

Assessing the potential of crowdsourcing package delivery using mobility data

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Part of the **Crowdsourcing Package Delivery Project**, with Michal Tzur
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Crowdsourcing in the city



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- We are interested in evaluating the potential of “**physical crowdsourcing**” in cities
 - Especially when **time and space synchronization** is required

Package Deliveries

the final leg of the complete journey of the good before it reaches the customer

Challenges

- Rising expectations for shorter delivery times and lower prices
- Sometimes poor urban infrastructure/traffic
- Unpredictability in transit and customer availability
- Air pollution



Crowdsourcing Package Deliveries

Utilizing the
community
movements for
package deliveries

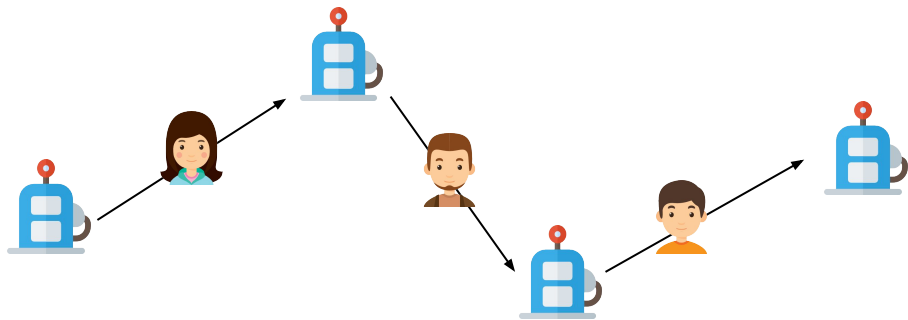


entrusters

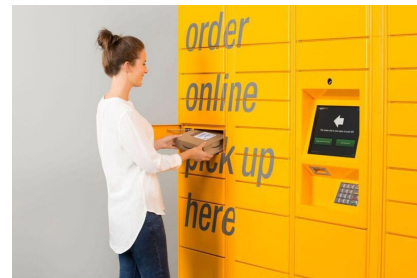


Different Settings

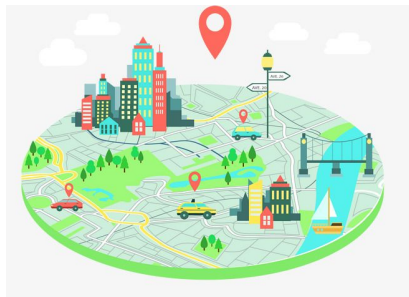
Direct (1) vs. multi-lag transfer (2)



Hand shaking (3) vs. stop points (4)



Intra-urban (5) vs. Inter-urban (6)



Sadilek, Krumm, and Horvitz (2013) - (2), (3), (6)*

Chen et al. (2017) - (2), (4), (5)

McInerney et al. (2013) - (2), (4), (6)

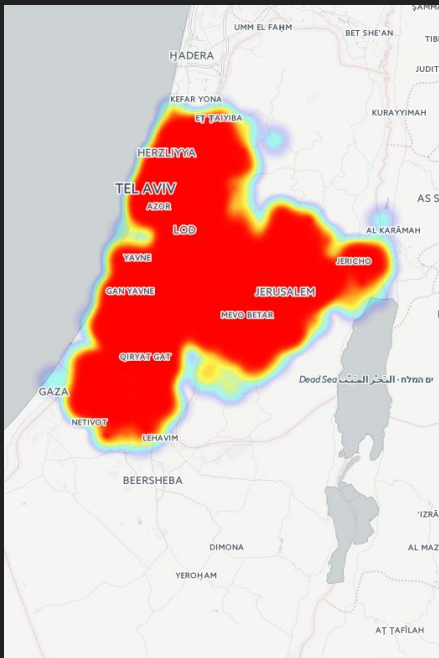
Arslan et al. (2016) - (1), (3), (5)

What are we interested in?

