

# Smart design of tourist routes



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Workshop
Networks CYTED-2016 & TRA2015
smartlogistics@ib

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Madrid. November 28-29. 2016

### Outline

Motivation

Problems

Smart tools

Solution Approaches

Conclusions

















### **Turism**



#### Tourism is a world relevant activity:

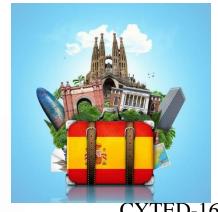
- Tourism account 10% of the world's GDP (>1 Billions €)
- International tourism increases yearly about 5%.
- Represents 7% of the world's exports; 30% in service
- Tourism supports about 1/11 jobs around the globe.
- > 1.186 millions international tourists (1.800 for 2030)
- 6.000 millions domestic tourist

[UNWTO Tourism Highlights, 2016]

#### **Spain**

- > 70 millions visitors (12 millions in Canaries)
- > 60.000 millions € (70% GDP in Canaries)





### Smart turism

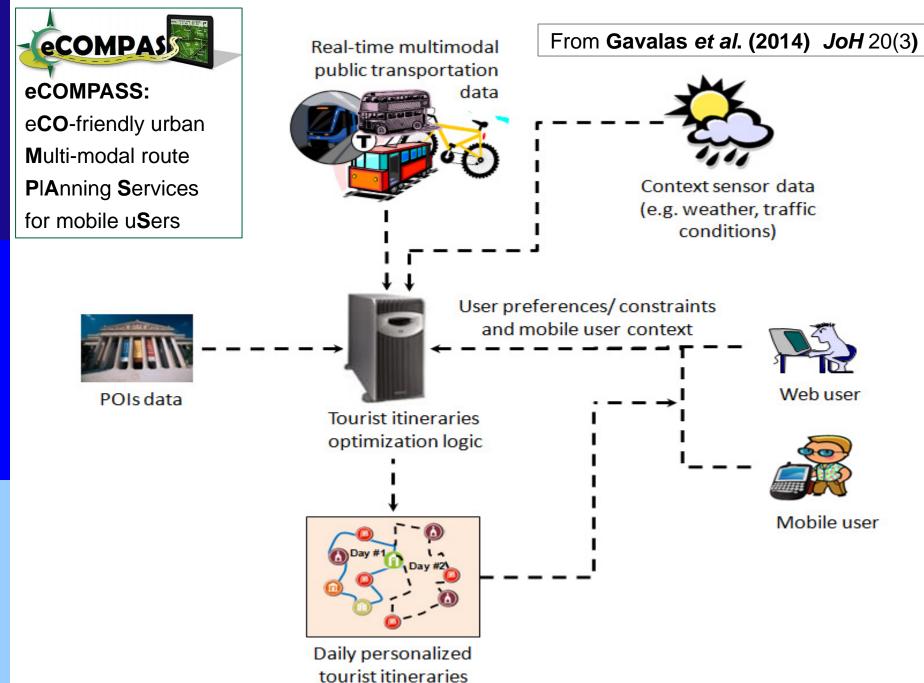
Tourism includes the movement of people

- People are fully connected
- Facilities are connected
- Technical and research challenges:
  - Web applications for tourists (at origin)
  - Mobile apps for tourists (at destination)
  - Smart tourism (business, users, ...)
  - Personalized Electronic Tourist (PETs) guides
  - e-tourism
  - Recommender Systems
  - Trip Recommenders
  - Location-based recommenders
- Smart Tourist Route Design











# Tourist Trip Design

The **Tourist Trip Design Problems** (**TTDP**) refer to planning routes for tourists interested in visiting multiple Points of Interest (POIs).

- Tourist destinations has multiple POIs; tourist attractions.
- POIs: the main reason why tourists visit the destination.
- The tourist has a limited time and budget to visit POIs.



