



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



**Mauricio Toro y
Jaime Andres
Riascos**

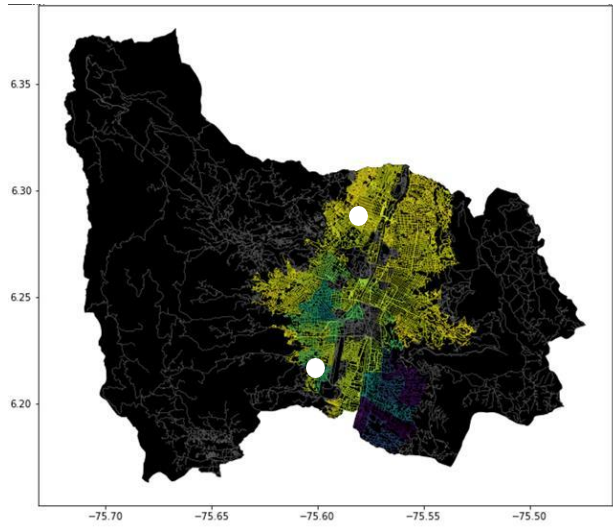
Data preparation



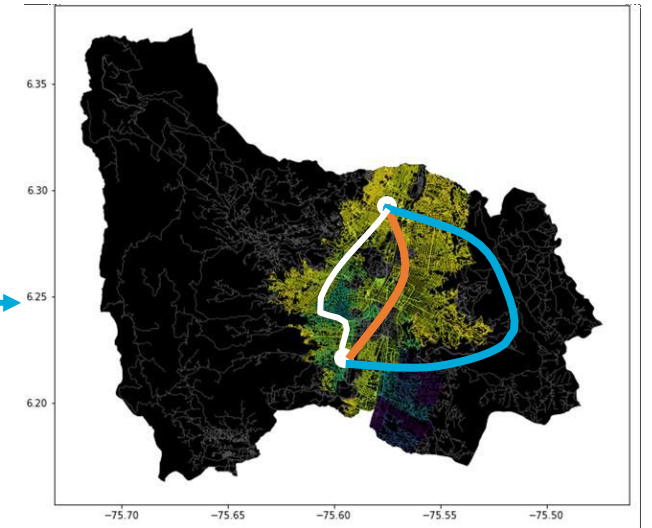
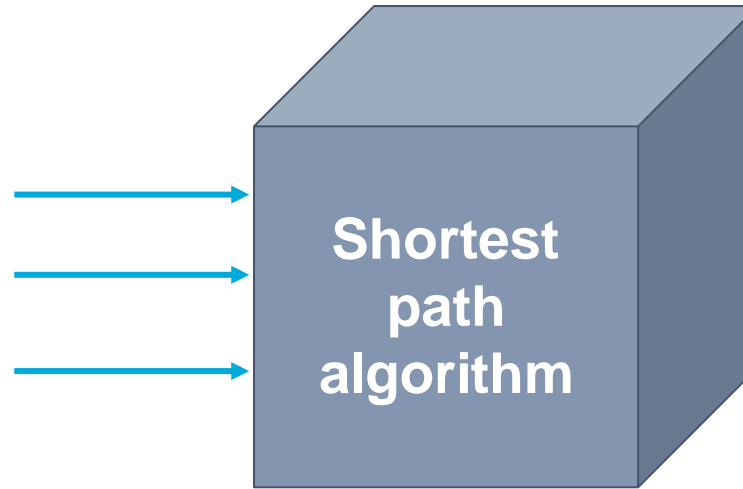
<https://github.com/bosh99/SH-proyect.git>



