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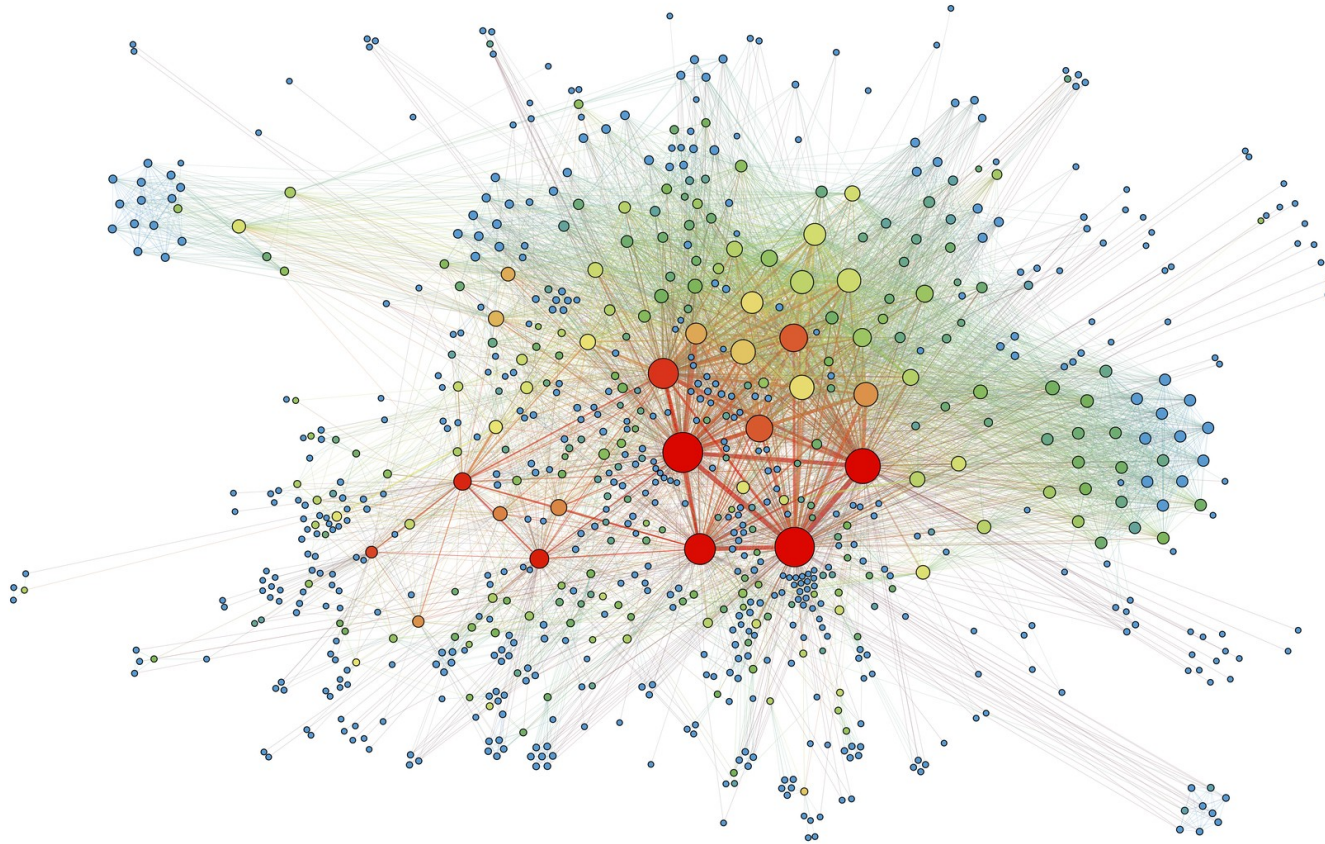


# Probing a Set of Trajectories to Maximize Captured Movement

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Joseph S. B. Mitchell, Ojas Parekh and Cynthia A. Phillips

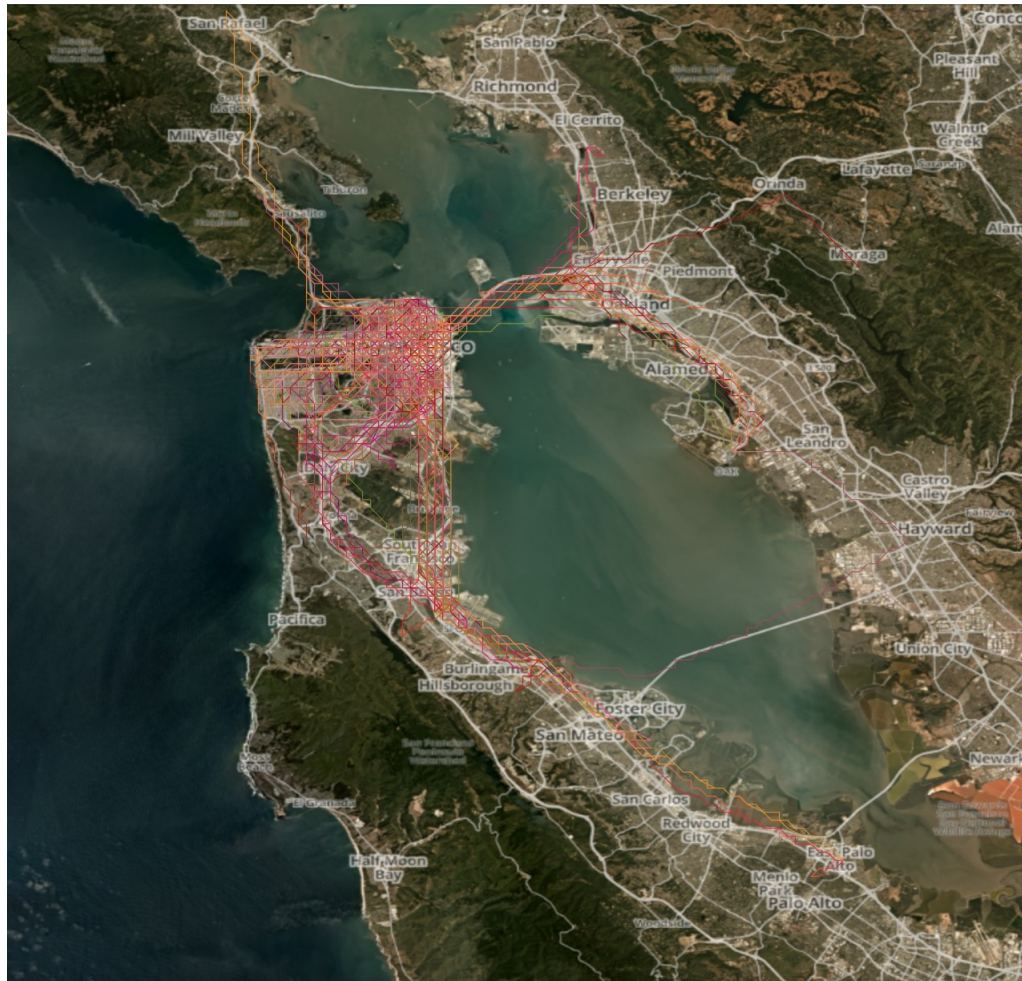
SEA 2020  
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# Motivation





# Motivation



# Overview

1. Trajectory Capturing Problem
2. Complexity
3. Approximation Schemes
4. Integer Programming
5. Heuristics
6. Evaluation
7. Conclusion

