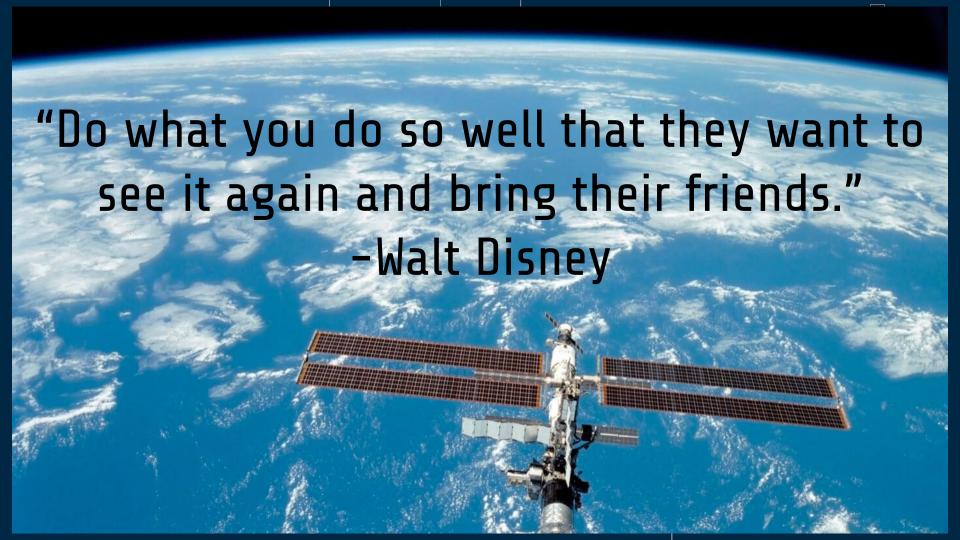
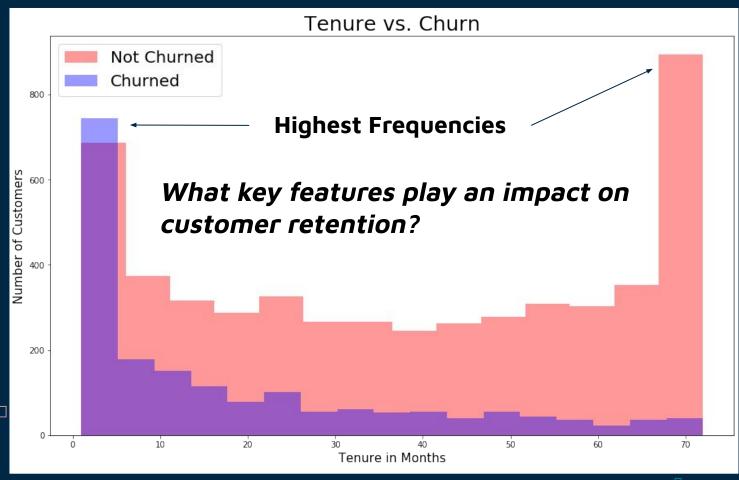
CUSTOMER RETENTION CLASSIFICATION Matthew Lipman February 19, 2021



CHURN

Customer retention is a mainstay for profitability and success.

Customers who churn have a shorter transactional lifecycle



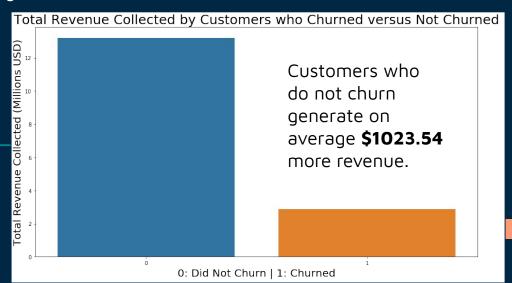
UNDERSTANDING THE PROBLEM

IS IT POSSIBLE?

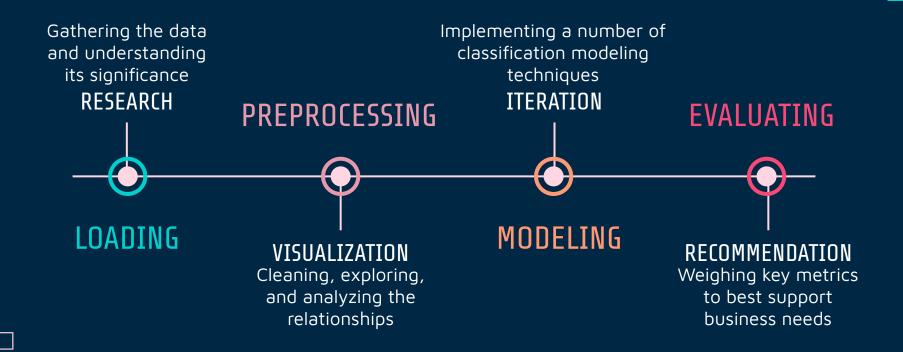
Can churn be explained and understood through a model? If so, which features have the strongest association?

HOW?

Can Telco reduce churn? What can other businesses learn about what features drive churn?



