





**Samuel Rico**Author



**Gregorio Bermúdez**Author



Andrea
Serna
Literature review



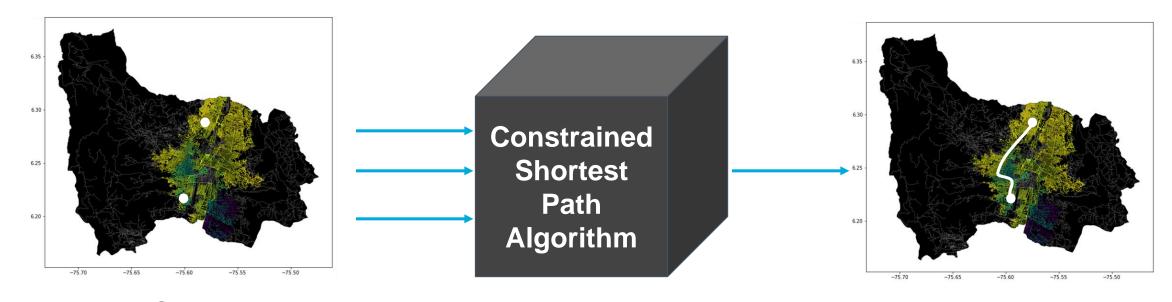
Mauricio
Toro
Data preparation





## **Problem Statement**





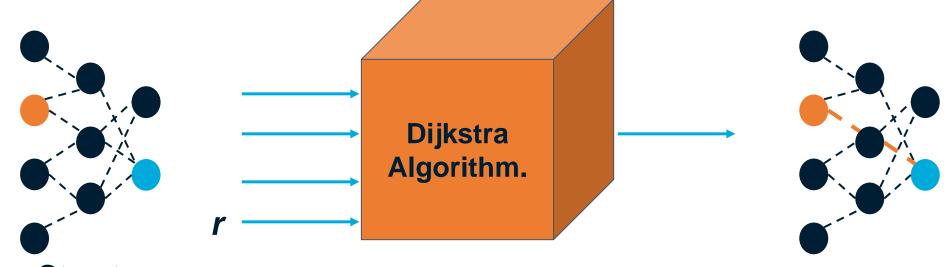
Streets of Medellín, Origin and Destination

Constrained
Shortest
Paths



## **First Algorithm**





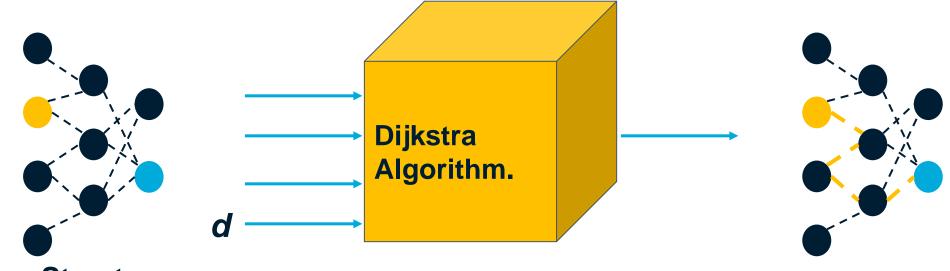
Streets of Medellín, Origin and Destination

Shortest path without exceeding a weighted-average risk of harassment *r* 



## **Second Algorithm**





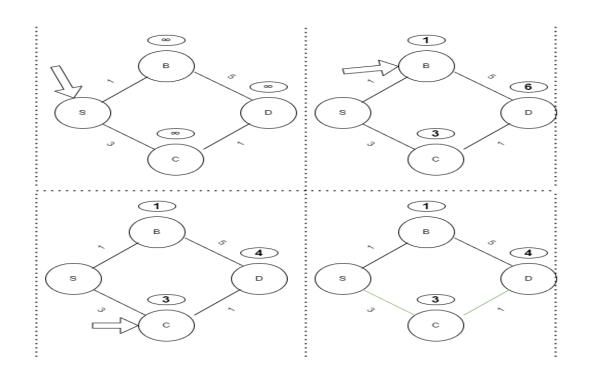
Streets of Medellín, Origin and Destination

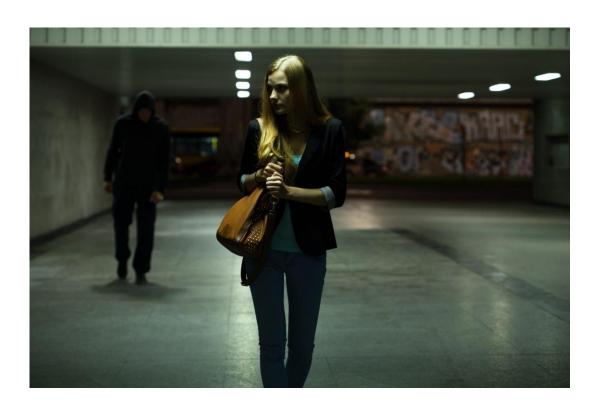
Path with the lowest weighted-average risk of harassment without exceeding a distance d



## **Algorithm Explanation**







Dijkstra Algorithm for the Constrained Shortest Path.



## **Algorithm Complexity**



	Time Complexity	Memory Complexity
Dijkstra algorithm	$O(V + E \log E)$	O(V)

Time and memory complexity of Dijkstra algorithm. V is the number of nodes and E is the number of edges.





#### **Shortest Path Results**



Origin	Destination	Shortest distance (meters)	Without exceeding a weighted-average risk of harassment
Universidad EAFIT	Universidad de Medellín	6130.017	0.84
Universidad de Antioquia	Universidad Nacional	2192.955	0.85
Universidad Nacional	Universidad Luis Amigó	1467.791	0.85

Shortest distance obtained without exceeding a weighted average risk of harassment r.



#### **Lowest Risk Results**



Origin	Destination	Weighted-average risk of harassment	Without exceeding a distance (meters)
Universidad EAFIT	Universidad de Medellín	0.7291	7000
Universidad de Antioquia	Universidad Nacional	0.8435	7000
Universidad Nacional	Universidad Luis Amigó	0.8514	6500

Lowest weighted-average risk of harassment obtained without exceeding a distance d.



## **Algorithm Execution Times**













0.18 seconds









0.16 seconds









0.17 seconds



#### **Future Work Directions**



## **Probability**

Other risk estimations

Probability maps

# **Optimization 1**

Biobjective optimization

## **Statistics 2**

MV risk estimations



Traffic Estimation

Simulate different situations for improving the algorithm.