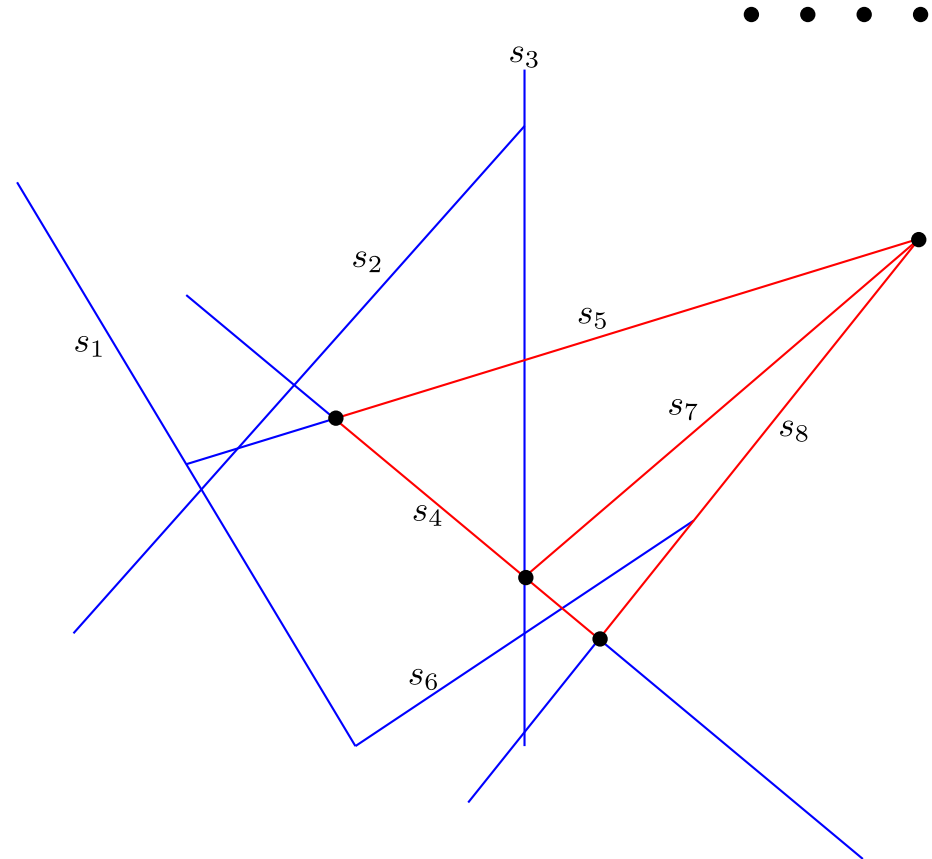
# Trajectory Capturing Problem

## Given:

- Set  $\mathcal{T}$  of trajectories
- $k \geq 2$  portals/pins

## Wanted:

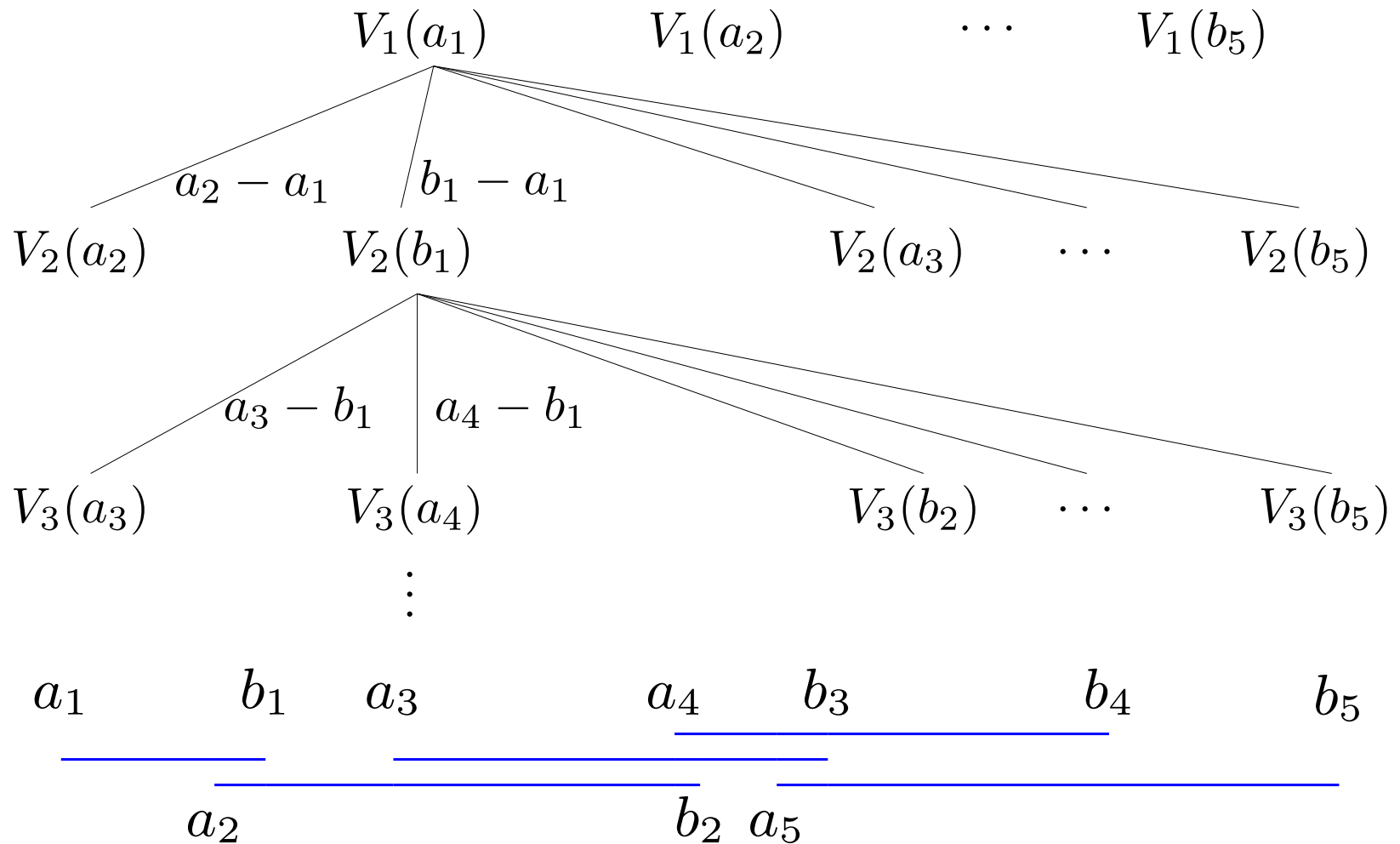
- Place  $k$  portals
- maximize the total length
- Measured between two portals



# Overview

1. Trajectory Capturing Problem
2. Complexity
  1. One-Dimensional TCP
  2. Geometric Straight Segment TCP
  3. Axis-Parallel Segment TCP
3. Approximation Schemes
4. Integer Programming
5. Heuristics
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# Complexity: One-Dimensional TCP

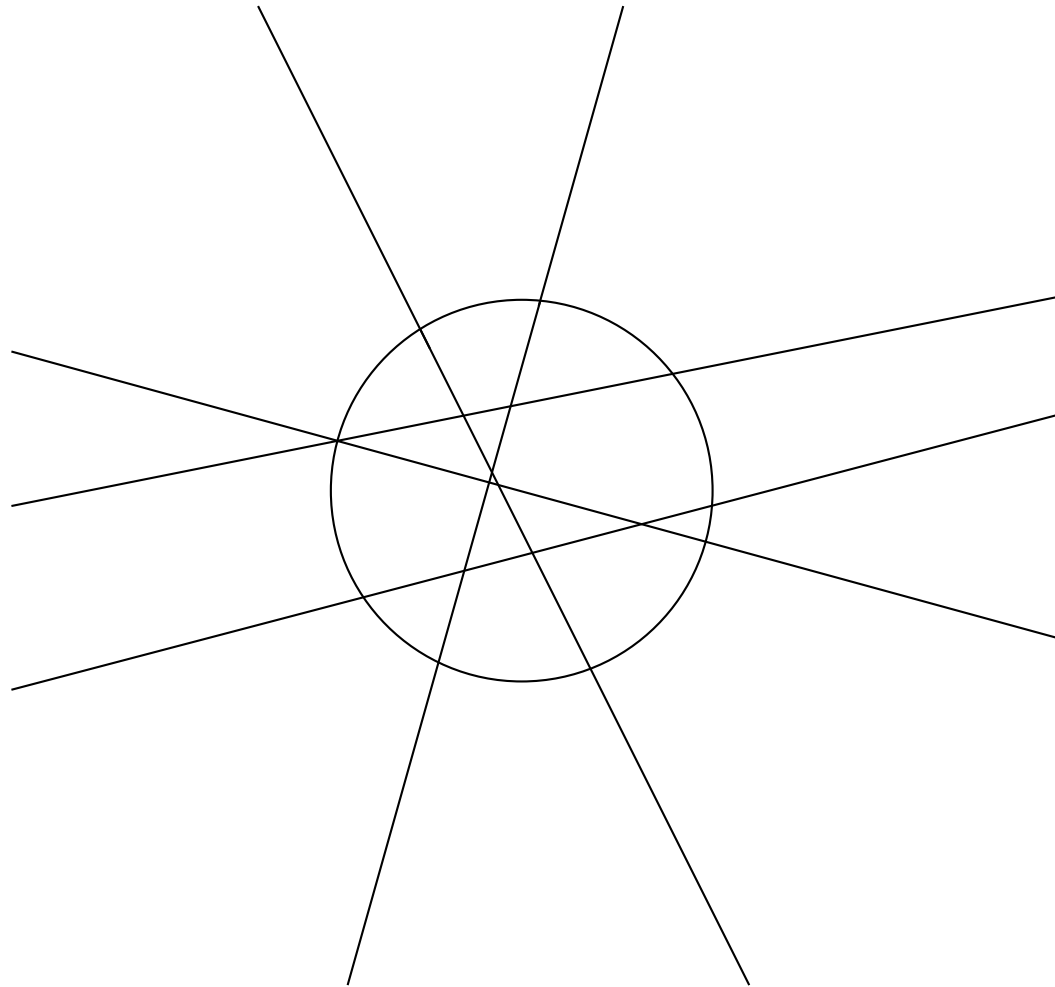


# Complexity: One-Dimensional TCP

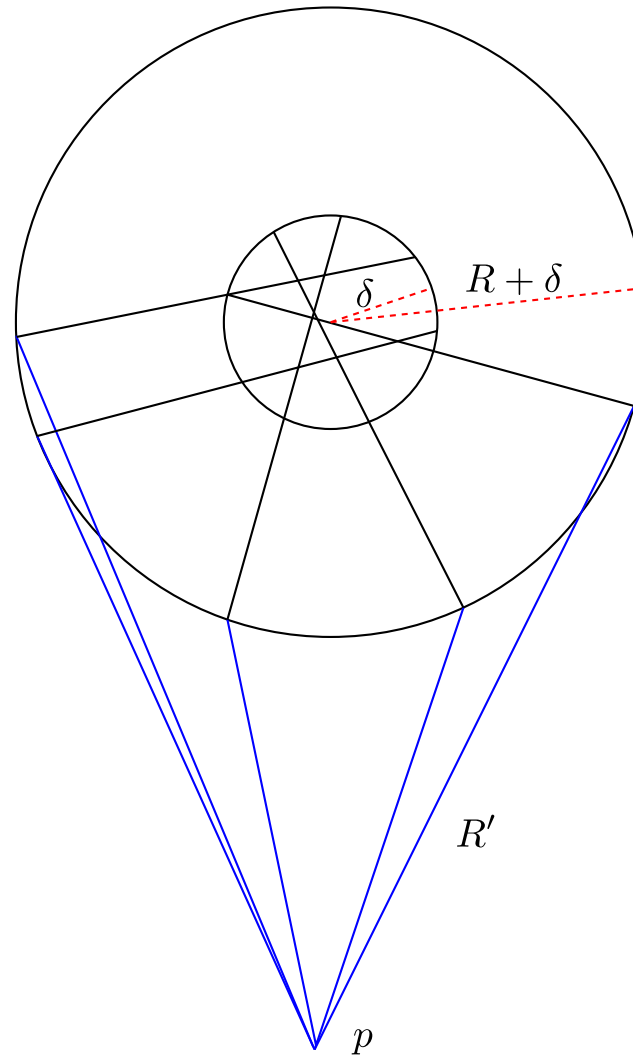
$$V_i(x) = \max_{x' \in \{a_1, \dots, a_n, b_1, \dots, b_n\}, x' > x} \{V_{i+1}(x') + \sum_{j: (x, x') \subseteq (a_j, b_j)} (x' - x)\}$$



