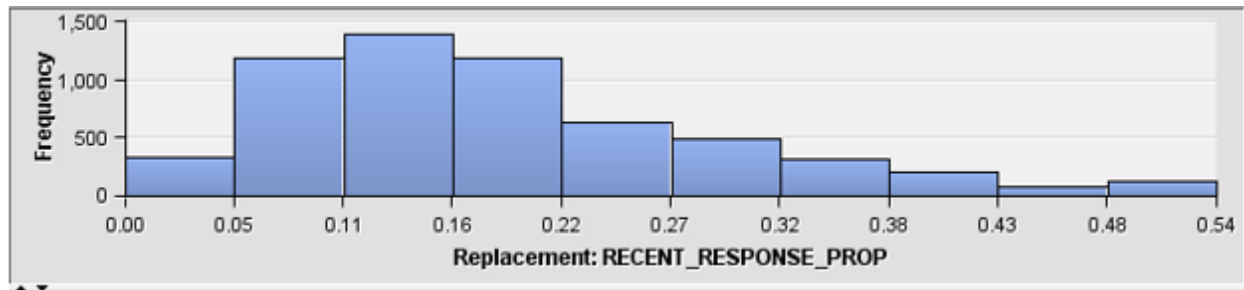


1. In this exercise, we determine which combinations of certain variables increase the average and total profit for TARGET\_B at each iteration. Certain variables such as FREQUENCY\_STATUS\_97NK, and DONOR\_AGE were used to determine our decision tree model.

**Iteration 1:**

S1



S2

Source	Method	Variable Name	Formula	Number of Levels
Input	Original	REP_REC...		.
Output	Computed	OPT_REP_...	Optimal Bin...	2

S3



S4

Odds Ratio Estimates			
Effect			Point Estimate
IMP_REP_SES	1 vs 4		1.662
IMP_REP_SES	2 vs 4		1.444
IMP_REP_SES	3 vs 4		1.216
REP_FREQUENCY_STATUS_97NK			1.359

Q1. Two total variables are considered at this iteration.

Q2. These two variables are IMP\_REP\_SES and REP\_FREQUENCY\_STATUS\_97K.

Q3. Both variables are from the newly introduced data segment.

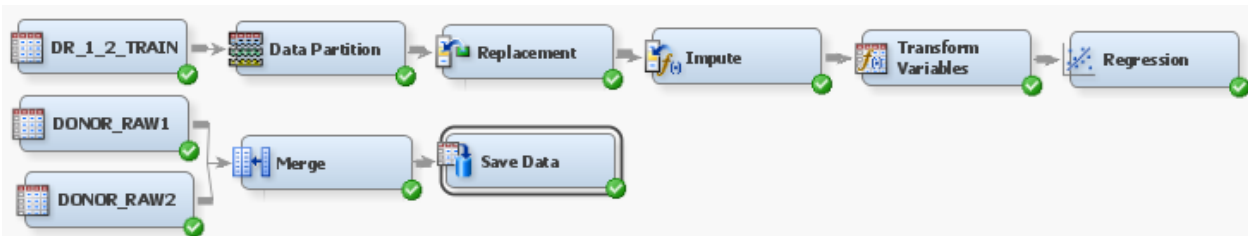
Q4.	TARGET_B	TARGET_B	_PROF_	Total Profit f...	1989.996	1476.009	1465.233
	TARGET_B	TARGET_B	_APROF_	Average Pr...	0.256807	0.254003	0.252105

**Iteration 2:**

S1. No newly inserted variables with a skewed distribution.

S2. No skewed distributions on newly inserted variables, so no transformations needed.

S3.



S4.

Odds Ratio Estimates			
Effect			Point Estimate
IMP_REP_SES	1 vs 4		1.653
IMP_REP_SES	2 vs 4		1.420
IMP_REP_SES	3 vs 4		1.207
PEP_STAR	0 vs 1		0.847
REP_FREQUENCY_STATUS_97NK			1.269
REP_MONTHS_SINCE_ORIGIN			1.003
REP_RECENT_CARD_RESPONSE_PROP			1.601

Q1. 5 variables are considered at this iteration.

Q2. The variables considered at this iteration are IMP\_REP\_SES, PEP\_STAR, REP\_FREQUENCY\_STATUS\_97NK, REP\_MONTHS\_SINCE\_ORIGIN, and REP\_RECENT\_CARD\_RESPONSE\_PROP.

Q3. The newly introduced variables are PEP\_STAR, REP\_MONTHS\_SINCE\_ORIGIN, and REP\_RECENT\_CARD\_RESPONSE\_PRO. Variables included from last iteration are IMP\_REP\_SES and REP\_FREQUENCY\_STATUS\_97K.

