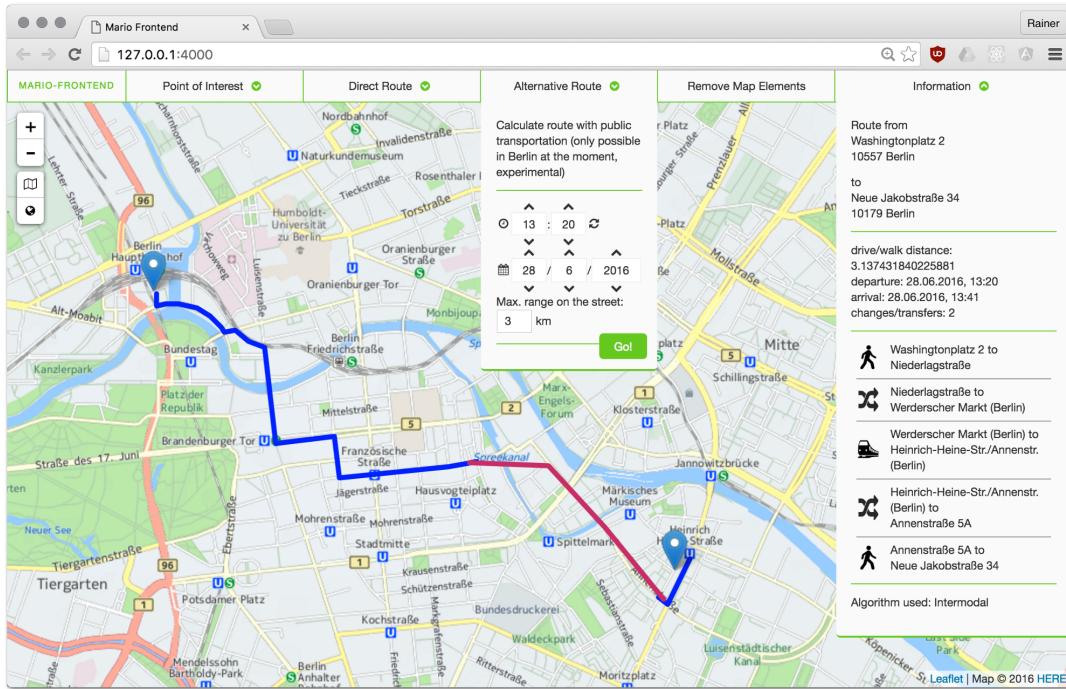


Figure 4.7: Front end with intermodal route and open dropdown

the user is neither able to select algorithms nor costs. Additional to origin and destination the user has to specify the time of departure and the range in km he is willing to go by foot, bike or car. The departure time is automatically set to the current system time on page load and is updated only on page refresh to allow the user to check varieties of the route by changing the range parameter.

The response is a single route divided into at least five segments including walk or drive segments, train or bus rides and the changes of the mode of transportation. For easier identification of the mode of transportation and understanding of the instructions segments using public transportation are added in red and representative icons are added to the respective segment on the information panel (see figure 4.7). The user also receives the walking distance, departure and arrival time and the number of changes, which are also displayed on the information panel.

The performance of this API endpoint (see section 3.2) is rather uncertain and fluctuates between 400 ms and 30 seconds. This, of course, is not acceptable for any kind of client application and has to be addressed in further work on the back end implementation. Additionally, if the server is not able to find any route corresponding to the users input, no answer is sent to the client application at all, rendering it unable to determine whether the server is slow or no route was found.

In some cases, for yet inexplicable reasons, the server returns erroneous route information. As seen in figure 4.8 the displayed public transport segment of the returned route is one stop longer than it should be. The instructions on the other hand, are correct.

Albeit the German Bundestag unveiled action plan to implement the open data charter established by the G7 countries in September 2014 with the goal to make all government data and all data with public interest accessible to everyone, not many agencies

