



QuickShop A faster way to shop

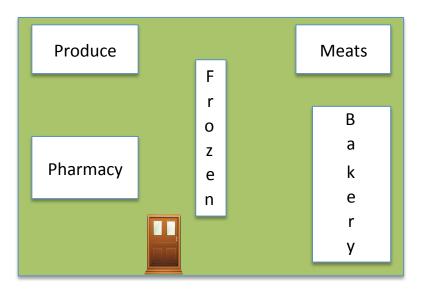
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Motivation

- User shopping behavior:
 - Adds items to an empty list
 - Categorizes them
 - Starts shopping !!!!
- Existing shopping list apps mostly categorize items into predefined categories, display available coupons, saving cards, display grocery stores in the vicinity, etc.
- Not much work done in optimizing the user's path through the grocery store
- Categories close together in the list can be in different parts of the store which makes the user go back and forth between aisles of the store.
- What is needed? A grocery list which dynamically sorts itself by category based on the location of items in the store.

Various Publix Stores across Atlanta



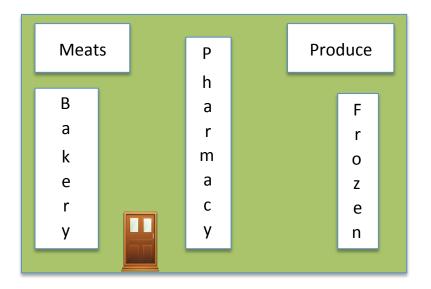
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Publix - Holcomb Bridge Road

Publix - Atlantic Station



Publix -Shallowford Road

Functionality of existing shopping list apps

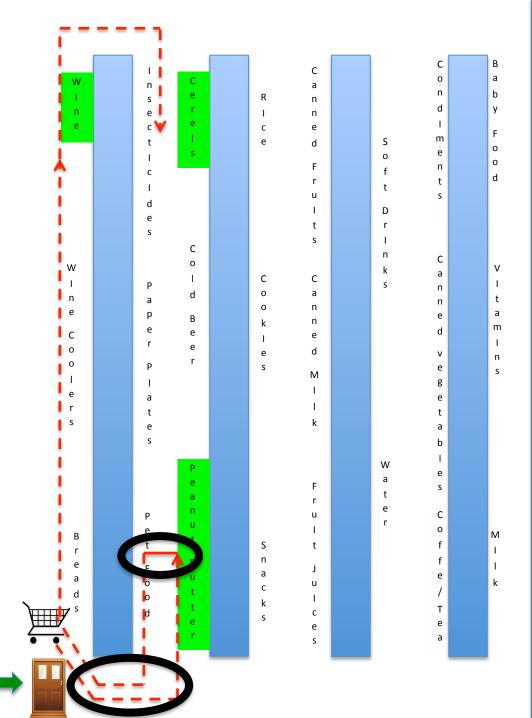
- Help users make a grocery list categorized under existing categories
- Offer free-form item input or have a large database of items for the users to choose from.
- Add frequently purchased items to new lists and keep track of items which have been checked out.
- Store specific coupon recommendation.
- Sync lists with friends / spouse.

