

# UnLimited **TR**ansfers for Multi-Modal Route Planning: An Efficient Solution

ESA · September 11, 2019

Moritz Baum, Valentin Buchhold, Jonas Sauer, Dorothea Wagner, and Tobias Zündorf

INSTITUTE OF THEORETICAL INFORMATICS · ALGORITHMICS GROUP



# Multi-Modal Route Planning

## Goals:

- Journey planning for public transit
- Find **optimal** journeys
- Considered modes of transportation:
  - All timetable-based modes  
(trains, trams, buses, ...)





# Multi-Modal Route Planning

## Goals:

- Journey planning for public transit
- Find **optimal** journeys
- Considered modes of transportation:
  - All timetable-based modes  
(trains, trams, buses, ...)



## But also:

- Allow secondary transfer mode
- Non-schedule-based  
(walking, bike, e-scooter, ...)



# Problem Statement

## Given:

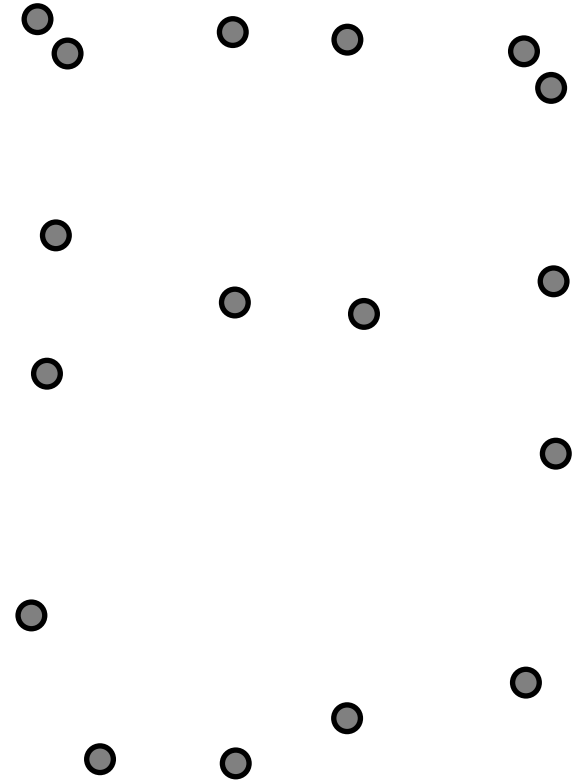
- Public transit network (timetable)



# Problem Statement

## Given:

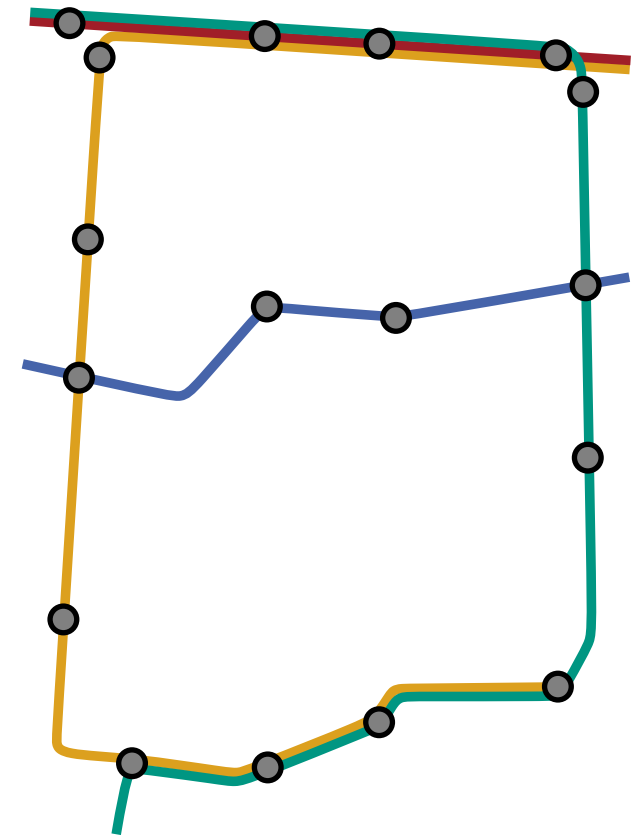
- Public transit network (timetable)
  - Stops (bus stops, stations)



# Problem Statement

## Given:

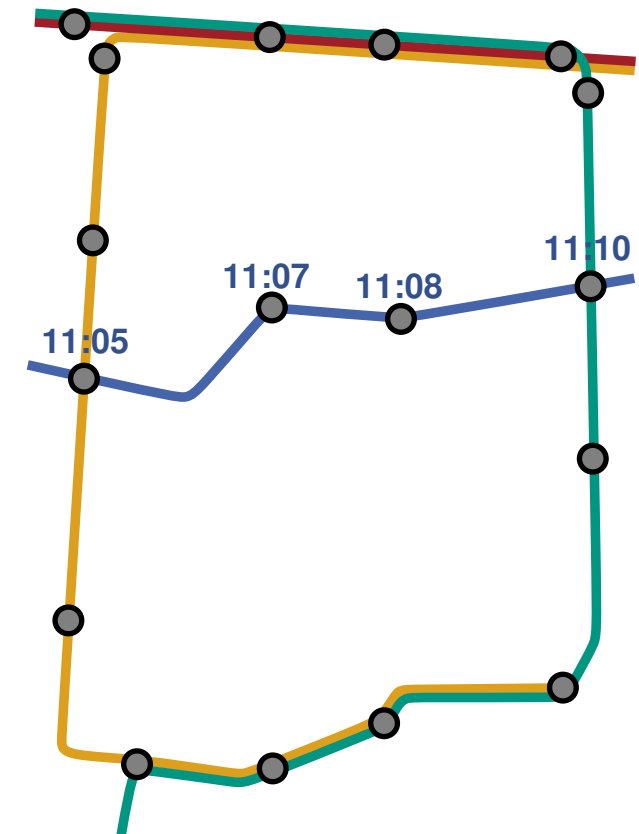
- Public transit network (timetable)
- Stops (bus stops, stations)
- Routes (bus lines, train lines)



# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)

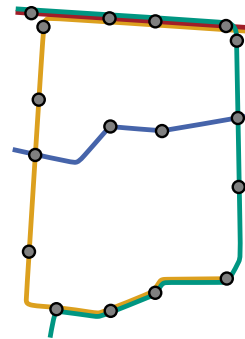




# Problem Statement

## Given:

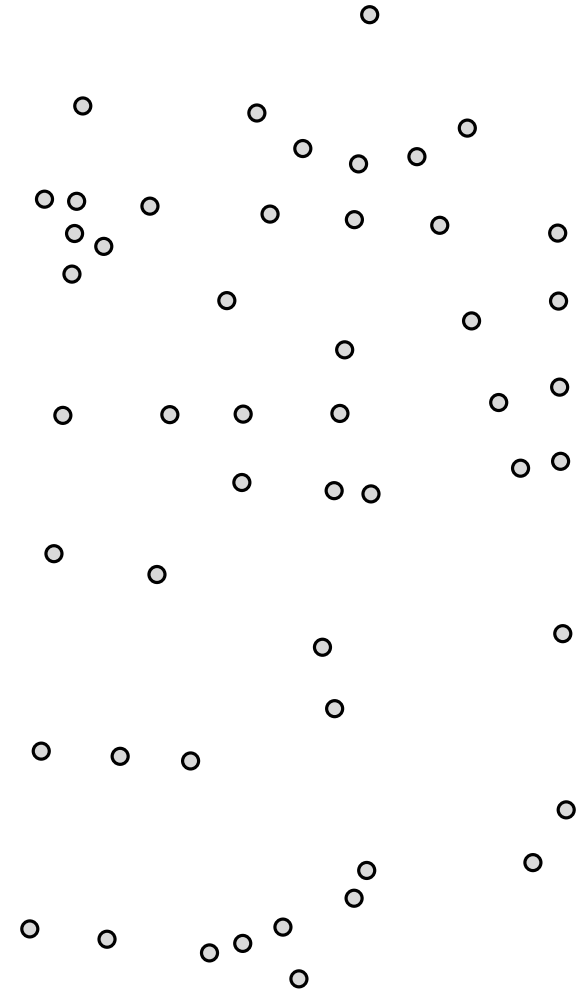
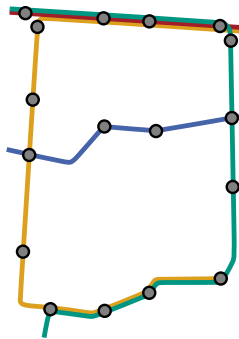
- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)



# Problem Statement

## Given:

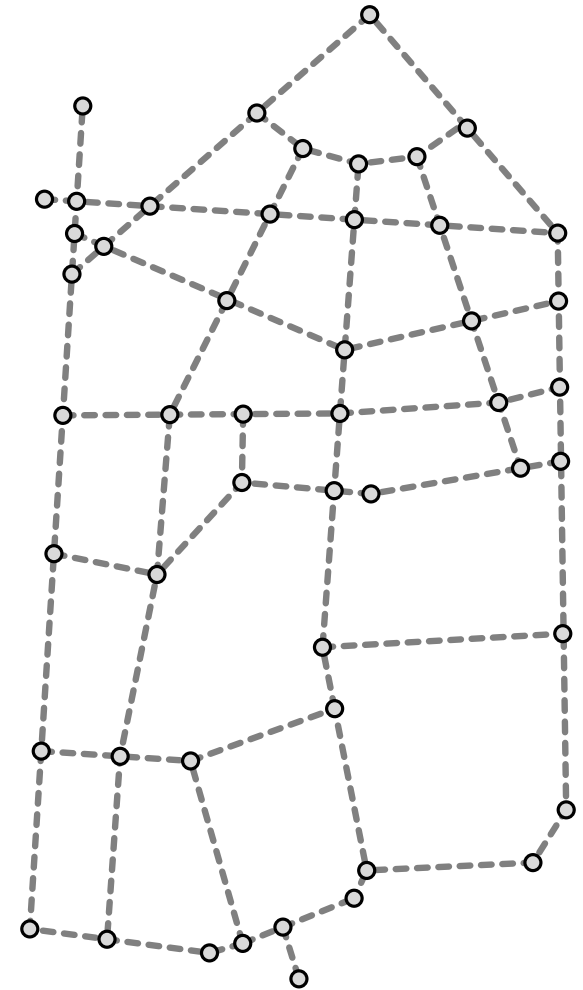
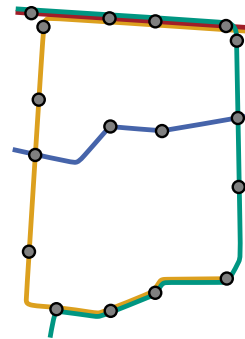
- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)



# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)

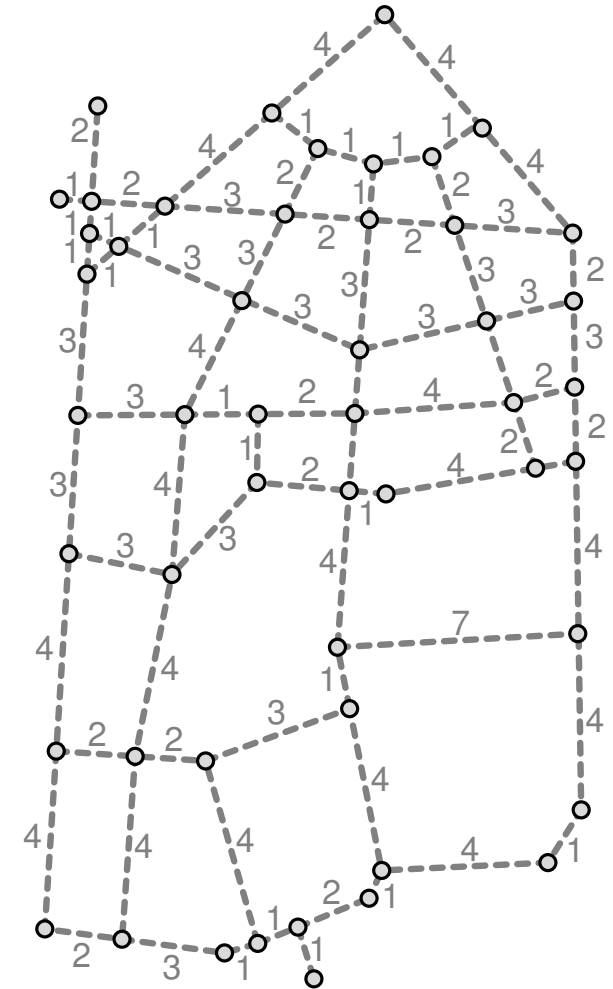
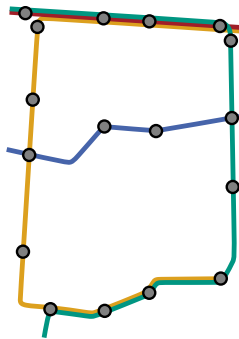




# Problem Statement

## Given:

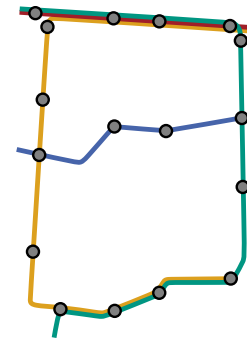
- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)



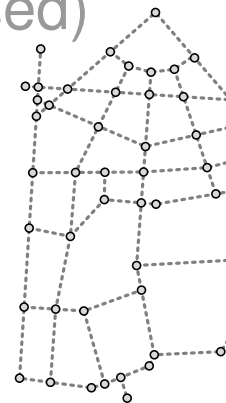
# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)



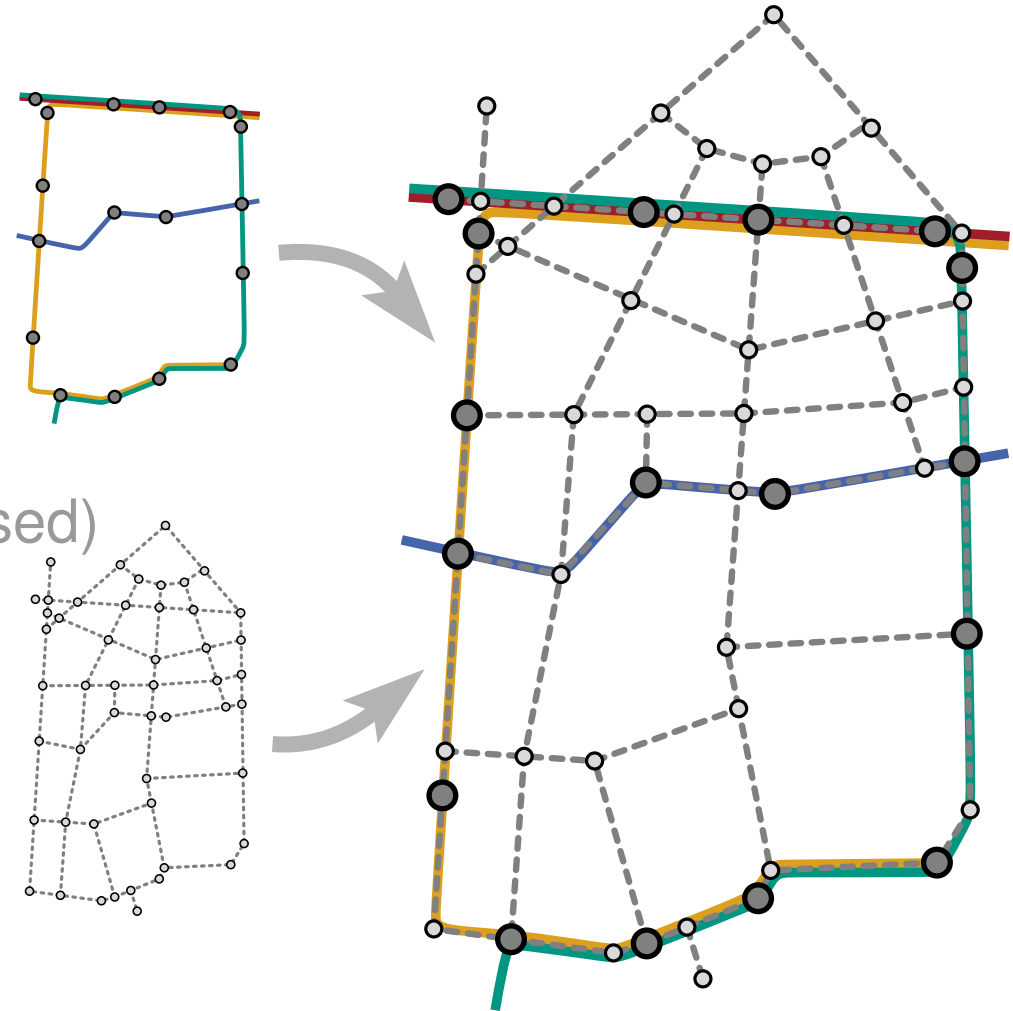
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)



# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)

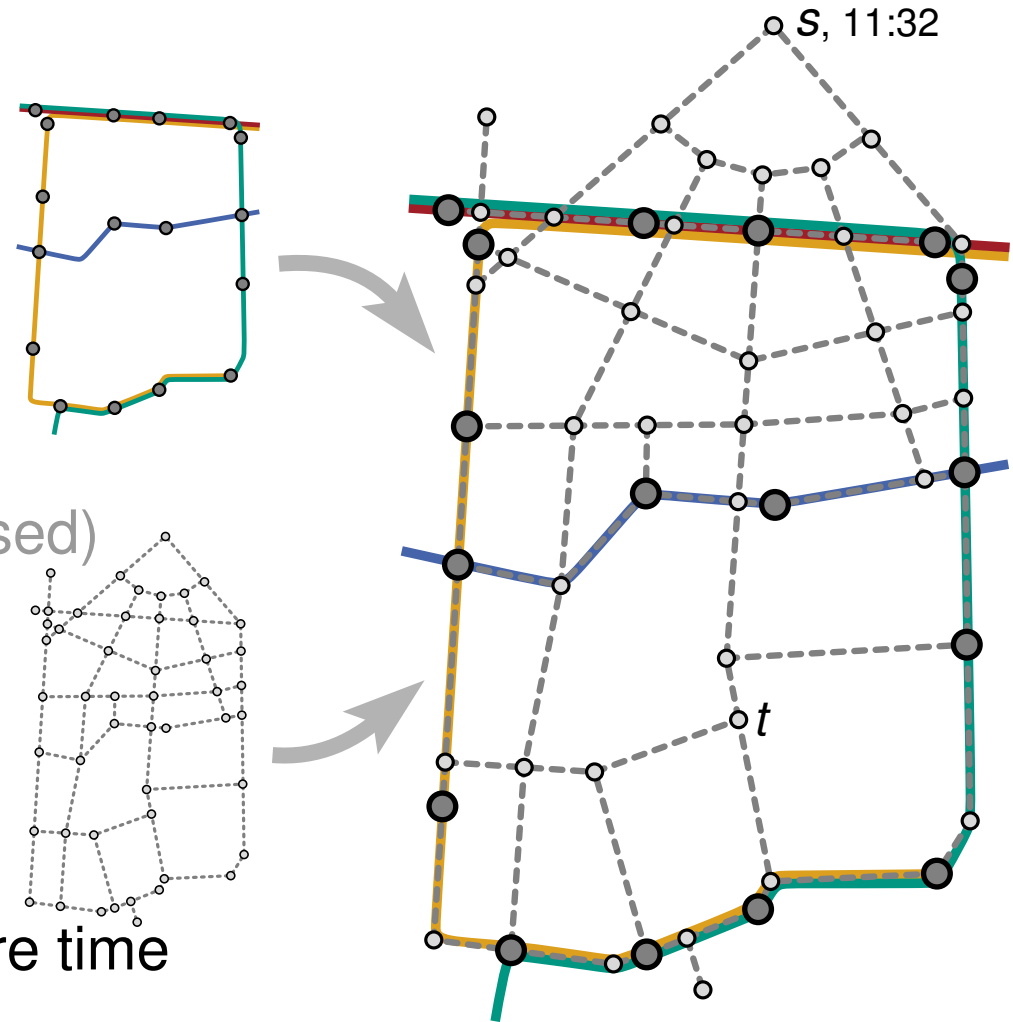




# Problem Statement

## Given:

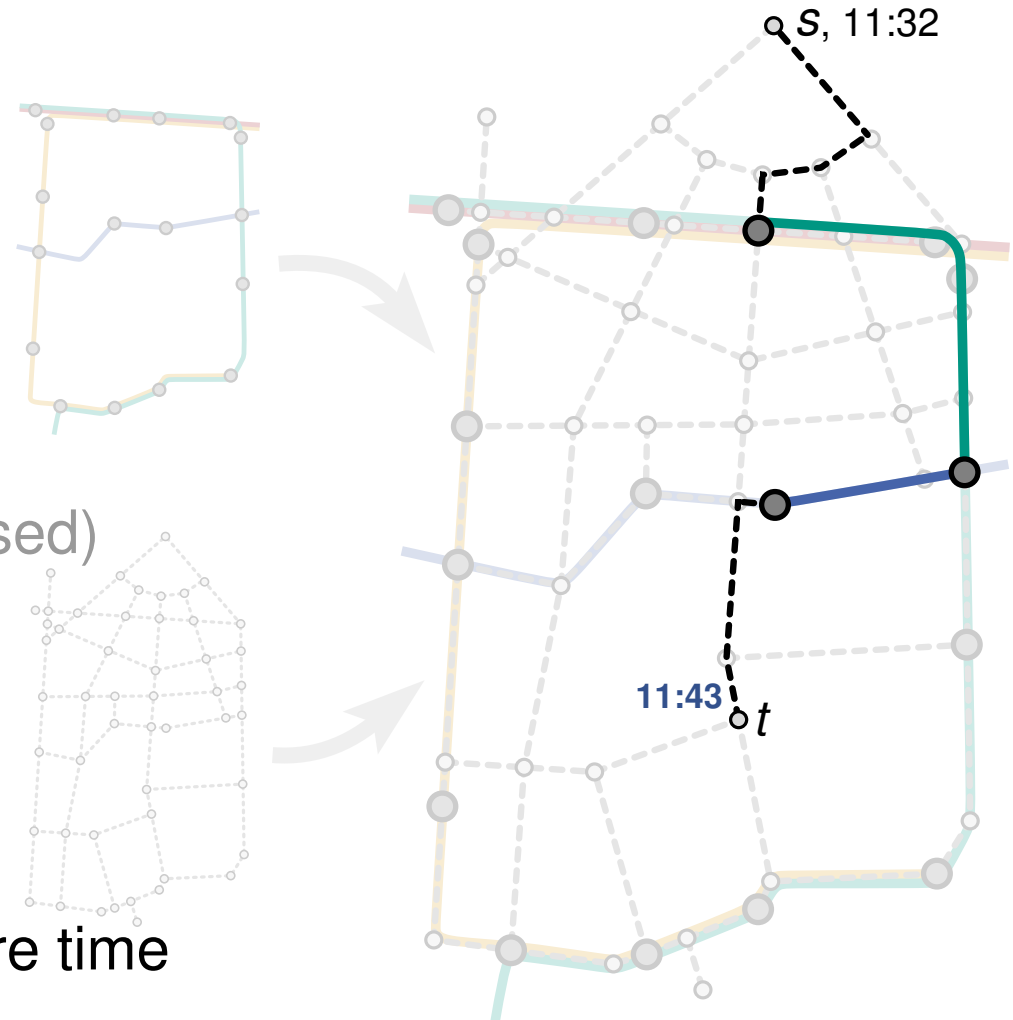
- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)
- Source  $s$ , target  $t$ , and a departure time



# Problem Statement

## Given:

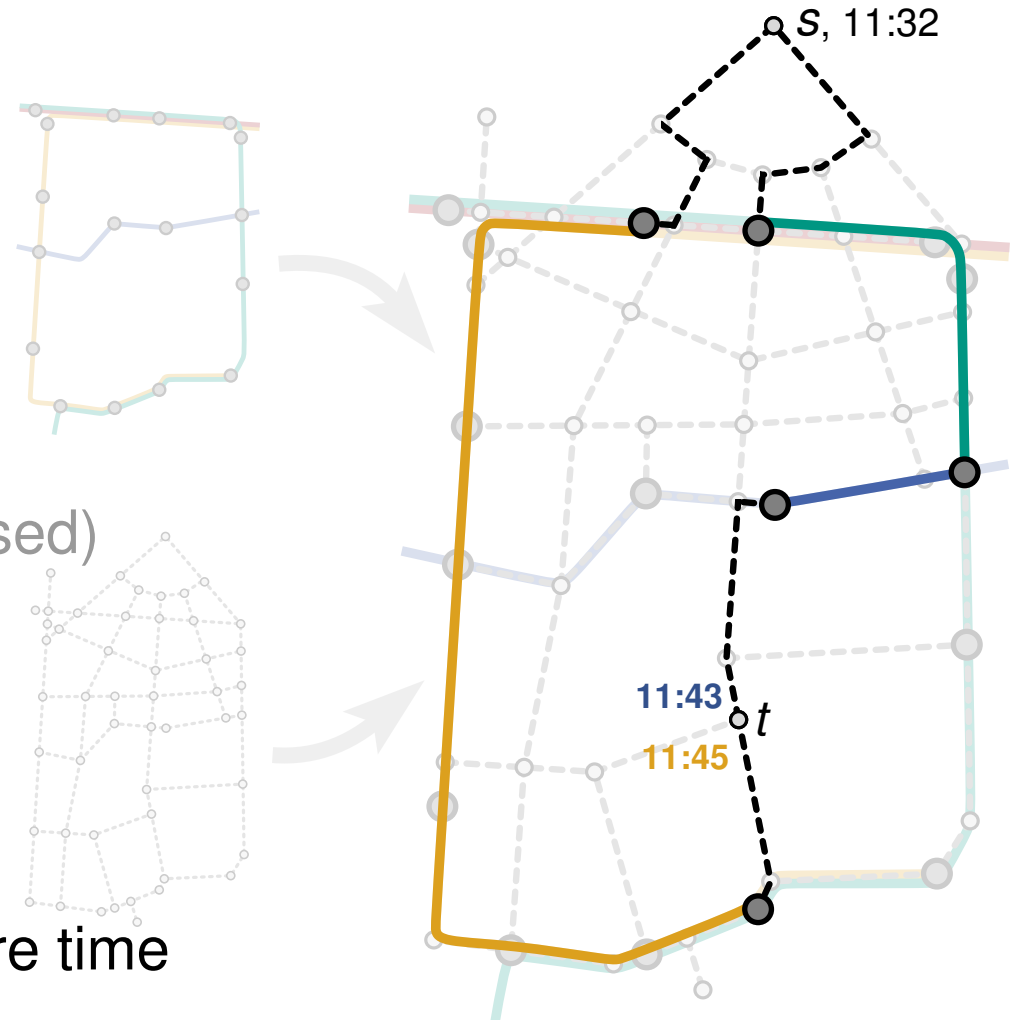
- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)
- Source  $s$ , target  $t$ , and a departure time



# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)
- Source  $s$ , target  $t$ , and a departure time

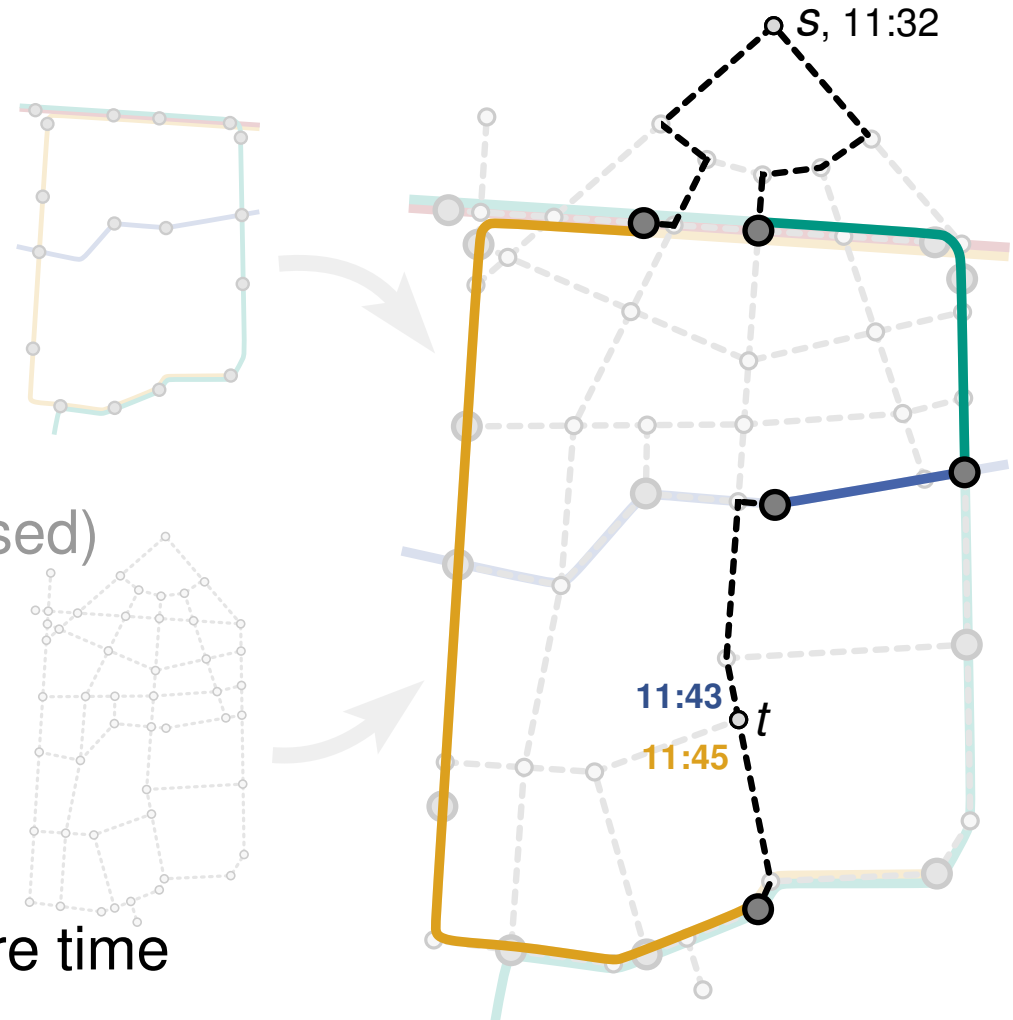




# Problem Statement

## Given:

- Public transit network (timetable)
  - Stops (bus stops, stations)
  - Routes (bus lines, train lines)
  - Trips (schedule of a vehicle)
- Transfer graph (non-schedule-based)
  - Vertices (crossings, places)
  - Edges (roads, paths)
  - Transfer times (e.g., walking)
- Source  $s$ , target  $t$ , and a departure time



## Objective:

- Find a Pareto-set of journeys w.r.t. **arrival time** and **number of trips**

## Public Transit:

- Restricted transfers, only between a few stops
- Transitively closed transfer graph:
  - RAPTOR (Delling et al. '14), CSA (Dibbelt et al. '14), Trip-Based (Witt '16)
  - Only feasible for up to 15 minutes of walking
- Only evaluated with limited transfers:
  - Transfer Patterns (Bast et al. '16), Frequency-Based (Bast, Storandt '14)

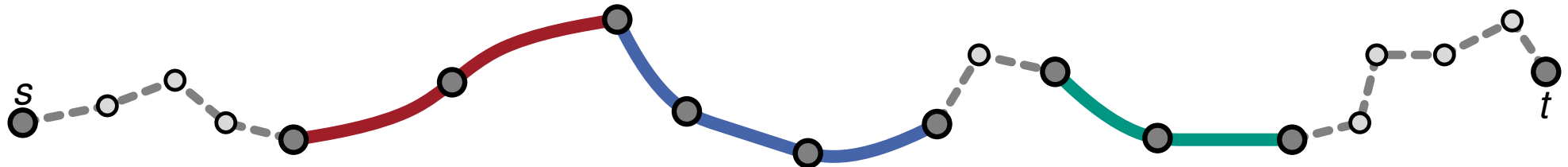
## Multi-Modal:

- Interlace RAPTOR and Dijkstra: MCR (Delling et al '13)
- Has significant impact on travel times: (5% London – 40% Switzerland)
  - Profile-MCR (Wagner, Zündorf '17)
  - HLRaptor, HLCSA (Phan, Viennot '19)

# Our Approach

## Observation: (Sauer 2018)

- Long transfers are mostly useful at the source/target
- Transfers between two public transit routes are mostly short



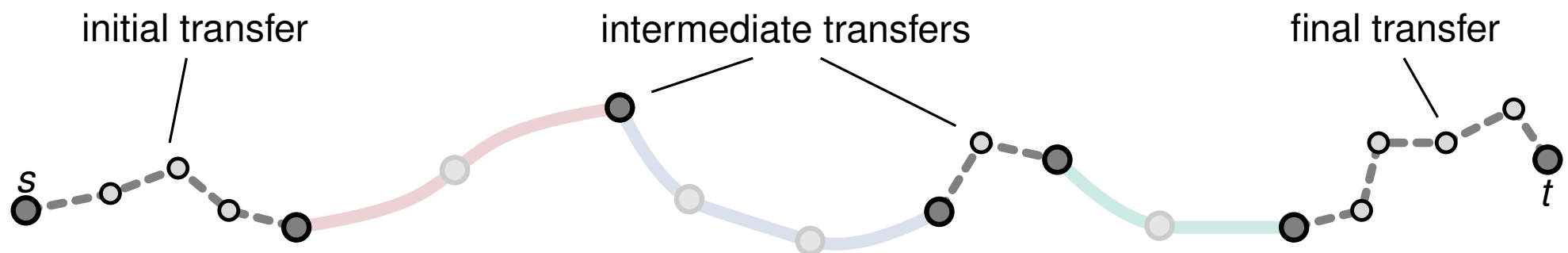
# Our Approach

## Observation: (Sauer 2018)

- Long transfers are mostly useful at the source/target
- Transfers between two public transit routes are mostly short

## Idea:

- Process transfers differently based on their position in a journey
- We distinguish:
  - Initial transfers
  - Final transfers
  - Intermediate transfers



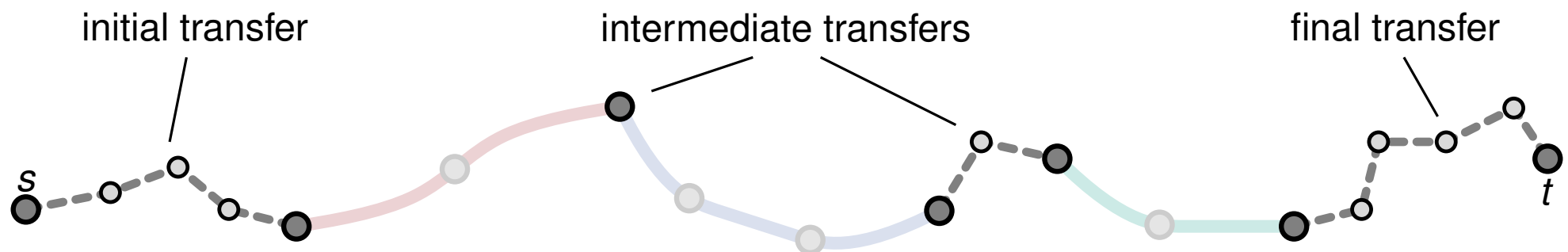
# Our Approach – Transfer Handling

## Initial/Final Transfers:

- Frequent
- Often long

## Intermediate Transfers:

- + Rare
- + Mostly short



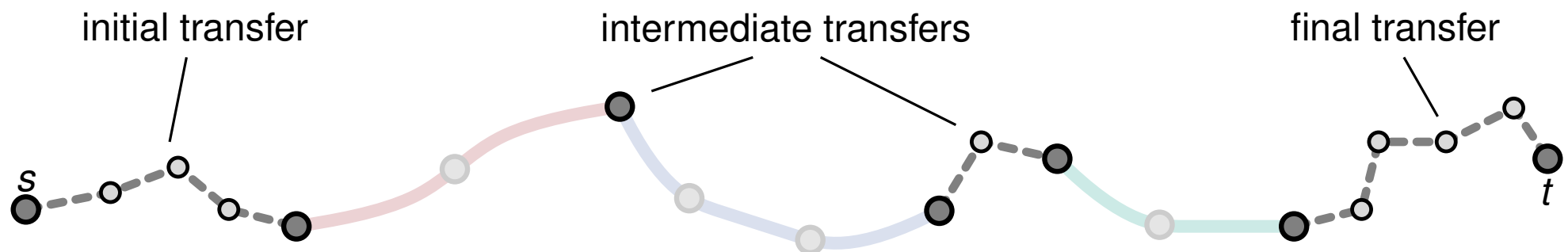
# Our Approach – Transfer Handling

## Initial/Final Transfers:

- Frequent
- Often long
- + One endpoint known ( $s$  or  $t$ )

## Intermediate Transfers:

- + Rare
- + Mostly short
- Both endpoints unknown





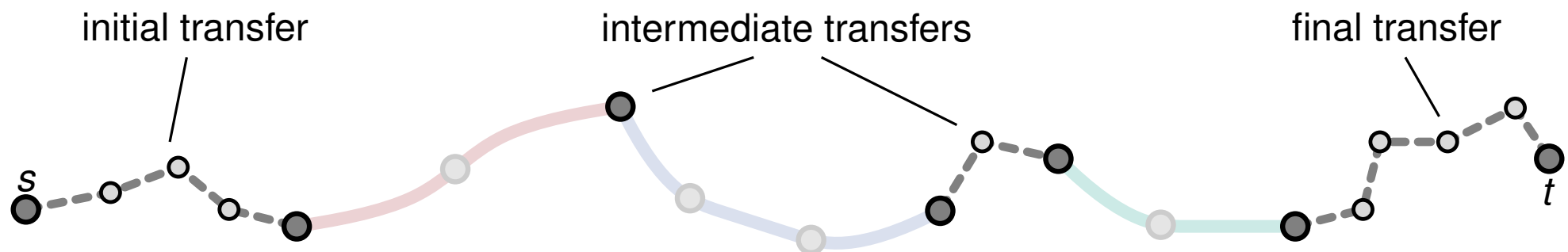
# Our Approach – Transfer Handling

## Initial/Final Transfers:

- Frequent
  - Often long
  - + One endpoint known ( $s$  or  $t$ )
- 
- Use fast one-to-many queries
  - Bucket-CH

## Intermediate Transfers:

- + Rare
  - + Mostly short
  - Both endpoints unknown
- 
- Precompute **all** of them
  - One-hop transfers during query



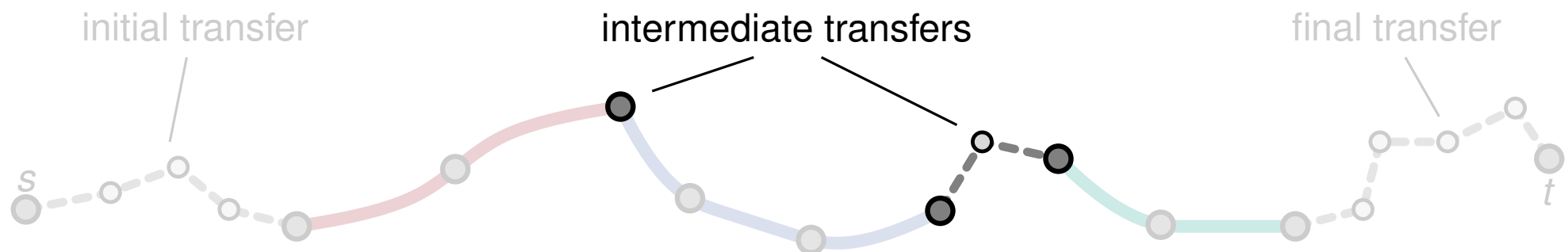
# Our Approach – Transfer Handling

## Initial/Final Transfers:

- Frequent
  - Often long
  - + One endpoint known ( $s$  or  $t$ )
- 
- Use fast one-to-many queries
  - Bucket-CH

## Intermediate Transfers:

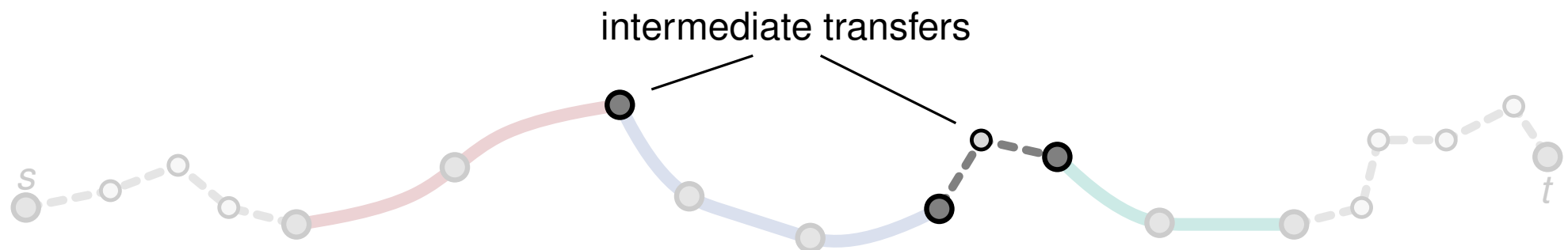
- + Rare
  - + Mostly short
  - Both endpoints unknown
- 
- Precompute **all** of them
  - One-hop transfers during query



# Our Approach – The Preprocessing Phase

## First Idea:

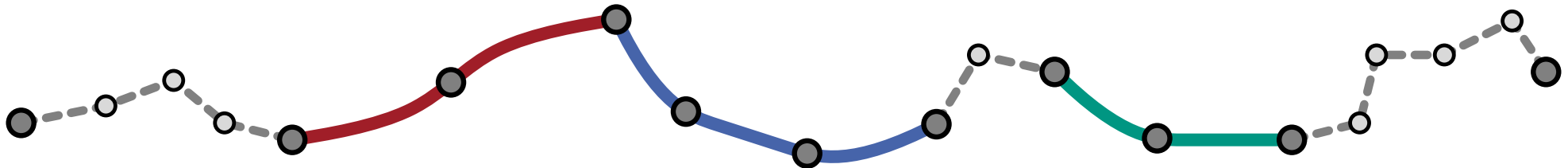
- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them



# Our Approach – The Preprocessing Phase

## First Idea:

- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them



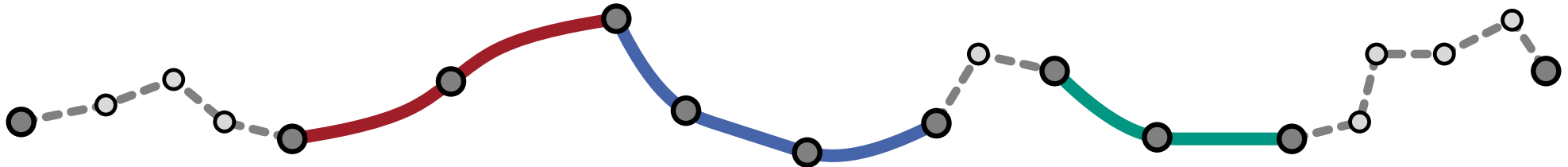
# Our Approach – The Preprocessing Phase

## First Idea:

- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them

## Improvements:

- Exploit the **subpath property**
- Enumerating journeys with exactly 2 trips is sufficient



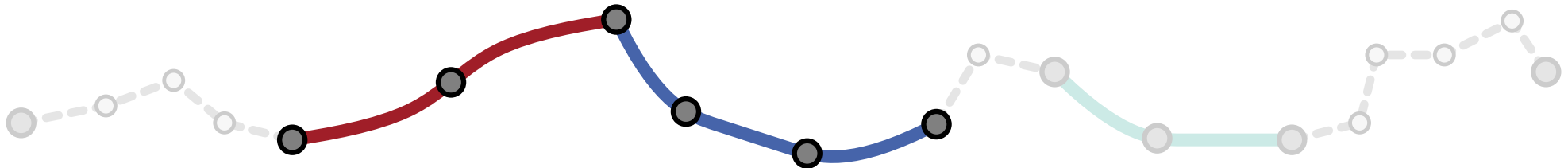
# Our Approach – The Preprocessing Phase

