

Public transport route planning in the stochastic network based on the user individual preferences



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Transport Network Model

The part of the graph representing the two routes R_1 and R_2 , containing the common stop S_k , is shown in figure 1.

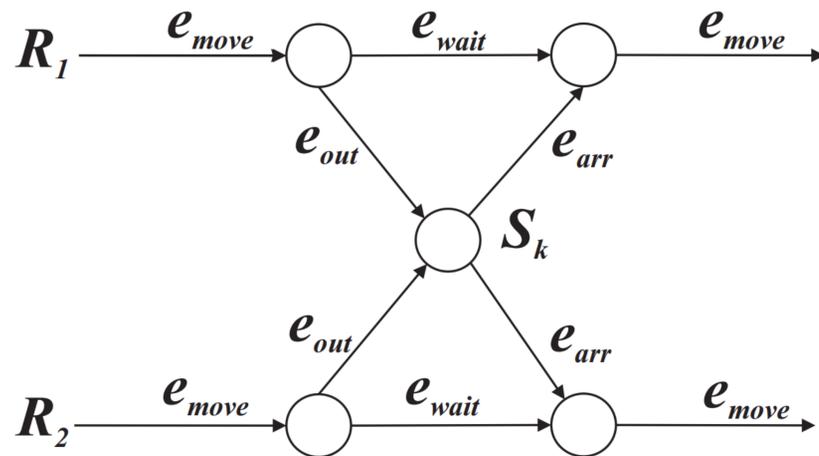


Figure 1. The route network graph structure.

The graph contains edges of several types:

- e_{move} - represents the segment of the route between stops, characterized by the average time μ_{ij} and the dispersion σ_{ij} ;
- e_{wait} - waiting for passengers boarding/alighting at the bus stop, in the work, constant waiting time is used as the edge weight;
- e_{out} - alighting edge, in the work as the edge weight is used constant alighting time;
- e_{arr} - boarding edge (vehicle waiting) is determined by the vehicle arrival time of the corresponding route to stop;
- e_{walk} (not shown in the figure) - walk from stops to the points of departure/arrival, the edge weight depends on the transition distance;

Transport Network Model

Dijkstra's modified algorithm is used to find the shortest path in a time-dependent stochastic transport network.

Algorithm 1: Algorithm for finding the shortest path

```

Input data: departure vertex  $n_s$ , arrival vertex  $n_d$ ,
departure time  $t$ 
Output data: shortest path
// Initialization
PriorityQueue  $pq = \emptyset$ 
Map  $predMap = \emptyset$ 
Map  $costsMap = \emptyset$ 
Label  $l_s = Label(n_s, cost_s)$ 
 $pq.insert(l_s)$ 
while  $!pq = \emptyset$  do
  Label  $l_i = pq.pop()$ 
   $n_i = l_i.getNode()$ 
  foreach  $e_{ij} \in E$  do
     $cost_j = calculateCost(e_{ij}, t + l_i.getCost().getTime())$ 
    if  $cost_j.getCost() > costsMap.get(n_i).getCost()$  then
      continue;
    end
     $costsMap.put(n_j, cost_j)$ 
     $predMap.put(n_j, n_i)$ 
    Label  $l_j = Label(n_j, cost_j)$ 
     $pq.insert(l_j)$ 
  end
end
    
```

The main interest is the estimation obtaining function of the passing the graph edge price $calculateCost()$. The proposed method for determining the cost of an edge depending on its type is described in Algorithm 2. In algorithm 2, the following notation is used:

- $t_{wait} = 30$ (seconds) - alighting/boarding time;
- $t_{out} = 10$ (seconds) - alighting time;
- t_{arr} - the vehicle arrival estimated time at the stop;
- $s_{walk} = 1$ (m/s) - walking speed;
- $\alpha_0; \alpha_1; \alpha_2$ - individual preferences parameters that affect the reliable path choice, the transfers number and walking distance.

Algorithm 2: $calculateCost$

```

Input data: graph edge  $e_{ij}$ , arrival time  $t$  to the vertex  $i$ 
Output data: cost  $cost_j = (c_j, t_j)$ 
if  $e_{ij}$  is  $e_{move}$  then
  // route segment between stops
  return  $(\mu_{ij} + \alpha_0\sqrt{\sigma_{ij}}, \mu_{ij})$ ;
end
else if  $e_{ij}$  is  $e_{wait}$  then
  // alighting/boarding
  return  $(t_{wait}, t_{wait})$ ;
end
else if  $e_{ij}$  is  $e_{out}$  then
  // alighting
  return  $(t_{out}, t_{out})$ ;
end
else if  $e_{ij}$  is  $e_{arr}$  then
  // waiting for transport
  return  $(\alpha_1(t_{arr} - t), t_{arr} - t)$ ;
end
else if  $e_{ij}$  is  $e_{walk}$  then
  // foot transition
  return  $(\alpha_2|e_{ij}|/s_{walk}, |e_{ij}|/s_{walk})$ ;
end
    
```

Experimental studies of the developed method were carried out for the Samara street-road network. The road network consists of 48139 segments. The data on the passenger transport bus routes movement were used to predict the time of arrival.

Six pairs of different departure and arrival vertices on the transport network graph were chosen to study the algorithm quality, after which for each pair they solved the problem of finding a way on public transport, varying the departure time.

The average trip time was $t_{avg} = 2645$ seconds. The following values were obtained from the experimental analysis results:

MAPE = 6.62%, MAE = 179.8 seconds.

The obtained values allow us to conclude about the good quality of the proposed algorithm.

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