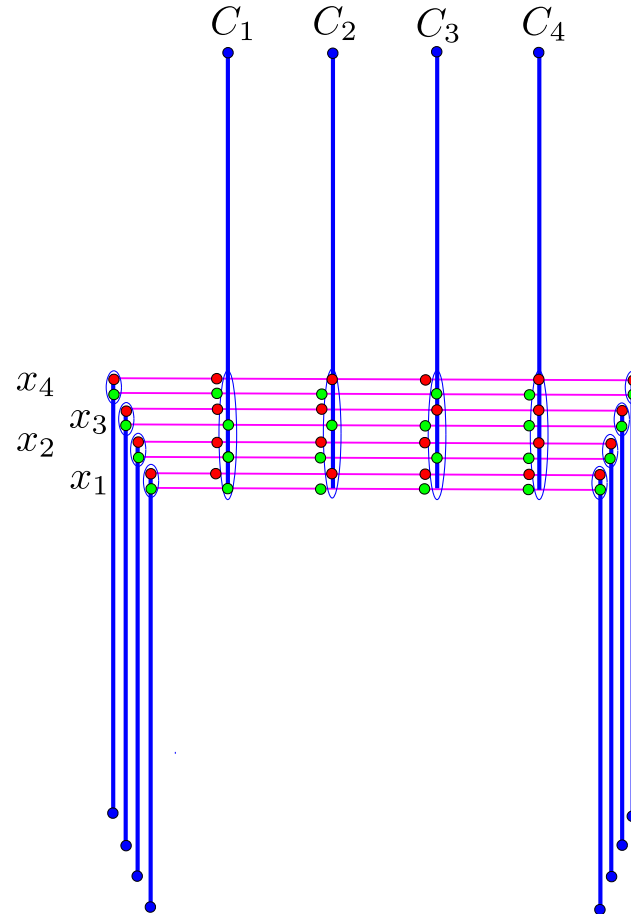
# Complexity: Geometric TCP



# Complexity: Geometric TCP



# Complexity: Axis-parallel TCP



$$(x_1 \vee x_2 \vee x_3) \wedge (\bar{x}_1 \vee x_3 \vee \bar{x}_4) \wedge (x_2 \vee \bar{x}_3 \vee x_4) \wedge (\bar{x}_2 \vee \bar{x}_3 \vee \bar{x}_4)$$

# Overview

1. Trajectory Capturing Problem
2. Complexity
3. **Approximation Schemes**
  1. **K-Approximation**
  2.  **$\Delta$ -Approximation**
4. Integer Programming
5. Heuristics
6. Evaluation
7. Conclusion

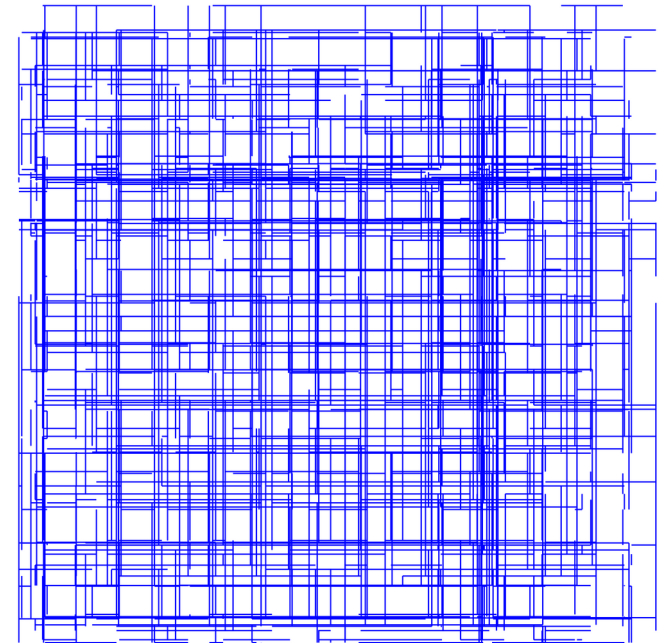
# K-approximation

$$\mathcal{T} = \mathcal{T}_1 \cup \mathcal{T}_2 \cup \dots \cup \mathcal{T}_K$$

$$\Rightarrow \forall \mathcal{T}_i \in \mathcal{T} :$$

Solve  $\mathcal{T}_i$  with 1D DP

Best solution:  $K$ -approximation



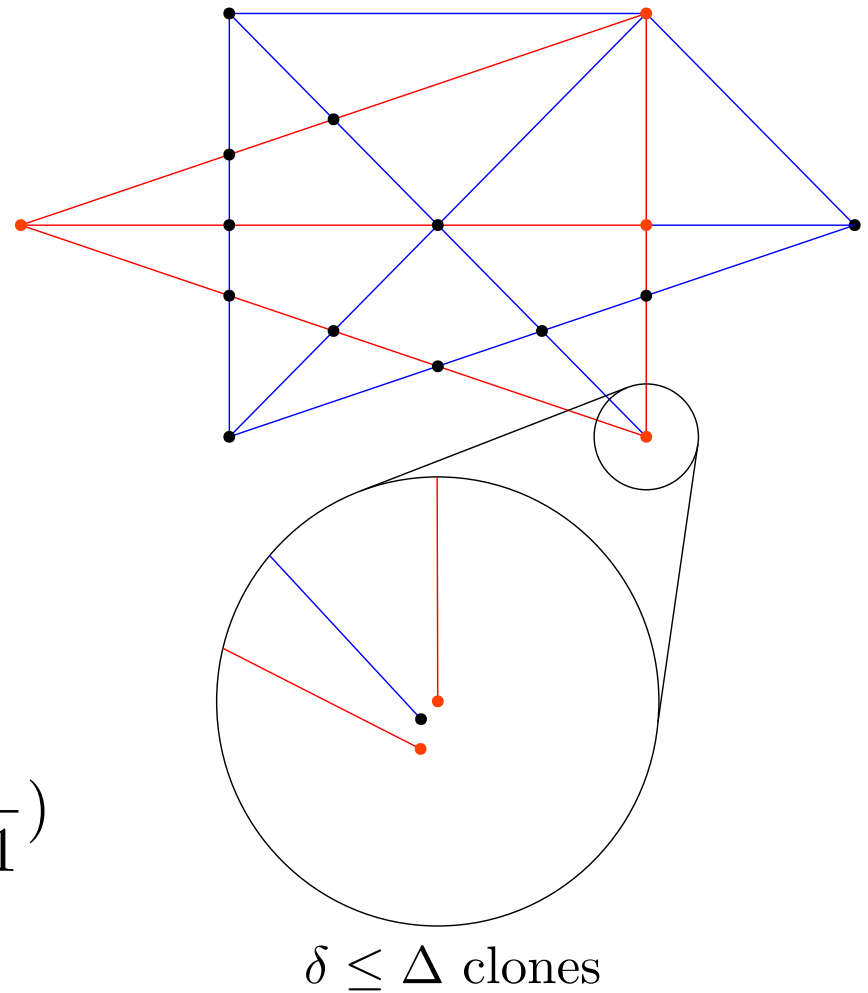
# $\Delta$ -approximation

$$L^* \leq \ell_1 + \ell_2 + \cdots + \ell_{\lfloor k\Delta/2 \rfloor}$$

$$L = \ell_1 + \ell_2 + \cdots + \ell_{\lfloor k/2 \rfloor}$$

$$\frac{L^*}{L} \leq \frac{k\Delta/2}{k/2} = \Delta$$

$$\frac{L^*}{L} \leq \frac{k\Delta/2}{(k-1)/2} = \Delta \left(1 + \frac{1}{k-1}\right)$$

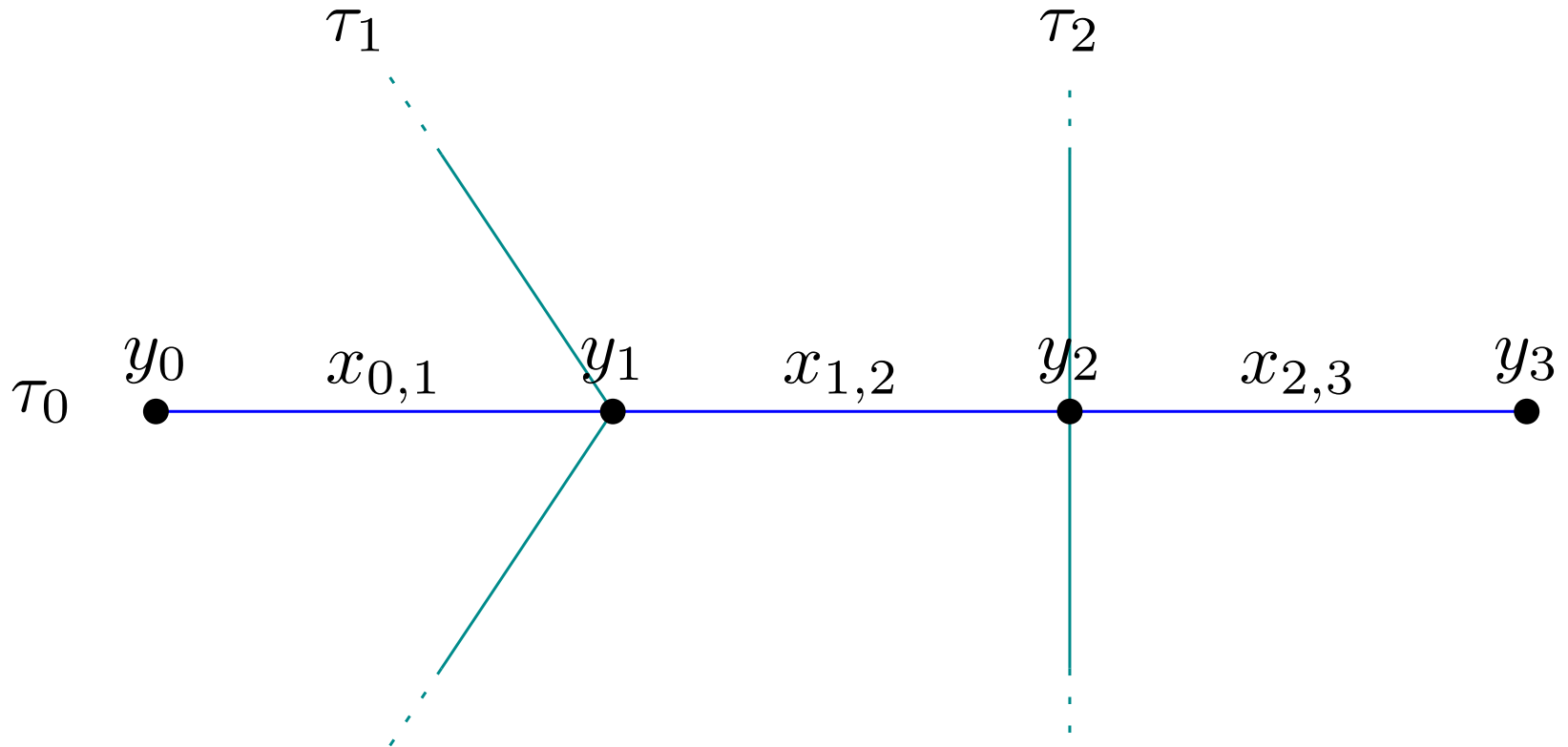




# Overview

1. Trajectory Capturing Problem
2. Complexity
3. Approximation Schemes
4. Integer Programming
  1. Formulation
  2. Integrality Gap
5. Heuristics
6. Evaluation
7. Conclusion