## First Idea:

- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them

## Improvements:

- Exploit the **subpath property**
- Enumerating journeys with exactly 2 trips is sufficient



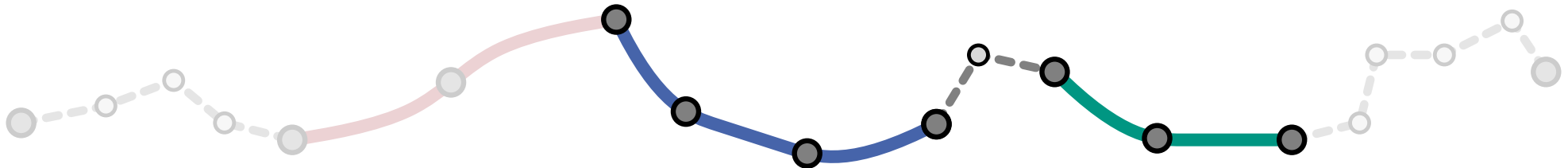
# Our Approach – The Preprocessing Phase

## First Idea:

- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them

## Improvements:

- Exploit the **subpath property**
- Enumerating journeys with exactly 2 trips is sufficient





# Our Approach – The Preprocessing Phase

## First Idea:

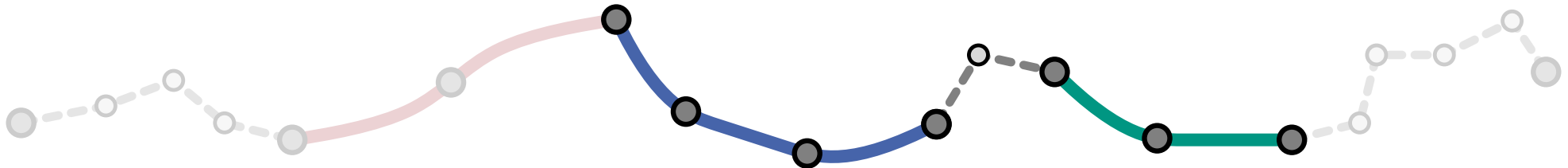
- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them

## Improvements:

- Exploit the **subpath property**
- Enumerating journeys with exactly 2 trips is sufficient

## Implementation using multi-modal multi-criteria RAPTOR (MCR):

- RAPTOR runs in rounds, adding one trip per round
- Run range MCR from each stop restricted to two rounds



# Our Approach – The Preprocessing Phase

## First Idea:

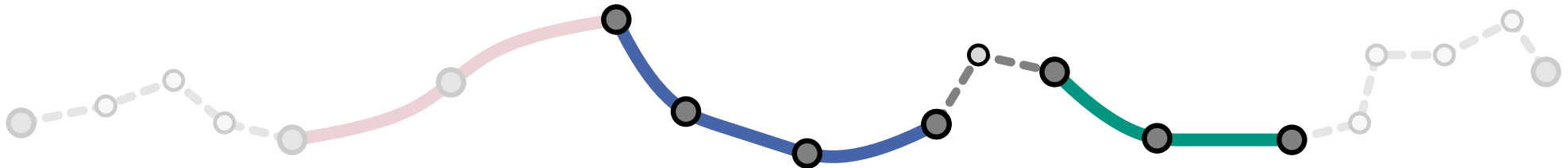
- Enumerate all Pareto-optimal journeys
- Collect the transfers used by them

## Improvements:

- Exploit the **subpath property**
- Enumerating journeys with exactly 2 trips is sufficient

## Implementation using multi-modal multi-criteria RAPTOR (MCR):

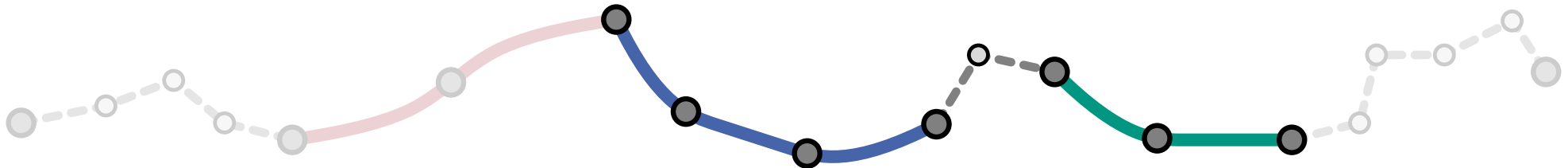
- RAPTOR runs in rounds, adding one trip per round
- Run range MCR from each stop restricted to two rounds



# Our Approach – Shortcut Reduction

## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient



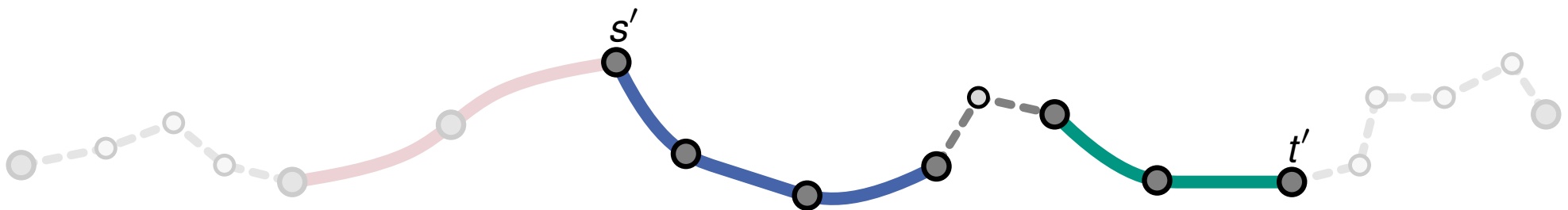
# Our Approach – Shortcut Reduction

## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient

## Implementation:

- Differentiate two types of journeys:
  - **Candidate** journeys have the form: trip – transfer – trip
  - **Witness** journeys are all other journeys with at most 2 trips



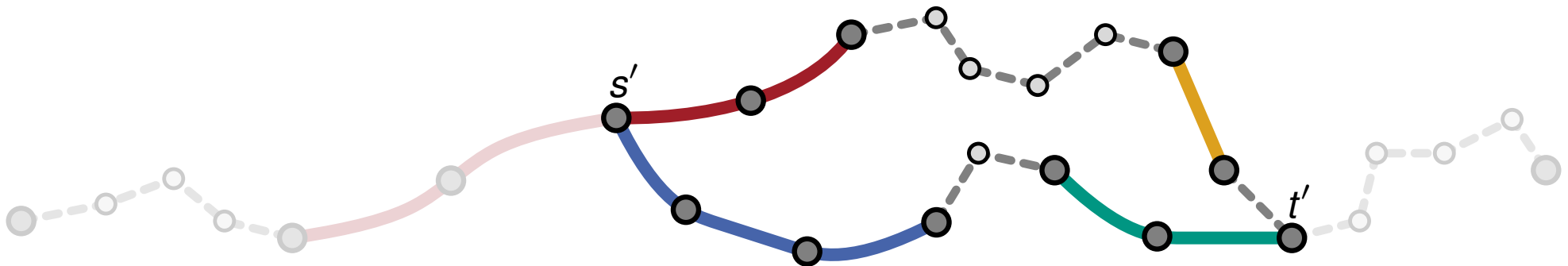
# Our Approach – Shortcut Reduction

## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient

## Implementation:

- Differentiate two types of journeys:
  - **Candidate** journeys have the form: trip – transfer – trip
  - **Witness** journeys are all other journeys with at most 2 trips



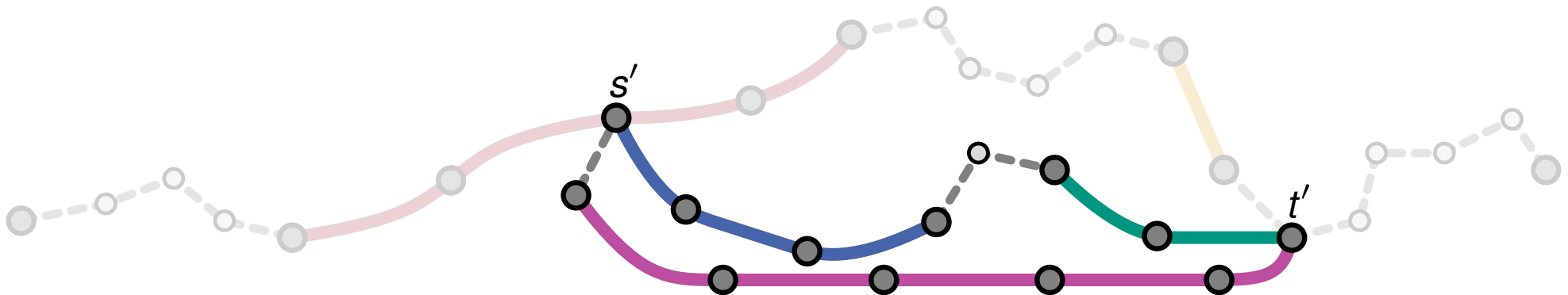
# Our Approach – Shortcut Reduction

## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient

## Implementation:

- Differentiate two types of journeys:
  - **Candidate** journeys have the form: trip – transfer – trip
  - **Witness** journeys are all other journeys with at most 2 trips



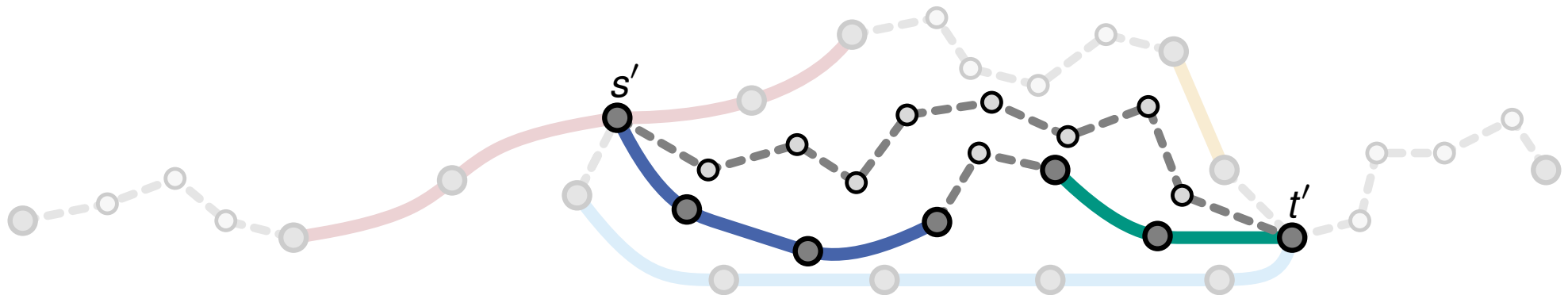
# Our Approach – Shortcut Reduction

## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient

## Implementation:

- Differentiate two types of journeys:
  - **Candidate** journeys have the form: trip – transfer – trip
  - **Witness** journeys are all other journeys with at most 2 trips





# Our Approach – Shortcut Reduction

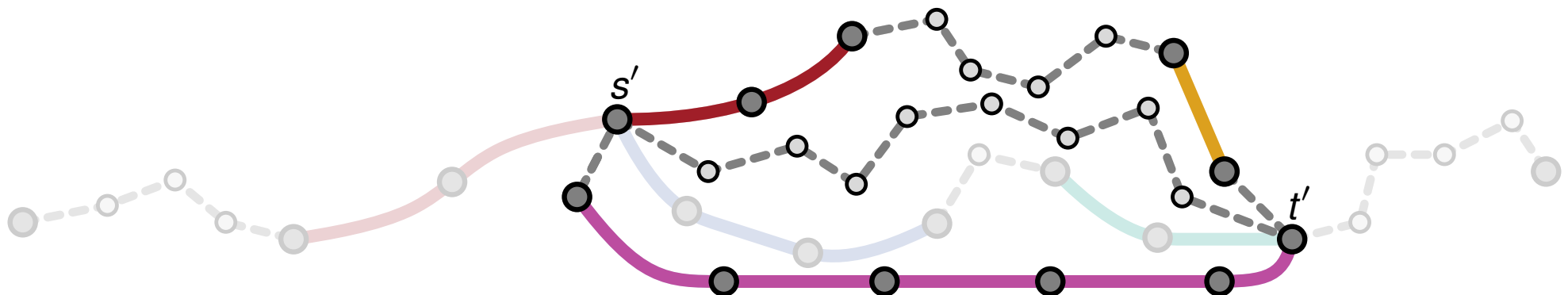
## Observation:

- Collecting all Pareto-optimal 2-trip journeys is superfluous
- A minimal dominating set of journeys is sufficient

## Implementation:

- Differentiate two types of journeys:
  - **Candidate** journeys have the form: trip – transfer – trip
  - **Witness** journeys are all other journeys with at most 2 trips

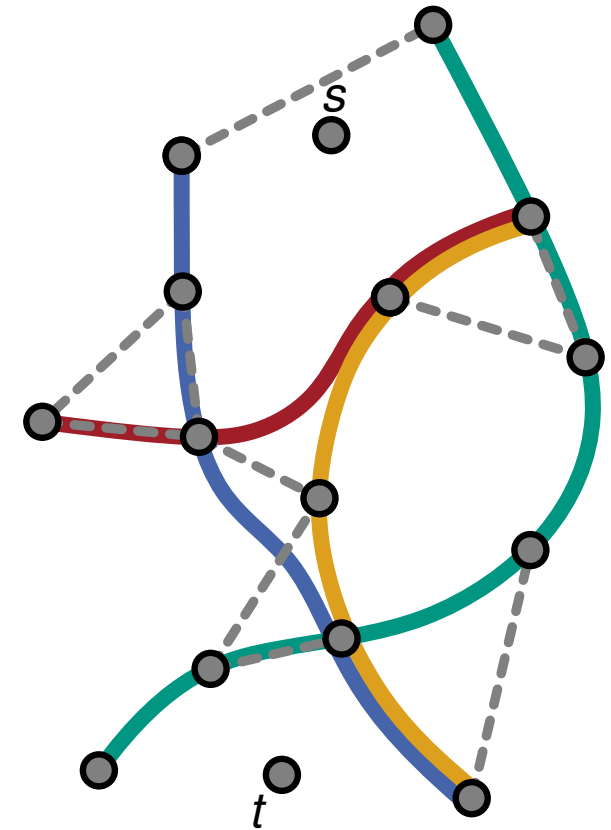
A Witness dominates a Candidate  $\Leftrightarrow$  No shortcut needed



