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# Hyperconnected Urban Logistic Service Networks: Bidding-Based Design Framework

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Joint work with

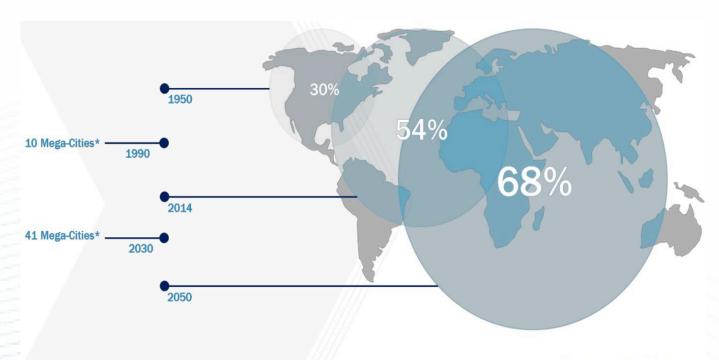
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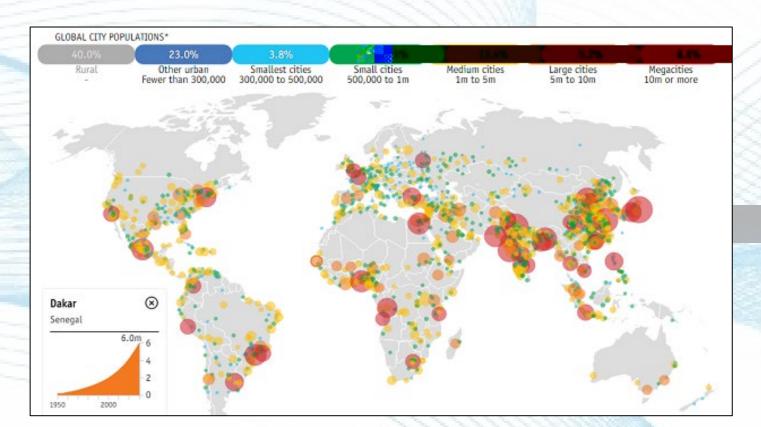


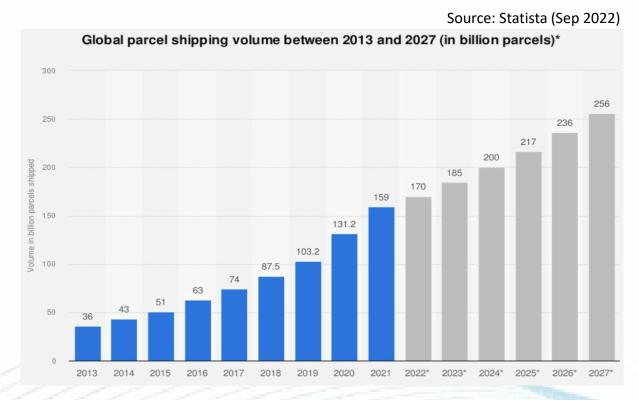


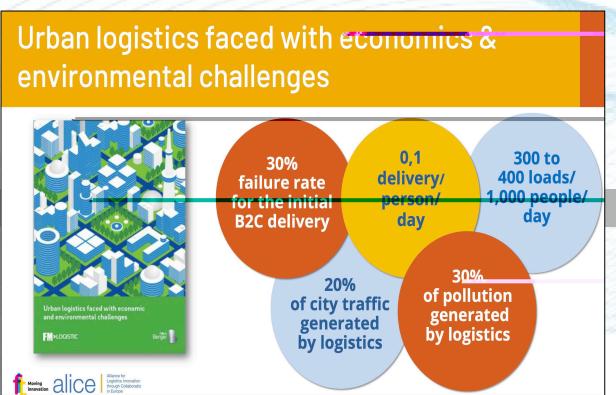
#### Motivation: Challenges in urban cities



Source: United Nations (UN), 2018 Revision of World Urbanization Prospectsof 10+ millions inhabitants







