

Flexible Online Task Assignment in Real-Time Spatial Data

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Introduction

- Real-time spatial data is ubiquitous.
 - Online platforms that facilitate spatial tasks to be assigned and performed by workers, e.g. O2O applications.

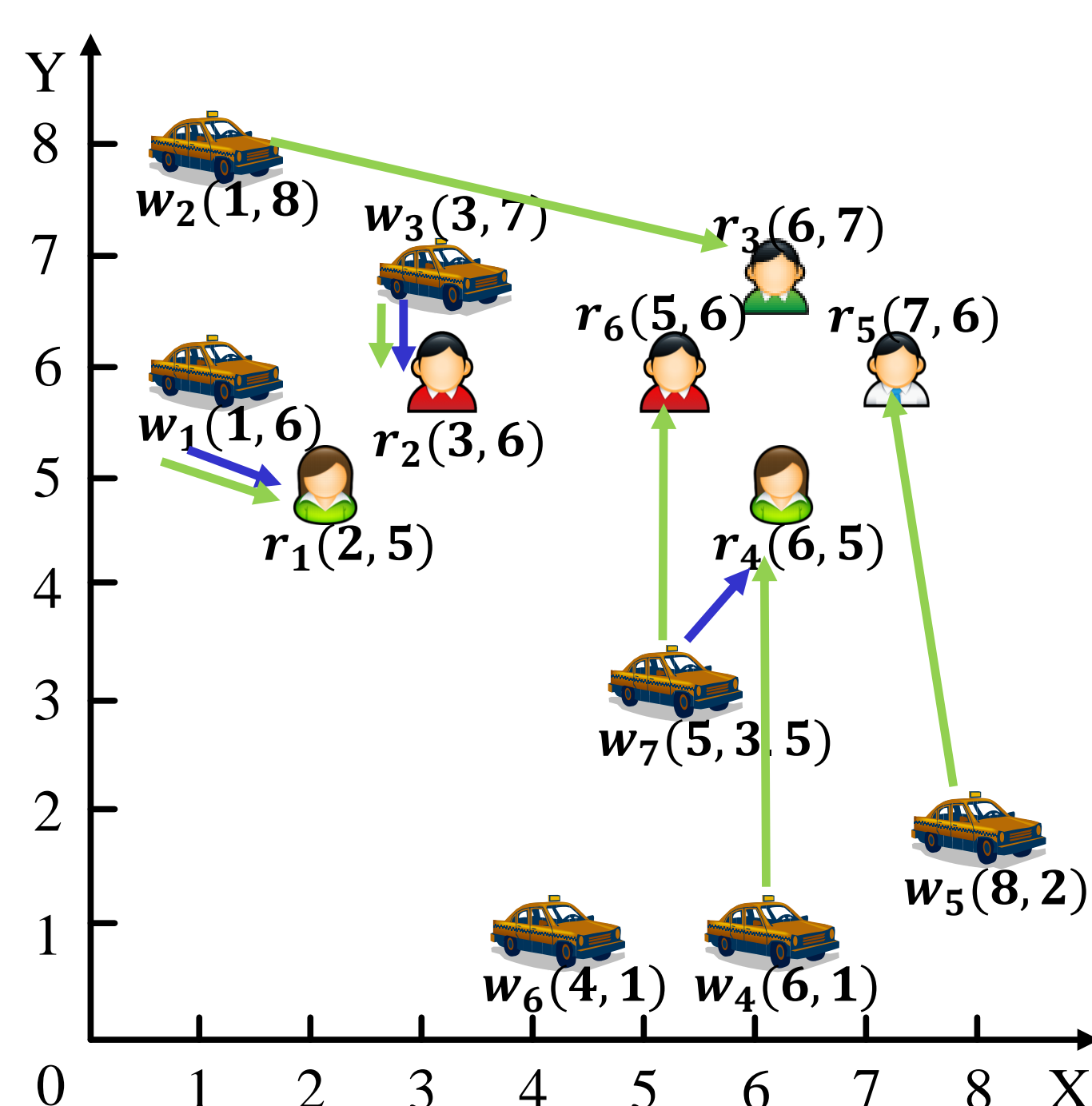


- Motivation
 - Most O2O applications need to do task assignment in real-time:
 - Real-Time Taxi-Calling Service.
 - Food Delivery Service.
 - The flexibility of workers has not been considered.