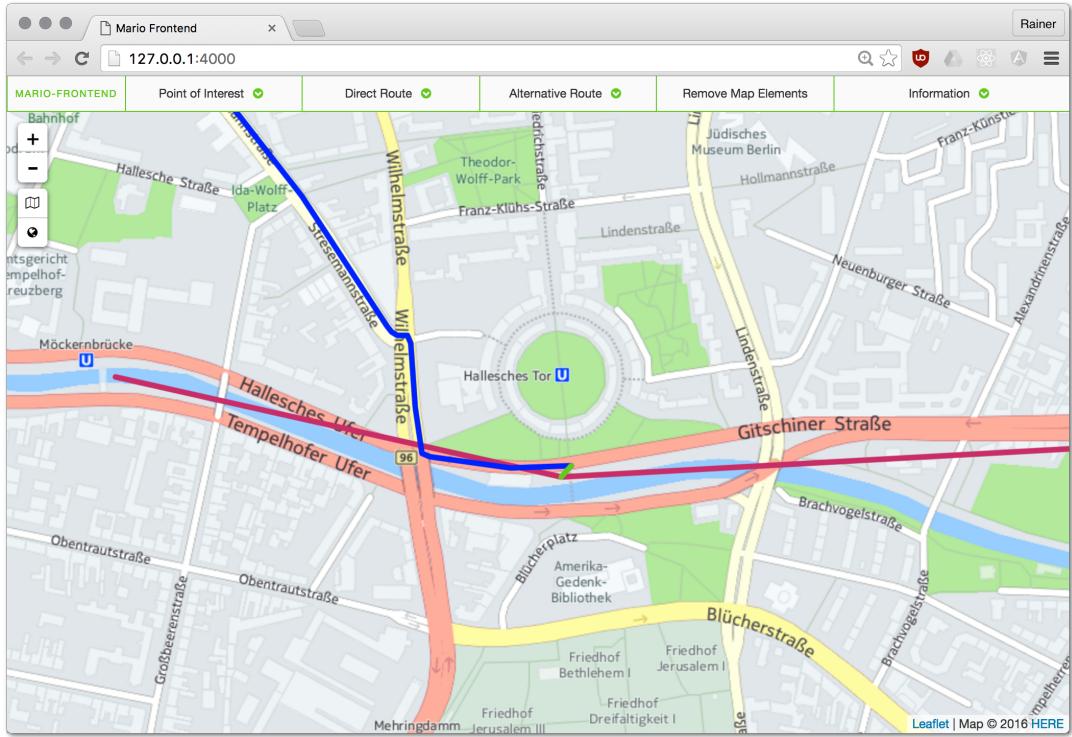


Figure 4.8: Front end with erroneous intermodal route

and companies follow these rules. Although it is highly interesting for the public, one of the only providers of public transportation data is the state Berlin, which offers an API to access departure times, route information, etc while also allowing the download of bulk data sets. The provided data follows the General Transit Feed Specification (GTFS).

For more control over the results and reproducibility the bulk download method was chosen for this project leaving the maintainer to manually download the data from the official source and upload it to the server at the DBS. Because of the enormous file size only two month of data can be held on the servers memory at any given time. This is also an issue that needs to be addressed in future work on the back end implementation.

#### 4.3.4 Geocoding Addresses

For better understanding of route descriptions and set markers a reverse geocoding API was integrated into the project to translate latitude and longitude data into physical addresses (see figure 4.9). This paragraph will outline the implementation of this feature, describe the usage of the HERE-API as reverse geocoding service, compare it to other geocoding services and highlight key features and problems encountered in the development process.

When a marker is set on the map by clicking, two processes are set into motion. Firstly, the image of the marker is loaded and pinned to the location the user clicked on and secondly, the position of the click is saved to the scope in latitude and longitude. In the bootstrapping phase of the application, that is the loading of the core functionality of AngularJS into the HTML document, a watcher is defined to listen to changes in the marker

