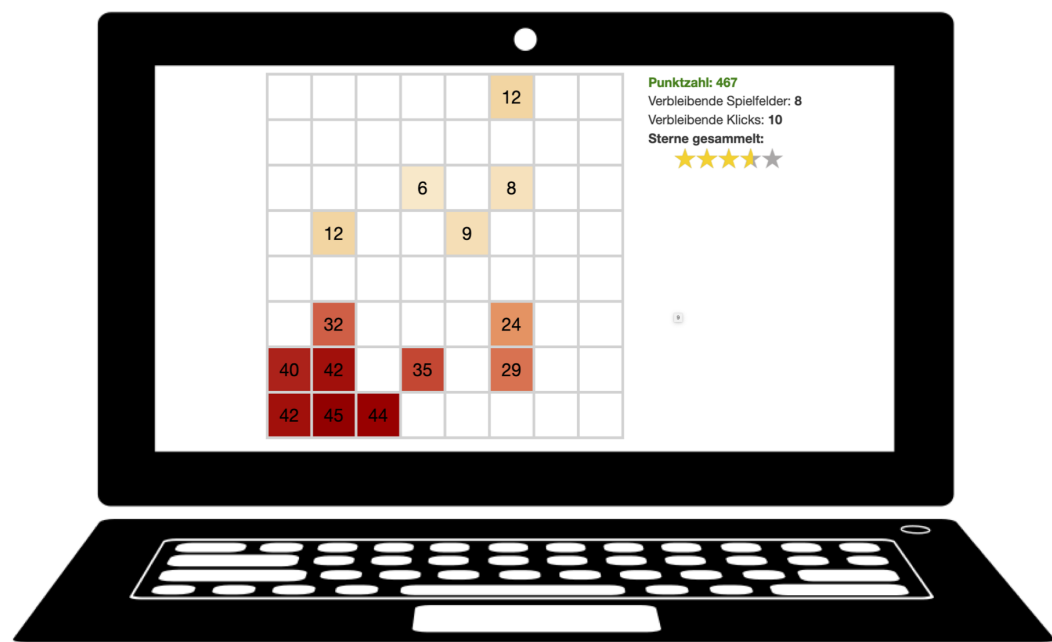
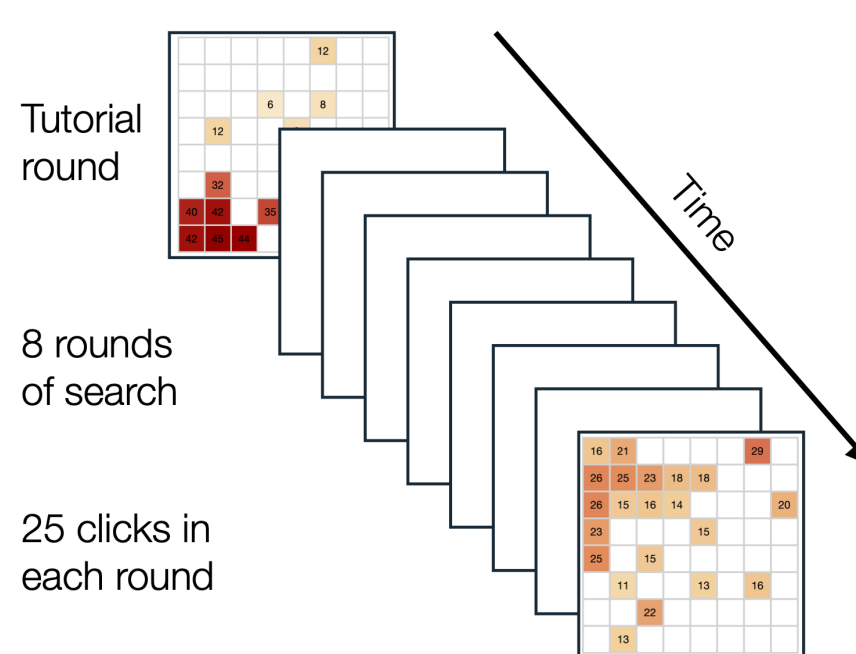


# A Task and