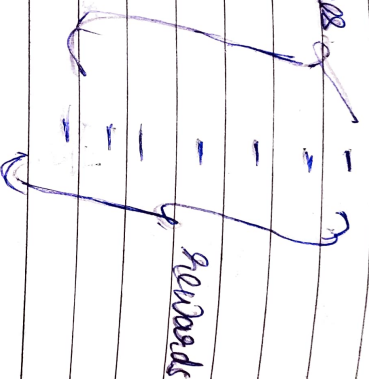


K-ARM BANDIT BASED FOR -

Agent, Activity, Reward System

Activity 'k' fetches



Recap ↓

along with -

→ Greedy Approach

→ Non-Greedy Approach

Problem Statement: Make a system that maximizes the total no. of views, with an additional objective of maximizing views for certain aligned articles.

actions / activities: Each action = promotion of one distinct article.

Rewards : Reward for promotion of some article 'a' = views it generates through that promotion.

Greedy Approach : Always promote an article with highest no. of views.

Non-greedy Approach : With random probability, promote some article 'a', -e with, and then after that start promoting articles with highest percentage of views with probability less than the previous.