# ULTRA Query Algorithms

## Query Algorithm Outline:

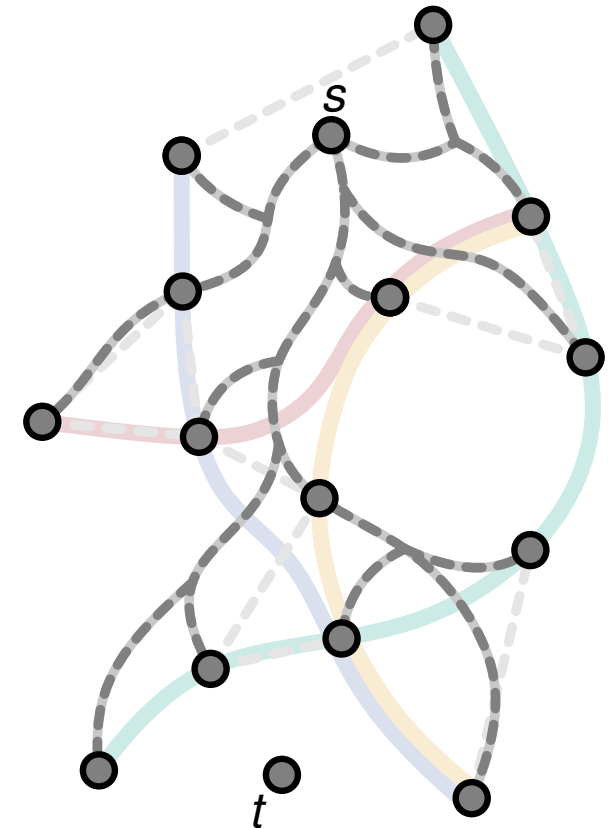
- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on:  $(\text{Timetable}, G)$



# ULTRA Query Algorithms

## Query Algorithm Outline:

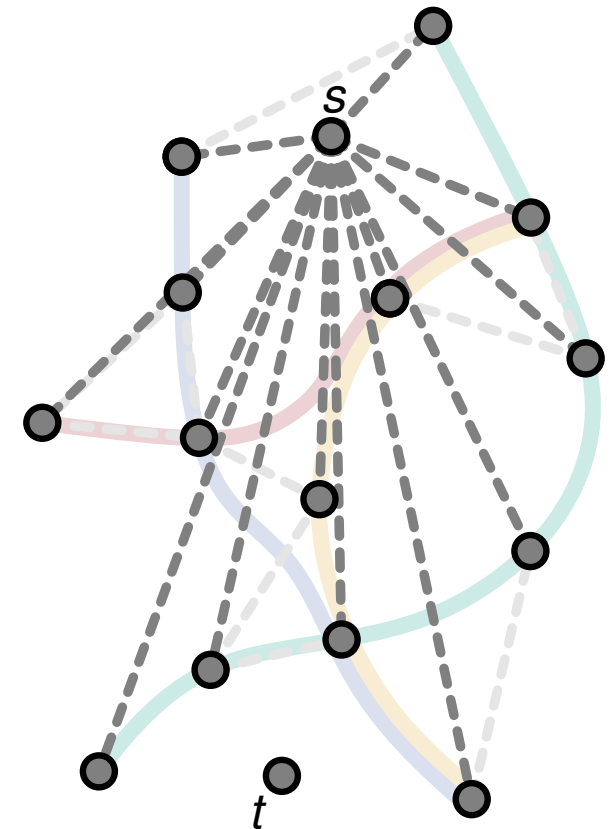
- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on: (Timetable,  $G$ )
- Use one-to-many query for initial/final transfers
  - One = source/target
  - Many = public transit stops
  - Fast implementation: Bucket-CH



# ULTRA Query Algorithms

## Query Algorithm Outline:

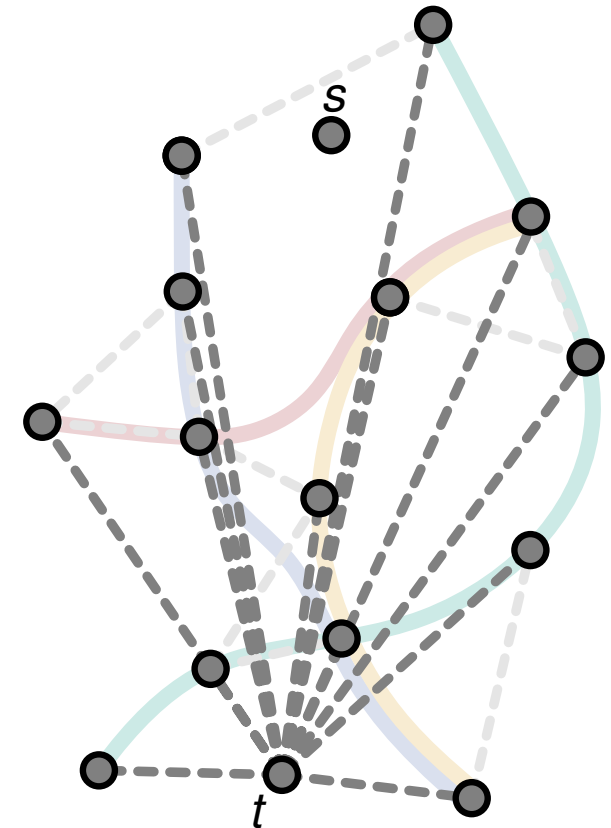
- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on: (Timetable,  $G$ )
- Use one-to-many query for initial/final transfers
  - One = source/target
  - Many = public transit stops
  - Fast implementation: Bucket-CH



# ULTRA Query Algorithms

## Query Algorithm Outline:

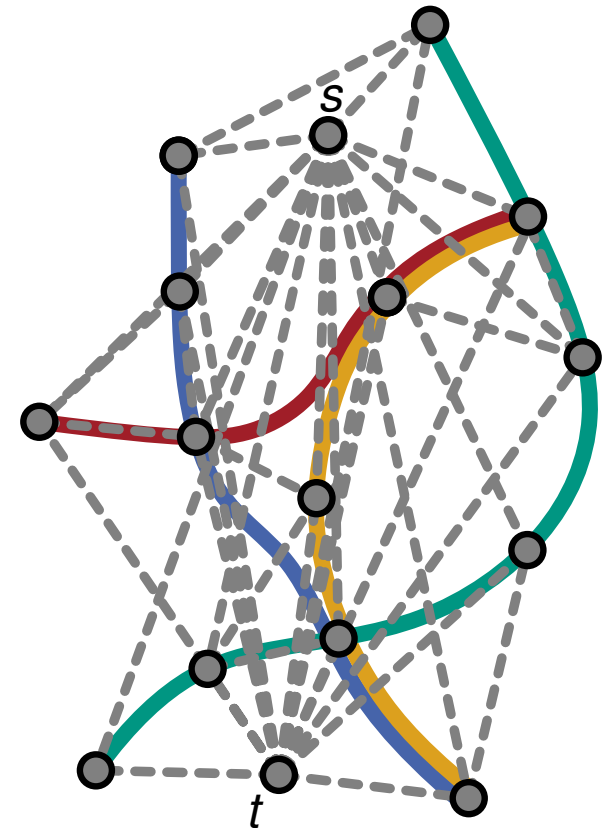
- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on: (Timetable,  $G$ )
- Use one-to-many query for initial/final transfers
  - One = source/target
  - Many = public transit stops
  - Fast implementation: Bucket-CH



# ULTRA Query Algorithms

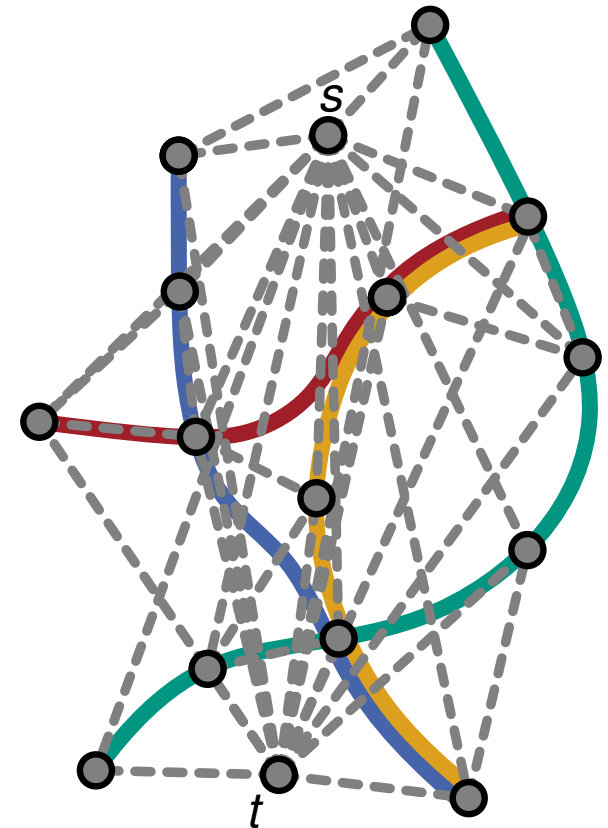
## Query Algorithm Outline:

- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on: (Timetable,  $G$ )
- Use one-to-many query for initial/final transfers
  - One = source/target
  - Many = public transit stops
  - Fast implementation: Bucket-CH



## Query Algorithm Outline:

- Build a temporary transfer graph  $G$  including:
  - Preprocessed shortcuts
  - Initial transfers
  - Final transfers
- Run any query algorithm on: (Timetable,  $G$ )
- Use one-to-many query for initial/final transfers
  - One = source/target
  - Many = public transit stops
  - Fast implementation: Bucket-CH



## Observations:

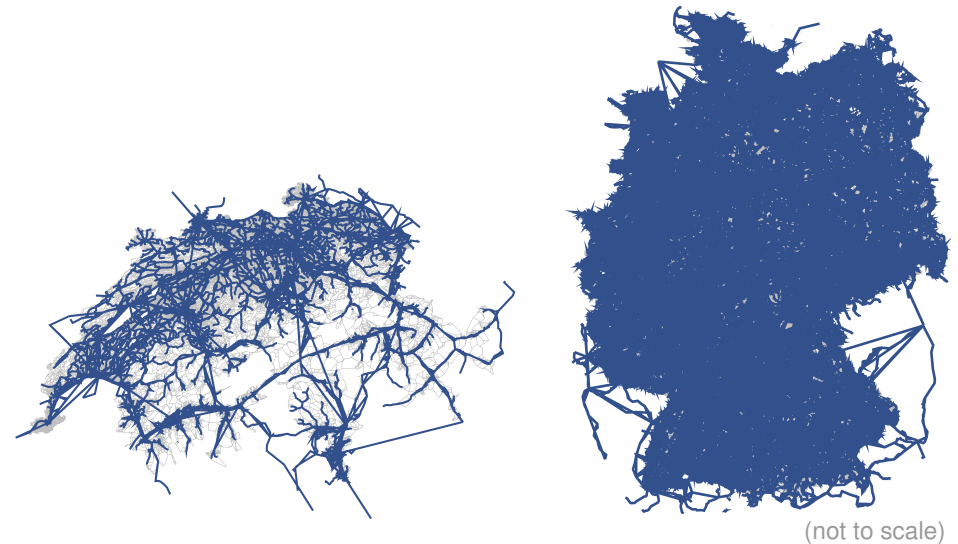
- Approach is independent of the used public transit query algorithm
- Knowing the algorithm can enable direct integration



# Experimental Evaluation

## Instances:

- Timetables comprising two days
  - Switzerland (GTFS feed)
  - Germany (from DB)
- OpenStreetMap transfer graphs
  - Streets and pedestrian zones
  - Speed limits
- Transitive graphs for comparison
  - Limited maximum distance
  - Avg. degree  $\approx 100$



Network	Switzerland	Germany
Stops	25 426	244 055
Routes	13 934	231 089
Trips	369 534	2 387 297
Stop events	4 740 929	48 495 169
Vertices	604 167	6 872 105
Full edges	1 847 140	21 372 360
Transitive edges	4 687 016	22 645 480

# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- In parallel on a machine with 16 cores

## Result:

- Parallel speed-ups for walking as transfer mode (4.5 km/h)

Number of threads	1	2	4	8	16
Preprocessing time [mm:ss]	2:00:56	58:03	31:11	17:29	10:12
Speed-up factor	1	2.08	3.88	6.92	11.85

# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- In parallel on a machine with 16 cores

## Result:

- Parallel speed-ups for walking as transfer mode (4.5 km/h)

Number of threads	1	2	4	8	16
Preprocessing time [mm:ss]	2:00:56	58:03	31:11	17:29	10:12
Speed-up factor	1	2.08	3.88	6.92	11.85

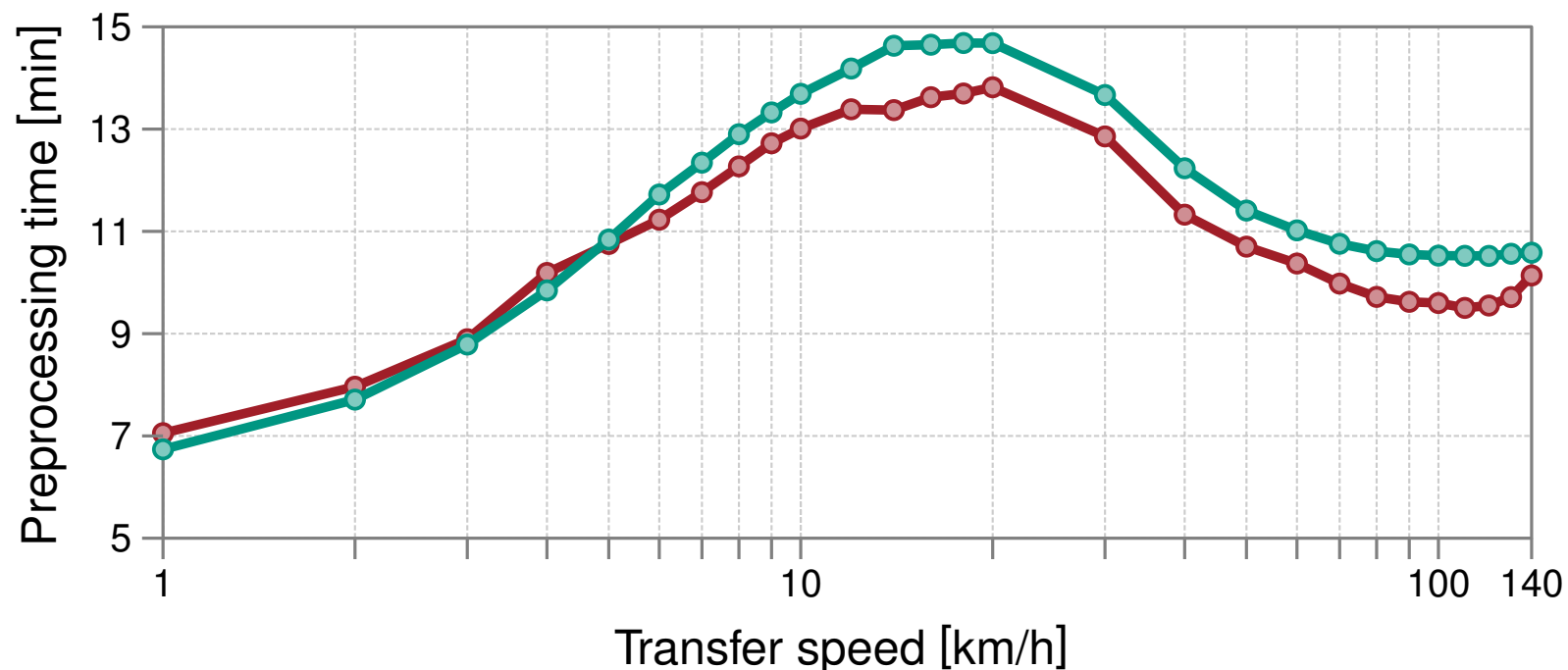
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- In parallel on a machine with 16 cores

