

Agenda

- 1 Team Introduction
- 2 Solution Overview
- 3 Modeling Process
- 4 Model Results & Business Value
- 5 Deployment & Adoption Strategy

Team Introduction



John Fitzgerald
Team Leader















was born out of University of Chicago MS-ADS program in 2014.



MISSION

Our mission is to deliver the best data-driven solutions tailored to each client's unique needs, fostering growth and innovation in their endeavors.



VALUES AND CULTURE

Through an environment of collaboration, meritocracy, and excellence, we aim to empower organizations to make informed decisions and achieve lasting success.



Our Impact and Expertise







- Identified key drivers in a regional promotion and optimized marketing strategies to boost ROI.
- Coordinated with CMO and Regional Leads to roll-out marketing plan.

- Improved member retention and minimized churn rates through data-driven strategies.
- Minimized churn by 20% compared to baseline in the year after implementation.

- Accurately forecasted customer default probabilities, reducing financial losses and maximizing gains.
- Developed a predictive, datadriven application to enhance economic impact improving original model's ROI by \$27 million per 1 million applicants.



Team Introduction Solution Overview

Background

Background

The book e-commerce market is experiencing remarkable growth, projected to reach USD 23.12 billion by 2026, with a compound annual growth rate of 4.9%¹. Digital transformation and changing consumer behaviors are reshaping how books are discovered, purchased, and consumed.

Main Challenge

Despite the availability of extensive customer data, many online bookstores still rely on basic **"most popular" recommendation systems**, with **many readers reporting frustration** from receiving suggestions for books they've already purchased.

Business Opportunity

- Enhance customer engagement
- Increase average order value

- Create meaningful connections with readers
- Drive personalized marketing campaigns



Team Introduction

Solution Overview

Modeling Process

Model Results & Business Value

^{1:} AppleWorld.Today. (2021, February 10). Global e-book market expected to see strong growth through 2026. AppleWorld.Today. https://appleworld.today/2021/02/global-e-book-market-expected-to-see-strong-growth-through-2026/

Problem Statement

Problem Statement

Background

Current recommendation system treats all readers identically, missing opportunities to leverage rich customer data for better recommendations and increased sales.

Understanding Our Customers

- What they prefer (e.g., genres or product categories).
- How often they shop, what they buy, and how much they spend.

Model Evaluation and Promotion

Success will be measured through increased conversion rates, higher average order values, and improved customer engagement metrics across segments.

Opportunities



Higher Sales

By focusing on the **top 15%** of engaged customers, we can achieve significant **revenue growth** (estimated **+20%**) while also driving small but meaningful improvements across other segments



Solution Summary

Segmentation



Data Processing & Cleaning

Identified data patterns/trends like most popular genres

Detected **outliers** and **monetary skewness**





Clustering based on:

- **1. Recency:** Time since last purchase.
- **2. Frequency:** Number of purchases.
- **3. Monetary:** Total money spent.

Resulted in 4 total clusters



Second K-means Clustering

Clustering based on each client's preferred genre.

Creates 2 clusters for **each** initial cluster (total of **8** clusters)



High Customer Lifetime Value Low Customer Lifetime Value **Lost Clients** At Risk Can't Lose **Stars Very High Moderate Moderate Very High Very High** High Low Low **Moderate** Low High **Very High** Very Scale: Very Bad Bad Good The Above Personas Breakdown into The Below Sub-Clusters based on Genre **Preferences Realists Realists Realists Realists** or or or or **Explorers Explorers Explorers Explorers**

1st Clustering

Recency:

Frequency:

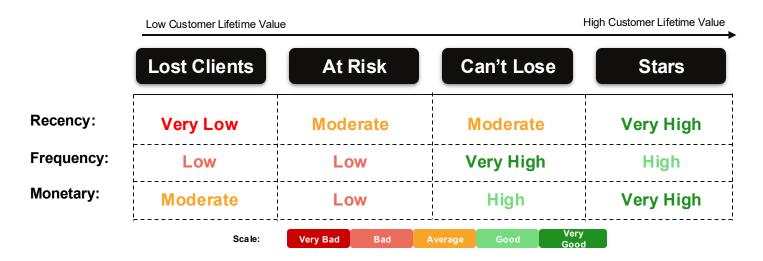
Monetary:

2nd Clustering



1st Level Clustering

The first level of analysis used to create "personas" captures the behavior that characterizes the Customer Lifetime Value (CLV) of each customer





Model Results & Business Value

2nd Level Clustering

The second level of analysis used to create "personas" captures the unique interests of customers and is used for enhance personalization beyond their CLV characteristics.

