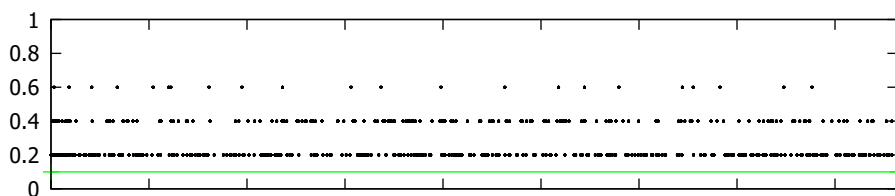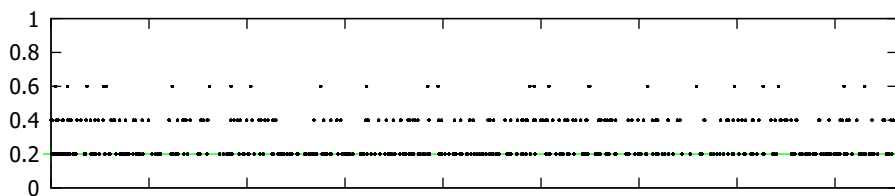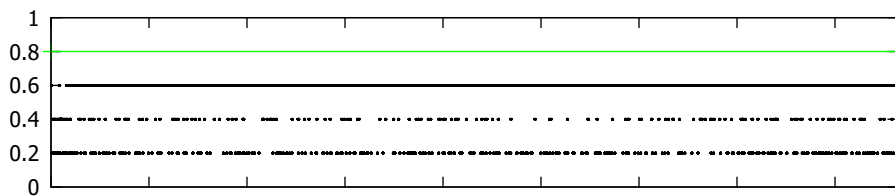# Naive Bandit - still_3_container
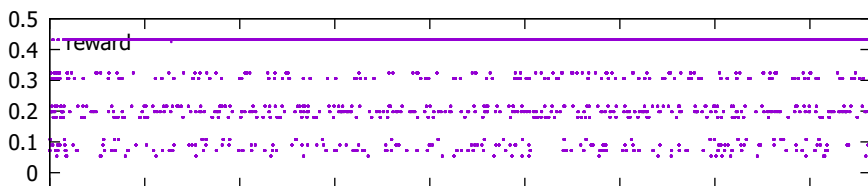

Green Energy, Performance node1
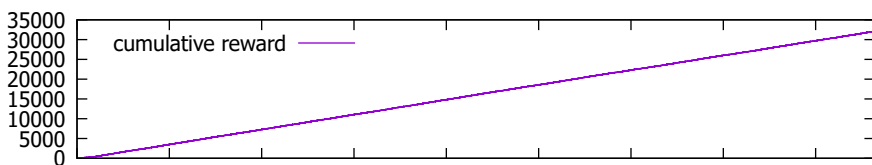

Green Energy, Performance node2

Green Energy, Performance node3

Reward

Cumulative reward

time