procedure

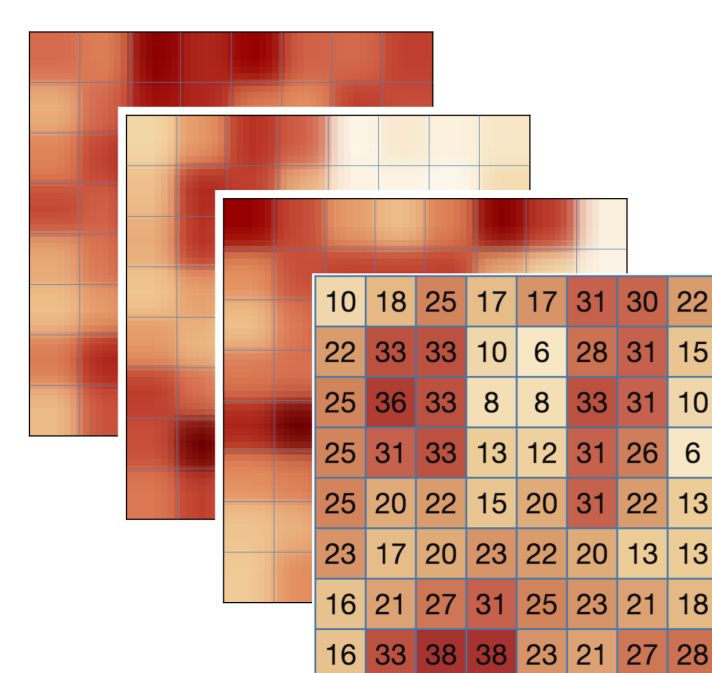
## Task



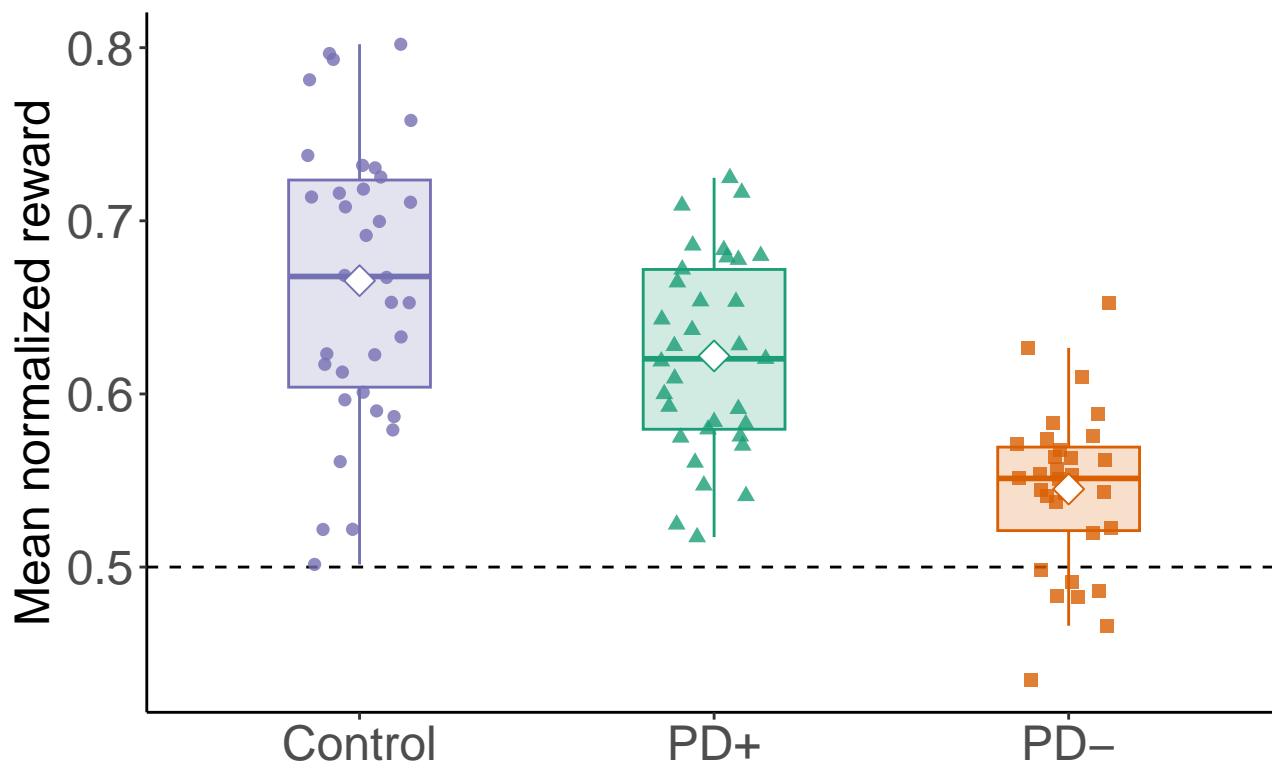
