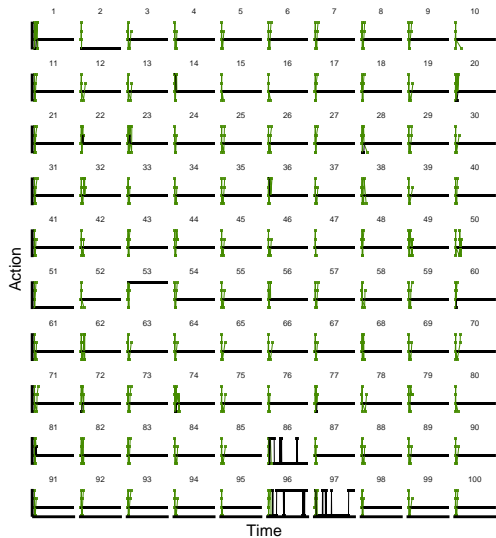


Optimizing boredom for reward collection

100 simulated experiments

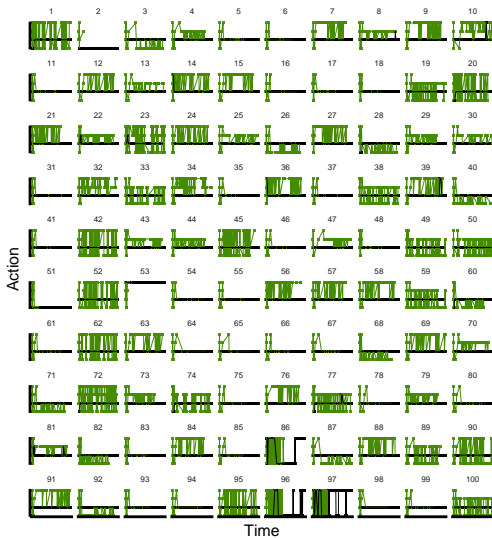
a.

Optimized



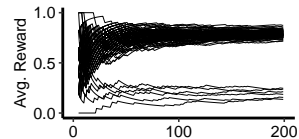
b.

Unoptimized



c.

Optimized



d.

Unoptimized