# Integer Program Preliminaries



# Integer Program Formulation

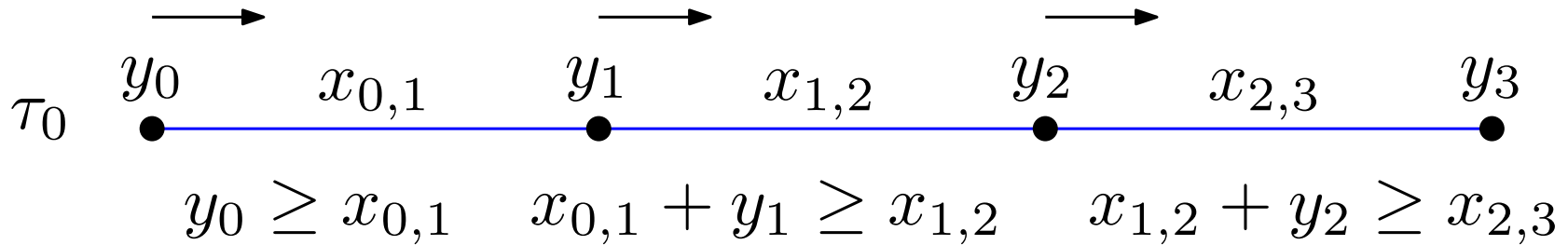
$$\begin{aligned} \max \sum_{\tau \in \mathcal{T}, e \in E(\tau)} f(e) x_{\tau, e} \\ \sum_{v \in V} y_v \leq k \end{aligned} \quad (\text{Constraint 1})$$

$$\begin{aligned} \forall \tau = (v_0, \dots, v_l) \in \mathcal{T} : \\ \forall i \in 0, \dots, l-1 : \quad \left\{ \begin{array}{ll} x_{\tau, v_i v_{i+1}} & \leq y_i \end{array} \right. \quad \begin{array}{l} \text{if } i = 0, \\ \text{else} \end{array} \end{aligned} \quad (\text{Constraint 2})$$

$$\begin{aligned} \forall i \in 1, \dots, l : \quad \left\{ \begin{array}{ll} x_{\tau, v_{i-1} v_i} & \leq y_i \\ x_{\tau, v_{i-1} v_i} & \leq y_i + x_{\tau, v_i v_{i+1}} \end{array} \right. \quad \begin{array}{l} \text{if } i = l, \\ \text{else} \end{array} \end{aligned} \quad (\text{Constraint 3})$$

$$\forall v \in V, \tau \in \mathcal{T} : \quad x_{\tau, e}, y_v \in \{0, 1\}$$

# Integer Program Formulation



Generalization:

$$\forall \tau = (v_0, \dots, v_l) \in \mathcal{T} : \\ \forall i \in 0, \dots, l-1 : \quad \begin{cases} x_{\tau, v_i v_{i+1}} & \leq y_i & \text{if } i = 0, \\ x_{\tau, v_i v_{i+1}} & \leq y_i + x_{\tau, v_{i-1} v_i} & \text{else} \end{cases}$$

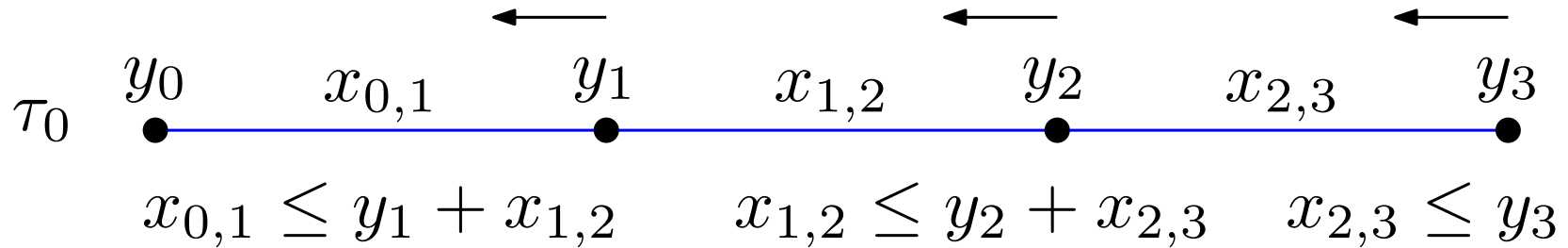
# Integer Program Formulation

$$\begin{aligned} \max \quad & \sum_{\tau \in \mathcal{T}, e \in E(\tau)} f(e) x_{\tau, e} \\ & \sum_{v \in V} y_v \leq k \end{aligned} \quad (\text{Constraint 1})$$

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# Integer Program Formulation



Generalization:

$$\forall \tau = (v_0, \dots, v_l) \in \mathcal{T} : \quad \forall i \in 1, \dots, l : \quad \begin{cases} x_{\tau, v_{i-1} v_i} \leq y_i & \text{if } i = l, \\ x_{\tau, v_{i-1} v_i} \leq y_i + x_{\tau, v_i v_{i+1}} & \text{else} \end{cases}$$

# Integer Program Formulation

$$\max \sum_{\tau \in \mathcal{T}, e \in E(\tau)} f(e) x_{\tau, e}$$

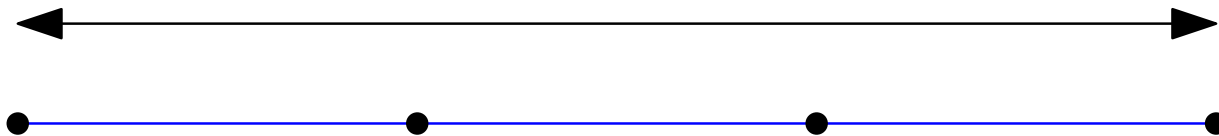
$$\sum_{v \in V} y_v \leq k \quad (\text{Constraint 1})$$

$$\forall \tau = (v_0, \dots, v_l) \in \mathcal{T} :$$

$$\forall i \in 0, \dots, l-1 : \quad \begin{cases} x_{\tau, v_i v_{i+1}} \leq y_i & \text{if } i = 0, \\ x_{\tau, v_i v_{i+1}} \leq y_i + x_{\tau, v_{i-1} v_i} & \text{else} \end{cases} \quad (\text{Constraint 2})$$

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$$\forall v \in V, \tau \in e \in \tau : \quad x_{\tau, e}, y_v \in \{0, 1\}$$

