Figure 1. Testbed

Interfaces

AgentProgram

    defines behaviour of an agent, maps observation to action

Actuator

    maps agent decision to actual activiy in an environment

Sensor

    maps observation of an environment to an input for agent program

Environment

the surroundings or conditions in which an agent operates

Testbed

multiprocess experimental runs of the agents in an environment with data gathering and plotting

Classes

Run

series of an agent activities in an environment

Agent

entity which observes through sensors and acts upon an environment using actuators

Sink, SharedMem

multiprocess shared memory for statistical/performance data that are saved as HDF5 file

Sampler

provides precomputed random samples of various distribution

Space

holds information about any generic space

Spec

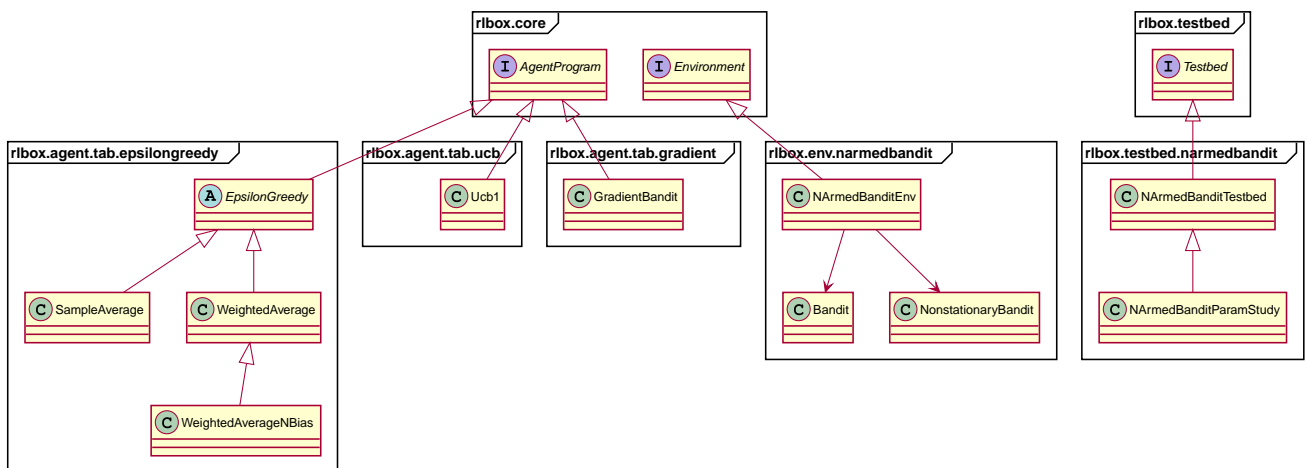convenience class to hold a list of spaces

Store

wrapper for access to hdf5 data file

Figure 2. N-Armed Bandit Testbed