Airlines on Autopilot: From AI to Intelligent Agents

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2025.10.07





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5 stages of GenAl

AGI

innovator

agent

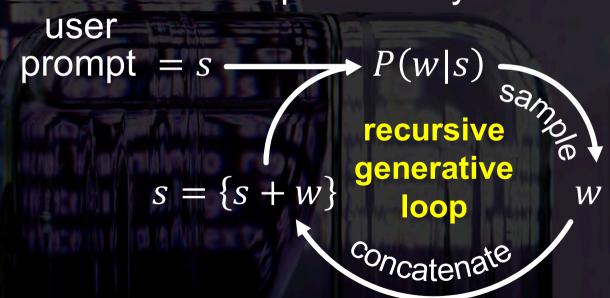
problem solver (LRM)

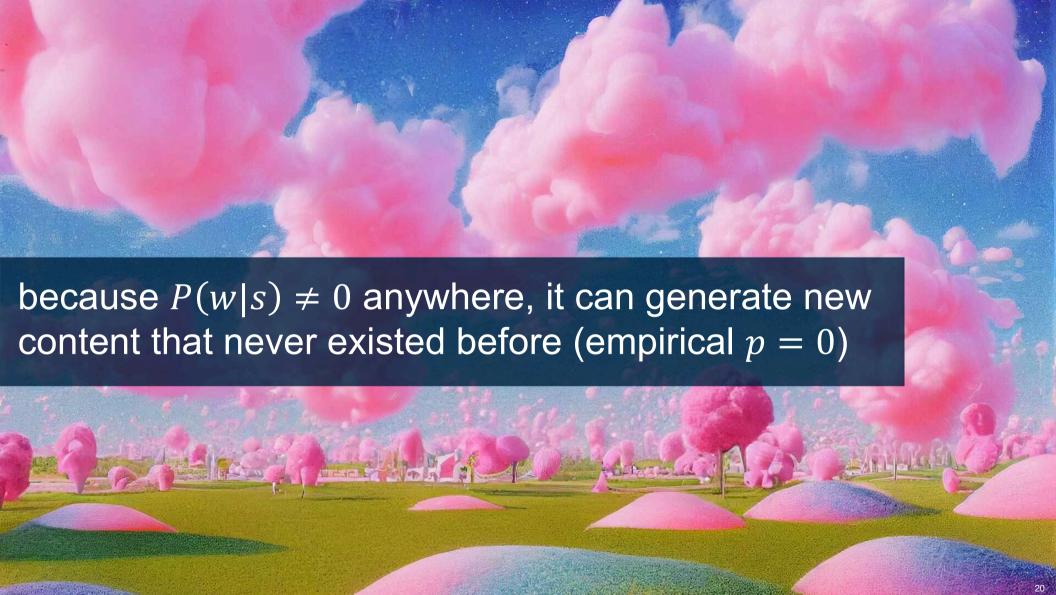
chatbot (LLM)



language model:

attempting to predict the next word w given any sequence s by modeling





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Chain of Thought (CoT) Prompting Example

prompt:

a farmer has 10 sheep; all but 3 run away, and so he got 2 more; how many sheep does he have now?

LLM response:

9 sheep



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prompt:

a farmer has 10 sheep; all but 3 run away, and so he got 2 more; how many sheep does he have now? please think step by step

LLM response:

- 1. The farmer starts with 10 sheep
- 2. The phrase "all but 3 run away" means that 3 sheep did NOT run away

CORRECT

- 3. So, the farmer still has 3 sheep left
- 4. he got 2 more, so now he has 3 + 2 = 5 sheep

final answer: 5 sheep

4 "thinking" steps for this simple prompt



 $user \\ prompt = s$

the effect of CoT is like writing long and detail prompts, except you don't need to write it yourself

longer and more detail prompts → more precise and accurate response

precise ponse P(W|S)recursive generative loop Concatenate

CoT must generate many more tokens as output to explain the steps



if accuracy of a single CoT step is 99%

many real-world problems may involve tens of steps

challenging scientific problems may require *hundreds* of steps

accuracy of entire CoT after 20 steps:

$$(99\%)^{20} = 81.8\%$$

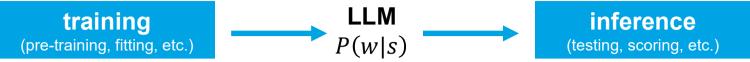
after 50 steps:

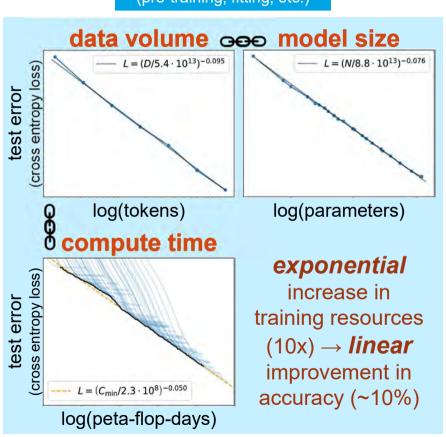
$$(99\%)^{50} = 60.5\%$$

after 100 steps:

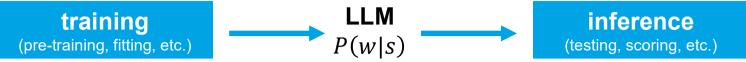
$$(99\%)^{100} = 36.6\%$$

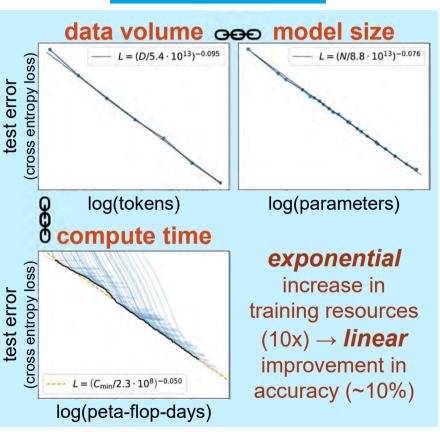
deep reasoning (long CoT) require ~100% LLM accuracy