#### **Hyperconnected City Logistics**

#### Interconnect:

Cities as nodes of the worldwide logistic web

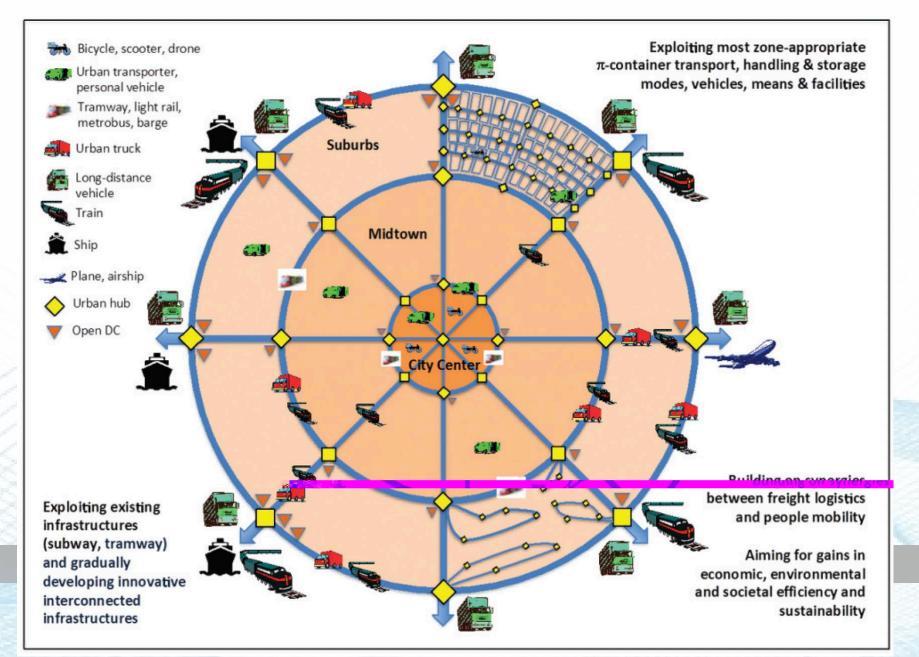
City logistic stakeholders into an open system via systems standardization

Coordination, Collaboration, Cooperation

Multi-faceted activities of city logistics and urban planning

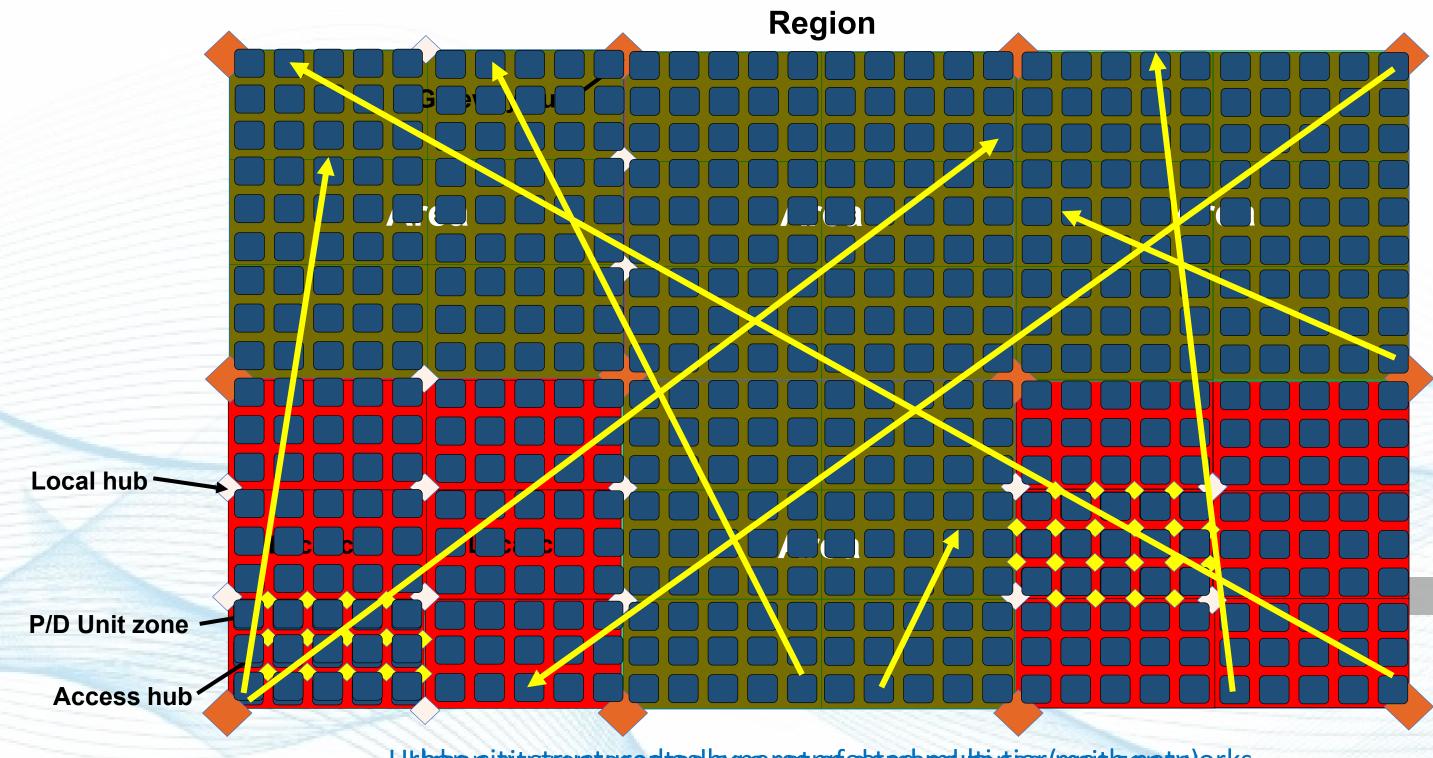
Multiplicity of urban logistic centers

City logistic networks into an urban web architecture



Source: Physical Internet Enabled Hyperconnected City Logistics (Crainic and Montreuil '16)

