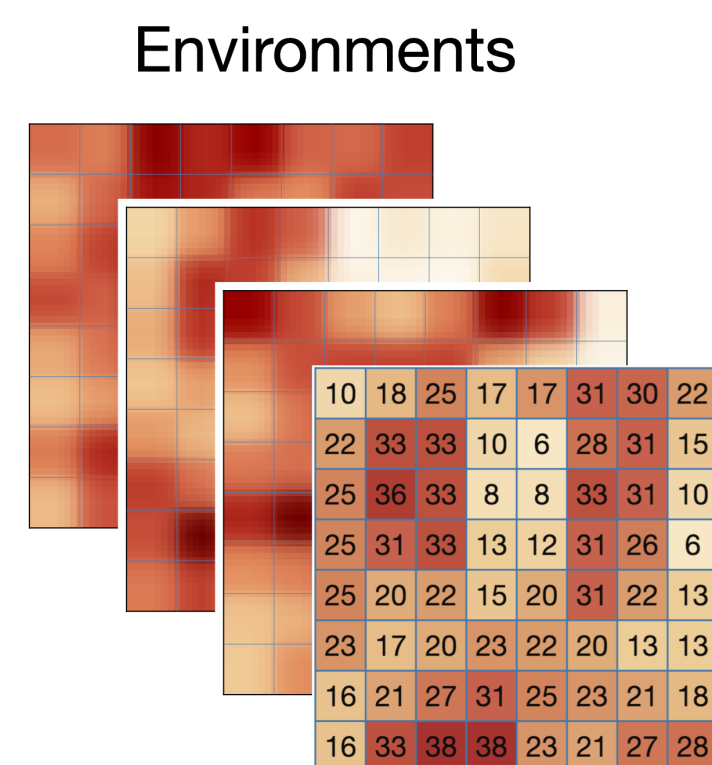
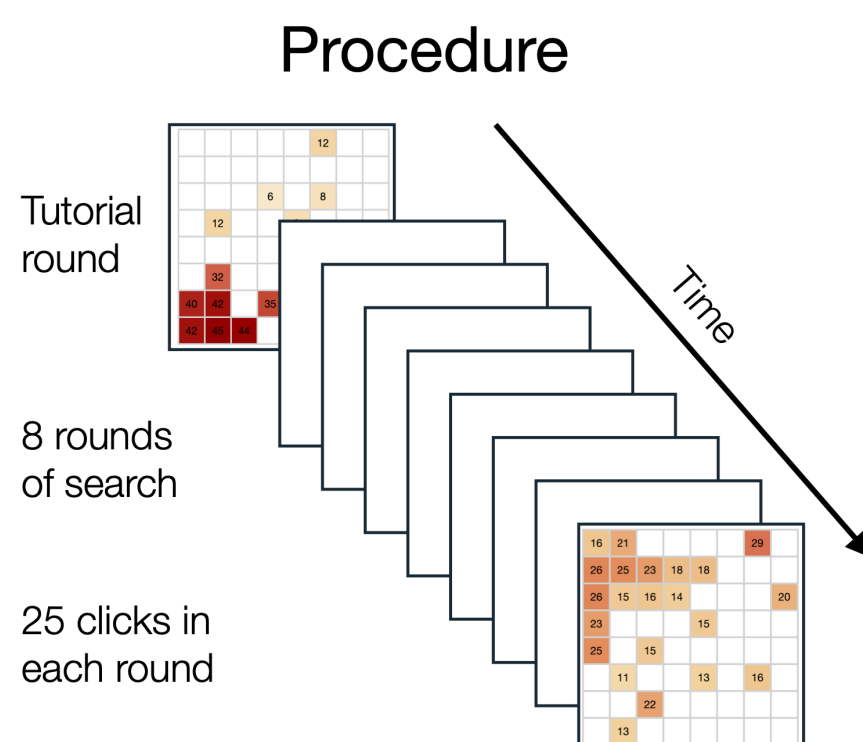
