

INTRODUCTION Predicting customer purchase behavior is crucial for optimizing marketing strategies, improving customer retention, and increasing sales. By analyzing customer demographics, purchase

history, and engagement, a predictive model can estimate the

likelihood of a customer making a purchase.

DATA PREPROCESSING

- Split dataset into features (X) and target (y).
- Apply standard techniques such as label encoding and handling missing values if any.
- Split the data into training (70%) and testing sets (30%).
- Feature scaling was not necessary for the Random Forest model.

MODEL SELECTION AND TUNING

Model: Random Forest Classifier

Handles both categorical and numerical data. Can model nonlinear relationships. Less prone to overfitting due to ensemble nature.

Performed GridSearchCV to optimize hyperparameters (n_estimators, max_depth, min_samples_split, min_samples_leaf).

MODEL EVALUATION METRICS

Cross-Validation Scores: [0.93666667 0.94666667 0.94666667 0.92333333 0.94666667]

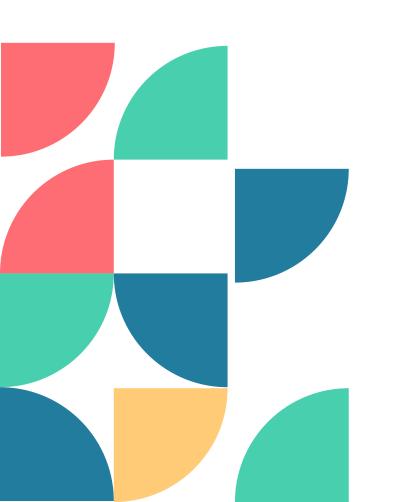
Mean CV Score: 0.94000000000000001

Accuracy Score: 0.94222222222222

Classification Report:

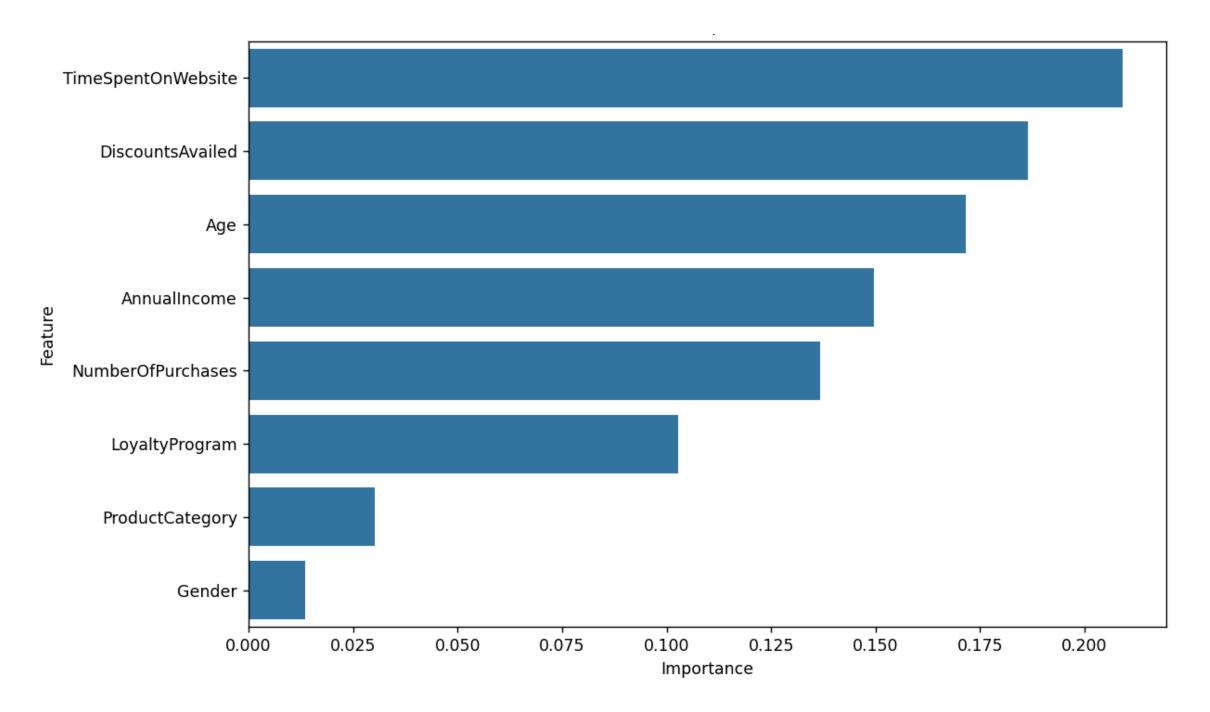
C1433111C4C1311	precision	recall	f1-score	support	
0	0.93	0.98	0.95	257	
1	0.97	0.90	0.93	193	
accuracy			0.94	450	
macro avg	0.95	0.94	0.94	450	
weighted avg	0.94	0.94	0.94	450	

Class O (No Purchase) and Class 1 (Purchase) metrics show balanced performance.









MODEL DEPLOYMENT The best model was saved using joblib as customer_purchase_model.pkl. This model can be deployed in production to predict customer purchase behavior based on new data.

CONCLUSION

The Random Forest model achieved a high accuracy of 94.22% and provided valuable insights into the most important features influencing customer purchases. This model can be used to predict purchase behavior, thereby assisting businesses in making data-driven decisions.

Future Work includes further tuning of the model with more advanced techniques like boosting algorithms and developing a user interface to visualize predictions.

THANKYOU Vismaya R