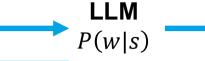
compute time



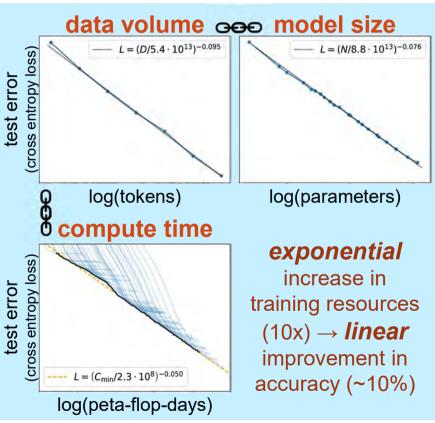
we are out of publicly accessible data

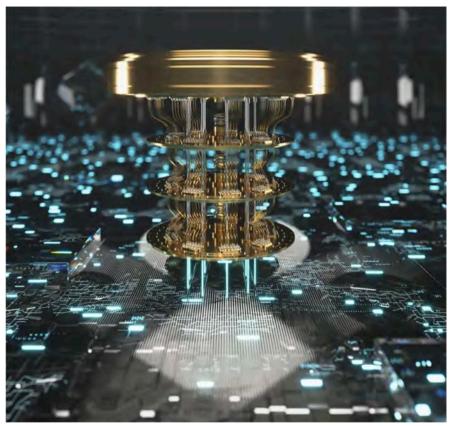


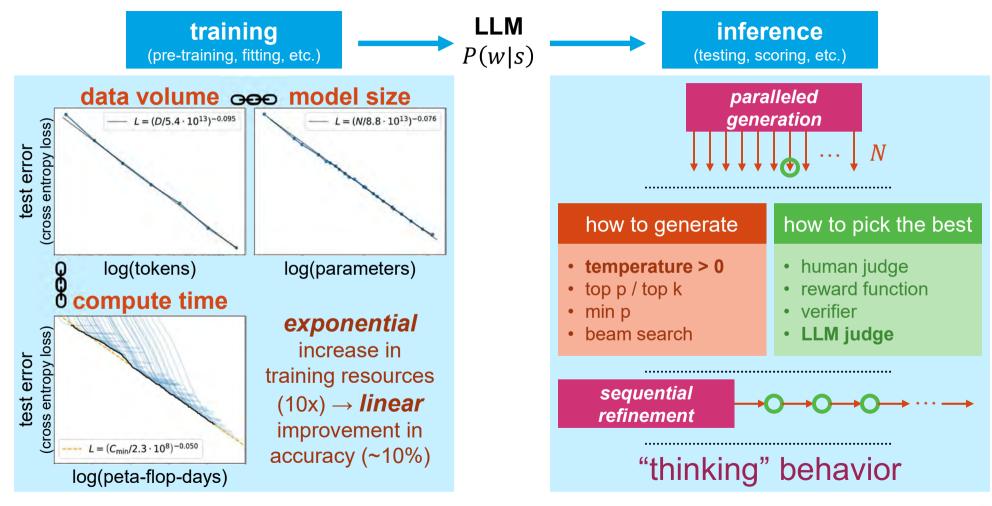
training (pre-training, fitting, etc.)



inference (testing, scoring, etc.)









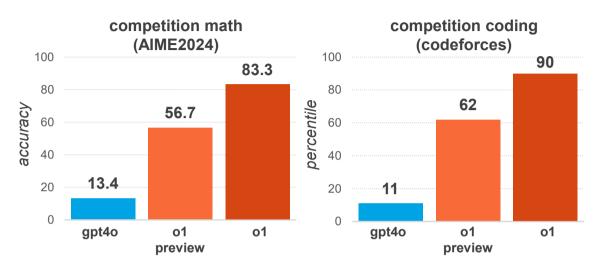


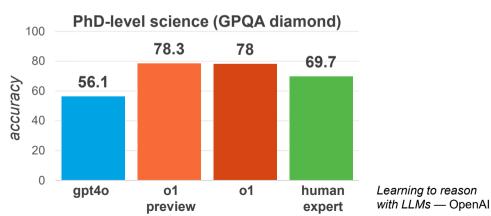
scaling inference time "thinking" requires big working memory (long context window)

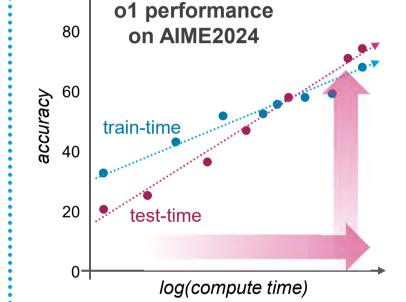
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Mentally me by

