Food Delivery Time Prediction

Introduction:

- Food delivery is a crucial part of modern life, especially with the growth of online food ordering platforms.
- Accurately predicting delivery time improves customer satisfaction, operational efficiency, and resource management.
- This project uses **machine learning** to predict how long a food delivery will take based on multiple real-world conditions.
- The system analyzes several factors like **distance**, **traffic**, **weather**, and **vehicle type** to estimate delivery time.
- This report explains the full pipeline, from data preparation to model development and results.

Libraries Used:

This project uses the following Python libraries:

- **pandas** To load, clean, and analyze data
- **numpy** For numerical operations
- **matplotlib & seaborn** For visualizing trends and patterns
- scikit-learn For encoding, model building, evaluation, and preprocessing
- **streamlit** For building a user-friendly web interface

Process Overview:

1. Data Loading and Preprocessing

- The dataset comes from Food_Delivery_Times.csv, which includes records like distance, traffic, weather, and preparation time.
- Columns with missing values were cleaned or transformed.
- Delivery time was used as the **target variable**.
- Distance and time-related data were normalized or scaled to bring all values to the same scale.
- Categorical features (like weather, traffic level, etc.) were One-Hot Encoded to convert text into machine-readable numbers.

2. Explanation of Features

Each delivery record contains the following information:

Feature	Description
Distance_km	Distance between restaurant and customer in kilometers
Weather	Weather condition during delivery (e.g. Sunny, Rainy)
Traffic_Level	Traffic at the time of delivery (Low, Medium, High, Jam)

Time_of_Day	Whether delivery occurred during morning, afternoon, etc.
Vehicle_Type	Type of vehicle used (Bike, Car, Scooter, etc.)
Preparation_Time_min	Time taken to prepare food before delivery
Courier_Experience_yrs	Years of experience the delivery person has
Delivery_Time_min	(Target) Total time taken to complete the delivery

3. Visualizations

The following insights were visualized during EDA (Exploratory Data Analysis):

- Histogram of delivery times showed the most common delivery durations.
- Correlation heatmap showed strong relationships between distance, preparation time, and delivery time.
- Boxplots revealed how delivery time varies across traffic levels and weather conditions.
- Count plots showed which weather/traffic conditions were most common.

4. Model Training and Prediction

- Features (x) and target (y) were separated.
- Categorical features were encoded using OneHotEncoder.
- The dataset was split into **training (80%)** and **testing (20%)** sets.
- Multiple models were trained, including:
 - o Linear Regression
 - o Random Forest Regressor
 - Support Vector Regressor (SVR)
 - K-Nearest Neighbors (KNN)

5. Evaluation Results

Model	MAE (Mean Absolute Error)
Linear Regression	5.32 minutes
Random Forest	6.81 minutes
SVR	7.40 minutes
KNN	7.65 minutes

The **Linear Regression model** gave the lowest error, meaning it predicted delivery time most accurately among the tested models.

6. User Interface (Streamlit App)

- A simple UI was built using Streamlit.
- Users can input the following:
 - Distance in km

- Weather condition
- Traffic level
- Time of day
- Vehicle type
- o Food preparation time
- o Courier's experience
- After input, the app returns:
 - Estimated delivery time in minutes
 - The result is shown with a success message

Conclusion:

This project built a working machine learning model that predicts food delivery times using real-world features such as traffic, weather, and courier experience. The model can help food delivery platforms:

- Set more accurate ETAs (Estimated Time of Arrival)
- Improve delivery route planning
- Enhance customer trust with timely deliveries

The best-performing model (Linear Regression) achieved a **Mean Absolute Error of just 5.32 minutes**, making it a reliable choice for practical use.

Output Image:

