

---

# **Storage Optimisation in Automated Fulfilment Centres**

Technical and User Guides

---

## **Team MCS15**

**Cheryl Frances Lee**

Project Manager

clee0070@student.monash.  
edu

**Jonathan How Yu Chern**

Technical Lead

yhow0004@student.monash  
.edu

**Anson Sameer Lee**

Quality Assurance

alee0061@student.monash.  
edu

|   |          |
|---|----------|
| <b>1. Technical guide</b>                                     | <b>3</b> |
| 1.1 Software requirements                                     | 3        |
| 1.2 Installing additional libraries                           | 3        |
| 1.3 Cloning the repository                                    | 4        |
| <b>2. User guide</b>  | <b>8</b> |
| 2.1 Managing input and output files                           | 8        |
| 2.1.1 Where are generated files located?                      | 8        |
| 2.1.2 Sample file directory                                   | 9        |
| 2.1.3 Directories   | 10       |
| 2.1.4 Input and output files                                  | 11       |
| 2.1.5 Regarding numeric identifiers of input and output files | 13       |
| 2.1.6 WARNING: Regarding the handling of fileXCount.txt files | 13       |
| 2.2 Running the 3DBPP simulation                              | 14       |
| 2.2.1 Create new bin CSV file                                 | 16       |
| 2.2.2 Create new box (SKU) CSV file                           | 18       |
| 2.2.3 Load existing bin CSV file or box (SKU) file            | 21       |
| 2.2.4 Execute packing algorithm                               | 24       |

# 1. Technical guide

This section contains instructions on how to set up the requisite environment to run the program on your device.

## 1.1 Software requirements

|                         |  |
|-------------------------|--|
| <b>Operating system</b> | Windows 10, Windows 11                           |
| <b>IDE</b>              | Visual Studio Code                               |
| <b>Python version</b>   | Python 3.9.0 minimum                             |
| <b>Other</b>            | Git installed on device, GitHub account required |

Compatibility with alternate software and operating systems has not been verified. As such, it is recommended that the program is run only within the environment specified above.

## 1.2 Installing additional libraries

The program relies on the NumPy and Matplotlib libraries to produce three-dimensional renders of its solutions. These libraries must be installed prior to running the program.

Assuming Python has been installed, the pip package manager can be installed via the command line as follows (if it is not already installed):

```
python -m pip install -U pip
```

The requisite libraries can be installed with the following commands:

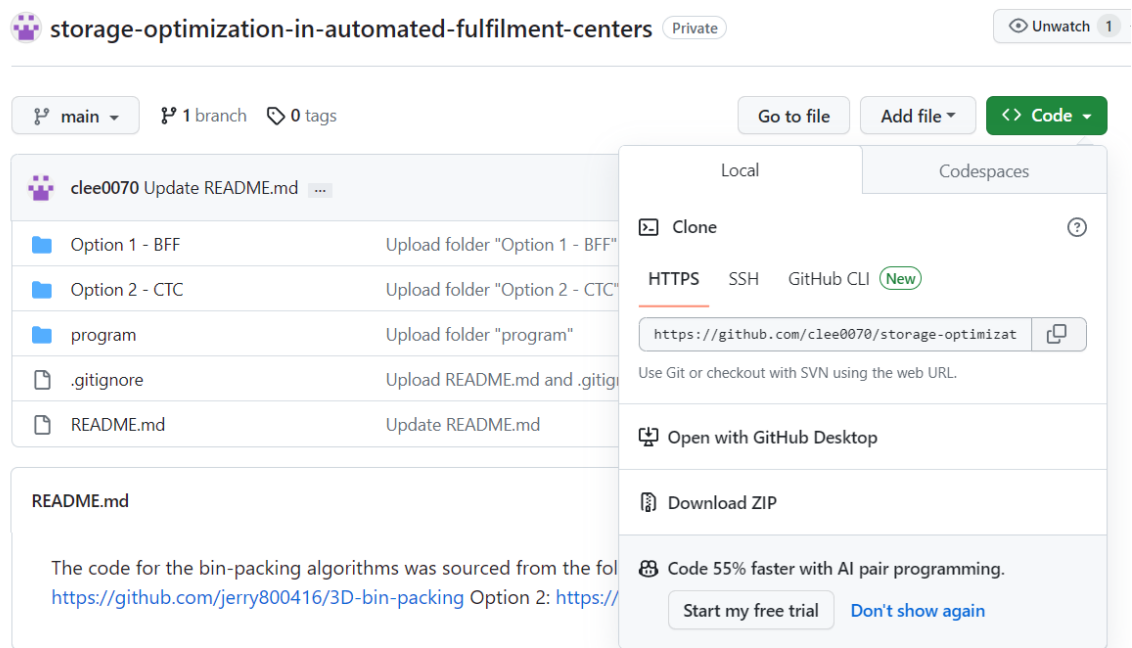
```
python -m pip install -U numpy
```

```
python -m pip install -U matplotlib
```

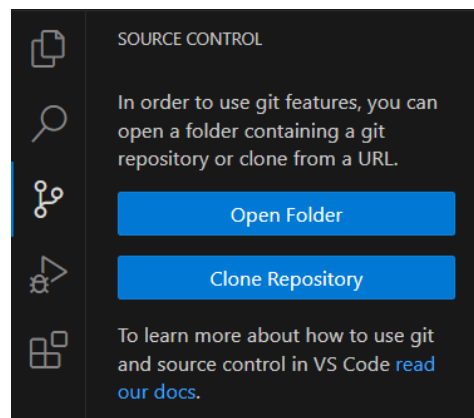
## 1.3 Cloning the repository

Ensure the requisite software has been installed (see **Software requirements**) and you are connected to the Internet prior to cloning the repository.

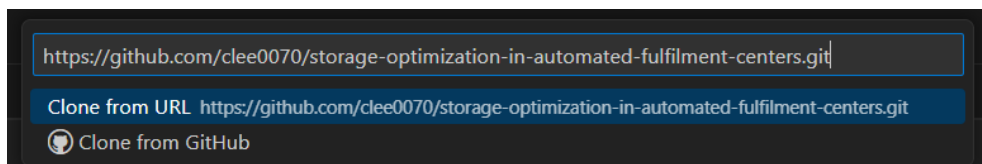
1. Navigate to the repository on GitHub:  
[clee0070/storage-optimization-in-automated-fulfilment-centers \(github.com\)](https://github.com/clee0070/storage-optimization-in-automated-fulfilment-centers)
2. Clicking on the “<> Code” button reveals a menu with several options for cloning the repository. Click on the button next to the URL to copy it to the clipboard. Cloning via HTTPS is recommended as issues were reported when attempting to clone via SSH.



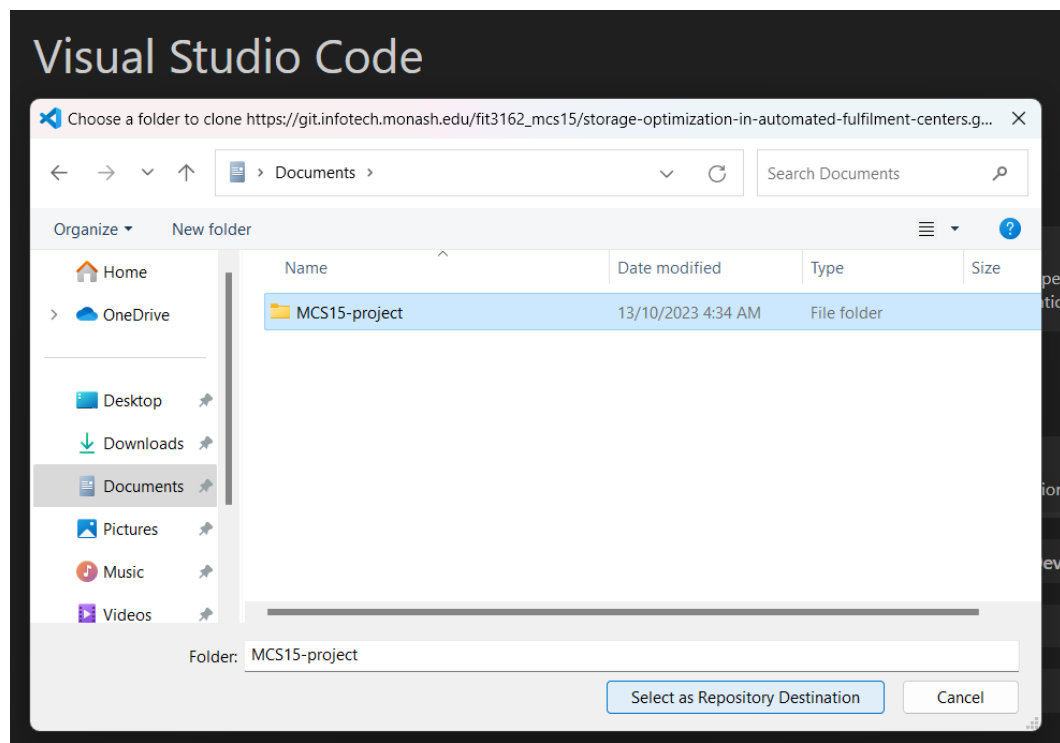
3. Open a new window in VS code and navigate to the source control menu. Click on “Clone Repository”.



