



# Reinforcement Learning for Flight Ticket Prices

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## Problem + ML Framework

**Problem:** Can we use Reinforcement Learning to help a customer decide the optimal time to purchase a flight ticket?

**Models Constructed:**

- 1) Baseline
- 2) Q-learning
- 3) DQN

**ML Framework:**

Assume a customer decides to purchase a ticket for a particular flight at time = X hours before departure. The optimal time to purchase the ticket  $t_{opt}$  is:

- in the range [X hours before dep., 4 hours before dep.]
- time at which we achieve minimum flight price until departure

**Reinforcement Learning Framework:**

- Timestep  $t_o$  = customer looking to buy a ticket on a particular flight X hours before departure.
- State  $s$  = [hours before departure, other flight features]
- Using flight features, decide whether action = wait to purchase or action = buy ticket now
- If action is buy, next state  $s'$  is terminal
- If action is wait:
  - If flight sells out/takes off,  $s'$  is terminal
  - Else,  $s'$  is [X-4 hours before departure, other flight features]

## Data

- Google flights pricing data in the form of JSON files using the Google QPX Express API service.
- Collected every four hours, date range of 3/2016-3/2017 for one-way flights on the SFO → NYC route.
- For a given (flight, date-time) pair, the information we use includes:
  - Flight ID, Source Airport, Destination Airport, Departure Date/Time, Carrier, Current Ticket Sale Price
- **Data Preprocessing:**
  - Json format (almost 300GB) → Amazon RDS to setup a database and parse appropriate data
  - Constructed label (of buy versus wait) for each (flight, date-time) pair
  - Normalized features for DQN neural network
- **Training Data:** 586 flights, 97,848 data points (65% of the flights)
- **Dev Data:** 103 flights, 30,451 data points (10% of the flights)
- **Test Data:** 149 flights, 51,945 data points (25% of flights)

## Models

**Baseline:** Customer always selects “buy.” Reflects a common trend for flight prices to increase close to purchase point, avoids ticket selling out.

**Q-Learning:**

- Tabular representation of (state, action) → Q-value developed during training
- Each state belongs to an equivalence class: same flight\_uid (carrier + flight number), same hours before departure, but different departure dates
- Single iteration over training data in each equivalence class

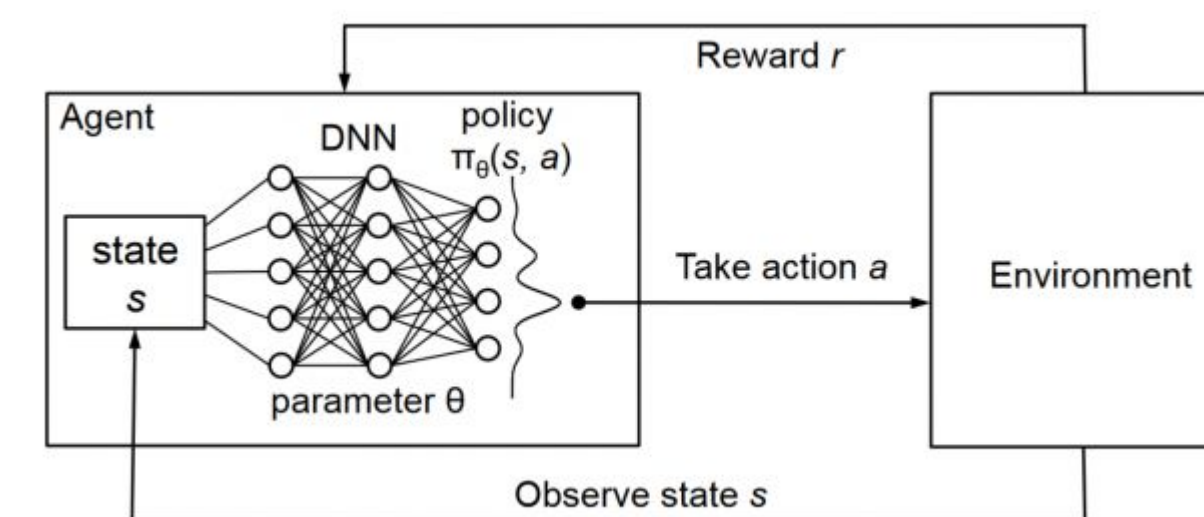
$$Q(a, s) = Avg_{s^* \sim s}(R(s^*, a) + max_{a'}(Q(a', s')))$$

