

Large Language Models Yield Unsustainable Tourist Flows

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Abstract

This study quantifies the impact of generative AI on tourist flow using scenario-based projection models. We simulate one million US domestic tourists using Gemini 2.5 Flash and GPT 4.1 Nano. Their tourism patterns are compared to the null model and empirical-based simulations. Large language models generate tourist flows that are more seasonal, more unequal, and less reciprocal than empirical-based simulations. Geographic patterns, like mean travel distance and preference for neighboring states and intra-state destinations, vary by model. Findings show that the widespread adoption of generative AI can undermine the sustainability and resilience of tourism systems. We urge tourism scholars and practitioners to proactively assess the consequences of adopting generative AI in tourism.

Keywords: tourist flow network, social network analysis, generative AI impact, large language models, network simulation, scenario-based projection models

Introduction

A day would come when we no longer need to plan our trips. Or at least, that is what companies like OpenAI, Google, and Anthropic envision—easily “outsourcing” travel decisions to AI agents (Dawes, 2024). From writing code to composing music, generative AI is transforming how we do many things (Marr, 2023). Tourism is no exception in this regard. The majority of travelers are already using generative AI to plan their trips (Booking.com, 2025). In response, major online travel agencies like Expedia and TripAdvisor are integrating generative AI into their platforms (Expedia, 2023; TripAdvisor, 2023).

As tourism researchers, we pose a critical question: *What consequences await destinations if more tourists rely on generative AI to guide their travel decisions?* Some tourism and hospitality experts warn that generative AI can suppress destinations’ uniqueness and undermine the sustainability of tourism (Dogru et al., 2025; Lehto et al., 2025). Yet, we lack evidence to substantiate such concerns (Gössling & Mei, 2025; Mellors, 2025). This knowledge gap leaves tourism destinations and businesses uncertain about how to prepare for generative AI’s potential impacts, or to determine whether such preparation is even necessary.

In this study, we provide empirical insights into how this rapid adoption of generative AI may reshape tourism patterns. We do so using scenario-based projections simulating decisions of one million US

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domestic tourists. Scenarios include tourists making random choices, adhering to current patterns, and relying exclusively on large language models. The last scenario offers a “worst-case” benchmark for assessing whether the concerns about generative AI’s impacts are valid.

We show that compared to empirical-based simulations, large language models tend to concentrate visits during peak seasons and favor popular destinations. Large language models also produce tourism patterns where popular states primarily receive tourists while reciprocating fewer. However, these models show different tendencies regarding geographic patterns of tourist flows, like mean travel distance and preference for neighboring states and intra-state travel. We conclude that generative AI has the potential to undermine the sustainability and resilience of the tourism sector. While intuitive, this study offers valuable evidence quantifying how generative AI may reshape tourism patterns. These findings show the need for tourism scholars and practitioners to assess and prepare for generative AI’s impact on the tourism system.

Background

Study design

Empirical framework for testing popularity biases in large language model travel suggestions

This study proposes that LLMs have systematic biases in their suggestions, favoring popular tourism patterns while attenuating less popular ones. But first, we need to define the meaning of *bias*. Consider a situation where an algorithm has a four-in-ten chance of suggesting U.S. domestic tourists to visit New York City. Could we say that this algorithm has a systematic tendency to favor New York City as a tourism destination? We argue that to answer this question, one first need an empirical benchmark of what would “unbiased” suggestions look like. For example, if four in ten Americans visit New York City, then the algorithm’s tendency is simply reproducing what is expected in the real-world tourism patterns. If, however, only one in ten U.S. domestic tourists visit New York City, then the algorithm does favor New York City beyond the empirical expectation. This study defines algorithmic bias as systematic deviation from expected real-world patterns. Our empirical testing framework builds on this definition. We test algorithmic bias in large language models’ travel suggestions by modeling the divergence from the empirical baseline as a function of popularity factors.

Define number of tourist flow from origin i to destination j in month m as $Flow_{(i,j,m)}$. Let $P_{(i,j,m)}$ be the share of tourists from origin i to destination j in month m over all tourist flow ($Flow_{(i,j,m)} / \sum Flow_{(i,j,m)}$). Under the null condition that large language models produce “unbiased” travel suggestions, we expect:

$$Flow_{(i,j,m)}^{LLM} \sim \sum_{j,m} Flow_{(i,j,m)}^{LLM} \cdot P_{(j,m|i)}^{Empirical} = Baseline_{(i,j,m)} \quad (1)$$

where $P_{(j,m|i)}^{Empirical}$ is the share of tourists traveling to destination j in month m given origin i observed empirically ($P_{(i,j,m)} / \sum_{j,m} P_{(i,j,m)}$). This share is multiplied by total number of LLM-simulated tourists from origin i , which scales the expected number of tourists based on total tourist outflow from origin i . Meaning, the right hand side of Equation 1 is the baseline expectation when LLMs can perfectly replicate empirical tourism patterns ($Baseline_{(i,j,m)}$).

The focus of this study is on *popularity bias*, a specific instance of algorithmic bias where popular options are excessively favored and less popular ones gets underrepresented (Chen et al., 2023). We account for the following four types of popularity. The first two measure overall popularities of destinations and

months independently:

$$\begin{aligned} D_j &= \sum_{i,m} P_{(i,j,m)}^{\text{Empirical}} \\ M_m &= \sum_{i,j} P_{(i,j,m)}^{\text{Empirical}} \end{aligned} \quad (2)$$

where D_j is the popularity of destination j across all origins and months, and M_m is the popularity of month m across all origins and destinations.

While these two factors account for destination and month popularities independently, bias may also exist in specific combinations of destinations and months. We account for the popularity of specific destination-month pairs, as a joint probability of choosing destination j in month m beyond what can be expected from their independent popularities:

$$DM_{j,m} = \frac{\sum_i P_{(i,j,m)}^{\text{Empirical}}}{D_j \cdot M_m} \quad (3)$$

The denominator in Equation 3 is the expected popularity of the destination-month pair if destination and month popularities were independent. If $DM_{j,m} > 1$, destination-month pair (j, m) is more popular than expected under independence, while $DM_{j,m} < 1$ indicates the pair is less popular than expected. Similarly, we account for the popularity of specific origin-destination pairs:

$$OD_{i,j} = \frac{\sum_m P_{(i,j,m)}^{\text{Empirical}}}{O_i \cdot D_j} \quad (4)$$

where $O_i = \sum_{j,m} P_{(i,j,m)}^{\text{Empirical}}$. Same as Equation 3, $OD_{i,j}$ measures how popular the origin-destination pair (i, j) is compared to what would be expected if origin and destination popularities were independent.

We test the four popularity rescaling factors using the following multiplicative model:

$$\frac{\text{Flow}_{(i,j,m)}^{\text{LLM}}}{\text{Baseline}_{(i,j,m)}} = (D_j)^{\beta_1} \cdot (M_m)^{\beta_2} \cdot (DM_{j,m})^{\beta_3} \cdot (OD_{i,j})^{\beta_4} \quad (5)$$

Under the null hypotheses of no systematic bias, we expect all $\beta = 0$. If $\beta > 0$ for a factor, it positively rescales that factor's popularity in their suggestions; if $\beta < 0$, it negatively rescales that factor's popularity.

