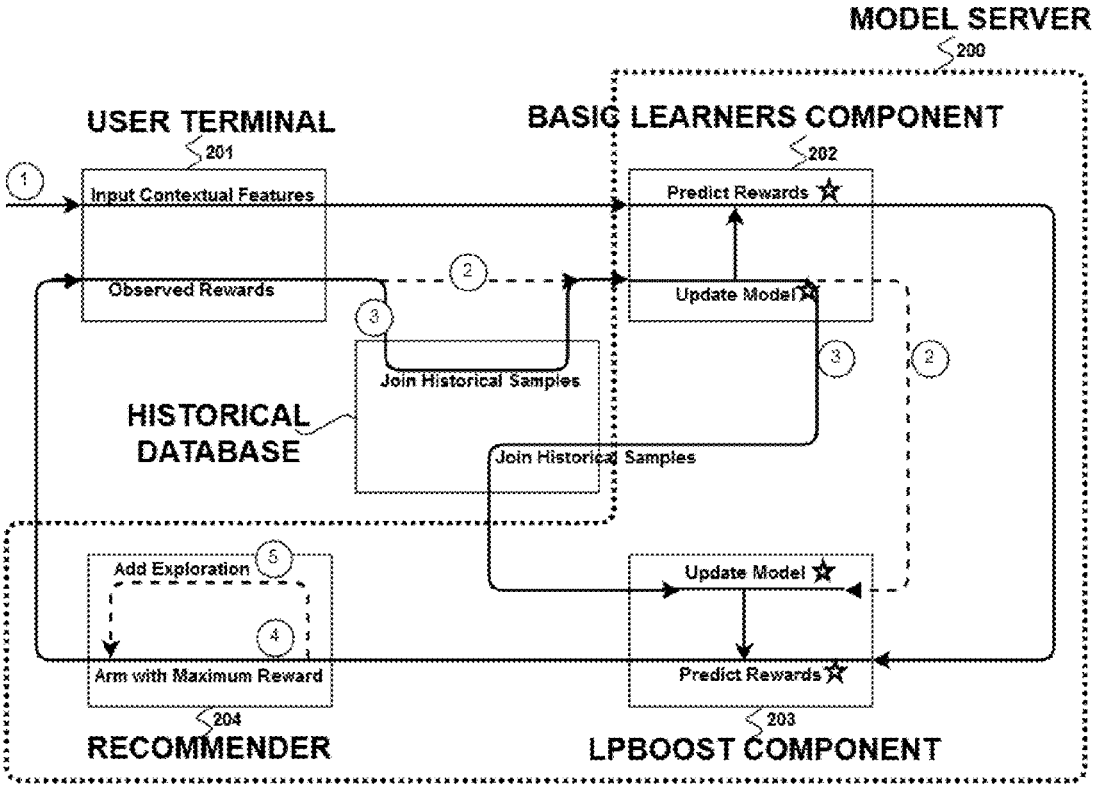
FIGURE 2


MODEL SERVER
200
USER TERMINAL
201
BASIC LEARNERS COMPONENT
202
1
Input Contextual Features
Predict Rewards
Observed Rewards
2
Update Model
3
Join Historical Samples
3
2
HISTORICAL DATABASE
Join Historical Samples
Add Exploration
5
Update Model
4
Arm with Maximum Reward
Predict Rewards
204
RECOMMENDER
203
LPBOOST COMPONENT