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# Customer Behavioral Model for Supermarkets

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# Reference:

- How Do Customers Buy Them at a Supermarket? Behavior Analysis from Real Observation and Agent Simulation
- **Authors:** Masaki Kitazawa, Fumiaki Sato, Takashi Yamada, Masakazu Takahashi, Takao Terano.
- [Link for the published research paper.](#)
- Published at [Semantic Scholar.](#)

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**Goal:**

**To analyse and identify  
which factor affects sales  
promotion in supermarkets.**

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# Factors Affecting Sales Promotion

- Shopping list of the customer.
- Possession Money Limit of the customer.
- Staying time of the customer in the store.

# About the research paper

**This paper has presented a customer behavioral model for grounding the number of purchase items in Agent-Based In-Store Simulator (ABISS)**

→ **Customer's behaviour**

Observing and analysing customers throughout the shopping.

→ **RFID's**

Radio frequency identification technology is primary component,

→ **POS**

Point-of-Sales are considered during simulation.

# Why Agent based modeling?

- This research paper mainly focuses on actions and behavior of customers and analyse them to increase the sales promotions effectively.
- Since there are multiple agents which interact with other agents and with environment, Multi-agent simulation with decision support comes into picture. Therefore Agent based modeling can be preferred

# Real Time Analysis

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# Overview

- **Agents:**
  - **Customers**
  - **Products**
  - **RFID's**
  - **Carts**
  - **Cashiers**



# Overview

- **Setup**

- All the carts are attached with the RFID tags.
- A RFID Antenna is attached at each product category in the market
- Some RFID Antennas are even installed at surveilliances in the store
- Basically Antenna scans for any RFID tags which passes by it.

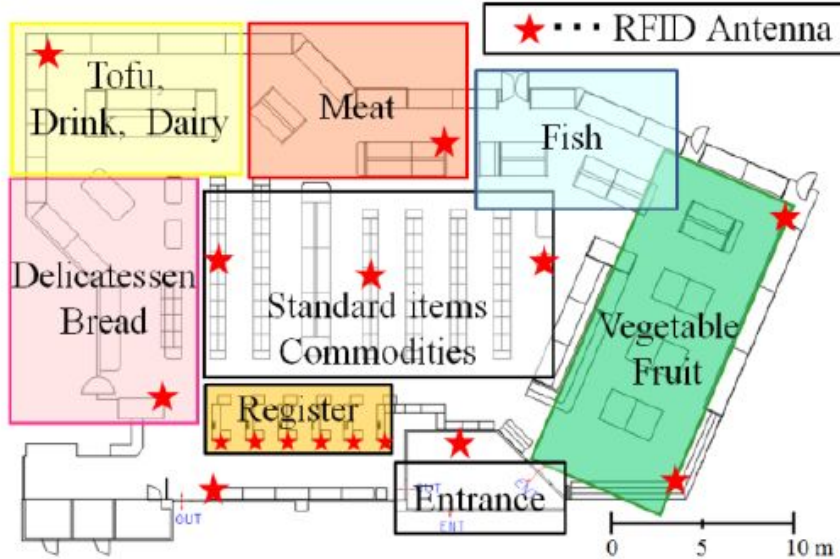


Figure 2. Store Layout and Position of RFID Antenna

## Store Layout.

Sections in a store including the RFID antenna locations.

- Here, Register means the cash counter.

## RFID tag



(b) RFID Antenna on a Shopping Cart  
(banded with white string)

Figure 3. Setup of RFID Antenna

## RFID Antenna



(a) RFID Antenna on Display Fixture  
(attached the pink cover)

# Overview

- **Process**

- **At the end of the simulation, all of the data which RFID antennas recorded will be submitted at the Main RFID Antenna.**
- **The received RFID data will be converted and shown as the path in which the customer travelled with the cart.**

# Overview

- **Process**

- When customer enters into the store, he/she takes a cart to drop products into it.
- Since each cart is associated with a RFID tag, when the customer moves from one section to another, the RFID antenna will scan the RFID tag and record the respective users path.

# Overview

- **Process**

- All the products data that the customer purchased will be received at the point of sales.
- Both the RFID data and the POS data will be used to build the Decision support model.

# Overview

- **Process**

- The amount of time each customer is spending in the shop is calculated using the RFID on cart starting from start point time to reaching register time.
- The money spent is calculated by data collected near register.

