

A Monte Carlo Tree Search for the Optimisation of Flight Connections

Supplementary Materials (This document is prepared by Arnaud as part of his MSc project)

Arnaud Da Silva*, Ahmed Kheiri*

*Lancaster University, Department of Management Science, Lancaster LA1 4YX, UK
{a.dasilva, a.kheiri}@lancaster.ac.uk

I. OPTIMISATION IN AIR TRAVEL

In this section, we discuss some common challenges faced by airline companies and demonstrate the importance of optimisation in decision-making for the success and competitiveness of airline companies.

A. Fleet Assignment Problem

The Fleet Assignment Problem (FAP), as discussed in [1], involves assigning different types of aircraft, to flights based on their capabilities, operational costs, and revenue potential. This decision greatly influences airline revenues and is a vital part of the overall scheduling process. The complexity of FAP is driven by the large number of flights an airline manages daily and its interdependencies with other processes like maintenance and crew scheduling.

B. Crew Scheduling Problem

The Crew Scheduling Problem (CSP), as discussed in [2], involves assigning crews to a sequence of tasks, each with defined start and end times, with the primary objective of ensuring that all tasks are covered while adhering to regulations on maximum working hours for crew members.

This problem is particularly critical for low-cost airlines, for example in the United Kingdom in 2023, low-cost flights comprise 48% of the scheduled capacity (total number of seats offered) [3], which rely heavily on optimised crew schedules to maintain competitiveness. Efficient crew scheduling is essential not only for low cost carriers and for cost minimisation but also for ensuring operational reliability and flexibility in response to unexpected disruptions [4].

C. Disruption Management

Disruptions in airline operations, as noted in [5], can occur due to various factors, including crew unavailability, delays from air traffic control, weather conditions, or mechanical failures. Given that flight schedules are typically planned months in advance [6], effective disruption management is crucial to minimise the impact on passengers and overall airline operations.

The two main drivers of disruption management are aircraft and crew recovery.

- Aircraft recovery: Optimisation tools help manage the complex logistics of matching available aircraft with

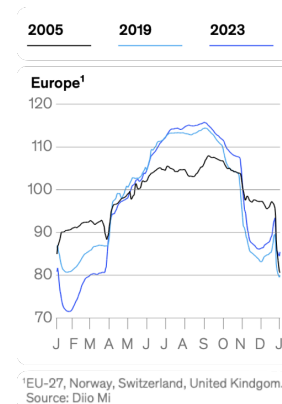


Fig. 1. European demand seasonality [9]

rescheduled flights, considering factors like airport availability and maintenance requirements.

- Crew recovery: Optimisation tools are used to adjust crew schedules, taking into account factors such as legal working hours, crew availability, and the need to cover all flights efficiently. These tools help in developing feasible and compliant crew rosters that adapt to the new flight schedules.

These optimisation strategies, supported by advanced software, for instance [7] and [8], are crucial for reducing the impact of disruptions and boosting operational resilience in the airline industry.

D. Airline adaptation to new demand

Airline companies must continuously adapt their schedules to meet evolving market demands, particularly with the growing dominance of leisure travel over business travel, which has introduced new patterns of demand as shown on Figure 1 in Europe. This seasonality poses a challenge for airlines as they have to balance high demand during peak seasons with the risk of underutilisation during off-peak times.

Since travel demand varies throughout the year, airlines use a variety of techniques to achieve operational efficiency while maximising revenue [9]. For instances, airlines sell nearly 65% more seats. To ensure their operations remain efficient during periods of heightened demand, airline companies make the required allowance for additional aircraft and crew by

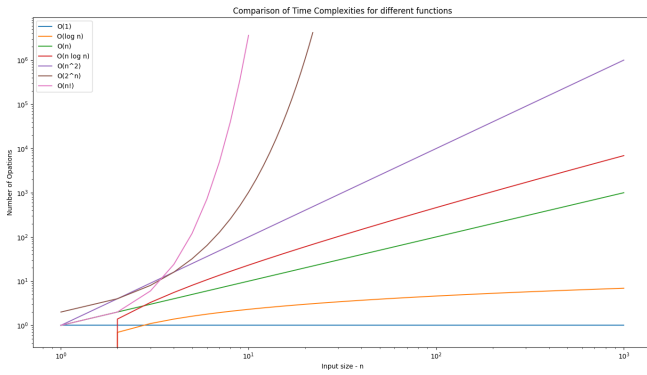


Fig. 2. Time complexity of different functions

optimisation models that specify priority routes and requirements for additional flights, alongside effective crew rotation management.

In contrast, winter months pose a different type of problem where demand drops, which can potentially lead to underutilisation of aircraft. To manage this, airlines are known to turn to ACMI leasing (agreement between two airlines, where the lessor agrees to provide an aircraft, crew, maintenance and insurance [10]) during periods of low demand to temporarily reduce fleet size by outsourcing their capacity. Alongside this, they also increase maintenance activities and incentivise crews to take holidays or undergo training to maximise productivity across the operation. Equally, on a year-round basis, airlines apply dynamic pricing algorithms to vary fares in reaction to real-time demand patterns. In high-demand summer months, fares are tactically set so as to maximise revenues from travellers willing to pay more, while in winter, pricing strategies are aimed at stimulating demand with fare reductions to fill seats that otherwise would have gone empty. Such adaptive strategies are critical to the airlines for effectively beating the seasonal ebbs and flows in the travel industry.

II. TRAVELLING SALESMAN PROBLEM AND ITS ADAPTION

The Travelling Salesman Problem is a well known problem in the Operational Research and Computer Science fields. A simple description of the TSP is to find the best round-trip for a salesman that has to travel around a given number of cities while minimising the overall journey's distance. This problem is characterised as \mathcal{NP} -Hard [11]. This means that there is no known polynomial-time algorithm that can solve all instances of the problem efficiently. Regarding time complexity, if we were to solve it exploring all the possible solutions, the time complexity would have been $\mathcal{O}(\frac{(n-1)!}{2})$ where n represents the number of cities.

On Figure 2, different time complexities are compared and demonstrates that the factorial time complexity is the worst. Therefore, these kinds of \mathcal{NP} -Hard problem are typically not solved by exploiting all the search area but using heuristics algorithms. Heuristic solutions do not guarantee to find the absolute optimal solution but can find near-optimal solutions within more reasonable timeframes.

The TSP has been studied extensively, and, many variants can be derived from it:

- **Symmetric TSP (STSP):** The distance between cities are symmetric, meaning that the distance to travel from city A to city B is the same as from city B to city A.
- **Asymmetric TSP (ATSP):** The distance between cities are asymmetric, meaning that the distance to travel from city A to city B is different than the distance to travel from city B to city A [12].
- **Multiple TSP (mTSP):** Instead of one salesman, multiple salesmen are starting from one city, they visit all the cities such that each city is visited exactly once [13].
- **Time Window TSP (TWTSP):** Each city has to be visited in a defined time slot [14].
- **Price-collection TSP (PCTSP):** Not all the cities have to be visited, the goal is to minimise the overall traveller's distance while maximising the price collected earned when visiting a city [15].
- **Stochastic TSP (STSP):** The distances between the cities or the cost of travels are stochastic (i.e., random variables) rather than deterministic [16].
- **Dynamic TSP (DTSP):** The problem can change over time, that means that new cities can be added or distances between cities can change while the salesman has already started his journey [17].
- **Generalised TSP (GTSP):** The cities are grouped into clusters, the goal is to visit exactly one city from each cluster [18].
- **Open TSP (OTSP):** The traveller does not have to end his journey at the starting city [19].

Multiple algorithms have been developed to address these TSP variants, we can classify them into two categories:

- **Exact algorithms:** These algorithms aim to find the optimal solution to the TSP by exploring all possible routes or by using mathematical techniques to prune the search space efficiently.
 - **Branch and Bound:** This method systematically explores the set of all possible solutions, using bounds to eliminate parts of the search space that cannot contain the optimal solution. It is often used for smaller instances of TSP [20].
 - **Cutting planes:** This technique adds constraints (or cuts) to the TSP formulation iteratively to remove infeasible solutions and converge to the optimal solution. This approach is particularly effective for symmetric TSPs [21].
 - **Dynamic Programming:** Introduced by Bellman, this approach breaks down the TSP into subproblems and solves them recursively, and despite its exponential complexity it is highly effective for solving some TSP variants [22].
- **Heuristic Algorithms:** These algorithms are designed to find near-optimal solutions within a reasonable time-frame, specifically for large-scale problems where exact methods are computationally infeasible.

- **Greedy Algorithms:** These algorithms make a series of locally optimal choices in the hope of finding a global optimum. An example is the Nearest Neighbour algorithm, which selects the nearest unvisited city at each step [23].
- **Genetic Algorithms:** Inspired by the process of natural selection, these algorithms evolve a population of solutions over time, using operations such as mutation and crossover to explore the solution space [24].
- **Simulated Annealing:** This probabilistic technique searches for a global optimum by allowing worsening moves to be accepted based on a temperature parameter that gradually decreases. It is particularly useful for escaping local optima [25].
- **Ant Colony Optimisation:** This metaheuristic is inspired by the foraging behaviour of ants and uses a combination of deterministic and probabilistic rules to construct solutions, which are gradually refined through updates based on pheromone trails [26].

III. MONTE CARLO TREE SEARCH ALGORITHM

The Monte Carlo Tree Search (MCTS) algorithm can be characterised as less traditional than the methods described in Section II to solve TSP problems. MCTS and its variants have been successfully implemented across a range of games, such as Havannah [27], Amazons [28], Lines of Actions [29], Go, Chess, and Shogi [30], establishing it as the state-of-the-art algorithm [31]–[33]. It is widely used in board games and is increasingly popular since Google DeepMind developed AlphaGo. AlphaGo is a software that was created to beat the best Go’s player in the world. Go is a board game from China where two players take turns placing black or white stones on a grid. The goal is to capture territory by surrounding empty spaces or the opponent’s stones. Despite its simple rules, Go is a complex game, with countless possible moves and strategies. It is known for its balance between intuition and logic, hence why it has been a significant focus of artificial intelligence research [34]. In 2016, Lee Sedol [35], the best Go’s player in the world was been beaten by AlphaGo 4-1 [36]. MCTS with policy and value networks are at the heart of AlphaGo decision-making process, enabling AlphaGo’s to pick the optimal moves in the complex search of Go [37].

A. Overview

The MCTS’ process is conceptually straightforward. A tree is built in an incremental and asymmetric manner (Figure 3). For every iteration, a selection policy is used to determine which node to select in the tree to perform simulations. The selection policy, typically balances the exploration (looking into parts of the tree that have not been visited yet) and the exploitation (looking into parts of the trees that appear to be promising). Once the node is selected, a simulation (a sequence of available actions, based on a simulation policy), is applied from this node until a terminal condition is reached (e.g., no further actions are possible) [38].

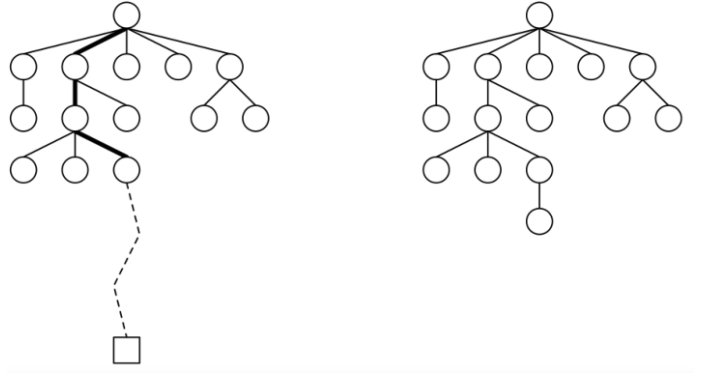


Fig. 3. Assymetrical growth of MCTS - Simulation and Expansion - [39]

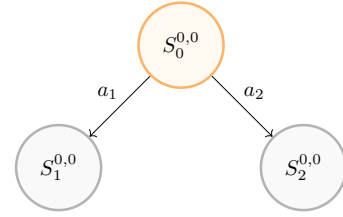


Fig. 4. Selection - I_{t1}

To ensure a clearer understanding of MCTS algorithm’s stages, we will start by exploring a detailed example [40]. This example will illustrate each component of the algorithm in action. Furthermore, we will generalise the principles discussed, as the methodology of this paper is built on the application of the MCTS algorithm.

Considering a maximisation problem, when starting a game, the player can choose between two possible actions a_1 and a_2 from the node $S_0^{0,0}$ in the tree \mathcal{T} . Every node is defined like so: $S_i^{n_i, t_i}$ where n_i represents the number of times node i has been visited, t_i the total score of this node. Moreover, for every node - a selection metric can be computed, for instance the UCB value: $UCB(S_i^{n_i, t_i}) = \bar{V}_i + 2\sqrt{\frac{\ln N}{n_i}}$ where $\bar{V}_i = \frac{n_i}{t_i}$ represents the average value of the node, n_i the number of times node i has been visited, $N = n_0$ the number of times the root node has been visited (which is also equal to the number of iterations).

Before the first iteration, I_{t1} , none node has been visited - $\forall i \in \mathcal{T}, S_i^{0,0}$.

At the beginning of I_{t1} , the player has to choose between these two child nodes (or choose between taking a_1 or a_2). After, the player has to calculate the UCB value for these two nodes and pick the node that maximises the UCB value (as it is a maximisation problem). In Figure 4, neither of these have been visited yet so $UCB(S_1^{0,0}) = UCB(S_2^{0,0}) = \infty$. Hence, the player decides to choose randomly $S_1^{0,0}$.

$S_1^{0,0}$ is a leaf node that has not been visited, then a simulation can be done from this node. It means selecting actions from this node based on the simulation policy to a terminal state as shown on Figure 5:

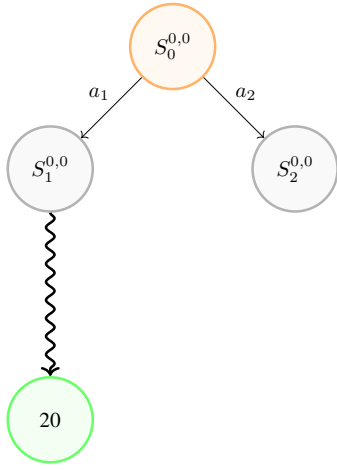


Fig. 5. Simulation - I_{t1}

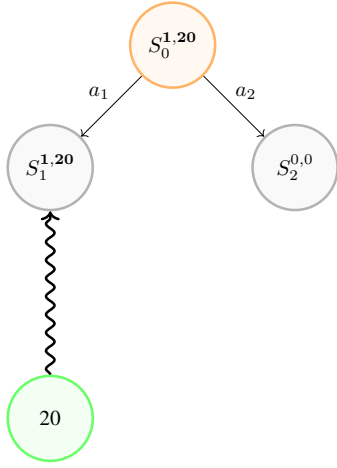


Fig. 6. Backpropagation - I_{t1}

The terminal state has a value of 20, we can write that the rollout/simulation from node $S_1^{0,0}$ is $\mathcal{R}(S_1^{0,0}) = 20$. The final step of I_{t1} is backpropagation. Every node that has been visited in the iteration is updated. Let $\mathcal{N}_{\mathcal{R},j}$ be the indices of the nodes visited during the j -th iteration of the MCTS:

- Before backpropagation:

$$\forall i \in \mathcal{N}_{\mathcal{R},j}, S_{i,old}^{n_i,t_i} \quad (1)$$

- After backpropagation:

$$\forall i \in \mathcal{N}_{\mathcal{R},j}, S_{i,new}^{n_i+1,t_i+\mathcal{R}(S_{i,old}^{n_i,t_i})} \quad (2)$$

We can then define a backpropagation function:

$$\begin{aligned} \mathcal{B} : \mathcal{N}_{\mathcal{R},j} &\rightarrow \mathcal{N}_{\mathcal{R},j} \\ S_i^{n_i,t_i} &\mapsto S_i^{n_i+1,t_i+\mathcal{R}(S_i^{n_i,t_i})} \end{aligned}$$

Then, back to the example on Figure 6, the player updates the visited nodes: $\mathcal{B}(S_1^{0,0}) = S_1^{1,20}$ and $\mathcal{B}(S_0^{0,0}) = S_0^{1,20}$.

The fourth phase of the algorithm has been done for I_{t1} . Therefore, the player can start the 2nd iteration of the MCTS, I_{t2} .

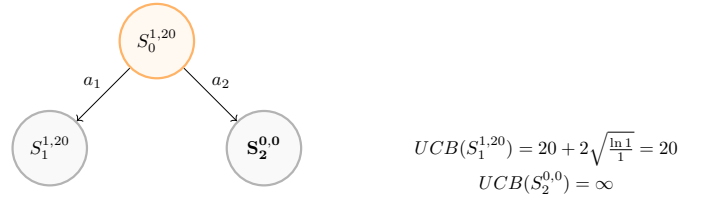


Fig. 7. Selection - I_{t2}

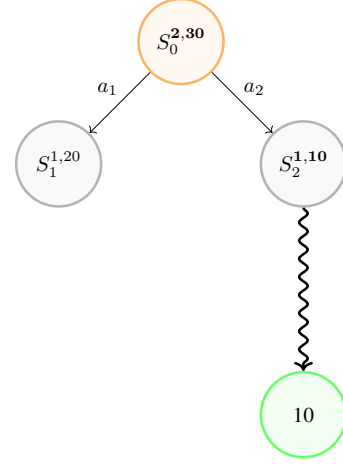


Fig. 8. Simulation and Backpropagation - I_{t2}

On Figure 7, the player can either choose a_1 or a_2 . When a child node has not been visited yet, the player picks this node for the Selection iteration, or they can compute the UCB value, it leads to the same conclusion.

A simulation is executed (Figure 8) from the chosen node $S_2^{0,0}$ and $\mathcal{R}(S_2^{0,0}) = 10$ and then the outcome is backpropagated to all the visited nodes: $\mathcal{B}(S_2^{0,0}) = S_2^{1,10}$ and $\mathcal{B}(S_0^{1,20}) = S_0^{2,30}$. Next, I_{t3} starts, based on the UCB score, the player chooses a_1 .

$S_1^{1,20}$ is a leaf node and has been visited, this node can be expanded.

Based on UCB score, a simulation is done from $S_3^{0,0}$ on Figure 11.

This is the fourth iteration, I_{t4} represented on Figure 12.

The MCTS algorithm can either be stopped because the player is running out of time or because the player has no more available actions in the game. For instance, if they were to stop

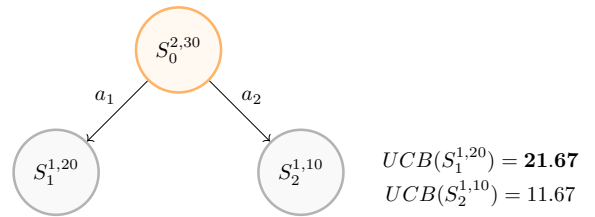


Fig. 9. Selection - I_{t3}

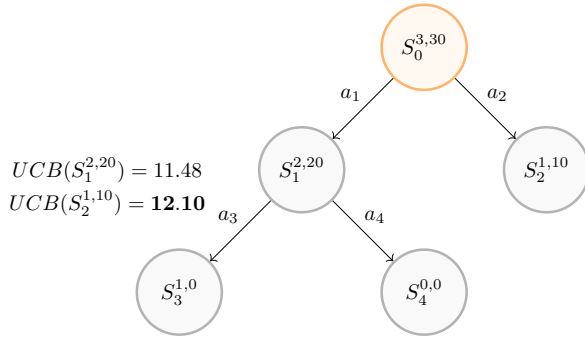


Fig. 10. Selection and Expansion - I_{t3}

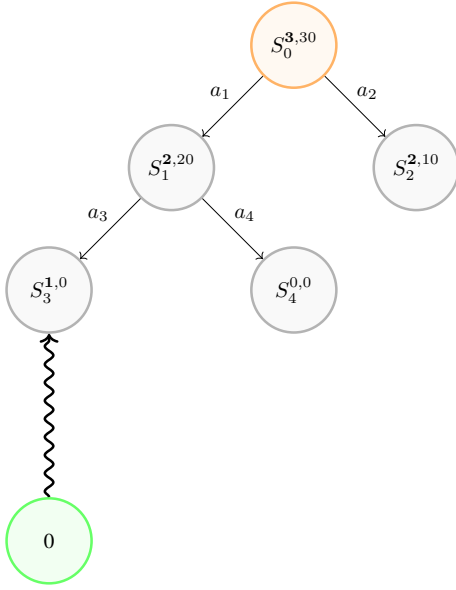


Fig. 11. Simulation and Backpropagation - I_{t3}

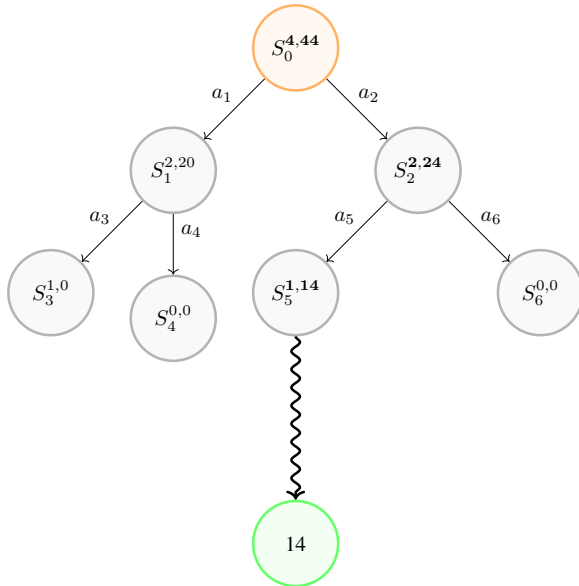


Fig. 12. Selection - Simulation - Backpropagation - I_{t4}

at this stage of the algorithm, the best action to undertake is a_2 because it has the higher average value: $\bar{V}_1 = \frac{20}{2} \leq \bar{V}_2 = \frac{24}{2}$.

B. The different parameters in the MCTS

As outlined in the previous example, node's selection is crucial in the MCTS process and can significantly influence the performance of the algorithm. The selection function traditionally used is the Upper Confidence Bound 1 (UCB). However, there are a lot of different MCTS' selection functions as mentioned in this survey [41]. Most of the selection function, are based on the upper confidence bound principle, which balances the dual aspect of exploration and exploitation in the tree search.

The UCB and its variants, the UCB1-Tuned, are defined as follow:

$$UCB = \bar{X}_i + C_p \sqrt{\frac{2 \ln N}{n_i}} \quad (3)$$

$$UCB\text{-Tuned} = \bar{X}_i + \sqrt{\frac{\ln N}{n_i} \min\left(\frac{1}{4}, \text{Var}(X_i) + \sqrt{\frac{2 \ln N}{n_i}}\right)} \quad (4)$$

Where:

- \bar{X}_i : Average reward of node i .
- N : Total number of visits to the root node.
- n_i : Number of visits to node i .
- C_p : Exploration parameter.
- $\text{Var}(X_i)$: Variance of the rewards at node i , representing the variability of the rewards.

The UCB balances its exploration with the coefficient C_p , empirically $C_p = \sqrt{2}$. The term $C_p \sqrt{\frac{2 \ln N}{n_i}}$ adds a confidence interval to the average reward, which encourages exploring less-visited nodes when $C_p > 0$. When $C_p = 0$, the tree search explores less but exploits more of the known part that seems promising for the problem in the tree. The UCB1-Tuned balances its exploration with $\min\left(\frac{1}{4}, \text{Var}(X_i) + \sqrt{\frac{2 \ln N}{n_i}}\right)$, making the UCB1-Tuned more adaptable to environments with varying reward distributions. The C_p coefficient can also be considered in the UCB1-Tuned's formula. Hence in stochastic environments the UCB1-Tuned is more likely to have a better overall performance.

Other selection policies, such as the Beta policy or Single Player MCTS [41], also play significant roles in various applications of the Monte Carlo Tree Search. However, these policies will not be the focus of this study due to their probabilistic nature, which does not align well with our specific problem context.

C. Parallelisation

In computer science, parallelisation is a technique that divides a number of tasks into sub-tasks that can be both, independently and simultaneously run on mutple cores of a computer. Due to the nature of the MCTS and its four phases, this algorithm is a good candidate for parallelisation.

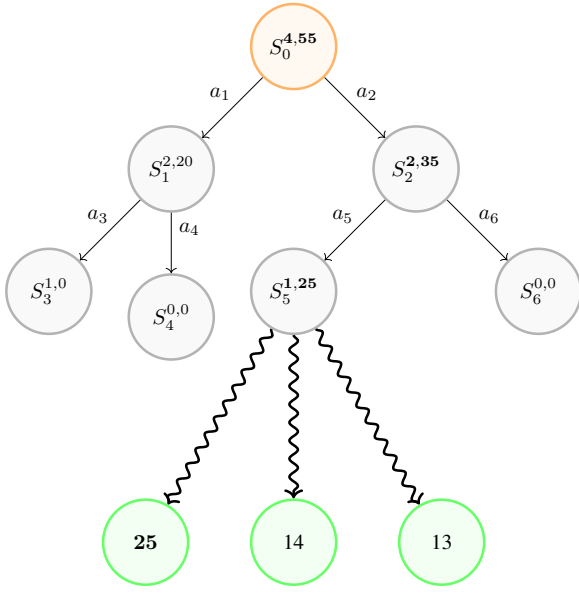


Fig. 13. Example of parallelisation- I_{t4}

For instance, after selecting a node to explore, rather than conducting a single simulation based on the one simulation policy, you can either run simulations using multiple different simulation policies and select the best outcome, or perform multiple simulations using the same policy (if it is stochastic). Then, going back to the fourth iteration of our example in Figure 12, if we parallelise simulations on three cores then instead of having $\mathcal{R}(S_5^{0,0}) = 14$ you have a list of simulation results $\mathcal{R}(S_5^{0,0}) = (\mathcal{R}_1(S_5^{0,0}), \mathcal{R}_2(S_5^{0,0}), \mathcal{R}_3(S_5^{0,0})) = (13, 14, 25)$ and one decision policy could be to pick the maximum of this simulation, hence $\max(\mathcal{R}(S_5^{0,0})) = \mathcal{R}_3(S_5^{0,0}) = 25$.