Realists

Clients interested in every-day, mundane, common genres:

Examples:

- Sport
- Game Riddles
- Economy
- Cartoons

- Politics
- Non-Books
- Health
- Science

Explorers

Clients interested **humanities** or **travel** related genres:

Examples:

- Learning
- History
- Travel Guides
- Maps

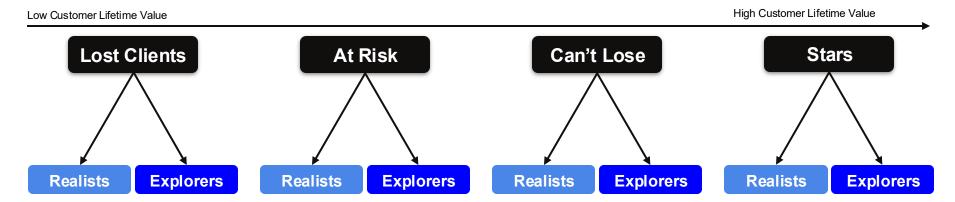
- Contemporary History
- Religion
- Encyclopedia
- Linguistics



Summary of Personas

Eight clusters in total: 1st Level Clustering: 4 clusters

2nd Level Clustering: 2 Sub-Clusters, each



Strategic Marketing:

We will recommend a specific **discount** and **message** for each of the four clusters. Then, for each sub-cluster, adjust the **recommended genres** to their preference.

Modeling Process



Combined Marketing Messaging

Strategic Marketing:

We will recommend a specific **discount** and **message** for each of the four clusters. Then, for each sub-cluster, adjust the **recommended genres** to their preference.

	Lost Clients	At Risk	Can't Lose	Stars		
Discount	1-5% off	2% off or personalized offer to re-engage	3% off or Loyalty Rewards (points of free shipping)	Early access to releases of exclusive bundles		
Message	"We miss you! Reignite your curiosity with captivating reads in [Preferred Genres]!"	"Don't miss out! Rediscover your favorite reads and enjoy personalized offers tailored for you."	"Thank you for your loyalty! Enjoy these exclusive recommendations, tailored just for you, to keep your reading journey exciting!"	"As one of our top readers, you deserve the best! Check out these exclusive offers curated just for you!"		
uggestion	Preferred genres and/or new genres.	Related genres.	Related genres.	Premium books or rare editions of favorite genres.		
ationale	Customers that have not engaged in a long time. They need an attractive discount and a personalized push to remind them of the value they can derive from your bookstore.	Showing signs of churn with moderate recency and low frequency. A personalized offer with related genres can prevent them from leaving entirely .	Were highly active and frequent buyers. Losing them would have a disproportionate impact on sales. Therefore, recommend new, but related genres of preference to keep them interested.	Customers who spends significantly and are highly engaged. They value exclusivity and premium experiences, so ensuring those are maintained is essential.		



Model Results & Business Value

Optimized Strategy Increases Revenue by 4.29%

Top 15%

Current Revenue

Estimated Revenue
After Discount

\$1,278,100

\$1,533,725

\$1,533,724

Remaining customers

Current Revenue	Estimated Revenue	Revenue After Discount			
\$7,214,021	\$7,507,883	\$7,324,240			

Current Revenue: \$8,493,129

Predicted Revenue: \$8,857,964



Revenue: \$364,836*

*Specific calculations and assumptions can be found in the appendix



Implementation Strategy

A Pilot Deployment

- Collaborate with CMO and Webmaster to create pilot deployment strategy.
- Start with top 15% most engaged customers.
- Tailor recommendations based on the customer segment.