## Procedure



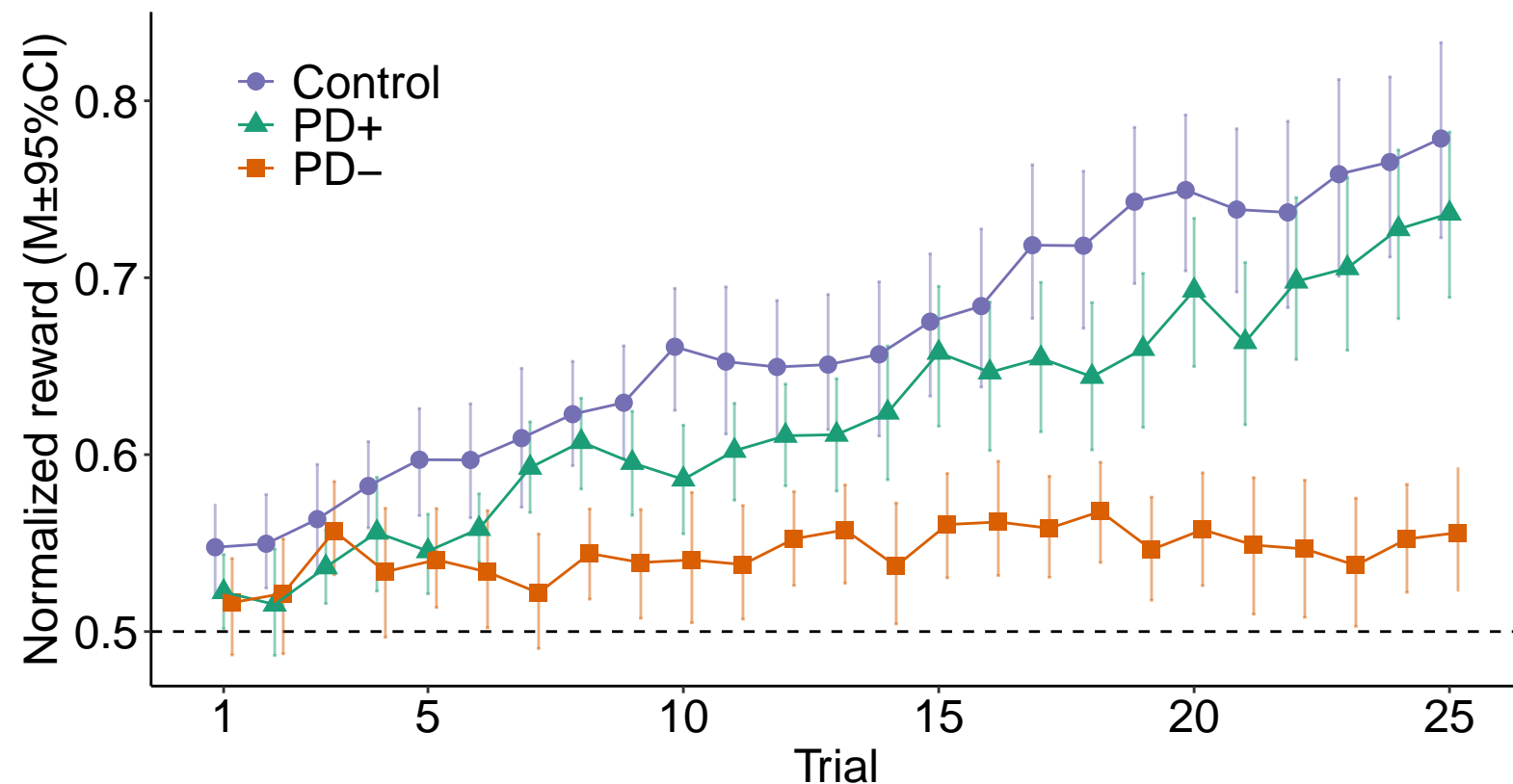
## Environments



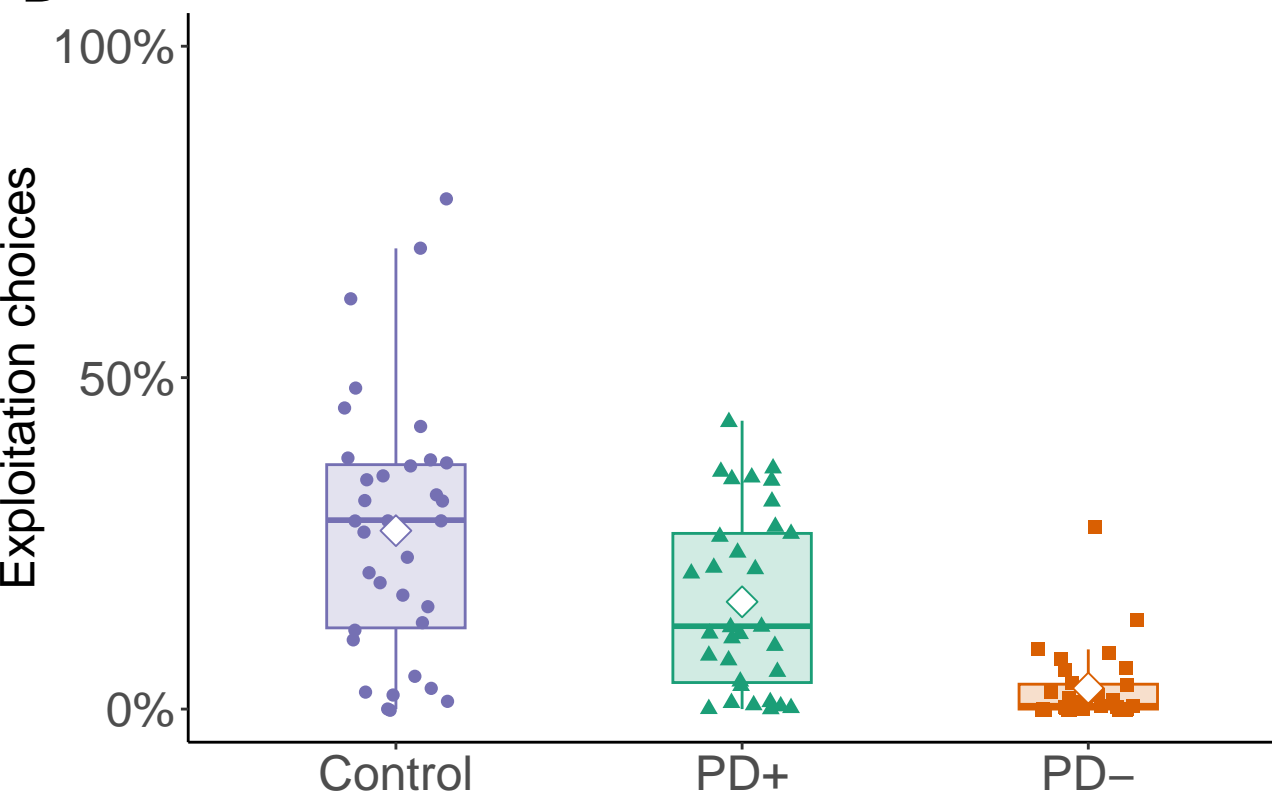
