### EASE - THE - ERROR 3.0

**PROBLEM STATEMENT:** Create a machine learning model that can analyze customer behavior and predict their likelihood to purchase a product or service

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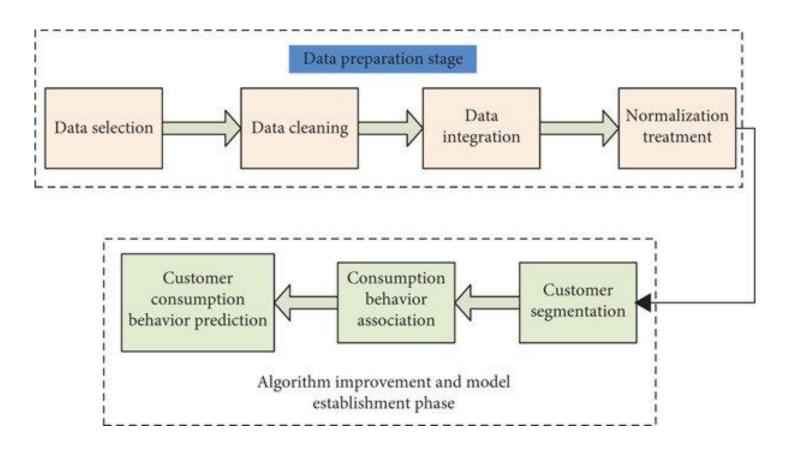
#### SOLUTION

- To focus on developing a model that can understand customer behavior patterns and use that information to predict whether a customer is likely to make a purchase or not.
- The goal is to utilize historical data on customer behavior and other relevant features to build a predictive model
- The model will be trained on this data and will learn patterns and relationships between customer behavior and their purchase decisions
- Once trained, the model can be used to predict the likelihood of a new customer making a purchase based on their observed behavior.
- This can provide valuable insights for businesses to understand and cater to customer preferences, optimize marketing strategies, and improve customer acquisition and retention efforts.

### BUSINESS MODEL

- Improved Customer Targeting
- Increased Conversion Rates
- Enhanced CustomerExperience
- Optimized ProductDevelopment
- Risk Management and Fraud Detection
- Data-Driven Decision Making

#### WORKFLOW



# EXPLORATORY DATA ANALYSIS (EDA)

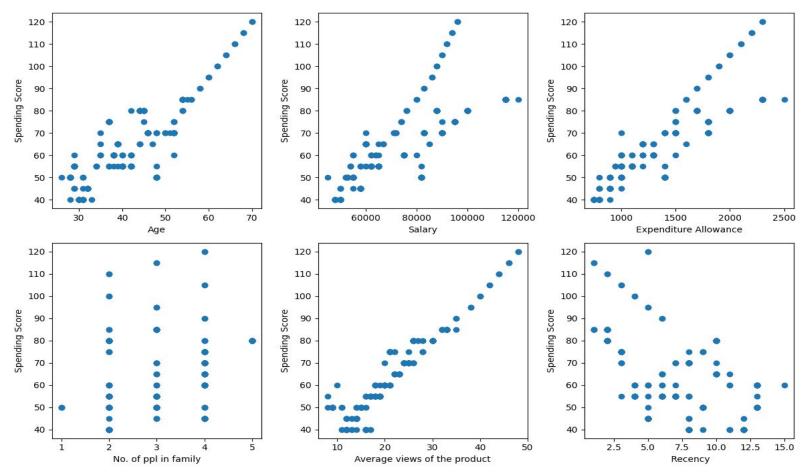
#### **SPENDING SCORE**

The spending score is typically used to measure a customer's purchasing behavior and their potential value to a business.

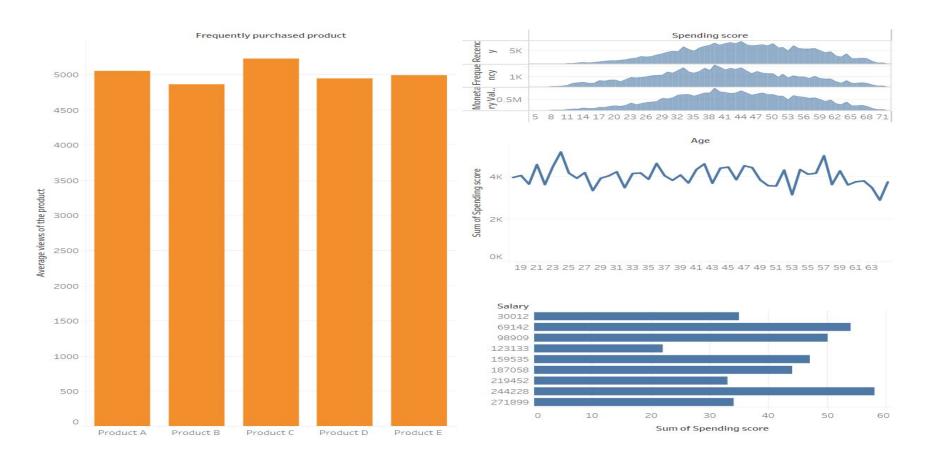
The commonly used method to calculate spending score is the RFM model, which stands for **Recency, Frequency, and Monetary Value** 

- 1. Recency (R): Determine the most recent transaction date for each customer.
- **2. Frequency (F):** Count the total number of transactions for each customer within a specific time period.
- **3. Monetary Value (M):** Calculate the total monetary value of all transactions for each customer within a specific time period.

