

From Conception to Retirement: a Lifetime Story of a 3-Year-Old Wireless Beacon System in the Wild

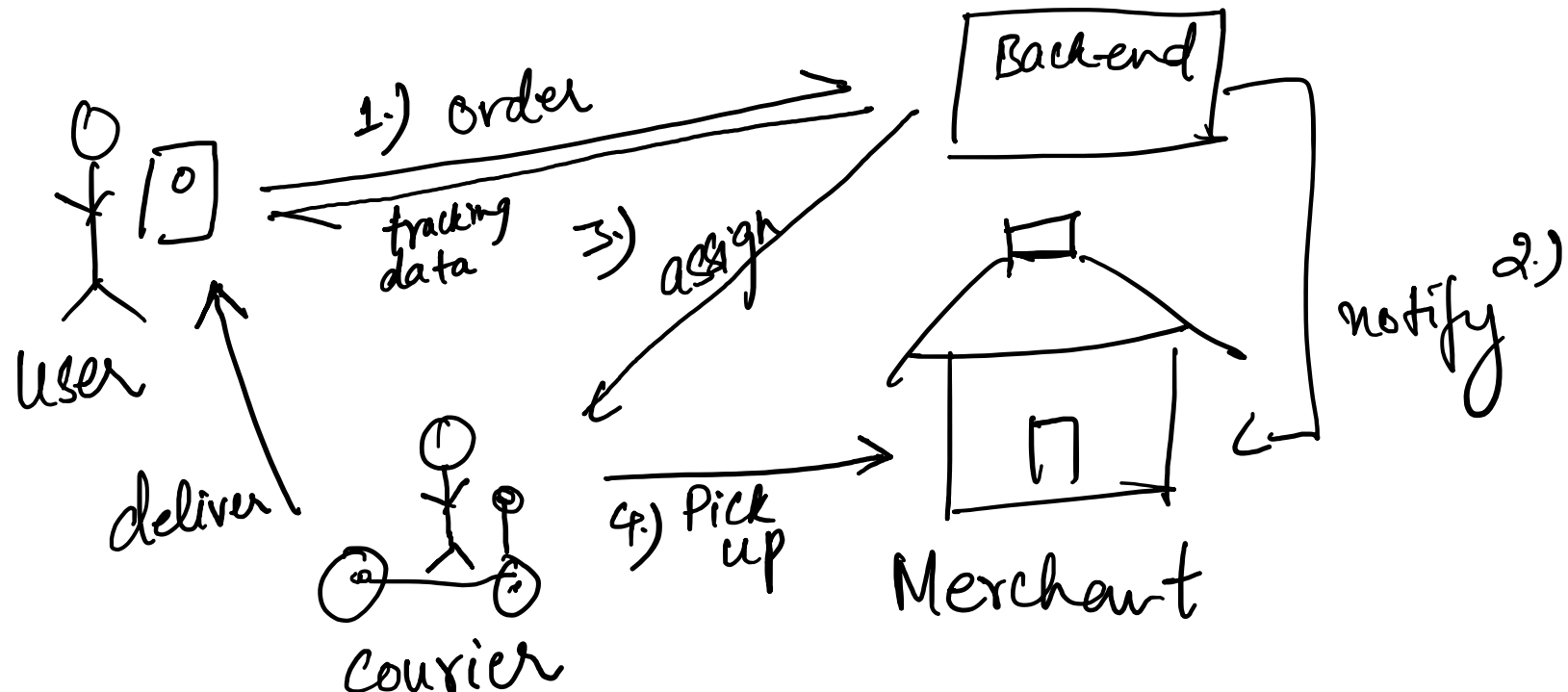
NSDI 21

Problem Statement

- Design and deploy a system for a Instant delivery platform that is capable to infer its couriers' indoor status.
- Examples of Instant delivery platform : Doordash, uberEats, Alibaba Local Services.

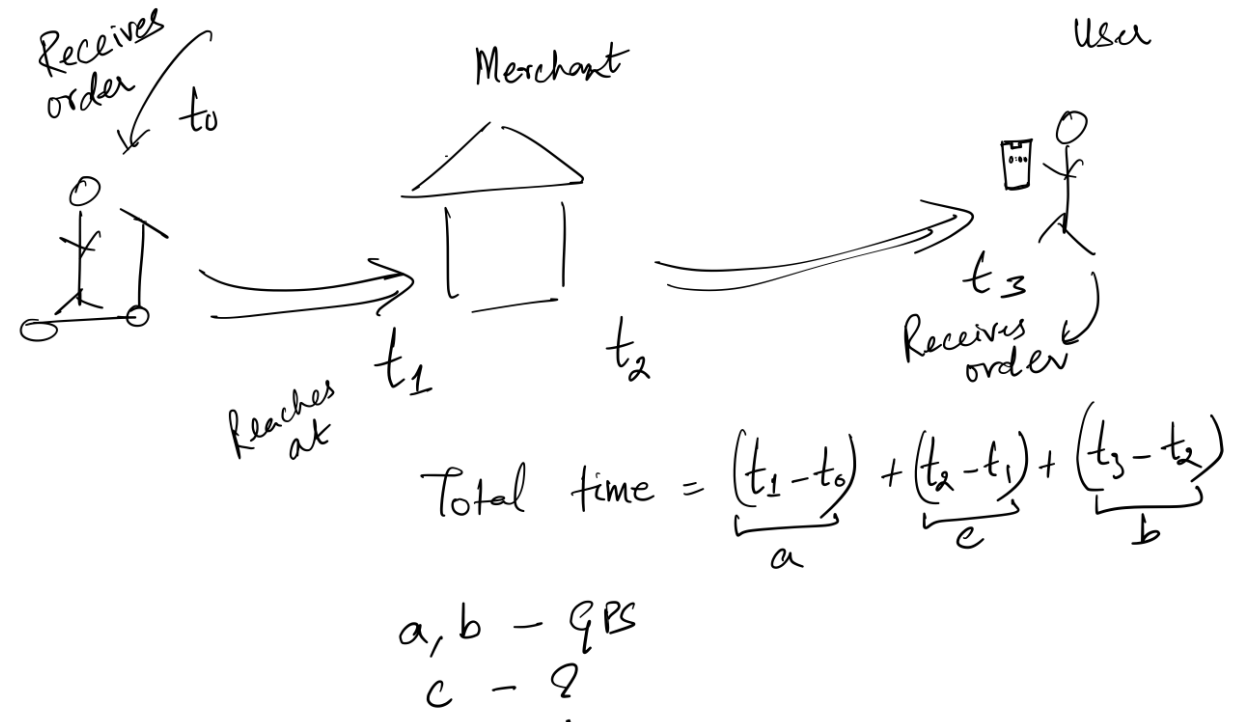
Most annoying
behavior of delivery
apps?

