

DEMAND PLANNING/ FORECASTING

- The truth about forecasting and suggestions

Truth	Suggestions
1. The forecast is “always” wrong <ul style="list-style-type: none"> • Statistical errors • Difference between past and future 	<ul style="list-style-type: none"> • Range forecasting • Flexible contracts
2. Aggregated forecasts are more accurate	<ul style="list-style-type: none"> • Risk pooling <ul style="list-style-type: none"> ○ product distribution ○ parts ○ product variety
3. Forecasts over short time horizon are more accurate	<ul style="list-style-type: none"> • Postponement • Concurrent process
4. Long history helps	<ul style="list-style-type: none"> • Test sales to create history
5. Trading partner have information	<ul style="list-style-type: none"> • Collaboration/ tightening
6. Risk sharing can mitigate the consequences	<ul style="list-style-type: none"> • Joint new product development • Joint ventures • Supply contract

- 4 fundamental approaches

Subjective	Objective
<u>1. Judgmental</u> <ul style="list-style-type: none"> • Sales force survey • Jury of experts 	<u>3. Time series</u> <ul style="list-style-type: none"> • “Black Box” approach • Uses past to predict future
<u>2. Experimental</u> <ul style="list-style-type: none"> • Customer surveys/ Focus group • Test marketing • Simulation 	<u>4. Causal/ Relational</u> <ul style="list-style-type: none"> • Econometric model • Leading indicators • Input – Output • Run regressions!

- Time Series

Good for...	Bad for...
<ul style="list-style-type: none"> • Short term • Mature products • SKU level 	<ul style="list-style-type: none"> • New or dying products • Short life-cycle products • Erratic sparse demand

- Variables
 - Level (a)
 - Trend (b)
 - Seasonality variations (F)
 - Cyclical movements (c)
 - Random fluctuations
- Methods
 - Moving Average
 - Exponential Smoothing - value of observation degrades overtime
 - $X_{t,t+1} = \alpha X_t + (1-\alpha)X_{t-1}, 0.01 < \alpha < 0.3 (\approx 0.1)$
 - Level and Trend
 - $X_{t,t+1} = a_t + tb_t$

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- $a_t = \alpha X_t + (1-\alpha)(a_{t-1} + b_{t-1})$ $0.02 < \alpha < 0.51$ (≈ 0.19)
 - $b_t = \beta(a_t - a_{t-1}) + (1-\beta)b_{t-1}$ $0.005 < \beta < 0.176$ (≈ 0.053)
- Level, Trend and Seasonal
 - $X_{t,t+T} = (a_t + Tb_t) F_{t+T-p}$
 - $a_t = \alpha(X_t / F_{t-p}) + (1-\alpha)(a_{t-1} + b_{t-1})$
 - $b_t = \beta(a_t - a_{t-1}) + (1-\beta)b_{t-1}$ $0.005 < \beta < 0.176$ (≈ 0.053)
 - $F_t = \gamma(X_t / a_t) + (1-\gamma) F_{t-p}$ $0.05 < \gamma < 0.5$ (≈ 0.1)
- Forecast Evaluation
 - Accuracy
 - Forecast Error $e_t = X_t - \hat{X}_t$
 - Mean Deviation $MD = \sum e_t / n$
 - Mean Absolute Deviation $MAD = \sum |e_t| / n$
 - Mean Squared Error $MSE = \sum e_t^2 / n$
 - Root Mean Squared Error $RMSE = \sqrt{\sum e_t^2 / n}$
 - Mean Absolute Percent Error $MAPE = \sum (|e_t| / D_t) / n$
 - Bias
 - Cumulative Sum of Error (Ct) ...normalized by dividing by RMSE
 - Smoothed Error Tracking Signal ... $T_t = z_t / MAD_t$, where $z_t = we_t + (1-w)z_{t-1}$
 - Auto Correlation of Forecast Errors

INVENTORY PLANNING & MANAGEMENT

- Why Hold Inventory
 - Buffer for demand/ supply spikes
 - Minimize cost (ordering, shortage)
 - Speculation/ Anticipation for purchasing price change
 - Cover process time
- Inventory Decisions = Supply chain decision + Deployment decision + Replenishment decision
- Inventory Fundamentals
 - $TC = \text{Purchase} + \text{Ordering} + \text{Holding} + \text{Shortage}$

$$vD + A(D/Q) + (Q/2 + k\sigma)vr + B_1(D/Q)P_{u \geq (k)} \text{ or } B_2(D/Q)v\sigma_L G_{u(k)}$$
 - Variables
 - D = Ave demand (units/ unit time)
 - A = Fixed ordering cost (\$/ order)
 - v = Variable cost – purchase, shipping (\$/ unit)

