



# Treating street harassment, a way to improve Medellin

# Presentation of the team



**Miguel Vasquez**

Code and  
technical report



**Juan Alberto Rodriguez**

Code and  
technical report



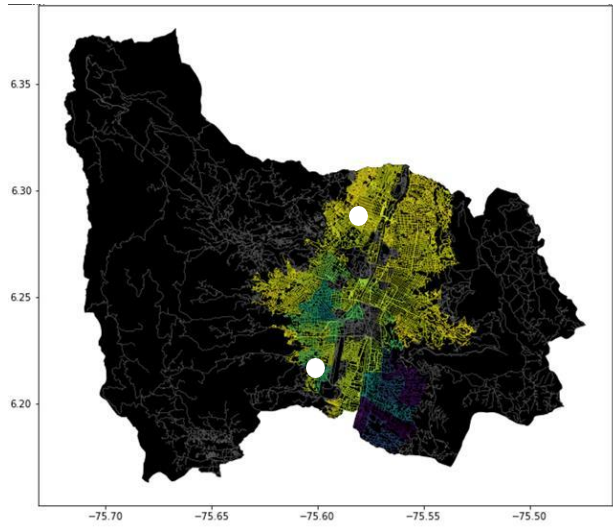
**Andrea Serna**  
Literature review

**Jaime Andres  
Riascos**  
Data preparation

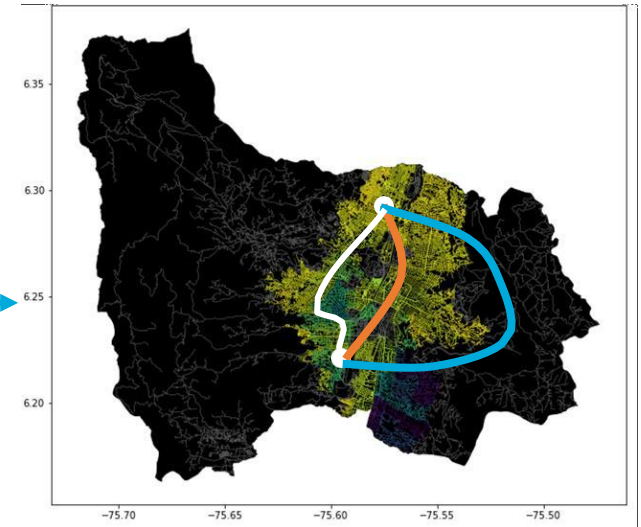
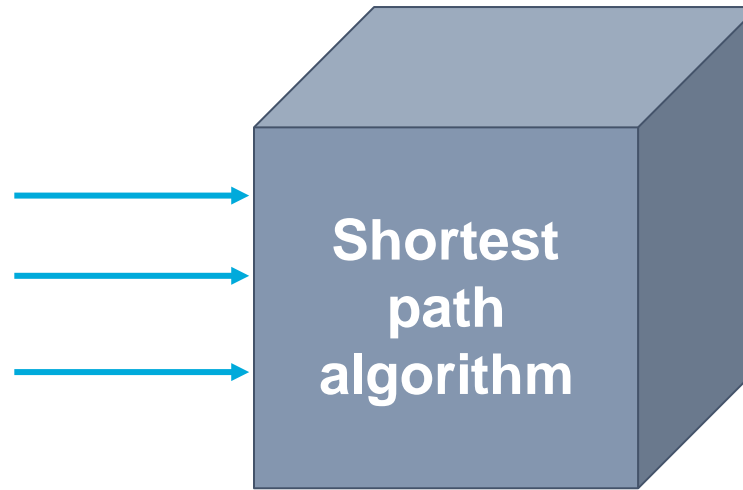