Basic Flow



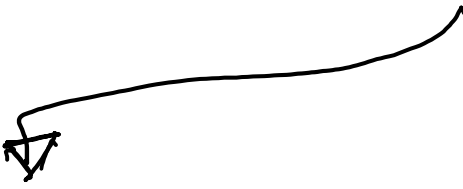
How to prevent apps from breaking promised ETA?

- Better ETA and tracking. Of course!
- Cost associated with overdue – Typically \$1. If customer has insurance -> 200% x (order value) 😞
- Efficient scheduling algorithms that can assign the right courier to the task.
- In places like Shanghai, merchants are located in multistoried malls. C can be 33% of the total time. BIG CHUNK.
- How to find C?

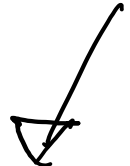


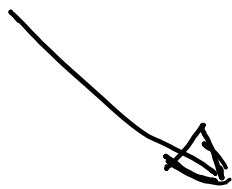
Arrival and Departure detection

- Most basic problem ever. Extensive research exists in this domain
- BUT, its usually done in a controlled environment.
- Small scale or private environment. Not “in the wild”.
- Existing solutions: Manual, WiFi, RFID, LED fixtures.




Unreliable –
Intentional,
unintentional
QR code
scanning.

- 
1. Continuous scanning required – Power consumption
 2. Access points are expensive for merchants still in the stone age



Additional
equipment at
both ends – Price
issues.



Doesn't scale as
hardware
modification is
required.

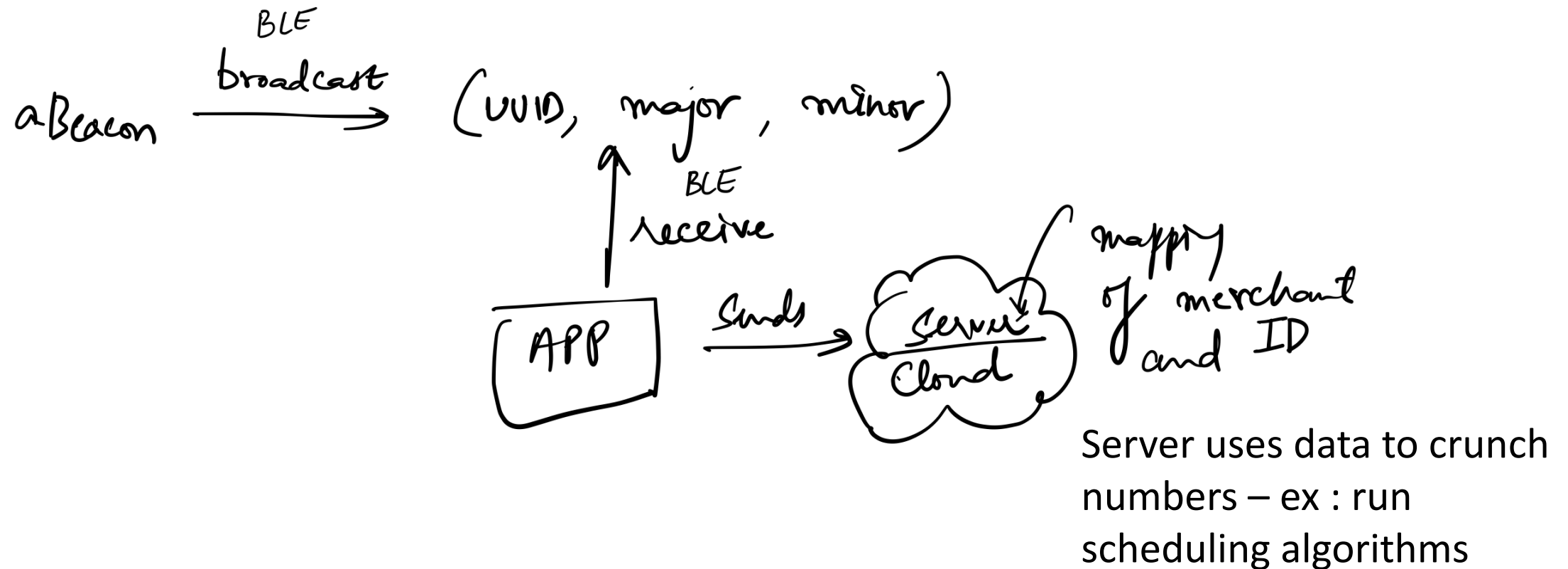
BLE Beacon (Preferred Solution)