# Modal Analysis

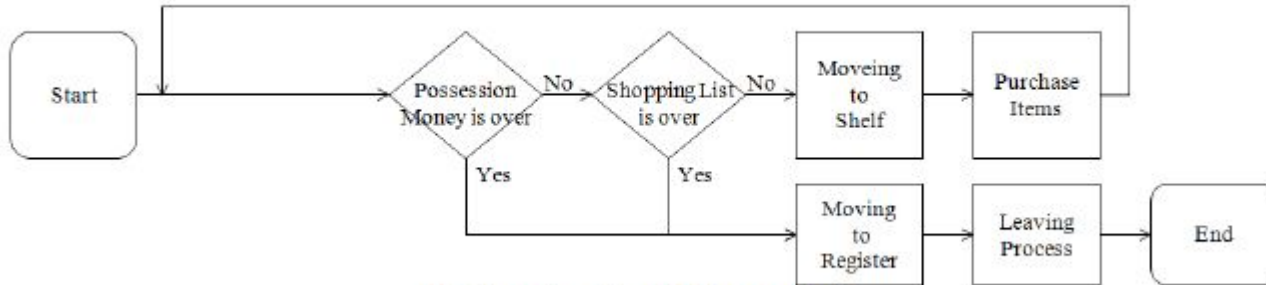


# Overview

- We will now design our simulation model and run the simulation 3 times each with a unique scenario.
- All the results obtained from this model will be evaluated using the real time analysis results.
- The 3 cases are listed below

# Agent types

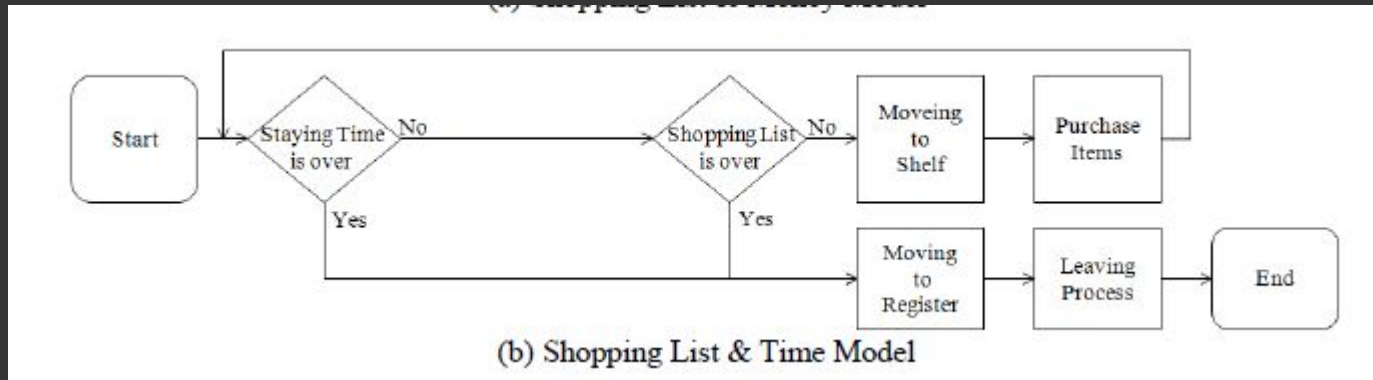
- In this model, customer agents finish shopping when a shopping list and become empty or the amount of purchase money exceeds a budget.



(a) Shopping List & Money Model

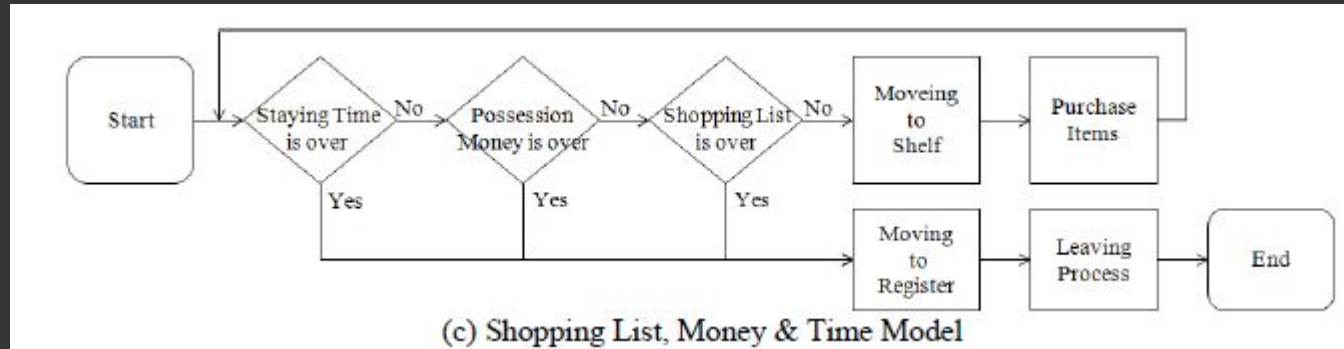
# Agent types

- Customer agents finish shopping when a shopping list become empty or the staying time exceeds a schedule.



# Agent types

- Customer agents finish shopping when a shopping list become empty, the amount of purchase money exceeds a budget or the staying time exceeds a schedule.



# Results

- The output from the above evaluations will decide which factor affects the sales promotion

# Improvements

- As of now, we didn't got any ideas for the improvements. While we are building the model we might encounter with some improvements and we will list and implement them.

**THANK YOU**