## Personalized Expedia Hotel Searches – 1<sup>st</sup> place

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Preprocessing / Feature Engineering

Models

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#### **Preprocessing Steps**

- Missing value imputation
  - Imputed with a negative value
- Bounding numerical variables (e.g. price)
- Down sampling negative instances
  - Faster learning

#### Five groups of features

- All original features
- Numerical features averaged over
  - srch\_id
  - prop\_id
  - destination\_id
- Composite features
- EXP features
- Estimated position

### Composite features

| Feature name           | Description                                     |
|------------------------|---|
| price_diff_from_recent | Difference between hotel price and recent price |
| price_order            | order of the price within same srch_id          |
| •••                    | •••   |

# EXP Features: categorical features converted into numerical features

Each factor F replaced with an average of the target variable related with F, excluding the current observation

| Target  |                  | Factor           | Factor                        |
|---------|------------------|------------------|-------------------------------|
| feature |                  | A                | С                             |
| 1       |                  | 0.5              | 0                             |
| 1       |                  | 0.5              | 0                             |
| 0       |                  | 1                | 0                             |
| 0       |                  | 0                | 0                             |
| 0       |                  | 0                | 0                             |
|         | 1<br>1<br>0<br>0 | 1<br>1<br>0<br>0 | A  1  0.5  1  0.5  1  0  0  0 |

0.4: overall average of the target

1st place, Owen Zhang

#### Estimated position

- EXP feature of position based on prop\_id/dest\_id/target\_month
- Position of the same hotel in same destination in the previous and next search
- Average of the two above

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# Ensemble of Gradient Boosting Machines (GBM)

- R GBM implementation (NDCG loss function)
- Two types of models
  - without EXP features (A)
    - 5000 elementary trees
    - 30 hours to train
  - with EXP features (B)
    - 2500 elementary trees
    - 20 hours to train

#### 26 GBM models

| Model Type | EXP feature included | Problem fix | # Instances Trained |
|------------|----------------------|-------------|---------------------|
| A1         | N                    | N           | 8                   |
| A2         | N                    | Υ           | 2                   |
| B1         | Υ                    | N           | 12                  |
| B2         | Υ                    | Υ           | 4                   |

Final score = 
$$\frac{\sum A1 + \sum A2}{10} + 2 * \frac{\sum B1 + \sum B2}{16}$$

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- Most important features:
  - Position
  - Price
  - Location desirability (ver. 2)
- Random impressions are not fully random
- Down sampling negative instances improves training time and predictive performance
- Ideas:
  - Release user id

### Thank you