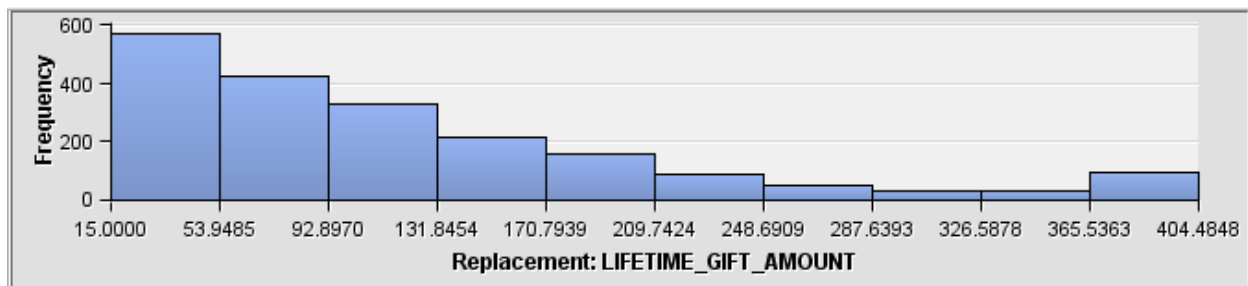
TARGET_B	TARGET_B	_PROF_	Total Profit f...	2028.167	1531.739	1491.867
TARGET_B	TARGET_B	_APROF_	Average Pr...	0.261733	0.263593	0.256687

Q4.

There is an improvement over the previous iteration with both total and average profit.

**Iteration 3:**

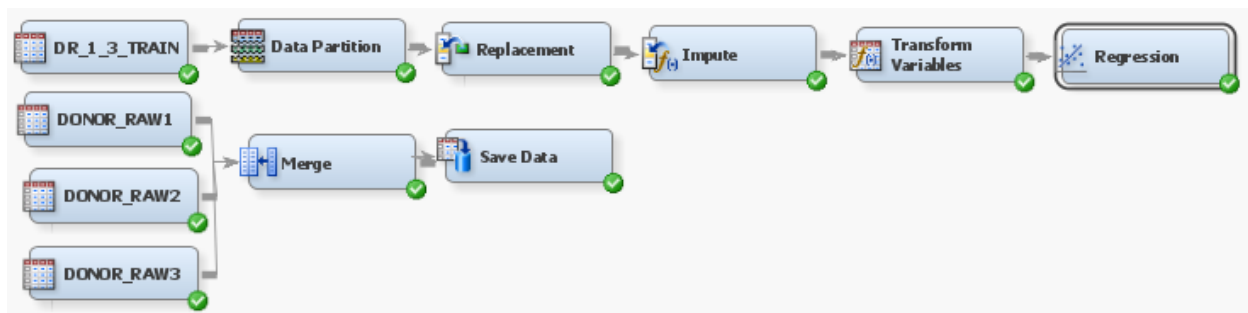
S1.



S2.

Input	Original	REP_LIFETIME_GIFT_AMOUNT		.
Input	Original	REP_RECENT_RESPONSE_PROP		.
Output	Computed	LG10_REP_LIFETIME_GIFT_AMOUNT	log10(REP_LIF...	.
Output	Computed	OPT_REP_RECENT_RESPONSE_PROP	Optimal Binnin...	2

S3.



S4.

Odds Ratio Estimates			
Effect			Point Estimate
IMP_REP_SES	1 vs 4		1.661
IMP_REP_SES	2 vs 4		1.404
IMP_REP_SES	3 vs 4		1.198
REP_FREQUENCY_STATUS_97NK			1.352
REP_MONTHS_SINCE_ORIGIN			1.004

Q1. Three variables are considered in this iteration.

Q2. IMP\_REP\_SES, REP\_FREQUENCY\_STATUS\_97NK, REP\_MONTHS\_SINCE\_ORIGIN

Q3. There are no newly introduced variables in this iteration.

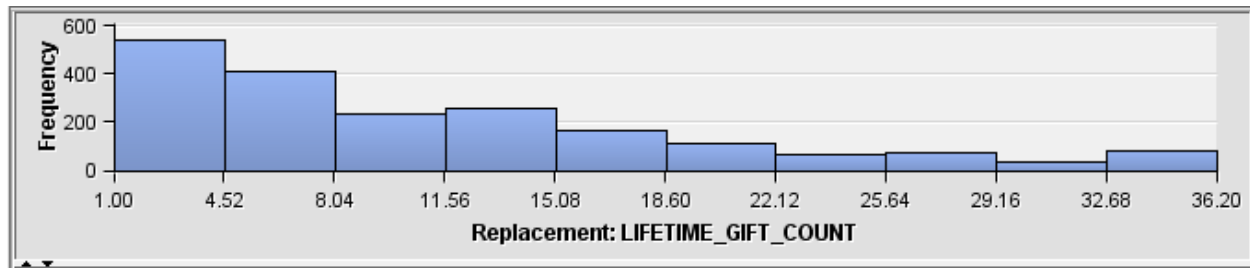
Q4.

Total Profit for TARGET_B	2063.146	1458.901	1490.867
Average Profit for TARGET_B	0.266247	0.251059	0.256515

Model did not improve over iteration 2.

ITERATION 4.