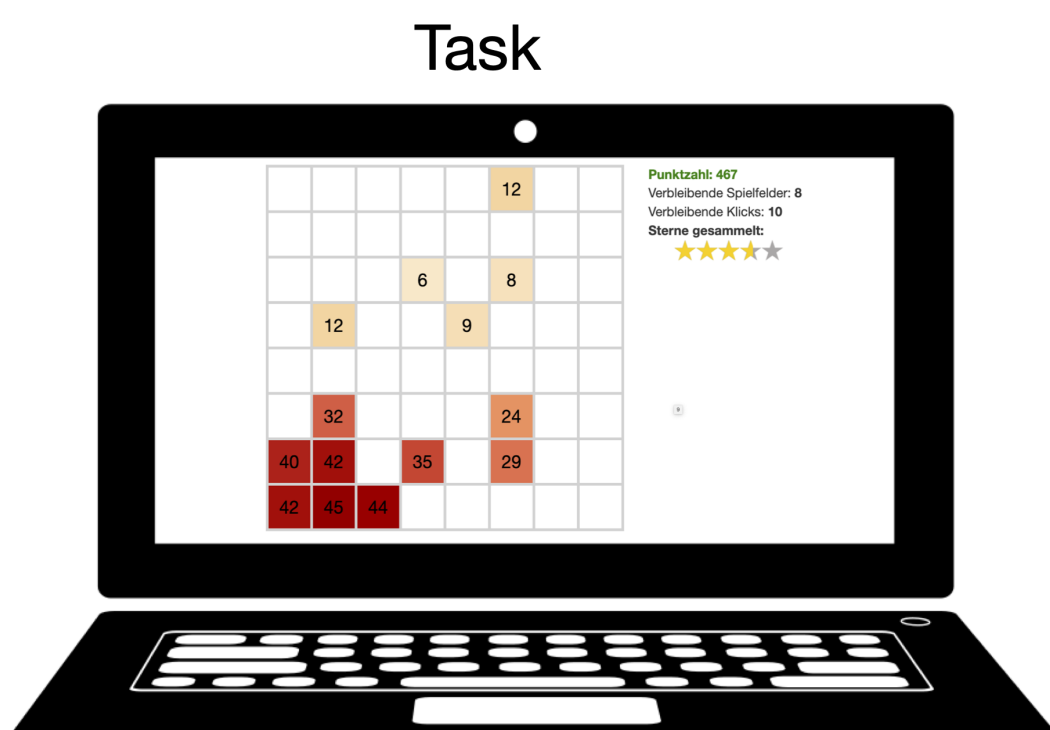
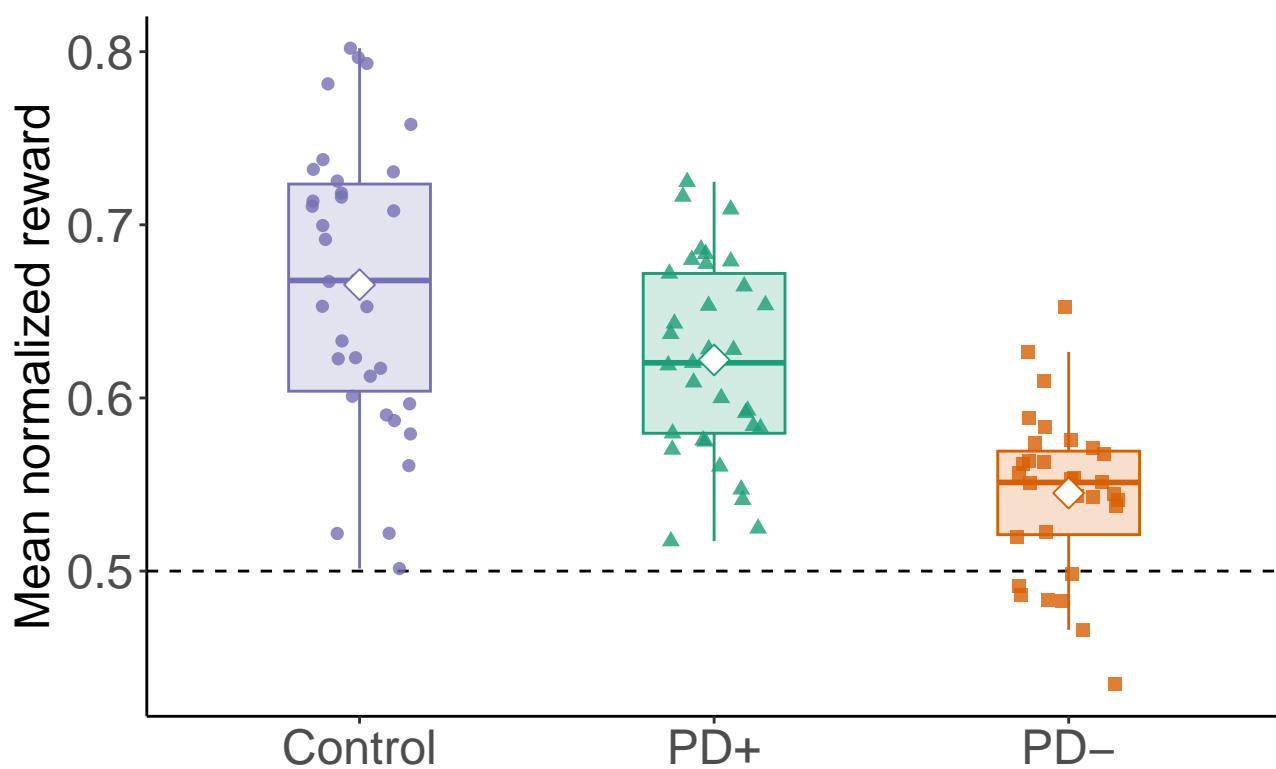


