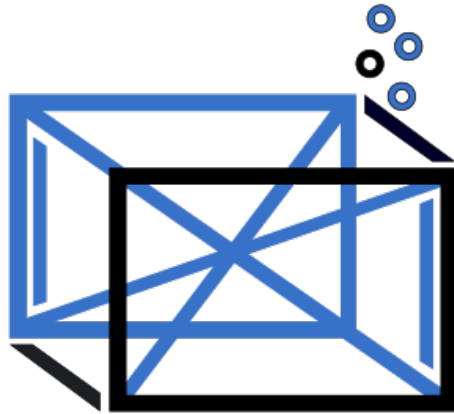
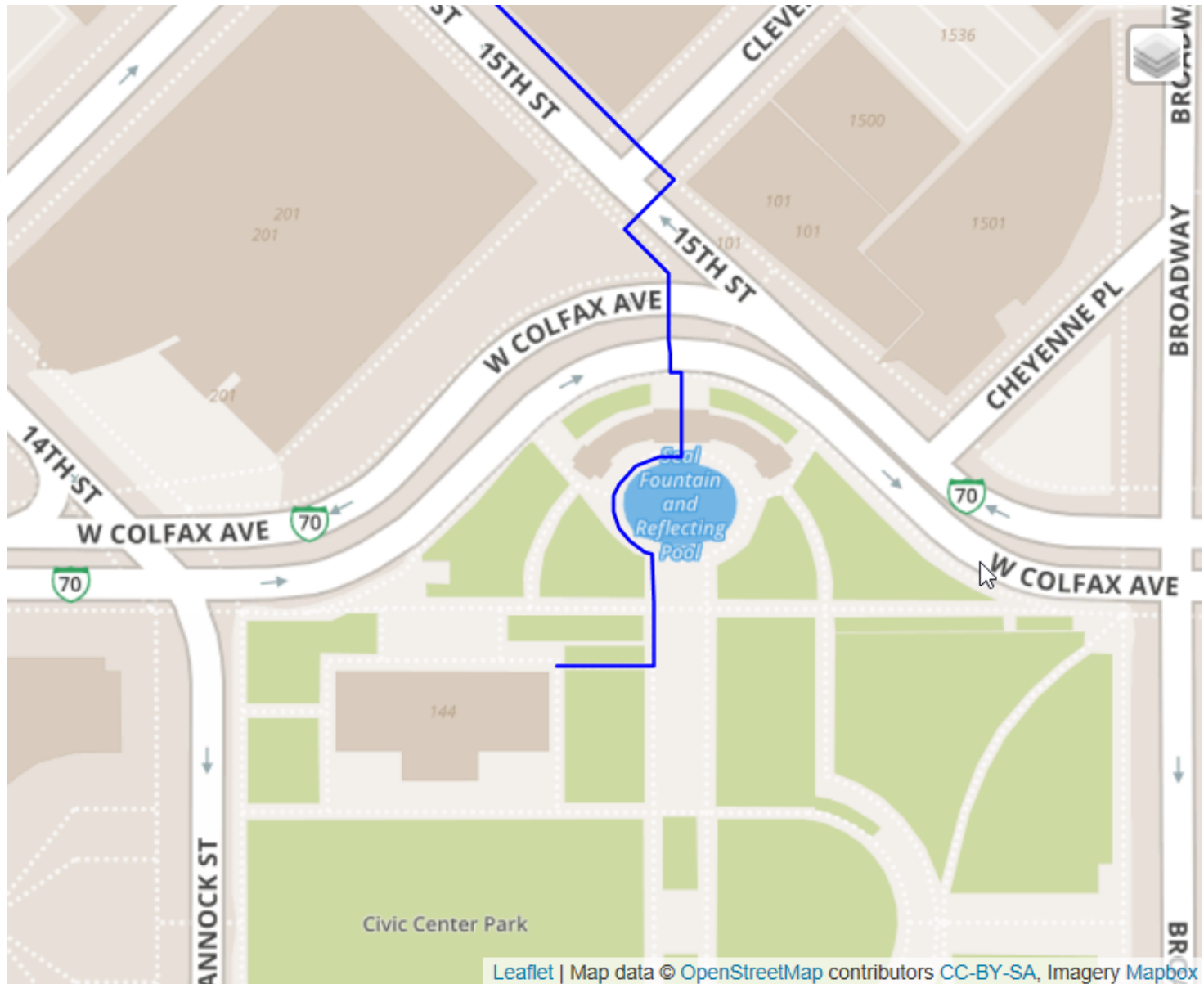