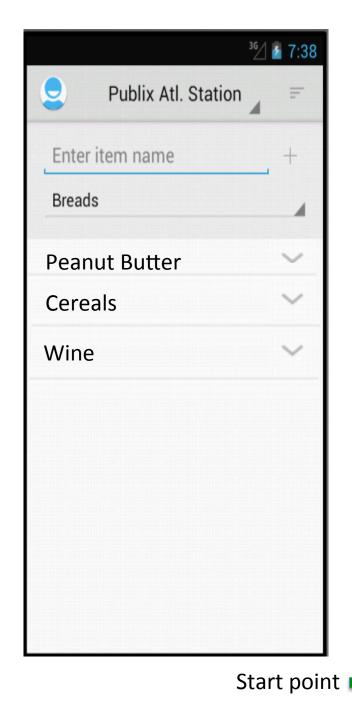
QuickShop

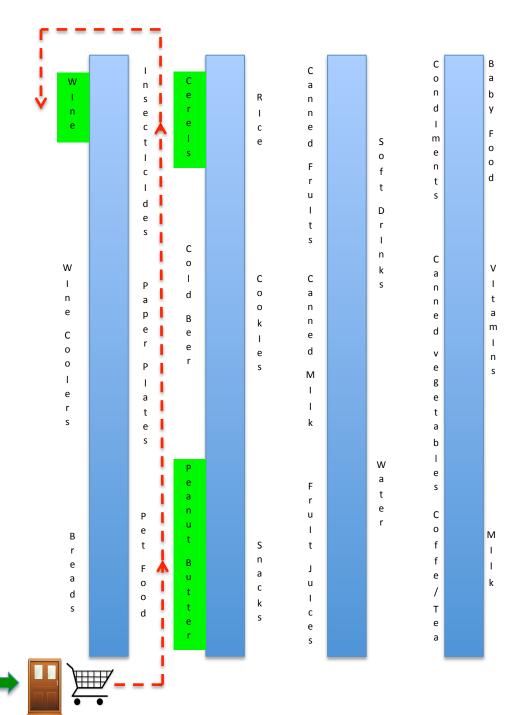
- Android app to sort a shopping list by category to make the user pick up items in one pass without returning to a section
- Store layout stored in a SQLite Database
- Dynamic sorting of categories
- Helps saving user's time and effort
- List becomes a virtual guide helping picking up items in the right order.
- Great help in an unfamiliar store

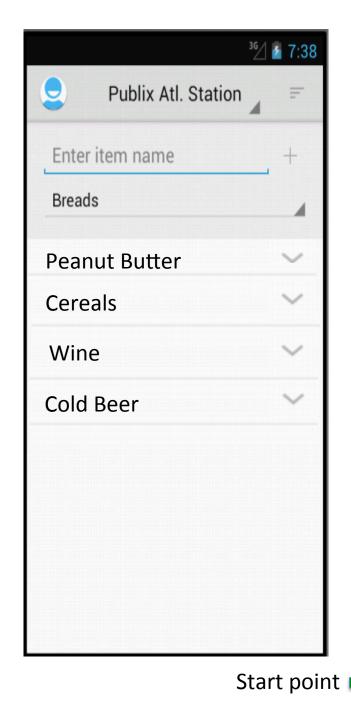
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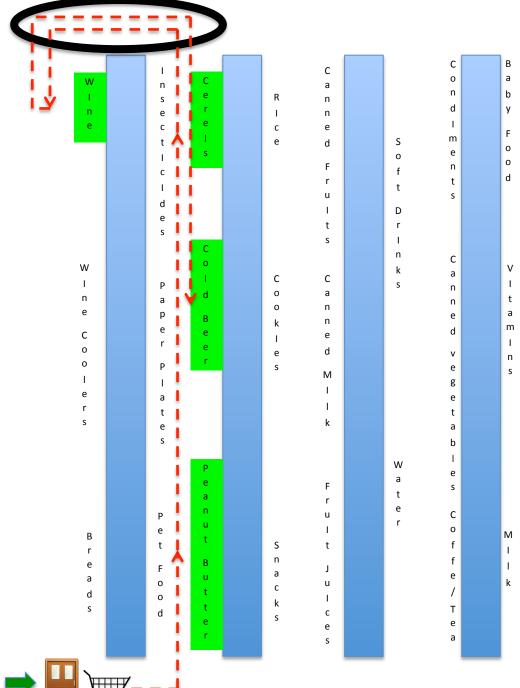


