

## Learning to Rank Paths in Spatial Networks

Yang, Sean Bin; Yang, Bin

*Publication date:*  
2019

[Link to publication from Aalborg University](#)

*Citation for published version (APA):*

Yang, S. B., & Yang, B. (2019). *Learning to Rank Paths in Spatial Networks*. Poster presented at 2020 IEEE 36th International Conference on Data Engineering (ICDE), Texas, United States.

### General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal -

### Take down policy

If you believe that this document breaches copyright please contact us at [vbn@aub.aau.dk](mailto:vbn@aub.aau.dk) providing details, and we will remove access to the work immediately and investigate your claim.





## Introduction

A routing service quality study shows that local drivers often choose paths that are neither shortest nor fastest, rendering classic routing algorithms often impractical in many real world routing scenarios.

In addition, commercial navigation systems, such as Google Maps and TomTom, often follow a similar strategy by suggesting multiple candidate paths to drivers, although the criteria for selecting the candidate paths are often confidential.

### Challenges:

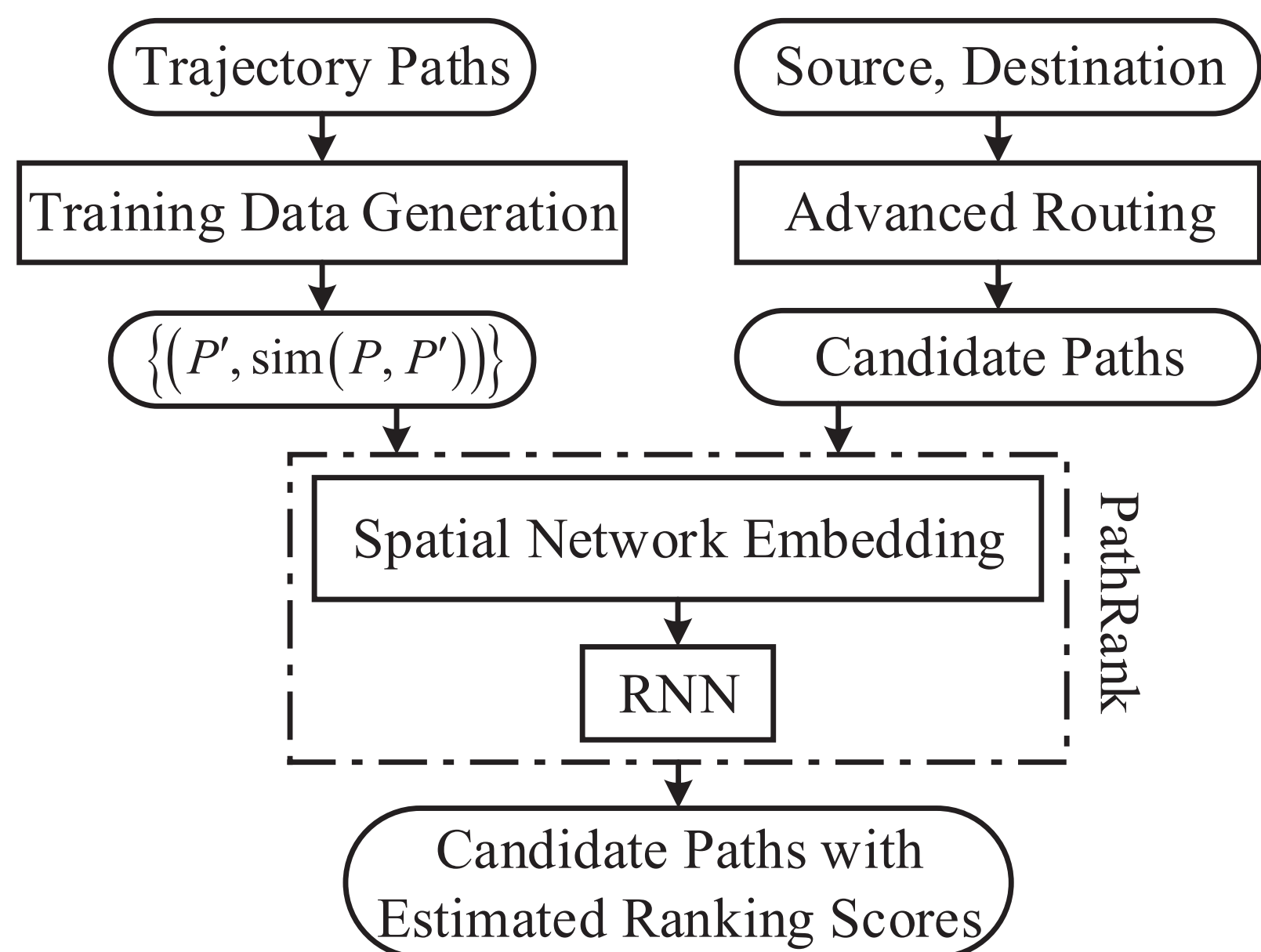
- Constructing an appropriate training path set  $\mathcal{PS}$  is non-trivial.
- Effective training models often rely on meaningful feature representation of input data—how to learning path representation.

