

Model User Preferences for Location Based Recommendations

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Abstract

In this project we will create an artificial agent that can recommend eating choices to a user. Our agent will run through an existing dataset, representing user's eating behavior (cuisines, category, etc.) and learn the user's preference model for food choices. Based on the learned user preferences, current location and time, the agent will recommend an eating choice for the user in terms of food type and the optimal place to eat. Additionally, through user's feedback, the agent will evolve its preference model and recommendation function.