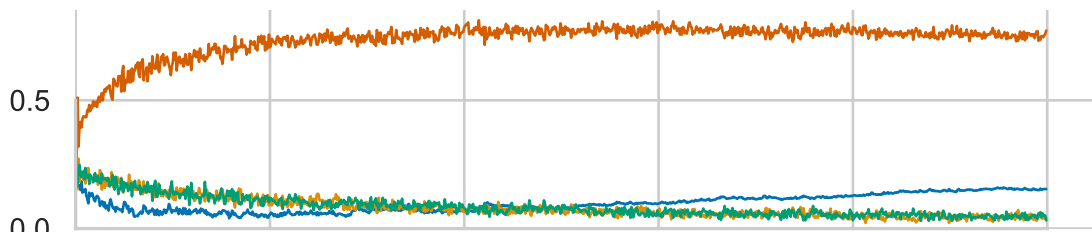
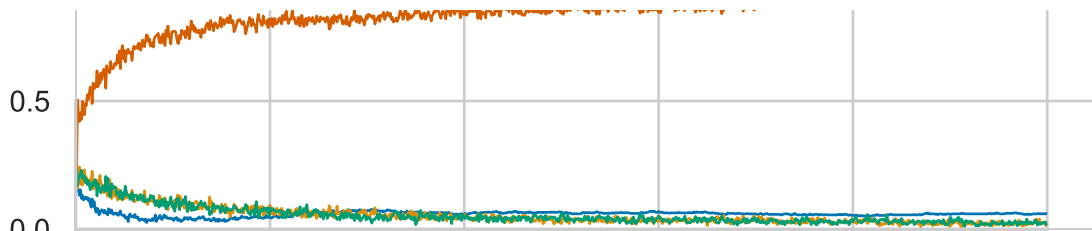


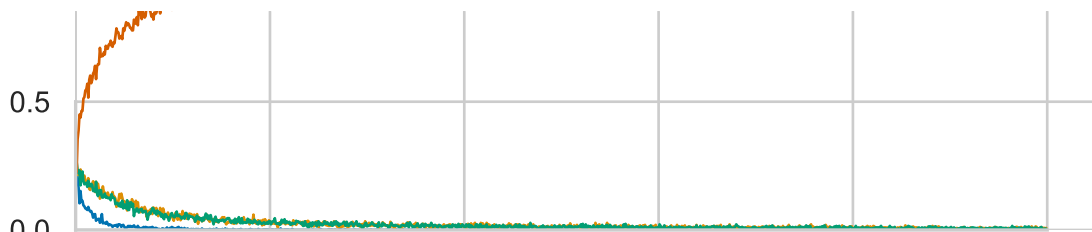
UCB×UCB



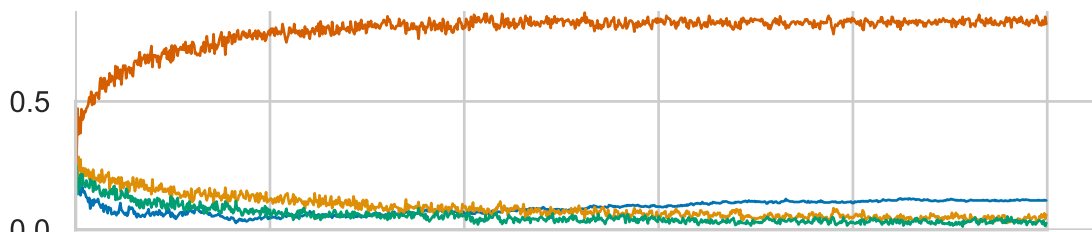
KLUCB×KLUCB



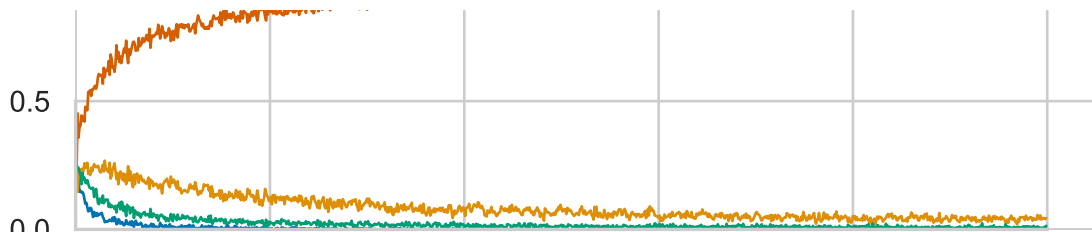
TS×TS



UCB×KLUCB



UCB×TS



0 200 400 600 800 1000

Round (t)

(0,0) (0,1) (1,0) (1,1)

Proportion over 500 runs