#### Hyperconnected Urban Logistic Network Topology



Utbrana reitrit streeptes ed tæsthaspæsætrofætændanduktortæs (roneis hzonees) orks Origin-Destination (O-D) commodities with time requirements Representative literature on Hyperconnected Multi-tier mesh networks

[Montreuil et al. '18] [Hettle et al. '21] [Grover et al. '23]

#### **Problem Definition**

#### **Logistic Orchestrator**

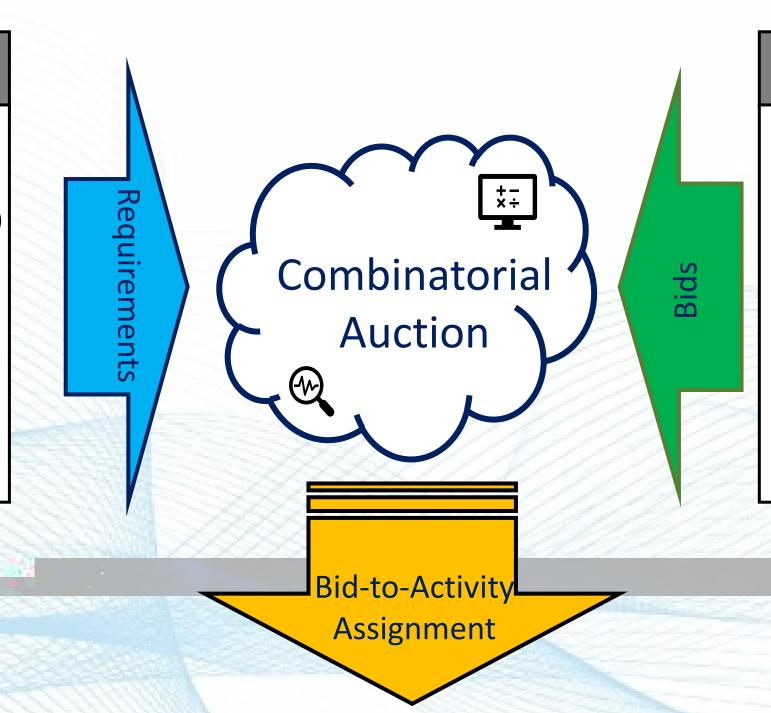
Hyperconnected multi-tier network topology

O-D service guarantees (e.g., x-hour delivery)

Multi-party coordination/orchestration via a **combinatorial auction** 

Allocation of logistic activities to LSPs
Imposing service level agreement (SLA) for
each logistic activity

Robust O-D service guarantees in min. cost



#### **Logistic Service Providers (LSP)**

Providing logistic services (transport/hub operation)

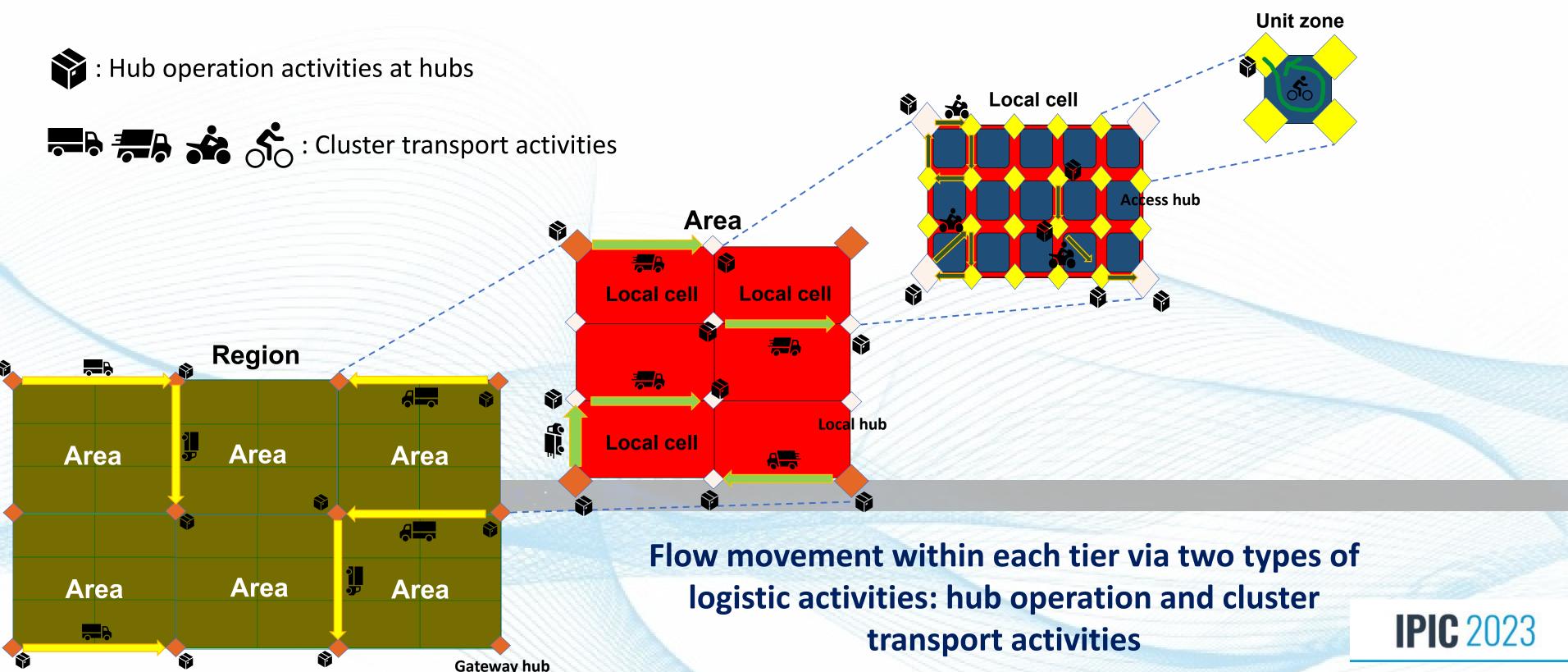
Participating in the auction by **submitting bids** for logistic activities with bid prices

