

Czech University of Life Sciences Prague

Faculty of Economics and Management

Department of Economics



Bachelor Thesis

Traveling around Europe by self-driving

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BACHELOR THESIS ASSIGNMENT

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Economics and Management

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Thesis title

Traveling around Europe by self-driving

Objectives of thesis

The purpose of the bachelor thesis is to design an optimal and high-quality travel route for travelling self-driving enthusiasts through quantitative methods for selected locations. The initial place of tourist routes is the Wenceslas Square in Prague and after visit all scenic spot which has to go then will finish in the final location Disneyland of Paris. The final destination is not considered the same as the initial location.

Methodology

The theoretical part of the bachelor thesis will study on self-driving tour, the concept and connotation of self-driving tour, various structural models of European tourist routes, and the principles of tourist route design. We will discuss and analyze the Vogel's approximation algorithm, the savings algorithm and the nearest neighbor algorithm by the qualitative method. The practical part of the bachelor thesis will be the calculation of solutions from these methods. Then compare and analyze these calculations to get the optimal solutions for those travel self-driving enthusiasts.

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Declaration

I declare that I have worked on my bachelor thesis titled "Traveling around Europe by self-driving" by myself and I have used only the sources mentioned at the end of the thesis. As the author of the bachelor thesis, I declare that the thesis does not break copyrights of any their person.

In Prague on 03.11.2020

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Time passed quickly and I was afraid that time would turn around because once it did so, I would say goodbye to the university for three years.

I vividly remember that three years ago, as a foreign student, I came to this strange country and strange school for the first time with my curiosity and expectation. For the language barrier and strange environment, I thought everything would be lonely, but everything seems to be the opposite. This beautiful school not only brings me a good learning environment and students from different countries but also assigns many good teachers. They are friendly, open, and helpful. They respect me and bring me unprecedented warmth; I am very grateful to meet this school.

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Traveling around Europe by self-driving

Abstract

With the rapid development of tourism, travel enthusiasts are no longer satisfied with the general, rigid, and urgent travel routes planned by travel agencies, and self-driving travel gradually becomes people's preferred way of travel. In a foreign country, travel by self-driving is the best way to blend in with the local culture and scenery. If you stop to take a picture when you see good scenery, you can change the travel route at any time with an idea. However, if you are unfamiliar with a foreign country, how to arrange the route is safer and more reasonable? Therefore, the purpose of this bachelor thesis is to assume that I am a travel self-driving enthusiast and choose the 60 most popular scenic spots in four European countries. I will choose location through quantitative methods to design an optimized and high-quality travel route for us, the travel enthusiasts, so as to reduce the number of trips. This thesis is divided into two parts. The theoretical part will refer to the concept of self-driving travel and the research status of world scholars on self-driving travel. More important are the principles of tour route design, TSP problem, and the understanding of the selection of quantitative methods. The practical part will introduce the results of the nearest neighbor algorithm, the Vogel approximation algorithm, and lastly saving algorithm calculated by the program. All the results and the optimal results will be presented in numbers and tables and analyzed one by one.

Keywords: self-driving tour, design of tourism route, the optimal route, quantitative method

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1 Introduction

Due to the increasing pressure of people's work and life, it has become a popular way of leisure to travel during short and long vacations. And tourism is booming, becoming the world's third-largest industry. Judging from the growth trend of international tourism in the past decade, European countries have performed strongly. Tourism accounts for more than 13% of the GDP of European countries and is the largest service industry in Europe. Historical ancient city Rome, fashion capital Milan, European millionaire city Zurich, and other places are all with unique charm. Europe's tourism resources are too rich, and everyone has different preferences, so Europe has become people's first choice of tourist destination. With the progress of the social economy and the improvement of living standards, the traditional group tour can no longer satisfy people's pursuit of freedom and relaxation in tourism. Therefore, the diversified and differentiated self-driving tour is favored by consumers. In a foreign country, a road trip is the best way to blend in with the local culture and scenery. If you stop to take a picture when you see a good scenery, you can change the route at any time with an idea. However, if you are unfamiliar with a foreign country, how to arrange the route is safer and more reasonable? Therefore, the purpose of this thesis is to design an optimized and high-quality travel route for travel driving enthusiasts through quantitative methods.

Firstly, this paper aims to satisfy the tourist's desire to travel to Europe as much as possible, so that they can get the best sightseeing effect. Secondly, it is convenient for the organization and management of tourism activities. Thirdly, it is convenient for tourists to choose destinations, arrange their own travel activities, avoid aimless travel; Fourth, it is beneficial to give play to the functions of various tourist spots and tourists to make reasonable use of time. The design of tourist routes are extremely important.

2 Objectives and Methodology

2.1 Objectives

The purpose of my bachelor thesis is to design an optimized and high-quality travel route for those travel self-driving enthusiasts through quantitative methods to select locations. The initial place of tourist routes is the Wenceslas Square in Prague and after visit all scenic spot which has to go then will finish in the final location Disneyland of Paris. The final destination is not considered the same as the initial location.

2.2 Methodology

The theoretical part of the bachelor thesis will study on self-driving tour, the concept and connotation of self-driving tour, the research status of world scholars on self-driving travel, and the principles of tourist route design. We will discuss and analyze the Vogel's approximation algorithm, lastly the savings algorithm and the nearest neighbor algorithm by the qualitative method. The practical part of the bachelor thesis will be the calculation of solutions from these methods by TSPKOSA program. Then compare and analyze these calculations to get the optimal solutions for those travel self-driving enthusiasts.

3 Theoretical part of self-driving tour

3.1 The concept of self-driving tour

As the name suggests, “self-driving tour” means driving by yourself. The first China Summit forum in 2006 defined a self-driving tour as a form of tourism that is organized, planned, and self-driving as the main means of transportation. Self-driving tour is a new form of tourism that is different from the traditional group travel. It provides consumers with free space to play. Consumers can arrange their trips according to their time, energy, financial resources, and other characteristics. The self-driving tour first emerged in the middle of the 20th century in the United States, and the automobile industry at that time also developed rapidly. The development of the automobile industry not only promotes the development of tourism but also continuously improves the infrastructure of tourism and the economic level of people. The self-driving tour meets the needs of consumers’ diversified and personalized travel experience, greatly stimulates the overall economic growth of the tourism market.

3.2 Research status of tourist routes

Since the late 1960s, many scholars have explored various structural models of tourist routes from the perspective of space.

3.2.1 Campbell model

Campbell believed that when tourists from a central city had multiple destinations, the tourist routes formed by tourists tended to have a closed circuit. According to the difference of destination type, the model of recreation and holiday travel in the wandering road is described.[9]

3.2.2 Stewart and Vogt's multi-destination travel model

Stewart and Vogt constructed 5 types of travel route models based on the conceptual model multi-destination mode and questionnaire diary data of tourists visiting Branson travel zone in Missouri, USA.[9] Stewart and Vogt confirmed the importance and prevalence of multi-destination travel: 70% of visitors stopped by other attractions during their trip, and 28% made an overnight visit to other destinations.[8]

Because tourists derive utility from the enjoyment of destination characteristics, Stewart and Vogt's multi-destination travel model is putatively appropriate to address the particular structure of the tourism industry. Most research efforts regarding tourism destination, including those applying Lancaster's model, specifically address the choice of a single destination.

3.2.3 Lundgren travel model

The Lundgren model is a hierarchy of four different geographic systems relating to the country of origin and the chosen destination (see Fig.1); in other words, four different types of place of origin and destinations analysed on the basis of their function and geographical position. As these configurations frequently correspond to traveller behaviour, the model is extremely useful because:

- it gives a starting point for considering tourist flows and their distribution in various areas – the number of arrivals and typologies of tourists, the relationship between different places of origin, reasons for travelling to and typology of chosen destination, etc.; and
- it offers a potential framework (although partial) for devising business and tourism development strategies and for designing promotional strategies to appeal to specific targets according to their country of origin.[4]

The original model did not take into account different typologies of tourism, but we can apply the theory behind it to the food and wine tourism sector if we consider the quantitative and qualitative aspects of tourist movements:

- Metropolitan or urban areas
- Suburban areas
- Rural peripheral areas
- Long-distance areas

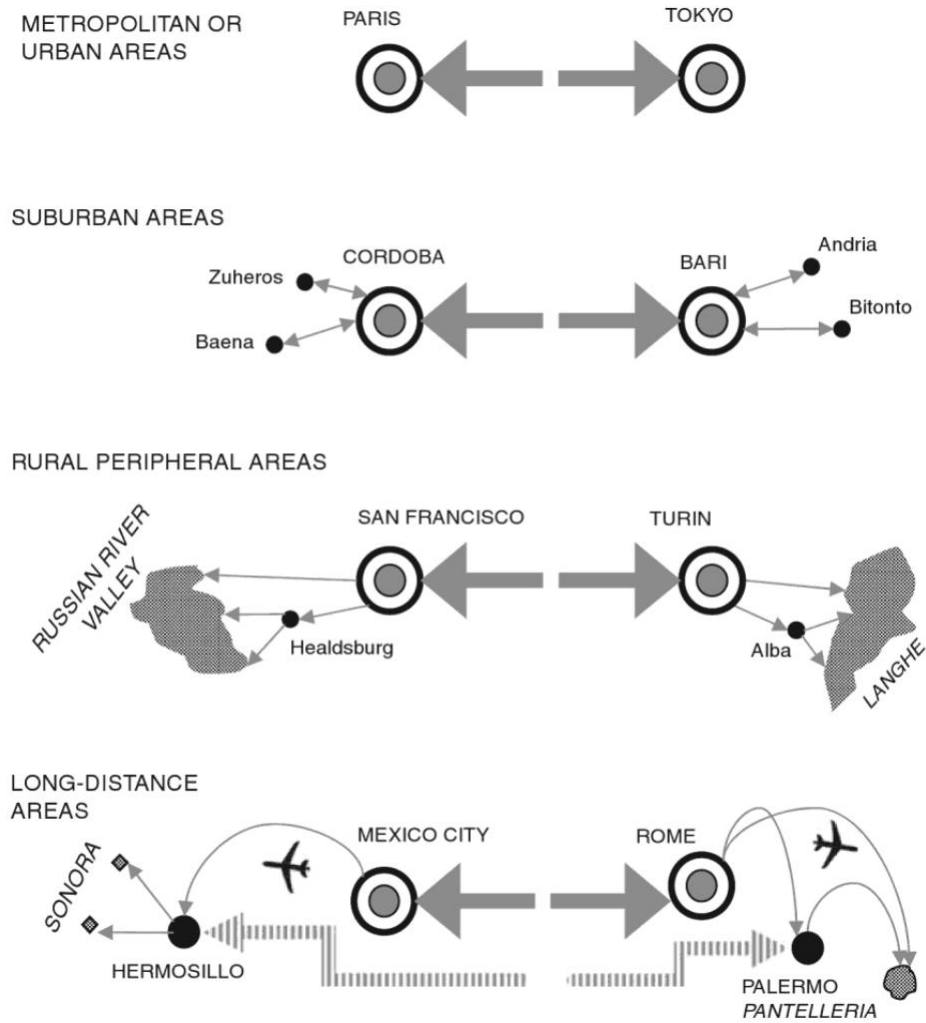


Figure 1: *Hierarchy of spatial systems in origin-destination of tourist flows (source: the authors' own adaptation of Lundgren, 1984)*