- Personal preferences
- POIs features
- **Distance/Time**





Objectives vs. constraints: profit, cost, time

- **Single routing**: TSP with profit (TSPP);
- **Multiple routing**: VRP with profit (VRPP)

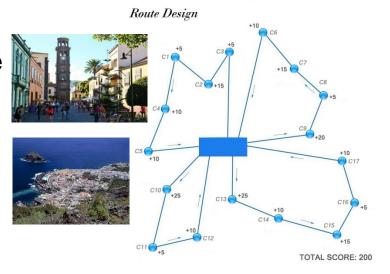








Points of Interest



# Single Routing TTDP

**Single routing**: TSP with **profit** (TSPP); a score at each POI

- The Profitable Tour Problem (PTP)
- The Prize Collecting TSP (PCTSP) TSPP
- The Orienteering Problem (OP) PCTSP MOOP SOP GOP OPSP OPSTS OPCV OPTW TDOP

# Single Routing TTDP

#### **Single routing**: TSP with profit (TSPP)

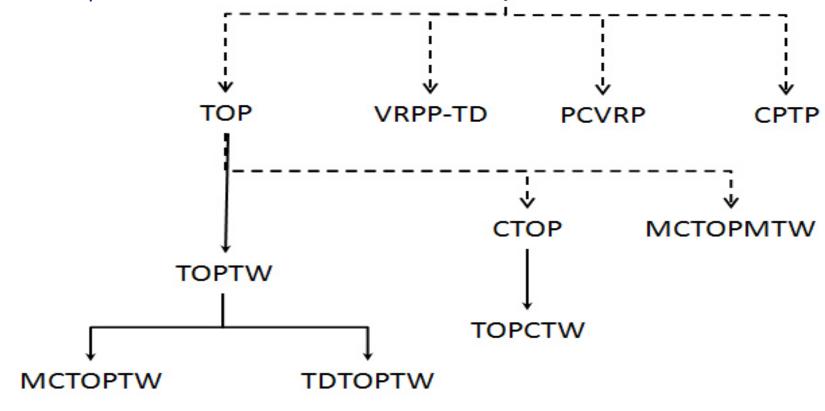
- The Profitable Tour Problem (PTP): maximizing profit cost
- The Prize Collecting TSP (PCTSP): minimizing cost s.t. profit
- The Orienteering Problem (OP): maximizing profit s.t. cost/time
  - GOP: Generalized OP (several features of POIs)
  - MOOP: Multi-objective OP
  - OPTW: OP with Time Windows
  - TDOP: Time-Dependent OP
  - SOP: Stochastic OP (stochastic service time)
  - OPSP: OP with Stochastic Profits
  - OPSTS: OP with Stochastic Times and Service times
  - OPCV. OP with Compulsory Visits
  - OPVP: OP with Variable Profits
  - OPHS: OP with Hotel Selection



# Multiple Routing TTDP

#### **Multiple routing** TTDP: VRP with profit (VRPP)

- TOP: Team Orienteering Problem
- VRPP-TD: VRP with Profit & Time-Dependent
- PCVRP: Prize-collecting VRP
- CPTP: Capacitated Profitable Tour Problem





# Multiple Routing TTDP

#### Multiple routing TTDP: VRP with profit (VRPP)

- TOP: Team Orienteering Problem:
  - TOPTW: TOP with TW
    - MCTOPTW: Multiple-Constrained TOP with TW
    - TDTOPTW: Time-Dependent TOP with TW
  - CTOP: Capacitated TOP
    - CTOPTW: Capacitated TOP with TW
  - MCTOPMTW: Multiple-Constrained TOP Multiple-TW
- VRPP-TD: VRP with Profit & Time-Dependent
- PCVRP: Prize-collecting VRP
- CPTP: Capacitated Profitable Tour Problem



# Arc Routing TTDP

#### Traversing arcs with the POIs

- City streets with monuments or interesting building
- Rural roads with viewpoints or interesting villages

#### Arc Routing Problems (ARP): Corberán & Laporte (2014)

- Prize-collecting Rural Postman Problem (PRPP),
- Arc Orienteering Problem (AOP),
- Team Orienteering Arc Routing Problem (TOARP),
- Undirected Capacitated ARP with Profits (UCARPP).
- Mixed problems: visiting nodes and arcs



### MIP formulation

Derived from standard VRP formulation:

 $(j,i)\in A$   $(i,j)\in A$ 

• Decision variables: **visiting POIs**:  $y_{ik}$  (visit POI i at day k)

minimize 
$$\sum_{(i,j)\in A} \sum_{k\in V} c_{ij}z_{ijk}$$
 maximize  $\sum_{i\in N} \sum_{k\in V} s_iy_{ik}$  subject to:  $\sum y_{ik} \ge 1$   $i\in C$ 

$$\sum_{(i,l)\in A}^{k\in V} z_{ijk} = y_{ik} \qquad i \in N, \ k \in V$$
 (LeaveNode)

$$\sum_{i \in I} z_{jik} = y_{ik} \qquad i \in N, \ k \in V$$
 (EnterNode)

$$\sum x_{jik} - \sum x_{ijk} = d_i y_{ik} \qquad i \in C, k \in V$$
 (FlowBalance)

$$x_{ijk} \le Lz_{ijk}$$
  $(i, j) \in A, k \in V$  (VehicleCapacity)  
 $y_{1k} = 1$   $k \in V$  (Depot)

$$x_{ijk} \ge 0$$
  $(i, j) \in A, k \in V$ 

$$y_{ik} \in \{0,1\} \qquad \qquad i \in N, \ k \in V$$

$$z_{ijk} \in \{0,1\} \qquad (i,j) \in A, \ k \in V$$

(Assignment)

# Early studies

- J.M. Godart (1999). Combinatorial optimisation based decision support system for trip planning. International conference on information and communication technologies in tourism, Austria (pp. 318–327).
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- J.M. Godart (2003). Beyond the trip planning problem for effective computer-assisted customization. Inform. & comm. technologies in tourism, Austria (pp. 163–172).
- J.M. **Godart** (2005). Challenges in real world sightseeing tour optimization using metaheuristics. EC'05 Proceedings of the 6th WSEAS international conference on Evolutionary computing. (pp. 233-238).

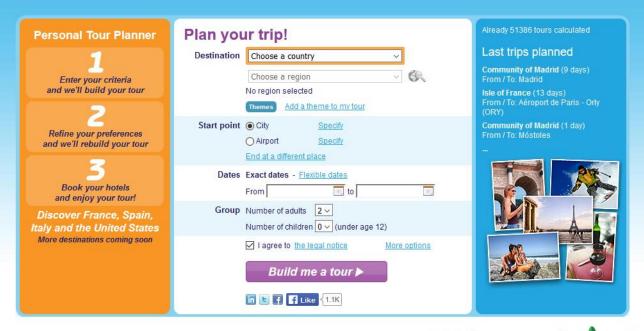
http://www.yourtour.com/



#### **Your Tour**



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Natural Digit

### Vansteenwegen's contributions

- P. Vansteenwegen. Planning in Tourism and Public Transportation Attraction Selection by Means of a Personalised Electronic Tourist Guide and Train Transfer Scheduling. **PhD thesis**, Katholieke Universiteit Leuven, 2008
- P. Vansteenwegen *et al.* (2009) Iterated local search for the team orienteering problem with time windows. *Computers & Operations Research*, 36:3281–3290, 2009.
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- P. Vansteenwegen et al. (2011) The orienteering problem: A survey. **EJOR**, 209(1) 1–10
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http://www.citytripplanner.com



### **eCOMPASS**



eCOMPASS: FP7-ITC (2011-2014), Smart Cities & Sustainability eCO-friendly urban Multi-modal route PlAnning Services for mobile uSers

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- D. Gavalas, *et al.* (2015) Efficient heuristics for the time dependent team orienteering problem with time windows. *Comp. & O.R.*, 62, 36-50, 2015.
- **DAILYtrip** web/mobile app.



# visitacity Visit a City



THINGS TO DO

**ATTRACTIONS** 

IN 1 TO 4 DAYS

TRAVEL TIPS

TOURIST MAP

#### Popular Madrid Guides

Discover Madrid with one of these popular guides





This itinerary will make your three days in Madrid with your kids go smoothly. It includes sites that the ...



Take your time and move at your own pace with this laid back four day itinerary for Madrid, It includes ...