Multiple parallelisation can be applied in the MCTS. For instance, the multi-tree MCTS aims to build parallelised tree from the root node or the leaf parallelisation where multiple simulations are executed at the same time to get better estimates of the node's value (what is done on Figure 13). However, too many modifications of the MCTS can be unproductive and lead to worst results [41].

IV. MONTE CARLO TREE SEARCH IMPLEMENTATION

A. General flow

The flow of the Monte Carlo Tree Search algorithm is summarised in Figure 14.

For every iteration of this algorithm, there are four different phases:

- 1) **Selection:** Starting from the root node (the starting airport S_{i0} for I_i), select successive child nodes (airports that are in unvisited areas) until a leaf node (the airport in the initial area, not necessarily the starting airport) is reached. Use the chosen Selection function to evaluate which node is the most promising. In the illustrative example, the UCB1 (also called UCB) function was used for the selection function. Furthermore, the problem's goal was to maximise the objective function, hence

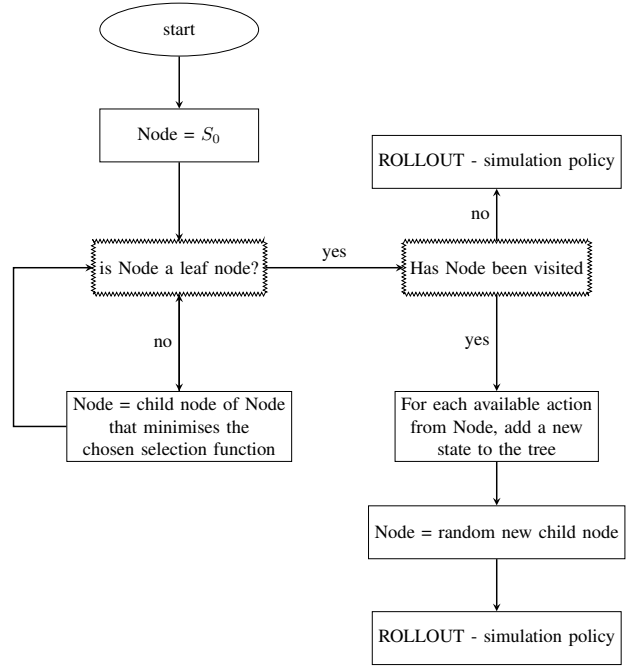


Fig. 14. Flow MCTS

the nodes with the highest UCB1 value was selected. However, in Kiwi's minimisation problem, nodes are evaluated based on the lowest value of the selection function.

- 2) **Expansion:** If the selected node is not a terminal node, expand the tree by adding all possible child nodes.
- 3) **Simulation:** From the newly added node, perform a simulation (based on the simulation policy) until a feasible terminal node is reached.
- 4) **Backpropagation:** Update the values of the nodes along the path from the newly added node to the root based on the result of the simulation.

$$\mathcal{B}(S_i^{n_i, t_i}) = S_i^{n_i+1, t_i} + \mathcal{R}(S_i^{n_i, t_i}) \quad (5)$$

where $\mathcal{R}(S_i^{n_i, t_i})$ is the cost of the solution found after performing a simulation from node $S_i^{n_i, t_i}$.

- 1) **Data Preprocessing:** To implement our MCTS' solution, the first thing to create is a DataPreprocessing class to prepare the given instance to the problem at hand. Kiwi's challenge is solved using Python 3.10 on VS Code 1.92.2. Our Python code is structured using object-oriented programming following CamelCase's convention [42]. This DataPreprocessing class is represented on Figure 15. The input is an instance I_i .

Different useful methods are implemented within this class to compute and manage various attributes required for the problem at hand. These methods are designed to prepare and structure the data, making it easier to use in subsequent phases of the algorithm. For example, the remove_duplicate

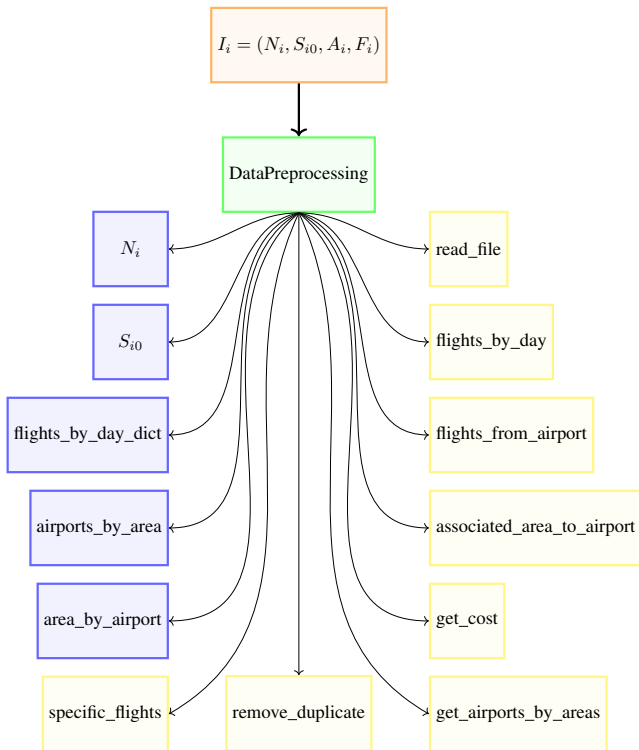


Fig. 15. Explanation of the data preprocessing class

method ensures that only the cheapest flight connections are considered between two airports if multiple flight connections exist at different prices, on the same day. Other methods, such as `flights_by_day_dict` and `get_airports_by_areas` organise the data. The first method regroups all the flights by their respective days, creating a dictionary where each key represents a day and its corresponding value is a list of available flights. The second method regroups all the airports present in the different areas.

Finally, other methods, such as `specific_flights`, will be useful for developing the MCTS' algorithm. These give all the possible flight connections from a specific airport on a given day, taking into account the areas visited, so that all possible actions can be obtained from a node.

Given that Python is relatively slower than other programming languages, in terms of computation, dictionaries are used where possible. Dictionaries allow for efficient data retrieval based on a key, with an average time complexity of $\mathcal{O}(1)$. This choice improves the performance of the data preprocessing step, enabling the algorithm to run more efficiently despite Python's inherent limitations.

2) *Node*: A Node structure is used in the algorithm, hence the implementation of a Node class. Each Node has a reference to a parent node (unless it is the root node) and may have one or more child nodes (unless it is a leaf node). These relationships form a tree structure where each node can expand into potential future states, guiding the search process. The `visit_count` tracks the number of times a node has been visited during the MCTS process. This is crucial for evaluating the

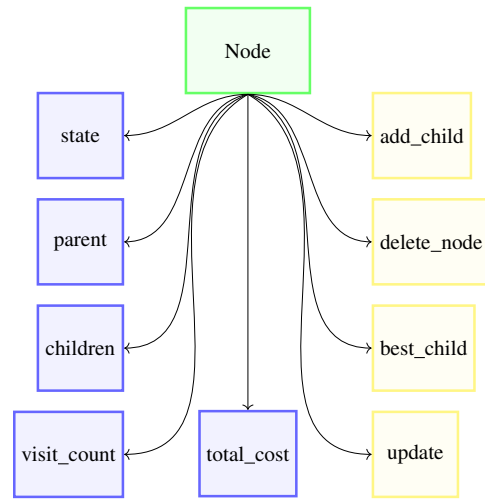


Fig. 16. Explanation of the Node class

node's importance and for calculating the score of the node with the selection function. The state is a dictionary that contains the node's current information:

- `current_airport`: The airport where the traveller is at this node.
- `current_day`: The day of the trip at this node.
- `remaining_zones`: The zones that still need to be visited to complete the journey.
- `visited_zones`: The zones that have already been visited to ensure that all zones are visited exactly once during the trip.
- `total_cost`: It represents the accumulated cost of the current solution path leading to this node.

Additionally, to manage the expansion of child nodes, the `add_child` method is defined. This method generates new nodes based on the possible actions available from the current node. These new nodes represent the next possible states in the traveller's journey, allowing the search tree to expand and explore different travel routes. Finally, the `delete_node` method can be used to delete a node from the list of its children.

V. THE DIFFERENT POLICIES

In the previous section, we outlined the general flow of the MCTS algorithm, focusing on two cores classes, `DataPreprocessing` and `Node`, that are central in MCTS' implementation.

In Section III-B, we explored the various selection policies that guide the decision-making process within the MCTS. Although there is a limited literature review, we decided to parameterise not only the selection policy but also the simulation and expansion policies.

A. Simulation policies

When a simulation is run from a given node in the tree, the goal is to find a feasible combination of airports that could be a solution to our problem. From this node chosen for the simulation, we obtain the current state (defined in section

IV-A2). The remaining actions must then be chosen to find a simulated solution based on the simulation policy.

Below is the definition of the three distinct simulation policies:

- **Random policy:** This policy selects a random action from the set of available actions, introducing variability and exploration in the simulation process.
- **Greedy policy:** This policy selects the action that corresponds to the cheapest available flight connection, thus prioritising cost minimisation at each step.
- **Tolerance policy (with coefficient c):** This policy selects an action randomly from a subset of actions that are within a certain tolerance level of the minimum cost action. The tolerance level is defined by a coefficient c . The tolerance policy is defined as follows:
 - Identify the cheapest flight connection among the available actions c_{min} .
 - Filter the actions to include only those with a cost less or equal than $c_{min}(1 + c)$.
 - Randomly select an action from this filtered set.

This policy introduces a more balanced approach than the random and greedy policies, balancing between optimal moves and random ones.

B. Expansion policies

When expanding a node, it is theoretically possible to expand all available child nodes i.e., add to the tree all the possible flight connections from this airport (that are in the available actions based on the visited areas). However, in practice, this can be computationally expensive and time-consuming, particularly in problems with a large number of possible actions. To address this, heuristic approaches often involve compromises that enhance the efficiency of the search process by selectively expanding certain nodes rather than all possible ones.

Firstly, we defined `number_of_children`, a parameter of our MCTS algorithm which regulates the maximum number of children that can be expanded from any given node. This limitation controls the size of the search tree, as expanding too many children for every selected node could make the algorithm computationally exhaustive. In our implementation we defined two expansion policies:

- **Top-K policy:** This policy expands the nodes corresponding to the cheapest flight connections available. Specifically, it sorts all possible actions based on their associated costs and selects the top k actions with the lowest costs, where k is regulated by `number_of_children`. This approach ensures that only the most promising actions, in terms of cost efficiency, are considered during expansion. This policy narrows down the search space but can increase the chance to reach a leaf node.
- **Ratio policy:** This policy takes a more balanced approach by combining the selection of the best actions with a degree of randomness. First, it calculates the number of top actions to select based on a predefined

ratio, $c \in [0, 1]$, which reflects the proportion of Top-K Actions within the allowed `number_of_children`. After selecting these best actions, the policy randomly selects $(1 - c) * \text{number_of_children}$ actions from the remaining pool to reach the desired number of children. This policy is designed to explore a broader range of potential solutions while still prioritising cost-effective options.

C. Notations

After defining the different parameters of the MCTS, a MCTS function can be defined as follow:

$$MCTS : S_p(C_p), E_p(c), R_p, N_c \mapsto MCTS(S_p(C_p), E_p(c), R_p, N_c)$$

where:

- $S_p(C_p)$: Selection policy (UCB or UCB1-T) with exploration parameter C_p (defined in Section III-B).
- $E_p(c)$: Expansion policy (Top-k or Ratio (with ratio c)) (defined in Section V-B).
- R_p : Rollout/simulation policy (random, tolerance, or greedy) (defined in Section V-A).
- N_c : Maximum number of children added during node expansion.

D. Pseudo-code

In this section, the implementation of the algorithm in practice is explored by examining the different functions of our MCTS class. The search function of the MCTS is defined:

Algorithm 1 Search_Function

```

1: Initialise Root_Node with Initial_State
2: while Tree is not fully explored do
3:   Node ← Select(Root_Node)
4:   if Node is not fully expanded then
5:     Node ← Expand(Node)
6:   end if
7:   Cost ← Simulate(Node)
8:   Backpropagate(Node, Cost)
9: end while
10: return Best_Leaf_Node

```

The Search function represents the general flow of the algorithm as mentioned on Figure 14.

The `Select` function (Algorithm 2), which selects the node to visit, returns two arguments: a boolean and a node. The boolean indicates to the expansion function whether expansion is necessary (True means no expansion needed, False means expansion needed).

Algorithm 2 Select_Function

```
1: Input: Node
2: Current  $\leftarrow$  Node
3: while Current.Children is not empty do
4:   if Current is not fully expanded then
5:     UnvisitedChildren  $\leftarrow$ 
       Children with VisitCount = 0
6:     if UnvisitedChildren is not empty then
7:       SelectedChild  $\leftarrow$ 
         Randomly select from UnvisitedChildren
8:       return True, SelectedChild
9:     end if
10:  else
11:    Current  $\leftarrow$  BestChild(Current)
12:  end if
13: end while
14: if Current.Children is empty and
    Current.State["current_day"] ==  $N_{Areas}$  then
15:  return False, Current
16: else if Current.Children is empty and
    Current.State["current_day"] <>  $N_{Areas}$  then
17:  return False, Current
18: else if Current.State["current_day"] ==  $N_{Areas} + 1$ 
    then
19:  return True, Current
20: end if
```

There are special cases to handle, when one approaches the final solution because one has to communicate the right information to the Expand Node function.

After simulating, the backpropagation function updates the node's attributes. The new node becomes the parent of this node, and so on until Node is None, i.e., all the information is backpropagated up to the root node.

Algorithm 3 Backpropagate_Function

```
1: while Node is not None do
2:   Node.Update(Cost)
3:   Node  $\leftarrow$  Node.Parent
4: end while
```

The transition function modifies the states of a node by updating the current airport, the visited zones, remaining zones, etc.

Finally, the Best Child function, defined in the Node class is based on the selection function UCB and UCB1_Tuned. They both, compute the score of the visited nodes and pick the one that minimises the selection function.

VI. TEST INSTANCES

We are given a set of 14 instances $I_n = \{I_1, I_2, \dots, I_{13}, I_{14}\}$. For example, the first few lines of instance I_4 are:

Algorithm 4 Transition_Function

```
1: New_State  $\leftarrow$  Copy of State
2: New_State.Current_Day  $\leftarrow$  State.Current_Day + 1
3: New_State.Current_Airport  $\leftarrow$  Action[0]
4: New_State.Total_Cost  $\leftarrow$  State.Total_Cost +
   Action[1]
5: Update(New_State.Path,
        New_State.Current_Airport)
6: Remove_Visited(New_State.Remaining_Zones,
                New_State.Current_Airport)
7: Add_Visited(New_State.Visited_Zones,
              New_State.Current_Airport)
8: return New_State
```

Algorithm 5 Best Child

Require: *Selection_Function*

```
1: Visited_Children  $\leftarrow$  Children with visitCount > 0
2: Choices_Weights  $\leftarrow$ 
   [Selection_Function(child) for child in Visited_Children]
3: Best_Child_Node  $\leftarrow$ 
   Child with minimum Choices_Weights
4: return Best_Child_Node
```

13 GDN
first
WRO DL1
second
BZG KJ1
third
BXP LB1

This means that the traveller has to visit 13 different areas, starting at the airport GDN, which belongs to the starting area. The list of airports in each area is then provided. For example, the second area is named second and contains two airports: WRO and DL1.

After all the information regarding the areas and airports is provided, we then have the flight connections data. In Table I, a few flight connections from instance I_6 are displayed for illustrative purposes.

For each instance I_i , we know the available flight connections between two airports on specific days and their associated costs. In some instances, flights may be available on day 0,

TABLE I
FLIGHT CONNECTIONS SAMPLE FOR INSTANCE I_6

Departure from	Arrival	Day	Cost
KKE	BIL	1	19
UAX	NKE	73	16
UXA	BCT	0	141
UXA	DBD	0	112
UXA	DBD	0	128
UXA	DBD	0	110

TABLE II
TIME LIMITS BASED ON THE NUMBER OF AREAS AND AIRPORTS

Instance Type	Number of Areas	Number of Airports	Time Limit (s)
Small	≤ 20	< 50	3
Medium	≤ 100	< 200	5
Large	> 100		15

TABLE III
INSTANCES AND THEIR RESPECTIVE PARAMETERS

Instance	Starting Area - Airport	Number of Areas	Min - Max Airports per Area	Total Airports	Time Limit (s)
I_1	Zona_0 - ABO	10	1 - 1	10	3
I_2	Area_0 - EBJ	10	1 - 2	15	3
I_3	Ninth - GDN	13	1 - 6	38	3
I_4	Poland - GDN	40	1 - 5	99	5
I_5	Zone0 - RCF	46	3 - 3	138	5
I_6	Zone0 - VHK	96	2 - 2	192	5
I_7	Abfluidmorz - AHG	150	1 - 6	300	15
I_8	Atrdruwbz - AEW	200	1 - 4	300	15
I_9	Fcjsqtmccq - GVT	250	1 - 1	250	15
I_{10}	Eqflrvhlwu - ECB	300	1 - 1	300	15
I_{11}	Pbggaefrjv - LJJ	150	1 - 4	200	15
I_{12}	Unnwaxhnoq - PJE	200	1 - 4	250	15
I_{13}	Hpvkogdfpf - GKU	250	1 - 3	275	15
I_{14}	Jjewssxvsc - IXG	300	1 - 1	300	15

meaning these connections exist for every day of the journey at the same price. Moreover, there may be multiple flights between the same airports on a specific day, but with varying prices. In such cases, we consider only the most relevant connections, i.e., the flight connection with the lowest fare. For example, in Table I, we only consider the flight from UXA to DBD with the lowest associated cost of 110.

When solving all the instances, Kiwi.com defined time limit constraints based on the nature of the instance. These constraints are summarised in Table II.

All the relevant information about the instances, such as the starting airport, the associated area, the range of airports per area, the number of airports, and the time limit constraints, are defined in Table III.

VII. COMPREHENSIVE RESULTS

The primary objective was to implement a new algorithm to find solutions without imposing time constraints. Hence, simulations for every instances have been conducted, testing different combinations of parameters in what is called a grid search. Each combination of parameters was run 10 times to ensure the reliability and consistency of the results. One challenge, is that the computational budget is limited when using Python. Hence, the size of the grid search for the more complex studied instances is reduced.

After running the various simulations with the grid search parameters, our results were compared with the best known solutions. A solution was found for I_1, I_2, I_3, I_4, I_7 and I_8 .

A. Analysis

1) I_1, I_2, I_3 and I_4 : For instances I_1, I_2 and I_3 , solutions were found and the various simulations were carried out successfully. Therefore, the influence of the parameters on

the $MCTS$ function and the final solution was investigated. However, only few parametrised of the $MCTS$ allowed finding a solution for I_4 : the UCB1T selection policy and tolerance or random simulation policy created a tree too large to find solutions in a reasonable time (discussed in the following section).

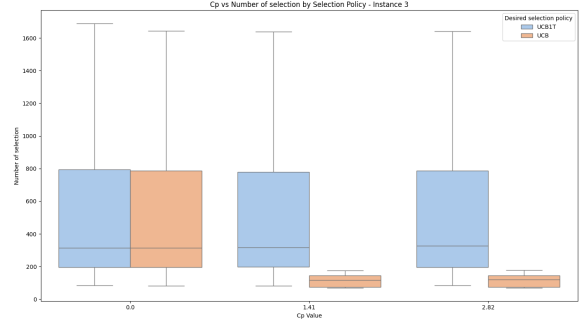


Fig. 17. C_p vs Number of selection

Analysis on C_p : In Figure 17, the box plots illustrate the relationship between the exploration constant C_p and the number of selection phases under the UCB and UCB1T selection policies:

- **$C_p = 0$ lead to the same performance:** When the $C_p = 0$, the selection policy of the UCB and the UCB1T are equal, leading to the same decision-making during the $MCTS$ (cf equation 3 and 4).
- **Higher C_p values lead to faster convergence for UCB:** As C_p increases from 0.0 to 2.82, the median number of selection phases under the UCB policy decreases.
- **UCB1T encourages more exploration:** UCB1T consistently results in a higher number of selection phases compared to UCB, especially at higher C_p values. This is consistent with UCB1T's definition to promote broader exploration before converging.

Although a higher exploration parameter C_p may lead to faster convergence under the UCB selection policy, it often results in worse outcomes compared to the UCB1T algorithm, as shown in Figure 18. While UCB1T may require more

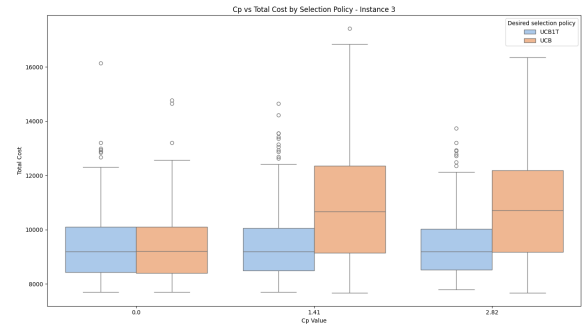


Fig. 18. C_p vs Total cost

time to converge, it generally explores the search tree more effectively, leading to better overall performance. One can

notice that C_p 's correlation with the UCB1T selection policy for I_3 is low.

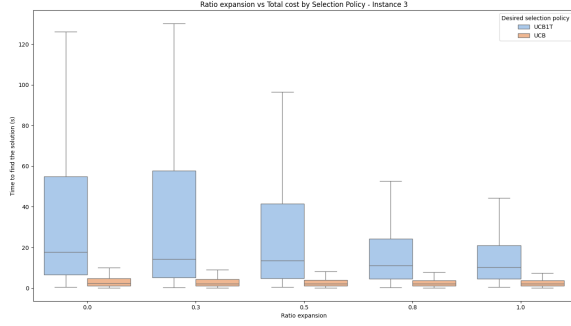


Fig. 19. Ratio expansion vs Time to find the solution

Analysis of expansion ratio c : The box plots show the relationship between ratio expansion (the proportion of expanded child nodes that has the cheapest flight connection over the chosen number of children) and the time to find a solution for the UCB and UCB1T policies:

- **UCB finds solution faster than UCB1T:** Across all ratio expansion values, the UCB policy consistently finds solutions more quickly than UCB1T. This suggests that UCB, being less aggressive in exploration, converges on solutions faster.
- **Higher ratios lead to a faster convergence:** For both policies, the time to find a solution generally decreases as the ratio expansion increases, indicating a more efficient search process when expanded nodes are less chosen randomly from the set of available actions. However, in more complex instances, it is crucial to have a ratio $r \in [0.3, 0.7]$ to escape potential leaf node.

Finally, the UCB policy is more correlated to the expansion ratio than the UCB1T as shown in Figure 20. UCB's overall performance is worst than UCB1T because it relies heavily on the exploitation compared to UCB1T that even if it converges slower gives better results.

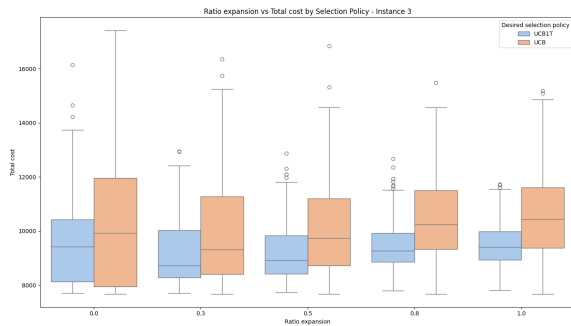


Fig. 20. Expansion ratio vs Total cost

Analysis of simulations performances: Box plots for the tree simulations policies are represented on Figure 21. For each day, the distribution of the simulated outcome is plotted regarding the simulation policy. Coloured curves represent the

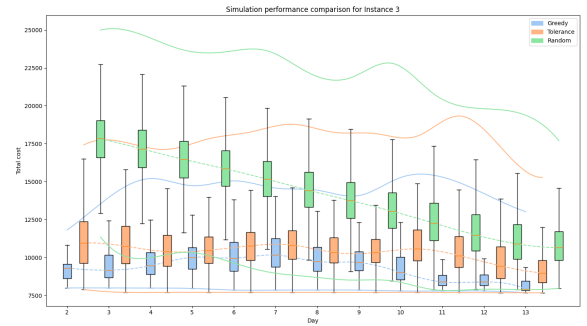


Fig. 21. Simulation performance - Instance 3

minimum and maximum of these distributions, while dashed lines indicate the medians.

In Figure 21, the greedy simulation policy is more performant because the distribution of simulations at every day has a lower min, max and median. The convergence of the Random policy is more pronounced due to the policy's inherent randomness. For instance, with the greedy and tolerance policies, at day two or three, the minimum has already almost been reached. Therefore, a well-calibrated set of parameters for the $MCTS$ (as defined in Section V-C) should converge towards the minimum cost found during the simulations. If this is not the case, it indicates that the parameterisation of $MCTS$ is not optimal. In Figure 22, the distributions of the simulated outcomes are represented for a $MCTS(S_p(C_p = 0), E_p(c), R_p, N_c = 10)$.