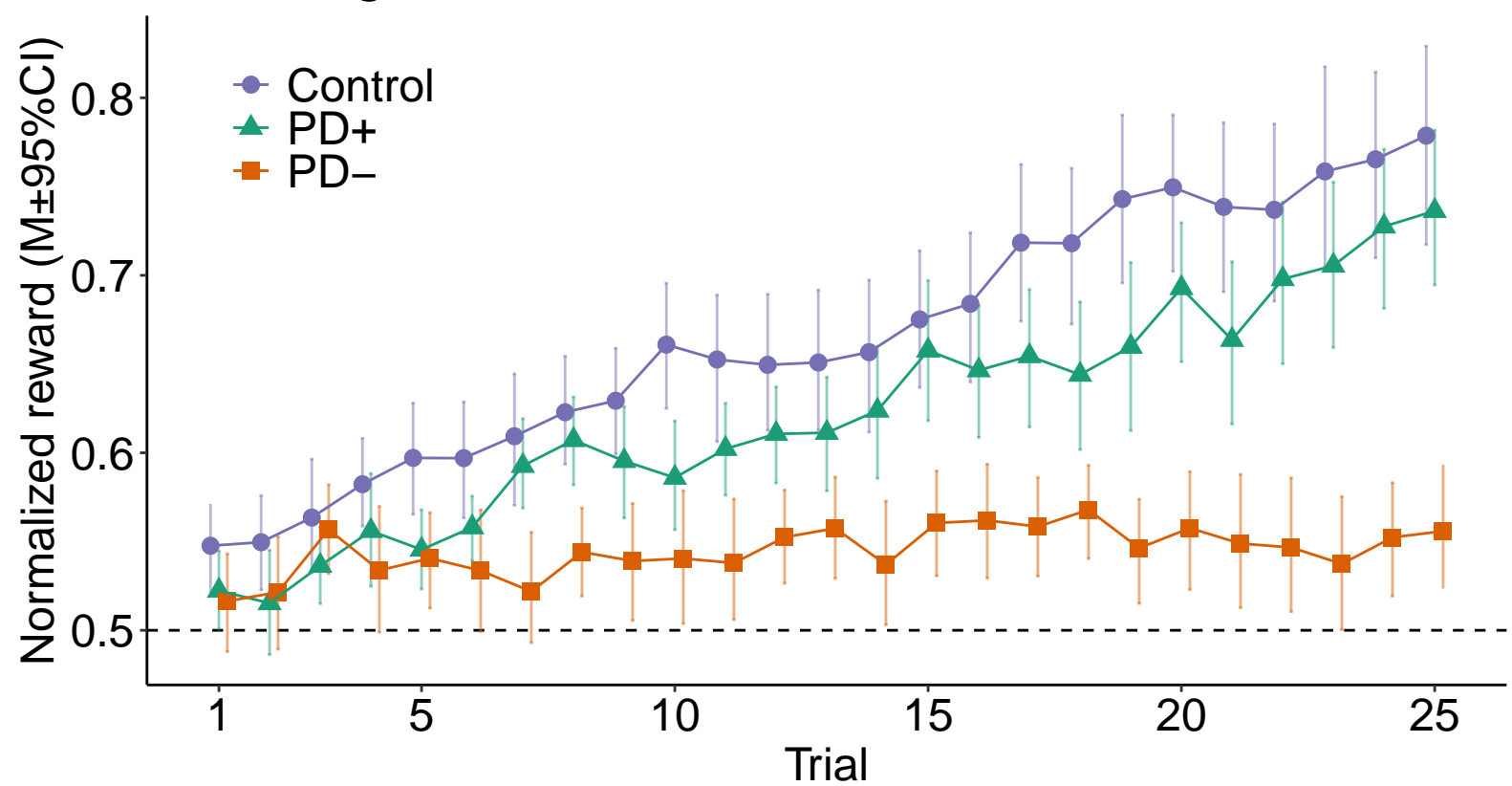
a Experiment and design



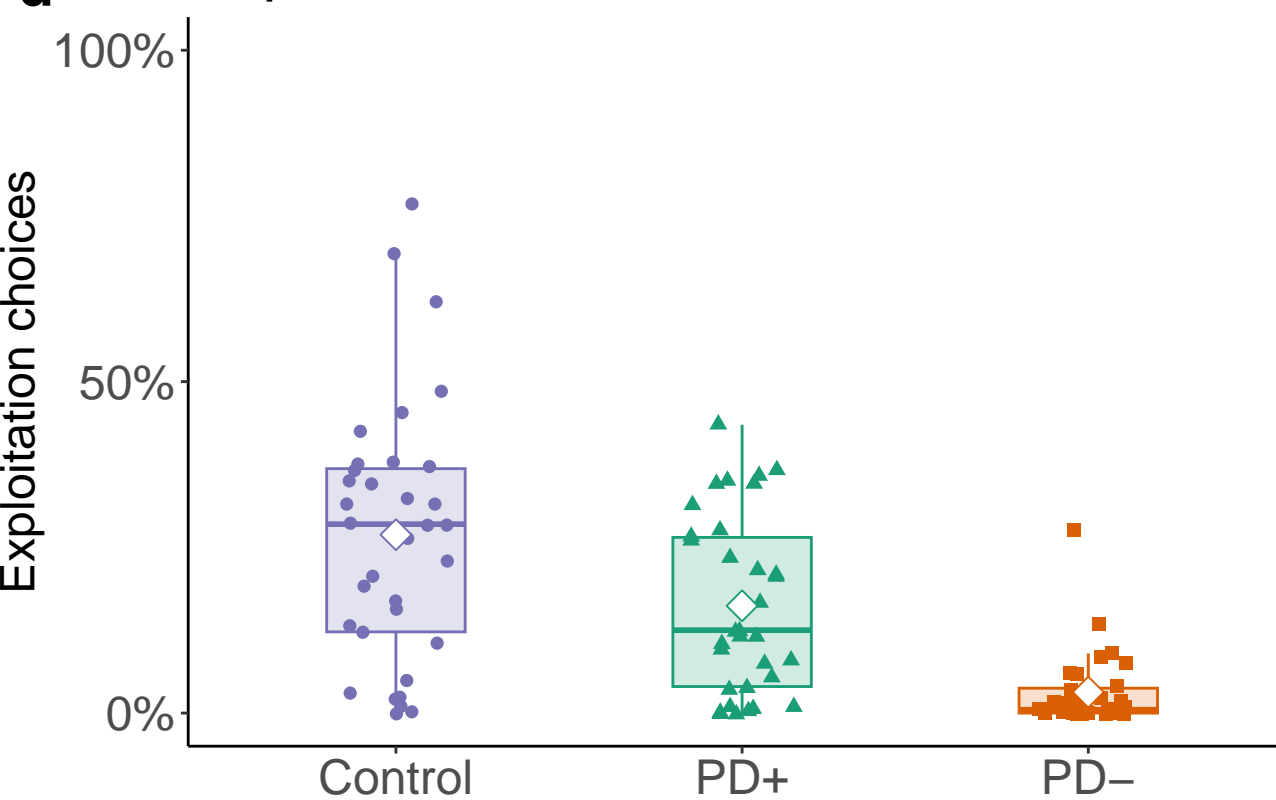
