

High-Velocity Order Fulfillment

Simulating BRP's Next-Gen Warehouse

AnyLogic Conference 2025

Agenda



Presenters:

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- SimWell is a global decision intelligence firm focused on **simulation**, optimization and digital twins.
- Started up in **2015**
- Team of **80** people worldwide
- AnyLogic partner since **2018**
- More than half of SimWell's workforce are **AnyLogic users**

SimWell Team



BRP (Bombardier Recreational Products)



- Designer and manufacturer of **powersports vehicles** and propulsion systems
- Iconic brands
- Company operates **worldwide**
- Headquartered in Valcourt, Quebec, Canada
- Acclaimed for its **innovation** in recreational vehicle engineering and design

ski-doo®

SEA-DOO®

can-am



BRP - Business Context

- New state-of-the-art warehouse spanning 1 million square feet.
- Facility is scheduled to begin operations in early 2026
- Centralized hub for distributing all parts, accessories, and apparel to BRP dealers worldwide
- Improving service levels through consolidation and optimized logistics.

Simulation Project Context

- Modeling and simulation of the new distribution center's operations is an opportunity to
 - optimize BRP's resources: space, equipment, and personnel
 - maximize the center's efficiency and productivity.
- Project was focused on the high velocity area of the warehouse: « **pick module** »
 - The top priority was to **confirm the physical layout**, to enable BRP to order the equipment
 - the model was further used to test:
 - several human resource configuration scenarios
 - different operational principles: dispatching of resources and task execution
 - product slotting options

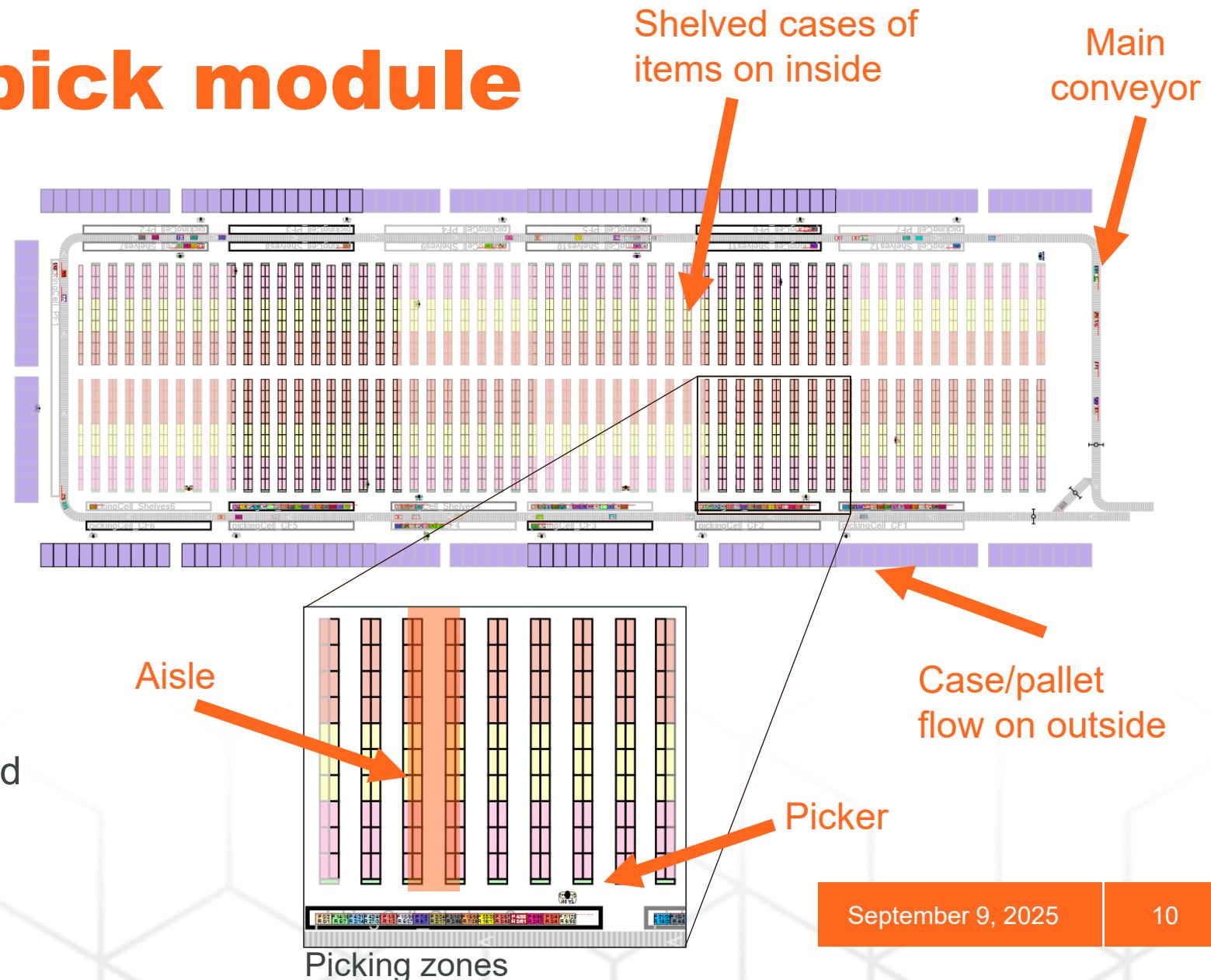
Why use AnyLogic?

