## Data Explanation

predictor	effect	rationale					
Target (y)							
sales	dv						
outlet_type	+-	Some stores could do better than others I am not sure.					
city_type	+-	I am not sure on the effect as the items could be need based.					
Outlet_ID	+/-	I will need this for item #3 + upper-level.					
Predictors							
Item_Weight	+/-	Meat is heavy, but spices are light both are pricey items.					
Item_Fat_Content	+/-	I am not sure I think it depends on the buyer.					
Item_Visibility	+/-	An item may have favorable visibility because it heavy and large. Or it may be a seasonal item, which may of already purchase items for the occasion.					
Item_Type	+/-	Once again I think it depends on the buyer's needs.					
Item_MRP	+	low MRP may have more sales.					
Outlet_Year	-	An old outlet may have less appeal.					
Outlet_Size	+	A large outlet will have more sales than a small one.					
Excluded							
ltem_ID	NA	This level of detail is not needed.					

I used fixed and random effects models because the data had levels (outlet\_id) and multi-level data works with these models. It seems overall the levels were not as pronounced as we would like. I also used log for sales to alter to a somewhat normal distribution and scaled item mrp to log as well. I dropped item\_weight (1463) and outlet\_size (2410) because of NAs. I did include item\_type in my R code models to see which items were were best performing. I used outlet\_type and city\_type to help recommend which area and supermarket was best.

A5. Big Mart Mode	l Output						
	De	pendent variable	e:				
-				-			
	lo	og_item_sales					
	OI	_S	linear				
mixed-effects							
	(1)	(2)	(3)				

\_\_\_\_\_\_

item\_visibility 0.011 0.007 0.009

(0.113) (0.113) (0.113)

log\_item\_mrp 1.022\*\*\* 1.022\*\*\* 1.022\*\*\*

(0.011) (0.011) (0.011)

outlet\_year 0.002 0.020\* 0.002

(0.001) (0.012) (0.002)

city\_typeTier 2 -0.017 -0.135\*\*\* -0.015

(0.020) (0.052) (0.027)

city\_typeTier 3 -0.027 -0.284\* -0.030

(0.018) (0.159) (0.024)

(0.020) (0.158) (0.025)

(0.038) (0.135) (0.048)

outlet\_typeSupermarket Type3 2.512\*\*\* 2.756\*\*\* 2.511\*\*\*

(0.026) (0.158) (0.034)

outlet\_idOUT013 0.464

(0.290)

outlet\_idOUT017 -0.025

(0.065)

outlet\_idOUT018

outlet\_idOUT019



1.) What type of outlet will return him the best sales: Grocery store or Supermarket Type 1, 2, or 3.

I would recommend my client to invest their money into Supermarket type 3 tier 1 city. if cost is not a factor Supermarket type 3 would increase sales by 251% when compared to the grocery store. When Supermarket 2 is compared against Supermarket 3, Supermarket 1 gets fewer sales by 75%. When Supermarket 1 is compared against Supermarket 3, Supermarket 2 gets fewer sales by 57%

2.) What type of city will return him the best sales: Tier 1, 2 or 3.

The best city to build the supermarket type 3 is in city tier 1 as there is a decrease in sales in cities tier 2 and 3. Tier 2 cities see a sales decrease of 1.6% while tier 3 cities see a decrease of 3%.

3.) What are the top 3 highest performing and lowest performing stores in the sample.

Top: outlet idOUT013 0.464, outlet idOUT035 0.054, outlet idOUT049

Bottom: outlet idOUT017 -0.025, outlet idOUT046, outlet idOUT027

The spread is small because theses stores may sell need-based items.