



# Finding the optimal route in a road traffic network

## GRAPH THEORY

Networks goes to school  
March 17, 2021

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# What are networks?

## network

*noun* [ C ]

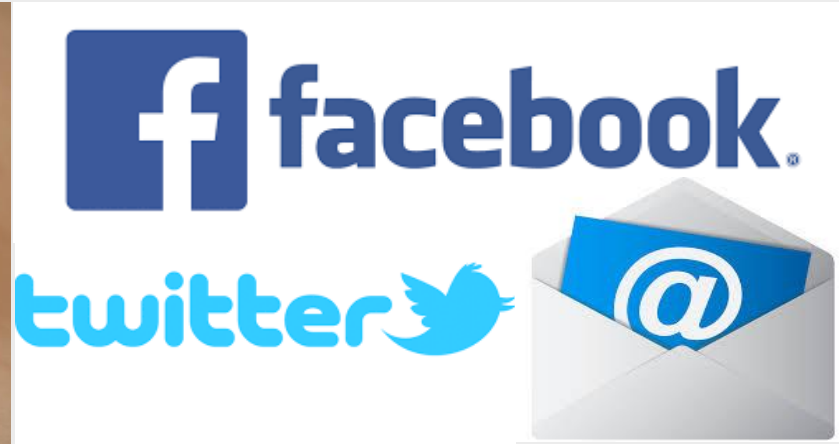
UK  /'net.wɜ:k/ US  /'net.wɜ:k/



**B2**

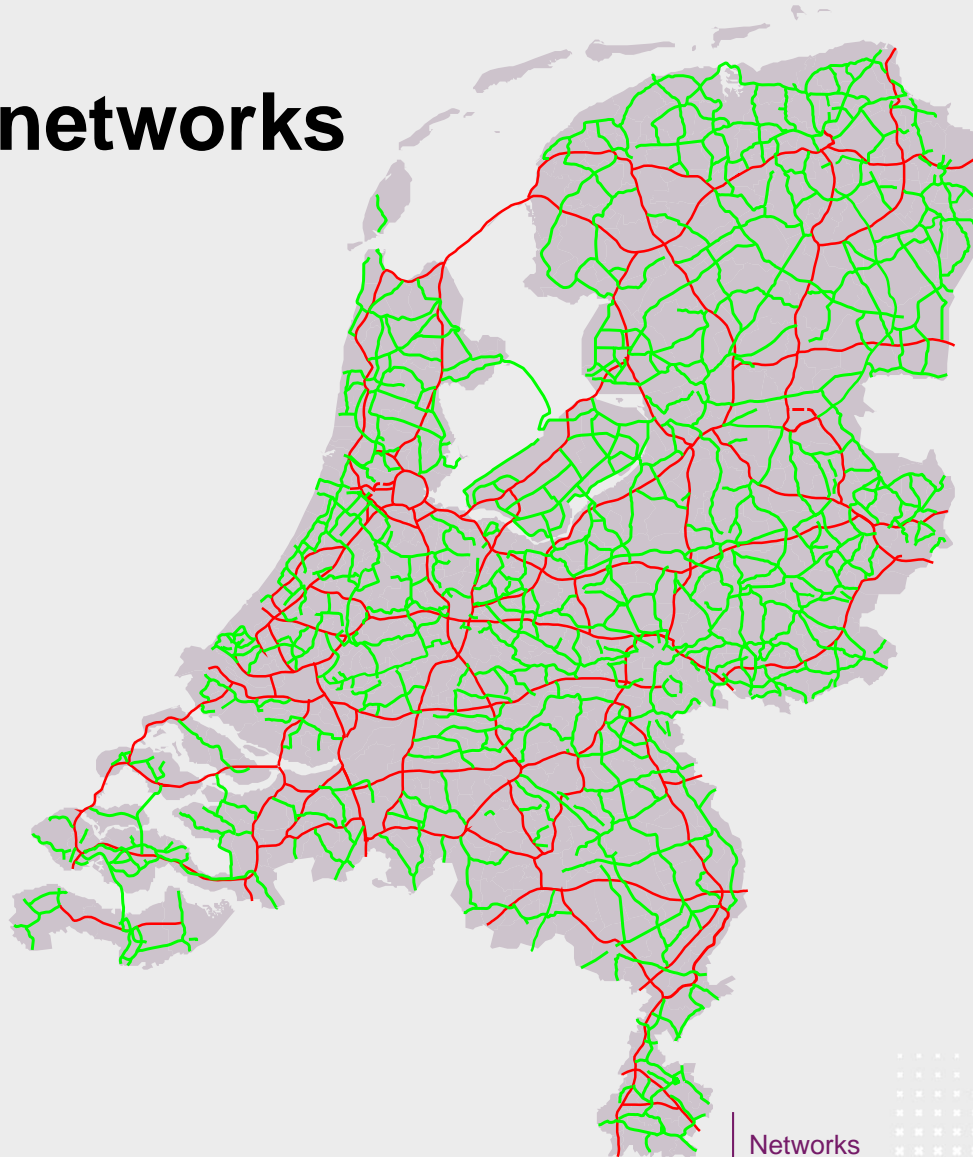
**a large system consisting of many similar parts that are connected together to allow movement or communication between or along the parts**

# What are networks?



These are all networks!

# Road networks



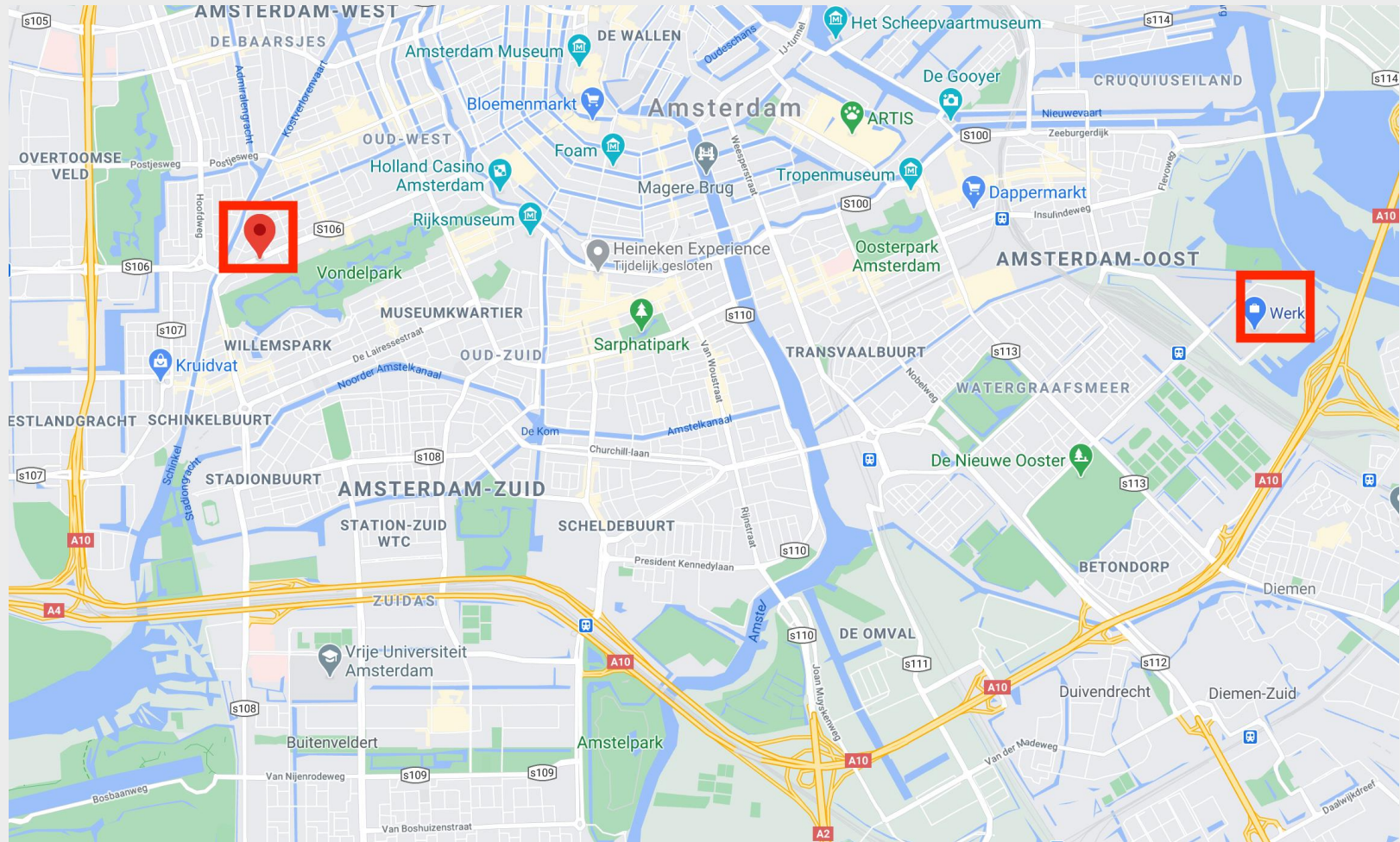


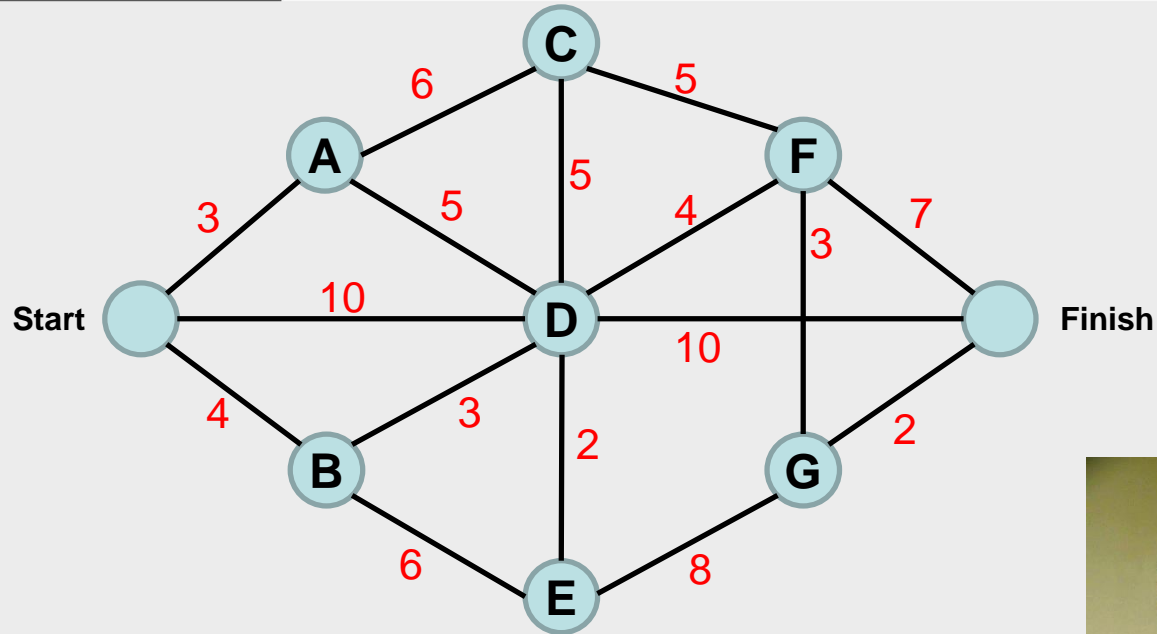
# Why study networks?

- What is the shortest route to reach my destination?
- What route is least likely to suffer from traffic jams?
- What route should I take to arrive at my destination *in time*?



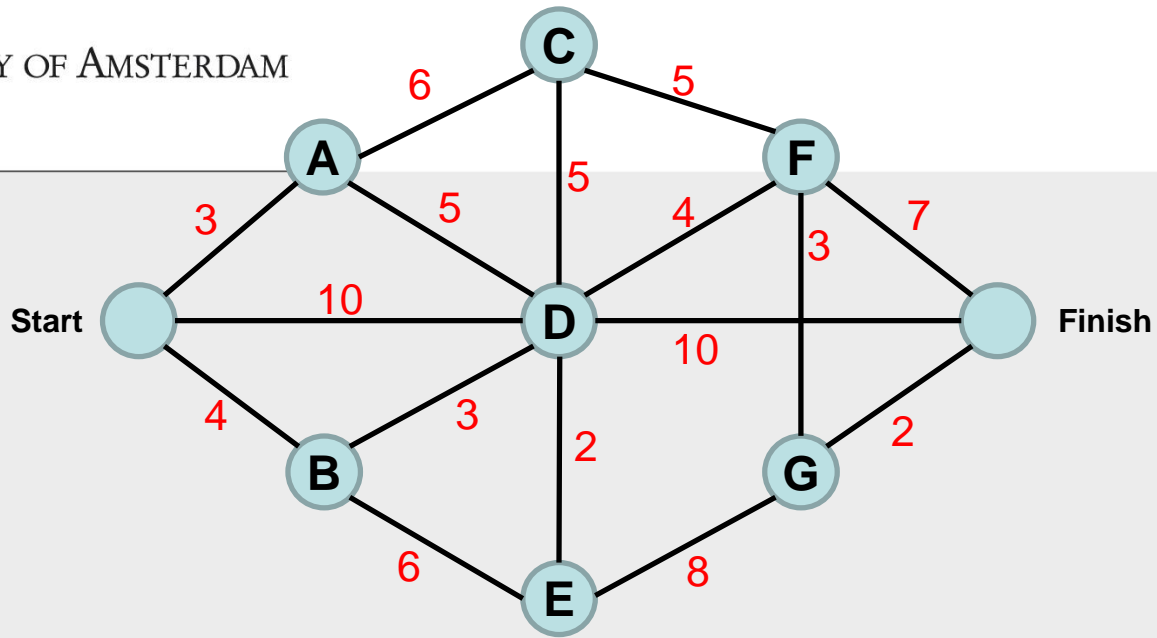
# Finding the shortest path can be difficult





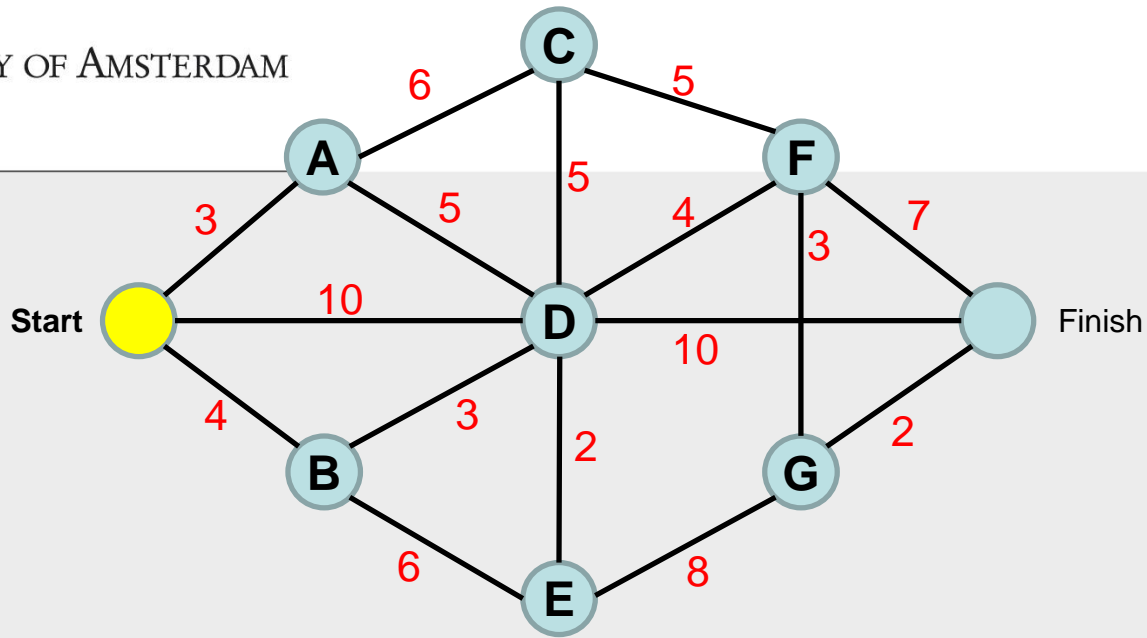
Edsger W. Dijkstra  
(1930-2002)

- What is the shortest route from start to finish?
- Dijkstra's algorithm can be used to determine the shortest route in a network

