

# Exercise Cartographic Explorer (ECE)



**Team 042**

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# OUR MISSION

Empowering sports enthusiasts with the tools to discover and access the best outdoor experiences effortlessly

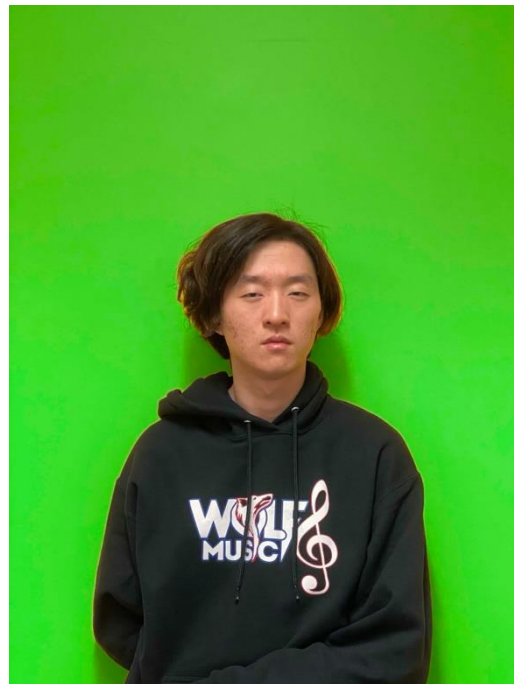




# MEET OUR TEAM



**Yangyijian Zhou**

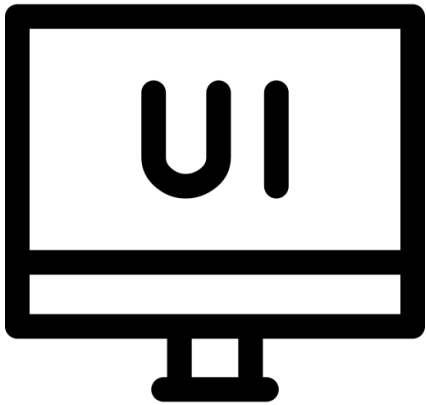


**Ruibo Zhang**

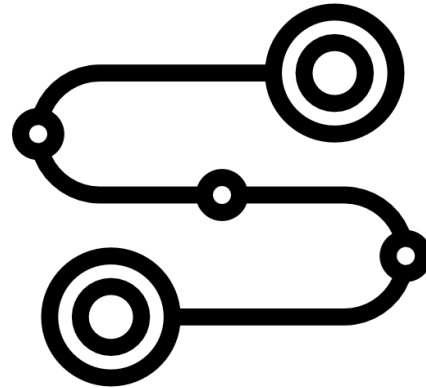


**Yikun Wang**

# Structure



UI Design/ features



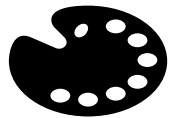
Algorithm



Future Pitch

# UI Design/ features

Color  
Scheme



Filtering



Weather

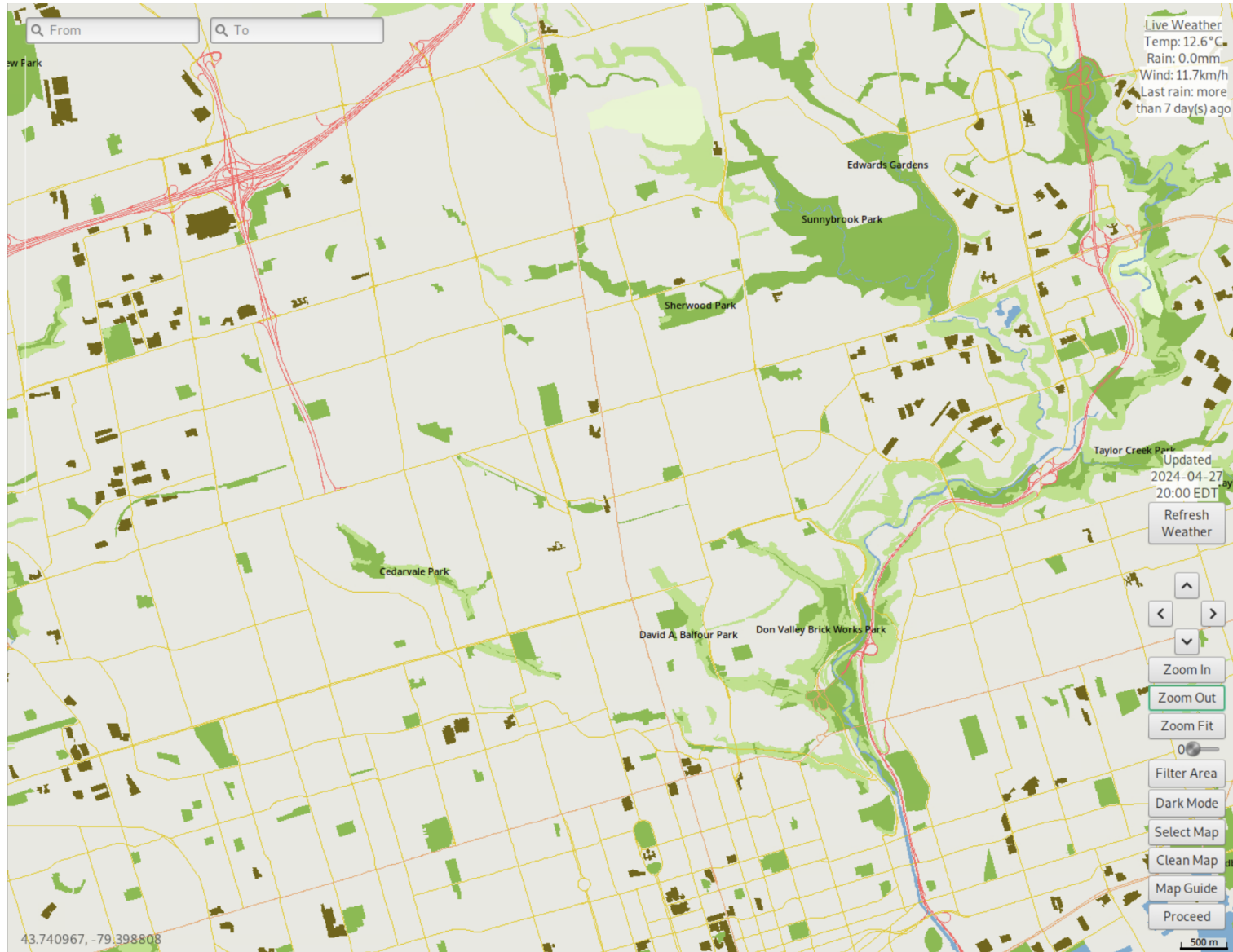
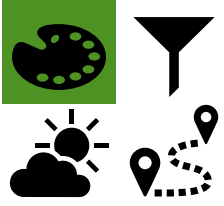


Path  
Visualization



# COLOR SCHEME

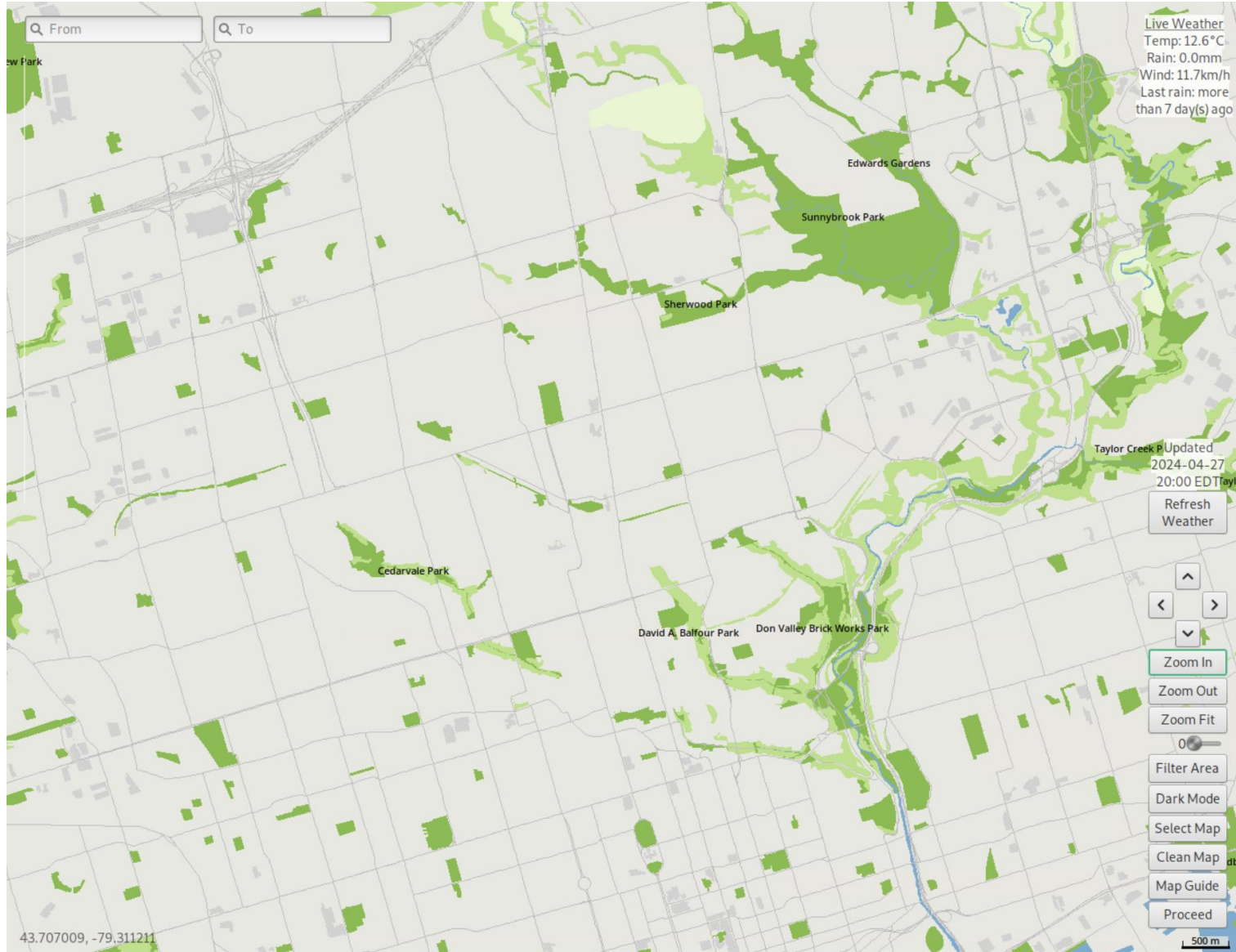
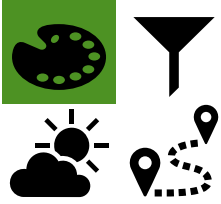
## Make Green Stand Out