3.3 Use quantitative methods to solve problem

Quantitative methods include formalized principles that form the basis for a stringent research process that proceeds from formulation of research questions, research design, and the selection and analysis of data to interpretations and conclusions. The data will be linked to specific variables and standardized methods are applied for data collection. The variables can thus be expressed in numerical form, and the data material can be described in the form of tables, graphs, or statistical measurements. (12)

Quantitative research is defined as a systematic investigation of phenomena by gathering quantifiable data and performing statistical, mathematical, or computational techniques. Quantitative research templates are objective, elaborate, and many times, even investigational. The result achieved from this research method are logical, statistical, and unbiased. Data collection happened using a structured method and conducted on larger samples that represent the entire population. (14)

3.3.1 Operational research

Operations Research (OR) is a term which stands for an approach to problem-solving characterized by a systems orientation, an interdisciplinary philosophy, a focus on the quantification of the relevant aspects of the situation into a model, and the manipulation of this model through the use of mathematical, statistical and computational methodologies in order to develop decisions, plans, and policies. (6)

Operational research is mainly to produce, management and other events in some of the general operational problems to refine, and then use mathematical methods to solve. From the most intuitive and clear point of view, operations research is defined as through the construction, solve the mathematical model programming, optimize the reasonable use of limited resources, to provide a quantitative sentence for scientific decision system knowledge system.

Operational research includes linear programming, nonlinear programming, integer programming, and so on. Among them, linear programming is an important branch of operation research. The solution of linear programming is to find the solution with the least consumption of resources under the condition of limited resources, which fails to achieve the desired optimal goal.

Within the field of tourism, the term OR appears to be first used in the literature by Cesario (16). However, then as today, many tourism researchers and planners use concepts and methodologies which, in the business world, are often associated with the practice of Operations Research. These concepts and methodologies most often deal with problems in the areas of: tourist forecasting; the determination of tourist flows; the measurement and evaluation of the impact of tourism-oriented facilities and activities; and the modelling of decision, planning, and policy problems. (13)

3.3.2 Travelling salesman problem

Traveling salesman problem is a really difficult optimization problem. This problem is mathematical and it generalizes the problem of finding the shortest way around all points in a set of vertexes.

This problem can be formulated as: there are n points and ways between all of them with known lengths (which means it is simple to find the shortest way between any two points). The target is to find the shortest way, which passes all points right at once, start and end in the same point. It means the target is to find the shortest possible round trip. (1)

In the sense of graph theory, TSP is often referred to as the minimum Hamilton circle problem. On the basic of the weighted graph language is described as $G=(V, A)$ where V is the set of vertices and A is the set of edges connected with each other. Assuming that $D = (d_{ij})$ is the distance matrix formed by the distance between the fixed point i and the vertex j , a Hamilton loop with the shortest length is to

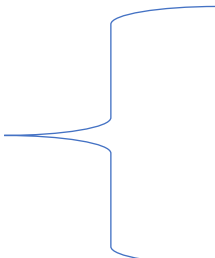
be determine, that is, to traverse all the vertices, if and only if the shortest distance is once.

Next, I will describe it in mathematical language.

$G=(V, E)$ is the weighted graph, $V=(1,2,\dots,n)$ V is the set of vertices, E is the set of edges connected with each other, the distance between the vertices d_y known ($d_y > 0, d_y = \infty, i, j \in V$), assuming that $x_y = \begin{cases} 1 & \text{suppose } (i,j) \text{ on an optimal path} \\ 0 & \text{other} \end{cases}$

then the classical problem can be written as the following mathematical

programming model: $\min Z = \sum_{i=1}^n \sum_{j=1}^n d_y x_y$

s.t. 

$$\sum_{j=1}^n \lambda_y = 1 \quad i \in V \quad (\text{a})$$

$$\sum_{i=1}^n x_y = 1 \quad j \in V \quad (\text{b})$$

$$\sum_{i \in S} \sum_{j \in S} x_y \leq |S|-1 \quad \forall S \subset V \quad (\text{c})$$

$|S|$ is the number of vertices of G contained in set S . Constraints (a) and (b) mean that for each vertex, there is only one edge in and one edge out. Constraint (c) ensures that there are no subloop solutions. Thus, the deconstruction of the constraint (a)~(c) becomes a Hamilton loop

The above constraints can also be written in other equivalent forms, and this paper does not enumerate them all.

TSP is a classical combinatorial optimization problem and an NP-complete problem. It is a concentrated generalization and simplification of many complex problems in many fields, and has become an indirect comparison standard for various heuristic search optimization algorithms. Therefore, the rapid and effective solution has repeated theoretical value and extremely high practical value.

Vogel's Approximation Method

The Vogel's Approximation Method or VAM is an iterative procedure calculated to find out the initial feasible solution of the transportation problem. Like Least Cost

Method, here also the shipping cost is taken into consideration, but in a relative sense.

The following is showing the steps involved in solving the transportation problem using the Vogel's Approximation Method:

Step-1: find the cells having smallest and next to smallest cost in each row and write the difference (called penalty) along the side of the table in row penalty.

Step-2: Find the cells having smallest and next to smallest cost in each column and write the difference (called penalty) along the side of the table in each column penalty.

Step-3: Select the row or column with the maximum penalty and find cell that has least cost in selected row or column. Allocate as much as possible in this cell. If there is a tie in the values of penalties then select the cell where maximum allocation can be possible.

Step-4: Adjust the supply and demand and cross out (strike out) the satisfied row or column.

Step-5: Repeat the above steps until all supply and demand values are 0.

Nearest Neighbor Algorithm

The nearest neighbor method, first proposed by Cover and Hart in 1968, is a theoretically mature method and one of the simplest machine learning algorithms. The idea of this method is very simple and intuitive: starts with an arbitrarily chosen city x_1 as a partial tour. Then repeats the following step for $k = 1; \dots; n - 1$: If the current partial tour is $x_1; \dots; x_k$, then let x_{k+1} be the city closet to x_k subject to the condition that x_{k+1} is not already contained in the partial tour. In the end, the NNR tour returns from city x_n to city x_1 . Calculated the total distance of the partial tour. Start other tours from other cities (n tours all together). Compare the distances of the n partial tours. Choose the shortest.

The Savings Algorithm (Parallel)

The saving algorithm is the most famous heuristic algorithm used to solve the vehicle routing problem with an uncertain number of transport vehicles.

The basic idea of the saving algorithm is shown in the figure below. Given that point 0 is the distribution center, it delivers goods to user A and user B respectively.

Let's say the distance from 0 to user A and user B is a and b respectively. The distance between user A and user B is c , and there are now two delivery schemes, as shown in figure (a) and (b).

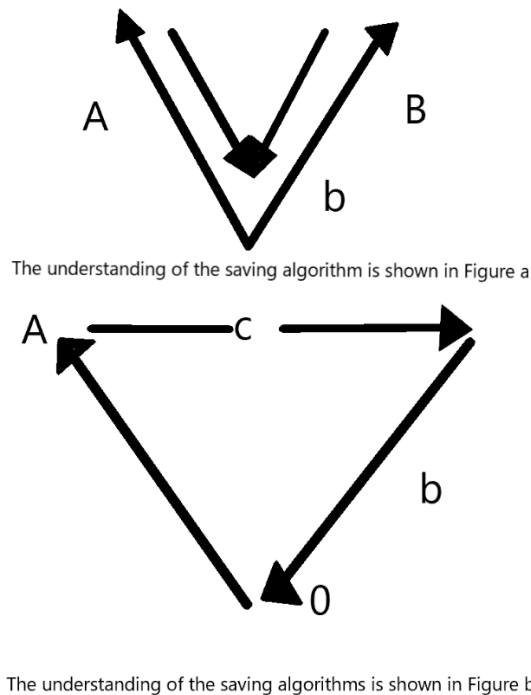


Figure 2 *The basic idea of the saving algorithm*

In figure a, the delivery distance is $2(a + b)$; In figure b, the delivery distance is $a + b + c$. Comparing the two schemes, which one is more suitable? To see which delivery distance is the smallest, the smaller the delivery distance, the more reasonable the scheme. From the delivery distance in figure a minus the delivery distance in figure b, the formula can be obtained

$$2(a + b) - (a + b + c) = (2a + 2b) - a - b - c = a + b - c \quad (1)$$

If the picture b is regarded as a triangle, then a, b, and c are the lengths of the three sides of the triangle. It can be seen from the geometric properties of the triangle that the sum of the side lengths of any two sides of the triangle is greater than the side length of the third side. Therefore, it can be concluded that the result in formula (1) is greater than zero.

$$\text{So } a + b - c > 0 \quad (2)$$

It can be seen from the formula (2) that the scheme in figure b is better than scheme in figure a and saves the mileage of $a + b - c > 0$. The pros and cons of this analysis scheme is the basic idea of the saving algorithms

The core idea of the saving algorithm is to combine the two loops in the transportation problem into one loop in turn, and maximize the reduction of the combined total transportation distance each time until the loading limit of one vehicle is reached, and then optimize the next vehicle. The optimization process can be divided into the parallel mode and serial mode.

3.3.3 TSPKOSA

Program TSPKOSA is aimed at the Traveling Salesman Problem. It was made by Igor Krejčí and Petr Kučera from the department of systems engineering and Hana Vydrová from the department of statistics in the Czech university of life and science in Prague. The program works with four basic methods. TSPKOSA was created in Microsoft Visual Basic 6.5. [6]

- Optimization:
Branch and Bound
- Approximation:
Nearest Neighbour Alogrithm (sequential)
Vogel Approximation Method/ Loss Method
Saving Method (parallel)

3.4 Principles of tourist route design

In general, for discovering and recommending travel routes, [17] raise three questions that need to be addressed: 1) How to discover popular travel paths and estimate typical stay time within a destination? 2) How to select and organize the destinations in a location to a travel route under certain travel duration constraint? 3) How to meet tourists' diverse preference requirements? To the best of our knowledge, little existing work in literatures has systemically investigated the automatic travel route planning problem. Most existing research efforts on user generated content [15,10,2,18] mainly focus on landmarks recognition, scene visualization and recommendation. At the same time [5,19,7] mined the trajectory of moving object, and demonstrated its usefulness in the analysis of traffic flows, in which the GPS trajectory data was used. [5] proposed to extract interesting locations and classical travel sequences using GPS trajectory data. It is the importance of GPS, so my tutor instructed me to find out the GPS coordinates of 60 of scenic spots in order to figure out the distance between 60 scenic spots.