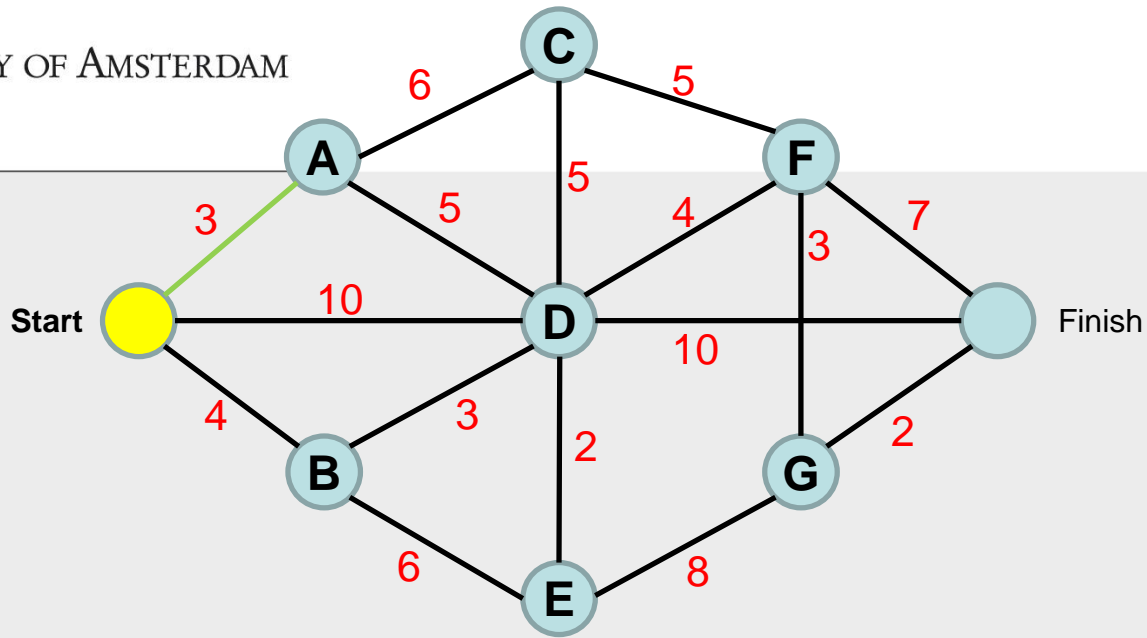


A	B	C	D	E	F	G	Finish

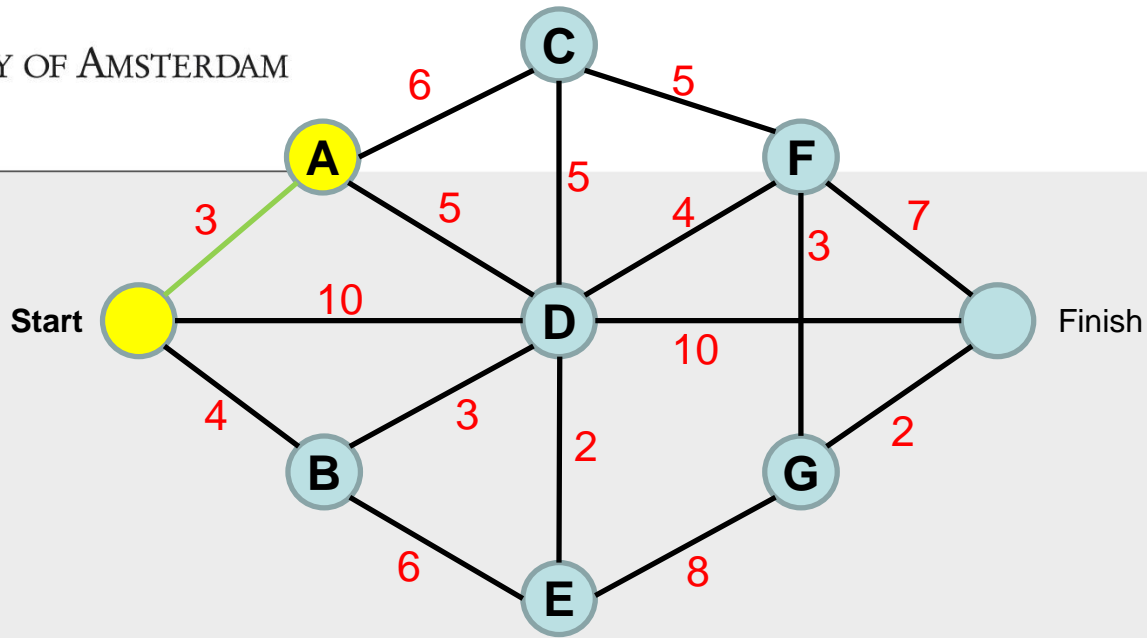




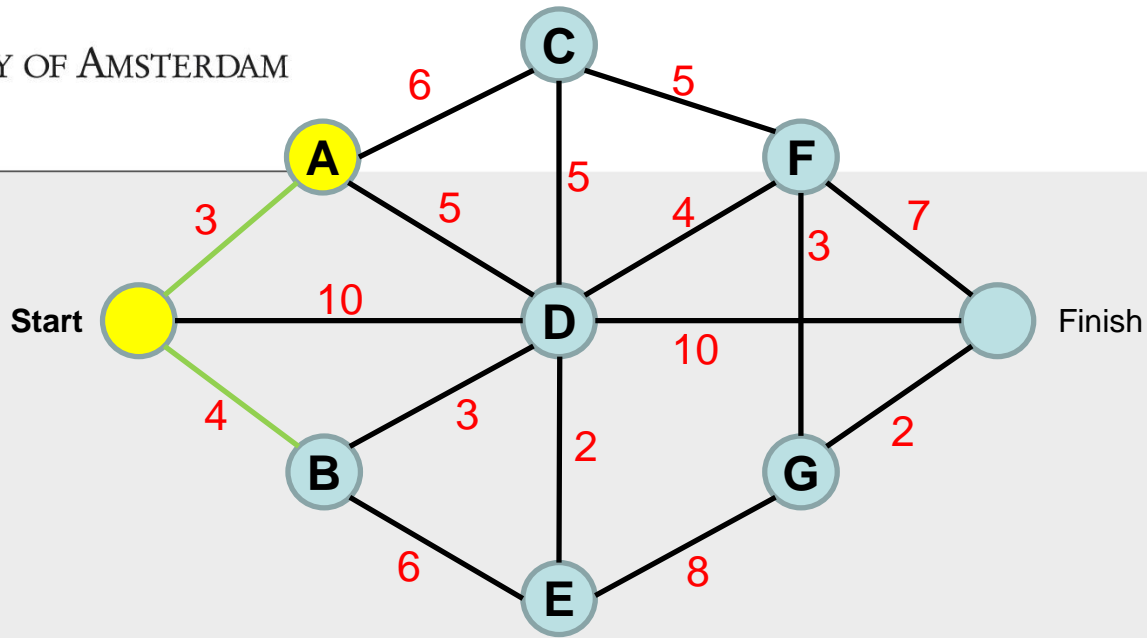
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				



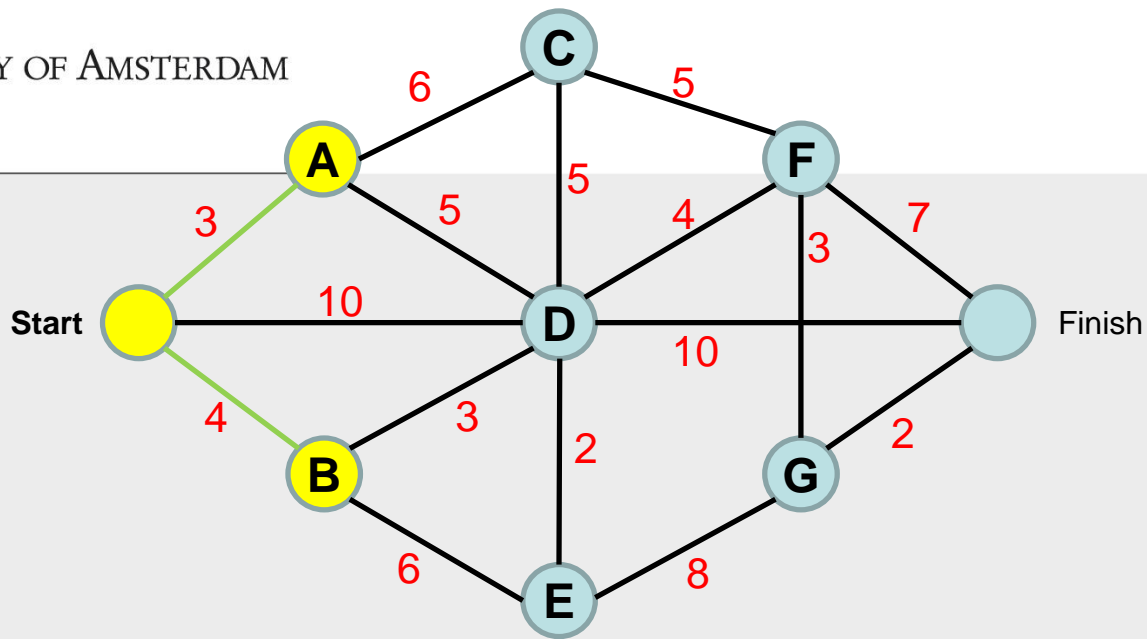
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				



A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*							
*							
*							
*							
*							
*							

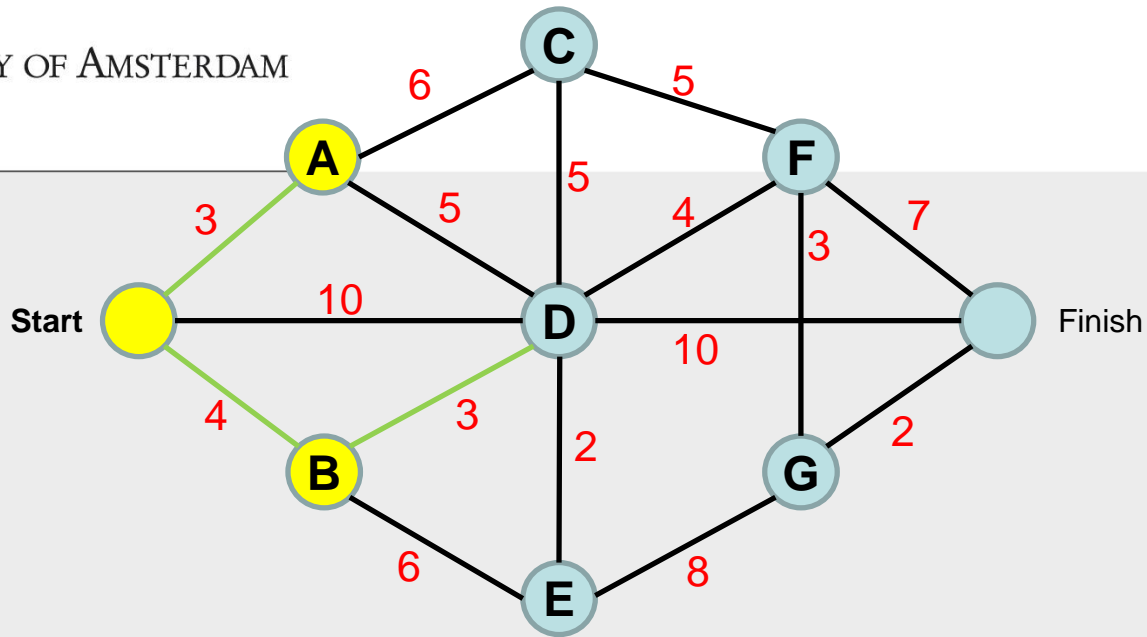


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*							
*							
*							
*							
*							
*							

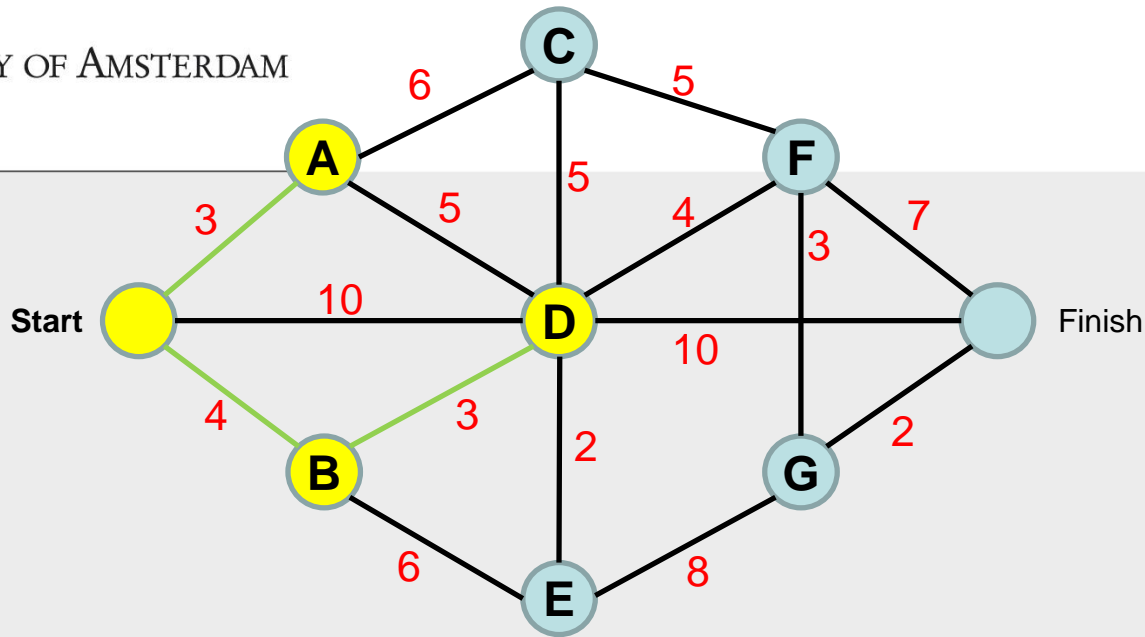


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*						
*	*						
*	*						
*	*						
*	*						

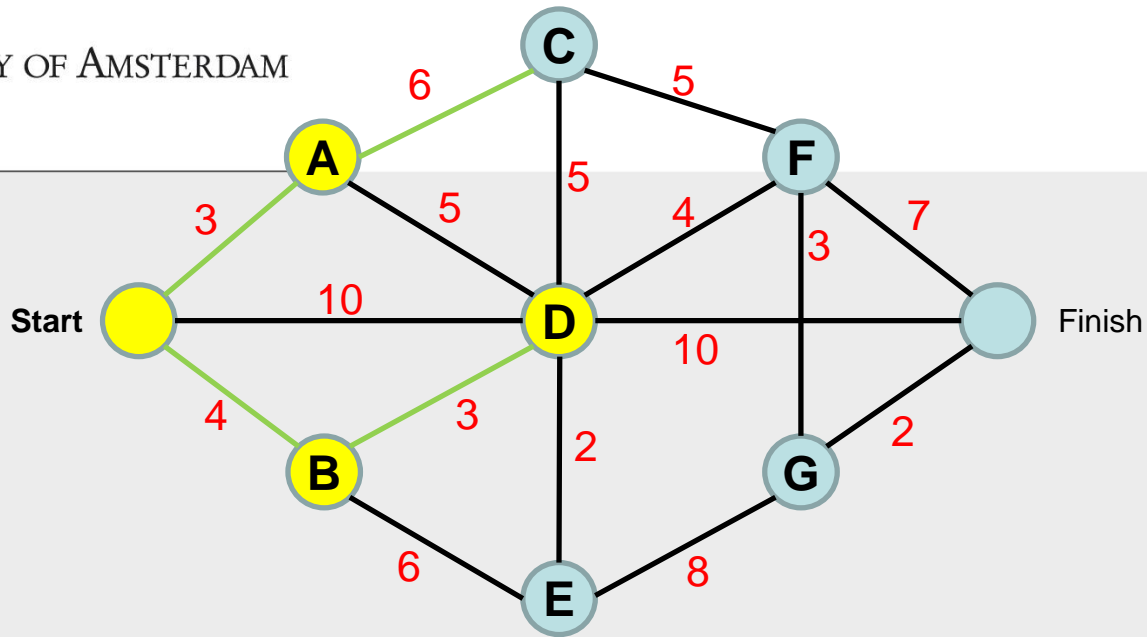




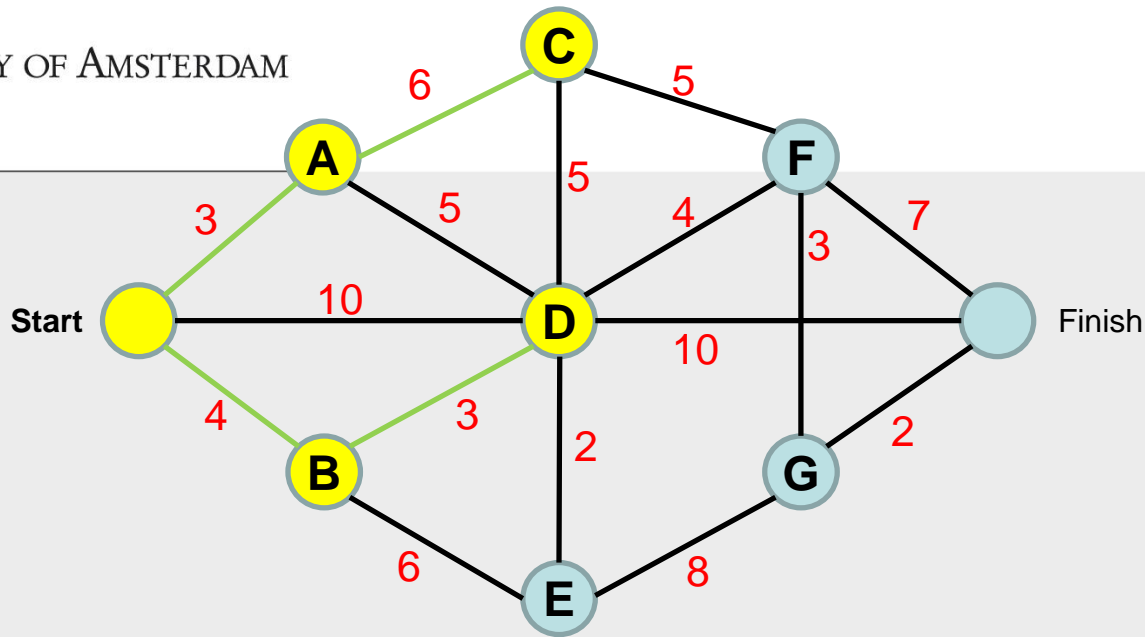
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*						
*	*						
*	*						
*	*						
*	*						



