No More Guess Work: System Design for Seamless E-Commerce & Store Order Profiles

Sponsored by:

Reddwerks Distribution Science **Presented by:**

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Order Profile Defined

Order Profiles: A collection of attributes associated to an order that describes how the order is composed and what fulfillment needs it requires.

The constraints imposed by poorly designed software and rigidly-designed storage material handling devices exacerbate the issue to process varied order profiles.

Cost/Unit Shipped 🔸 Throughput 🔸 Capacity

Composition

- Number of Lines
- Number of Units
- Velocity Mix of Items
- Affinities of Items

Fulfillment Requirements

- **Dispatch Times**
- **QC** Thresholds
- Value-Added Services
- HAZMAT





Order Profiles Through Data Models

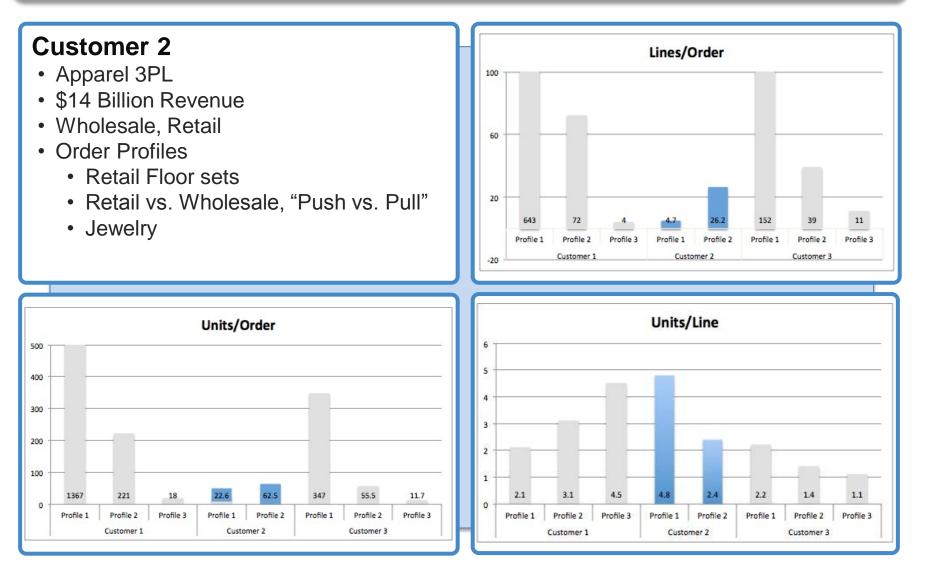






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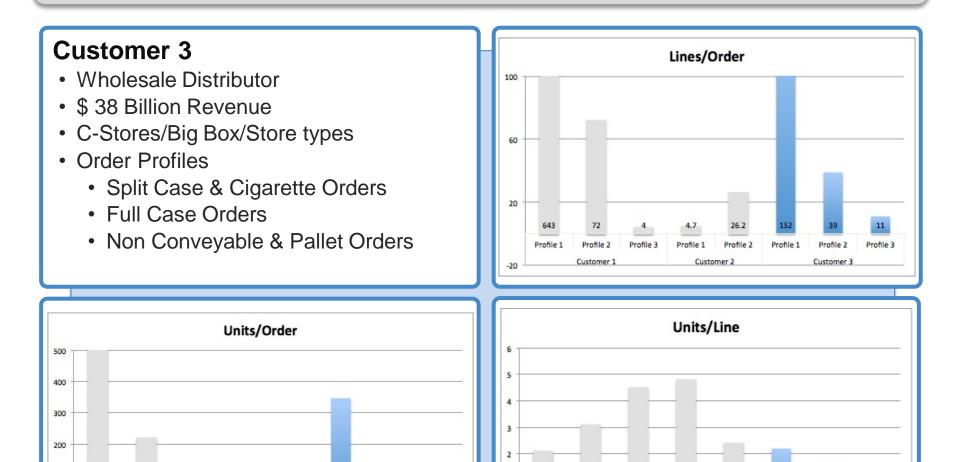
Order Profiles Through Data Models







Order Profiles Through Data Models





Profile 2

Customer 3



1.1

Profile 3



1367

Profile 1

221

Profile 2

Customer 1

18

Profile 3

22.6

Profile 1

62.5

Profile 2

Customer 2

Profile 1

55.5

Profile 2

Customer 3

11.7

Profile 3

2.1

Profile 1

0

3.1

Profile 2

Customer 1

4.5

Profile 3

4.8

Profile 1

2.4

Profile 2

Customer 2

2.2

Profile 1

100

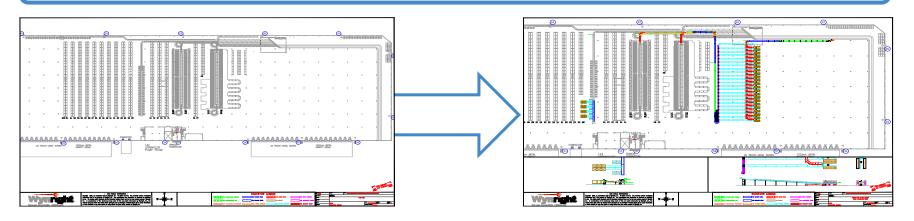
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Option A: Put System, Goods-to-Person

Conversion of a Pick System to a Batch Pick to Put System

- Why did G2P work here?
 - Larger store orders in Canada yielded higher percent of full case picks
 - Fewer mixed SKU totes in Canada yielded higher put rates at put stations
 - Outbound totes in Canada were reduced because of totes having to complete in the pick zone where they are started
- Benefits:
 - All but 37 days a year slashed to single-shift days (from two shifts)
 - Flexible, extensible design to enable the site to process web orders and other channels' changing order profiles.

