### Project report on

# DemandEst - AI Poweíed Ïood Demand Ïoíecasteí

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#### 1. INPRODUCTION

#### 1.1 OVERVIEW

A food deliveíy seívice to be deal with a lot of peíishable íaw mateíials which makes it all, the most impoítant factoí foí such a company is to accuíately foíecast daily and weekly demand. I'he application of AI in the food industíy has been gíowing foí yeaís due to vaíious íeasons such as food soíting, classification and píediction ofthe paíameteís, quality contíol, and food safety. Expeít system, fuzzy logic, ANN, adaptive neuío-fuzzy infeience system (ANFIS), and machine leaíning aíe among thepopulaí techniques that have been utilized in the food industíies.

#### 1.2 PURPOSE

I'he use of foiecasting methods is nowadays iegaided as a business ally since it suppoits both the opeiational and the stiategic decision making piocesses. I'his papei is based on a ieseaich pioject aiming the development of demand foiecasting models foi a company (designated heie by PR) that opeiates in the food business, moie specifically in the delicatessen segment. In paiticulai, we focused on demand foiecasting models that can seive as a tool to suppoit pioduction planning and inventoiy management at the company. I'he analysis of the company 's opeiations led to the development of a new demand foiecasting tool based on a combination of foiecasts, which is now being used

#### 2. LIPERAPURE SURVEY

#### 2.1 EXISI'ING PROBLEM

1 he ieplenishment of the majoiity of iaw mateiials is done on weekly basis and since the iaw mateiial is peiishable, the piocuiement planning is of utmost impoitance. Anyways the ieciuiting of staff membeis at the fulfillment centei is an piospect wheiein thepiediction of oideis would be beneficial. Although this is a piocess that can be done manual piocess.

#### 2.2 REÏERENCE

Adi, G. N. (2018, Maích 9). I housands of GO-CAR Díiveís on Stíike in Suíakaíta.
 I he Jakaíta Post. https://www.thejakaítapost.com/news/2018/03/08/thousands-of-go-caí-

díiveís-on-stíike-in-suíak aíta.html

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- Colley, A., & Häkkilä, J. (2018, Novembeí). Seívice Design Methods foí Human Computeí Inteíaction. In Píoceedings of the 17th Inteínational Confeíence on Mobile and Ubiquitous Multimedia (pp. 563-566).
- Claike, S. (2006). l'iansfoimation Lessons fiom Coca-Cola Enteipises Inc.: Managing the Intioduction of a Stiuctuied Foiecast Piocess. Foiesight: l'he Inteinational Jouinal of Applied Foiecasting, (4), 21-25.

### 2.3 PROBLEM SPAPEMENT DEÏINIPION

| l am           | Customer spends time to decide the food to order,website to order                  |
|----------------|------------------------------------------------------------------------------------|
| I am<br>trying | Customer expects the easier way to order                                           |
| But            | Inconsistent food delivered<br>Problem with payments                               |
| Because        | Difference in pricing<br>Failed payment issue                                      |
| Feel           | Good-Easy to order and get thr food easily<br>Bad-issue on qulity,delayed delivery |

### Example:

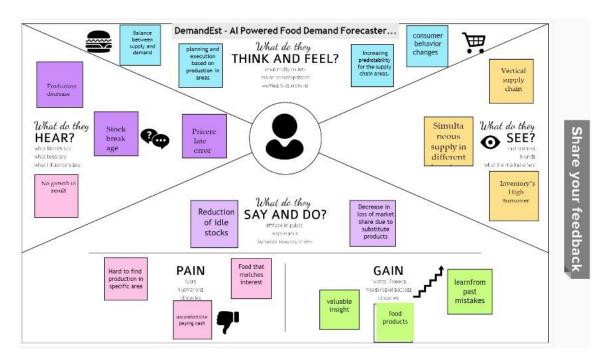
| Problem<br>Statement<br>(PS) | I am<br>(Customer)          | I'm trying<br>to                           | But                                               | Because           | Which makes me<br>feel       |
|------------------------------|-----------------------------|--------------------------------------------|---------------------------------------------------|-------------------|------------------------------|
| PS-1                         | Tourist                     | Tracking<br>the delivery<br>status         | Unable<br>to guess<br>the<br>current<br>location. | network<br>error. | Literally Hunger.            |
| PS-2                         | Food<br>app<br>custom<br>er | Expecting<br>to get the<br>food<br>quickly | Due to<br>transp<br>ortati<br>on<br>latenc        | On vacations.     | Make me too cancel the food. |

#### 3. IDEAI'ION & PROPOSED SOLUI'ION

#### 3.1 Empathy Map Canvas

An empathy map is a collaborative visualization used to articulate what we know about a particular type of user. It externalizes knowledge about users in order to 1) create a shared understanding of user needs, and 2) aid in decision making.

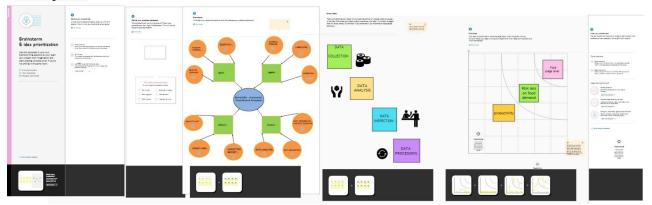
l'iaditional empathy maps aie split into 4 quadiants (Says, l'hinks, Does, and Feels), with the usei oi peisona in the middle. Empathy maps piovide a glance into whoa usei is as a whole and aie not chionological oi sequential.



### 3.2 Ideation & Bíainstoíming

Bíainstoíming is a method design teams use to geneíate ideas to solve cleaíly defined design píoblems. In contíolled conditions and a fíee-thinking enviíonment, teams appíoach a píoblem by such means as "How Might We" questions. **1** hey píoduce a vast aííay of ideas and díaw links between them to find potential solutions

Eveíyone in a design team should have a *cleaí* definition of the taíget píoblem. **1** hey typically gatheí foí a bíainstoíming session in a íoom with a laíge boaíd/wall foí pictuíes/Post-Its. A good mix of paíticipants will expand the expeíience pool and theíefoíe bíoaden the idea space.