Test-Time Compute (TTC): Performance + Scaling







100 4

train-time compute scaling

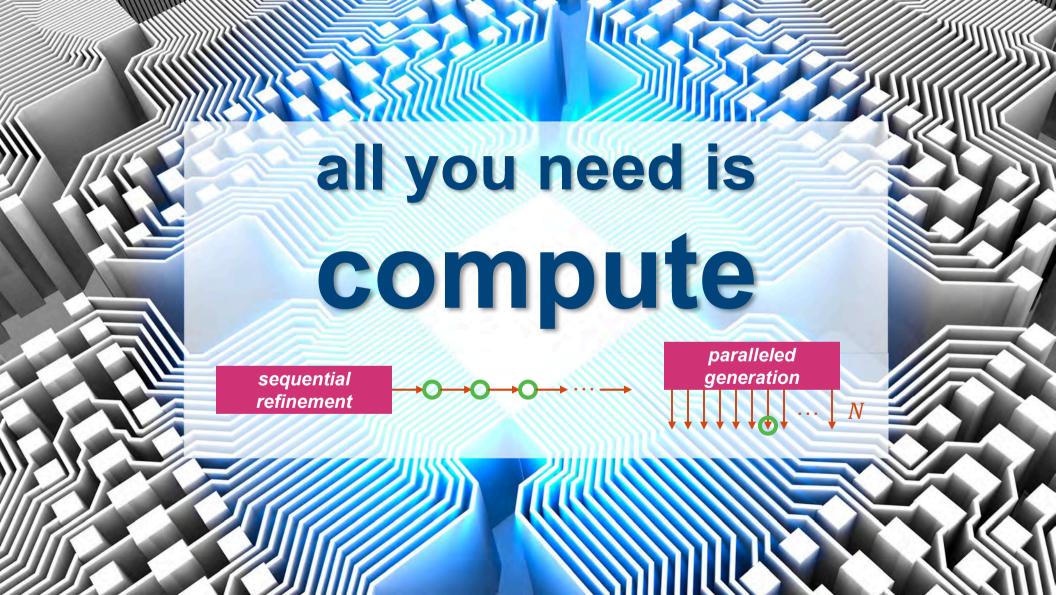
vs. test-time compute scaling

continuing to scale TTC \rightarrow continually improving accuracy

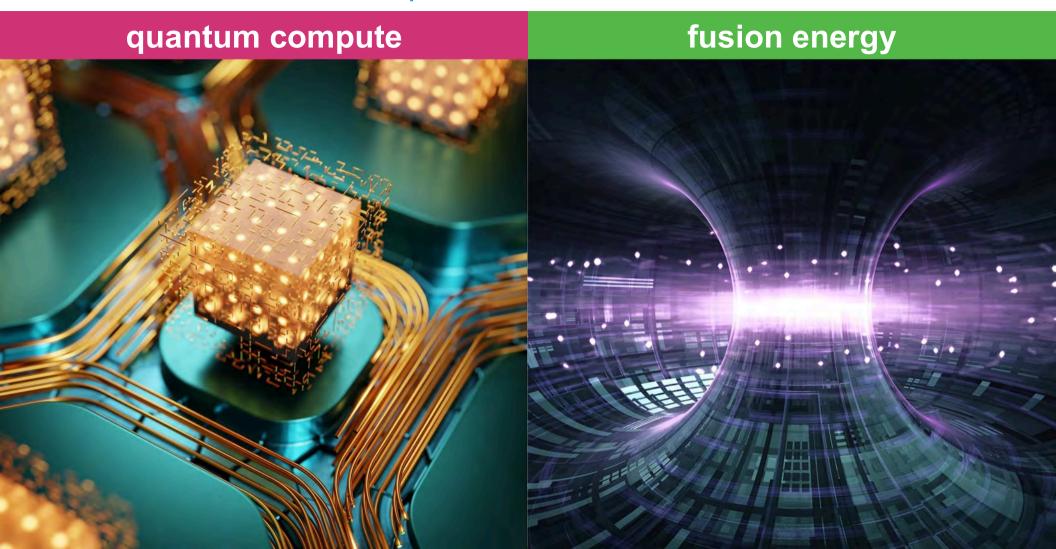


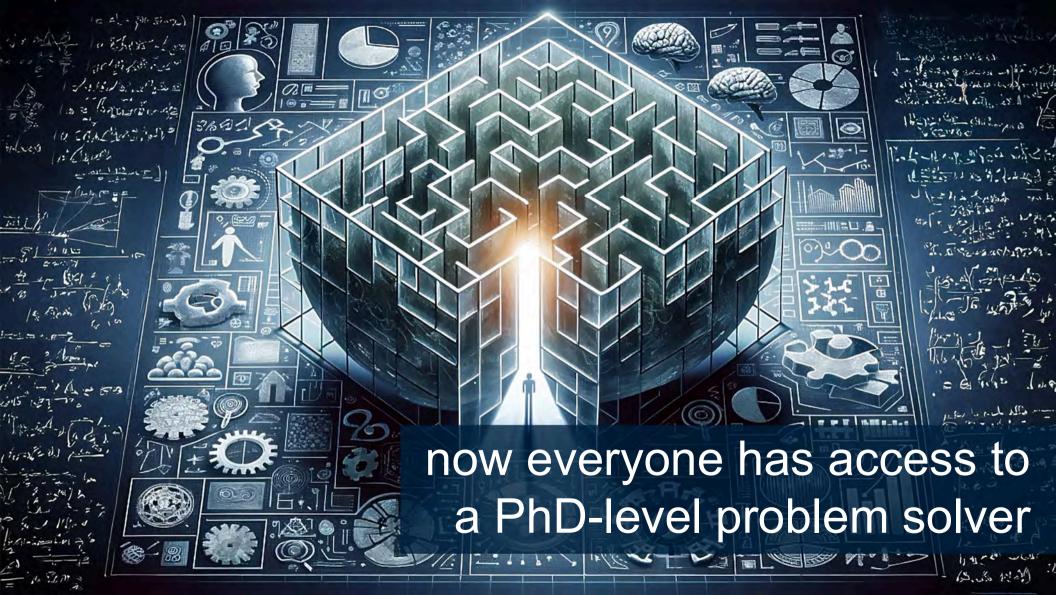




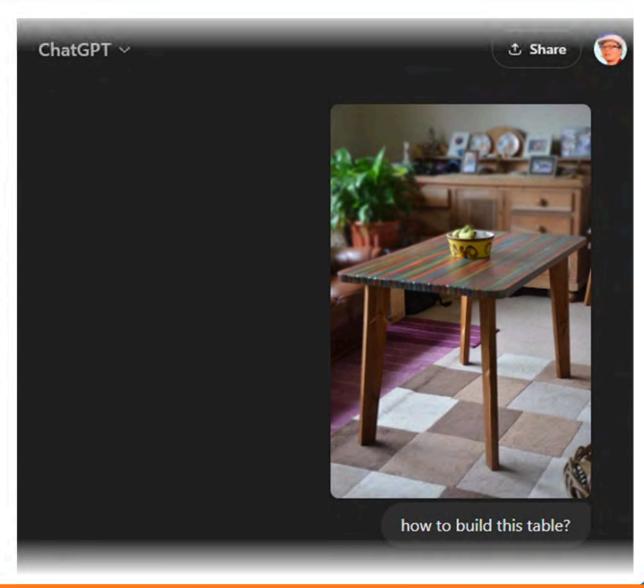


We Just Need More Compute: Future Al Data Center Investment















Building a table like the one in the image involves several steps, including selecting materials, assembling the frame, and finishing the tabletop. Here's a step-by-step guide:

Materials Needed

- Wood for the tabletop Plywood, MDF, or reclaimed wood.
- 2. Wood for the legs Solid wood (such as pine or oak).
- Wood screws and brackets For attaching the legs.
- Wood glue For extra strength.
- Sandpaper For smoothing edges.
- 6. Primer and paint or resin For the colorful finish.
- 7. Clear epoxy or varnish To seal the painted surface.
- 8. **Drill and screwdriver** For assembling the frame.
- 9. Saw To cut the wood to size.
- 10. Clamps For securing pieces while gluing.





Step 1: Preparing the Tabletop

- Measure and cut the tabletop to the desired size.
- Sand the edges and surface for a smooth finish.
- Paint or apply the colorful design:
 - Use acrylic paints or wood stains to create the multi-colored striped effect.
 - Allow each layer to dry before adding the next.
 - · Optionally, use a brush or sponge for texture.

Step 2: Building the Legs

- Cut four wooden legs to your desired height.
- Use tapered or straight legs based on preference.
- Sand the legs to ensure smoothness.







Step 3: Attaching the Legs

- Option 1: Screw and Bracket Method
 - · Attach metal brackets under the tabletop.
 - Secure the legs to the brackets with screws.
- Option 2: Pocket Hole Joinery
 - · Drill angled pocket holes into the legs.
 - Attach them to the tabletop with screws and wood glue.

Step 4: Finishing the Table

- Apply a clear coat of epoxy or varnish to protect the painted surface.
- Let it dry completely before use.







- Drill angled pocket holes into the legs.
- · Attach them to the tabletop with screws and wood glue.

Step 4: Finishing the Table

- Apply a clear coat of epoxy or varnish to protect the painted surface.
- · Let it dry completely before use.

Final Touch

Place the table in your desired space and enjoy your handmade furniture!

Would you like help with a more detailed design plan or measurements?



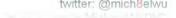












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agent

problem solver (LRM)

chatbot (LLM)



inspired by real-world concepts in software agents back in 1999

goal directed

programmed to keep order in the system (i.e. the Matrix)

autonomy

can do whatever he deem necessary (eliminating humans + rogue programs)

context aware

can appear virtually anywhere to monitor anomalies everywhere

tool usage

can use anything and anyone to give him super-human power



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what's all the hype about agents now?