- Easy Identification and navigation
- Universally recognized association:  
Green to Greenspaces [1]

# COLOR SCHEME

## Make Green Stand Out

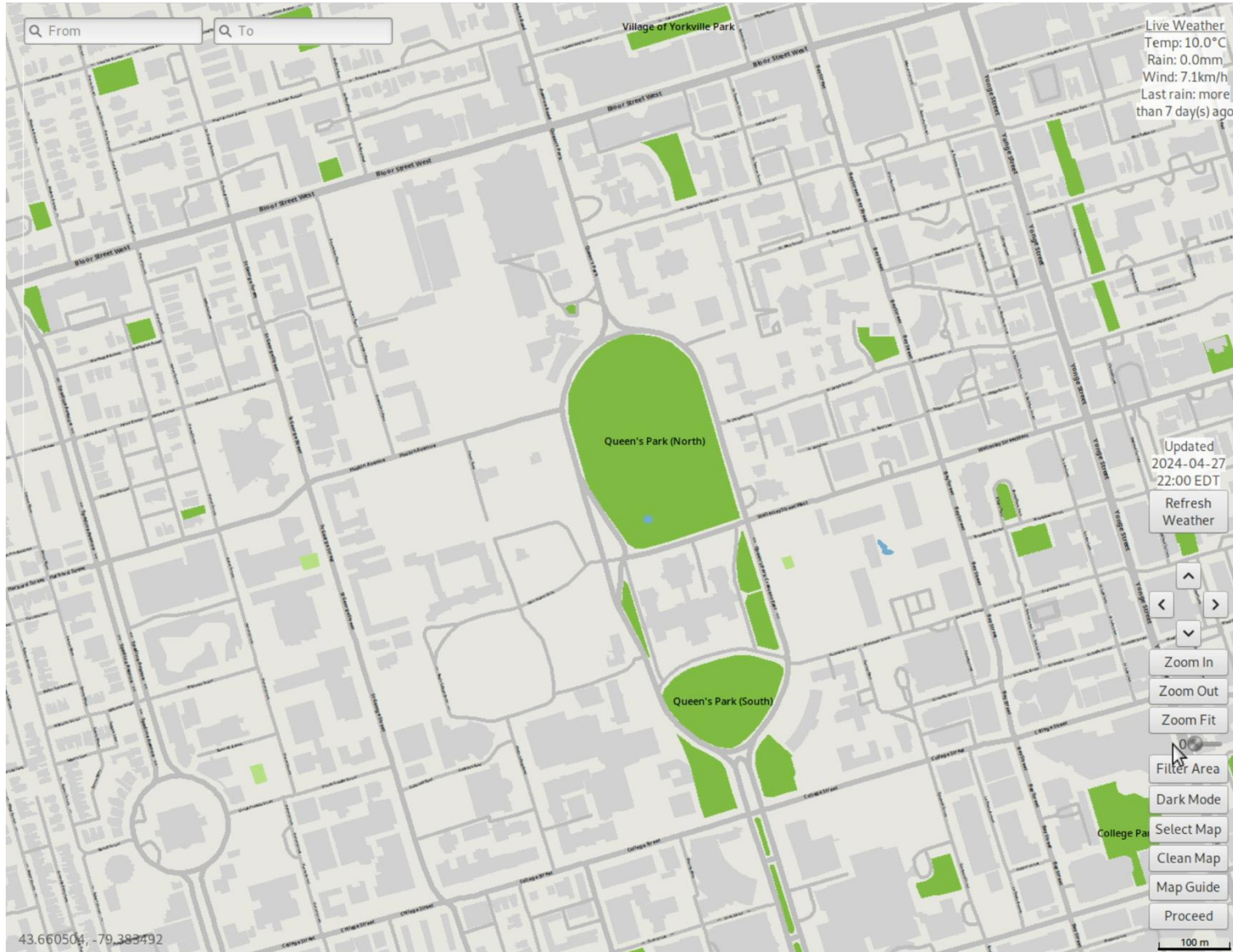
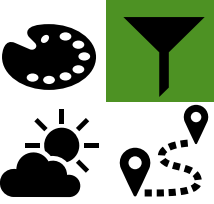


- Easy Identification and navigation
- Universally recognized association:  
Green to Greenspaces [1]



# FILTERING

## Finding Without Searching

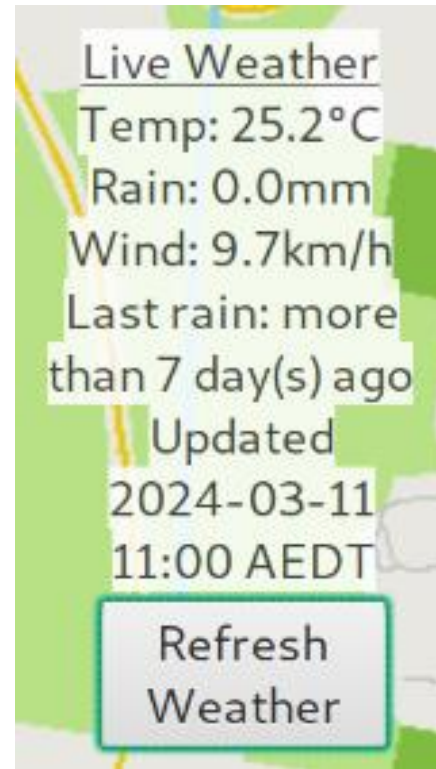
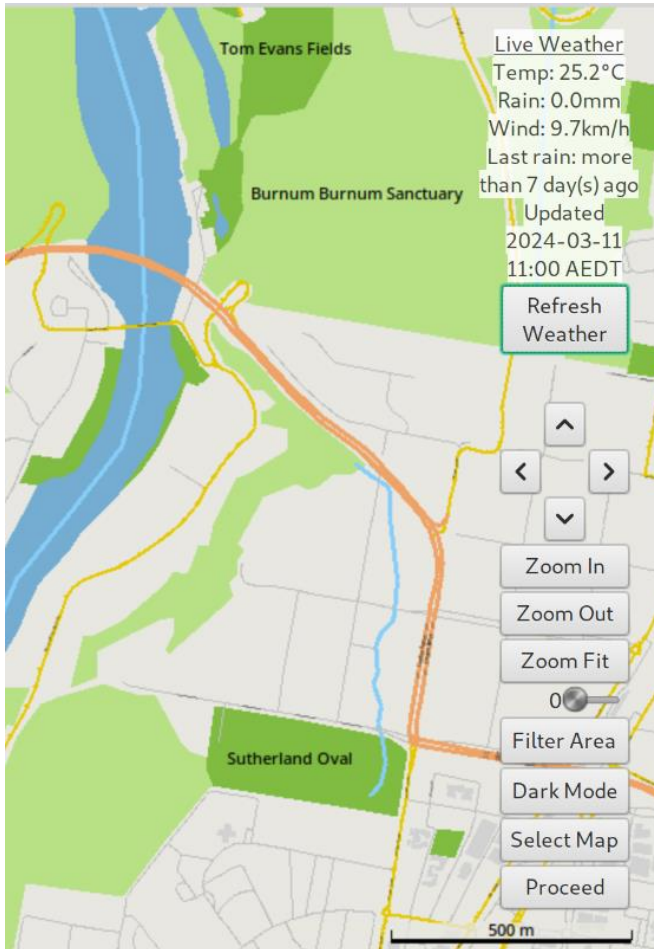
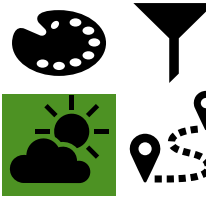


- Visualize Area
- Adjustable Threshold
- Purple stands out [2]