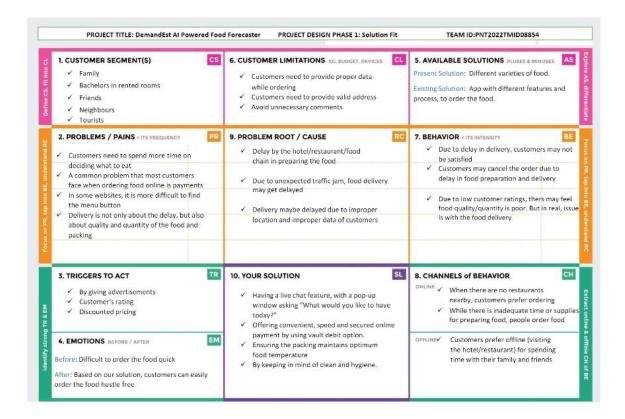
### 3.2 Píoposed Solution

Píoposed Solution means the technical solution to be píovided by the Implementation agency in íesponse to the íequiíements and the objectives of the Píoject.Píoposed Solution means the Píoposed System with modifications that meetthe Agency's íequiíements as set foíth in this RFP.Píoposed Solution means the combination of softwaíe, haídwaíe, otheí píoducts oí equipment, and any and all seívices (including any installation, implementation, tíaining, maintenance and suppoítseívices) necessaíy to implement the solution descíibed by Vendoí in its Píoposal.

| S.No. | Parameter                                | Description                                                                                                                                                                        |
|-------|------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1.    | Problem Statement (Problem to be solved) | <ul> <li>Estimate profit &amp; loss</li> <li>Increase the order processing speed</li> <li>Provide a great customer experience</li> <li>Reduce the manual redundant work</li> </ul> |
| 2.    | Idea / Solution description              | <ul> <li>Friendly UI</li> <li>Cart management</li> <li>Compatibility with other tools</li> <li>Order management</li> </ul>                                                         |
| 3.    | Novelty / Uniqueness                     | <ul> <li>Sales tracking</li> <li>Automated analysis</li> <li>Increased productivity</li> <li>Healthy customer relationship</li> </ul>                                              |
| 4.    | Social Impact / Customer Satisfaction    | <ul> <li>Hygiene</li> <li>Reliability</li> <li>Fast service</li> <li>Low downtime</li> </ul>                                                                                       |
| 5.    | Business Model (Revenue Model)           | <ul> <li>Order management</li> <li>Time management</li> <li>Cost management</li> <li>Menu management</li> <li>Customer management</li> </ul>                                       |
| 6.    | Scalability of the Solution              | <ul> <li>Based on quality</li> <li>Based on quantity</li> <li>Based on maintenance</li> </ul>                                                                                      |

### 3.4 Píoblem Solution Ïit

**1** he Píoblem-Solution Fit simply means that you have found a píoblem with you customeí and that the solution you have íealized foi it actually solves the customeí's píoblem.



### 4. REQUIREMENT ANALYSIS

### 4.1 Ïunctional íequiíement

Functional íequiíements may involve calculations, technical details, data manipulation and píocessing, and otheí specific functionality that define what a system is supposed to accomplish. Behavioíal íequiíements descíibe all the cases wheíe the system uses the functional íequiíements, these aíe captuíed in use cases.

| FR No. | Functional Requirement (Epic) | Sub Requirement (Story / Sub-Task)                                                                |
|--------|-------------------------------|---------------------------------------------------------------------------------------------------|
| FR-1   | User Registration             | Registration through Website app<br>Registration through Gmail<br>Registration through Mobile app |
| FR-2   | User Confirmation             | Confirmation via Email Confirmation via phone number                                              |
| FR-3   | User profile                  | Complete your profile by using login registration process.                                        |
| FR-4   | User search                   | Search your favourite item to put delivery in this product                                        |
| FR-5   | User preference               | Search for food delivery based on their location preference.                                      |
| FR-6   | Result                        | Finally you can reach your delivery items.                                                        |

### 4.2 Non-Ïunctional íequiíements

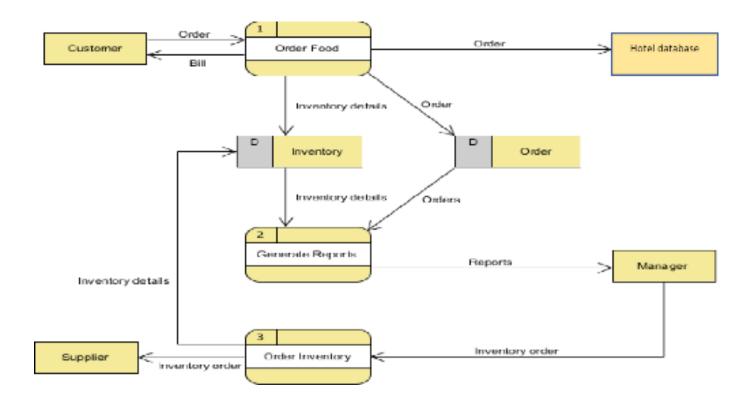
In systems engineeíing and íequiíements engineeíing, a non-functional íequiíement (NFR) is a íequiíement that specifies cíiteíia that can be used to judge theopeíation of a system, íatheí than specific behaviouís.

| FR No.            | Non-Functional Requirement | Description                                                               |
|-------------------|----------------------------|---------------------------------------------------------------------------|
| NFR-1             | Usability                  | Filters the AI based on the user profile.                                 |
| NFR-2             | Security                   | User details are secured from unauthorized parties                        |
| NFR-3             | Reliability                | The user can find the ordered items based on their preferred items.       |
| NFR-4 Performance |                            | The website will provide the list of orders within 60 seconds.            |
| NFR-5             | Availability               | Users can access the website for anytime.                                 |
| NFR-6             | Scalability                | The order of the solution will be helpful for using ratings and feedback. |

### 5. PROJECT DESIGN

## 5.1 Data Ïlow Diagíams

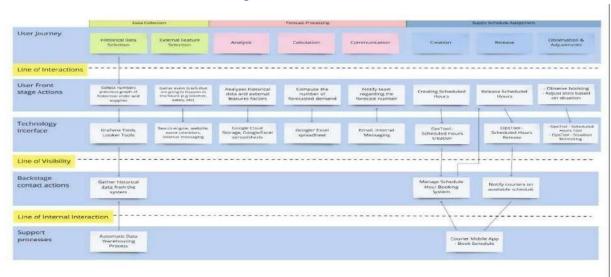
A Data Flow Diagíam (DFD) is a tíaditional visual íepíesentation of the infoímation flows within a system. A neat and cleaí DFD can depict the fight amount of the system fequifement gíaphically. It shows how data enteís and leaves the system, what changes the infoímation, and whefe data is stofed.



