

Number Recommendation System using K-Arm Bandit

Idea

- model recommends a number between 0 and 9 (10 numbers)
- recommending each number is an action -> $K = 10$, 10 actions
- rewarding system is binary : {1 is user likes the number and 0 if the number is disliked}

Algorithm

- Set K to 10
- Initialize arrays of estimated rewards, confidence intervals and pulls
- Recommendation :
 - choose a random number at $P(E) = 0.1$ (Exploring) else choose maximum reward (Exploiting)
- Learning:
 - pass the recommended number along side the user reward (like / dislike)
 - update the pull, estimated reward and confidence interval of the recommended number

```
In [1]: import numpy as np
```

```
In [2]: K = 10
```

```
In [3]: estimated_rewards = np.zeros(K)
confidence_intervals = np.ones(K) * float('inf')
```

```
In [4]: pulls = np.zeros(K, dtype=int)
```

```
In [5]: def recommend_item():
    if np.random.rand() < 0.1:
        return np.random.randint(K)
    else:
        return np.argmax(estimated_rewards + confidence_intervals)
```

```
In [19]: def update_estimates(item_idx, reward):
    pulls[item_idx] += 1
    estimated_rewards[item_idx] += (reward - estimated_rewards[item_idx])
    confidence_intervals[item_idx] = np.sqrt(2 * np.log(pulls.sum()))
    return estimated_rewards, confidence_intervals
```

```
In [25]: # lets try recommending 1000 numbers
NUMS = 1000
```

```
Out[31]: array([0.30106187, 0.42641162, 0.35326066, 0.39861057, 0.34296065,
                0.36477369, 0.36326437, 0.42442843, 0.30535259, 0.35208542])
```

In [32]: recommended_nums

Out[32]: [5,
7,
7,
4,
4,
6,
8,
8,
8,
7,
9,
9,
4,
1,
3,
3,
3,
3,
5,
4,
~

```
In [43]: for i in range(10):
          print(i)
          print(f'number of times {i} was recommended is : {pulls[i]}')
          print(f'estimated reward of {i} is : {ER[i]}')
          print(f'confidence interval of {i} is : {CI[i]}')
          print(f'chance of {i} being chosen is : {pulls[i]/NUMS * 100}%')
          print("-----")
```

0
number of times 0 was recommended is : 154
estimated reward of 0 is : 0.5259740259740264
confidence interval of 0 is : 0.30106187125833284
chance of 0 being chosen is : 15.4%

1
number of times 1 was recommended is : 77
estimated reward of 1 is : 0.38961038961038963
confidence interval of 1 is : 0.4264116193281533
chance of 1 being chosen is : 7.7%

2
number of times 2 was recommended is : 112
estimated reward of 2 is : 0.47321428571428575
confidence interval of 2 is : 0.35326065806385376
chance of 2 being chosen is : 11.200000000000001%

3
number of times 3 was recommended is : 88
estimated reward of 3 is : 0.4204545454545455
confidence interval of 3 is : 0.398610566591265
chance of 3 being chosen is : 8.799999999999999%

4
number of times 4 was recommended is : 119
estimated reward of 4 is : 0.4873949579831932
confidence interval of 4 is : 0.3429606548776809
chance of 4 being chosen is : 11.899999999999999%

5
number of times 5 was recommended is : 105
estimated reward of 5 is : 0.4571428571428571
confidence interval of 5 is : 0.3647736889435815
chance of 5 being chosen is : 10.5%

6
number of times 6 was recommended is : 106
estimated reward of 6 is : 0.46226415094339646
confidence interval of 6 is : 0.36326436589970257
chance of 6 being chosen is : 10.6%

7
number of times 7 was recommended is : 77
estimated reward of 7 is : 0.4025974025974025
confidence interval of 7 is : 0.42442842989635904
chance of 7 being chosen is : 7.7%

8
number of times 8 was recommended is : 150
estimated reward of 8 is : 0.5200000000000002
confidence interval of 8 is : 0.3053525857743899
chance of 8 being chosen is : 15.0%

9
number of times 9 was recommended is : 113
estimated reward of 9 is : 0.4955752212389382
confidence interval of 9 is : 0.3520854214715383
chance of 9 being chosen is : 11.3%

In []: