## Bandit experiment 0.8 0.6 0.4 0.2 0 200 400 600 800 1000 1200 1400 8.0 0.6 0.4 0.2 0 200 400 600 800 1000 1200 1400 8.0 0.6 0.4 0.2 1.**0** reward 200 400 600 800 1000 1200 1400 0.8 0.6 0.4 0.2 600 cummulatione reward 100 800 1000 1200 1400