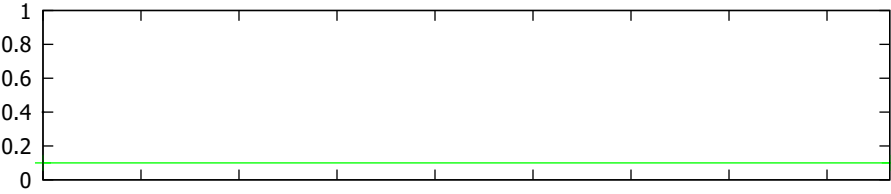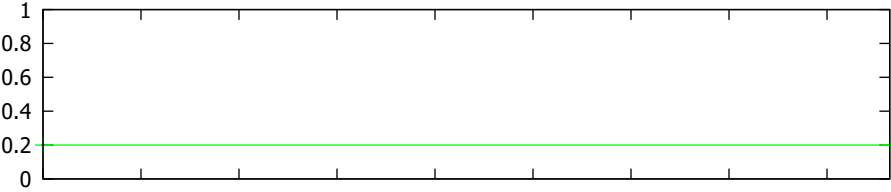# Naive Bandit - still_3_container
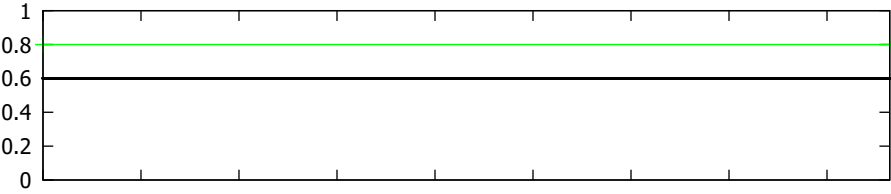
Green Energy, Performance node1
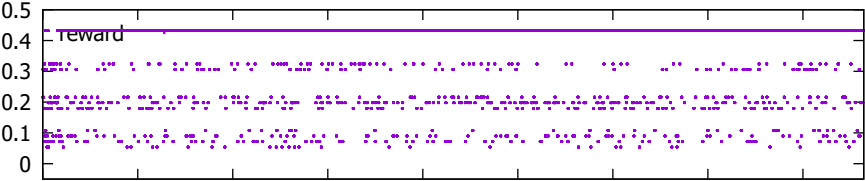
Green Energy, Performance node2

Green Energy, Performance node3

Reward

reward

Cumulative reward

cumulative reward

time