Where to Build Food Banks and Pantries: A Two-Level Machine Learning Approach

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1. Introduction

Motivation and Background:

- In the United States, over **44 million** people suffer from food insecurity, **13 million** of whom are children.
- Food banks are critical for these people's nutrition and health (49 million turned to food programs in 2022)
- Last year, I created an application using the K-Means clustering algorithm. While this improved food bank locations, it didn't factor in important practical considerations such as roads, and also didn't factor in resources such as food pantries.

Project Goal:

- Improve the initial machine learning approach for finding optimal locations by considering roads and creating a two-level system that has food banks and pantries

2. Methodology

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e 15 18 17 8 0

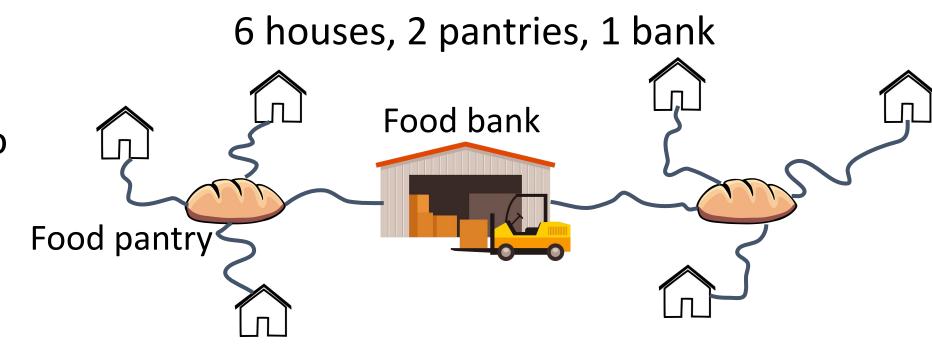
If new location is better, keep it

Optimization:

- Find the food bank locations with the shortest total **road distance** to all served households

Datasets:

Datasets consisted of Indiana houses from 2020 GIS data





OSRM:

- Open source geospatial data
- Requires data to be scaled down in size

K-Medoids Method:

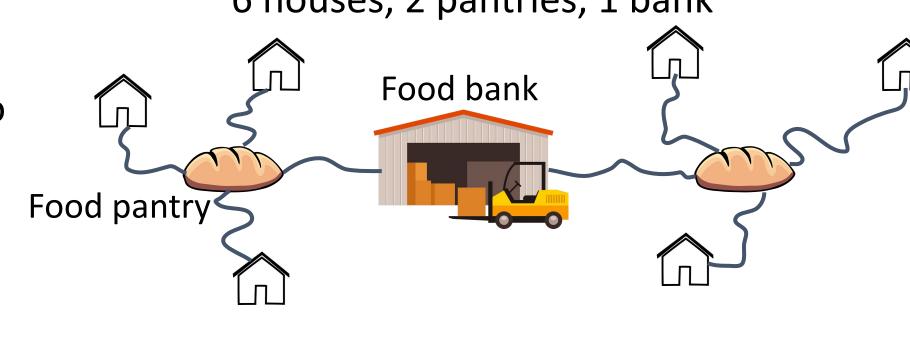
- Unsupervised clustering algorithm.
- Heuristic approach to solve facility location problems quickly using a distance matrix

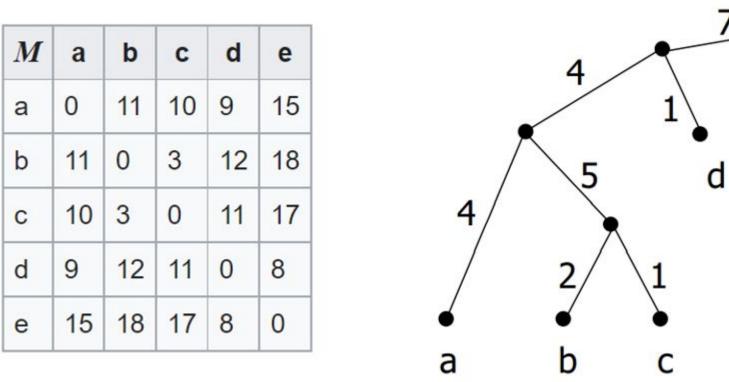
Comparisons:

Generated 11 food banks and 176 total pantries to compare to an equal number of real

Performance:

- Jupyter notebook's time function for computational cost
- OSRM road distance converted to miles for distance measurements

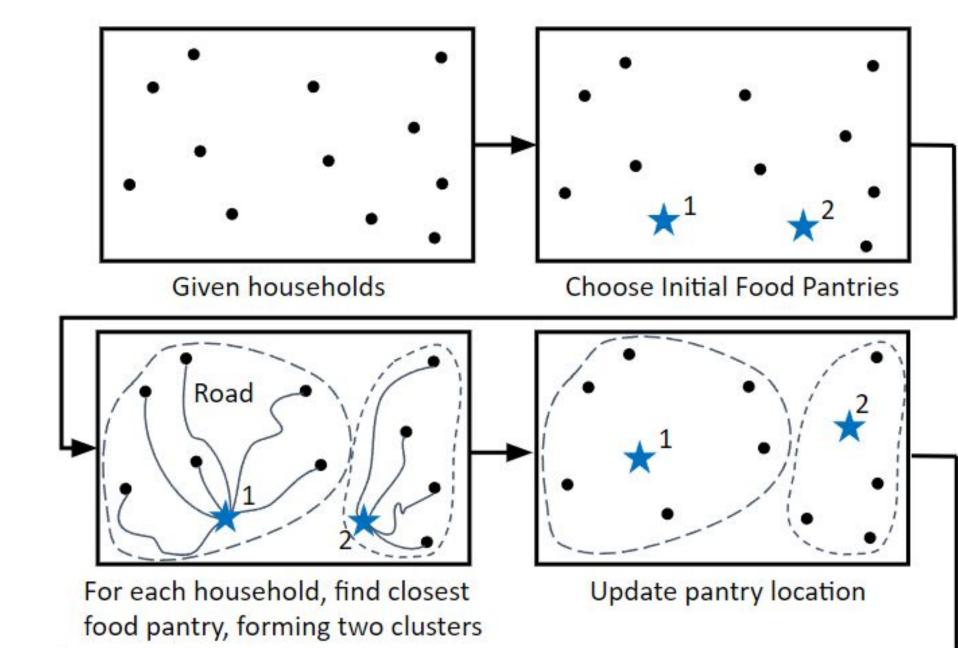




Distance/Dissimilarity Matrix

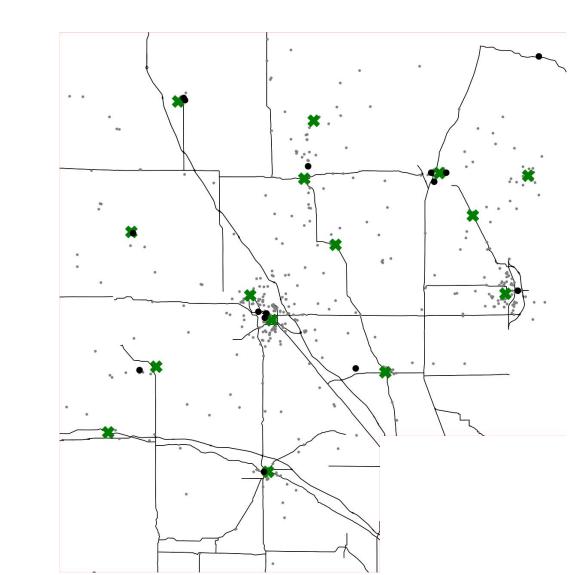
Form new clusters

Example flow chart for 12 houses and 2 food pantries



