

# Distance oracles for timetable graphs

Dištančné orákula pre grafy reprezentujúce cestovné poriadky

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- Neural networks
- TTBlazer application

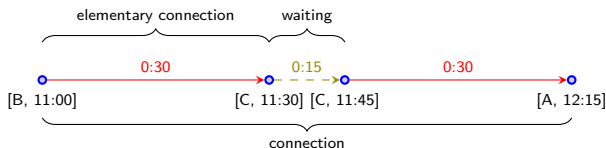
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# Introduction

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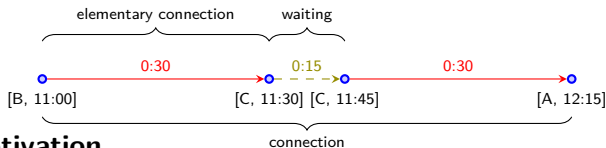
# What is it about?

- Given a timetable, we query -  $(a, t, b)$  - for
  - Earliest arrival (EA)** -  $t_{(a,t,b)}^*$
  - Optimal connection (OC)** -  $c_{(a,t,b)}^*$

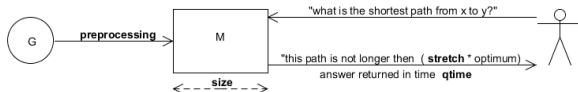


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- Motivation**
  - Large-scale timetable search engines (*cp.sk, imhd.sk...*)
- Approach**
  - (Distance) oracle-based approach [TZ05] - pre-computation



# Timetable and underlying graph

Place		Time	
From	To	Departure	Arrival
A	B	10:00	10:45
B	C	11:00	11:30
B	C	11:30	12:10
B	A	11:20	12:30
C	A	11:45	12:15

Table : **Timetable** - a set of **elementary connections** (between pairs of **cities**)

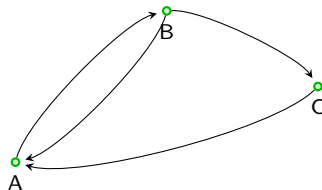


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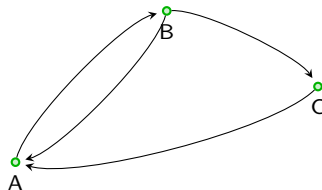


Figure : **Underlying graph**

## Goals

- Devise methods to tackle EA/OC problem
- Analyse properties of timetables

# Contribution

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# Data

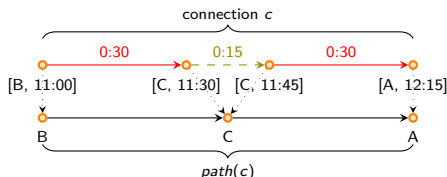
Name	Description	El. conns.	Cities	UG arcs	Time range	Height ( <i>h</i> )
air01	domestic flights (US)	601489	287	4668	1 month	24374
cpru	regional bus (SVK)	37148	871	2415	1 day	239
cpza	regional bus (SVK)	60769	1108	2778	1 day	370
montr	public transport (Montreal)	7153	217	349	1 day	363
sncf	country-wide rails (FRA)	90676	2646	7994	1 day	488
zsr	country-wide rails (SVK)	932052	233	588	1 year	60308

Table : Timetables datasets

## Underlying shortest paths

## Idea

- “Usually we go through the same sequence of cities”



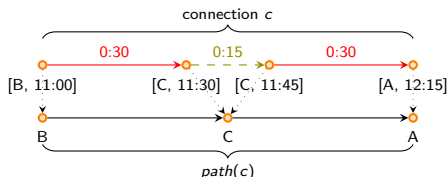
Odchod	Príchod	Dĺžka cesty*	Použité linky	Zóny	Cena*
21:59	22:10	11 min	<a href="#">95</a>	-	0,70 €
22:09	22:20	11 min	<a href="#">95</a>	-	0,70 €
22:19	22:30	11 min	<a href="#">95</a>	-	0,70 €
22:29	22:40	11 min	<a href="#">95</a>	-	0,70 €
22:39	22:50	11 min	<a href="#">95</a>	-	0,70 €

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- we have USP  $\rightarrow$  reconstruct  $c_{(a,t,b)}^*$

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- $p$  is USP  $\iff \exists t : path(c_{(a,t,b)}^*) = p$
- we have USP  $\rightarrow$  reconstruct  $c_{(a,t,b)}^*$
- Overtaking** [MHSWZ07] causes problems, but can be easily removed

Name	Overtaken edges (%)
air01	1%
cpru	2%
cpza	2%
montr	1%
sncf	2%
zsr	0%

## Underlying shortest paths

## USP-OR

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  - $\tau_{A,B}$  - # of USPs between  $A$  and  $B$

Name	avg $\tau_{A,B}$	max $\tau_{A,B}$
air01	5.8	30
cpru	7.0	64
cpza	5.1	42
montr	4.3	30
sncf	4.3	24
zsr	2.5	19

Table : Daily, 200 station timetables

Name	avg USP size
air01	3.0
cpru	13.8
cpza	11.1
montr	20.3
sncf	10.5
zsr	13.7

Table : Daily, 200 station timetables

## Underlying shortest paths

## USP-OR

- Pre-compute *all conn.* - space  $\mathcal{O}(h n^3)$ 
  - daily height usually  $200 < h < 800$
- Pre-compute *all USPs* - space  $\mathcal{O}(\tau n^3)$ 
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Prep-time	Size	Q-time	Stretch
$\mathcal{O}(hn^3)$	$\mathcal{O}(\tau n^3)$	$\mathcal{O}(\tau n)$	1

Table : USP-OR parameters

- $\tau$  almost constant, USP size  $\approx \sqrt{n}$
- Space  $\mathcal{O}(n^{2.5})$  too big anyway

