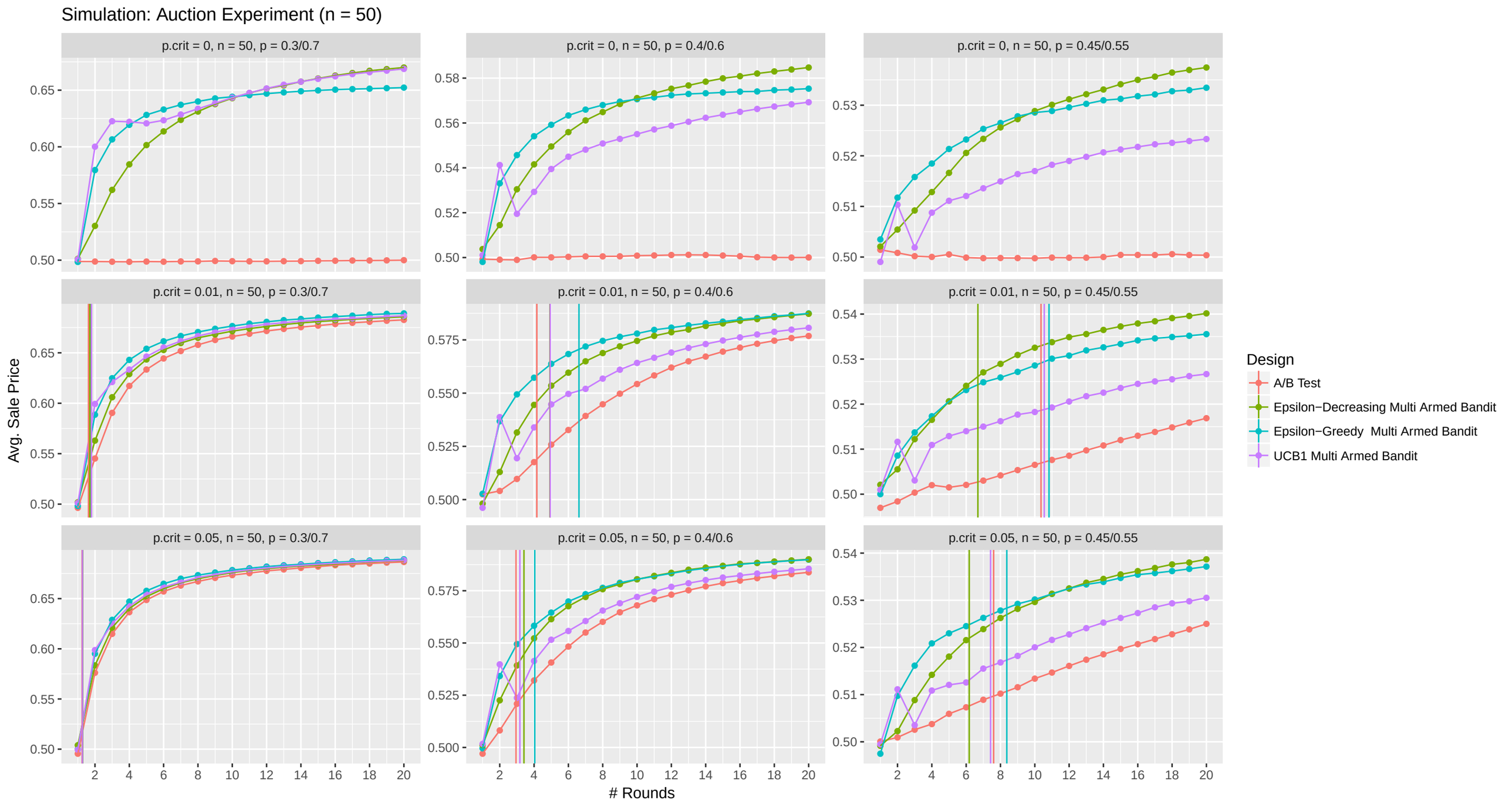
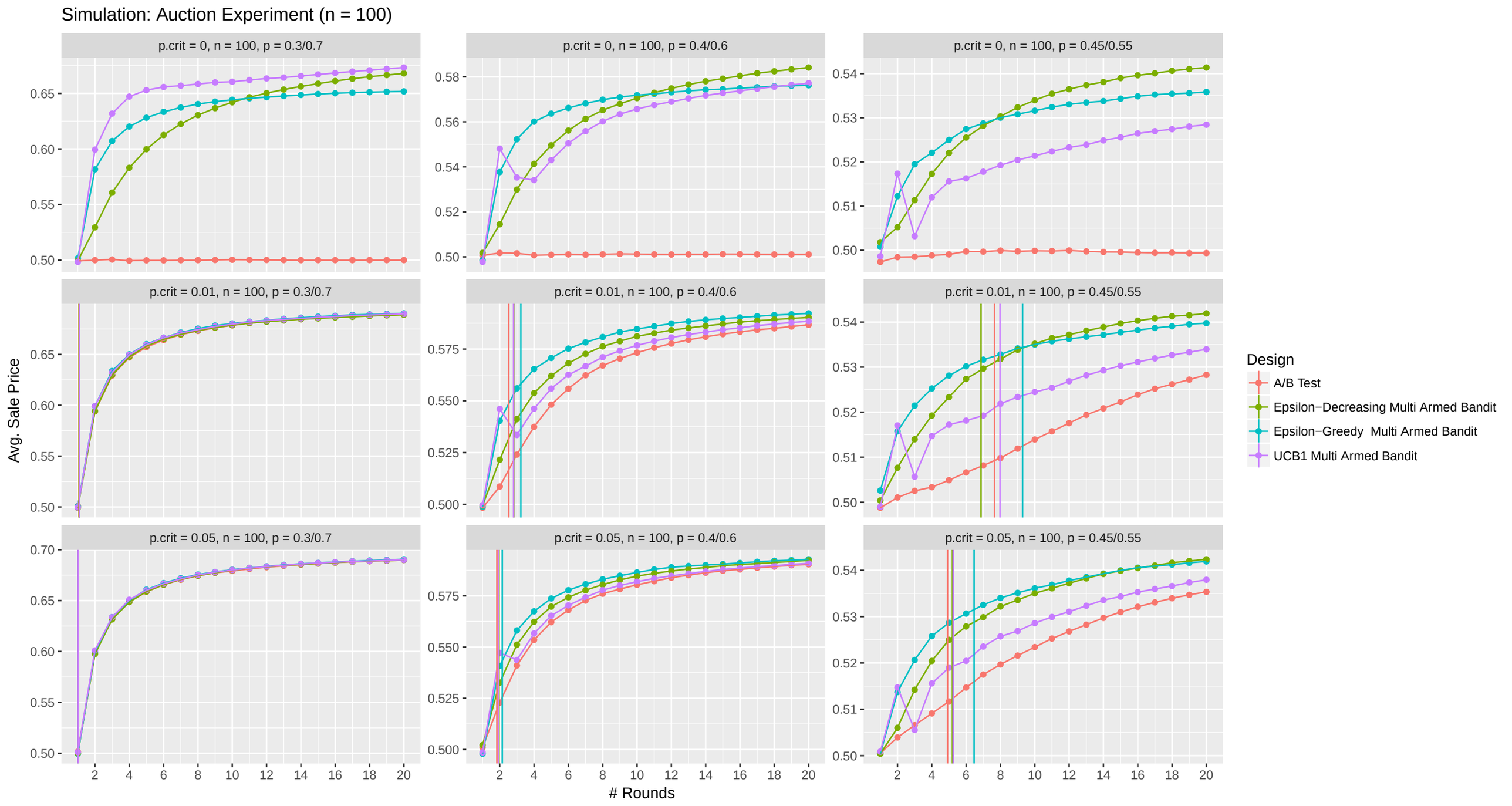
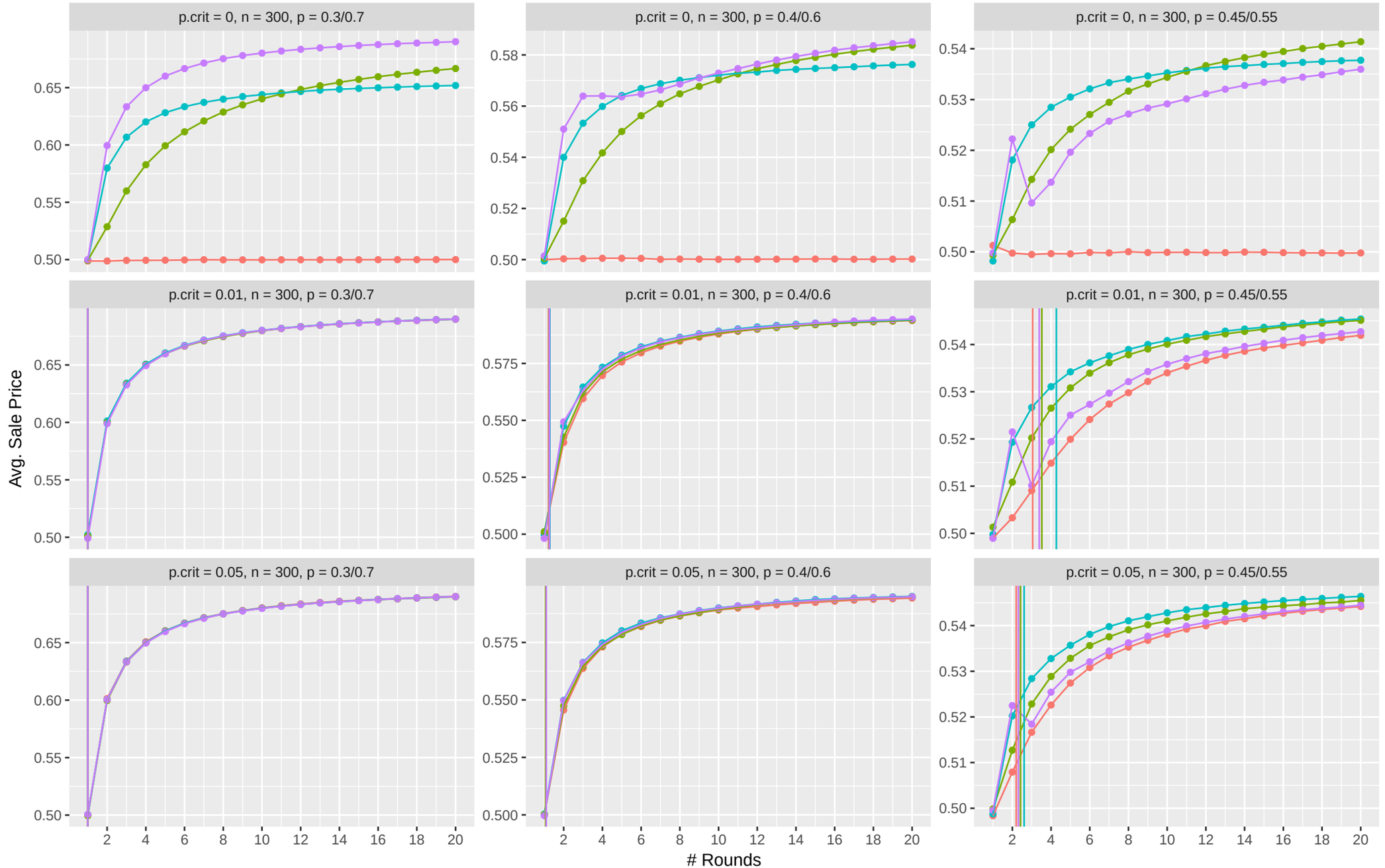

Simulation: Auction Experiment (n = 50)
p.crit = 0, n = 50, p = 0.3/0.7
p.crit = 0, n = 50, p = 0.4/0.6
p.crit = 0, n = 50, p = 0.45/0.55
p.crit = 0.01, n = 50, p = 0.3/0.7
p.crit = 0.01, n = 50, p = 0.4/0.6
p.crit = 0.01, n = 50, p = 0.45/0.55
p.crit = 0.05, n = 50, p = 0.3/0.7
p.crit = 0.05, n = 50, p = 0.4/0.6
p.crit = 0.05, n = 50, p = 0.45/0.55
Avg. Sale Price