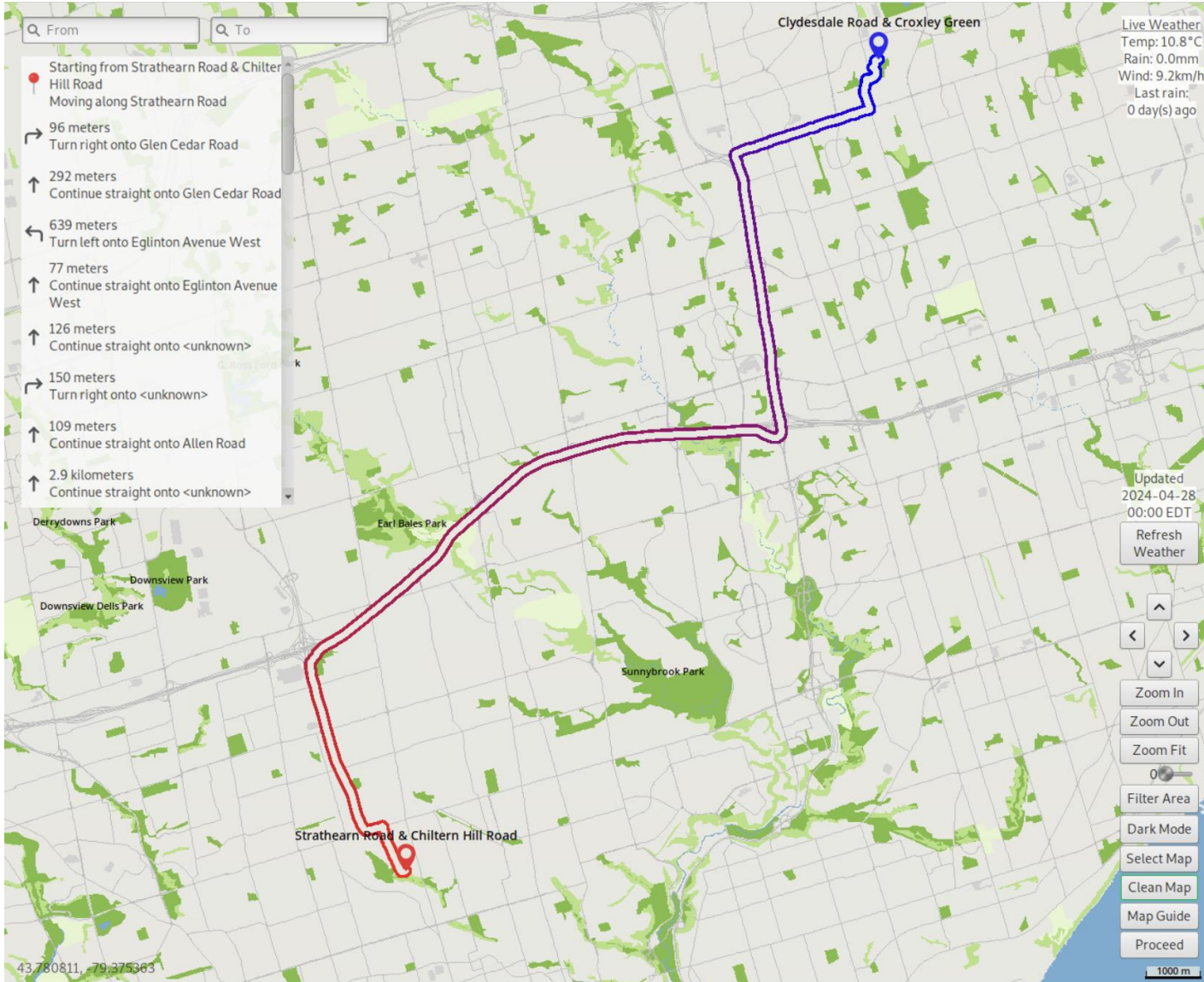
# WEATHER

## Past and Present



- Preparation
- Convenience
- Safety

# Path Visualization



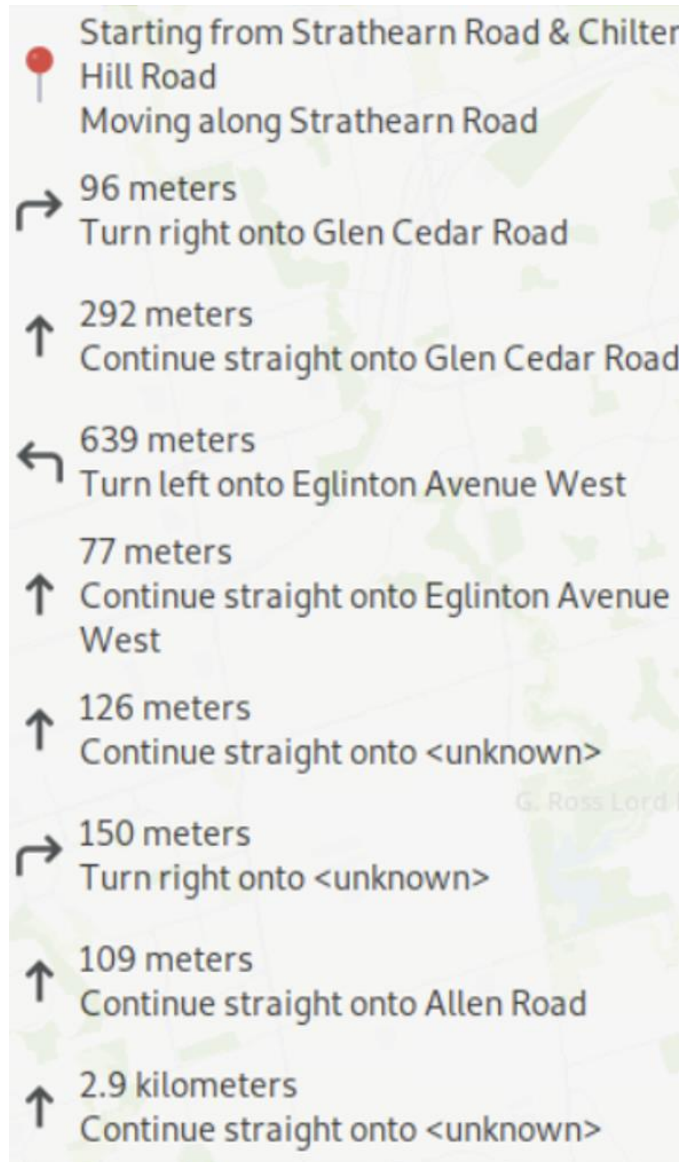
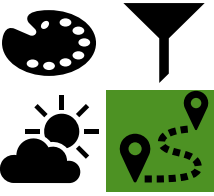
Starting point



Destination

- Path indication (Start to end)
- Informative navigation instruction

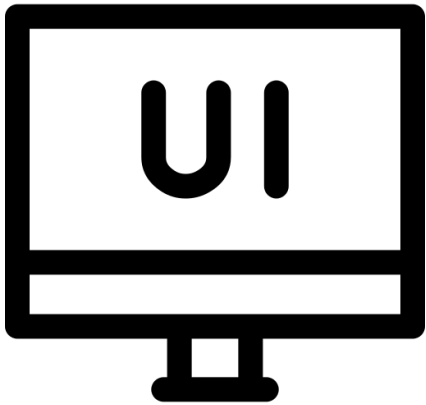
# Path Visualization



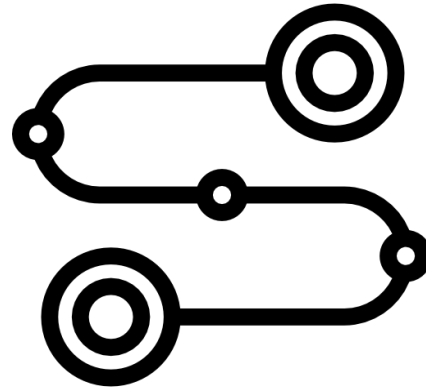
- Path indication (Start to end)
- Informative navigation instruction



