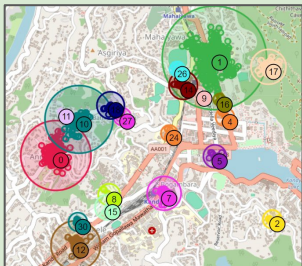
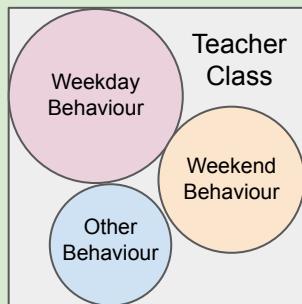


Mobility Patterns Clustering



(a)

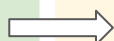
Behavioural Patterns Clustering



(b)

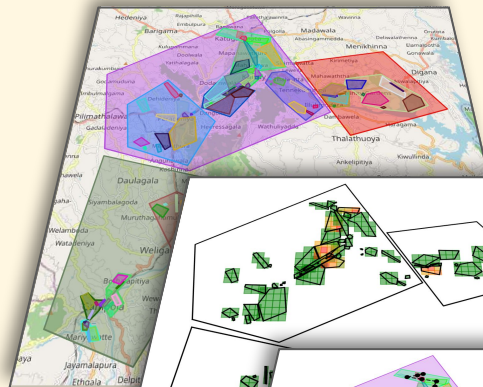
Probability Matrix Generation (Bimodality)

- Visit location probability
- Stay duration probability

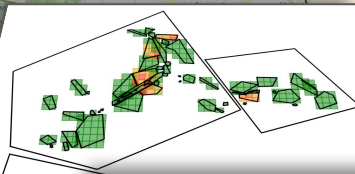


Timetable Generation

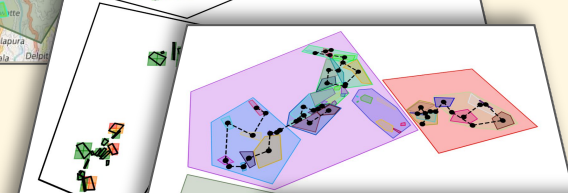
Environment



(c)

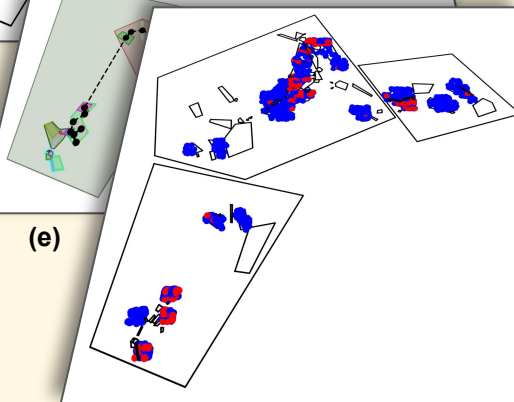
Vector Patches
(Only for vector-borne diseases)

(d)

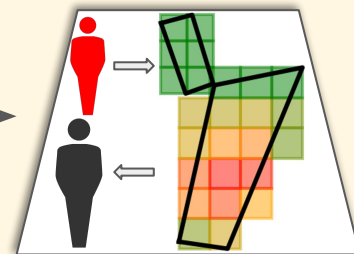
Transportation
(Only for air-borne diseases)

(e)

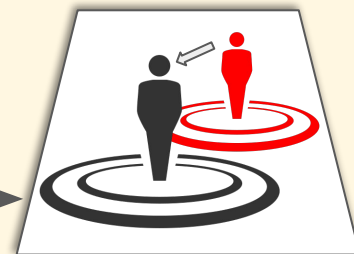
Agents Movements



(f)



(g)

Vector-borne disease transmission
human-to-vector-patch and
vector-patch-to-human

(h)

Air-borne disease transmission
Based on human contacts