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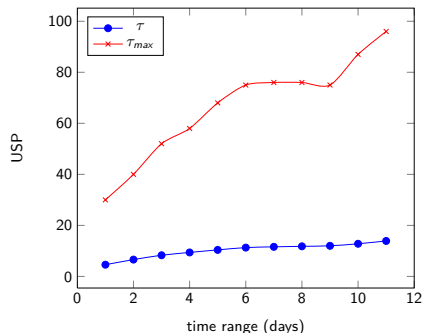
USP-OR -  $\tau$  evolution

Figure : Changing of  $\tau$  with increased time range in *air01* dataset. 1 day = about 800 in height

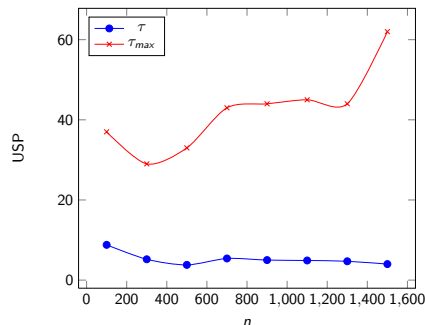
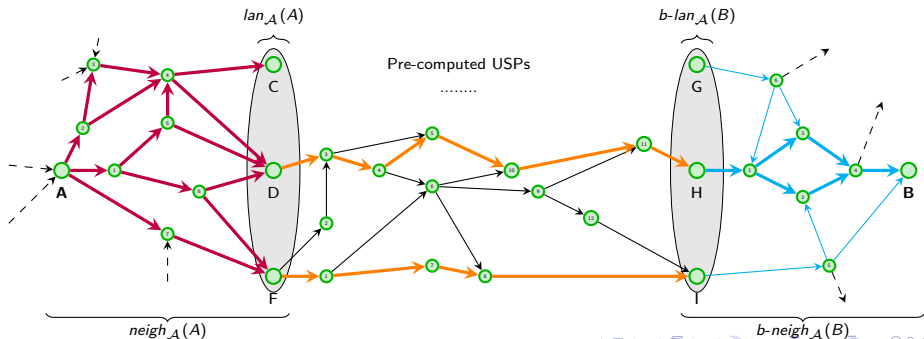


Figure : Changing of  $\tau$  with increased # of stations in *snCF* dataset

## Underlying shortest paths

## USP-OR-A

- Pre-compute USPs only among *some* cities in UG: set of **access nodes**  $\mathcal{A}$
- We would like ( $r_1$  and  $r_2$  small constants w.r.t.  $n$ ):
  - Size  $|\mathcal{A}| = \mathcal{O}(\sqrt{n})$
  - Small node neighbourhoods:  $\forall v \ |neigh_{\mathcal{A}}(v)| < r_1 \cdot \sqrt{n}$
  - Few local access nodes:  $\forall v \ |lan_{\mathcal{A}}(v)| \leq r_2$





## Underlying shortest paths

## Searching for optimal AN set

- NP-complete
  - Reduction to min-set-cover



Figure : text

# Searching for optimal AN set

- NP-complete
  - Reduction to min-set-cover



Figure : text

- Heuristics: node  $v$  with low  $|neigh_{\mathcal{A}}(v) \cap b-neigh_{\mathcal{A}}(v)|$  but high  $\min\{|neigh_{\mathcal{A}}(v)|, |b-neigh_{\mathcal{A}}(v)|\}$  is good ANs

# Existing methods

- **Time-dependent SHARC** [Del08], **Time-dependent CH** [BDSV09]
  - Speed-ups of about 26 / 1500, respectively (EA only)
  - Meant for time-dependent routing in road networks
- **Time-expanded approach** [DPW09]
  - Speed-ups of about 56
  - Remodelling unimportant stations
- **Theory vs. practice** difference
  - Inclusion of transfers, cost...

# Neural network approaches

- Multi-layer perceptron, back propagation
- Input layer = **events** + **cities**. Output layer:
  - 1 Arcs of UG  $\rightarrow$  USP
  - 2 Arcs of UG  $\rightarrow$  routing
  - 3 Earliest arrival value

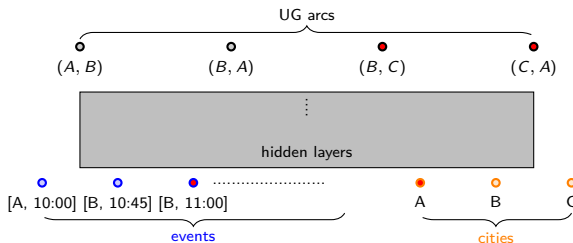


Figure : Approach 1.)

# Results

- Tendency to remember USPs
- Long training times

Name	Conn.	Found	Was optimum (%)
air01	931	573	18.7%
cpru	481	281	48%
montr	527	346	86.7%
zsr	672	307	76.2%

Table : Tests of a trained NN on timetables with 30 cities (approach 1.)

# Timetable analyzer - TTBlazer

- Works with UG, TE, TD, TT
- Analysis ( $\tau$ , HD, degrees...), oracles (USP-OR, Dijkstra...), modifications (remove overtaking...), generation (subgraphs, TT  $\rightarrow$  TD ...)
- Running & evaluating tests
- Easily extendible



Figure : It's *blazing* fast!

# Conclusion

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- Trying out novel approaches to solving EAP in timetables
  - *USP-OR*: Exact and quick answers but high space and time preprocessing
  - *NN*: Problem too challenging for NN/try different types of network
- Analysis of **various** real-world timetables
  - Better insight on properties of timetables
- Useful and easily extendible application



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# Thank you for the attention