Respecting the network topology and SLA

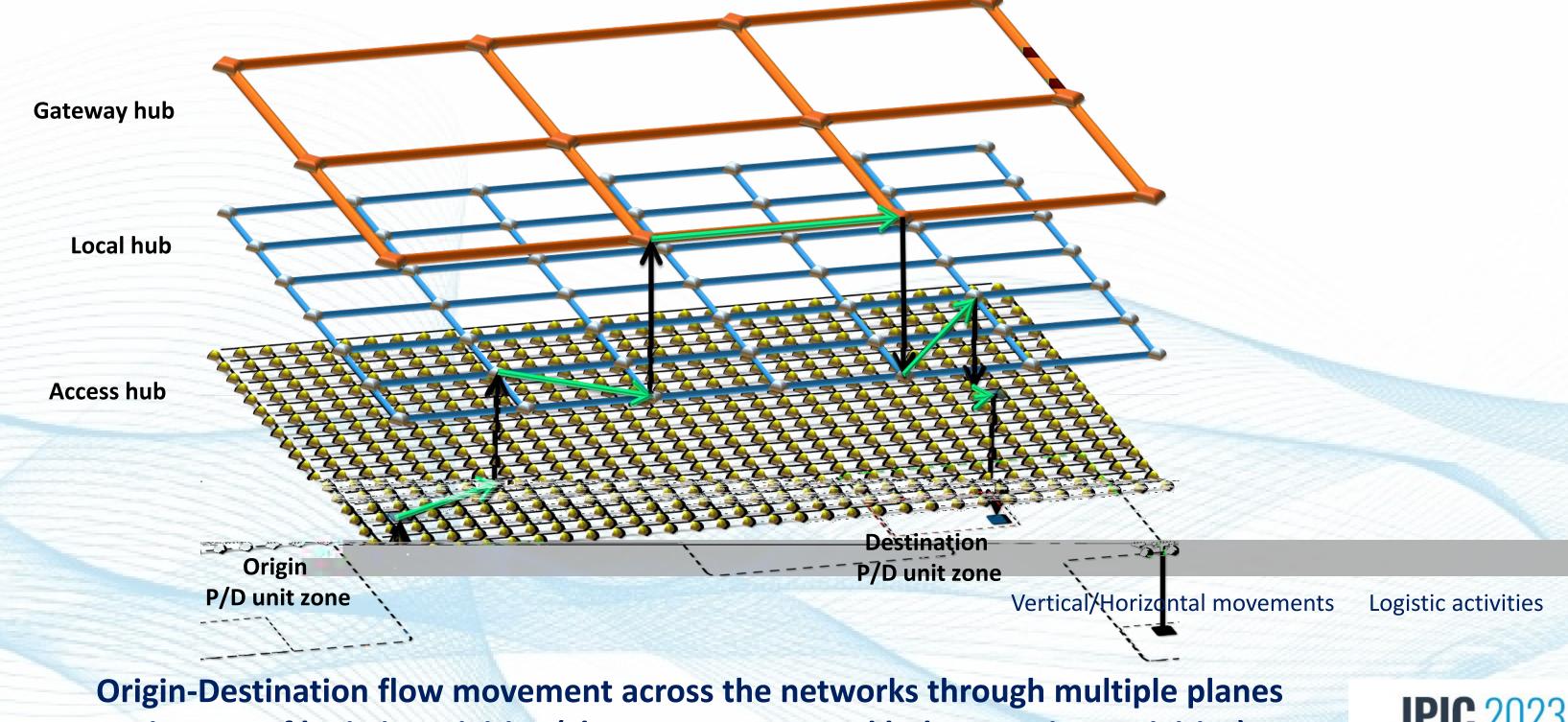
Profit maximization

**Optimized Service Networks** 

### Logistic Activities in Hyperconnected Urban Logistic Network

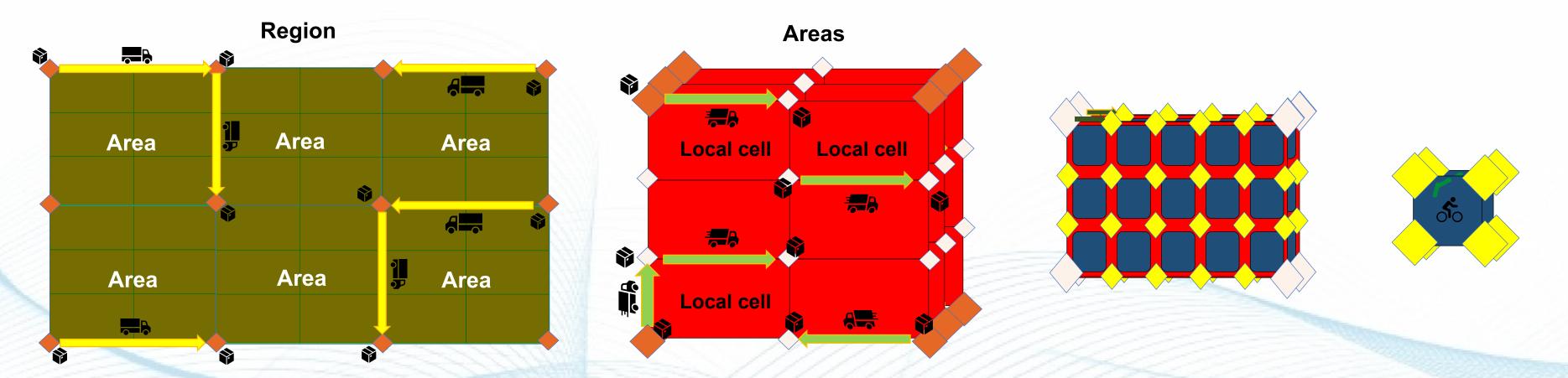


#### Flow Movement Across the Proposed Networks



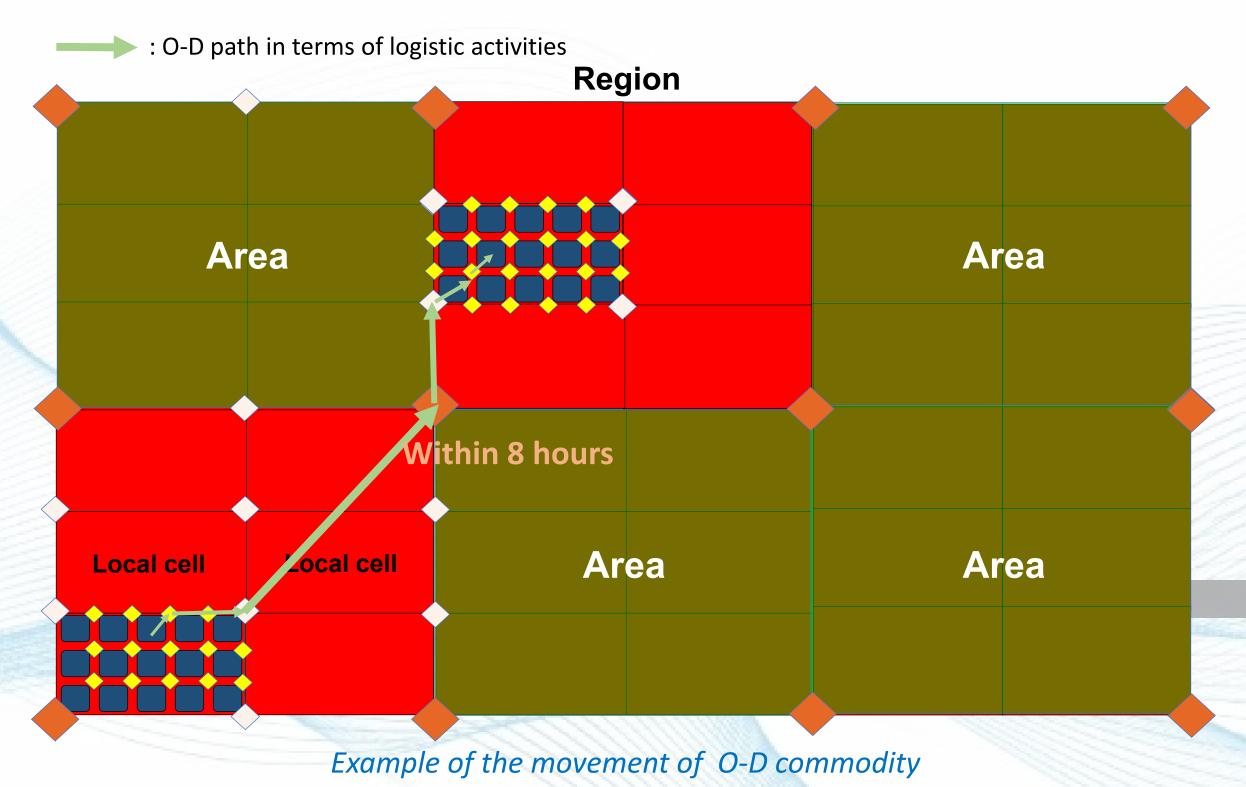
via a set of logistic activities (cluster transport and hub operation activities)

### Service Level Agreement (SLA)





### **SLA Options for Logistic Activities by Logistic Orchestrator**



Going through 11 logistic activities

6 cluster transport and 5 hub operation activities

Many combinatorial choices

Equally allocated
Proportional to volume/distance

...

Possibly too aggressive High bid prices

Impact of SLA for activities on the overall cost

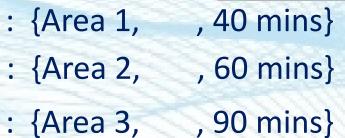
Requiring approximation of the reaction of bidders (LSPs)

#### **Bid Construction by Bidders (LSPs)**

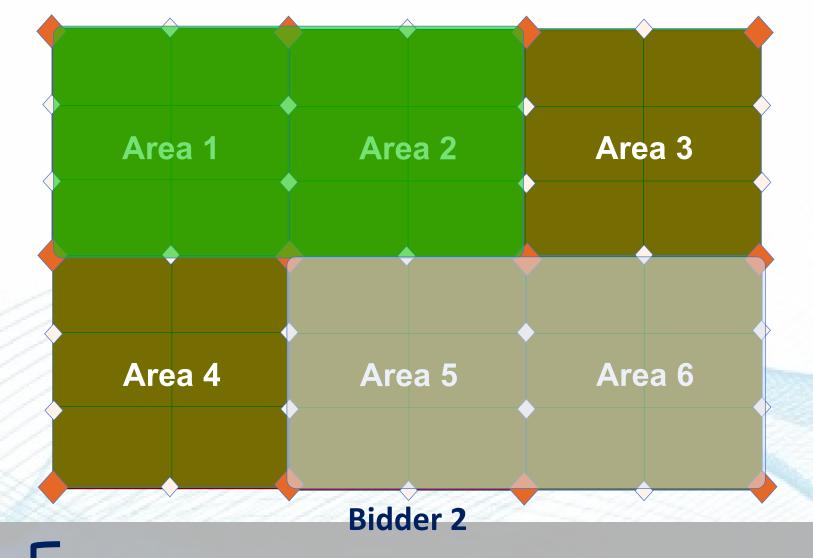


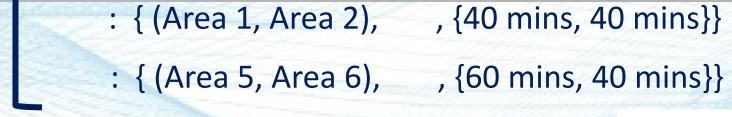
: Bidder 's bid: Bid price of bid BidderFormat of bids: {Activity(ies), , SLA}