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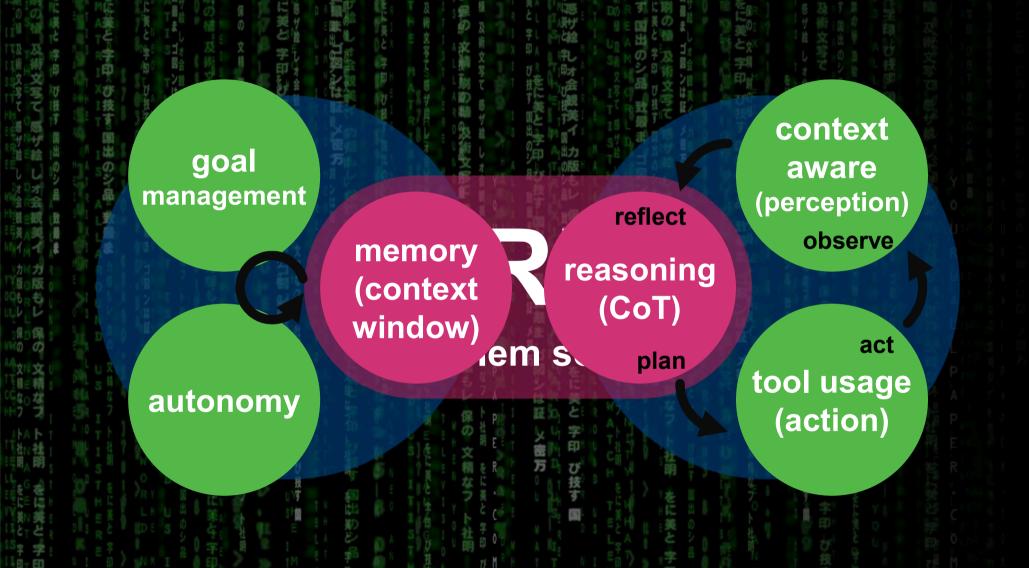
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ordinary computer program



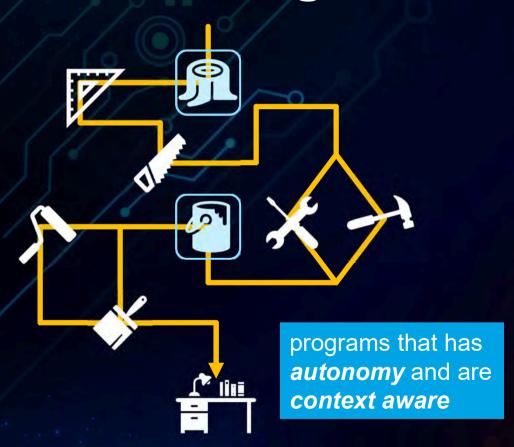
written by users executed by users or other programs

software agent

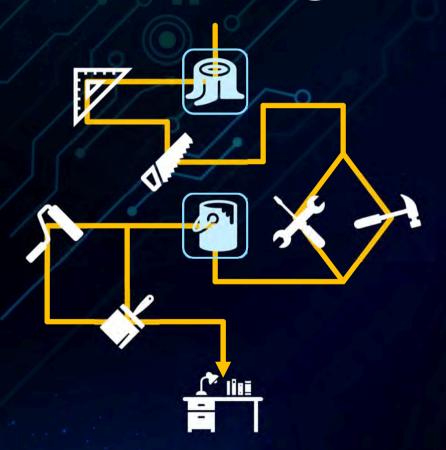
- can self execute (autonomy)
- must be able to observe the environment (context aware)
- still task specific (goal directed)
 + great for automation
- e.g. web crawler, load balancer, network intrusion detection



