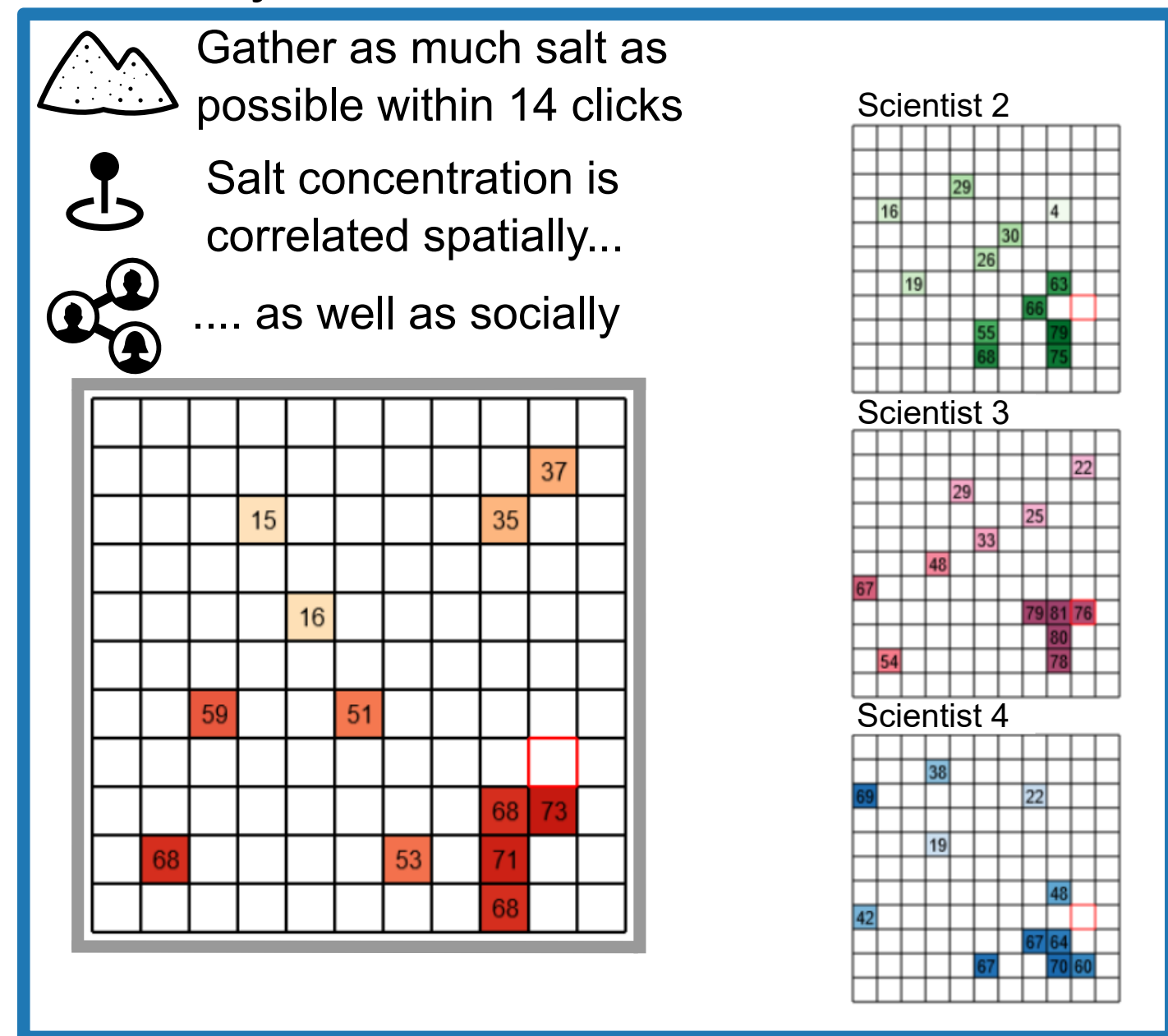
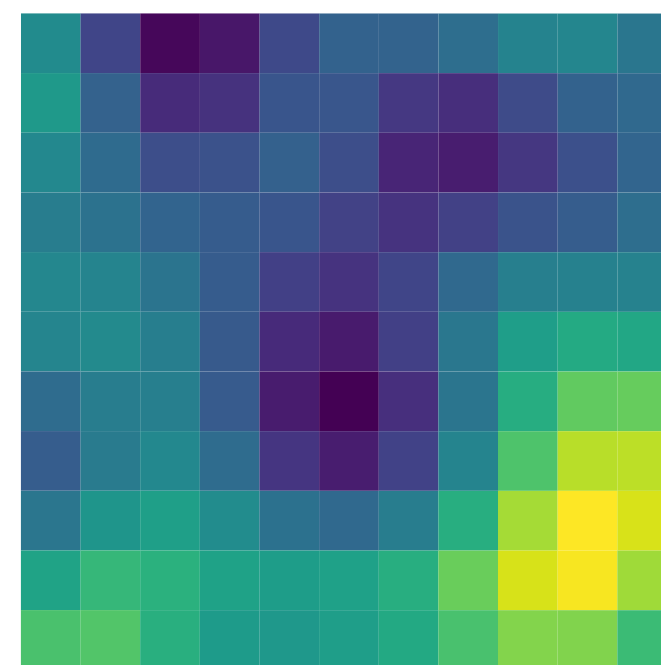


