Constrained Re-Planning in Spatial Crowdsourcing

Team 51

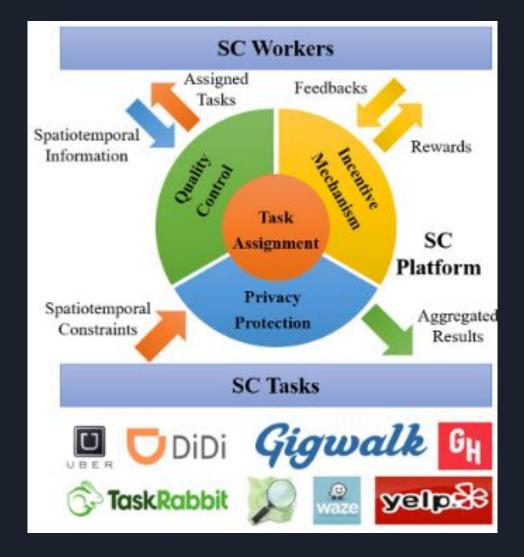
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> Client and Advisor Goce Trajcevski

Project Vision

Project Goal:

Create a spatial crowdsourcing algorithm that runs on a mobile and web application that match workers with tasks from consumers.

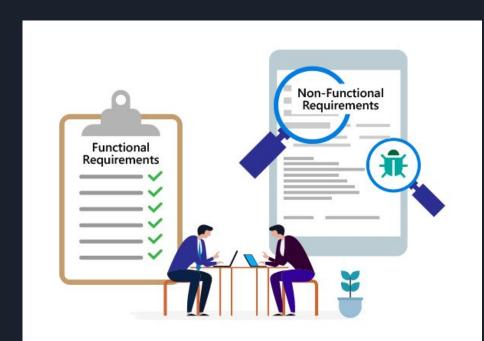


Functional Requirements

- Allow task generators and workers to be able to create accounts (stored in DB)
- Take input of workers: skills, location, and reputation
- Take input of tasks: location(s) and skills required
- Optimize a schedule based on task and worker input
- Alert workers of incoming tasks
- Re-optimize schedule in the event of new constraints
- User interface for visualization of work schedule

Non-Functional Requirements

- Reliability few bugs or issues that impede user experience
- Performance algorithm is polynomial time and app is optimized for web/mobile
- Scalability able to be used by a large number of users simultaneously
- Maintainability readable code with documentation
- Usability intuitive/easy to use



Constraints

- Must run as a mobile and desktop app
- Requires internet connection
- Google Maps API (\$200 per month per person)
- Project must not exceed provided budget
- Project must be completed within given time frame

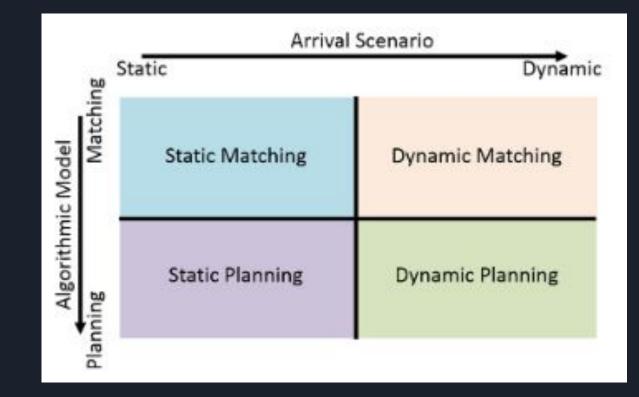
Algorithmic Models/Scenarios

4 types of spatial algorithms

- Static Matching
- Static Planning
- Dynamic Matching
- Dynamic Planning

Current Implementation plan

- Initial: Static Planning
- Final: Dynamic Planning



Current Algorithmic Approaches

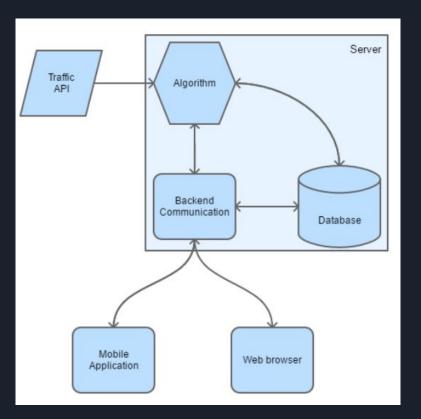
Different algorithms have different...

- Objectives
- Constraints
- Complexity

| Method | Objective | Constraints | Time complexity ^a | Analysis model ^b | Ratio |
|---------------------|----------------------------------|------------------|------------------------------|-----------------------------|-----------|
| Re-Route [144] | Maximizing total number | Deadline | - | AO | Heuristic |
| Auction-SC [38] | | Deadline | - | _ | Heuristic |
| Fast-Planning [192] | Maximizing total payoff | Deadline | $O(n^3)$ | AO | Heuristic |
| APART [40] | | Deadline, budget | - | AO | Heuristic |
| EPBR [190] | | Deadline, range | | - | Heuristic |
| PBM [247] | | Deadline, budget | $O(n^3)$ | - | Heuristic |
| t-share [158] | Minimizing total travel distance | Deadline | - | - | Heuristic |
| kinetic [119] | | Deadline, budget | - | - | Heuristic |
| pruneGreedyDP [211] | Minimizing unified cost | Deadline | $O(n^2 + n^2 \log n)$ | AO | Heuristic |