- Reward Function:
  - For action = wait:
    - If flight sells out, Reward = -300,000
    - If flight does not sell out, Reward = 0
  - For action = buy: Reward = -current sale price

**DQN**

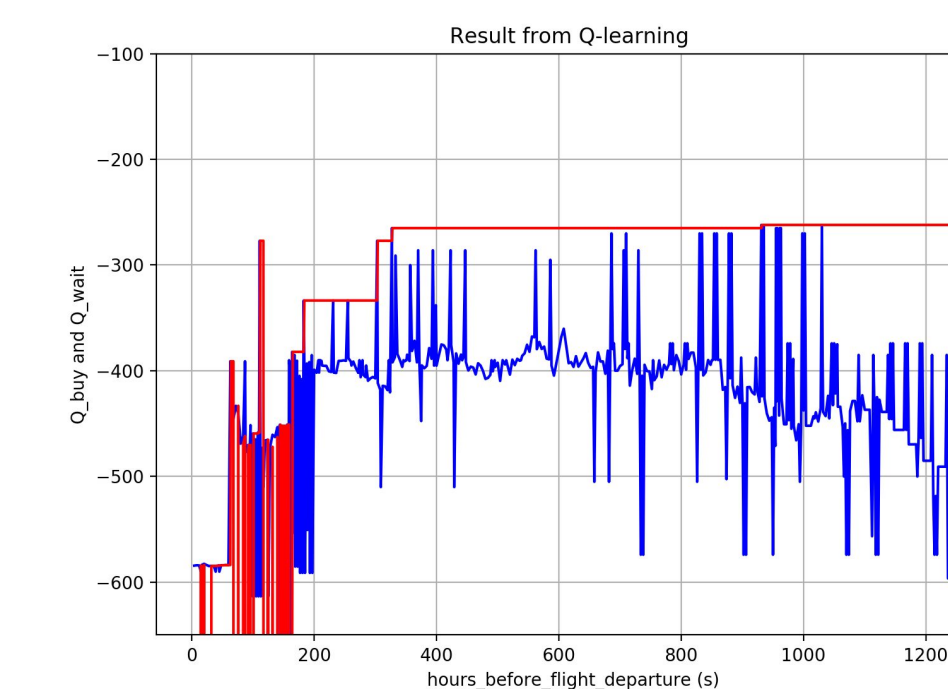
$$Q(a, s) = R(s, a) + \gamma max_{a'}(Q(a', s'))$$

- State → neural network → Q-value
- 2 hidden layers: sigmoid activation followed by ReLU, Output layer: linear
- State = [current sale price, hours before departure, booking\_code\_count]
- Reward Function: If flight sells out, Reward = -previous flight price - \$300



## Results

		Percent Savings	Maximum Savings	% Wait Decisions	% Correct Wait Decisions	Total Tickets	Total Flights
Train	Baseline	0.00%	16.23%	0.00%	0.00%	7402	51
	Q-Learning	-15.44%	16.23%	86.14%	36.34%	7402	51
	DQN	0.00%	16.23%	0.00%	0.00%	7402	51
Dev	Baseline	0.00%	26.25%	0.00%	0.00%	2720	10
	Q-Learning	-2.24%	26.25%	93.46%	33.40%	2720	10
	DQN	0.00%	26.25%	0.00%	0.00%	2720	10
Test	Baseline	0.00%	23.77%	0.00%	0.00%	3183	10
	Q-Learning	10.17%	23.77%	94.85%	31.00%	3183	10
	DQN	0.00%	23.77%	0.00%	0.00%	3183	10



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## Conclusions & Future Work

- Access to high quality flight data for multiple routes and over long time-periods is incredibly important to be able to train the data. It'll be interesting to extend the work to more routes, with more data.
- Deep Q-Networks can capture more nuanced states, but they are difficult to train and needs more parameter tuning.
- Users generally purchase a ticket on a route, not an individual flight. The current setup doesn't capture the majority use case.
- Currently, the agents interaction doesn't change the environment. However, in actual ticket purchase problems, the agents behavior can lead to tickets being sold out etc.

## References

1. To Buy or Not to Buy: Mining Airfare Data to Minimize Ticket Purchase Price (<https://www.stat.berkeley.edu/~aldous/157/Papers/etzioni.pdf>)
2. On Optimizing Airline Ticket Purchase Timing (<https://dl.acm.org/citation.cfm?id=2733384>)
3. Computational Complexity of Air Travel Planning (<http://www.ai.mit.edu/courses/6.034f/psets/ps1/airtravel.pdf>)