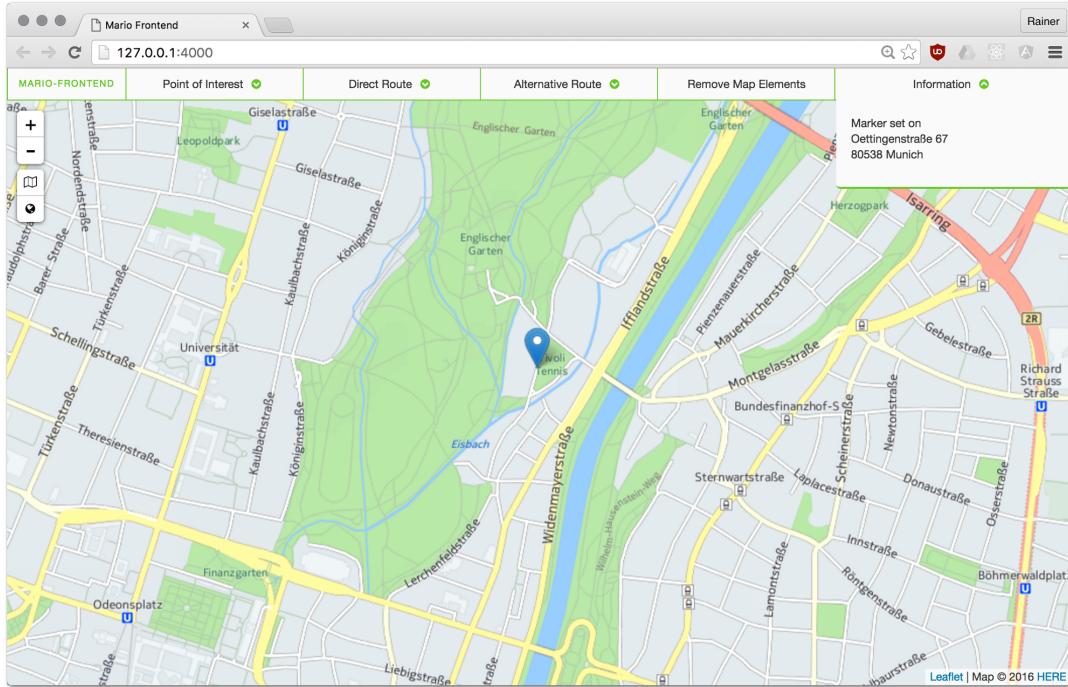


Figure 4.9: Front end with marker and displayed address

directory of the scope. For every change in that directory the new or updated location of a marker is sent to the reverse geocoding API and the new address is sent back to the application, which is then saved to the scope for display. The two way data binding of AngularJS comes in really handy in this instance because otherwise a very complex and complicated process would have to be implemented to generate that functionality.

This feature increases its value in the in 4.3.3 introduced intermodal route calculations. As you know, the route is calculated to include public transportation which implies that the route is split into segments. Each segment has an origin and a destination and for every one of these points the physical address is requested from the reverse geocoding API and displayed as a from-to statement in the route information panel of the application.

The basics of the HERE-API are described in Chapter 2.4 so only the specific properties of the reverse geocoding API will be illustrated in this section. As all other parts of the HERE conglomeration the geocoding API is only well documented to a certain extend, for the documentation is so bulky that one is better off just implementing and testing it. The error descriptions and actual data responses are far better to understand the workings of the API than just reading the documentation. For historic reasons and to satisfy a similar data structure in all HERE APIs the response data to a reverse geocoding request is strictly hierarchical and multilayered. Especially in this case alternatives to the HERE API such as Nominatim, maintained by the OpenStreetMap Foundation and OpenCage Geocoder run by the OpenCage Data Ltd. would have been preferable but both couldn't be used because of the strict limitation to one request per second.

Implementing the API one can define the mode of the request. For translating latitude and longitude into physical addresses the modes "retrieve addresses" and "track position" are applicable, although the second one is a bit alienated for that purpose. "Retrieve

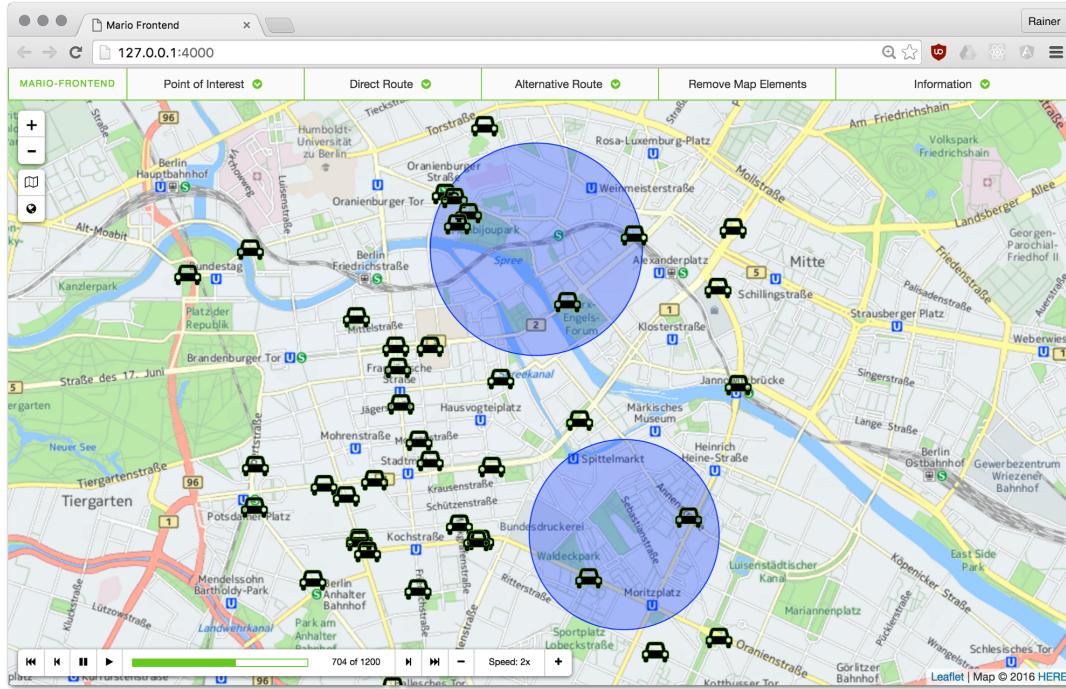


Figure 4.10: Front end with running simulation of cars and weather

addresses" returns a by the developer specified number of addresses which are ordered by the distance to the requested location. For an inexplicable reason in some cases the state or city is returned as nearest address without any information about street or house number. Accordingly the results had to be filtered to satisfy the need for a correct address. "Track position" is intended to be used for mobile navigation as it incorporates the direction in which the user is moving for the calculations usually returns the better results because it snaps to the nearest address it can find and returns just that. Unfortunately this mode is not reliable in more remote areas and returns no address at all in some cases.

For this project the more dependable mode "retrieve addresses" was chosen and logic was implemented to select the best quality address from the five responses. The "match-level" parameter associated with each address was helpful but not reliable because the above mentioned addresses, only containing city or state, sometimes also have the highest match level possible, what is probably a wrong implementation on the providers side. Again, other geocoding APIs would have been preferable but couldn't be used because of rate limitations. Notable is the fast response time of the API which almost never exceeded 100 ms and was thus on average two times faster than Nominatim and almost four times faster than OpenCage Geocoder.

#### 4.3.5 Simulation

Algorithms and methodologies developed at the DBS have the tendency to be abstract and hard to grasp. This is especially true for simulations with high data output like the one integrated in this project. Jenny Lauterbach develops and implements a system to simulate vehicles driving through a street network and how they are influenced by external factors, such as heavy weather simulated as circular storms moving across a simulation area. This

is an ongoing project at DBS under the supervision of PD Dr. Matthias Schubert. The next few paragraphs will not describe the developed system but the implementation of simulation data into this project's front end.

As a simulation of this kind adds time as an additional dimension to this project, a control panel had to be implemented to navigate through the up to 3600 states that were generated by the above mentioned system. This panel (see bottom left corner of figure 4.10) includes play and pause buttons, step forward and backward and jumps forward and backward. Additionally the user is able to jump to a specific part of the simulation by clicking on the control bar. Later in the project the simulation speed control was introduced to specify the play-back speed between 1/4 and four times the normal speed.

Currently the user is not able to select an area for the simulation as there is no web service or API provided by Jenny Lauterbach's project. The temporary workaround is to generate simulation files, converting them to GeoJson, adding them manually to the project and later load them from the web server, the front end is hosted at. At this point this workaround is probably the only way to display simulation data produced by the system because generating the file takes up to several minutes, depending on the number of cars and storms and the simulation duration.

The GeoJson file is structured into cars and storms which are grouped as GeoJson-Features according to their timestamp. Each vehicle has a position in latitude and longitude associated to it which makes it easy to add them as markers to the map. The icon of a car is used as marker image to clarify what they symbolise. Storms on the other hand have to be treated otherwise since they have a spatial component. These are added as so called circular paths with the radius provided in the file. On first load of the simulation data the first state of cars and storms, identified by the timestamp of 0, are added to the map.

The animation of moving elements is essentially achieved by removing all vehicles and storms and adding the ones of the next step. These, again, are identified by the timestamp associated with the data. On normal speed, the scene is repainted about twenty times per second and can be slowed down to five and speedup to about eighty repaints per second. In a few instances a slight flickering of the storms was noticed but unfortunately it was neither possible to detect the source of the error nor to determine the specific system setup the led to it.