# Structure



UI Design/ features



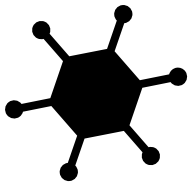
Algorithm



Future Pitch

# Algorithm

**Dijkstra's**



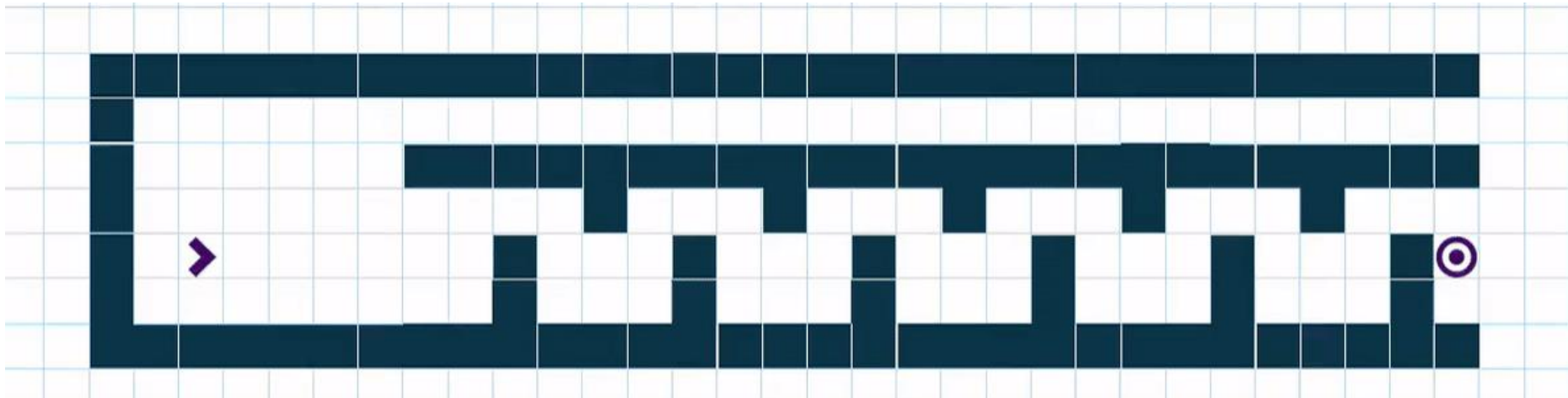
**Ant Colony**



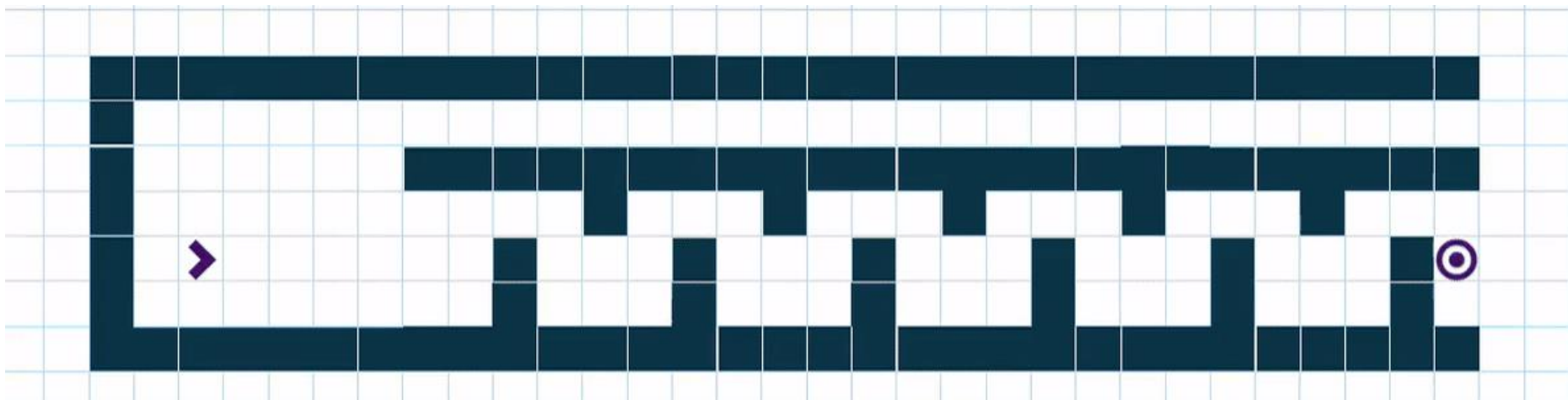
**Simulated  
Annealing**



# Pathfinding



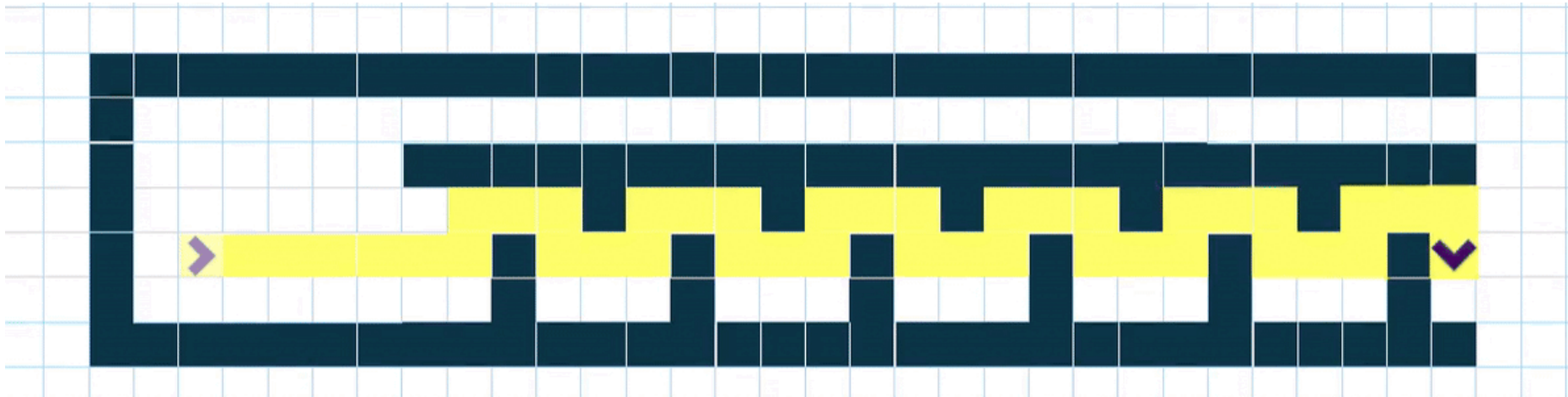
**Greedy:** “rush towards” destination



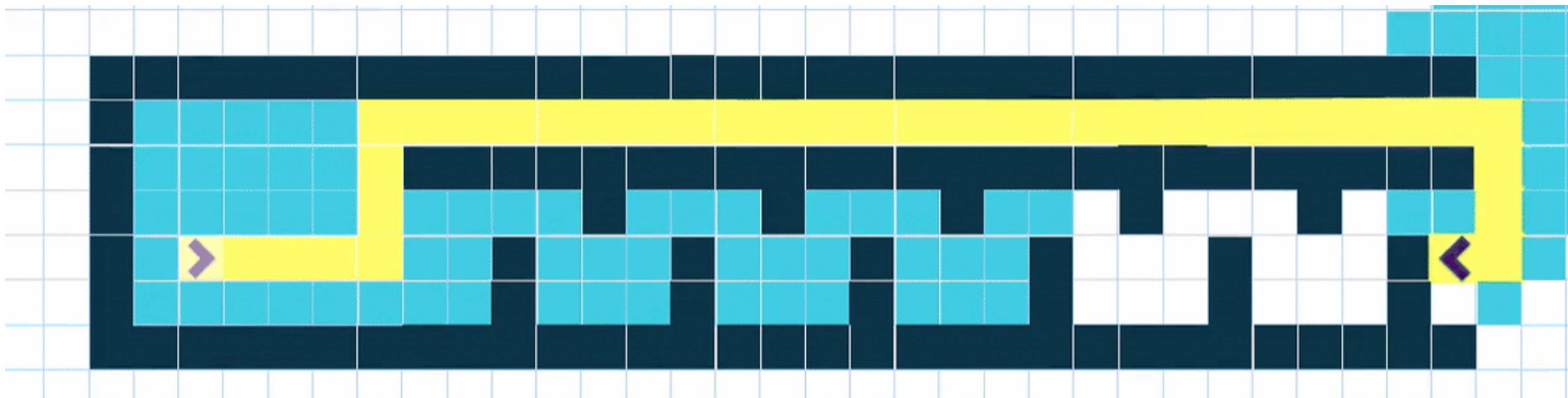
**Dijkstra's:** explore all neighboring paths



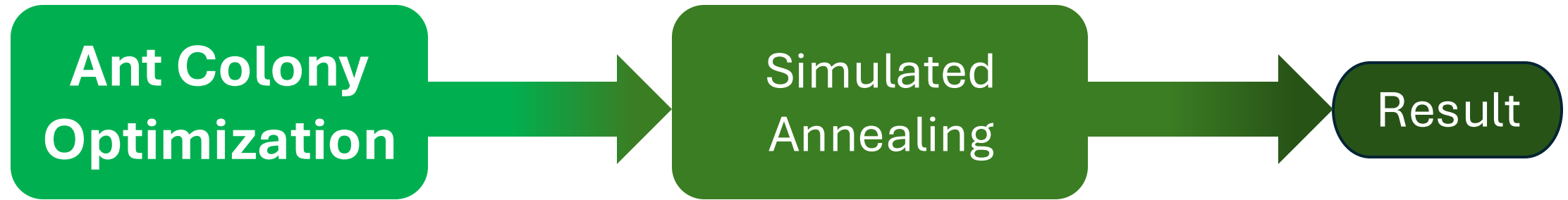
# Pathfinding



**Greedy: 40 grids**



**Dijkstra's: 36 grids, guarantees for shortest**





## A Group of Ants

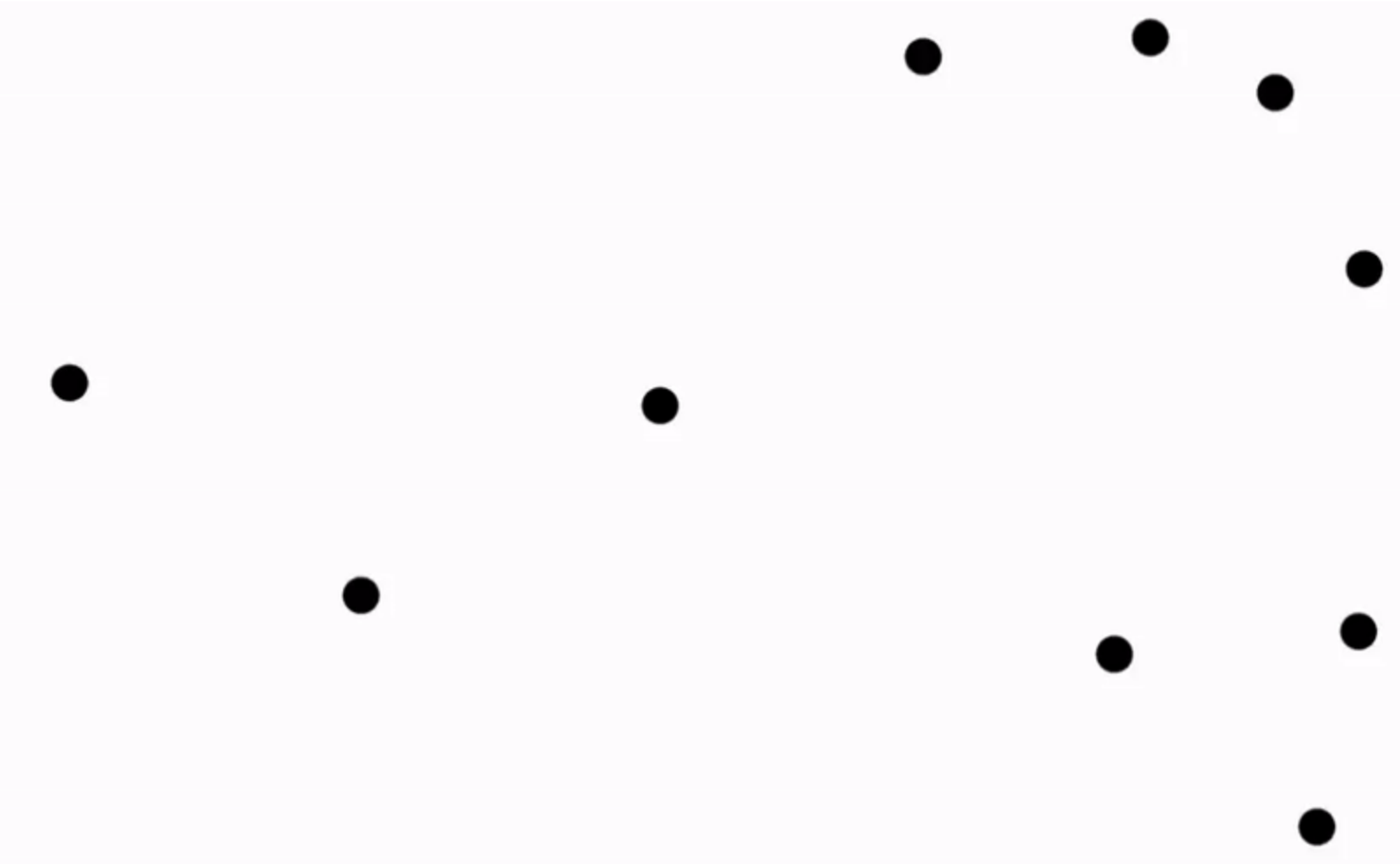
- **Initial:** ants wander around **randomly** until they find food
- **Pheromone Trail:** ants leave a trail of scent / **pheromone**
- **Pheromone Amount:** **shorter** trails has **stronger** pheromone
- **Follow Pheromone:** more likely to **follow** trails with strong pheromone

