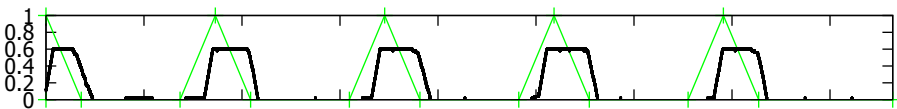
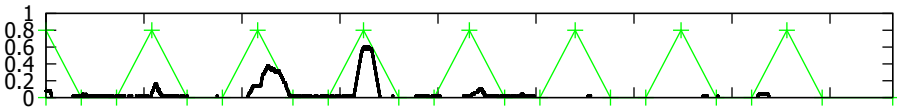


# Contextual Multi-Armed Bandit - Dynamic Green Energy

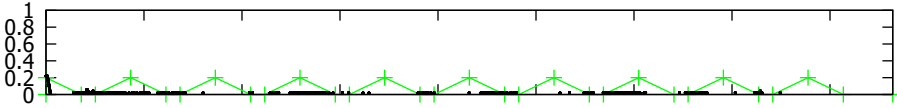
Node 1 - Green Energy, CPU utilization



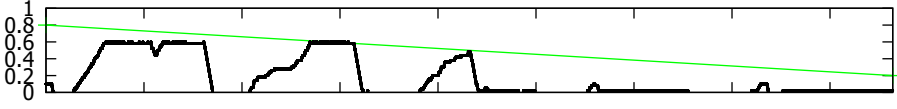
Node 2 - Green Energy, CPU utilization



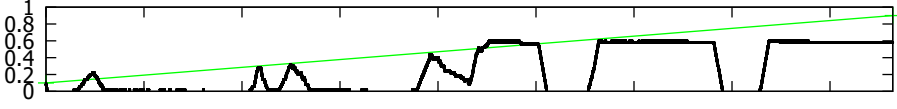
Node 3 - Green Energy, CPU utilization



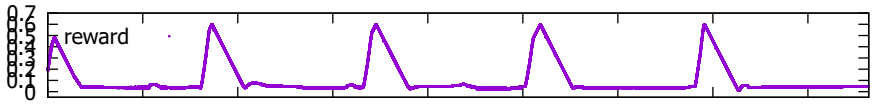
Node 4 - Green Energy, CPU utilization



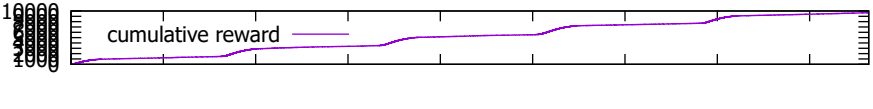
Node 5 - Green Energy, CPU utilization



Reward



Cumulative reward



time