software agent

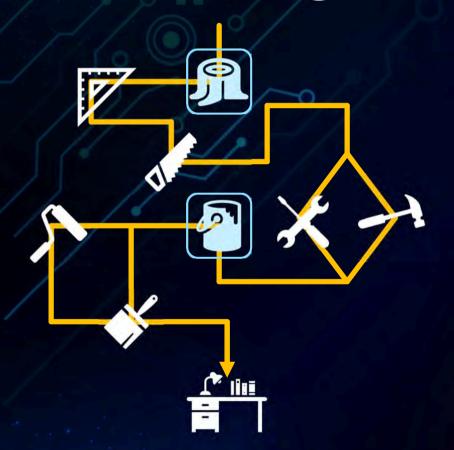


software agent

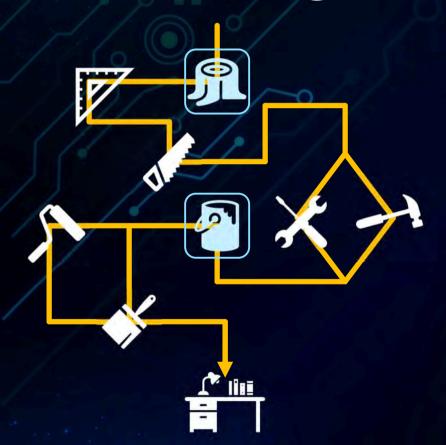


LLM agent



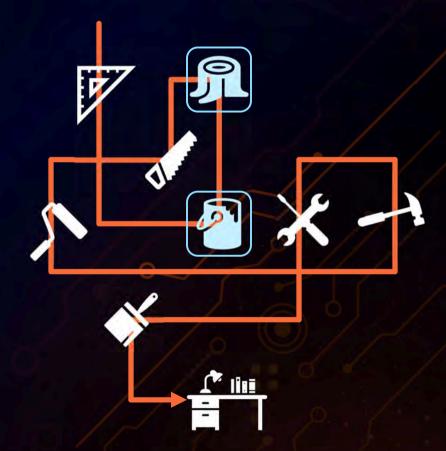




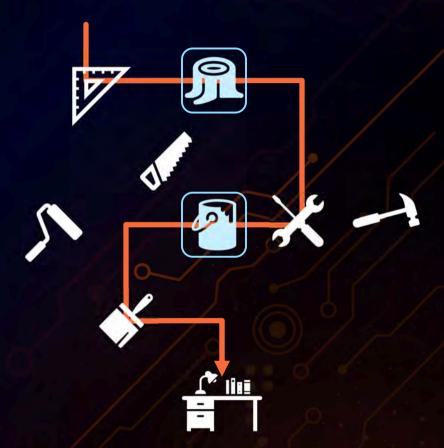


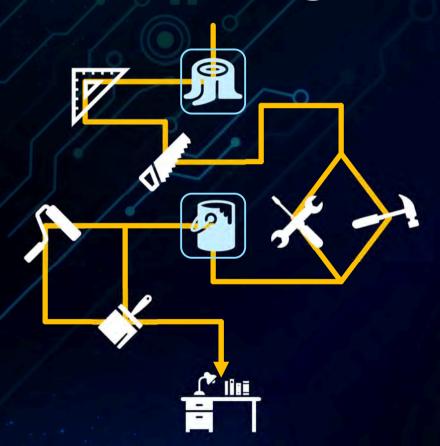


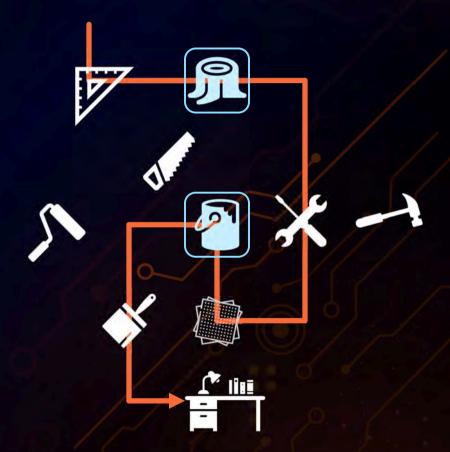






















Future Al-Augmented Airline Retail

right time

conventional RM + WTP forecaster





model-based reinforcement learning

right offer

ancillary Al algorithms

ranking bundling pricing







right customer

request-specific pricing



double debiased neural network-based robust estimation



right channel

offer marketing

impossible to be everywhere → funnel them in



hyperpersonalization



right price

continuous pricing + WTP model



online learning w/ variational inference



Future Al-Augmented Airline Retail

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conventional RM + WTP forecaster





right offer

ancillary Al algorithms



dynamic ancillary bundling pricing bricing





request-specific pricing





right channel

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impossible to be **everywhere** →





