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## Personalize Expedia Hotel Searches - ICDM 2013

Tue 3 Sep 2013 – Mon 4 Nov 2013 (2 years ago)

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### Leaderboard

1. commendo - part of Opera Solutions
2. Owen
3. Jun Wang@UniGe
4. idle\_speculation
5. Bing Xu & MLRush & BrickMover
6. J.A. Guerrero
7. AuroraXie
8. n\_m & Pacific Rim
9. Gxav
10. Leustagos & Dmitry Efimov

### Forum (87 topics)

submission  
4 months agoopaque offers  
5 months agoData Usage beyond the contest  
6 months agotraining/test set variable  
difference RandomForest (R)  
8 months ago

prop\_location\_score1 and

Competition Details » [Get the Data](#) » [Make a submission](#)

## Learning to rank hotels to maximize purchases



Expedia is the world's largest online travel agency (OTA) and powers search results for millions of travel shoppers every day. In this competitive market matching users to hotel inventory is very important since users easily jump from website to website. As such, having the best ranking of hotels ("sort") for specific users with the best integration of price competitiveness gives an OTA the best chance of winning the sale.

For this contest, Expedia has provided a dataset that includes shopping and purchase data as well as information on price competitiveness. The data are organized around a set of "search result impressions", or the ordered list of hotels that the user sees after they search for a hotel on the Expedia website. In addition to impressions from the existing algorithm, the data contain impressions where the hotels were randomly sorted, to avoid the position bias of the existing algorithm. The user response is provided as a click on a hotel or/and a purchase of a hotel room.

Appended to impressions are the following:

- 1) Hotel characteristics
- 2) Location attractiveness of hotels
- 3) User's aggregate purchase history
- 4) Competitive OTA information

Models will be scored via performance on a hold-out set.

prop\_location\_score2  
9 months ago

Winning algorithm  
18 months ago

Started: 5:03 pm, Tuesday 3 September 2013 UTC

Ended: 11:59 pm, Monday 4 November 2013 UTC (62 total days)

Points: this competition awarded standard ranking points

Tiers: this competition counted towards tiers

teams

players

entries