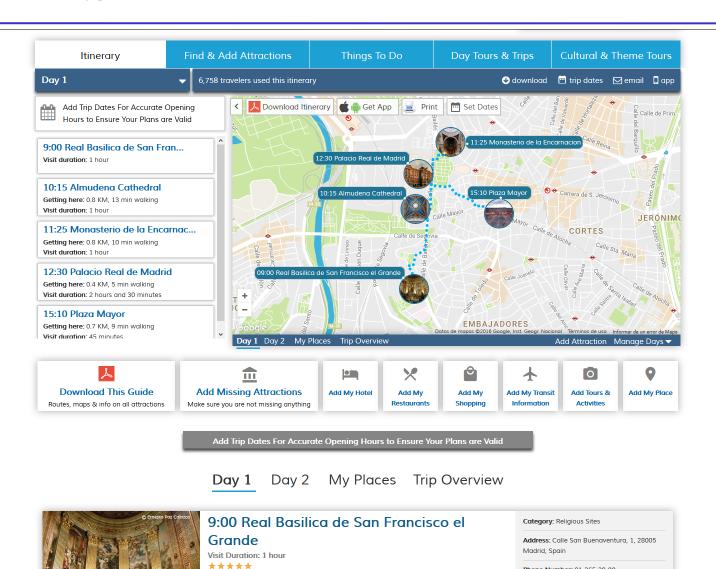
#### Create Your Madrid Guide

Madrid in Two Days Go





# http://www.visitacity.com/





Help

Free App

**(1)** 

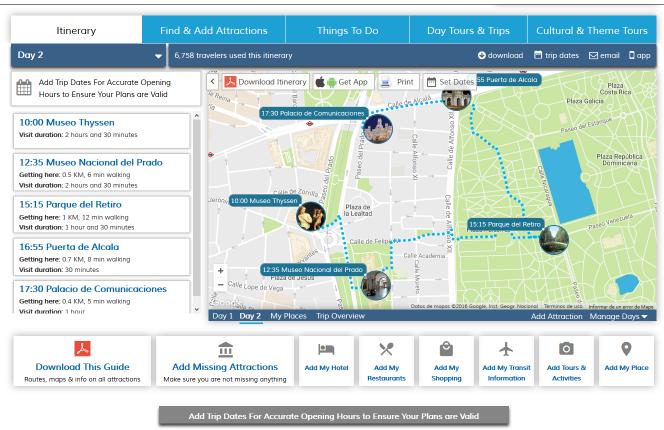
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# Day 2



Day 2 My Places Trip Overview

Category: Museums

Address: Palacio de Villahermosa, Paseo

Prado, 8, 28014 Madrid, Spain

Db --- No --- 000 76 05 11



#### 10:00 Museo Thyssen

Visit Duration: 2 hours and 30 minutes

\*\*\*\*

#8 of 85 in Madrid based on 11,945 travelers

Download  $\square$ Share Sign-in

8

Help

Free App

**(** 

### Recent References

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- **e-Review of Tourism Research** (**eRTR**); a web-based, bimonthly international research network for tourism professionals.

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- Wörndl, W. & Hefele, A. (2016) Generating Paths Through Discovered Places-of-Interests for City Trip Planning. ENTER 2016 eTourism Conference, Bilbao, Spain.
- W. Wörndl (2016).
  Solving Tourist Trip Design Problems from a User's Perspective http://citytrip.traveller-world.com (27.06.2016)



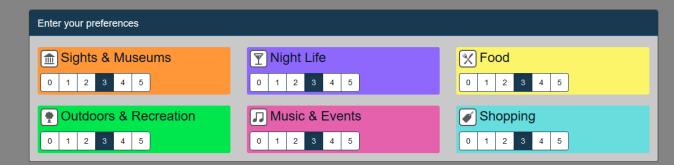
### http://citytrip.traveller-world.com

#### A Recommender System for City Trip Planning

Welcome to my bachelor's project! The goal of this website is to propose interesting locations between two points within one city. When you walk this route, you know what places (like bars or sights) you could visit on the way.

#### Instructions:

- Rate each of the following categories on a scale from 0 (no places are going to be suggested) to 5 (places in this category will be strongly
  preferred if possible).
- Specify whether you want to perform the trip within a certain time and budget limit or not. Feel free to try out both options!
- Enter a starting point and an end point for your trip. These must be within walking distance (5 kilometers)! Also, I suggest entering points in a large city, like Munich or Berlin, because there will be a lot more results available than for a small town.
- The system will suggest two routes for you. By clicking on the markers in the map, you get additional information for each place.
- Please rate which route you like better or seems more fitting to you. You can submit feedback in the box that appears at the very bottom
  of the page after entering start and end point.
- Feel free to try out and rate as many different routes as you like!



