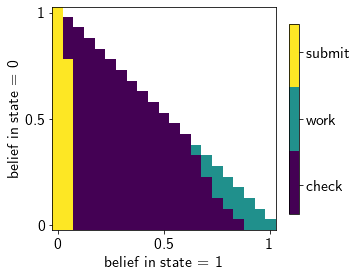
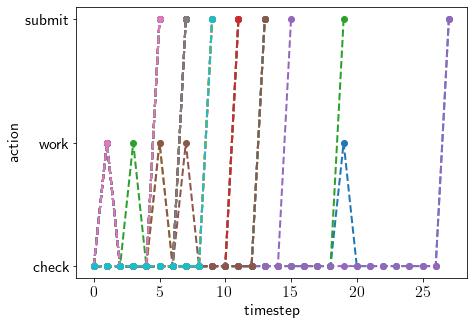
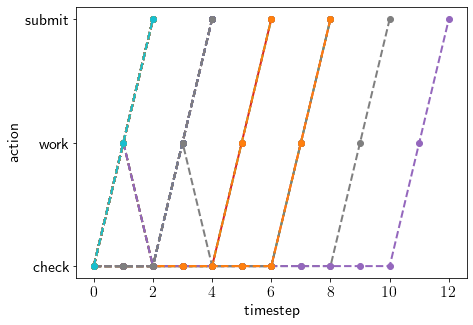
Noise = 0.3, efficacy = 0.9, reward(non-completed, completed) = -1.0, 3.0  
 cost(check, work) = -0.1, -1.0



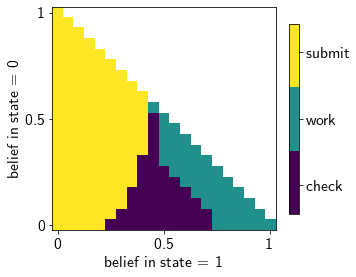
initial\_state = 0 initial\_state = 1

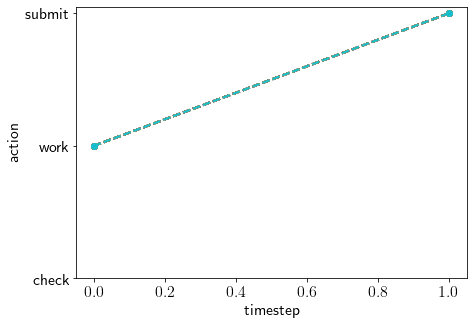
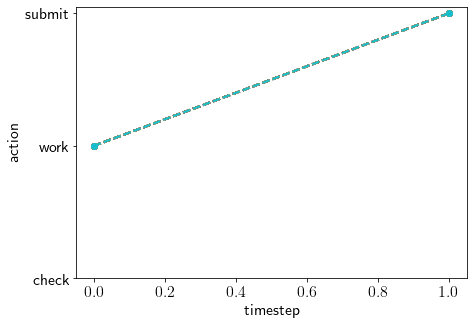
Starting in state 0: procrastination is due to evidence towards 0 (but you want to make sure this is true)

Starting in state 1: procrastination is due to wrong evidence away from 1 or due to not progressing despite working

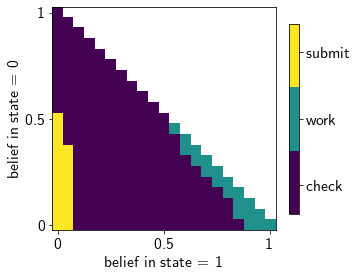
Noise = 0.3, efficacy = 0.9, reward(non-completed, completed) = 0.0, 3.0  
 cost(check, work) = -0.1, -1.0



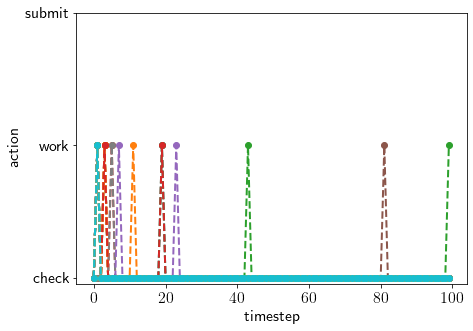
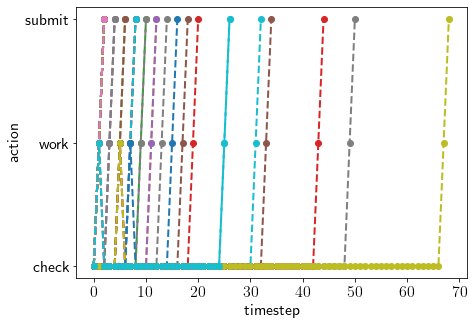
initial\_state = 0 initial\_state = 1