- BLE – Bluetooth Low Energy
 - Easy to **deploy** (still an issue though)
 - Acceptable cost (\$10)
 - Transparent to couriers
-
- Continuous scanning – 2% extra power consumptions – way less than wifi
 - Only at merchant end unlike RFID
 - Battery powered small devices that are portable unlike LED fixtures

aBeacon System

- Commissioned by Alibaba. Experiment took place in Shanghai.
- Uses customized BLE devices.
- Some numbers:
 - Experiment length – 3 years.
 - Total number of merchants - 12109
 - Total number of couriers - 109K
 - 64 million delivery orders for 7.3 million customers!!
 - \$600 million in order values.

aBeacon Architecture



Justifying the cost of the experiment

- A metric based approach is used for this; to understand the cost-performance tradeoff
- Metrics –
 - Cost: Device cost and deployment cost
 - Lifetime: Battery – Estimate (2yrs)
 - Reliability: Failure rates
 - Utility: Reduction in overdue delivery rate and hence overdue cost

Justifying the cost of the experiment

- Gain Equation:

Gain $\rightarrow G_T = \sum_{t=1}^T \sum_{i=1}^{N_t} B_t^i - C_T$

$C_T = N_T \cdot \underline{C_{dev}}$ \uparrow device cost

Total no. of devices \uparrow

$B_t^i = F_1(P_{life}^i, t, t_0^i) \cdot F_2(O_t^i, P_{reli}^i, P_{util}^i, C_{over})$

F_1 and F_2 are functions

$A(t, 0)$ function which is 1 when device is active

$y = P_{life}^i - (t - t_0) > 0 ? 1 : 0;$

The real benefit: How much cost saved.

O_t : number of orders

P_{reli} : % of failures

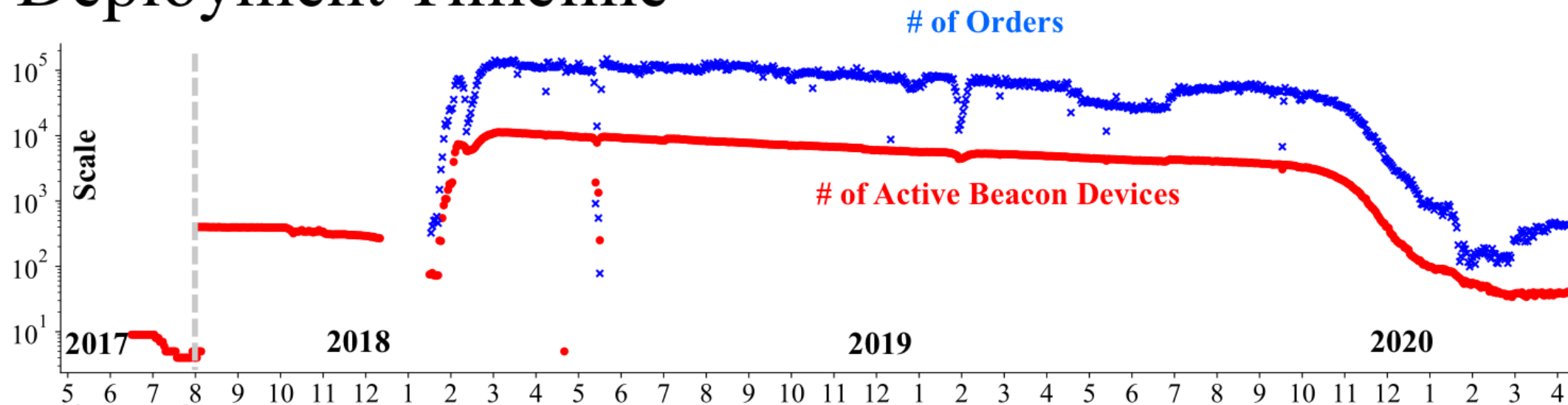
P_{util} : % reduction in overdue rate

C_{over} : Cost of overdue.

Table 1: Metric Summary

| | |
|----------------|--|
| C_{Dev} : | cost of a device, i.e., hardware & deployment |
| C_{Over} : | cost of overdue penalty per order, e.g., \$1. |
| P_{Life}^i : | lifetime of a device i |
| P_{Reli}^i : | reliability of i |
| P_{Util}^i : | utility of i |
| t_0^i : | day of i was deployed |
| T : | # of days since aBeacon deployed |
| N_t : | # of deployed devices until the t th day |
| O_t^i : | # of orders at t th day in the merchant with i |

Deployment Timeline



Stage 1: Conception



Phase 1 – Pilot

Conception stage:

3 months

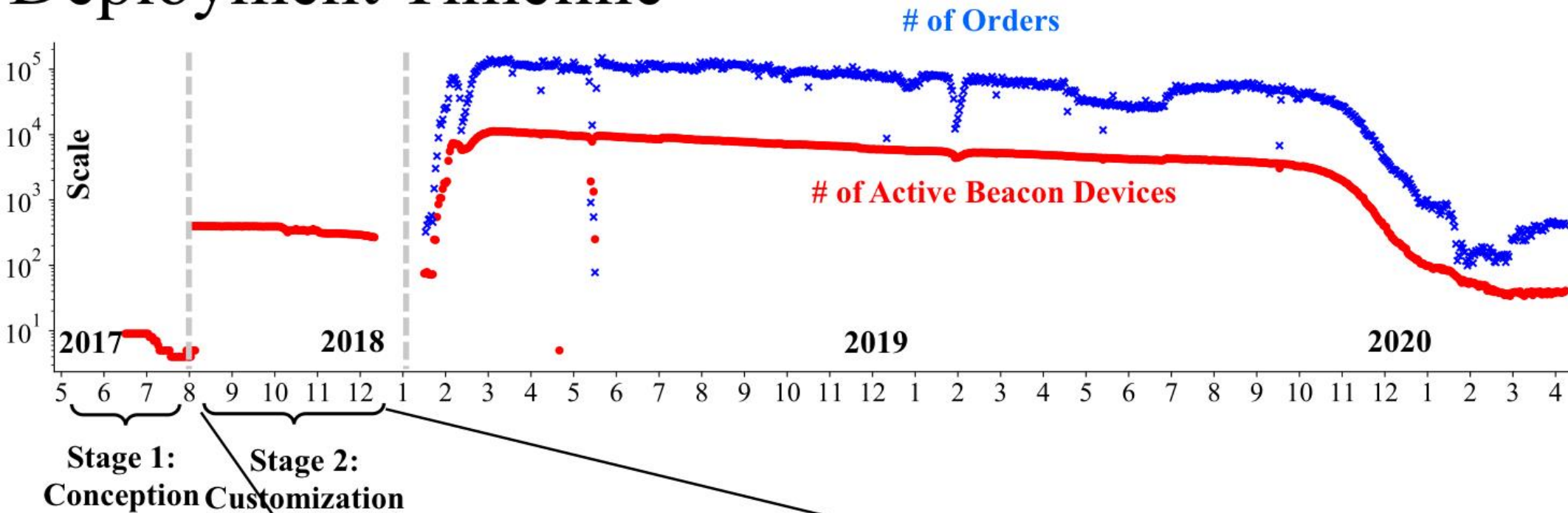
18 merchants, 3 bands = 54 devices

Average reliability - 98%

Cost looks high. Should try to reduce it. Each dollar counts in a huge experiment like this.

| Size Comparison | Device 1 (T15) | Device 2 (T4) | Device 3 (T11) |
|---------------------|----------------|--------------------------|-----------------|
| | | | |
| Tx Power | -59 dB | -65 dB | -65 dB |
| Advertised Lifetime | ≤ 3 yr | 2 ~ 3 yr | ≤ 3 yr |
| Cost | \$11 each | \$10 each | \$10 each |
| Encapsulation | — | Water, Dust, Shock Proof | Dust Proof Only |

Deployment Timeline



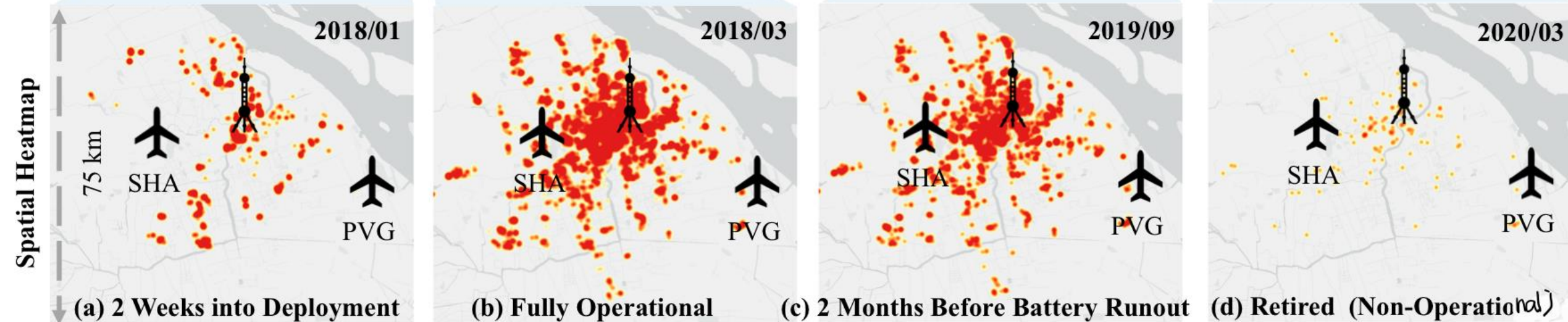
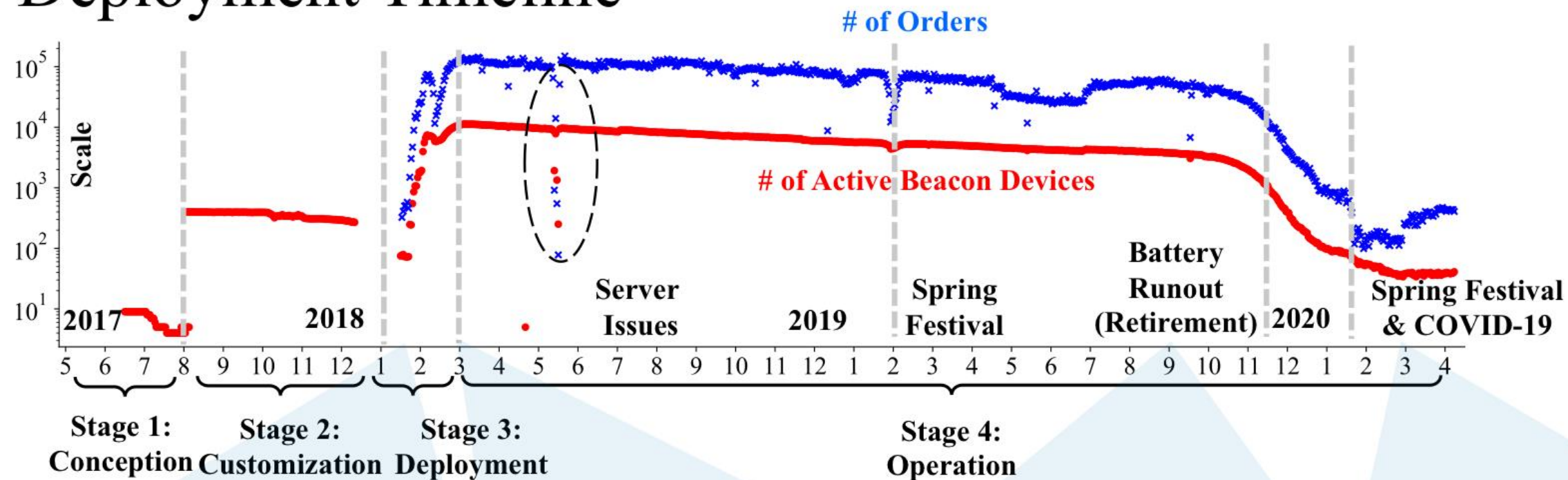
Customized beacon devices:

- Less cost (\$8 each)
- Longer lifetime (≥ 2 years)

Phase 1 – Last 5 months

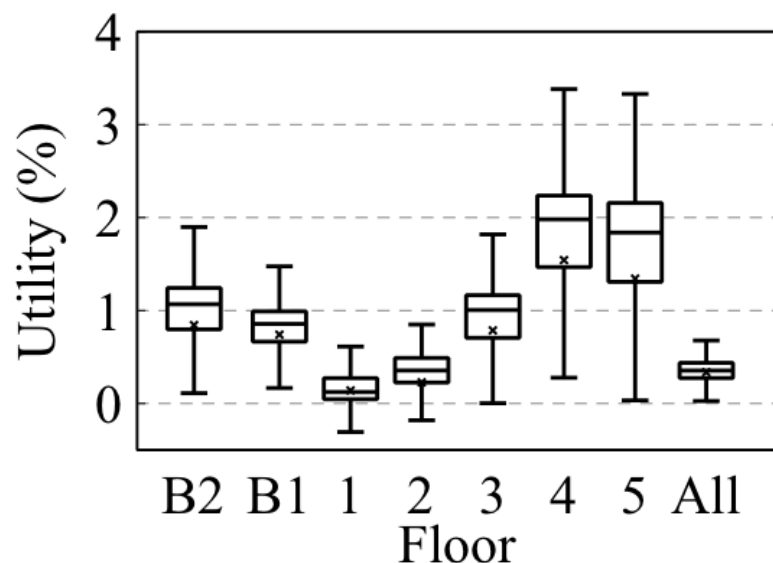
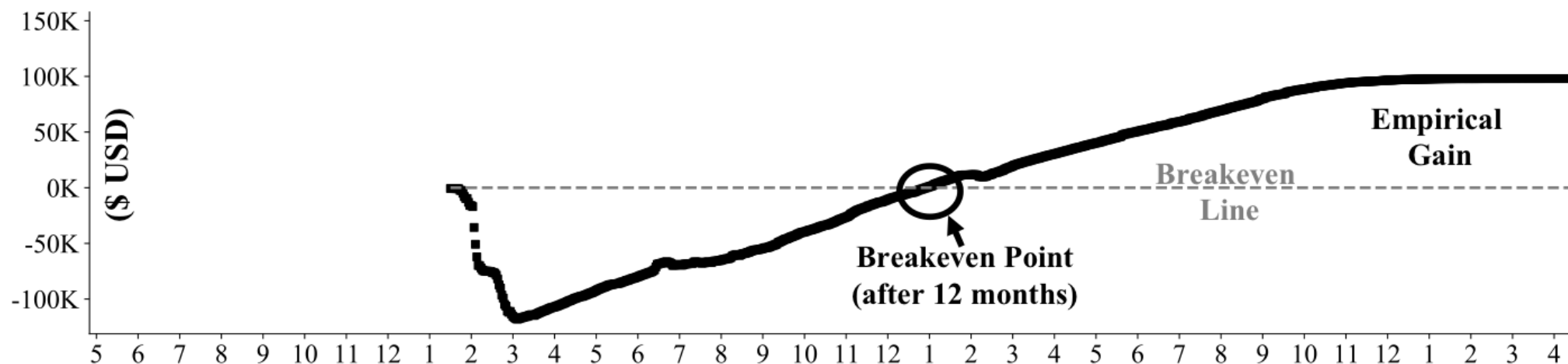
- BLE module with low power consumption
- Alkaline battery proffered over lithium since less mAh/\$
- Casing for future proof – Outdoors
- A/B testing with custom and commodity sensor - 200 units in 200 stores. Similar reliability and lower cost 👍

