

Assignment 1: Find the best train connection

AI-1 Systems Project (Summer Semester 2023)

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Topic: Search
Due on: June 27, 2023
Version from: May 22, 2023
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1 Task Summary

Using a data set of Indian railway times, find the best connection between any two places according to different cost functions.

Didactic objectives

1. Gain some experience working with graphs,
2. solve a search problem for a large, real dataset,
3. learn how to implement an algorithm with efficiency in mind,
4. get some experience with how different cost functions affect a search algorithm,
5. get to know the CSV file format.

Prerequisites and useful methods

1. Search algorithms in general (as discussed in the AI lecture),
2. Dijkstra's algorithm [DA].

2 The data set

The train schedule is specified in the file `schedule.csv` in the assignment repository [AR]. There is also a `mini-schedule.csv`, which contains a smaller, more manageable subset of `schedule.csv`. The schedule data is a modified variant of a data set from Kaggle [IRT]. It is stored as a CSV file with 12 columns, but only the following columns are relevant for us:

- **Train No.:** an identifier for the train.

- **islno**: what stop of the train is described (e.g. the fifth stop).
- **station Code**: an identifier for the train station.
- **Arrival time**: the arrival time at that stop.
- **Departure time**: the departure time at that stop.
- **Distance**: the total distance travelled until that stop (i.e. since the stop where `islno` is 1).

For example, let us take a look at the following two entries:

Train No.	islno	station Code	Arrival time	Departure time	Distance
04407	10	GD	23:30:00	23:35:00	536
04407	11	LKO	02:25:00	02:35:00	653

From this we learn that the 10th stop of train 04407 is Gonda Jn (GD) and that the next (11th) stop is Lucknow Nr (LKO). We can also see that the train travels $653 - 536 = 117$ kilometers from GD to LKO, which takes 2 hours and 50 minutes. Note that the arrival time 02:25:00 must refer to the next day. In general we will always need to “add a day” if the arrival time at stop n is smaller than the departure time at stop $n - 1$. We will do the same for the departure time at any stop if it is smaller than the arrival time, which is relevant for some of the cost functions.

Changing trains When changing trains, you have to make sure that there is enough time. For example, let us assume you want to change from train 14369 to train 84369 at RBL. 14369 arrives at RBL at 05:35:00 and 84369 departs at 05:40:00, which leaves 5 minutes for changing the train. For this assignment, we will assume that 10 minutes are needed to change from one train to another. If the changing time is less than that, we will assume that the train would be missed (but could of course be caught 24 hours later).

3 Problems and Solutions

Aside from the schedule data, you have a file `problems.csv` that contains the connection problems you have to solve. We also provide example problems (`example-problems.csv`) and solutions (`example-solutions.csv`), which you can use for comparison. A problem file has the following columns:

1. **ProblemNo**: the number of the problem.
2. **FromStation**: where the connection should start.

Train No.	islno	station Code	Arrival time	Departure time	Distance
56502	57	SYM	14:34:00	14:35:00	588
56502	58	VLE	14:44:00	14:45:00	596
...					
57305	69	VLE	05:16:00	05:17:00	559
57305	70	SAB	05:22:00	05:23:00	562
57305	71	MUK	05:32:00	05:33:00	570
57305	72	NRT	06:00:00	06:02:00	578

Table 1: Relevant schedule data for connection 56502 : 57 -> 58 ; 57305 : 69 -> 72.

3. **ToStation**: where the connection should end.
4. **Schedule**: the schedule file (schedule.csv or mini-schedule.csv).
5. **CostFunction**: the cost function (Section 3.2).

You may assume that **FromStation** is different from **ToStation** and that **ToStation** is indeed reachable from **FromStation**. A solution file has three columns:

1. **ProblemNo**: the number of the problem solved.
2. **Connection**: a best connection (usually not unique). The format is described in Section 3.1.
3. **Cost**: the cost of the solution according to the cost function.