Set of single bids

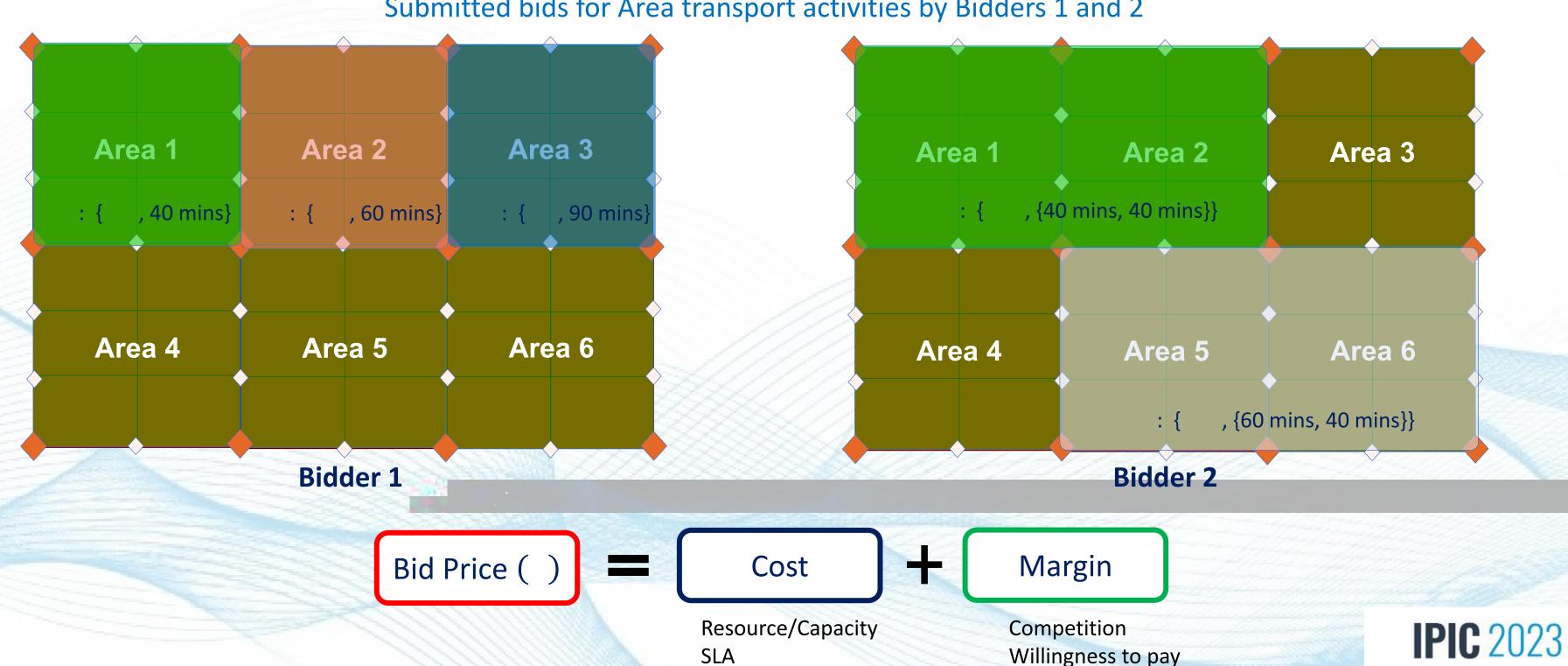




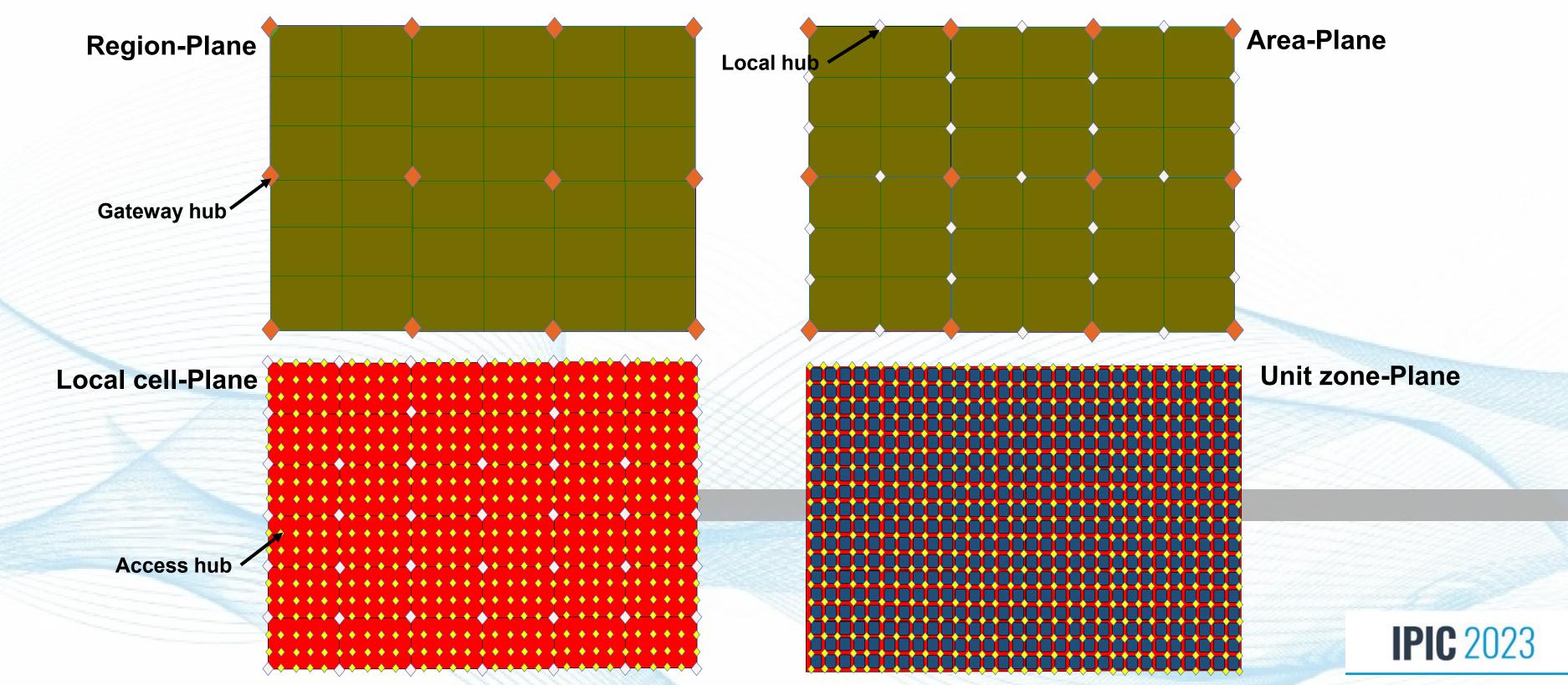
Set of Economies of scope, bundle bids Better resource utilization