Deployment Timeline



Performance: Utility (*overdue ratio reduction*)

$$\text{Cumulative Gain} = \text{Cumulative Utility} - \text{Cost}$$



Impact of Floor

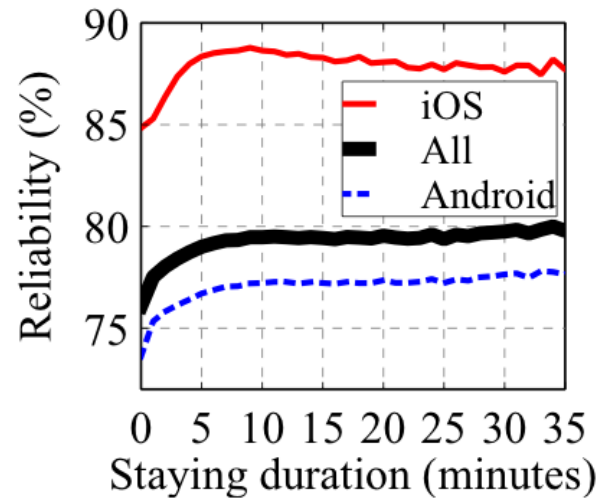
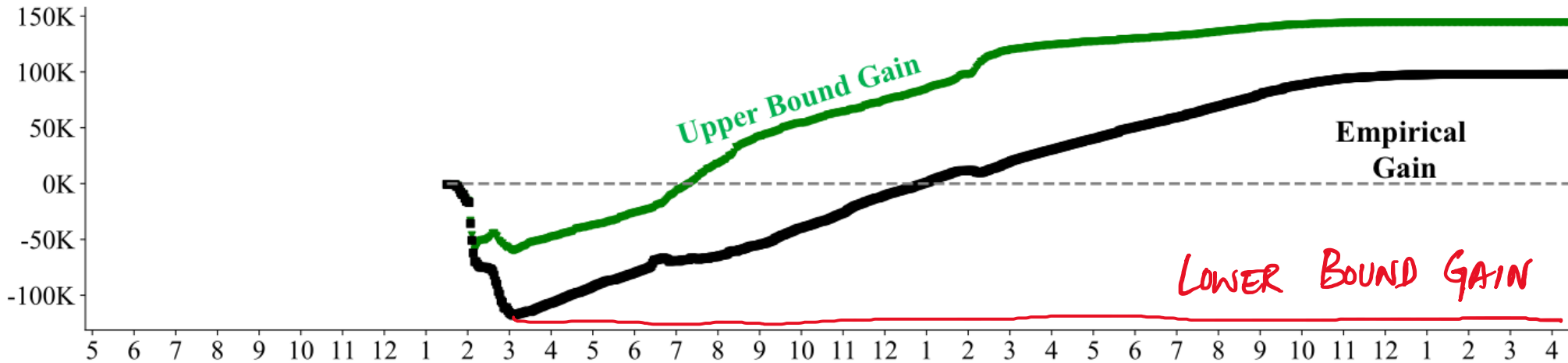
Observation: aBeacon is more beneficial in higher floors and basements

Impact of area: Densely populated areas have more utility.

Lesson: More orders might not imply more utility, it's the uncertainty of courier behaviors that lets aBeacon shine => more utility.

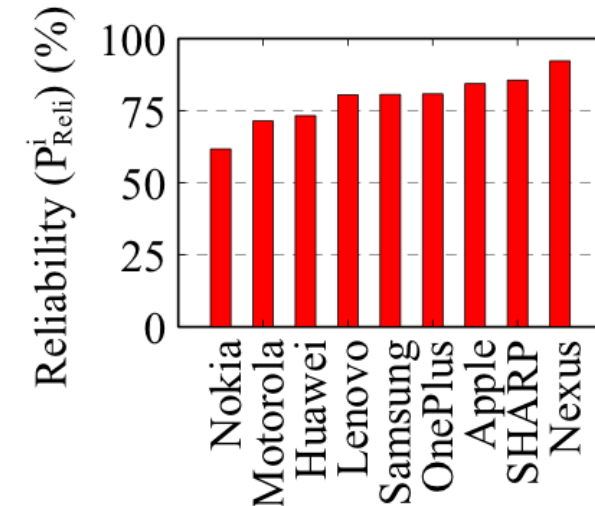
Performance: Reliability

(how many arrival events can be detected among all events?)