➔ **Shorter Trails** found with this **collective behavior**



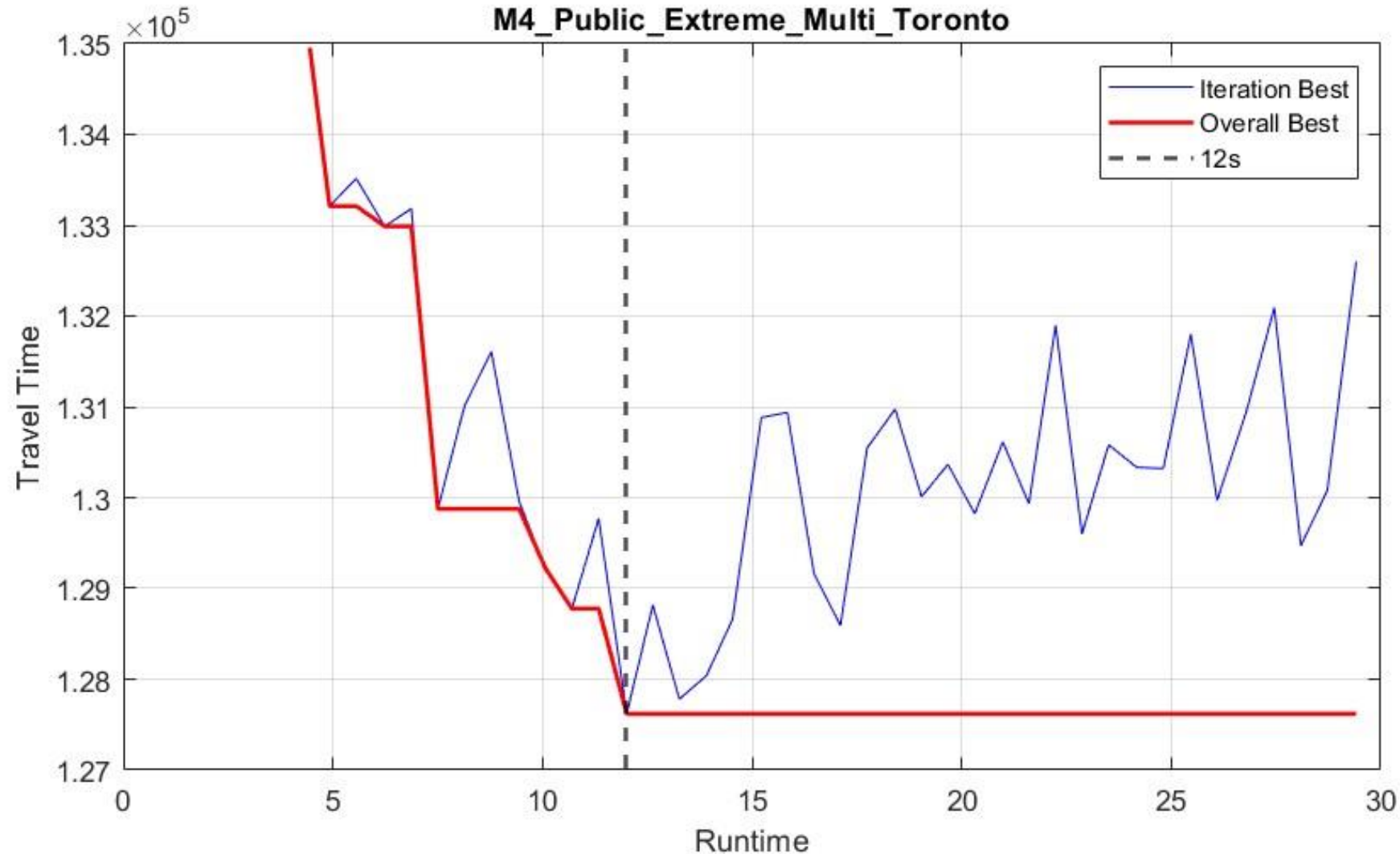


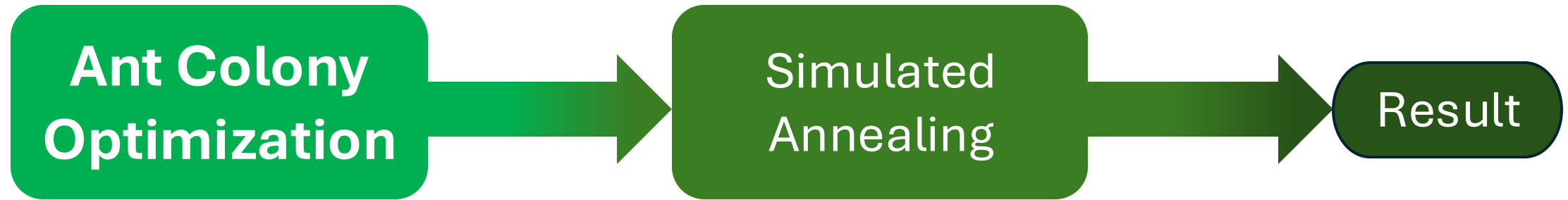
Artificial Ants → Ant Colony Optimization





Good solution in ~hundred iterations (10s)



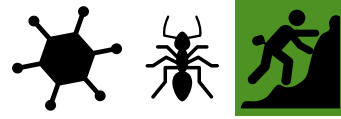




## Delivery Route

## Combined Approach



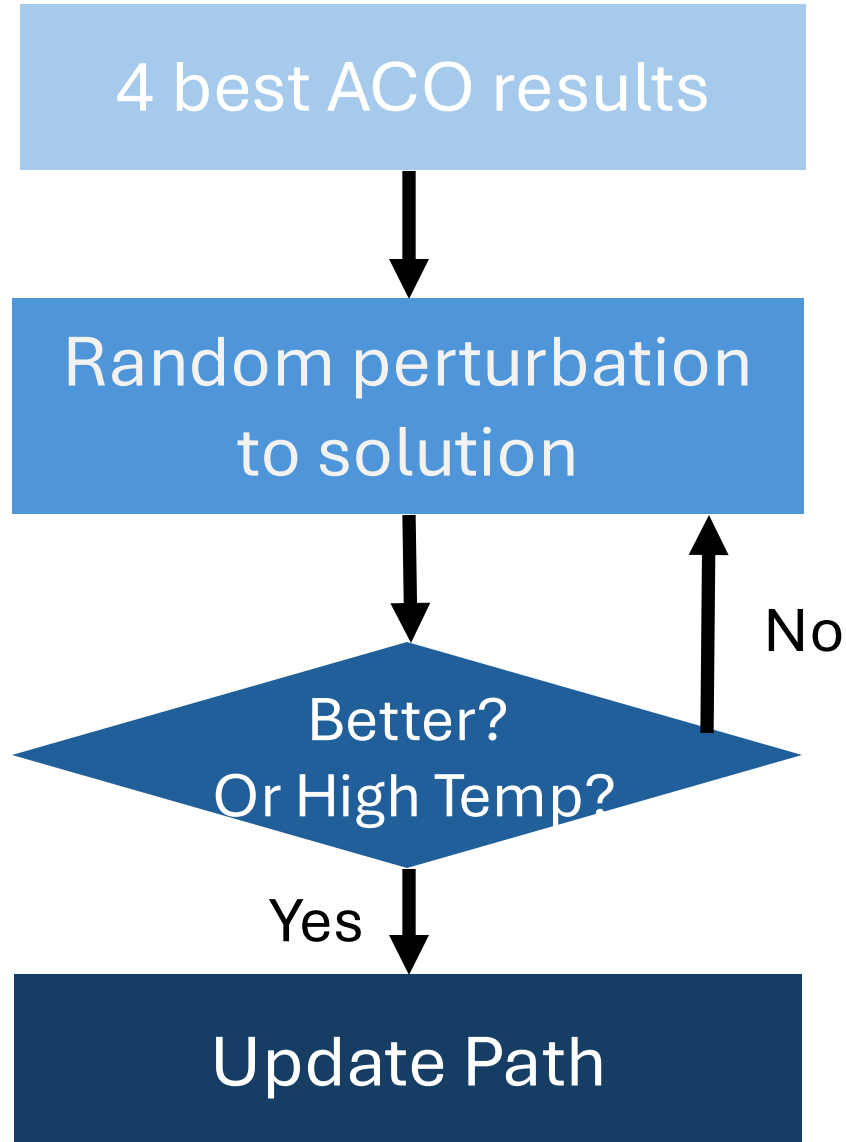
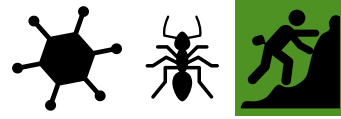


## Metal Annealing

- **Heat metal:** atoms move
- **Cool down:** atoms gradually settle into strong structure

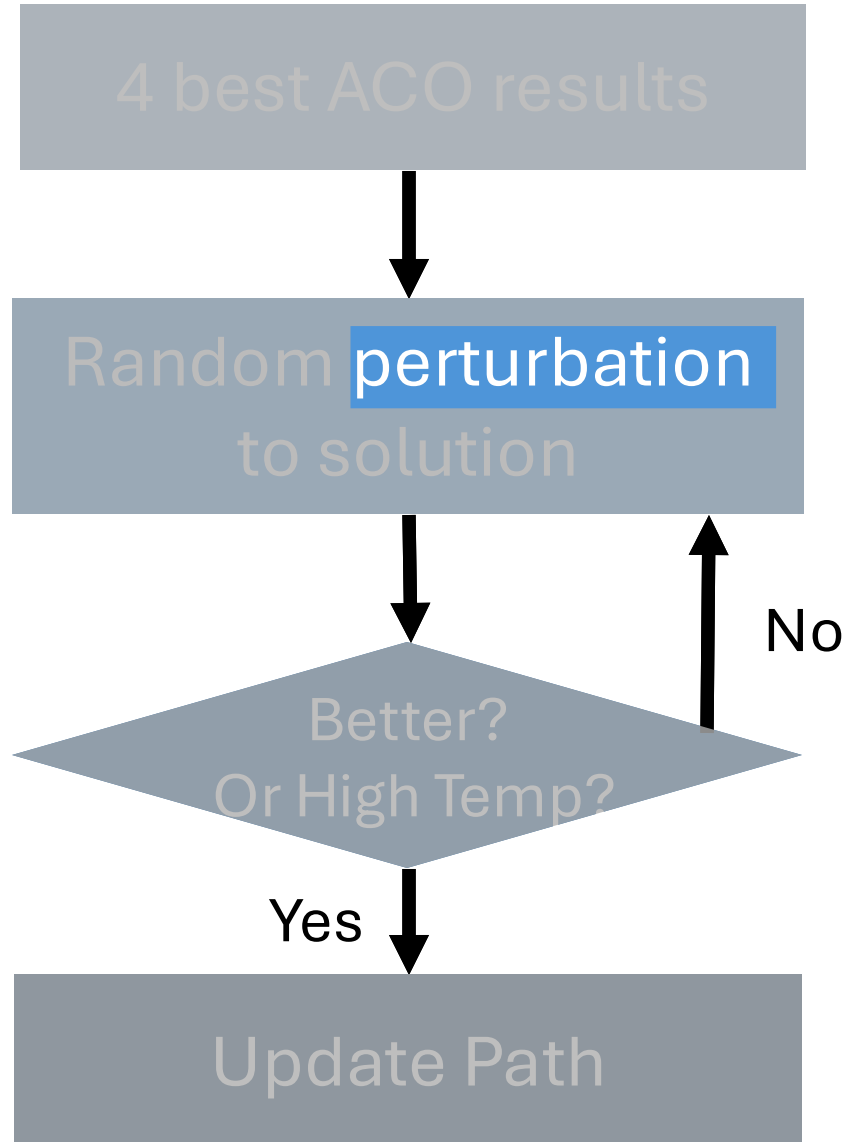
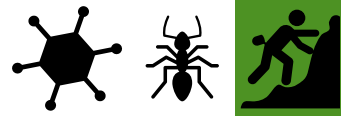
## Simulated Annealing