#### Time and budget limit

If you'd like to, you can specify how long the trip should take at most and how much money you want to spend. Note that time and money values for each location are only estimates.

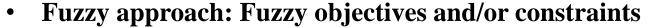
Alternatively, disabling this option will not take time or cost into account and will therefore return much more venues. However, it is not intended for you to visit every location on the list but rather pick some of the suggested places on the way.

Both options will optimize the route to match your interests

CYTED-10

# Our propossals

- Metaheuristic approach: GRASP-VNS hybrid
  - GRASP (Greedy Randomized Adaptive Search Procedure) Iterative greedy/randomized construction steps.
  - VNS (Variable Neighbourhood Search)
    Systematic change in the improving movements.



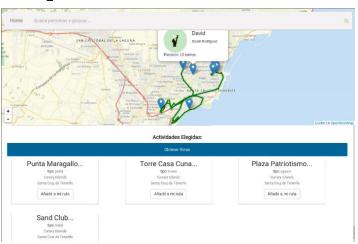
- Fuzzy travel times are fuzzy.
- Fuzzy scores at POIs.
- Fuzzy values are Triangular Fuzzy numbers.

[Classical T. Tsiligirides (1996) TOP instances]

- Smart tourist routes planning by geo-social recommendation
  - Based on *Vidali*; a geo-referenced location based social network
    - Social network that includes geo-referenced information









### Our contributions

- Tourist Trip Planning with Fuzzy Preferences and Constraints International Conf. of O.R., La Habana, March 2016
- Solving the Team Orienteering Problem with Fuzzy Scores and Constraints
   IEEE Intern. Conf. on Fuzzy Systems, Vancouver, July 2016
- A Heuristic-Biased GRASP for the Team Orienteering Problem MAEB 2016, Salamanca, September 2016.
- Service of intelligent planning of tourist routes based on the geo-social recommendation
   Master's Thesis. Department of Computing Engineering, ULL Student: Christopher David Caamana Gómez, July 2016



## Metaheuristic Approach

#### **GRASP-VNS** hybrid approach:

- **GRASP**: (Greedy Randomized Adaptive Search Procedure)

  Mechanism that builds a solution step-by-step by adding a new element from a restricted candidate list (RCL) to the current partial solution.
  - **RCL**: POIs to be added to the partial set of routes
    - RCL sorted by score.
    - RCL sorted by travel time.
  - **Selection**: (biased) random with different probability distribution
- VNS: VND (Variable Neighbourhood Descent)

  Mechanism that improves the solution changing the neighbourhood
  - **Moves** associated to each neighbourhood:
    - Insert a new POI
    - Relocate POIs
    - Exchange POIs
- Instances:
  - Adaptation of **T. Tsiligirides** (1996) classical instances for TOP.

# Fuzzy Approach

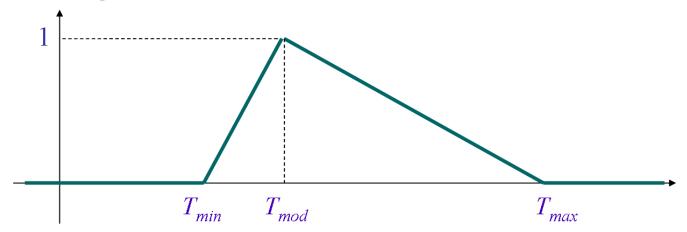
**Uncertainty**: fuzzy features of the problem

**Fuzzy optimization problem:** 

Fuzzy scores: fuzzy objectives

Fuzzy travel time: fuzzy constraints

•Fuzzy Triangular Numbers



- •Using  $\alpha$ -cuts and tolerance levels for constraints.
- •Ranking fuzzy values by the Yager's third index

# Main challenges

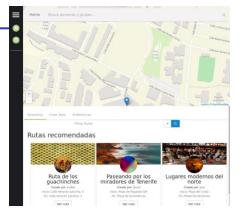
- Adaptability:
  - Dynamism (robustness)
  - User adaptation











- Evaluation: the order is important; clustered; POIs features
- Serendipity: discovering a new interest that the user had no idea about
- **Group** Recommendation:
- Privacy:



- Mobile apps:
- **Integration** with other tools:







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# **Thanks**

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