Refine the Recommendation Engine

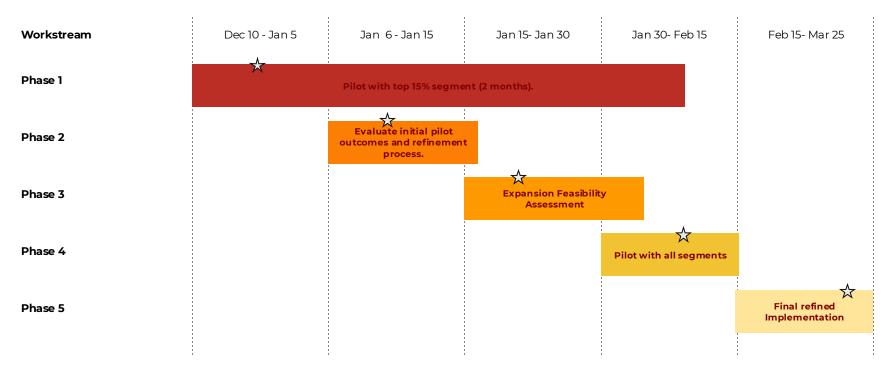
- Collect performance data from the pilot.
- Measure KPIs such as **conversion rate uplift**, **AOV**, **and retention**.
- Phased rollout with A/B testing.
- Continuous monitoring and optimization.

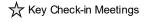
Data Integration

- Automate data pipelines to update clusters dynamically as new data arrives.
- Ensure scalability and minimal downtime during deployment.
- Set up automated monitoring and reporting systems



Timeline





 $\textbf{Dec 20:} \ Ensure \ readiness \ for the \ pilot \ launch, \ addressing \ key \ metrics, \ and \ initial \ segmentation \ setup.$

Jan 10: Assess early pilot results and refine strategies based on customer engagement insights.

Jan 20: Evaluate final pilot results to assess feasibility for broader rollout..

Feb 5: Discuss scalability of the approach and plan for full implementation.

Mar 20: Finalize rollout strategies and gain full approval for complete implementation.



Team Introduction Solution Overview Modeling Process Model Results & Business Value

Summary





- Building an RFM model based on K-means for classifying.
- Identify the consumption intentions of different customer groups and tailor sales strategies to suit local conditions.



Business Value

- The estimated additional revenue is \$ 364,835 which brings significant economic benefits.
- Personalized recommendation algorithms help to enhance user retention and the perception of user consumption.



Implementation

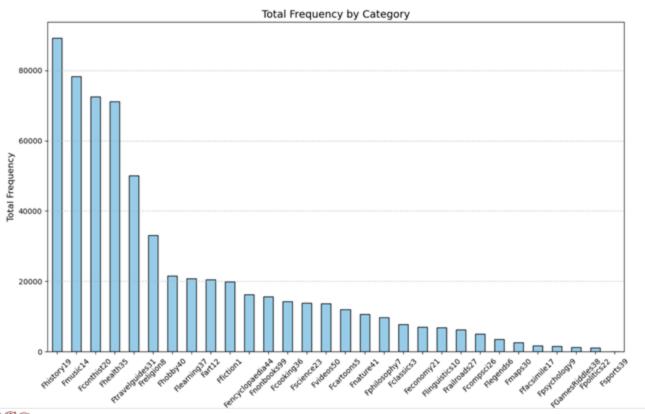
- Conduct an algorithm pilot among the top 15% customers.
- Establish a timeline for optimizing and improving the algorithm, and gradually roll out the algorithm to more consumers.



Modeling Process



Distribution of Genres



Top Sellers: History, Music, Contemporary history dominate sales and revenue.

Balanced Demand: Genres like hooby and learning show consistent performance.

Low Performers: Niche genres (e.g., Maps, Sports) contribute minimally, offering growth potential.