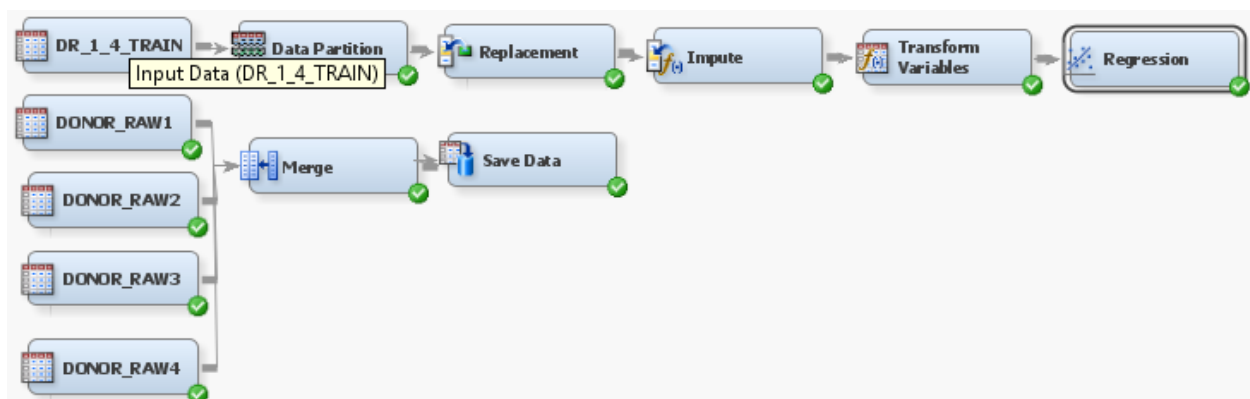
S1.



S2.

Input	Original	REP_LIFETIME_GIFT_AMOUNT		.
Input	Original	REP_LIFETIME_GIFT_COUNT		.
Input	Original	REP_RECENT_RESPONSE_PROP		.
Output	Computed	LG10_REP_LIFETIME_GIFT_AMOUNT	log10(REP_LI...	.
Output	Computed	OPT_REP_LIFETIME_GIFT_COUNT	Optimal Binnin...	4
Output	Computed	OPT_REP_RECENT_RESPONSE_PROP	Optimal Binnin...	2

S3.



S4.

Odds Ratio Estimates			
Effect			Point Estimate
IMP_REP_SES	1 vs 4		1.643
IMP_REP_SES	2 vs 4		1.385
IMP_REP_SES	3 vs 4		1.190
OPT_REP_LIFETIME_GIFT_COUNT	01:low-1.5 vs 04:14.5-high		0.463
OPT_REP_LIFETIME_GIFT_COUNT	02:1.5-4.5 vs 04:14.5-high		0.680
OPT_REP_LIFETIME_GIFT_COUNT	03:4.5-14.5, MISSING vs 04:14.5-high		0.893
REP_FREQUENCY_STATUS_97NK			1.123
REP_MONTHS_SINCE_LAST_GIFT			0.969
REP_RECENT_AVG_GIFT_AMT			0.988
REP_RECENT_CARD_RESPONSE_PROP			1.805

Q1. 6 variables are considered at this iteration.

Q2. **IMP\_REP\_SES**, **OPT\_REP\_LIFETIME\_GIFT\_COUNT**, **REP\_FREQUENCY\_STATUS\_97NK**,  
**REP\_MONTHS\_SINCE\_LAST\_GIFT**, **REP\_RECENT\_AVG\_GIFT\_AMT**,  
**REP\_RECENT\_CARD\_RESPONSE\_PROP**

Q3. The newly introduced variables in this iteration are **OPT\_REP\_LIFETIME\_GIFT\_COUNT**,  
**REP\_MONTHS\_SINCE\_LAST\_GIFT** and **REP\_RECENT\_AVG\_GIFT\_AMT**.

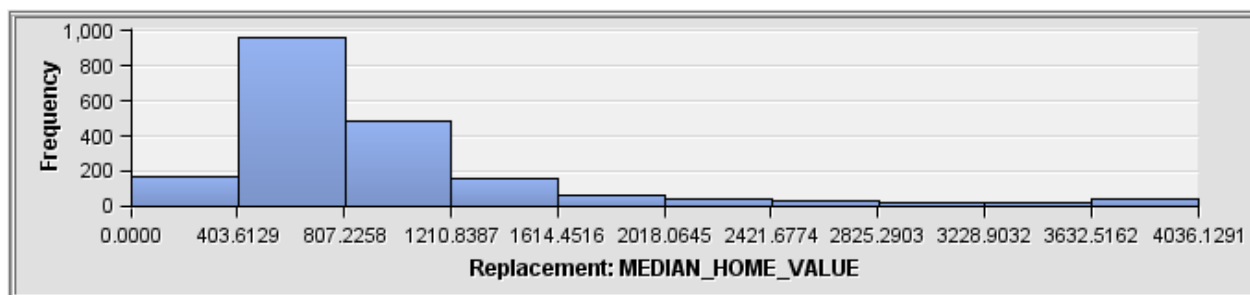
Q4.

Total Profit for TARGET_B	2100.088	1503.826	1461.667
Average Profit for TARGET_B	0.271014	0.25879	0.251491

Model did not improve over iteration 3.