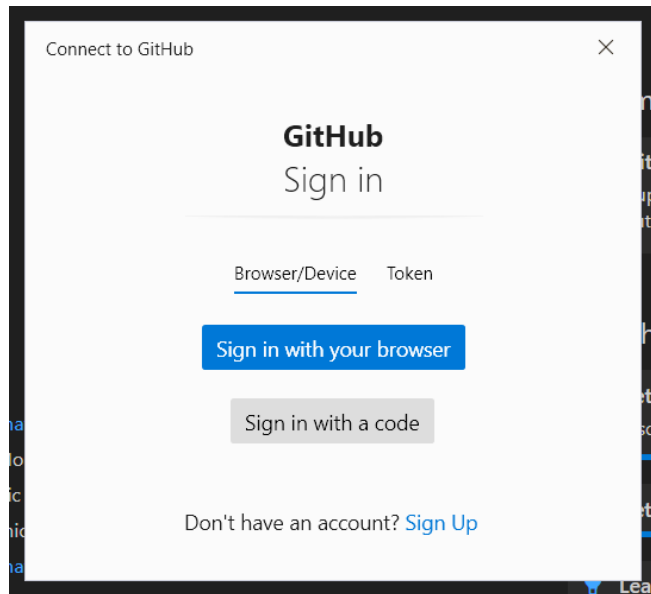
Paste the URL in the text box at the top of the screen and press *Enter*. Ensure “Clone from URL” is highlighted.



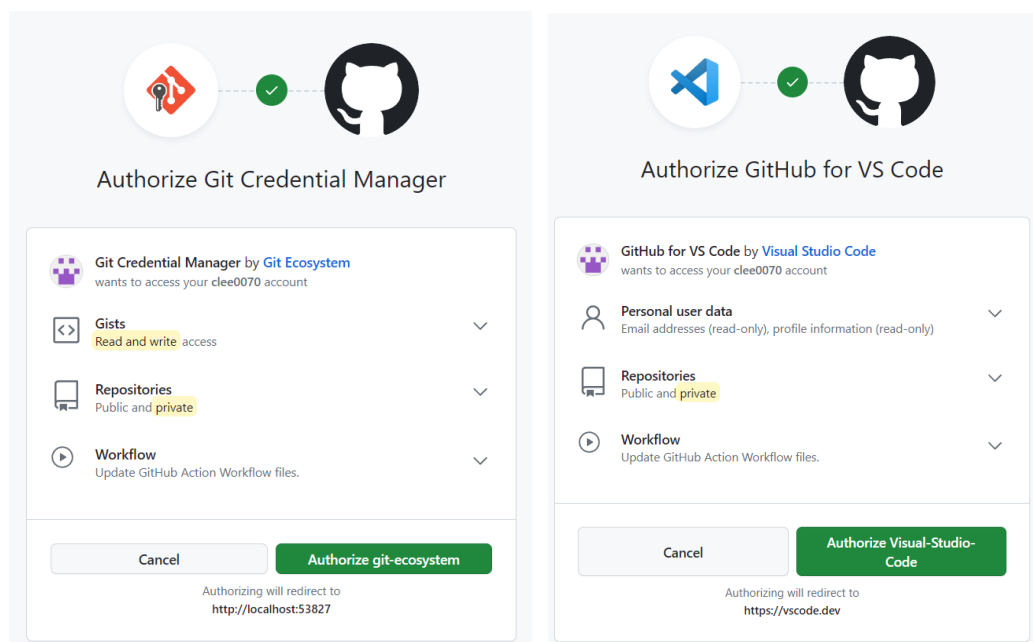
4. When the file explorer appears, select the directory you wish to clone the repository to. It is recommended to use a new empty directory for this purpose.



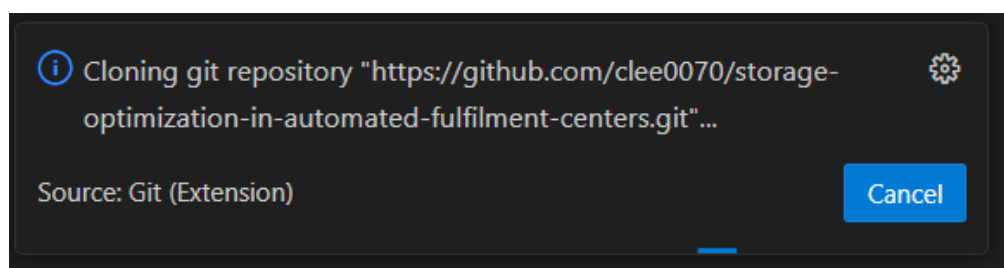
5. You will be prompted to sign in to your GitHub account. Click on “Sign in with your browser”.



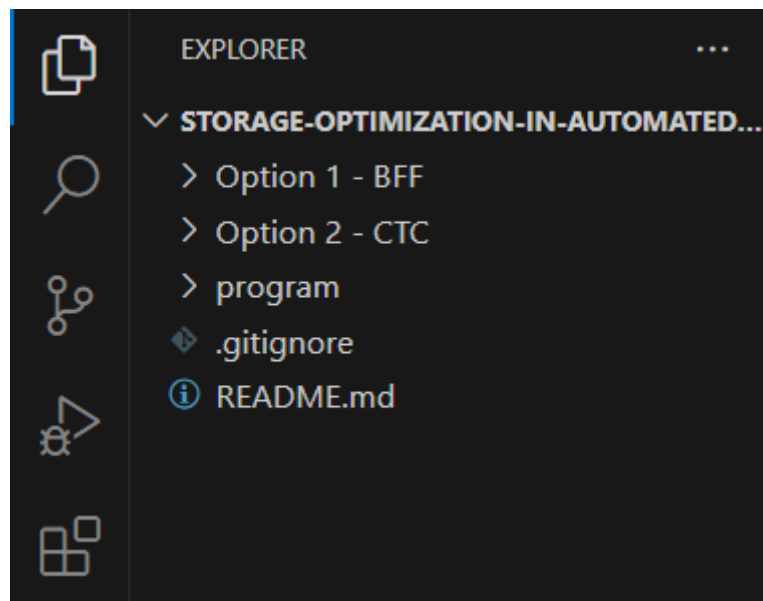
You will be redirected to your browser and asked to authorise the git credential manager. Click on the green button to proceed. If you are also asked to authorise GitHub for VS Code, do the same.



6. Wait until cloning is finished. The duration may vary depending on your connection speed.



Once cloning is finished, navigate to the directory the repository was cloned to or open it in VS Code's file explorer. It should contain the following files and folders:



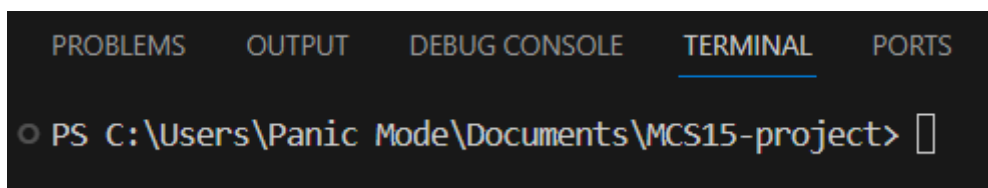
## 2. User guide

### 2.1 Managing input and output files

Additional files and directories will be generated over the course of the program's execution. This section details the purpose of these files and contains instructions on how to manage them.

#### 2.1.1 Where are generated files located?

When you choose to generate your first input file, the directories containing it and all future additional files will be created within the current directory. The current directory is indicated via the terminal in VS code:

A screenshot of the Visual Studio Code interface. At the top, there are tabs for 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL', and 'PORTS'. The 'TERMINAL' tab is selected and highlighted with a blue underline. Below the tabs, the terminal shows a PowerShell prompt 'PS C:\Users\Panic Mode\Documents\MCS15-project>' followed by a cursor icon.

If you wish for these directories to be created elsewhere, you can change the current directory with the following command:

```
cd C:\Users\username\Documents
```



### 2.1.2 Sample file directory

This diagram illustrates an example directory structure after some input and output files have been generated for both options. The purpose of each directory and type of file will be explained in the following section.

```

CURRENT DIRECTORY

-- files_Option1                                -- files_Option2

-- csv_inputs                                    -- csv_inputs

-- fileBinCount.txt                             -- fileBinCount.txt
-- fileBoxCount.txt                             -- fileBoxCount.txt

-- csv_bins                                     -- csv_bins
-- inputBins1.csv                              -- inputBins1.csv
-- inputBins2.csv                              -- inputBins2.csv
...                                             ...

-- csv_boxes                                    -- csv_boxes
-- inputBoxes1.csv                             -- inputBoxes1.csv
-- inputBoxes2.csv                             -- inputBoxes2.csv
...                                             ...

-- csv_outputs                                  -- csv_outputs

-- fileOutCount.txt                            -- fileOutCount.txt
-- lastBinFile.txt                             -- lastBinFile.txt
-- lastBoxFile.txt                             -- lastBoxFile.txt

-- outputFitted1.csv                           -- outputFitted1.csv
-- outputFitted2.csv                           -- outputFitted2.csv
...                                             ...

-- outputUnfitted1.csv                         -- outputUnfitted1.csv
-- outputUnfitted2.csv                         -- outputUnfitted2.csv
...                                             ...

-- outputBins1.csv                             -- outputBins1.csv
-- outputBins2.csv                             -- outputBins2.csv
...                                             ...

-- outputSummary1.csv                         -- outputSummary1.csv
-- outputSummary2.csv                         -- outputSummary2.csv
...