- **High Temperature:** could accept worse solutions
- **Cool down:** accept only better solutions



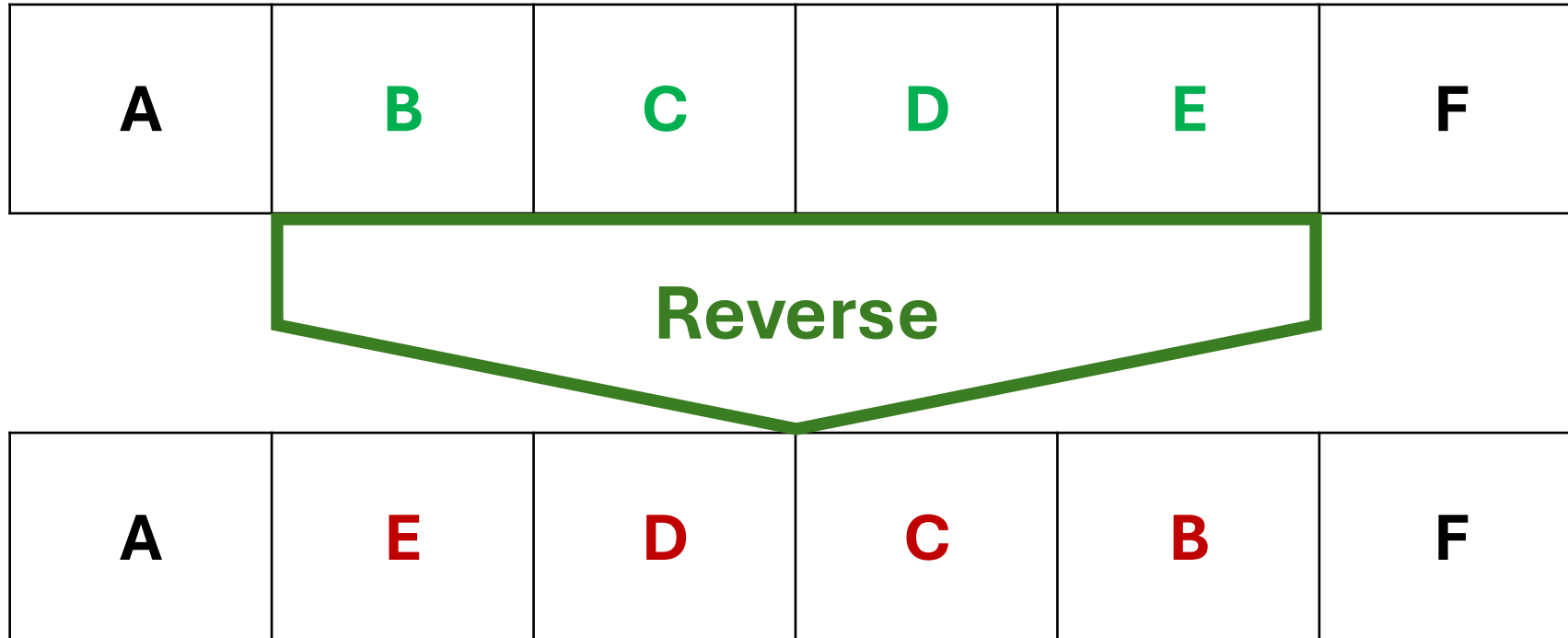
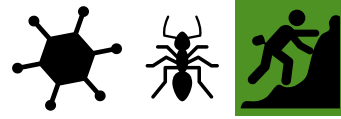
## Simulated Annealing

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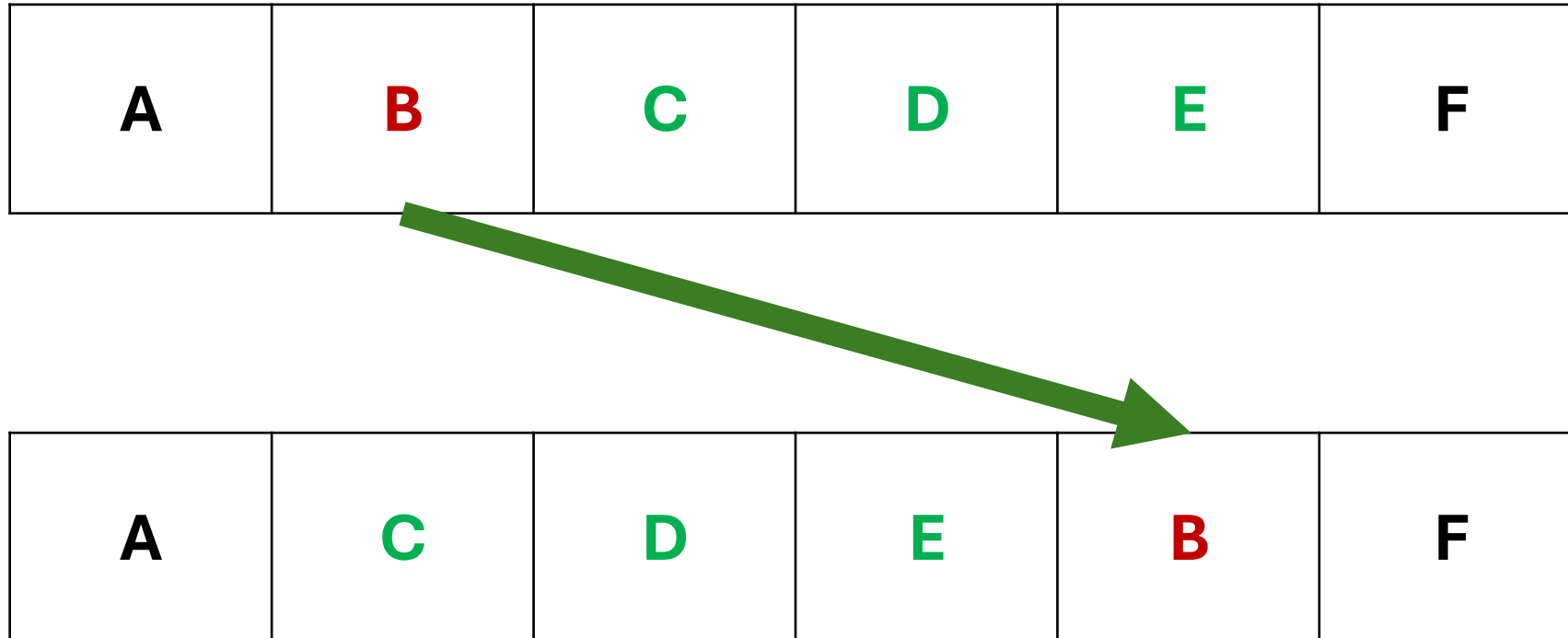
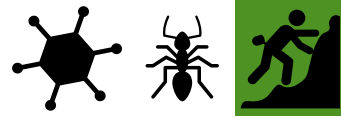
Perturbation Operators[8]:

- **Reverse**
- **Insert**



### Reverse Operator

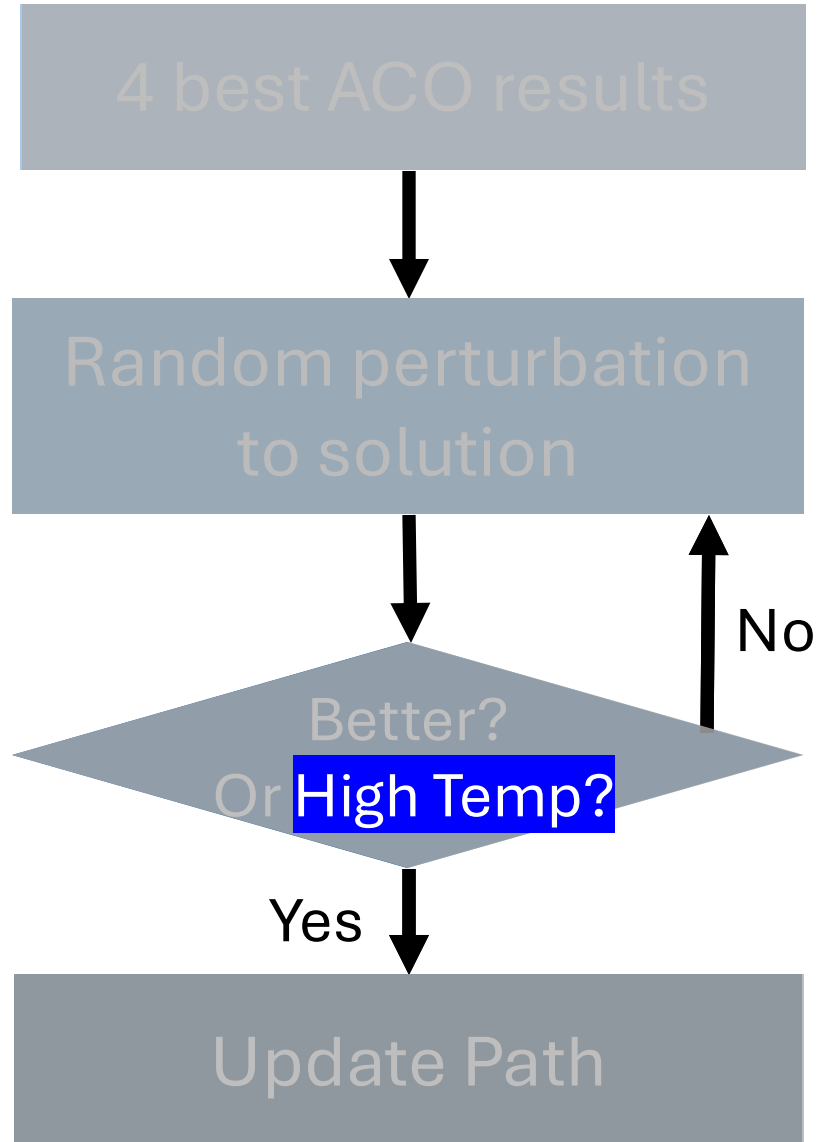
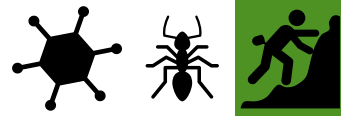




