Total Reward vs. Number of Plays for Different Strategies Explore-then-commit (N=ceil(0.2T)) Explore-then-commit (N=ceil( $0.5*T^(2/3)*(\log T)^(1/3)$ ))  $\varepsilon$ -Greedy ( $\varepsilon$ =0.2) Upper Confidence Bound Total Reward J(T) Number of Plays (T)