COMPARED ANALYSIS OF SUBWAY NETWORKS SUPPORTED BY INFORMATION THEORY

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INTRODUCTION

The structural properties of the subway network are crucial in effective transportation in cities. This study presents an informational perspective of navigation in four different subway networks: New York, Paris, Barcelona (including tramway lines) and Moscow. We want to address our study to investigate what makes it complicated to navigate in these kinds of networks. Furthermore, we want to carry out a comparison between them and their intrinsic geographical and evolutional constraints. This poster is focused on a navigational evaluation of subway networks through the definition of a methodological approach based on a set of indicators which are defined in the references section.

GRAPH REPRESENTATION

means an underground line links them (see Fig.1).

ACCESS AND HIDE INFORMATION

To characterize the ease or difficulty of navigation in subway networks, we use the "Search Information" (S) [1]. Without prior knowledge, the information needed for locating a given exit from a node of degree k, is $log_2(k)$ yes/no questions to guess the correct link. For each path p(s,t) from s to t the probability to follow it is:

$$P[path(s,t)] = \frac{1}{k_s} \cdot \prod_{j \in path(s,t)} \frac{1}{k_j - 1}$$

The total informational value of knowing any one of the degenerate paths between s and t is therefore:

$$f(s \to t) = -\log_2 \sum_{(path(s,t))} P[path(s,t)]$$
(2)

To quantify how difficult it is to find one vertex starting from an arbitrary node in the network in [1] it is defined the "Hide Information" (H) as: $1 \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{i=1}^{n} \sum_{i=1}^{n} \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{i=1}^{n} \sum_{i=1}^$

$$H_{t} = \frac{1}{N-1} \sum_{s \neq t} S(s,t) \neq A_{t} = \frac{1}{N-1} \sum_{s \neq t} S(t,s)$$
(3)

In the same way the quantity A_t is a measure of how good the access to the network is from node t (average Access Information needed to reach any other node).

RANDOMIZATION PROCEDURE

Randomized versions of the subway networks were constructed by randomly reshuffling links maintaining the same degree as in the original network [3]. The iterative algorithm consists of first randomly selecting a pair of edges $\{A,B\}$ and $\{C,D\}$. The two edges are then rewired in such a way that A becomes connected to D, while C connects to B. This step is aborted if one or both of these new links already exists (preventing the appearance of multiple edges connecting the same pair of nodes). A repeated application of this step leads to a randomized version of the original subway network keeping it globally connected.

RESULTS

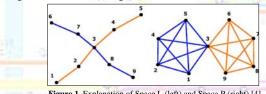


Figure 1. Explanation of Space L (left) and Space P (right) [4].

The ideas of Space L and Space P are proposed in general terms in [2]. The first topology (Space L) consists

of nodes representing subway stops, and a link between two nodes exists if they are consecutive stops on one

subway line. In Space P, the nodes are the same as in the previous topology but here an edge between nodes

SUBWAY NETWORKS

We have based our study on different networks with different sizes because it permits us to establish behavior patterns as a result of these specific characteristics (common geographical constraints, etc).

	Ν	м	<k></k>	<a>
New York	496	605	2.44	16.43
Paris	300	353	2.35	10.69
Barcelona	203	237	2.33	8.99
Moscow	183	215	2.35	7.34

CDACE

SPACE L & SPACE P

 Table 1. Network indicators: N (number of nodes), M (number of links), <k> (average degree), <A> (average Access Information).