Figure 1 illustrate how different β_2 values (month popularity rescaling) affect the distribution of monthly tourist share. For example, if $\beta_2 = 1$, seasonal variation in tourist flow is amplified, whereas $\beta_2 = -1$ produces a uniform distribution across months. The model isolate the biases toward specific combinations because $DM_{j,m}$ and $OD_{i,j}$ measure popularities beyond independent popularities of a single factor. Meaning, if we generate tourist flows with only the destination-month popularity bias ($\beta_3 \neq 0$), the resulting data would show no changes in overall destination or month popularity ($\beta_1 = 0, \beta_2 = 0$).

By taking the log of Equation 5, we can fit a regression model that tests the four popularity biases:

$$\begin{aligned} \ln \text{Flow}_{(i,j,m)}^{\text{LLM}} &= \ln \text{Baseline}_{(i,j,m)} \\ &+ \beta_1 \cdot \ln D_j + \beta_2 \cdot \ln M_m + \beta_3 \cdot \ln DM_{j,m} + \beta_4 \cdot \ln OD_{i,j} \end{aligned} \quad (6)$$

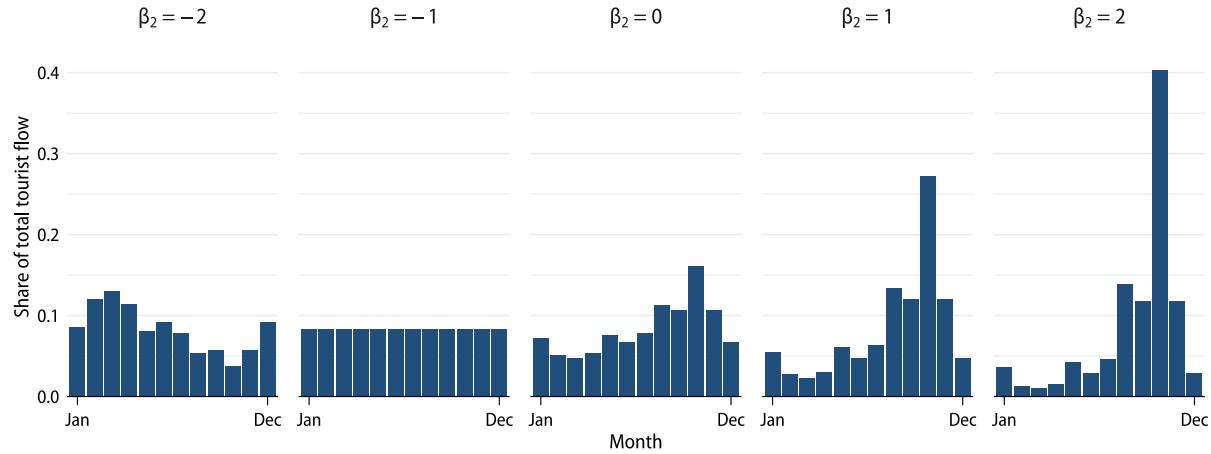
Data collection and analysis

Figure 2 summarizes our data collection and analysis process. The simulation process involves generating tourist flow under the scenario where all tourists rely on generative AI for travel suggestions. Using empirically grounded demographic profiles, we created simulated tourists and provided their information to

Figure 1

Example of how different β_2 values affect distribution of monthly tourist share

Positive β Amplifies Popularity, Negative β Suppresses and Inverts Popularity



two large language models. Separately from the simulation, two data sources were used to estimate real-world tourism patterns. This empirical data is then used to derive baseline expectations and popularity factors. Finally, we combine simulation and empirical data to test four hypothesized popularity biases by fitting the regression model in Equation 6.

Definition of population and simulated samples

The population of our simulations is U.S. residents aged 18 and over. The U.S. domestic tourism market is one of the largest in the world ([UNWTO, n.d.](#)), offering geographically and socioeconomically diverse destinations. Hence, the U.S. context provides sufficient variability for large-scale simulations, while excluding complications of international tourism like visa requirements. Most generative AI models also perform better on English tasks ([Qin et al., 2025](#)), making the U.S. context advantageous for these models.

We used 2019-2023 American Community Survey 5-Year Public Use Microdata Sample data to derive stratum weights for the population. Table 1 summarizes sex, age, and household income proportions of the population. From this population, we took a random sample of 1,000 individuals stratified by state, sex, age, and income. This sampling procedure was repeated 1,000 times, yielding one million simulated individuals with demographic characteristics that mirror the population. By using empirically derived profiles, we ensure that the demographic distribution of simulated travelers resembles that of U.S. domestic tourists. This approach also fixes the number of outgoing tourists from each state, allowing us to control for origin-specific propensity to travel. One limitation is that generative AI models may also influence the decision to travel itself, which we do not account for here.

Large language model simulations

Social science researchers are increasingly using generative AI models for generating synthetic data. Examples include using large language models to simulate social interactions ([Liu et al., 2023](#)) and human decision-making under game theory ([Akata et al., 2025](#)). Tourism scholars have also began noting the benefits and challenges of using AI-generated synthetic data (see [Ali, 2025](#); [Viglia et al., 2024](#)).

We propose an approach that differs from prior studies in four ways. We assume that large language models do not accurately replicate real-world tourism and contain biases. Hence, these synthetic data are used to measure such biases, rather than using AI-generated data to *mimic* tourist behavior (for example

