

A Peer-to-Peer Matching System for Grocery Home Delivery

Freight Day IV Symposium February 10, 2015





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Agenda

- Introduction
- Methodology
- Analysis
- Results
- Discussion and Conclusion

Introduction

Collaborative Consumption









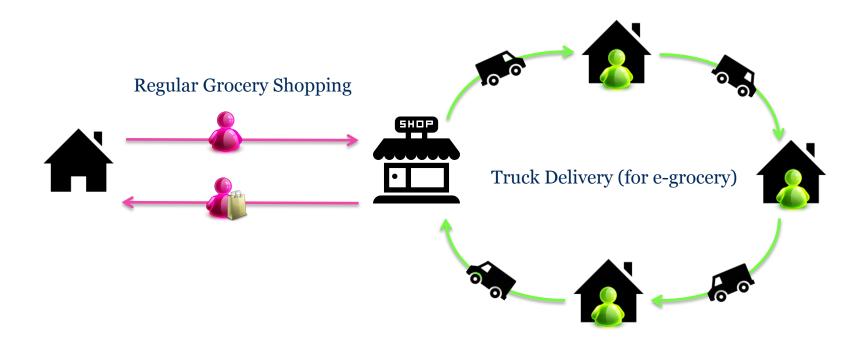




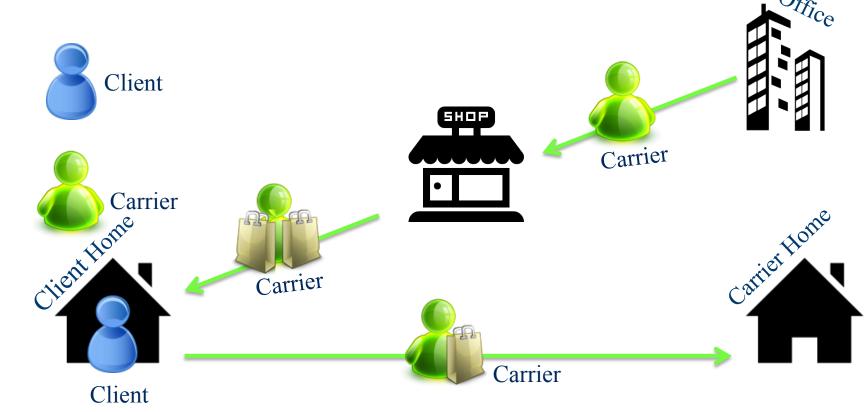


Introduction

• Current grocery shopping methods:



The proposed delivery system:

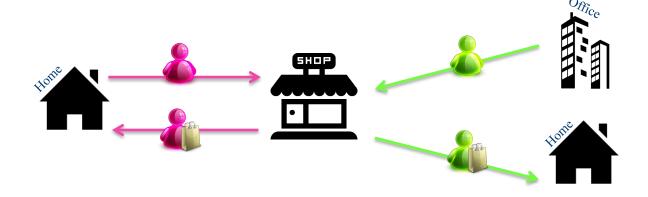


3 Methods of grocery delivery:

- ✓ The regular grocery shopping method
- ✓ The truck delivery service
- ✓ The matching system

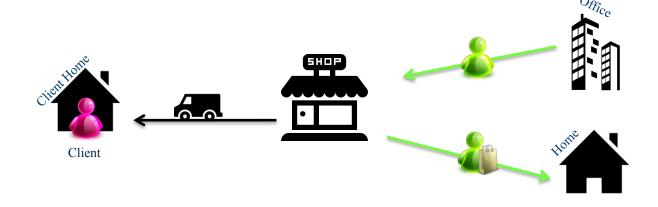
Delivery scenarios:

Scenario 1

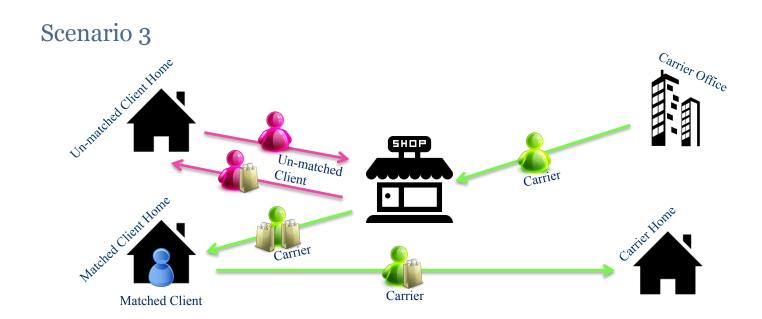


Delivery scenarios:

Scenario 2

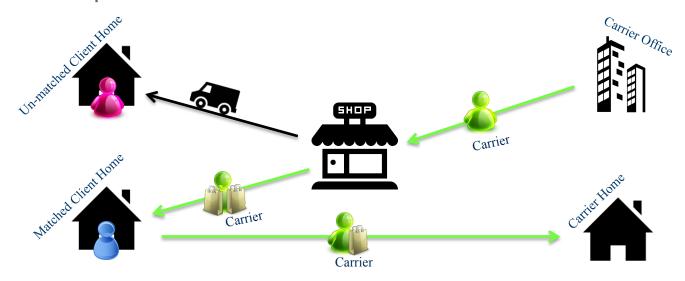


Delivery scenarios:



Delivery scenarios:

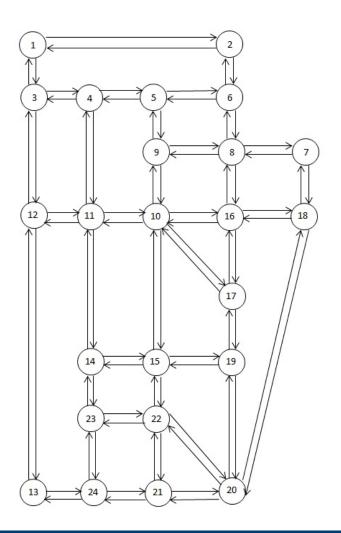
Scenario 4



Analysis

Study Network

- Sioux Falls network
 - ✓ 24 zones
 - ✓ 76 links
 - ✓ Origin Destination Matrix
 - ✓ Travel-time Matrix



Analysis

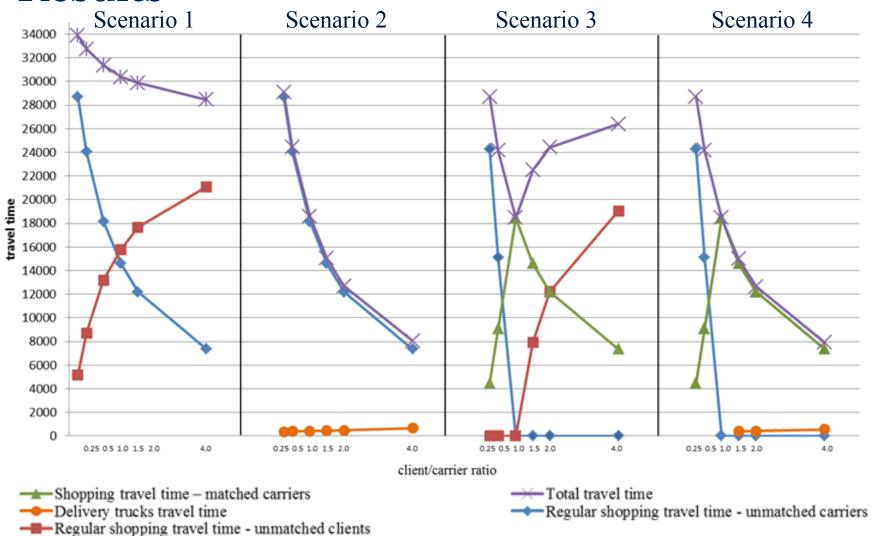
Customers and Stores Specifications

- Customers and stores are scattered randomly in the network zones.
- Scenarios are simulated under six different client/carrier ratios as follows:

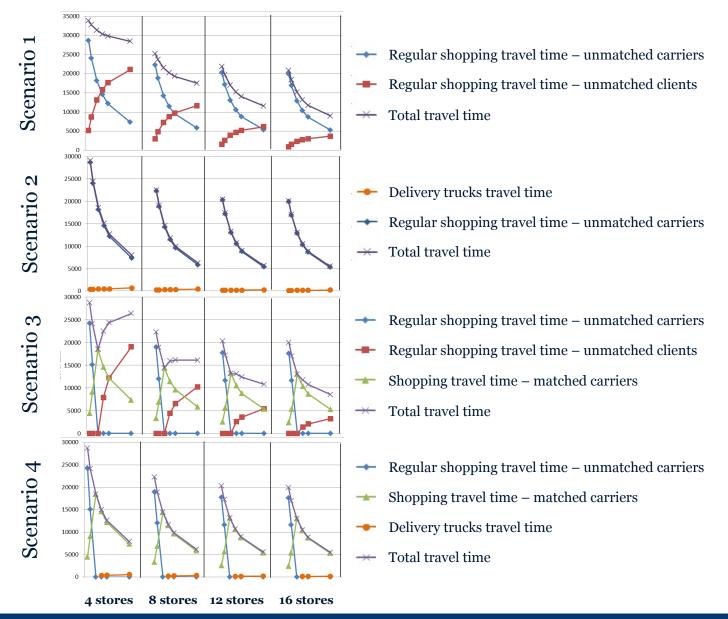
Client/Carrier Ratio	0.25	0.5	1	1.5	2	4

• Scenarios are simulated in network with 4 different total number of stores: 4,8,12 and 16.

Results



Results



Discussion and Conclusion

- Future research should focus on testing the system with a real network.
- A more detailed cost matrix is recommended for future research.
- Delivery time windows are a logical add-on.
- On the basis of travel time, the matching system seems to be a promising method of grocery delivery.



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