Patrol plan paper

- Criticise existing hotspotting techniques
  - Confuse "prediction" with "usability" Existing papers already essentially acknowledge this by comparing methods on different "metrics"
  - Need to be careful that we don't make even worse mistakes on networks.
- Illustrate this:
  - How we can manipulate hit rate by moving the grid; and by changing the grid size.
  - This gets even worse if we "optimise" the parameters for our hotspot method. (Or even just use the "naive" method).
  - Same thing gets even worse on a network.
  - In particular, compare "pure network" to "grid → network" and "optimising".
- Come up with some algorithms which take a "risk surface" and try to generate a "patrol plan"
  - E.g. Fix n (=4 e.g.) hotspots and greedily choose
  - Need some more ideas, which I don't fully have.
    - Maybe just try to optimise for "compactness" or whatever the term is.
- Compare the interaction. What makes a "good" prediction in this new setting?