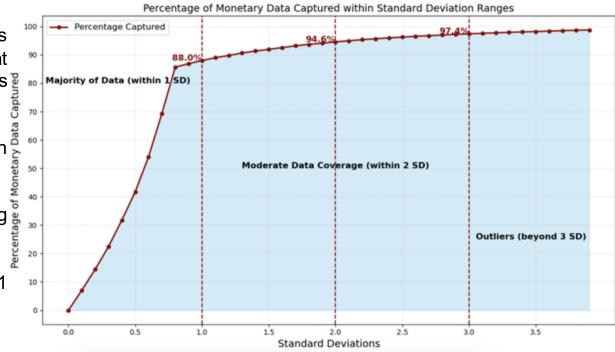
Outlier Analysis

Distribution of customer sales (monetary values) is hugely right skewed, with a majority of values ? concentrated towards lower sales

Outliers may have an impact on clustering models

determining § Elbow method for cutoff for outliers

Most data (88%) captured lies < 1 standard deviation away





Monetary (variable "m")

Range: \$0 to \$532,892

Breakdown of 'm' (count)

Percentage		
89.5%		
7.5%		
2.4%		
0.4%		
0.1%		
0.0%		
0.1%		

Breakdown of '<500' Bin

Bins	Percentage
<100	47.7%
100-200	20.9%
200-300	10.4%
300-400	6.4%
400-500	14.5%

Insights:

- 1. Significant Spending Concentration: 89.5% of clients have spent less than \$500 in total, with nearly half (47.7%) spending under \$100, indicating a heavily skewed distribution toward lower-value customers.
- 1. Customer Segmentation Pattern:
 - Core Low-Value Segment: 47.7% spend under \$100
 - Mid-Value Segment: 31.3% spend between \$100-300
 - Premium Segment: Only 0.6% spend over \$3000



Frequency (variable "f")

Range: 0 to 118

Breakdown of 'f' (Frequency)

Percentage		
95.9%		
3.6%		
0.4%		
0.1%		
0.1%		
0.1%		

Breakdown of '<20' Bin

Bins	Percentage
0-5	47.7%
5-10	20.9%
10-15	10.4%
15-20	6.4%

Insights:

1.Highly Infrequent Usage Pattern: 95.9% of clients engage less than 20 times, showing a heavily concentrated pattern of low-frequency usage.

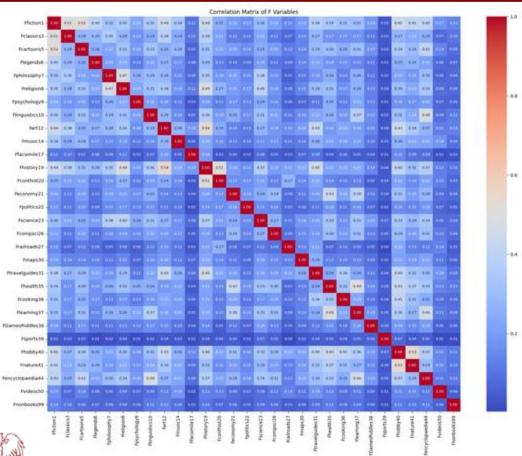
1.User Engagement Breakdown::

- Majority Low-Frequency Users: 47.7% engage only 0-5 times
- Occasional Users: 20.9% engage 5-10 times
- Regular Users: 10.4% engage 10-15 times
- **Highly Active Users:** Only 0.2% engage more than 80 times



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EDA/Insights: Correlation Matrix for f Variables



Solution Overview

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Modeling Process

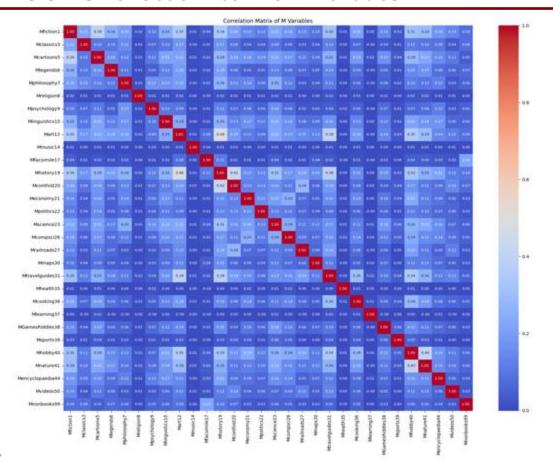
The lighter the color, the higher the correlation.