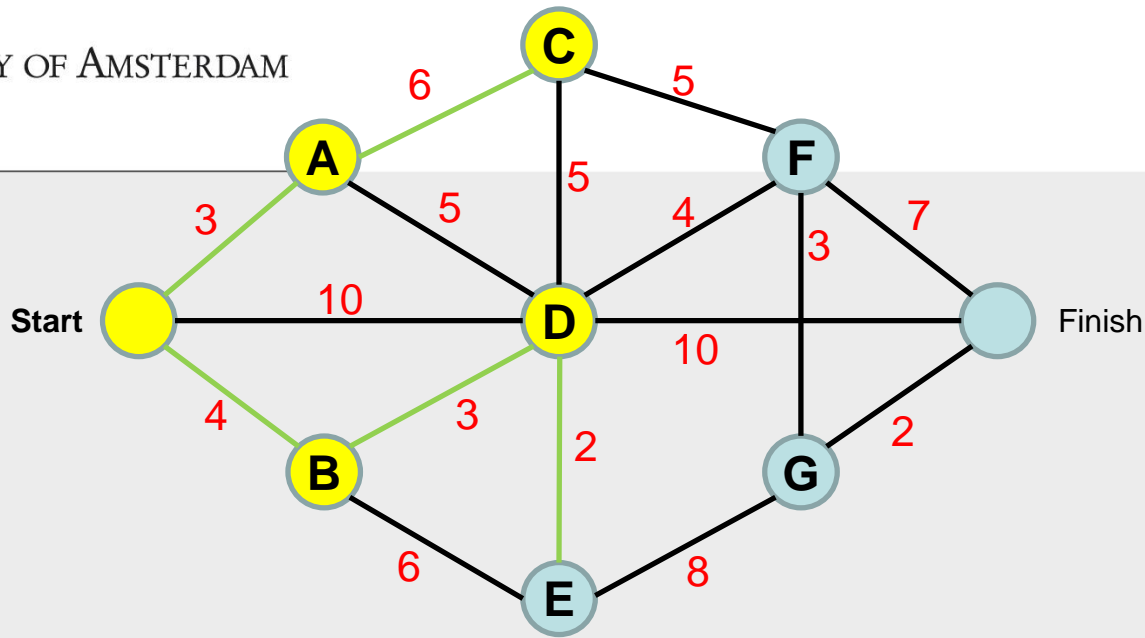
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*		*				
*	*		*				
*	*		*				
*	*		*				



A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*		*				
*	*		*				
*	*		*				
*	*		*				

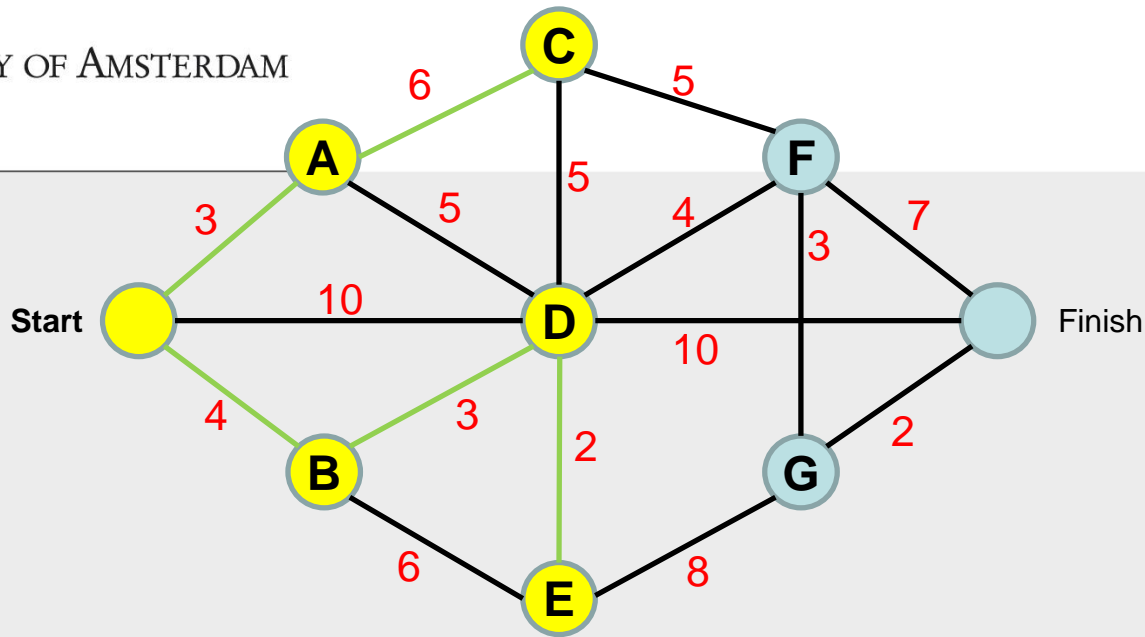


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*				
*	*	*	*				
*	*	*	*				

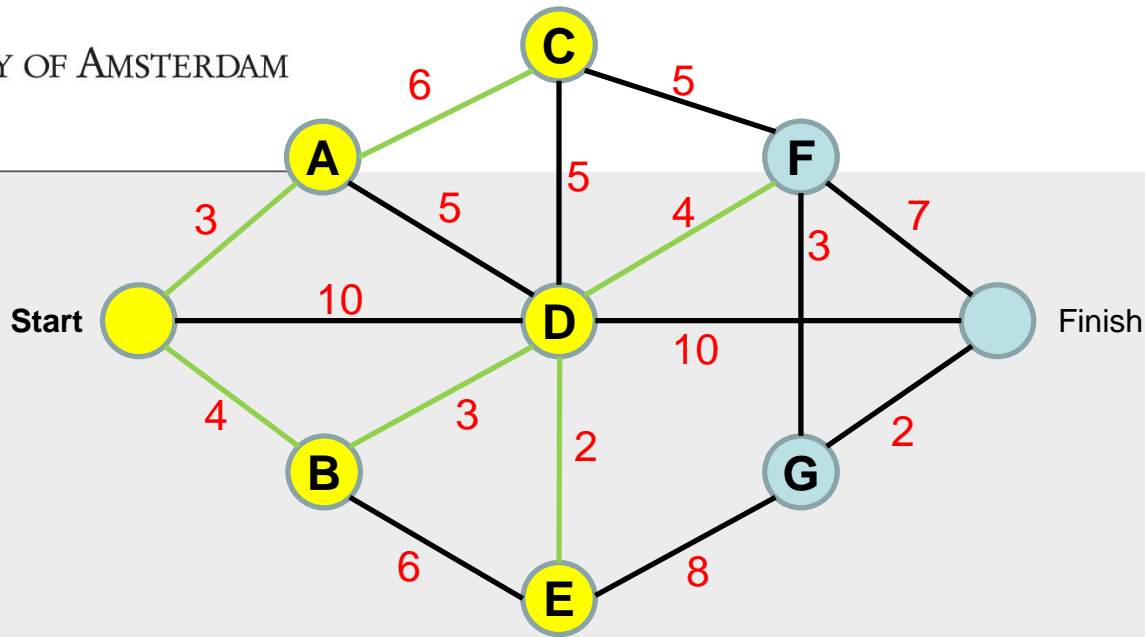


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*				
*	*	*	*				
*	*	*	*				

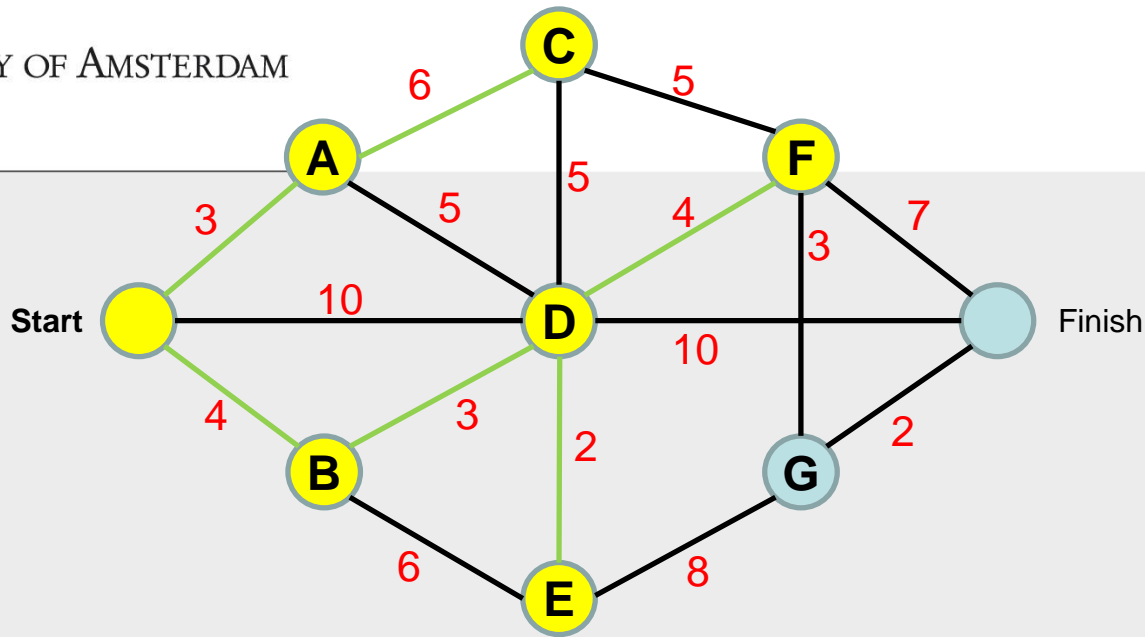




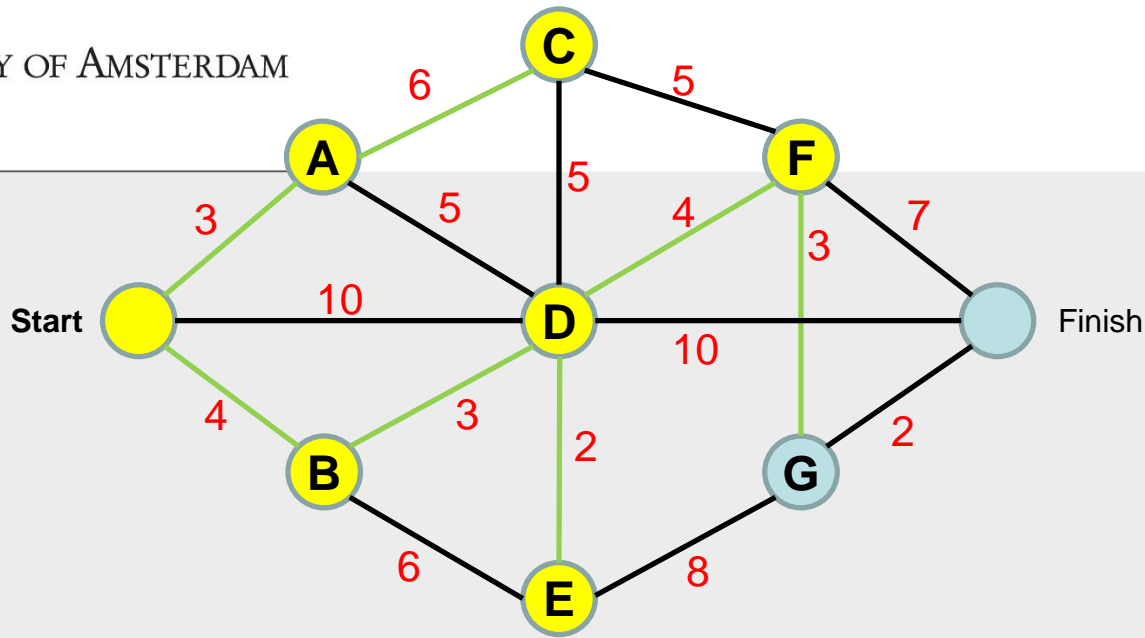
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*			
*	*	*	*	*			



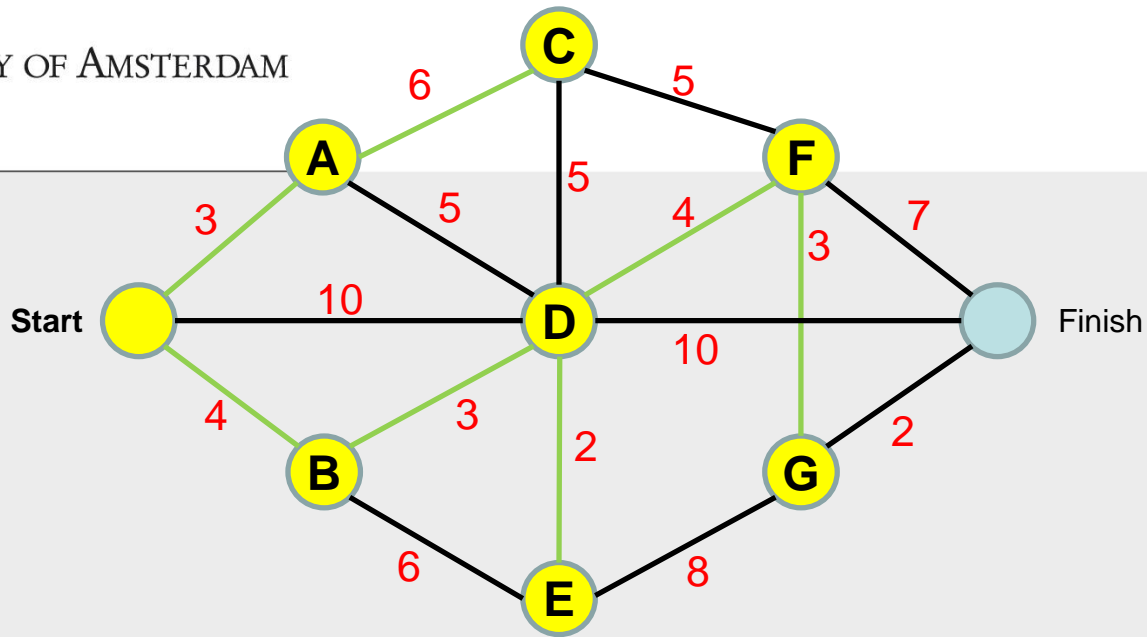
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*			
*	*	*	*	*			



