

Student: Steven Melendez Lara - Group: 6-C

# 1. Task Description

Hello,

Blackwell Electronics' board of directors is considering acquiring Electronidex, a start-up electronics online retailer. The board of directors has asked us to help them better understand the clientele that Electronidex currently is serving and if it would be an optimal partnership.

They need our help to identify purchasing patterns that will provide insight into Electronidex's clientele. Attached is a CSV file that contains one month's (30 days' worth) of Electronidexes online transactions and a file containing all the electronics that they currently sell. Due to their lack of funding, Electronidex is only able to pull data on the items that customers purchased per their transactions.

I would like you to use R to conduct a market basket analysis. You will be discovering any interesting relationships (or associations) between customer's transactions and the item(s) they've purchased. These associations can then be used to drive sales-oriented initiatives such as recommender systems like the ones used by Amazon and other eCommerce sites.

To help Blackwell's board of directors form a clearer picture of Electronidex's customer buying patterns, please consider the following questions while you're performing your analysis:

- Are there any interesting patterns or item relationships within Electronidex's transactions?
- Would Blackwell benefit from selling any of Electronidex's items?
- In your opinion, should Blackwell acquire Electronidex?
- If Blackwell does acquire Electronidex, do you have any recommendations for Blackwell? (Excross-selling items, sale promotions, should they remove items, etc.)

Once you've completed your market basket analysis, please put together a formal business report in Word. Thank you in advance!

Best,

Danielle Sherman
Chief Technology Officer
Blackwell Electronics
www.blackwellelectronics.com



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#### 2. Task Solution

Two data sets (ElectronidexItems2017.xlsx and ElectronidexItems2017.pdf) were provided by the CTO to help Blackwell's board of directors to get a clear picture of Electronidex's customer buying patterns, the final deliverables are:

- Are there any interesting patterns or item relationships within Electronidex's transactions?
- Would Blackwell benefit from selling any of Electronidex's items?
- In your opinion, should Blackwell acquire Electronidex?
- If Blackwell does acquire Electronidex, do you have any recommendations for Blackwell? (Excross-selling items, sale promotions, should they remove items, etc.)

In order to solve this task, the list below, are the general steps taken to approach the solution.

# 2.1 Steps Sequence

## Step 1 - Exploratory Analysis

The exploratory analysis give us ideas of the level of analysis and data cleaning requirements. Two levels were defined: Categories (18) and Products (125). The data cleaning didn't required efforts, a product rearrangement within two categories was conducted. Two items were identified as software ("Computer Game" and "Microsoft Office Home and Student 2016"). As a result, a new category was created and these two items were placed on it. The product "iPhone Charger Cable" was moved from computer cords to accessories. The product rearrangement is listed in figure 1.

| Categories               | <b>Qty of Products</b> |
|--------------------------|------------------------|
| Monitors                 | 10                     |
| Laptops                  | 10                     |
| Computer Headphones      | 10                     |
| Computer Mice            | 10                     |
| Mouse and Keyboard Combo | 9                      |
| Computer Cords           | 9                      |
| Speakers                 | 9                      |
| Keyboard                 | 9                      |
| Desktop                  | 9                      |
| Active Headphones        | 6                      |
| Printers                 | 5                      |
| Printer Ink              | 5                      |
| Smart Home Devices       | 5                      |
| Computer Tablets         | 5                      |
| Computer Stands          | 5                      |
| External Hardrives       | 5                      |
| Accessories              | 4                      |
| Total                    | 125                    |

| Categories               | <b>Qty of Products</b> |
|--------------------------|------------------------|
| Monitors                 | 10                     |
| Laptops                  | 10                     |
| Computer Headphones      | 10                     |
| Computer Mice            | 10                     |
| Mouse and Keyboard Combo | 9                      |
| Computer Cords           | 8                      |
| Speakers                 | 9                      |
| Keyboard                 | 9                      |
| Desktop                  | 9                      |
| Active Headphones        | 6                      |
| Printers                 | 5                      |
| Printer Ink              | 5                      |
| Smart Home Devices       | 5                      |
| Computer Tablets         | 5                      |
| Computer Stands          | 5                      |
| External Hardrives       | 5                      |
| Accessories              | 3                      |
| Software                 | 2                      |
| Total                    | 125                    |

Figure 1 – Categories rearrangement

Step 2 - Create frequency plots to determine the best rules to discover product associations

Step 3 - Rules creation and analysis

Step 4 - Final recommendations



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#### 3. Results

The market basket analysis was conducted with the transaction file, a frequency charts (Figure 2) were develop showing some patterns in regards the quantity of transactions per products.