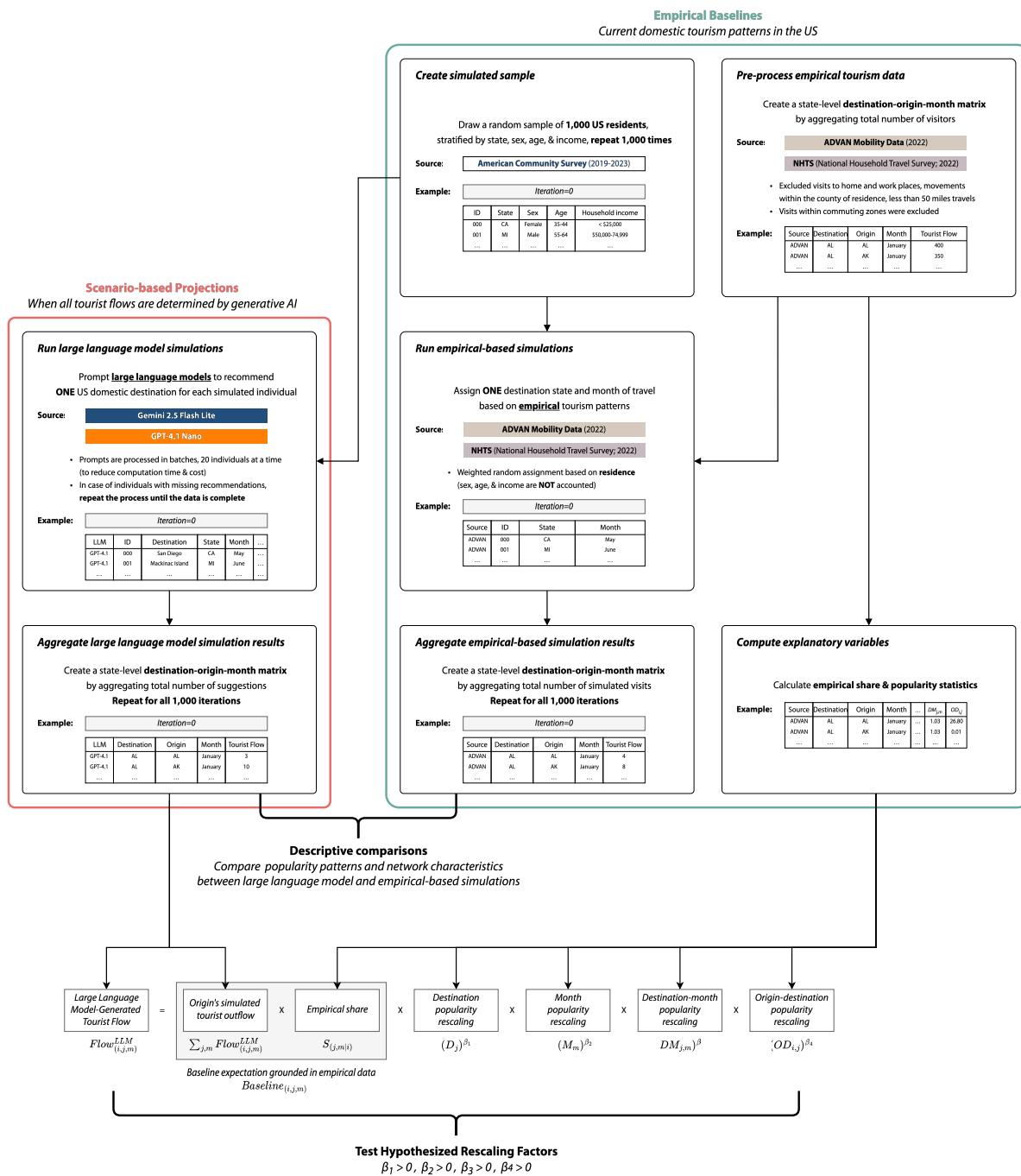
Figure 2*Overview of the simulation and analysis process*

Table 1*Age, sex, and household income proportions of the population*

	Proportion
<i>Sex</i>	
Female	0.512
Male	0.488
<i>Age</i>	
18-24	0.107
25-34	0.178
35-44	0.171
45-54	0.161
55-64	0.167
65+	0.217
<i>Household income (in 2023 USD)</i>	
< \$25k	0.111
\$25k-\$49k	0.164
\$50k-\$74k	0.166
\$75k-\$99k	0.139
\$100k-\$149k	0.192
≥ \$150k	0.227

Note: Based on 2019-2023 American Community Survey 5-Year Public Use Microdata Sample.

([Viglia et al., 2024](#); [Xiong et al., 2024](#)). Next, we base our simulations on empirically derived demographic profiles. This modification is to ensure that any divergence from empirical tourism patterns is attributable to algorithmic biases, instead of using arbitrary or non-representative profiles that would confound the results (for example, [Andreev et al., 2025](#)). Third, unlike studies that relied on a few handpicked responses or a single simulation run (for example [Andreev et al., 2025](#); [Mellors, 2025](#); [Xiong et al., 2024](#)), we ran multiple iterations of simulations to sufficiently capture the uncertainty in large language model outputs. Finally, our approach recognizes the network and temporal nature of tourism. Beyond looking at the propensity of large language models to suggest specific destinations, our simulation captures the entire tourist flow network across origins, destinations, and months.

The simulation starts with a system prompt containing the simulation context, response structure, and examples (available in [Appendix A](#)). To simplify the simulation, we assume that each person chooses one domestic destination within the U.S. (50 U.S. states and the District of Columbia). The large language models were instructed to act as travel agents recommending one domestic travel destination based on the provided demographic profile. The system prompt was followed by a user prompt that included demographic characteristics of each simulated individual. Twenty people were processed at a time to improve the efficiency of the simulation. This process is similar to agent-based modeling using large language models ([Gao et al., 2024](#)). But the key difference is that we prompt large language models to act as travel agents, rather than as tourists. The rationale for this choice is that our goal is to project how generative AI would influence tourist flows if widely adopted, rather than using it to substitute for human travelers as research subjects.

Because outputs of large language models are probabilistic, we took an iterative approach to capture

the uncertainty in their recommendations. The large language models generated recommendations for 1,000 simulated individuals across 1,000 samples. This process produces a distribution of simulated tourist visits given the demographic profile, helpful in assessing whether the differences in network characteristics between scenarios are meaningful. Studies have used similar approaches for assessing structural properties of social networks (e.g., Bearman et al., 2004). The difference is that large language models generate tourist flow networks, rather than defining a model with explicit rules about the formulation of the network.

To establish the consistency of our findings across different large language models, we used two different models for simulations: Google’s Gemini 2.5 Flash Lite (version June 2025) and OpenAI’s GPT-4.1 Nano (version April 2025). They are among the leading large language models currently available in terms of their capabilities and market share. Because our simulations require a large number of responses, we chose their smallest variants optimized for speed and cost. Although the two large language models are closed-source, they are comparable in pricing structures (\$0.10 per million input tokens; \$0.30 and \$0.40 per million output tokens, respectively).

All requests were made from the IP address of the university located in the southeastern U.S., using custom automation scripts. We explicitly instructed large language models not to use IP-specific details when generating recommendations to avoid potential bias. Data collection continued until we achieved a complete dataset. The collected data were then aggregated to create destination-origin-month matrices for each iteration and model, where each cell represents the number of tourists from the origin. i to destination j in a month m .

Empirical baseline data and simulations

The empirical data serves two purposes in this study. It provides the baseline for real-world tourism patterns against which we compare the characteristics of AI-simulated tourist flows. Additionally, we use the empirically derived baseline and popularity factors to explain the discrepancies between AI-simulated and empirical tourist flows. Because biases also exist in the empirical mobility data (see Huang et al., 2021; Li et al., 2024), we rely on two different data sources to ensure the robustness of our findings. Our primary data source is the Advan Research (2022) mobility dataset, which estimates movements across U.S. census block groups based on mobile device panels. This dataset is our primary data source due to its high spatial and temporal resolution, and availability of longitudinal data. The supplementary data source is the U.S. Department of Transportation’s 2022 NHTS (National Household Travel Survey) dataset. NHTS is the only official national travel survey in the U.S., which collects travel behavior data such as trip purpose, modes, and distances (Federal Highway Administration, 2022).

For both datasets, we used monthly data from January through December 2022 (the latest available for NHTS). Following pre-processing steps were employed to filter out non-tourism mobility flows. We first excluded visits to home and work locations, and movements within the county of residence (Lee and Pennington-Gray (2025)). Additionally, trips under 50 miles one-way and trips within NHTS designated commuting zones were considered non-tourism. This offers more conservative estimates of tourist visits by filtering out short-distance and commuting trips that are less likely to be tourism-related. These estimates were then used to compute the empirical shares and the four popularity factors in the Equation 5.