## ITERATION 5:

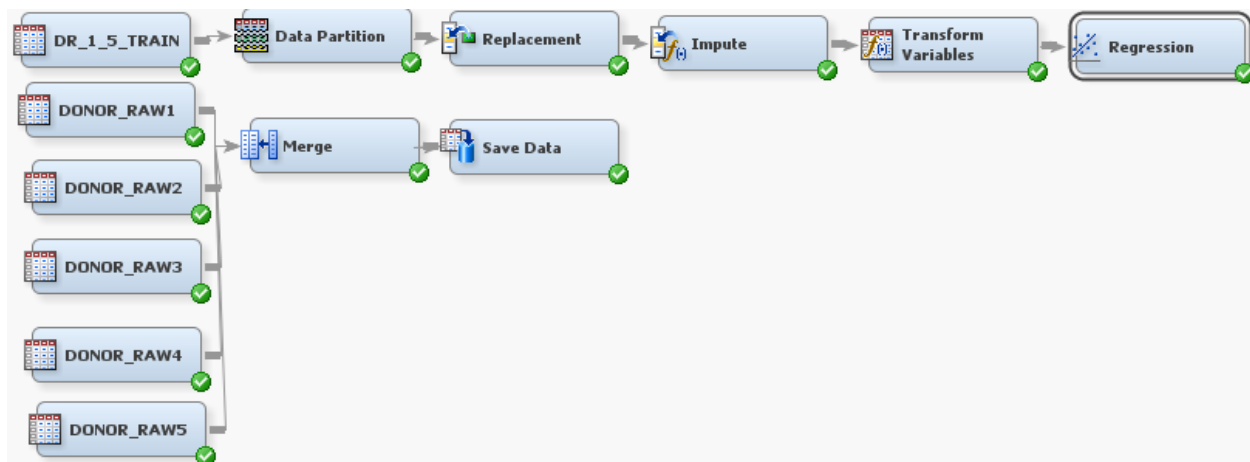
S1.



S2.

Input	Original	REP_LIFETIME_GIFT_AMOUNT		
Input	Original	REP_LIFETIME_GIFT_COUNT		
Input	Original	REP_MEDIAN_HOME_VALUE		
Input	Original	REP_RECENT_RESPONSE_PROP		
Output	Computed	LG10_REP_LIFETIME_GIFT_AMOUNT	log10(REP_LI...	
Output	Computed	OPT_REP_LIFETIME_GIFT_COUNT	Optimal Binnin...	4
Output	Computed	OPT_REP_MEDIAN_HOME_VALUE	Optimal Binnin...	2
Output	Computed	OPT_REP_RECENT_RESPONSE_PROP	Optimal Binnin...	2

S3



S4.

Odds Ratio Estimates			
Effect			Point Estimate
IMP_REP_INCOME_GROUP			1.090
IN_HOUSE	0 vs 1		0.787
OPT_REP_LIFETIME_GIFT_COUNT	01:low-1.5 vs 04:14.5-high		0.463
OPT_REP_LIFETIME_GIFT_COUNT	02:1.5-4.5 vs 04:14.5-high		0.686
OPT_REP_LIFETIME_GIFT_COUNT	03:4.5-14.5, MISSING vs 04:14.5-high		0.894
OPT_REP_MEDIAN_HOME_VALUE	01:low-1321.5, MISSING vs 02:1321.5-high		0.778
REP_FREQUENCY_STATUS_97NK			1.136
REP_MONTHS_SINCE_LAST_GIFT			0.975
REP_RECENT_AVG_GIFT_AMT			0.986
REP_RECENT_CARD_RESPONSE_PROP			1.798

Q1. There are eight variables included in this iteration.

Q2. IMP\_REP\_INCOME\_GROUP, IN\_HOUSE, OPT\_REP\_LIFETIME\_GIFT\_COUNT, OPT\_REP\_MEDIAN\_HOME\_VALUE, REP\_FREQUENCY\_STATUS\_97NK, REP\_MONTHS\_SINCE\_LAST\_GIFT, REP\_RECENT\_AVG\_GIFT\_AMT, and REP\_RECENT\_CARD\_RESPONSE\_PROP

Q3. IMP\_REP\_INCOME\_GROUP, IN\_HOUSE, and OPT\_REP\_MEDIAN\_HOME\_VALUE are the newly introduced variables in this iteration.

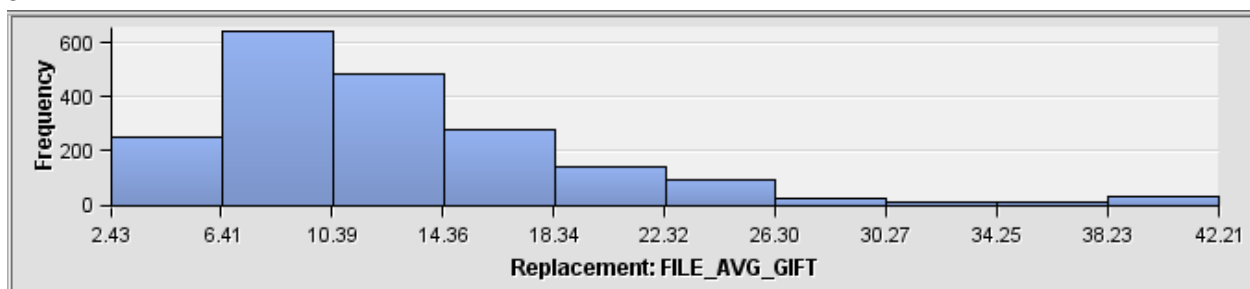
Q4

Total Profit for TARGET_B	2144.612	1514.803	1476.233
Average Profit for TARGET_B	0.27676	0.260679	0.253997

Model has approved over iteration 4, but not over iteration 2.