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- How can different system designs affect its capacity?
 - What is the potential of such a system in terms of:
 - Coverage
 - Delivery durations
 - Number of hops
 - Storage times
 - Geographical differences

Data Analysis

Mobile Phone Data as a Proxy

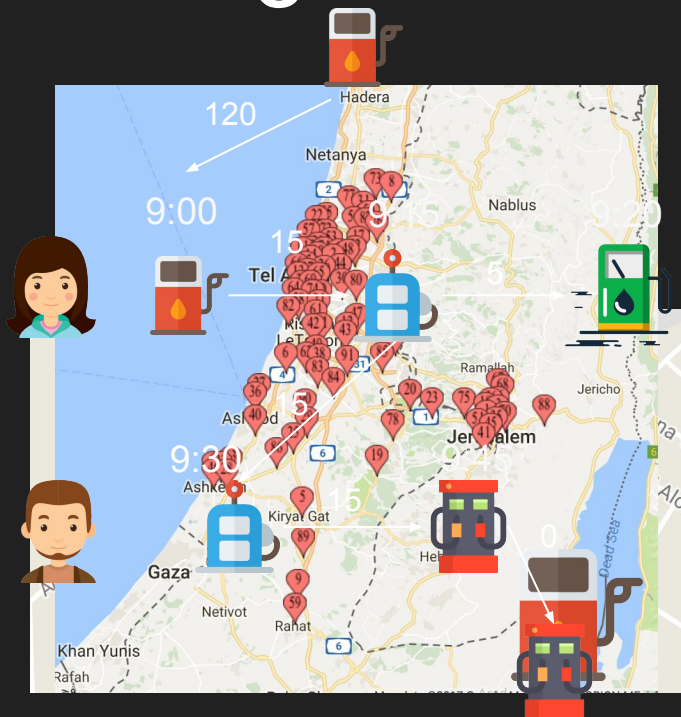


- one-month data extracted of **anonymized** waypoints of **Israeli mobile phone users** from 2013

We started with:

- **~800 GB** of data
- **1.8M distinct users**

Trajectory Mining



- Trajectory extraction

Trajectory Tr is a sequence of points pertaining to one trip consisting of longitude, latitude and a timestamp

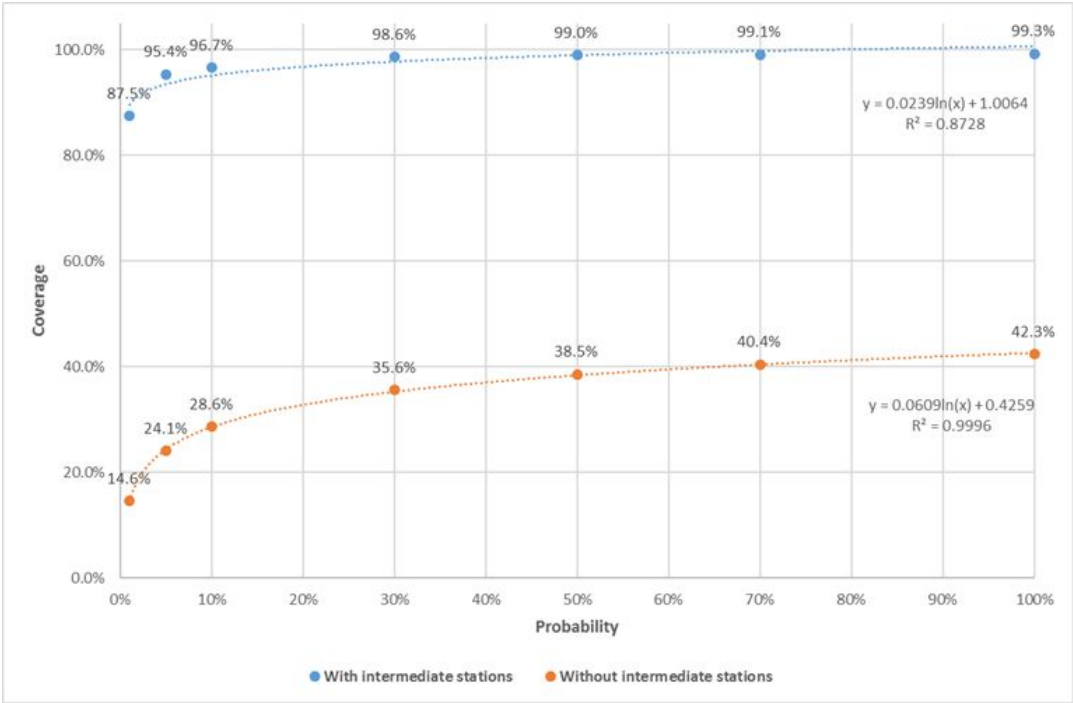
- Stay point detection
- 91 gas stations as our stop points
- Finding gas stations along the trajectories' paths
- Graph modeling for packages' potential transitions