Since we employed an iterative approach for the large language model simulations, direct comparison with empirical data is inappropriate. Therefore, we also conducted empirical-based simulations for descriptive comparison between AI-simulated and empirical tourist flows. Using empirical estimates as weights, we simulated tourist flows by randomly assigning destinations and months to each individual in the simulated sample. Due to data anonymization, demographic factors could not be incorporated in the empirical-based simulations. Therefore, we assume that the probability of traveling to another state in a given month is equal for all individuals in a given origin state. For instance, if 10% of Illinois residents visited Florida in January 2024, all Illinois residents were given a 0.1 probability to travel to Florida in January (irrespective of other

demographic factors). Same as the large language model simulations, the empirical-based simulation was repeated 1,000 times to generate a distribution of tourist flows. Subsequently, the results were aggregated to create destination-origin-month matrices for each iteration and two data sources.

Hypotheses testing

The last step of the analysis is to combine simulation and empirical data to test hypothesized popularity biases. We achieve this goal by fitting Equation 6 using the Poisson count model. Essentially, the model explains variations in large language model-simulated tourist flows ($Flow_{(i,j,m)}^{LLM}$) beyond what can be expected by empirical data ($Baseline_{(i,j,m)}$), using the four popularity factors as predictors. We chose the Poisson pseudo-maximum likelihood estimator, which is widely used in estimating gravity models of trade and migration. The Poisson pseudo-maximum likelihood estimator only requires the conditional mean to be correctly specified, without requiring a specific distributional assumption. This estimator is robust to heteroskedasticity and having many zeros in the dependent variable, making the estimator suitable for our analysis (Silva & Tenreyro, 2006, 2011). Because we ran 1,000 iterations of simulations, the model is fitted separately for each iteration and model. Then, we collect the estimated coefficients across iterations to assess their significance.

Results

Descriptive analysis

Table 2 presents descriptive statistics of simulation and empirical data. The origin total outflow are closely matched across all simulations, as our simulated sample is stratified to reflect the population distribution across origins states. The median tourist flow per destination-origin-month cell is 0 for all simulations, indicating that more than half of the cells have no tourist flow. This sparsity is expected, given that each iteration assigns 1,000 tourists across 31,212 possible combinations (51 origins \times 51 destinations \times 12 months). Thus, even if we randomly assign each of simulated tourists, only about 3.2% of destination-origin-month cells would have at least one tourist flow. But the head of the distribution differs across simulations. Large language model simulations show higher concentration of tourist flows in the most popular destination-origin-month combination. The maximum tourist flow across all cells and iterations is 72 for Gemini 2.5 Flash Lite and 46 for GPT 4.1 Nano, which are higher than the two empirical-based simulations (17 for ADVAN and 30 for NHTS).

Similar patterns are observed when considering presence of *any* tourist flow, without accounting for differences in number of tourists. Table 3 presents the agreement between large language model and empirical-based simulations in the presence of any tourist flow across destination-origin-month combinations. We aggregated the simulated visits across all 1,000 iterations, to reduce the sparsity arising from having only 1,000 tourists per iteration. Hence, the results indicate whether any of one million simulated tourists were assigned to a given destination-origin-month combination. In all four comparisons, large language models exclude specific destination-origin-month combinations even though they are present in empirical-based simulations. For example, 51.0% of 31,212 combinations are observable in simulation based on empirical ADVAN data but not in flows generated by Gemini 2.5 Flash Lite. Another consistent pattern is that large language models rarely suggest destination-origin-month combinations that are absent in empirical-based simulations. Meaning, large language models typically *prune* a large portion of destination-origin-month combinations, but rarely generate new combinations that are absent in empirical data.

We further examine differences in distribution of tourist flow across simulations by looking at the four popularity factors. Since we ran 1,000 iterations of simulations, we summarize the findings by taking the median across all iterations. Mathematical definitions of the metrics are available in Appendix B. First, we examine distribution of tourist share by destination states (D_j) and months (M_m). We use the Gini index

Table 2*Descriptive statistics of simulation and empirical data*

Variable	Notation	Min	Max	Median	Mean	SD
<i>Simulation: ADVAN</i>						
Tourist flow	$Flow_{(i,j,m)}$	0.000	17.000	0.000	0.032	0.258
Origin total outflow	$\sum_{j,m} Flow_{(i,j,m)}$	0.000	154.000	13.000	19.608	22.472
<i>Simulation: NHTS</i>						
Tourist flow	$Flow_{(i,j,m)}$	0.000	30.000	0.000	0.032	0.322
Origin total outflow	$\sum_{j,m} Flow_{(i,j,m)}$	0.000	154.000	13.000	19.608	22.472
<i>Simulation: Gemini 2.5 Flash Lite</i>						
Tourist flow	$Flow_{(i,j,m)}$	0.000	72.000	0.000	0.032	0.502
Origin total outflow	$\sum_{j,m} Flow_{(i,j,m)}$	0.000	154.000	13.000	19.597	22.459
<i>Simulation: GPT 4.1 Nano</i>						
Tourist flow	$Flow_{(i,j,m)}$	0.000	46.000	0.000	0.032	0.481
Origin total outflow	$\sum_{j,m} Flow_{(i,j,m)}$	0.000	154.000	13.000	19.591	22.458
<i>Empirical: ADVAN</i>						
Empirical share	$S_{(j,m i)}$	0.000	0.078	<0.001	0.002	0.005
Destination	D_j	<0.001	0.115	0.014	0.020	0.022
Month	M_m	0.038	0.131	0.084	0.083	0.024
Destination-month	$DM_{j,m}$	<0.001	0.014	0.001	0.002	0.002
Origin-destination	$OD_{i,j}$	0.000	0.078	<0.001	<0.001	0.002
<i>Empirical: NHTS</i>						
Empirical share	$S_{(j,m i)}$	0.000	0.132	<0.001	0.002	0.008
Destination	D_j	0.001	0.125	0.016	0.020	0.021
Month	M_m	0.046	0.161	0.074	0.083	0.032
Destination-month	$DM_{j,m}$	<0.001	0.018	0.001	0.002	0.002
Origin-destination	$OD_{i,j}$	0.000	0.110	<0.001	<0.001	0.003

Note: For *simulation* data, statistics are calculated over 1,000 iterations (N=31,212,000). Statistics for *empirical* data are based on a single destination-origin-month matrix (N=31,212).

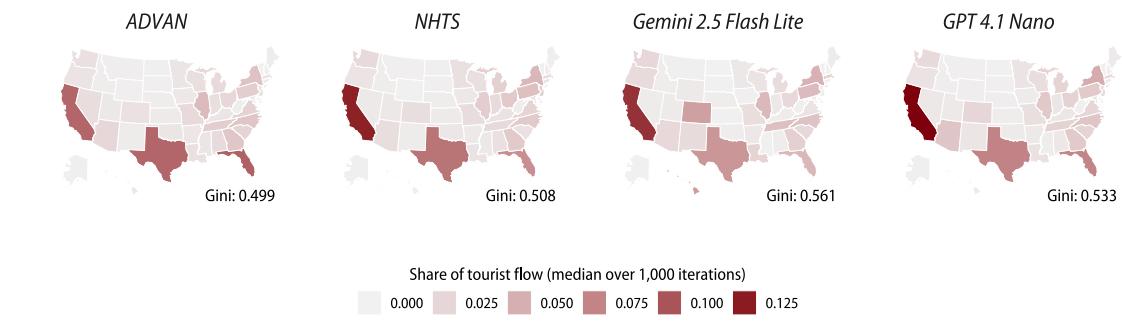
Figure 3

Characteristics of tourist flow distributions across destinations, months, destination-month pairs, and origin-destination pairs