### Our approach:

- **Training Data Generation:** A compact set of diversified paths using trajectories as training data.
- **Path Representation:** An end-end deep learning framework is presented to solve the regression problem.
  - ★ A spatial network embedding is proposed to embed each vertex to a feature vector by considering the road network topology.
  - ★ Since a path is represented by a sequence of vertices, recurrent neural network is applied to model the sequence.
- The RNN finally outputs an estimated similarity score, which is compared against the ground truth similarity.

## Solution Overview

- We propose a data-driven ranking framework **PathRank**, which ranks candidate paths by taking into account the paths used by local drivers in their historical trajectories.
- Most importantly, **PathRank** models ranking candidate paths as a “regression” problem—for each candidate path, **PathRank** estimates a ranking score for the candidate path.
- **Solution Overview.**



## Training Data Generation

- We proceed to elaborate how to generate a set of training paths for a trajectory path  $P$  from source  $s$  to destination  $d$ .
- We propose the strategy using the diversified top- $k$  shortest paths.

**Algorithm 1: Top- $k$  Diversified Paths**

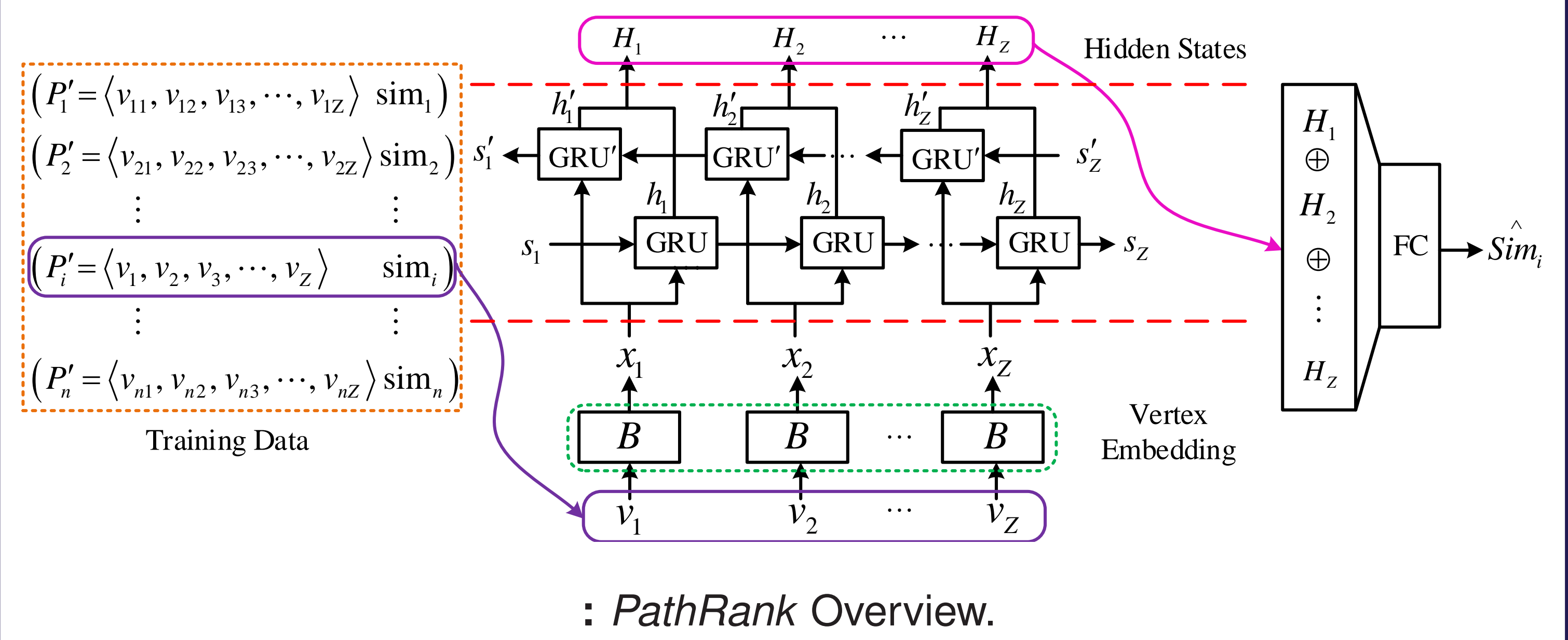
**Input:** Road network  $G$ , source  $s$ , destination  $d$ , integer  $k$ , similarity threshold  $\delta$