**Impact of
Staying Duration**

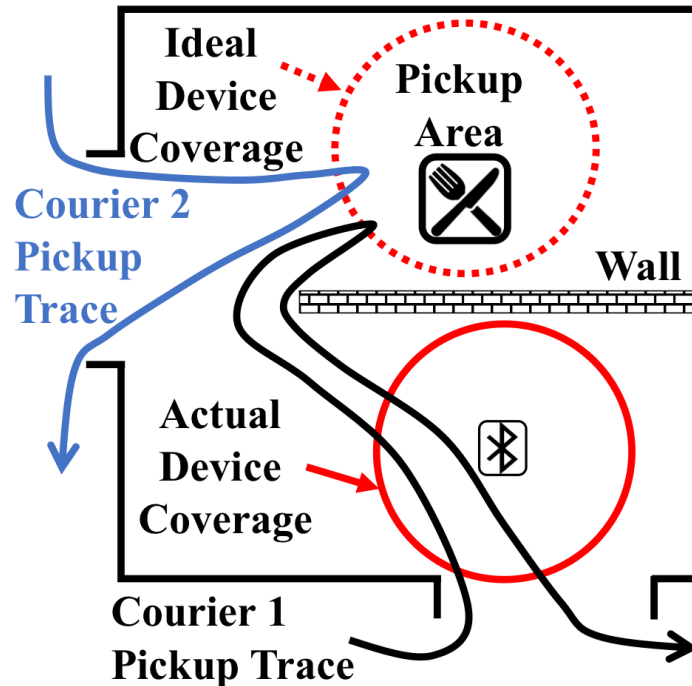
| Android Reliability | iOS Reliability |
|---------------------|-----------------|
| 75% | 85% |



**Impact of
Smartphone Hardware**

Performance: Reliability

(how many arrival events can be detected among all events?)



$$P_{\text{Reli}} = 46\%$$

Impact of device placement

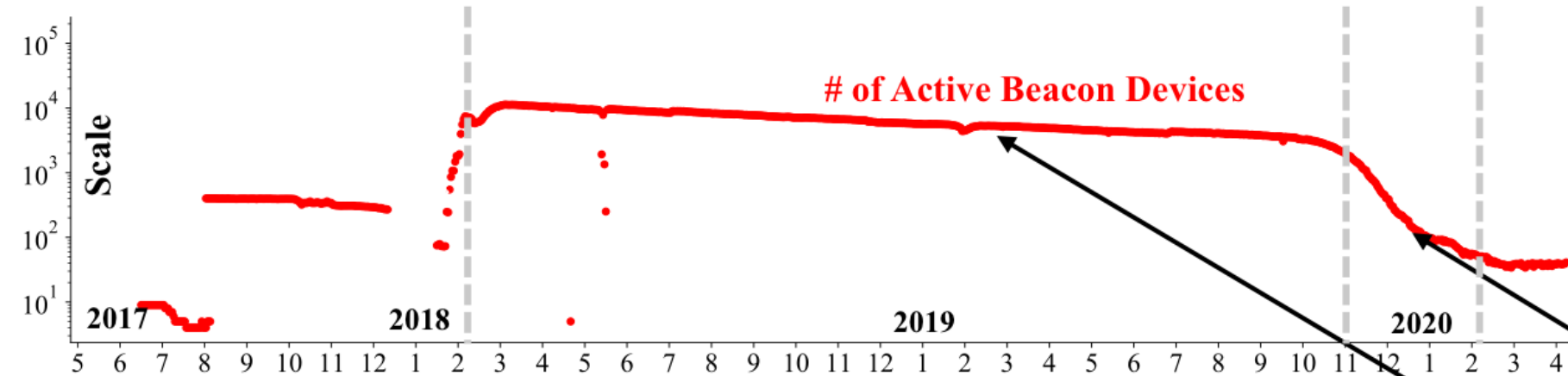
Performance: Reliability

(how many arrival events can be detected among all events?)

Lesson Learned: Reliability in the Wild

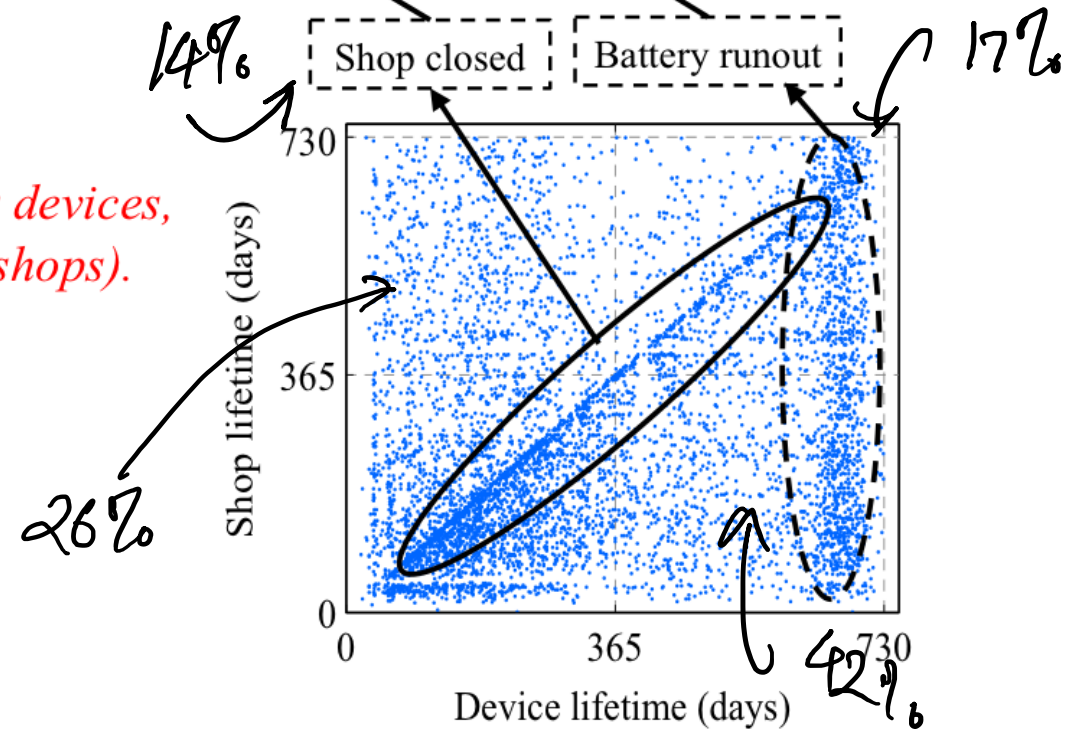
Even for arrival detection, the reliability is far from guaranteed in the wild due to multiple factors.

