Chapter 2: Multi-armed Bandits - Highlights

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1 A k-armed Bandit Problem

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2 Action-value Methods

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3 The 10-armed Testbed

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4 Incremental Implementation

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5 Tracking a Nonstationary Problem

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6 Optimistic Initial Values

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7 Upper-Confidence-Bound Action Selection

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8 Gradient Bandit Algorithms

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9 Associative Search (Contextual Bandits)

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10 Summary

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