

Android App: Implementation & Visualization of ϵ -greedy to solve 'Multi-Armed-Bandit' Problem

Legend

Screen

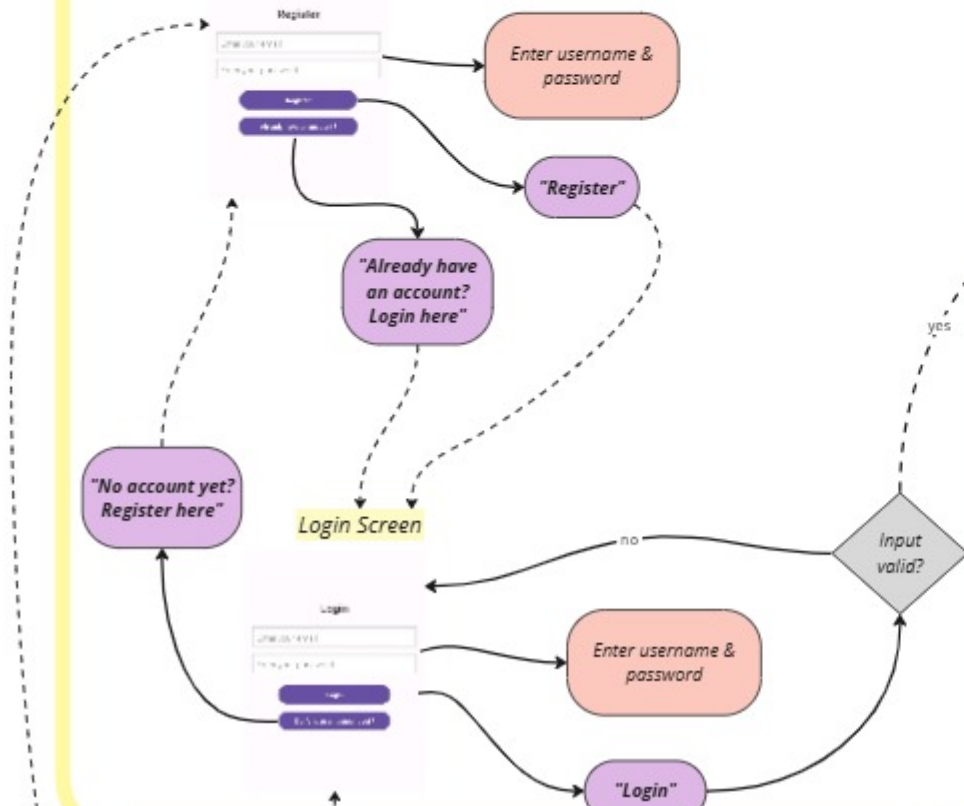
Button

User interaction

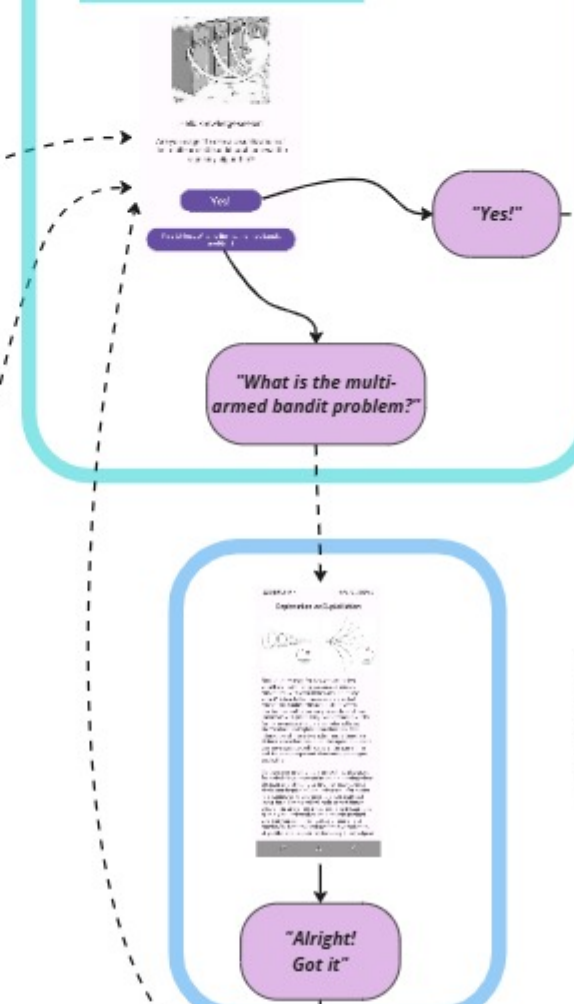
User decisio

System

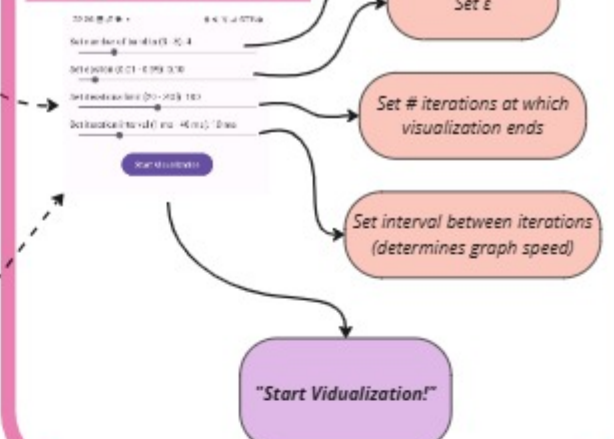
Registration Screen



Home Screen



Configuration Screen



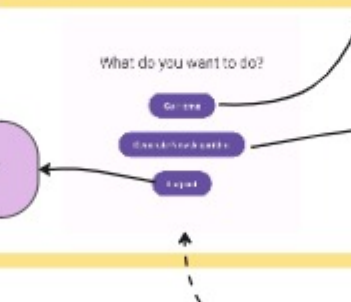
Visualization View



Table View

Iteration	% of optimal decisions	% of optimal decisions	% of optimal decisions
1000	10.0%	10.0%	10.0%
2000	20.0%	20.0%	20.0%
3000	30.0%	30.0%	30.0%
4000	40.0%	40.0%	40.0%
5000	50.0%	50.0%	50.0%
6000	60.0%	60.0%	60.0%
7000	70.0%	70.0%	70.0%
8000	80.0%	80.0%	80.0%
9000	90.0%	90.0%	90.0%
10000	100.0%	100.0%	100.0%

Post Visualization Screen



Nice Visualization!