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- $r = \text{Carrying } (\$/ \$ \text{ held/ time})$
- $Q = \text{Replenishment order quantity (units/ order)}$
- EOQ (Economic Order Quantity)
 - Basic Model
 - $\text{EOQ} = \sqrt{2AD/ vr}$, $\text{TRC}[\text{EOQ}] = \sqrt{2Advr}$
 - w/ order leadtime \underline{L} ... Order EOQ when IOH = DL (refer to (R, S) policy)
 - w/ finite replenishment – inventory becomes available at rate of \underline{m} units/ time
 - $\text{TRC}[Q] = A(D/Q) + Q(1-D/m)vr/ 2$
 - $\text{EOQ} = \sqrt{2AD/ vr(1-D/m)}$
 - w/ multiple locations – \underline{n} locations
 - $\text{EOQ} = \sqrt{2AD/ vm}$, $\text{IOH} = \sqrt{n} * Q/2$
 - w/ all unit discount
 - if $Q > Q_b$, $v = v_0(1-d)$, otherwise $v = v_0$
 - if $Q > Q_b$, $\text{TRC} = Dv_0(1-d) + A(D/Q) + v_0(1-d)rQ/2$
 - w/ incremental discount
 - 4 Steps
 1. Find Fixed Cost per breakpoint, F_i , for each break
 2. Find EOQ_i for each range... $\text{EOQ} = \sqrt{2D(A+F_i)/ rv_i}$
 3. If EOQ_i is not within allowable range, go to next I. Otherwise, find TRC_i using effective cost per unit, v_{ei}
 4. Pick EOQ_i with lowest TRC
 - $F_i = F_{i-1} + (v_{i-1} - v_i)Q_i$, $F_0 = 0$
- Stock Out Cost
 - $E[\text{Unit Short}]/ \text{cycle} = \sigma_{L+R} G(k)$
 - Cost minimization perspective
 - B1: Cost per stock out event (\$/ event)

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- Stock out cost = $B_1(D/Q)P_{u \geq (k)}$
- $K = \sqrt{2 \ln^*(DB_1 / \sqrt{2\pi} Q v \sigma_L)}$
- B2: Cost per stock out item (% of v)
 - Stock out cost = $B_2(D/Q)v\sigma_L G_{u(k)}$
 - $P_{u \geq (k)} = Qr/DB_2$
- Service level maximization perspective
 - P₁: CSL (Cycle Service Level)
 - Probability of no stock outs per replenishment cycle
 - $CSL = 1 - P_{u \geq (k)}$
 - P₂: IFR (Item Fill Rate)
 - Fraction of demand filled from IOH (usually much higher than CSL for given ss)
 - When 100% back order, $IFR = 1 - \sigma_L G_{(k)}/Q$, $G_{(k)} = Q/\sigma_L(1 - IFR)$
 - $IFR = (Q - E[\text{Unit Short}])/Q$
 - $E[\text{Unit Short}] = 1 - \sigma_L G_{(k)}/Q$
 - When lost sales, $IFR = Q/(Q + \sigma_L G_{(k)})$, $G(k) = Q/\sigma_L^*(1 - IFR)/IFR$

ss	k	$P_{u \geq (k)}$	$G_{(k)}$
↑	↑	↓	↓
↓	↓	↑	↑

• Inventory Policy & Item Type

Item Type	Continuous Review	Periodic Review
A	(s, S)	(R, s, S)
B	(s, Q)	(R, S)
C		Manual ~ (R, S)

- B Item
 - (s, Q) policy
 - $Q = \text{EOQ}$
 - s (reordering point) = X_L (cycle stock) + $k\sigma_L$ (safety stock)
 - $k = \text{ss factor}$ – implies service level and stock out cost

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- σ_L = RMSE of demand forecast errors (or stdv of demand)
- (R, S) policy
 - $Q = DR$
 - $s = S = X_{L+R} + k\sigma_{L+R}$
 - Ordering cost = A/R ...e.g. if $R=1$ month and A is X units/ yr, $12X$
- A Item
 - Fast Moving ...small v , large Q
 - Solve k^* and Q^* simultaneously
 - $Q^* = EOQ \cdot \sqrt{1 + B_1 P_{u \geq (k)} / A}$
 - $K^* = \sqrt{2 \ln^*(DB_1 / \sqrt{2\pi} Q v r \sigma_L)}$
 - Policy = (s, S) or (R, s, S)
 - Slow Moving ...large v , $Q=1$
 - $E[\text{Unit Short}] = (1 - \text{IFR})\lambda$... Poisson Distribution
 - $L(X_0) = \lambda \quad \Rightarrow \quad L(X_1) = L(X_0) - (X_1 - X_0)(1 - F(X_0))$
- C Item
 - Periodic review rather than continuous
 - Look to reduce the number of orders (synchronize R across SKUs)
 - Decision rule: how much for disposal = $\text{IOH} - \text{EOQ} - D(v\text{-salvage})/(vr)$
- News Vendor Model
 - Variables
 - R = Retail price
 - W = Whole sale price (= cost for retailer)
 - C = Cost (= manufacturer price)
 - S = Salvage cost
 - B = Penalty for not covering demand