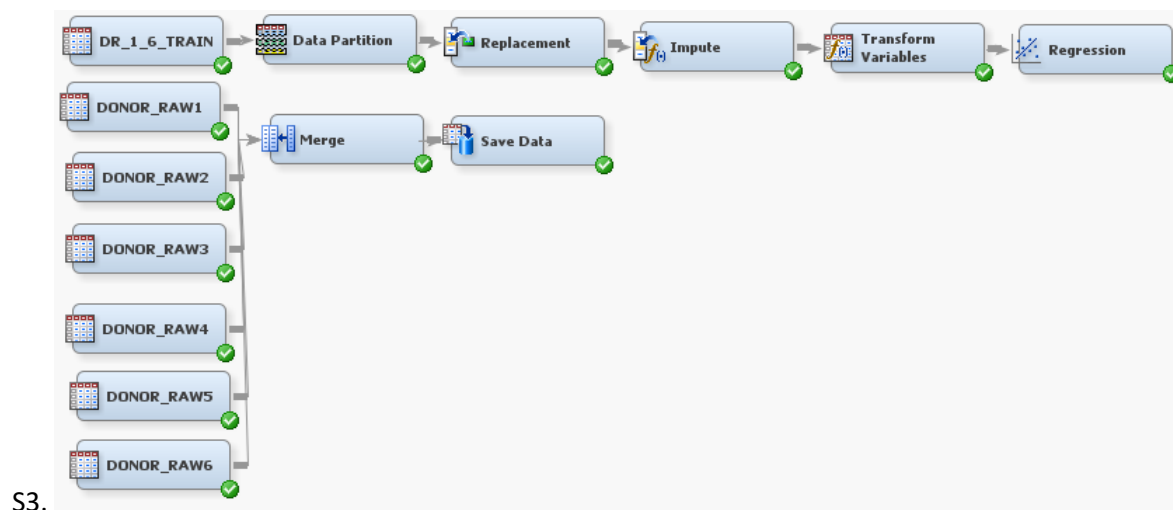
**ITERATION 6:**

S1.



S2.

Input	Original	REP_FILE_AVG_GIFT		
Input	Original	REP_LIFETIME_GIFT_AMOUNT		
Input	Original	REP_LIFETIME_GIFT_COUNT		
Input	Original	REP_MEDIAN_HOME_VALUE		
Input	Original	REP_RECENT_RESPONSE_PROP		
Output	Computed	LG10_REP_FILE_AVG_GIFT	log10(REP_FI...	
Output	Computed	LG10_REP_LIFETIME_GIFT_AMOUNT	log10(REP_LI...	
Output	Computed	OPT_REP_LIFETIME_GIFT_COUNT	Optimal Binni...	4
Output	Computed	OPT_REP_MEDIAN_HOME_VALUE	Optimal Binni...	2
Output	Computed	OPT_REP_RECENT_RESPONSE_PROP	Optimal Binni...	2



S4.

	Odds Ratio Estimates		Point Estimate
	Effect		
1647			
1648			
1649			
1650	Effect		Point Estimate
1651			
1652	CARD_PROM_12	0 vs 14	999.000
1653	CARD_PROM_12	1 vs 14	498.423
1654	CARD_PROM_12	2 vs 14	394.635
1655	CARD_PROM_12	3 vs 14	474.375
1656	CARD_PROM_12	4 vs 14	388.348
1657	CARD_PROM_12	5 vs 14	309.652
1658	CARD_PROM_12	6 vs 14	271.849
1659	CARD_PROM_12	7 vs 14	390.356
1660	CARD_PROM_12	8 vs 14	322.891
1661	CARD_PROM_12	9 vs 14	424.346
1662	CARD_PROM_12	10 vs 14	405.388
1663	CARD_PROM_12	11 vs 14	681.851
1664	CARD_PROM_12	12 vs 14	456.981
1665	CARD_PROM_12	13 vs 14	999.000
1666	IMP_REP_INCOME_GROUP		1.090
1667	OPT_REP_LIFETIME_GIFT_COUNT	01:low-1.5 vs 04:14.5-high	0.402
1668	OPT_REP_LIFETIME_GIFT_COUNT	02:1.5-4.5 vs 04:14.5-high	0.668
1669	OPT_REP_LIFETIME_GIFT_COUNT	03:4.5-14.5, MISSING vs 04:14.5-high	0.877
1670	OPT_REP_MEDIAN_HOME_VALUE	01:low-1321.5, MISSING vs 02:1321.5-high	0.783
1671	REP_FREQUENCY_STATUS_97NK		1.288
1672	REP_MONTHS_SINCE_LAST_GIFT		0.977

Q1. There are six variables included in this iteration.

Q2. CARD\_PROM\_12, IMP\_REP\_INCOME\_GROUP, OPT\_REP\_LIFETIME\_GIFT\_COUNT, OPT\_REP\_MEDIAN\_HOME\_VALUE, REP\_FREQUENCY\_STATUS\_97NK, and REP\_MONTHS\_SINCE\_LAST\_GIFT

