Transportation Sector to Inform the 2030 Target Scop

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Sustainable Transportation Center Information Technology Strategic Plan 2020-2030 Target Scope

[redacted]

Sustainable Transportation Strategic Plan 2030 Target Vision

Sequence Alignment Score Uniform Cost Target Sequence Gap Penalty Substitution Matrix Dynamic Programming Algorithm Optimal Alignment Query Sequence Scoring Function Edit Distance Global Alignment Local Alignment Backtracking Pairwise Alignment Multiple Sequence Alignment Needleman-Wunsch Smith-Waterman Affine Gap Penalty Hamming Distance Levenshtein Distance Longest Common Subsequence Shortest Path Problem Graph Theory Vertex Edge Weighted Graph Directed Graph Undirected Graph Adjacency Matrix Adjacency List Breadth-First Search Depth-First Search Dijkstra's Algorithm Bellman-Ford Algorithm Floyd-Warshall Algorithm A* Search Heuristic Function Admissible Heuristic Consistent Heuristic Greedy Algorithm Dynamic Programming Memoization Recursion Base Case Recurrence Relation Optimal Substructure Overlapping Subproblems Time Complexity Space Complexity Big O Notation Asymptotic Analysis Worst Case Average Case Best Case Amortized Analysis Divide and Conquer Merge Sort Quick Sort Heap Sort Insertion Sort Selection Sort Bubble Sort Radix Sort Counting Sort Bucket Sort Binary Search Linear Search Hash Table Hash Function Collision Resolution Open Addressing Chaining Load Factor Rehashing Binary Search Tree AVL Tree Red-Black Tree B-Tree Trie Suffix Tree Suffix Array Burrows-Wheeler Transform FM-Index Bloom Filter Skip List Priority Queue Heap Min-Heap Max-Heap Fibonacci Heap Disjoint Set Union Find Path Compression Union by Rank Minimum Spanning Tree Kruskal's Algorithm Prim's Algorithm Boruvka's Algorithm Topological Sort Strongly Connected Components Tarjan's Algorithm Kosaraju's Algorithm Articulation Point Bridge Biconnected Component Eulerian Path Hamiltonian Path Traveling Salesman Problem Vertex Cover Independent Set Clique Graph Coloring Chromatic Number Planar Graph Kuratowski's Theorem Four Color Theorem Network Flow Maximum Flow Minimum Cut Ford-Fulkerson Algorithm Edmonds-Karp Algorithm Dinic's Algorithm Push-Relabel Algorithm Bipartite Matching Hungarian Algorithm Assignment Problem Linear Programming Simplex Method Interior Point Method Duality Theorem Complementary Slackness Integer Programming Branch and Bound Cutting Plane Method Approximation Algorithm Randomized Algorithm Monte Carlo Method Las Vegas Algorithm Probabilistic Analysis Expected Value Variance Standard Deviation Normal Distribution Poisson Distribution Exponential Distribution Markov Chain Transition Matrix Stationary Distribution Ergodic Theorem Mixing Time Coupling Metropolis-Hastings Algorithm Gibbs Sampling Simulated Annealing Genetic Algorithm Crossover Mutation Selection Fitness Function Population Generation Convergence Premature Convergence Diversity Niching Speciation Evolutionary Strategy Differential Evolution Particle Swarm Optimization Ant Colony Optimization Artificial Neural Network Perceptron Backpropagation Gradient Descent Learning Rate Momentum Regularization Overfitting Underfitting Cross-Validation Training Set Test Set Validation Set Confusion Matrix Precision Recall F1 Score ROC Curve AUC Support Vector Machine Kernel Trick Radial Basis Function Polynomial Kernel Linear Kernel Soft Margin Hard Margin Lagrange Multiplier Karush-Kuhn-Tucker Conditions Primal Problem Dual Problem Decision Tree Random Forest Bagging Boosting AdaBoost Gradient Boosting XGBoost Naive Bayes Bayesian Network Hidden Markov Model Viterbi Algorithm Forward Algorithm Backward Algorithm Baum-Welch Algorithm Conditional Random Field Recurrent Neural Network Long Short-Term Memory Gated Recurrent Unit Convolutional Neural Network Pooling Layer