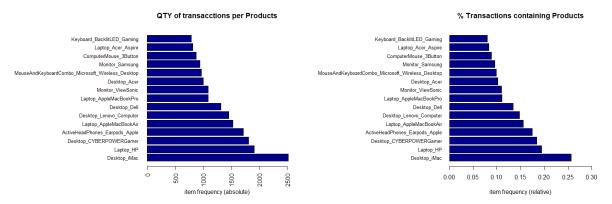


Figure 2 – Item frequency for product categories in terms of transactions.

In order to clearly identify the most frequent items, two levels of analysis were created (Level I - Categories and Level II - Products).

#### Level I - Analysis per Category

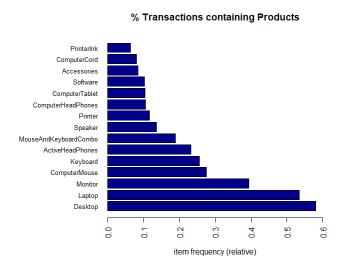


Figure 3 - Analysis per Category

Figure 3 shows that Desktops, Laptops and Monitors are the most frequent categories in terms of transactions. So, we can clearly identify main products and complementary products, since customers that first buys a computer tends to buy a mouse and not the opposite. Therefore, Desktops and Laptops will be considered "main products" and the other categories will be considered as "complementary products".

Figure 4 contains a matrix with the categories designated as "main" and "complementary" products, the products considered "complementary" were included as recommended products after a client purchasing a main product.



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| Categories               | Main / Complementary  |
|--------------------------|-----------------------|
| Desktop                  | Main Product          |
| Laptops                  | Main Product          |
| Computer Headphones      | Complementary Product |
| Computer Mice            | Complementary Product |
| Mouse and Keyboard Combo | Complementary Product |
| Computer Cords           | Complementary Product |
| Speakers                 | Complementary Product |
| Keyboard                 | Complementary Product |
| Monitors                 | Complementary Product |
| Active Headphones        | Complementary Product |
| Printers                 | Complementary Product |
| Printer Ink              | Complementary Product |
| Smart Home Devices       | Complementary Product |
| Computer Tablets         | Complementary Product |
| Computer Stands          | Complementary Product |
| External Hardrives       | Complementary Product |
| Accessories              | Complementary Product |
| Software                 | Complementary Product |

Figure 4 - Main Product and Complementary Products

Rule # 1 – Productcategory: Based on the statements described above, rule # 1 (Figure 5) was created subtracting the Laptops and Desktops categories from the rhs side of the rule, with support: 0.025 and confidence: 0.1

```
> inspect(sort(Productcategory.rules, by='confidence<sup>T</sup>, decreasing = T)[1:10])
                                                  confidence lift
    1hs
                      rhs
                                        support
[1]
    {Desktop,Laptop} => {Monitor}
                                        0.18254856 0.5689382 1.447069 1795
    {Desktop} => {Monitor}
[2]
                                       0.27865351 0.4803647
                                                            1.221786 2740
[3]
    {Laptop}
                   => {Monitor}
                                        0.24051663 0.4499619
    {Desktop,Laptop} => {ComputerMouse} 0.12244483 0.3816165 1.390306 1204
[4]
[5]
    {Desktop,Laptop} => {Keyboard}
                                        0.11471575 0.3575277
                   [6]
    {Desktop}
[7]
    {Desktop}
                   => {Keyboard}
                                        0.17827723 0.3073282
[8]
                   => {ComputerMouse}
                                        0.16332757 0.3055556
    {Laptop}
                                                            1.113200 1606
[9]
    {Desktop,Laptop} => {ActiveHeadPhones} 0.09396929 0.2928685 1.260296
                                        0.14736093 0.2756849 1.078715 1449
[10] {Laptop}
                    => {Keyboard}
```

Figure 5 - Top 10 categories for Rule #1 - Productcategory

The top 10 rules show customers that first buys Desktops and / or Laptops tends to buy monitors, computer mouse, keyboard and active head phones as complementary products.

