Bandit experiment 0.8 0.6 0.4 0.2 8.0 0.6 0.4 0.2 8.0 0.6 0.4 0.2 1.**0** reward 0.8 0.6 0.4 0.2 1600 1400 1200 1000 800 600 400 200 cummulatione reward400