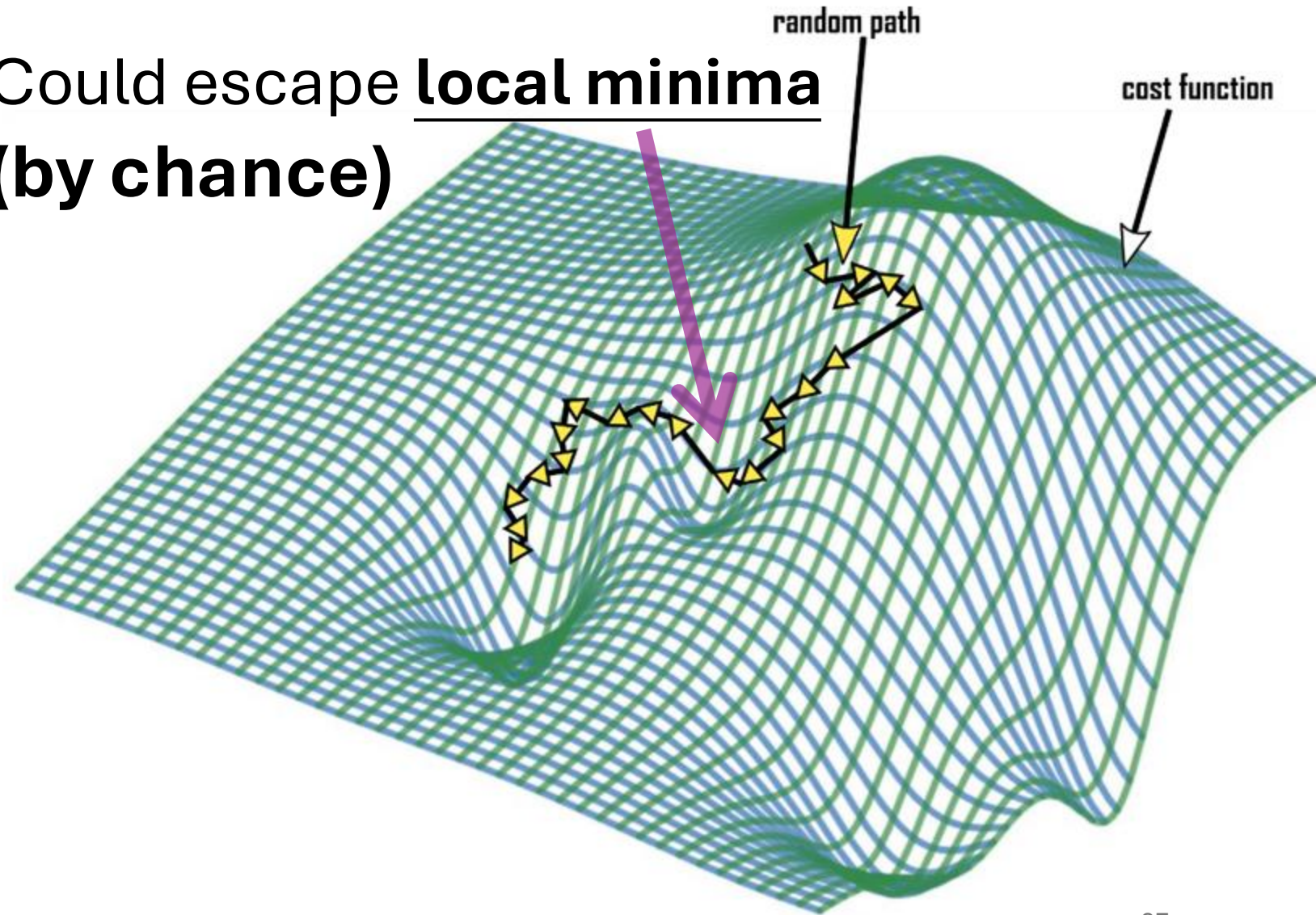
### Insert Operator

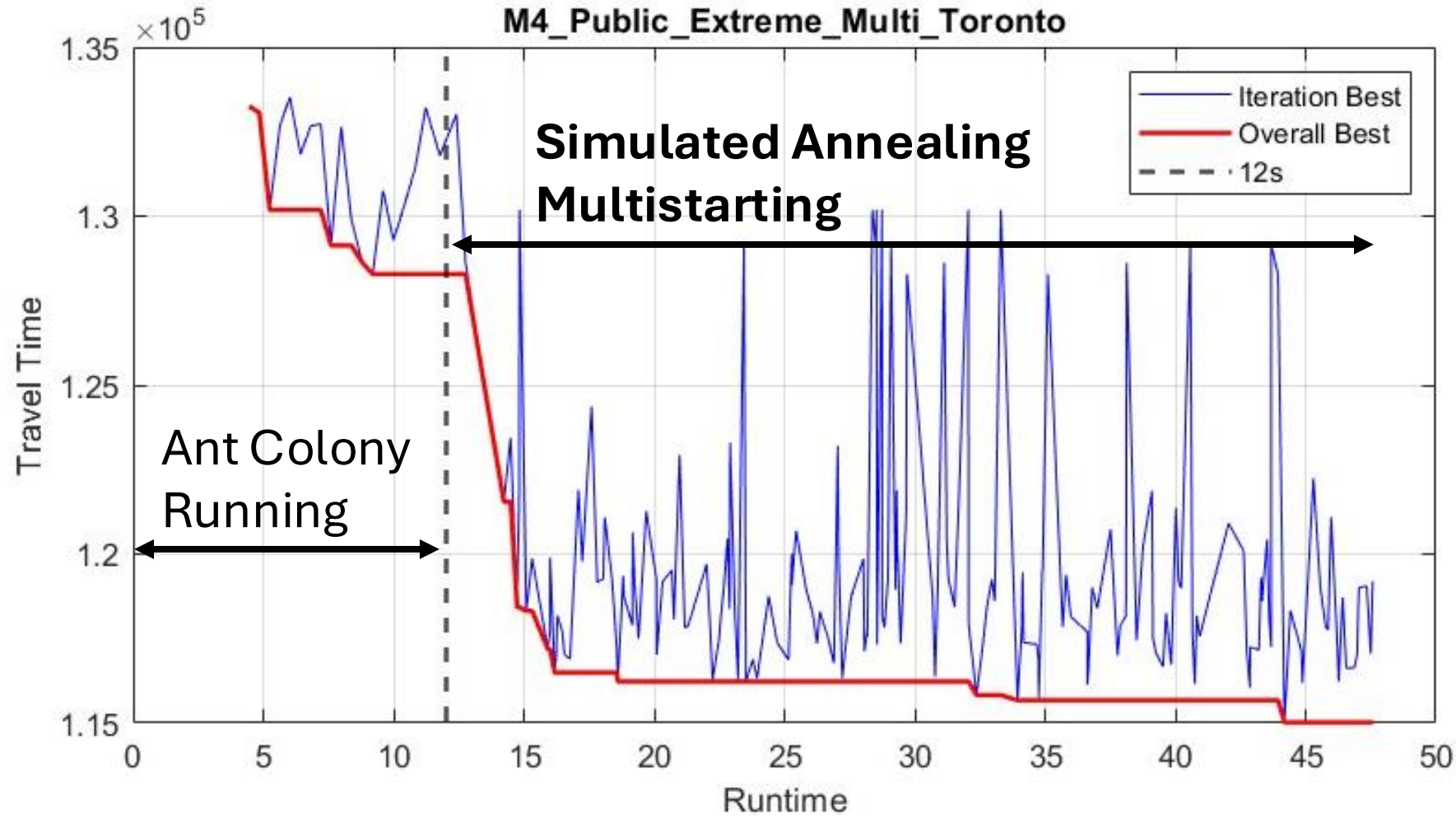
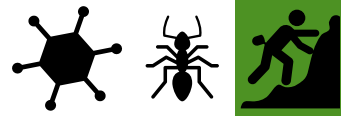
# Delivery Route

## Simulated Annealing



Could escape local minima (by chance)