Results

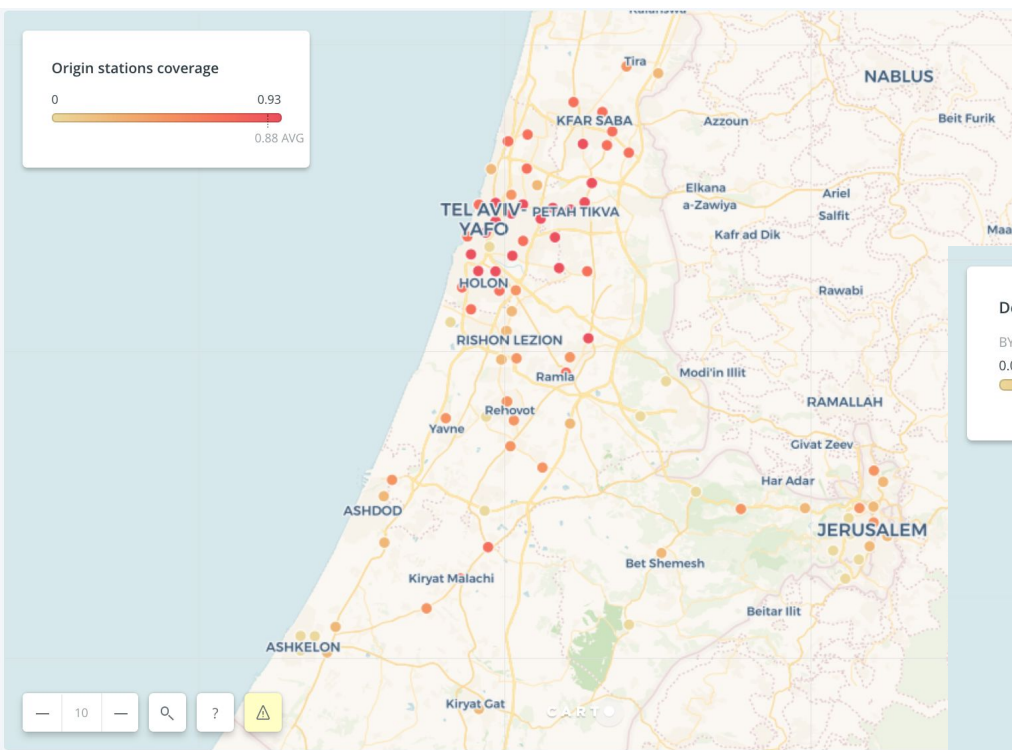
Probability	Mean number of potential transfers	Mean number of unique users
100%	1.9M	465K
70%	1.3M	410K
50%	954K	358K
30%	573K	280K
10%	190K	139K
5%	95K	80K
1%	19K	18k