right price

continuous pricing + WTP model







ordinary computer program







Al Automation Roadmap

AI assisted

Al led

Al automated

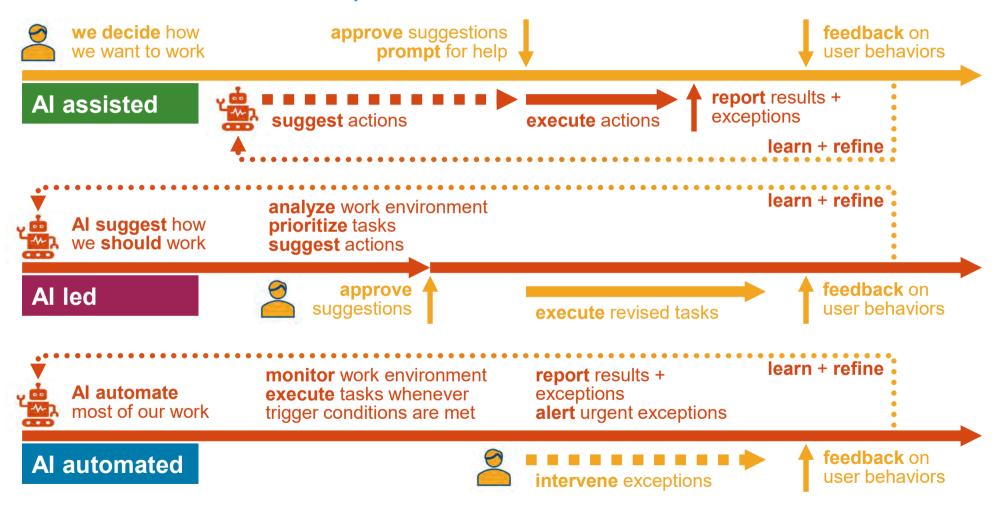


human is the driver; Al is an assistant ready to help

Al is the driver; human is an approver for all work

Al is the driver; human is an intervenor as needed

Al Automation Roadmap



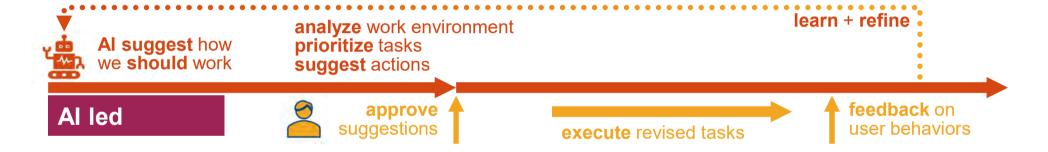


Al Automation Roadmap

human: start the work and working continuously

Al assisted

Al: working intermittently and help complete the work as needed



Al: start the work and working continuously

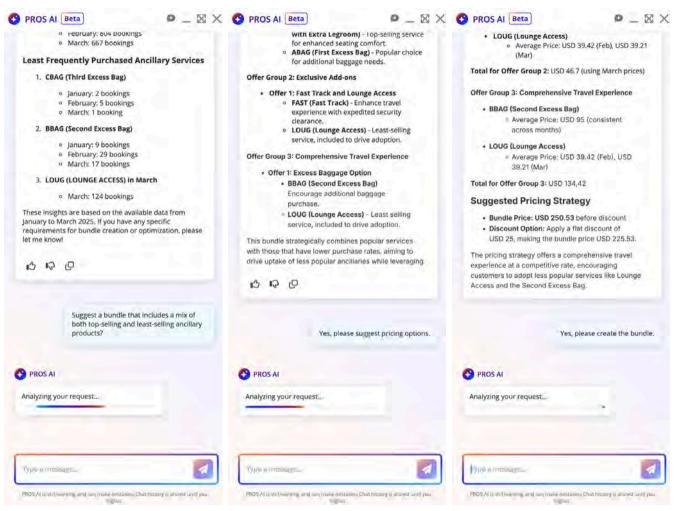
Al automated



human: working intermittently and help complete the work as needed



Some Examples of PROS Agents





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bundling

merchandising

assisted:

4

Some Examples of PROS Agents