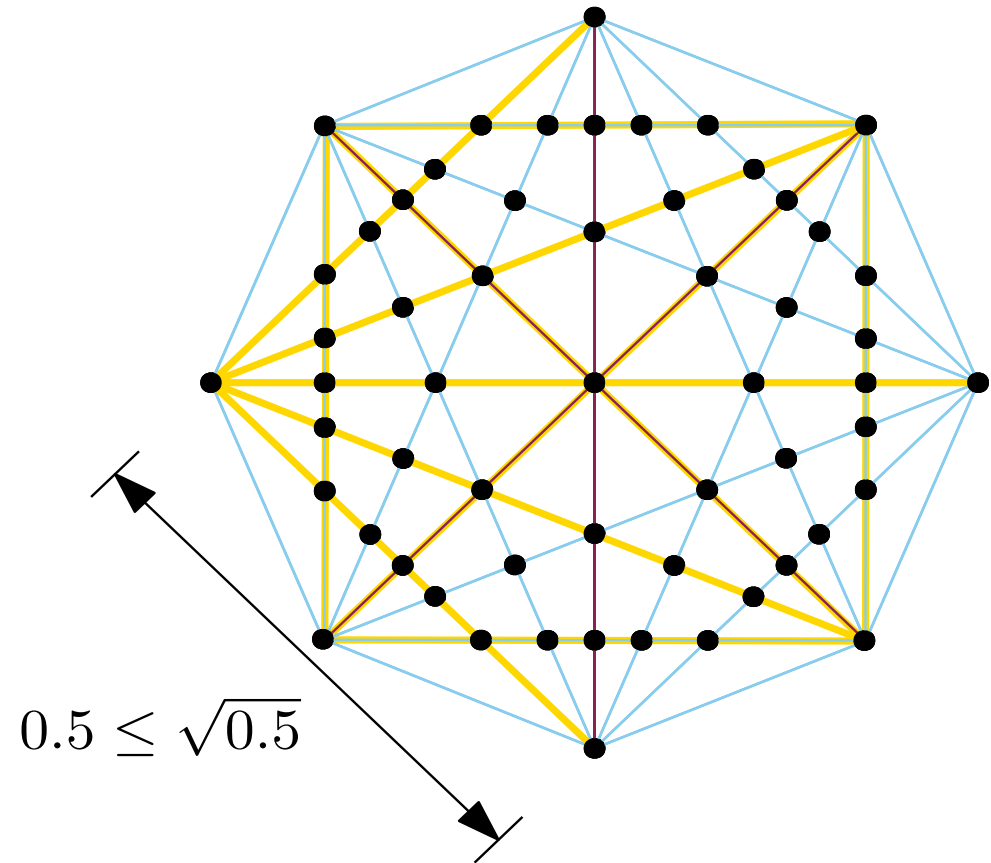


# Integrality Gap

$$OPT_{INT}(k) \leq k^2$$

$$OPT_{FRAC}(k) \geq \frac{1}{k} \cdot \frac{n^2}{8}$$

$$\frac{OPT_{FRAC}(k)}{OPT_{INT}(k)} \geq \frac{n^2}{8k^3}$$

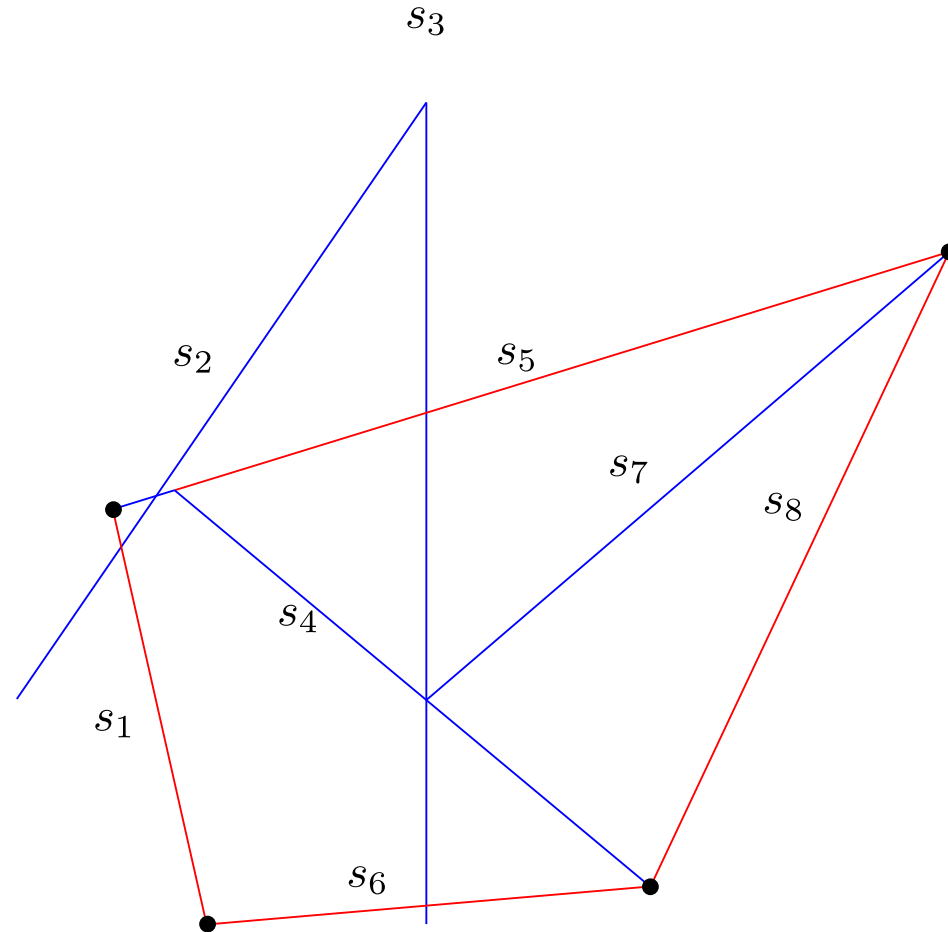




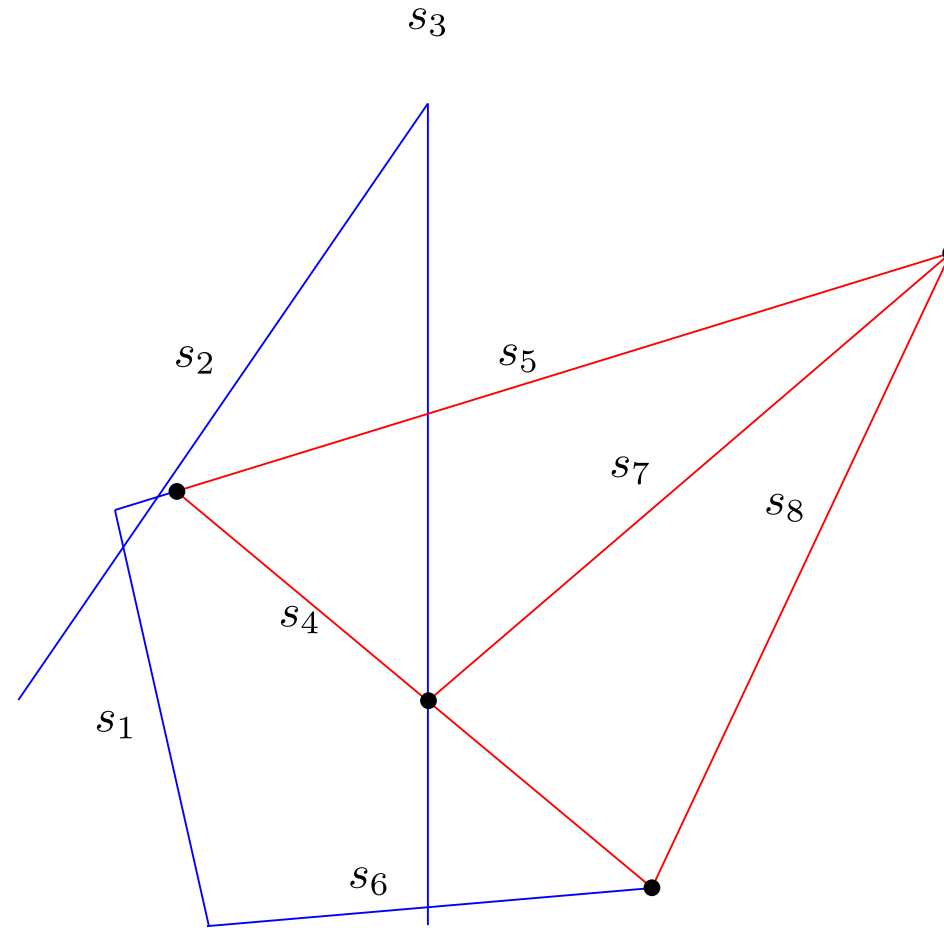
# Overview

1. Trajectory Capturing Problem
2. Complexity
3. Approximation Schemes
4. Integer Programming
5. Heuristics
  1. Greedy
  2. Iterated Local Search
  3. Simulated Annealing
  4. Evolutionary Algorithm
6. Evaluation
7. Conclusion

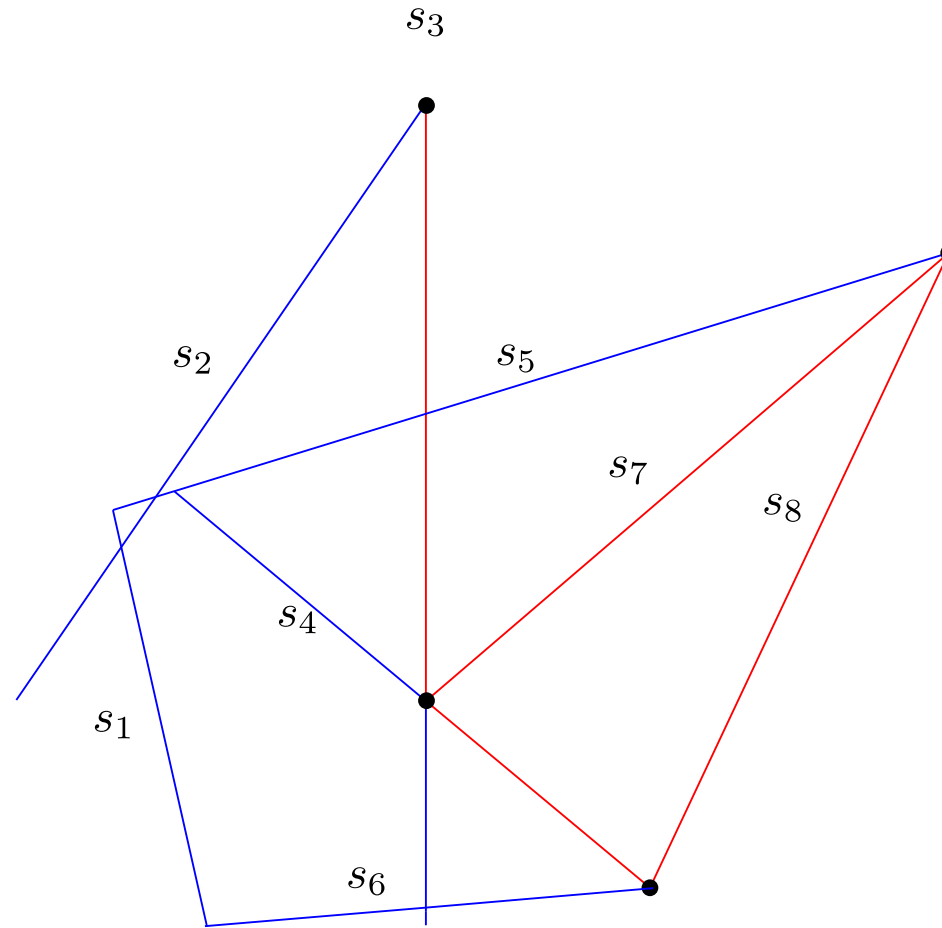
# Heuristics: Greedy



# Heuristics: Iterated Local Search

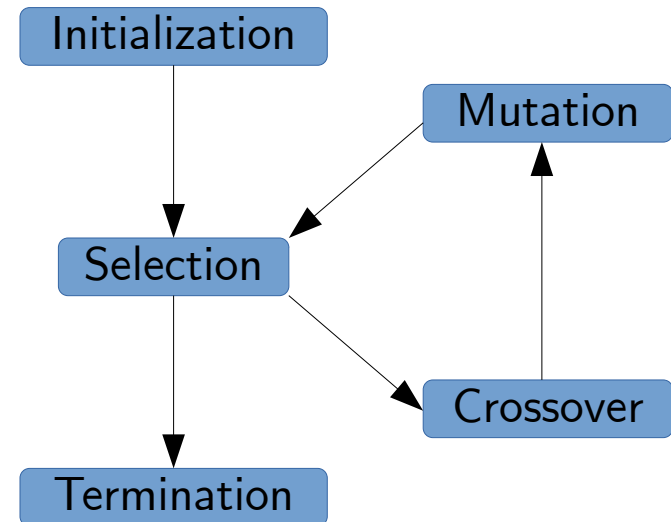


# Heuristics: Simulated Annealing



# Heuristics: Evolutionary Algorithms

- Initial solutions via greedy variant
- Create new solutions from previous
  - Uniform random recombination
  - Mutation: ILS or SA
- Fitness: Captured length
- Selection: Uniform random

