Fapitow: An Advanced AI Agent for Travel Agent Competition

Authors : Faiz Ul Haque Zeya

Abstract : In this paper, Fapitow's bidding strategy and approach to participate in Travel Agent Competition (TAC) is described. Previously, Fapitow is designed using the agents provided by the TAC Team and mainly used their modification for developing our strategy. But later, by observing the behavior of the agent, it is decided to come up with strategies that will be the main cause of improved utilities of the agent, and by theoretical examination, it is evident that the strategies will provide a significant improvement in performance which is later proved by agent's performance in the games. The techniques and strategies for further possible improvement are also described. TAC provides a real-time, uncertain environment for learning, experimenting, and implementing various AI techniques. Some lessons learned about handling uncertain environments are also presented.