<https://github.com/bosh99/SH-proyect.git>

# Problem Statement

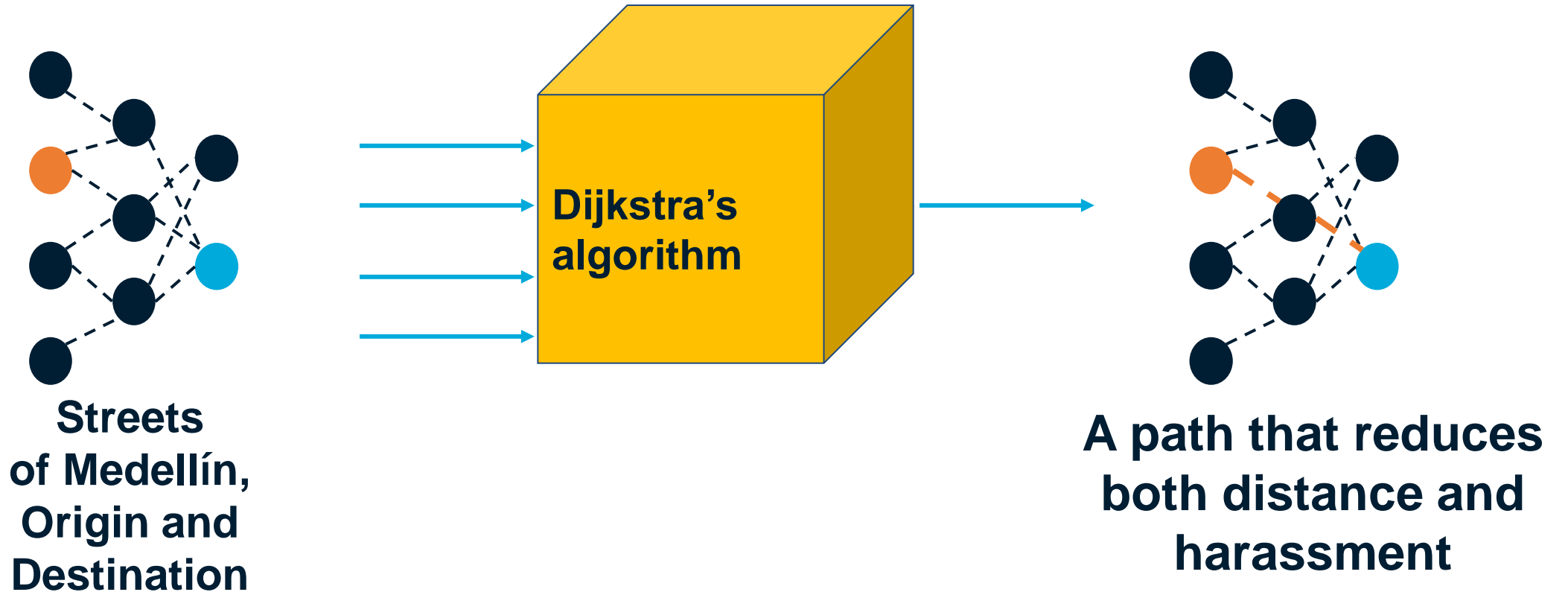


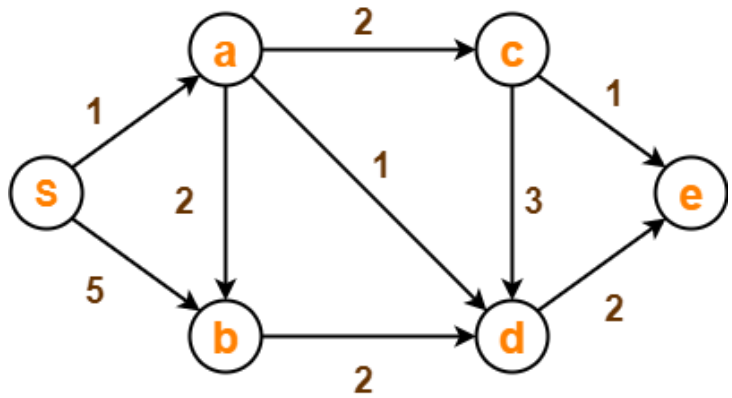
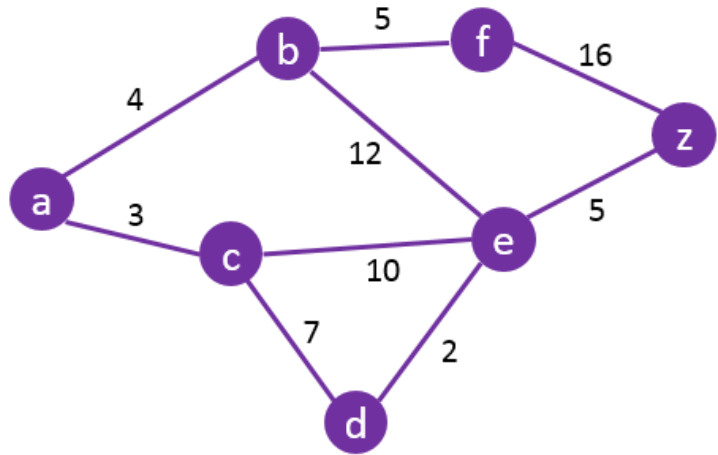
**Streets  
of Medellín,  
Origin and  
Destination**



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

# Solution Algorithm





## Dijkstra's algorithm

This algorithm finds the shortest path between a given node and all the other ones in the graph using weights that minimizes the total distance