Multi-Armed Bandits Untuk Sistem Rekomendasi Basis Personalitas

Ong Gabriel Riverine Susanto

Reinforcement Learning

- Reinforcement Learning != Supervised Learning

    > Data → Evaluation not instruction

- Reinforcement Learning != Unsupervised Learning

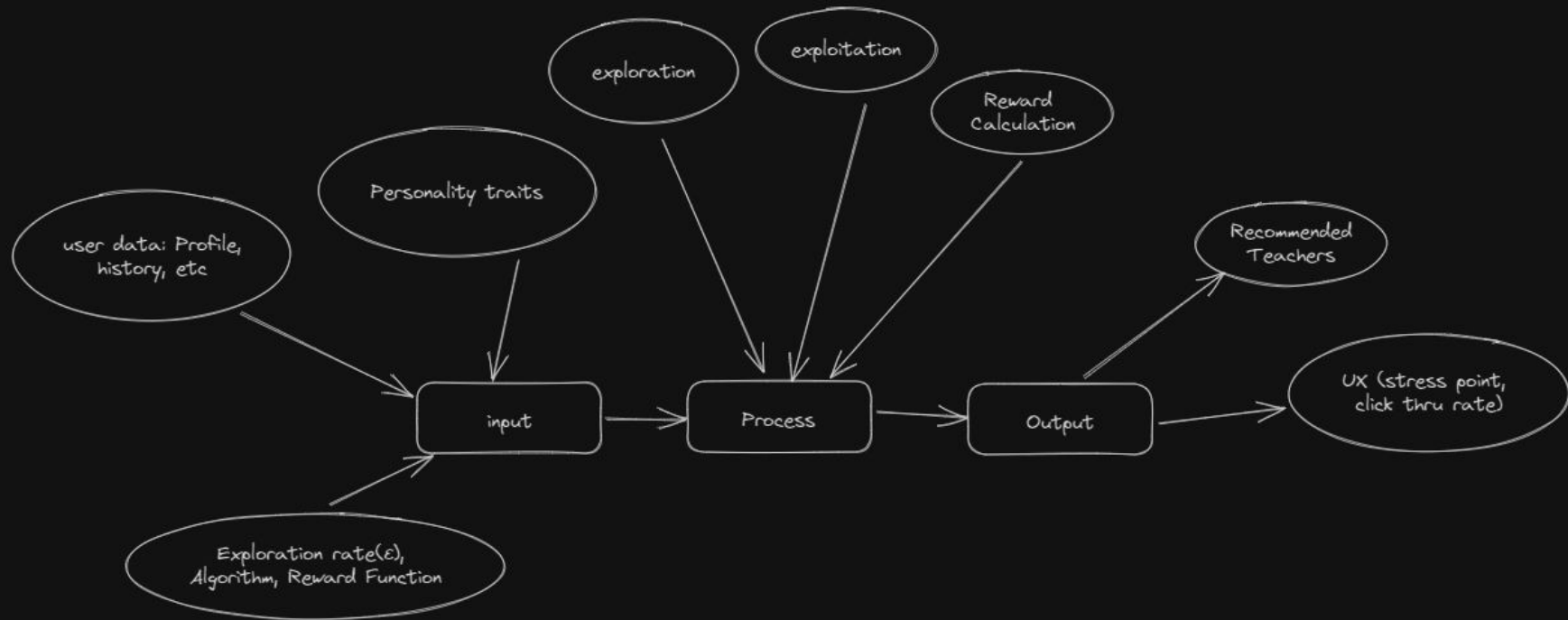   > Hidden Structure → Signal with highest reward

Multi-Armed Bandits

Exploration & Exploitation

- Exploration → proses mencoba arms untuk mencari informasi
- Exploitation → proses memilih arms yang mempunyai reward terbaik

[A Multi-Armed Bandit Framework for Recommendations at Netflix | Netflix - YouTube](#)
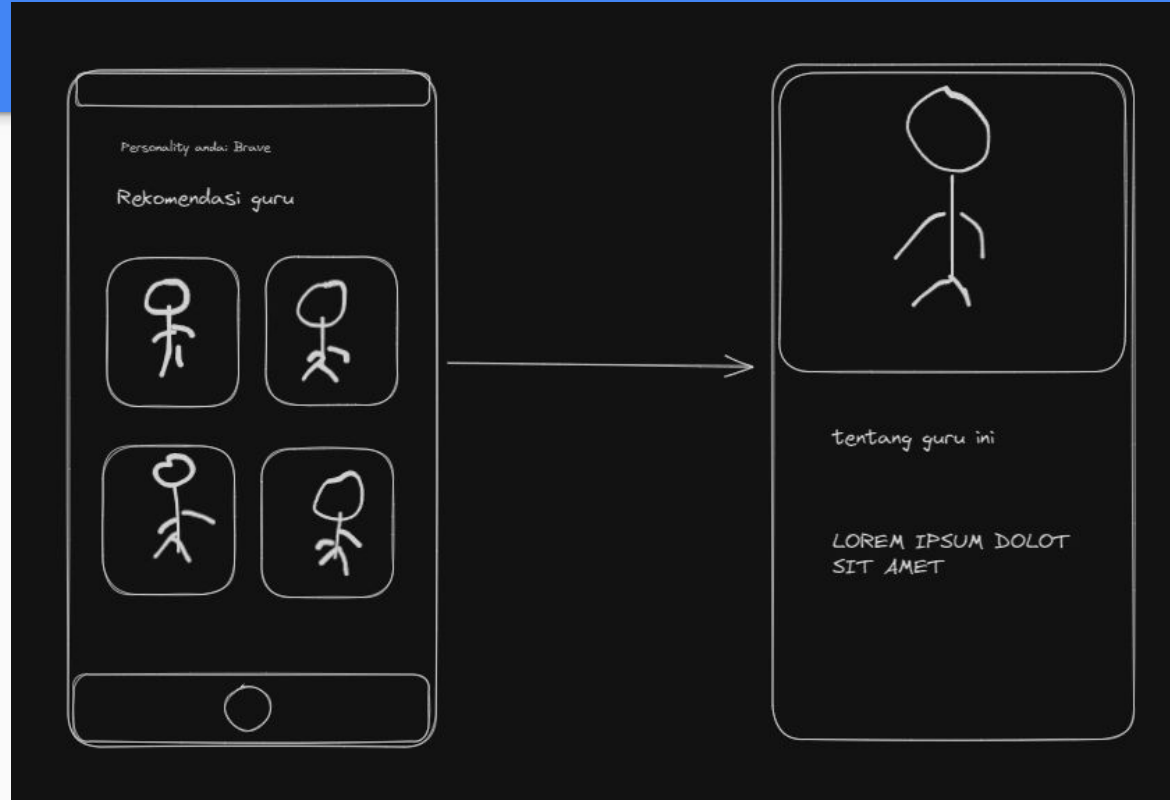
Flow

GUI

Android Based
application (Kotlin)

Terima Kasih