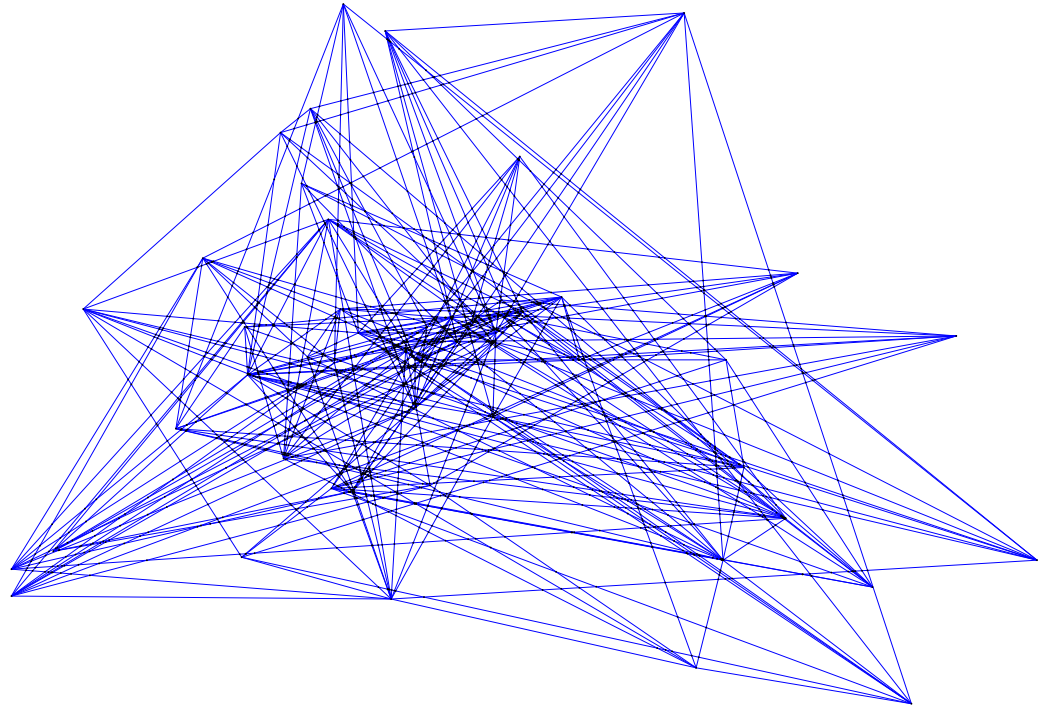


# Overview

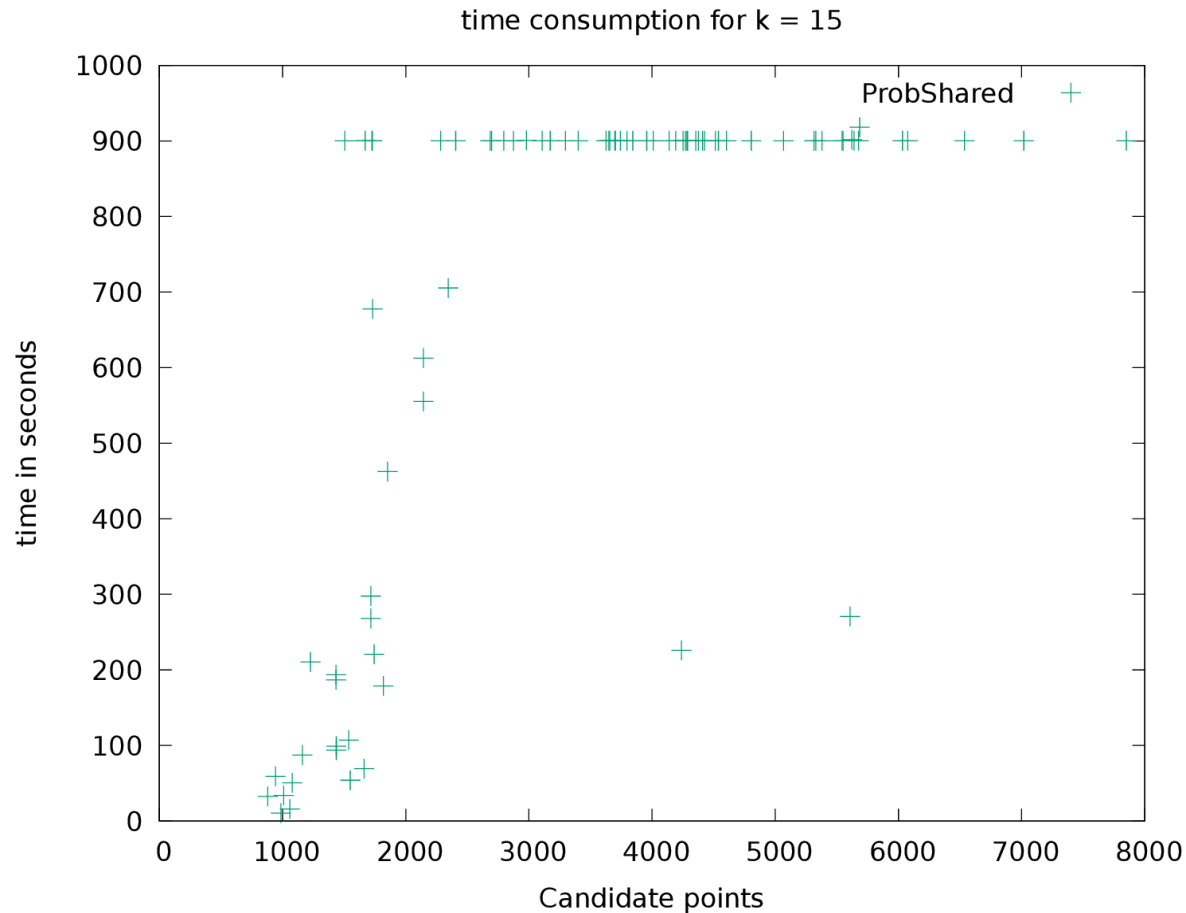
1. Trajectory Capturing Problem
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- 6. Evaluation**
  1. Instance Generation
  2. Integer Programming
  3. EA Mutation Strategies
  4. Heuristics Comparisons
  5. Taxi Data
7. Conclusion

# Instance generation

- Geometric instances
- Random segments easy
- Use seed points
  - Random points
  - TSP library
  - Light maps

