



**Find the quickest
and safest route to
Medellin's streets**

Presentation of the team



Esteban Muriel
Research and
coding



Manuel Villegas
Research and
coding



Andrea Serna
Literature review



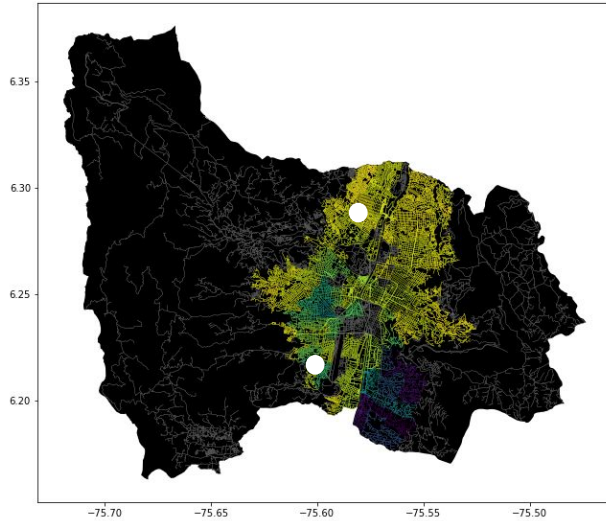
Mauricio Toro
Data preparation



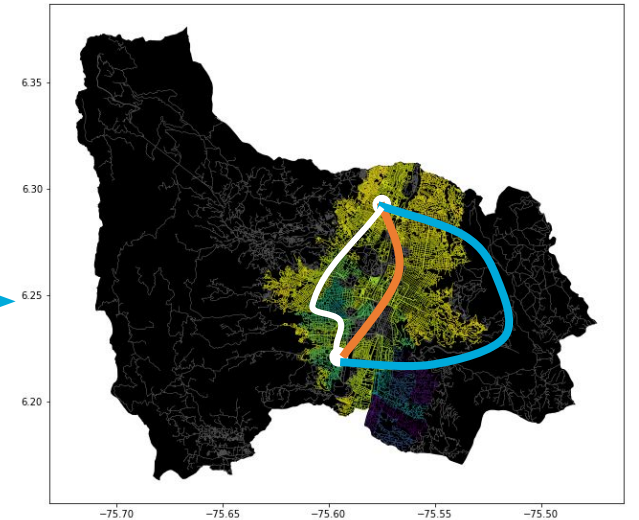
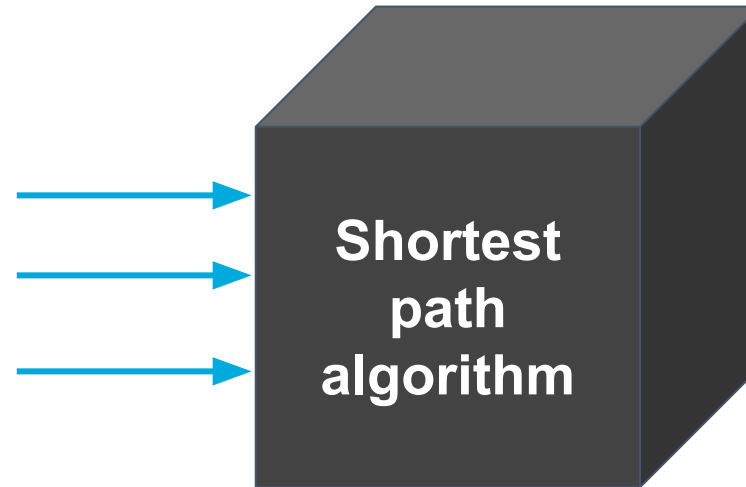
https://github.com/VillegasMich/Project_Datos1.git



