

Bachelor thesis - open topic (SW project included)

Mapping streets to be (more) geographically realistic

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Prague 10 - Vršovice has many streets named by states or cities. However, it (often) does not correspond to geography. For example, Mexican and Bulgarian streets are crossing. The goal of the project is to find a new mapping of the names to streets that would be (more) geographically realistic.



streets + geography = geographical streets?

The first part of the project is to propose several different criteria for a street mapping to be considered geographically realistic. For example, to preserve the largest number of adjacencies. The second part is in SW project that will find an optimal street mapping according to selected (multi)criteria. This can be done by different methods, e.g. graph embeddings or evolutionary algorithms. The third part is in comparison of the selected methods and results.

The SW project should consider only Prague 10 - Vršovice and only one method to find an optimal solution. The bachelor thesis should consider general input city and compare different methods.

The project is for anyone interested in graph embeddings. It is **NOT** supported by Prague 10 !

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