## **Anime Categories**

$$A_i = \sum_{i=1}^{n} a_i = 1$$

where  $A_i$  is the anime scores where a is the catagory where i is the score where n is the num of catagories

## User preferences

$$U_i = \sum_{i=1}^{n} u_i = 1$$

where  $U_i$  is the user scores where u is the catagory where i is the score where n is the num of catagories

## **User Vector**

$$U = \{u_i\}_{i=1}^n$$

where U is the User Vector where u is the catagory where i is the score where n is the num of catagories

User preferences adjustments

$$Nu_i = u_i + \alpha \cdot A_i$$

where  $Nu_i$  is the new User score where u is the catagory where i is the score where  $\alpha$  is the penalty/reward

User preferred category

$$C = \max(u_i)$$

where C is the highest score where u is the catagory where i is the score where  $\alpha$  is the penalty/reward

## Distance between vectors

$$d = d(U|A_i) = \sqrt{\sum_{j=1}^{n} (u_j - a_{ij})^2}$$

where  $d_i$  is the distance in relation to user vector (U) and filtered Anime vectors  $(A_i)$  where u is user catagory where a is anime catagory where j is the score where n is the num of catagories

**User Suggestions** 

$$A_s = \min(d)$$

where  $A_s$  is the suggested anime where U is the user vector where  $A_i$  is the Anime vector where d is the distance