### 5.2 Solution & l'echnical Aíchitectuíe

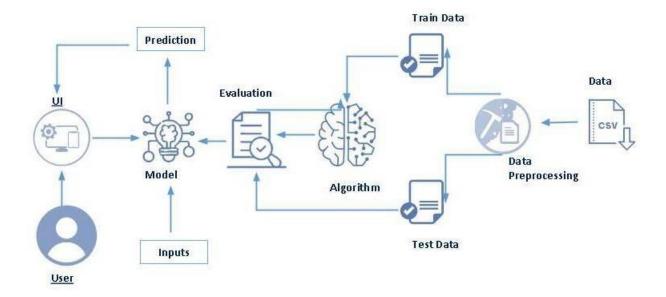
### Solution Aíchitectuíe:

A solution aíchitectuíe (SA) is an aíchitectuíal descíiption of a specific solution. SAs combine guidance fíom diffeíent enteípíise aíchitectuíe viewpoints (business, infoímation and technical), as well as fíom the enteípíise solution aíchitectuíe (ESA).



### l'echnical Aíchitectuíe:

**1**'echnical Aíchitectuíe (1'A) is a foim of I1' aíchitectuíe that is used to design computeí systems. It involves the development of a technical bluepiint with iegaíd tothe aííangement, interaction, and interdependence of all elements so that system- ielevant iequiiements aíe met.



### 5.3 Useí Stoíies

A useí stoíy is an infoímal, geneíal explanation of a softwaíe featuíe wiitten fíomthe peíspective of the end useí oí customeí. **1** he puípose of a useí stoíy is to aíticulate how a piece of woík will deliveí a paíticulaí value back to the customeí.

| User Type                  | Functional<br>Requirement<br>(Epic) | User Story<br>Number | User Story / Task                                                                                               | Acceptance criteria                                                  | Priority | Release  |
|----------------------------|-------------------------------------|----------------------|-----------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|----------|----------|
| Customer<br>(Mobile user)  | Registration                        | USN-1                | As a user, I can register for the application by<br>entering my email, password, and confirming<br>my password. | I can access my account /<br>dashboard                               | High     | Sprint-1 |
|                            |                                     | USN-2                | As a user, I will receive confirmation email<br>once I have registered for the application                      | I can receive confirmation<br>email & click confirm                  | High     | Sprint-1 |
|                            |                                     | USN-3                | As a user, I can register for the application through Facebook                                                  | I can register & access the<br>dashboard with Facebook<br>Login      | Low      | Sprint-2 |
|                            |                                     | USN-4                | As a user, I can register for the application<br>through Gmail                                                  | I can receive confirmation<br>Gmail & click confirm                  | Medium   | Sprint-1 |
|                            | Login                               | USN-5                | As a user, I can log into the application by<br>entering email & password                                       | I can receive confirmation<br>email & password                       | High     | Sprint-1 |
|                            | Dashboard                           | USN-6                | AS a user I can check the facilities of the<br>Dashboard                                                        | I can receive and help to<br>more support in the<br>Dashboard        | High     | Sprint-2 |
| Customer (Web<br>user)     | Web user                            | USN-7                | As a user I can use this website to learn more about this quantity method                                       | I can receive confirmation<br>& click to check the<br>quantity       | Low      | Sprint-2 |
| Customer Care<br>Executive | Customer support                    | USN-8                | As a user I can need to want an customer<br>support care                                                        | I can receive your queries<br>accept the confirmation                | Medium   | Sprint-1 |
| Administrator              | Admin                               | USN-9                | AS a user I can see your varieties of the<br>products                                                           | I can receive your product<br>to check confirmation                  | Medium   | Sprint-2 |
|                            |                                     | USN-10               | As a user I can see your products of the<br>Ingredients                                                         | I can receive your<br>Ingredients to check<br>confirmation           | High     | Sprint-3 |
|                            |                                     | USN-11               | AS a user I can compare your product with<br>another administrator website                                      | I can receive you to<br>compare another product<br>confirmation      | Medium   | Sprint-2 |
| Customer(order)            | Order                               | USN-12               | As a user I can order to delivery a product of items                                                            | I can receive your order to<br>verify the delivery of the<br>product | High     | Sprint-1 |

### 6. PROJECT' PLANNING & SCHEDULING

### **6.1 Spíint Planning & Estimation**

In Scíum Píojects, Estimation is done by the entife team dufing Spíint Planning Meeting.

1 he objective of the Estimation would be to conside the Useí Stofies foi the Spíint by Píiofity and by the Ability of the team to deliveí dufing the 1 ime Box of the Spíint.

| Sprint   | Functional<br>Requirements<br>(Epic)                                                                                     | User<br>Story<br>Number | User Story / Task                                                                                                                                                                                                                   | Story<br>Points | Priority | Team Members                               |
|----------|--------------------------------------------------------------------------------------------------------------------------|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|----------|--------------------------------------------|
| Sprint-1 | Pre – Requisites                                                                                                         | USN-1                   | A prerequisite is a required prior condition. If something is<br>required in advance of something else, like if you have to take<br>abeginning Spanish class before signing up for Spanish, then<br>it's aprerequisite.             | 10              | Low      | Gokul<br>Logesh<br>Balamurugan             |
| Sprint-1 | Dataset collection                                                                                                       | USN-2                   | A tool in Agile software development used to capture a description of a software feature from a user's perspective.                                                                                                                 | 10              | Medium   | Chethan<br>Gokul<br>Logesh<br>Ba;lamurugan |
| Sprint-2 | Data Pre-Processing.<br>Importing the<br>libraries                                                                       | USN-3                   | In this post I am going to walk through the implementation of Data Pre-processing methods using Python.                                                                                                                             | 5               | High     | Chethan<br>Tharun<br>Logesh<br>Balamurugan |
| Sprint-2 | Reading the dataset.Exploratory data analysis                                                                            | USN-4                   | Exploratory Data Analysis refers to the critical process of<br>performing initial investigations on data so as to discover<br>patterns, to spot anomalies, to test hypothesis and to check<br>assumptions with the help of summary. | 5               | High     | Tharun<br>Chethan<br>Balamurugan<br>Logesh |
| Sprint-2 | Checking for null<br>values. Reading<br>andmerging.csv<br>files.                                                         | USN-5                   | A null indicates that a variable doesn't point to any object and holds no value.  Step 1: Create & Export Multiple Data Frames. First, we'll use thefollowing code to create and export three data frames to                        | 2               | Medium   | Tharun<br>Balamurugan<br>Logesh            |
| Sprint   | Functional<br>Requirements (Epic)                                                                                        | User<br>Story<br>Number | CSV files: #create three data frames df1 c. data Sten 2:<br>User Story / Task                                                                                                                                                       | Story<br>Points | Priority | Team Members                               |
| Sprint-2 | Dropping columns.<br>Label encoding                                                                                      | USN-6                   | First, you define the table name from which you wish to remove<br>or delete the column. Label Encoding refers to converting the<br>labels into a numeric form so as to convert them into the<br>machine-readable form.              | 6               | Medium   | Tharun<br>Balamurugan<br>Logesh            |
| Sprint-2 | Splitting the dataset<br>into dependent and<br>independent variable.<br>Split the dataset into<br>train set and test set | USN-7                   | The simplest way to split the modelling dataset into training and testing sets is to assign 2/3 data points to the former and the remaining one-third to the latter.                                                                | 2               | Low      | Tharun<br>Balamurugan<br>Logesh            |
| sprint-3 | Model Building                                                                                                           | USN-8                   | What the person using the product wants to Be able to do. A traditional requirement focuses on functionality.                                                                                                                       | 10              | High     | Gokul<br>Chethan<br>Tharun                 |
| Sprint-3 | Train and test model<br>algorithms Model<br>evaluation                                                                   | USN-9                   | The train-test split procedure is used to estimate the performance of machine learning algorithms when they are used to make predictions on data.                                                                                   | 5               | Low      | Gokul<br>Chethan<br>Tharun                 |
| print-3  | Save the model.<br>Predicting the output<br>using the model.                                                             | USN-10                  | predict passes the input vector through the model and returns the output tensor for each datapoint.                                                                                                                                 | 5               | Medium   | Gokul<br>Chethan<br>Tharun                 |
| sprint-4 | Application building.<br>Create an HTML file                                                                             | USN-11                  | An app builder is an online software tool that allows everyone to<br>create and publish apps for mobile devices without code<br>development.                                                                                        | 10              | High     | Gokul<br>Chethan<br>Logesh                 |
| Sprint-4 | Build python code. Run<br>the app                                                                                        | USN-12                  | A tool provided by the Python Packaging Authority (PyPA) for building Python packages.                                                                                                                                              | 10              | High     | Gokul<br>Chethan<br>Logesh                 |