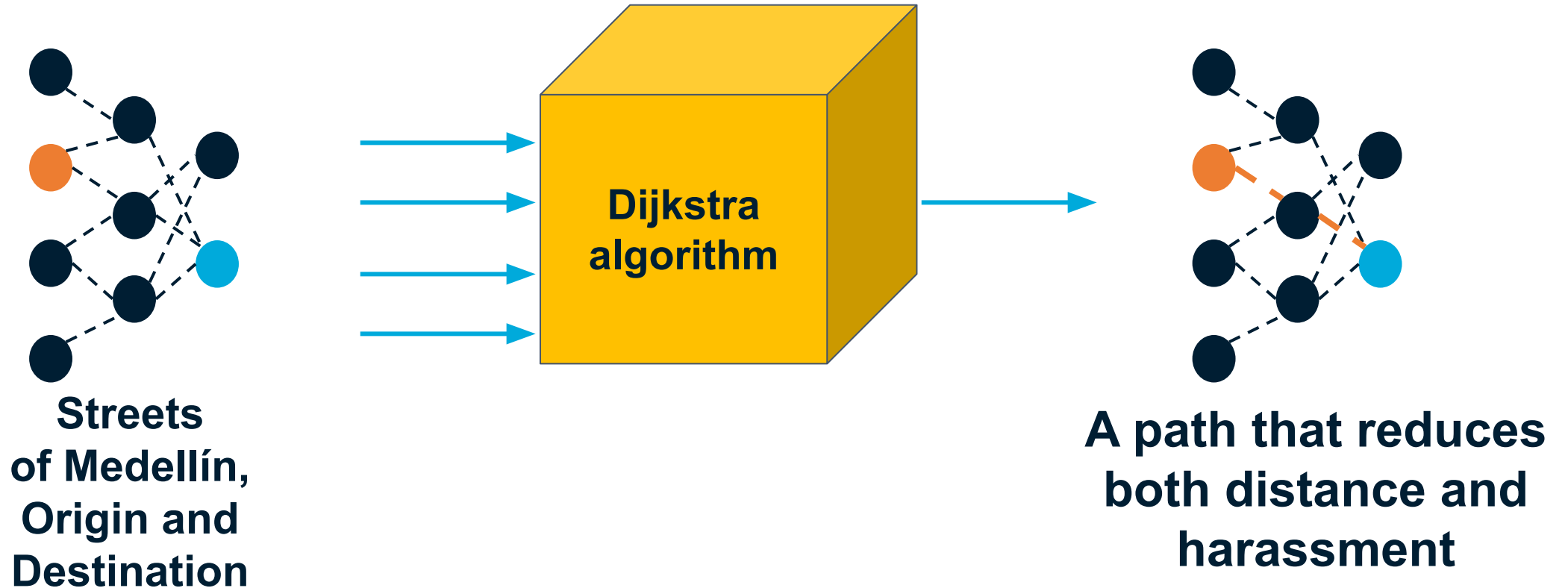
Problem Statement



**Streets
of Medellín,
Origin and
Destination**



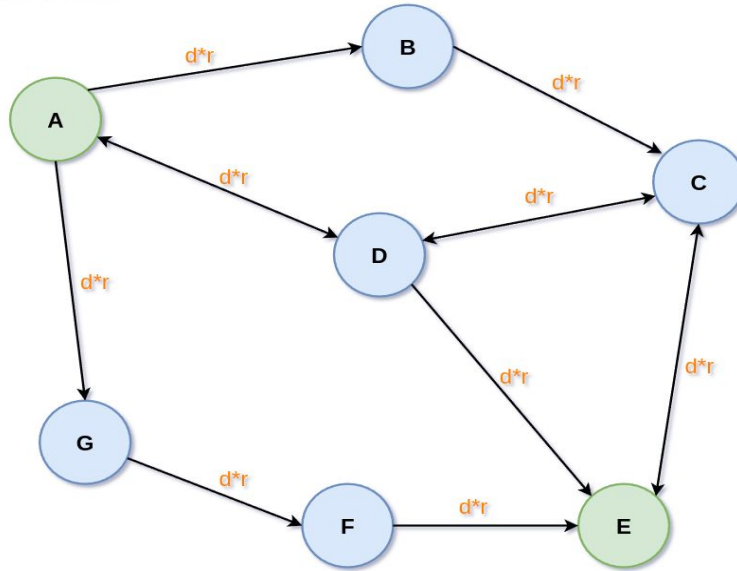
**Three paths that reduce
both the risk of harassment
and distance**



Explanation of the algorithm



d: Distance
r: harassment risk



The nodes are the map locations and the edges have a weight equal to the distance*risk (for our first option).

Complexity of the algorithm



Algorithm name	Time complexity	Complexity of memory
Dijkstra's Algorithm	$O(E * \log V)$	$O(V)$

Complexity of Dijkstra's algorithm using a priority queue where V represents the number of vertices and E represents the number of edges.



Tomada de:
<https://www.elcolombiano.com/antioquia/como-es-vivir-el-espacio-publico-de-medellin-cuando-se-es-mujer-CB13654035>

First path minimizing $d = \text{length} * \text{HRisk}$



Origin	Destination	Distance (meters)	Risk of harassment (between 0 and 1)
EAFIT University	National University	14571.9	0.0019

Second path minimizing $d = \text{length} + (80 * \text{HRisk})$



Origin	Destination	Distance (meters)	Risk of harassment (between 0 and 1)
EAFIT University	National University	8098.18	0.5566

Third path minimizing $d = \text{length} \wedge (10 * \text{HRisk})$



Origin	Destination	Distance (meters)	Risk of harassment (between 0 and 1)
EAFIT University	National University	25527.69	0.73476

Visual comparison of the three paths



Source: EAFIT

Destination: UNAL

Paths	Equation	Time (s)
Red:	$\text{length} * \text{HRisk}$	0,0937
Yellow:	$\text{length} + (80 * \text{HRisk})$	0,0748
Blue:	$\text{length} ^ (10 * \text{HRisk})$	0,1588



Future work directions



DS&A II

• • • • •
Use other
algorithms

• • • • •
Implement
more
variables

Project 1

• • • • •
Build a web
application

• • • • •
Make it a
real time
app

Software Engineering

• • • • •
build a
mobile
application

• • • • •
Get a
bigger
database

Project 2

• • • • •
Implement
machine
learning

• • • • •
make the
app
standalone



iP%t@!

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THANK YOU!

With the support of
all the monitors, especially to Samuel Rico Gomez and Gregorio Bermudez Ocampo for comments that greatly improved this project. Thanks to all my companions and friends, also to Rafael Villegas Michel and Isabela Muriel Roldan for giving his opinion and tips to achieve this work in the best way possible and finally thanks to our parents for giving us the opportunity to be in EAFIT.