Algorithm / Time steps	25	50	100	250
BUG-B w/o gradient	20.0	26.4	34.2	50.9
BUG-B	*13.3*	*16.7*	*21.8*	*31.5*
Multi-armed Bandit w/UCB	26.0	35.9	48.5	71.7
Gaussian Process w/UCB	19.9	27.1	36.3	53.9
Gradient Descent	23.0	43.6	79.2	171.9
Uniform	38.1	76.4	152.8	381.1