According to the literature, I came up with 6 principles of tourism route planning.

- Principle of market demand

According to the demand characteristics of tourists, combined with the fashion of different periods, the famous scenic spots with European characteristics are selected and the tourist route products suitable for the market demand are designed. Like the economic developed areas of Europe, people from sightseeing tourism to vacation tourism transition; Young people prefer adventurous and exciting travel activities.

- Principle of non-repetition

A scenic spot is only visited once, if repeated to the same place, will make tourists feel boring, reduce the interest in tourism.

- Principle of diversity

There are many types of various tourism elements and diversified tourism. For example, visit an art gallery in one place and the next is a place of historic interest, such as the Colosseum in Rome.

- Principle of time rationality

Minimize traffic running time. The process of ensuring the visitor's rest and familiarity with the environment.

- Principle of flexibility

Schedule should not be too tight, a day should not be arranged too much scenic spots, arrangement should be flexible. For example, the strike problem in Europe.

- Travel safety principle

Safety is the most important basic principle that some dangerous areas choose to avoid. As for the current epidemic of COVID-19, avoid high-risk areas.

3.5 Travelling and planning in tourism

Suppose a travel enthusiast wants to travel to the famous tourist attractions of some European countries, but there are many restrictions on package tour, so he chooses to travel to Europe by driving. Table 1 shows 60 scenic spots of the five landlocked European countries he preselected.

Table 1 *Primary five countries and sixty scenic spots*

Destinations in Prague (Czech Republic)	
Number of destinations	List of destinations
1	Wenceslas Square
2	Prague Castle (St. Victor's Cathedral)
3	Charles Bridge
4	The old town square of Prague
5	Petřínská rozhledna
6	Krumlov Castle
Destinations in Munich (German)	
7	Marienplatz
8	Münchner Residenz (Wittelsbach)

9	Munich Olympic Park
10	Munich Frauenkirche
11	BMW Museum
Destinations in Frankfurt (German)	
12	Old Opera House (Alte Oper)
13	Staedel Museum
Destinations in Berlin (German)	
14	Brandenburg Gate
15	Reichstag building
16	Berlin Cathedral
17	Berliner Fernsehturm
18	East side gallery
19	Potsdamer Platz
Destinations in Heidelberg (German)	
20	Heidelberger Schloss
21	Heiderlberg Old Bridge
22	Studentenkarzer
Destinations in Schwangau (German)	
23	New Swan Stone Castle
Destinations in Zurich (Switzerland)	
24	Kunsthau Zürich
25	The Fraumünster
26	Schweizerisches Nationalmuseum
27	Old Town Zurich
Destinations in Luzern (Switzerland)	
28	Mt.Rigi
29	Swiss Museum of Transport
30	Chapel Bridge (Kapellbrucke)
31	Lion Monument
Destinations in Geneva (Switzerland)	
32	The Jet'd Eau fountain
33	Chillon Castle
Destinations in Milan (Italy)	
34	Milan Cathedral
35	Pinacoteca di Brera
36	Porta Sempione
37	Corso Venezia
Destinations in Bologna (Italy)	
38	Piazza Maggiore
39	Towers of Bologna
40	Basilica of San Petronio
41	Fountain of Neptune

Destinations in Florence (Italy)	
42	Florence Cathedral
43	Piazzale Michelangelo
44	Piazza dell Signoria
45	Uffizi Gallery
Destinations in Rome (Italy)	
46	Colosseum Rome
47	Arch of Constantine
48	St Peter's Square
49	St Peter's Basilica
50	Roman Forum
51	The mouth of truth
52	Piazza di Spagna
53	Trevi Fountain
54	The Pantheon
55	Castel Sant' Angelo
Destinations in Paris (France)	
56	Louvre Museum
57	Eiffel Town
58	Notre-Dame de Paris
59	Arc de Triomphe
60	Parc Disneyland

The prosperity of tourism has made travel increasingly popular in people's everyday lives. Before traveling to an unfamiliar location. Most people have questions about how to plan their trip. Moreover, since the information provided by travelogue is usually unstructured and varies from person to person, from language to language, it is extremely hard for traveller to follow. In this case, an automatic and interactive travel route planning service is highly desired to plan a customized trip according to traveller's preferences.

In practice, automatic trip planning is a very complex task, which depends on many factors, such as travel duration, travel cost, visiting time, tourist's age and physical condition, and individual interest, out of which some are difficult to model and predict. [17] Therefore, I will make some factor assumptions for the optimal time-saving route designed in this paper.

Assumption:

- (1) Travel only by driving a car.
- (2) Travel expenses are out of the question.
- (3) Travel duration is not limited.
- (4) The place to visit is a famous and representative place in Europe.
- (5) Since the human body needs a proper rest every day and cannot drive for too long to prevent fatigue driving, travel and drivable hours are located from 8am to 6pm.
- (6) Now the world is facing an unprecedented global health, social and economic emergency with the COVID-19 pandemic. Travel and tourism is among the most affected sectors with airplanes on the ground, hotels closed and travel restrictions put in place in virtually most countries around the world. That's why we have to consider giving up travel to some of the worst-affected areas.

Under the condition that the total time of the whole tourism is not limited and the tourism expenditure is not included, quantitative method will be used to design an optimized time-saving self-driving journey. When it comes to the relationship between the COVID-19, we will choose to exclude some regional scenic spots with severe epidemic to visit, so as to design an optimized time-saving and safest self-driving journey.

4 Practical part of self-driving tour

As one of the most developed regions in the world, Europe has a unique wealth of tourism resources. If similarly developed America is more like a nouveau riche, lacking heritage, Europe is like a traditional aristocrat, elegant, cultivated, with a little romance, with a little luxury. Almost every European country is a dream tourist destination, fantastic natural scenery, strong cultural atmosphere, unique local customs, shopping paradise. People can always find their own happiness in Europe, therefore people always say, once in your life, you have to come to Europe. That's why thousands of people travel to Europe every year. The best way to travel to such a colorful place is to drive by yourself. Without the shackles of tour groups, you can go wherever you want in Europe, so this article is to design a European tour route for a self-driving travel enthusiast. Assume that five landlocked European countries with a large number of tourists in recent years are found, and 60 most characteristic and representative scenic spots are selected (see Table 1). These attractions are based on the interest statistics of self-driving travel enthusiasts. We will not return to the starting point. The sixty scenic spots are our final destination. There will be no repeated scenic spots in the itinerary, and we only visit one scenic spot and one place once. Although there is no time limit on the journey, the human body needs rest, so when travel enthusiasts travel to different destinations each day, the time between each site ranges from 60 minutes to 90 minutes, but also includes breaks. In conclusion, self-driving travel enthusiasts can travel up to 10 hours a day, including sightseeing, driving, meals and rest time.

4.1 The data collection

Table 2 is the distance (km) between 60 scenic spots in five European landlocked countries collected from the internet, namely the Czech Republic, Germany, Switzerland, Italy and France.

4.2 Description of the problem

The itinerary requires passing through 60 scenic spots, including starting and ending points. There are no mandatory provisions of what scenic spots as a starting point, what scenic spots for the end. This itinerary absolutely does not go to repeat the location. Since the algorithm used will make the starting point and the end point be the same place, in our optimized scheme, we will accept the consistent results of the starting point and the end point, but in real life, we can end with the previous scenic spot of the end point without returning to the starting point. There are 60 different scenic spots from the beginning to the end in the itinerary.

If follow the numbers assigned to the scenic spots, then Figure 3 is the route from 1-60 shown on the website Mapy.cz.

Route: (1) - (2) - (3) - (4) - (5) - (6) - (7) - (8) - (9) - (10) - (11) - (12) - (13) - (14) - (15) - (16) - (17) - (18) - (19) - (20) - (21) - (22) - (23) - (24) - (25) - (26) - (27) - (28) - (29) - (30) - (31) - (32) - (33) - (34) - (35) - (36) - (37) - (38) - (39) - (40) - (41) - (42) - (43) - (44) - (45) - (46) - (47) - (48) - (49) - (50) - (51) - (52) - (53) - (54) - (55) - (56) - (57) - (58) - (59) - (60)

The total journey took a total of 3877 minutes (excluding rest time and sightseeing time) and the total distance between these 60 scenic spots was 6168.4 kilometers, this route is not the most optimal route.

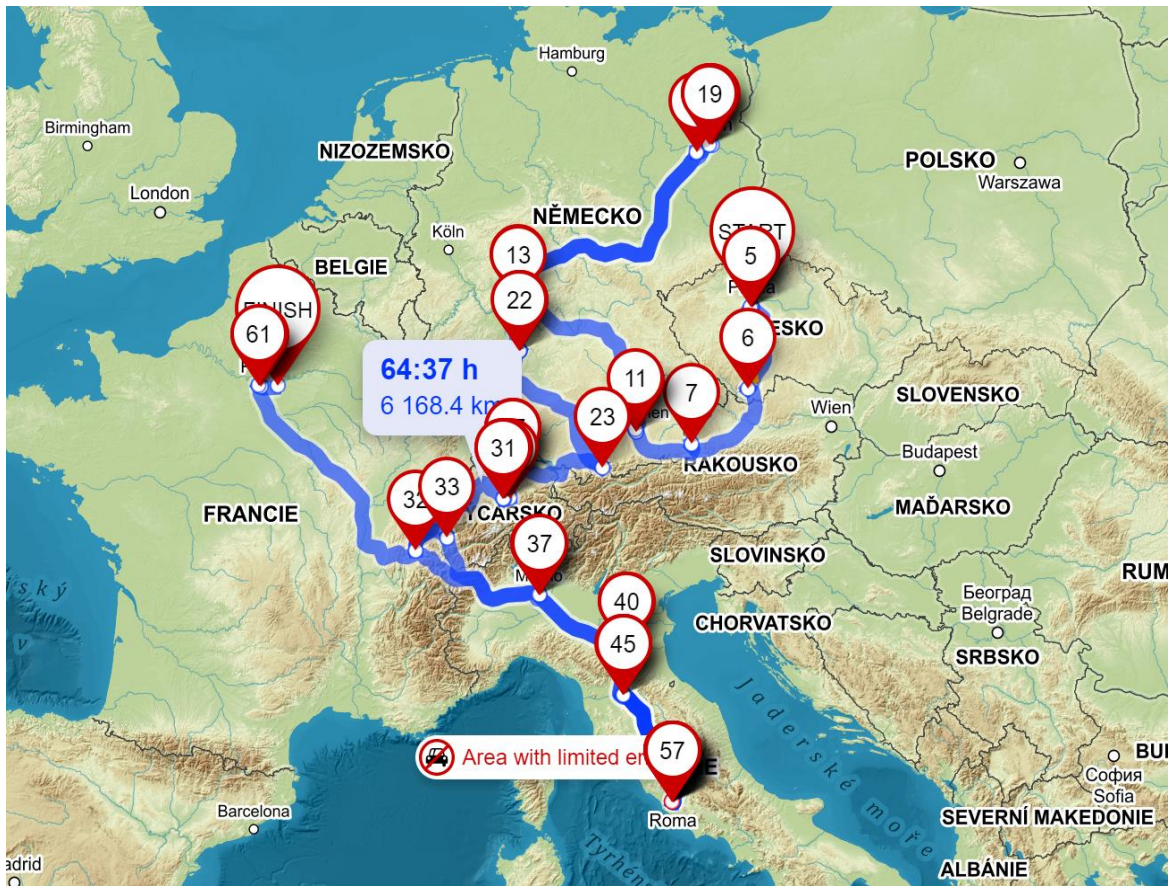


Figure 3 the route of 1-60 (Mapy.cz)

4.3 Solve and optimize problem

In order to solve the problem so as to minimize the travel distance and get the optimal solution, the school program recommended by the supervisor was used to solve the problem in this paper. As mentioned in the above part of the theory, we will use the saving algorithm(parallel), Nearest neighbor algorithm(sequential) and Vogel approximation algorithm/loss method in the program to optimize our travel distance. Since these three methods will find the best solution of their own, the shortest travel distance among the various schemes will be regarded as the optimal scheme of the problem in this paper.

4.3.1 Result of the saving algorithm(parallel)

Put the distance matrix of 60 scenic spots into the TSPKOSA program, use the saving algorithm(parallel), get the result. According to the TSPKOSA program, the minimal cycle Z_{\min} is 4891419 meters.

The result is (28) - (25) - (27) - (24) - (26) - (23) - (7) - (8) - (10) - (9) - (11) - (6) - (5) - (2) - (4) - (3) - (1) - (19) - (16) - (18) - (17) - (14) - (15) - (12) - (13) - (20) - (21) - (22) - (60) - (56) - (57) - (59) - (58) - (32) - (33) - (35) - (34) - (55) - (48) - (49) - (50) - (46) - (47) - (51) - (54) - (52) - (53) - (43) - (42) - (44) - (45) - (40) - (38) - (39) - (41) - (37) - (36) - (31) - (30) - (29) - (28)

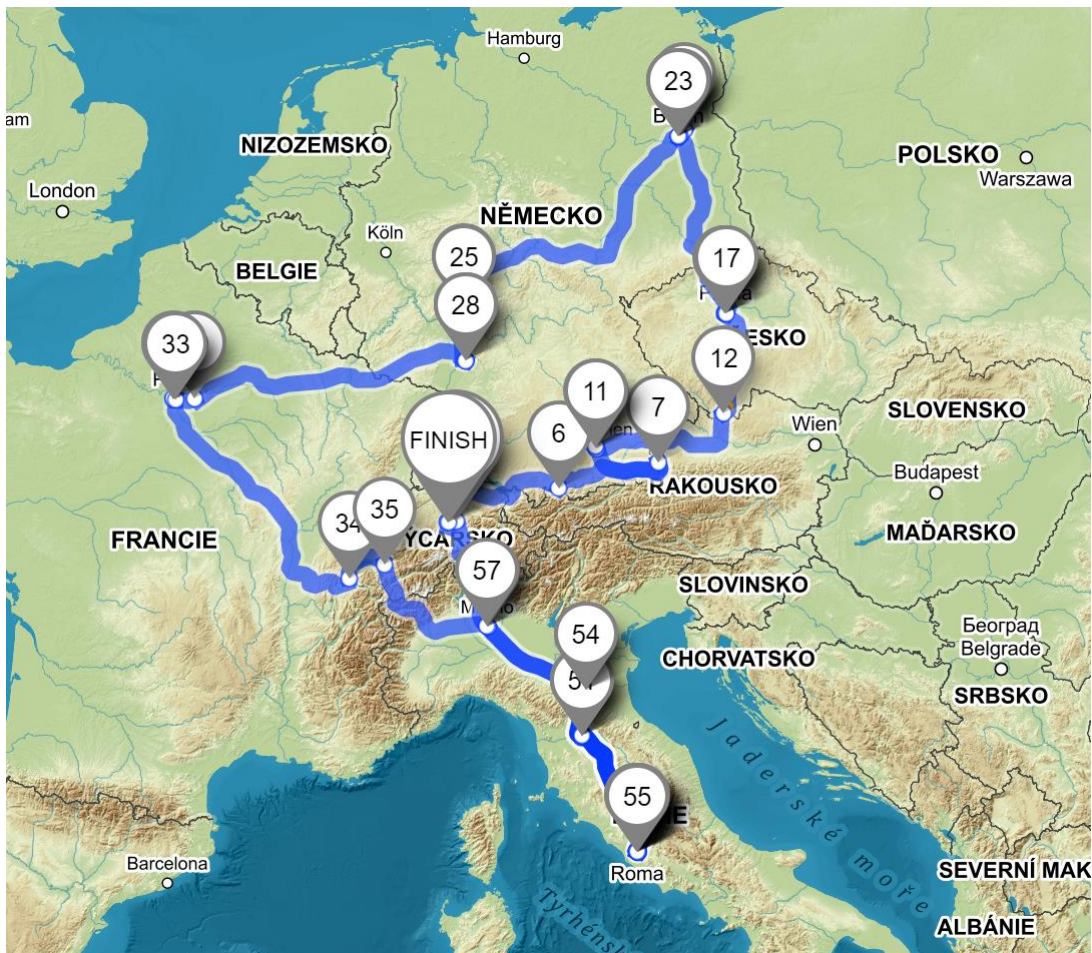


Figure 4 Result from the saving algorithm(parallel) (Mapy.cz)

4.3.2 Result of nearest neighbor algorithm(sequential)

Put the distance matrix of 60 scenic spots into the TSPKOSA program, use Nearest neighbor algorithm(sequential), get the result. According to the TSPKOSA program, the minimal cycle Z_{\min} is 5035260 meters.

The result is (26) - (27) - (24) - (25) - (28) - (29) - (30) - (31) - (33) - (32) - (36) - (35) - (37) - (34) - (41) - (39) - (40) - (38) - (45) - (44) - (42) - (43) - (55) - (48) - (49) - (54) - (53) - (51) - (50) - (46) - (47) - (52) - (23) - (7) - (10) - (8) - (9) - (11) - (6) - (1) - (3) - (4) - (2) - (5) - (18) - (16) - (17) - (14) - (19) - (15) - (12) - (13) - (21) - (20) - (22) - (60) - (58) - (56) - (57) - (59) - (26)

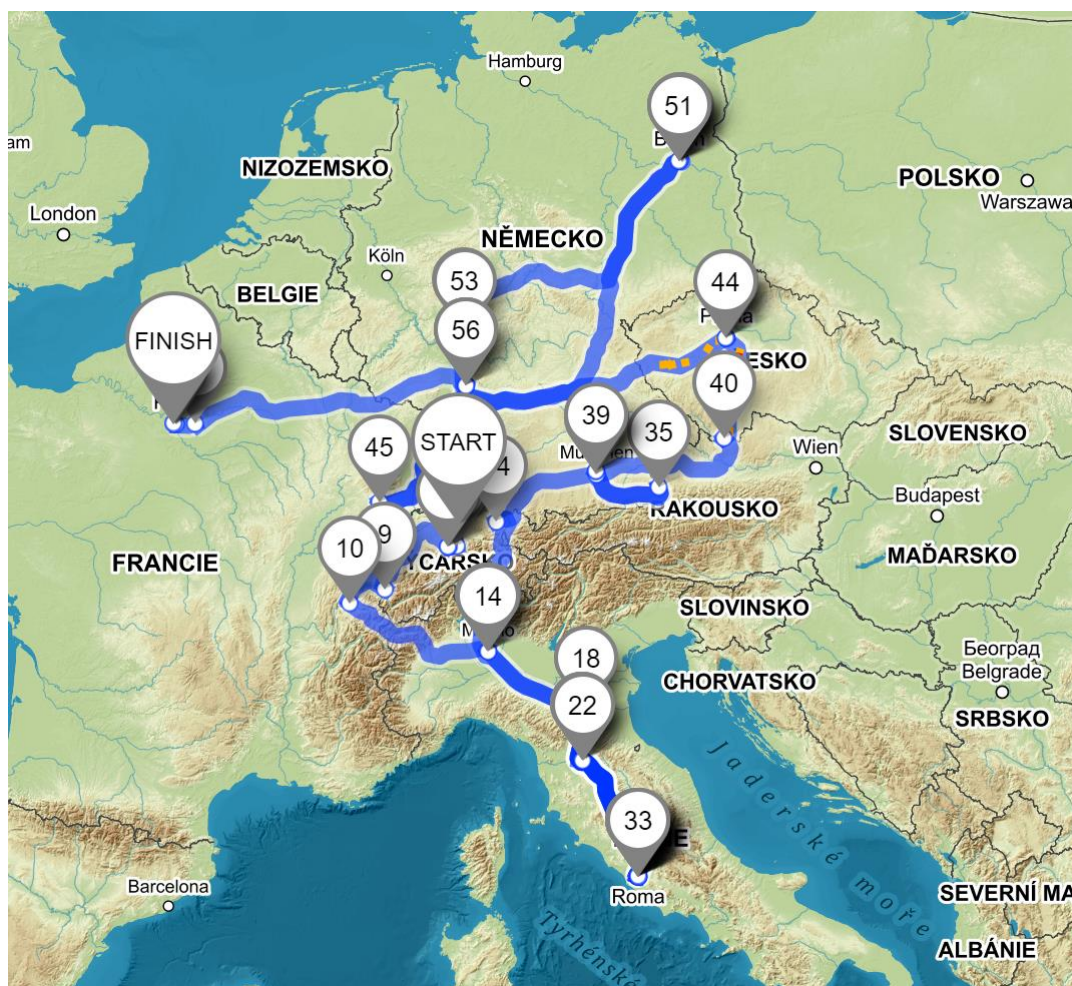


Figure 5 Result from Nearest neighbor algorithm(sequential) (Mapy.cz)

Source: Mapy.cz

4.3.3 Result of Vogel approximation algorithm/loss method

Put the distance matrix of 60 scenic spots into the TSPKOSA program, use Vogel approximation algorithm get the result. According to the TSPKOSA program, the minimal cycle Z_{\min} is 5460819 meters.