It can be observed that variables 1, 10, 19, and 44 have a higher correlation with other variables.

These correlations suggest that some customers may purchase other items when buying a particular product, and if we can grasp these relationships, it will undoubtedly generate additional commercial benefits.



EDA/INSIGHTS Correlation Matrix for M Variables



The lighter the color, the higher the correlation. It can be observed that variables 18 and 40 ave a higher correlation with other variables.

The correlation matrix of F and M shows differences, indicating that they each contain independent information, which will have separate effects during clustering.



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Model Selection

Selecting **K-Means** for creating a recommendation system based on customer segments is the preferred option. With a silhouette score of 0.50, there are moderate cluster performance, but K-Means is highly interpretable for the business to create personalized recommendations and is MECE, meaning that all new customers will be assigned to a group.

Model	MECE (Y/N)	Strengths	Weakness		
DBSCAN	No	Detects arbitrary shapes and outliers	Struggles with high-dimensional, sparse e-commerce data; not ideal for large datasets		
GMM	No	Handles overlapping clusters with probabilistic assignments	Less interpretable for business stakeholders; slower with large datasets.		
Light GBM	Yes	Classification	Not designed for unsupervised segmentation; requires labeled data for training		
K-Means	Yes	Simple, efficient, and interpretable	Assumes spherical clusters; may oversimplify customer behavior in complex datasets		



Building the Best Clustering for Business Outcomes

Step **Description** Outcome Enables strategic allocation of Utilized K-Means on Recency, High Level RFM Frequency, Monetary Value, and marketing based on customer Clustering lifetime value derived from RFM Time On File being open Within each High Level RFM Provides deeper insights into Sub-Clustering Based Cluster, clustered on Genre customer tastes and interests on Genre Preferences Categorizes for more refined targeting Used the differentiators within Sub-Highlights unique behaviors Identify Unique 3. Clusters to find unique attributes for and attributes that can be used Personas customers in them by business units Identified the unique products, More effectively design tailored Create Personalized messaging, and offers to Marketing Strategy & marketing, product Recommendations recommend the personas recommendations, etc.

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Persona Results

- **Step 1:** Clustering based on **R**, **F**, **M** and **Time on File** metrics, resulting in 4 clusters.
- **Step 2:** Divide each into 2 subclusters each, based on preferred **genres**, totaling 8 clusters.

	GROUP	LOST	LIENTS	CAN'T LOSE			
	Recency	Very	High	Moderate			
Step 1:	Frequency	Lo	w	Very	High		
	Monetary	Mod	erate	High			
	SUB-GROUP	Explorers	Realists	Explorers	Realists		
		1. History	1. Sports	1. History	1. Non-books		
		2. Health	2. Politics	2. Health	2. Sports		
Step 2:	Genre Preference	3. Music	3. Facsimile	3. Travel Guides	3. Games Riddles		
		4. Travel Guide	4. Games Riddles	4. Contemporary History	4. Politics		
		5. Contemporary History	5. Psychology	5. Religion	5. Psychology		
	Discount	10%	6 off	Loyalty rewards (points or free shipping), or discounts			
	Message	, ,	uriosity with captivating reads in Genres]!"	"Thank you for your loyalty! Enjoy these exclusive recommendations, tailored just for you, to keep your reading journey exciting!"			
	Suggestion	Preferred	d Genres.	Related Genres: Art, Linguistics, Learning and Maps.	Related Genres: Cartoons, Economy.		
	Rationale	attractive discount and a personal	ed in a long time. They need an alized push to remind them of the from your bookstore.	Were highly active and frequent buyers. Losing them would have a disproportionate impact on sales. Therefore, recommend new, but related genres of preference to keep them interested.			



Model Results & Business Value Deployment & Adoption Strategy

Persona Results

- **Step 1:** Clustering based on **R**, **F**, **M** and **Time on File** metrics, resulting in 4 clusters.
- **Step 2:** Divide each into 2 subclusters each, based on preferred **genres**, totaling 8 clusters.