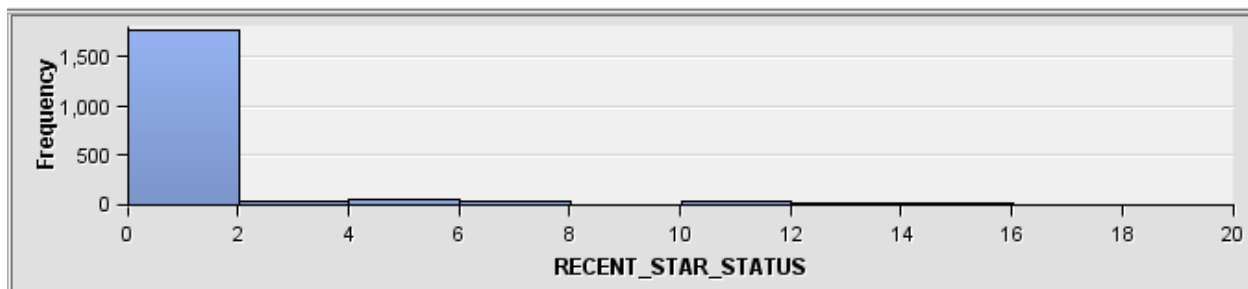
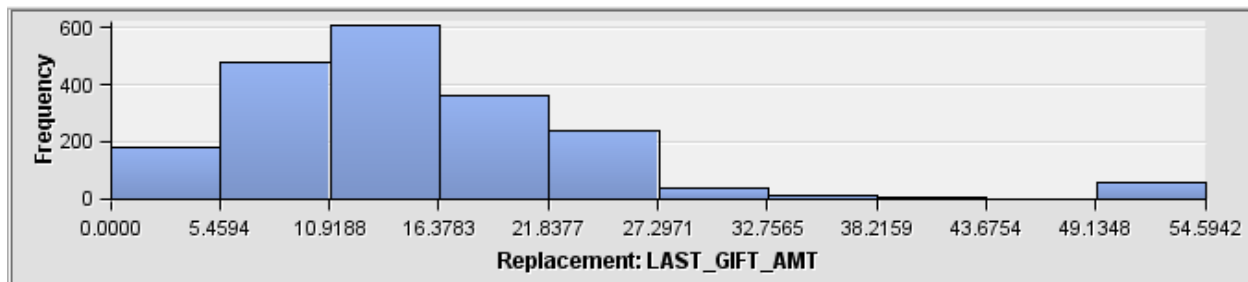
Q3. CARD\_PROM\_12 is the newly introduced variables in this iteration.

Total Profit for TARGET_B	2116.242	1520.195	1475.033
Average Profit for TARGET_B	0.273099	0.261606	0.253791

Model did not improve over iteration 5.

## ITERATION 7

S1.

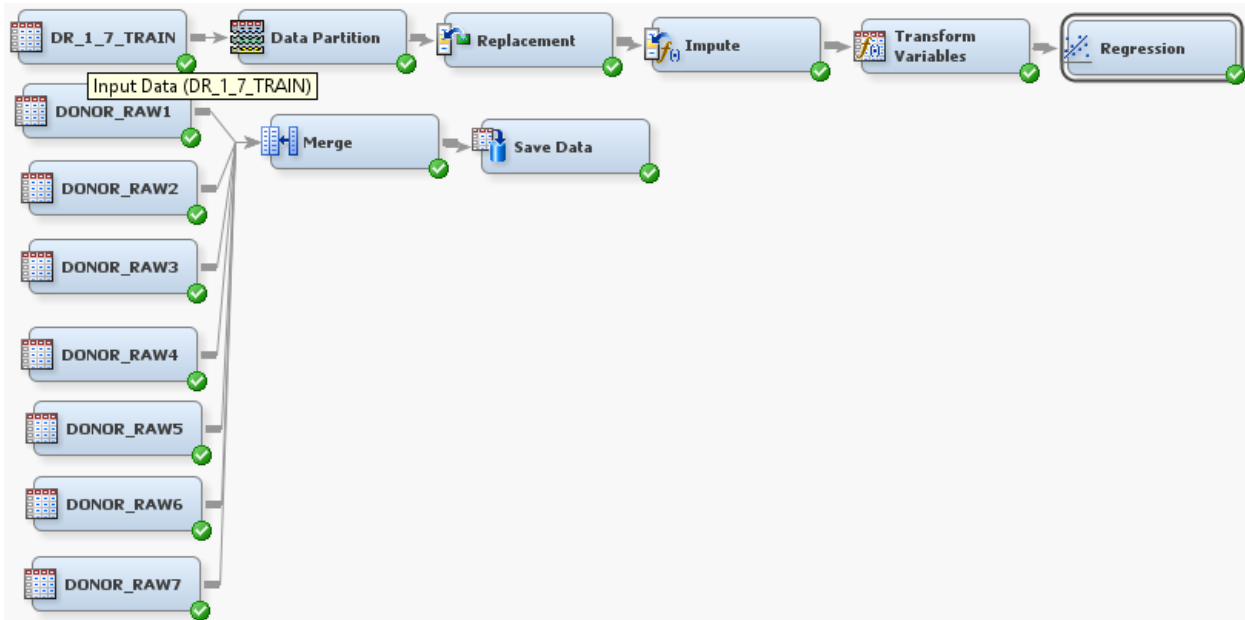


Input	Original	REP_FILE_AVG_GIFT		
Input	Original	REP_LAST_GIFT_AMT		
Input	Original	REP_LIFETIME_GIFT_AMOUNT		
Input	Original	REP_LIFETIME_GIFT_COUNT		
Input	Original	REP_MEDIAN_HOME_VALUE		
Input	Original	REP_RECENT_RESPONSE_PROP		
Input	Original	REP_RECENT_STAR_STATUS		
Output	Computed	LG10_REP_FILE_AVG_GIFT	log10(REP_FI...	
Output	Computed	LG10_REP_LAST_GIFT_AMT	log10(REP_LA...	
Output	Computed	LG10_REP_LIFETIME_GIFT_AMOUNT	log10(REP_LI...	
Output	Computed	OPT_REP_LIFETIME_GIFT_COUNT	Optimal Binnin...	4
Output	Computed	OPT_REP_MEDIAN_HOME_VALUE	Optimal Binnin...	2
Output	Computed	OPT_REP_RECENT_RESPONSE_PROP	Optimal Binnin...	2
Output	Computed	OPT_REP_RECENT_STAR_STATUS	Optimal Binnin...	3

S2.