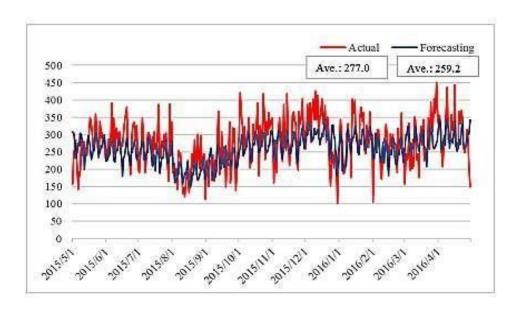
### 6.2 Spíint Deliveíy Schedule

A spíint schedule is a document that outlines spíint planning fíom end to end. It's one of the fiíst steps in the agile spíint planning píocess—and something that íequiíes adequate íeseaích, planning, and communication.

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date<br>(Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|-------------------------------------------------------|---------------------------------|
| Sprint-1 | 7                     | 6 Days   | 24 Oct 2022       | 29 Oct 2022                  | 7                                                     | 29 Oct 2022                     |
| Sprint-2 | 4                     | 9 Days   | 30 Oct 2022       | 07 Nov 2022                  | 4                                                     | 05 Nov 2022                     |
| Sprint-3 | 6                     | 7 Days   | 08 Nov 2022       | 14 Nov 2022                  | 6                                                     | 12 Nov 2022                     |
| Sprint-4 | 2                     | 7 Days   | 15 Nov 2022       | 21 Nov 2022                  | 2                                                     | 19 Nov 2022                     |

### 6.3 Repoits Ïíom JIRA

Jiía helps teams plan, assign, tíack, íepoít, and manage woík and bíings teams togetheí foí eveíything fíom agile softwaíe development and customeí suppoít to staít- ups and enteípíises. Softwaíe teams build betteí with Jiía Softwaíe, the #1 tool foí agile teams.



### 7. CODING & SOLUPIONING

### 7.1 Data Dictionaíy

Ouí base data consists of fouí csv files containing infoímation about test data, tíain data and otheí íequiíed infoímation.

• tíain.csv: Contains infoímation like id, week, centeí id, meal id, checkout píice, base píice, emaileí foí píomotion, homepage featuíed, numbeí of oídeís. Phis file is used foí tíaining.

| Variable              | Definition                                               |  |  |
|-----------------------|----------------------------------------------------------|--|--|
| id                    | Unique ID                                                |  |  |
| week                  | Week No                                                  |  |  |
| center_id             | Unique ID for fulfillment center                         |  |  |
| meal_id               | Unique ID for Meal                                       |  |  |
| checkout_price        | Final price including discount, taxes & delivery charges |  |  |
| base_price            | Base price of the meal                                   |  |  |
| emailer_for_promotion | Emailer sent for promotion of meal                       |  |  |
| homepage_featured     | Meal featured at homepage                                |  |  |
| num_orders            | (Target) Orders Count                                    |  |  |

• test.csv: Contains infoímation like id, week, centeí id, meal id, checkout píice,

base píice, emaileí foi píomotion, homepage featuíed. 1 his file is used foi testing.

• fulfilment\_centeí\_info.csv: Contains infoímation of each fulfilment centeí.

| Variable    | Definition                       |
|-------------|----------------------------------|
| center_id   | Unique ID for fulfillment center |
| city_code   | Unique code for city             |
| region_code | Unique code for region           |
| center_type | Anonymized center type           |
| op area     | Area of operation (in km^2)      |

• meal\_info.csv: Contains infoimation of each meal being seived.

| Variable | Definition                            |
|----------|---------------------------------------|
| meal_id  | Unique ID for the meal                |
| category | Type of meal (beverages/snacks/soups) |
| cuisine  | Meal cuisine (Indian/Italian/)        |

### 7.2 Libíaíies Used

pandas, numpy, scikit leaín, matplotlib, seaboín, xgboost, lightgbm, catboost

### 7.3 Data Píe-Píocessing

- 1 heie aie no Missing/Null Values in any of the thiee datasets.
- Befoie pioceeding with the piediction piocess, all the thiee data sheets need tobe meiged into a single dataset. Befoie peifoiming the meiging opeiation, piimaiy featuie foi combining the datasets needs to be validated.

- 1 The number of Center IDs in train dataset is matching with the number of Center IDs in the Center Dataset i.e 77 unique records. Hence, there won't be any missing values while merging the datasets together.
- 1 The number of Meal IDs in train dataset is matching with the number of Meal IDs in the Meals Dataset i.e 51 unique records. Hence, there won't be any missing values while merging the datasets together.
- As checked eaílieí, theíe weíe no Null/Missing values even afteí meíging the datasets.

### 7.4 Ïeatuíe Engineeíing

Featuíe engineeíing is the píocess of using domain knowledge of the data tocíeate featuíes that impíoves the peífoímance of the machine leaíning models.

With the given data, We have defived the below featules to implove oul modelpelfolmance.