The FTOA Problem

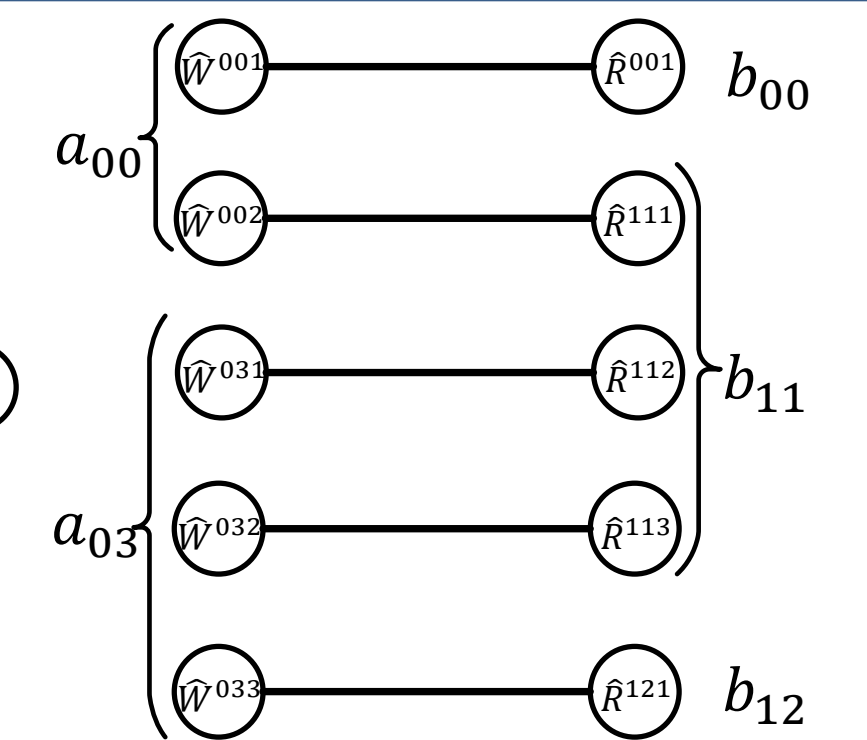
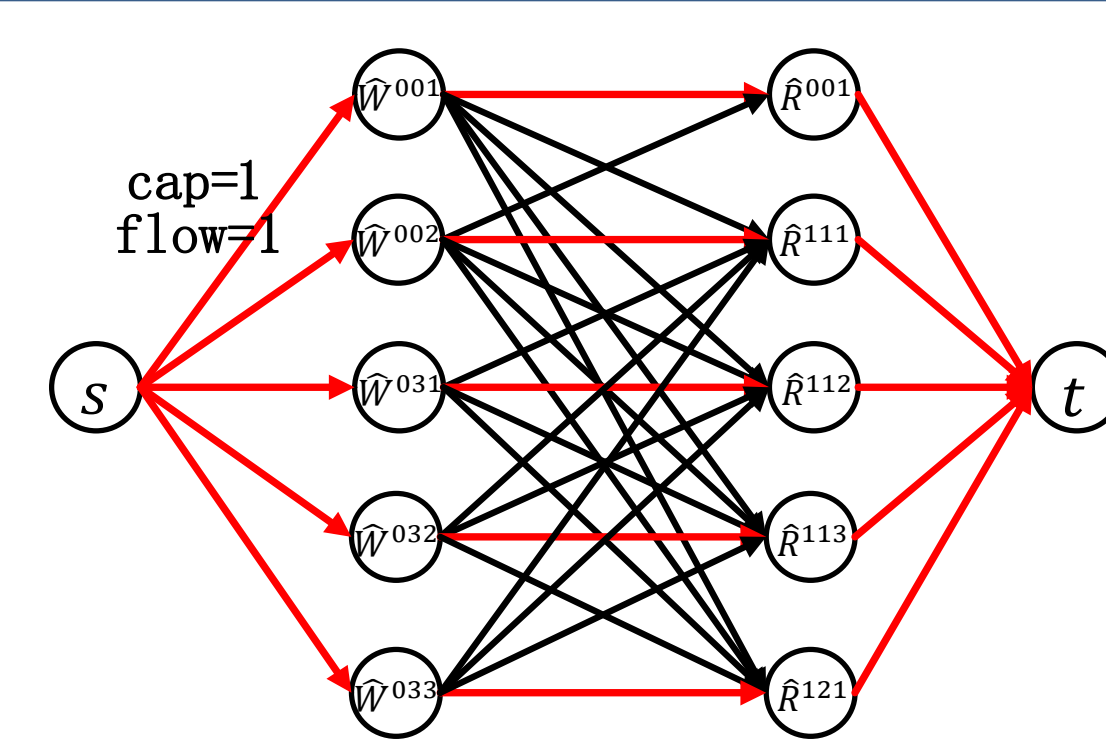
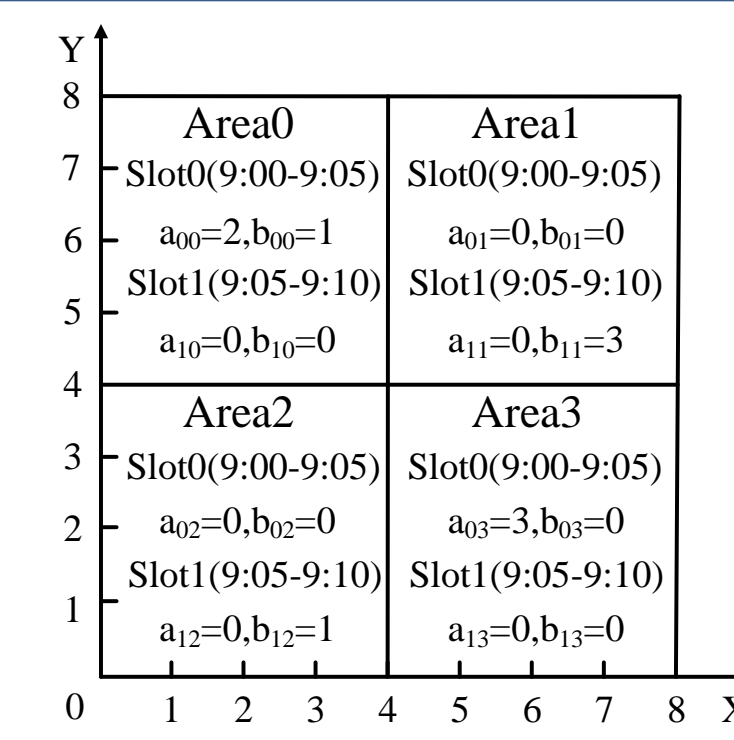
- Given
 - A set of crowd workers W
 - Each $w \in W$: location L_w , arriving time S_w , deadline D_w .
 - A set of spatial tasks R
 - Each $r \in R$: location L_r , arriving time S_r , deadline D_r .
- Find an online allocation M to maximize the assigned pairs $MaxSum(M) = \sum_{w \in W, r \in R} I(w, r)$. $I(w, r) = 1$ if the following constraints are satisfied.
 - Deadline Constraint.
 - Worker's decision Constraint.
 - Task's decision Constraint.
 - Invariable Constraint: Once a task r is assigned to a worker w , the assigned pairs of (w, r) cannot be changed.
- Online Algorithm Evaluation: Competitive Ratio (CR)
 - IID Model (Stochastic case Analysis):
 - $CR_{iid} = \min_{v \in V \text{ follows } D_R \text{ and } D_W} \frac{MaxSum(M)}{MaxSum(OPT)}$