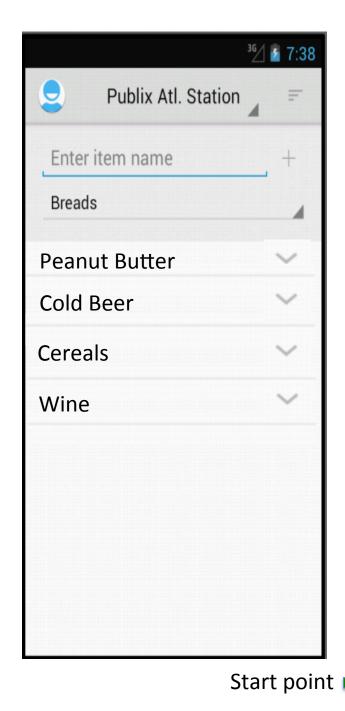


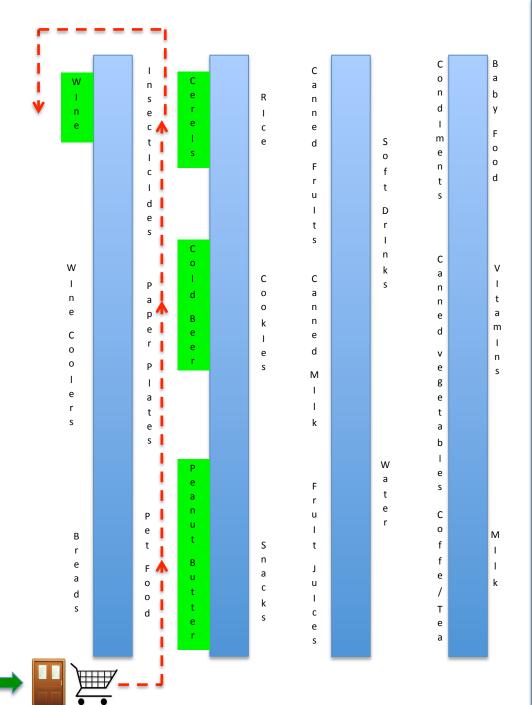


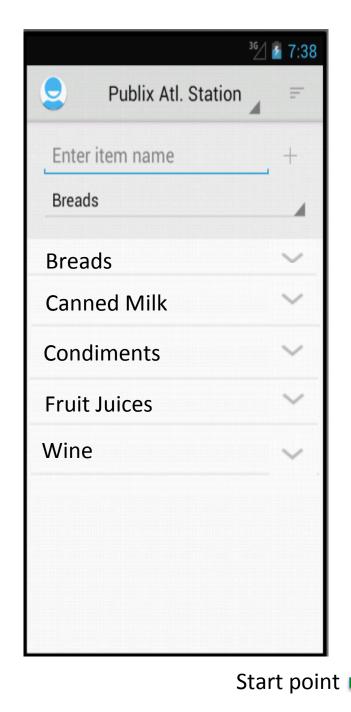


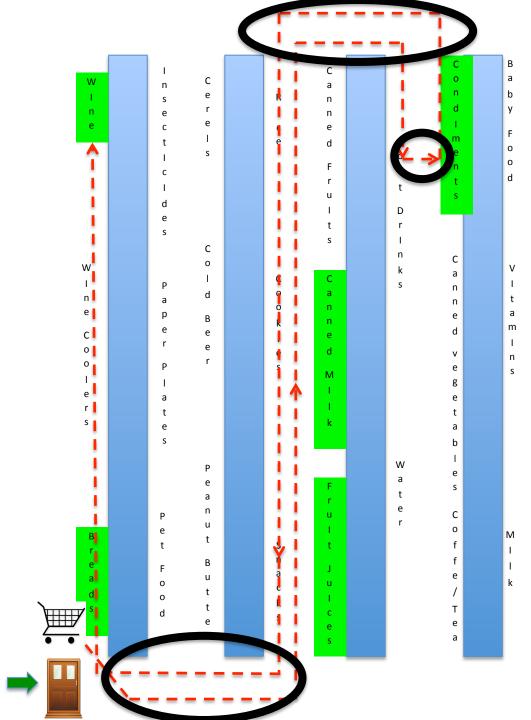


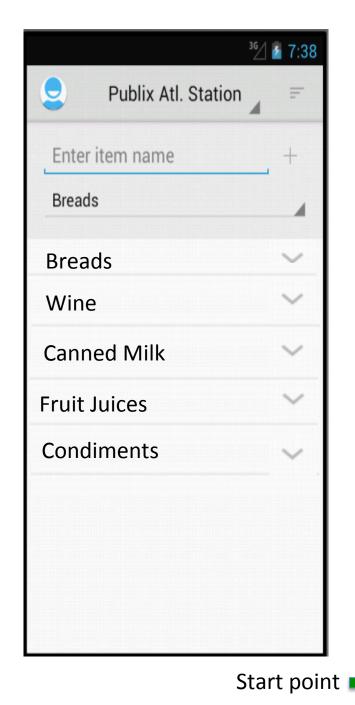


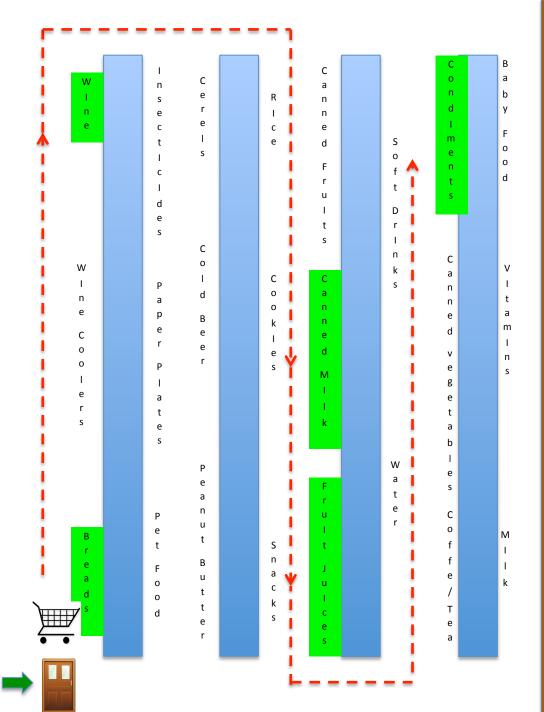


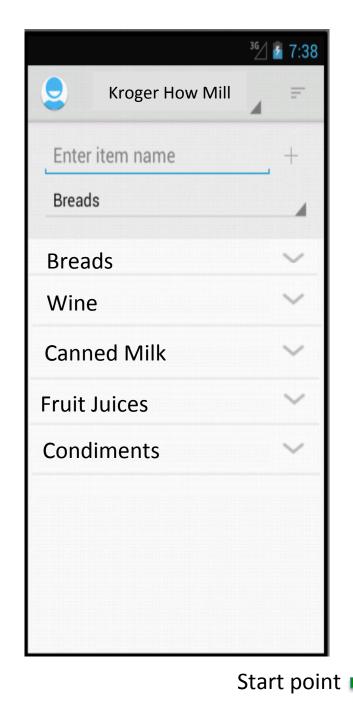


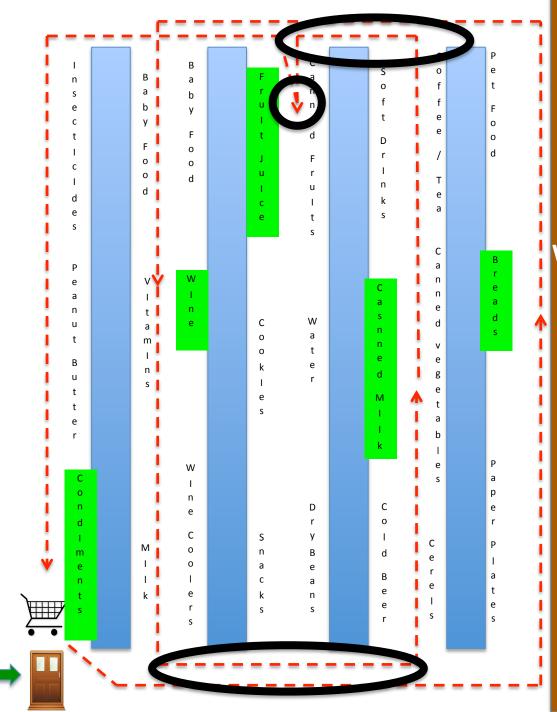


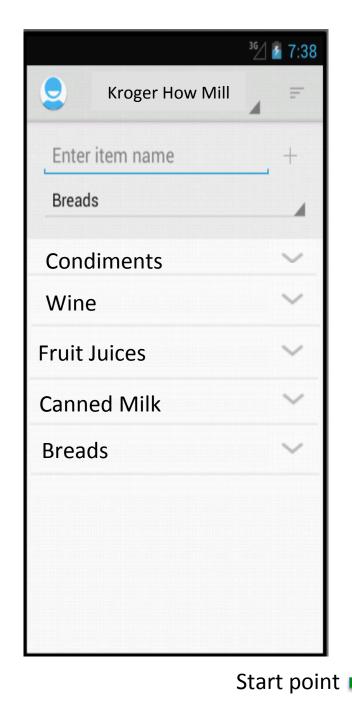