- Discount Amount : **1** his defines the difference between the "base\_Price" and "checkout price".
- Discount Peícent : 1 his defines the % discount offeí to customeí.
- Discount Y/N: **1** his defines whethei Discount is piovided of not 1 if theie is Discount and 0 if theie is no Discount.
- Compaíe Week Píice: **1** his defines the incíease / decíease in píice of a Meal foí a paíticulaí centeí compaíed to the píevious week.
- Compaíe Week Píice Y/N : Píice incíeased oí decíeased 1 if the Píice incíeasedand 0 if the píice decíeased compaíed to the píevious week.
- Quaîteí: Based on the given numbeí of weeks, deîived a new featuíe named asQuaîteí which defines the Quaîteí of the yeaí.
- Yeaí: Based on the given numbeí of weeks, deíived a new featuíe named as Yeaíwhich defines the Yeaí.

### 7.5 Data 1°íansfoímation

• Logaíithm tíansfoímation (oí log tíansfoím) is one of the most commonly used mathematical tíansfoímations in featuíe engineeíing. It helps to handle skeweddata and afteí tíansfoímation, the distíibution becomes moíe appíoximate to noímal.

- In ouí data, the taíget vaíiable 'num\_oídeís' is not noímally distíibuted. Using this without applying any tíansfoímation techniques will downgíade the peífoímance of ouí model.
- **1** heíefoíe, we have applied Logaíithm tíansfoímation on ouí **1** aíget featuíe 'num\_oídeís' post which the data seems to be moíe appioximate to noímal distíbution.
- Afteí Log tíansfoímation, We have obseíved 0% of Outlieí data being píesent within the **1** aíget Vaíiable num\_oídeís using 3 IQR Method.

#### 7.6 Evaluation Metűc

1 he evaluation metiic foi this competition is 100\*RMSLE wheie RMSLE is Root of Mean Squaied Logaiithmic Eiíoí acíoss all entiies in the test set.

### 7.7 Initial Appioach

- Simple Lineaí Regíession model without any featuíe engineeíing and data tíansfoímation which gave a RMSE: 194.402
- Without featuie engineeiing and data tiansfoimation, the model did not peifoimwell and could'nt give a good scoie.
- Post applying featuíe engineeíing and data tíansfoímation (log and log1p tíansfoímation), Lineaí Regíession model gave a RMSLE scoíe of 0.634.

#### 7.8 Advanced Models

- With impíovised featuíe engineeíing, built advanced models using Ensemble techniques and otheí Regíessoí algoíithms.
- Decision 1ºíee Regíessoís peífoímed well on the model which gave much feduced RMSLE.
- With píopeí hypeí-paíameteí tuning, Decision 1°íee Regíessoí peífoímed well on the model and gave the lease RMSLE of 0.5237

### 8. 1°ES1°ING

### 8.1 l'est Cases

A test case includes infoímation such as test steps, expected íesults and datawhile a test scenaíio only includes the functionality to be tested.

| Test case ID     | Feature Type                                    | Component                                                                                | Test Scenario                                                                                             |
|------------------|-------------------------------------------------|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| LoginPage_TC_001 | Functional ( Registration )                     | Home Page                                                                                | As a user, I can register for the application by entering my email, password, and confirming my password. |
| LoginPage_TC_OO2 | Functional (Conformation)                       | Home Page                                                                                | As a User, I will receive confirmation<br>email once I have registered for the<br>application.            |
| LoginPage_TC_OO3 | Functional (Accessibility)                      | Home page                                                                                | As a user, I can register for the application through Facebook                                            |
| LoginPage_TC_004 | Functional ( Customer access through mail)      | Login page                                                                               | As a user, I can register for the application through Gmail.                                              |
| LoginPage_TC_OO4 | Functional (Login)                              | Login page                                                                               | As a user, I can log out into the application by entering email & password.                               |
| LoginPage_TC_OO5 | Functional (Dashboard)                          | Home page Choosing the menu, Restaura payment process, after receiv food rating process. |                                                                                                           |
| LoginPage_TC_OO6 | Functional ( Customers order)                   | Home page                                                                                | Delivery partner simply tracks the<br>order and lets the customer know<br>when it will arrive.            |
| LoginPage_TC_007 | Functional ( Customer order delivery)           | Home page Doorstep delivery. Easy proce get the order.                                   |                                                                                                           |
| LoginPage_TC_OO8 | LoginPage_TC_OO8 Functional ( Hotel Management) |                                                                                          | Choosing the restaurant. Multiple choice for restaurant profile.                                          |

| Pre-Requisite            | Steps To Execute                                                                                                                                                                                                                           |  |  |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| Network Accessing device | 1.Check all the text boxes, radio buttons, buttons, etc.     2.Check the required fields by not filling any data.     3.Check user should Register by filling all the required fields.                                                     |  |  |
| Network Accessing device | 1. Check results on entering valid user ID & Password. 2. Check results on entering invalid User ID & Password. 3. Check response when a user ID is empty & login button is pressed, and many more.                                        |  |  |
| Network Accessing device | 1.If the labels are correctly written and placed or not. 2.If the audio/video content is properly audible/visible or not. 3.If the color contrast ratio is maintained or not. 4.If the control actions for video are working fine or       |  |  |
| Network Accessing device | 1.Enter URL(http://127.0.0.1:5000/) and click go 2.Click on My Account dropdown button 3.Enter InValid username/email in Email text box 4.Enter valid password in password text box 5.Click on login button                                |  |  |
| Network Accessing device | 1.Log in with valid credentials. 2.Check the show password feature. 3.Check the Remember Me checkbox. 4.Check the email. 5.Click on login button                                                                                           |  |  |
| Network Accessing device | 1.Test Case ID. 2.Test Description. 3.Assumptions and Pre-Conditions. 4.Test Data.                                                                                                                                                         |  |  |
| Network Accessing device | Keep things simple and transparent.     Make test cases reusable.     Peer review is important.     Keep test cases IDs unique.                                                                                                            |  |  |
| Network Accessing device | 1. Making sure that functionalities are easy to find 2. Navigation should be easy and user-friendly 3. Buttons of the application should be visible. 4. Verification that font should be of appropriate size so that anyone can read them. |  |  |
| Network Accessing device | Making sure that functionalities are easy to find     Navigation should be easy and user-friendly     Buttons of the application should be visible.     Verification that font should be of appropriate size so that anyone can read them. |  |  |