Fully Connected Layer Activation Function ReLU Sigmoid Tanh Softmax Dropout Batch Normalization Transfer Learning Fine-Tuning Word Embedding Word2Vec GloVe Attention Mechanism Transformer Encoder Decoder Self-Attention Multi-Head Attention Positional Encoding Language Model Tokenization Byte Pair Encoding Beam Search Greedy Decoding Perplexity BLEU Score Machine Translation Sentiment Analysis Named Entity Recognition Part-of-Speech Tagging Dependency Parsing Constituency Parsing Coreference Resolution Question Answering Text Summarization Information Retrieval Inverted Index TF-IDF Cosine Similarity Latent Semantic Analysis Singular Value Decomposition Principal Component Analysis Independent Component Analysis Factor Analysis Clustering K-Means K-Medoids Hierarchical Clustering Agglomerative Clustering Divisive Clustering DBSCAN OPTICS Mean Shift Spectral Clustering Gaussian Mixture Model Expectation Maximization Dimensionality Reduction t-SNE UMAP Manifold Learning Isomap Locally Linear Embedding Autoencoder Variational Autoencoder Generative Adversarial Network Discriminator Generator Wasserstein GAN Diffusion Model Reinforcement Learning Markov Decision Process Bellman Equation Value Iteration Policy Iteration Q-Learning SARSA Deep Q-Network Policy Gradient Actor-Critic Proximal Policy Optimization Trust Region Policy Optimization Exploration Exploitation Epsilon-Greedy Upper Confidence Bound Thompson Sampling Multi-Armed Bandit Contextual Bandit Regret Minimization Online Learning Stochastic Gradient Descent Mini-Batch Learning Rate Schedule Adam Optimizer RMSProp Adagrad Adadelta Nesterov Momentum Weight Decay Early Stopping Hyperparameter Tuning Grid Search Random Search Bayesian Optimization Model Selection Ensemble Learning Stacking Blending Voting Classifier Regressor Feature Engineering Feature Selection Feature Extraction One-Hot Encoding Label Encoding Target Encoding Imputation Missing Data Outlier Detection Anomaly Detection Isolation Forest Local Outlier Factor One-Class SVM Time Series Forecasting ARIMA Seasonal Decomposition Exponential Smoothing Prophet Recurrent Neural Network Sequence to Sequence Encoder Decoder Teacher Forcing Scheduled Sampling Curriculum Learning Multi-Task Learning Meta-Learning Few-Shot Learning Zero-Shot Learning One-Shot Learning Prototypical Network Siamese Network Triplet Loss Contrastive Loss Embedding Space Nearest Neighbor Approximate Nearest Neighbor Locality-Sensitive Hashing Product Quantization Inverted File Index Hierarchical Navigable Small World Graph Neural Network Message Passing Node Classification Link Prediction Graph Convolutional Network Graph Attention Network GraphSAGE Knowledge Graph Entity Linking Relation Extraction Ontology Resource Description Framework SPARQL Query Language Semantic Web Linked Data Web Ontology Language Description Logic Reasoning Inference Engine Forward Chaining Backward Chaining Rule-Based System Expert System Fuzzy Logic Membership Function Defuzzification Neuro-Fuzzy System Cognitive Architecture Working Memory Long-Term Memory Procedural Memory Declarative Memory Episodic Memory Semantic Memory Attention Consciousness Theory of Mind Embodied Cognition Situated Cognition Distributed Cognition Extended Mind Hypothesis Chinese Room Argument Turing Test Imitation Game Natural Language Understanding Natural Language Generation Dialogue System Chatbot Intent Recognition Slot Filling Dialogue State Tracking Dialogue Policy Natural Language Inference Textual Entailment Paraphrase Detection Semantic Similarity Word Sense Disambiguation Lexical Database WordNet FrameNet PropBank Universal Dependencies Treebank Corpus Linguistics Computational Linguistics Speech Recognition Acoustic Model Language Model Hidden Markov Model Gaussian Mixture Model Mel-Frequency Cepstral Coefficient Spectrogram