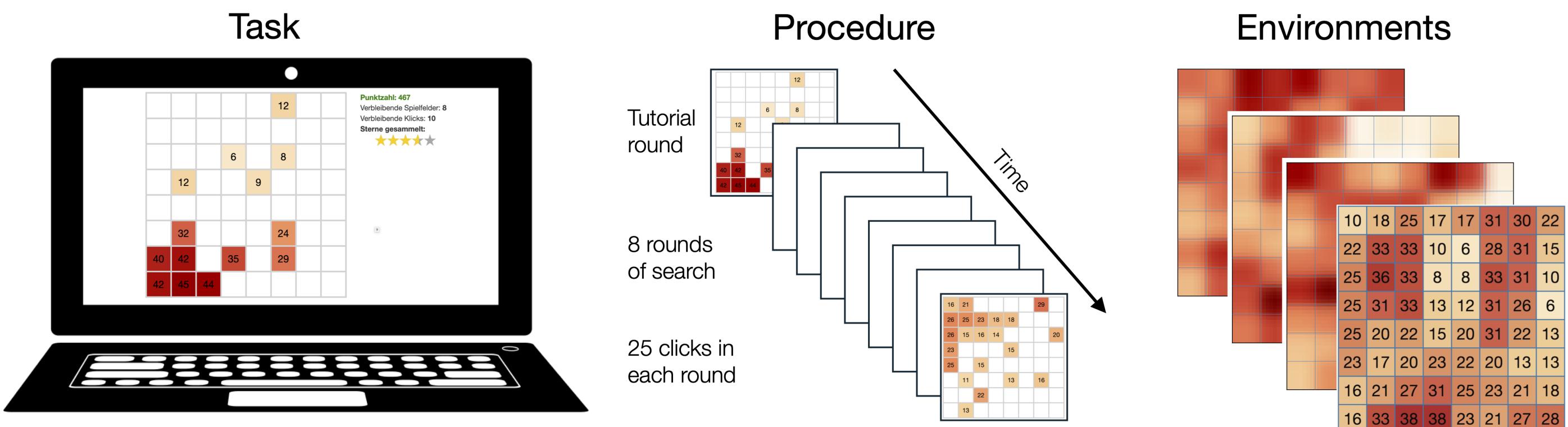
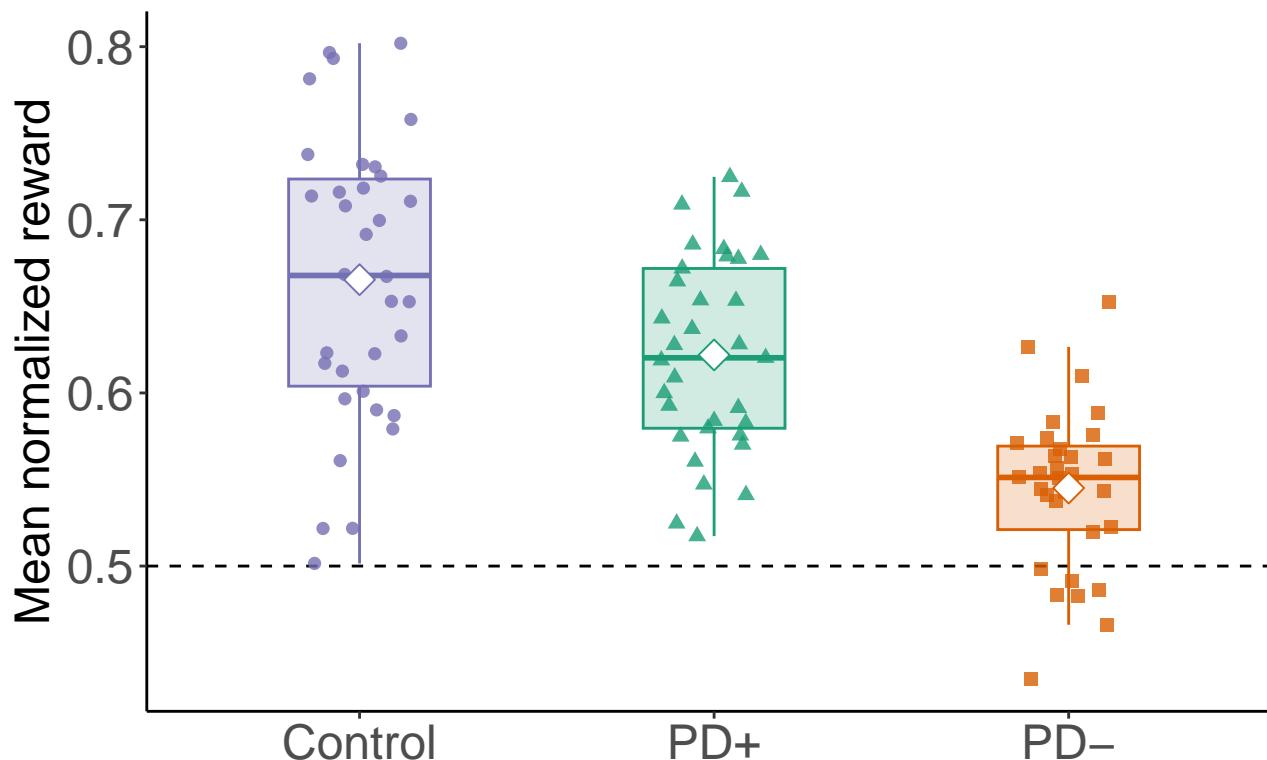