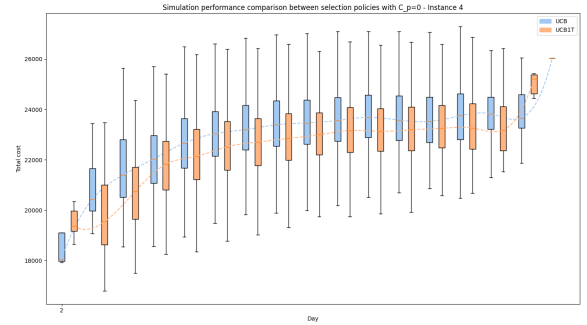


Fig. 22. Simulation performance $C_p = 0$ - Instance 4

The parametrisation of this $MCTS$ is not efficient for the considered instance, hence the search process do not converge towards the minimum found cost. These two distributions have a similar behaviour, having $C_p = 0$ indicates a similar decision-making process when using the UCB and UCB1T selection policy. For I_4 , as mentioned earlier, the difficulty was to run all the simulations of the $MCTS$ with the parameters in the grid search. This is why fewer simulations were carried out for this instance, but we found solutions with a gap of $X\%$ compared to the state-of-the-art solution.

In Figure 23, the median distributions for the different scenarios have been plotted. One can observe that having a value c too close to 1, does not on average converge to this

minimum-cost solution. A contrario, lower c values appears to guide the tree search more effectively during the first days of simulations, which is crucial to not overexpand the size of the tree, which can lead to an inefficient and time-consuming MCTS.

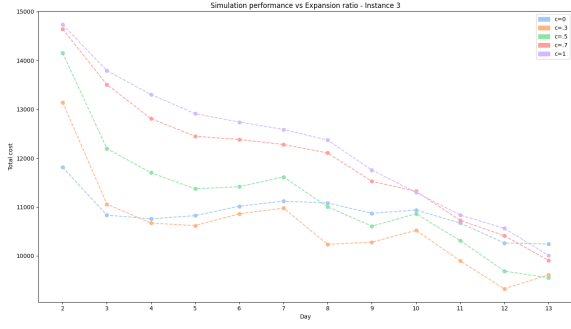


Fig. 23. Simulation performance vs Expansion Ratio - Instance 3

These conclusions can be drawn for small instances, however for I_4 , we can clearly see in Figure 24 that having $c = 0$ for a greedy selection policy is inefficient in this tree search because it diverges from the min-simulated cost. The tree search is therefore unable to find a solution after 10 minutes. Based on the median comparison, $c = 1$ is a more optimal parameter for guiding the tree search (for I_3).

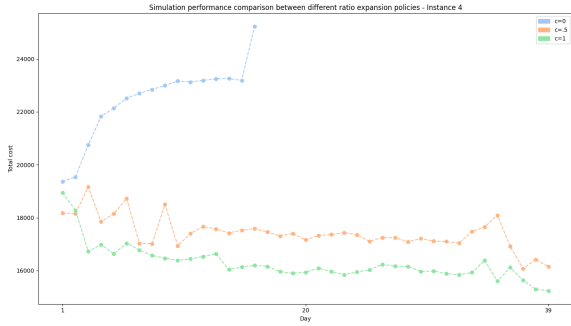


Fig. 24. Simulation performance vs Expansion Ratio - Instance 4

2) I_5 and I_6 : The challenge faced with these two instances is that with the defined grid search, the MCTS function was not able to conduct the tree search effectively.

While standard stochastic simulation policies can occasionally reach a final state (i.e. find a feasible solution), they often fail to guide the search process effectively towards these solutions. Even if the tree expands node's that reached final state, there are few chances to reach a terminal state again, leading to the pruning of the tree.

3) I_7 and I_8 : For I_7 , we have found solutions close to the best known solution, with a gap of 3.2%. The tolerance policy was not in the parameters of the grid search but we run 10 simulations with the parameters defined in Table IV.

For this instance, the greedy simulation policy is clearly to be preferred to the tolerance simulation policy. The stochastic policy ends it tree search by selecting nodes that have an

TABLE IV
SIMULATION TABLE - I_7

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	top k	greedy	10	-	1.4	31924	31924	0	238.3
UCB	ratio k	greedy	10	.5	1.4	32331	32331	0	239.7
UCB	top k	tolerance	10	-	1.4	49712	52584	1938	588.4

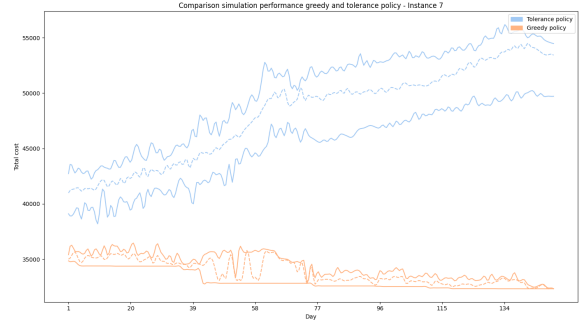


Fig. 25. Simulation performance comparison between Greedy and Tolerance - Instance 7

overall cost higher than node's found during the simulation process, as shown in Figure 25. Therefore the parametrisation of MCTS has to be revised. The ratio_k and the top_k policy yields to overall similar performance in term of solution and performance metrics. Regarding I_8 , in Table V, a new state of the art solution has been found with a with a cost less than 0.52% compared to the best known solution.

TABLE V
SIMULATION TABLE - I_8

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	top k	greedy	10	-	1.4	4037	4037	0	718.6
UCB	ratio k	greedy	10	.5	1.4	4104	4104	0	705.9

4) I_9 to I_{14} : Although these instances are outside the scope of this thesis, we have tried to solve them using the same parameters in the grid search as for I_7 and I_8 . The complexity of the instances makes simulations (considering the greedy policy) impossible to reach a final node, as does the problem encountered with I_5 and I_6 .

B. Parallelisation

As discussed in Section III-C, parallelisation can be implemented to better estimate one selected node's value. In our implementation, for I_4 , we parralised a $MCTS(S_p(C_p = 0) = "UCB", E_p(c = 0) = "ratio_k", R_p = "random", N_c = 10)$ on five cores. The set of parameters has been chosen to represent the behavior of parallelisation in a stochastic environment. A leaf parralisation has been implemented, simulating on five cores simultaneously. At every simulation step of the MCTS, the minimum outcome of the five simulations is chosen. 100 simulations of this parralised MCTS have been runned.

In Figure 26, the five cores parallelised's distribution better performs than the non-parralised approach. It confirms that

parallelisation guides the MCTS more effectively in the first days of the tree search.

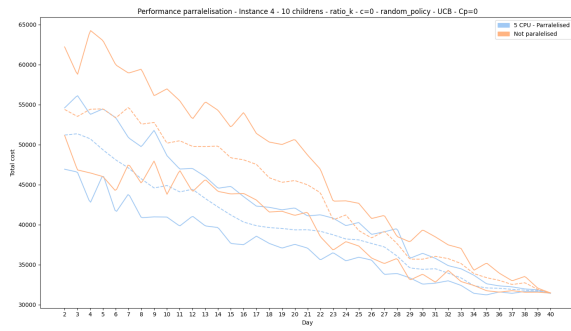


Fig. 26. Comparison of the distributions for the simulated outcomes without parallelisation and with 5 cores - Instance 4

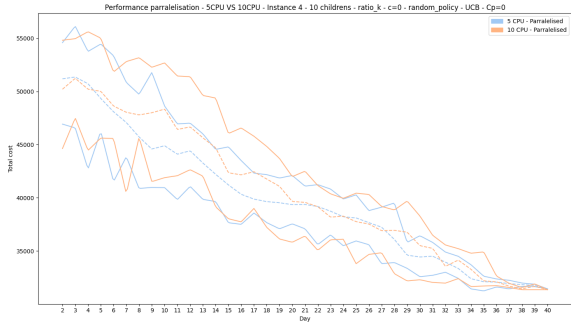


Fig. 28. Comparison of the distributions for the simulated outcomes on 5 vs 10 cores - Instance 4

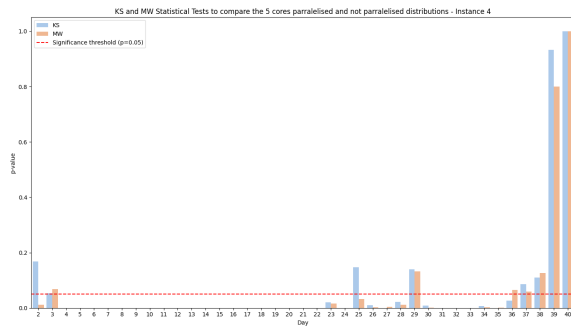


Fig. 27. Statistical tests to compare the 5 cores parallelised and not parallelised distribution - Instance 4

The Mann-Whitney and the Kolmogorov-Smirnov statistical tests have been implemented. These tests compute p-values that test the null hypothesis that the two groups have the same distribution. Hence, from Figure 27 there is enough statistical evidence to say that a five core parallelised MCTS with a stochastic simulation policy better performs with parallelisation at a 5% level.

A comparison between five-core and ten-core parallelisations of the considered Monte Carlo Tree Search (MCTS) is shown in Figure 28 and 29. There are no statistical improvements in increasing the number of cores. As discussed in [41], too many modifications to the MCTS can lead to undesirable behaviour.

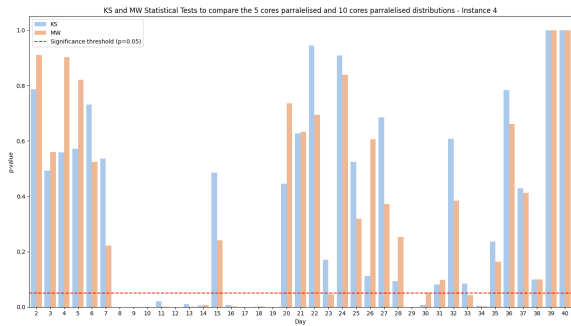


Fig. 29. Statistical tests to compare the 5 and 10 cores distribution - Instance 4

VIII. SIMULATIONS RESULTS

In these tables, when metrics like the std cannot be computed it is because there are not enough data or because some simulations outputs where NaN. Furthermore, when the expansion policy, Exp policy, is not ratio k, the ratio in the column Ratio is not interpretable because it is not used.

INSTANCE 1

A. Solution found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	ratio k	greedy	5	.3	2.8	1396	1396.00		.084
UCB	top k	greedy	5	.5	1.4	1396	1396.00		.085
UCB	top k	greedy	5	.3	1.4	1396	1396.00		.085
UCB	top k	greedy	10	.8	1.4	1396	1396.00		.096
UCB	top k	greedy	10	.3	1.4	1396	1396.00		.097
UCB	top k	greedy	5	.3	2.8	1396	1396.00		.097
UCB	top k	greedy	5	1	1.4	1396	1396.00		.097
UCB	top k	greedy	5	.8	2.8	1396	1396.00		.098
UCB	ratio k	greedy	10	1	2.8	1396	1396.00		.098
UCB	top k	greedy	5	0	2.8	1396	1396.00		.099
UCB	ratio k	greedy	5	0	2.8	1396	1396.00		.100
UCB	ratio k	greedy	5	1	1.4	1396	1396.00		.101
UCB	top k	greedy	5	.5	2.8	1396	1396.00		.101
UCB	ratio k	greedy	10	.3	2.8	1396	1396.00		.102
UCB	top k	greedy	10	0	1.4	1396	1396.00		.103
UCB	top k	greedy	15	.3	1.4	1396	1396.00		.107
UCB	top k	greedy	5	0	1.4	1396	1396.00		.107
UCB	ratio k	greedy	10	.5	2.8	1396	1396.00		.112
UCB	ratio k	greedy	15	.8	1.4	1396	1396.00		.112
UCB	top k	greedy	15	.8	1.4	1396	1396.00		.115
UCB	top k	greedy	15	1	1.4	1396	1396.00		.115
UCB	ratio k	greedy	10	0	2.8	1396	1396.00		.116
UCB	top k	greedy	10	1	1.4	1396	1396.00		.116
UCB	ratio k	greedy	10	.3	1.4	1396	1396.00		.117
UCB	top k	greedy	5	1	2.8	1396	1396.00		.117
UCB	top k	greedy	15	.3	2.8	1396	1396.00		.118
UCB	top k	greedy	10	.5	1.4	1396	1396.00		.118
UCB	top k	greedy	5	.8	1.4	1396	1396.00		.118
UCB	ratio k	greedy	15	.3	2.8	1396	1396.00		.119
UCB	ratio k	greedy	15	.8	2.8	1396	1396.00		.119
UCB	top k	greedy	15	.8	2.8	1396	1396.00		.120
UCB	ratio k	greedy	10	.5	1.4	1396	1396.00		.120
UCB	ratio k	tolerance	10	0	2.8	1396	1396.00	0.00	.120
UCB	ratio k	greedy	10	.8	2.8	1396	1396.00		.122
UCB	top k	greedy	15	0	2.8	1396	1396.00		.122
UCB	top k	tolerance	5	0	2.8	1396	1396.00	0.00	.126
UCB	top k	greedy	15	.5	1.4	1396	1396.00		.126
UCB	ratio k	greedy	10	0	1.4	1396	1396.00		.126
UCB	top k	greedy	10	.8	2.8	1396	1396.00		.127
UCB	ratio k	tolerance	15	0	2.8	1396	1396.00	0.00	.128
UCB	ratio k	greedy	15	1	2.8	1396	1396.00		.129
UCB	top k	greedy	10	.3	2.8	1396	1396.00		.131
UCB	ratio k	greedy	5	1	2.8	1396	1396.00		.131
UCB	ratio k	greedy	15	0	2.8	1396	1396.00		.132
UCB	top k	greedy	10	0	2.8	1396	1396.00		.132
UCB	ratio k	greedy	15	.3	1.4	1396	1396.00		.133
UCB	ratio k	greedy	15	.5	1.4	1396	1396.00		.133
UCB	top k	greedy	15	.5	2.8	1396	1396.00		.134
UCB	ratio k	greedy	10	1	1.4	1396	1396.00		.136
UCB	ratio k	greedy	15	1	1.4	1396	1396.00		.137
UCB	ratio k	tolerance	5	0	1.4	1396	1518.60	99.08	.139
UCB	top k	greedy	15	1	2.8	1396	1396.00		.142
UCB	top k	greedy	10	1	2.8	1396	1396.00		.143
UCB	ratio k	tolerance	15	0	1.4	1396	1396.00	0.00	.143

UCB	top k	greedy	15	0	1.4	1396	1396.00		.143
UCB	ratio k	greedy	15	.5	2.8	1396	1396.00		.147
UCB	ratio k	greedy	15	0	1.4	1396	1396.00		.148
UCB	ratio k	tolerance	10	0	1.4	1396	1396.00	0.00	.152
UCB	top k	tolerance	15	0	1.4	1396	1396.00	0.00	.153
UCB	top k	tolerance	10	0	1.4	1396	1396.00	0.00	.155
UCB	top k	greedy	10	.5	2.8	1396	1396.00		.157
UCB	top k	tolerance	15	.3	2.8	1396	1524.20	72.14	.157
UCB	top k	tolerance	5	0	1.4	1396	1396.00	0.00	.158
UCB	top k	tolerance	15	.8	1.4	1396	1654.70	185.65	.161
UCB	top k	tolerance	10	0	2.8	1396	1396.00	0.00	.174
UCB	top k	tolerance	15	0	2.8	1396	1396.00	0.00	.177
UCB	ratio k	greedy	10	.8	1.4	1396	1396.00		.178
UCB	ratio k	tolerance	15	.5	1.4	1396	1599.20	89.85	.385
UCB	top k	tolerance	5	.5	2.8	1396	1588.50	109.62	.394
UCB	ratio k	tolerance	10	1	1.4	1396	1572.20	148.00	.488
UCB	top k	tolerance	15	.8	2.8	1396	1647.80	209.03	.645
UCB	ratio k	tolerance	5	0	2.8	1396	1509.00	81.71	.659
UCB	top k	tolerance	10	1	1.4	1396	1617.70	183.61	.794
UCB	top k	tolerance	15	1	2.8	1396	1589.50	130.85	.809
UCB	top k	tolerance	15	.5	2.8	1396	1528.40	109.46	.837
UCB	ratio k	tolerance	15	1	1.4	1396	1606.10	125.35	.864
UCB	top k	tolerance	5	.3	2.8	1396	1528.60	76.94	.961
UCB	top k	tolerance	10	.3	1.4	1396	1528.90	109.87	1.060
UCB	ratio k	tolerance	5	.8	1.4	1396	1574.70	123.89	1.208
UCB	top k	tolerance	15	1	1.4	1396	1592.50	143.08	1.613
UCB	ratio k	random	10	.8	0	1407	3549.90	1959.51	2.745
UCB	top k	tolerance	5	.3	1.4	1431	1532.50	112.31	.514
UCB	top k	tolerance	5	.8	1.4	1431	1618.70	97.18	.806
UCB	ratio k	tolerance	10	.8	1.4	1431	1583.10	123.40	.830
UCB	ratio k	tolerance	10	.5	2.8	1431	1549.10	96.27	1.021
UCB	ratio k	tolerance	15	1	2.8	1431	1615.40	179.82	1.432
UCB	ratio k	tolerance	10	.3	2.8	1457	1508.70	40.06	.138
UCB	top k	tolerance	5	1	1.4	1457	1543.60	84.48	1.857
UCB	ratio k	greedy	5	.5	2.8	1458	1458.00		.113
UCB	ratio k	greedy	5	0	1.4	1458	1458.00		.115
UCB	top k	tolerance	5	1	2.8	1458	1563.00	88.51	.126
UCB	top k	tolerance	10	.8	2.8	1458	1640.50	101.40	.348
UCB	ratio k	tolerance	15	.8	2.8	1458	1575.60	102.64	.381
UCB	top k	tolerance	10	.8	1.4	1458	1571.40	123.30	.382
UCB	ratio k	random	15	.8	2.8	1458	4879.30	2587.48	.591
UCB	ratio k	tolerance	5	.8	2.8	1458	1586.00	106.15	.806
UCB	top k	tolerance	5	.5	1.4	1458	1541.30	45.20	.901
UCB	ratio k	tolerance	15	.3	2.8	1458	1502.60	63.95	1.081
UCB	ratio k	tolerance	10	.5	1.4	1458	1523.70	46.63	1.161
UCB	ratio k	random	10	1	1.4	1458	5975.30	4237.38	1.756
UCB1T	ratio k	greedy	10	.5	1.4	1472	1472.00		.893
UCB	top k	tolerance	10	.8	0	1472	1903.50	169.28	1.057
UCB	ratio k	tolerance	10	1	2.8	1472	1661.30	160.90	1.267
UCB	ratio k	greedy	5	1	0	1472	1472.00		1.801
UCB1T	ratio k	tolerance	15	.3	1.4	1472	1818.00	150.91	5.009
UCB	top k	tolerance	15	.5	0	1472	1808.00	146.75	5.484
UCB1T	top k	tolerance	5	0	2.8	1472	1803.50	208.94	6.320
UCB	ratio k	tolerance	5	1	0	1472	1799.70	161.43	6.925
UCB1T	ratio k	tolerance	15	1	0	1472	1870.00	220.25	19.040
UCB1T	ratio k	tolerance	5	1	2.8	1472	1895.10	211.12	28.132
UCB	top k	tolerance	10	.3	2.8	1479	1520.70	70.89	.160
UCB	ratio k	tolerance	5	.3	2.8	1479	1523.20	81.22	.216
UCB	ratio k	tolerance	5	.3	1.4	1479	1550.20	92.04	.440
UCB	top k	tolerance	5	.8	2.8	1479	1643.70	125.43	.500
UCB	ratio k	tolerance	10	.3	1.4	1479	1560.20	65.68	.870
UCB	top k	tolerance	15	.3	1.4	1479	1561.00	73.15	1.526
UCB	ratio k	greedy	5	.3	1.4	1481	1481.00		.095
UCB	ratio k	greedy	5	.8	2.8	1481	1481.00		.104
UCB	ratio k	greedy	5	.8	1.4	1481	1481.00		.115
UCB	ratio k	greedy	5	.5	1.4	1481	1481.00		.117
UCB	top k	tolerance	15	.5	1.4	1481	1566.80	83.76	.738

UCB	ratio k	tolerance	15	.3	1.4	1481	1607.00	95.21	1.236
UCBIT	ratio k	tolerance	5	.8	0	1481	1847.50	208.87	13.143
UCB	ratio k	tolerance	5	.5	2.8	1485	1559.70	90.12	.644
UCB	ratio k	tolerance	5	1	1.4	1489	1649.10	60.98	.126
UCB	ratio k	tolerance	5	.5	1.4	1490	1555.70	56.12	.106
UCBIT	top k	tolerance	15	.8	0	1490	1865.60	158.48	5.096
UCBIT	top k	random	5	.5	1.4	1493	2407.10	1045.81	3.136
UCB	ratio k	tolerance	15	.5	2.8	1495	1551.60	37.38	.316
UCB	top k	tolerance	10	.5	2.8	1495	1608.60	78.12	1.129
UCB	ratio k	random	5	1	1.4	1506	3187.40	1785.08	.179
UCB	ratio k	random	5	1	2.8	1506	4330.10	2775.69	.492
UCB	ratio k	tolerance	15	.3	0	1506	1745.30	193.93	1.829
UCBIT	top k	random	15	.3	0	1506	2634.80	1495.29	2.654
UCB	ratio k	tolerance	15	.8	1.4	1521	1664.60	140.50	.160
UCB	top k	random	5	0	1.4	1522	3817.40	2271.90	1.650
UCBIT	top k	tolerance	5	.3	1.4	1522	1803.10	135.11	44.419
UCB	ratio k	tolerance	5	1	2.8	1526	1636.10	95.27	.322
UCB	ratio k	tolerance	10	.8	2.8	1526	1658.90	95.49	.654
UCBIT	ratio k	greedy	5	0	1.4	1529	1529.00		.512
UCBIT	ratio k	random	5	.5	1.4	1529	2613.00	1381.25	.883
UCB	top k	tolerance	15	.3	0	1529	1816.10	204.92	1.285
UCBIT	ratio k	tolerance	5	0	0	1529	1889.20	191.58	2.025
UCBIT	ratio k	random	10	.3	1.4	1529	2922.40	1754.56	2.695
UCBIT	top k	tolerance	15	0	0	1529	1884.20	166.62	2.890
UCBIT	ratio k	tolerance	10	1	0	1529	1827.00	215.19	3.312
UCBIT	top k	tolerance	15	.3	2.8	1529	1890.20	168.87	4.693
UCBIT	ratio k	random	15	.8	1.4	1529	3993.00	2298.81	5.162
UCBIT	top k	tolerance	10	.5	0	1529	1823.10	211.45	6.695
UCBIT	ratio k	tolerance	10	.5	1.4	1529	1850.50	224.25	8.508
UCBIT	ratio k	tolerance	10	.3	1.4	1529	1796.60	167.63	9.516
UCBIT	top k	tolerance	15	1	0	1529	1831.70	133.56	11.001
UCBIT	ratio k	tolerance	5	.8	1.4	1529	1798.40	216.53	16.114
UCB	top k	tolerance	10	.5	1.4	1530	1609.90	76.29	.924
UCBIT	ratio k	random	5	0	2.8	1533	3012.00	1836.74	3.879
UCBIT	top k	tolerance	5	1	0	1533	1882.40	178.26	8.601
UCBIT	ratio k	tolerance	5	1	1.4	1533	1809.70	202.15	9.562
UCBIT	ratio k	tolerance	10	.8	0	1533	1838.20	145.60	9.573
UCBIT	top k	tolerance	10	1	0	1533	1834.90	172.42	17.707
UCBIT	ratio k	greedy	10	.8	0	1540	1540.00		.666
UCBIT	ratio k	greedy	10	1	0	1540	1540.00		.879
UCBIT	top k	random	15	.5	2.8	1540	3122.70	1753.55	1.088
UCBIT	top k	greedy	15	.5	2.8	1540	1540.00		1.181
UCBIT	ratio k	tolerance	5	.3	0	1540	1864.60	175.12	1.319
UCBIT	top k	greedy	15	.8	2.8	1540	1540.00		1.664
UCB	top k	greedy	5	.5	0	1540	1540.00		1.694
UCB	top k	greedy	5	0	0	1540	1540.00		1.702
UCBIT	ratio k	tolerance	10	.8	1.4	1540	1845.80	162.15	2.461
UCBIT	top k	greedy	5	.3	1.4	1540	1540.00		2.500
UCB	top k	tolerance	5	.5	0	1540	1800.30	156.39	2.706
UCBIT	ratio k	tolerance	10	.3	0	1540	1831.40	174.19	2.958
UCBIT	top k	tolerance	15	.3	0	1540	1896.80	214.92	3.424
UCB	ratio k	tolerance	10	0	0	1540	1850.20	183.61	4.229
UCBIT	ratio k	tolerance	5	.3	2.8	1540	1919.00	194.58	5.013
UCBIT	top k	tolerance	15	0	2.8	1540	1865.30	202.86	5.138
UCBIT	top k	tolerance	10	.5	2.8	1540	1776.30	180.87	6.638
UCB	ratio k	tolerance	15	0	0	1540	1913.30	207.39	7.511
UCBIT	top k	tolerance	10	.5	1.4	1540	1885.00	235.90	7.624
UCB	top k	tolerance	15	.8	0	1540	1810.70	162.48	7.951
UCB	top k	tolerance	10	0	0	1540	1882.00	169.58	8.397
UCBIT	ratio k	tolerance	10	.3	2.8	1540	1786.20	149.51	9.080
UCBIT	ratio k	tolerance	15	.8	2.8	1540	1758.30	183.71	9.664
UCBIT	top k	tolerance	15	1	2.8	1540	1814.90	116.59	9.710
UCBIT	ratio k	tolerance	15	1	2.8	1540	1862.50	184.05	9.835
UCBIT	ratio k	tolerance	15	.3	0	1540	1809.80	164.19	10.175
UCBIT	ratio k	tolerance	10	1	2.8	1540	1897.00	281.85	10.565
UCBIT	ratio k	tolerance	15	.8	1.4	1540	1908.50	196.92	13.413
UCBIT	ratio k	tolerance	15	.5	1.4	1540	1868.40	160.08	15.130