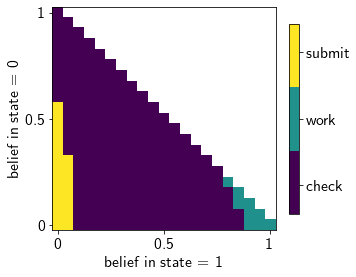
Noise = 0.4, efficacy = 0.9, reward(non-completed, completed) = -1.0, 3.0  
 cost(check, work) = -0.1, -1.0



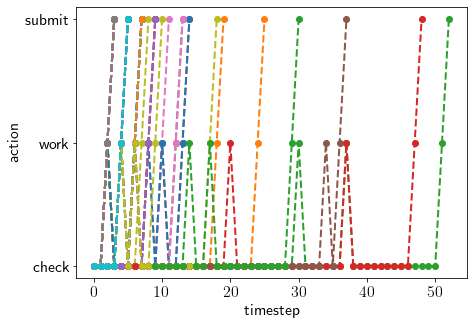
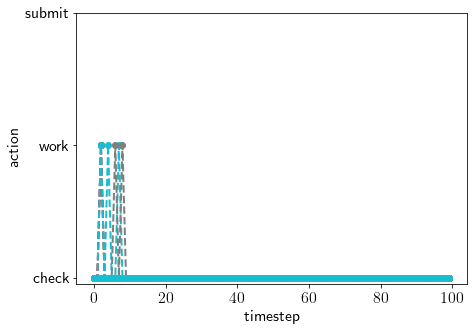
Initial\_state = 0 initial\_state = 1

Noise = 0.3, efficacy = 0.7, reward(non-completed, completed) = -1.0, 3.0  
 cost(check, work) = -0.1, -1.0

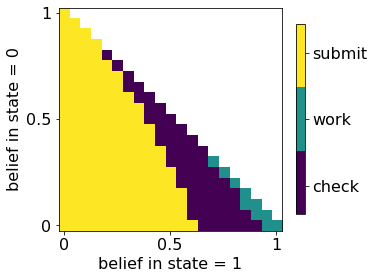


Initial\_state = 0 initial\_state = 1

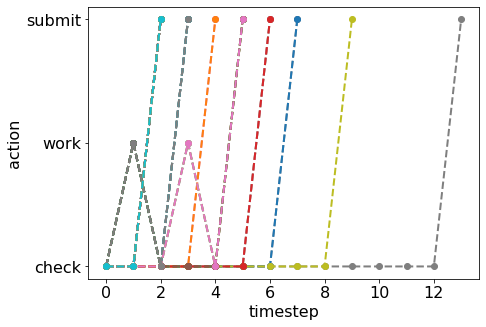
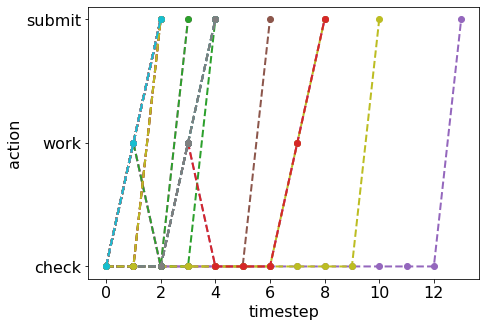


Here, the area where the agent should submit shrinks (with reduced efficacy) : because future probability of averting danger is low, the agent rather procrastinates forever (due to this opportunity cost).  
So to remove this from the problem, have a terminating state instead of a resetting mechanism. So now, submit transitions agent to a terminal state

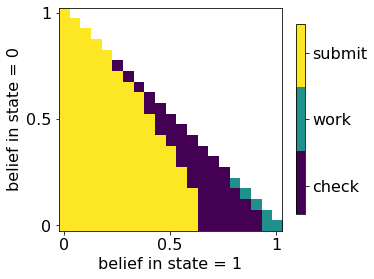
Noise = 0.3, efficacy = 0.9, reward(non-completed, completed) = 0.0, 5.0  
 cost(check, work) = -0.1, -1.5



Initial\_state=0 initial\_state = 1

Noise = 0.3, efficacy = 0.7, reward(non-completed, completed) = 0.0, 5.0  
 cost(check, work) = -0.1, -1.5



initial\_state=0 initial\_state=1