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○ Optimal order for each players

▪ Retailer's perspective

- Critical ratio = $P(\text{Demand} \leq Q_R^*) = (R-W+B)/(R-S+B)$
- Find k as $P_{U\geq}(k) = (W-S)/(R-S+B)$
- $Q_R^* = E[D] + k\sigma_D$
- $E[\text{Profit}] = R \cdot E[D] + S \cdot E[\text{Unsold}] - R\sigma_D G(k) - C^*Q$

$$= (R-S)E[D] - (C-S)Q - (R-S)\sigma_D G((Q-E[D])/ \sigma_D)$$

▪ Whole seller's perspective

- $D = Q_R$
- $E[\text{Profit}] = (W-C) Q_R$

▪ Channel's perspective

- Critical ratio = $P(\text{Demand} \leq Q_C^*) = (R-C+B)/(R-S+B)$

○ Procurement contracts for optimization

▪ Buyback contract – set buyback price \underline{P} so as to have $Q_R^* = Q_C^*$

$$\Rightarrow (R-W)/(R-\underline{P}) = (R-C)/(R-S)$$

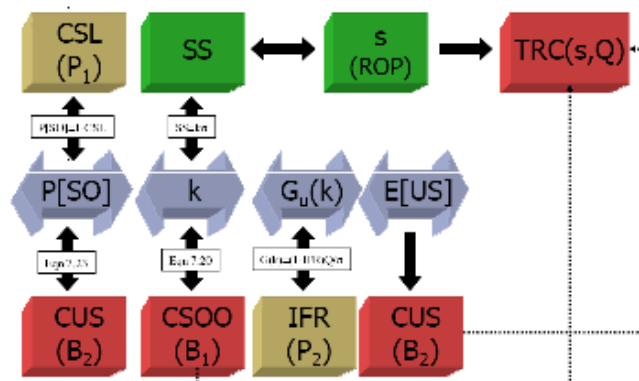
$$\Rightarrow P = W(R-S)/(R-C) - R(C-S)/(R-C)$$

▪ Revenue Share – set \underline{p} so as to have $Q_R^* = Q_C^*$

$$\Rightarrow (\underline{p}R-W)/(\underline{p}R-B) = (R-C)/(R-S)$$

$$\Rightarrow p = W(R-S)/(R(C-S)) - S(R-C)/(R(C-S))$$

Safety Stock Logic (given $x_1, \sigma_1, A, D, v, r, \& Q$)



TRANSPORTATION DESIGN, PROCUREMENT & MANAGEMENT

- Transportation Fundamentals
 - Type of network
 - Physical network
 - Operational network
 - Strategic network
 - Transportation products
 - 4 primary transportation components
 - Loading/ unloading
 - Line-haul
 - Local-routing
 - Sorting
 - 3 driving influences
 - Economies of scale
 - Economies of scope ...balance, utilization of return trip
 - Economies of density ...ave d_{stop}
- Implication of Leadtime Variability to (s, Q)
 - When transportation leadtime is $N(E[L], \sigma_L)$
 - $E[D_{leadtime}] = E[L] * E[D]$
 - $\sigma_{leadtime} = \sqrt{E[L] * \sigma_D^2 + E[D]^2 * \sigma_L^2}$
 - then $s = E[D_{leadtime}] + k \sigma_{leadtime}$
 - When transportation leadtime is uniform distribution from $L_1 \sim L_2$, w/ mean $E[L]$
 - $E[D_{leadtime}] = E[L] * E[D]$
 - $\sigma_{leadtime} = \sqrt{E[L] * \sigma_D^2 + E[D]^2 * \sigma_L^2}$, where $\sigma_L^2 = (L_2 - L_1)^2 / 12$
- Total Cost with Transportation
 - $TC = CT(\text{transportation}) + CH(\text{handling}) + CS(\text{storage}) + CI(\text{inventory holding})$

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- One to One System

- Total CPI (Cost per item) = $rv(T/2 + L) + C_s(1+n_s)/Q + C_d(d/Q) + C_{vs}$

- T = shipping frequency = D/Q
- L = leadtime for transportation (yr)
- d = distance
- n_s = # of stops
- C_s = fixed \$/ stop
- C_d = \$/ distance
- C_{vs} = marginal cost/ item/ stop

- One to Many System

- Local transportation part

- $E[d_{local}] \approx k \cdot \sqrt{nX}$, where
 - X = area
 - $k = 0.7124$ if $n > 25$ and on Euclidean space (e.g. sky, sea)
 - $k = 0.765$ if grid (e.g. road)
- Density $\delta = n/X$
- Ave $d_{stop} = E[d_{local}] / n = k / \sqrt{\delta}$

- Total transportation

- $E[d_{AllTour}] = 2ld_{LineHaul} + nk / \sqrt{\delta}$
 - l = # of tours