UCBIT	top k	tolerance	5	.8	0	1540	1824.20	165.59	16.175
UCBIT	top k	tolerance	5	0	1.4	1540	1806.50	198.51	17.011
UCBIT	top k	tolerance	5	.3	0	1540	1870.70	196.15	22.181
UCBIT	top k	tolerance	5	0	0	1540	1732.90	156.80	35.029
UCBIT	top k	tolerance	5	.5	2.8	1540	1828.10	128.77	53.816
UCB	ratio k	random	15	.8	0	1544	3538.60	1864.08	1.304
UCBIT	top k	random	5	0	2.8	1544	2510.60	969.95	1.983
UCBIT	top k	tolerance	15	.3	1.4	1546	1832.00	184.84	3.920
UCB	top k	tolerance	10	1	2.8	1547	1639.00	101.50	.350
UCB	top k	random	15	.3	2.8	1548	7304.10	5361.45	1.066
UCBIT	top k	tolerance	15	.5	0	1548	1838.50	129.02	5.476
UCBIT	top k	tolerance	10	.3	0	1548	1959.70	210.51	20.794
UCBIT	ratio k	random	15	0	0	1551	2592.00	1259.81	2.241
UCBIT	top k	tolerance	15	.8	2.8	1551	1862.00	139.22	12.043
UCBIT	ratio k	tolerance	5	1	0	1551	1884.40	202.74	22.815
UCB	ratio k	tolerance	5	.5	0	1552	1861.00	177.52	1.938
UCB	ratio k	tolerance	5	.8	0	1552	1818.80	158.49	2.109
UCBIT	top k	tolerance	10	1	2.8	1552	1826.90	170.80	7.951
UCBIT	ratio k	tolerance	5	.5	0	1553	1842.90	145.37	1.425
UCBIT	ratio k	tolerance	5	.5	2.8	1553	1820.10	155.51	3.897
UCBIT	top k	random	10	0	2.8	1553	3300.10	1765.23	3.970
UCB	ratio k	tolerance	10	.8	0	1553	1865.80	179.46	5.543
UCBIT	ratio k	tolerance	15	0	2.8	1553	1842.80	230.98	5.783
UCBIT	ratio k	tolerance	10	.5	0	1553	1832.90	113.14	9.797
UCBIT	ratio k	tolerance	15	.5	0	1553	1853.50	165.94	12.827
UCBIT	top k	random	5	.5	0	1555	2709.90	1386.28	.908
UCBIT	top k	random	15	.3	1.4	1555	2758.60	1549.45	5.773
UCBIT	top k	tolerance	10	.8	0	1561	1842.40	185.52	4.651
UCBIT	ratio k	tolerance	15	.5	2.8	1561	1886.10	209.51	8.565
UCB	ratio k	tolerance	10	1	0	1564	1792.40	163.67	.729
UCB	top k	greedy	10	.5	0	1564	1564.00		.746
UCBIT	ratio k	greedy	10	1	1.4	1564	1564.00		.967
UCBIT	ratio k	greedy	15	.3	1.4	1564	1564.00		1.123
UCBIT	top k	tolerance	10	.3	2.8	1564	1848.00	154.42	1.583
UCBIT	top k	tolerance	10	0	2.8	1564	1876.20	146.84	2.413
UCB	ratio k	tolerance	10	.3	0	1564	1894.60	168.37	3.180
UCBIT	ratio k	tolerance	15	0	1.4	1564	1926.10	169.41	3.914
UCBIT	ratio k	tolerance	10	0	0	1564	1894.10	209.84	5.046
UCB	top k	tolerance	5	.3	0	1564	1802.20	110.06	5.248
UCBIT	ratio k	tolerance	10	.5	2.8	1564	1903.40	202.94	5.620
UCB	top k	tolerance	15	0	0	1564	1996.80	188.44	7.431
UCBIT	top k	tolerance	15	.5	1.4	1564	1801.10	181.31	8.398
UCB	top k	tolerance	5	.8	0	1564	1821.10	171.24	8.987
UCBIT	top k	tolerance	15	1	1.4	1564	1857.30	200.71	10.041
UCBIT	ratio k	tolerance	15	1	1.4	1564	1931.50	183.48	12.772
UCBIT	top k	tolerance	5	.5	1.4	1564	1891.70	149.04	31.446
UCB	ratio k	random	10	.3	2.8	1565	5063.80	4094.92	.375
UCBIT	top k	random	10	.3	0	1565	3329.80	2124.79	2.699
UCBIT	top k	random	15	1	0	1565	3236.20	2047.21	5.953
UCBIT	top k	random	10	1	2.8	1569	2779.10	1889.48	1.492
UCB	ratio k	random	15	.3	2.8	1577	6779.70	3457.07	1.545
UCBIT	top k	tolerance	10	0	0	1577	1873.80	178.43	2.373
UCBIT	ratio k	random	15	1	0	1577	3337.20	1588.71	5.721
UCBIT	ratio k	random	10	1	0	1577	2901.20	1262.22	5.992
UCBIT	top k	tolerance	5	.3	2.8	1578	1838.70	131.18	30.039
UCBIT	top k	tolerance	10	.8	2.8	1580	1939.40	235.60	4.992
UCB	top k	random	15	.8	2.8	1583	3255.00	1757.31	.794
UCB	top k	random	5	.3	0	1583	3648.60	2136.03	1.634
UCB	top k	random	10	1	0	1583	3451.60	2094.03	3.372
UCB	ratio k	random	5	.5	2.8	1588	5819.70	3215.99	.441
UCBIT	ratio k	random	10	.8	1.4	1591	3953.30	2378.61	2.344
UCB	ratio k	random	5	.8	1.4	1602	3413.60	1617.10	.687
UCBIT	top k	random	15	.8	0	1606	3215.40	1457.51	2.597
UCBIT	ratio k	random	10	.5	0	1615	2917.70	1738.06	1.223
UCBIT	top k	random	5	0	1.4	1615	2243.60	798.90	2.994
UCBIT	top k	random	15	.8	1.4	1615	3428.80	2035.35	3.857
UCBIT	top k	random	10	0	0	1623	4175.70	2223.66	3.049

UCBIT	ratio k	greedy	5	.3	0	1624	1624.00		.749
UCB	top k	random	5	1	1.4	1627	3999.30	2670.48	.513
UCB	top k	random	5	0	0	1629	2414.10	1280.07	.261
UCBIT	top k	random	5	1	2.8	1633	2838.30	1236.17	3.507
UCBIT	ratio k	random	5	1	2.8	1644	3006.80	1803.40	.479
UCB	top k	random	15	1	0	1647	2351.30	1096.41	1.609
UCB	top k	random	15	.3	1.4	1651	3986.00	2543.37	1.927
UCBIT	ratio k	random	5	.8	1.4	1651	2863.80	1129.95	3.658
UCB	top k	random	10	0	0	1658	2117.20	621.46	3.543
UCBIT	ratio k	random	5	.5	0	1659	4723.70	1707.27	3.918
UCB	top k	random	10	1	2.8	1660	4102.50	2659.39	.610
UCBIT	top k	tolerance	5	.8	1.4	1660	1874.60	188.31	47.533
UCBIT	ratio k	random	10	.8	0	1661	3054.30	1542.70	1.292
UCB	top k	random	10	.8	2.8	1661	4508.90	3139.63	1.591
UCBIT	ratio k	random	5	.8	0	1662	1940.40	231.25	4.169
UCBIT	ratio k	tolerance	5	.8	2.8	1662	1837.90	117.26	6.998
UCBIT	ratio k	greedy	5	.3	1.4	1663	1663.00		.480
UCB	ratio k	tolerance	5	.3	0	1663	1865.90	178.68	1.407
UCB	ratio k	random	10	1	2.8	1663	4552.30	3487.52	1.795
UCBIT	ratio k	tolerance	5	0	2.8	1663	1927.80	140.83	3.367
UCBIT	top k	tolerance	15	.5	2.8	1663	1829.20	105.51	4.329
UCBIT	ratio k	random	10	.3	2.8	1663	3892.50	2094.32	4.499
UCB	top k	tolerance	5	0	0	1663	1838.30	154.11	9.751
UCBIT	ratio k	random	10	0	0	1666	2367.30	814.70	1.318
UCB	ratio k	random	5	.3	2.8	1666	5948.00	4768.95	1.669
UCBIT	ratio k	tolerance	5	.3	1.4	1666	1941.90	195.48	7.231
UCBIT	top k	tolerance	15	0	1.4	1666	1904.90	142.41	9.858
UCBIT	top k	random	15	.8	2.8	1668	2303.00	1087.21	4.729
UCBIT	ratio k	random	10	.3	0	1673	3451.40	2083.35	4.420
UCB	top k	tolerance	10	1	0	1674	1853.70	131.34	2.065
UCBIT	top k	tolerance	10	1	1.4	1674	1878.20	129.77	5.518
UCB	top k	random	5	1	0	1678	2416.90	959.20	1.502
UCBIT	ratio k	tolerance	10	0	1.4	1678	1914.00	147.42	3.342
UCB	top k	tolerance	5	1	0	1678	1867.30	151.01	3.844
UCB	ratio k	random	5	.5	1.4	1681	5446.30	3691.78	.327
UCB	ratio k	tolerance	10	.5	0	1689	1904.90	154.68	2.938
UCBIT	top k	random	10	.5	1.4	1689	2506.30	1778.12	4.497
UCBIT	ratio k	greedy	15	.3	0	1690	1690.00		1.255
UCB	top k	random	15	.5	2.8	1691	7503.60	5126.19	1.821
UCB	top k	random	5	.3	1.4	1695	4332.60	2620.35	.510
UCB	ratio k	tolerance	5	0	0	1695	1905.40	153.02	3.821
UCB	ratio k	tolerance	15	1	0	1695	1890.90	135.28	6.258
UCBIT	ratio k	tolerance	10	1	1.4	1695	1859.40	127.66	6.288
UCBIT	ratio k	random	5	.5	2.8	1696	2727.90	1650.15	2.736
UCBIT	ratio k	random	15	0	2.8	1698	3103.20	2377.88	1.629
UCBIT	top k	greedy	5	.8	2.8	1698	1698.00		3.695
UCBIT	top k	random	10	.8	0	1698	2707.90	1578.17	4.028
UCBIT	top k	tolerance	5	1	2.8	1698	1864.90	122.14	35.399
UCB	ratio k	random	10	.5	1.4	1703	3470.90	2151.66	.579
UCB	ratio k	random	10	.3	1.4	1704	4665.60	2019.66	.354
UCB	top k	random	10	.5	1.4	1704	5167.30	2683.04	.807
UCB	top k	random	5	.8	1.4	1706	3614.60	1951.29	.381
UCB	top k	random	5	.5	1.4	1706	4569.00	2297.57	1.213
UCBIT	top k	tolerance	10	.8	1.4	1708	1906.30	132.86	2.060
UCB	top k	random	5	.5	0	1709	2336.70	1046.92	1.765
UCBIT	top k	random	5	.3	0	1709	3106.80	1567.96	2.854
UCBIT	ratio k	tolerance	15	.8	0	1710	1881.00	143.86	15.660
UCB	top k	greedy	10	.3	0	1711	1711.00		.738
UCB	ratio k	random	5	.5	0	1715	3376.90	2127.71	1.448
UCBIT	ratio k	random	15	.5	1.4	1717	3660.50	2148.20	4.281
UCBIT	top k	random	5	1	0	1718	3008.10	1546.53	1.967
UCBIT	top k	greedy	5	.5	2.8	1720	1720.00		3.694
UCBIT	top k	tolerance	5	.5	0	1720	1858.30	108.43	5.149
UCBIT	ratio k	random	15	.8	0	1720	3732.40	1699.79	6.089
UCBIT	top k	random	10	.3	2.8	1724	2674.40	1285.84	3.201
UCBIT	top k	random	5	.8	2.8	1726	2636.60	1126.54	1.093
UCB	ratio k	random	5	0	1.4	1728	4667.50	2998.11	.755

UCB	ratio k	random	10	0	2.8	1729	5947.60	3119.40	1.541
UCBIT	top k	tolerance	5	1	1.4	1729	1885.90	169.41	34.003
UCBIT	top k	random	10	1	0	1730	3578.90	2090.43	.633
UCB	ratio k	random	15	1	0	1730	2956.50	1754.33	2.322
UCBIT	ratio k	greedy	15	1	0	1734	1734.00		1.119
UCB	top k	random	10	.3	1.4	1734	6041.60	3811.51	1.387
UCB	ratio k	tolerance	15	.8	0	1734	1937.30	160.39	2.265
UCBIT	top k	tolerance	10	.3	1.4	1740	1937.60	141.06	5.471
UCBIT	top k	greedy	10	.8	0	1741	1741.00		.881
UCBIT	ratio k	random	10	.5	2.8	1741	3925.10	2795.34	5.267
UCB	top k	tolerance	10	.5	0	1741	1849.90	89.06	6.946
UCBIT	ratio k	tolerance	15	.3	2.8	1741	1966.30	171.06	15.788
UCB	top k	random	5	.3	2.8	1742	5442.90	2963.68	.342
UCB	top k	greedy	5	.3	0	1742	1742.00		1.340
UCBIT	ratio k	random	15	0	1.4	1743	3496.30	1585.15	2.786
UCBIT	top k	random	10	.3	1.4	1744	2799.80	1512.75	3.386
UCBIT	ratio k	tolerance	10	.8	2.8	1744	1942.20	114.58	7.479
UCB	top k	tolerance	15	1	0	1745	1888.90	110.64	2.671
UCBIT	top k	random	15	.3	2.8	1746	3621.40	1663.32	.667
UCBIT	top k	random	15	.5	0	1746	3835.00	1661.25	5.242
UCBIT	top k	random	5	.3	1.4	1748	2388.70	1026.37	.811
UCB	ratio k	random	5	.8	0	1752	3143.70	1727.99	.330
UCB	top k	random	10	0	1.4	1752	6513.10	2763.61	.388
UCBIT	ratio k	greedy	15	.3	2.8	1752	1752.00		.822
UCB	top k	random	15	.3	0	1752	2640.80	1776.83	.905
UCBIT	ratio k	random	5	.8	2.8	1752	2631.00	1651.86	1.930
UCBIT	top k	random	15	0	0	1754	3047.90	1422.93	4.130
UCBIT	top k	random	15	0	1.4	1755	3598.20	1915.88	.549
UCBIT	ratio k	random	10	.8	2.8	1755	3665.50	1700.67	4.641
UCB	ratio k	greedy	5	.3	0	1757	1757.00		.308
UCBIT	ratio k	random	15	.3	0	1758	3812.60	1938.27	1.372
UCBIT	top k	greedy	15	1	1.4	1759	1759.00		1.236
UCBIT	top k	random	10	.5	0	1767	3736.40	2107.52	3.212
UCB	ratio k	random	15	.5	0	1771	2491.90	1254.11	.934
UCBIT	ratio k	random	15	.5	2.8	1771	3457.70	1985.88	5.624
UCB	ratio k	greedy	15	0	0	1773	1773.00		.384
UCBIT	ratio k	random	15	.3	1.4	1773	3853.40	2207.96	.599
UCBIT	top k	greedy	15	.3	0	1773	1773.00		1.033
UCBIT	top k	greedy	15	1	2.8	1774	1774.00		.618
UCB	ratio k	greedy	15	.5	0	1778	1778.00		.669
UCBIT	ratio k	greedy	15	.8	0	1778	1778.00		.732
UCBIT	top k	greedy	10	.5	2.8	1778	1778.00		.835
UCB	ratio k	greedy	10	.8	0	1778	1778.00		.852
UCBIT	ratio k	tolerance	15	0	0	1778	1959.60	159.75	1.432
UCBIT	top k	greedy	5	0	0	1778	1778.00		2.859
UCBIT	ratio k	greedy	5	.8	1.4	1778	1778.00		3.065
UCBIT	top k	tolerance	10	0	1.4	1778	1907.20	101.60	8.331
UCBIT	ratio k	random	15	.8	2.8	1779	3335.30	2191.39	5.037
UCBIT	top k	tolerance	15	.8	1.4	1780	1896.70	105.56	6.394
UCB	top k	random	10	.8	1.4	1782	6276.60	2458.38	.204
UCBIT	ratio k	random	15	1	2.8	1782	3349.50	1615.37	.677
UCB	ratio k	random	15	.3	0	1782	3142.90	2500.95	2.405
UCBIT	top k	greedy	10	.3	2.8	1783	1783.00		1.084
UCB	ratio k	random	10	.5	2.8	1783	6292.70	2661.63	1.304
UCB	top k	random	10	1	1.4	1783	5389.80	2177.70	1.721
UCB	top k	greedy	5	.8	0	1783	1783.00		2.146
UCBIT	top k	random	5	.3	2.8	1783	3757.60	1922.41	2.584
UCBIT	top k	greedy	5	.8	1.4	1783	1783.00		2.623
UCBIT	ratio k	tolerance	10	0	2.8	1783	1951.40	99.87	5.562
UCB	top k	random	5	1	2.8	1791	4959.50	2252.57	.836
UCBIT	top k	random	5	.8	1.4	1792	3362.30	1680.69	1.490
UCB	top k	random	15	0	2.8	1793	6246.20	3845.94	1.006
UCBIT	top k	random	10	.5	2.8	1795	2935.90	1756.79	.671
UCBIT	ratio k	random	10	0	1.4	1796	3402.30	1591.21	4.567
UCBIT	ratio k	random	15	.5	0	1796	2785.10	1424.75	5.271
UCB	ratio k	random	15	0	2.8	1797	4958.80	3035.26	.991
UCBIT	ratio k	tolerance	5	.5	1.4	1797	1952.50	142.06	6.487

UCBIT	top k	tolerance	5	.8	2.8	1797	1906.40	90.79	11.151
UCB	top k	random	10	.8	0	1798	3569.70	2296.99	.390
UCB	top k	greedy	10	.8	0	1798	1798.00		.466
UCBIT	ratio k	greedy	10	.3	0	1798	1798.00		.909
UCBIT	ratio k	greedy	10	.8	1.4	1798	1798.00		1.255
UCBIT	ratio k	tolerance	5	0	1.4	1798	1927.00	109.64	2.407
UCBIT	top k	greedy	5	1	0	1798	1798.00		2.471
UCBIT	top k	greedy	5	0	1.4	1798	1798.00		2.742
UCB	top k	random	15	0	0	1800	3375.00	1522.78	1.985
UCBIT	top k	random	15	.5	1.4	1801	3564.00	2310.60	1.718
UCB	top k	random	5	0	2.8	1802	5150.30	3980.89	.696
UCBIT	top k	random	10	.8	2.8	1804	3337.90	1579.14	3.917
UCBIT	ratio k	greedy	15	.5	0	1805	1805.00		1.020
UCBIT	top k	greedy	10	1	1.4	1805	1805.00		1.252
UCB	ratio k	random	15	1	2.8	1805	3020.50	1454.09	1.851
UCB	top k	random	15	.5	0	1810	2685.60	1291.87	2.002
UCB	ratio k	random	5	0	2.8	1811	5222.20	2594.44	1.431
UCBIT	ratio k	random	5	.3	0	1811	3121.80	1195.49	2.154
UCBIT	top k	random	15	1	1.4	1811	2746.10	1029.79	4.165
UCB	top k	random	15	1	1.4	1812	3813.70	2108.22	1.580
UCB	ratio k	tolerance	15	.5	0	1815	1933.60	109.14	7.289
UCBIT	top k	random	5	.8	0	1817	2863.50	1598.52	4.821
UCB	top k	greedy	15	.8	0	1819	1819.00		.819
UCB	top k	random	5	.8	0	1819	2653.10	1378.29	2.417
UCB	top k	random	15	.8	0	1821	2959.50	1379.33	.548
UCB	top k	greedy	5	1	0	1822	1822.00		1.778
UCBIT	top k	greedy	5	.3	0	1822	1822.00		3.199
UCBIT	ratio k	greedy	5	.5	1.4	1833	1833.00		.770
UCBIT	ratio k	greedy	10	.3	2.8	1833	1833.00		.850
UCB	ratio k	greedy	10	.5	0	1833	1833.00		.896
UCBIT	ratio k	greedy	5	.8	2.8	1833	1833.00		1.920
UCBIT	top k	greedy	5	.5	0	1833	1833.00		2.552
UCBIT	top k	greedy	5	.8	0	1833	1833.00		3.735
UCB	top k	random	10	.3	0	1837	2984.40	1548.27	.343
UCBIT	ratio k	random	5	1	0	1839	2988.30	987.59	1.384
UCB	ratio k	random	10	.3	0	1839	2936.70	1766.59	3.191
UCB	ratio k	random	10	1	0	1840	2954.60	1488.65	1.376
UCB	ratio k	random	10	0	0	1844	3452.30	1914.01	2.469
UCBIT	top k	random	5	.5	2.8	1845	3487.20	1871.64	1.131
UCBIT	top k	random	10	.8	1.4	1845	2470.80	1026.68	6.022
UCB	top k	greedy	10	0	0	1846	1846.00		.531
UCBIT	ratio k	greedy	5	.8	0	1846	1846.00		2.147
UCBIT	top k	greedy	15	.5	0	1847	1847.00		1.365
UCBIT	top k	greedy	5	1	2.8	1847	1847.00		2.332
UCBIT	top k	random	15	1	2.8	1847	3483.10	1585.60	5.841
UCB	ratio k	random	10	.8	1.4	1849	6728.60	2720.00	.551
UCBIT	top k	random	5	0	0	1849	2920.70	1313.92	3.279
UCBIT	top k	greedy	5	.3	2.8	1850	1850.00		2.709
UCBIT	ratio k	greedy	5	.5	0	1851	1851.00		.718
UCBIT	top k	random	10	0	1.4	1851	2614.40	1646.27	.728
UCBIT	ratio k	greedy	5	1	1.4	1851	1851.00		2.352
UCB	top k	random	5	.5	2.8	1855	5007.10	2533.14	1.484
UCBIT	ratio k	random	5	.3	1.4	1855	3247.80	1139.79	1.912
UCBIT	ratio k	random	10	1	2.8	1855	4480.10	2346.39	6.490
UCBIT	top k	greedy	10	.5	0	1856	1856.00		.920
UCBIT	top k	greedy	10	.3	1.4	1856	1856.00		1.010
UCBIT	top k	greedy	5	0	2.8	1856	1856.00		1.684
UCBIT	top k	random	10	1	1.4	1856	3578.30	2326.86	5.097
UCB	top k	greedy	15	.5	0	1861	1861.00		.648
UCBIT	ratio k	greedy	5	.3	2.8	1861	1861.00		.896
UCBIT	top k	greedy	10	.5	1.4	1861	1861.00		.970
UCBIT	ratio k	greedy	10	0	2.8	1861	1861.00		1.369
UCB	top k	tolerance	10	.3	0	1861	1980.50	93.92	10.326
UCB	top k	greedy	15	.3	0	1862	1862.00		.438
UCBIT	ratio k	random	15	.3	2.8	1863	3343.90	2736.34	2.367
UCBIT	ratio k	random	5	0	1.4	1864	4090.10	2412.61	1.531
UCBIT	top k	random	5	1	1.4	1865	2448.10	971.91	2.612

