

Smallworld

Louis Cohen & Adele Mortier

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- 1 la présentation d'adele
- 2 Generating persons
 - General Idea
 - A person
- 3 Merging the two random generations
 - Displacement

test

Ceci est un test youhou !



Key ideas

- Families
- Work
- Activities
- Home
- Déplacement between those points !

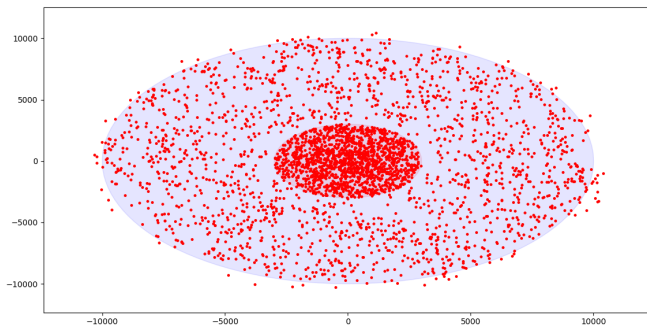
Localisation ideas

Center : working
Subburbs : housing
(all probabilistic)



Localisation ideas

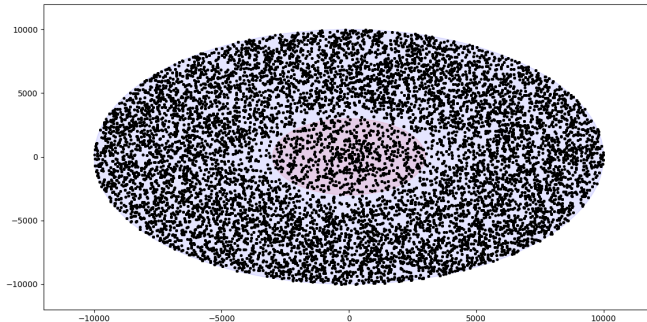
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Localisation ideas

Center : working
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A person

- Id
- Age
- Work type and informations
- Work location
- Home location
- Family
- Typical activities
- Planning



Persons models

How to differentiate

Typical activities

Days worked

Work location distribution

Persons type

- Students : work near home location, ludic activities, student weak
- White collar : working in center, groceries, different work shedule
- Unenmployed, outdoor work ...



Generating families

- one or two parents
- several childs

modularity

Proba of being single

Number of child proba repartition

Monoparental families...

Planning

Being at work during worktime

Random activity on day activity

Going back to home to sleep

demonstration

Modularity

Depending on other people, family

More activities

Special activities only on some locations

Special events (worldcup etc...)

Déplacement from x to y :

s_x, s_y the stations

`Shortest_path(s_x, s_y)`

Use of the different lines

How many persons use it ?

Schedules

Breakdown sensibility

To go further

Special events

Adding other way of displacement

Feeding it as a blackbox to other learning algorithm