## Result:

- Ignoring speed limits
- Obeying speed limits



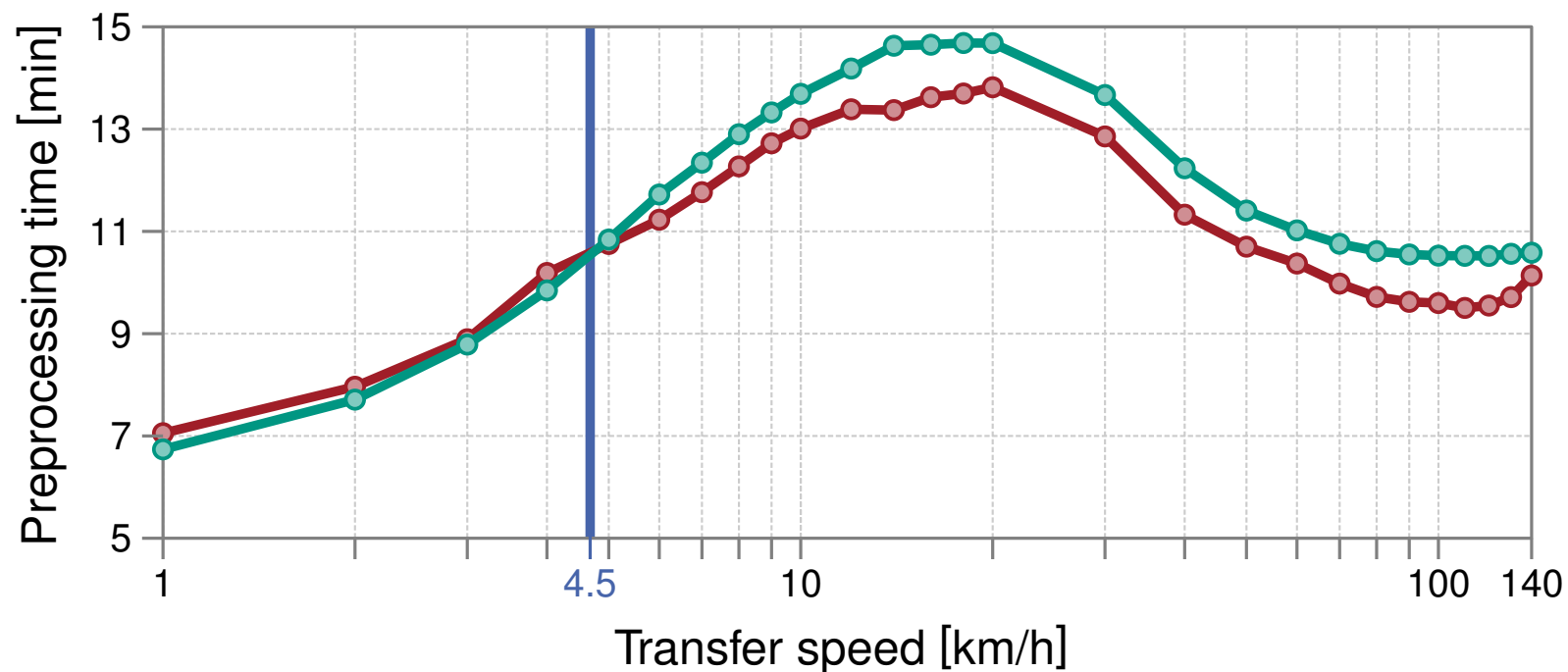
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- In parallel on a machine with 16 cores

## Result:

- Ignoring speed limits
- Obeying speed limits



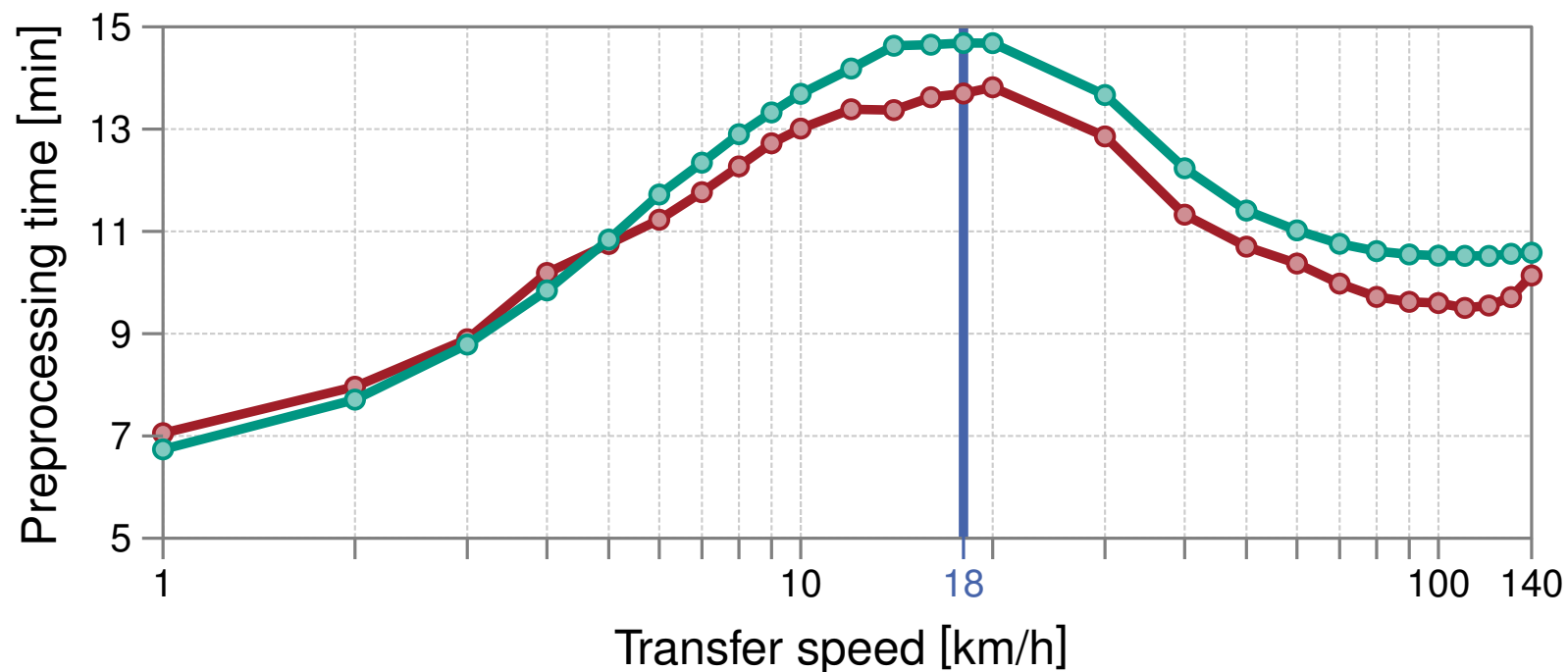
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- In parallel on a machine with 16 cores

## Result:

- Ignoring speed limits
- Obeying speed limits



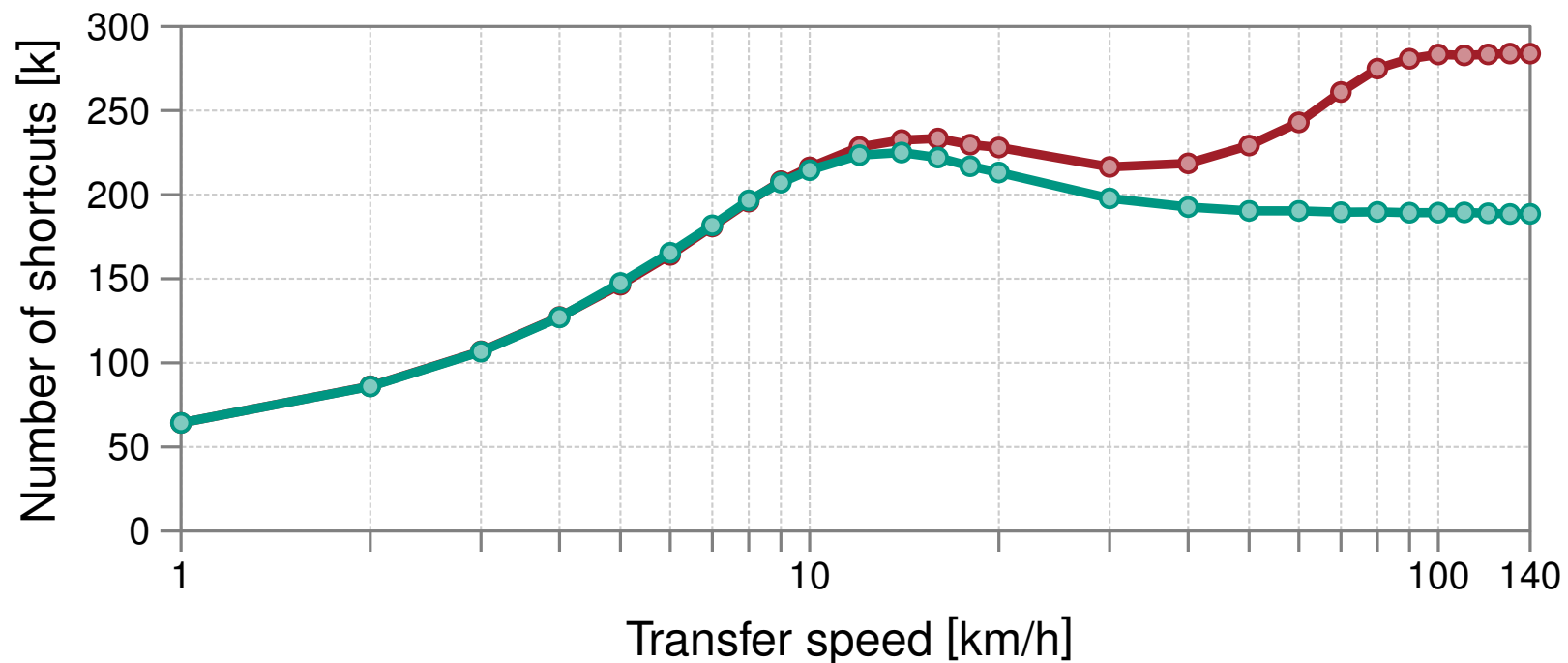
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph

## Result:

- Ignoring speed limits
- Obeying speed limits



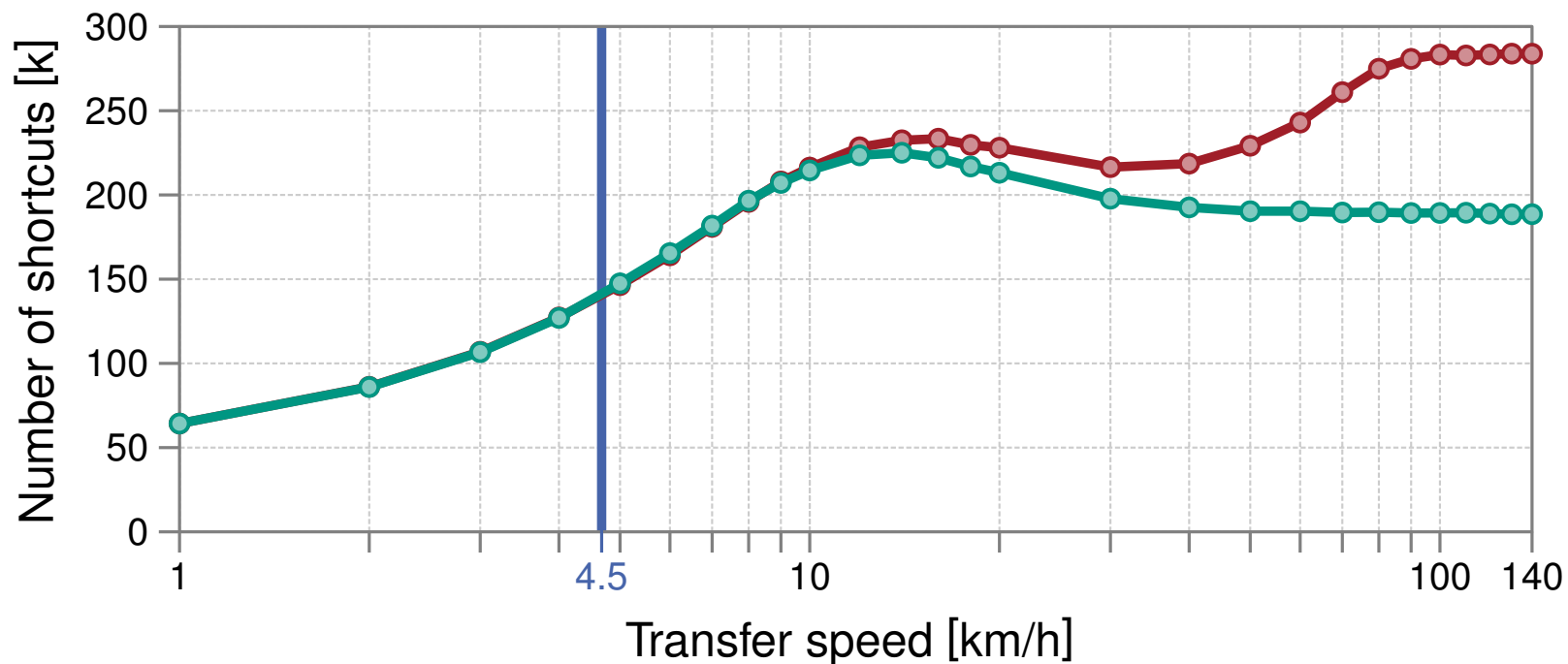
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph

## Result:

- Ignoring speed limits
- Obeying speed limits





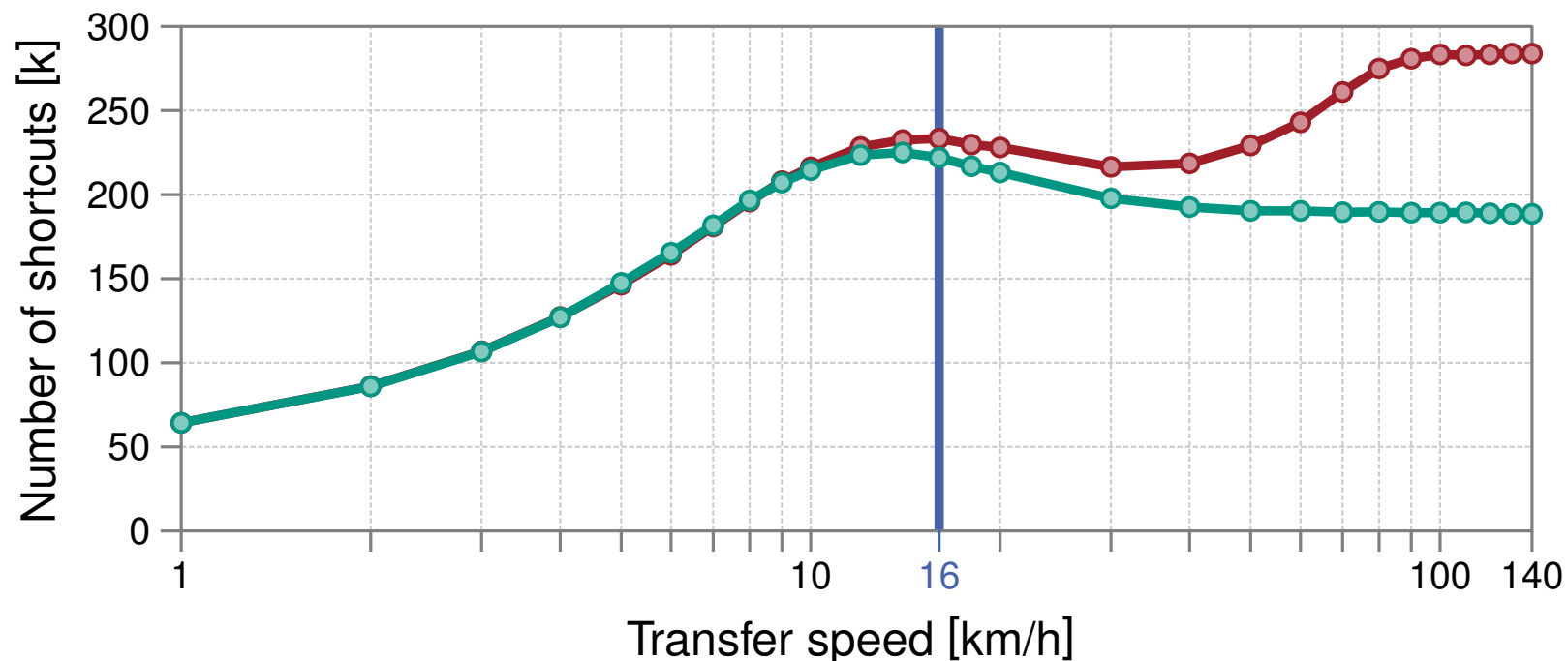
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph

## Result:

- Ignoring speed limits
- Obeying speed limits



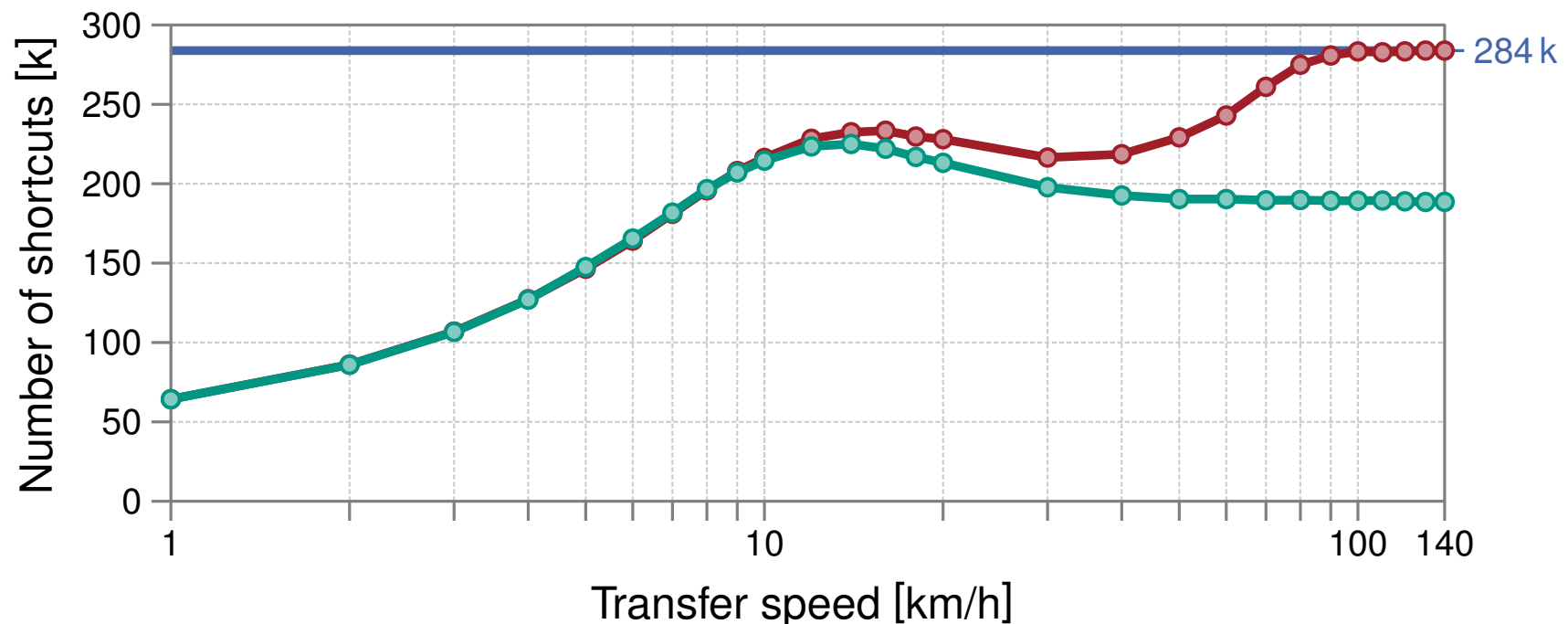
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph

## Result:

- Ignoring speed limits
- Obeying speed limits



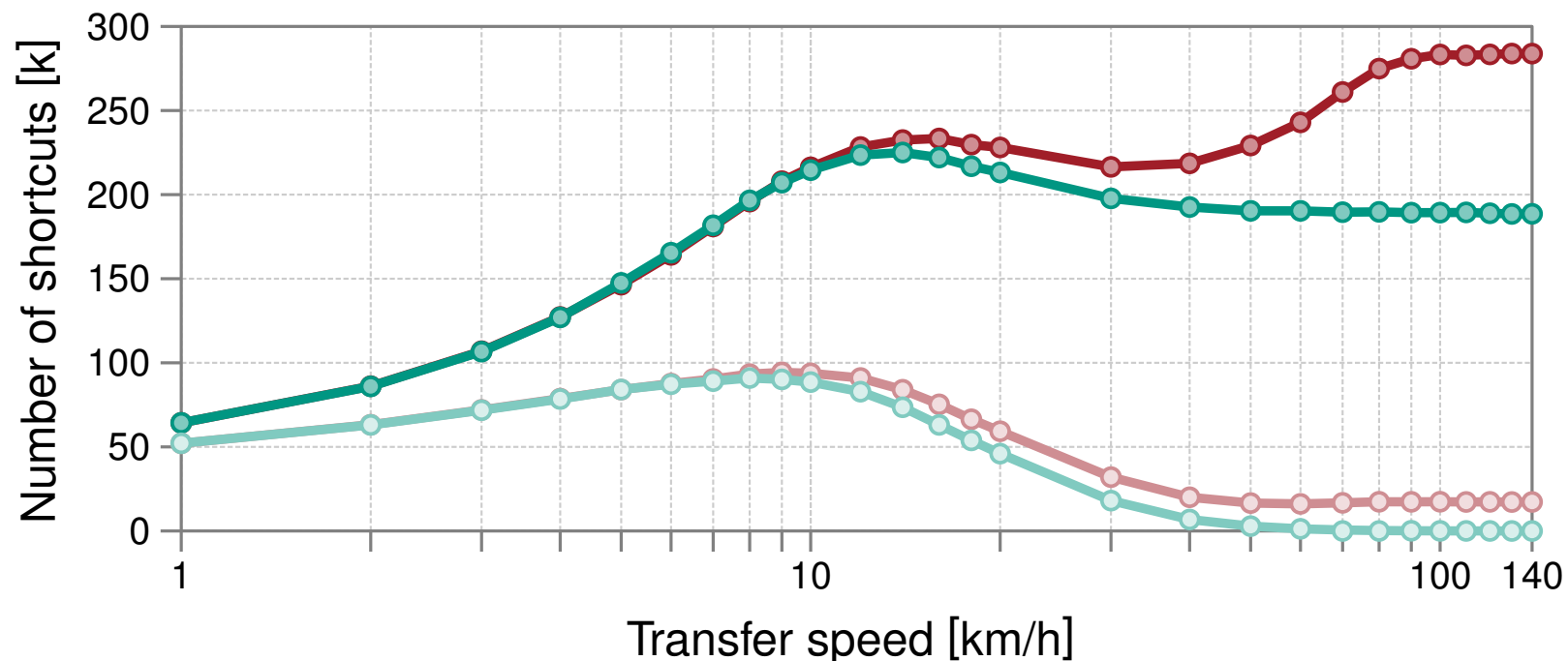
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- Isolated stops / imperfect data was filtered out

## Result:

- Ignoring speed limits
- Obeying speed limits
- Ignoring speed limits – no isolated stops
- Obeying speed limits – no isolated stops



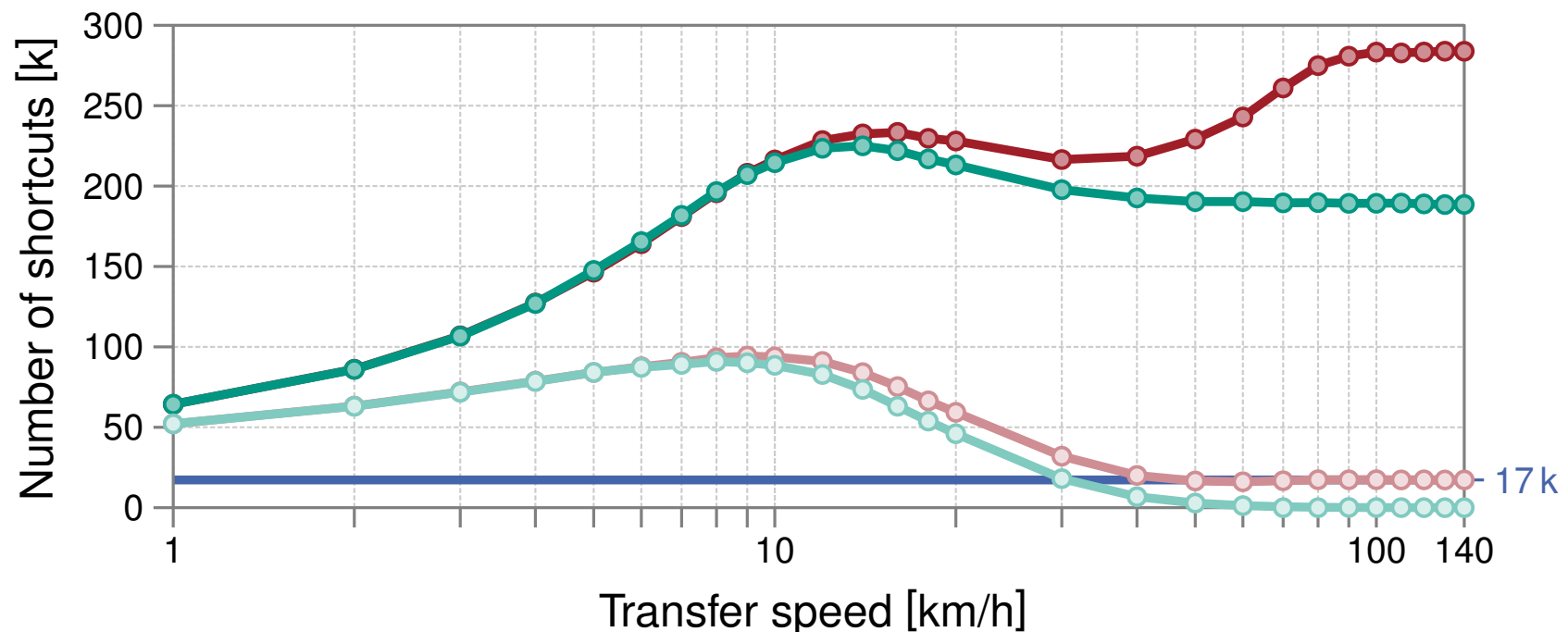
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- Isolated stops / imperfect data was filtered out

## Result:

- Ignoring speed limits
- Obeying speed limits
- Ignoring speed limits – no isolated stops
- Obeying speed limits – no isolated stops



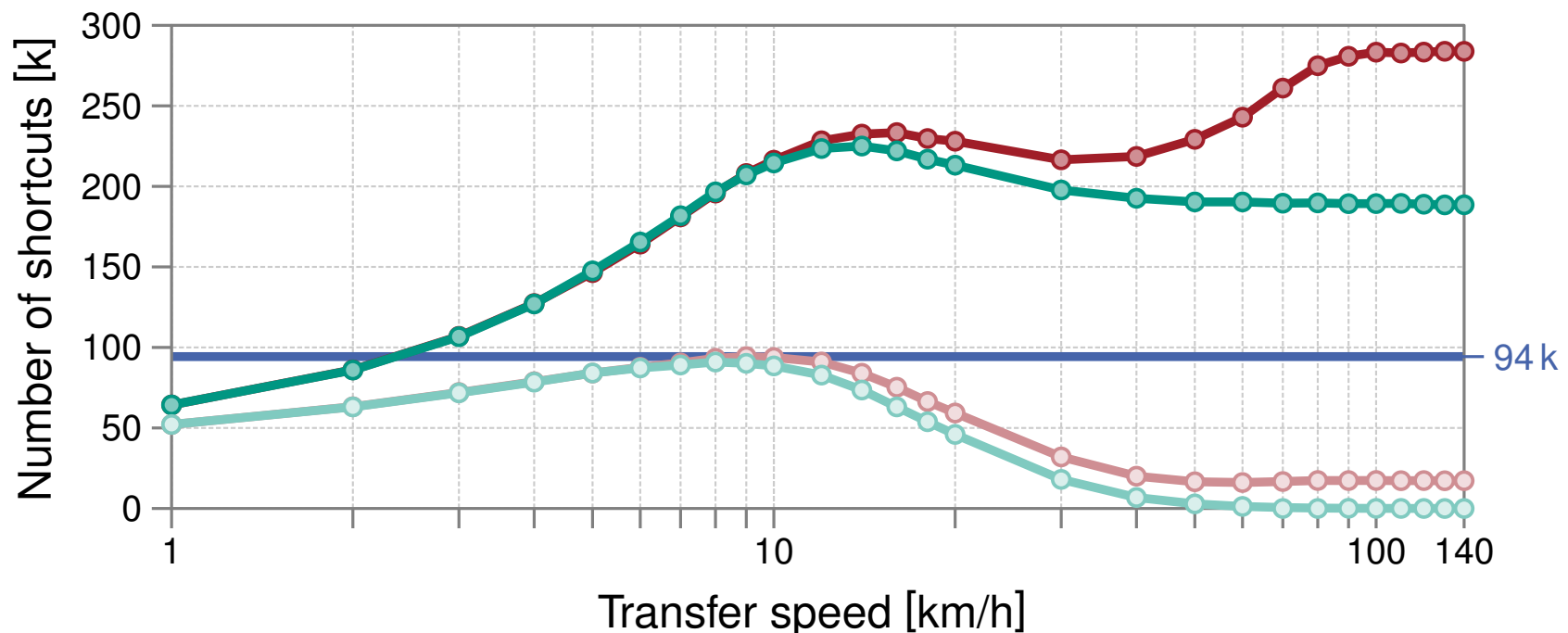
# Experimental Evaluation – Preprocessing