9:00	9:00	9:01	9:01	9:02	9:03	9:03	9:03	9:04	9:05	9:06	9:07	9:08
w_1	r_1	w_2	w_3	r_2	w_4	w_5	w_6	w_7	r_3	r_4	r_5	r_6



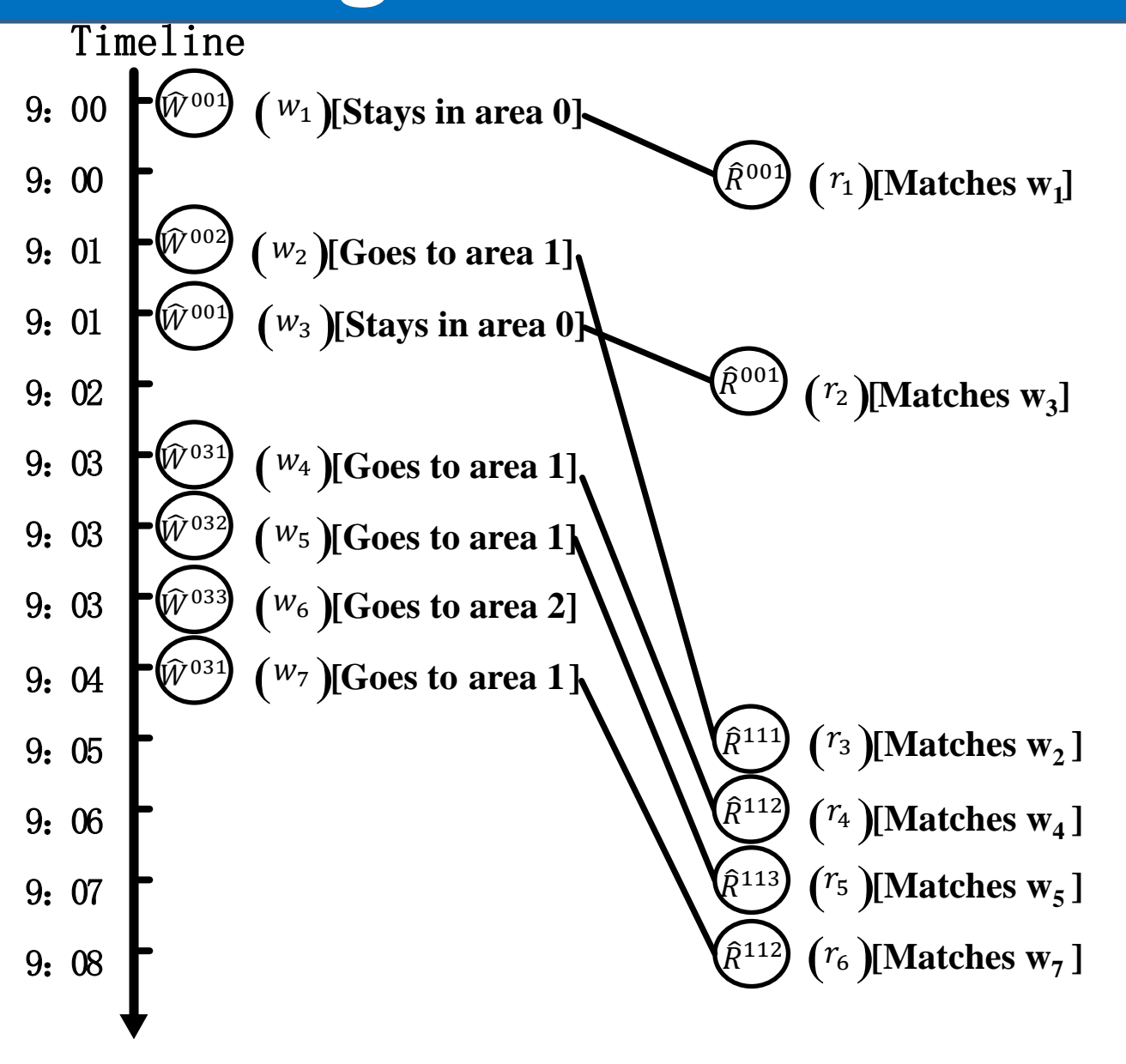
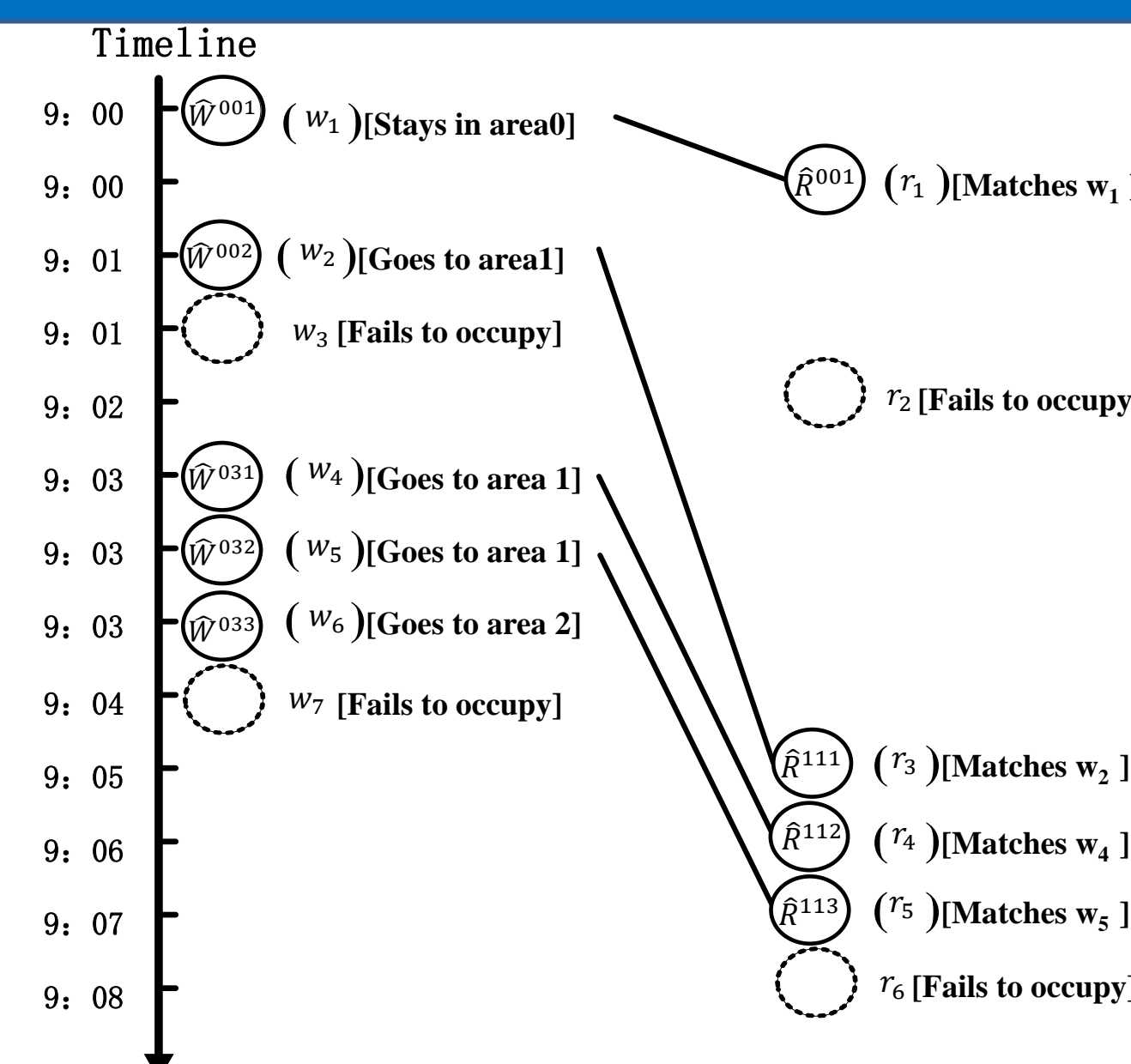
SimpleGreedy
Optimal solution
 $D_r = 2 \quad D_w = 10$