Coverage

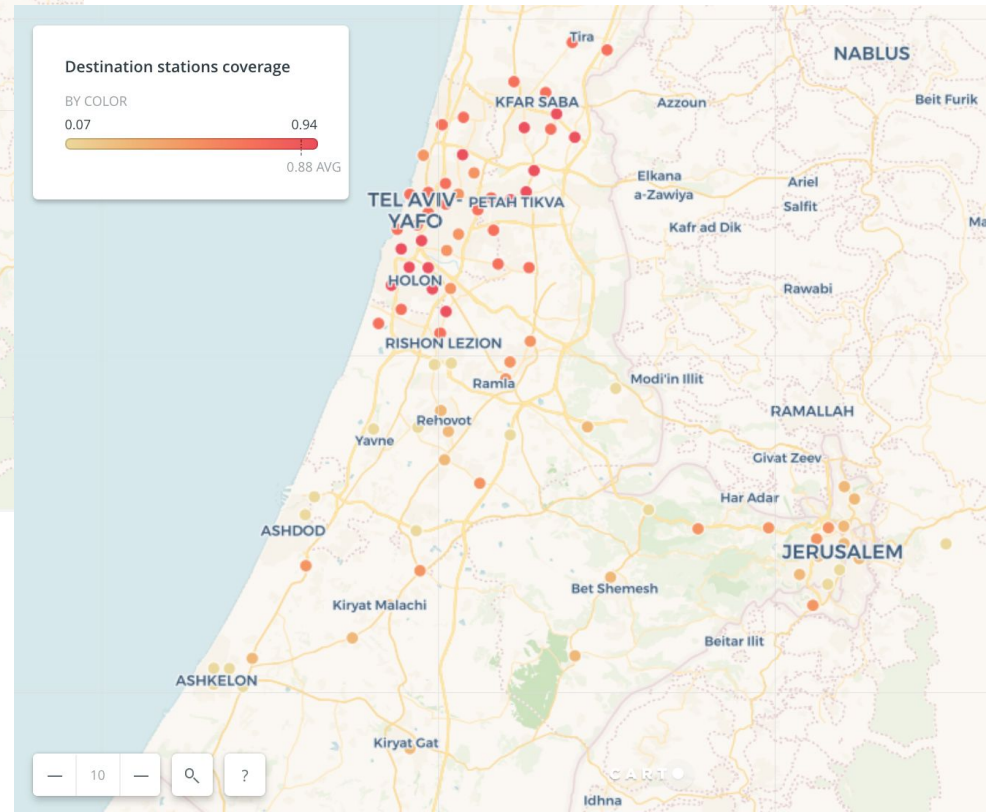
Percentage of simulated origin-destination requests with a path



Probability - the probability a user will want to transfer a package (uniform distribution)

