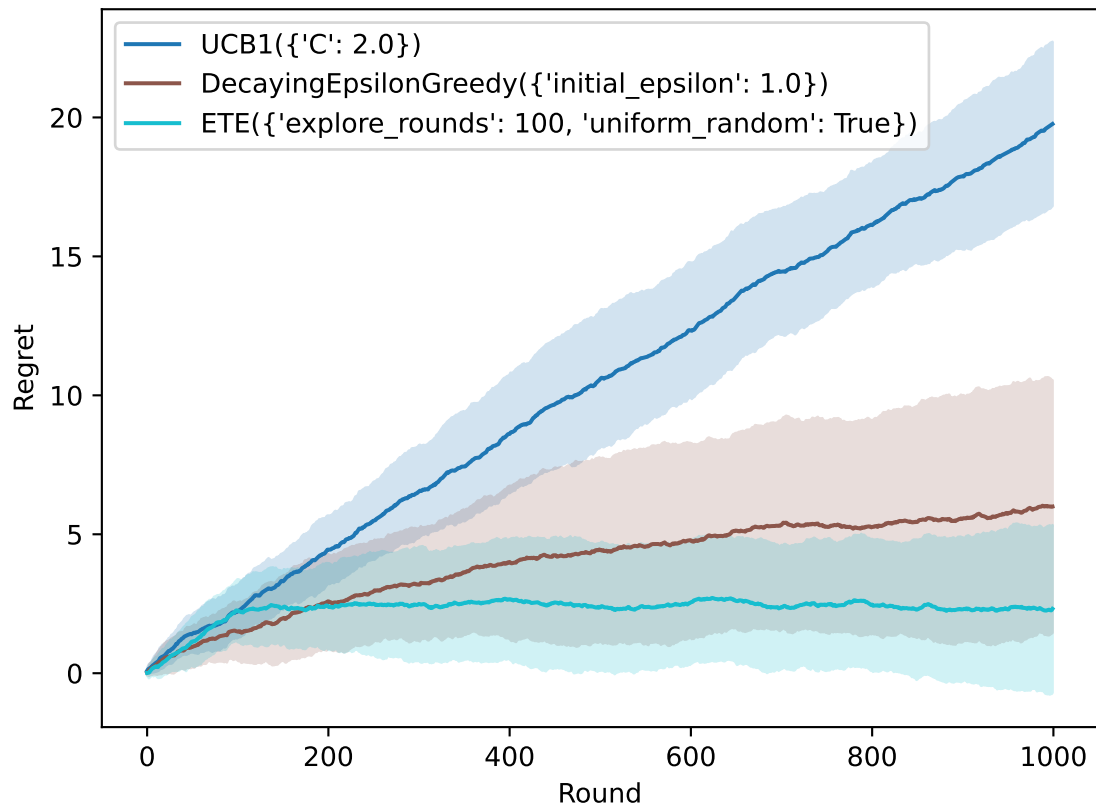algorithm_comparison_hard

Cumulative Regret

Optimal Arm Pull Percentage

UCB1({'C': 2.0})
DecayingEpsilonGreedy({'initial_epsilon': 1.0})
ETE({'explore_rounds': 100, 'uniform_random': True})