Waveform Signal Processing Fourier Transform Short-Time Fourier Transform Wavelet Transform Filter Bank Noise Reduction Echo Cancellation Speaker Recognition Speaker Diarization Text-to-Speech Concatenative Synthesis Parametric Synthesis WaveNet Tacotron Vocoder Prosody Phoneme Grapheme Pronunciation Dictionary Forced Alignment Connectionist Temporal Classification Sequence Transducer Recurrent Neural Network Transducer Attention-Based Model Listen Attend Spell Whisper Multilingual Model Code-Switching Dialect Accent Robustness Adversarial Example Adversarial Training Gradient Sign Method Projected Gradient Descent Carlini-Wagner Attack Defense Distillation Input Transformation Certified Defense Randomized Smoothing Interval Bound Propagation Abstract Interpretation Formal Verification Model Checking Temporal Logic Linear Temporal Logic Computation Tree Logic Satisfiability Modulo Theories Satisfiability Solver DPLL Algorithm Conflict-Driven Clause Learning Resolution Proof System Sequent Calculus Natural Deduction Hilbert System Propositional Logic First-Order Logic Second-Order Logic Higher-Order Logic Modal Logic Epistemic Logic Deontic Logic Temporal Logic Dynamic Logic Intuitionistic Logic Classical Logic Paraconsistent Logic Relevance Logic Linear Logic Type Theory Lambda Calculus Combinatory Logic Curry-Howard Correspondence Proof Assistant Coq Isabelle Agda Lean HOL Light Mizar Metamath Automated Theorem Proving Resolution Theorem Prover Tableau Method Sequent Calculus Prover Model Elimination Connection Method Inductive Logic Programming Answer Set Programming Constraint Logic Programming Prolog Datalog Logic Programming Functional Programming Haskell Lisp Scheme Clojure Erlang Elixir OCaml F# Standard ML Miranda Clean Idris Purescript Elm Reason ReScript Rust Go Swift Kotlin Scala Java C# Python JavaScript TypeScript Ruby Perl PHP Lua Julia R MATLAB Octave Fortran COBOL Ada Pascal Delphi Visual Basic Assembly Language Machine Code Compiler Interpreter Virtual Machine Bytecode Just-In-Time Compilation Ahead-Of-Time Compilation Garbage Collection Reference Counting Mark-and-Sweep Generational Garbage Collection Memory Management Stack Heap Pointer Arithmetic Buffer Overflow Stack Overflow Heap Overflow Use-After-Free Double Free Memory Leak Dangling Pointer Null Pointer Segmentation Fault Bus Error Core Dump Debugger GDB LLDB Valgrind AddressSanitizer ThreadSanitizer MemorySanitizer UndefinedBehaviorSanitizer Profiler Perf Flame Graph Tracing Logging Monitoring Observability Metrics Prometheus Grafana OpenTelemetry Jaeger Zipkin Distributed Tracing Service Mesh Istio Envoy Linkerd Consul Kubernetes Docker Container Image Registry Orchestration Scheduler Pod Deployment ReplicaSet StatefulSet DaemonSet Job CronJob Service Ingress Load Balancer Network Policy Persistent Volume Storage Class Helm Chart Operator Custom Resource Definition Admission Controller Webhook Sidecar Init Container Liveness Probe Readiness Probe Startup Probe Horizontal Pod Autoscaler Vertical Pod Autoscaler Cluster Autoscaler Node Pool Taint Toleration Affinity Anti-Affinity Namespace Role-Based Access Control Service Account Secret ConfigMap Environment Variable Volume Mount Persistent Volume Claim Ephemeral Volume Container Runtime containerd CRI-O Docker Engine Podman Buildah Skopeo Image Layer Dockerfile Multi-Stage Build Distroless Image Base Image Vulnerability Scanning Trivy Clair Snyk Dependency Management Package Manager npm Yarn pnpm pip Poetry Conda Cargo Maven Gradle Bundler Composer NuGet Vcpkg Conan Homebrew Apt Yum Dnf Pacman Nix Guix Flatpak Snap AppImage Continuous Integration Continuous Delivery Continuous Deployment Pipeline Jenkins GitLab CI GitHub Actions CircleCI Travis CI Azure Pipelines Bamboo TeamCity Buildkite Drone Tekton Argo CD Argo Workflows Flux Spinnaker Harness Octopus