```

### 2.1.3 Directories

| Directory   | Purpose  | Path                                  |
|---|--|---------------------------------------|
| files_OptionX   | “Master” directory containing all the generated input and output files pertaining to a particular option.    | cd/files_OptionX                      |
| csv_inputs  | Contains files and sub-directories used and created by subroutines that generate input files.                | cd/files_OptionX/csv_inputs           |
| csv_bins  | Contains generated input CSV files where each row contains fields and attributes for a single bin/container. | cd/files_OptionX/csv_inputs/csv_bins  |
| csv_boxes   | Contains generated input CSV files where each row contains fields and attributes for a single box/item/SKU.  | cd/files_OptionX/csv_inputs/csv_boxes |
| csv_outputs   | Contains files used and created by subroutines that generate output files.                                   | cd/files_OptionX/csv_outputs          |
| <b>KEY</b><br>cd - current directory<br>X - numeric identifier corresponding to either Option 1 or Option 2 |  |                                       |

#### 2.1.4 Input and output files

| File             | Purpose   | Parent directory |
|------------------|---|------------------|
| INPUT FILES      |   |                  |
| fileBinCount.txt | Contains a single integer representing the number of input bin CSV files that have been generated that is incremented upon the creation of a new file. The program uses this integer to determine the numeric identifier of the next input bin CSV file to be created, effectively ensuring the creation of a new file does not overwrite an existing one.  | csv_inputs       |
| fileBoxCount.txt | Contains a single integer representing the number of input box CSV files that have been generated that is incremented upon the creation of a new file. The program uses this integer to determine the numeric identifier of the next input box CSV file to be created, effectively ensuring the creation of a new file does not overwrite an existing one.  | csv_inputs       |
| inputBinsX.csv   | Contains rows of data where each row represents a singular bin. Exact contents of fields will vary depending on the implementation of the bin class for a particular algorithm.   | csv_bins         |
| inputBoxesX.csv  | Contains rows of data where each row represents a singular box. Exact contents of fields will vary depending on the implementation of the box class for a particular algorithm.   | csv_boxes        |
| OUTPUT FILES     |   |                  |
| fileOutCount.txt | Contains a single integer representing the number of 'sets' of output CSV files that have been generated that is incremented whenever a packing computation results in additional output files. The program uses this integer to determine the numeric identifier of the next set of output files to be created, effectively ensuring the creation of new files does not overwrite existing ones. | csv_outputs      |
| lastBinFile.txt  | Contains the relative path of the last input bin CSV file read from. This data is captured upon first reading the input file and is eventually logged in an output summary file.  | csv_outputs      |
| lastBoxFile.txt  | Contains the relative path of the last input box CSV file read from. This data is captured upon first reading the input file and is eventually logged in an output summary file.  | csv_outputs      |

|   |  |             |
|---|--|-------------|
| outputFittedX.csv                                 | Contains rows of data where each row represents a singular box that was successfully packed in a bin. Listed attributes are identical to the source input box file but the identifier of the host bin has also been included.      | csv_outputs |
| outputUnfittedX.csv                               | Contains rows of data where each row represents a singular box that was unable to pack into any bin. Listed attributes are identical to the source input box file.   | csv_outputs |
| outputBins.Xcsv                                   | Contains rows of data where each row represents a singular bin. In addition to the attributes listed in the source input bin file, additional data items, such as volume utilisation and other notable metrics have been included. | csv_outputs |
| outputSummaryX.csv                                | Contains a single row of data with various metrics relevant to the entire packing computation, such as the name of the source input files, total volume utilised, and volume of unpacked boxes.                                    | csv_outputs |
| <b>KEY</b><br>X - numeric identifier of each file |  |             |

### **2.1.5 Regarding numeric identifiers of input and output files**

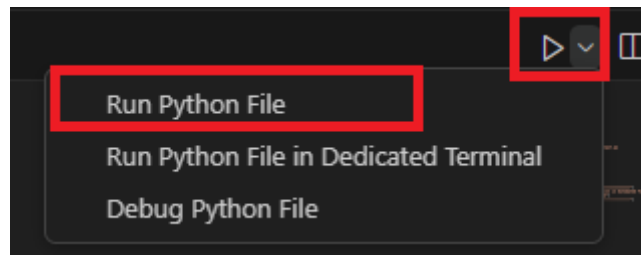
Note that while all output files with the same numeric ID are generated from the same packing computation, they do not necessarily correspond to bin and box input files with the same numeric ID. Furthermore, bin and box input files with identical numeric IDs are not necessarily coupled to each other either. For example *inputBins1.csv* can be used with *inputBoxes2.csv* and the results of the packing may be logged in *outputSummary3.csv*.

### **2.1.6 WARNING: Regarding the handling of fileXCount.txt files**

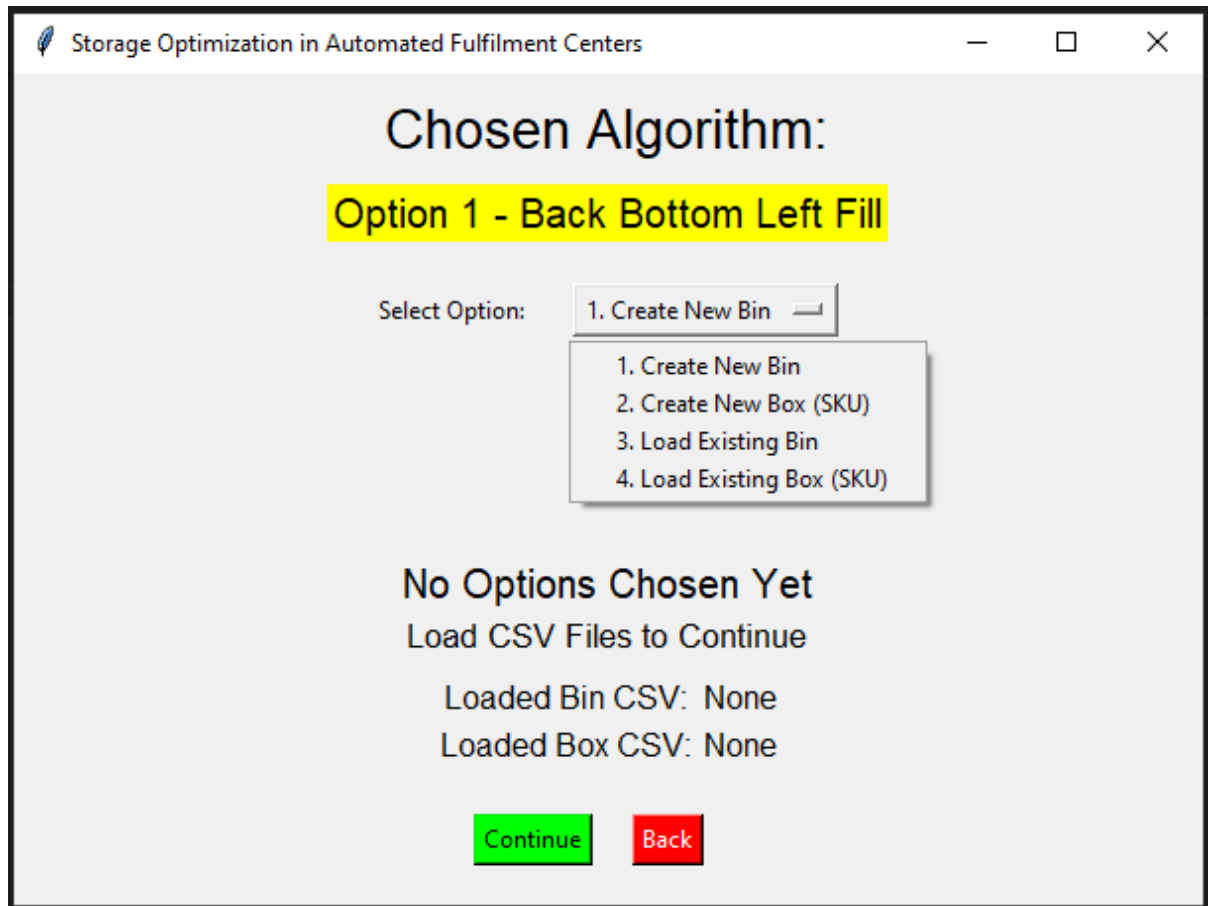
As mentioned above, *fileBinCount.txt*, *fileBoxCount.txt*, and *fileOutCout.txt* ensure that each new file generated has a unique name that will not overwrite existing files. For this reason, it is **NOT** recommended to delete or directly modify these files. Doing so may result in the loss of data.

