

# **Project Report**

**Saving Robot Advisor** 

April 2020 Version 1.3

ISO2PT-GRP-10-SavingRobotAdvisor



## 1.0 Project Summary

The Saving Robot Advisor is a minimum viable product. It is mainly focused on saving interests as well as credit cash back.

To bear "easy for everyone to access" in mind, the Saving Robot Advisor requires no username or password to start with. Main functional page will be directly shown to users. The designers keep the application easy to access and direct in outcome.

Research shows over 70 per cent of Singapore's emerging affluent used savings accounts. In other words, majority of the population who with monthly income between S\$5,000 and S\$10,600 are using saving accounts. Then how to choose a proper account will not be a small issue anymore. This is where the team starts to think about the project's direction.

Besides saving interests, the team notice that credit cards' cash back is another part which maximize daily earn. There are hundreds of credit cards on the market. To choose the ones suit different life styles is another headache. Thus the second main function kicks in and combined with saving account choosing.

The Saving Robot Advisor is focused on absolute monetary value which is saving interests plus credit rebate. There will be no points or miles in the scope. Bank wise, all banks on the market are taken into consideration. Users won't miss anyone.

The system has identified the highest interest savings account and cash back credit card from each bank. Based on that, 8 savings accounts and credit cards pairs are shortlisted through primary and secondary research.



### 2.0 Market Research

Based on the bank's Wealth Expectancy Report 2019, published on Thursday (Dec 19) surveyed 10,000 emerging affluent, affluent, and high-net-worth individuals across Asia – including 976 from Singapore – on their saving and investment habits.

For Singapore, it defined the emerging affluent as those with monthly incomes between \$\$5,000 and \$\$10,600.

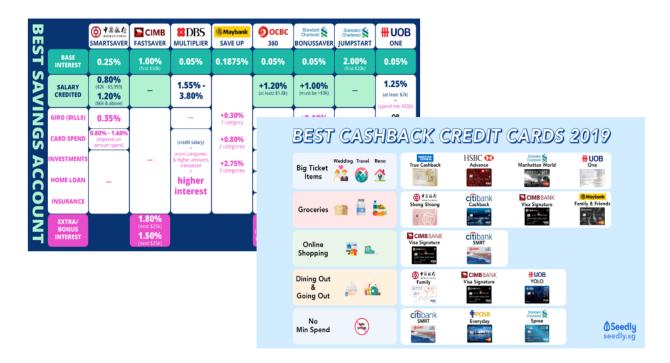
Affluent individuals were those with monthly incomes above \$\$10,600, while high-net-worth individuals were those with assets worth \$\$1.3 million and above.

In Singapore, the top financial goal for the emerging affluent was saving for retirement, while the affluent prioritised saving for their children's education and high-net-worth individuals prioritised property investments.

Over 70 per cent of Singapore's emerging affluent used savings accounts to do so, with just over 20 per cent using real estate investment trusts (Reits).

\*From 'Singapore's emerging affluent prioritise saving for retirement, while high-net-worth individuals focus on property investments.' - The Straits Times



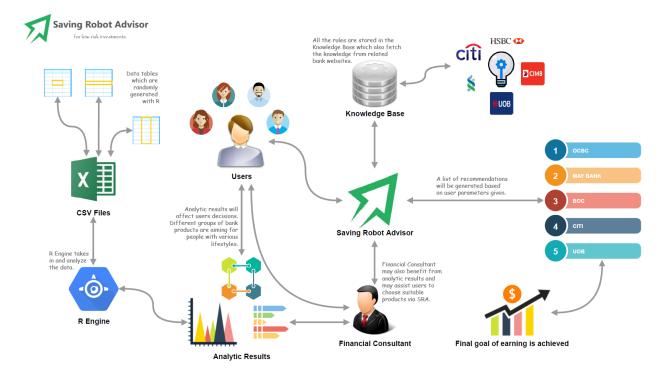


With the huge need noticed, the team starts to search the market to see if there is already a same product existing. However, there isn't even a close one.

Thus the team decides to develop the Saving Robot Advisor to fill the missing gap and help the public to choose their suitable saving/credit account easily.



# 3.0 System Design



This is a rule based system.

Knowledge base contains all the rules which come from official websites of the banks.

Analyzing results will provide theoretical support to users and financial consultants during choosing banking products.

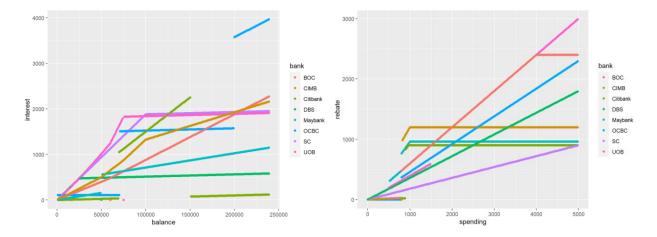


## 3.1 Knowledge Modeling

#### By asking 2 questions:

- 1. Is there a simple best choice for everyone?
- 2. Is there any pattern among different packages?

We start the knowledge discovery.

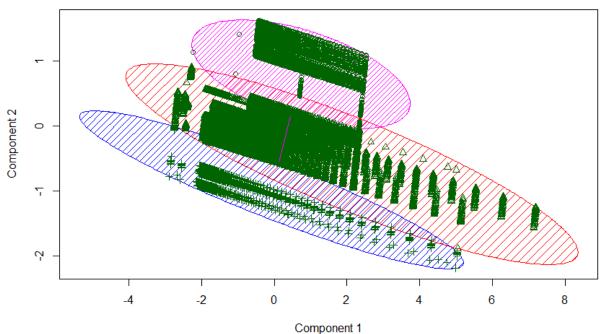


By comparing balance against spending among different banks, we may clearly see that there are "caps" in most of the banks in saving while OCBC is the most suitable choice when having "a lot" in saving account.

At same time, there are also "caps" in spending but more than half banks are linear.

This provides us a rough insight on how current saving accounts and credit cards act.

#### Discriminant Coordinates df\_nOCBCDBS

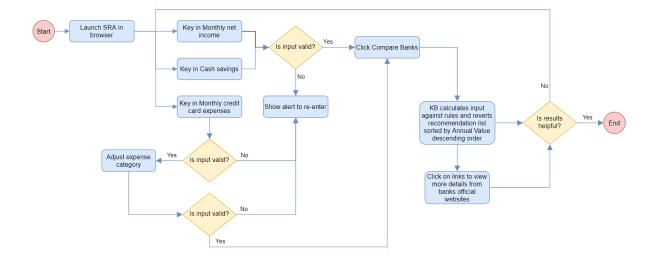


These two components explain 100 % of the point variability.

This pattern shows the patterns when combining saving accounts and credit cards of different banks.

They tend to categorize customers into 3 groups.

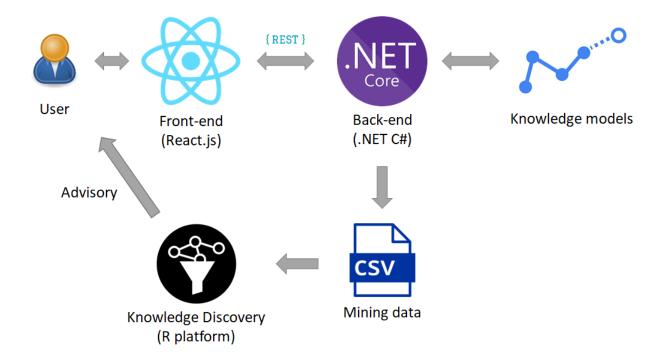
#### 3.2 Process Flowchart



This chart shows the entire process flow of the whole system.

Users may adjust their input multiple times in order to get the most suitable combinations.