Deploy Ansible Chef Puppet SaltStack Terraform Pulumi CloudFormation ARM Template Bicep Crossplane Vault Consul Nomad Packer Vagrant Infrastructure as Code Configuration Management Immutable Infrastructure Blue-Green Deployment Canary Release Rolling Update Feature Flag A/B Testing Shadow Traffic Chaos Engineering Fault Injection Game Day Incident Response On-Call Rotation Escalation Policy Runbook Playbook Postmortem Root Cause Analysis Five Whys Fishbone Diagram Service Level Indicator Service Level Objective Service Level Agreement Error Budget Toil Reliability Availability Durability Consistency Partition Tolerance CAP Theorem PACELC Theorem Eventual Consistency Strong Consistency Linearizability Serializability Snapshot Isolation Read Committed Repeatable Read Phantom Read Dirty Read Write Skew Lost Update Two-Phase Commit Three-Phase Commit Paxos Raft Zab Viewstamped Replication Byzantine Fault Tolerance Practical Byzantine Fault Tolerance Proof of Work Proof of Stake Delegated Proof of Stake Consensus Algorithm Blockchain Distributed Ledger Smart Contract Ethereum Virtual Machine Solidity Vyper Web3 Decentralized Application Non-Fungible Token Fungible Token ERC-20 ERC-721 ERC-1155 Wallet Private Key Public Key Digital Signature Elliptic Curve Cryptography RSA Diffie-Hellman Key Exchange Symmetric Encryption AES ChaCha20 Poly1305 Hash Function SHA-256 SHA-3 BLAKE2 Merkle Tree Merkle Proof Zero-Knowledge Proof zk-SNARK zk-STARK Bulletproofs Homomorphic Encryption Secure Multi-Party Computation Oblivious Transfer Garbled Circuit Differential Privacy Federated Learning Secure Aggregation Trusted Execution Environment Intel SGX ARM TrustZone AMD SEV Hardware Security Module Key Management Service Certificate Authority Public Key Infrastructure X.509 Certificate Transparency OCSP Stapling Certificate Revocation List Let's Encrypt ACME Protocol Mutual TLS Transport Layer Security Handshake Cipher Suite Perfect Forward Secrecy Session Resumption Session Ticket Server Name Indication Application Layer Protocol Negotiation HTTP/2 HTTP/3 QUIC TCP UDP IP IPv4 IPv6 ICMP ARP DHCP DNS DNSSEC DNS-over-HTTPS DNS-over-TLS Anycast Unicast Multicast Broadcast Network Address Translation Port Forwarding Firewall Stateful Inspection Packet Filter Deep Packet Inspection Intrusion Detection System Intrusion Prevention System Web Application Firewall Rate Limiting Throttling Backpressure Circuit Breaker Bulkhead Retry Timeout Idempotency Exponential Backoff Jitter Dead Letter Queue Message Queue Publish-Subscribe Event Sourcing Command Query Responsibility Segregation Saga Pattern Outbox Pattern Change Data Capture Write-Ahead Log Log-Structured Merge Tree B-Tree Page Cache Buffer Pool Checkpoint Recovery Crash Consistency Fsync Direct I/O Memory-Mapped File Zero-Copy Sendfile Splice Vmsplice Epoll Kqueue IOCP Io_uring Asynchronous I/O Event Loop Reactor Pattern Proactor Pattern Coroutine Fiber Green Thread Thread Pool Work Stealing Lock-Free Wait-Free Compare-and-Swap Memory Barrier Atomic Operation Mutex Semaphore Monitor Condition Variable Read-Write Lock Spinlock Deadlock Livelock Starvation Priority Inversion Priority Ceiling Protocol Priority Inheritance Protocol Real-Time Operating System Hard Real-Time Soft Real-Time Rate Monotonic Scheduling Earliest Deadline First Least Laxity First Round Robin Completely Fair Scheduler Multilevel Feedback Queue Preemptive Scheduling Cooperative Scheduling Context Switch Interrupt Handler Device Driver Kernel Module System Call Virtual Memory Page Table Translation Lookaside Buffer Memory Management Unit Demand Paging Page Fault Swap Space Thrashing Working Set Model Page Replacement Algorithm Least Recently Used Clock Algorithm Second Chance Algorithm Not Recently Used First-In First-Out Optimal Page Replacement Belady's Anomaly Memory-Mapped I/O Port-Mapped