## 2.2 Running the 3DBPP simulation

To run the simulation, navigate to the main program, **main.py**, and select “Run Python File” on the top right corner of Visual Studio Code.



On the Main Menu, click on the dropdown menu, and choose the solution algorithm. Then, click on “Continue” to proceed. Otherwise, click on “Exit” to terminate the program.



In the Master Subroutine Window, your current selected solution algorithm is displayed in yellow. You may select one of the 5 options from the dropdown menu:

1. Create New Box (SKU) CSV File
2. Create New Bin CSV File
3. Load Existing Bin CSV File
4. Load Existing Box (SKU) File
5. Compute Algorithm

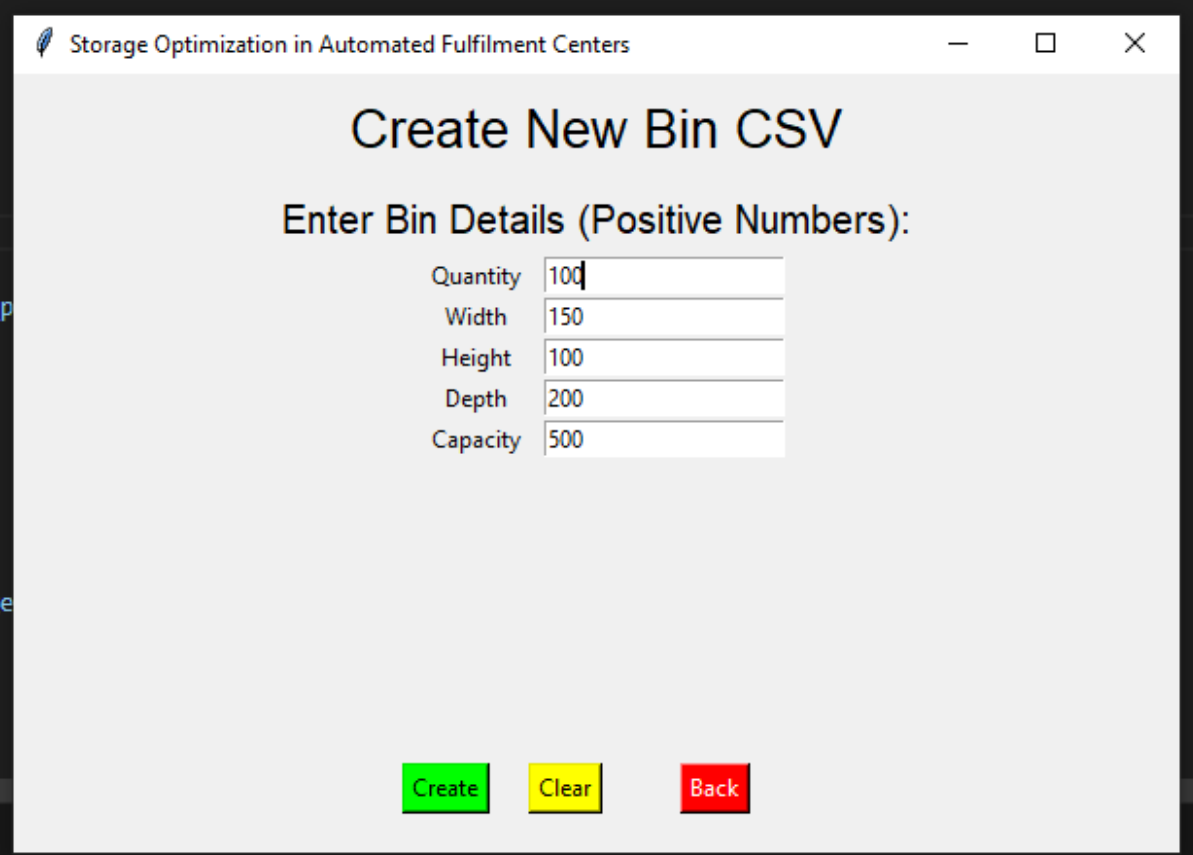
After that, press “Continue” to proceed, or “Back” to return to the main menu if you want to select a different Solution Algorithm.

**Note:**

- In the beginning, there are no existing Bin or Box CSV files to load. Hence, if there are no CSV files select options 1 and 2 to create them.
- “Compute Algorithm” can only be run if one Bin CSV and one Box CSV have been loaded into the program.

### 2.2.1 Create new bin CSV file

Upon selecting this option, you will be prompted with the following form. Unlike boxes, the bin entry form is identical for both options.



Storage Optimization in Automated Fulfilment Centers

## Create New Bin CSV

Enter Bin Details (Positive Numbers):

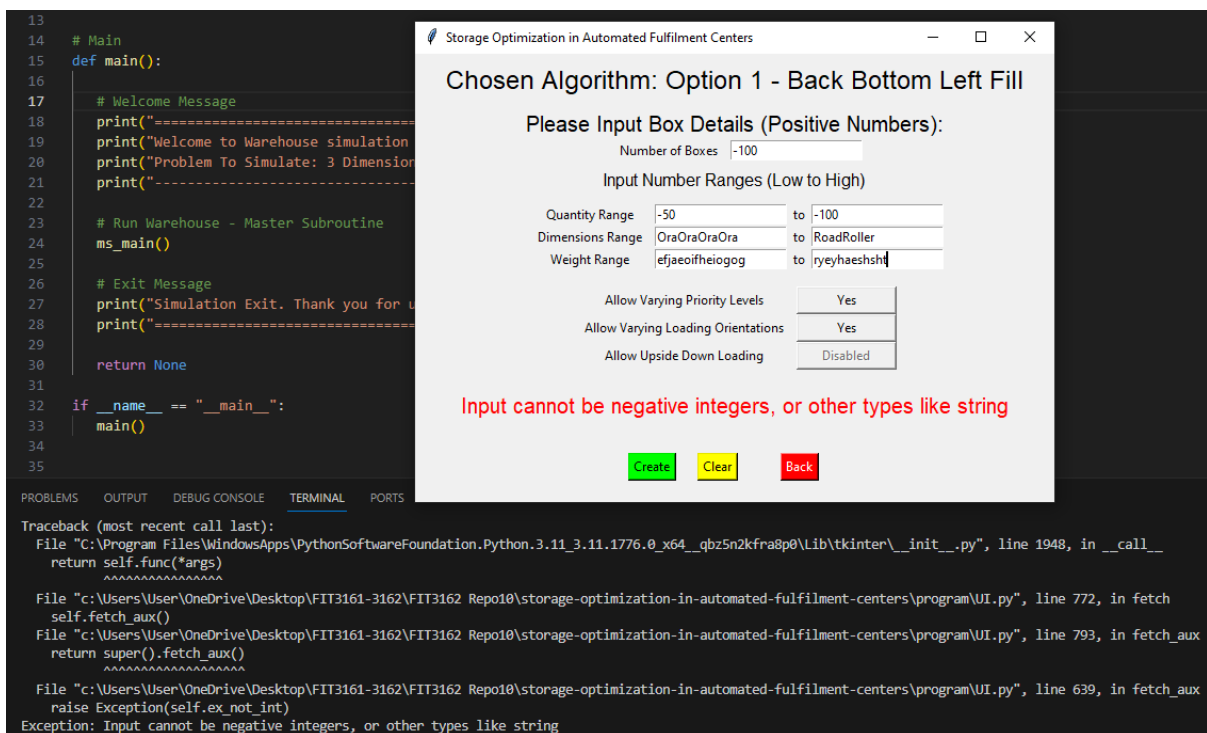
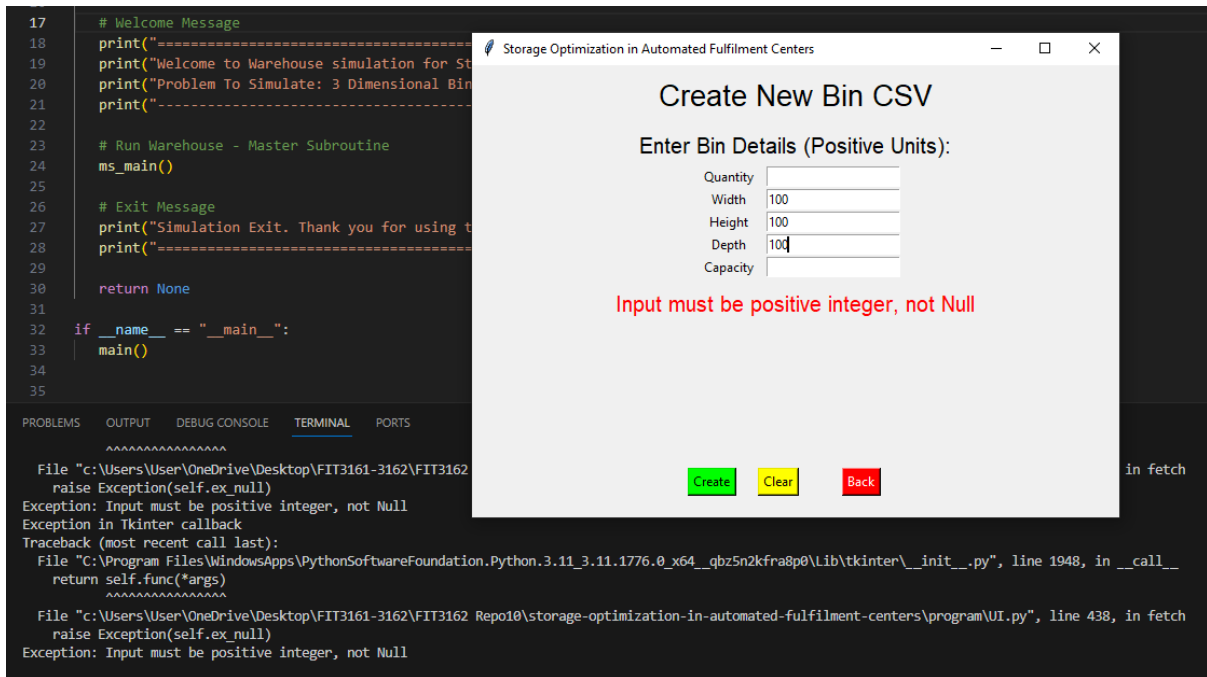
|          |     |
|----------|-----|
| Quantity | 100 |
| Width    | 150 |
| Height   | 100 |
| Depth    | 200 |
| Capacity | 500 |