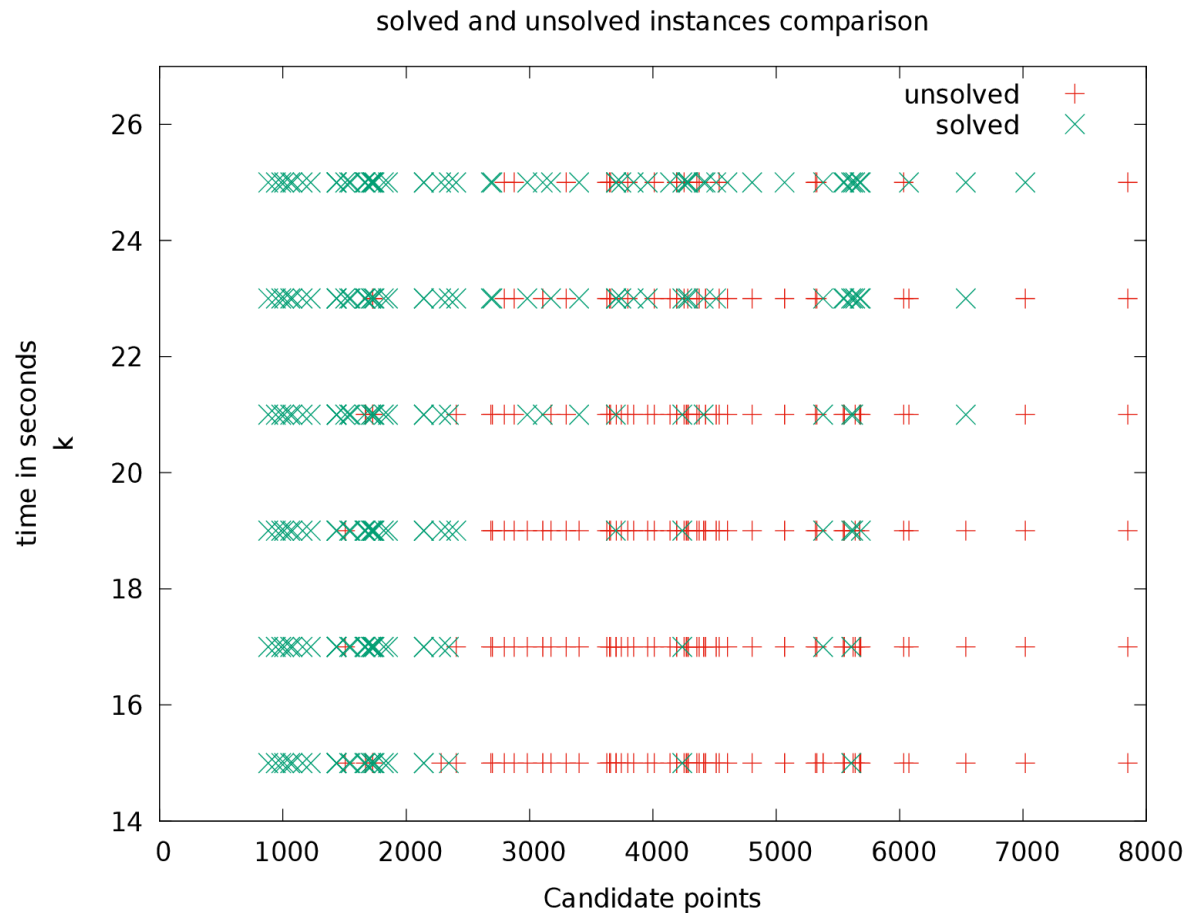


# Evaluation: Integer Programming

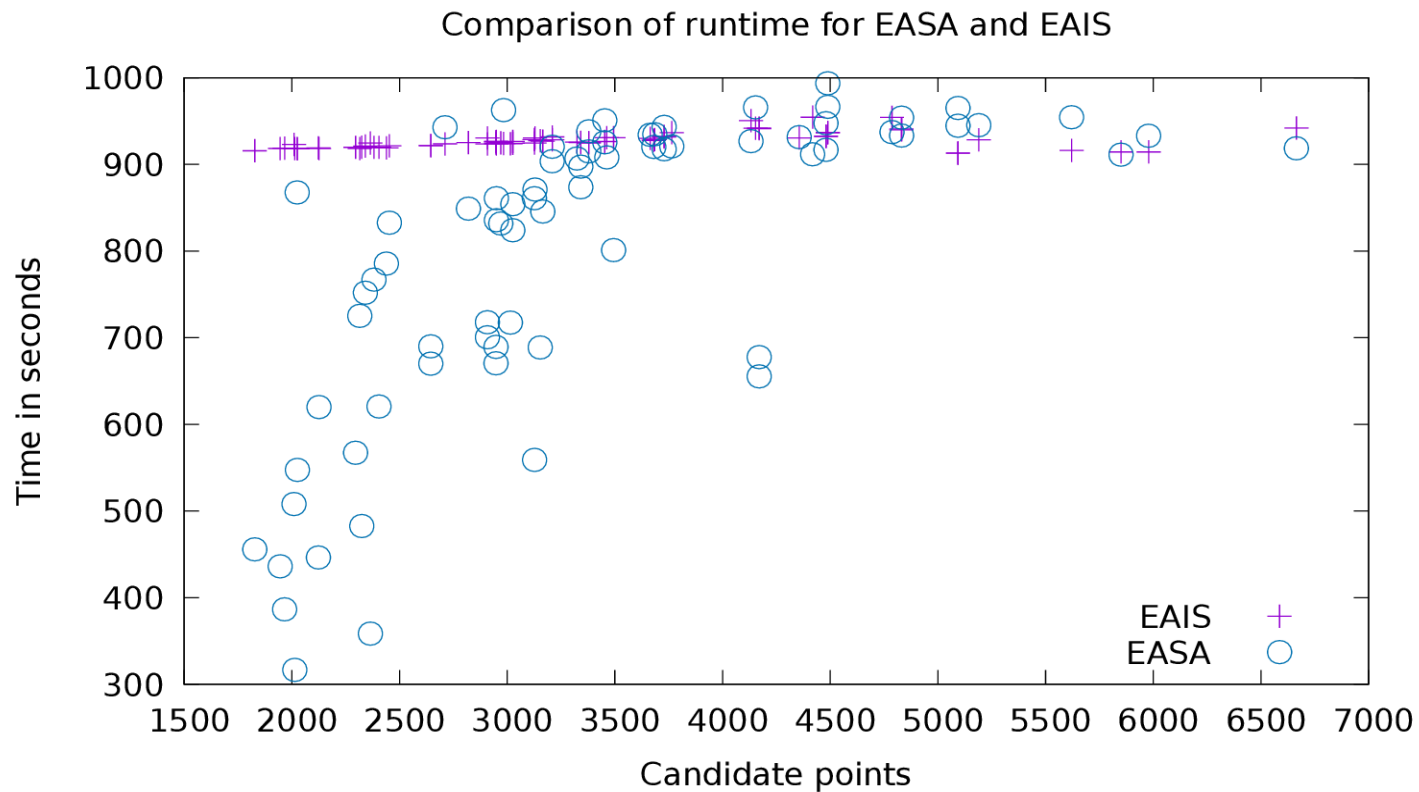




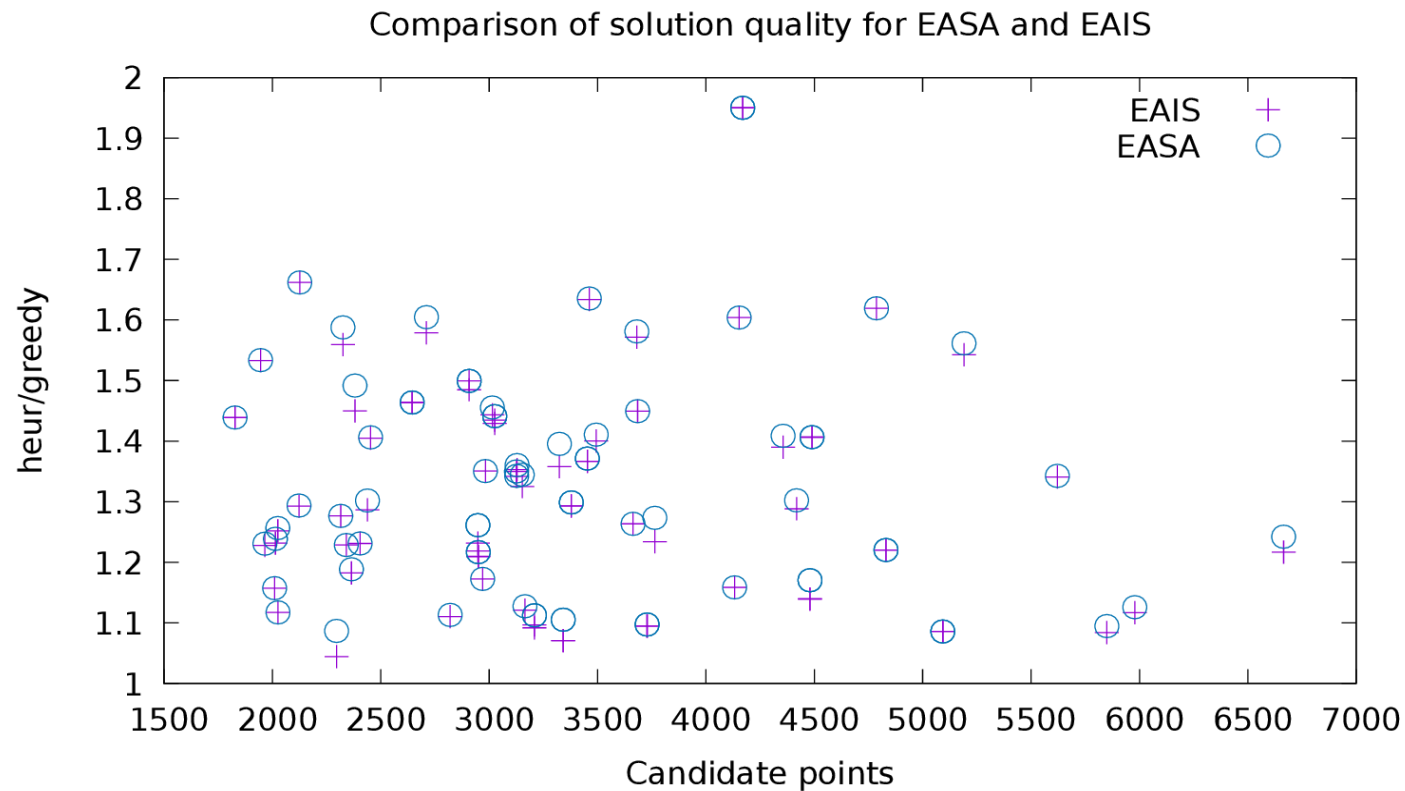
# Evaluation: Integer Programming



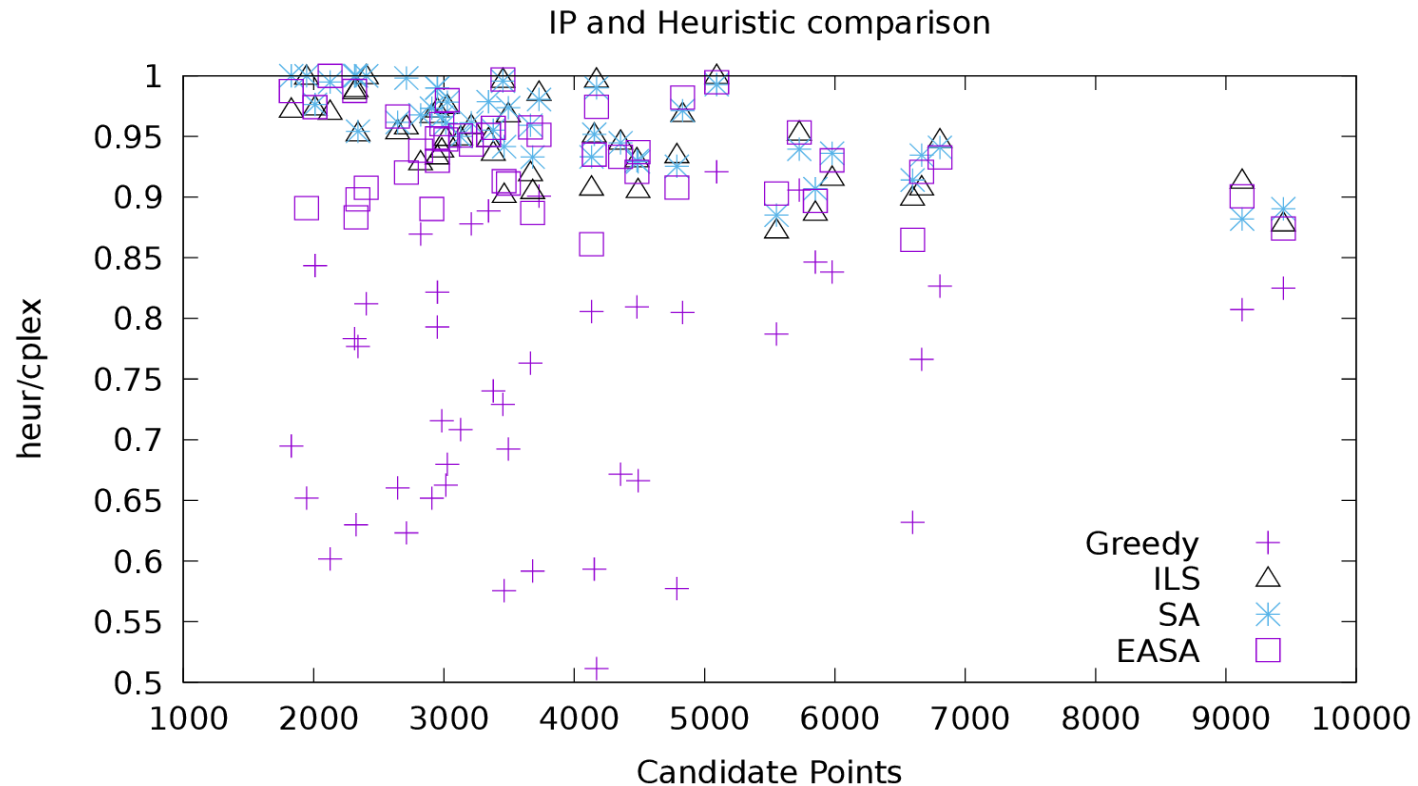
# Evaluation: Evolutionary Algorithm Mutation Strategy