#### Level II - Analysis per Products (items)

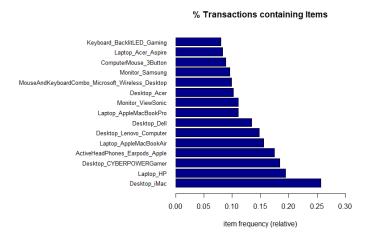


Figure 6 – Analysis per Product

Figure 6 shows the item frequency per product, for example Desktop iMac was the most transacted product.



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Rule # 2 – Product Type: This rule was created to subtract the Laptops and Desktops categories from the rhs side of the rule, using support: 0.001 and confidence: 0.1

```
lift count
[1] {Laptop_Acer_Aspire
       Laptop_ChromebookASUS,
Desktop_Dell,
                                     => {Monitor_viewSonic} 0.001220380 0.8571429 7.768005
       Laptop_HP}
[2] {Laptop_ChromebookASUS,
       Desktop_CYBERPOWERGamer,
Desktop_Dell,
                                     => {Monitor_viewSonic} 0.001728872 0.7391304 6.698497
        Laptop_HP}
[3] {Laptop_Acer_Aspire.
       Desktop_Acer,
Desktop_Dell,
       Laptop_HP,
       Desktop_iMac}
                                     => {Monitor_ViewSonic} 0.001322079 0.7222222 6.545264
[4] {Laptop_Acer_Aspire,
Laptop_ChromebookASUS,
Desktop_Dell,
Desktop_Lerr,
Desktop_imac}

[5] {Laptop_Acer_Aspire,
Laptop_ChromebookASUS,
Laptop_HP,
Desktop_imac}
                                     => {Monitor ViewSonic} 0.001016984 0.7142857 6.473338
                                                                                                           10
                                     => {Monitor_viewSonic} 0.001627174  0.6956522  6.304468
                                                                                                           16
[6] {Laptop_ChromebookASUS,
Desktop_CYBERPOWERGamer,
Desktop_Dell,
       Laptop_HP,
Desktop_iMac}

[7] {Laptop_Acer_Aspire,
Laptop_ChromebookASUS,
                                     => {Monitor_ViewSonic} 0.001118682 0.6875000 6.230588
                                     => {Monitor_ViewSonic} 0.002237364  0.6470588  5.864082
       Laptop_HP}
[8] {Laptop_AppleMacBookAir,
Laptop_ChromebookASUS,
Desktop_Dell}
[9] {Laptop_ChromebookASUS,
                                     => {Monitor_viewSonic} 0.001118682  0.6470588  5.864082
       Desktop CYBERPOWERGamer.
       Desktop_Dell,
Desktop_iMac}
                                     => {Monitor_viewSonic} 0.001423777 0.6363636 5.767155
[10] {Desktop_Acer,
       Laptop HP.
                                     => {Monitor_viewSonic} 0.001220380 0.6315789 5.723793
       Desktop_Intel}
```

Figure 7 – Rule # 2 – Product Type

Figure 7 shows that Monitor ViewSonic is the most frequent item when Desktop and Laptops are bought together or separately. In order to get in-depth understanding of complementary items, three additional rules were created to identity the top 10 items when Desktop iMac, Laptop HP and Desktop Cyberpower Gamer are bought.

Rule # 3 – iMac Association Rule: This rule was created to find out which items are frequently bought with iMac Desktops. Laptops and Desktops categories were removed from the rhs side of the rule and lhs = iMac Desktop, using support: 0.001 and confidence: 0.1.

```
> inspect(sort(imac.association.rules, by='confidence', decreasing = T)[1:10])
                                                                                    confidence lift
     Ìhs
                                                                        support
     {Desktop_iMac} => {Monitor_ViewSonic}
                                                                        0.04942540 0.1929337
[1]
                                                                                               1.7484950 486
[2]
     {Desktop_iMac} => {ActiveHeadPhones_Earpods_Apple}
                                                                        0.04027255 0.1572052
                                                                                               0.9013406 396
                                                                                               1.4632673
     {Desktop_iMac} => {ComputerMouse_3Button}
                                                                        0.03335706 0.1302104
[3]
[4]
     {Desktop_iMac} => {Keyboard_AppleMagic}
                                                                        0.03234008 0.1262406 1.7607426 318
     {Desktop_iMac} => {Software_MicrosoftOffice_HomeandStudent2016} 0.03101800 0.1210798
                                                                                               1.8204551 305
Г51
     {Desktop_iMac} => {Monitor_Samsung}
[6]
                                                                        0.03091630 0.1206828
                                                                                               1.2610777 304
     {Desktop_iMac} => {Monitor_ASUS2}
{Desktop_iMac} => {Monitor_ASUS2}
                                                                        0.02806875 0.1095673
                                                                                               1.9001325 276
[7]
                                                                                               1.9481854 272
[8]
                                                                        0.02766195 0.1079794
     {Desktop_iMac} => {Keyboard_BacklitLED_Gaming}
                                                                        0.02756026 0.1075824
                                                                                               1.3475892 271
    {Desktop_iMac} => {Monitor_HP}
                                                                        0.02684837 0.1048035 1.4494132 264
```

