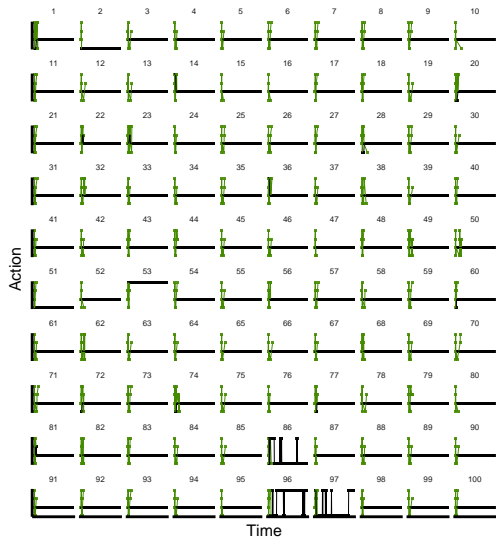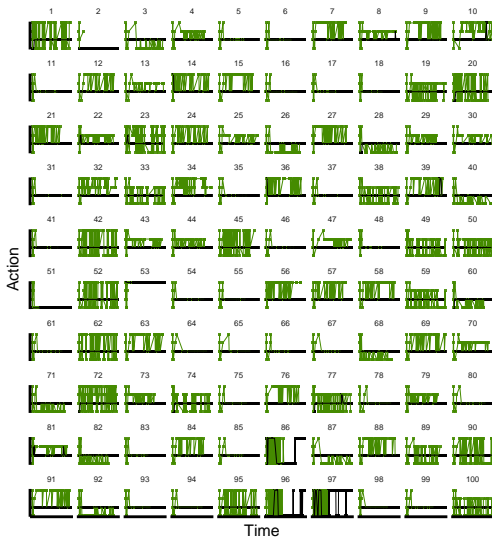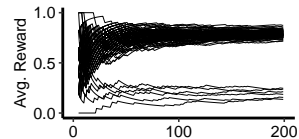# Optimizing boredom for reward collection

100 simulated experiments

a. Optimized

b. Unoptimized

c. Optimized

d. Unoptimized