a Socially correlated bandit task



b Reward structure

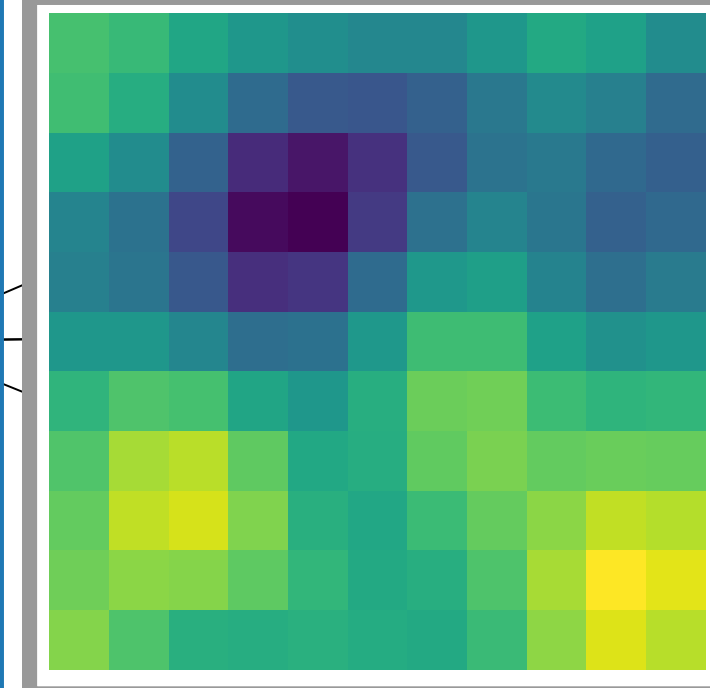
Parent



Reward



Bandit 1

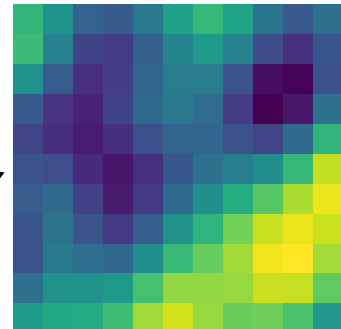


Correlation structure

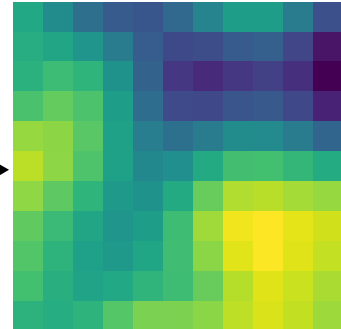
$$r_{parent.child} \geq 0.6;$$