A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*		

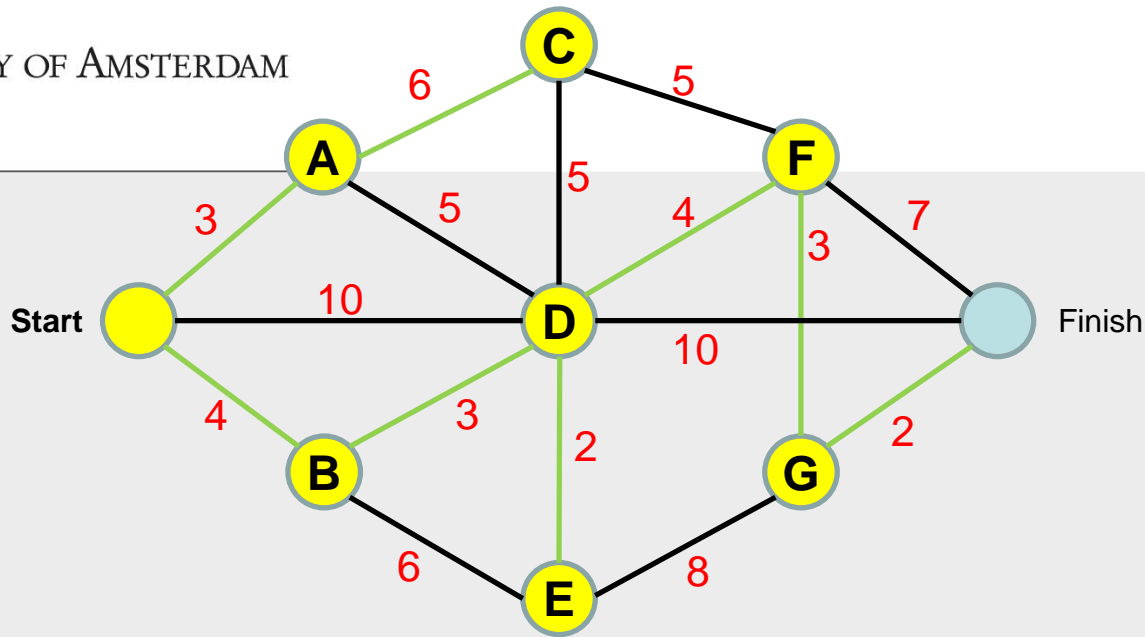


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*		

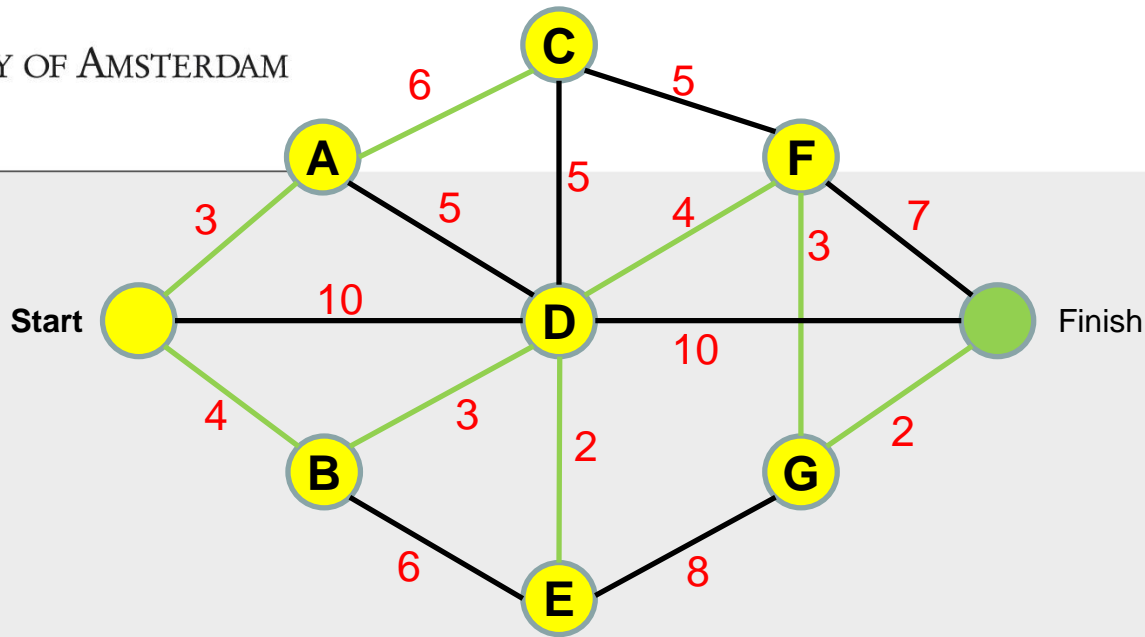


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G

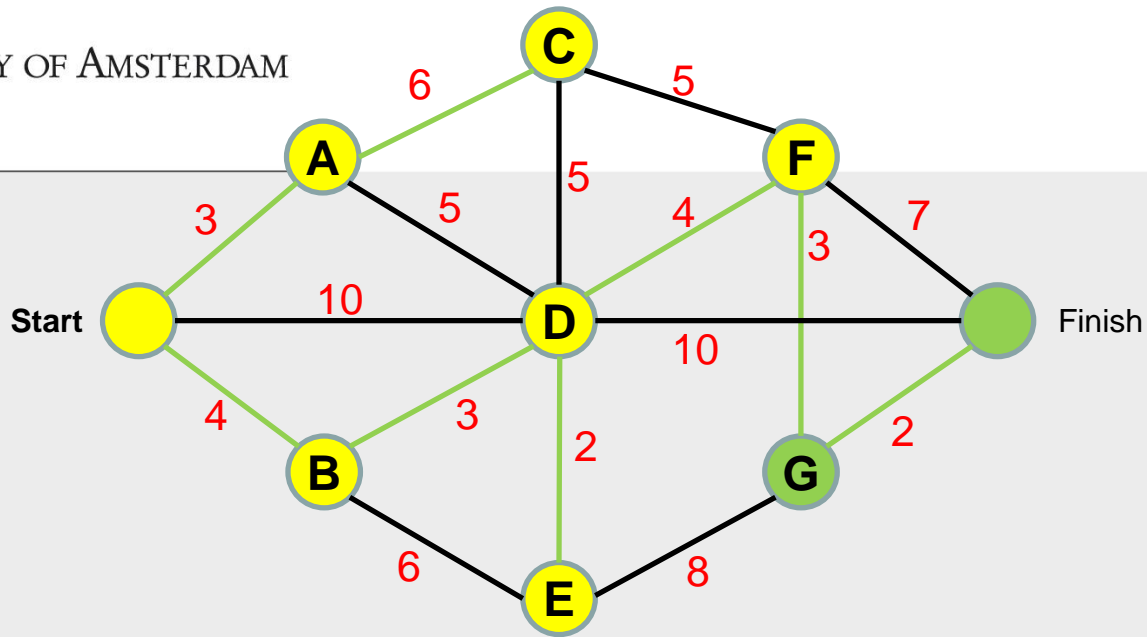




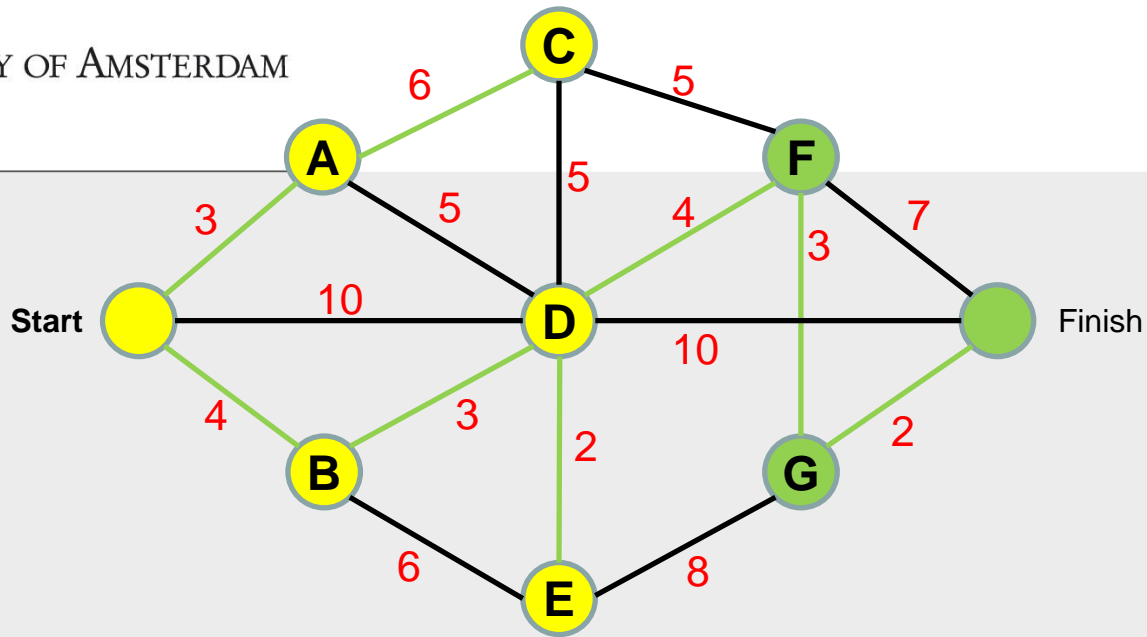
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G



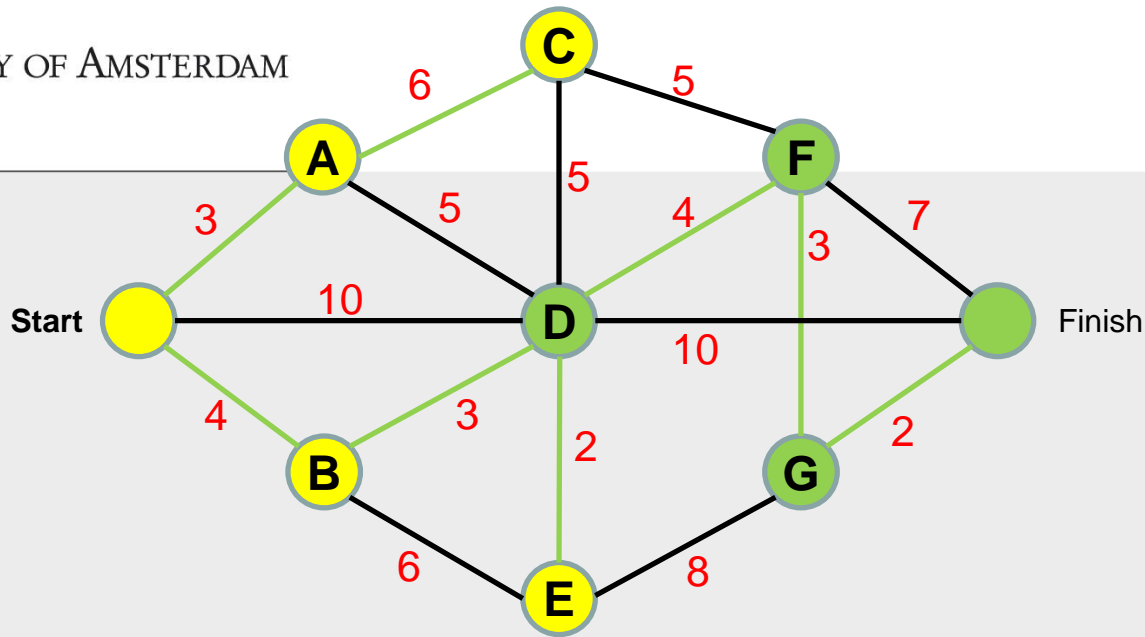
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G



A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G

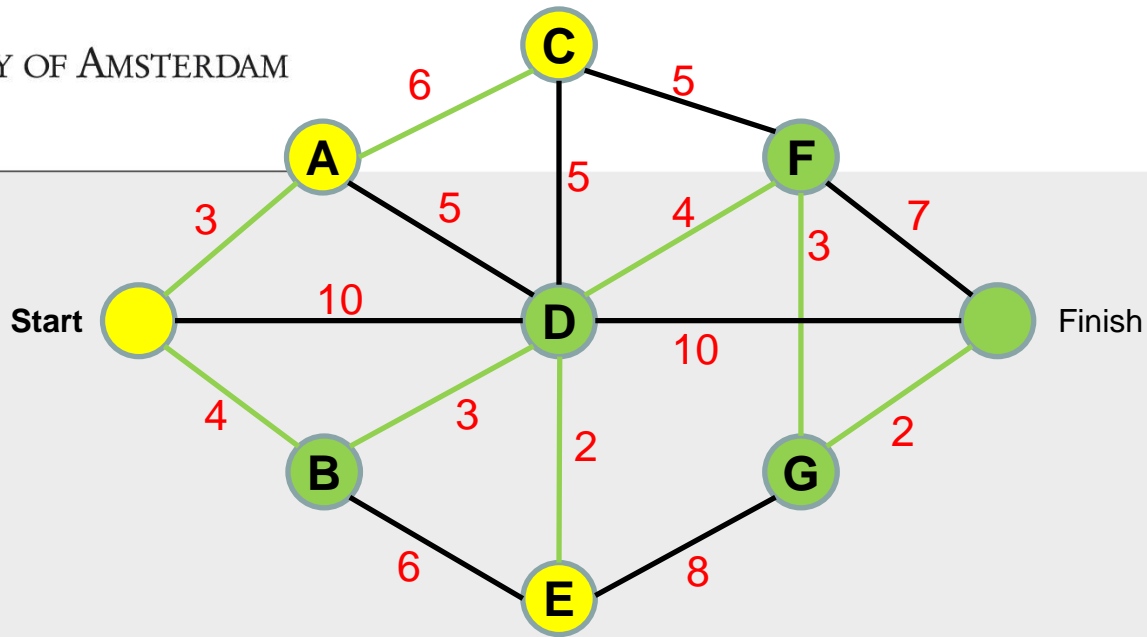


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G

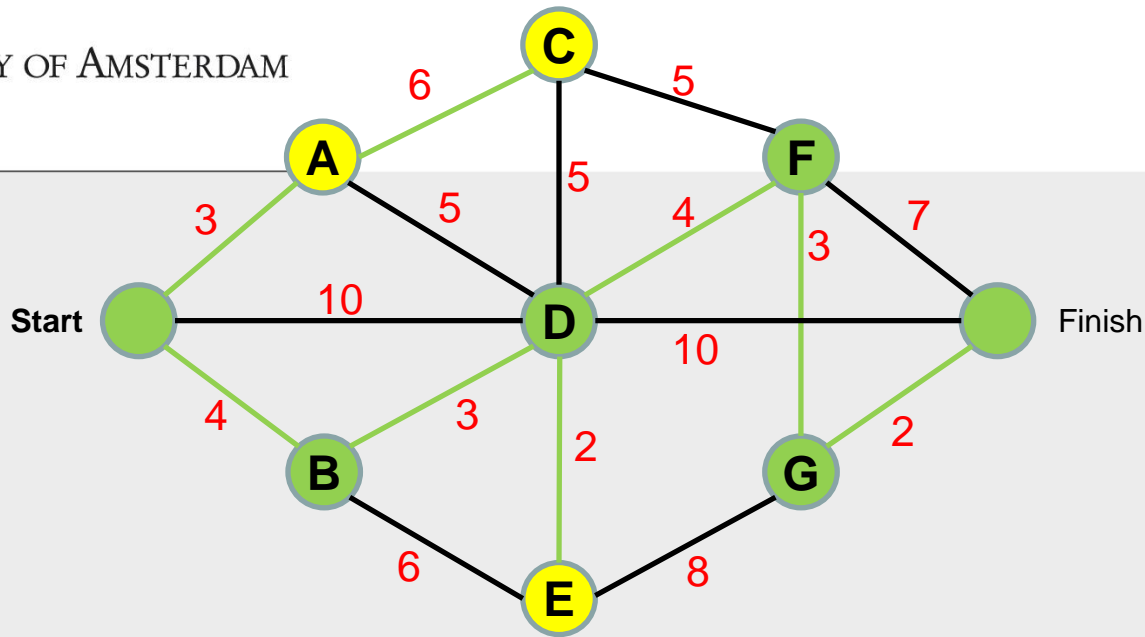


A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G

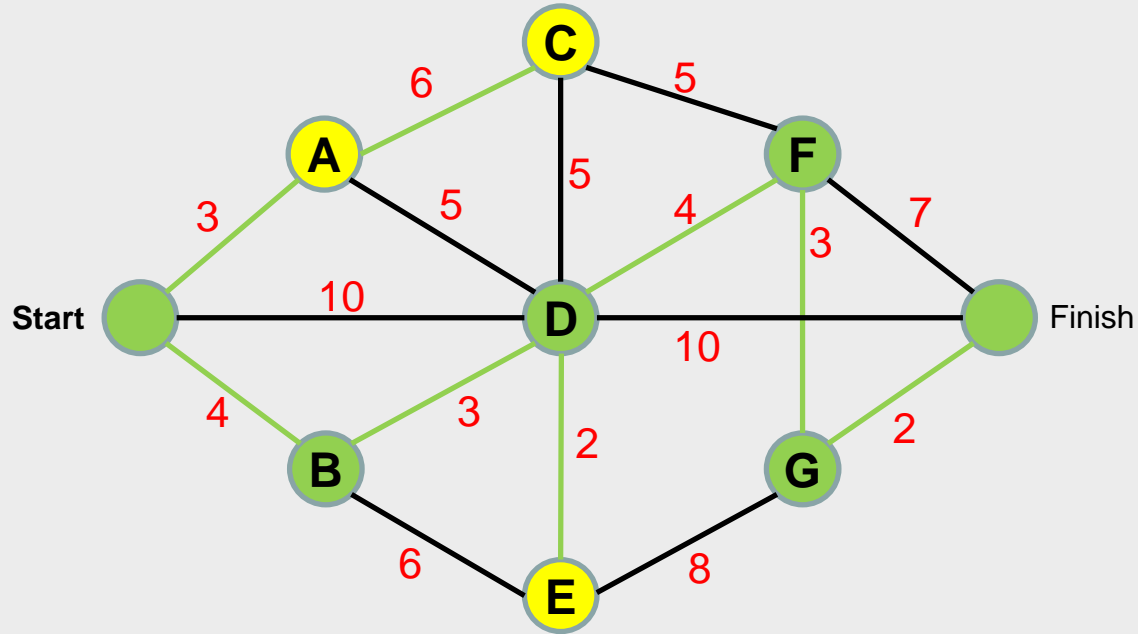




A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G



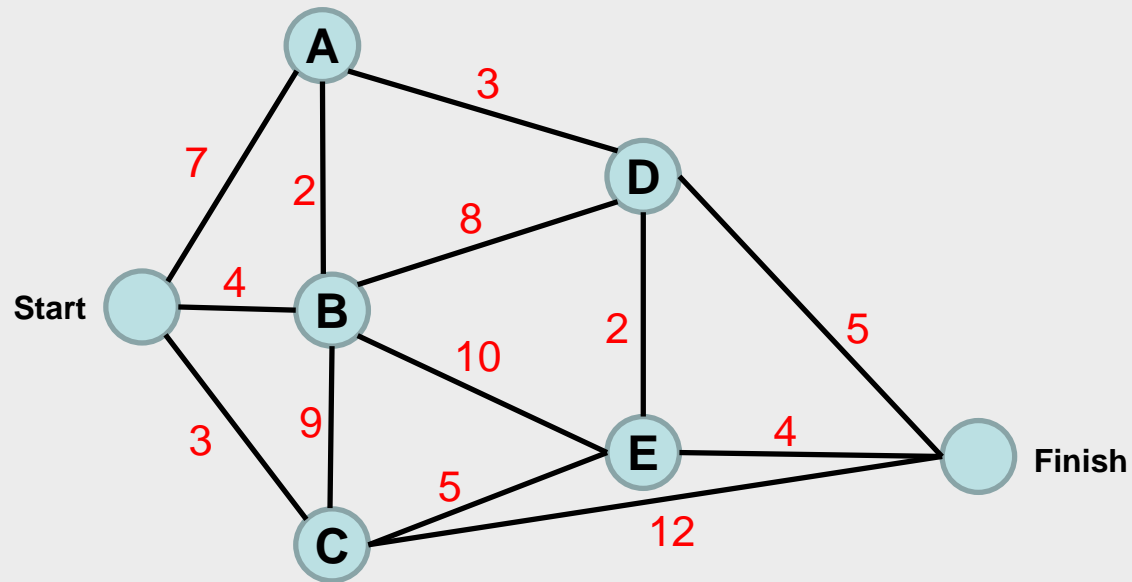
A	B	C	D	E	F	G	Finish
3, start	4, start		10, start				
*	4, start	9, A	8, A				
*	*	9, A	7, B	10, B			
*	*	9, A	*	9, D	11, D		17, D
*	*	*	*	9, D	11, D		17, D
*	*	*	*	*	11, D	17, E	17, D
*	*	*	*	*	*	14, F	17, D
*	*	*	*	*	*	*	16, G

