

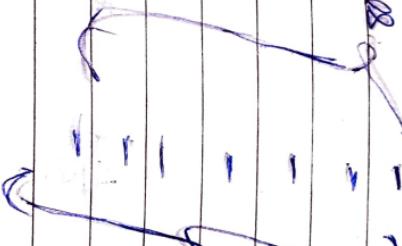
K-ARM BANDIT BASED FOR -

Agent, Activity, Reward System

Activity "k" fetches →

-

- rewards



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 offer that stuff promoting articles with highest probability of views w.r.t. the probability less than the previous.