S3.



1234	Odds Ratio Estimates	
1235		
1236		Point
1237		Estimate
1238		
1239	0 vs 14	999.000
1240	1 vs 14	517.648
1241	2 vs 14	402.254
1242	3 vs 14	472.115
1243	4 vs 14	385.999
1244	5 vs 14	307.048
1245	6 vs 14	279.153
1246	7 vs 14	398.266
1247	8 vs 14	334.633
1248	9 vs 14	423.584
1249	10 vs 14	382.471
1250	11 vs 14	670.131
1251	12 vs 14	417.302
1252	13 vs 14	999.000
1253		1.090
1254		0.652
1255	COUNT 01:low-1.5 vs 04:14.5-high	0.449
1256	COUNT 02:1.5-4.5 vs 04:14.5-high	0.744
1257	COUNT 03:4.5-14.5, MISSING vs 04:14.5-high	0.953
1258	LUE 01:low-1321.5, MISSING vs 02:1321.5-high	0.778
1259	7NK	1.159
1260	GIFT	0.977
1261	SE_COUNT	1.075

S4.

Q1. There are eight variables included in this iteration.

Q2. CARD\_PROM\_12, IMP\_REP\_INCOME\_GROUP, LG10\_REP\_LAST\_GIFT\_AMT ,  
 OPT\_REP\_LIFETIME\_GIFT\_COUNT, OPT\_REP\_MEDIAN\_HOME\_VALUE,  
 REP\_FREQUENCY\_STATUS\_97NK, REP\_MONTHS\_SINCE\_LAST\_GIFT,  
 REP\_RECENT\_CARD\_RESPONSE\_COUNT

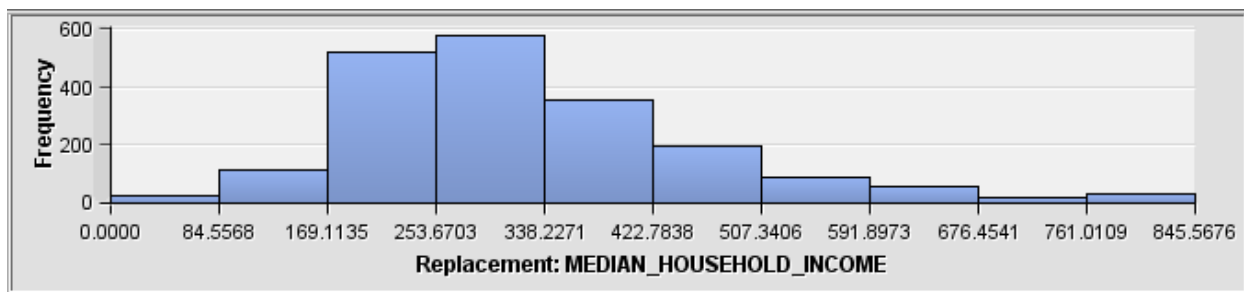
Q3. LG10\_REP\_LAST\_GIFT\_AMT and REP\_RECENT\_CARD\_RESPONSE\_COUNT are the newly introduced variables in this iteration.

Q4.	Total Profit for TARGET_B	2146.806	1521.7	1499.367
	Average Profit for TARGET_B	0.277043	0.261865	0.257978

Model has approved over both iteration 2 and 6.

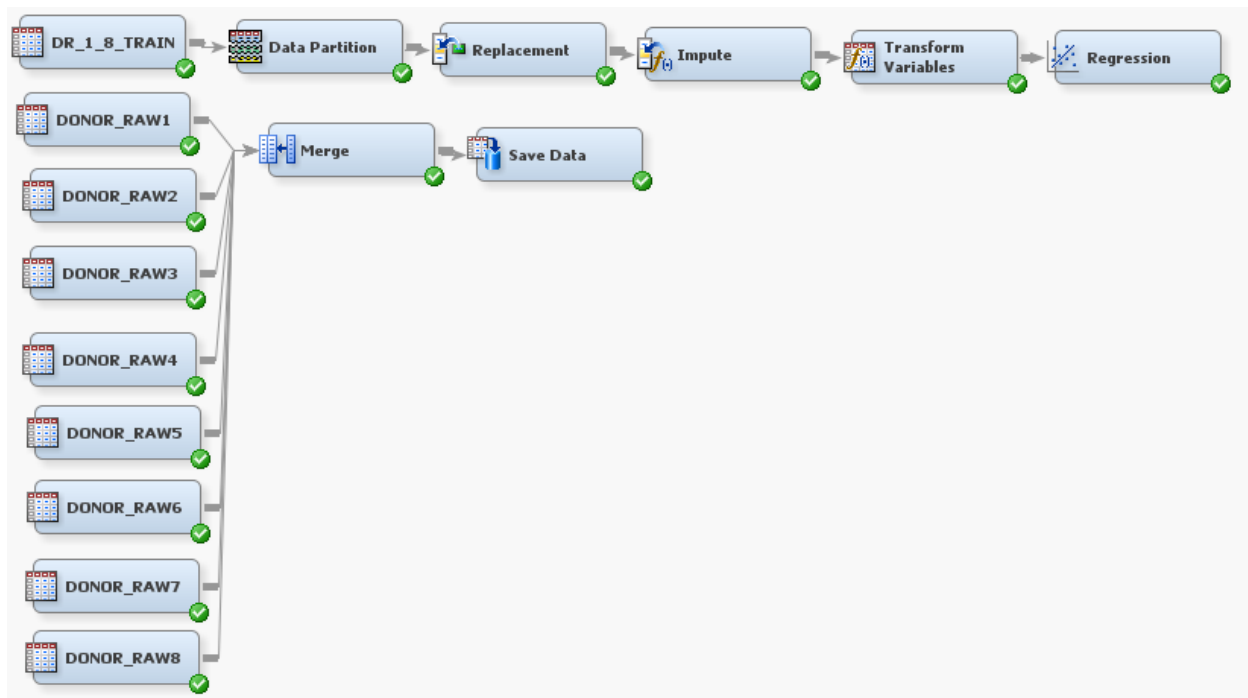
## ITERATION 8

S1.



S2.	Input	Original	REP_FILE_AVG...		
	Input	Original	REP_LAST_GIF...		
	Input	Original	REP_LIFETIME...		
	Input	Original	REP_LIFETIME...		
	Input	Original	REP_MEDIAN_...		
	Input	Original	REP_MEDIAN_...		
	Input	Original	REP_RECENT_...		
	Input	Original	REP_RECENT_...		
	Output	Computed	LG10_REP_FIL...	log10(REP_FIL...	.
	Output	Computed	LG10_REP_LA...	log10(REP_LAS...	.
	Output	Computed	LG10_REP_LIF...	log10(REP_LIF...	.
	Output	Computed	OPT_REP_LIFE...	Optimal Binning...	4
	Output	Computed	OPT_REP_MED...	Optimal Binning...	2
	Output	Computed	OPT_REP_MED...	Optimal Binning...	2
	Output	Computed	OPT_REP_REC...	Optimal Binning...	2
	Output	Computed	OPT_REP_REC...	Optimal Binning...	3

S3.



S4.

Odds Ratio Estimates			
	Effect		Point Estimate
1239	CARD_PROM_12	0 vs 14	999.000
1240	CARD_PROM_12	1 vs 14	517.648
1241	CARD_PROM_12	2 vs 14	402.254
1242	CARD_PROM_12	3 vs 14	472.115
1243	CARD_PROM_12	4 vs 14	385.999
1244	CARD_PROM_12	5 vs 14	307.048
1245	CARD_PROM_12	6 vs 14	279.153
1246	CARD_PROM_12	7 vs 14	398.266
1247	CARD_PROM_12	8 vs 14	334.633
1248	CARD_PROM_12	9 vs 14	423.584
1249	CARD_PROM_12	10 vs 14	382.471
1250	CARD_PROM_12	11 vs 14	670.131
1251	CARD_PROM_12	12 vs 14	417.302
1252	CARD_PROM_12	13 vs 14	999.000
1253	IMP_REP_INCOME_GROUP		1.090
1254	LG10_REP_LAST_GIFT_AMT		0.652
1255	OPT_REP_LIFETIME_GIFT_COUNT	01:low-1.5 vs 04:14.5-high	0.449
1256	OPT_REP_LIFETIME_GIFT_COUNT	02:1.5-4.5 vs 04:14.5-high	0.744
1257	OPT_REP_LIFETIME_GIFT_COUNT	03:4.5-14.5, MISSING vs 04:14.5-high	0.953
1258	OPT_REP_MEDIAN_HOME_VALUE	01:low-1321.5, MISSING vs 02:1321.5-high	0.778
1259	REP_FREQUENCY_STATUS_97NK		1.159
1260	REP_MONTHS_SINCE_LAST_GIFT		0.977
1261	REP_RECENT_CARD_RESPONSE_COUNT		1.075

Q1. There are eight variables included in this iteration.

Q2. CARD\_PROM\_12 , IMP\_REP\_INCOME\_GROUP, LG10\_REP\_LAST\_GIFT\_AMT, OPT\_REP\_LIFETIME\_GIFT\_COUNT, OPT\_REP\_MEDIAN\_HOME\_VALUE, REP\_FREQUENCY\_STATUS\_97NK, REP\_MONTHS\_SINCE\_LAST\_GIFT, and REP\_RECENT\_CARD\_RESPONSE\_COUNT

Q3. No variables from the newly inserted data segment included in this current model.

Q4.

Total Profit for TARGET_B	2146.806	1521.7	1499.367
Average Profit for TARGET_B	0.277043	0.261865	0.257978

Total/Average profit have stayed the same compared to iteration 7.

**Q5.** The tree model was a lot faster to build in comparison to the regression model,

**Q6.** The regression model performed substantially better, ending with a total profit of \$1,499 compared to the tree model which ended up being \$1,444 for total profit. Average profit for our regression model also was higher compared to the tree model's average profit.