

```
(base) matthewmuranaka@dhcp58 Multi-ArmedBandit % python tester.py input.csv 0.1 20 -90
```

```
[epsilon: 0.1
```

```
Training data percentage: 20%
```

```
Success threshold: -90.0
```

```
Success probabilities:
```

```
P(1) = 0.5555555555555556
```

```
P(2) = 0.9166666666666666
```

```
P(3) = 0.9
```

```
P(4) = 0.9864406779661017
```

```
P(5) = 0.6666666666666666
```

```
P(6) = 0.5
```

```
P(7) = 0.5
```

```
P(8) = 0.7647058823529411
```

```
P(9) = 0.8775510204081632
```

```
P(10) = 0.5454545454545454
```

```
P(11) = 0.6470588235294118
```

```
Bandit [4] was chosen to be played for the rest of data set.
```

```
4 Success percentage: 0.9924445527662685
```