FalconAirlines.

PASSENGER SATISFACTION PREDICTION & CUSTOMER CHURN COST ESTIMATION.

. ABOUT THE DATA & LIMITATION.

Assumptions about the survey data:

- 1. Integrity.
- 2. Situation & context.
- 3. Question & feedback.

Limitation:

- The features from the survey data is not suitable for making future prediction on the customers' satisfaction.
 The goal is to perform data mining to gain feature insight and estimate the customer churn cost.
- 2. Survey is not perfect method for gathering customers' preference and feedback, hence additional research need to be done to obtain a more holistic picture.

2. CUSTOMER CHURN COST.

Churn cost brief calculation:

Life time value

= (Luggage + Food + Class) * Two-way flight * Frequency per year.

Potential loss due to customer churn:

Satisfaction <fctr></fctr>	CustomerType <fctr></fctr>	total_customer_lif <chr></chr>	e_time_value
neutral_or dissatisfied	disloyal_customer	\$23,957,000	
neutral_or dissatisfied	loyal_customer	\$38,268,350	38.3M + 3.8
neutral_or dissatisfied	NA	\$7,683,650	30.311 + 3.0
satisfied	disloyal_customer	\$9,029,150	
satisfied	loyal_customer	\$93,829,650	
satisfied	NA	\$11,864,000	

Satisfaction <fctr></fctr>	CustomerType <fctr></fctr>	TypeTravel <fctr></fctr>	total_customer <chr></chr>	_life_time_value
neutral_or dissatisfied	disloyal_customer	business_travel	\$22,931,550	
neutral_or dissatisfied	disloyal_customer	personal_travel	\$52,950	
neutral_or dissatisfied	disloyal_customer	NA	\$972,500	
neutral_or dissatisfied	loyal_customer	business_travel	\$29,359,650	
neutral_or dissatisfied	loyal_customer	personal_travel	\$6,861,000	29.4M + 6.9
neutral_or dissatisfied	loyal_customer	NA	\$2,047,700	
neutral_or dissatisfied	NA	business_travel	\$6,808,650	2.454 + 0.4
neutral_or dissatisfied	NA	personal_travel	\$875,000	3.4M + 0.4
satisfied	disloyal_customer	business_travel	\$8,676,900	
satisfied	disloyal_customer	personal_travel	\$9,750	

3. MODEL COMPARISON.

model <chr></chr>	accuracy <dbl></dbl>	f_meas <dbl></dbl>	kap <dbl></dbl>	precision <dbl></dbl>	roc_auc <dbl></dbl>	sens <dbl></dbl>
Model XGB	0.9342963	0.9263206	0.8670375	0.9214636	0.9832798	0.9312292
Model Random Forest	0.9988678	0.9987242	0.9977065	0.9982611	0.9999931	0.9991877
Model Decision Tree	0.9180333	0.9071656	0.8337917	0.9114156	0.9651462	0.9029551
Model GLM Logistic	0.8329616	0.8111264	0.6614002	0.8135725	0.9067672	0.8086950

model <chr></chr>	accuracy <dbl></dbl>	f_meas <dbl></dbl>	kap <dbl></dbl>	precision <dbl></dbl>	roc_auc <dbl></dbl>	sens <dbl></dbl>
Model XGB	0.9300337	0.9204872	0.8580281	0.9131143	0.9815786	0.9279801
Model Random Forest	0.9523523	0.9459152	0.9033418	0.9372460	0.9916267	0.9547461
Model Decision Tree	0.9154223	0.9028450	0.8279623	0.9052242	0.9661453	0.9004783
Model GLM Logistic	0.8324904	0.8094085	0.6600066	0.8038646	0.9057824	0.8150294

4. MODEL INTERPRETATION.

Decision Tree:

Feature	Ιı	mportance
"Inflight_entertainment"	" :	11735.61"
"Seat_comfort"	"	7535.76"
"Online_support"	"	5539.10"
"Ease_of_Onlinebooking"	"	4853.10"
"Online_boarding"	"	4023.79"
"Checkin_service"	"	2251.94"
"Food_drink"	"	1880.90"
"CustomerType_loyal_customer"	"	1140.57"
"Gate_location"	"	898.83"
"Departure_Arrival_time_convenient"	"	829.23"
"Cleanliness"	"	819.90"
"Onboard_service"	"	804.52"
"Inflightwifi_service"	"	646.38"
"Baggage_handling"	"	631.53"
"Class"	"	631.46"
"Leg_room_service"	"	613.96"
"TypeTravel_personal_travel"	"	410.03"
"Age_X_20_25_"	"	15.91"
"Age_X_65_above_"	"	10.32"
"DepartureDelayin_Mins"	"	6.97"
"Age_X_60_65_"	"	5.75"
"Age_X_35_40_"	"	4.45"
"Age_X_25_30_"	"	3.79"
"Age_X_45_50_"	"	1.71"
"Age_X_30_35_"	"	1.22"

Decision Tree splitting path:

- 1. Inflight entertainment (>= 5) > Loyal customer > Class (== 3) > Business travel > Check-In service (>= 4)
- 2. Inflight entertainment (>= 5) > Loyal customer > Class (== 3) > Business travel > Check-In service (>= 4) > Seat comfort (<= 4)
- 3. Inflight entertainment (>= 5) > Loyal customer > Class (== 3) > Business travel > Check-In service (>= 4) > Seat comfort (>= 5) > Gate location (>= 5)
- 4. Inflight entertainment (>= 5) > Loyal customer > Class (== 3) > Personal travel > Leg room service (>= 5)
- 5. Inflight entertainment (>= 5) > Loyal customer > Class (<= 2) > Seat comfort (== 6) > Check-In service (>= 4)
- 6. Inflight entertainment (>= 5) > Loyal customer > Class (<= 2) > Seat comfort (<= 5) > Departure arrival time convenient (<= 5) > Food drink (<= 4)
- 7. Inflight entertainment (>= 5) > Loyal customer > Class (<= 2) > Seat comfort (<= 5) > Departure arrival time convenient (<= 5) > Food drink (>= 4) > Gate location (>= 5)
- 8. Inflight entertainment (>= 5) > Loyal customer > Class (<= 2) > Seat comfort (<= 5) > Departure arrival time convenient (>= 5) > Personal travel
- 9. Inflight entertainment (>= 5) > Loyal customer > Class (<= 2) > Seat comfort (<= 5) > Departure arrival time convenient (>= 5) > Business travel > Seat comfort (>= 5)

Logistic Regression:

Feature	3	Odds Ratio
"(Intercept)"	"-11.5219"	"0.000"
"CustomerType_loyal_customer"	" 2.0452"	"7.731"
"TypeTravel_personal_travel"	" -0.7768"	"0.460"
"Inflight_entertainment"	" 0.7158"	"2.046"
"Age_X_20_25_"	" 0.6252"	"1.869"
"Class"	" 0.3470"	"1.415"
"Age_X_65_above_"	" -0.3296"	"0.719"
"Onboard_service"	" 0.3095"	"1.363"
"Checkin_service"	" 0.2986"	"1.348"
"Seat_comfort"	" 0.2916"	"1.339"
"Leg_room_service"	" 0.2462"	"1.279"
"Ease_of_Onlinebooking"	" 0.2250"	"1.252"
"Departure_Arrival_time_convenient"	" -0.2233"	"0.800"
"Food_drink"	" -0.1926"	"0.825"
"DepartureDelayin_Mins"	" -0.1810"	"0.834"
"Online_boarding"	" 0.1587"	"1.172"
"Gate_location"	" 0.1285"	"1.137"
"Online_support"	" 0.1010"	"1.106"
"Baggage_handling"	" 0.0934"	"1.098"
"Cleanliness"	" 0.0917"	"1.096"
"Inflightwifi_service"	" -0.0651"	"0.937"