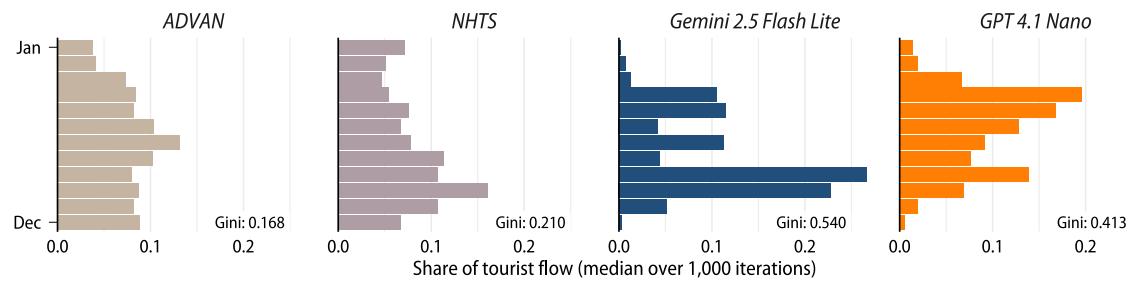
Generative AI Produce More Unevenly Distributed Tourist Flows

Large language models tend to generate tourist flows that...

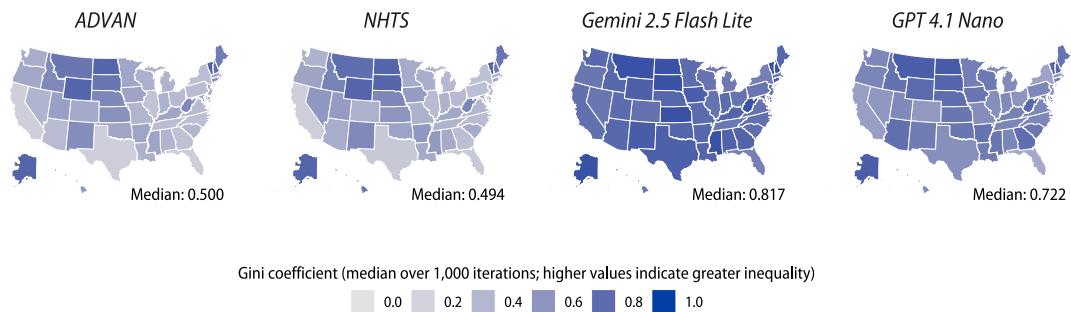
- (a) Are slightly more concentrated at popular destinations



- (b) Are highly seasonal



- (c) Destinations have higher seasonality in tourism demand



- (d) Destinations have less diversified and balanced tourism demand

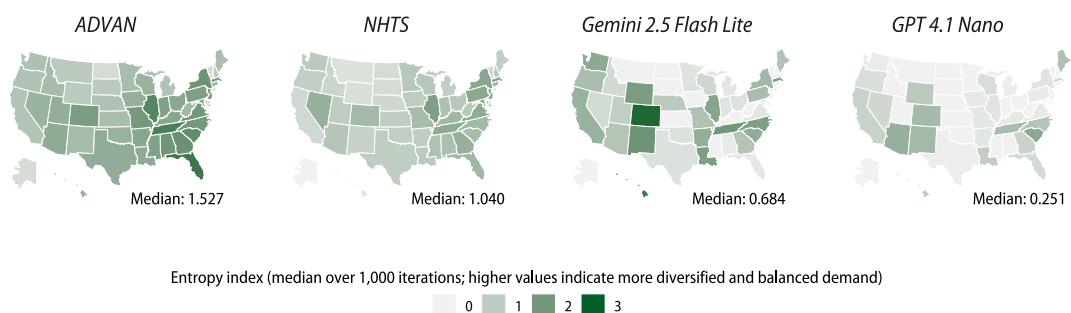


Table 3

Agreement in presence of any tourist flow between large language model simulations and empirical-based simulations

		<i>Simulation: ADVAN</i>		<i>Simulation: NHTS</i>	
		No flow	Any flow	No flow	Any flow
<i>Simulation: Gemini 2.5 Flash Lite</i>					
No flow	7,081 (23%)	15,916 (51%)	10,714 (34%)	12,283 (39%)	
Any flow	701 (2.2%)	7,514 (24%)	1,885 (6.0%)	6,330 (20%)	
<i>Simulation: GPT 4.1 Nano</i>					
No flow	7,119 (23%)	14,711 (47%)	10,648 (34%)	11,182 (36%)	
Any flow	663 (2.1%)	8,719 (28%)	1,951 (6.3%)	7,431 (24%)	

Note: Counts and percentages of destination-origin-month cells with no tourist flow in either simulations, any flow in either of simulations, and any flow in both simulations. Percentages are calculated based on number of possible destination-origin-month combinations (N=31,212). Based on simulated visits aggregated across all 1,000 iterations.

to quantify the inequality in these distributions, where a higher Gini index indicates greater concentration of tourist share among fewer states or months. In all four simulations, tourist visits concentrate in a few popular states, such as California, Florida, and Texas (Figure 3a). However, large language model simulations show higher Gini indices than empirical-based simulations, indicating greater inequality in tourist arrivals across states (ADVAN=0.499 and NHTS=0.508; Gemini 2.5 Flash Lite=0.561 and GPT 4.1 Nano=0.533).

Seasonal patterns are also more pronounced in the large language model outputs than in the empirical-based scenarios (Figure 3b). The two large language model-generated networks also have substantially high Gini indices across months (Median = 0.540 and 0.413 for Gemini 2.5 Flash Lite and GPT-4.1 Nano). This level of seasonality exceeds that of the two empirical-based scenarios (Median = 0.168 and 0.210 for ADVAN and NHTS). Although, the two large language models are different in which months are most popular. Gemini 2.5 Flash Lite shows a clear peak during September and October, with more than half of all simulated tourist arrivals concentrated in these two months. GPT-4.1 Nano shows peaks in April, May, and September. Further, large language models worsen the seasonality of tourism demand at the destination level. In Figure 3c, we calculated Gini index of monthly tourist share for each destination state and took the median over 1,000 iterations. Few states show relatively high seasonality in the empirical-based simulations, such as Alaska and Hawaii. However, most states exhibit high seasonality in the large language model simulations. This tendency leads to overall higher level Gini indices across all destinations (Median of medians = 0.500 and 0.494 for ADVAN and NHTS; 0.817 and 0.722 for Gemini 2.5 Flash Lite and GPT 4.1 Nano).

Examining patterns in origin-destination pairs require a different approach. Although Gini index can be used, it does not effectively capture whether destination states receive tourists from a diverse set of origin states or rely on a few. Such demand characteristics are of importance for tourism sector, as less diversity of tourist origins and higher reliance on a few origin markets undermines resilience to shocks (see Lee & Pennington-Gray, 2025). We use entropy index for measuring how diversified and balanced the demand for destinations is. A higher entropy value indicates that a destination receives tourists from wide range of origins (diversified demand) and that each origin have similar contribution to the total tourist arrivals (balanced demand). We calculate the entropy index for each destination and summarize the results over

1,000 iterations by taking the median.