UCB	ratio k	random	15	1	1.4	1866	6731.90	3376.22	1.466
UCB	ratio k	random	5	.3	0	1871	3780.50	1986.19	.225
UCB	ratio k	random	15	0	0	1871	3548.20	2364.24	1.076
UCB	top k	random	10	.5	2.8	1871	7492.80	3399.24	1.248
UCBIT	ratio k	greedy	10	0	0	1880	1880.00		1.468
UCBIT	ratio k	random	5	.3	2.8	1881	3384.70	1996.79	3.608
UCB	top k	random	10	.5	0	1886	2432.70	1384.12	.622
UCB	ratio k	random	15	.8	1.4	1888	5276.10	3156.41	.173
UCBIT	ratio k	random	5	0	0	1889	4056.40	1786.38	.491
UCBIT	ratio k	random	5	1	1.4	1891	2279.90	630.36	3.158
UCB	top k	random	15	.8	1.4	1894	6800.10	3085.13	1.668
UCBIT	top k	random	15	0	2.8	1894	3414.70	2159.40	5.490
UCB	ratio k	random	10	.5	0	1899	3775.90	1612.17	2.071
UCBIT	ratio k	random	10	1	1.4	1900	3640.40	1458.18	3.926
UCB	top k	random	5	.8	2.8	1901	4658.20	2594.64	.823
UCB	top k	random	15	.5	1.4	1902	7399.70	2650.98	.834
UCBIT	ratio k	random	15	1	1.4	1904	3899.60	2062.78	5.620
UCBIT	top k	greedy	15	0	2.8	1905	1905.00		.984
UCB	ratio k	greedy	5	.5	0	1910	1910.00		.476
UCB	ratio k	greedy	5	.8	0	1910	1910.00		1.994
UCB	ratio k	random	5	.8	2.8	1915	5654.40	3277.84	.157
UCBIT	ratio k	greedy	5	.5	2.8	1916	1916.00		.606
UCBIT	top k	greedy	10	1	0	1917	1917.00		1.081
UCB	top k	random	10	0	2.8	1917	4964.00	2954.44	1.358
UCBIT	ratio k	greedy	15	1	1.4	1937	1937.00		.818
UCB	ratio k	random	15	.5	1.4	1941	7036.40	3592.63	1.856
UCBIT	ratio k	greedy	5	1	0	1941	1941.00		1.996
UCBIT	ratio k	greedy	5	0	0	1943	1943.00		.723
UCB	ratio k	random	10	0	1.4	1945	4955.90	2402.73	1.456
UCB	ratio k	greedy	15	1	0	1951	1951.00		.764
UCBIT	top k	greedy	5	1	1.4	1951	1951.00		2.631
UCBIT	ratio k	random	10	.5	1.4	1957	3272.20	1591.64	2.647
UCBIT	top k	greedy	15	0	0	1959	1959.00		1.223
UCBIT	ratio k	greedy	10	0	1.4	1960	1960.00		1.371
UCBIT	top k	greedy	10	.3	0	1961	1961.00		1.035
UCBIT	top k	greedy	15	.8	0	1962	1962.00		.757
UCB	ratio k	greedy	10	1	0	1969	1969.00		.610
UCB	top k	greedy	15	1	0	1971	1971.00		1.004
UCB	ratio k	greedy	5	0	0	1972	1972.00		.390
UCBIT	top k	greedy	10	1	2.8	1972	1972.00		.880
UCBIT	ratio k	greedy	15	.8	2.8	1972	1972.00		1.064
UCBIT	ratio k	greedy	10	.8	2.8	1972	1972.00		1.067
UCB	top k	greedy	10	1	0	1972	1972.00		1.072
UCBIT	ratio k	greedy	15	0	1.4	1972	1972.00		1.131
UCBIT	ratio k	greedy	15	0	0	1972	1972.00		1.301
UCB	ratio k	random	5	0	0	1972	4122.00	2790.15	2.345
UCBIT	top k	greedy	5	.5	1.4	1972	1972.00		2.618
UCB	top k	greedy	15	0	0	1977	1977.00		.635
UCBIT	top k	greedy	15	.8	1.4	1979	1979.00		2.432
UCBIT	ratio k	greedy	15	.5	1.4	1992	1992.00		.746
UCBIT	ratio k	greedy	15	1	2.8	1992	1992.00		1.310
UCBIT	top k	greedy	10	.8	1.4	1994	1994.00		1.255
UCBIT	top k	greedy	15	.3	2.8	1995	1995.00		1.126
UCB	top k	random	10	.3	2.8	1999	5307.10	1971.19	1.000
UCB	top k	random	15	1	2.8	2001	6131.90	2126.47	1.596
UCB	ratio k	random	5	1	0	2010	4339.90	1942.49	1.911
UCB	ratio k	greedy	10	0	0	2029	2029.00		.802
UCBIT	top k	greedy	15	1	0	2029	2029.00		1.061
UCBIT	ratio k	greedy	15	.5	2.8	2035	2035.00		1.150
UCB	ratio k	random	15	0	1.4	2040	5329.50	2769.75	1.122
UCB	ratio k	greedy	10	.3	0	2044	2044.00		.755
UCBIT	ratio k	greedy	5	1	2.8	2053	2053.00		2.321
UCBIT	top k	greedy	10	.8	2.8	2068	2068.00		.915
UCBIT	ratio k	greedy	10	.5	0	2074	2074.00		1.003
UCB	top k	random	15	0	1.4	2100	6246.40	3562.81	.221
UCBIT	ratio k	random	10	0	2.8	2105	3032.10	980.16	5.624
UCBIT	ratio k	greedy	15	0	2.8	2108	2108.00		1.132

UCB	ratio k	greedy	15	.3	0	2116	2116.00		.962
UCBIT	top k	greedy	10	0	0	2116	2116.00		1.385
UCBIT	ratio k	greedy	10	.5	2.8	2128	2128.00		.988
UCBIT	top k	greedy	10	0	2.8	2128	2128.00		1.014
UCBIT	top k	greedy	15	0	1.4	2165	2165.00		1.313
UCBIT	top k	greedy	10	0	1.4	2175	2175.00		1.272
UCB	ratio k	greedy	15	.8	0	2188	2188.00		.955
UCBIT	ratio k	greedy	15	.8	1.4	2188	2188.00		1.447
UCB	ratio k	random	15	.5	2.8	2189	4892.40	1736.65	1.437
UCBIT	top k	greedy	15	.5	1.4	2211	2211.00		2.119
UCB	ratio k	random	10	.8	2.8	2229	8014.20	3618.47	.742
UCBIT	ratio k	greedy	10	1	2.8	2258	2258.00		1.518
UCBIT	top k	greedy	15	.3	1.4	2261	2261.00		1.174
UCBIT	ratio k	greedy	10	.3	1.4	2273	2273.00		1.990
UCB	ratio k	random	15	.3	1.4	2437	5466.50	1930.17	1.931
UCB	ratio k	random	5	.3	1.4	2564	5817.90	3017.59	.167
UCBIT	ratio k	greedy	5	0	2.8	2945	2945.00		.469

B. Solution not found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
-	-	-	-	-	-	-	-	-	-

INSTANCE 2

C. Solution found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	ratio k	greedy	5	.8	0	1498	1498.00		.082
UCB	ratio k	greedy	5	.3	1.4	1498	1498.00		.083
UCBIT	ratio k	greedy	10	1	1.4	1498	1498.00		.084
UCBIT	ratio k	greedy	15	.5	0	1498	1498.00		.087
UCB	ratio k	greedy	5	.8	1.4	1498	1498.00		.087
UCB	ratio k	greedy	15	.3	2.8	1498	1498.00		.087
UCB	ratio k	greedy	15	0	2.8	1498	1498.00		.088
UCBIT	ratio k	greedy	15	0	1.4	1498	1498.00		.088
UCB	top k	tolerance	10	0	2.8	1498	1498.00	0.00	.089
UCBIT	ratio k	greedy	10	1	2.8	1498	1498.00		.089
UCB	ratio k	greedy	10	.5	2.8	1498	1498.00		.089
UCB	top k	tolerance	15	.5	2.8	1498	1498.00	0.00	.090
UCBIT	ratio k	tolerance	15	1	1.4	1498	1498.00	0.00	.091
UCBIT	ratio k	tolerance	15	.3	1.4	1498	1498.00	0.00	.092
UCB	ratio k	greedy	10	0	2.8	1498	1498.00		.092
UCB	ratio k	greedy	5	.5	0	1498	1498.00		.092
UCB	top k	tolerance	10	0	1.4	1498	1498.00	0.00	.093
UCB	top k	greedy	15	.5	1.4	1498	1498.00		.093
UCB	top k	tolerance	10	.8	2.8	1498	1498.00	0.00	.093
UCB	ratio k	greedy	10	.3	2.8	1498	1498.00		.093
UCB	ratio k	tolerance	15	1	0	1498	1498.00	0.00	.094
UCB	top k	greedy	15	1	2.8	1498	1498.00		.094
UCB	top k	tolerance	15	.8	2.8	1498	1498.00	0.00	.095
UCB	ratio k	greedy	15	1	0	1498	1498.00		.095
UCBIT	ratio k	greedy	15	.3	0	1498	1498.00		.095
UCB	top k	greedy	15	0	0	1498	1498.00		.095
UCBIT	ratio k	greedy	10	0	1.4	1498	1498.00		.096
UCBIT	ratio k	greedy	10	.8	2.8	1498	1498.00		.096
UCBIT	ratio k	greedy	10	.8	1.4	1498	1498.00		.096

UCB	ratio k	greedy	15	0	1.4	1498	1498.00	.096
UCBIT	top k	greedy	15	1	1.4	1498	1498.00	.097
UCB	ratio k	greedy	5	.3	0	1498	1498.00	.097
UCB	top k	greedy	15	.3	1.4	1498	1498.00	.097
UCBIT	ratio k	tolerance	15	1	0	1498	1498.00	0.00 .098
UCBIT	ratio k	greedy	15	.8	2.8	1498	1498.00	.098
UCB	ratio k	tolerance	5	.5	0	1498	1498.00	0.00 .099
UCBIT	ratio k	greedy	15	.3	1.4	1498	1498.00	.099
UCB	top k	greedy	10	0	2.8	1498	1498.00	.099
UCB	ratio k	greedy	15	1	2.8	1498	1498.00	.099
UCB	ratio k	greedy	10	0	1.4	1498	1498.00	.100
UCBIT	ratio k	greedy	15	.5	1.4	1498	1498.00	.100
UCB	top k	greedy	10	.5	1.4	1498	1498.00	.100
UCBIT	top k	greedy	15	0	1.4	1498	1498.00	.100
UCBIT	ratio k	greedy	10	.5	0	1498	1498.00	.100
UCBIT	top k	greedy	10	0	2.8	1498	1498.00	.100
UCBIT	ratio k	tolerance	5	.5	2.8	1498	1498.00	0.00 .101
UCBIT	ratio k	greedy	10	.8	0	1498	1498.00	.101
UCBIT	ratio k	tolerance	10	0	2.8	1498	1498.00	0.00 .101
UCB	ratio k	greedy	15	1	1.4	1498	1498.00	.101
UCBIT	ratio k	tolerance	15	.3	2.8	1498	1498.00	0.00 .101
UCBIT	ratio k	tolerance	15	.5	1.4	1498	1498.00	0.00 .102
UCB	ratio k	greedy	15	0	0	1498	1498.00	.102
UCBIT	ratio k	greedy	10	.5	1.4	1498	1498.00	.102
UCB	top k	greedy	10	.3	1.4	1498	1498.00	.103
UCBIT	top k	greedy	15	.8	2.8	1498	1498.00	.103
UCB	ratio k	tolerance	15	1	2.8	1498	1498.00	0.00 .103
UCBIT	ratio k	tolerance	15	0	0	1498	1498.00	0.00 .104
UCB	top k	greedy	15	.8	2.8	1498	1498.00	.104
UCB	ratio k	greedy	15	.8	1.4	1498	1498.00	.104
UCB	top k	greedy	10	0	1.4	1498	1498.00	.104
UCB	ratio k	greedy	10	.8	2.8	1498	1498.00	.104
UCB	ratio k	greedy	10	1	1.4	1498	1498.00	.105
UCB	ratio k	greedy	15	.8	0	1498	1498.00	.105
UCB	ratio k	greedy	10	.3	0	1498	1498.00	.105
UCB	top k	tolerance	10	1	1.4	1498	1498.00	0.00 .106
UCB	top k	greedy	10	.8	1.4	1498	1498.00	.106
UCB	ratio k	tolerance	15	.5	1.4	1498	1498.00	0.00 .106
UCB	top k	tolerance	15	.3	1.4	1498	1498.00	0.00 .106
UCB	ratio k	greedy	15	.5	2.8	1498	1498.00	.107
UCBIT	ratio k	tolerance	15	0	2.8	1498	1498.00	0.00 .107
UCB	top k	greedy	10	.8	0	1498	1498.00	.108
UCB	ratio k	greedy	5	0	0	1498	1498.00	.108
UCB	top k	greedy	15	0	1.4	1498	1498.00	.108
UCB	ratio k	greedy	15	.3	1.4	1498	1498.00	.109
UCB	top k	tolerance	15	.3	0	1498	1498.00	0.00 .109
UCB	ratio k	greedy	10	.5	1.4	1498	1498.00	.109
UCB	ratio k	greedy	10	.3	1.4	1498	1498.00	.109
UCB	ratio k	greedy	10	.8	1.4	1498	1498.00	.109
UCB	top k	tolerance	10	.8	1.4	1498	1498.00	0.00 .110
UCBIT	ratio k	greedy	15	0	0	1498	1498.00	.110
UCBIT	top k	tolerance	10	1	2.8	1498	1498.00	0.00 .110
UCBIT	ratio k	greedy	10	.3	0	1498	1498.00	.110
UCBIT	top k	greedy	10	.3	2.8	1498	1498.00	.110
UCB	top k	tolerance	10	.5	1.4	1498	1498.00	0.00 .110
UCBIT	top k	greedy	10	.3	0	1498	1498.00	.110
UCB	ratio k	greedy	10	.8	0	1498	1498.00	.110
UCBIT	ratio k	greedy	10	.3	1.4	1498	1498.00	.110
UCBIT	top k	tolerance	10	.5	0	1498	1498.00	0.00 .110
UCB	ratio k	tolerance	15	.5	2.8	1498	1498.00	0.00 .111
UCBIT	top k	greedy	15	.3	0	1498	1498.00	.111
UCB	top k	greedy	10	.8	2.8	1498	1498.00	.111
UCB	ratio k	greedy	10	1	2.8	1498	1498.00	.111
UCB	ratio k	tolerance	15	.3	1.4	1498	1498.00	0.00 .111
UCBIT	top k	greedy	10	1	1.4	1498	1498.00	.111
UCB	top k	tolerance	15	1	1.4	1498	1498.00	0.00 .112
UCB	top k	greedy	15	.3	0	1498	1498.00	.112

UCBIT	top k	greedy	15	.5	1.4	1498	1498.00		.112
UCB	top k	tolerance	15	.8	1.4	1498	1498.00	0.00	.112
UCBIT	ratio k	tolerance	5	0	2.8	1498	1498.00	0.00	.112
UCBIT	ratio k	greedy	15	.5	2.8	1498	1498.00		.112
UCBIT	top k	greedy	15	.8	1.4	1498	1498.00		.112
UCB	top k	greedy	15	.8	1.4	1498	1498.00		.112
UCBIT	top k	tolerance	15	.5	2.8	1498	1498.00	0.00	.112
UCBIT	ratio k	greedy	5	.5	2.8	1498	1498.00		.113
UCB	top k	tolerance	10	1	2.8	1498	1498.00	0.00	.113
UCB	ratio k	tolerance	10	.3	1.4	1498	1498.00	0.00	.113
UCBIT	ratio k	tolerance	10	.5	0	1498	1498.00	0.00	.113
UCB	ratio k	tolerance	15	.8	2.8	1498	1498.00	0.00	.114
UCBIT	ratio k	tolerance	15	.5	0	1498	1498.00	0.00	.114
UCBIT	top k	greedy	10	.5	2.8	1498	1498.00		.114
UCB	ratio k	greedy	15	.8	2.8	1498	1498.00		.114
UCB	top k	greedy	15	0	2.8	1498	1498.00		.114
UCB	top k	greedy	10	.5	2.8	1498	1498.00		.114
UCB	top k	tolerance	15	1	2.8	1498	1498.00	0.00	.115
UCB	top k	greedy	10	.3	0	1498	1498.00		.115
UCBIT	ratio k	greedy	10	.3	2.8	1498	1498.00		.115
UCBIT	top k	greedy	10	.3	1.4	1498	1498.00		.115
UCBIT	top k	greedy	10	.8	2.8	1498	1498.00		.116
UCBIT	ratio k	tolerance	15	.8	0	1498	1498.00	0.00	.116
UCB	ratio k	greedy	15	.5	1.4	1498	1498.00		.116
UCBIT	top k	greedy	15	.3	1.4	1498	1498.00		.116
UCBIT	top k	greedy	15	1	0	1498	1498.00		.116
UCB	ratio k	tolerance	5	0	0	1498	1498.00	0.00	.117
UCB	top k	greedy	10	1	0	1498	1498.00		.117
UCB	ratio k	tolerance	5	.8	1.4	1498	1498.00	0.00	.117
UCBIT	top k	tolerance	10	.5	2.8	1498	1498.00	0.00	.117
UCBIT	top k	tolerance	10	.3	1.4	1498	1498.00	0.00	.117
UCB	top k	greedy	10	.3	2.8	1498	1498.00		.118
UCBIT	top k	tolerance	10	0	1.4	1498	1498.00	0.00	.118
UCB	ratio k	greedy	15	.3	0	1498	1498.00		.118
UCB	top k	greedy	15	.5	2.8	1498	1498.00		.118
UCB	top k	greedy	15	1	0	1498	1498.00		.118
UCB	top k	tolerance	10	.3	2.8	1498	1498.00	0.00	.119
UCBIT	top k	greedy	10	.5	0	1498	1498.00		.119
UCB	ratio k	greedy	5	.5	2.8	1498	1498.00		.119
UCBIT	top k	greedy	10	0	0	1498	1498.00		.119
UCBIT	ratio k	tolerance	5	.3	1.4	1498	1498.00	0.00	.120
UCB	ratio k	tolerance	10	1	0	1498	1498.00	0.00	.120
UCB	top k	greedy	10	1	1.4	1498	1498.00		.120
UCBIT	ratio k	greedy	15	.8	1.4	1498	1498.00		.120
UCBIT	top k	greedy	10	1	0	1498	1498.00		.120
UCBIT	ratio k	greedy	10	1	0	1498	1498.00		.120
UCB	ratio k	greedy	10	0	0	1498	1498.00		.121
UCBIT	top k	greedy	15	.5	2.8	1498	1498.00		.121
UCBIT	top k	greedy	15	.3	2.8	1498	1498.00		.121
UCB	ratio k	tolerance	10	0	0	1498	1498.00	0.00	.121
UCB	ratio k	greedy	10	.5	0	1498	1498.00		.121
UCB	ratio k	tolerance	15	.3	2.8	1498	1498.00	0.00	.121
UCBIT	ratio k	greedy	15	.3	2.8	1498	1498.00		.122
UCBIT	top k	greedy	15	.5	0	1498	1498.00		.122
UCBIT	top k	tolerance	10	.3	0	1498	1498.00	0.00	.122
UCBIT	ratio k	tolerance	15	.3	0	1498	1498.00	0.00	.122
UCBIT	ratio k	tolerance	15	0	1.4	1498	1498.00	0.00	.123
UCBIT	ratio k	greedy	15	1	2.8	1498	1498.00		.123
UCBIT	top k	tolerance	15	.8	0	1498	1498.00	0.00	.123
UCB	ratio k	tolerance	10	0	1.4	1498	1498.00	0.00	.123
UCB	top k	greedy	10	.5	0	1498	1498.00		.124
UCBIT	top k	tolerance	15	.5	1.4	1498	1498.00	0.00	.124
UCB	top k	greedy	15	1	1.4	1498	1498.00		.124
UCB	top k	greedy	10	1	2.8	1498	1498.00		.124
UCBIT	ratio k	greedy	15	0	2.8	1498	1498.00		.125
UCBIT	top k	tolerance	10	.8	0	1498	1498.00	0.00	.125
UCBIT	top k	tolerance	15	0	1.4	1498	1498.00	0.00	.125

UCBIT	ratio k	greedy	15	1	0	1498	1498.00		.125
UCBIT	top k	tolerance	10	.8	2.8	1498	1498.00	0.00	.125
UCB	ratio k	tolerance	5	.8	0	1498	1498.00	0.00	.125
UCB	ratio k	greedy	15	.5	0	1498	1498.00		.126
UCBIT	top k	tolerance	10	.8	1.4	1498	1498.00	0.00	.126
UCBIT	ratio k	tolerance	5	0	0	1498	1498.00	0.00	.126
UCBIT	top k	tolerance	10	1	1.4	1498	1498.00	0.00	.126
UCB	ratio k	greedy	10	1	0	1498	1498.00		.126
UCBIT	top k	tolerance	10	.5	1.4	1498	1498.00	0.00	.126
UCBIT	top k	tolerance	15	.8	1.4	1498	1498.00	0.00	.126
UCB	top k	tolerance	15	1	0	1498	1498.00	0.00	.127
UCB	top k	tolerance	15	0	0	1498	1498.00	0.00	.127
UCB	ratio k	tolerance	5	.3	1.4	1498	1498.00	0.00	.127
UCBIT	top k	tolerance	15	0	2.8	1498	1498.00	0.00	.127
UCBIT	top k	greedy	10	.8	1.4	1498	1498.00		.128
UCBIT	ratio k	greedy	10	.5	2.8	1498	1498.00		.128
UCB	top k	tolerance	15	.5	1.4	1498	1498.00	0.00	.129
UCBIT	top k	greedy	15	.8	0	1498	1498.00		.129
UCBIT	top k	greedy	10	1	2.8	1498	1498.00		.130
UCBIT	top k	tolerance	15	.3	0	1498	1498.00	0.00	.130
UCBIT	top k	greedy	15	0	2.8	1498	1498.00		.130
UCB	ratio k	tolerance	10	.5	1.4	1498	1498.00	0.00	.131
UCB	ratio k	tolerance	10	.5	0	1498	1498.00	0.00	.131
UCBIT	ratio k	tolerance	15	.8	1.4	1498	1498.00	0.00	.132
UCBIT	ratio k	greedy	15	1	1.4	1498	1498.00		.133
UCBIT	ratio k	tolerance	15	.5	2.8	1498	1498.00	0.00	.133
UCBIT	top k	greedy	10	.5	1.4	1498	1498.00		.134
UCBIT	top k	greedy	10	.8	0	1498	1498.00		.134
UCB	top k	greedy	15	.3	2.8	1498	1498.00		.134
UCBIT	top k	tolerance	15	1	0	1498	1498.00	0.00	.135
UCBIT	top k	tolerance	15	0	0	1498	1498.00	0.00	.135
UCBIT	ratio k	tolerance	5	.8	1.4	1498	1498.00	0.00	.136
UCB	top k	tolerance	15	0	1.4	1498	1498.00	0.00	.136
UCBIT	ratio k	tolerance	5	.5	1.4	1498	1498.00	0.00	.137
UCBIT	ratio k	tolerance	10	0	0	1498	1498.00	0.00	.137
UCB	ratio k	tolerance	10	.8	0	1498	1498.00	0.00	.139
UCBIT	top k	greedy	10	0	1.4	1498	1498.00		.140
UCBIT	top k	tolerance	10	0	2.8	1498	1498.00	0.00	.140
UCB	top k	tolerance	10	.5	2.8	1498	1498.00	0.00	.140
UCB	ratio k	tolerance	10	0	2.8	1498	1498.00	0.00	.141
UCB	ratio k	tolerance	10	.5	2.8	1498	1498.00	0.00	.141
UCBIT	ratio k	tolerance	5	.5	0	1498	1498.00	0.00	.141
UCBIT	ratio k	tolerance	10	0	1.4	1498	1498.00	0.00	.142
UCB	ratio k	tolerance	15	.8	0	1498	1498.00	0.00	.142
UCB	ratio k	tolerance	15	1	1.4	1498	1498.00	0.00	.142
UCB	ratio k	tolerance	15	0	0	1498	1498.00	0.00	.142
UCBIT	ratio k	greedy	5	.5	0	1498	1498.00		.142
UCBIT	ratio k	tolerance	10	.3	2.8	1498	1498.00	0.00	.143
UCBIT	ratio k	tolerance	10	.5	1.4	1498	1498.00	0.00	.143
UCBIT	top k	greedy	15	1	2.8	1498	1498.00		.143
UCB	top k	greedy	10	0	0	1498	1498.00		.145
UCBIT	ratio k	tolerance	10	.5	2.8	1498	1498.00	0.00	.145
UCB	ratio k	tolerance	15	.3	0	1498	1498.00	0.00	.145
UCBIT	ratio k	tolerance	15	1	2.8	1498	1498.00	0.00	.146
UCB	ratio k	tolerance	15	0	2.8	1498	1498.00	0.00	.146
UCB	ratio k	tolerance	15	.5	0	1498	1498.00	0.00	.146
UCB	ratio k	tolerance	5	.5	1.4	1498	1498.00	0.00	.147
UCBIT	ratio k	tolerance	10	.3	0	1498	1498.00	0.00	.148
UCB	top k	tolerance	15	0	2.8	1498	1498.00	0.00	.148
UCB	ratio k	tolerance	10	.3	2.8	1498	1498.00	0.00	.149
UCB	top k	tolerance	15	.5	0	1498	1498.00	0.00	.149
UCBIT	top k	tolerance	10	.3	2.8	1498	1498.00	0.00	.149
UCBIT	ratio k	tolerance	10	.8	2.8	1498	1498.00	0.00	.150
UCBIT	top k	greedy	15	0	0	1498	1498.00		.151
UCB	ratio k	tolerance	10	.3	0	1498	1498.00	0.00	.152
UCB	ratio k	tolerance	5	.3	2.8	1498	1498.00	0.00	.152
UCB	ratio k	tolerance	15	0	1.4	1498	1498.00	0.00	.152