Figure 8 - Rule #3 - iMac association rule

Figure 8 shows that Monitors from different brands, active headphones, computer mouse and MS software are the type of products that are bought together with an iMac Desktop.

Rule # 4 – HP Laptop Association Rule: This rule was created to find out which items are frequently bought with HP Laptops. Desktops and Laptops categories were removed from the rhs side of the rule and lhs = HP Laptop, using support: 0.001 and confidence: 0.1.



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```
> inspect(sort(hplaptop.association.rules, by='confidence', decreasing
                                                                         = T)[1:10]
                    rhs
                                                                         support
                                                                                    confidence lift
                                                                                                          count
                                                                         0.04800163 0.2472499
                                                                                               2.2407447 472
[1]
     {Laptop_HP} =>
                    {Monitor_ViewSonic}
[2]
     {Laptop_HP} =>
                    {ActiveHeadPhones_Earpods_Apple}
                                                                         0.03274687 0.1686747
                                                                                               0.9671011 322
[3]
     {Laptop_HP} =>
                    {Keyboard_AppleMagic}
                                                                         0.02888233 0.1487690
                                                                                               2.0749581
[4]
     {Laptop_HP} => {Monitor_Samsung}
                                                                         0.02756026 0.1419591
[5]
     {Laptop_HP} =>
                    {Software_MicrosoftOffice_HomeandStudent2016}
                                                                         0.02339062 0.1204819
                                                                                               1.8114660
[6]
     {Laptop_HP} =>
                    {MouseAndKeyboardCombo_Microsoft_Wireless_Desktop} 0.02318723 0.1194343
                                                                                               1.2119681 228
     {Laptop_HP} => {ComputerMouse_3Button}
                                                                         0.02267873 0.1168151
                                                                                               1.3127346
[8]
     {Laptop_HP} => {Monitor_LG}
                                                                         0.02166175 0.1115767
                                                                                               1.9349808 213
[9]
     {Laptop_HP} => {Monitor_HP}
                                                                         0.02105156 0.1084337
                                                                                               1.4996187
[10] {Laptop_HP} => {Monitor_ASUS}
                                                                         0.02023797 0.1042431
                                                                                               1.8807743 199
```

Figure 9 – Rule # 4 – HP Laptop association rule

Figure 9 shows that Monitors from different brands, active headphones, computer mouse and MS software are the type of products that are bought together with a HP Laptop.

**Rule #5 – Cyberpower Gamer Desktop Association Rule:** This rule was created to find out which items are frequently bought with Cyberpower Desktops. Laptops and Desktops categories were removed from the rhs side of the rule and lhs = Desktop\_CYBERPOWERGamer, using support: 0.001 and confidence: 0.1.

```
> inspect(sort(cyberpower.association.rules, by='confidence', decreasing = T)[1:10])
                                    rhs
                                                                                            support
                                                                                                       confidence lift
     {Desktop_CYBERPOWERGamer} =>
                                    {ActiveHeadPhones_Earpods_Apple}
                                                                                            0.03834028 0.20840243 1.194881 377
[1]
     {Desktop_CYBERPOWERGamer}
                                     {Monitor_Samsung}
                                                                                            0.03101800 0.16860144 1.761804
     {Desktop_CYBERPOWERGamer} =>
                                     {Monitor_ViewSonic}
                                                                                            0.02430591 0.13211719 1.197335 239
[4]
     {Desktop_CYBERPOWERGamer} => {ComputerMouse_3Button}
                                                                                            0.02094986 0.11387507 1.279695 206
     {Desktop_CYBERPOWERGamer} =>
                                    {Keyboard_BacklitLED_Gaming}
                                                                                            0.01972948 0.10724157 1.343320 194
[6]
     {Desktop_CYBERPOWERGamer} =>
                                    [MouseAndKeyboardCombo_Microsoft_Wireless_Desktop] 0.01952609 0.10613599 1.077023 192
     {Desktop_CYBERPOWERGamer} =>
                                                                                            0.01922099 0.10447761 1.771256 189
                                    {Monitor_Acer}
     {Desktop_CYBERPOWERGamer} => {Software_MicrosoftOffice_HomeandStudent2016} {Desktop_CYBERPOWERGamer} => {Accessories_MousePad_Belkin}
                                                                                           0.01637344 0.08899945 1.338122 161
Г81
[9]
                                                                                            0.01474626 0.08015478 1.368337
[10] {Desktop_CYBERPOWERGamer} => {Keyboard_AppleMagic}
                                                                                           0.01464456 0.07960199 1.110250 144
```

Figure 10 – Rule # 5 – Cyberpower Gamer desktop association rule

Figure 10 shows that active headphones, monitors, computer mouse and keyboards are the type of products that are bought together with Cyberpower Gamer desktops.

To finalize this result section, an analysis of the transaction table is made, based on the outcomes of the transaction summary listed in figure 11.