### **Bid Construction by Bidders (LSPs)**

Submitted bids for Area transport activities by Bidders 1 and 2

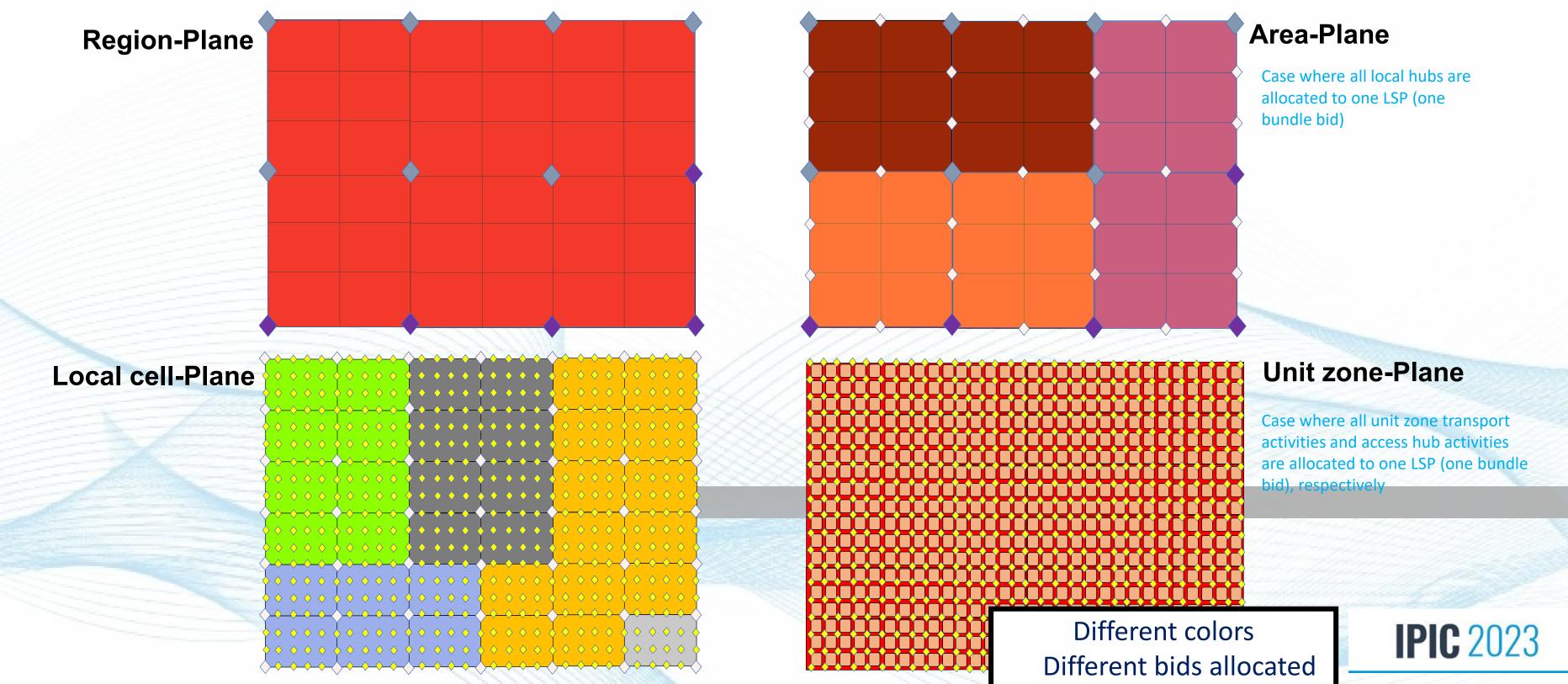


### **Bid-to-Activity Allocation**



#### **Bid-to-Activity Allocation**

#### **Optimized Service Network**



#### Research Questions/Avenues

We consider a first-price sealed-bid reverse combinatorial auction in which the logistic orchestrator allocates each logistic activity to some specific bidder such that the O-D service guarantees are robustly guaranteed while minimizing cost

# 1<sup>st</sup> Phase by Logistic Orchestrator



Pre-auction stage

Bid definition/requirements
Network/Logistic activity
Information

Service Level Agreement Offer Problem (SLAOP)

How to determine a set of Service Level Agreement (SLA) options for each logistic activity

2<sup>nd</sup> Phase by Bidders



Which bids to submit when – under the uncertainty of other bidders' decisions and orchestrator's final decisions?

Profit Maximization

3<sup>rd</sup> Phase by Logistic Orchestrator

Winner Determination Problem (WDP)

How to determine winning bids for each logistic activity and which SLA to assign each logistic activity

Robust O-D service guarantees
Cost Minimization

#### Summary

#### **Contributions:**

New notion of the service network design problem in line with Physical Internet initiatives

Three-phased bidding-based design framework

#### **Next steps:**

Optimization, Simulation, and Game theoretic techniques for each Phase

Approximation of reaction of other players

Capturing competition and uncertainty

Robust O-D service guarantees

## Thank you!

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