

Building A Long-Term Roadmap for Sourcing

Below is an example of how we helped one of our customers create a staggered roadmap for modernization of Sourcing with a crawl/walk/run approach:

	CRAWL	WALK	RUN
Sourcing Services	<ul style="list-style-type: none"> → Select Node → Select Node, Carrier, Carrier Service 	<ul style="list-style-type: none"> → Box Recommendation → Determine Carrier + Service at Node → Pack time Carrier determination 	<ul style="list-style-type: none"> → Upgrades/Downgrades → Batched order Sourcing
Sourcing Inputs	<ul style="list-style-type: none"> → Inventory → Node, Carrier Eligibility → Calendars → Buffers & Exceptions → Processing Times & Cutoffs → Node Capacity Availability 	<ul style="list-style-type: none"> → Node Capacity Utilization → Carrier Rate Cards → Item Velocity → Days of Supply → Inventory Age 	<ul style="list-style-type: none"> → Carrier Capacity/Lane Capacity → Negotiated Carrier Volumes → Node Performance → Carrier Performance
Business Controls	<ul style="list-style-type: none"> → Node priorities → Sourcing Hierarchy → Weightage for Speed v/s Cost → Late penalties 	<ul style="list-style-type: none"> → Capacity Utilization Goals → Markdown Avoidance Settings → Inventory Utilization Goals 	<ul style="list-style-type: none"> → Carrier Utilization Goals → Sourcing Confidence Threshold
Algorithm	<ul style="list-style-type: none"> → Node/Node Group Priorities → Split Reduction → Conform to Promise Date → Capacity Aware Sourcing → Minimize shipping zones 	<ul style="list-style-type: none"> → Cost Base Optimization → Network Load Balancing → Days of Supply & Markdown aware → Inventory Utilization Goals 	<ul style="list-style-type: none"> → Multi-Objective Optimization → Decision > confidence threshold → Feedback loops
Visibility/ Simulations	<ul style="list-style-type: none"> → Decision Trace (Order) → Decision Trace (What-if config) 	<ul style="list-style-type: none"> → Replay Historical Orders to simulate sourcing configs → KPIs for simulation runs 	<ul style="list-style-type: none"> → A/B Test mode - percentage traffic to new sourcing engine

Level the Playing Field

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