Create Clear Back

Attributes for bins are declared explicitly and not randomly generated. All bins will have identical attributes.

- quantity: the number of bins
- width, height, depth: dimensions of the bins
- capacity: maximum weight capacity of a single bin



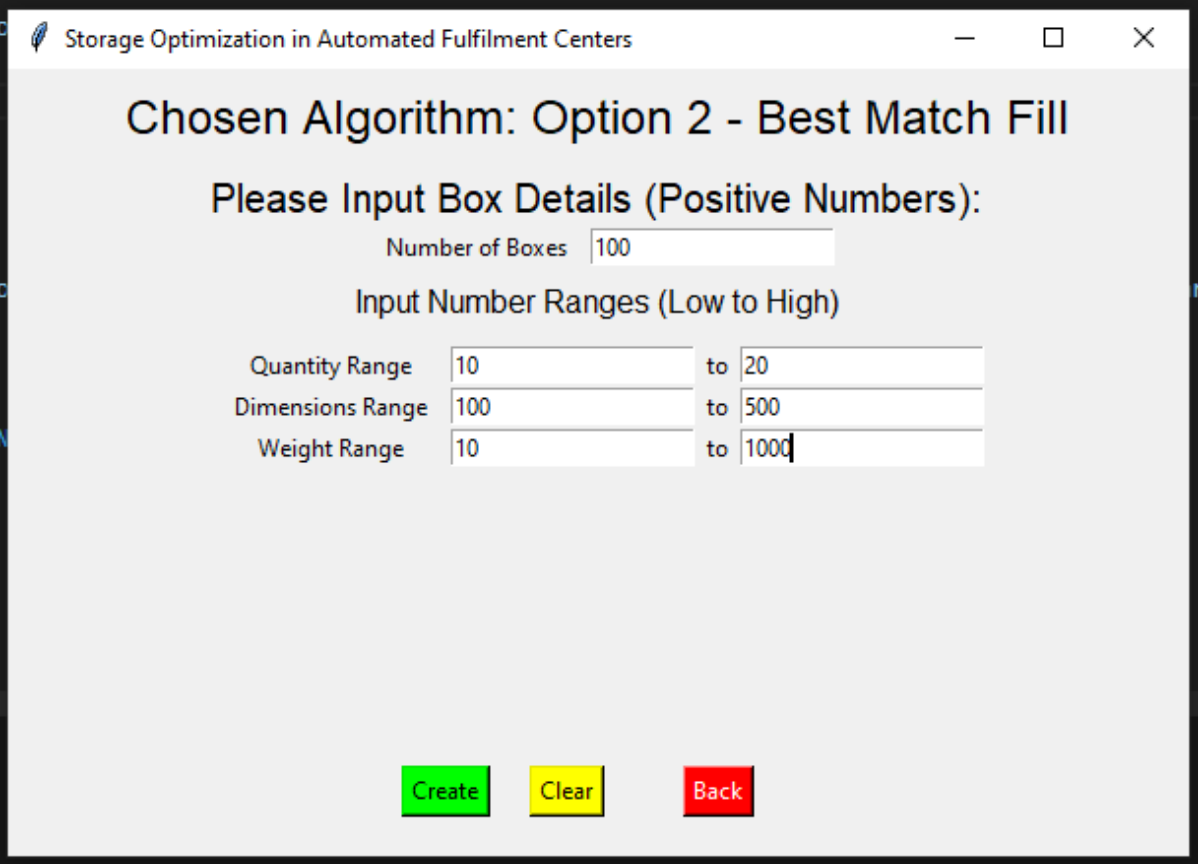


## Note:

- Since all inputs are positive integers, all the forms are programmed to prevent invalid input from the user (alphabet input, null inputs, etc.)
- Invalid Inputs will throw an exception to the console, and the UI window. This is true for Bin and Box CSV Creation Windows.

### 2.2.2 Create new box (SKU) CSV file

Upon selecting “Create New Box (SKU) CSV File”, you may be prompted with one of the two different forms depending on which solution algorithm you selected in the main menu.



Storage Optimization in Automated Fulfillment Centers

Chosen Algorithm: Option 2 - Best Match Fill

Please Input Box Details (Positive Numbers):

Number of Boxes

Input Number Ranges (Low to High)

|                  |                                  |    |                                   |
|------------------|----------------------------------|----|-----------------------------------|
| Quantity Range   | <input type="text" value="10"/>  | to | <input type="text" value="20"/>   |
| Dimensions Range | <input type="text" value="100"/> | to | <input type="text" value="500"/>  |
| Weight Range     | <input type="text" value="10"/>  | to | <input type="text" value="1000"/> |

Create Clear Back

If your Solution Algorithm choice is Option 2, you may fill in the number of boxes, quantity range, dimensions range, and weight range for generating the file of boxes. In this example, we will generate 100 boxes such that:

- Quantity Range - There can be 10 to 20 types of boxes amongst the 100 boxes, based on their other parameters (dimension, range, etc.)
- Dimensions Range - The Width, Depth, and Height are values within 100 to 500.
- Weight Range - Boxes can have weights ranging from 10 to 1000

When done, select “Create” to generate the Box CSV file. All CSV files will be automatically named and numbered. “Clear” will clear all input fields, and “Back” will return back to the Master Subroutine Window.

Storage Optimization in Automated Fulfilment Centers

## Chosen Algorithm: Option 1 - Back Bottom Left Fill

Please Input Box Details (Positive Numbers):

Number of Boxes

Input Number Ranges (Low to High)

|                  |                                 |    |                                  |
|------------------|---------------------------------|----|----------------------------------|
| Quantity Range   | <input type="text" value="10"/> | to | <input type="text" value="100"/> |
| Dimensions Range | <input type="text" value="20"/> | to | <input type="text" value="200"/> |
| Weight Range     | <input type="text" value="30"/> | to | <input type="text" value="300"/> |

Allow Varying Priority Levels

Allow Varying Loading Orientations

Allow Upside Down Loading

If your Solution Algorithm choice is Option 1, there are a few additional boolean parameters (Yes - Allow / No - Do not allow) to set due to the difference in algorithm heuristic:

- Allow Varying Priority Levels - Toggles the algorithm's ability to prioritise certain boxes, which helps determine the insert order for nearly identical boxes.
- Allow Varying Loading Orientations - Toggles the algorithm ability to load boxes with different orientations (facing up, down, etc.).