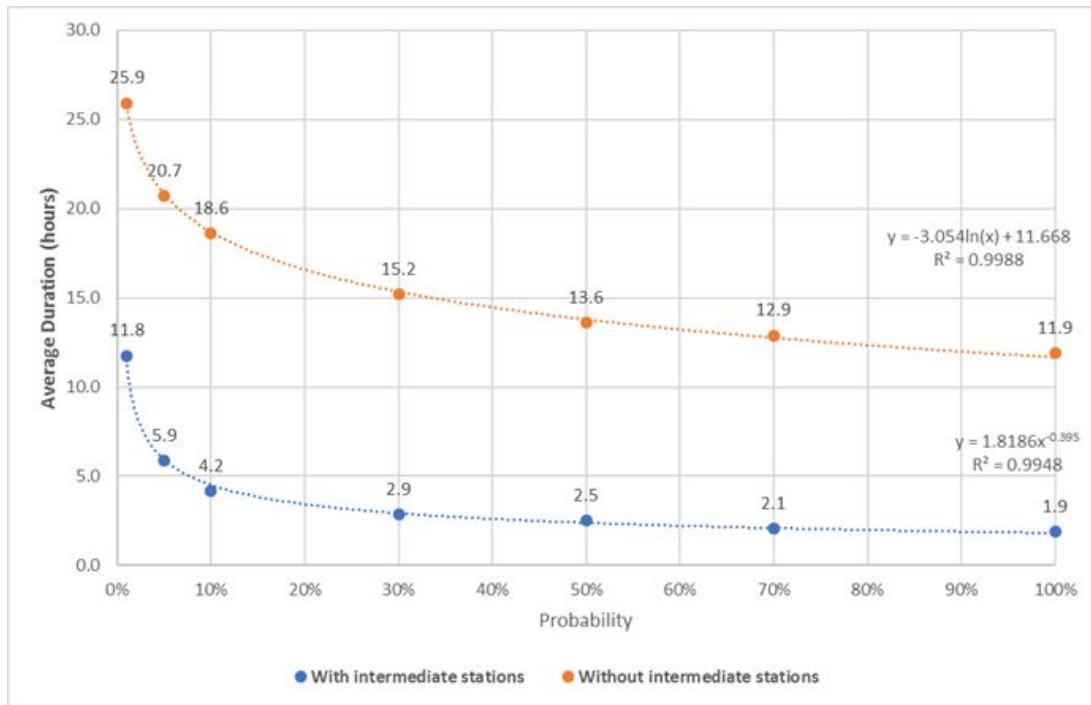


**Coverage
Probability = 1%**



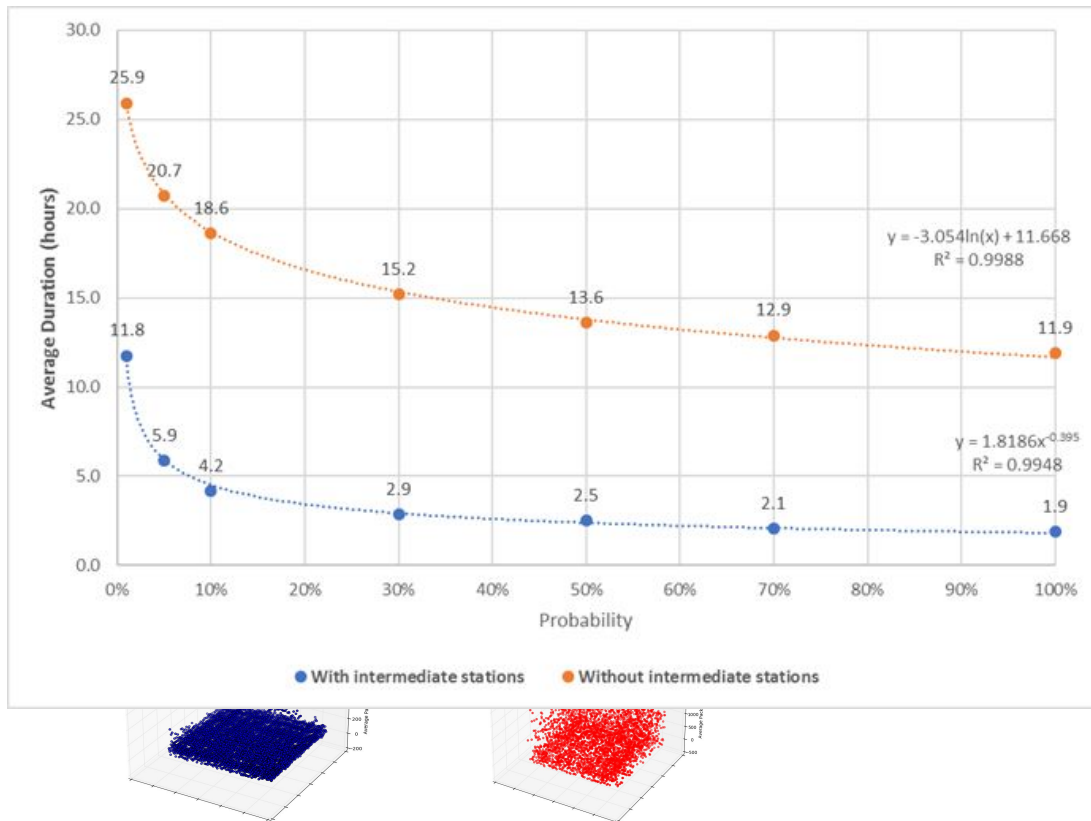
Average Durations (shortest paths)