The result is (34) - (37) - (36) - (35) - (33) - (32) - (57) - (59) - (56) - (58) - (60) - (22) - (20) - (21) - (12) - (13) - (31) - (30) - (29) - (28) - (26) - (24) - (27) - (25) - (23) - (9) - (11) - (10) - (8) - (7) - (6) - (1) - (3) - (4) - (5) - (2) - (16) - (17) - (18) - (19) - (14) - (15) - (40) - (38) - (39) - (41) - (44) - (42) - (45) - (43) - (52) - (55) - (48) - (49) - (54) - (53) - (46) - (47) - (50) - (51) - (34)

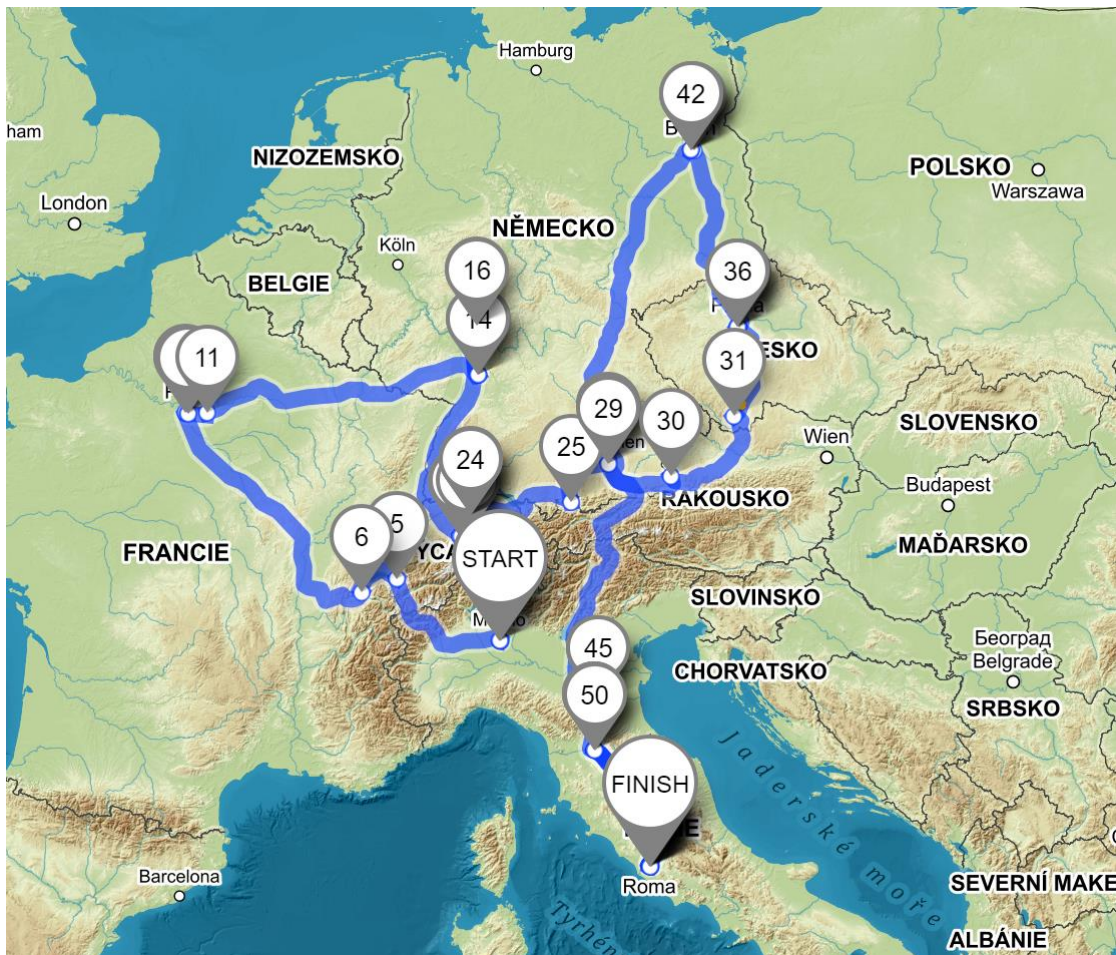


Figure 6 Result from Vogel approximation algorithm/loss method (Mapy.cz)

4.4 The optimal solution

According to the results calculated by the three methods of the TSPKOSA program, it can be known that the result calculated by the saving algorithm(parallel) is the optimal route. The result is as follow: (28) - (25) - (27) - (24) - (26) - (23) - (7) - (8) - (10) - (9) - (11) - (6) - (5) - (2) - (4) - (3) - (1) - (19) - (16) - (18) - (17) - (14) - (15) - (12) - (13) - (20) - (21) - (22) - (60) - (56) - (57) - (59) - (58) - (32) - (33) - (35) - (34) - (55) - (48) - (49) - (50) - (46) - (47) - (51) - (54) - (52) - (53) - (43) - (42) - (44) - (45) - (40) - (38) - (39) - (41) - (37) - (36) - (31) - (30) - (29) - (28)

It's a long trip, there are five countries an 60 scenic spots, and we don't go through them all the time, so we can't calculate the speed from them. Therefore, I will design a travel plan for this period of time. The time plan depends on sightseeing time, driving time and sleeping time. Since there is no way to estimate what will happen during the trip and there is no requirement or restriction on the total travel time, the total travel time will be determined after the travel plan is designed. Sightseeing time depends on the time of most visitors (interest in the destination), driving time is based on the time given by map software, and rest time is based on the normal sleeping time.

There are more than one scenic spot per day, so there may be unlimited scenic spots for sightseeing each day, but the sightseeing must be finished before 6pm. Finally, the tour plan does not include how to start to the first scenic spot as the starting point. Since the saving algorithm(parallel) will calculate the starting point as the end point (route as a circuit), we will use the previous scenic spot of the end point as the last scenic spot, so that the tourist does not have to return to the starting point. Since the optimized route is the result of the saving algorithm, it is possible to visit the same country twice in different time of the total travel time, and two times are different scenic spots. Such tour route planning meets the needs of some tourists who want to travel to a certain country several times, or do not make tourist feel

tired and boring after visiting the same country for a long time. This kind of cross-section travel way, is more novel, also more thought-provoking.

4.4.1 Trip plan

The following tour standard will start at 8am and end at 6pm for a day. The rest time has been included in the consideration. The beginning of each day does not incorporate the previous day's end point into the plan.

Day 1: the first leg of the route is Mt.Rigi, although fame is not very big, but Rigi, as the forefront of the Alps, is known as the 'queen', the top is overlooking from Germany to France and Switzerland in the middle of the Alps, so Mt.Rigi need more time to travel, according to the statistics on the net, I will set to travel back and forth Mt.Rigi for five hours. Since it's a long drive from the first attraction, Mt.Rigi, to the second attraction Zurich, there won't be too many attractions to visit on the first day.

Table 3 *The route and time of Day 1*

Destination	Duration of stay(minute)	Driving time from last destination (minute)	Distance from last destination(meters)
28.Mt.Rigi (Rigi kulm)	300	0	0
25.Fraumunster	60	40	51153
27.Old town Zurich	120	3	1641
Total	480	43	52794

The route of day 1 is shown as follow:

Mt.Rigi (Rigi kulm) [Zurich]→ Fraumunster [Zurich] → Old town Zurich [Zurich]

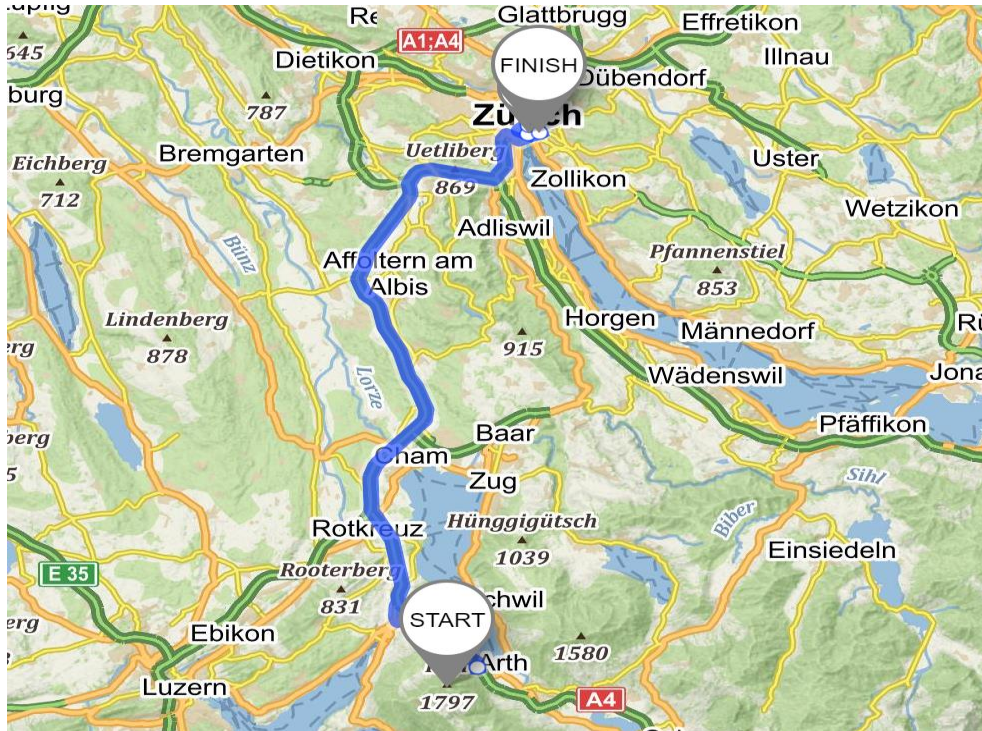


Figure 7 The route of day one (Mapy.cz)

Day 2: Usually, art galleries are very worthy of people’s slow appreciation, so I did not put the visit to Zurich Art Museum (Kunsthaus Zurich) on the first day, because if I put it on the first day, tourists will not have enough rest. I give more time to visit museums and art galleries so that visitors can enjoy themselves slowly. Since, the sixth attraction was a drive from Zurich to New Swan Castle, there were fewer attractions on the second day.