Storage Optimization in Automated Fulfillment Centers

## Chosen Algorithm: Option 1 - Back Bottom Left Fill

Please Input Box Details (Positive Numbers):

Number of Boxes

Input Number Ranges (Low to High)

|                  |                                 |    |                                  |
|------------------|---------------------------------|----|----------------------------------|
| Quantity Range   | <input type="text" value="10"/> | to | <input type="text" value="100"/> |
| Dimensions Range | <input type="text" value="20"/> | to | <input type="text" value="200"/> |
| Weight Range     | <input type="text" value="30"/> | to | <input type="text" value="300"/> |

Allow Varying Priority Levels

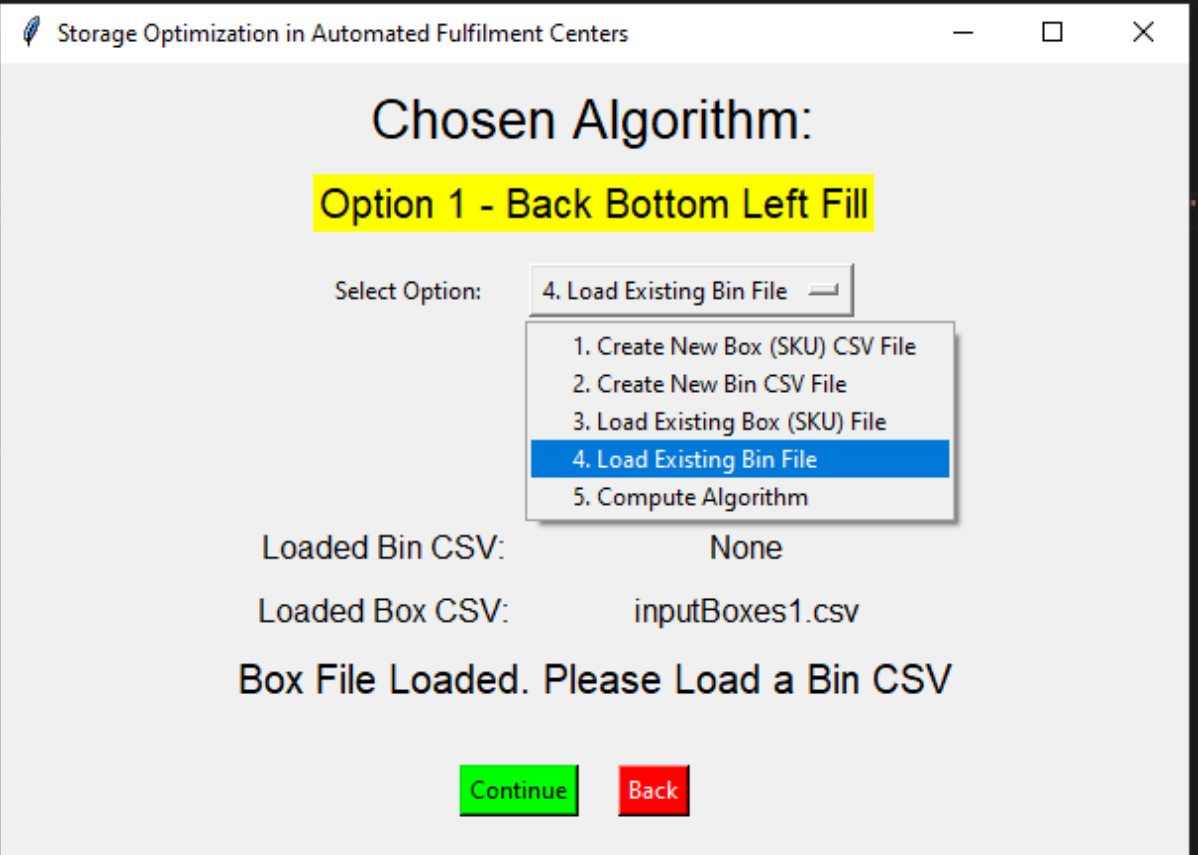
Allow Varying Loading Orientations

Allow Upside Down Loading

- Allow Upside Down Loading - If "Allow Varying Loading Orientations" is "Yes", this is not necessary and is fixed on "No". Otherwise, this toggles whether boxes can be loaded upside down, or not.

### 2.2.3 Load existing bin CSV file or box (SKU) file

Once the Bin and Box CSV files are created, they will be automatically placed in their respective file paths for the selected solution algorithm.



Storage Optimization in Automated Fulfillment Centers

**Chosen Algorithm:**

**Option 1 - Back Bottom Left Fill**

Select Option: 4. Load Existing Bin File

- 1. Create New Box (SKU) CSV File
- 2. Create New Bin CSV File
- 3. Load Existing Box (SKU) File
- 4. Load Existing Bin File
- 5. Compute Algorithm

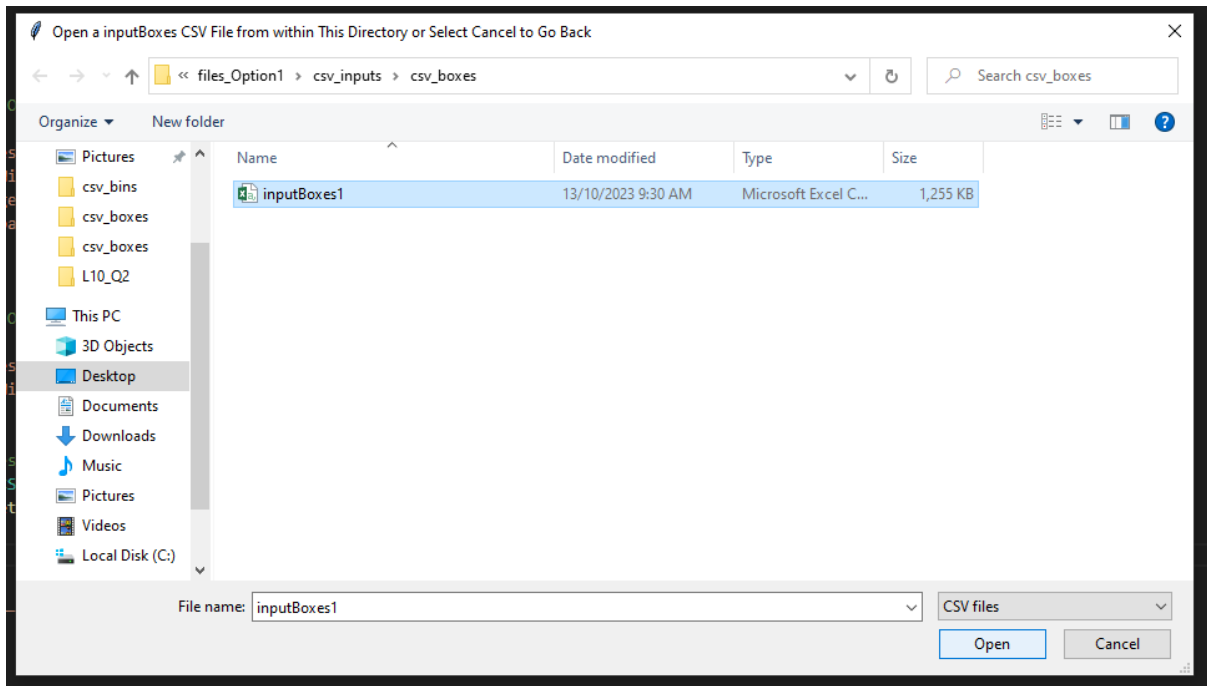
Loaded Bin CSV: None

Loaded Box CSV: inputBoxes1.csv

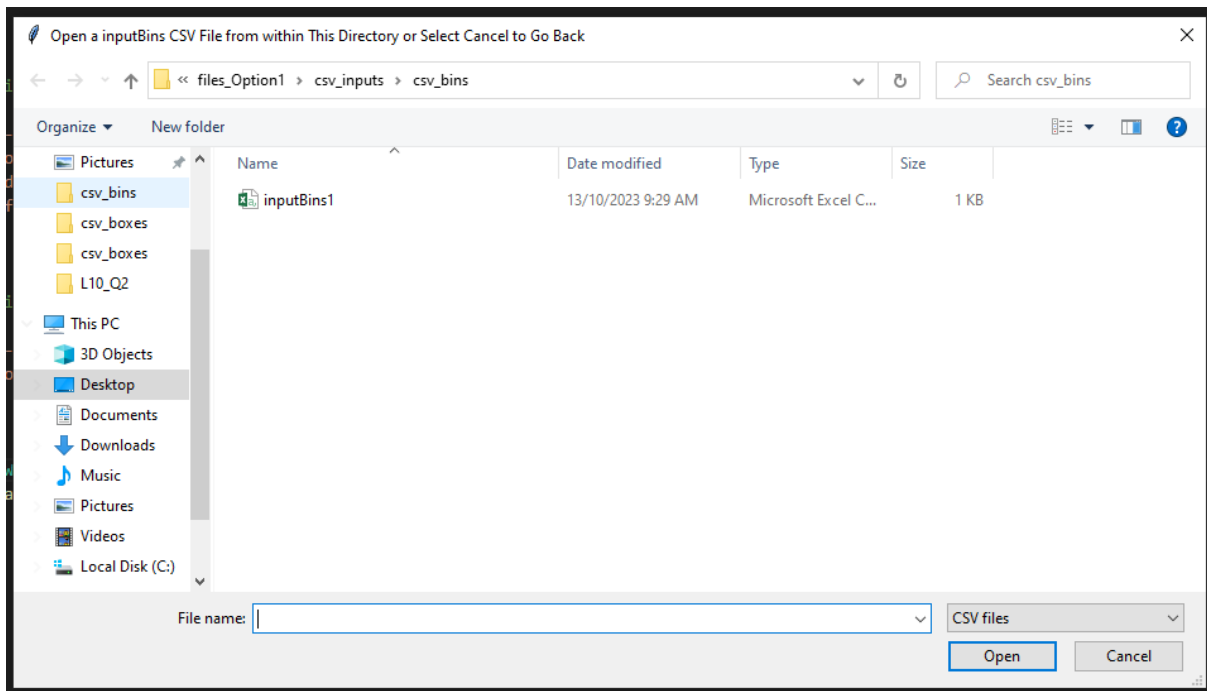
**Box File Loaded. Please Load a Bin CSV**