5. FIND OPTIMAL DISCRIMINANT THRESHOLD.

Satisfaction <fctr></fctr>	CustomerType_loyal_customer <dbl></dbl>		total_customer_life_time_value <chr></chr>
0	0	0	\$20,283,150
0	0	1	\$43,000
0	1	0	\$26,217,300
0	1	1	\$5,949,150
1	0	0	\$7,419,450
1	0	1	\$6,500
1	1	0	\$73,082,100
1	1	1	\$5,140,050

Actual customer life time value on TRAIN set.

.pred_class <fctr></fctr>	CustomerType_loyal_customer <dbl></dbl>		total_customer_life_time_value <chr></chr>
0	0	0	\$23,351,850
0	0	1	\$44,300
0	1	0	\$26,604,450
0	1	1	\$6,496,500
1	0	0	\$4,350,750
1	0	1	\$5,200
1	1	0	\$72,694,950
1	1	1	\$4,592,700

Actual customer life time value on after adjusting the threshold to ${\bf 0.75}$

6. ESTIMATED REDUCTION IN CUSTOMER CHURN COST.

Reduction in churn cost after improving the top 5 important features:

Satisfaction <fctr></fctr>	CustomerType_loyal_customer <dbl></dbl>	TypeTravel_personal_travel <abl></abl>	total_custome <chr></chr>	r_life_time_value
0	0	0	\$2,810,450	
0	0	1	\$12,550	
0	1	0	\$3,643,400	T . I . I ON
0	1	1	\$2,550,400	Total 6.19M
1	0	0	\$1,088,650	
1	0	1	\$4,550	
1	1	0	\$10,460,350	
1	1	1	\$2,280,450	

Customer churn cost on TEST set (before improving the rating)

.pred_class <fctr></fctr>	CustomerType_loyal_customer <dbl></dbl>	TypeTravel_personal_travel <dbl></dbl>	total_customer <chr></chr>	_life_time_value	
0	0	0	\$3,468,550		
0	0	1	\$14,500		
0	1	0	\$1,332,050	Total 2 / FM	
0	1	1	\$1,320,450	Total 2.65M	
1	0	0	\$430,550	3.54M of reduction (57 %
1	0	1	\$2,600	or reaction (
1	1	0	\$12,771,700		
1	1	1	\$3,510,400		

Customer churn cost on TEST set (after improving the rating)

Reduction in neutral/dissatisfied proportion:

	percentile	prob
[1,]	"0%"	"0.0000"
[2,]	"2.5%"	"0.0000"
[3,]	"5%"	"0.2941"
[4,]	"7.5%"	"0.3012"
[5,]	"10%"	"0.3012"
[6,]	"12.5%"	"0.3012"
[7,]	"15%"	"0.3012"
[8,]	"17.5%"	"0.3237"
[9,]	"20%"	"0.3237"
[10,]	"22.5%"	"0.6031"
[11,]	"25%"	"0.6031"
[12,]	"27.5%"	"0.6031"
[13,]	"30%"	"0.7554"

```
neutral_or dissatisfied satisfied 0.4526766 0.5473234
```

15–22.5% of reduction between **0.5–0.75** discriminant threshold

7. RECOMMENDATION & NEXT STEPS.

Recommendation/Next steps on neutral/dissatisfied customers & user research:

- 1. Extend the user research to interviews with different segment of customers after performing the customer segmentation.
- 2. Extend the user research to value mapping to map out and analyse the customer touchpoint and user journey.
- 3. Investigate the `Departure_Arrival_time_convenient` and `Food_drink` feature as there could be a data error.
- 4. Perform feature prioritisation by analysing the business capabilities and feasibility for the top N important features, and the estimated reduction in customer churn cost.
- 5. Pay extra attention to loyal business travellers since the customer churn cost is higher as they travel more frequently than the personal travellers.

THE END.