Pantry-Household Level

Al Generated Pantries Real Food Pantries

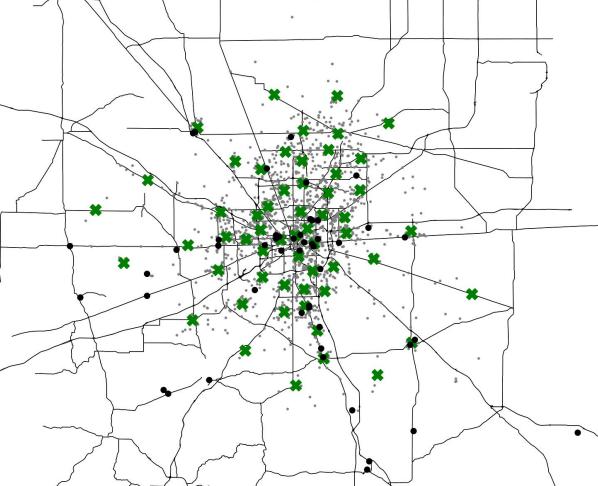


Lafayette

Original distance: 9.34 mi. Al distance: 6.37 mi. Distance saving: 2.97 mi.

Houses: 456

Number of pantries: 15



Indianapolis Original distance: 4.41 mi.

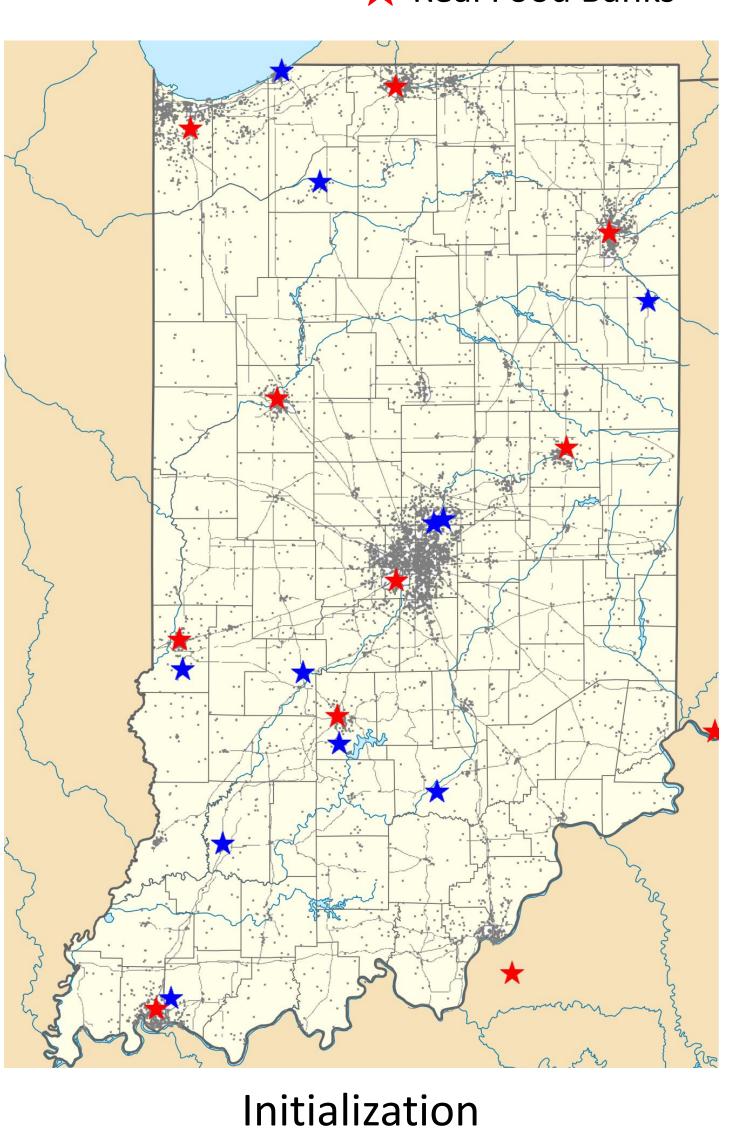
Al distance: 2.25 mi. Distance saving: 2.16 mi. Houses: 1718

