

<b>Algorithm / Noise</b>	<b>0.01</b>	<b>0.1</b>	<b>1.0</b>	<b>5.0</b>
BUG-B w/o Gradient	12.8	17.8	50.9	110.57
BUG-B	<i>11.5</i>	<i>13.6</i>	<i>31.5</i>	<i>55.6</i>
Multi-armed Bandit w/UCB	31.6	34.9	71.7	149.2
Gaussian Process w/UCB	14.4	19.6	53.9	175.6
Gradient Descent	212.3	201.7	171.9	249.6
Uniform	382.1	381.7	381.1	380.5