Rounds
Design
A/B Test
Epsilon−Decreasing Multi Armed Bandit
Epsilon−Greedy Multi Armed Bandit
UCB1 Multi Armed Bandit


Simulation: Auction Experiment (n = 100)
p.crit = 0, n = 100, p = 0.3/0.7
p.crit = 0, n = 100, p = 0.4/0.6
p.crit = 0, n = 100, p = 0.45/0.55
p.crit = 0.01, n = 100, p = 0.3/0.7
p.crit = 0.01, n = 100, p = 0.4/0.6
p.crit = 0.01, n = 100, p = 0.45/0.55
p.crit = 0.05, n = 100, p = 0.3/0.7
p.crit = 0.05, n = 100, p = 0.4/0.6
p.crit = 0.05, n = 100, p = 0.45/0.55
Avg. Sale Price
Rounds
Design
A/B Test
Epsilon−Decreasing Multi Armed Bandit
Epsilon−Greedy Multi Armed Bandit
UCB1 Multi Armed Bandit


p.crit = 0, n = 300, p = 0.3/0.7
p.crit = 0, n = 300, p = 0.4/0.6
p.crit = 0, n = 300, p = 0.45/0.55
p.crit = 0.01, n = 300, p = 0.3/0.7
p.crit = 0.01, n = 300, p = 0.4/0.6
p.crit = 0.01, n = 300, p = 0.45/0.55
p.crit = 0.05, n = 300, p = 0.3/0.7
p.crit = 0.05, n = 300, p = 0.4/0.6
p.crit = 0.05, n = 300, p = 0.45/0.55
Avg. Sale Price
Rounds