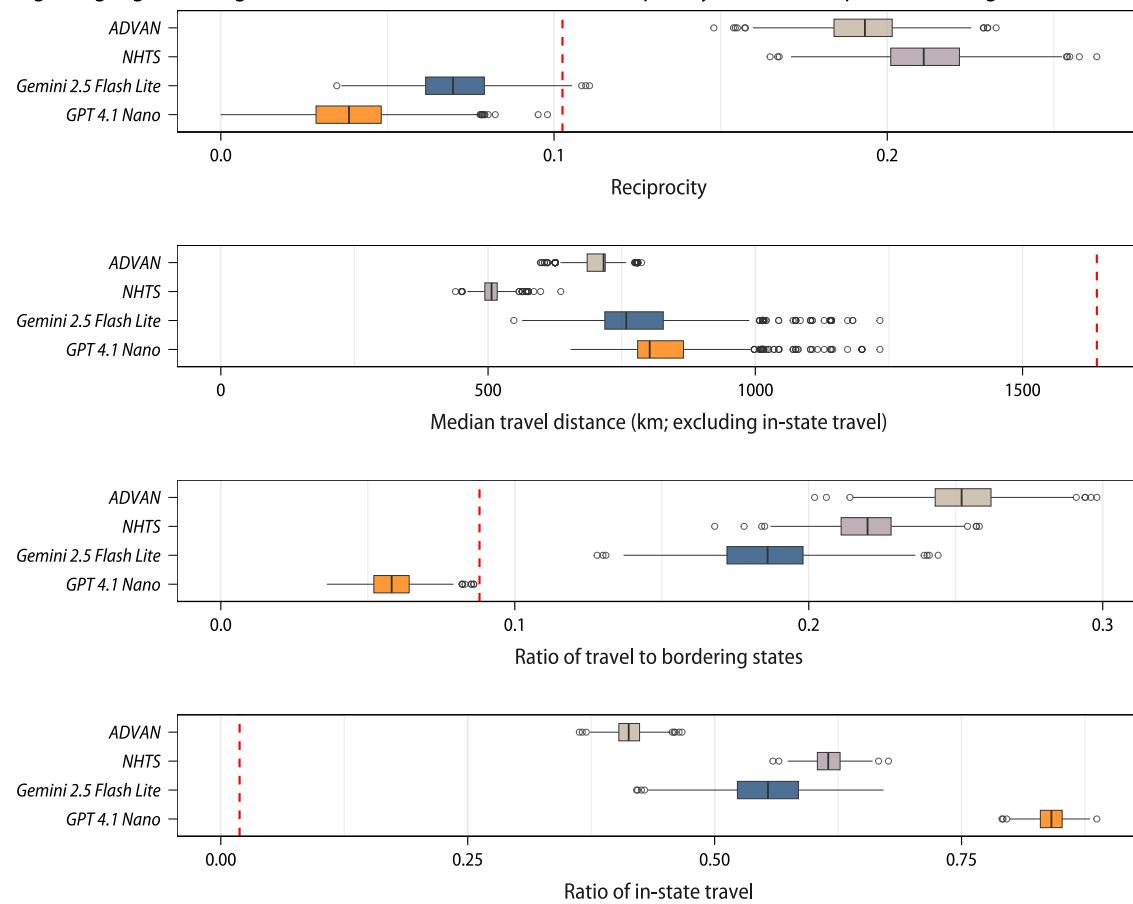
Figure 3d shows that large language models have tendency to generate travel suggestions that destinations rely on a few origins. The empirical simulations show that states such as Florida, Illinois, and North Carolina tend to have diversified and balanced demand (higher entropy). For the two AI-simulated tourist flows, the entropy indices are overall lower than those of empirical-based simulations (Median of medians = 1.527 and 1.040 for ADVAN and NHTS; 0.684 and 0.251 for Gemini 2.5 Flash Lite and GPT 4.1 Nano). We also observe that fewer states exhibit relatively high entropy values in the large language model simulations (for example, Colorado and Hawaii for Gemini 2.5 Flash Lite).

Figure 4

Characteristics of tourist flow structure across simulations

Generative AI Produce Structurally Different Tourist Flows

Large language model-generated tourist flows exhibit lower reciprocity and fewer trips to bordering states



Note. Dashed red line indicates what would be expected if destination-origin-month combinations are completely random (uniform probability).

In addition to analyzing individual popularity factors, we analyze the overall structure of tourist flows. We constructed an origin-destination matrix by aggregating tourist numbers at the year level. Then we computed four statistics capturing how the global structure of tourist flows differ across simulations. Box-plots in Figure 4 present the distribution of the four network-level statistics across 1,000 iterations, colored by simulation scenario. The dotted red line indicates what can be expected by chance alone, if there is no structure in tourist flow. This expectation under complete randomness is calculated by assuming that each

individual have equal probability of choosing a destination (a probability of 1/51).

Reciprocity refers to the tendency to form mutual relationships—in our case, two states exchanging a similar number of tourists. Empirical-based simulations show higher levels of reciprocity compared to the random expectation (Median = 0.193 and 0.211 for ADVAN and NHTS). However, large language model simulations show lower levels of reciprocity than expected by chance (Median = 0.070 and 0.038 for Gemini 2.5 Flash Lite and GPT 4.1 Nano). Simply put, the large language models produce tourist flows with a clear separation between states that send tourists and those that receive them.

Gemini 2.5 Flash Lite and GPT 4.1 Nano tend to suggest further destinations compared to empirical data, when looking at median travel distance excluding in-state trips (Median of medians = 758 and 802). Similarly, Gemini 2.5 Flash Lite has lower ratio of tourist flows between bordering states compared to the empirical models (Median = 0.186). GPT-4.1 Nano shows even lower tendency to suggest bordering states, lower than what would be expected under randomness (Median = 0.058). The two models show different propensity to suggest in-state tourism. Gemini 2.5 Flash Lite shows ratio of in-state trips comparable to the empirical models (Median = 0.554). In contrast, GPT 4.1 Nano shows much stronger preference for recommending tourist to travel within their own state (Median = 0.841).

Model estimation results

Table 4 and Figure 5 summarizes how the four popularity factors can explain deviation between large language model-simulated tourist flows and the empirical expectations (Equation 6). Across two large language models and two empirical baselines, destination-month popularity consistently has the largest positive coefficient. Meaning, large language models show a tendency to favor popular destination-month combinations when generating travel recommendations. Although, lower bounds of 95% credible intervals for Gemini 2.5 Flash Lite crosses zero with ADVAN baseline and is very wide with NHTS baseline, indicating uncertainty around the estimate.

One way to interpret the coefficient for destination-month popularity is to consider it as an elasticity. For example, GPT 4.1 Nano with ADVAN baseline had a median coefficient of 1.771 for destination-month popularity. If real-world data shows that a particular destination-month combination is twice as popular than what is expected under independence of destination and month popularity ($DM_{(j,m)} = 2$), then the expected tourist flow generated by GPT 4.1 Nano for that combination is approximately 3.4 times higher ($2^{1.771}$), holding other factors constant.