Offline Guide Generation Algorithm



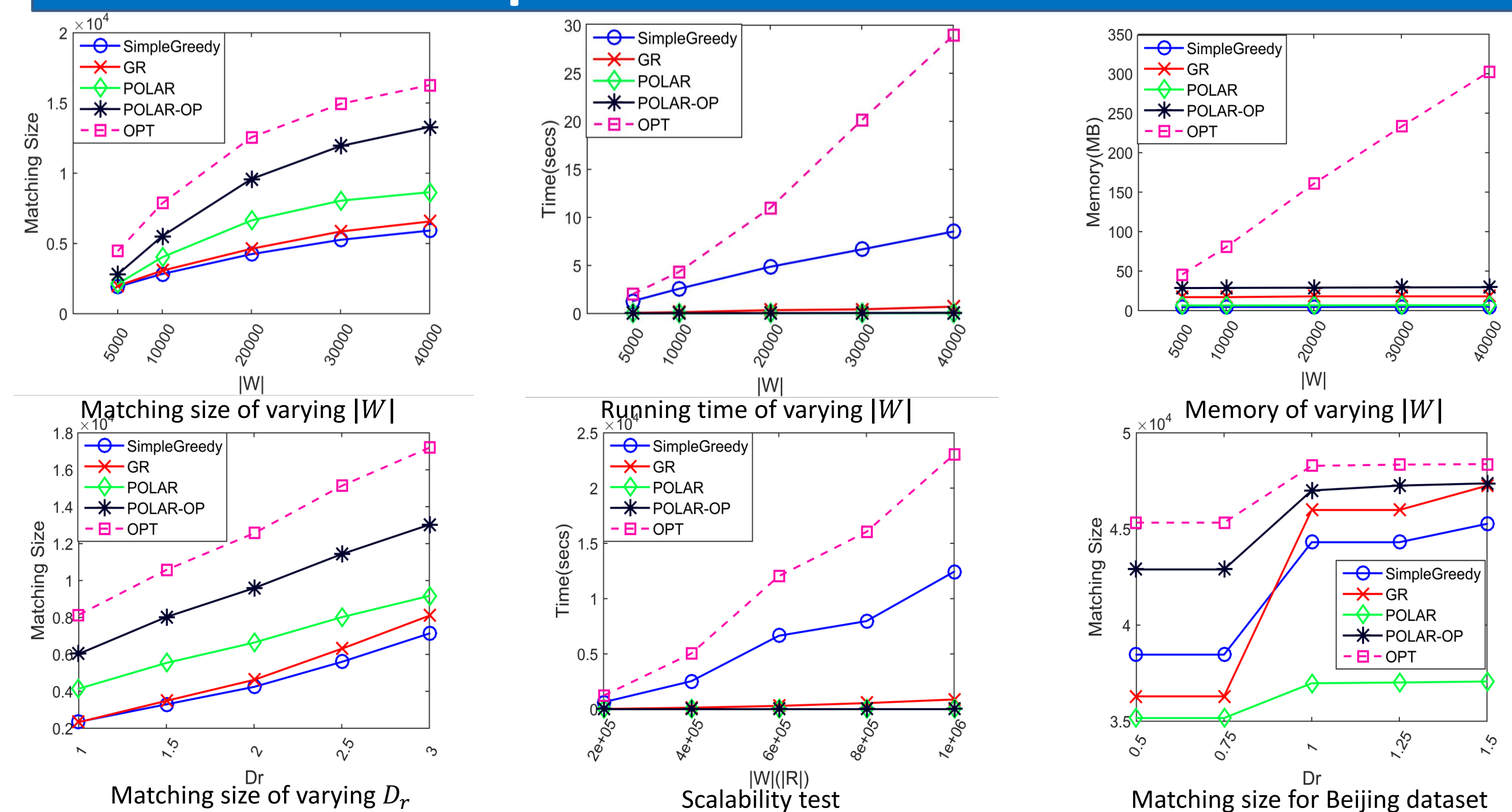
- Steps
 - Construct the bipartite graph according to the prediction.
 - Run the network algorithm to generate the guide.

POLAR and POLAR-OP Algorithm



- POLAR: $CR_{iid} = 0.4$
 - 1. When a new object arrives, occupy a node $w(r)$ in the offline guide.
 - 2. Find the neighbor node $r(w)$ in the offline guide.
 - 3. Match the object who occupies the neighbor node $r(w)$.
- POLAR-OP: $CR_{iid} = 0.47$
 - 1. When a new object arrives, associate the object to its corresponding node $w(r)$ in the offline guide.
 - 2. Find the neighbor node $r(w)$ in the offline guide.
 - 3. Match the object associated to the neighbor node $r(w)$.

Experimental Evaluation



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