GROUP	STAR CUSTOME	RS/CHAMPIONS	AT RISK			
Recency	Very	Low	Moderate			
Frequency	Hi	gh	Le	ow		
Monetary	Very Hig	h (outlier)	Le	ow		
SUB-GROUP	Realists	Explorers	Explorers	Realists		
	1. Sports	1. Health	1. Learning	1. Health		
	2. Facsimile	2. Music	2. Travel Guides	2. Economy		
Genre Preference	3. Politics	3. History	3. Music	3. Videos		
	4. Maps	4. Contemporary History	4. Encyclopedia	4. Psychology		
	5. Games Riddles	5. Travel Guides	5. Religion	5. Non-Books		
Discount	Early access to new releases or e (focus on e	xclusive bundles, but no discounts exclusivity).	5% off or a personalized offer to re-engage.			
Message		eserve the best! Check out these rated just for you!"	"Don't miss out! Rediscover your favorite reads and enjoy personalized offers tailored for you."			
Suggestion	Premium books or rare editio	ns in their favorite categories.	Related Genres: Art, Linguistics, and Philosophy. Related Genres: Science Politics, Learning.			
Rationale	value exclusivity and premium ex	ntly and are highly engaged. They speriences, so ensuring those are is essential.				



Step 1:

Step 2:

Model Results & Business Value Deployment & Adoption Strategy

Next Steps - Synthetic Data Validation

1. Purpose:

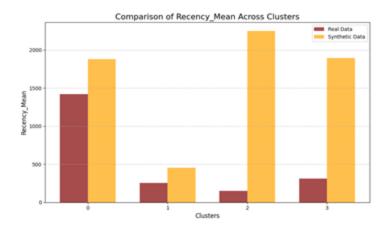
 Validate model performance using realistic synthetic data that mimics realworld distributions.

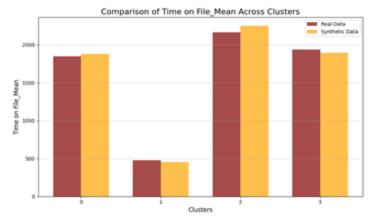
Method:

- a. Technique:Conditional Tabular GAN
- b. Process:
 - i. Trained a generative model to learn data distributions.
 - Generated realistic synthetic data for validation.

Result:

- a. Clusters in synthetic data align closely with those in real data.
- The result demonstrates robustness of the model across diverse datasets.