## 3.3 System Implementation

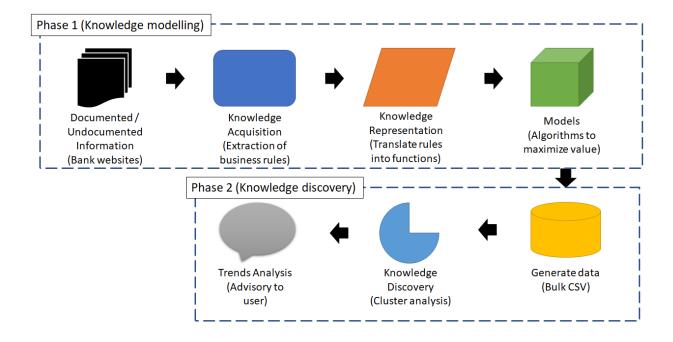


Knowledge models are stored in database as well.

We use R language to analyze patterns of customers based on randomly generated salary/expense data.



## **3.4 Knowledge Acquisition Process**



Knowledge acquisition is from both structured source and unstructured source.

Structured source are like bulk csv files generated for pattern analyzing.

Unstructured source are for example interest rate in banks' official websites.

# 3.5 Business Rule Sample

#### Bank of China

#### Saving Interest Rules:

1	WHEN 'Deposit' < 5000 THEN 'Basic Interest' = 0.25%
2	WHEN 'Deposit' >= 5000 AND 'Deposit' < 20000 THEN 'Basic Interest' = 0.275%
3	WHEN 'Deposit' >= 20000 AND 'Deposit' < 50000 THEN 'Basic Interest' = 0.35%
4	WHEN 'Deposit' >= 50000 AND 'Deposit' < 100000 THEN 'Basic Interest' = 0.4%
5	WHEN 'Deposit' >= 100000 THEN 'Basic Interest' = 0.475%
6	WHEN 'Deposit' <= 60000 AND 'Card Spend' >= 1500 THEN 'Bonus Interest' = 1.6%
7	WHEN 'Deposit' <= 60000 AND 'Card Spend' >= 500 AND 'Card Spend' < 1500 THEN 'Bonus
	Interest' = 0.8%
8	WHEN 'Deposit' <= 60000 AND 'Salary Credit' >= 6000 THEN 'Bonus Interest' = 1.2%
9	WHEN 'Deposit' <= 60000 AND 'Salary Credit' < 6000 AND 'Salary Credit' >= 2000 THEN 'Bonus
	Interest' = 0.8%
10	WHEN 'Deposit' <= 60000 AND 'Monthly Payment Count' >= 3 AND 'Each Payment Amount' >=
	30 THEN 'Bonus Interest' = 0.35%
11	WHEN 'Deposit' > 60000 AND ['Card Spend' >= 500 OR 'Salary Credit' >= 2000 OR ('Monthly
	Payment Count' >= 3 AND 'Each Payment Amount' >= 30)] THEN 'Bonus Interest' = ('Deposit' –
	60000)*0.1%

#### Credit Rules:

1	WHEN 'Monthly Spend' < 800 THEN 'Base Cash Rebate' = 'Monthly Spend'*0.3%
2	WHEN 'Monthly Spend' >= 800 THEN 'Family Cash Rebate' = 'Dining and Movies Charges'*10% +
	'Family Club Merchants'*5% + 'Public Transport Transactions'*3% + 'Supermarket, Online
	purchases and Hospital'*3% + 'Other Spend'*0.3%

# **4.0 System Development Tools**









JavaScript: Frontend implementation

R Language: Analyzing

.Net: Backend implementation

SQL: Database & Knowledge Base

## 5.0 About

**NUS-ISS** 

This Machine Reasoning course is a part of Graduate Certificate in Intelligent Reasoning Systems, Master of Technology in Intelligent Systems offered by NUS-ISS.

Lectured by Mr. GU Zhan (Sam)

zhan.gu@nus.edu.sg

This project report is prepared by

**DONG** Xiaoguang

NUS ISS IS02PT Group 10

Any enquiry on this report, please contact

xiaoguang\_dong@u.nus.edu