- We go straight to AnyLogic as our first choice for most simulation projects
 - It is flexible to personalize logic and incorporate complex decisions
 - it is easy to incorporate changes when shareholders changed their opinion
 - Easy to have visuals to communicate issues/results to clients

- We've used it for hundreds of models in all industries
 - Warehousing, manufacturing, supply chain, mining, healthcare, transportation, pedestrian, etc.
- We've successfully used AnyLogic in the past for several warehouse projects.
- We can smoothly blend the material handling library tools with some custom-built agents/components

Model Scope: pick module

- Models elements
 - Main conveyor
 - Picking zones
 - Roller conveyor for WIP orders
 - Picker: employee
 - Aisles
 - Shelf units
 - Orders
 - One tote at first, but extra ones can be injected, based on volume
 - List and quantity of items



Employees AM **Employees PM**

Walking: 2 Walking: 7
On Task: 8 On Task: 4
Idle: 3 Idle: 1

60x 3,600x 10,000x Max

Totes
On Loop: 46
In Cells: 52



Video: Overview of the System
Simulation Demo

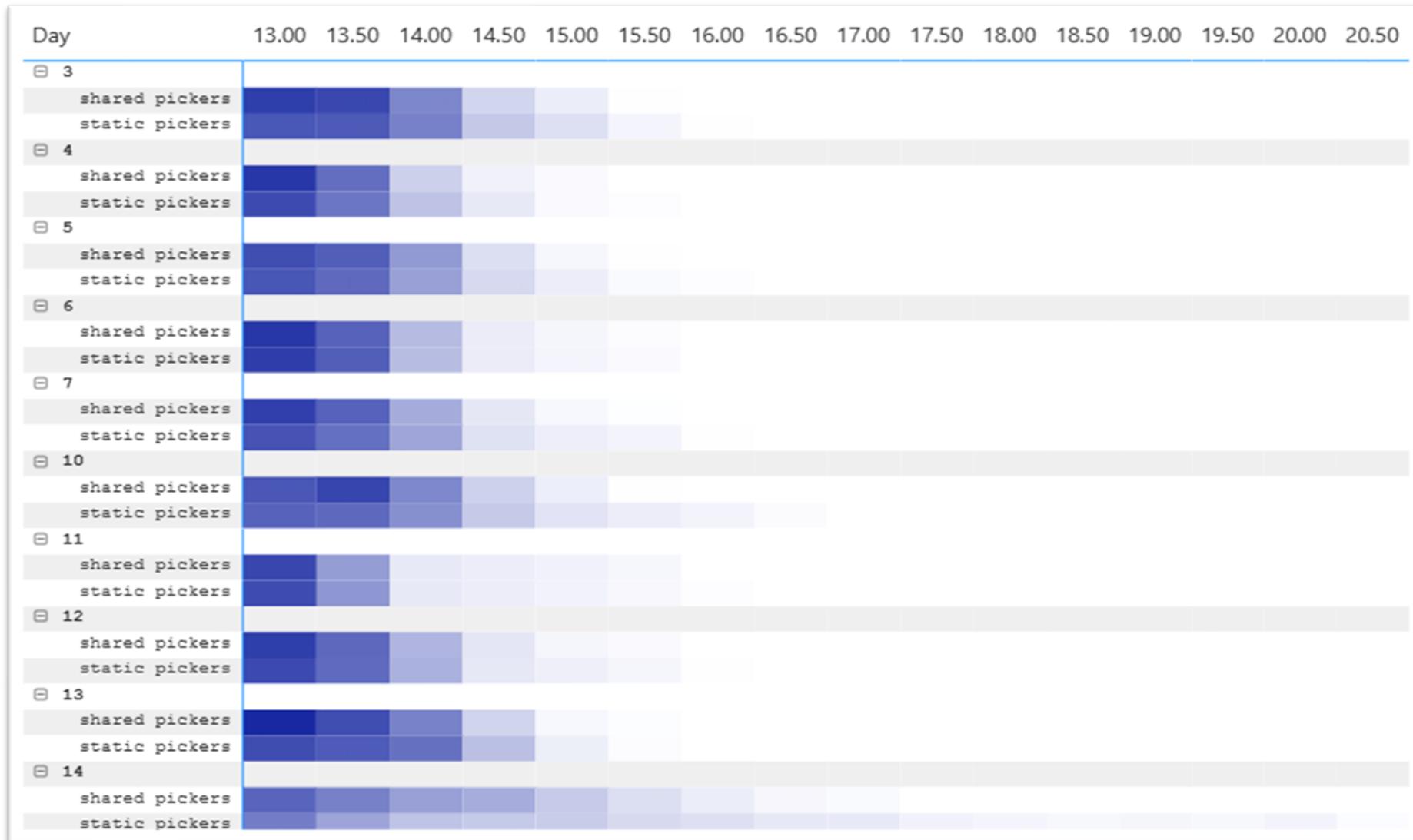
Base Case: Conservative (no optimization)

- The peak period:
 - Afternoon (12:30 – 15:00)
 - Fulfillment of **next day** orders
 - A **winter** month
- Data:
 - Historical data from the previous year
 - Separation of “pick module” items from other areas (Future operation)
- **Base Case Objective:**
 - **Make sure** system had the capacity to achieve desired service levels without optimization
- **Examples:**
 - slotting was randomized
 - routing of orders between stations is sequential
 - task processing times were on the “high estimates”
 - etc.

Outputs

- Total number of picks, rows and orders
 - Broken down per day, picking station and picker
- Time in system for each order
- Picker utilization
 - Possible overtime
- Shift end time
- End time of a given type of order
 - per carrier, destination country, etc
- Number of orders completed per hour
- Number of totes on the station and on the conveyor

Results Analysis... day by day order finish



Results Analysis...breakdown orders

Average of end time by carrier, Scenario Name and country

Scenario Name ● shared pickers ● static pickers

carrier

CA

UPS

FEDEX

USPS

Amazon

Walmart

Target

Best Buy

McDonalds

Starbucks

13

14

15

16

Average of end time

US

UPS

FEDEX

USPS

Amazon

Walmart

Target

Best Buy

McDonalds

Starbucks

13

14

15

16

Average of end time

Results Analysis... picker Idle %

Row Labels	lL_CF1	lL_CF2	lL_CF3	lL_CF4	lL_CF5	lL_CF6	lL_PF1	lL_PF2	lL_PF3	lL_PF4	lL_PF5	lL_PF6	lL_PF7	elves1	elves10	elves11	elves12	elves2	elves3	elves4	elves5	elves6	elves7	elves8	elves9	Grand
2025-02-03	55%	13%	21%	10%	35%	37%	44%	62%	82%	63%	60%	68%	59%	21%	9%	8%	14%	14%	14%	5%	2%	3%	20%	26%	25%	31%
2025-02-04	54%	56%	25%	19%	30%	50%	40%	60%	78%	57%	58%	39%	55%	33%	18%	13%	20%	24%	15%	13%	11%	10%	18%	24%	29%	34%
2025-02-05	61%	30%	23%	28%	34%	51%	40%	67%	80%	65%	71%	67%	65%	31%	8%	7%	14%	20%	19%	12%	11%	2%	25%	31%	19%	35%
2025-02-06	58%	31%	43%	30%	38%	49%	41%	68%	81%	57%	67%	51%	55%	17%	14%	10%	15%	6%	11%	6%	5%	5%	20%	23%	13%	33%
2025-02-07	38%	31%	37%	34%	49%	44%	18%	59%	79%	52%	71%	48%	63%	22%	16%	8%	15%	14%	14%	2%	3%	6%	18%	22%	31%	32%
2025-02-10	32%	24%	4%	6%	9%	26%	33%	59%	82%	61%	72%	56%	65%	23%	20%	16%	20%	18%	15%	9%	7%	2%	16%	23%	30%	29%
2025-02-11	50%	19%	18%	33%	40%	38%	34%	65%	84%	62%	64%	64%	61%	10%	9%	6%	8%	4%	3%	7%	4%	6%	18%	16%	16%	30%
2025-02-12	54%	25%	12%	19%	33%	37%	30%	67%	81%	70%	73%	63%	71%	21%	13%	12%	16%	14%	14%	13%	6%	5%	27%	29%	27%	33%
2025-02-13	56%	32%	25%	12%	31%	42%	21%	64%	52%	63%	60%	58%	54%	30%	29%	14%	16%	21%	16%	16%	4%	8%	29%	40%	34%	33%
2025-02-14	56%	27%	34%	34%	39%	50%	1%	1%	80%	63%	75%	69%	64%	32%	41%	26%	28%	29%	16%	10%	12%	18%	33%	36%	44%	37%
2025-02-17	62%	27%	34%	19%	34%	43%	17%	53%	84%	56%	74%	66%	68%	25%	18%	10%	18%	23%	16%	12%	5%	8%	27%	31%	31%	35%
2025-02-18	59%	8%	17%	19%	31%	41%	36%	56%	82%	67%	70%	69%	71%	26%	29%	18%	25%	21%	14%	8%	2%	6%	32%	33%	31%	35%
2025-02-19	60%	21%	25%	17%	22%	37%	32%	61%	84%	59%	56%	62%	65%	24%	20%	11%	15%	17%	13%	12%	3%	6%	16%	24%	25%	31%
2025-02-20	49%	22%	27%	17%	32%	43%	4%	18%	61%	70%	69%	66%	66%	26%	16%	8%	12%	22%	12%	4%	2%	4%	23%	26%	22%	29%
2025-02-21	39%	16%	19%	26%	44%	45%	44%	63%	83%	56%	61%	49%	67%	35%	26%	19%	24%	22%	16%	9%	3%	2%	22%	30%	26%	34%
2025-02-24	44%	32%	35%	34%	46%	54%	39%	62%	76%	58%	67%	54%	59%	10%	20%	12%	16%	8%	7%	14%	10%	3%	18%	20%	30%	33%
2025-02-25	39%	44%	13%	27%	23%	31%	36%	65%	77%	62%	70%	59%	64%	5%	12%	9%	11%	6%	6%	7%	10%	4%	16%	15%	23%	29%
2025-02-26	55%	33%	29%	24%	35%	49%	28%	29%	77%	49%	64%	57%	65%	15%	13%	4%	8%	21%	13%	10%	3%	3%	19%	28%	26%	30%
2025-02-27	53%	17%	13%	5%	6%	11%	37%	71%	82%	63%	58%	66%	65%	30%	22%	12%	12%	3%	19%	1%	10%	3%	16%	27%	29%	29%
2025-02-28	52%	28%	21%	29%	36%	55%	28%	71%	88%	72%	56%	62%	35%	26%	23%	16%	24%	5%	12%	7%	2%	4%	13%	16%	26%	32%
Grand Total	51%	27%	24%	22%	32%	42%	30%	56%	79%	61%	66%	60%	62%	23%	19%	12%	17%	16%	13%	9%	6%	5%	21%	26%	27%	32%

Project Benefits

- **De-risking** the acquisition of a costly custom conveyor system with automated tote routing
 - Major investments
 - having to modify the system later would be very expensive and complex
- Learning to operate a brand new system in the **virtual world first**
 - Testing lots of scenarios helps **plan HR** needs and labor dispatching
 - **Shorten operations ramp up** by having tested order injection sequence, slotting, etc.
 - Will likely reduce the number of **employees required** for the first few weeks of operations
 - Reduce potential **overtime**
 - Employee training could be facilitated by showing/watching the simulated operations

Conclusion / Future Potential Benefits

- Down the road: the model can be maintained as a **digital twin** to allow testing more optimized operations, such as:
- **Smart routing** of order totes:
 - for example going first to least busy stations
 - instead of looping around or getting stuck a long time in a closer, but busy station
- **Different product slotting** configurations
 - Fine tuning balance demand between stations during the different seasons
 - Potentially duplicating locations for certain products
- **Continuously improving task dispatching:**
 - clear procedures for help between pickers/stations
 - When/where to move, when to come back
- **Simulate replenishment** operations
 - which were left out of scope, for now

Thank you

