## Health mobility: From a toy example to the Large-Scale network of Grenoble

Ujjwal Pratap, Carlos Canudas-de-Wit, Federica Garin

October 14, 2021 Inria Paris, 1<sup>st</sup> workshop "Epidemic: modeling, identification, control"

















Main Ingredients to build the Grenoble network in the time-scale of hours

➢Nodes (Location & Population/Capacity):

- Origins
- Destinations
- > Origin/Destination matrix (WHW):
  - W: Where to go
  - H : How many
  - W: When to move

# Region of study : Grenoble area

Grenoble metropole and some communes of Gresivaudan

## ➢Origin nodes

- Communes and Grenoble sectors
  - Location: residential areas
  - Population
    - INSEE
    - Grenoble metropole
    - Population age groups (eg. 3-8, 8-11)



## Places of interests: destination nodes

Schools	Hospitals	Workplaces	Market	Leisure
Primary schools	СНО	Companies	Malls	Restaurants /bars
Middle schools	Clinique	Research centers	Supermarkets	Parks
High Schools	mutualiste			Stadiums
Universities	Private clinics	Microenterprises	Small shops	Theaters

#### Location : sources and techniques

- Importing and filtering from **OpenStreetMap**
- Manually creating GeoJSON\* files
- Manually locating them in Google maps

Softwares: QGIS/ python/ Matlab/ OSM maps

#### Capacities: sources and techniques

- Academie de Grenoble: number of students
- Fire department rules: persons/square meters
- Destinations/Booking websites
- Manually using data fitting and/or imputation

Softwares: QGIS/ Matlab/ python

- > Aggregation:
  - > All nodes in one region are aggregated
    - Capacity : sum of capacities
    - Location: barycenter of all the nodes



# OD Connections: origins to where?

#### Primary schools

• Connected to the same origin node

#### ➢ Lycee

• Govt. assigned Lycee according to ones address

➢ College

• Govt. assigned sectors for each college

#### > Universities/ Hospitals

• Connected to every origin node

Work place / Market /Leisure

Attraction based laws depending on road distance

#### Rules: attraction based laws

If d<sub>ij</sub> = road distance\* between i and j, then attraction between them

$$Q_{ij} = P_i C_j e^{-|\ln(1-\nu)|} \left(\frac{d_{ij}}{\sigma_j}\right)^2$$

Normalized attraction

$$\begin{array}{l} \text{d attraction} \\ A_{ij} = \frac{Q_{ij}}{\sum_h Q_{hj}} \quad \text{and} \quad O_{ij} = \begin{cases} 1 \ if \ d_{ij} \leq \sigma_j \text{ and } A_{ij} \geq \eta \\ 0 \ o/w \end{cases}$$

 $\sigma_j$  = maximum distance that  $\nu$  % of the people travel daily to j.

 $\eta$  = threshold on attraction between *i* and *j*.

\* real minimum road distance computed using the road network between all possible origins and destinations

Boeing, G. 2017. "OSMnx: New Methods for Acquiring, Constructing, Analyzing, and Visualizing Complex Street Networks." Computers, Environment and Urban Systems.





## Connection weights: How many people from origin to destinations?



# Time schedules and mobility patterns: When does mobility happen?

## ➤Scheduling variables:

### > opening times, closing times and average time spent

- Different sources for different subcategories
  - Académie de Grenoble
  - Openstreetmap / Google maps
  - Destination / booking websites

## > Demand gating functions: $\delta_{ij}(t)$







Malls

**Supermarkets** 

Small shops

MARKET

Closing

20:00

22:00

19:00

Average

time 2h

45min

20min

Opening

10:00

7:30

9:00

## Application challenges: continuous to discrete



# Questions? Comments?