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%
% Duplicates the binary bandit experiments.
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% Inputs:
%   nB: the number of bandits
%   nP: the number of plays (times we will pull a arm)
%   p_win: p_win(i) is the probability we win when we pull arm i.
%
% Written by:
% --
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% Please send comments and especially bug reports to the
% above email address.
%
%-----

close all;
clc;
clear;

% binary bandit A:
nB=2000; nP=500; p_win = [0.1, 0.2]; % <- the first hard problem

nB=2000; nP=500; p_win = [0.9, 0.1]; % <- try an easy problem
nB=2000; nP=500; p_win = [0.05, 0.85]; % <- another easy problem

% binary bandit B:
%nB=2000; nP=500; p_win = [0.8, 0.9]; % <- another hard problem
%binary_bandit_exps(nB,nP,p_win);

binary_bandit_exps;
```