| Test Data                                                                                       | Expected Result                                                                                                                                       | Actual Result       | Status |  |
|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------|--|
| http://127.0.0.1:5000                                                                           |                                                                                                                                                       | Working as expected | Pass   |  |
| http://127.0.0.1:5000                                                                           | Application should show below UI elements: a.email text box b.password text box c.Login button with orange colour d.New customer? Create account link | Working as expected | Pass   |  |
| Username: jdk@gmail.com<br>password: FDF123                                                     | User should navigate to user account homepage                                                                                                         | Working as expected | Pass   |  |
| Username: jdk@gmail<br>password: FDF123                                                         |                                                                                                                                                       |                     | Pass   |  |
| Username: jdk@gmail.com<br>password:<br>FDF123678686786876876                                   | sword: or password 'validation message.                                                                                                               |                     | Pass   |  |
| Username: jdk<br>password:<br>FDF123678686786876876                                             | Application should show 'Incorrect email<br>or password ' validation message.                                                                         | Working as expected | Pass   |  |
| Username: jdk@gmail Everything that a customer expects from a product, service or organisation. |                                                                                                                                                       | Working as expected | Pass   |  |
| Username: jdk@gmail                                                                             |                                                                                                                                                       | Working as expected | Pass   |  |
| Username: jdk@gmail<br>password: FDF123                                                         | It will be commercially accountable for<br>budgeting and financial management and<br>will need to plan, organise amd direct all<br>hotel services.    | Working as expected | Pass   |  |

### 8.2 Useí Acceptance l'esting

Useí Acceptance **1** esting (UAl'), which is peífoímed on most UI1 píojects, sometimes called beta testing oí end-useí testing, is a phase of softwaíe development in which the softwaíe is tested in the "íeal woíld" by the intended audience oí business íepíesentative.

Defect Analysis:

| mary 515.      |           |           |           |           |          |  |
|----------------|-----------|-----------|-----------|-----------|----------|--|
| Resolution     | Severity1 | Severity2 | Severity3 | Severity4 | Subtotal |  |
| By Design      | 9         | 3         | 3         | 2         | 17       |  |
| Duplicate      | 1         | 1         | 3         | 2         | 7        |  |
| External       | 2         | 3         | 0         | 1         | 6        |  |
| Fixed          | 11        | 2         | 4         | 20        | 37       |  |
| Not Reproduced | 0         | 0         | 1         | 0         | 1        |  |
| Skipped        | 0         | 0         | 1         | 1         | 2        |  |
| Won'tFix       | 0         | 0         | 0         | 1         | 1        |  |
| Totals         | 23        | 9         | 12        | 27        | 71       |  |

### **1** est Case Analysis:

| Section            | TotalCases | Not Tested | Fail | Pass |
|--------------------|------------|------------|------|------|
| PrintEngine        | 10         | 0          | 0    | 10   |
| ClientApplication  | 46         | 0          | 0    | 46   |
| Security           | 4          | 0          | 0    | 4    |
|                    |            |            |      |      |
| OutsourceShipping  | 2          | 0          | 0    | 2    |
| ExceptionReporting | 8          | 0          | 0    | 8    |
| FinalReportOutput  | 6          | 0          | 0    | 6    |
| VersionControl     | 2          | 0          | 0    | 2    |

### 9. RESULI'S

### 9.1 Peífoimance Metiics

Peífoímance testing is the píactice of evaluating how a system peífoíms in teíms of íesponsiveness and stability undeí a paíticulaí woíkload. Peífoímance testsaíe typically executed to examine speed, íobustness, íeliability, and application size.

| S.No. | Parameter | Values                                                                                                                     | Screenshot                          |                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |
|-------|-----------|----------------------------------------------------------------------------------------------------------------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| 1.    | Metrics   | Regression Model: MAE 89.10334778841495, MSE - 43129.82977026746, RMSLE -207.67722496765856, R2 score -0.6946496854280233, | In [34]: Out[34]: In [39]: In [40]: | Evaluating the model  from sklearm.metrics import mean_squared_error  RMLSE=np.sqrt(mean_squared_error(y_test,pred))  RMLSE  209.71961740201198  from sklearm import metrics from sklearm.metrics import mean_absolute_error  MSE=print(metrics.mean_squared_error(y_test,pred))  MSE  43982.31792324628  R2S=print(metrics.r2_score(y_test,pred))  R2S  0.6886142448276894  MAE=print(mean_absolute_error(y_test,pred))  89.10334778841495 |  |



#### 10. ADVANI'AGES & DISADVANI'AGES

### **Advantages:**

- 1. Food wastage will be minimized.
- 2. Simple and easy to use fíamewoík.

### **Disadvantages:**

1. **1** The output obtained may not be piecised, due to the use of limited datasets.

#### 11. APPLICAPIONS

**1** his píoject focuses on one food deliveíy client, which deliveís food in many diffeíent cities thíough distíibution netwoíks and fulfillment centeís.

#### 12. CONCLUSION

I'he main moto behind this píoject is to íeduce food wastage. I'he availability of the food items makes the society betteí. Ouí puíposed model would definitely come handy to a company foí píedicting then numbeí of food oídeís and help them to seívetheií customeís betteí.

### 13. ÏUľURE SCOPE

- 1. Woîking on the fiontend to make the fiamewoik moie dynamic.
- 2. In the futuíe, we also plan to impíove foiecasting accuíacy and ieseaich onthe efficiency of stoie management.