Problem Statement

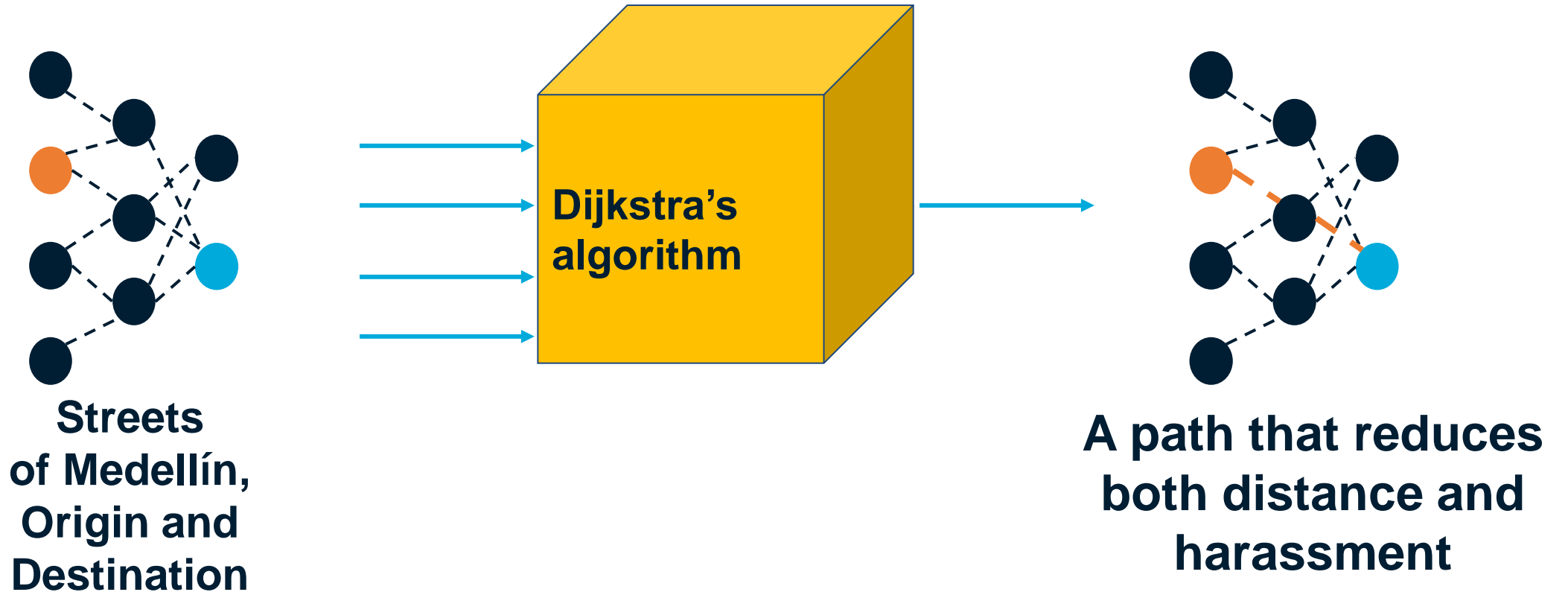


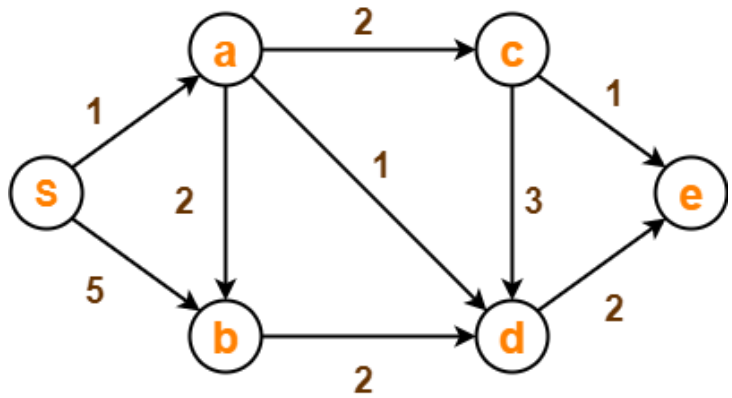
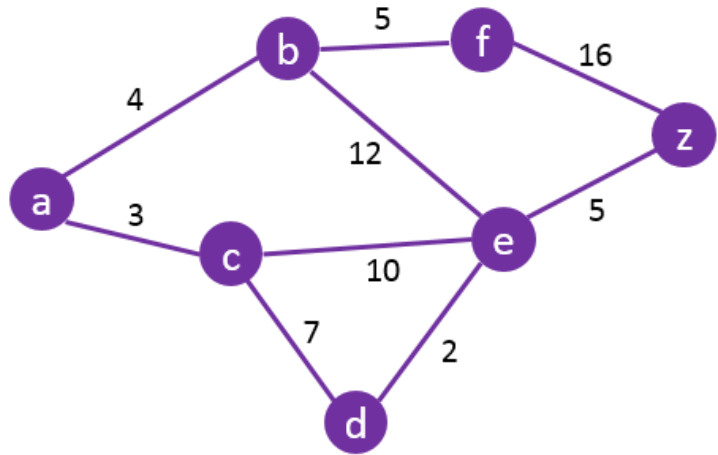
**Streets
of Medellín,
Origin and
Destination**



**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