b Performance



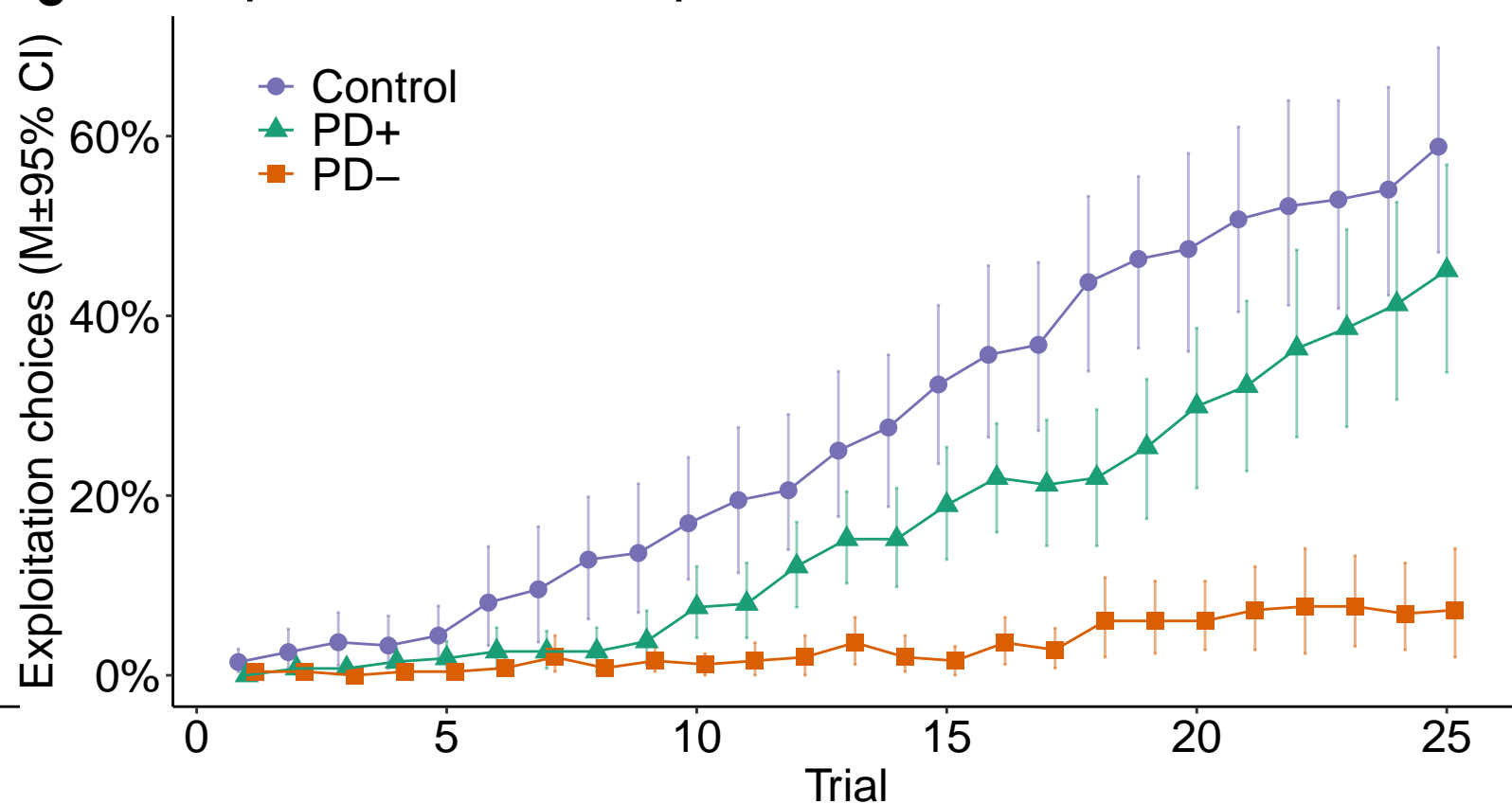
c Learning curves