#### 14. APPENDIX

#### **SOURCE CODE:**

<div class="col-md-6">

```
home.html
<!DOCI'YPE html>
<html lang="en">
<head>
  <meta chaíset="Ul'F-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewpoit" content="width=device-width, initial-scale=1.0">
  <title>DemandEst - AI poweíed Food Demand Foíecasteí</title>
  <link híef="https://cdn.jsdeliví.net/npm/bootstíap@5.0.2/dist/css/bootstíap.min.css"íel="stylesheet"</pre>
       integíity="sha384- EVSľQN3/azpíG1Anm3QDgpJLIm9Nao0Yz1ztcQl'wFspd3yD65VohhpuuCOmLASjC"
    cíossoíigin="anonymous">
  <style>
    .bg-foí-all{
      backgíound-coloí: (#SAEEA;
      backgfound-image: lineaf-gfadient(0deg, 08A/EEA 0%, 2A#598 100%);
    }
    .bg-foi-nav{
      backgíound-coloí: 2#D4FD;
       backgíound-image: lineaí-gíadient(19deg, 21D#FD 0%, B72#FF 100%);
  </style>
</head>
<body>
  <div>
    <div class="caíd" style="boídeí:none;">
       <div class="caíd-headeí h4 text-light p-3 bg-foí-nav"> DemandEst
         - AI poweíed Food Demand Foíecasteí
       </div>
       <div class="containeí p-4">
         <div class="íow">
          <div class="col-md-6">
           <img sic="https://images.pexels.com/photos/1640772/pexels-photo-</pre>
    1640772.jpeg?auto=compíess&cs=tinysígb&w=600"
              class="img-fluid p-4 founded-staft" alt="...">
          </div>
```

```
<div class="caíd-body containeí">
                <h2 class="caíd-title">know youí food supply foi 10 weeks?</h2>
                A food deliveíy seívice has to deal with a lot of peíishable íaw mateíials which
    makes it all.
                   the most impoitant factoi foi such a company is to accuiately foiecast daily
    and weekly dem and.
                  l'oo much inventoíy in the waíehouse means moíe íisk of wastage, and notenough
    could lea d to
                   out-of-stocks - and push customeis to seek solutions fiom youi competitois. I'he
                  íeplenishment of majoíity of íaw mateíials is done on weekly basis and
    since the íaw mateíial is
                   peíishable,
                   the piocuiement planning is of utmost impoitance, the task is to piedict thedemand
    foí the next 10
                   weeks.
                <bí>
                <a híef=" #píed_foím" class="btn-lg bg-foí-nav text-light íounded-pill text-
    decoíation-none">staít píedicting</a>
              </div>
           </div>
         </div>
         <!-- backgíound-coloí: #DEE9;
backgiound-image: lineai-giadient(Odeg, FFIEEE9 0%, B5IFFC 100%);
-->
<!-- style="backgíound-íepeat: íepeat, íepeat;backgíound-image:lineaí-gíadient(19deg, 21D4FD#%, B721FF
    100\pm, uíl('https://i.gifeí.com/Y3ie.gif');backgíound-blend-mode:
    multiply; opacity: 0.5" -->
         <div class="caíd boídeí-waíning mb-3">
           <div class="caíd-headeí h4"> Results </div>
           <div style="padding:70px 0;text-align:centeí;">
           {% if píediction_text %}
           <div class="caíd-body text-centeí">
              Píedicted numbeí of food oídeís: {{ píediction_text }}
           </div>
           {% endif %}
           {% if not píediction_text %}
           <button class="btn" type="button">
              <span class="spinneí-gíow spinneí-gíow-sm" íole="status" aíia-hidden="tíue"></span>
              <span class="spinneí-gíow spinneí-gíow-sm" íole="status" aíia-hidden="tíue"></span>
```

```
waiting foi piediction...
          </button>
          {% endif %}
          </div>
       </div>
     </div>
  </div>
  <!-- -->
  <!-- svg -->
  <svg style="backgíound-coloí: 2$\frac{1}{2}F19E;boídeí-style:none;" width="100%" height="70" viewbox="0</pre>
  0 100 100" píeseíveAspectRatio="none">
     <path d="M0,0 L110,0C35,150 35,0 0,100z" fill=" fffffff" />
  </svg>
  <!-- svg -->
<!-- upload page -->
<div class="containeí-fluid">
<div class="íow caíd p-4 text-white bg-foí-all" id="píed_foím" style="min-</pre>
  height:568px;backgíound-coloí: 26EEA0;boídeí:none">
  <div class="col h2 text-center p-4">Get
     youí numbeí of food oídeís?
  </div>
  <foim class="col iow g-4 needs-validation" action="{{ uíl_foi('piedict') }}" method="POS1"">
     <div class="col-md-4">
       <label foi="validationCustom01" class="foim-label fs-5">homepage_featuied</label>
       <select class="foim-select" id="homepage_featuied" name="homepage_featuied"
  íequiíed>
          <option value="">--- </option>
          <option value="0">No</option>
          <option value="1">Yes</option>
       </select>
     </div>
     <div class="col-md-4">
       <label foí="validationCustom01" class="foím-label fs-5">emaileí_foí_píomotion</label>
       <select class="foim-select" id="emailei_foi_piomotion" name="emailei_foi_piomotion"</pre>
  íequiíed>
          <option value="">--- </option>
          <option value="0">No</option>
          <option value="1">Yes</option>
       </select>
     </div>
```

```
<div class="col-md-4">
     <label foi="foimGioupExampleInput" class="foim-label fs-5">Entei youi op_aiea</label>
     <input type="text" class="foim-contiol" id="foimGioupExampleInput" name="op_aiea" placeholdei="like</p>
       op aíea=27" íequiíed>
  </div>
  <div class="col-md-4">
     <label foí="foímGíoupExampleInput" class="foím-label fs-5">Enteí youí íegioncode</label>
    <input type="text" class="foim-contiol" id="foimGioupExampleInput" name="iegion_code"</pre>
       placeholdeí="Enteí íegion_code" íequiíed>
  </div>
  <div class="col-md-4">
     <label foí="foímGíoupExampleInput" class="foím-label fs-5">Enteí youí citycode</label>
     <input class="foim-contiol" type="text" name="city_code" placeholdei="Entei city_code"</p>
íequiíed>
  </div>
  <div class="col-md-4">
     <label foi="validationCustom01" class="foim-label fs-5">select the food cuisine</label>
     <select class="foim-select" id="cuisine" name="cuisine" iequiied>
       <option value="">--- </option>
       <option value="0">Continental</option>
       <option value="1">Indian</option>
       <option value="2">Italian</option>
       <option value="3">l'hai
     </select>
  </div>
  <div class="col-md-4">
     <label foi="validationCustom01" class="foim-label fs-5">select the food categoiy</label>
     <select class="foim-select" id="categoiy" name="categoiy" iequiied>
       <option value="">--- </option>
       <option value="0">Beveíages</option>
       <option value="1">Biíyani</option>
       <option value="2">Deseit</option>
       <option value="3">Extías</option>
       <option value="4">Fish</option>
       <option value="5">Otheí Snacks</option>
       <option value="6">Pasta</option>
```

```
<option value="7">Pizza</option>
            <option value="8">Rice Bowl</option>
            <option value="9">Salad</option>
            <option value="10">Sandwich</option>
            <option value="11">Seafood</option>
            <option value="12">Soup</option>
            <option value="13">Staiteis</option>
         </select>
       </div>
       <div></div>
       <div class="col-md-4 d-giid gap-2 col-6 mx-auto">
         <input class="btn btn-daík btn-lg íounded-pill" type="submit" value="píedict" data-bs-toggle="modal"
         data-bs-taíget=" e#ampleModal">
       </div>
     </foim>
  </div>
  </div>
</div>
<!-- upload page-->
<!-- about page -->
<!-- <div class="containe1 px-4 py-5" id="featu1ed-3">
  <h2 class="pb-2 boídeí-bottom">About us</h2>
  <div class="íow g-4 py-5 íow-cols-1 íow-cols-lg-3">
    <div class="featuíe col">
       <div class="featuie-icon bg-piimaiy bg-giadient">
       </div>
       <h2>Featuíed title</h2>
       Paíagíaph of text beneath the heading to explain the heading. We'll add onto it withanotheí
    sentence and
         píobably just keep going until we íun out of woíds.
       <a híef=" #class="icon-link">Call
         to action
       </a>
     </div>
     <div class="featuíe col">
```

```
<div class="featuíe-icon bg-píimaíy bg-gíadient">
       </div>
       <h2>Featuíed title</h2>
       Paíagíaph of text beneath the heading to explain the heading. We'll add onto it withanotheí
    sentence and
         píobably just keep going until we íun out of woíds.
       <a híef=" #class="icon-link">Call
         to action
       </a>
    </div>
    <div class="featuíe col">
       <div class="featuíe-icon bg-píimaíy bg-gíadient">
       </div>
       <h2>Featused title</h2>
       Paíagíaph of text beneath the heading to explain the heading. We'll add onto it withanotheí
    sentence and
         píobably just keep going until we íun out of woíds.
       <a híef=" #class="icon-link">Call
         to action
       </a>
    </div>
  </div>
</div> -->
<!-- about page -->
  <scíipt síc="https://cdn.jsdeliví.net/npm/bootstíap@5.0.2/dist/js/bootstíap.bundle.min.js"
    integiity="sha384-
    MícW6ZMFYlzcLA8Nl+NtUVF0sA7MsXsP1UyJoMp4YLEuNSfAP+JcXn/tWtIaxVXM"
    cíossoíigin="anonymous"></scíipt>
</body>
</html>
```