$$r_{child.child} \approx 0.6$$

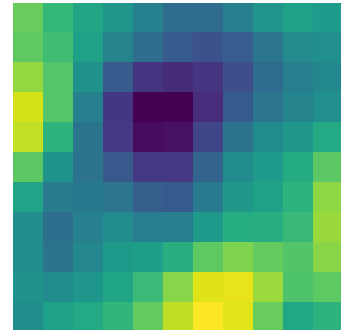
Bandit 2



Bandit 3

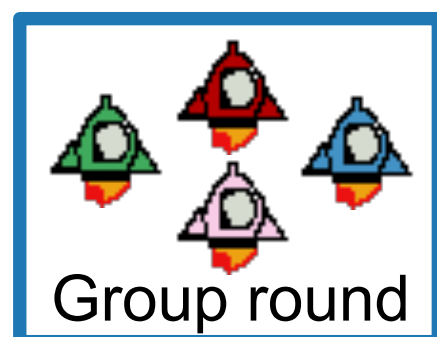


Bandit 4

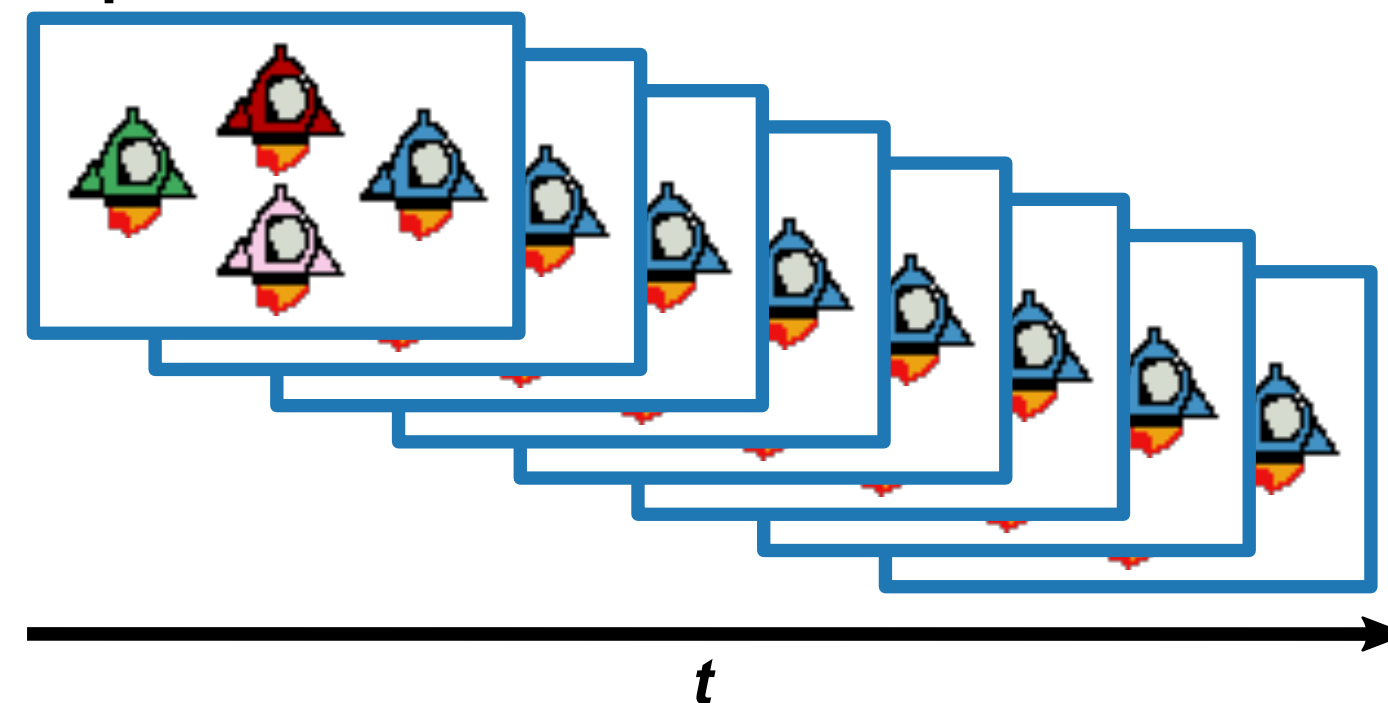


c Experimental design

Round types



Exp. 1



Exp. 2