## B Performance



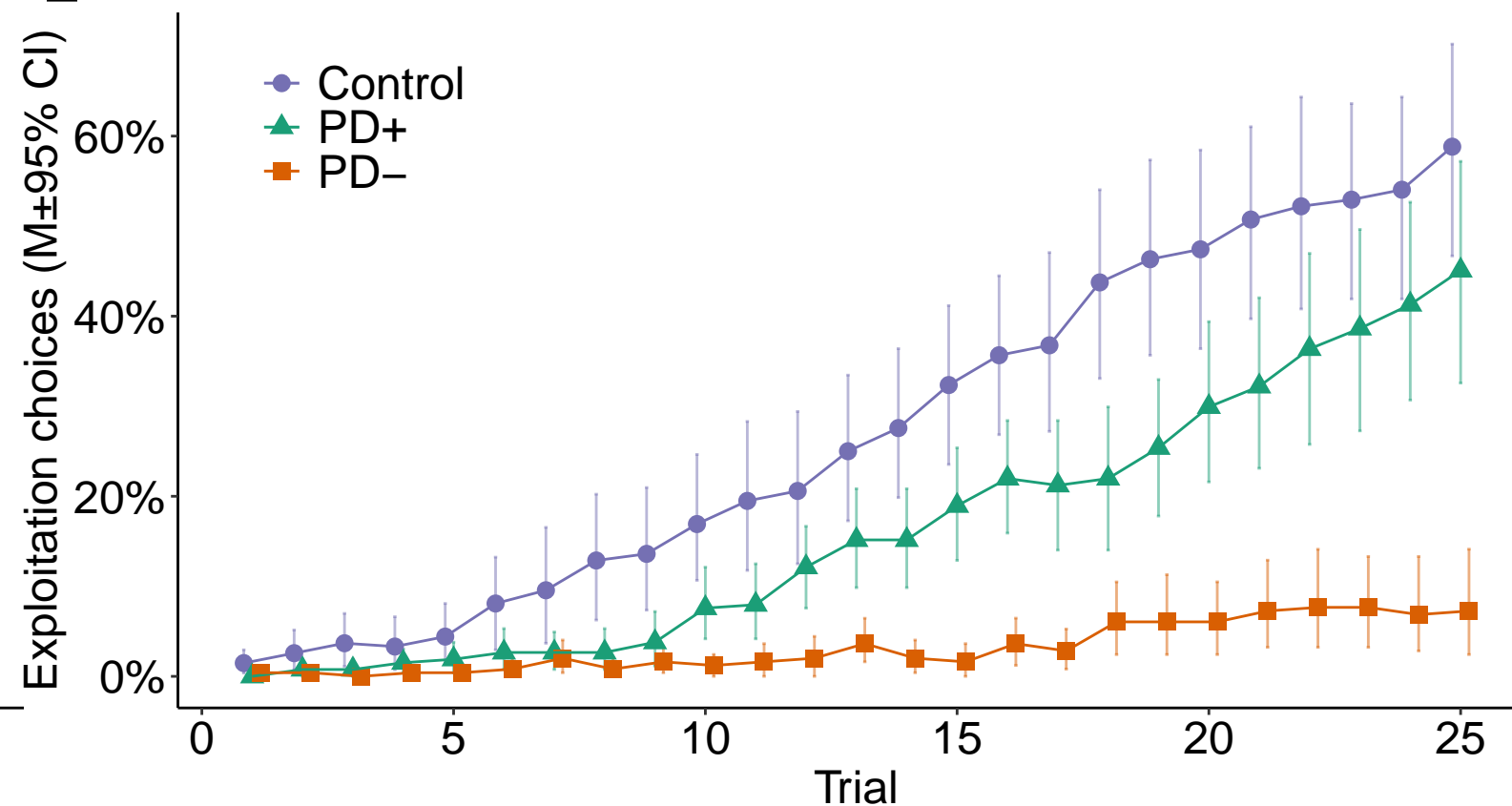
## C Learning