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%
% Demonstrate the technique of optimisitc initial values
% We compare two methods both epsilon=0.1 greedy
%
% 1) evaluate the algorithm performance when the initial action values are taken = +5
% 2) evaluate the algorithm performance when the initial action values are taken = 0
%
% Inputs:
%   nB: the number of bandits
%   nA: the number of arms
%   nP: the number of plays (times we will pull a arm)
%   sigmaReward: the standard deviation of the return from each of the arms
%
% Written by:
% --
% John L. Weatherwax                2007-11-13
%
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%
% Please send comments and especially bug reports to the
% above email address.
%
%-----

%close all;

nB=2000; nA=10; nP=1000; sigmaReward=1.0;
opt_initial_values(nB,nA,nP,sigmaReward);
```