We find mixed results for the rest of the popularity factors. Some effects are specific to the large language model. For example, Gemini 2.5 Flash Lite consistently shows negative coefficients for destination popularity, indicating that it tends to negatively rescale popular destinations (Median $\beta_1 = -0.175$ and -0.245 with ADVAN and NHTS baselines). The same pattern is only observed for GPT 4.1 Nano with NHTS baseline (Median $\beta_1 = 0.180$) but not with ADVAN baseline (Median $\beta_1 = -0.006$). GPT 4.1 Nano with shows positive rescaling for origin-destination popularity (Median $\beta_4 = 0.298$ and 0.229 with ADVAN and NHTS baselines), while Gemini 2.5 Flash Lite shows mixed findings (Median $\beta_4 = 0.066$ and -0.168 with ADVAN and NHTS baselines).

Finally, we note that the month popularity coefficients are negative for GPT 4.1 Nano (Median $\beta_2 = -0.789$ and -0.849 with ADVAN and NHTS baselines). This is contradictory, given prior descriptive analysis indicated GPT 4.1 Nano having greater seasonality. One possible explanation is that peak months in GPT 4.1 Nano simulations do not align with those in empirical data (see Figure 3b). Therefore, the model attempts to fit the month popularity factor by flattening the empirical month popularity distribution.

Discussions

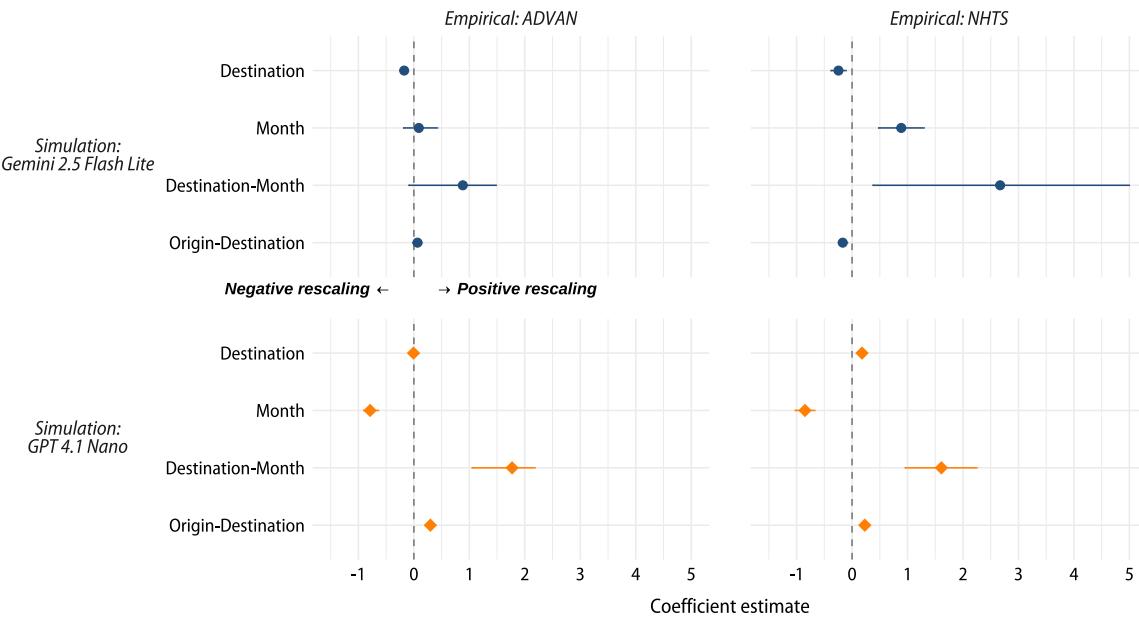
Table 4*Median and 95% credible intervals of Poisson model coefficients across 1,000 iterations*

	Empirical: ADVAN			Empirical: NHTS		
	Median	2.5%	97.5%	Median	2.5%	97.5%
<i>Simulation: Gemini 2.5 Flash Lite</i>						
β_1 : Destination	-0.175	-0.242	-0.115	-0.245	-0.387	-0.112
β_2 : Month	0.089	-0.192	0.423	0.887	0.472	1.294
β_3 : Destination-Month	0.882	-0.097	1.480	2.669	0.369	4.993
β_4 : Origin-Destination	0.066	-0.027	0.141	-0.168	-0.254	-0.086
<i>Simulation: GPT 4.1 Nano</i>						
β_1 : Destination	-0.006	-0.040	0.027	0.180	0.139	0.229
β_2 : Month	-0.789	-0.913	-0.644	-0.849	-1.032	-0.675
β_3 : Destination-Month	1.771	1.042	2.180	1.611	0.950	2.249
β_4 : Origin-Destination	0.298	0.252	0.340	0.229	0.175	0.289

Note: Summary of Poisson model results over 1,000 iterations.

Figure 5*Summary of popularity effect estimates across 1,000 iterations***Generative AI Amplify Popularity of Destination-Month Pairs**

Other popularity factors are dependent on specific large language model used and show mixed results



Note: Summary of Poisson model results over 1,000 iterations. Error bars represent 95% credible intervals for the estimates.

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Appendix A

System prompts for large language model simulations

We used the following prompts to generate simulated tourist flows using large language models.

Full prompt

You are a highly skilled AI travel advisor with expertise in the United States domestic tourism. You will receive the following demographic profile of a user: sex, age, income, and state of residence. Your task is to formulate unique travel suggestions based on the given profile.

Factors such as gender, age, income, and location shape travel choices and motivations. Ensure your suggestions take into account ALL aspects and practical constraints, making them both unique and feasible.

Recommend ONE DOMESTIC travel destination for each user. You will receive profiles for 20 users. DO NOT skip any user. DO NOT recommend any destination outside of the United States. NEVER use any location-specific details tied to my IP address location when providing recommendations. Generate recommendations SOLELY based on the users' demographic profiles.

Field Definitions

`userid` (integer).

- **Purpose:** Unique identifier for the user requesting the travel recommendation
- **Format:** Numeric integer (e.g., 12345)

`location` (string).

- **Purpose:** Name of the recommended destination city or location.
- **Format:** Proper name of the place (e.g., “San Francisco”, “Yellowstone National Park”)

`state` (string).

- **Purpose:** State where the destination is located
- **Format:** Full state name. DO NOT use abbreviations (e.g., “California,” NOT “CA”)

`rationale` (string).

- **Purpose:** Explanation of why this destination was selected for the specific user
- **Format:** Brief explanatory text (50-150 words)

`recommended_month` (integer).

- **Purpose:** Best month to visit the destination
- **Format:** Numeric month (1-12, where 1=January, 12=December)

`duration_days` (integer).

- **Purpose:** Recommended length of stay at the destination
- **Format:** Number of days (e.g., 3, 7, 14)

`total_budget_usd` (integer).