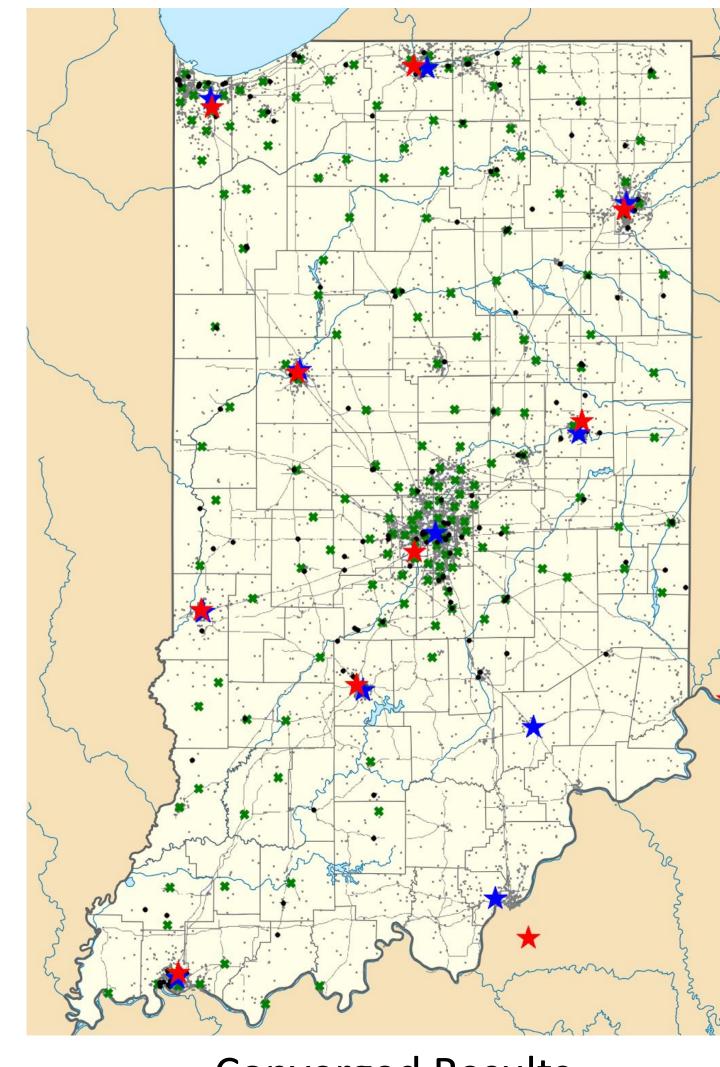
Number of pantries: 57

3. Results

Food Bank-Pantry Level

★ AI-Generated Food Banks ★ Real Food Banks

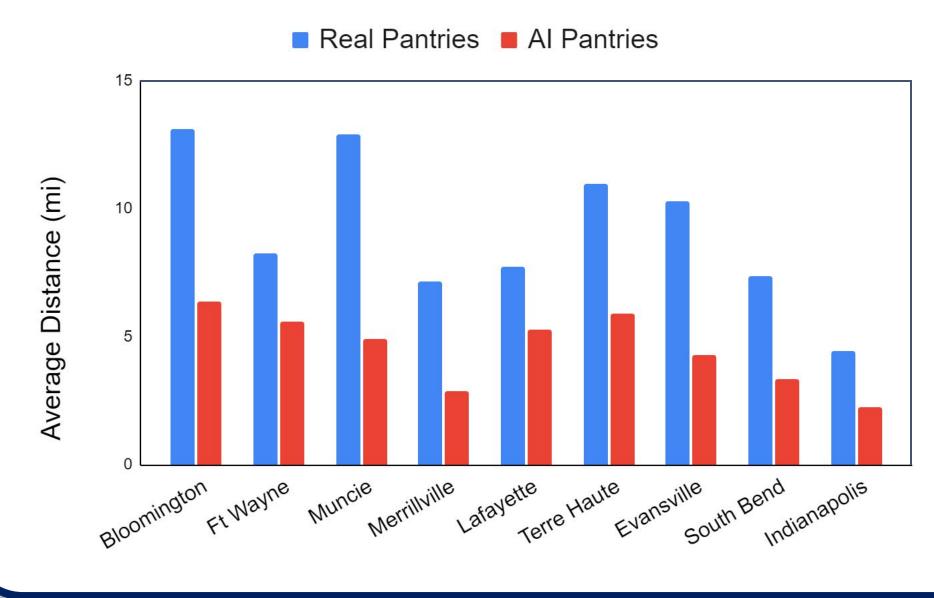




Converged Results

Large Distance Savings between pantries and households:

- 6293 Houses
- Clusters ranged from 270 to 1700 houses
- 3.52 average miles saved per household
- 22,181.423 total miles saved
- Average saved miles ranged from 2.17 to 8 miles in different cities

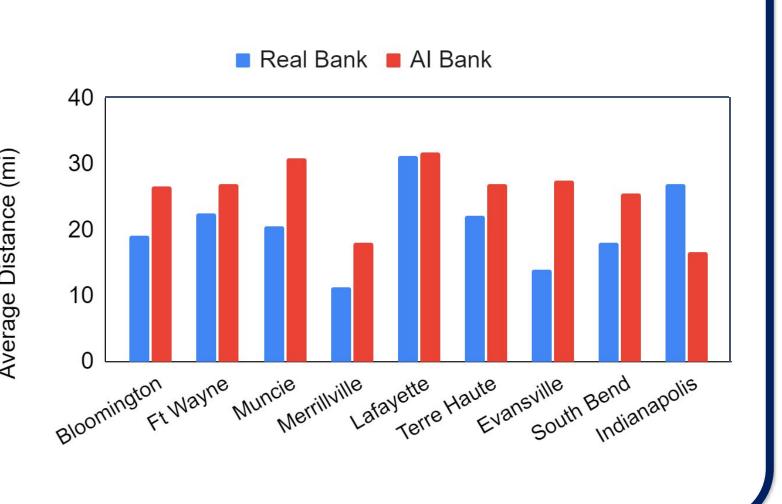


Computation Cost (s)	1.00E+9 1.00E+6 1.00E+3 1.00E+0	- - 1.00E+	1.8 weeks 98 sec	15.3 1.00E+5	hours 1.00E+7	
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# Houses	Bruteforce	Al
6293 houses	1.8 weeks	98 seconds
~3.3 million houses	18.4 years	15.3 hours

Small Distance Penalty on Bank <u>Level:</u>

- 176 pantries
- 1.56 miles penalty per pantry
- 273.75 miles penalty



4. Conclusion

- Results show that the two-level approach is able to consider real roads and generate a set of food banks and pantries both extremely quickly, and with more optimized locations than current existing locations.
- Current layouts prioritize food pantry proximities with food banks
- Contrary to the status quo, AI has showed that the planning strategy needs to be changed to prioritize households

5. Future Work

- Consider capacity of food banks - Try a bottom-up approach with the food bank placements
- Expand dataset size and include different weights for houses (income range, socio-economic data, etc.)

6. References

Celik Turkoglu, D., Erol Genevois, M. A comparative survey of service facility location problems. Ann Oper Res 292, 399–468 (2020) https://doi.org/10.1007/s10479-019-03385-x

Héctor J. Carlo, Francisco Aldarondo, Priscilla M. Saavedra & Silmarie N. Torres (2012) Capacitated Continuous Facility Location Problem With Unknown number o Facilities, Engineering Management Journal, 24:3,

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