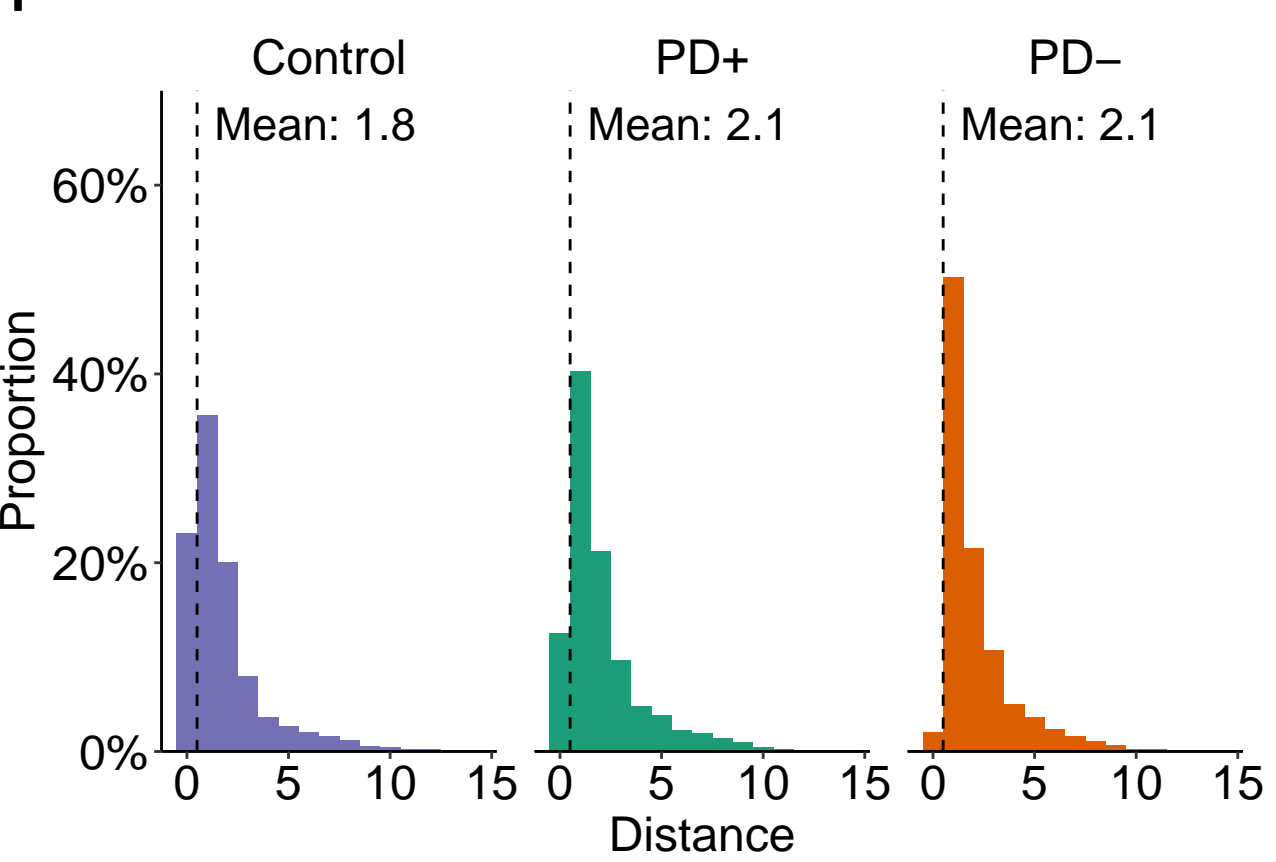
d Exploitation choices



e Exploration and exploitation over time



f Distance consecutive choices



g Search Distance ~ Previous Reward