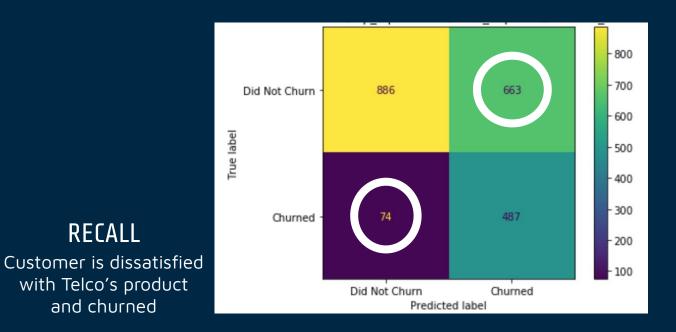
METHODOLOGY



RESULTS: MINIMIZE COSTLY SITUATIONS

RECALL

and churned

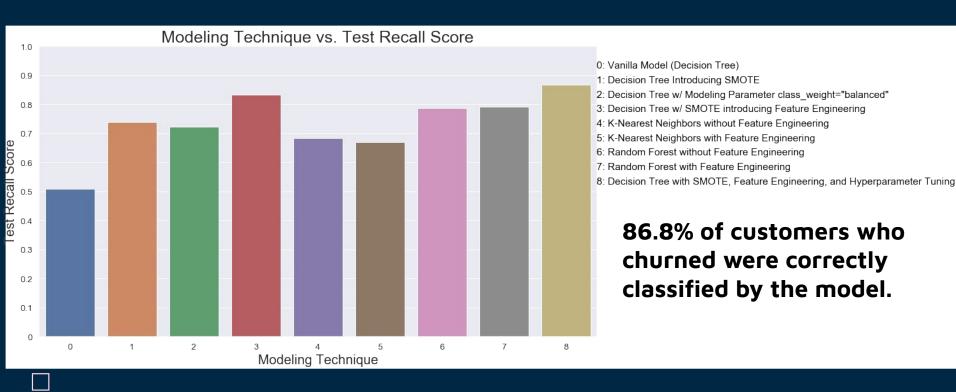


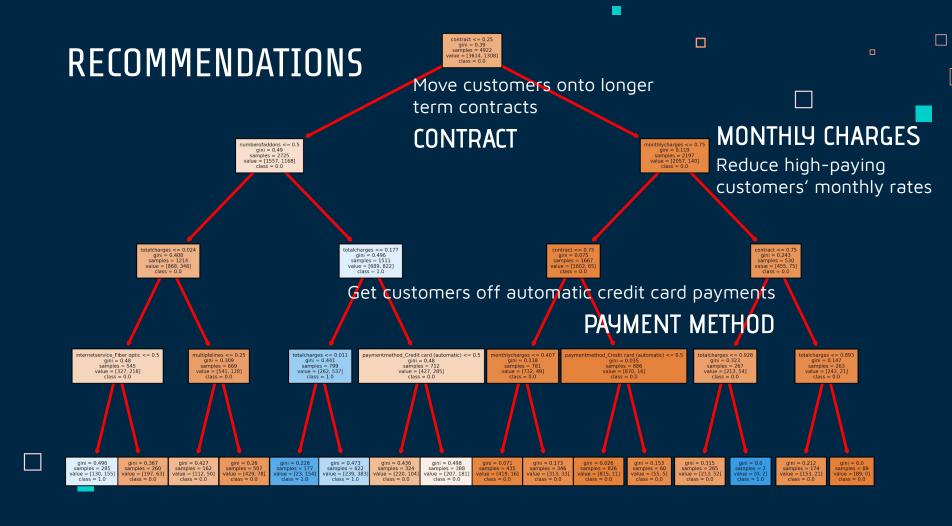
ACCURACY

Customer is satisfied with Telco's product and remained a paying customer

Focusing on reducing recall minimizes costly situations where a customer churns.

RESULTS: FINDING THE RIGHT MODEL





RECOMMENDATIONS



Treat all indicators of a potential churner with urgency. Better safe than sorry.

FUTURE WORK

MODEL

1MPLEMENTATION



Conduct a short term study on the financial effects of converting customers onto longer term contracts, reducing monthly rates, and changing payment methods.

FINE TUNE UNDERSTANDING OF SERVICE ADD-ONS



Through a Principle Component Analysis (PCA), investigate which service add-ons have the strongest impact on churn.

REDUCE OVERFITTING



Increase the number of cross validations to conduct more hyperparameter tuning.



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THANKS

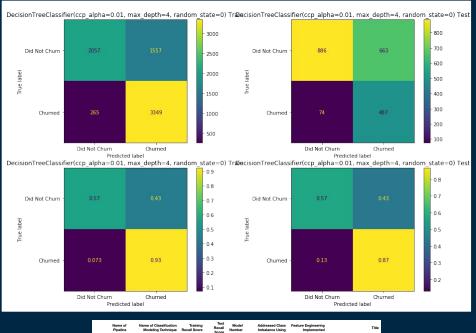






Appendix available upon request

APPENDIX



	Name of Pipeline	Name of Classification Modeling Technique	Training Recall Score	Test Recall Score	Model Number	Addressed Class Imbalance Using	Feature Engineering Implemented	Title
0	pipe_1	Decision Tree	0.510	0.510	0	None	No	Vanilla Model (Decision Tree)
1	pipe_2	Decision Tree	0.815	0.738	1	SMOTE	No	Decision Tree introducing SMOTE
2	pipe_3	Decision Tree	0.742	0.722	2	class_weight="balanced"	No	Decision Tree with modeling parameter class_we
3	pipe_4	Decision Tree	0.894	0.832	3	SMOTE	Yes	Decision Tree with SMOTE introducing Feature E
4	pipe_knn	K-Nearest Neighbors	0.951	0.684	4	SMOTE	No	K-Nearest Neighbors without Feature Engineering
5	pipe_knn_fe	K-Nearest Neighbors	0.929	0.670	5	SMOTE	Yes	K-Nearest Neighbors with Feature Engineering
6	pipe_rf	Random Forest	0.861	0.786	6	SMOTE	No	Random Forest without Feature Engineering
7	pipe_rf_fe	Random Forest	0.855	0.791	7	SMOTE	Yes	Random Forest with Feature Engineering
8 p	pipe_dt_fe_best	Decision Tree	0.927	0.868	8	SMOTE	Yes	Decision Tree with SMOTE, Feature Engineering,