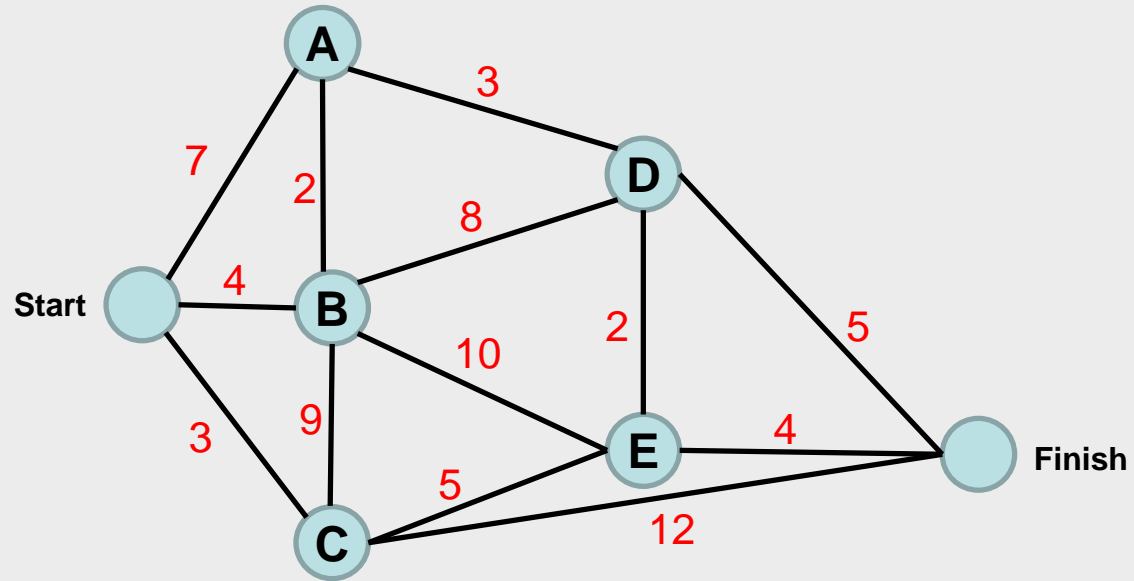


- The shortest route is given by: Start→B→D→F→G→Finish
- We made a mistake! We actually wanted to travel to node E!

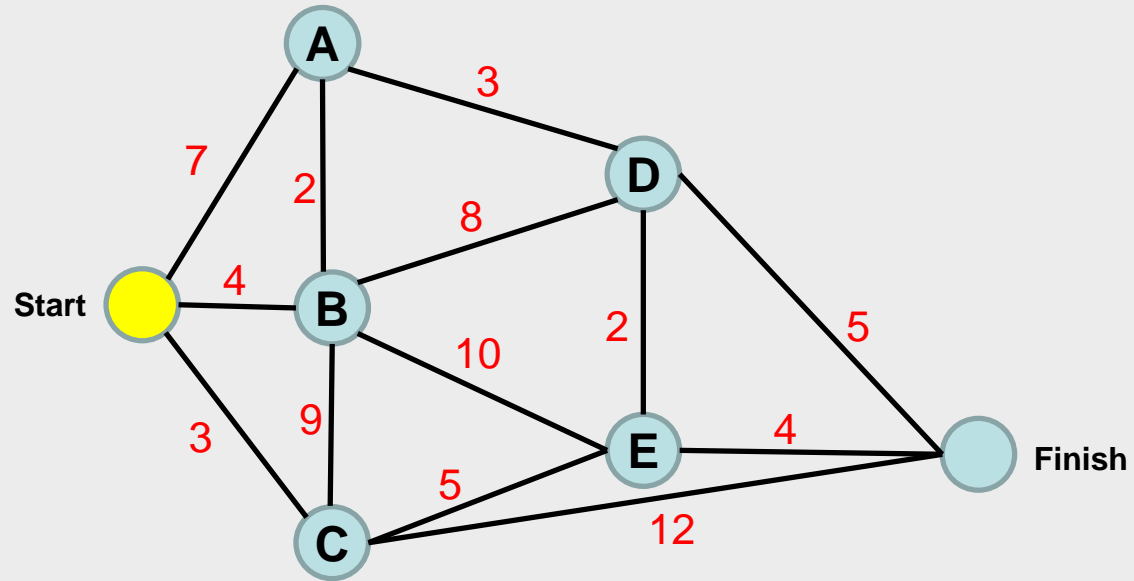
## Exercise

- What is the shortest route from start to finish in the following network?

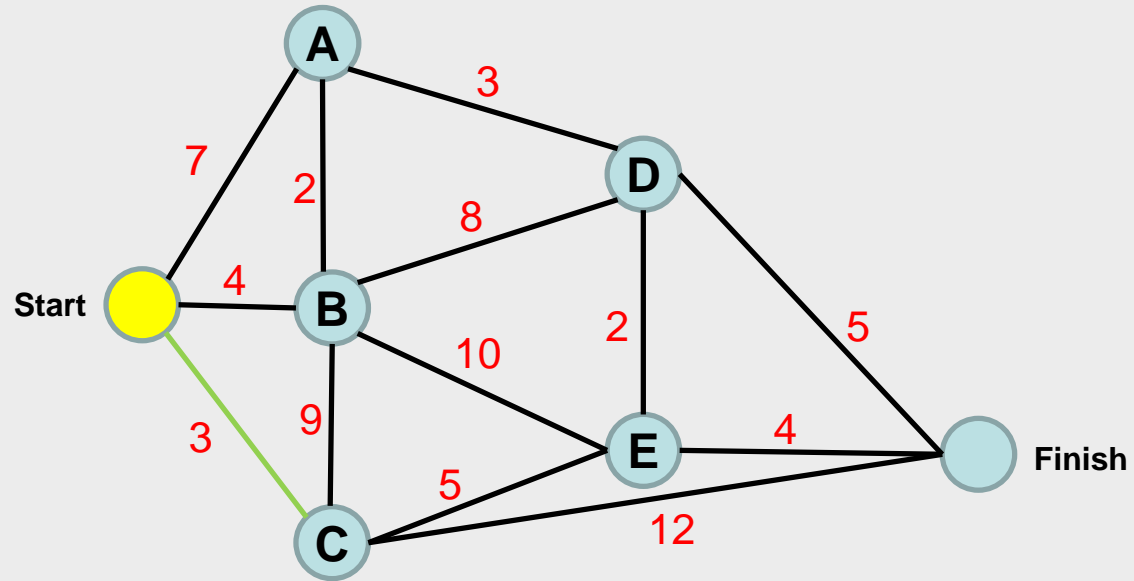




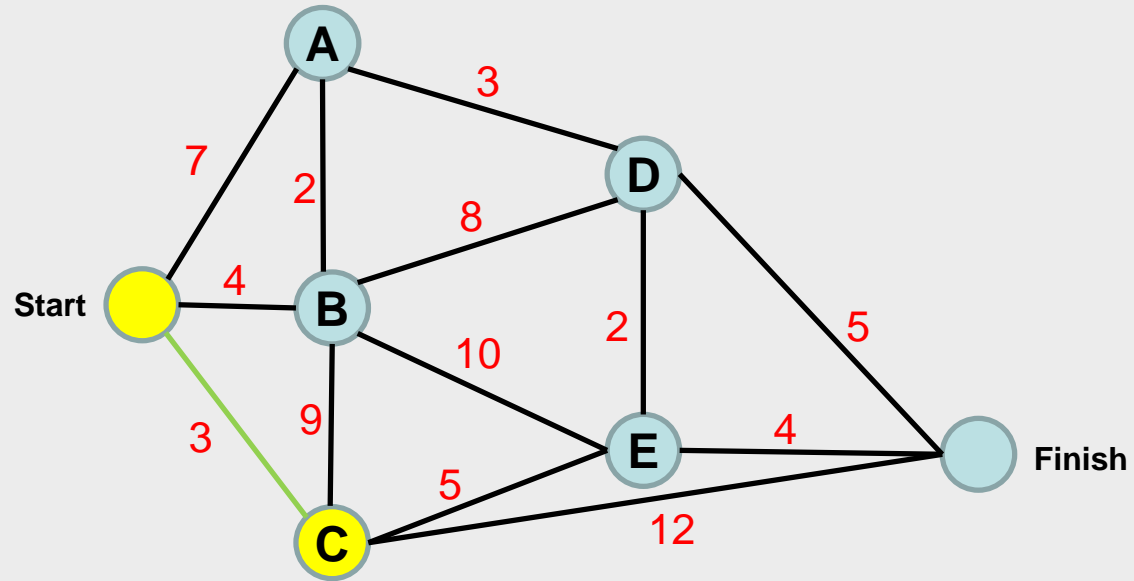
A	B	C	D	E	Finish



A	B	C	D	E	Finish
7, start	4, start	3, start			

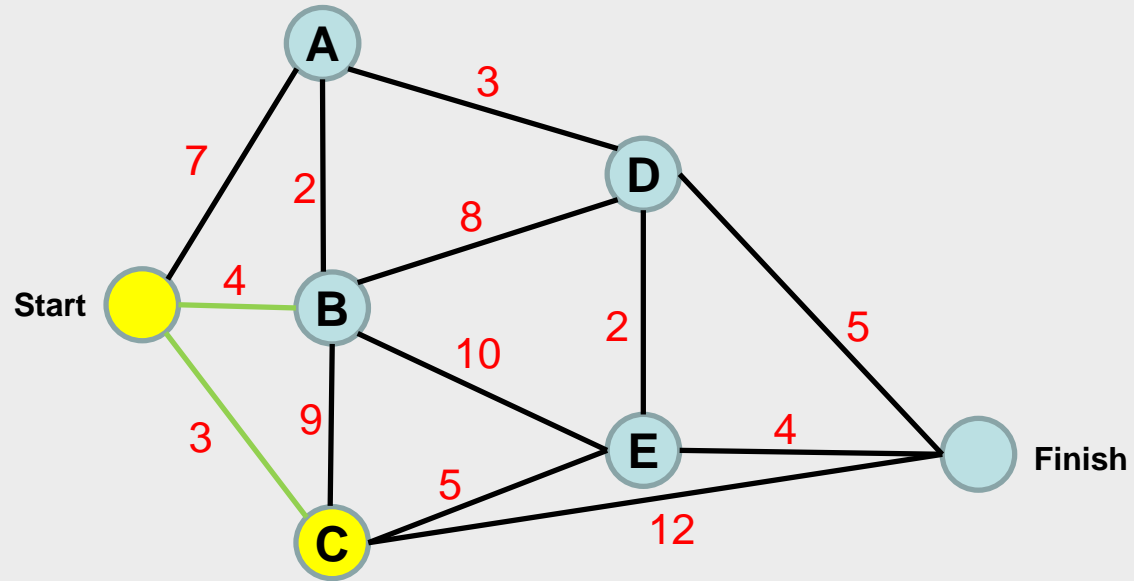


A	B	C	D	E	Finish
7, start	4, start	3, start			

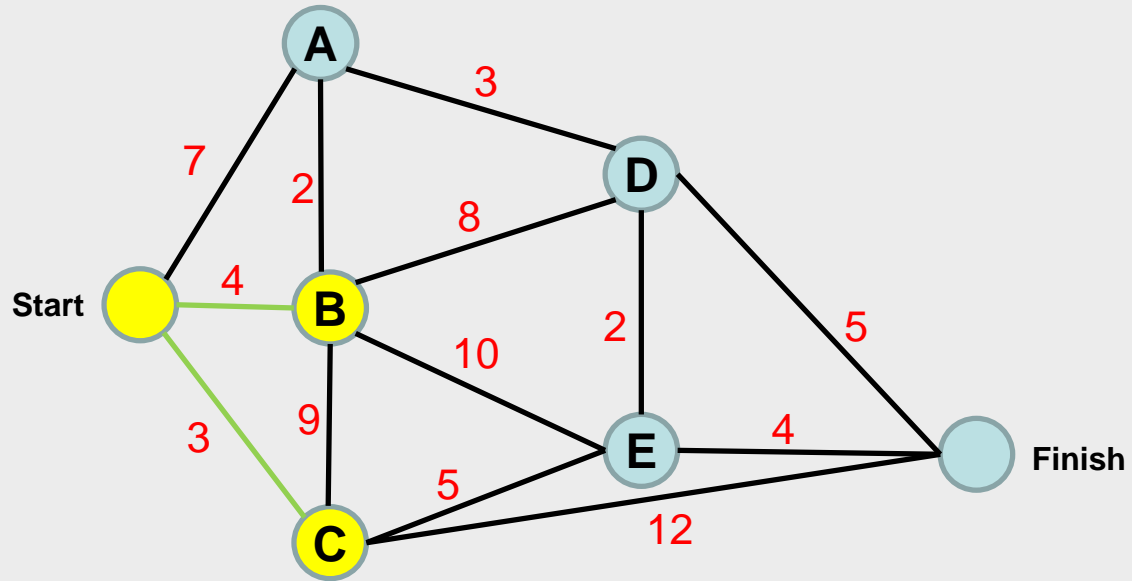


A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	4, start	*		8, C	15, C
		*			
		*			
		*			
		*			

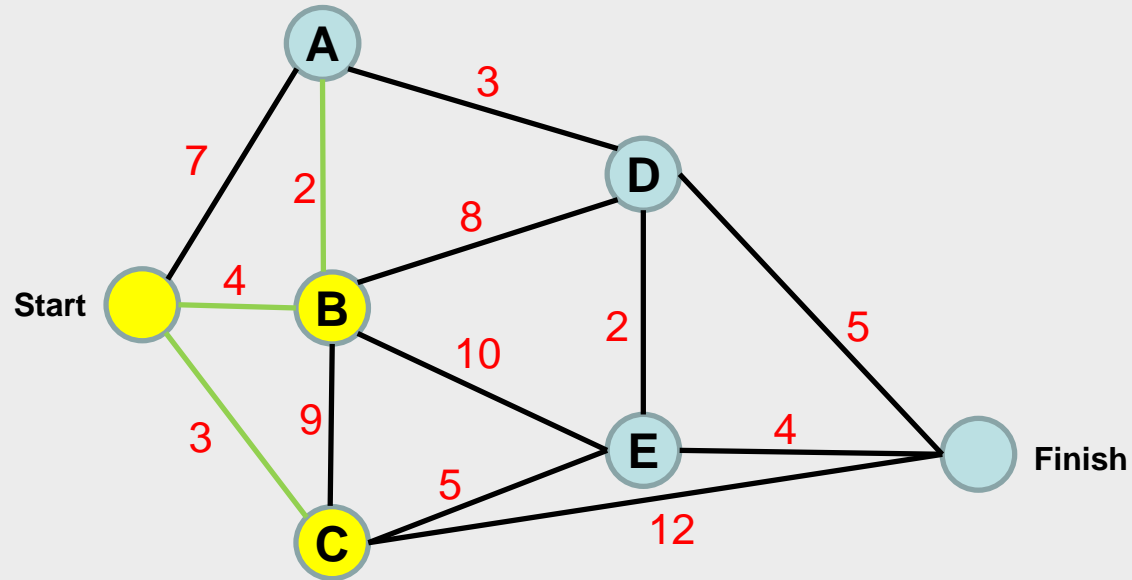




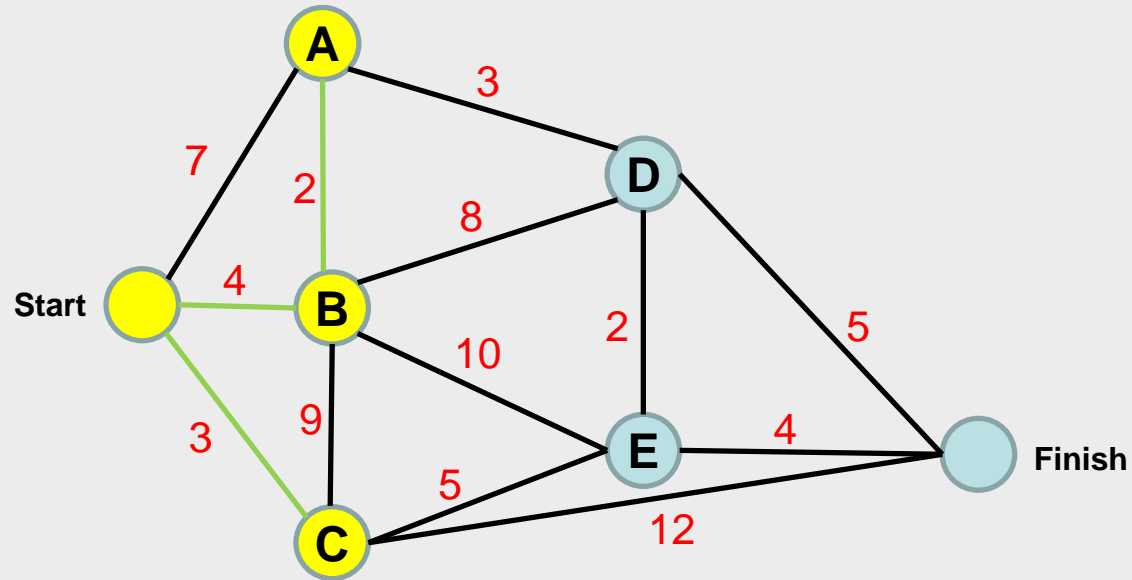
A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
		*			
		*			
		*			
		*			