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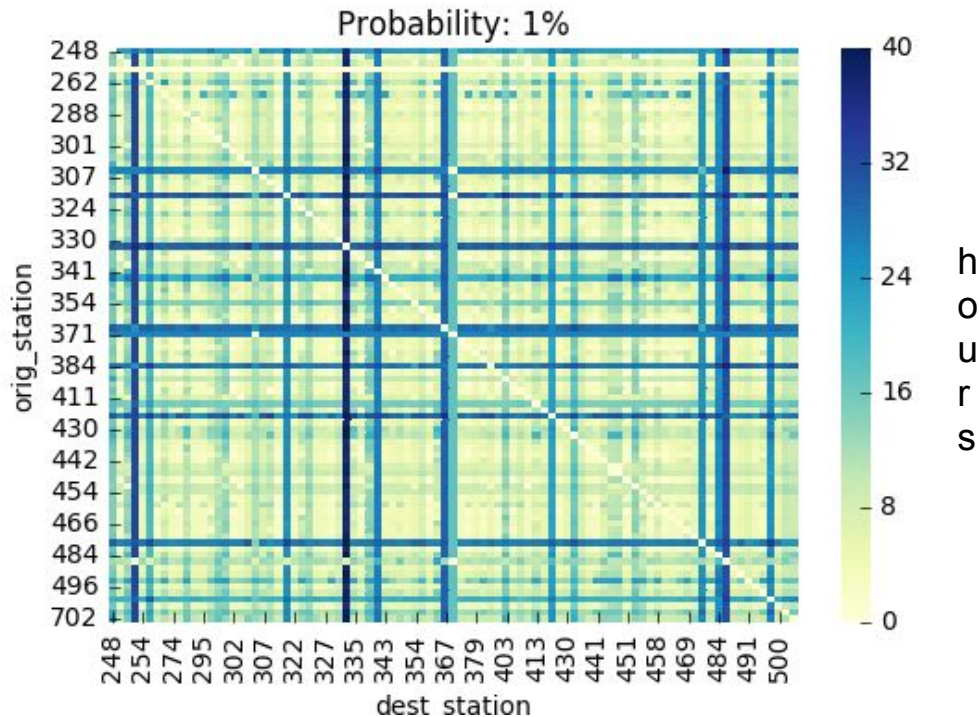
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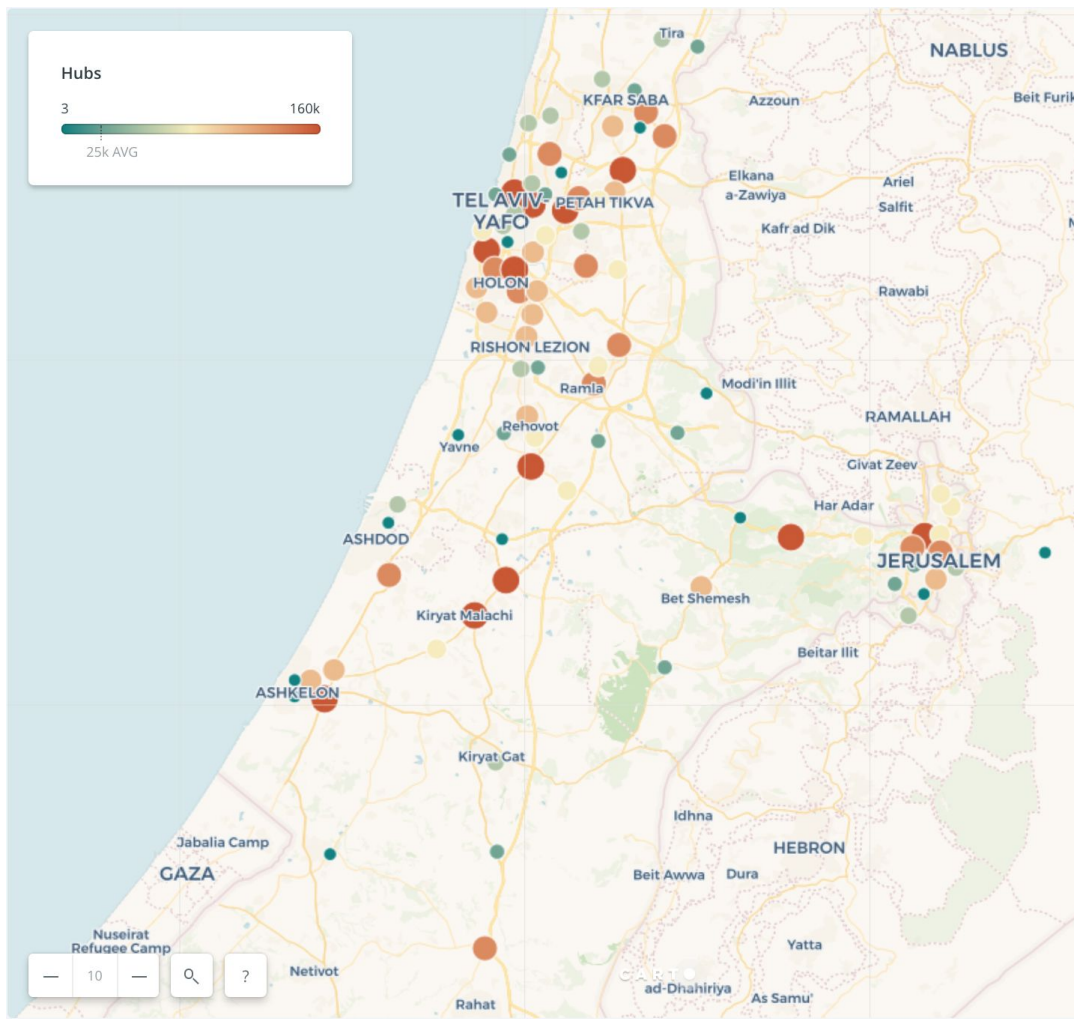


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Mean Durations - standard deviations

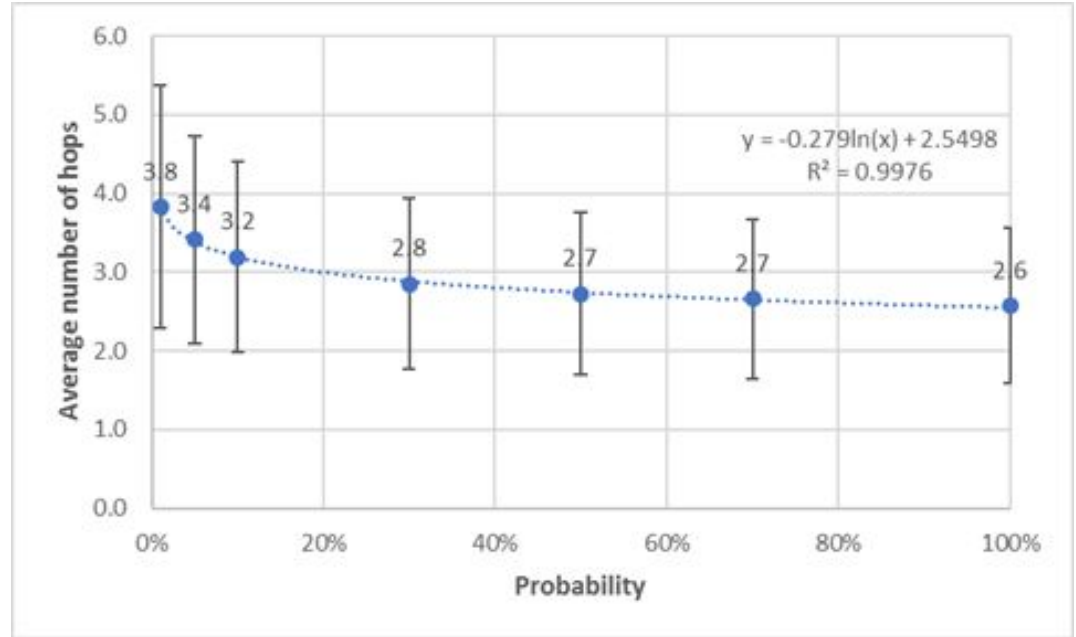
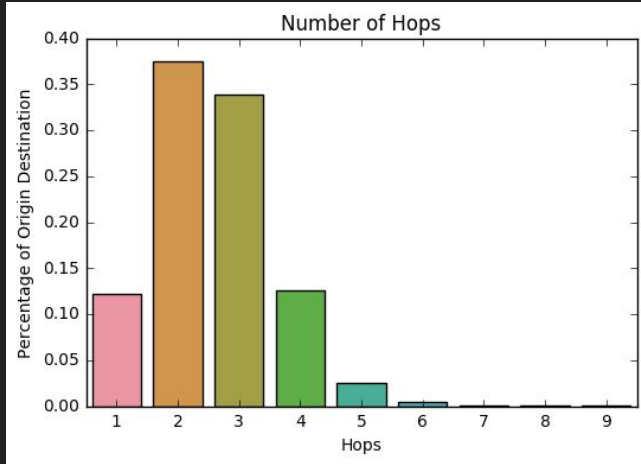