## Setup:

- Switzerland with different speeds for the transfer graph
- Isolated stops / imperfect data was filtered out

## Result:

- Ignoring speed limits
- Obeying speed limits
- Ignoring speed limits – no isolated stops
- Obeying speed limits – no isolated stops



# Experimental Evaluation – ULTRA-CSA

## Setup:

- CSA-based queries, optimizing only arrival time
- MCSA interleaves CSA with Dijkstra's algorithm
- Query type for CSA\*: stop-to-stop
- Query type for MCSA, ULTRA-CSA: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]		
		Connections	Edges	Init.	Scan	Total
Switzerland (4.5 km/h)	CSA*	124.7	1 294	0.1	6.0	6.2
	MCSA	85.3	244	9.9	9.0	18.8
	ULTRA-CSA	84.7	80	1.3	4.2	5.6
Germany (4.5 km/h)	CSA*	2 564.0	6 269	1.7	145.8	147.5
	MCSA	1 527.8	3 182	148.2	185.9	334.1
	ULTRA-CSA	1 523.4	933	23.3	119.7	143.0

# Experimental Evaluation – ULTRA-CSA

## Setup:

- CSA-based queries, optimizing only arrival time
- MCSA interleaves CSA with Dijkstra's algorithm
- Query type for CSA\*: stop-to-stop
- Query type for MCSA, ULTRA-CSA: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]		
		Connections	Edges	Init.	Scan	Total
Switzerland (4.5 km/h)	CSA*	124.7	1 294	0.1	6.0	6.2
	MCSA	85.3	244	9.9	9.0	18.8
	ULTRA-CSA	84.7	80	1.3	4.2	5.6
Germany (4.5 km/h)	CSA*	2 564.0	6 269	1.7	145.8	147.5
	MCSA	1 527.8	3 182	148.2	185.9	334.1
	ULTRA-CSA	1 523.4	933	23.3	119.7	143.0

# Experimental Evaluation – ULTRA-CSA

## Setup:

- CSA-based queries, optimizing only arrival time
- MCSA interleaves CSA with Dijkstra's algorithm
- Query type for CSA\*: stop-to-stop
- Query type for MCSA, ULTRA-CSA: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]		
		Connections	Edges	Init.	Scan	Total
Switzerland (4.5 km/h)	CSA*	124.7	1 294	0.1	6.0	6.2
	MCSA	85.3	244	9.9	9.0	18.8
	ULTRA-CSA	84.7	80	1.3	4.2	5.6
Germany (4.5 km/h)	CSA*	2 564.0	6 269	1.7	145.8	147.5
	MCSA	1 527.8	3 182	148.2	185.9	334.1
	ULTRA-CSA	1 523.4	933	23.3	119.7	143.0



# Experimental Evaluation – ULTRA-CSA

## Setup:

- CSA-based queries, optimizing only arrival time
- MCSA interleaves CSA with Dijkstra's algorithm
- Query type for CSA\*: stop-to-stop
- Query type for MCSA, ULTRA-CSA: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]		
		Connections	Edges	Init.	Scan	Total
Switzerland (4.5 km/h)	CSA*	124.7	1 294	0.1	6.0	6.2
	MCSA	85.3	244	9.9	9.0	18.8
	ULTRA-CSA	84.7	80	1.3	4.2	5.6
Germany (4.5 km/h)	CSA*	2 564.0	6 269	1.7	145.8	147.5
	MCSA	1 527.8	3 182	148.2	185.9	334.1
	ULTRA-CSA	1 523.4	933	23.3	119.7	143.0

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

- RAPTOR-based queries, optimizing arrival time and number of trips
- $MR-\infty$  is MCR with unlimited walking
- Query type for RAPTOR\*: stop-to-stop
- Query type for  $MR-\infty$ , ULTRA-RAPTOR: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]				
		Routes	Edges	Init.	Collect	Scan	Relax	Total
Switzerland (4.5 km/h)	RAPTOR*	27.2	3 527	0.0	3.7	6.4	7.8	18.4
	$MR-\infty$	34.9	769	11.6	5.9	8.2	12.3	39.3
	ULTRA-RAPTOR	37.7	148	1.6	4.9	7.9	1.9	16.7
Germany (4.5 km/h)	RAPTOR*	480.4	25 798	0.0	166.9	178.0	85.1	436.5
	$MR-\infty$	555.8	12 571	191.1	250.7	202.2	272.2	944.1
	ULTRA-RAPTOR	610.6	2 224	26.8	204.5	202.9	37.0	477.8

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

- RAPTOR-based queries, optimizing arrival time and number of trips
- $MR-\infty$  is MCR with unlimited walking
- Query type for RAPTOR\*: stop-to-stop
- Query type for  $MR-\infty$ , ULTRA-RAPTOR: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]				
		Routes	Edges	Init.	Collect	Scan	Relax	Total
Switzerland (4.5 km/h)	RAPTOR*	27.2	3 527	0.0	3.7	6.4	7.8	18.4
	$MR-\infty$	34.9	769	11.6	5.9	8.2	12.3	39.3
	ULTRA-RAPTOR	37.7	148	1.6	4.9	7.9	1.9	16.7
Germany (4.5 km/h)	RAPTOR*	480.4	25 798	0.0	166.9	178.0	85.1	436.5
	$MR-\infty$	555.8	12 571	191.1	250.7	202.2	272.2	944.1
	ULTRA-RAPTOR	610.6	2 224	26.8	204.5	202.9	37.0	477.8

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

- RAPTOR-based queries, optimizing arrival time and number of trips
- $MR-\infty$  is MCR with unlimited walking
- Query type for RAPTOR\*: stop-to-stop
- Query type for  $MR-\infty$ , ULTRA-RAPTOR: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]				
		Routes	Edges	Init.	Collect	Scan	Relax	Total
Switzerland (4.5 km/h)	RAPTOR*	27.2	3 527	0.0	3.7	6.4	7.8	18.4
	$MR-\infty$	34.9	769	11.6	5.9	8.2	12.3	39.3
	ULTRA-RAPTOR	37.7	148	1.6	4.9	7.9	1.9	16.7
Germany (4.5 km/h)	RAPTOR*	480.4	25 798	0.0	166.9	178.0	85.1	436.5
	$MR-\infty$	555.8	12 571	191.1	250.7	202.2	272.2	944.1
	ULTRA-RAPTOR	610.6	2 224	26.8	204.5	202.9	37.0	477.8

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

- RAPTOR-based queries, optimizing arrival time and number of trips
- $MR-\infty$  is MCR with unlimited walking
- Query type for RAPTOR\*: stop-to-stop
- Query type for  $MR-\infty$ , ULTRA-RAPTOR: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]				
		Routes	Edges	Init.	Collect	Scan	Relax	Total
Switzerland (4.5 km/h)	RAPTOR*	27.2	3 527	0.0	3.7	6.4	7.8	18.4
	$MR-\infty$	34.9	769	11.6	5.9	8.2	12.3	39.3
	ULTRA-RAPTOR	37.7	148	1.6	4.9	7.9	1.9	16.7
Germany (4.5 km/h)	RAPTOR*	480.4	25 798	0.0	166.9	178.0	85.1	436.5
	$MR-\infty$	555.8	12 571	191.1	250.7	202.2	272.2	944.1
	ULTRA-RAPTOR	610.6	2 224	26.8	204.5	202.9	37.0	477.8

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

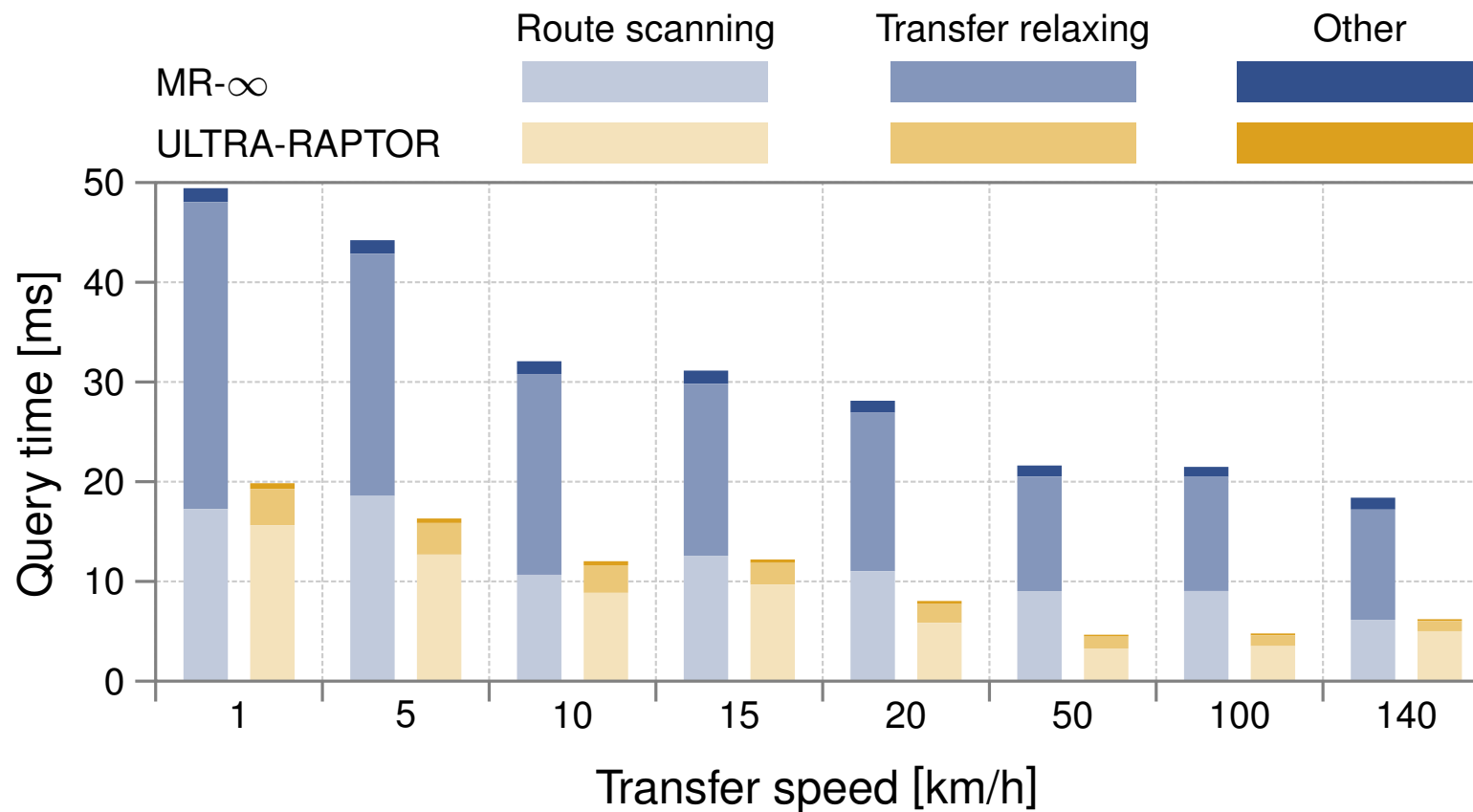
- RAPTOR-based queries, optimizing arrival time and number of trips
- $MR-\infty$  is MCR with unlimited walking
- Query type for RAPTOR\*: stop-to-stop
- Query type for  $MR-\infty$ , ULTRA-RAPTOR: vertex-to-vertex

Network	Algorithm	Scans [k]		Time [ms]				
		Routes	Edges	Init.	Collect	Scan	Relax	Total
Switzerland (4.5 km/h)	RAPTOR*	27.2	3 527	0.0	3.7	6.4	7.8	18.4
	$MR-\infty$	34.9	769	11.6	5.9	8.2	12.3	39.3
	ULTRA-RAPTOR	37.7	148	1.6	4.9	7.9	1.9	16.7
Germany (4.5 km/h)	RAPTOR*	480.4	25 798	0.0	166.9	178.0	85.1	436.5
	$MR-\infty$	555.8	12 571	191.1	250.7	202.2	272.2	944.1
	ULTRA-RAPTOR	610.6	2 224	26.8	204.5	202.9	37.0	477.8

# Experimental Evaluation – ULTRA-RAPTOR

## Setup:

- RAPTOR-based queries, optimizing arrival time and number of trips



# Ongoing and Future Work

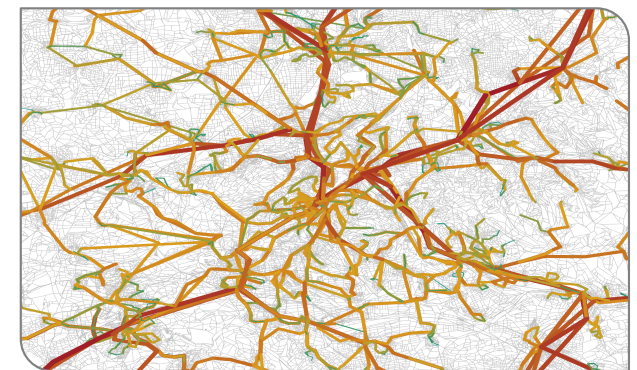
## Extending the ULTRA Preprocessing:

- Compute shortcuts for more criteria (price, transfer distance, ...)
- Accelerate the preprocessing phase
- Consider complicated transfer scenarios (bike sharing stations)



## Utilizing the ULTRA Shortcuts:

- Multi-modal public transit traffic assignments
- Other query algorithms (Trip-Based, ...)
- One-to-many queries





# Thank you for your attention