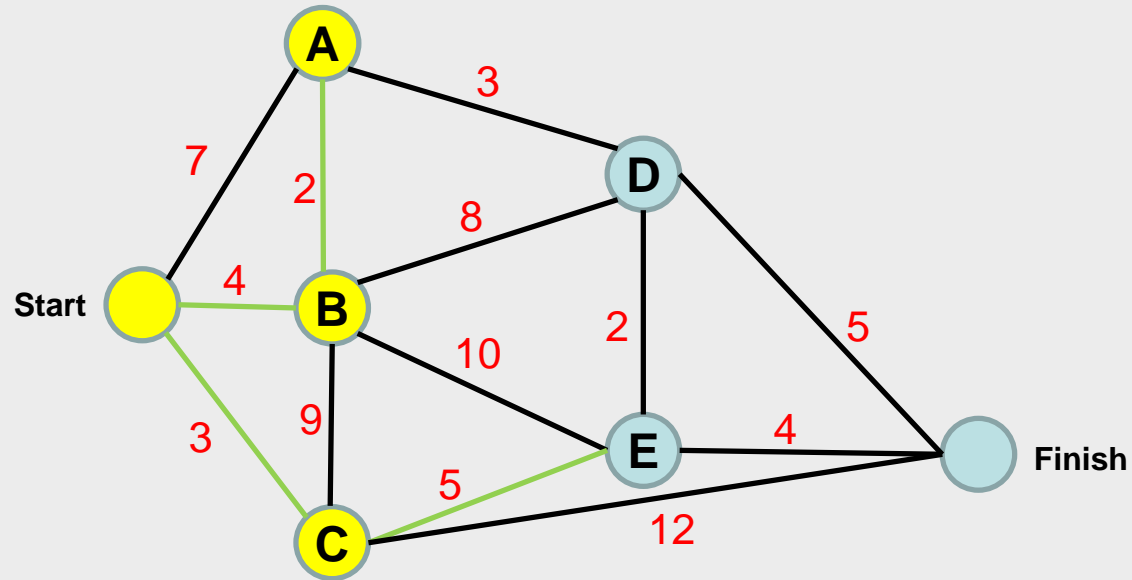
A	B	C	D	E	Finish
7, start	4, start	3, start			
7, start	<b>4, start</b>	*		8, C	15, C
6, B	*	*	12, B	8, C	15, C
	*	*			
	*	*			
	*	*			



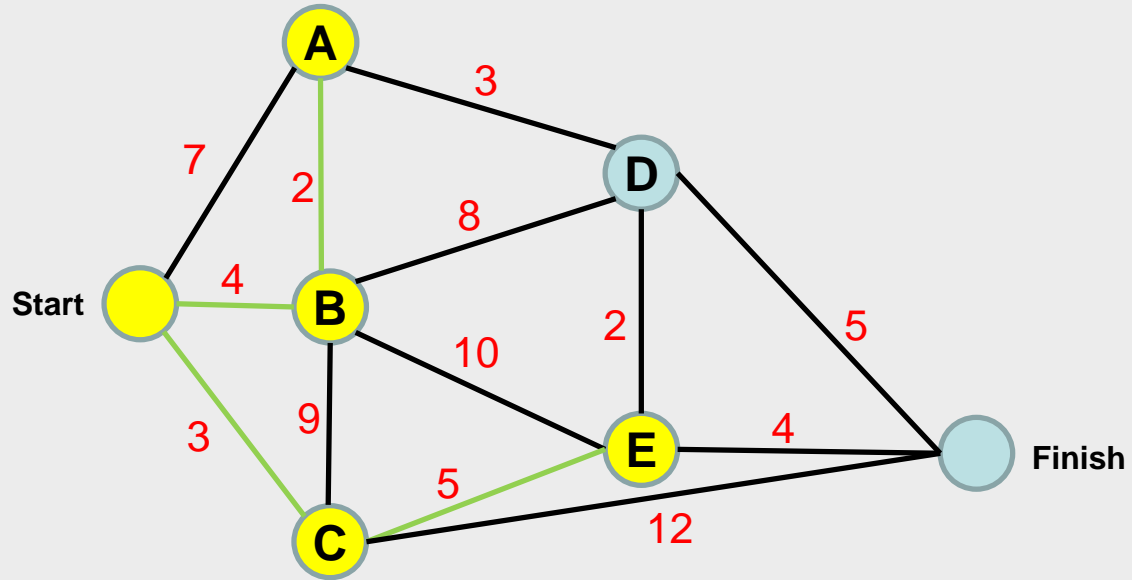
A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
	*	*			
	*	*			
	*	*			



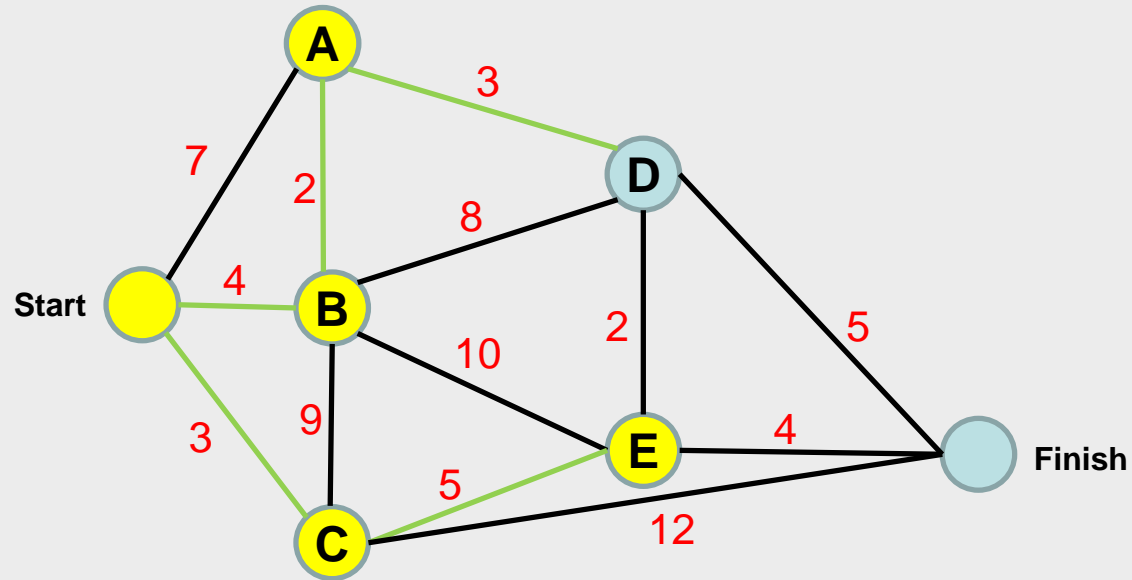
A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	8, C	15, C
*	*	*			
*	*	*			



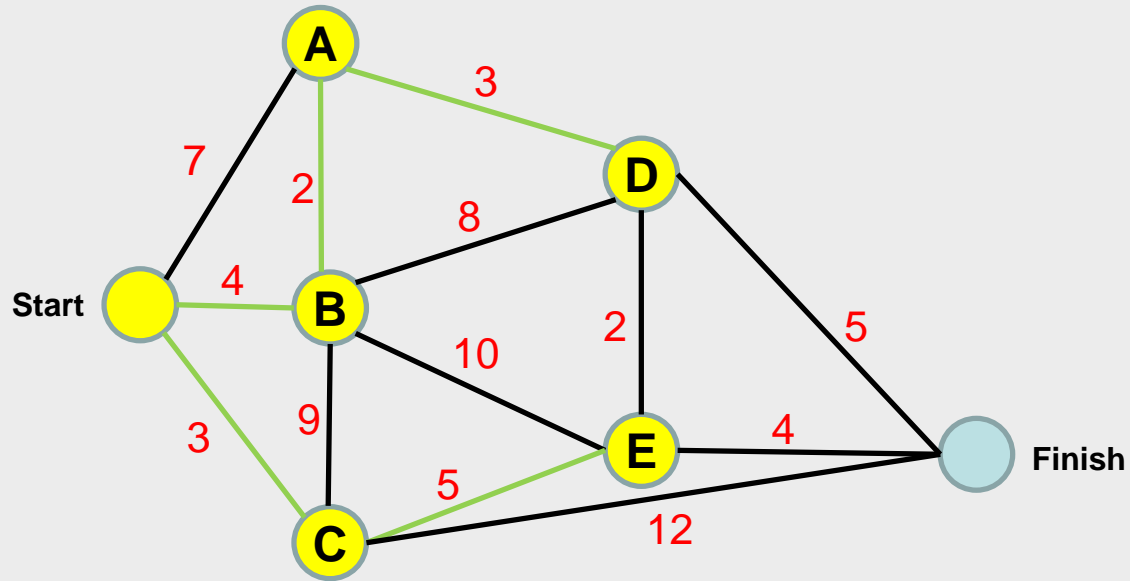
A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*			
*	*	*			



A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*	9, A	*	12, E
*	*	*		*	

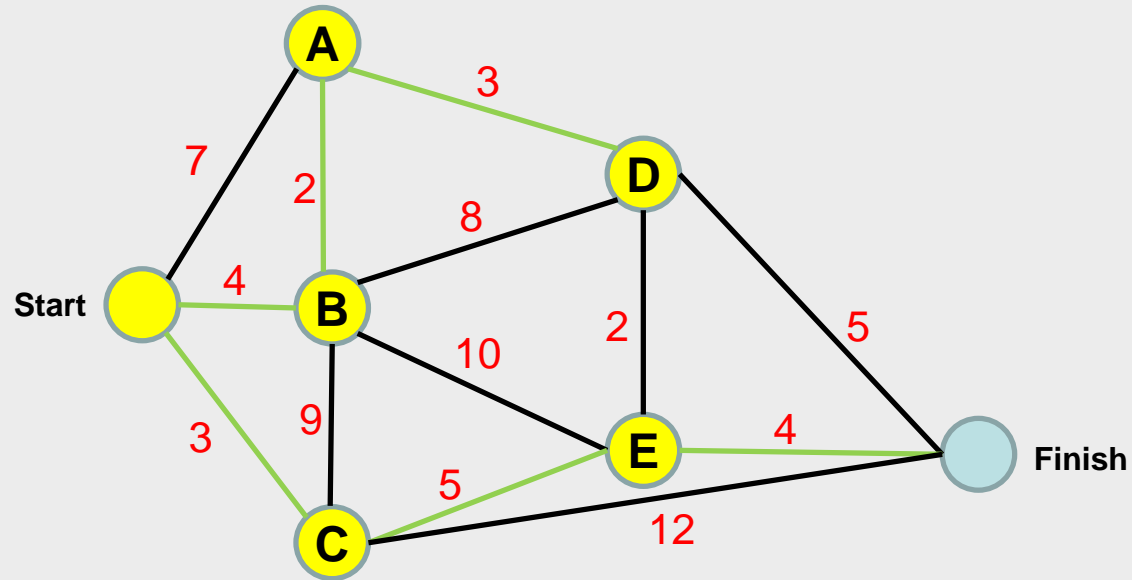


A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*	<b>9, A</b>	*	12, E
*	*	*		*	

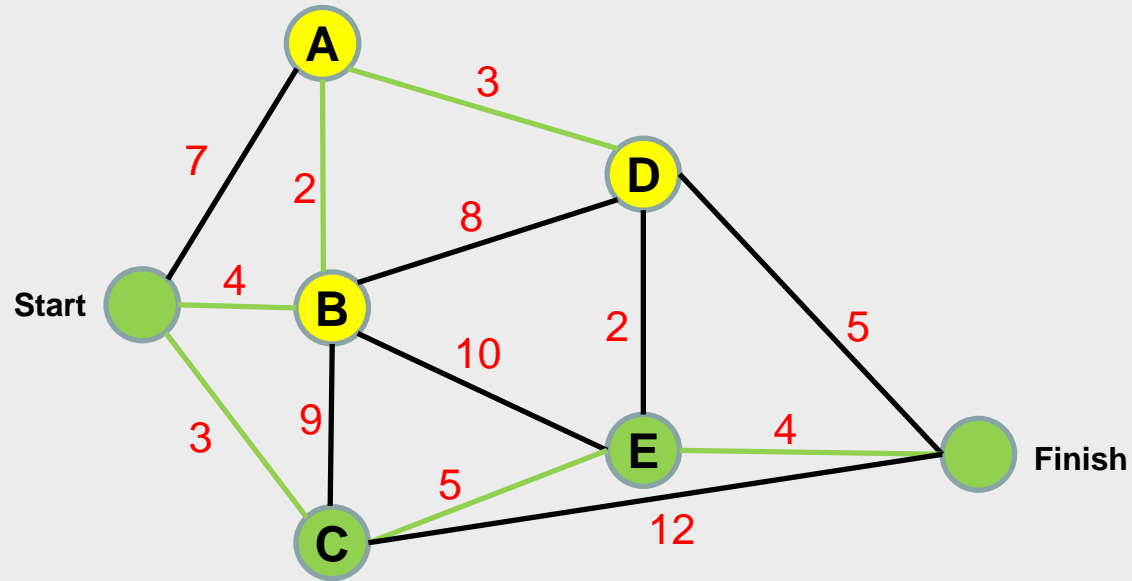


A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*	<b>9, A</b>	*	12, E
*	*	*	*	*	12, E

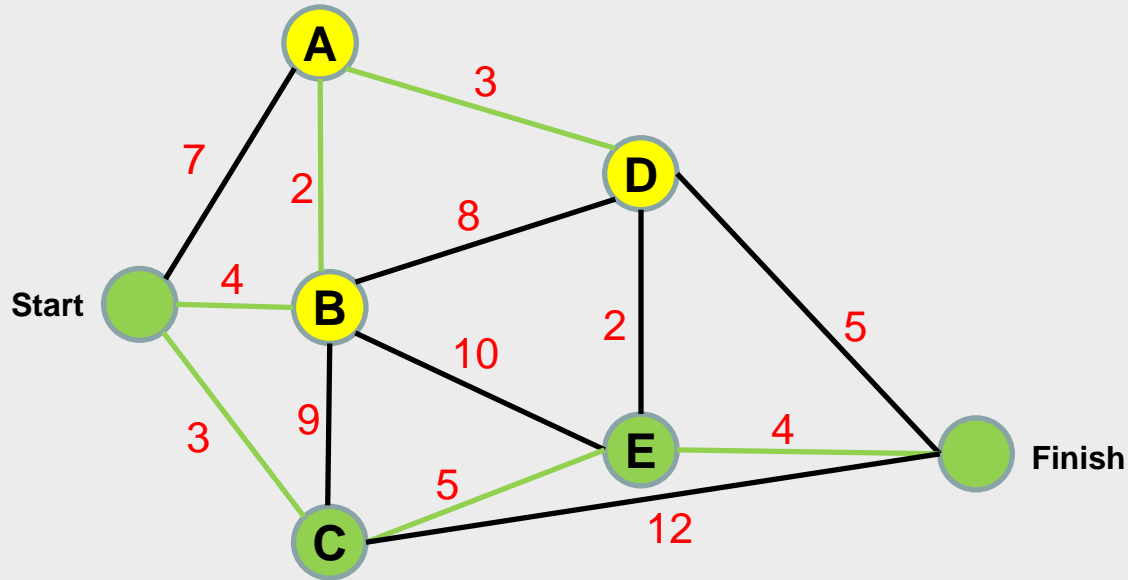




A	B	C	D	E	Finish
7, start	4, start	<b>3, start</b>			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*	<b>9, A</b>	*	12, E
*	*	*	*	*	<b>12, E</b>



A	B	C	D	E	Finish
7, start	4, start	3, start			
7, start	<b>4, start</b>	*		8, C	15, C
<b>6, B</b>	*	*	12, B	8, C	15, C
*	*	*	9, A	<b>8, C</b>	15, C
*	*	*	<b>9, A</b>	*	12, E
*	*	*	*	*	<b>12, E</b>