UCBIT	top k	tolerance	15	1	2.8	1498	1498.00	0.00	.152
UCB	ratio k	tolerance	5	.5	2.8	1498	1498.00	0.00	.153
UCB	ratio k	tolerance	10	1	1.4	1498	1498.00	0.00	.153
UCBIT	top k	tolerance	15	.3	2.8	1498	1498.00	0.00	.153
UCBIT	top k	tolerance	10	0	0	1498	1498.00	0.00	.154
UCBIT	top k	tolerance	15	.5	0	1498	1498.00	0.00	.154
UCBIT	ratio k	greedy	10	0	0	1498	1498.00		.155
UCB	top k	greedy	15	.5	0	1498	1498.00		.155
UCB	top k	tolerance	10	1	0	1498	1498.00	0.00	.156
UCB	ratio k	tolerance	5	.3	0	1498	1498.00	0.00	.156
UCBIT	top k	tolerance	15	.3	1.4	1498	1498.00	0.00	.156
UCBIT	ratio k	tolerance	10	.8	0	1498	1498.00	0.00	.157
UCBIT	ratio k	greedy	10	0	2.8	1498	1498.00		.157
UCB	top k	tolerance	10	0	0	1498	1498.00	0.00	.160
UCB	top k	tolerance	15	.8	0	1498	1498.00	0.00	.161
UCBIT	ratio k	tolerance	10	1	0	1498	1498.00	0.00	.163
UCB	top k	tolerance	10	.5	0	1498	1498.00	0.00	.163
UCB	top k	tolerance	15	.3	2.8	1498	1498.00	0.00	.164
UCBIT	top k	tolerance	15	1	1.4	1498	1498.00	0.00	.164
UCB	ratio k	tolerance	10	1	2.8	1498	1498.00	0.00	.164
UCBIT	top k	tolerance	10	1	0	1498	1498.00	0.00	.165
UCBIT	ratio k	greedy	15	.8	0	1498	1498.00		.167
UCBIT	ratio k	tolerance	5	.8	0	1498	1498.00	0.00	.168
UCBIT	ratio k	tolerance	10	1	2.8	1498	1498.00	0.00	.171
UCB	ratio k	tolerance	10	.8	1.4	1498	1498.00	0.00	.174
UCB	ratio k	tolerance	15	.8	1.4	1498	1498.00	0.00	.174
UCB	top k	tolerance	10	.8	0	1498	1498.00	0.00	.175
UCB	ratio k	tolerance	10	.8	2.8	1498	1498.00	0.00	.175
UCB	ratio k	tolerance	5	.8	2.8	1498	1498.00	0.00	.176
UCB	ratio k	tolerance	5	0	1.4	1498	1498.00		.177
UCBIT	ratio k	tolerance	10	.8	1.4	1498	1498.00	0.00	.179
UCB	top k	tolerance	10	.3	1.4	1498	1498.00	0.00	.183
UCBIT	ratio k	tolerance	10	1	1.4	1498	1498.00	0.00	.186
UCBIT	ratio k	tolerance	5	.3	0	1498	1498.00	0.00	.186
UCBIT	ratio k	tolerance	15	.8	2.8	1498	1498.00	0.00	.189
UCB	top k	greedy	15	.8	0	1498	1498.00		.191
UCBIT	ratio k	tolerance	5	.3	2.8	1498	1498.00	0.00	.192
UCBIT	top k	tolerance	15	.8	2.8	1498	1498.00	0.00	.200
UCBIT	ratio k	tolerance	10	.3	1.4	1498	1498.00	0.00	.219
UCB	top k	tolerance	10	.3	0	1498	1498.00	0.00	.231
UCBIT	ratio k	tolerance	5	.8	2.8	1498	1498.00	0.00	.241
UCB	ratio k	tolerance	5	0	2.8	1498	1498.00	0.00	.258
UCBIT	ratio k	tolerance	5	0	1.4	1498	1498.00		.362

D. Solution not found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	ratio k	greedy	5	0	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	0	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	.3	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	.5	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	.8	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	1	0	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	1	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	greedy	5	1	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	0	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	0	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	0	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.3	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.3	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.3	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.5	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.8	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	1	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	1	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	greedy	5	1	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	0	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	0	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	0	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.3	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.3	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.3	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.5	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.5	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.5	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.8	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.8	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	.8	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	1	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	1	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	5	1	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	0	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	0	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	0	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.3	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.3	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.3	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.5	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.5	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.5	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.8	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.8	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	.8	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	1	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	1	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	10	1	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	0	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	0	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	0	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.3	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.3	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.3	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.5	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.5	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.5	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.8	0	NaN	NaN	NaN	NaN

UCB	ratio k	random	15	.8	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	.8	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	1	0	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	1	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	random	15	1	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	0	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	0	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	0	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.3	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.3	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.3	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.5	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.5	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.5	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.8	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	1	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	1	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	5	1	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	0	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	0	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	0	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.3	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.3	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.3	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.5	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.5	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.5	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.8	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	1	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	1	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	10	1	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	0	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	0	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	0	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.3	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.3	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.3	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.5	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.5	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.5	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.8	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	1	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	1	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	random	15	1	2.8	NaN	NaN	NaN	NaN
UCB	ratio k	tolerance	5	1	0	NaN	NaN	NaN	NaN
UCB	ratio k	tolerance	5	1	1.4	NaN	NaN	NaN	NaN
UCB	ratio k	tolerance	5	1	2.8	NaN	NaN	NaN	NaN
UCBIT	ratio k	tolerance	5	1	0	NaN	NaN	NaN	NaN
UCBIT	ratio k	tolerance	5	1	1.4	NaN	NaN	NaN	NaN
UCBIT	ratio k	tolerance	5	1	2.8	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	0	0	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	0	1.4	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	0	2.8	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.3	0	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.3	1.4	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.3	2.8	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.5	0	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.5	1.4	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.5	2.8	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.8	0	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	.8	1.4	NaN	NaN	NaN	NaN

UCB	top k	greedy	5	.8	2.8	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	1	0	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	1	1.4	NaN	NaN	NaN	NaN
UCB	top k	greedy	5	1	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	0	0	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	0	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	0	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.3	0	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.3	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.3	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.5	0	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.5	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.5	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.8	0	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	1	0	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	1	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	greedy	5	1	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	5	0	0	NaN	NaN	NaN	NaN
UCB	top k	random	5	0	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	5	0	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	5	.3	0	NaN	NaN	NaN	NaN
UCB	top k	random	5	.3	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	5	.3	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	5	.5	0	NaN	NaN	NaN	NaN
UCB	top k	random	5	.5	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	5	.5	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	5	.8	0	NaN	NaN	NaN	NaN
UCB	top k	random	5	.8	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	5	.8	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	5	1	0	NaN	NaN	NaN	NaN
UCB	top k	random	5	1	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	5	1	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	10	0	0	NaN	NaN	NaN	NaN
UCB	top k	random	10	0	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	10	0	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	10	.3	0	NaN	NaN	NaN	NaN
UCB	top k	random	10	.3	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	10	.3	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	10	.5	0	NaN	NaN	NaN	NaN
UCB	top k	random	10	.5	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	10	.5	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	10	.8	0	NaN	NaN	NaN	NaN
UCB	top k	random	10	.8	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	10	.8	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	10	1	0	NaN	NaN	NaN	NaN
UCB	top k	random	10	1	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	10	1	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	15	0	0	NaN	NaN	NaN	NaN
UCB	top k	random	15	0	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	15	0	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	15	.3	0	NaN	NaN	NaN	NaN
UCB	top k	random	15	.3	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	15	.3	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	15	.5	0	NaN	NaN	NaN	NaN
UCB	top k	random	15	.5	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	15	.5	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	15	.8	0	NaN	NaN	NaN	NaN
UCB	top k	random	15	.8	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	15	.8	2.8	NaN	NaN	NaN	NaN
UCB	top k	random	15	1	0	NaN	NaN	NaN	NaN
UCB	top k	random	15	1	1.4	NaN	NaN	NaN	NaN
UCB	top k	random	15	1	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	random	5	0	0	NaN	NaN	NaN	NaN
UCBIT	top k	random	5	0	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	random	5	0	2.8	NaN	NaN	NaN	NaN

UCBIT	top k	tolerance	5	.8	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	tolerance	5	.8	2.8	NaN	NaN	NaN	NaN
UCBIT	top k	tolerance	5	1	0	NaN	NaN	NaN	NaN
UCBIT	top k	tolerance	5	1	1.4	NaN	NaN	NaN	NaN
UCBIT	top k	tolerance	5	1	2.8	NaN	NaN	NaN	NaN

INSTANCE 3

E. Solution found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	top k	greedy	5	.3	1.4	7672	7672.00		.200
UCB	top k	greedy	5	0	2.8	7672	7672.00		.207
UCB	top k	greedy	5	.8	1.4	7672	7672.00		.208
UCB	top k	greedy	5	0	1.4	7672	7672.00		.213
UCB	top k	greedy	5	1	1.4	7672	7672.00		.214
UCB	top k	greedy	5	.8	2.8	7672	7672.00		.238
UCB	top k	greedy	5	1	2.8	7672	7672.00		.240
UCB	top k	greedy	5	.3	2.8	7672	7672.00		.284
UCB	top k	tolerance	5	0	1.4	7672	7672.00	0.00	.290
UCB	top k	greedy	5	.5	2.8	7672	7672.00		.294
UCB	top k	greedy	5	.5	1.4	7672	7672.00		.312
UCB	top k	tolerance	5	0	2.8	7672	7672.00	0.00	.352
UCB	top k	greedy	10	.3	2.8	7672	7672.00		.352
UCB	top k	greedy	10	.8	1.4	7672	7672.00		.355
UCB	top k	greedy	10	1	1.4	7672	7672.00		.363
UCB	top k	greedy	10	.5	2.8	7672	7672.00		.380
UCB	top k	greedy	10	1	2.8	7672	7672.00		.391
UCB	top k	greedy	10	.8	2.8	7672	7672.00		.401
UCB	top k	tolerance	10	0	2.8	7672	7672.00	0.00	.418
UCB	top k	greedy	10	0	2.8	7672	7672.00		.426
UCB	ratio k	greedy	5	.8	1.4	7672	7672.00		.446
UCB	ratio k	greedy	5	1	1.4	7672	7672.00		.450
UCB	top k	greedy	15	.3	2.8	7672	7672.00		.467
UCB	top k	greedy	15	0	2.8	7672	7672.00		.478
UCB	ratio k	greedy	5	.8	2.8	7672	7672.00		.479
UCB	top k	greedy	10	.5	1.4	7672	7672.00		.492
UCB	top k	greedy	15	1	2.8	7672	7672.00		.496
UCB	top k	greedy	15	.8	2.8	7672	7672.00		.503
UCB	top k	greedy	15	1	1.4	7672	7672.00		.514
UCB	top k	greedy	10	0	1.4	7672	7672.00		.516
UCB	top k	greedy	15	.8	1.4	7672	7672.00		.541
UCB	top k	tolerance	10	0	1.4	7672	7672.00	0.00	.548
UCB	top k	greedy	15	.5	2.8	7672	7672.00		.557
UCB	top k	greedy	10	.3	1.4	7672	7672.00		.603
UCB	top k	greedy	15	0	1.4	7672	7672.00		.625
UCB	top k	greedy	15	.3	1.4	7672	7672.00		.633
UCB	ratio k	greedy	5	1	2.8	7672	7672.00		.652
UCB	top k	tolerance	15	0	1.4	7672	7672.00	0.00	.652
UCB	ratio k	greedy	10	.8	2.8	7672	7672.00		.679
UCB	top k	tolerance	15	0	2.8	7672	7672.00	0.00	.681
UCB	ratio k	greedy	10	.5	2.8	7672	7672.00		.689
UCB	ratio k	greedy	10	.5	1.4	7672	7672.00		.695
UCB	ratio k	greedy	10	1	1.4	7672	7672.00		.701
UCB	ratio k	greedy	10	.8	1.4	7672	7672.00		.715
UCB	ratio k	greedy	10	1	2.8	7672	7672.00		.738
UCB	ratio k	greedy	15	.8	2.8	7672	7672.00		.749
UCB	ratio k	greedy	15	1	2.8	7672	7672.00		.757
UCB	top k	greedy	15	.5	1.4	7672	7672.00		.759
UCB	ratio k	greedy	15	1	1.4	7672	7672.00		.770
UCB	ratio k	greedy	15	.8	1.4	7672	7672.00		.815
UCB	ratio k	greedy	15	0	2.8	7672	7672.00		.827

UCB	ratio k	greedy	15	.5	2.8	7672	7672.00		.831
UCB	ratio k	greedy	15	.5	1.4	7672	7672.00		.850
UCB	ratio k	greedy	15	.3	2.8	7672	7672.00		.912
UCB	ratio k	greedy	15	.3	1.4	7672	7672.00		1.005
UCB	ratio k	tolerance	15	0	2.8	7672	8573.10	559.93	6.983
UCB	ratio k	tolerance	15	0	1.4	7672	8263.90	430.30	10.542
UCB	top k	tolerance	10	.3	1.4	7698	8780.00	948.02	1.719
UCB	ratio k	tolerance	15	.3	2.8	7698	8641.60	813.79	3.949
UCB	top k	tolerance	5	.3	0	7698	8008.40	218.67	5.022
UCBIT	top k	tolerance	5	.3	1.4	7698	8107.90	305.55	9.659
UCBIT	top k	tolerance	15	0	0	7698	7882.80	164.42	182.043
UCBIT	ratio k	tolerance	15	.5	0	7721	8718.20	579.66	79.793
UCB	top k	tolerance	10	.5	0	7768	8236.70	380.98	8.330
UCBIT	top k	tolerance	15	.3	1.4	7768	8325.50	292.49	56.962
UCBIT	ratio k	tolerance	15	.5	1.4	7773	8597.90	631.44	13.476
UCB	top k	tolerance	10	0	0	7773	7852.30	98.81	51.039
UCBIT	top k	tolerance	10	.5	1.4	7783	8461.40	397.30	63.413
UCBIT	top k	greedy	10	.5	2.8	7787	7787.00		10.736
UCBIT	top k	greedy	10	.8	2.8	7787	7787.00		11.403
UCBIT	ratio k	tolerance	10	.3	2.8	7787	8348.60	501.73	37.585
UCBIT	top k	tolerance	10	0	0	7787	7997.70	422.18	87.021
UCBIT	top k	tolerance	10	.3	0	7787	8123.80	235.47	98.578
UCBIT	top k	tolerance	10	0	1.4	7787	7896.40	200.02	158.137
UCBIT	top k	tolerance	15	0	1.4	7787	7862.90	139.25	187.179
UCB	ratio k	greedy	5	1	0	7790	7790.00		3.224
UCBIT	top k	tolerance	5	.5	2.8	7790	8377.50	392.26	3.328
UCB	top k	tolerance	5	.5	0	7790	8355.00	794.39	4.352
UCBIT	top k	tolerance	5	0	2.8	7790	7885.80	154.45	17.335
UCBIT	top k	tolerance	5	0	1.4	7790	7985.60	196.55	22.795
UCB	top k	tolerance	10	.3	0	7792	8075.70	248.59	6.283
UCB	top k	tolerance	15	.3	0	7792	7989.20	191.06	7.784
UCB	top k	greedy	15	1	0	7792	7792.00		19.714
UCBIT	top k	greedy	15	.3	2.8	7792	7792.00		34.543
UCB	top k	tolerance	15	0	0	7792	7923.10	116.70	44.285
UCB	ratio k	tolerance	5	.5	0	7795	8732.50	498.67	.680
UCBIT	ratio k	greedy	5	.5	2.8	7795	7795.00		1.596
UCBIT	ratio k	greedy	5	.5	1.4	7795	7795.00		1.963
UCBIT	ratio k	greedy	5	.8	1.4	7795	7795.00		2.338
UCB	ratio k	tolerance	10	.3	1.4	7795	8538.30	656.25	2.588
UCB	top k	tolerance	5	0	0	7795	7945.60	322.05	3.805
UCBIT	top k	tolerance	5	.3	0	7795	8095.20	299.20	3.992
UCBIT	top k	tolerance	5	0	0	7795	7946.30	221.23	9.568
UCBIT	top k	tolerance	5	.3	2.8	7795	8071.10	198.78	19.558
UCBIT	top k	tolerance	15	0	2.8	7795	7895.00	134.49	369.106
UCBIT	ratio k	tolerance	5	.5	1.4	7802	8618.30	399.09	4.321
UCBIT	ratio k	tolerance	10	.5	0	7802	8550.70	428.13	6.740
UCBIT	ratio k	tolerance	10	.3	1.4	7802	8344.10	250.39	197.703
UCBIT	top k	greedy	15	.8	0	7806	7806.00		35.496
UCBIT	top k	greedy	10	.3	0	7807	7807.00		31.799
UCB	ratio k	greedy	10	.3	1.4	7809	7809.00		.651
UCBIT	top k	greedy	5	1	0	7809	7809.00		1.781
UCBIT	ratio k	greedy	5	1	1.4	7809	7809.00		2.251
UCB	top k	random	10	.5	0	7809	10125.50	1205.49	4.779
UCB	top k	greedy	10	.3	0	7809	7809.00		6.929
UCBIT	top k	greedy	10	1	0	7809	7809.00		8.337
UCBIT	top k	tolerance	10	0	2.8	7809	7879.10	105.36	10.799
UCB	top k	greedy	15	0	0	7809	7809.00		12.782
UCB	top k	greedy	10	0	0	7809	7809.00		13.295
UCBIT	top k	greedy	15	.3	1.4	7809	7809.00		30.037
UCBIT	ratio k	tolerance	15	.3	0	7809	8415.30	423.02	369.372
UCBIT	top k	greedy	10	0	2.8	7811	7811.00		9.875
UCBIT	top k	greedy	10	.8	1.4	7811	7811.00		19.065
UCBIT	top k	greedy	15	.5	0	7811	7811.00		28.979
UCBIT	top k	tolerance	10	.3	2.8	7811	8303.50	318.45	90.492
UCBIT	top k	tolerance	15	.5	2.8	7813	8462.00	476.51	82.497
UCB	top k	greedy	5	.3	0	7814	7814.00		1.086
UCBIT	top k	greedy	5	.5	0	7814	7814.00		1.234

UCBIT	top k	greedy	5	.3	1.4	7814	7814.00		1.586
UCB	ratio k	greedy	5	.8	0	7814	7814.00		1.910
UCBIT	top k	greedy	5	.3	2.8	7814	7814.00		2.181
UCBIT	top k	greedy	5	1	1.4	7814	7814.00		2.553
UCB	top k	greedy	10	.8	0	7814	7814.00		6.149
UCB	top k	greedy	15	.3	0	7814	7814.00		8.584
UCBIT	top k	greedy	10	1	2.8	7814	7814.00		8.961
UCBIT	top k	greedy	10	.3	2.8	7814	7814.00		12.062
UCBIT	top k	greedy	10	.5	1.4	7814	7814.00		12.569
UCBIT	top k	greedy	10	1	1.4	7814	7814.00		13.856
UCBIT	top k	greedy	10	.3	1.4	7814	7814.00		15.910
UCBIT	top k	greedy	15	1	0	7814	7814.00		32.989
UCBIT	ratio k	greedy	15	1	1.4	7814	7814.00		39.298
UCBIT	top k	greedy	15	0	0	7814	7814.00		39.814
UCBIT	ratio k	greedy	10	1	1.4	7814	7814.00		40.871
UCBIT	ratio k	greedy	10	1	0	7814	7814.00		51.606
UCBIT	ratio k	tolerance	10	.5	2.8	7814	8410.30	332.19	68.062
UCB	top k	greedy	15	.5	0	7828	7828.00		14.617
UCB	ratio k	greedy	15	1	0	7828	7828.00		17.028
UCBIT	top k	tolerance	10	.3	1.4	7828	8253.40	244.19	66.938
UCBIT	ratio k	tolerance	15	.3	2.8	7828	8600.70	462.84	328.377
UCB	top k	tolerance	5	.3	1.4	7829	8559.60	552.55	2.099
UCBIT	ratio k	tolerance	10	.3	0	7829	8319.00	328.00	137.821
UCBIT	top k	greedy	5	0	1.4	7833	7833.00		1.325
UCB	top k	greedy	5	.8	0	7833	7833.00		1.378
UCBIT	top k	greedy	5	.5	2.8	7833	7833.00		1.459
UCBIT	top k	greedy	5	.8	0	7833	7833.00		1.529
UCBIT	ratio k	greedy	5	1	0	7833	7833.00		1.630
UCBIT	top k	greedy	5	.8	1.4	7833	7833.00		1.725
UCBIT	ratio k	greedy	5	1	2.8	7833	7833.00		2.233
UCBIT	top k	greedy	5	.8	2.8	7833	7833.00		3.351
UCB	top k	greedy	10	.5	0	7833	7833.00		5.611
UCBIT	top k	greedy	10	0	0	7833	7833.00		11.729
UCBIT	top k	random	10	.8	2.8	7833	9409.90	1209.94	15.743
UCB	ratio k	greedy	15	.8	0	7833	7833.00		16.700
UCB	ratio k	greedy	15	.3	0	7833	7833.00		20.392
UCBIT	top k	greedy	15	1	1.4	7833	7833.00		27.002
UCBIT	top k	greedy	15	.8	2.8	7833	7833.00		27.553
UCBIT	top k	greedy	15	.8	1.4	7833	7833.00		29.471
UCBIT	ratio k	greedy	15	.5	1.4	7833	7833.00		30.957
UCBIT	top k	greedy	15	0	1.4	7833	7833.00		32.556
UCBIT	top k	greedy	15	1	2.8	7833	7833.00		38.422
UCB	ratio k	tolerance	10	.3	0	7834	8166.00	260.49	21.151
UCB	top k	tolerance	5	1	0	7840	8817.90	648.65	3.709
UCB	ratio k	greedy	5	.3	2.8	7849	7849.00		.419
UCBIT	top k	tolerance	5	.5	1.4	7851	8145.70	292.95	16.814
UCBIT	ratio k	tolerance	15	0	1.4	7878	8618.00	473.76	257.548
UCB	top k	tolerance	15	.5	0	7885	8597.80	461.89	30.058
UCB	ratio k	tolerance	5	.5	1.4	7896	9104.50	931.77	1.318
UCBIT	top k	tolerance	10	.5	0	7907	8305.80	267.70	76.671
UCB	ratio k	tolerance	10	.8	0	7911	8953.70	529.05	10.214
UCBIT	ratio k	random	10	.3	0	7919	9796.40	1214.36	26.393
UCB	ratio k	greedy	15	0	1.4	7939	7939.00		.973
UCBIT	ratio k	random	5	1	2.8	7944	10010.40	1102.87	4.052
UCBIT	top k	tolerance	15	.5	0	7946	8635.60	345.10	405.457
UCBIT	top k	tolerance	15	.3	0	7957	8358.50	304.53	368.495
UCB	ratio k	tolerance	15	.5	1.4	7961	8971.50	516.62	1.731
UCB	ratio k	tolerance	15	.3	0	7962	8320.90	318.62	47.525
UCBIT	top k	tolerance	15	.8	0	7971	8819.10	631.76	54.065
UCB	top k	random	5	0	2.8	7974	10241.80	1172.42	1.553
UCB	ratio k	tolerance	15	.5	0	7975	8621.60	440.34	87.850
UCB	top k	greedy	15	.8	0	7976	7976.00		9.543
UCBIT	ratio k	tolerance	15	.5	2.8	7980	8883.40	488.35	133.902
UCB	top k	tolerance	15	.3	2.8	7981	9028.60	1081.07	.807
UCB	ratio k	greedy	10	1	0	7981	7981.00		10.701
UCBIT	ratio k	tolerance	5	.3	2.8	7983	8657.50	353.87	8.798
UCB	ratio k	tolerance	10	.5	0	7986	8631.00	351.74	6.338