3.1 Connection Format

The train connections have to be specified in a particular format. As an example, we will take a look at the following connection:

56502 : 57 -> 58 ; 57305 : 69 -> 72

$x : y \rightarrow z$ means that we take train x from stop y (islno) until stop z . Semicolons separate trains taken consecutively. So, in the example, we would first take train 56502 from stop 57 to stop 58 and then continue with train 57305 on stop 69 until stop 72. This obviously requires that stop 58 of train 56502 is the same station as stop 69 of train 57305. Comparing with Table 1, we can see that it is a valid connection from SYM to NRT, with a change at VLE.

3.2 Cost Functions

This section discusses the different cost functions, re-using the example connection

56502 : 57 -> 58 ; 57305 : 69 -> 72

and the schedule data from Table 1.

stops The number of times we enter a station by train. In the example, we would enter the stations VLE, SAB, MUK, NRT (i.e. we don't count the station we started from). The cost is thus 4.

traveltime The total amount of time spent in a *moving* train in seconds (for simplicity, we ignore the time a train is in a train station and the time when trains are changed). In the example connection, we spend 9 minutes travelling in the first train and $5 + 9 + 27 = 41$ minutes travelling in the second train. The cost of the connection is therefore $(9 + 41) \cdot 60 = 3000$.

price The total ticket price. You can only buy the *daily train ticket*, which is valid for one train and only until midnight of the same day. For the example connection, we would buy one ticket for train 56502 and another one for 57305, which would put the total cost at $1 + 1 = 2$. We would have to buy multiple tickets if we use a train for multiple days.

arrivaltime HH:MM:SS The time of arrival (including days) if you start at HH:MM:SS. For example, with **arrivaltime** 11:30:00, we would arrive at 06:00:00 on the next day when using the example connection. The arrival time should thus be specified as 01:06:00:00. But with **arrivaltime** 15:24:00, we would miss the train and the arrival would be one day later (02:06:00:00). Be aware that it takes time to change a train.

4 What to submit

Your solution should be pushed to your gitlab repository for this assignment. Concretely, the repository should contain:

1. all your code for solving this assignment,
2. a README.md file explaining how to run your code to solve similar problem files (including e.g. dependencies that have to be installed),

3. a brief summary of how you solved the problem either as a PDF file (≈ 1 page) or as part of your README.md,
4. a file solutions.csv that contains your solutions for the problem file (problems.csv) as specified in Section 3.

5 Random Tips

- The arrivaltime cost function is much trickier because of the change time, at least if you want to ensure that you find optimal solutions. If you cannot find optimal solutions, you could instead settle for “probably optimal” solutions, which could still give you almost all of the points.
- You get half-points for non-optimal solutions, which means that you can get half of the points for just finding any valid connection from FromStation to ToStation and correctly computing the cost.
- Some cost functions are much simpler than others.
- Think about what the search graph should be for each cost function. An obvious choice is to have train stations as nodes and adjacent stops of trains as edges. But for some cost functions, a slightly different graph may be more suitable.
- Consider using Dijkstra’s algorithm.
- Make sure you get the handling of times (arrival and departure) right, possibly by implementing unit tests.
- If debugging becomes too difficult, you could consider creating test cases and/or making a small test schedule.
- You will notice that efficiency matters for this problem. Nevertheless it is not necessary to use a fast programming language (e.g. everything can be solved in Python – it may just take a while to find all the connections).
- Make sure you can access the relevant connections very efficiently (e.g. without a database lookup each time).

6 Points

The total number of points for this assignment is 100. You can get up to 20 points for the quality of the submission (README, explanation, ...). Furthermore, you will get 1 point for every correct entry in solutions.csv, which means that you can get up to 80 points for

the solutions. For non-optimal entries in the `solutions.csv` that are otherwise correct (valid connection and correct cost) you will get $\frac{1}{2}$ point.

If the grading scheme doesn't seem to work well, we might adjust it later on (likely in your favor).

References

- [AR] *Repository for Assignment 1: Find the best train connection.* URL: <https://gitlab.rrze.fau.de/wrv/AISysProj/ss23/a1.1-find-train-connections/assignment>.
- [DA] *Dijkstra's algorithm.* URL: https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm (visited on 10/27/2022).
- [IRT] *Indian Railways Time Table for trains available.* URL: <https://www.kaggle.com/harsh16/indian-railways-time-table-for-trains-available> (visited on 11/01/2021).