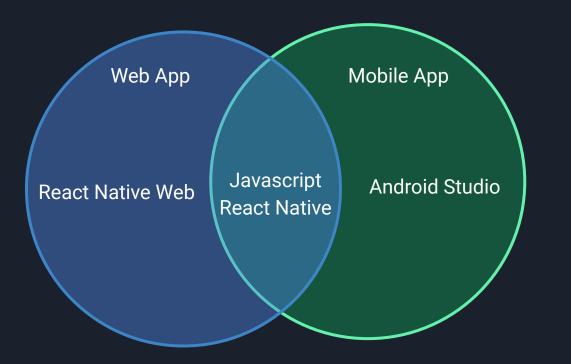
Conceptual Design Diagram

A high level diagram of your design approach



System Architecture

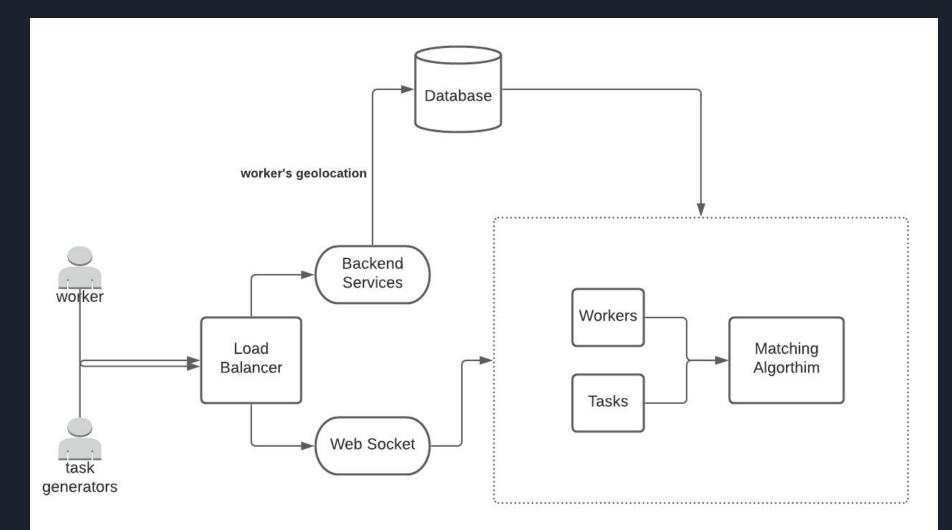
Frontend



Backend

- Server Spring Boot
- Database MongoDB or MySQL

System Design - Component Diagram



System Design UI/UX

- Red lines = login/user
- Blue lines = create account/worker
- White boxes = text input
- Blue boxes = buttons

| Title Page | Login Page | | User Landing Page |
|--------------------------|---|---|---|
| Spatial rowdsourcing | Login | | Create Task |
| Log in Create Account | Username Password I am a user I am a worker | | Task Info Field Task Info Field Create Task |
| | Create Account Page | | Worker Landing Page |
| | Create Account Username Password Confirm Password I am a user | | Accept Decline |
| | | 1 | Explore San Francisco (3) |

UI Design (Mobile) sdmay21-51

System Design Technologies









Project Plan – Metrics

- Usability

- Speed

- Bugs:

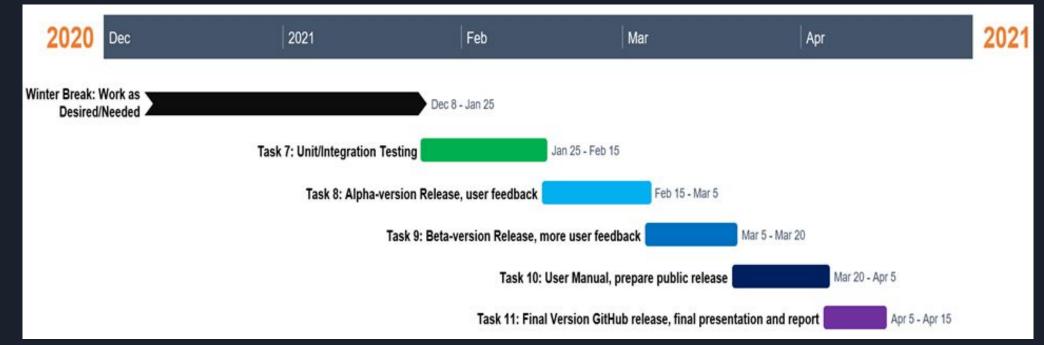
- Algorithmic Efficiency





Project Milestones

- 1. Finalize the role/component assignments and start implementing collaborative modules
- 2. Complete unit testing; begin integration testing
- 3. Provide alpha-version for end-user testing; collect feedback
- 4. Finalize the revisions; release beta-version; run another set of end-user testing of functionalities
- 5. Finalize the user-manual; prepare for public release
- 6. Deploy the final version at GitLab; start the final report and presentation preparation



Immediate Next Steps

- Finalize tickets on Trello for each task and begin creating Git Issues for each ticket
- Assign tickets to team members
- Frontend Begin implementation of skeleton web application to be added onto
- Backend Design a more in-depth database structure and begin implementation

| 1 | Open modal is shifting body content to the left is css confirmed Opened by mator 3 months ago 4. 62 comments | #9855 |
|----|--|--------|
| 0 | Navbar issues js css confirmed Opened by Nugrata a month ago , 36 comments | #11243 |
| n | Add support of extra styling class on collapse event js feature css Opened by ziogaschr 22 days ago 🚛 24 comments | #11350 |
| () | Redundant responsive utility styles CSS Opened by AlexYursha a month ago R 24 comments | #11214 |
| | Select tag not properly styled on stock android browser css confirmed Opened by ADmad a month ago 🚛 19 comments | #11055 |
| | | |

Technical Challenges

- Implementing spatial crowdsourcing algorithm
- Familiarizing frontend team with React / Android development in React
- Familiarizing backend team with MongoDB and Springboot



Thank you!