Performance: Lifetime (*the lifetime of each device*)



Lesson Learned: Lifetime in the Wild

- Battery may NOT be the major constraint for mobile/wireless devices, since 40% devices survive longer than the environment (i.e., shops).*



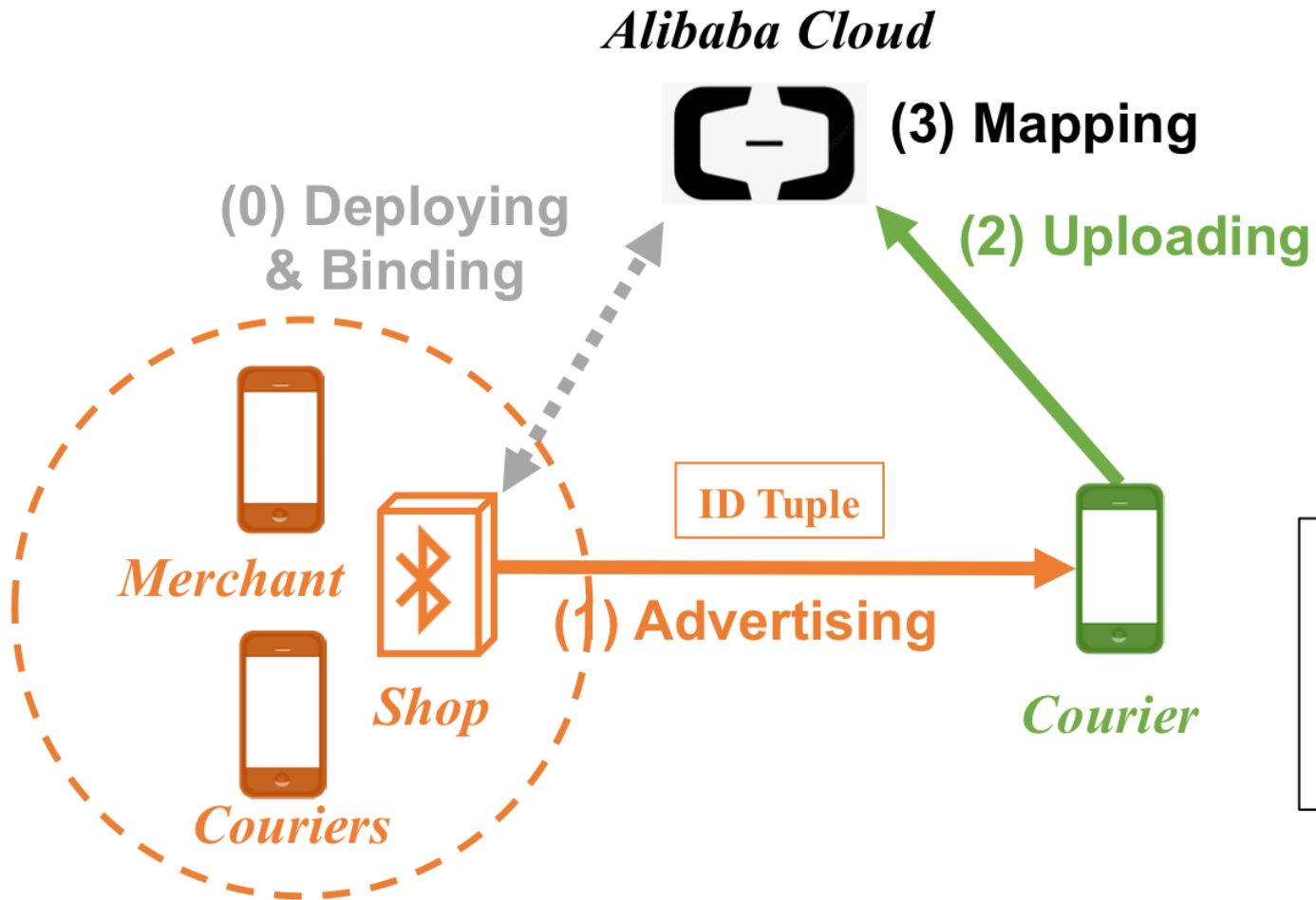
Implication for Building Industrial Systems

| | System Evolution | Reliability | Lifetime |
|--------------------|--|--|--|
| Lessons | Physical devices fail earlier than expected. | Wireless beacon devices are NOT reliable (for regulation). | Device lifetime are significantly affected by the environment. |
| Implication | Adopt existing devices. | Hybrid solutions (BLE+GPS+Manual Report) | Adaptive battery design. |

Additional Application of Beacons

- Order delivery time estimation
- Merchant location correction
- Anomaly detection

Next Generation of aBeacon: aBeacon+



- No hardware or deployment cost.
- No lifetime worries.
- No battery worries.
- Hybrid solution.

Thank You

- Metric based evaluation of networked systems to determine gain is a takeaways

- Why does a Beacon+ require batch rollouts?