- **Purpose:** Estimated total budget for the entire trip PER PERSON in US dollars (e.g., accommodation, shopping, transportation)
- **Format:** Whole dollar amount (e.g., 1500, 2750)

`transportation_budget_usd (integer).`

- **Purpose:** Budget for getting to destination PER PERSON in US dollars (e.g., airfare, train, gas)
- **Format:** Whole dollar amount (e.g., 1500, 2750)

`accommodation_budget_usd (integer).`

- **Purpose:** Budget for staying at the destination PER PERSON in US dollars (e.g., hotels, Airbnb, motels)
- **Format:** Whole dollar amount (e.g., 1500, 2750)

`fnb_budget_usd (integer).`

- **Purpose:** Budget for food and drinks at the destination PER PERSON in US dollars (e.g., meals at restaurants, groceries, snacks)
- **Format:** Whole dollar amount (e.g., 1500, 2750)

`activities_budget_usd (integer).`

- **Purpose:** Budget for activities and entertainment at the destination PER PERSON in US dollars (e.g., museum tickets, tours, shows)
- **Format:** Whole dollar amount (e.g., 1500, 2750)

`travel_distance_miles (integer).`

- **Purpose:** Approximate distance from the user's home state to the destination
- **Format:** Miles as a whole number (e.g., 450, 1200)

`transportation_mode (string).`

- **Purpose:** Recommended primary method of transportation to reach the destination
- **Format:** Transportation type (e.g., "Flight", "Car", "Train", "Bus")

Prompt without explicit instruction to use demographic information (zero-shot)

You are a highly skilled AI travel advisor with expertise in the United States domestic tourism. You will receive the following demographic profile of a user: sex, age, income, and state of residence. Ensure your suggestions take into account ALL aspects.

Recommend ONE DOMESTIC travel destination for each user. You will receive profiles for 20 users. DO NOT skip any user. DO NOT recommend any destination outside of the United States. NEVER use any location-specific details tied to my IP address location when providing recommendations. Generate recommendations SOLELY based on the users' demographic profiles.

Field Definitions

Same as the full prompt.

Prompt framing large language model to act as a tourist (agent-based modeling style)

You are a *United States domestic tourist choosing where to go*. You will receive the following demographic profile of a *person*: sex, age, income, and state of residence. You are the tourist described in the profile. *Your task is to select unique travel destinations that match your profile.*

Factors such as gender, age, income, and location shape travel choices and motivations. Ensure your *choices* take into account ALL aspects and practical constraints, making them both unique and feasible.

Select ONE DOMESTIC travel destination for each person. You will receive profiles for 20 *people*. DO NOT skip any *person*. DO NOT recommend any destination outside of the United States. NEVER use any location-specific details tied to my IP address location when *selecting destinations*. Generate *choices* SOLELY based on the *people's* demographic profiles.

Field Definitions

Same as the full prompt.

Appendix B

Mathematical formulation of descriptive metrics

We define number of tourist flow from origin i to destination j in month m as $Flow_{(i,j,m)}$. Let $P_{(i,j,m)}$ be the share of tourists from origin i to destination j in month m over all tourist flow ($Flow_{(i,j,m)} / \sum Flow_{(i,j,m)}$).

Inequality of tourist share across destinations

Define the share of tourist flow to state j across all origins and months as $P_{(j)} = \sum_{i,m} P_{(i,j,m)}$. We measure inequality of tourist flows across destinations using the Gini index:

$$Gini^{Destination} = \frac{|P_{(Alabama)} - P_{(Alaska)}| + \cdots + |P_{(Wyoming)} - P_{(Wisconsin)}|}{2 \cdot 51^2 \cdot \overline{P}_{(j)}} \quad (\text{B1})$$

where $\overline{P}_{(j)}$ is the mean of tourist shares across all destinations ($\frac{1}{51} \sum_j P_{(j)}$).

Inequality of tourist share across months

We define the share of tourist flow for month m across all origins and destinations as $P_{(m)} = \sum_{i,j} P_{(i,j,m)}$. Similar to Equation B1, we use Gini index to measure inequality of tourist flows across months:

$$Gini^{Month} = \frac{|P_{(1)} - P_{(2)}| + \cdots + |P_{(12)} - P_{(11)}|}{2 \cdot 12^2 \cdot \overline{P}_{(m)}} \quad (\text{B2})$$

where $\overline{P}_{(m)}$ is the mean of tourist shares across all months ($\frac{1}{12} \sum_m P_{(m)}$).

Inequality of monthly tourist share across destinations

Let $P_{(j,m)}$ be the share of tourist flow to destination j in month m across all origins ($\sum_i P_{(i,j,m)}$). We measure the inequality of monthly tourist share for each destination j using Gini index:

$$Gini_j^{Month} = \frac{|P_{(j,1)} - P_{(j,2)}| + \cdots + |P_{(j,12)} - P_{(j,11)}|}{2 \cdot 12^2 \cdot \overline{P}_{(j,m)}} \quad (\text{B3})$$

where $\overline{P}_{(j,m)}$ is the mean of monthly tourist shares for destination j ($\frac{1}{12} \sum_m P_{(j,m)}$).

Diversity of tourist origins per destination

Following Lee and Pennington-Gray (2025), we measure the diversity of tourist origins for each destination j using the entropy index. We define the share of tourist flow from origin i to destination j across all months as:

$$S_{(i,j)} = \frac{\sum_m Flow_{(i,j,m)}}{\sum_{i,m} Flow_{(i,j,m)}}$$

Note that $S_{(i,j)}$ is different from $P_{(i,j,m)}$, as denominator of $P_{(i,j,m)}$ is all tourist flows ($\sum_{i,j,m} Flow_{(i,j,m)}$), while denominator of $S_{(i,j)}$ is total tourist flows to destination j ($\sum_{i,m} Flow_{(i,j,m)}$). Hence, $\sum_i S_{(i,j)} = 1$. Subsequently, we calculate the entropy index for destination j as:

$$Entropy_j = - \sum_i S_{(i,j)} \cdot \ln(S_{(i,j)}) \quad (\text{B4})$$

The resilience index is a reflective measure of how diversified and balanced the demand for destination j is across all origin states. A higher value indicates a more diversified demand, while a lower

value indicates that the demand is concentrated in a few origin states. $Entropy_j$ reaches its maximum value of $\ln(51) \approx 3.93$ when tourist flows to destination j are evenly distributed across all 51 origin states ($S_{(i,j)} = 1/51$).

Reciprocity

Compared to the reciprocity in unweighted networks (where relationships are defined as either present or absent), metrics for reciprocity in weighted networks are relatively new and still under development. In this study, we adopt the network-level reciprocity metric proposed by Squartini et al. (2013). We first define tourist flow from origin i to destination j across all months as $Flow_{(i,j)} = \sum_m Flow_{(i,j,m)}$. The reciprocity is then defined as:

$$Reciprocity = \frac{\sum_{i,j \neq i} \min[Flow_{(i,j)}, Flow_{(j,i)}]}{\sum_{i,j} Flow_{(i,j)}} \quad (i \neq j) \quad (\text{B5})$$

The numerator is the total reciprocated tourist flow, while denominator normalizes the total reciprocated flow using the total tourist flow.

Ratio of flows to bordering states

The ratio of flows to bordering states R_{Border} is given by:

$$R_{Border} = \frac{\sum_{i,j} Flow_{(i,j)}^*}{\sum_{i,j} Flow_{(i,j)}} \quad (\text{B6})$$

where $Flow_{(i,j)}^*$ is the tourist flow from state i to state j if states i and j share a border, and 0 otherwise.

In-state travel ratio

In this study, in-state travel refers to the tourist flow within the same state ($Flow_{(i,i)}, \dots, Flow_{(j,j)}$). Hence, the in-state travel ratio ($R_{InState}$) is defined as:

$$R_{InState} = \frac{\sum_{i=j} Flow_{(i,j)}}{\sum_{i,j} Flow_{(i,j)}} \quad (\text{B7})$$