Table 4 The route and time of Day 2

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
24.Kunsthaus Zurich	120	0	0
26.Schweizerisches National museum	120	3	2610
23.New Swan Stone Castle	300	161	236682

Total	540	164	239292
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The route of day 2 is shown as follow:

Kunsthaus Zurich [Zurich]→ Schweizerisches Nationalmuseum[Zurich]→ New Swan Stone Castle [Schwangau]



Figure 8 The route of day two (Mapy.cz)

Day 3: The third day will start from Schwangau to Munich, because the second day will end at Schwangau in Germany, not in the same city as the first day and the second day, so the tourist will stay in the hotel near the Schwangau, and then the third morning will leave for Munich. There are five scenic spots on the third day, which is more than the previous two days. Because the scenic spots are all in the same city and very similar, the trip is quite full.

Table 5 The route and time of Day 3

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
23.New Swan Stone Castle	0	0	0
7.Marienplatz	60	103	120022

8.Munchner Residence (Wittelsbach)	120	2	2396
10.Munich Frauenkirche	60	5	3073
9.Munich Olympic Park	60	10	5761
11.BMW Museum	120	4	1010
Total	420	124	132271

The route of day 3 is shown as follow:

New Swan Stone Castle [Schwangau] → Marienplatz [Munich] → Munchner Residence (Wittelsbach) [Munich] → Munich Frauenkirche [Munich] → Munich Olympic Park [Munich] → BMW Museum[Munich]



Figure 9 The route of day three (Mapy.cz)

Day 4: Since the third day ended in Munich, the fourth day left for Krumlov Castle in the Czech Republic. After travel three hours at the castle, drove to Prague. Due to the long driving time on the fourth day, there are not many scenic spots arranged.

Table 6 The route and time of Day 4

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
11. BMW museum	0	0	0
6. Krumlov Castle	180	221	300824
5. Petřínská Rozhledna	60	134	179851
Total	240	355	480675

The route of day 4 is shown as follow:

BMW Museum [Munich] → Krumlov Castle [České Budějovice] → Petřínská Rozhledna [Prague]

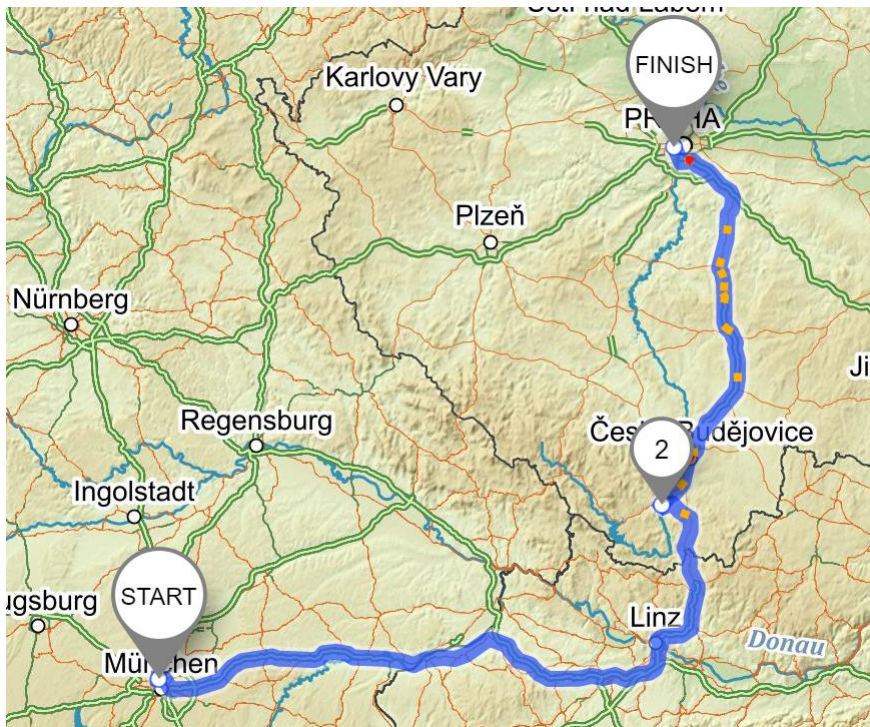


Figure 10 The route of day four (Mapy.cz)

Day 5: The fifth day's sights were concentrated in Prague, so there was plenty of time for each attraction.

Table 7 The route and time of Day 5

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
2. Prague Castle	90	0	0
4. The old town square of Prague	90	3	3387
3. Charles Bridge	90	2	755
1. Wenceslas Square	90	10	3060
Total	360	15	7202

The route of day 5 is shown as follow:

Prague Castle [Prague] → The old town square of Prague [Prague] → Charles Bridge [Prague] → Wenceslas Square [Prague]

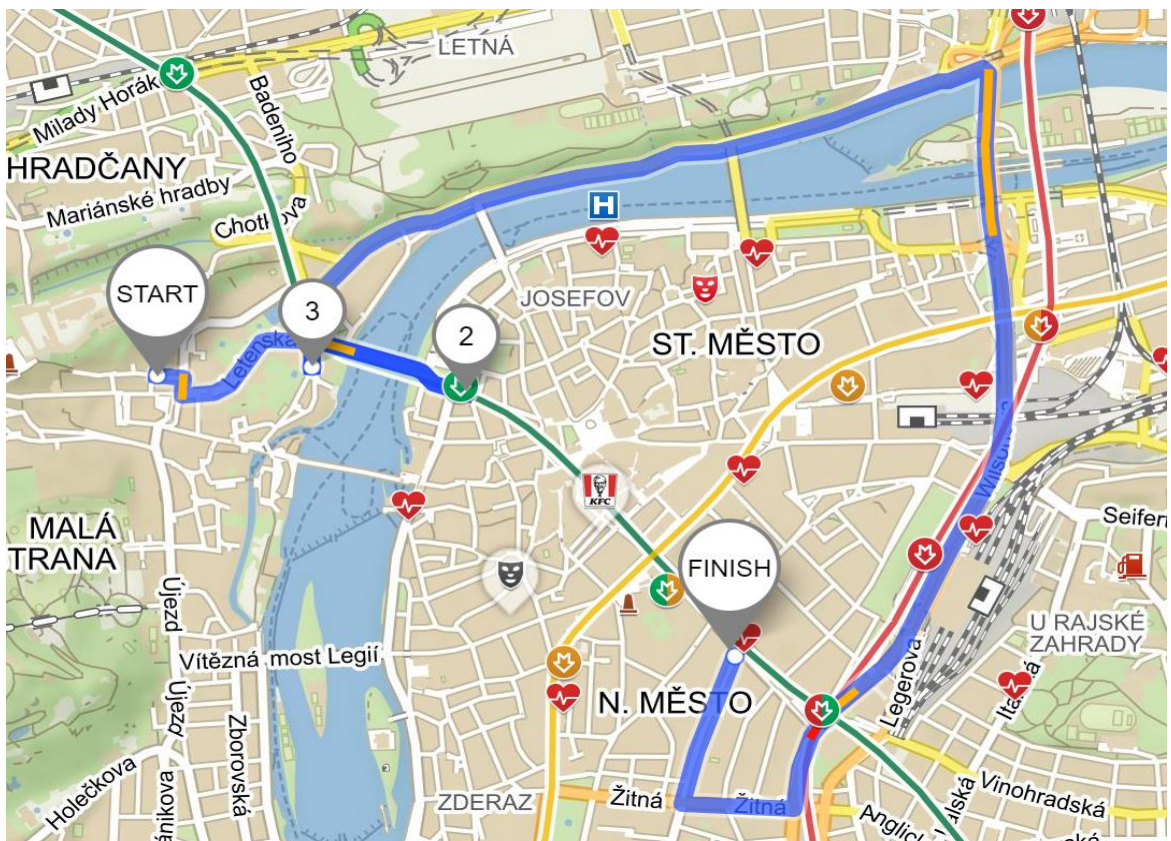


Figure 11 The route of day five (Mapy.cz)

Day 6: Since the fifth day ends in Prague, the sixth will leave for Berlin. The sixth day's attractions are all concentrated in Berlin, and very close.

Table 8 *The route and time of Day 6*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
1.Wenceslas Square	0	0	0
19.Potsdamer Platz	90	228	348799
16.Berlin Cathedral	60	4	2603
18.East side Gallery	60	6	3572
17.Berliner Fernsehturm	60	7	3398
Total	270	245	358372

The route of day 6 is shown as follow:

Wenceslas Square[Prague]→Potsdamer Platz[Berlin]→Berlin Cathedral [Berlin]→
East side Gallery[Berlin] → Berliner Fernsehturm[Berlin]

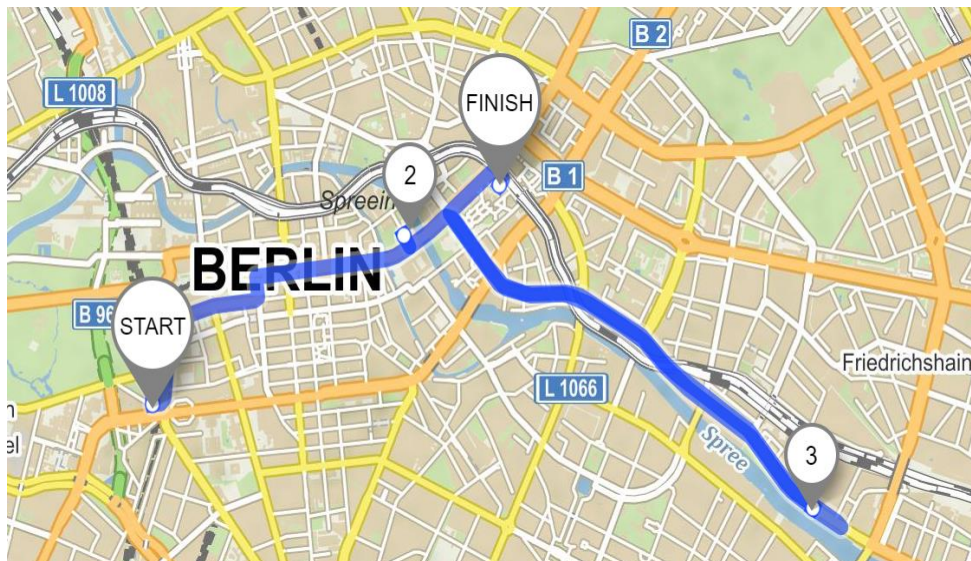


Figure 12 *The route of day six (Mapy.cz)*

Day 7: The first second scenic spots are in Berlin, and there are only two landmark buildings, which can only be visited externally, so the sightseeing time dose not need too much. Then from the third scenic spot is in Frankfurt, so half way to drive as long as five hours to reach the Opera House, because the opera house does not need to visit too long, so there is enough time to visit Picasso museum.