## 4.4 Legal Basis and Copyright

Using third party code and projects brought a certain legal complexity into this project concerning licenses and rights to use. Several projects, including AngularJS and bower, are published under MIT, others under more restrictive licences. The following section will introduce the for the software developed for this thesis relevant licences and summarise legal considerations in general.

Copyright law dates back to the early 18th century and grants the creator of an original work the exclusive right for use and distribution. This exclusive right is granted for limited time (70 years after the creators death or 120 years after creation for not identifiable creators) and only protects the product itself and not the general idea behind it. In software development copyright law is highly relevant "[b]ecause commercial software is made, as

a general matter, by large teams of people and requires the substantial expenditure of capital, the resulting work is 'work for hire'" [6, p. 4] and the copyrights belong therefore to the cooperation commissioning and founding the development process. Since the beginning of the open source movement in the early 90th, developers needed and subsequently wrote open source licenses. The three most important and most widely used licences will be introduced in the next paragraphs.

As of 2015 the most popular open source software licence used in GitHub projects is the MIT license authored and published by the Massachusetts Institute of Technology [10] which was also used to licence the software of this project. According to the Black Duck Software Inc. MIT is also the most used licence for open source software in general, followed by GNU GPL and Apache License [11] which will be explained in the next paragraphs. "The 'BSD-like' licenses such as the BSD, MIT, and Apache licenses are extremely permissive, requiring little more than attributing the original portions of the licensed code to the original developers in your own code and/or documentation" [20].

One of the first licenses granting the enduser the right to run, share and modify source code was the GNU General Public License (GPL), written by Richard Stallman in 1989 for the use in the GNU project. It originated from previously written licenses for specific parts of GNU that were not transferable to other projects. Stallman had the intention to write a general licence, which than would be applied to many projects without specification, allowing them to share code without a breach of licence agreements [26]. GPL specifically allows the licensee to redistribute even derivative versions and is able to charge for his service. This allowance of commercial use separates the GPL from several other licences. Several sub dependencies of this project are published under GPL version 2.0 and version 3.0.

The Apache Software Foundation (ASF) is a non-profit, donation founded cooperation overseeing more than 350 leading open source projects including the Apache HTTP-Server, Apache Cassandra and Apache OpenOffice. The ASF published a bundle of licenses to accept and redistribute contributions from individuals or cooperations and grants of existing software products. On of these licenses is the Apache License (ASL) which is, as the two licences above, a permissive free software license [20]. The ASL was originally intended to be used solely for ASF projects and products but is now, since the update to version 2.0 in 2004, also used for unassociated open source projects.

For further information on licensing of open source and copyright law Andrew Laurent's "Understanding Open Source and Free Software Licensing" [6] is highly recommended further reading.

Leaflet and HERE demand attribution of their use in any software project, which is given in the bottom right corner of the map application. HERE also imposed several other legal requests, such as the in 4.3.1 mentioned restriction to only use the Places service on HERE map imagery. Legal considerations were one of the main reasons to rely on one single source of services rather than several.

## 5 Modularity

The idea behind the architecture of the MARiO project, as described in section 3, was a plug in system, which also can be described as a modular approach. To add new functionality a new module is developed and added to the code base without altering it. But what are modules and what is modularity in general? The next sections will introduce modularity as an important software engineering principle and subsection 5.2 will take a closer look at modularity in modern web development and it's use in the MARiO 2.0 project.

### 5.1 Modularity in Software Development

'Separation of concerns' is a much used key word in object oriented programming and incorporates a 'divide and conquer' (d&c) approach, which is a basic technique for problem solving in computer engineering. The idea behind d&c is to split a problem into smaller sub problems, solve the sub problems individually and combine the results to a solution for the original problem. Many algorithms for various problems have been implemented following that principle. Separation of concerns however is a more general principle allowing for more heterogenous problems.

Modularity is a practical implementation of the separation of concerns as it allows to split a complex system into smaller and simpler modules. Imagine a standard coffee maker as an example. The coffee maker consists of various modules - pot, filter, water heater, etc. - each with its own responsibilities. Separating them makes it easier to think about the functionality of each module and facilitates enhancements but only together they can work as intended and brew coffee.

The same can be said about software development. The model view controller pattern described in section 2.1 and 4.2 is an example for a high level separation of concerns. View, model and controller are strictly separated and only join forces at previously defined anchor points. But the separation can be driven much further, splitting the view in smaller components and detaching functionalities and features to form services for example.

