



1 Exploration

Implement the different exploration strategies – UCB, Softmax Action Selection, ϵ -greedy, random exploration and decaying ϵ -greedy exploration for some schedule of your choice – in `exploration.py`. Play around with the hyperparameters. Evaluate the exploration strategies on the given toy problem by plotting the regret and compare the results.

2 Experiences

Make a post in thread *Week 01: Bandits and MDPs* in the forum¹, where you provide a brief summary of your experience with this exercise and the corresponding lecture.

¹https://ilias.uni-freiburg.de/goto.php?target=frm_1837317&client_id=unifreiburg