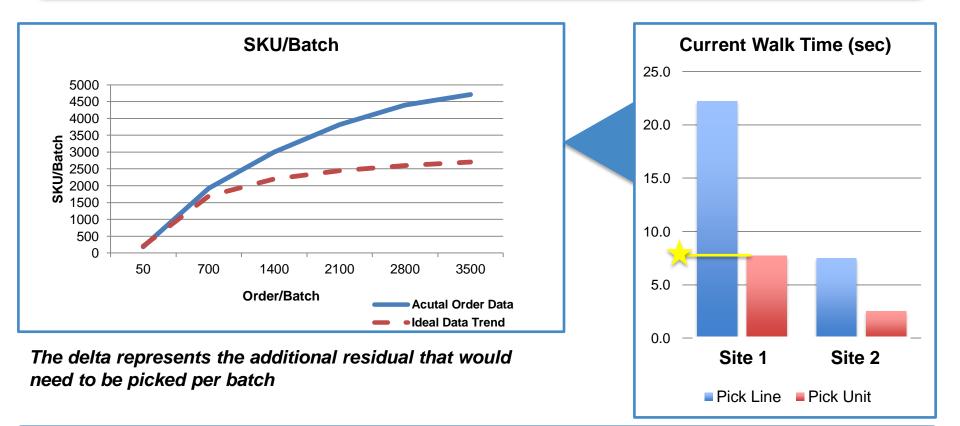
• Yearly cost reduction over \$1M.







Case Study: Pick System, Person-to-Goods



SKU Velocity & Walk Time are critical components in analyzing a Goods to Person Design. **Result = Handling each item at the Put Station adds 7.5 seconds per item** that currently doesn't occur today. With the current walk time per unit being 6 seconds, **you cannot "pay"** for the put.



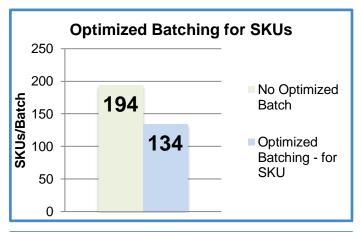


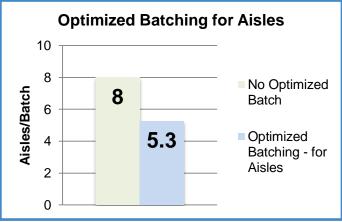
Case Study: Pick System, Person-to-Goods

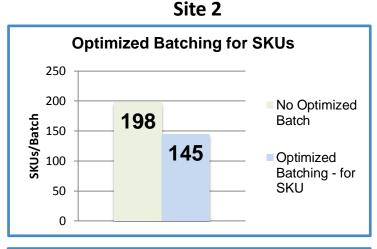


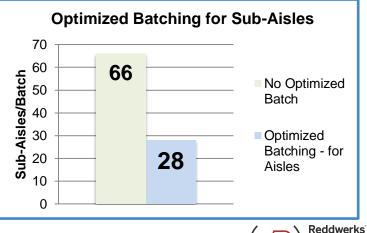
Optimized Batching Algorithms group orders by key attributes allowing for less walk time in Break Pack picking.

Site 1







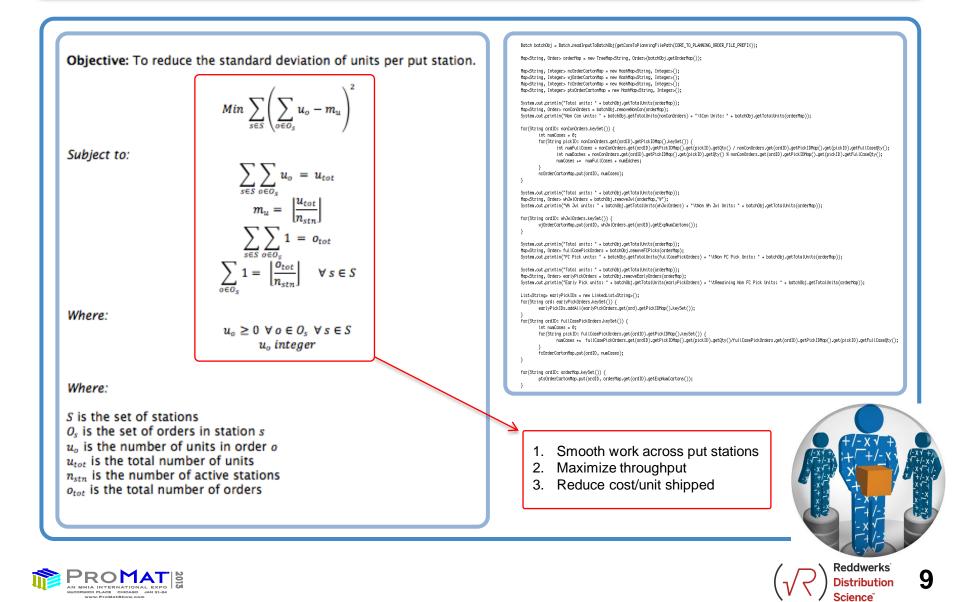




Distribution

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Don't Guess...Guessing is Expensive







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