- The shortest route is given by: Start→C→E→Finish



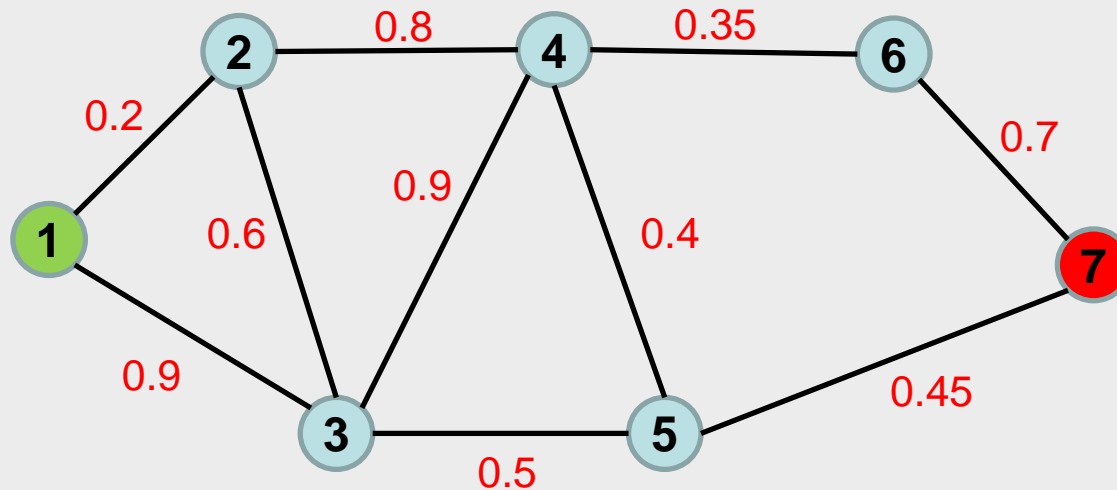
# Ten-minute break

# Introducing uncertainty

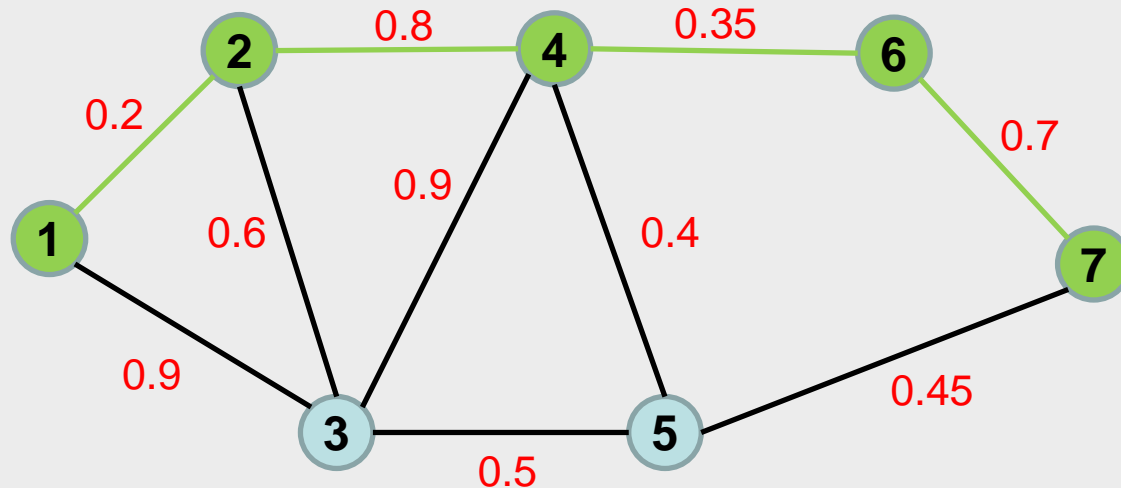
- So far, we have only been interested in finding the shortest route
- Perhaps there are routes other than the shortest route that are ‘better’
- The shortest route would not be a very desirable route if it is likely to suffer from traffic jams...

# Introducing uncertainty

- Finding the route from 1 to 7 that has the lowest probability of getting stuck in a traffic jam



- The numbers denote the probability of not getting stuck in a traffic jam

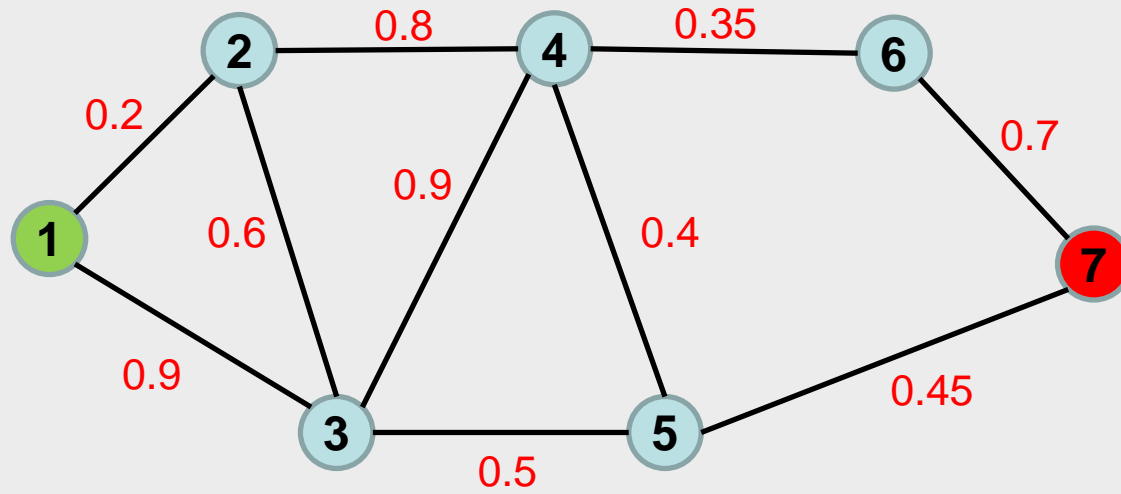


- Consider the route  $1 \rightarrow 2 \rightarrow 4 \rightarrow 6 \rightarrow 7$
- The probability of not getting stuck in a traffic jam is

$$p_{17} = p_{12} \times p_{24} \times p_{46} \times p_{67}$$

- So,  $p_{17} = 0.2 \times 0.8 \times 0.35 \times 0.7 \approx 0.04$

- Can we directly apply Dijkstra's algorithm to find the 'most-reliable' route?



- Note that we want to **maximise** a **product**
- We need to find a way to rewrite our problem such that it becomes a problem of **minimising** a **sum**



## Applying Dijkstra in a non-standard setting

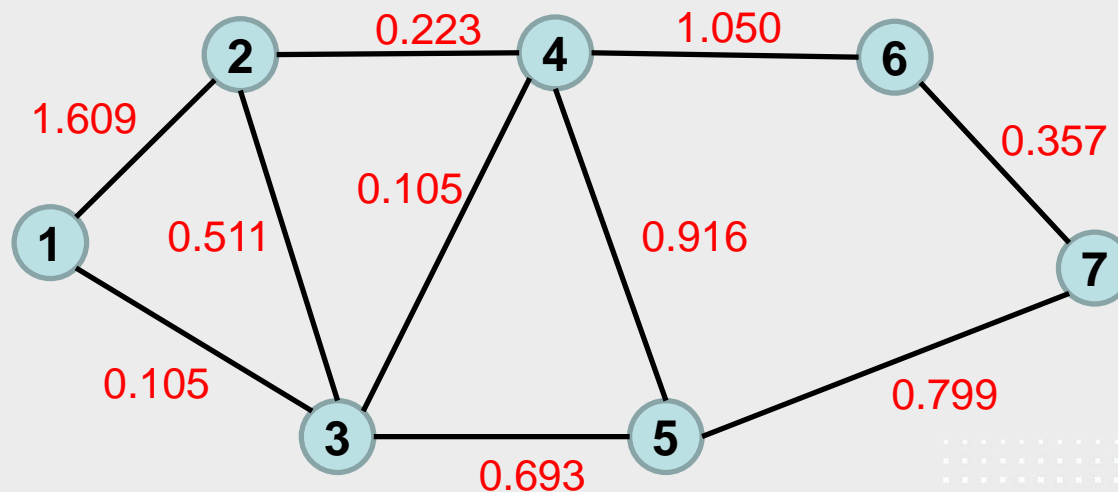
- Recall that  $\log(xy) = \log(x) + \log(y)$
- Therefore,  
$$\log(p_{17}) = \log(p_{12}) + \log(p_{24}) + \log(p_{46}) + \log(p_{67})$$
- But we are interested in the route that maximises  $p_{17}$ , not the route that maximises the log of  $p_{17}$
- Note that the logarithm is a strictly increasing function
- Why is this important?

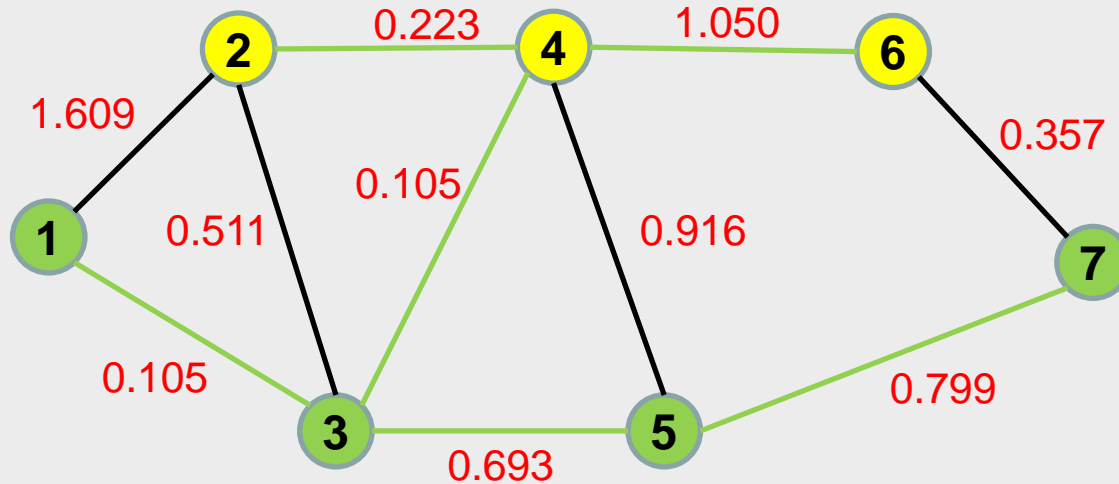
## Applying Dijkstra in a non-standard setting

- Recall that Dijkstra's algorithm minimises a sum, but we want to maximise a sum
- We can make use of the following trick: The route that maximises  $\log(p_{17})$  will minimise  $-\log(p_{17})$
- Conclusion: We can use Dijkstra to find the route that minimises  $-\log(p_{17})$  and this is the route we are interested in finding

# Exercise

- Find the route that minimises the probability of getting stuck in a traffic jam
- We have already applied the  $-\log$  transformation for you:

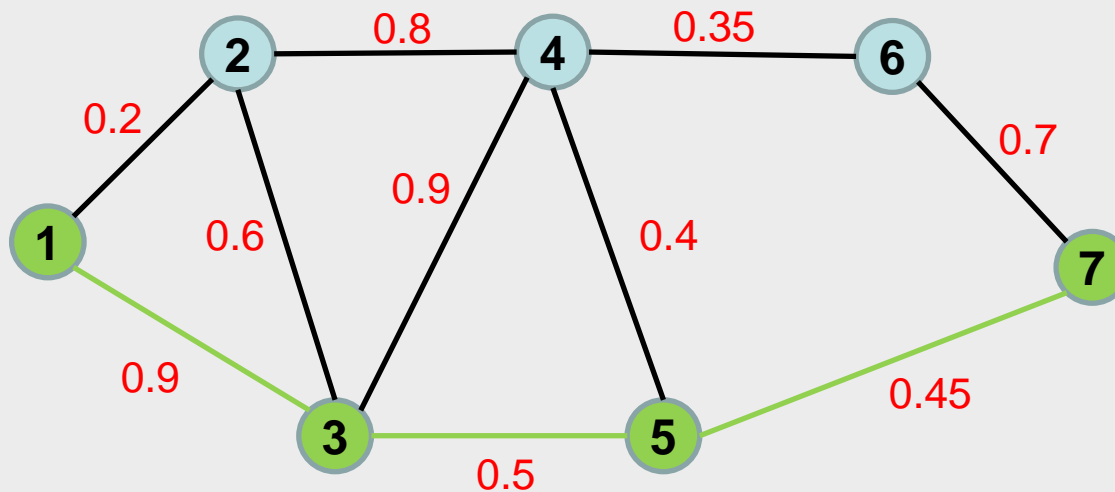




nodes	2	3	4	5	6	7
Step 1	(1.609, 1)	(0.105, 1)*	No edge	No edge	No edge	No edge
Step 2	(0.616, 3)	-	(0.210, 3)*	(0.798, 3)	No edge	No edge
Step 3	(0.433, 4)*	-	-	(0.798, 3)	(1.260, 4)	No edge
Step 4	-	-	-	(0.798, 3)*	(1.260, 4)	No edge
Step 5	-	-	-	-	(1.260, 4)*	(1.597, 5)
Step 6	-	-	-	-	-	(1.597, 5)*

Table 2.2.1. Dijkstra's shortest route algorithm for the network in Figure 2.2.2.

- The path that minimises  $-\log(p_{17})$ , maximises  $p_{17}$



- We conclude that we found a route such that the probability of not getting stuck in a traffic jam is
 
$$p_{17} = 0.9 \times 0.5 \times 0.45 \approx 0.20$$



# Refinements

- Up to now, we have considered two extremes
  - The shortest route, not taking into account the reliability of the route
  - The most reliable route, not taking into account the length of the route
- We would like to find a route that is both quick and reliable...

## Travel times as random variable

- Instead of distances, we are now going to work with travel times
- Travel times can be uncertain for many reasons
- It makes sense to model the travel times as random variables
- We will assume the travel times are normally distributed

# The density of a normally distributed r.v.

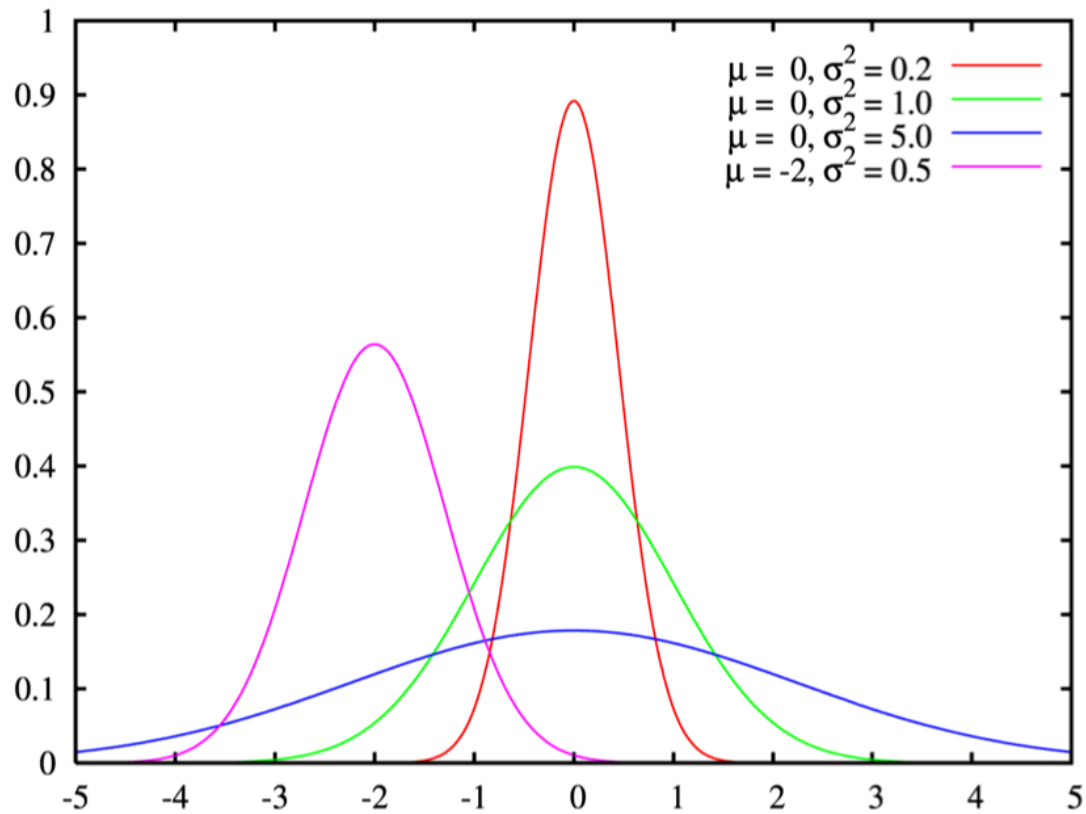
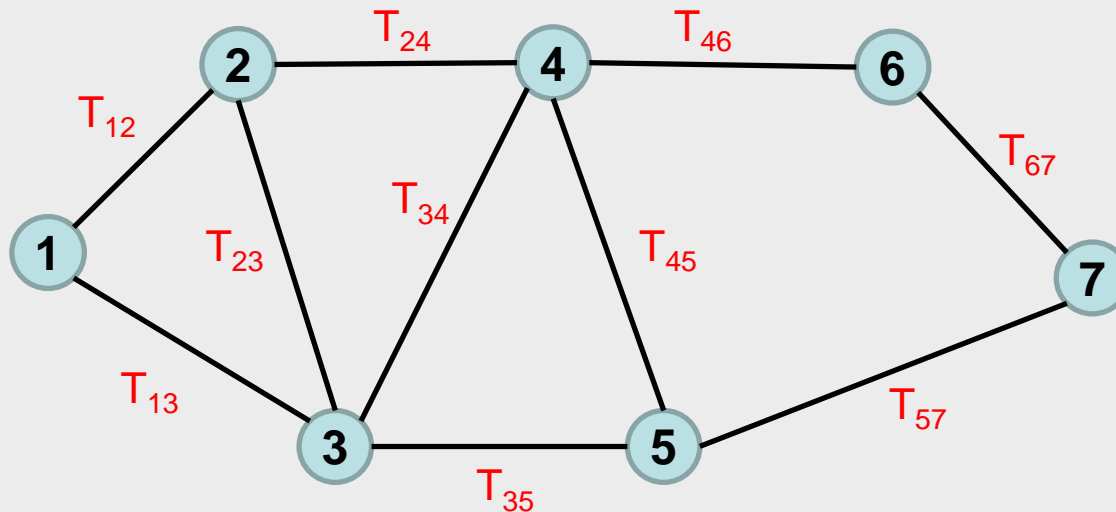


Figure 1.2.1. The density function of a normally distributed random variable with parameters  $\mu$  and  $\sigma^2$ .

