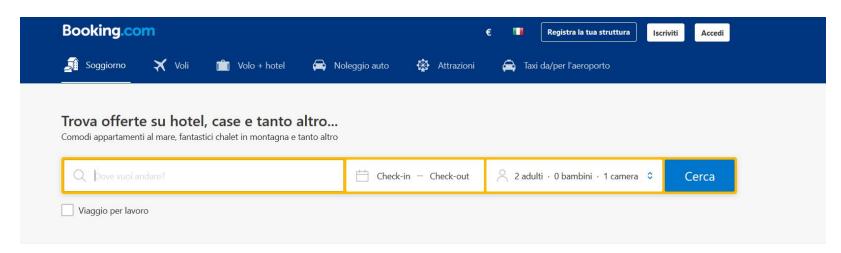
Booking.com

Recommendation system

Fabrizio Mazzone - Philipp Schlieker

The context

Booking.com allows the user to book hotels from everywhere in the world.



The ranking

Typing a city, you can see the results basing on several ranking filters.

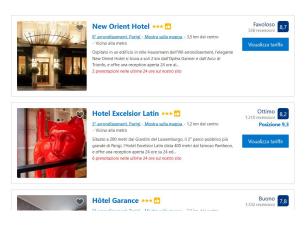
Our top picks	Show homes first	Price (lowest first)	Stars 🔻	Star rating and price	Distance from city centre	
	The state of the s		122			

Top picks



We will focus on what Booking defines *our top picks*. This ranking is a recommendation system based on many factors:

- Room availability
- Preferred Partners
- Reviews
- Booking earning margin



Room availability

Booking merges data from internal booking and manual updates to know about rooms availability in every hotel.

Of course, hotels that are full should not be recommended.



Reviews

The reviews in Booking.com are in the range from 0 to 10, with a decimal digit.

They are usually sided by a very short description.







Preferred partners

The preferred partner program is proposed to the user to provide guests a positive experience thanks to its commendable service and good value.

The hotel could pay Booking.com a bit more to be in that program.



Booking earning margin

Booking.com should make money.

Well, Booking .com actually makes money through charging hotels for selling their inventories. It takes a little commission depending on the city, the hotel, the room.

Of course, it tries to push up the results where it can earn more.



Users are important for booking.com

User preferences

Users decide which hotel to book focusing on:

- Price Sensitivity
- Business vs. Leisure
- Accompaniment
- Rating of the hotel
- Location of the hotel



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What we did

We want to simulate Booking.com recommendation system based on what we set in the previous slides.

Our aim is obtaining the lowest regret and thereby maximizing *booking.com* margin.



What we need

→ Environment

All the elements that simulates our website (Booking.com)

→ Some agents

An agent states the strategy used to suggest a hotel.

→ Statistics

We did some comparison in order to know the best agent to choose for our specific environment

Our environment

RoomAvailability

Every hotel has a different room availability.

2. Partner Hotels

Some hotels are featured and they should appear more than the others.

3. Earning Margins

If the user likes the hotel, the margin is different for every hotel.

Some agents

1. Random

It performs a completely **random** choice, respecting the constraints, though.

2. Adaptive Greedy

At first it randomly chooses, then it takes the hotel that had the **average** greatest reward.

3. Epsilon Greedy

With a **eps** probability, it picks randomly, than exploits the learned **feature** to choose the best hotel.

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Some agents

4. Thompson Sampling

It calculates and updates the estimated reward based on **probability** distribution.

5. Upper Confidence Bound

It samples very quickly to reduce the **uncertainty** of the unknowns before **locking** onto the most profitable hotel..

Some agents

6. Embedding Agent Offline

It trains embeddings based on **historical data** and learns expected payouts.

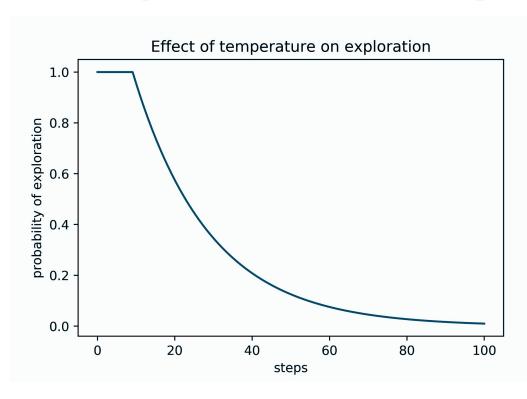
7. EmbeddingAgent Offline /Online

Embedding model that retrains when 30% new data is available.

8. Epsilon Embedding Agent

It performs a **weighted pick** between random exploration and exploitation of learned embeddings.

Effect of Temperature on Exploration



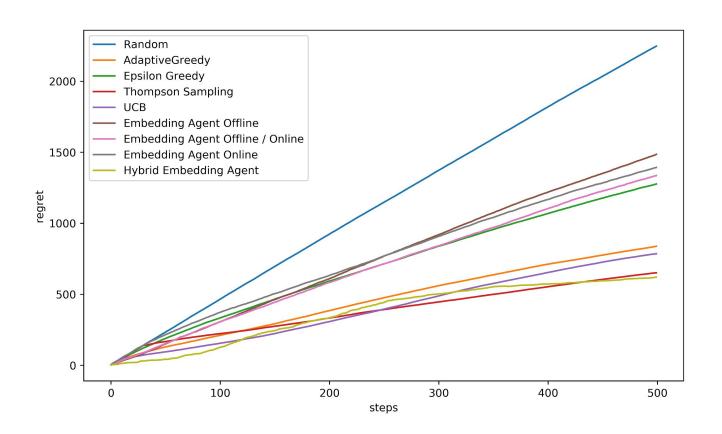
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Some agents

9. Hybrid Agent

Uses Embeddings but also takes Meta-Data into account

Our results



Further improvements

- Implement Linear Stochastic bandits (LinUCB, LinTS)
- Perform Grid Search on Parameter Space
- Experiment with different ways to reduce temperature