**Output:** The diversified top- $k$  paths:  $DkPS$

```

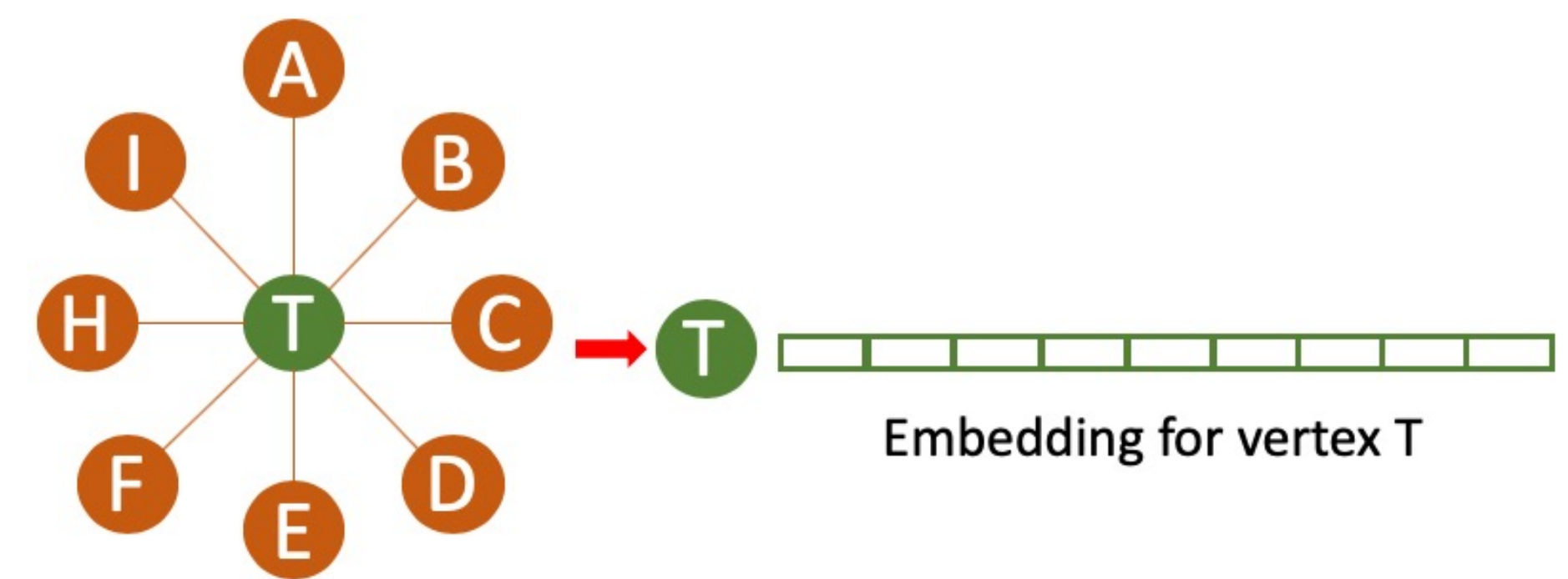
1 Add the shortest path  $P_1$  into  $DkPS$ ;
2 while  $DkPS < k$  do
3   Identify the next shortest path  $P_i$ ;
4   Boolean  $tag \leftarrow \text{true}$ ;
5   for each path  $P \in DkPS$  do
6     if  $\text{sim}(P_i, P) \geq \delta$  then
7        $tag \leftarrow \text{false}$ ;
8     Break;
9   if  $tag$  then
10    Add  $P_i$  into  $DkPS$ ;
11 return  $DkPS$ ;
```