curves



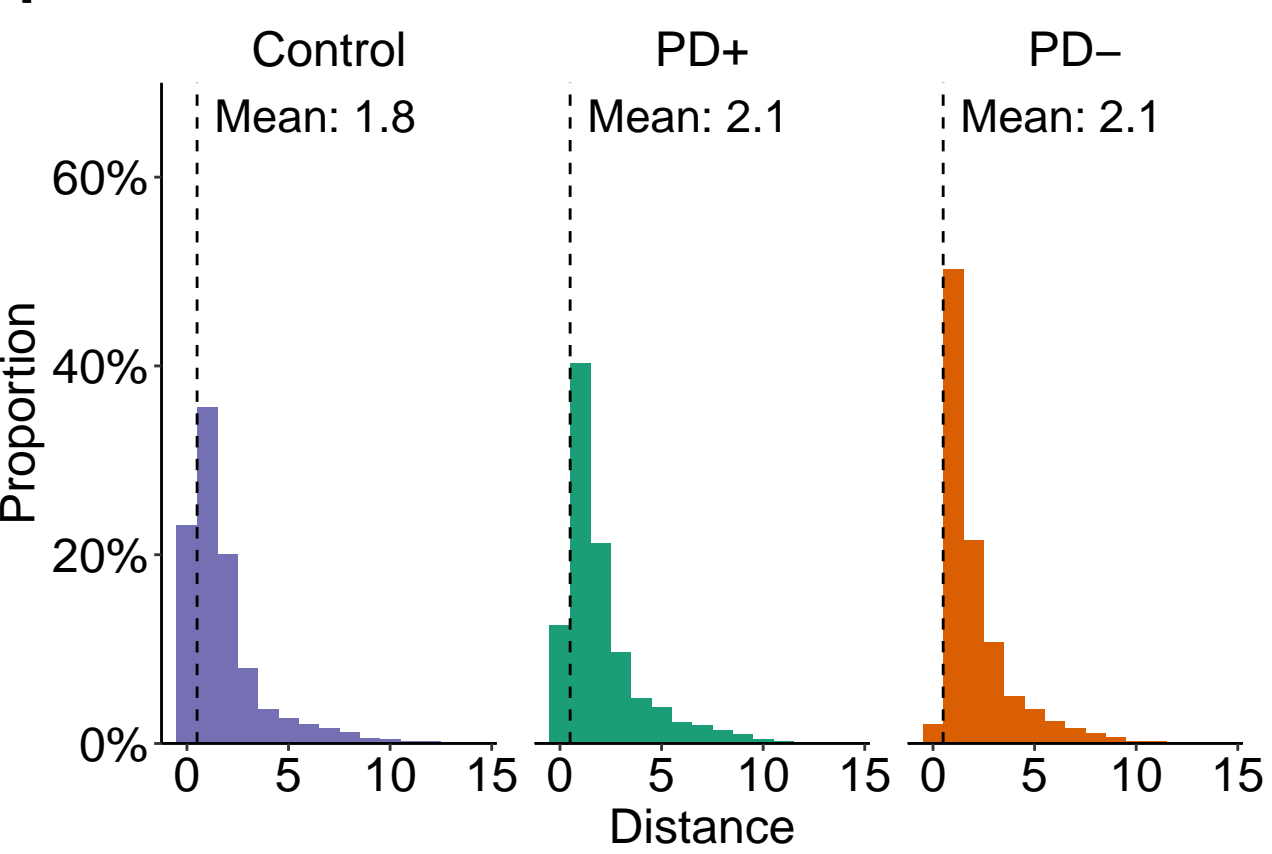
## D Exploitation choices



## E Exploration and exploitation over time



## F Distance consecutive choices



## G Search Distance ~ Previous Reward