UCBIT	ratio k	tolerance	10	.8	0	7990	9101.20	521.70	11.200
UCBIT	ratio k	greedy	15	1	0	7995	7995.00		29.512
UCBIT	top k	tolerance	15	.3	2.8	7996	8268.10	260.53	1260.729
UCBIT	top k	random	5	.5	0	7998	9842.80	1380.99	1.316
UCBIT	top k	greedy	15	0	2.8	8000	8000.00		38.365
UCB	top k	tolerance	5	.3	2.8	8003	8665.60	439.19	1.062
UCBIT	top k	tolerance	5	.5	0	8003	8305.70	186.60	2.132
UCB	top k	tolerance	10	.5	1.4	8004	9464.70	949.85	2.829
UCBIT	ratio k	tolerance	15	0	0	8009	8658.70	473.49	10.147
UCBIT	ratio k	tolerance	15	0	2.8	8009	8609.70	409.15	396.987
UCBIT	top k	greedy	10	.8	0	8017	8017.00		11.994
UCB	ratio k	greedy	10	.8	0	8017	8017.00		22.371
UCBIT	ratio k	greedy	15	.8	0	8017	8017.00		63.606
UCBIT	top k	greedy	10	0	1.4	8022	8022.00		16.905
UCBIT	top k	greedy	15	.5	1.4	8022	8022.00		34.601
UCBIT	ratio k	greedy	15	.5	2.8	8022	8022.00		51.124
UCBIT	ratio k	tolerance	5	.5	0	8025	8650.40	496.57	9.937
UCB	top k	tolerance	10	.3	2.8	8038	8894.40	849.42	3.260
UCB	ratio k	tolerance	15	.3	1.4	8039	9082.10	901.81	6.121
UCB	top k	random	5	1	0	8043	9731.70	861.09	1.126
UCBIT	ratio k	tolerance	10	1	0	8045	9381.20	601.54	70.665
UCB	ratio k	greedy	5	.3	1.4	8048	8048.00		.524
UCB	ratio k	tolerance	15	0	0	8050	8687.90	500.88	23.757
UCBIT	ratio k	greedy	10	.3	2.8	8056	8056.00		30.338
UCBIT	top k	greedy	15	.3	0	8059	8059.00		34.218
UCB	top k	tolerance	5	.8	0	8061	8779.10	671.24	4.696
UCBIT	top k	tolerance	10	1	0	8064	9386.90	653.21	7.406
UCB	top k	greedy	5	0	0	8068	8068.00		1.281
UCBIT	top k	greedy	5	0	2.8	8068	8068.00		1.691
UCB	ratio k	tolerance	5	.8	0	8068	8858.80	679.55	2.576
UCBIT	top k	tolerance	5	.8	0	8069	8838.70	746.66	8.677
UCBIT	ratio k	greedy	15	.5	0	8069	8069.00		25.091
UCBIT	top k	greedy	10	.5	0	8069	8069.00		30.133
UCBIT	top k	tolerance	5	.8	1.4	8073	8861.00	429.72	16.872
UCBIT	ratio k	random	15	.3	0	8073	9772.90	1530.73	26.867
UCBIT	top k	tolerance	15	.8	1.4	8075	8964.00	495.24	18.058
UCBIT	ratio k	tolerance	5	1	0	8078	8915.70	498.59	2.441
UCBIT	top k	greedy	5	1	2.8	8082	8082.00		1.796
UCB	top k	tolerance	10	.8	0	8083	8919.10	495.18	20.294
UCBIT	ratio k	tolerance	15	1	1.4	8083	9196.90	621.43	27.608
UCB	ratio k	greedy	5	.3	0	8084	8084.00		3.395
UCB	ratio k	tolerance	5	.5	2.8	8085	9525.60	1055.85	.200
UCBIT	top k	greedy	5	.5	1.4	8087	8087.00		1.718
UCBIT	ratio k	tolerance	15	.3	1.4	8087	8345.30	237.76	58.238
UCB	ratio k	tolerance	10	0	2.8	8092	9589.90	1011.62	3.384
UCBIT	ratio k	tolerance	5	.3	1.4	8093	8867.30	505.76	4.550
UCB	ratio k	tolerance	10	.5	1.4	8100	9223.90	1261.94	.365
UCBIT	top k	tolerance	5	1	1.4	8103	9074.30	648.40	8.864
UCBIT	ratio k	tolerance	15	.8	0	8103	9155.30	666.90	12.096
UCBIT	ratio k	greedy	15	1	2.8	8110	8110.00		28.532
UCB	ratio k	greedy	5	.5	0	8111	8111.00		3.036
UCBIT	top k	tolerance	10	.8	2.8	8118	9219.50	459.51	24.346
UCBIT	top k	random	15	0	2.8	8123	9885.10	847.05	9.942
UCBIT	top k	tolerance	10	1	2.8	8123	9450.50	724.56	39.373
UCBIT	top k	random	5	0	0	8125	10056.70	960.58	1.005
UCB	ratio k	greedy	5	.5	1.4	8129	8129.00		.511
UCB	ratio k	tolerance	15	.5	2.8	8130	9410.10	1009.94	2.712
UCBIT	ratio k	tolerance	5	1	2.8	8130	8966.70	557.68	8.944
UCBIT	ratio k	random	5	.5	1.4	8136	10097.00	1475.50	5.917
UCBIT	ratio k	greedy	10	.5	2.8	8141	8141.00		15.360
UCBIT	ratio k	greedy	15	.8	2.8	8141	8141.00		31.803
UCB	top k	random	10	1	0	8157	9539.20	903.83	4.431
UCB	top k	tolerance	15	.3	1.4	8160	9360.00	883.92	2.817
UCBIT	ratio k	tolerance	10	.5	1.4	8162	8535.70	300.63	43.973
UCBIT	ratio k	greedy	10	.5	1.4	8163	8163.00		15.327
UCB	ratio k	greedy	10	.5	0	8168	8168.00		11.645
UCBIT	top k	tolerance	10	.5	2.8	8172	8521.70	246.51	46.757

UCBIT	top k	tolerance	5	.8	2.8	8178	9084.50	563.33	7.335
UCB	ratio k	random	15	.5	0	8180	9814.60	1167.34	2.408
UCBIT	ratio k	tolerance	5	.8	0	8180	8991.60	537.80	6.765
UCBIT	top k	random	10	.3	2.8	8184	9948.30	1004.16	3.127
UCB	ratio k	tolerance	5	.3	0	8185	8850.50	419.40	3.335
UCBIT	ratio k	tolerance	5	.8	1.4	8189	8916.60	393.87	5.939
UCBIT	ratio k	random	5	.8	0	8191	10115.70	1215.77	3.216
UCBIT	top k	tolerance	5	1	0	8192	9327.90	637.77	5.854
UCB	top k	greedy	10	1	0	8195	8195.00		15.594
UCBIT	ratio k	greedy	10	1	2.8	8198	8198.00		35.089
UCBIT	ratio k	greedy	15	0	2.8	8200	8200.00		37.129
UCB	top k	tolerance	15	.8	0	8203	9139.40	420.08	2.137
UCB	ratio k	random	5	.5	1.4	8210	11675.80	1713.66	.202
UCBIT	ratio k	tolerance	5	.8	2.8	8218	8970.30	555.19	5.347
UCB	ratio k	tolerance	10	.3	2.8	8221	8899.60	584.85	3.138
UCBIT	ratio k	greedy	10	.8	0	8224	8224.00		54.102
UCBIT	top k	random	5	1	2.8	8239	9560.20	754.88	9.633
UCB	ratio k	tolerance	5	.8	2.8	8242	9778.50	946.33	.764
UCB	ratio k	random	5	.5	0	8246	9715.30	1095.07	1.182
UCBIT	top k	tolerance	5	1	2.8	8246	9170.00	484.50	10.171
UCB	ratio k	random	5	.8	1.4	8247	11005.20	1213.92	.608
UCBIT	ratio k	tolerance	5	1	1.4	8252	9205.10	587.24	6.970
UCB	ratio k	greedy	10	.3	2.8	8253	8253.00		.745
UCBIT	top k	random	5	.3	2.8	8259	9659.80	789.11	6.112
UCBIT	top k	greedy	5	.3	0	8266	8266.00		3.156
UCBIT	ratio k	greedy	5	.3	1.4	8266	8266.00		3.805
UCBIT	ratio k	random	5	.5	0	8271	9804.30	1176.58	1.272
UCB	top k	random	10	.8	0	8274	9857.30	1043.54	5.183
UCBIT	top k	random	5	0	2.8	8274	9647.80	1138.28	6.541
UCBIT	ratio k	random	5	1	1.4	8275	9774.10	1232.98	6.764
UCBIT	ratio k	random	10	.8	1.4	8275	9432.30	975.80	10.835
UCB	top k	tolerance	10	.5	2.8	8277	9295.00	816.74	.438
UCBIT	ratio k	greedy	10	.3	1.4	8280	8280.00		27.394
UCBIT	top k	greedy	15	.5	2.8	8285	8285.00		34.157
UCB	top k	tolerance	5	.5	1.4	8287	9565.40	1286.61	2.055
UCB	top k	tolerance	10	1	0	8294	9337.10	602.46	1.299
UCBIT	top k	random	5	.8	0	8295	9729.60	1285.81	3.525
UCB	ratio k	tolerance	10	0	0	8295	9181.00	613.36	38.392
UCBIT	top k	random	10	.8	1.4	8296	9389.10	850.03	4.800
UCBIT	ratio k	random	10	.8	0	8301	9616.90	971.91	11.543
UCB	ratio k	greedy	15	.5	0	8302	8302.00		17.546
UCBIT	top k	tolerance	15	.8	2.8	8306	9080.30	457.49	37.139
UCBIT	ratio k	greedy	15	.3	0	8307	8307.00		13.662
UCBIT	top k	random	15	.5	2.8	8311	9689.70	735.83	22.661
UCBIT	top k	random	15	0	0	8313	9675.60	1308.85	16.277
UCBIT	top k	random	5	1	0	8319	9730.10	685.51	3.527
UCBIT	top k	tolerance	10	.8	1.4	8321	9174.30	432.76	33.553
UCBIT	ratio k	greedy	10	.8	2.8	8326	8326.00		13.992
UCB	ratio k	greedy	5	.5	2.8	8329	8329.00		.401
UCB	top k	random	10	.3	0	8332	9932.50	1132.52	2.071
UCB	ratio k	tolerance	5	1	2.8	8339	10169.00	1052.35	1.394
UCBIT	top k	random	10	.5	0	8340	9304.40	765.56	9.770
UCB	top k	greedy	5	1	0	8343	8343.00		.809
UCBIT	top k	random	5	.3	1.4	8344	9758.80	1178.58	4.042
UCB	ratio k	tolerance	10	.5	2.8	8353	9650.50	1330.35	.387
UCB	top k	tolerance	5	.8	2.8	8359	10031.10	1008.64	1.082
UCBIT	ratio k	random	10	.5	0	8366	10154.30	887.00	6.281
UCBIT	ratio k	tolerance	10	.8	1.4	8367	8972.20	430.26	9.005
UCBIT	ratio k	tolerance	15	.8	1.4	8370	9103.60	452.21	76.763
UCBIT	ratio k	tolerance	10	0	2.8	8373	9240.50	639.43	32.656
UCBIT	ratio k	tolerance	5	.3	0	8375	8712.00	266.31	8.578
UCB	top k	random	10	1	1.4	8381	11519.30	1876.57	2.428
UCB	ratio k	tolerance	15	1	0	8389	9526.10	753.11	14.259
UCB	top k	random	5	0	0	8391	10252.70	1074.89	.871
UCBIT	top k	random	15	1	0	8392	9874.00	1034.57	14.920
UCB	ratio k	tolerance	5	1	0	8393	9231.00	460.12	1.608
UCB	top k	random	15	.5	0	8396	9875.00	1034.04	6.305

UCBIT	ratio k	greedy	15	.3	1.4	8405	8405.00		20.983
UCBIT	ratio k	tolerance	5	.5	2.8	8406	8801.90	257.14	5.285
UCBIT	top k	tolerance	15	.5	1.4	8408	8883.70	414.39	333.005
UCBIT	ratio k	random	10	.3	1.4	8415	9791.20	687.92	9.297
UCBIT	ratio k	greedy	10	.3	0	8415	8415.00		20.757
UCBIT	ratio k	greedy	10	.8	1.4	8422	8422.00		30.414
UCB	top k	random	15	0	0	8428	9929.90	800.26	3.837
UCBIT	ratio k	tolerance	15	.8	2.8	8428	9300.30	639.72	26.370
UCB	ratio k	random	10	.5	0	8435	9228.00	653.42	2.834
UCB	ratio k	tolerance	10	1	1.4	8441	10842.80	1399.49	1.710
UCBIT	ratio k	tolerance	15	1	0	8449	9507.40	573.94	10.174
UCBIT	top k	random	10	0	0	8450	9858.70	999.06	5.554
UCBIT	ratio k	random	15	.5	0	8453	9841.10	805.36	46.671
UCBIT	top k	random	15	0	1.4	8458	9899.60	795.31	14.235
UCBIT	ratio k	greedy	5	.5	0	8459	8459.00		1.098
UCB	top k	tolerance	10	.8	1.4	8460	10902.00	1586.89	2.978
UCBIT	ratio k	random	15	.3	2.8	8464	9790.20	1119.14	20.588
UCBIT	top k	tolerance	10	1	1.4	8467	9269.70	594.51	1.677
UCB	ratio k	greedy	10	.3	0	8474	8474.00		16.423
UCB	top k	tolerance	5	.5	2.8	8485	9515.20	784.52	2.105
UCBIT	top k	random	5	1	1.4	8485	10118.20	900.48	6.552
UCBIT	ratio k	random	15	1	2.8	8486	9634.20	858.60	2.026
UCBIT	ratio k	tolerance	10	0	1.4	8486	9185.30	503.12	104.836
UCBIT	top k	random	10	.5	1.4	8487	9884.70	1256.65	8.563
UCBIT	top k	random	10	1	2.8	8489	9568.30	977.22	4.257
UCBIT	ratio k	random	10	.3	2.8	8489	9729.10	1036.01	15.118
UCBIT	ratio k	random	5	.8	2.8	8494	10247.80	852.53	9.194
UCBIT	ratio k	greedy	15	.3	2.8	8494	8494.00		12.394
UCBIT	ratio k	greedy	15	.8	1.4	8494	8494.00		46.277
UCB	ratio k	tolerance	5	.8	1.4	8496	9784.70	1324.18	.536
UCBIT	ratio k	tolerance	10	.8	2.8	8505	9242.10	490.97	43.849
UCB	ratio k	random	10	.3	0	8506	9614.60	778.59	5.658
UCB	ratio k	random	15	.8	0	8509	10132.20	1140.25	10.332
UCBIT	top k	greedy	5	0	0	8512	8512.00		3.636
UCB	top k	random	5	.5	2.8	8515	10877.50	1366.32	1.499
UCBIT	top k	tolerance	15	1	2.8	8525	9035.10	467.54	46.063
UCB	ratio k	greedy	15	0	0	8527	8527.00		13.473
UCB	ratio k	greedy	10	0	0	8531	8531.00		4.461
UCBIT	top k	random	15	.3	1.4	8533	9991.90	743.93	8.888
UCB	top k	tolerance	15	.5	1.4	8535	9880.60	956.57	5.774
UCBIT	top k	tolerance	10	.8	0	8540	9218.80	427.85	37.228
UCBIT	ratio k	greedy	5	.8	0	8542	8542.00		7.271
UCB	ratio k	tolerance	5	.3	2.8	8568	9682.40	1293.25	.972
UCBIT	ratio k	random	5	.3	1.4	8570	10137.00	1315.70	4.292
UCBIT	top k	random	10	0	1.4	8574	10342.80	876.85	5.309
UCBIT	ratio k	tolerance	10	0	0	8577	9068.40	523.64	141.461
UCB	ratio k	tolerance	5	.3	1.4	8582	9580.90	1102.93	1.623
UCBIT	top k	random	5	.8	2.8	8582	10236.90	1213.91	6.184
UCBIT	top k	random	5	.3	0	8586	9805.40	896.01	1.966
UCBIT	top k	random	15	.8	2.8	8599	9659.30	628.53	18.657
UCB	ratio k	tolerance	15	.8	0	8602	9379.80	393.34	31.087
UCB	ratio k	random	10	.8	0	8611	10166.20	933.93	3.300
UCBIT	ratio k	random	15	1	0	8613	9825.00	880.12	3.971
UCB	top k	random	5	.8	0	8620	10162.70	914.00	.254
UCB	top k	tolerance	15	.8	1.4	8630	11125.90	1556.90	5.328
UCB	top k	random	5	.3	0	8641	9874.50	750.15	1.659
UCB	top k	tolerance	5	1	2.8	8644	10458.20	1114.30	1.337
UCBIT	top k	random	15	1	2.8	8648	9836.20	1070.71	8.378
UCBIT	ratio k	random	5	1	0	8653	9447.60	553.73	1.589
UCBIT	ratio k	tolerance	10	1	2.8	8660	9439.30	459.55	5.174
UCBIT	ratio k	random	10	.8	2.8	8663	9834.10	958.80	3.752
UCBIT	ratio k	random	5	.3	0	8663	10722.80	1280.44	5.143
UCBIT	top k	random	15	.3	2.8	8671	10282.90	1224.17	12.681
UCBIT	ratio k	random	15	.3	1.4	8673	10338.40	1174.68	23.982
UCBIT	ratio k	tolerance	10	1	1.4	8678	9242.10	494.99	4.885
UCB	ratio k	random	10	1	0	8679	10233.60	999.64	1.649
UCBIT	top k	tolerance	15	1	0	8690	9750.30	858.54	40.761

UCB	top k	greedy	5	.5	0	8691	8691.00		3.630
UCBIT	ratio k	random	10	1	2.8	8692	9917.30	713.33	20.178
UCB	ratio k	random	10	.8	2.8	8697	11557.10	1772.50	1.090
UCB	ratio k	tolerance	10	0	1.4	8704	9582.50	738.12	.463
UCBIT	ratio k	random	10	1	0	8706	9831.10	797.46	11.980
UCBIT	ratio k	random	10	.5	1.4	8718	10027.70	975.79	18.639
UCB	top k	random	5	0	1.4	8723	10321.40	972.56	.231
UCBIT	top k	random	15	1	1.4	8725	9829.50	879.58	8.498
UCBIT	top k	random	5	.5	2.8	8734	9693.20	775.35	4.174
UCB	top k	tolerance	15	.5	2.8	8735	9514.70	667.92	4.540
UCBIT	top k	random	10	1	1.4	8736	9577.20	557.79	3.537
UCB	ratio k	tolerance	10	1	2.8	8737	10733.10	1155.87	.388
UCB	ratio k	tolerance	10	.8	1.4	8737	10035.50	881.08	.443
UCBIT	ratio k	random	5	.5	2.8	8743	10570.70	1045.53	.884
UCBIT	ratio k	random	15	0	2.8	8750	10007.10	1013.49	4.828
UCB	ratio k	random	5	.3	0	8759	9897.40	782.31	2.518
UCBIT	ratio k	greedy	10	.5	0	8761	8761.00		4.507
UCBIT	top k	tolerance	15	1	1.4	8764	9291.60	388.60	17.685
UCB	top k	random	5	1	1.4	8779	10827.50	1321.62	.313
UCB	ratio k	tolerance	10	1	0	8789	9429.50	361.75	9.397
UCBIT	ratio k	random	15	.8	0	8819	10242.10	668.10	33.414
UCBIT	ratio k	greedy	10	0	1.4	8820	8820.00		7.187
UCBIT	top k	random	15	.5	1.4	8827	10184.60	1149.31	4.737
UCBIT	top k	random	5	.8	1.4	8837	9740.20	553.46	3.305
UCBIT	ratio k	greedy	5	.8	2.8	8837	8837.00		9.090
UCBIT	ratio k	random	15	1	1.4	8847	9989.30	801.84	20.877
UCB	top k	random	15	1	0	8849	9661.70	717.77	1.115
UCBIT	top k	random	10	.5	2.8	8854	9946.10	601.69	20.386
UCBIT	top k	random	10	1	0	8861	10033.90	881.82	11.215
UCBIT	ratio k	random	15	.5	1.4	8868	10080.10	809.17	19.241
UCBIT	ratio k	tolerance	15	1	2.8	8871	9385.30	239.18	28.951
UCBIT	ratio k	greedy	15	0	1.4	8874	8874.00		49.978
UCB	ratio k	random	5	.3	1.4	8875	11848.70	1779.17	1.631
UCBIT	ratio k	random	10	0	0	8875	10395.70	1031.48	5.976
UCBIT	top k	random	10	.3	1.4	8891	9613.40	599.65	9.789
UCBIT	top k	random	10	.8	0	8892	9949.60	694.59	20.271
UCB	top k	random	5	.5	0	8893	10006.70	698.88	.859
UCB	ratio k	random	5	1	0	8905	10072.00	1036.20	1.856
UCB	ratio k	random	15	1	1.4	8917	12051.10	1674.08	3.544
UCBIT	ratio k	random	10	.5	2.8	8924	9815.00	843.98	13.140
UCBIT	top k	random	5	0	1.4	8929	10574.50	838.55	1.432
UCB	ratio k	random	10	.3	2.8	8935	12146.70	1905.43	1.520
UCBIT	ratio k	greedy	5	.3	0	8942	8942.00		2.543
UCB	top k	tolerance	5	.8	1.4	8954	9766.30	541.30	1.850
UCBIT	ratio k	greedy	5	.3	2.8	8955	8955.00		2.579
UCB	ratio k	random	10	.3	1.4	8972	11315.20	1340.21	1.652
UCBIT	ratio k	random	15	.8	1.4	8972	9920.20	717.72	13.723
UCB	top k	random	10	0	0	8973	10319.20	864.44	2.265
UCB	top k	tolerance	15	.8	2.8	8989	10942.30	1326.75	2.039
UCB	top k	random	15	.3	0	9000	10229.20	902.06	4.202
UCB	ratio k	tolerance	10	.8	2.8	9017	10457.60	768.00	3.394
UCBIT	ratio k	random	10	0	1.4	9034	11226.80	1403.10	7.757
UCBIT	top k	random	15	.5	0	9035	10323.20	987.87	11.669
UCBIT	top k	random	15	.3	0	9045	10593.10	706.37	26.571
UCB	ratio k	random	5	1	1.4	9052	11163.80	1123.42	.477
UCBIT	top k	random	5	.5	1.4	9072	9900.20	704.11	4.683
UCBIT	ratio k	random	15	0	0	9083	10129.80	598.94	6.173
UCBIT	ratio k	tolerance	5	0	2.8	9087	9946.70	646.34	17.432
UCB	ratio k	random	5	1	2.8	9089	10182.60	921.88	.947
UCB	ratio k	random	15	.3	0	9113	10154.50	890.95	12.084
UCB	ratio k	tolerance	15	.8	2.8	9115	10800.50	1242.11	3.025
UCB	ratio k	greedy	5	0	0	9115	9115.00		3.474
UCB	ratio k	tolerance	15	.8	1.4	9119	10433.20	1442.39	3.964
UCB	top k	tolerance	5	1	1.4	9122	10203.40	960.35	1.855
UCBIT	ratio k	tolerance	5	0	0	9129	10220.00	570.58	15.087
UCBIT	top k	random	15	.8	1.4	9137	10317.70	610.53	30.007
UCBIT	ratio k	random	15	.8	2.8	9152	10352.00	746.14	14.252

UCB	ratio k	random	5	.8	2.8	9164	10712.80	973.79	.934
UCBIT	ratio k	greedy	10	0	0	9189	9189.00		6.152
UCB	top k	tolerance	15	1	0	9189	9364.90	196.14	12.684
UCBIT	ratio k	greedy	15	0	0	9189	9189.00		23.281
UCBIT	ratio k	random	10	1	1.4	9191	10322.50	640.37	21.799
UCB	top k	tolerance	10	.8	2.8	9196	10544.80	1021.02	3.781
UCB	ratio k	random	10	.8	1.4	9206	11498.40	1315.81	1.877
UCB	ratio k	random	5	.8	0	9216	10223.10	787.78	.700
UCB	top k	random	15	.8	0	9228	10110.20	506.08	5.200
UCBIT	top k	random	15	.8	0	9231	9765.10	598.81	5.897
UCBIT	ratio k	greedy	10	0	2.8	9232	9232.00		35.096
UCBIT	top k	random	10	0	2.8	9233	10300.60	803.69	16.070
UCB	ratio k	greedy	10	0	2.8	9236	9236.00		.659
UCB	top k	random	15	1	2.8	9239	12212.80	1406.29	3.511
UCB	ratio k	tolerance	15	1	1.4	9246	11366.30	1648.52	6.255
UCB	top k	random	5	.3	1.4	9251	11292.70	1502.66	1.159
UCB	top k	random	5	1	2.8	9257	11222.30	1151.01	.989
UCBIT	ratio k	random	5	.8	1.4	9266	10009.20	640.87	3.151
UCB	ratio k	random	15	0	0	9284	10521.00	783.56	8.310
UCB	ratio k	random	15	1	0	9334	10134.30	511.22	12.707
UCB	ratio k	random	10	0	0	9338	10853.20	1144.09	2.073
UCBIT	ratio k	random	15	.5	2.8	9384	10217.30	665.69	17.305
UCB	top k	tolerance	10	1	2.8	9391	10632.40	808.59	.807
UCB	ratio k	tolerance	5	1	1.4	9422	10579.60	1329.62	1.284
UCBIT	ratio k	greedy	5	0	0	9430	9430.00		2.293
UCB	top k	random	5	.8	1.4	9431	10993.20	1331.87	1.051
UCB	top k	tolerance	15	1	2.8	9485	12004.20	1256.16	3.696
UCBIT	top k	random	10	.3	0	9511	10481.10	650.31	2.531
UCB	ratio k	greedy	10	0	1.4	9536	9536.00		.643
UCB	ratio k	tolerance	5	0	2.8	9569	11463.30	1286.05	1.440
UCBIT	ratio k	tolerance	5	0	1.4	9581	10286.80	544.81	32.538
UCB	top k	random	5	.3	2.8	9613	10768.50	844.53	1.359
UCBIT	ratio k	random	15	0	1.4	9613	10153.20	449.14	11.352
UCB	top k	random	10	1	2.8	9633	11761.40	1489.27	1.137
UCB	ratio k	random	15	.3	1.4	9639	11901.60	1288.61	1.061
UCB	ratio k	tolerance	5	0	0	9695	10291.30	466.44	4.190
UCB	top k	random	10	.5	1.4	9698	12463.80	1366.28	2.842
UCB	top k	random	15	1	1.4	9698	12630.10	1429.18	3.732
UCBIT	ratio k	random	10	0	2.8	9703	10693.80	875.76	10.973
UCB	ratio k	random	15	0	2.8	9718	12662.00	1535.14	2.647
UCB	top k	random	5	.5	1.4	9731	10960.40	1244.33	.204
UCB	ratio k	random	10	1	1.4	9804	12267.30	1761.04	1.165
UCB	top k	random	5	.8	2.8	9827	10856.00	725.07	1.735
UCBIT	ratio k	random	5	.3	2.8	9842	10578.40	531.71	2.281
UCB	top k	random	10	.8	1.4	9936	12495.00	1408.75	.714
UCB	ratio k	tolerance	15	1	2.8	9997	11191.30	1014.87	4.340
UCB	ratio k	random	15	1	2.8	10141	12119.70	1338.30	2.413
UCB	top k	random	15	.5	2.8	10172	11972.90	1288.14	.961
UCB	ratio k	random	15	.5	2.8	10172	12561.20	1450.61	3.983
UCB	top k	tolerance	10	1	1.4	10240	11519.00	1085.64	.715
UCB	top k	random	10	.5	2.8	10240	11399.80	1240.29	.741
UCB	top k	random	10	0	2.8	10247	12594.30	1643.72	1.830
UCB	ratio k	random	10	1	2.8	10250	12025.30	1001.33	2.499
UCB	ratio k	random	15	.5	1.4	10252	12541.00	1897.10	5.190
UCB	top k	tolerance	15	1	1.4	10312	11632.90	692.63	3.092
UCB	ratio k	random	5	.5	2.8	10322	12311.00	1633.32	.329
UCB	ratio k	random	15	.8	1.4	10351	12264.70	1379.91	.843
UCB	top k	random	15	.8	1.4	10360	12904.00	1390.08	3.797
UCB	top k	random	15	0	2.8	10382	12060.70	1064.34	3.429
UCB	top k	random	15	.3	2.8	10386	12310.80	1304.34	3.967
UCBIT	ratio k	greedy	5	0	1.4	10418	10418.00		4.672
UCBIT	ratio k	random	5	0	2.8	10425	12340.90	992.99	5.120
UCB	ratio k	random	5	0	0	10456	12393.40	1459.53	2.280
UCBIT	ratio k	greedy	5	0	2.8	10617	10617.00		5.336
UCB	top k	random	10	0	1.4	10618	12624.50	1477.42	2.489
UCB	ratio k	random	10	0	1.4	10626	12982.00	1706.24	3.566
UCBIT	ratio k	random	5	0	0	10700	12418.30	1540.91	2.397