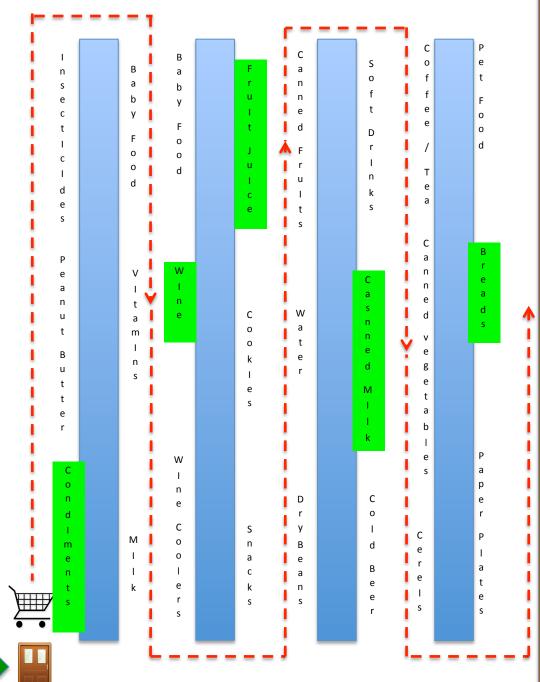


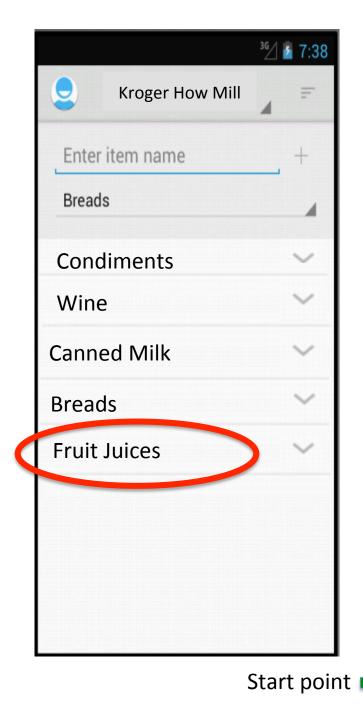


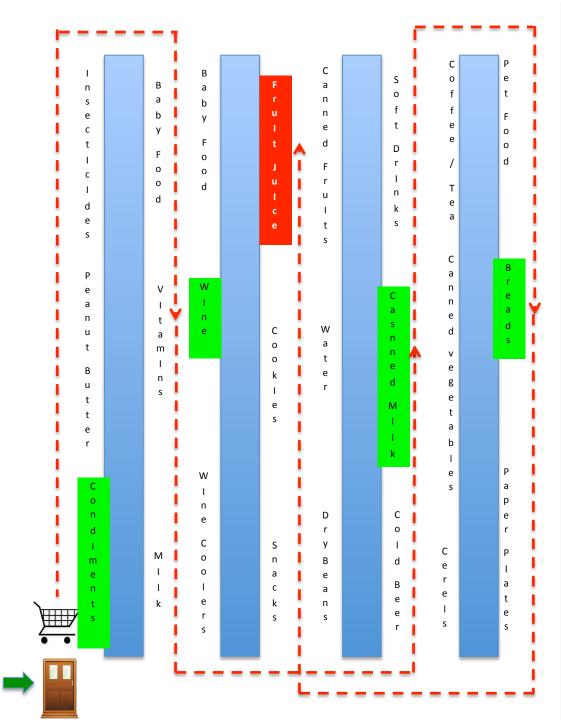












Technologies used

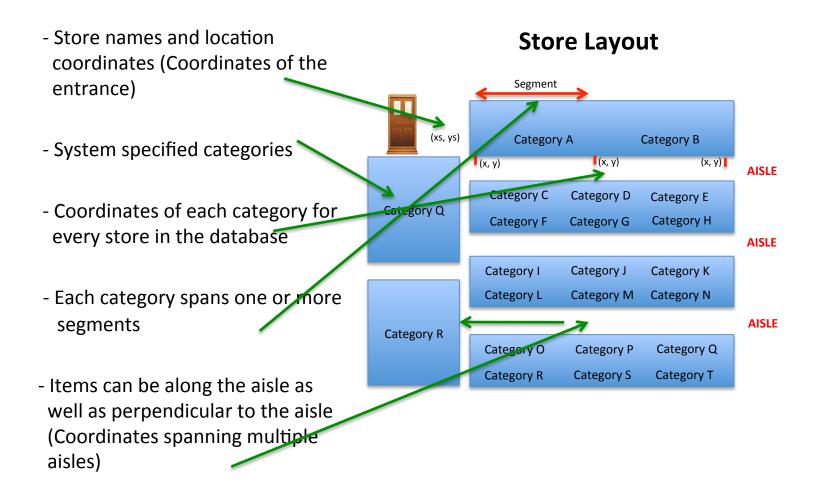
• Java - Programming language

• Eclipse IDE - Development engine

Android SDK -17 - Application development

SQLite Database - To record store layout information

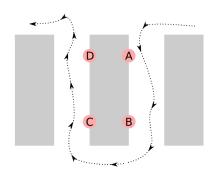