Table 9 The route and time of Day 7

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination(meters)
14.Brandenburg Gate	30	0	0
15.Reichstag Building	30	0.34	1299
12.Old Opera House (Alte Oper)	60	306	545728
13.Staedel Museum	120	5	2274
Total	240	311.34	549301

The route of day 7 is shown as follow:

Brandenburg Gate[Berlin]→ Reichstag Building [Berlin]→ Old Opera House (Alte Oper) [Frankfurt]→ Staedel Museum [Frankfurt]

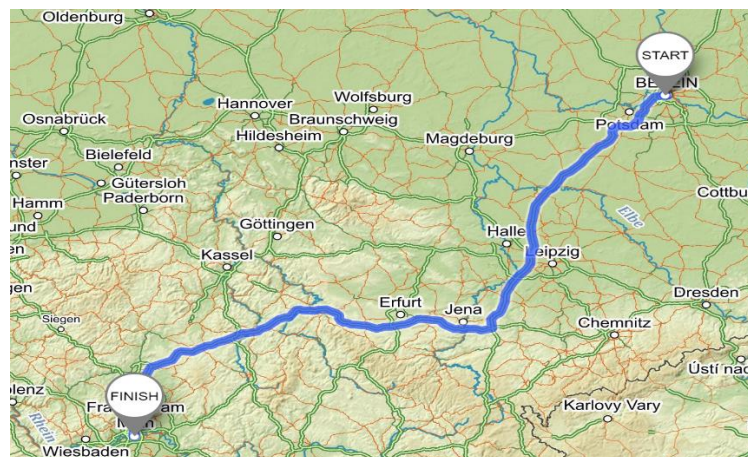


Figure 13 The route of day seven (Mapy.cz)

Day 8: The eighth day of the trip will take you through three cities. Since the seventh day ends in Frankfurt, the eighth morning will be a drive from Frankfurt to Heidelberg, visiting three iconic Heidelberg attractions, and then a long drive to Paris, France. However, since the first scenic spot in Paris is Disneyland France, there is not enough time to travel on the eighth day, we do not visit Disney immediately, but wait until the ninth day and play in Disney all day.

Table 10 *The route and time of Day 8*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination(meters)
13.Stadel Museum	0	0	0
20.Heidelberger Schloss	120	60	88598
21.Heidelberg Old Bridge	30	4	1172
22.Studentenkarzer	60	3	2730
60.Parc disneyland	0	283	798171
Total	210	350	890671

The route of day 8 is shown as follow:

Staedel Museum [Frankfurt]→ Heidelberger Schloss [Heidelberg]→ Heidelberg

Old Bridge [Heidelberg]→ Studentenkarzer [Heidelberg] → Parc Disneyland [Paris]



Figure 14 *The route of day eight (Mapy.cz)*

Day 9: Because Disney is a big amusement park, every day there are a lot of people go to play, so not only need a lot of time, at the same time every entertainment need to line up for a long time, so arrange the ninth day all day at Disney, such as end of the play, we will drive to the center of Paris, the Louvre, near to live in. As the Louvre also needs enough time to visit, I will arrange it to visit on the 10th day.

Table 11 *The route and time of Day 9*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
60.Parc Disneyland	600	0	0
56.Louvre museum	0	36	45141
Total	600	36	45141

The route of day 9 is shown as follow:

Parc Disneyland [Paris]→ Louvre Museum [Paris]

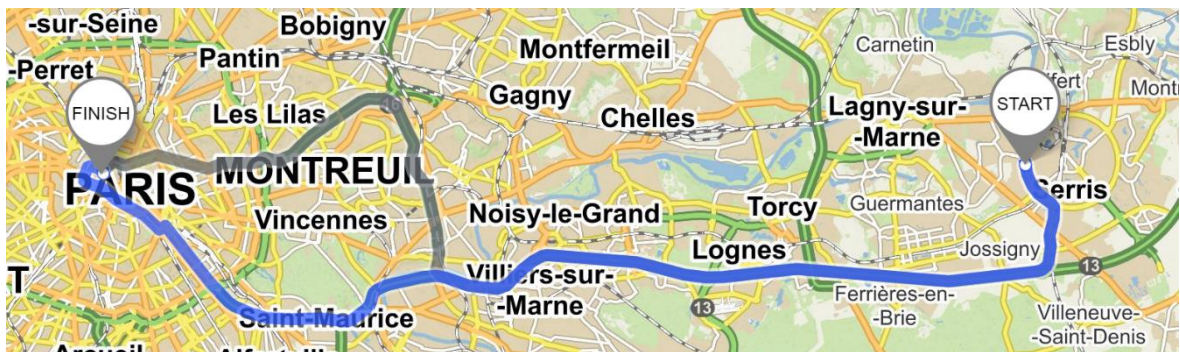


Figure 15 *The route of day night (Mapy cz)*

Day 10: The tenth day is relatively concentrated in Paris, except for the Louvre, which needs more time to visit, the other scenic spots have a relatively even time. Since Paris is a city for fashion, there will be plenty of free time on day 10 for tourists to take a slow tour of the city.

Table 12 *The route and time of Day 10*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
56. Louvre Museum	180	0	0
57. Eiffel Town	90	7	4349
59. Arc de Triomphe	60	4	2086
58. Notre-Dame de Paris	60	10	6252
Total	390	21	12687

The route of day 10 is shown as follow:

Louvre Museum [Paris] → Eiffel Town [Paris] → Arc de Triomphe [Paris] → Notre-Dame de Paris [Paris]

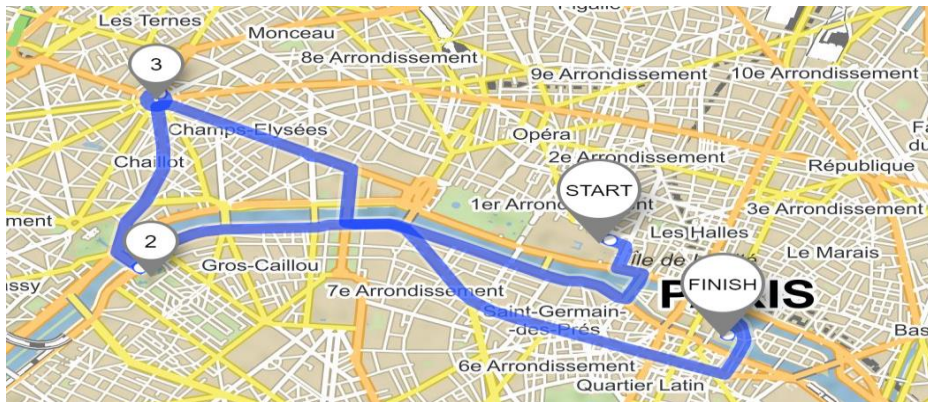


Figure 16 The route of day tenth (Mapy.cz)

Day 11: The eleventh day was a day of travel, as the tenth day ended in Paris, so the eleventh was a long drive from Paris to Geneva. Due to the distance between the two places to visit in Geneva, tourist had to drive for most of the 11th day. Fortunately, only two attractions were arranged.

Table 13 The route and time of Day 11

Destination	Duration of stay (minute)	Driving time from last	Distance from last

		destination (minute)	destinatio n(meters)
58.Notre-Dame de Paris	0	0	0
32.The Jet'd Eau Fountain	60	303	548098
33.Chillon Castle	120	107	97256
Total	180	410	585354

The route of day 11 is shown as follow:

Notre-Dame de Paris [Paris] → The Jet'd Eau Fountain [Geneva] → Chillon Castle
[Geneva]



Figure 17 The route of day eleventh (Mapy.cz)

Day 12: On the 12th day, will drive a long distance from Geneva to Milan, Italy. There are not many scenic spots visited in Milan on that day, so tourist will drive to Rome immediately after the tour in Milan. However, due to more driving time on the 12th day and less visiting time, Castel Sant'Angelo will visit in the 13th day.

Table 14 The route and time of Day 14

Destination	Duration of stay (minute)	Driving time from last	Distance from last destinatio n(meters)

		destination (minute)	
33.Chillon Castle	0	0	0
35.Pinacoteca di Brera	60	206	296494
34.Milan Cathedral	60	5	5250
55.Castel Sant'Angelo	0	319	572590
Total	120	530	874334

The route of day 12 is shown as follow:

Chillon Castle[Geneva] → Pinacoteca di Brera [Milan] → Milan Cathedral

[Milan]→ Castel Sant'Angelo[Rome]

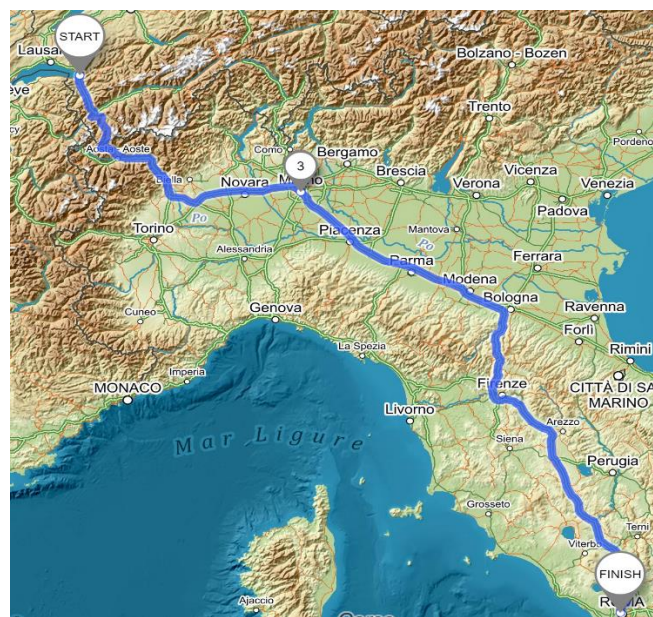


Figure 18 The route of day twelfth (Mapy.cz)

Day 13: The 13th day was focused on Rome, and there were many tourist attractions on the 13th day because the iconic sites were all similar.

Table 15 The route and time of Day 13

Destination	Duration of stay (minute)	Driving time from last	Distance from last destination (meters)

		destination (minute)	
55.Castel Sant' Angelo	90	0	0
48.St Peter's Square	90	2	218
49.St Peter's Basilica	60	0.49	1807
50.Roman Forum	90	5	4328
46.Colosseum Rome	90	4	1945
47.Arch of Constantine	30	0.29	2610
51.The mouth of truth	30	3	2810
Total	450	14.78	13718

The route of day 13 is shown as follow:

Castel Sant'Angelo [Rome]→St Peter's Square [Vatican] → St Peter's Basilica [Vatican]→ Roman Forum [Rome] → Colosseum Rome [Rome] → Arch of Constantine [Rome] → The mouth of truth [Rome]



Figure 19 The route of day thirteenth (Mapy.cz)

Day 14: The 14th day should also start in Rome, and after a simple tour of the city's iconic sights, drive about two hours to Florence, where there's plenty of time to see the sights.

Table 16 *The route and time of Day 14*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
54.The Pantheon	60	0	0
52.Piazza di Spagna	60	10	3773
53.Trevi Fountain	30	2	4669
43.Piazzale Michelangelo	60	204	275481
42.Florence Cathedral	90	2	4195
44. Piazza della Signoria	60	0.26	484
Total	360	218.26	288602

The route of day 14 is shown as follow:

The Pantheon [Rome] → Piazza di Spagna [Rome] → Trevi Fountain [Rome] → Piazzale Michelangelo [Florence] → Florence Cathedral [Florence] → Piazza della Signoria [Florence]



Figure 20 *The route of day fourteenth (Mapy.cz)*

Day 15: The fifteenth day is a hurried day, visiting three cities. Will begin in Florence with a tour of the Uffizi Gallery and then immediately drive two hours to Bologna. Since Bologna's attractions, most of which are architectural, do not take much time to visit, after visiting Bologna's attractions, drive to Milan immediately. Although sufficient, such a plan is the majority of the implementation of the travel plan. The reason why we arranged to arrive at Corso Venezia on the fifteenth day is because Corso Venezia is a street where hotels and restaurants are located.

Table 17 *The route and time of Day 15*

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
45.Uffizi Gallery	120	0	0
40.Basilica of San Petronio	30	73	109389
38.Piazza Maggiore	30	2	1376
39.Towers of Bologna	30	0.47	2781
41.Fountain of Neptune	30	2	300
37.Corso Venezia	60	126	213316
Total	280	203.47	327162

The route of day 15 is shown as follow:

Uffizi Gallery [Florence] → Basilica of San Petronio [Bologna] → Piazza Maggiore [Bologna] → Towers of Bologna [Bologna] → Fountain of Neptune [Bologna] → Corso Venezia [Milan]

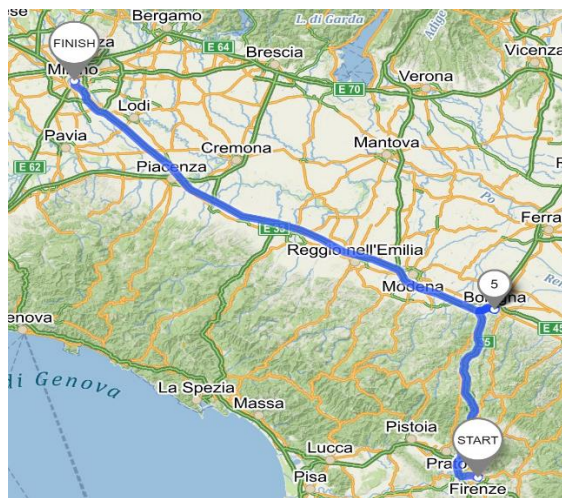


Figure 21 The route of day fifth (Mapy.cz)

Day 16: The 16th day starts in Milan, and since the journey is almost over, we will start from Milan to return to the city of Lucerne where we started. After one tour in Milan, drive two hours to the last three attractions in Lucerne. Since this tour is designed not to repeat the same scenic spot, we do not have to return to the starting point. The Swiss Museum of Transport will be the end point.

Table 18 The route and time of Day 16

Destination	Duration of stay (minute)	Driving time from last destination (minute)	Distance from last destination (meters)
36.Porta Sempione	60	0	0
31.Lion Monument	60	163	243096
30.Chapel Bridge (Kapellbrucke)	60	3	1811
29.Swiss Museum of Transport	60	4	2863
Total	240	170	247770

The route of day 16 is shown as follow:

Porta Sempione [Milan]→ Lion Monument [Luzern]→ Chapel Bridge (Kapellbrücke) [Luzern]→ Swiss Museum of Transport [Luzern]



Figure 22 *The route of day sixteenth (Mapy.cz)*

After calculation and arrangement, the optimized route of a road trip to 5 inland countries and 60 scenic spots in Western Europe is obtained. The optimal route of the algorithm is 4891419 meters, but since the end point of the algorithm is the same as the starting point, we will not return to the end point, but finish the journey directly one stop before the end point. It is mean the optimal route is (28) - (25) - (27) - (24) - (26) - (23) - (7) - (8) - (10) - (9) - (11) - (6) - (5) - (2) - (4) - (3) - (1) - (19) - (16) - (18) - (17) - (14) - (15) - (12) - (13) - (20) - (21) - (22) - (60) - (56) - (57) - (59) - (58) - (32) - (33) - (35) - (34) - (55) - (48) - (49) - (50) - (46) - (47) - (51) - (54) - (52) - (53) - (43) - (42) - (44) - (45) - (40) - (38) - (39) - (41) - (37) - (36) - (31) - (30) - (29). The optimal route is a 16-day tour of 4871808 meters.

5 Conclusions

The purpose of this thesis is to design an optimized and high-quality travel route for travel driving enthusiasts through quantitative methods. Based on an online survey of self-driving travel enthusiasts, I have selected 60 iconic sites that are popular in the interior of Western Europe to visit. According to the calculation, the total distance from scenic spot 1 to 60 is 6168400 meters before the optimized tourist routes of 60 scenic spots. In order for self-driving travel enthusiasts to no longer travel aimlessly, I chose TSPKOSA program of Czech university of life and sciences in Prague and used three algorithms in TSPKOSA to find out the optimal driving route of mileage. The optimal mileage for the nearest neighbor algorithm is 5035260 meters, the optimal mileage for the saving algorithm is 4891419 meters, the optimal mileage for the Vogel approximation is 5460819 meters. Because the algorithm will calculate the distance in a circle, which means that it starts from there and ends there. The basis of the optimal route in this article is not repeatedly drive to the same scenic spot of the algorithm result as the end point, so that out end point is inconsistent with the starting point. The reason why didn't go back to the starting point was because didn't want tourists to be troublesome and tired, and it was unnecessary. From this we can conclude that the optimal route will be come from the result of the saving algorithm. The optimized route reduces the distance of the base by 1296592 (6168400-4871808) meters.

5.1 The analysis of the paper itself

First of all, why did I choose to write an optimization article about the trip route through mathematics? In fact, the world is so big. I think everyone is curious about the strange world outside. Traveling has become a favorite thing for many people. Now the European economy is so developed, the way of transportation is much more convenient than before, especially now the plane, no matter how far away the

city can quickly reach. But even if a plane is fast and two hours away, why would some tourists drive for hours?

- By self-driving tour, you can take a lot of luggage and food with you on a road trip. You can stop and eat whenever you want. It is very troublesome to limit the weight of luggage by plane. It's not easy to go on a trip, and there are a lot of clothes that need to be changed and washed in a month for a long journey, so it is more convenient to choose a self-driving tour. You can put the clothes in the trunk of the car and use them at any time. If you choose to take a plane but have a lot of luggage, you may be overweight and have to pay extra to check it, and it is very painful to get off the plane and transfer to other means of transportation with a big luggage, it is estimated that many people will collapse.
- Road trips are more flexible and free, while flying to a destination and then calling a taxi is cumbersome. The greatest advantage of self-driving travel is freedom. You can stay as long as you want at your favorite spot, and the tour route can be adjusted at any time. Travel by plane, we arrive at the destination, also have to take a taxi, too restrictive, freedom is not as good as self-driving travel. It may take two hours to arrive by plane, but the plane is usually built far away from the city. It takes us at least three hours to catch the plane and board the plane, and we have to take a taxi to the city center after getting off the plane. When we get to our destination, we waste a lot of time on the road every day, whether it is by cheap bus, subway or taxi. On the other hand, although driving on the road is more difficult, it will save a lot of time on the way to the scenic spots every day after arriving at the destination. We can go whenever we want, instead of crowded buses and subways.
- The table below shows the air ticket prices, train price and oil price in Europe through the re-ticketing website. Depending on the ticket price, a

road trip will cost much less than a plane trip. The price of air tickets and train tickets is about the same, but by plane or train travel, to the destination, the daily travel taxi fares calculated together, the cost is very large. If air tickets and train tickets are calculated according to the table below, plus various transportation costs separately, each of the 16-day trip will cost about 700 Euros. And the price of air tickets fluctuate greatly, there will be a lot of uncertain factors. In addition, the gasoline and highway fees are very cost-effective in Europe. We need to travel 4891419 meters for a 16-day self-driving tour. If we calculate by 4000 kilometers of expressway, the average mileage will be 100 kilometers of 1.25 euros, so we only need to spend more than 50 euros to buy a road ticket. And if we go 20 kilometers for a liter of gas, we only need to spend about 350 euros on gas. That works out to about 400 euros, so it's much cheaper and much more convenient than flying or by train.

	Air Ticket Price (Per)	Railway Ticket Price (Per)
Switzerland → CzechRepublic	123€	65€
CzechRepublic → German	118€	33€
German → French	89€	223€
French → Italy	110€	114€
Italy → Switzerland	94€	79€

Table 19 *The air ticket price and train price of a five-country tour of Europe*

	Oil Price (per liter)
Switzerland	1.23€
CzechRepublic	1.03€
German	1.20€
French	1.33€
Italy	1.39€

Table 20 *Oil price in five European countries*

- The atmosphere of a road trip is better than a plane ride. We seldom go out alone. In order to avoid loneliness, we usually travel together with several good friends or family members. We can take turns driving on the road and chat with each other all the way. On the other hand, even if we are with good friends or family, we seldom talk in order not to affect others. The atmosphere is not as active as that of self-driving travel.
- Moreover, self-driving travel is relatively suitable for more people, which is an optimal choice for adults, the elderly, foreigners and children. In Europe, adult self-driving travel has become a very common phenomenon. As long as the weekend comes, traveling is the first choice for people to relax, especially to travel wherever they want to go. For the elderly with inconvenient movement, self-driving travel is also the first choice, because traveling by plane or by train requires more than two different transportation from the departure to the destination, which is very troublesome for the elderly with inconvenient movement, so self-driving travel is the best choice. For children, although flying is very new, but some children can not adapt to the environment very quickly, so family members take their children to travel by their own car is the most suitable choice for them, in the drive travel, but also can bring children to see different environments, broaden their horizons. For foreigners, when they first arrive at a foreign country, the language barrier and the unadaptability to the strange environment are the biggest obstacles for foreigners to travel to Europe. The 44 countries in Europe speak different languages. Although English is the world language, not every European or foreigner can speak English. When you need to ask for directions, or when you need to check your identity to travel by plane or train, communication becomes difficult. For foreigners, taking a road trip with a mobile phone and downloading a guide to go wherever they want is the option.

So that's why I wanted to design an optimized itinerary for the travel enthusiast who wants to take a road trip to Europe. And through the method of scientific calculation, make the optimized route calculated more accurately

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