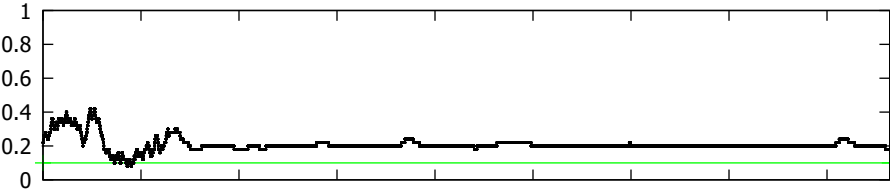
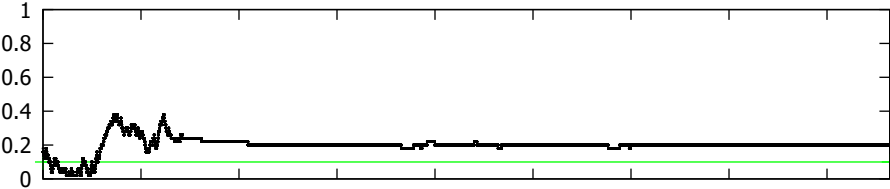


Contextual Multi-Armed Bandit - Constant Green Energy

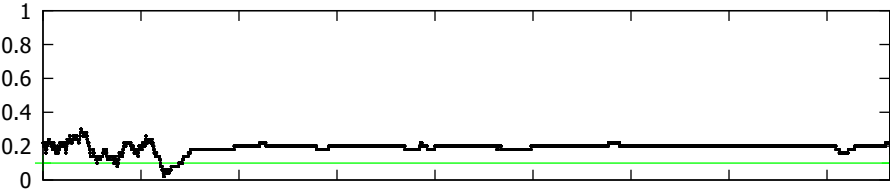
Node 1 - Green Energy, CPU utilization



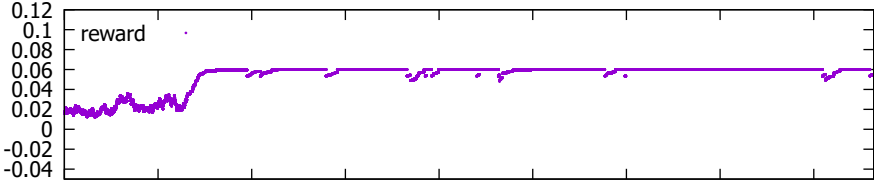
Node 2 - Green Energy, CPU utilization



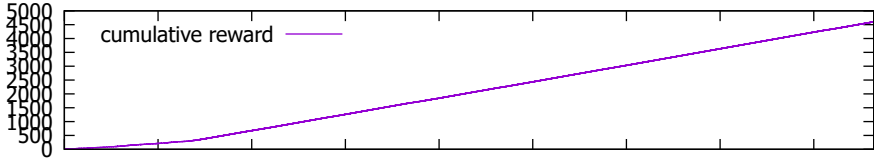
Node 3 - Green Energy, CPU utilization



Reward



Cumulative reward



time