#### **FEATURE SELECTION**



#### DASHBOARD USING TABLEAU



#### **INFERENCE**

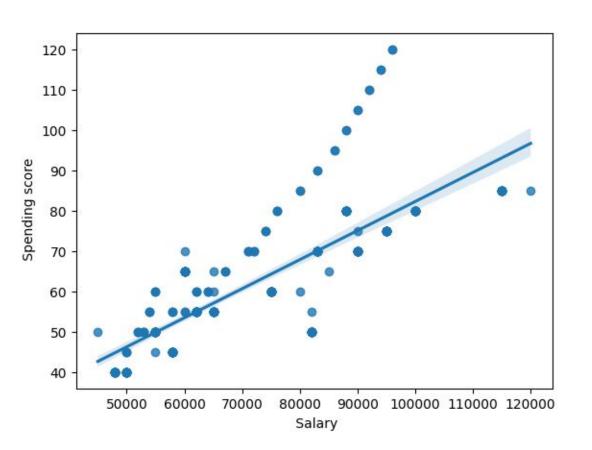
- We have analysed the various features of the dataset
- We have found that Age,
   Salary, Expenditure
   Allowance and No.of views
   per product are linearly
   dependent on the target label
   "Spending Score"
- Whereas Number of people in the family have no effect on the spending score

## PRELIMINARY PREDICTION

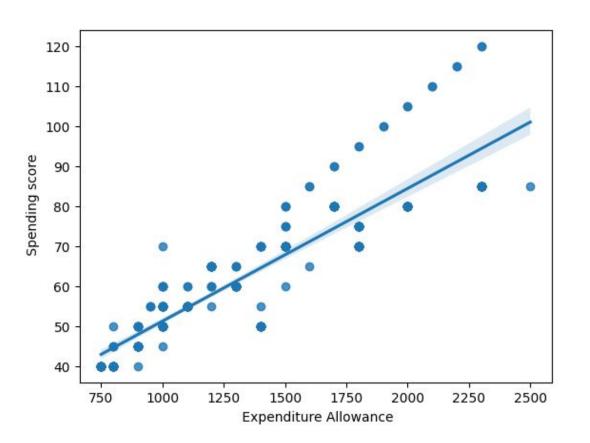
MULTI LINEAR REGRESSION

From the inference, we see that, there are 4 attributes which are linearly related to "Spending Score". Hence we created a machine learning model using Multi Linear Regression algorithm.

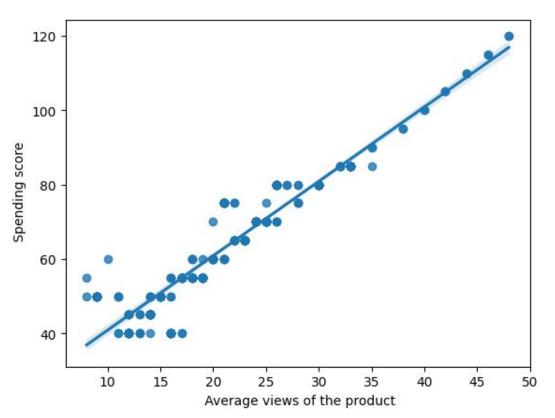
# REGRESSION PLOTS



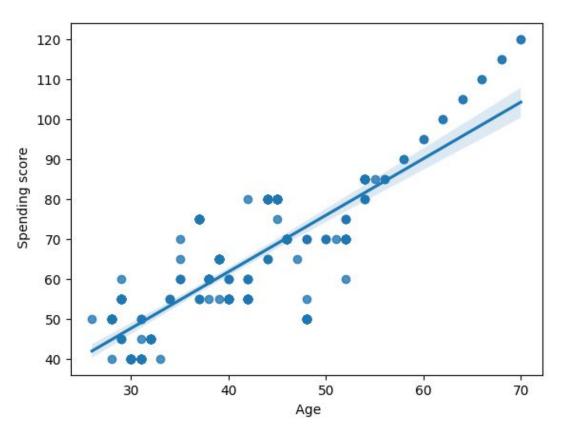
- The graph shows that the linear regression model predicted the linear relationship between Salary and Spending score similar to the previous graphs.
- Hence the choice of Salary as a prediction feature has helped to provide accuracy to the model.
- Hence, the chosen feature have proved to be useful for prediction spending scores.



- The graph shows that the linear regression model predicted the linear relationship between Expenditure Allowance and Spending score similar to the previous graphs.
- Hence the choice of Expenditure
   Allowance as a prediction feature
   has helped to provide accuracy to
   the model.
- Hence, the chosen feature have proved to be useful for prediction spending scores.



- The graph shows that the linear regression model predicted the linear relationship between No.of views per product and Spending score similar to the previous graph
- Hence the choice of No.of views per product as a prediction feature has helped to provide accuracy to the model.
  - Hence, the chosen feature have proved to be useful for prediction spending scores.



- The graph shows that the linear regression model predicted the linear relationship between Age an Spending score similar to the previous graphs.
- Hence the choice of Age as a prediction feature has helped to provide accuracy to the model.
- Hence, the chosen feature have proved to be useful for prediction spending scores.

#### **FAILURE OF LINEAR REGRESSION**

- Accurate prediction is not possible when large number of customers are analysed as real world attributes are not necessarily in linear relationship.
- **Feature Engineering** is time-consuming because we need to select and engineer the features manually.
- It fails to extract **meaningful patterns** and representations from raw data while handling high-dimensional and big data.
- It does not contain activation functions, regularization techniques and optimization algorithms.

# FINAL PREDICTION

**NEURAL NETWORKS!** 

In order to implement a more efficient model to be used for non-linear mappings, complex relationships and scalable outputs, we use NEURAL NETWORKS with a total of 6 layers including the input and output layers.

### **THANK YOU**