**Continue** **Back**

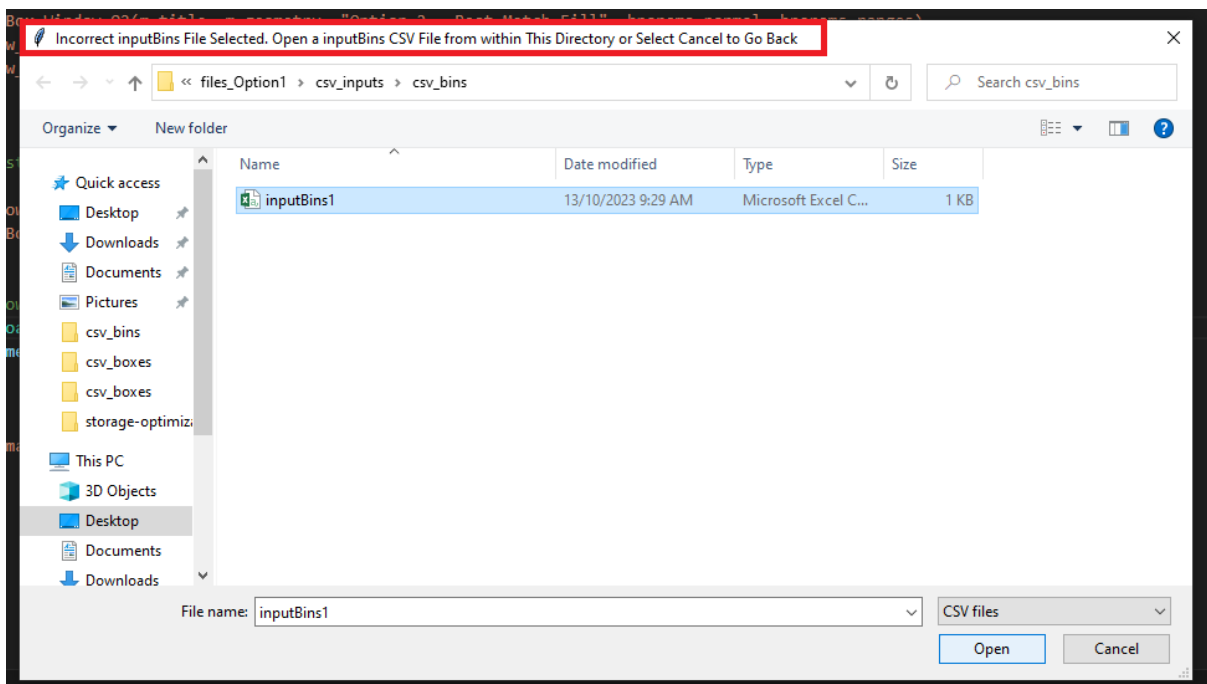
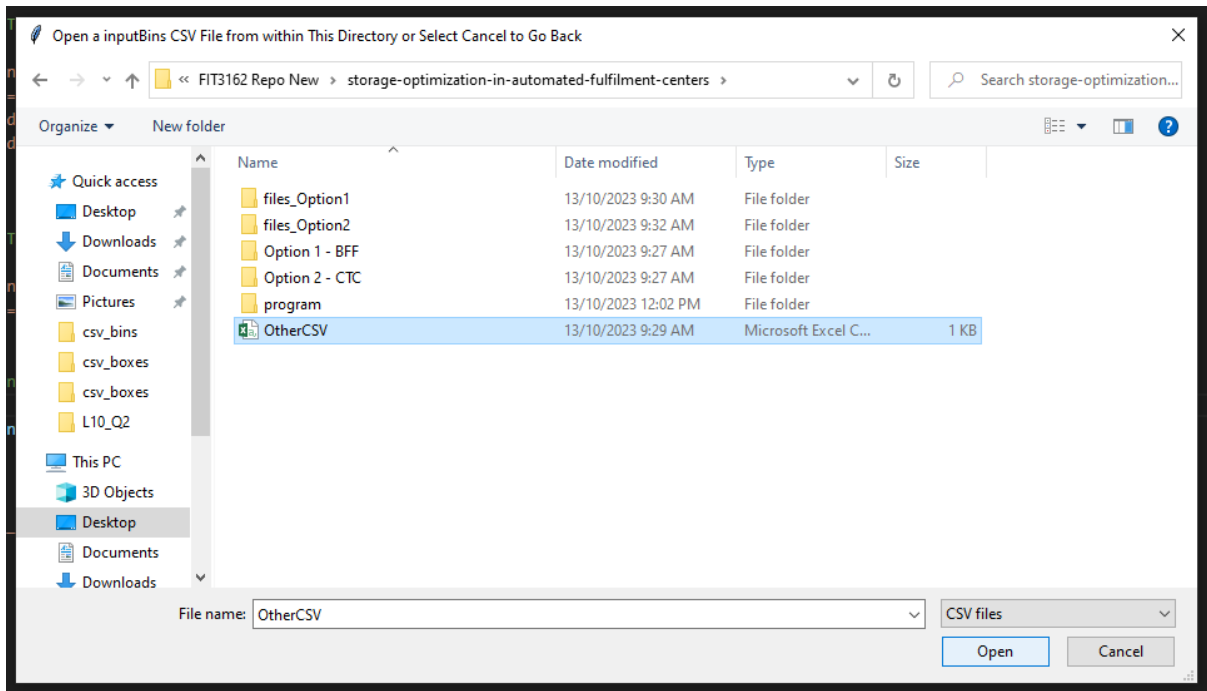
Selecting “Load Existing Bin CSV File” and “Load Existing Box CSV File” will open a file explorer to their respective directories.



To load the Box CSV file, just select the file, then select “Open”. To go back, select “Cancel”.



The same applies to Bin CSV files.

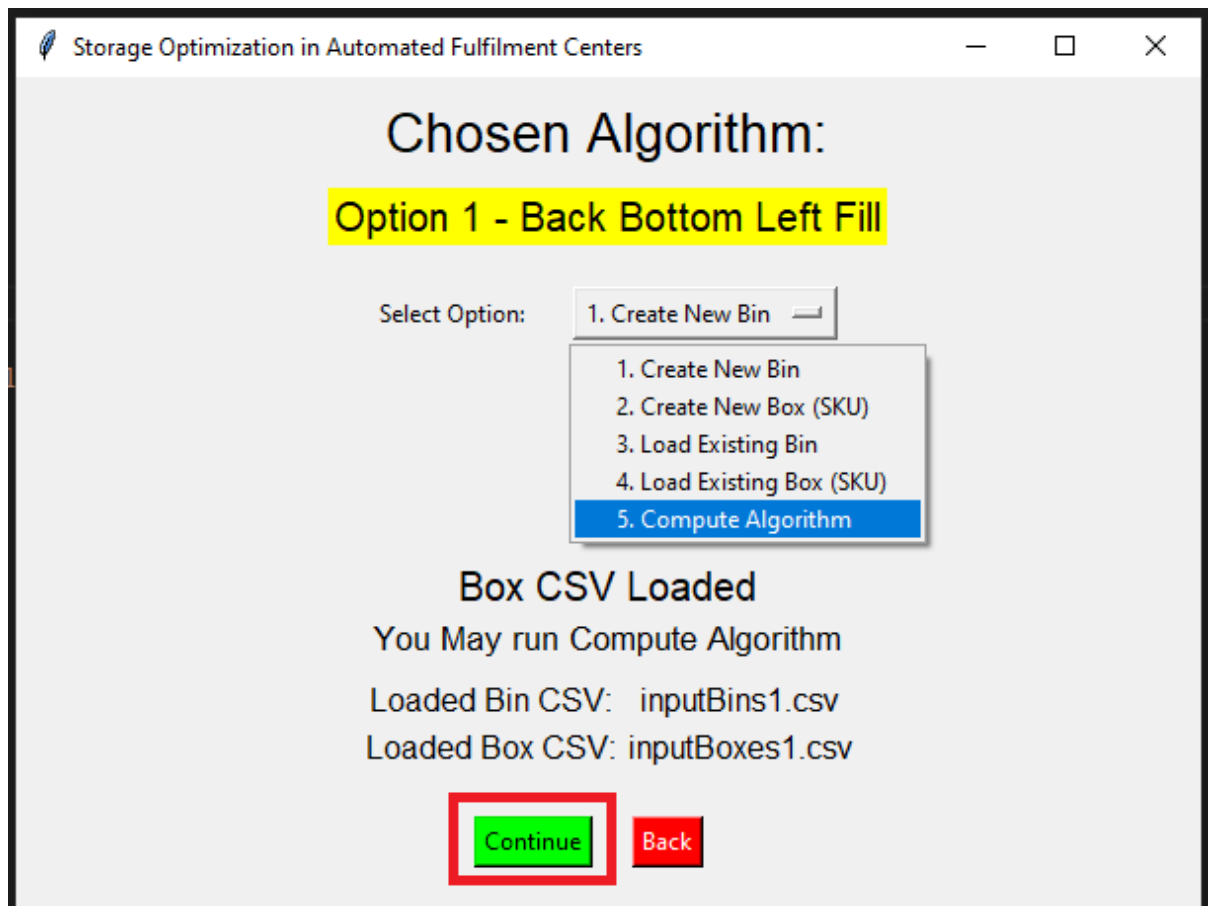


**Note:**

- If the user navigates to other folders, and selects other csv files, the UI will navigate back to the original directory, and display a message to notify that an incorrect file was selected.
- Other file types (excel, word, etc.) cannot be loaded into the program.