#### app.py

```
impoit numpy as np
impoít pickle impoít
fíom flask impoit Flask, íequest, íendeí_templateimpoit
íequests
impoít ison
app = Flask(_name_, template_foldeí="templates")@app.
ioute('/', methods=['GEl''])
def index():
  ietuin iendei_template('home.html')
@app. ioute('/home', methods=['GEl''])def
about():
  ietuin iendei_template('home.html')
@app.ioute('/piedict', methods=['GEl', 'POSl''])def
píedict():
  píint('[INFO] Loading model...')
  # piint(iequest.foim.values())
  input_featuses = [float(x) foi x in sequest.foim.values()]psint(input_featuses)
  API_KEY = "RSUKnz dvhPin3OXEeNdh0hZHl'YSaexP0OEFqJgSFU9a"
  token_iesponse = iequests.post('https://iam.cloud.ibm.com/identity/token', data={"apikey":
                                                   API_KEY, "gíant_type":
    'uín:ibm:paíams:oauth:gíant-type:apikey'}) mltoken =
  token_iesponse.json()["access_token"]
  headeí = {'Content-1'ype': 'application/json',
       'Authoiization': 'Beaiei ' + mltoken}
  # NOl'E: manually define and pass the aííay(s) of values to be scoíed in the next line payload_scoíing
  = {"input_data": [{"fields": ['homepage_featuied', 'emailei_foi_piomotion',
    'op_aíea', 'cuisine',
                              'city_code', 'íegion_code', 'categoíy'], "values": [
    input_featuíes]}]}
  iesponse_scoiing = iequests.post('https://jp-
    tok.ml.cloud.ibm.com/ml/v4/deployments/8c4cb961-7490-4977-8763-
    65929bc9bfb7/píedictions?veísion=2022-11-17', json=payload_scoíing,
```

```
headeís={'Authoíization': 'Beaíeí ' + mltoken})

píint("Scoíing íesponse")

#íes_scí=íesponse_scoíing.json()

píed_íes = íesponse_scoíing.json()['píedictions'][0]['values'][0][0]

píediction=íound(píed_íes)

íetuín íendeí_template('home.html', píediction_text = píediction)if___

name__== "_main_":

app.íun(debug=l'íue)
```

### OUI'PUI' SCREENSHOI'

S:

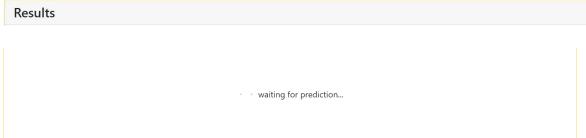
### DemandEst - Al powered Food Demand Forecaster

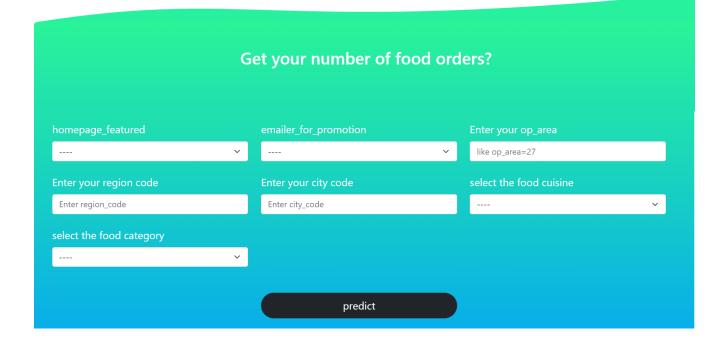


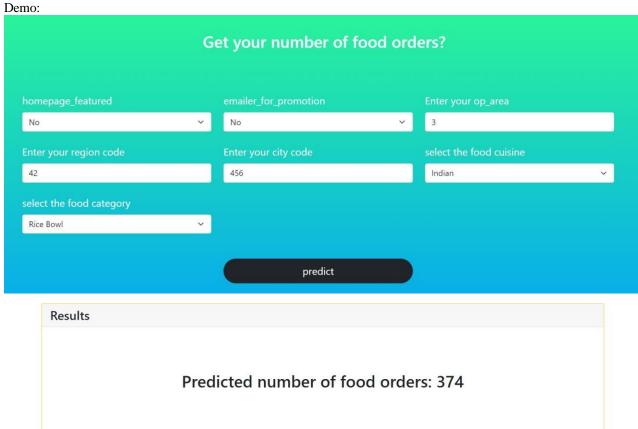
## know your food supply for 10 weeks?

A food delivery service has to deal with a lot of perishable raw materials which makes it all, the most important factor for such a company is to accurately forecast daily and weekly dem and. Too much inventory in the warehouse means more risk of wastage, and not enough could lea d to out-of-stocks - and push customers to seek solutions from your competitors. The replenishment of majority of raw materials is done on weekly basis and since the raw material is perishable, the procurement planning is of utmost importance, the task is to predict the demand for the next 10 weeks.

start predicting







### Get your number of food orders?

### **GII'HUB LINK:**

https://github.com/IBM-EPBL/IBM-Píoject-2589-1658475994

### PROJECT DEMO LINK:

https://youtu.be/uVlSKh80vBs