I/O Direct Memory Access Scatter-Gather I/O Interrupt Request Message Signaled Interrupt Advanced Programmable Interrupt Controller Boot Loader GRUB UEFI Secure Boot Initramfs Init System Systemd Upstart SysVinit Runlevel Target Unit File Service Socket Timer Mount Automount Swap Device Path Block Device Character Device Pipe Named Pipe Unix Domain Socket Shared Memory Message Passing Remote Procedure Call gRPC Protocol Buffers Thrift Avro Flatbuffers Cap'n Proto MessagePack CBOR JSON Schema OpenAPI Swagger GraphQL Schema Definition Language Resolver Mutation Subscription Federation Apollo Relay Server-Sent Events WebSocket WebRTC Data Channel Media Stream Peer Connection Session Description Protocol Interactive Connectivity Establishment STUN TURN Trickle ICE Simulcast Scalable Video Coding Forward Error Correction Packet Loss Concealment Jitter Buffer Echo Cancellation Noise Suppression Automatic Gain Control Voice Activity Detection Comfort Noise Generation Opus Codec VP8 VP9 AV1 H.264 H.265 Video Codec Audio Codec Container Format MP4 WebM Matroska Ogg FLAC WAV AIFF MP3 AAC Vorbis Theora Dirac Speex iLBC G.711 G.722 G.729 Adaptive Bitrate Streaming HLS DASH Smooth Streaming Manifest Segment Chunk Transcoding Transmuxing Content Delivery Network Edge Server Origin Server Cache Invalidation Time-To-Live Cache-Control ETag If-Modified-Since If-None-Match Conditional Request Range Request Partial Content Multipart Form Data Content Negotiation Accept-Encoding Gzip Brotli Deflate Compression Ratio Lossless Lossy Quantization Entropy Coding Huffman Coding Arithmetic Coding Run-Length Encoding Dictionary Coding LZ77 LZ78 LZW LZMA Zstandard Snappy LZ4 Delta Encoding Predictive Coding Transform Coding Discrete Cosine Transform Discrete Wavelet Transform Color Space RGB YUV YCbCr HSV HSL CMYK Chroma Subsampling Luma Chroma Gamma Correction Tone Mapping High Dynamic Range Standard Dynamic Range Wide Color Gamut Display P3 Rec.2020 sRGB Alpha Channel Premultiplied Alpha Compositing Blending Mode Porter-Duff Operator Bitmap Vector Graphics Rasterization Anti-Aliasing Subpixel Rendering Font Rendering Glyph Outline Bezier Curve Hinting Kerning Ligature Unicode UTF-8 UTF-16 UTF-32 Byte Order Mark Normalization Form Collation Locale Internationalization Localization Translation Memory Machine Translation Post-Editing Quality Estimation Terminology Management Glossary Style Guide Content Management System Digital Asset Management Version Control Git Mercurial Subversion Perforce Branching Merging Rebasing Cherry-Pick Squash Commit Hook Pre-Commit Post-Commit Pre-Push Post-Receive Code Review Pull Request Merge Request Diff Patch Blame Bisect Reflog Stash Worktree Submodule Subtree Monorepo Polyrepo Trunk-Based Development Gitflow Feature Branch Release Branch Hotfix Branch Tag Semantic Versioning Changelog Release Notes Conventional Commits Commitizen Husky Lint-Staged Prettier ESLint Stylelint Black Flake8 Pylint Mypy Pyright Ruff Rustfmt Clippy Gofmt Golint Staticcheck Checkstyle PMD SpotBugs Error Prone Infer SonarQube CodeClimate Codacy Code Coverage Mutation Testing Property-Based Testing Fuzzing Snapshot Testing Unit Test Integration Test End-to-End Test Acceptance Test Regression Test Smoke Test Sanity Test Load Test Stress Test Soak Test Spike Test Capacity Test Performance Test Benchmark Microbenchmark Profiling Flame Graph Tracing Distributed Tracing Span Trace Context Baggage Propagation Sampling Head-Based Sampling Tail-Based Sampling Adaptive Sampling Rate Limiting Quota Throttling Backpressure Load Shedding Graceful Degradation Fallback Circuit Breaker Bulkhead Timeout Retry Idempotency Exponential Backoff Jitter Dead Letter Queue Message Queue Publish-Subscribe Event Sourcing Command Query Responsibility Segregation Saga 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