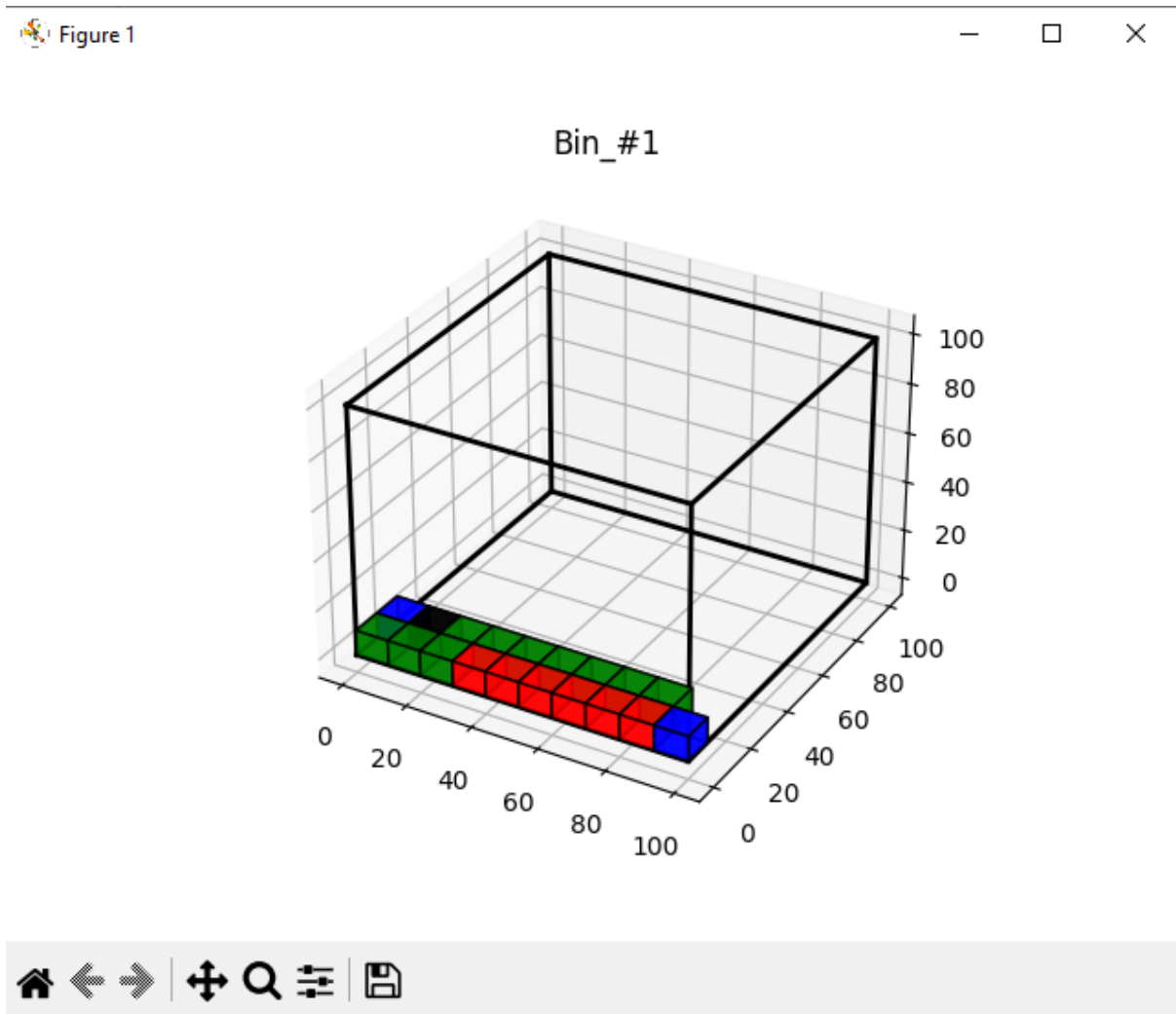
### 2.2.4 Execute packing algorithm

Once both an input bin and input box CSV file have been loaded, you will be permitted to execute the packing algorithm. The UI will indicate when you may do so once both a box and a bin CSV file are loaded, and the option to compute will appear in the dropdown menu. Select the “Compute Algorithm” option to do so.

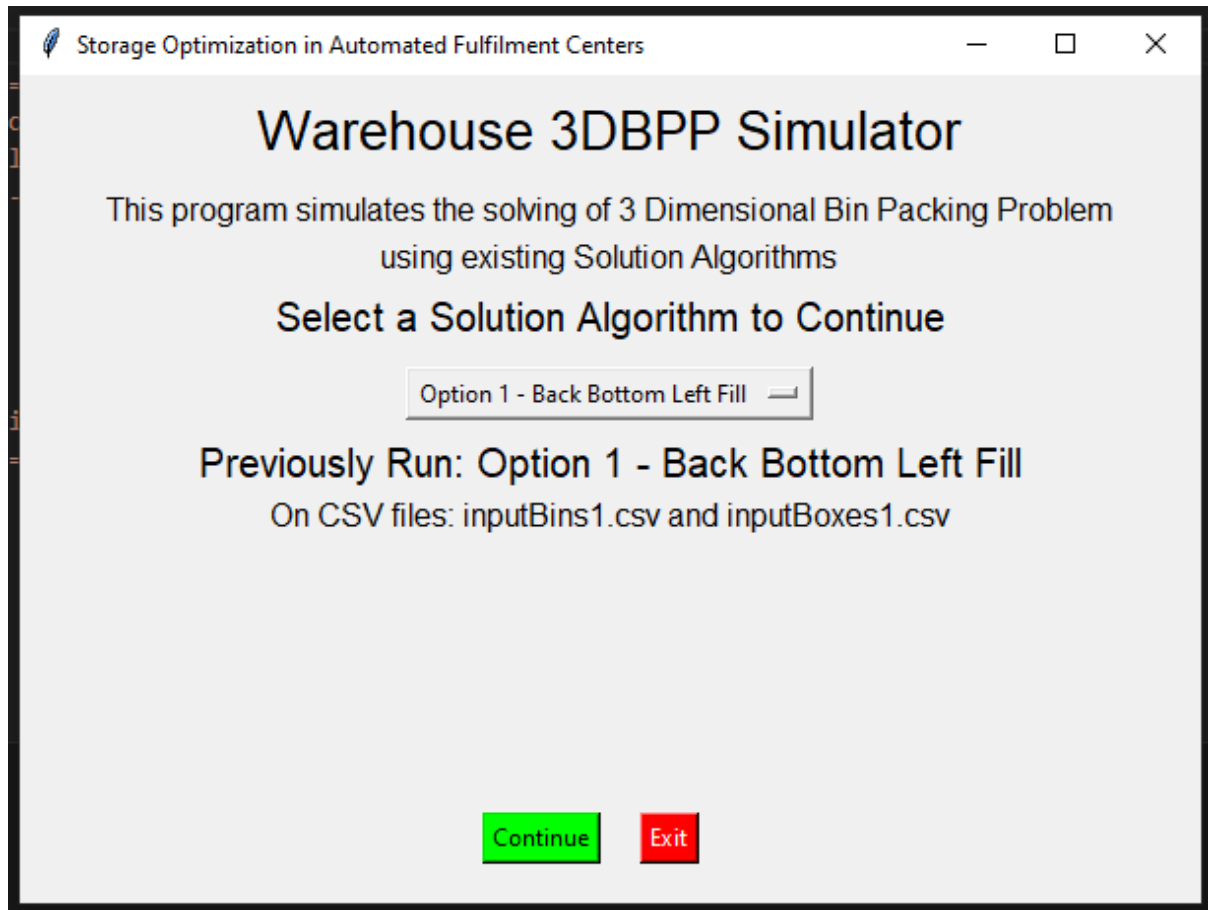


The computation may take a while depending on the volume of data the algorithm is handling and the speed of your device. When the computation has finished, several windows will open displaying the contents of each bin, as follows.





The program does not proceed until all windows have been closed. Once that is done, the relevant output files will be generated in their corresponding directory.



Once the computation is done and all bin 3D windows are closed, the program will return to the main menu, which will contain the details for the previously run algorithm and files. At this point, you may choose to run another algorithm, or select "Exit" to leave the program.

For now, that is all. Thank you for using our 3DBPP simulation program, and we do hope the experience was good for you. Do let us know if there are any rooms for improvement.