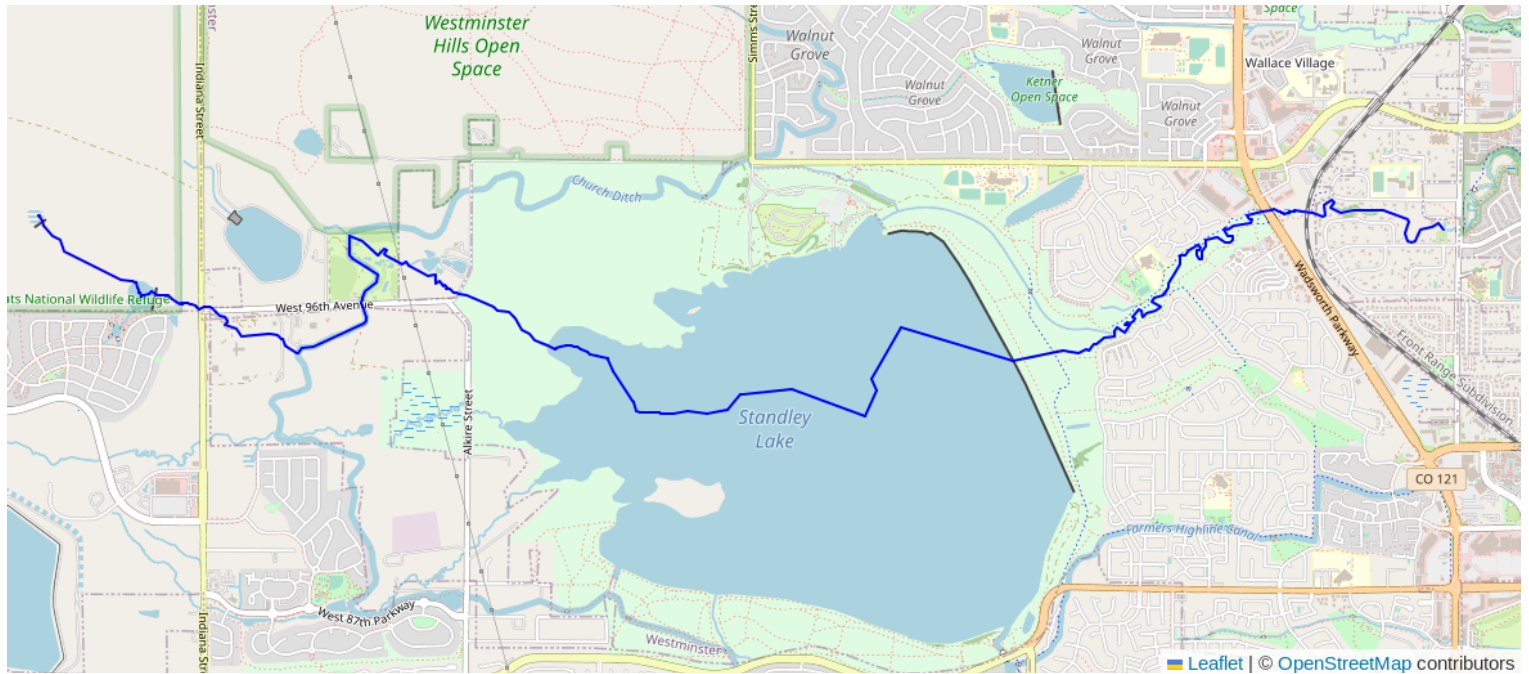
Routing and Motion



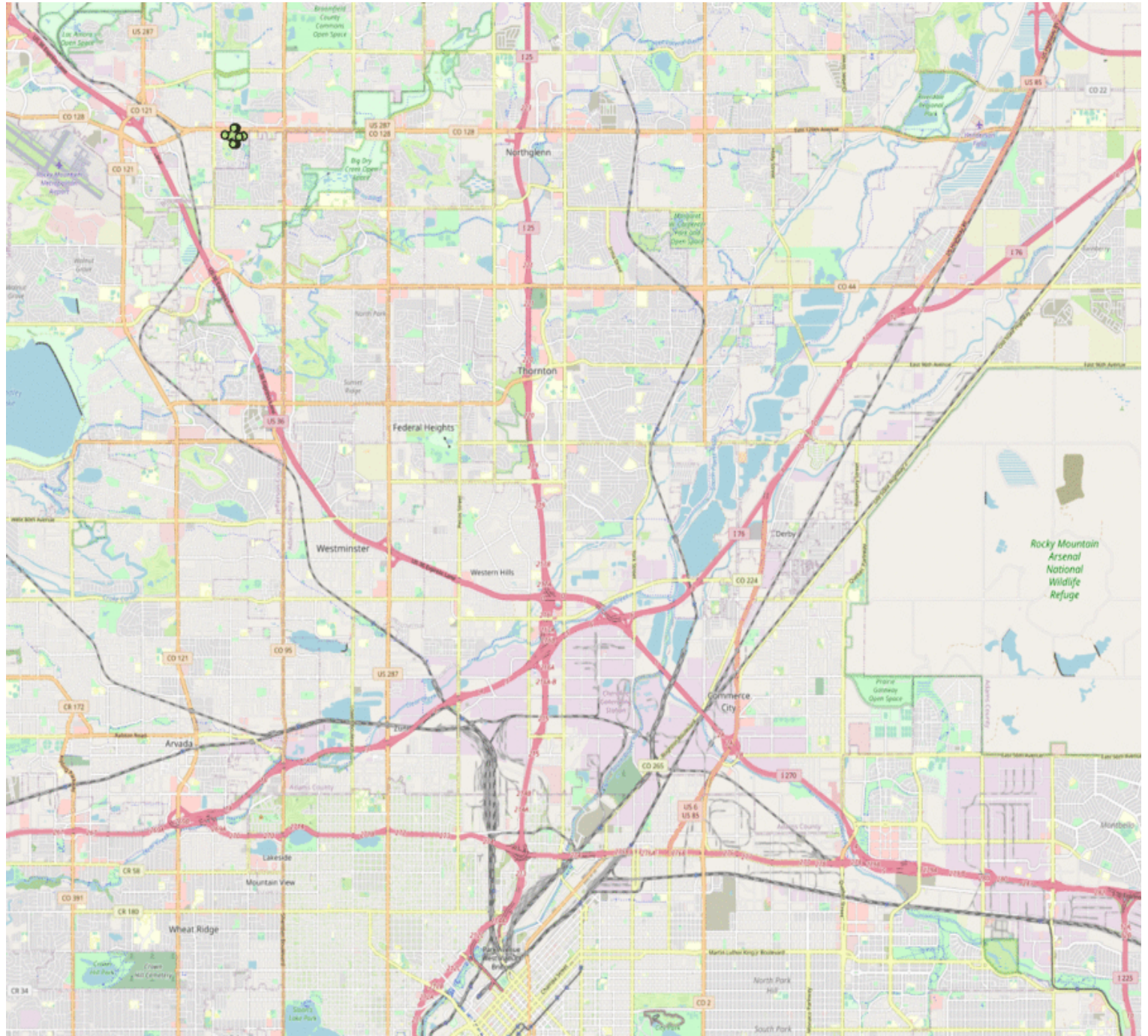
RustProof Labs
bringing you data



Route 2: Union Station to Civic Center Park, foot traffic only



Source: <https://blog.rustprooflabs.com/2022/10/pgrouting-lines-through-polygons>



Routing is like Painting a Room

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With many doors, windows, odd angles, lights, and cupboards

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It's all about the preparation

Routing Preparation

- Limit your input size
- Clean data
- Deal with imperfections
- Persist results?

Routing Preparation

- Limit your input size
- Clean data
- Deal with imperfections
- Persist results?

Critical Thinking is Necessary!

