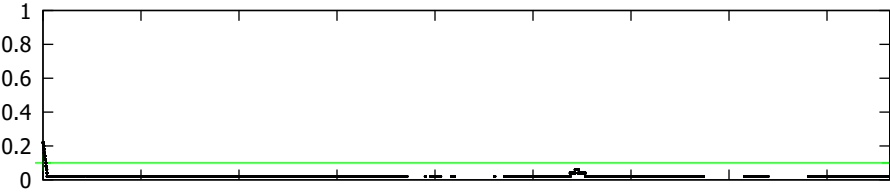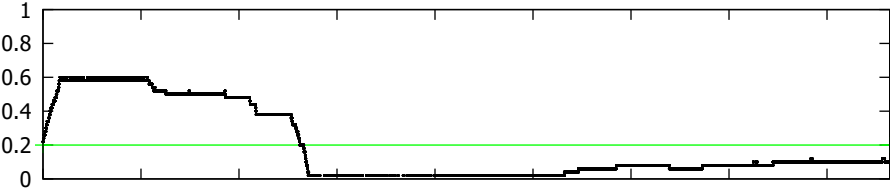# Contextual Multi-Armed Bandit - Increasing Green Energy
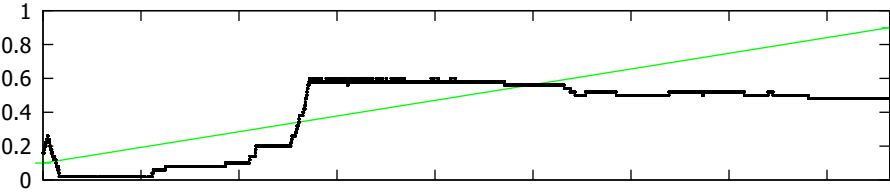

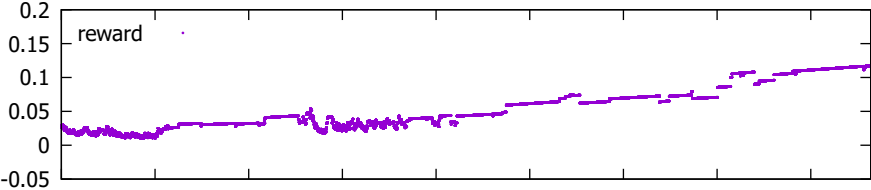Node 1 - Green Energy, CPU utilization

Node 2 - Green Energy, CPU utilization

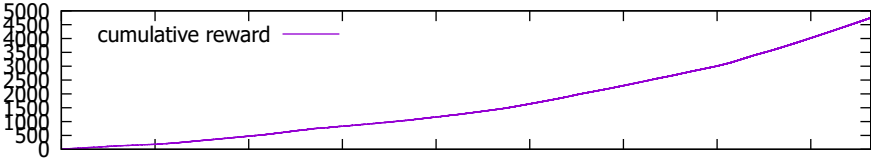Node 3 - Green Energy, CPU utilization

Reward

reward

Cumulative reward

cumulative reward

time