Sample problem for modeling:

Using the following article for modeling by applying the following changes:

1- Using random forest and boosting models

2- Applying OVO and OVR

3- Considering a categorical target variable instead of a continuous target variable

- Y=1 if no game has been installed
- Y=2 if game A has been installed
- Y=3 if game B was installed
- Y=4 if game C has been installed

Customer Lifetime Value Prediction in Non-Contractual Freemium Settings: Chasing High-Value Users Using Deep Neural Networks and SMOTE

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