UCB	ratio k	random	10	0	2.8	10731	13376.80	1541.42	2.458
UCB	ratio k	random	15	0	1.4	10733	12938.40	1697.15	3.340
UCB	top k	random	10	.3	2.8	10759	11974.30	983.85	.408
UCB	top k	random	15	0	1.4	10875	13082.40	1137.34	2.177
UCB	ratio k	random	15	.3	2.8	10933	13835.70	1477.97	.987
UCB	top k	random	10	.3	1.4	11090	12812.50	1534.00	1.942
UCB	ratio k	tolerance	5	0	1.4	11120	12717.90	1112.21	.678
UCB	top k	random	15	.5	1.4	11183	12500.60	1155.49	4.472
UCB	ratio k	random	5	.3	2.8	11251	13089.10	1100.05	1.516
UCB	top k	random	15	.3	1.4	11262	12587.30	1086.89	2.102
UCB	ratio k	random	5	0	1.4	11338	14560.90	1639.92	1.635
UCB	ratio k	random	10	.5	1.4	11353	12593.80	999.04	3.786
UCB	top k	random	10	.8	2.8	11443	12957.10	1080.45	3.772
UCB	ratio k	random	10	.5	2.8	11466	12476.20	737.26	1.552
UCB	ratio k	random	15	.8	2.8	11498	12393.90	912.85	4.729
UCBIT	ratio k	random	5	0	1.4	11895	13167.60	872.16	2.528
UCB	top k	random	15	.8	2.8	12157	13707.20	731.47	1.514
UCB	ratio k	greedy	5	0	2.8	12249	12249.00		.438
UCB	ratio k	random	5	0	2.8	12661	14077.90	1063.20	1.268
UCB	ratio k	greedy	5	0	1.4	13021	13021.00		.481

F. Solution not found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
-	-	-	-	-	-	-	-	-	-

INSTANCE 4

G. Solution found

Selec policy	Exp policy	Simu policy	N° childrens	Ratio	Cp	Best cost	Mean	Std	T(s)
UCB	top k	greedy	5	1	0	15361	15361	0	39.697
UCBIT	ratio k	greedy	5	1	1.4	15465	15465.00		109.923
UCB	top k	greedy	5	1	1.4	15484	15484.00		3.411
UCB	top k	greedy	5	.5	1.4	15484	15484.00		3.413
UCB	top k	greedy	5	.7	1.4	15484	15484.00		3.473
UCB	ratio k	greedy	5	1	1.4	15484	15484.00		3.764
UCB	ratio k	greedy	5	.5	1.4	15665	15665.00		3.549
UCBIT	ratio k	greedy	5	.7	1.4	15714	15714.00		176.698
UCB	top k	greedy	10	.7	1.4	15727	15727.00		6.361
UCB	top k	greedy	10	.5	1.4	15727	15727.00		6.364
UCB	top k	greedy	10	1	1.4	15727	15727.00		6.426
UCB	ratio k	greedy	10	1	1.4	15727	15727.00		6.944
UCB	ratio k	greedy	10	.7	1.4	15727	15727.00		7.003
UCB	ratio k	greedy	15	.7	1.4	15727	15727.00		9.262
UCB	ratio k	greedy	15	1	1.4	15727	15727.00		9.285
UCB	top k	greedy	15	1	1.4	15727	15727.00		9.356
UCB	top k	greedy	15	.7	1.4	15727	15727.00		9.386
UCB	top k	greedy	15	.5	1.4	15727	15727.00		9.463
UCB	ratio k	greedy	15	.5	1.4	15727	15727.00		9.761
UCBIT	ratio k	greedy	5	.5	1.4	16004	16004.00		104.653
UCB	ratio k	greedy	10	.5	1.4	16048	16048.00		6.645
UCB	ratio k	greedy	5	.7	1.4	16808	16808.00		3.999
UCB	top k	random	5	1	1.4	20033	23543.50	2445.06	31.494
UCB	top k	random	5	.5	1.4	20785	24205.80	1779.69	9.623
UCB	top k	random	5	.7	1.4	21380	24827.80	1647.77	6.887
UCB	ratio k	random	5	1	1.4	21875	23859.70	1075.66	28.213

UCB	ratio k	random	5	.7	1.4	23757	29368.50	2889.41	12.654
UCB	top k	random	10	.5	1.4	24895	28526.60	1587.28	17.951
UCB	top k	random	10	.7	1.4	25058	28431.30	2428.13	53.699
UCB	top k	random	15	.7	1.4	25697	32059.60	3414.60	75.212
UCB	ratio k	random	5	.5	1.4	26324	33531.60	4416.59	31.610
UCB	ratio k	random	10	1	1.4	26388	28742.90	1816.74	29.978
UCB	top k	random	10	1	1.4	26437	29495.80	2277.44	48.911
UCB	ratio k	random	15	1	1.4	27721	30687.00	1322.77	17.684
UCB	ratio k	random	15	.7	1.4	27839	33170.20	2389.63	9.037
UCB	ratio k	random	10	.5	1.4	27869	30922.10	2555.30	17.951
UCB	ratio k	random	10	.7	1.4	28415	31432.20	1642.18	18.234
UCB	top k	random	15	1	1.4	29386	32524.40	2179.90	31.477
UCB	ratio k	random	15	.5	1.4	29482	35282.70	2922.42	53.005
UCB	top k	random	15	.5	1.4	29852	32992.70	2433.29	44.168

H. Statistical tests

TABLE XIII
KOLMOGOROV-SMIRNOV AND MANN-WHITNEY U TEST RESULTS FOR 5 CORES PARRALELISATION VS NO PARRALELISATION

Key	KS p-value	MW p-value
2	0.1678	0.01133
3	0.05394	0.06774
4	6.09e-05	1.728e-05
5	1.28e-05	2.788e-06
6	3.822e-05	3.611e-05
7	1.752e-06	1.753e-06
8	1.448e-08	9.996e-08
9	1.498e-10	2.082e-08
10	7.503e-08	9.91e-07
11	2.147e-14	4.124e-10
12	4.417e-15	3.446e-11
13	1.612e-12	1.002e-08
14	1.635e-10	4.312e-08
15	6.337e-12	9.826e-09
16	1.354e-13	8.184e-09
17	4.858e-13	9.855e-09
18	6.246e-11	2.576e-08
19	2.39e-15	1.003e-10
20	2.088e-12	1.611e-09
21	1.491e-19	2.17e-12
22	1.829e-11	9.687e-09
23	0.02023	0.01578
24	3.065e-06	9.508e-06
25	0.1477	0.0325
26	0.01048	0.003051
27	0.0002042	0.003623
28	0.02166	0.01133
29	0.1402	0.1316
30	0.008867	0.0009358
31	2.717e-07	5.519e-07
32	4.007e-05	2.086e-05
33	0.000234	0.0001292
34	0.007192	0.003185
35	4.021e-05	0.0009069
36	0.02597	0.06494
37	0.08591	0.05994
38	0.1099	0.1264
39	0.9333	0.8
40	1	1

IX. BEST SOLUTIONS

INSTANCE 1

- Starting airport: 'ABO'
- Solution = ['ABO', 'AB7', 'AB4', 'AB9', 'AB1', 'AB6', 'AB2', 'AB8', 'AB3', 'AB5', 'AB0']
- Associated cost = 1396

TABLE XIV
KOLMOGOROV-SMIRNOV AND MANN-WHITNEY U TEST RESULTS FOR PARALELISATION 5 VS 10 CORES

Key	KS p-value	MW p-value
2	0.7869	0.9097
3	0.4936	0.5597
4	0.559	0.9029
5	0.5726	0.8215
6	0.7308	0.5249
7	0.5362	0.2212
8	8.03e-05	0.000113
9	3.651e-06	1.492e-05
10	3.182e-05	1.874e-05
11	0.02005	0.001727
12	4.094e-05	0.0002752
13	0.009494	0.001714
14	0.005447	0.007363
15	0.4848	0.2415
16	0.006502	0.001958
17	5.38e-05	4.063e-06
18	0.001678	0.002008
19	1.131e-08	1.017e-06
20	0.446	0.7367
21	0.6276	0.6335
22	0.9451	0.6936
23	0.1712	0.04649
24	0.9095	0.8391
25	0.5248	0.3179
26	0.111	0.6057
27	0.6856	0.3729
28	0.09346	0.2532
29	0.000215	0.0001052
30	0.007774	0.05043
31	0.08092	0.09824
32	0.6077	0.3848
33	0.08476	0.04293
34	0.003479	0.002516
35	0.2366	0.1629
36	0.7839	0.662
37	0.4286	0.4127
38	0.1	0.1
39	1	1
40	1	1

INSTANCE 2

- Starting airport: 'EBJ'
- Solution = ['EBJ', 'NBP', 'OMG', 'NCA', 'NUJ', 'OHT', 'GSM', 'EFZ', 'QKK', 'SSC', 'TKT']
- Associated cost = 1498

INSTANCE 3

- Starting airport: 'GDN'
- Solution = ['GDN', 'SZY', 'WMI', 'LD3', 'LB1', 'PD1', 'KRK', 'SA1', 'WRO', 'IEG', 'POZ', 'BZG', 'OSZ', 'OSP']
- Associated cost = 7672

INSTANCE 4

- Starting airport: 'GDN'
- Solution: ['GDN', 'SXF', 'CPH', 'OSL', 'BLE', 'TLL', 'HEL', 'LED', 'RIX', 'VNO', 'BQT', 'LWO', 'IAS', 'KIV', 'VAR', 'ESB', 'AKT', 'SKG', 'SKP', 'TIA', 'TGD', 'DBV', 'SJJ', 'BEG', 'BUD', 'BRQ', 'BTS', 'VIE', 'LJU', 'VCE', 'GVA', 'LUX', 'EIN', 'BRU', 'CDG', 'MAN', 'ORK', 'OPO', 'MAD', 'MLA', 'POZ']
- Associated cost: 15361

INSTANCE 5-6

Not found

INSTANCE 7

- Starting airport: 'AHG'
- Solution: ['AHG', 'ALM', 'DUH', 'FIO', 'BXV', 'ETU', 'FOE', 'BNK', 'BHB', 'HFU', 'FOS', 'GWN', 'FRW', 'BZT', 'BBW', 'CWC', 'AZS', 'BAJ', 'ECE', 'HAP', 'BWF', 'ALX', 'GUT', 'BZH', 'BSP', 'FXP', 'GSL', 'FAY', 'DDV', 'EPQ', 'FWO', 'EFY', 'FRJ', 'FCD', 'DIZ', 'COH', 'CTU', 'ERX', 'EIH', 'FJO', 'BUF', 'AMR', 'GRU', 'CRI', 'DWI', 'HAF', 'BPW', 'FMZ', 'GMM', 'HCP', 'BAQ', 'DPO', 'FKV', 'DER', 'DVS', 'DHV', 'DSM', 'DIB', 'FDV', 'DNK', 'FFF', 'BRF', 'GAR', 'DAU', 'ATB', 'ARO', 'FHS', 'DKV', 'FJA', 'BKI', 'EZG', 'GWJ', 'AEN', 'BTY', 'AKZ', 'HFX', 'MAS', 'MDX', 'MON', 'KXF', 'LID', 'LJA', 'KON', 'LZD', 'NFB', 'IRE', 'IOM', 'JOO', 'MYI', 'JBB', 'HUV', 'JQD', 'HGD', 'LUI', 'KLS', 'LAA', 'JGW', 'ICN', 'MIJ', 'JUG', 'IRN', 'LPA', 'KMH', 'MLJ', 'JWN', 'IVN', 'HRV', 'ITE', 'NFL', 'IDG', 'LYI', 'LBK', 'HTJ', 'KKA', 'NCU', 'LOU', 'KXN', 'JOQ', 'KXI', 'MCH', 'IBM', 'LHG', 'KYK', 'IIH', 'MED', 'KLO', 'KXM', 'JMP', 'HMD', 'HWB', 'NIZ', 'JHC', 'HVV', 'HXU', 'MOR', 'HID', 'KPR', 'IWU', 'LAL', 'MQY', 'MAZ', 'JUZ', 'NAD', 'INT', 'HON', 'MGM', 'LIR', 'MRT', 'JLI', 'LSE', 'AHG']
- Associated cost: 31924

INSTANCE 8

- Starting airport: 'AEW'
- Solution: ['AEW', 'AUO', 'ZMT', 'TRH', 'IDB', 'LVN', 'FCJ', 'OAE', 'FMC', 'VCO', 'AOY', 'KCY', 'RIS', 'IHK', 'OTQ', 'JBS', 'SXJ', 'ILI', 'JQL', 'MZO', 'TGY', 'PCD', 'CJM', 'DVQ', 'EBC', 'JKB', 'ULO', 'BNL', 'OOM', 'CKW', 'JLS', 'CJT', 'OBE', 'PDI', 'ZZP', 'OVD', 'HRX', 'AZF', 'OLQ', 'WCD', 'XMD', 'IHD', 'FWA', 'NPF', 'FCP', 'RLT', 'NPT', 'BPY', 'YED', 'KIL', 'RGK', 'IYZ', 'ECS', 'CHK', 'IID', 'VRF', 'EBY', 'VDQ', 'ALA', 'CZJ', 'MYR', 'FKP', 'UYS', 'RAA', 'UPZ', 'VFT', 'JEL', 'AKF', 'URK', 'WCU', 'RWZ', 'MVV', 'FGF', 'XSF', 'PRO', 'FYA', 'ZCX', 'VXE', 'KFD', 'CQP', 'JSR', 'EBK', 'RZG', 'LII', 'KIW', 'UEW', 'IXO', 'GHI', 'USB', 'JZU', 'JRX', 'LKE', 'QHR', 'RHQ', 'XSY', 'ASF', 'HPZ', 'CIL', 'EOG', 'JQI', 'QBR', 'PUW', 'PFI', 'WUL', 'PNH', 'TBS', 'LTP', 'RAR', 'DDZ', 'FIG', 'EGV', 'SRY', 'NVV', 'NZN', 'UJW', 'JCY', 'ZNG', 'RWM', 'IUN', 'OPC', 'JRT', 'MHW', 'LTF', 'DRO', 'SVZ', 'QRL', 'BJG', 'BFZ', 'EXV', 'IVF', 'LRU', 'HMM', 'DCY', 'PUG', 'CGR', 'JBJ', 'PEP', 'GSC', 'EHZ', 'CUU', 'BMD', 'PJS', 'GPI', 'BLJ', 'QMS', 'FAO', 'JIM', 'CAA', 'MYZ', 'GRH', 'KBN', 'IPE', 'MMN', 'AUJ', 'LNC', 'ROM', 'JAH', 'DSR', 'HTD', 'EQV', 'NOR', 'RUP', 'OXH', 'BYB', 'BQL', 'EOW', 'PEU', 'JFU', 'MSW', 'DNZ', 'AME', 'JHO', 'HNP', 'LTI', 'PFU', 'QZU', 'RWO', 'LRL', 'KIC', 'MFT', 'EOB', 'QXU', 'QQT', 'BKB', 'AFH', 'MRE', 'MAE', 'BCU', 'PDY', 'ZXD', 'BIN', 'DWQ', 'NRS', 'JJY', 'DSN', 'HIX', 'BAB', 'DCB', 'OVC', 'HIN', 'AEW']
- Associated cost: 4037

REFERENCES

- [1] H. D. Sherali, E. K. Bish, and X. Zhu, "Airline fleet assignment concepts, models, and algorithms," *European Journal of Operational Research*, vol. 172, no. 1, pp. 1–30, 2006. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0377221705002109>
- [2] J. Beasley and B. Cao, "A dynamic programming based algorithm for the crew scheduling problem," *Computers and Operations Research*, vol. 25, no. 7, pp. 567–582, 1998. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0305054898000197>
- [3] D. Fulton, "Unstoppable lccs - growth indicates a new norm," <https://www.oag.com/blog/unstoppable-lccs-growth-indicates-new-norm>, 2023.
- [4] F. S. . Enquêtes, "Ryanair: Y-a-t-il un rh dans l'avion? enquête sur les conditions de travail du géant du low-cost," YouTube, 2024, accessed: 2024-07-05. [Online]. Available: <https://www.youtube.com/watch?v=4T0soX6aPiA>
- [5] J. Clausen, A. Larsen, J. Larsen, and N. J. Rezanova, "Disruption management in the airline industry—concepts, models and methods," *Computers and Operations Research*, vol. 37, no. 5, pp. 809–821, 2010, disruption Management. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0305054809000914>
- [6] A. Hope, "The complex process behind your flight's schedule," *CNTraveler*, 2017. [Online]. Available: <https://www.cntraveler.com/story/the-complex-process-behind-your-flights-schedule#:~:text=Flight%20schedules%20are%20mapped%20out,affect%20departure%20and%20arrival%20times>.
- [7] N. mentioned, "Advanced decision support for aviation disruption management," <https://www.inform-software.com/en/lp/aviation-disruption-management#:~:text=Proper%20aviation%20disruption%20management%20means,the%20schedule%2C%20while%20minimizing%20costs.>, 2024.
- [8] —, "A modern cloud platform to optimize end-to-end airline operations and crew management. iflight drives unmatched efficiencies, cost-savings, and productivity for the world's top airlines." <https://www.ibsplc.com/product/airline-operations-solutions/iflight>, 2024.
- [9] J. B. L. H. N. L. C. Verstreken and S. Xanthopoulos, "Air travel is becoming more seasonal. what steps can airlines take to adapt to the new shape of demand," *McKinsey*, January 8, 2024. [Online]. Available: <https://www.mckinsey.com/industries/travel-logistics-and-infrastructure/our-insights/how-airlines-can-handle-busier-summers-and-comparatively-quiet-winters#/>
- [10] N. mentioned, "What is acmi leasing?" ACC Aviation, 2024.
- [11] L. E. Team, "Np hard definition of np hardness," *Lark*, 26 December, 2023.
- [12] R. Jonker and T. Volgenant, "Transforming asymmetric into symmetric traveling salesman problems," *Operations Research Letters*, vol. 2, no. 4, pp. 161–163, 1983. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/0167637783900482>
- [13] T. Bektas, "The multiple traveling salesman problem: an overview of formulations and solution procedures," *Omega*, vol. 34, no. 3, pp. 209–219, 2006. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0305048304001550>
- [14] S. Mitrović-Minić and R. Krishnamurti, "The multiple tsp with time windows: vehicle bounds based on precedence graphs," *Operations Research Letters*, vol. 34, no. 1, pp. 111–120, 2006. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0167637705000295>
- [15] P. Vansteenwegen, W. Souffriau, and D. V. Oudheusden, "The orienteering problem: A survey," *European Journal of Operational Research*, vol. 209, no. 1, pp. 1–10, 2011. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0377221710002973>

- [16] R. Tadei, G. Perboli, and F. Perfetti, "The multi-path traveling salesman problem with stochastic travel costs," *EURO Journal on Transportation and Logistics*, vol. 6, no. 1, pp. 3–23, 2017. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S219243762030087X>
- [17] A. Adler, "The traveling salesman problem under dynamic constraints," *Massachusetts Institute of Technology*, Feb 2023.
- [18] P. C. Pop, O. Cosma, C. Sabo, and C. P. Sitar, "A comprehensive survey on the generalized traveling salesman problem," *European Journal of Operational Research*, vol. 314, no. 3, pp. 819–835, 2024. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S0377221723005581>
- [19] H. Chieng and N. Wahid, "A Performance Comparison of Genetic Algorithm's Mutation Operators in n-Cities Open Loop Travelling Salesman Problem," 01 2014, vol. 287, pp. 89–97.
- [20] M. Muneeb Abid and M. Iqbal, "Heuristic approaches to solve traveling salesman problem," *TELKOMNIKA Indonesian Journal of Electrical Engineering*, vol. 15, pp. 390–396, 09 2015.
- [21] B. Fleischmann, "A cutting plane procedure for the travelling salesman problem on road networks," *European Journal of Operational Research*, vol. 21, no. 3, pp. 307–317, 1985. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/0377221785901511>
- [22] N. specified, "Travelling salesman problem using dynamic programming," *Geeksforgeeks*, 19 April, 2023.
- [23] D. Rosenkrantz, R. Stearns, and P. II, "An analysis of several heuristics for the traveling salesman problem," *SIAM J. Comput.*, vol. 6, pp. 563–581, 09 1977.
- [24] Z. Ahmed, "Genetic algorithm for the traveling salesman problem using sequential constructive crossover operator," *International Journal of Biometric and Bioinformatics*, vol. 3, 03 2010.
- [25] L. Yang, X. Hu, K. Li, W. Ji, Q. Hu, R. Xu, and D. Wang, "Nested Simulated Annealing Algorithm to Solve Large-Scale TSP Problem," 05 2020, pp. 473–487.
- [26] Y. Wang and Z. Han, "Ant colony optimization for traveling salesman problem based on parameters optimization," *Applied Soft Computing*, vol. 107, p. 107439, 2021. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S1568494621003628>
- [27] Wikipedia, "Havannah (board game) — Wikipedia, the free encyclopedia," [http://en.wikipedia.org/w/index.php?title=Havannah%20\(board%20game\)&oldid=1240631485](http://en.wikipedia.org/w/index.php?title=Havannah%20(board%20game)&oldid=1240631485), 2024, [Online; accessed 18-August-2024].
- [28] —, "Game of the Amazons — Wikipedia, the free encyclopedia," <http://en.wikipedia.org/w/index.php?title=Game%20of%20the%20Amazons&oldid=1235225698>, 2024, [Online; accessed 18-August-2024].
- [29] —, "Lines of Action — Wikipedia, the free encyclopedia," <http://en.wikipedia.org/w/index.php?title=Lines%20of%20Action&oldid=1198717858>, 2024, [Online; accessed 18-August-2024].
- [30] —, "Shogi — Wikipedia, the free encyclopedia," <http://en.wikipedia.org/w/index.php?title=Shogi&oldid=1240175752>, 2024, [Online; accessed 18-August-2024].
- [31] J. Duguépéroux, A. Mazyad, F. Teytaud, and J. Dehos, "Pruning playouts in monte-carlo tree search for the game of havannah," vol. 10068, 06 2016, pp. 47–57.
- [32] R. J. Lorentz, "Amazons discover monte-carlo," in *Computers and Games*, H. J. van den Herik, X. Xu, Z. Ma, and M. H. M. Winands, Eds. Berlin, Heidelberg: Springer Berlin Heidelberg, 2008, pp. 13–24.
- [33] M. Winands, Y. Björnsson, and J.-T. Saito, "Monte carlo tree search in lines of action," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 2, pp. 239 – 250, 12 2010.
- [34] Wikipedia, "Go (game) — Wikipedia, the free encyclopedia," [http://en.wikipedia.org/w/index.php?title=Go%20\(game\)&oldid=1239511822](http://en.wikipedia.org/w/index.php?title=Go%20(game)&oldid=1239511822), 2024, [Online; accessed 18-July-2024].
- [35] —, "Lee Sedol — Wikipedia, the free encyclopedia," <http://en.wikipedia.org/w/index.php?title=Lee%20Sedol&oldid=1234296689>, 2024, [Online; accessed 11-August-2024].
- [36] G. DeepMind, "AlphaGo - the movie / full award-winning documentary," Youtube, 2020.
- [37] N. mentioned, "Explain the role of monte carlo tree search (mcts) in alphago and how it integrates with policy and value networks." EITCA, 2024.
- [38] C. Browne, E. Powley, D. Whitehouse, S. Lucas, P. Cowling, P. Rohlfshagen, S. Tavener, D. Perez Liebana, S. Samothrakis, and S. Colton, "A survey of monte carlo tree search methods," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 4:1, pp. 1–43, 03 2012.
- [39] H. Baier and P. D. Drake, "The power of forgetting: Improving the last-good-reply policy in monte carlo go," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 2, pp. 303–309, 2010. [Online]. Available: <https://api.semanticscholar.org/CorpusID:13578069>
- [40] a. t. U. o. S. John Levine for his class CS310: Foundations of Artificial Intelligence, "Monte carlo tree search," YouTube, 2017, accessed: June, 2024. [Online]. Available: <https://www.youtube.com/watch?v=UXW2yZnd17U&t=385s>
- [41] C. Browne, E. J. Powley, D. Whitehouse, S. M. Lucas, P. I. Cowling, P. Rohlfshagen, S. Tavener, D. Perez, S. Samothrakis, and S. Colton, "A survey of monte carlo tree search methods," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 4, no. 1, pp. 1–43, 2012.
- [42] R. Abdelnasser, "Python naming conventions: 10 essential guidelines for clean and readable code," <https://medium.com/@rowainaabdelnasser/python-naming-conventions-10-essential-guidelines-for-clean-and-readable-code-fe80d2057bc9#:~:text=For%20class%20names%20in%20Python,or%20behavior%20of%20the%20class,> June 6, 2023.