**ε-greedy method on the 10-armed bandit problem**

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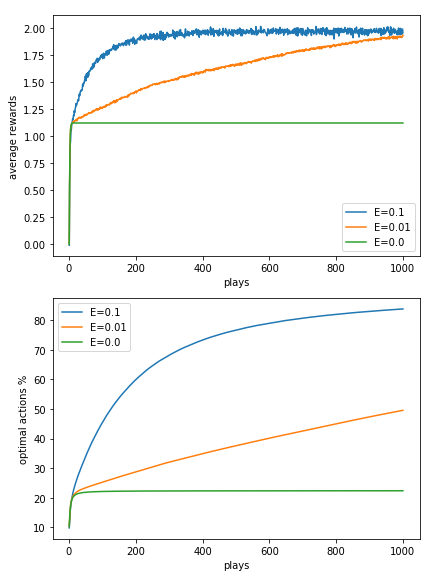
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**Parameters:**

K\_arms =10

Plays=1000

Iterations=2000



**Conclusion:**

For greedy method, average rewards instantly improved but almost quickly stabilized on a certain level without further improvement as it only exploited the already found value of estimated reward. On the other hand, ε-greedy method kept increasing the total rewards due to exploration property, the higher the exploration the quicker optimal results are found.