Routing Challenges

- Polygons
- Layers / Levels
- Access Controls
- Long lines, `MULTILINESTRING`

Routing through Polygons

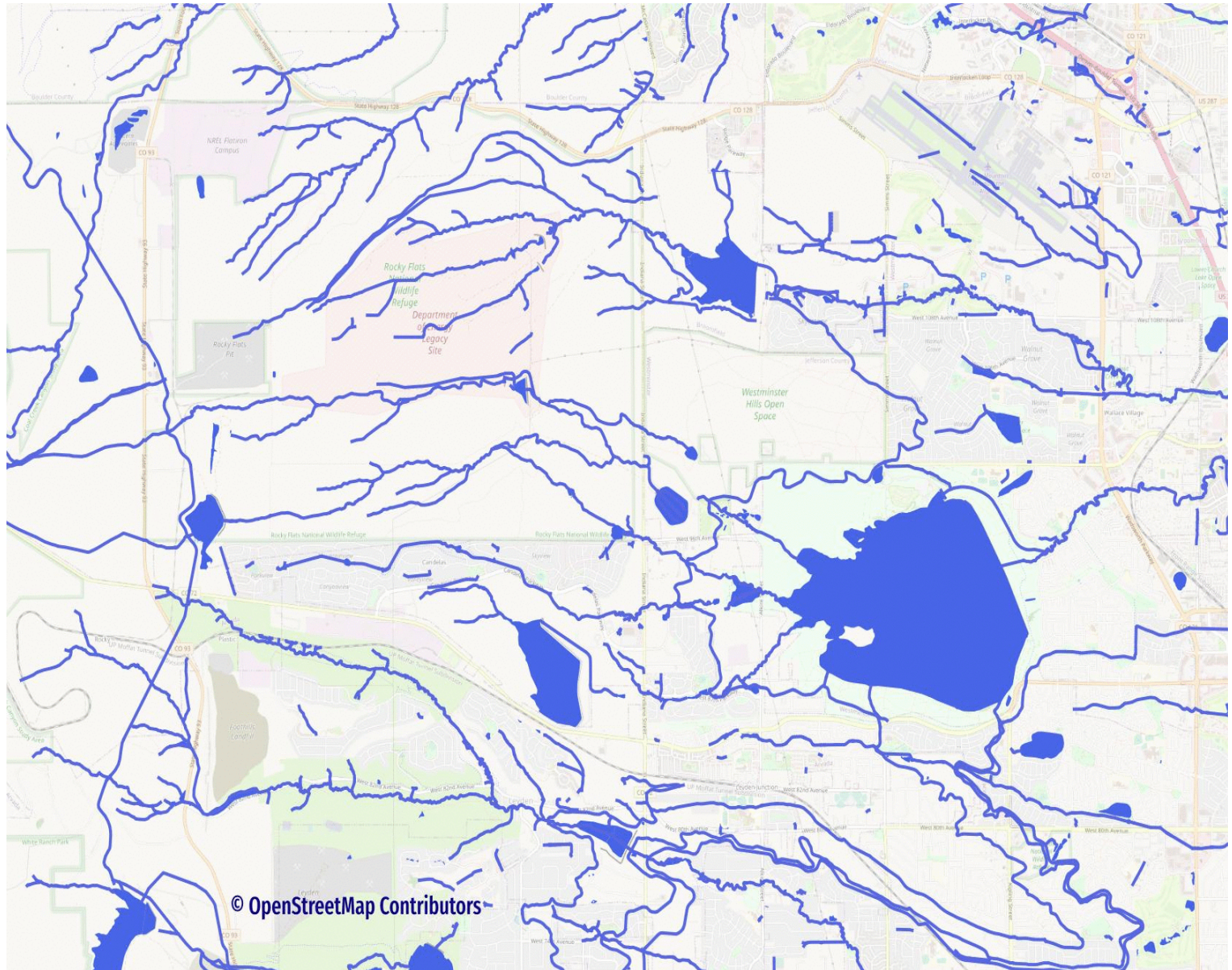
Why was the route through the lake a challenge?

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Routing Challenge: Polygons

- `pgRouting` uses "edges" and "nodes" created from lines
- Polygons are not routeable
- Polygons are common in waterway and pedestrian networks