Hubs



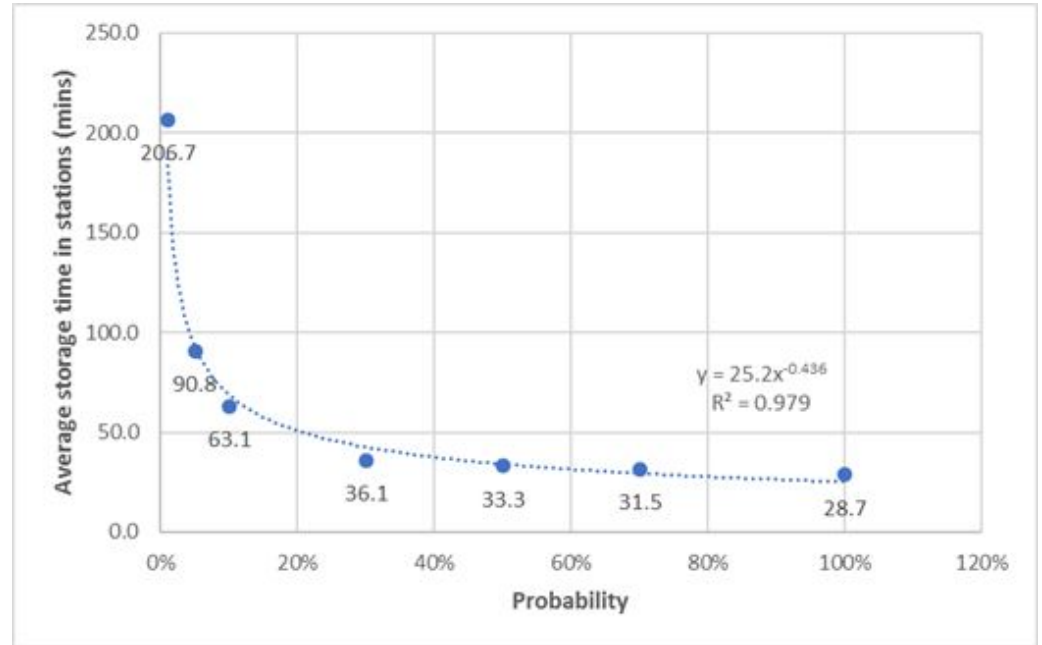
Number of Hops

How many users are taking part in the delivery?



Storage Durations

For all probabilities, in more than 97% of time, the storage duration in a station is less than 24 hours



Summary

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- Much better performance in terms of coverage and delivery durations when enabling the setting of intermediate stations
 - Both the coverage and the delivery durations are not highly sensitive to different network sizes (probabilities)
 - A framework for real data simulation of crowdsourcing applications



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