

Tour4Me: A Framework for Customized Tour Planning Algorithms

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ABSTRACT

CCS CONCEPTS

• **Computer systems organization** → **Embedded systems**; *Redundancy*; Robotics; • **Networks** → Network reliability.

KEYWORDS

datasets, neural networks, gaze detection, text tagging

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1 INTRODUCTION

Most people who do outdoor activities run into the problem of finding an appropriate route. Depending on the activity from hiking and jogging to gravel and road cycling, requirements from users can greatly vary. To this end we have developed TOURGENERATOR. The tool TOURGENERATOR consists out of an intuitive UI that allows users to create tours customized to their specific demands in their own webbrowser. Furthermore, TOURGENERATOR contains a few algorithms for computing solutions for the arc orienteering problem (AOP) and the more general touring problem.

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1.1 Related Work

1.2 Contribution

2 SYSTEM

2.1 Architecture

2.2 Data

2.3 Interface

3 ALGORITHM

3.1 Greedy Selection

3.2 Jogging Tour

3.3 Iterative Local Search

3.4 Integer Linear Programming

The integer linear program (ILP) gives the optimal solution for an instance of the AOP. The ILP used in TOURGENERATOR is a modified version from Verbeeck et al. The ILP from [] introduces a constraint for every subset of the vertices in order to avoid disconnected components, resulting in $O(2^n)$ constraints.

$$\text{somethingBad} \quad (1)$$

The ILP from [] uses Equation 1 to avoid subcycles. Instead we introduce a variable ρ_{kij} , for $1 \leq k \leq L$ and $1 \leq i, j \leq m$. Variable ρ_{kij} denotes whether edge e_{ij} is included in the path at location k .

$$\sum_{i=1}^m \sum_{j=1}^m \rho_{kij} = 1 \quad \forall 1 \leq k \leq L \quad (2)$$

$$\sum_{k=1}^L \rho_{kij} = \begin{cases} h_{ij} & \text{if } e_{ij} \text{ is an edge} \\ 0 & \text{otherwise} \end{cases} \quad \forall 1 \leq i, j \leq m \quad (3)$$

$$2 \cdot \rho_{kij} \leq p[k][i] + p[k+1][j] \quad (4)$$

We include Constraint 2 for every $1 \leq k \leq L$ so that the path only has one edge at every position.

Constraint 3.

4 CONCLUSION