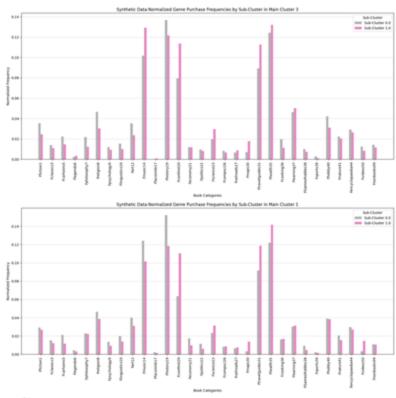
Team Introduction

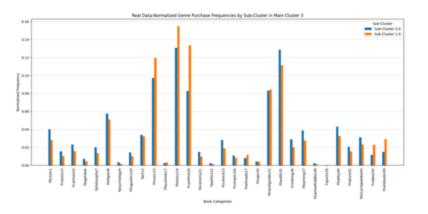
Solution Overview

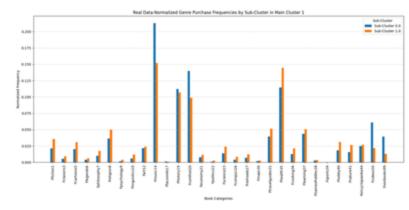
Modeling Process

Model Results & Business Value

Synthetic Data vs Real Data









Team Introduction

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Modeling Process

Model Results & Business Value

Synthetic Data vs Real Data



Synthetic data- Sample

inde x	id	r	f	m	tof	Fficti on1	Fcla ssics 3		_	Fphil osop hy7		Fpsy chol ogy9	uisti	Fart1 2	Fmu sic14	Ffac simil e17	Fhist ory1 9	Fcon thist 20	Feco nom y21	KMeans_4_ Cluster
0	4463 512	1066	10	1504. 71	2286	2	1	1	1	1	6	0	1	3	0	2	2	0	1	3
1	1282 610	7	2	41.21	42	4	2	1	1	1	4	0	1	1	0	2	7	0	1	1
2	6451 37	1189	3	222.0 9	2139	2	1	1	1	1	1	0	1	2	0	0	2	0	1	0
3	9771 95	227	17	345.9 1	2010	5	2	1	2	1	2	0	1	2	0	1	9	0	1	2
4	1609 3261	363	6	134.6 5	2005	2	1	1	1	1	1	0	1	1	0	2	10	0	2	3
5	2332 064	1387	6	714.6 3	2381	2	1	2	1	1	2	0	1	1	1	2	5	0	1	0



Revenue per persona

Group	SUBGROUP	Current Revenue	% of total revenue
Store	Explorers	\$331,438.06	3.9%
Stars	Realists	\$632,206.89	7.4%
O a with land	Explorers	\$1,424,224.59	16.8%
Can't lose	Realists	\$3,487,611.27	41.0%
At Risk	Explorers	\$636,092.51	7.5%
At RISK	Realists	\$532,891.85	6.3%
Lost	Explorers	\$947,145.14	11.1%
Clients	Realists	\$501,514.76	5.9%
	TOTAL	\$8,493,124.07	100%

We expect to deliver +20% incremental sales among the most engaged 15% of customers and 2-5% among other customers.



Team Introduction

Solution Overview

Top 15%

Group	SUBGROUP	Current Revenue	% Increase*	Estimated revenue	Discount	Revenue After discount	
Store	Explorers	\$331,438.06	20%	\$397,725.67	0%	\$397,725.67	
Stars	Realists	\$632,206.89	20%	\$758,648.27	0%	\$758,648.27	
Can't loos	Explorers	\$91,220.56	20%	\$109,464.67	0%	\$109,464.67	
Can't lose	Realists	\$223,238.13	20%	\$267,885.75	0%	\$267,885.75	
	TOTAL	\$1,278,103.64		\$1,533,724.36		\$1,533,724.36	

Predicted revenue: \$1,533,724.36

Current revenue: \$1,278,103.64



revenue: \$255,620.72



^{*} Note that 'Can't Lose Customers' are categorized into two groups: those in the top 15% and those in the remaining 75%.

Remaining customers

Group	SUBGROUP	Current Revenue	% Increase*	Estimated revenue	Discount	Revenue After discount
Can't lose	Explorers	\$1,333,004.03	5%	\$1399654.23	3%	\$1357664.60
Can tiose	Realists	\$3,263,373.14	5%	\$3426541.79	3%	\$3323745.53
At Risk	Explorers	\$636,092.51	3%	\$655175.28	2%	\$642071.77
At RISK	Realists	\$532,891.85	3%	\$548878.60	2%	\$537901.02
Lost	Explorers	\$947,145.14	2%	\$966088.04	1%	\$956427.15
Clients	Realists	\$501,514.76	2%	\$511545.05	1%	\$506429.59
	TOTAL	\$7,214,021.43		\$7,507,882.99		\$7,324,239.66

Predicted revenue: \$7,324,239.66

Current revenue: \$7214021.43



revenue: \$110218.23



Team Introduction

Solution Overview

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^{*} Note that 'Can't Lose Customers' are categorized into two groups: those in the top 15% and those in the remaining 75%.

Top 15%

Current Revenue	Estimated revenue	Revenue After discount	
\$1,278,103.64	\$1,533,724.36	\$1,533,724.36	

Predicted Revenue: \$8,857,964

Remaining customers

Current Revenue	Estimated revenue	Revenue After discount	
\$7,214,021.43	\$7,507,882.99	\$7,324,239.66	

Current Revenue: \$8,493,129

Optimized Strategy Increases Revenue by 4.29%



Revenue: \$364,835