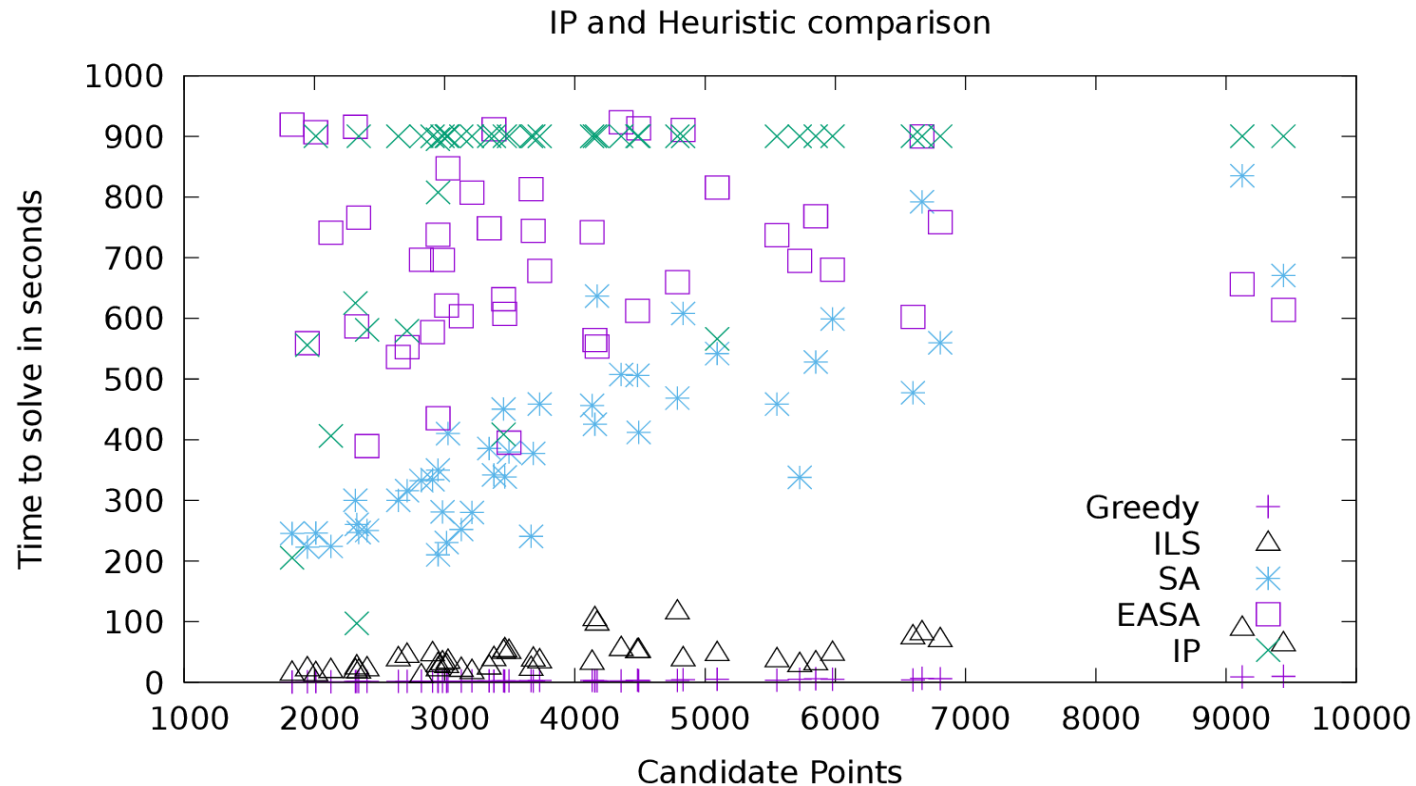
# Evaluation: Evolutionary Algorithm Mutation Strategy



# Evaluation: Heuristics comparison



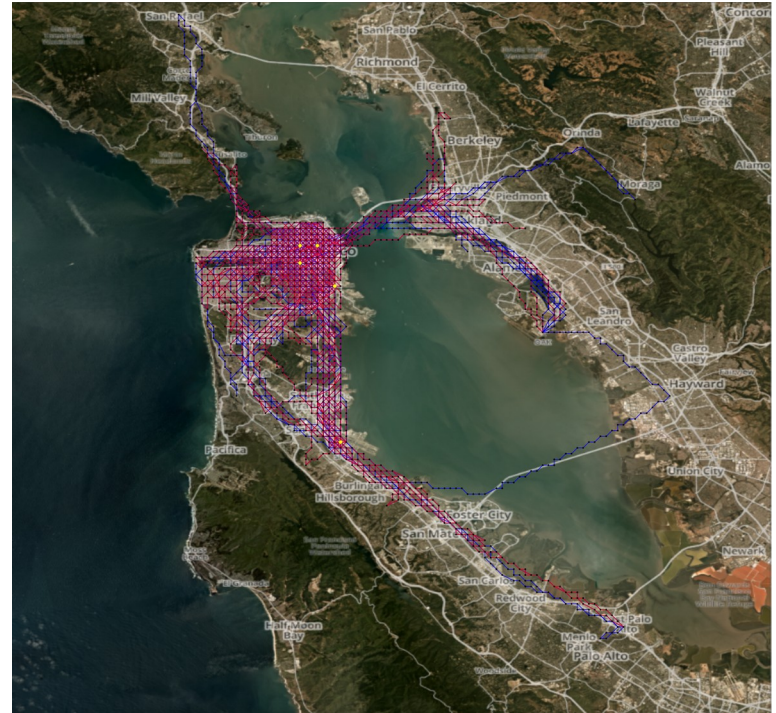
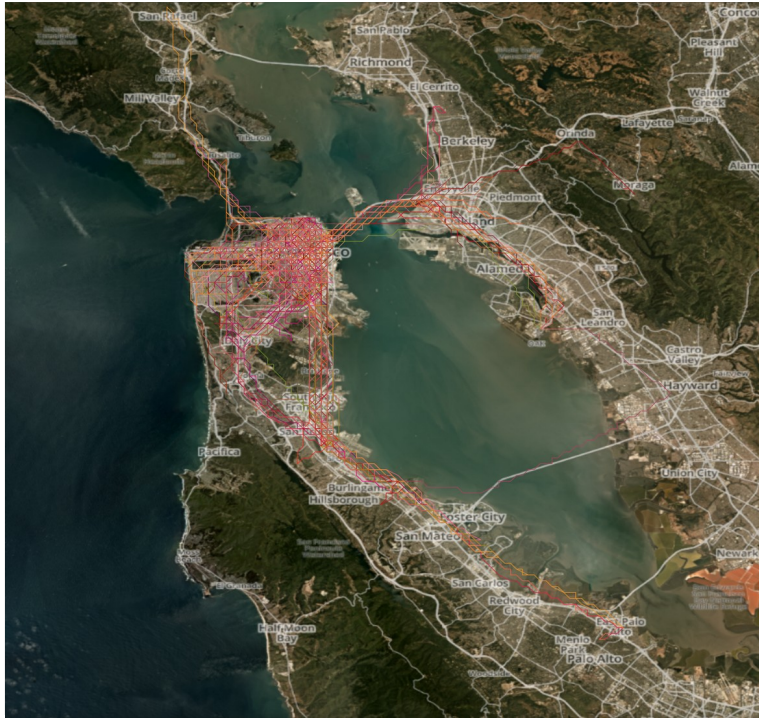
# Evaluation: Heuristics comparison



# Evaluation: Real world data

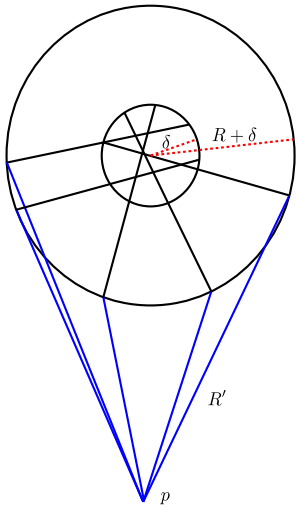
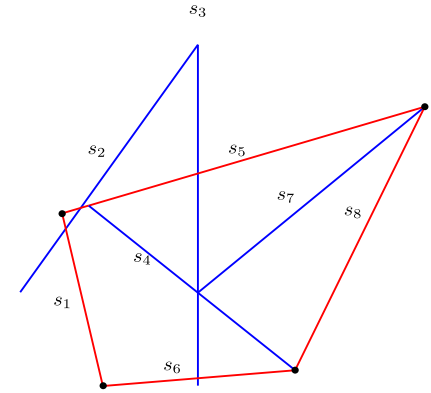
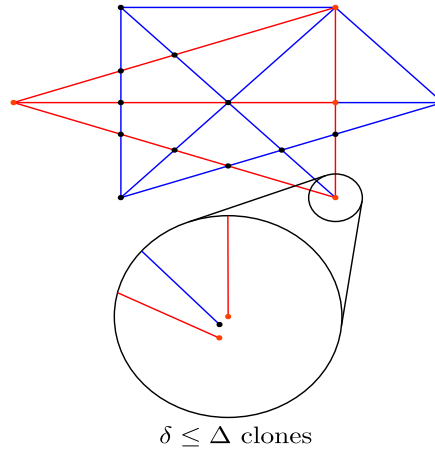
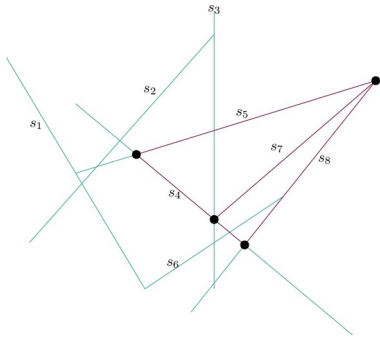


# Evaluation: Real world data





# Conclusion



$$\max \sum_{\tau \in \mathcal{T}, e \in E(\tau)} f(e) x_{\tau, e}$$

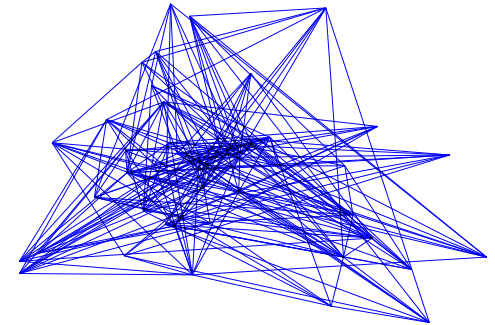
$$\sum_{v \in V} y_v \leq k$$

$$\forall \tau = (v_0, \dots, v_l) \in \mathcal{T} :$$

$$\forall i \in 0, \dots, l-1 : \begin{cases} x_{\tau, v_i v_{i+1}} \leq y_i & \text{if } i = 0, \\ x_{\tau, v_i v_{i+1}} \leq y_i + x_{\tau, v_{i-1} v_i} & \text{else} \end{cases}$$

$$\forall i \in 1, \dots, l : \begin{cases} x_{\tau, v_{i-1} v_i} \leq y_i & \text{if } i = l, \\ x_{\tau, v_{i-1} v_i} \leq y_i + x_{\tau, v_i v_{i+1}} & \text{else} \end{cases}$$

$$\forall v \in V, \tau \in e \in \tau : \begin{cases} x_{\tau, e}, y_v \in \{0, 1\} \end{cases}$$





# References

Slide 2: social network visualization by Martin Grandjean - Own work, CC BY-SA 4.0,  
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