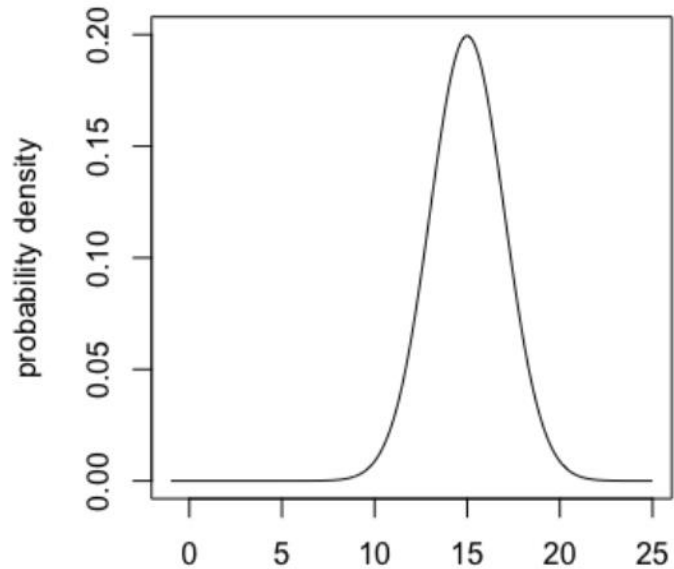


# A road travel network with stochastic travel times

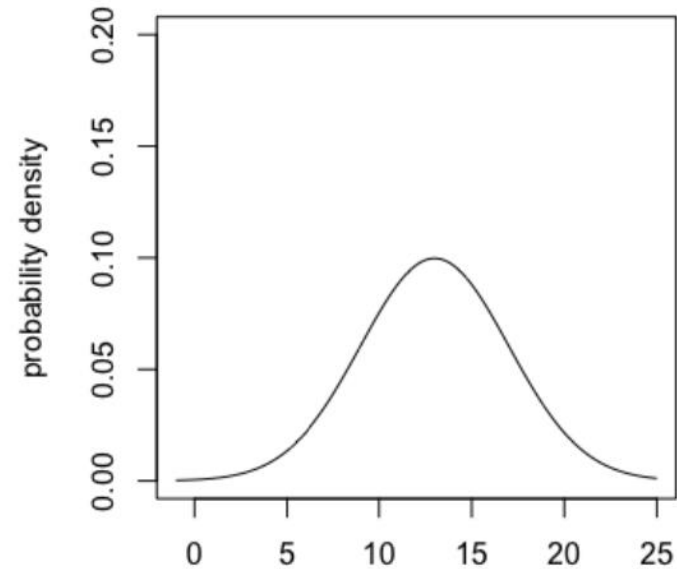


- The travel times  $T_{ij}$  have a mean and a variance
- Suppose that  $T_{13}$  has mean 15 and variance 4
- Suppose that  $T_{12}$  has mean 12 and variance 16

# Quiz time!

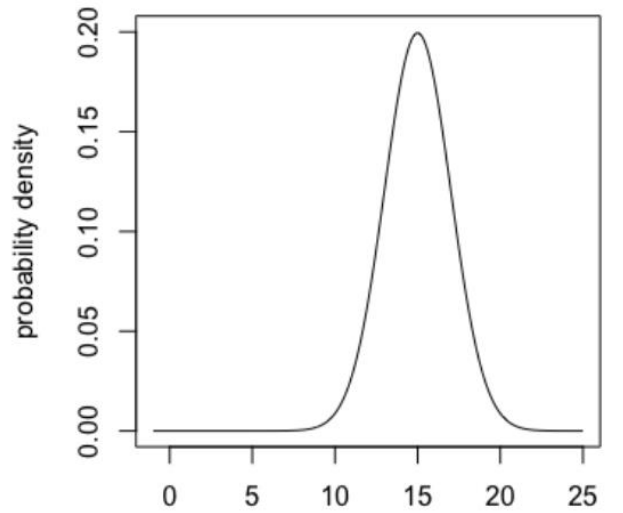


travel time in minutes between city 1 and 3

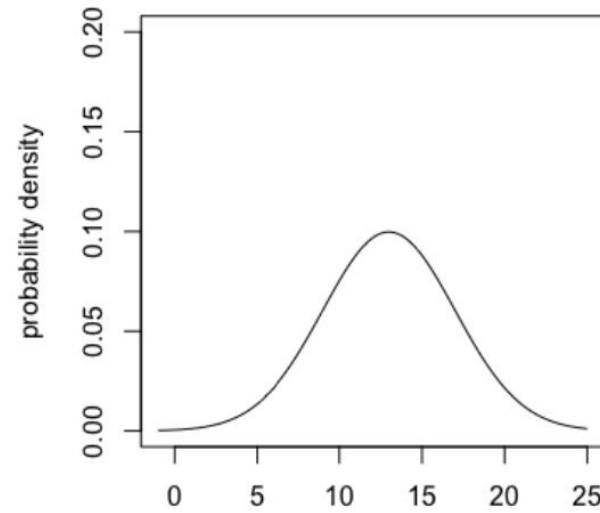


travel time in minutes between city 1 and 2

Figure 2.2.4. The density of  $T_{13} \sim \mathcal{N}(15, 4)$  (left) and  $T_{12} \sim \mathcal{N}(12, 16)$  (right).



travel time in minutes between city 1 and 3



travel time in minutes between city 1 and 2

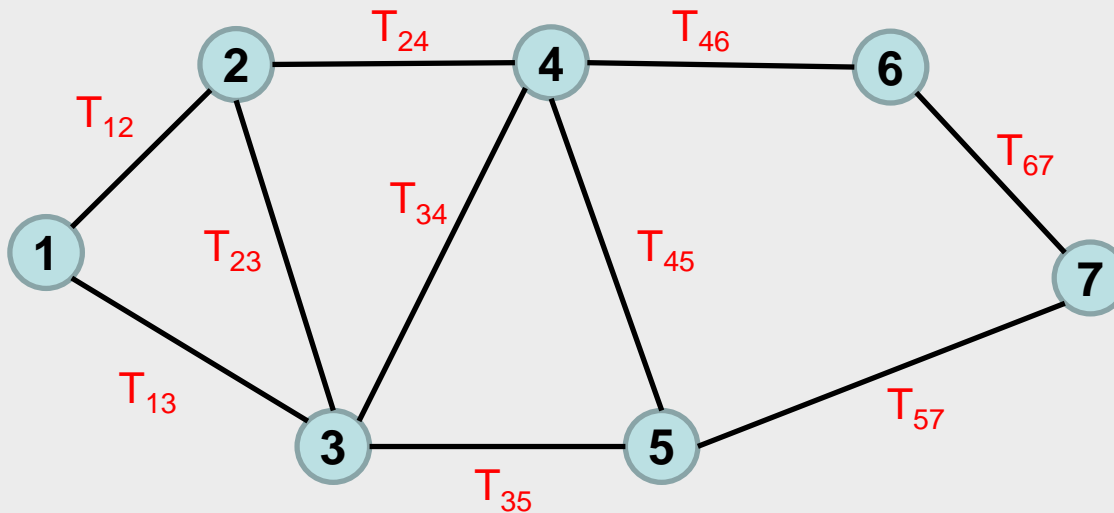
Figure 2.2.4. The density of  $T_{13} \sim \mathcal{N}(15, 4)$  (left) and  $T_{12} \sim \mathcal{N}(12, 16)$  (right).

- The travel time to the left has a higher mean, so it is expected to be faster
- The travel time to the right has a higher variance, so it is less reliable

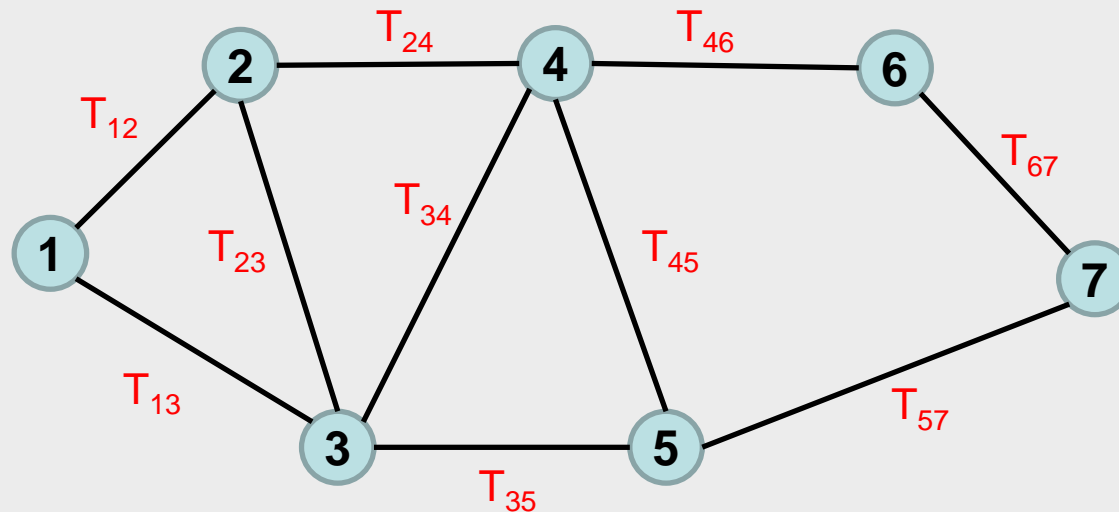


# Ten-minute break

# A road travel network with stochastic travel times



- The travel times  $T_{ij}$  have a mean and a variance

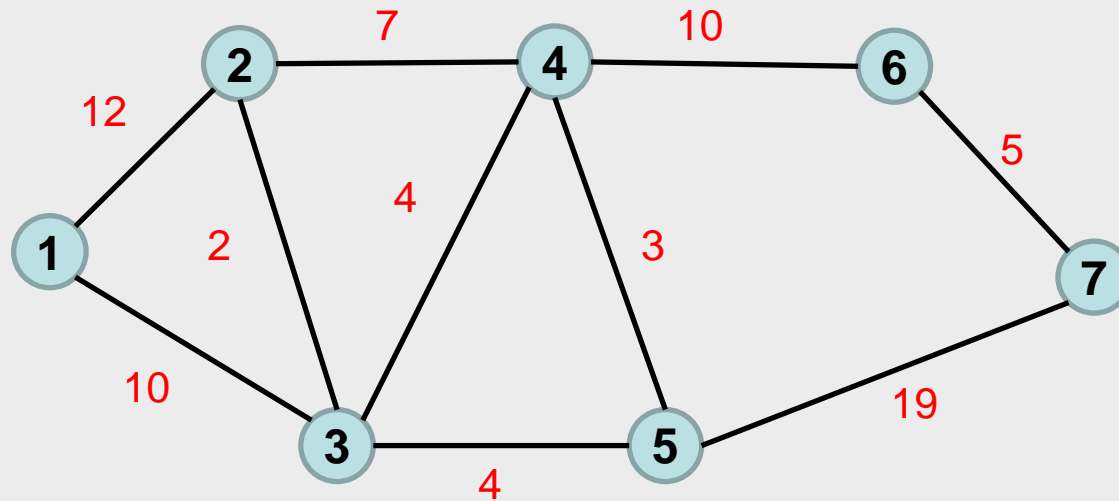


	$T_{12}$	$T_{13}$	$T_{23}$	$T_{24}$	$T_{34}$	$T_{35}$	$T_{45}$	$T_{46}$	$T_{57}$	$T_{67}$
$\mu$	12	10	2	7	4	4	3	10	19	5
$\sigma^2$	1	9	1	9	4	1	1	16	1	4

Table 3.3.1.  $T_{ij}$  denotes the travel time between city  $i$  and  $j$  in minutes and is normally distributed with parameters  $\mu$  and  $\sigma^2$ .

- We can easily find the route with the lowest expected travel time by applying Dijkstra

- Simply replace each random variable  $T_{ij}$  by its mean



- Animation!
- The path with shortest expected travel time is  
 $1 \rightarrow 3 \rightarrow 4 \rightarrow 6 \rightarrow 7$

# Arriving in time

- We have seen that we are able to determine the route with the lowest expected travel time
- It may make more sense to find the route that maximises the probability of arriving at your destination in time
- This could be a different route!



# Computing probabilities

- We have argued that  $T_{12}$  (which has mean 12 and variance 16) is expected to be a quicker road piece to traverse compared to  $T_{13}$ , but it is also less reliable
- Lets compute  $P(T_{12} < 20)$ :
- $P(T_{12} < 20) = P\left(\frac{T_{12}-12}{\sqrt{16}} < \frac{20-12}{\sqrt{16}}\right)$
- Since  $\frac{20-12}{\sqrt{16}} = 2.00$ , the table on page 50 of your booklet tells us that  $P(T_{12} < 20) \approx 0.9772$



# Quiz

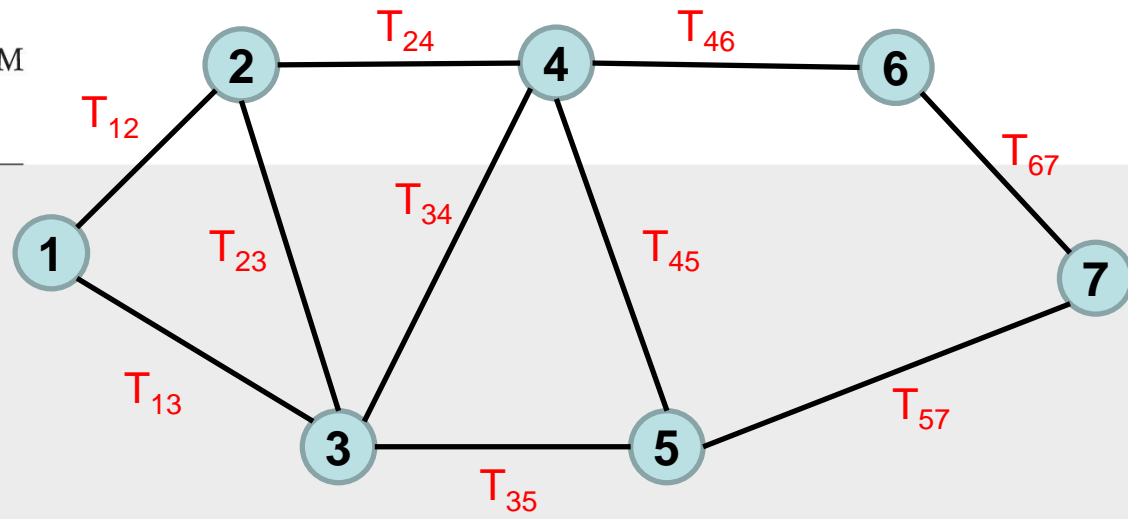
- Compute  $P(T_{13} < 20)$
- Recall that  $T_{13}$  has mean 15 and variance 4. Use the table on page 50 in your booklet

# Random variables compared

- We have found that
  - $P(T_{12} < 20) \approx 0.9772$
  - $P(T_{13} < 20) \approx 0.9938$
- It is remarkable that the road piece connecting 1 and 2 is less likely to be traversed within 20 minutes, while this road piece has a lower expected travel time!

## From road pieces to routes

- This idea can be pushed further
- Instead of road pieces, we may also find the route that maximises the probability of arriving on time
- This route may be different than the route that minimises the expected travel time we have determined before



- Recall that the route with the lowest expected travel time is  $1 \rightarrow 3 \rightarrow 4 \rightarrow 6 \rightarrow 7$ . What is the probability you arrive at your destination within 40 minutes? Also compute this probability for the route  $1 \rightarrow 3 \rightarrow 5 \rightarrow 7$ . Use the hint.

	$T_{12}$	$T_{13}$	$T_{23}$	$T_{24}$	$T_{34}$	$T_{35}$	$T_{45}$	$T_{46}$	$T_{57}$	$T_{67}$
$\mu$	12	10	2	7	4	4	3	10	19	5
$\sigma^2$	1	9	1	9	4	1	1	16	1	4

Table 3.3.1.  $T_{ij}$  denotes the travel time between city  $i$  and  $j$  in minutes and is normally distributed with parameters  $\mu$  and  $\sigma^2$ .

### Hint

Recall that the travel times are independent across the different roads. You can use that if  $X \sim \mathcal{N}(\mu_X, \sigma_X^2)$  and  $Y \sim \mathcal{N}(\mu_Y, \sigma_Y^2)$  are independent, it holds that  $X + Y \sim \mathcal{N}(\mu_X + \mu_Y, \sigma_X^2 + \sigma_Y^2)$ .

- Note that the route  $1 \rightarrow 3 \rightarrow 4 \rightarrow 6 \rightarrow 7$  has mean 29 and variance 33
- This gives  $P(T_{17} < 40) \approx 0.9719$
- The route  $1 \rightarrow 3 \rightarrow 5 \rightarrow 7$  has mean 33 and variance 11
- This gives  $P(T_{17} < 40) \approx 0.9826$
- The latter route has a higher probability of arriving in time!
- We can also use Dijkstra's algorithm to find fast and reliable routes!

## Concluding remarks

- Dijkstra's algorithm is a very useful tool to find paths that minimise a certain quantity on a network
- Modelling travel times as random variables allows us to find quick routes, while also taking the reliability of the routes into account
- Routes with the lowest expected travel times, are not necessarily optimal!



# Thank you!