```
transactions as itemMatrix in sparse format with 9835 rows (elements/itemsets/transactions) and
125 columns (items) and a density of 0.03506172
most frequent items:
                                                  HP Laptop CYBERPOWER Gamer Desktop
1909 1809
                                                                                                            Apple Earpods
1715
                                                                                                                                      Apple MacBook Air
                                                                                                                                                                                  (Other)
33622
element (itemset/transaction) length distribution:
   0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 2 163 1647 1294 1021 856 646 540 439 353 247 171 119 77 72 56 41 26
                                                                                                                  18
20
                                                                                                                        19
10
  Min. 1st Qu. Median Mean 3rd Qu. Max. 0.000 2.000 3.000 4.383 6.000 30.000
includes extended item information - examples:
1 1TB Portable External Hard Drive
  2TB Portable External Hard Drive
                        3-Button Mouse
```

Figure 11 – Transaction table summary

There are 9835 transactions and 125 items. Using density, we can estimate how many items were purchased (9835 x 125 x 0.035061)  $\sim 43,103$  items.

In terms of number of items per transaction we found that 62% of the transactions contains between 1 and 4 items. The split of this 62% is: 22% of transactions contains 1 item, 17% of transactions contains 2 items, 13% of transaction contains 3 items and 10% of transaction contains 4 items. An image to identify this trend is showed in figure 12.



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# **Number of items per transactions**

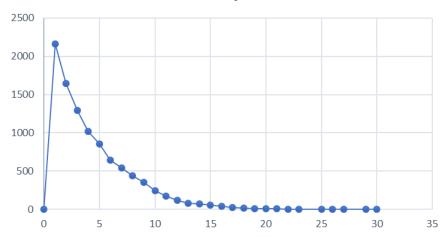


Figure 12 – Number of items per transactions

#### 4. Results Discussion

There are interesting patterns within Electronidex's transactions such as:

- 62% of transactions containing between 1 4 items.
- 31% of transactions containing between 5 10 items.

# 2 Items 5 Items 6 Items 8 Items 9 Items 1 Items 3 Items 7 Items 10 1... <

# NUMBER OF ITEMS PER TRANSACTION

This transaction pattern clearly shows that two or more type of customer exists, such as individuals and corporate customers.

Generally, the main products are Desktops (iMac and CyberGamer) and Laptops (HP) and the complementary products are Monitors (Viewsonic, Samsung), Apple Earpods and computer mouse.

However, we can drill down the top products to more specific "complementary products" if we analyze rule # 3, 4 and 5 separately.



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#### 5. Recommendations

The recommendations for this analysis are:

Disclaimer: Since this is one-month data, the results of this analysis can be biased. Additional months are required to determine consistent sales patterns.

- 1- Blackwell can be beneficed of this purchase, since Eletronidex sales are oriented to high end products (Desktop, Laptops), while Blackwell products are oriented to low end products (monitors, warranties, peripheral). As a result, Electronidex's portfolio is complementary to Blackwell's portfolio.
- 2- Blackwell may acquire Electronidex to completement his product offerings and to enhance the client base.
- 3- Identify complementary products offered by Blackwell that are duplicated in Electronidex and remove those.
- 4- Rationalize the product portfolio of Desktops and Laptops
- 5- Rationalize the vendor base and increase the negotiation power to reduce the cost and increase gross margin per product

# 6. R scripts

Provided in a notebook.