"Modules are technically connected to one another. The measure of inter-module relation is known as coupling. Design goals require modules to have low-coupling and high cohesion. Cohesion is a measure of the inter-relatedness of elements (statements, procedures, declarations) within a module. A module is said to have high cohesion if all the elements in the module are strongly connected with one another. Tight coupling of modules makes analysis, understanding, modification and testing of modules difficult. Reuse of modules is also hindered." [25].

Almost all software design patterns implement some kind of modularity. The MVC pattern, as previously mentioned, is the obvious example, but several others do it as well. The Decorator pattern for example permits to add functionality to classes without the need of subclasses, allowing isolation of core functionality inside. The Mediator Pattern specifically promotes lose coupling by offering a central place of communication between objects without the need of referencing each other directly. A pattern which perfectly implements modularity is the Composite pattern. Objects are composed into tree structures forming hole-part relationships, as seen in a class diagram in figure 5.1, like the coffee maker example [2].

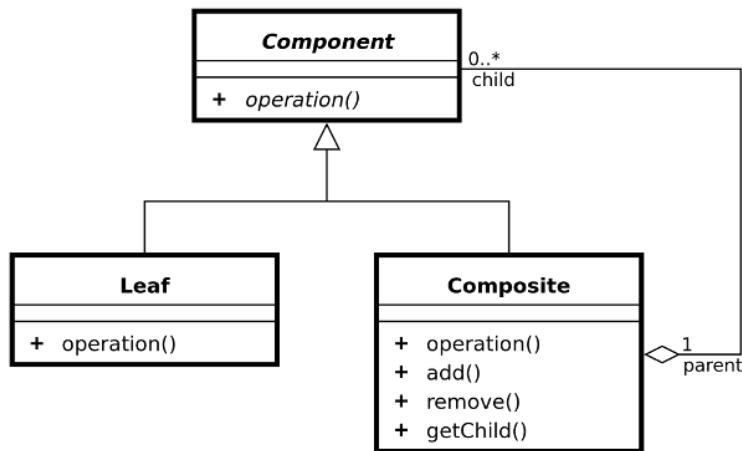


Figure 5.1: Class diagram of a Composite pattern

As shown in the last paragraphs, separation of concerns or modularity is omnipresent in software development in an object oriented environment. And it's not a bad thing either. The developer is enabled to enhance small parts of his code without the need to alter the whole project. The partitioning of projects into smaller, independent parts facilitates software development in teams, even if they work remote. The communication between modules has to be agreed upon and it should be clear which functionality a module needs to add to a project, but other than that the developer is free to implement the module the way he wants to.

## 5.2 Modularity in modern Web Development x

Two types of modularity have to be considered in this section. One is modularity from a web design point of few, dividing a design into atomic elements and building web sites by combining these elements. This will be shortly introduced before considering the second point, modularity resulting from the in subsection 4.1.2 introduced package managers like npm and bower.

Web applications can be divided into elements, like navigation, forms, buttons, etc. Each of these elements can be further split down until you reach so called atomic elements. Taking these elements and combining them to components and combining components to pages and pages to web sites without loosing the independence of the atomic elements is called modularity in web design. The best implementation of this approach is the Block-Element-Modifier (BEM) methodology, where blocks are independent entities, simple or compound, elements are context-dependent parts of blocks performing a certain function and modifiers are properties to change style and behaviour of blocks or elements. BEM offers a framework for styling of small components to than add them to bigger ones without loosing the ability to style the elements independently. Bootstrap is a well known implementation of BEM offering predefined objects to use for web design. The advantage of this approach is the reusability of components.

Reusability is also one of the main reasons why package managers like npm and bower

gained in popularity. NodeJS is a framework to use JavaScript in a back end environment. As JavaScript is primarily used in front end development, NodeJS is favoured by many front end developers over other technologies. NodeJS's package manager npm is a administrative tool for dependency management, which can also be used as a build tool in software development by implementing scripts to build and run software. Npm also gives access to the largest ecosystem of open source software in the world.

npm and modularity (packages to drop into your project)

leftPad fiasco



## 6 RECAPITULATION AND FUTURE WORK X

### 6 Recapitulation and Future Work x

- parking spots and route to points of interest as proposed in [5]
- display of visited nodes

## 6 RECAPITULATION AND FUTURE WORK X

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