Routing through Polygons

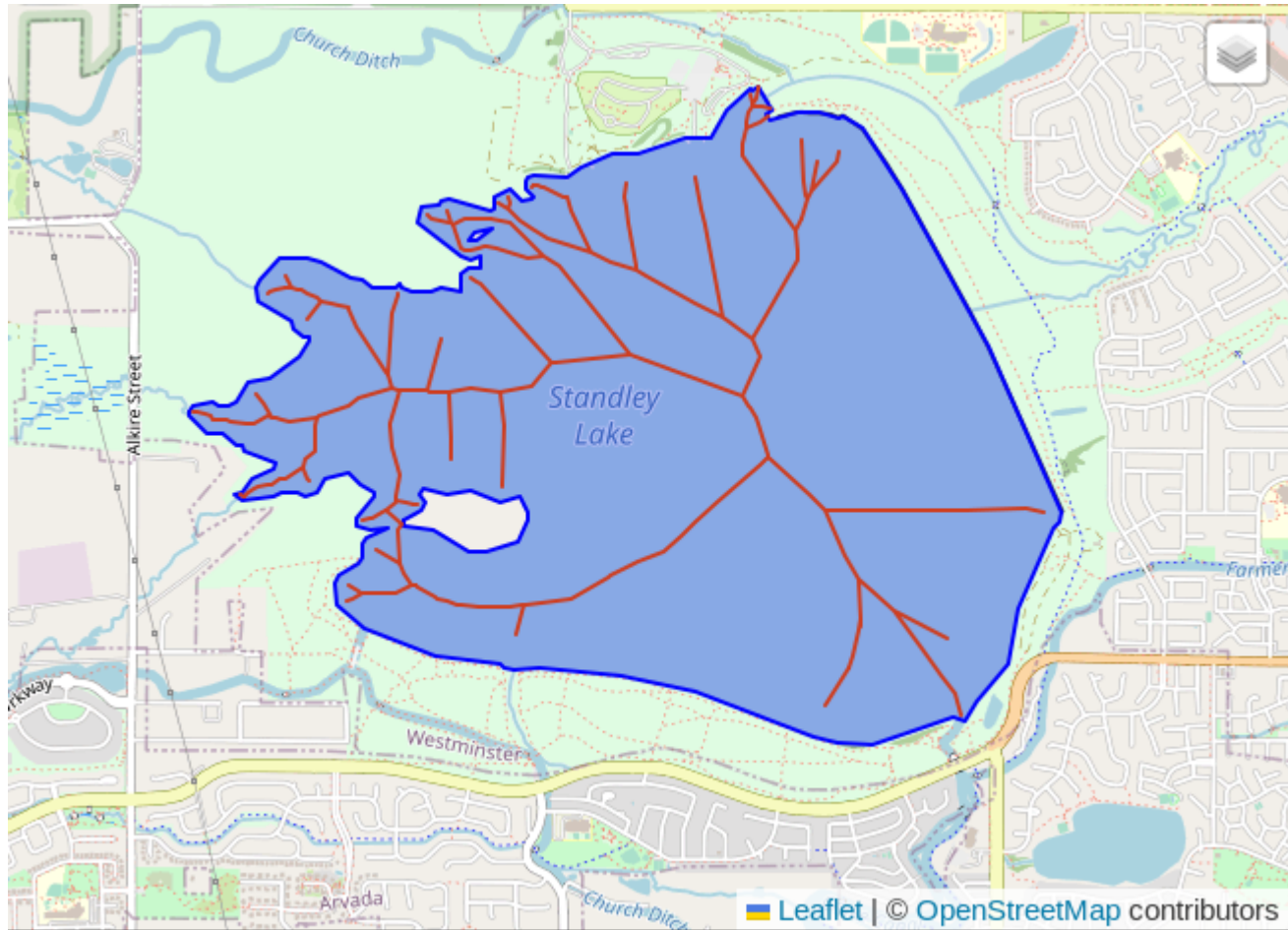


Functions Used to Route Through Lakes

- `ST_ApproximateMedialAxis()`
- `ST_NPoints()`
- `ST_PointN()`
- `ST_ClosestPoint()`
- `ST_Dump()`
- `ST_LineMerge()`
- `ST_Collect()`

<https://blog.rustprooflabs.com/2022/10/pgrouting-lines-through-polygons>

ST_ApproximateMediaAxis()



Routing through Buildings



Routing through Buildings

Talk @ PostGIS Day 2022

<https://blog.rustprooflabs.com/2022/11/route-the-interesting-things-postgis-day2022>

<https://www.youtube.com/watch?v=uydAoMaReos>

Routing Challenge: Layers / Levels

OpenStreetMap has Layers



OpenStreetMap Layers v Levels

- Layers: Outside
- Levels: Inside

"When editing, the `layer=*` tag is used to describe vertical relationships between crossing or overlapping elements, e.g. a bridge over a street. For describing different floors within a building or multilevel parking decks use `level=*`."

<https://wiki.openstreetmap.org/wiki/Layer>

Routing Challenge: Layers

Examples

- Tunnels
- Bridges
- Multi-story buildings

Routing Challenge: Layers

OpenStreetMap `layer` data is messy

- `1`
- `2`
- `2;3`
- `-2--1`
- `1.5`
- `'C'`

Routing with OpenStreetMap

<https://pgosm-flex.com/routing.html>

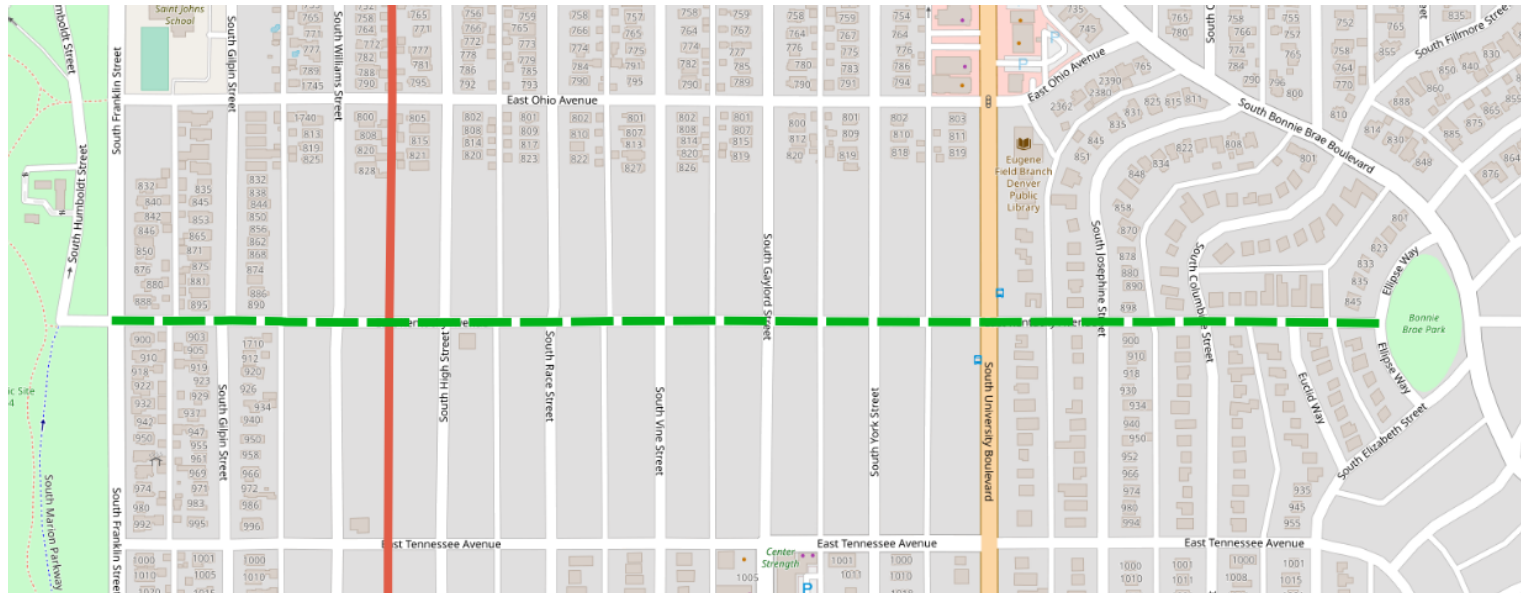
Routing with OpenStreetMap

Shameless plug: 4 of 18 chapters of Mastering PostGIS and OpenStreetMap are about routing!

- Discount Code: PASS2023
- 25% off

<https://postgis-osm.com>

Challenge: Long Lines



Mastering PostGIS and OpenStreetMap, Figure 14.5 Roads that intersect in the middle cannot be routed

Challenge: Long Lines

- pgRouting has a solution!
- `pgr_NodeNetwork()` splits lines

Challenge: Long Lines

- pgRouting has a solution!
- `pgr_NodeNetwork()` splits lines
- Creates false intersections

pgRouting Preparation

pgRouting Preparation

- Limit rows
- `MULTILINESTRING` --> `LINestring`
- Split long lines for proper routing
- Remove false positives (level/layer)
- Build routing network

Brain Break: 3 - 5 minute



Routing Performance Tips

- Use less data!
- Filter Early, Filter Often
- Temp tables, side tables... Index them!

Node selection for routing

- Tricky
- Custom Functions save the day

PostGIS Trajectories

- `ST_MakePointM()` https://postgis.net/docs/ST_MakePointM.html
- `ST_DistanceCPA()` https://postgis.net/docs/ST_DistanceCPA.html
- `twCentroid()` <https://docs.mobilitydb.com/MobilityDB/development/ch05s12.html#twCentroid>

<https://blog.rustprooflabs.com/2020/11/postgis-trajectory-intro>

Mobility DB

- `|=|` (smallest distance)
- `nearestApproachInstant()`

<https://mobilitydb.com/>

<https://blog.rustprooflabs.com/2023/08/postgis-mobility-db>

Questions?