Database Design

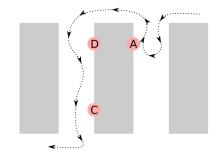


Database Design

- The design is comprehensive since it plays a primary role in sorting the user's grocery list in a way that can optimize the time he takes to finish shopping.
- Topological component of the store was critical in designing the database
- Store floor plans of major chains are hard to get
- Manual collection of data imported into our database

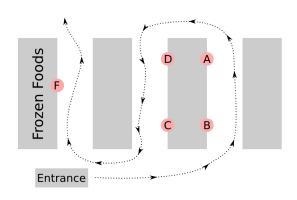
Issues in finding "best" path

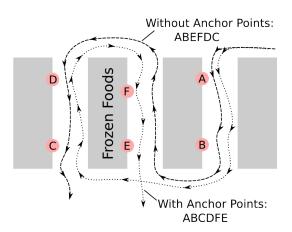




Not the "shortest" path

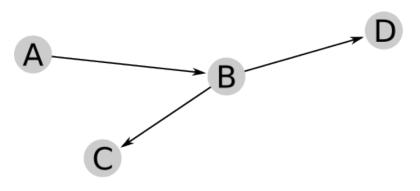
Considering U-Turns



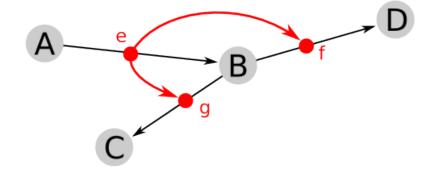


Respecting anchor points

Modeling Turns



Primal Graph

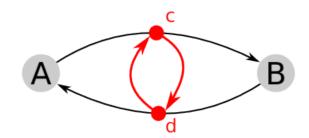


Dual Graph:

Nodes: Primal edges

Edges: Turns in primal graph

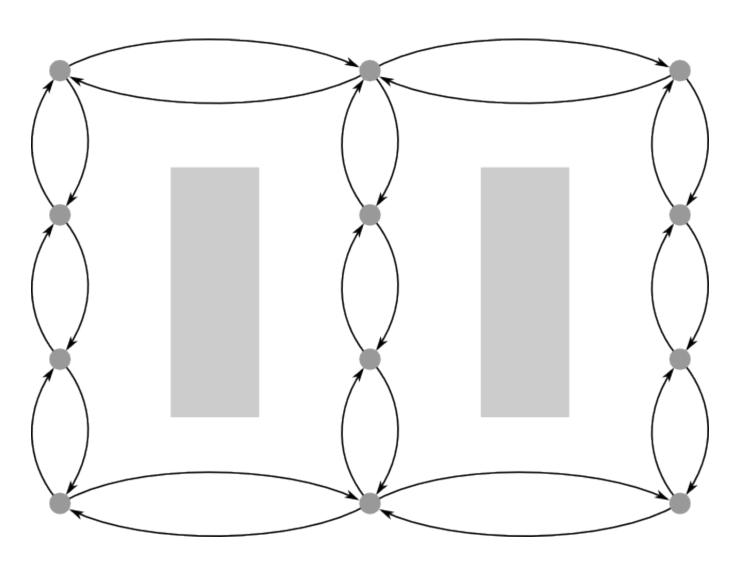




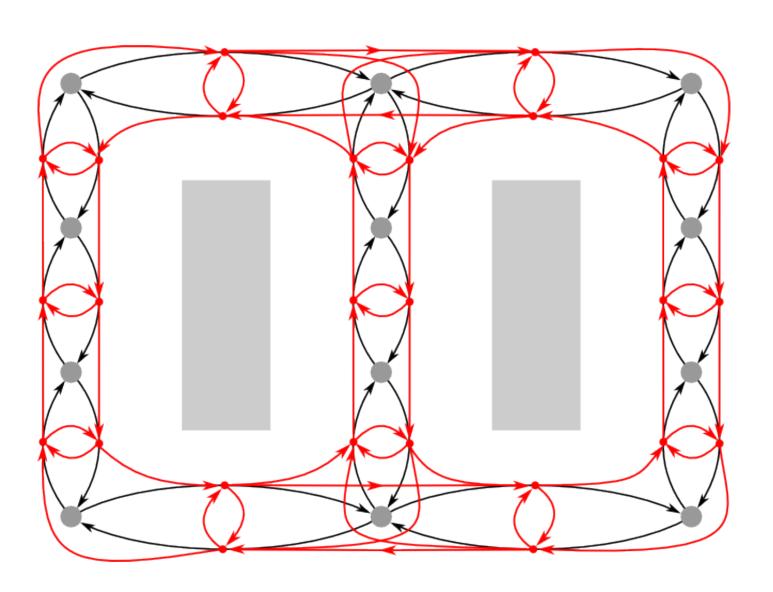
U-turns modeled naturally

Stephan Winter: Modeling Costs of Turns in Route Planning. GeoInformatica 6(4): 363-380 (2002)

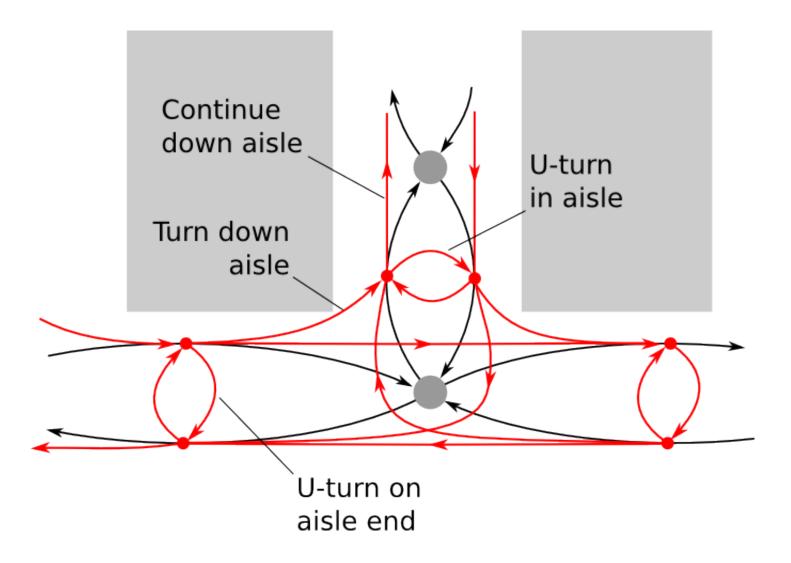
Layout of the store



Layout of the store



Turns in detail



Algorithm

- Start with fully characterized Dual graph
- Use all-pairs shortest path finder (Dijkstra's algorithm on every node)
- Each category associated with
 - a set of primal edges
 - a set of dual nodes
- Consider distance from a dual node to a category as:

$$dist(u, C) = \min_{v \in C} \{ dist(u, v) \}$$

- Large distance added to a category with an anchor point.
- Greedy algorithm to walk from category to category

Future Work

- Sync the app to automatically gather store layout data into the database.
- Integrate Google Maps in the app to automatically get the store location.
- A useful additional feature for QuickShop would be an easy way for a user to map out a store himself; such data could then be made available to other users in the same area

Thank you