## PathRank

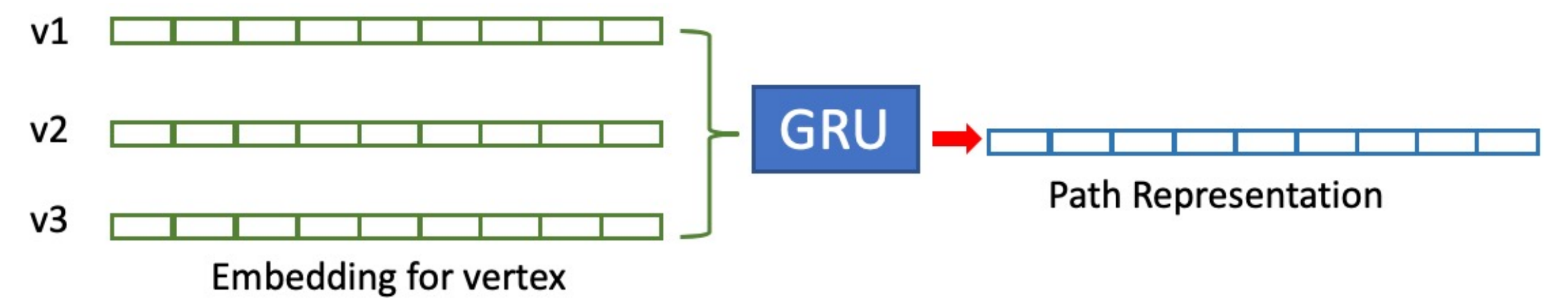


### Vertex Embedding:

- Node2vec is used to embed road network and initialize vertex embedding layer.



### Recurrent Neural Network (RNN):



## Experiments

### Experiments Setup

- **Road Network and Trajectories:** North Jutland, Denmark, 180 million GPS records from 183 vehicles.
- **Ground Truth Data:** For each trajectory  $P_T$ . We generate two sets of training paths: Top- $k$  shortest paths ( $TkDI$ ) and diversified top- $k$  shortest paths ( $D-TkDI$ ).
  - ★ For each training path  $P$ , we employ weighted Jaccard similarity  $\text{WeightedJaccard}(P, P_T)$  as  $P$ 's ground truth ranking score.
- **Evaluation Metrics:**
  - ★ Mean Absolute Error (MAE) and Mean Absolute Relative Error (MARE)
  - ★ Kendall Rank Correlation Coefficient ( $\tau$ ) and Spearman's Rank Correlation Coefficient ( $\rho$ )

### Experiments Results

- Table 1 shows that (1) when using the diversified top- $k$  paths for training, we achieve higher accuracy compared to when using top- $k$  paths; (2) a larger embedding feature size  $M$  achieves better results.
- Table 2 shows the results. In addition, PR-A2 achieves better accuracy than does PR-A1, meaning that updating embedding matrix  $B$  is useful.

Table 1: Training Data Generation Strategies, PR-A1

Strategies	$M$	MAE	MARE	$\tau$	$\rho$
$TkDI$	64	0.1433	0.2300	0.6638	0.7044
	128	0.1168	0.1875	0.6913	0.7330
$D-TkDI$	64	0.1140	0.1830	0.6959	0.7346
	128	<b>0.0955</b>	<b>0.1533</b>	<b>0.7077</b>	<b>0.7492</b>

Table 2: Training Data Generation Strategies, PR-A2

Strategies	$M$	MAE	MARE	$\tau$	$\rho$
$TkDI$	64	0.1163	0.1868	0.6835	0.7256
	128	0.1130	0.1814	0.7082	0.7481
$D-TkDI$	64	0.0940	0.1509	0.7144	0.7532
	128	<b>0.0855</b>	<b>0.1373</b>	<b>0.7339</b>	<b>0.7731</b>