**Multistart: escape local minima**

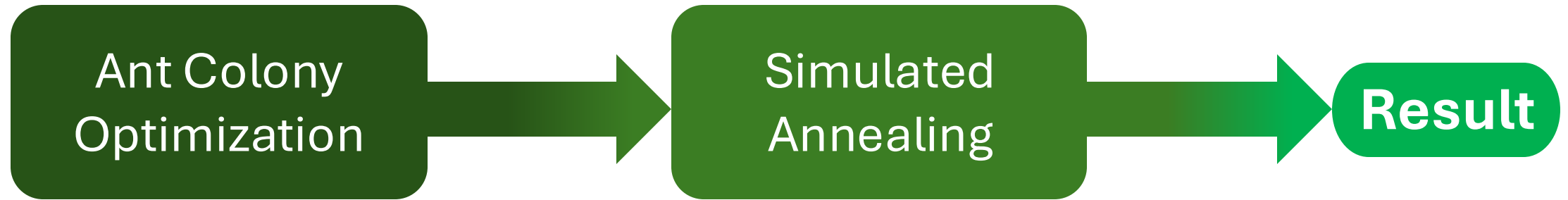
## Delivery Route

## Combined Approach



## Delivery Route

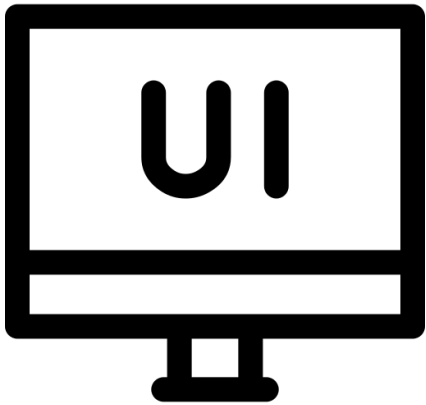
## Combined Approach



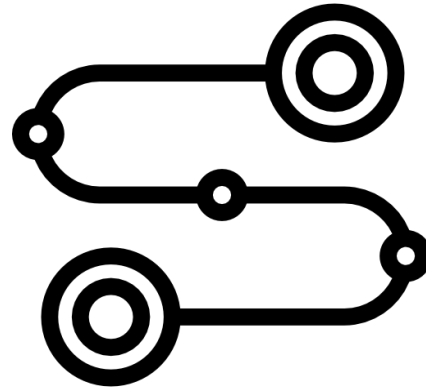
Our result: **top 3** on leaderboard



# Structure



UI Design/ features



Algorithm



Future Pitch

# Future Pitch

**Live Status**



**Alternative  
Transportation**



# Live Occupation Status

Everyone can  
be involved



Clicking on any greenspace:

- shows the number of users
- any events that is happening
- update the status if you are going

# Future Pitch

**Live Status**



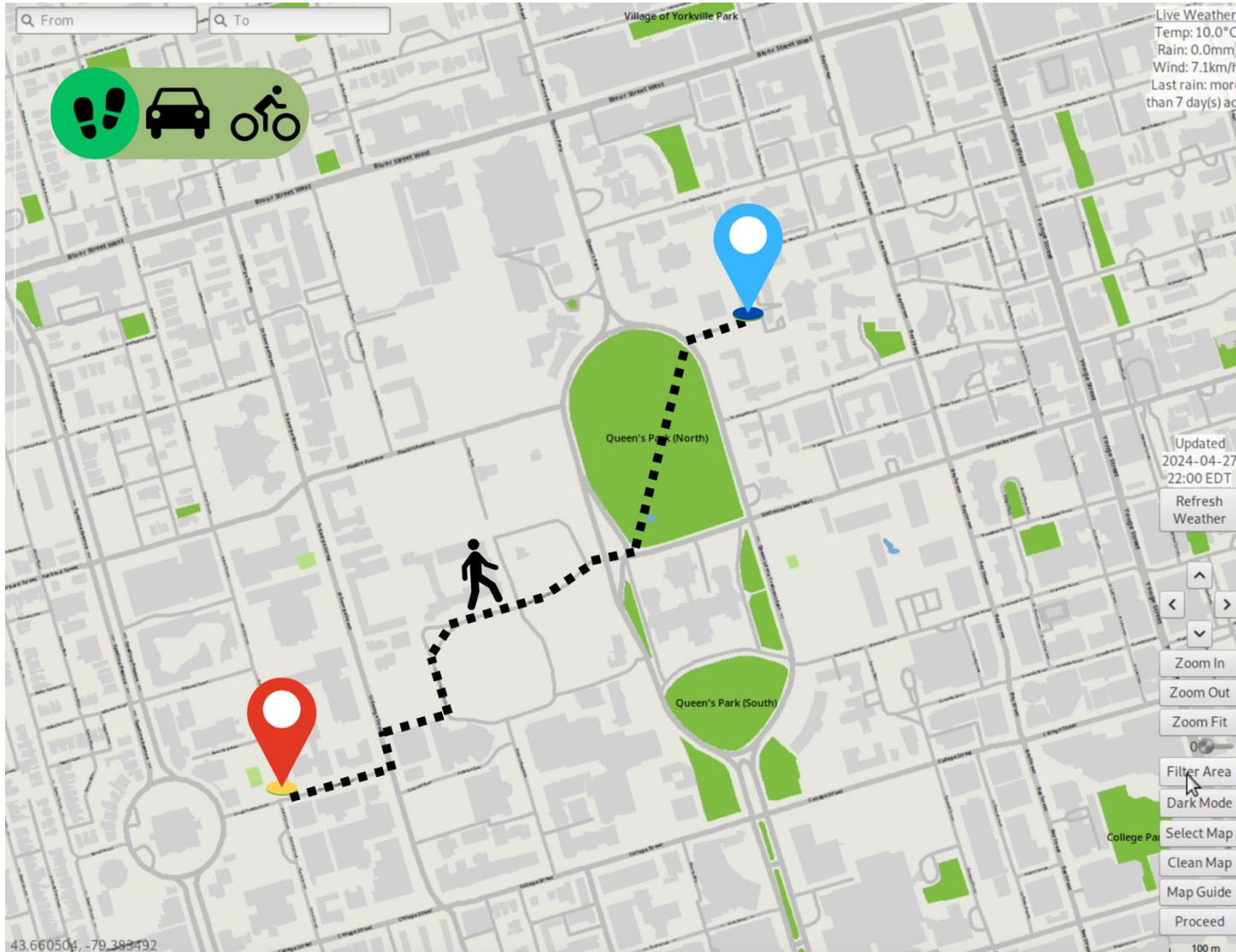
**Alternative  
Transportation**





# Path Finding for alternative transport

More than just cars



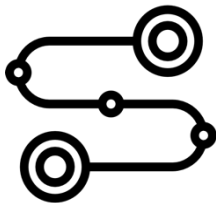
Different best paths:

- bus / subway
- on trails
- across greenspace
- see available bicycle sharing system

# Summary



UI Design



Algorithm



Future Pitch

Color Scheme



Filtering



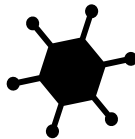
Weather



Path Visualization



Dijkstra's



Ant Colony



Simulated Annealing



Live Status



Alternative Transportation





**THANK YOU**

**Questions?**

## References:

- [1] H. J. Park, K. B. Kim, and E. Y. Cha, “AN EFFECTIVE COLOR QUANTIZATION METHOD USING COLOR IMPORTANCE-BASED SELF-ORGANIZING MAPS,” *Neural Network World*, vol. 25, no. 2, pp. 121–137, 2015, doi: 10.14311/NNW.2015.25.006.
- [2] A.-M. Nivala, S. Brewster, and T. L. Sarjakoski, “Usability evaluation of web mapping sites,” *The Cartographic Journal*, vol. 45, no. 2, pp. 129–138, May 2008.
- [3] Web Content Accessibility Guidelines 2.2, World Wide Web Consortium, 05 Oct., 2023.
- [4] L. Vennapu, Rao, V. Mohan, V. Rao, and Mohan, “Impact of weather on sports and sport injuries,” ~ 9 ~ *International Journal of Physical Education, Sports and Health*, vol. 8, no. 3, pp. 9–13, 2021, Available: <https://www.kheljournal.com/archives/2021/vol8issue3/PartA/8-2-31-646.pdf>
- [5] R. Mosadeghi, D. Barr, and R. Moller, “The Use of GIS in Major Sport Events Management; the Host City’s Lessons Learned from Gold Coast 2018, Commonwealth Games,” *Applied Spatial Analysis and Policy*, vol. 13, no. 1, pp. 51–67, Jan. 2019, doi: <https://doi.org/10.1007/s12061-018-9289-z>.

## References:

[6] Marcello La Rocca, *Advanced Algorithms and Data Structures*. Manning Publications Co. Llc, 2021.

[7] “Pathfinding Visualizer,” clementmihailescu.github.io.  
<https://clementmihailescu.github.io/Pathfinding-Visualizer/>

[8] S. Zhan, J. Lin, Z. Zhang, and Y. Zhong, “List-Based Simulated Annealing Algorithm for Traveling Salesman Problem,” *Computational Intelligence and Neuroscience*, vol. 2016, pp. 1–12, 2016, doi: <https://doi.org/10.1155/2016/1712630>.



## Testing from WD1

| Objective  | Test Method   | Test Goal  | Metric Support  |
|--|---|--|---|
| Interface is intuitive to use, with clear delivery of information. | Ask new users to perform typical tasks and find important information. Count the number of tasks completed successfully.  | Completion rate = completed tasks / total tasks. This rate must be more than 80% and the aim is 100%.      | ISO 9241 suggests Effectiveness as a major usability metric. A 80% rate indicates good usability for most users.  |
| UI can deliver information efficiently.                            | In the test method described above, record the time taken in each task. For benchmarking, measure time usage for tasks with similar nature in Relator.ca and AllTrails. | The average time usage should not exceed the average time in Relator.ca and Alltrails.                     | ISO 9241 suggests Efficiency as another major usability metric. Since the benchmarked tasks have similar nature, less time usage indicates higher efficiency. |
| Program response time does not impact user experience.             | Time the response of all map operations.  | The time must be less than 400ms. If longer, feedback elements (e.g. progress bars) must be used.          | Doherty Threshold: If a response appears after the 400 ms threshold, users eventually become disinterested.   |
| Interface is easy to navigate.                                     | Count the numbers of operations (clicks, key presses) needed to use map functionalities.  | The number should not exceed 5 for any task.   | Miller's Law: The average person can only keep $7 \pm 2$ items in their working memory. 5 is the lower bound.   |
| Color scheme is accessible for users with visual                   | Check the contrast ratio between important elements and surrounding background.   | In at least one color theme, pins, roads, POIs, and boundaries must have a contrast ratio larger than 3:1. | Web Content Accessibility Guidelines S1.4.1 suggests that contrast ratio $> 3$ could "provide a redundant visual cue."  |