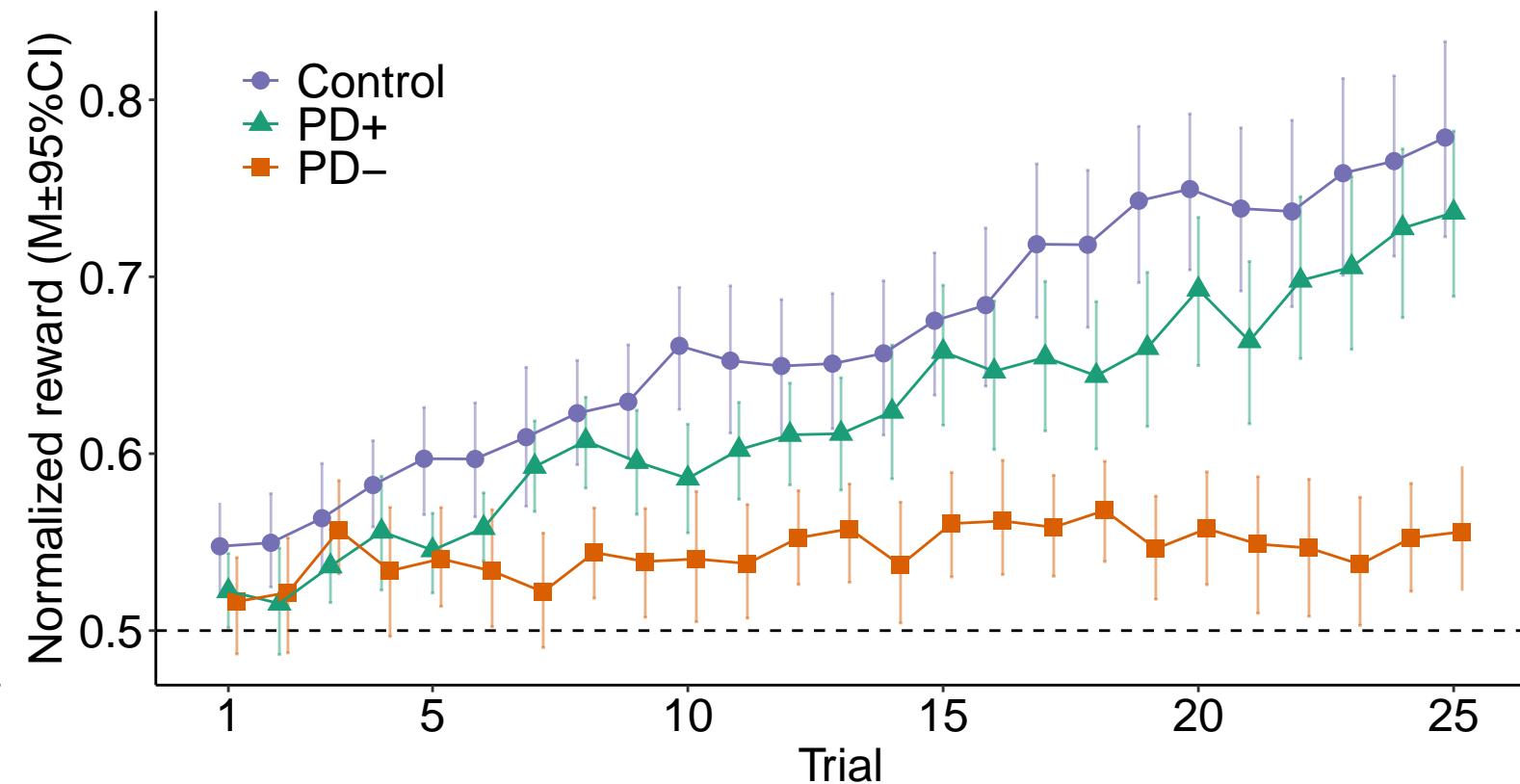
A Task and procedure



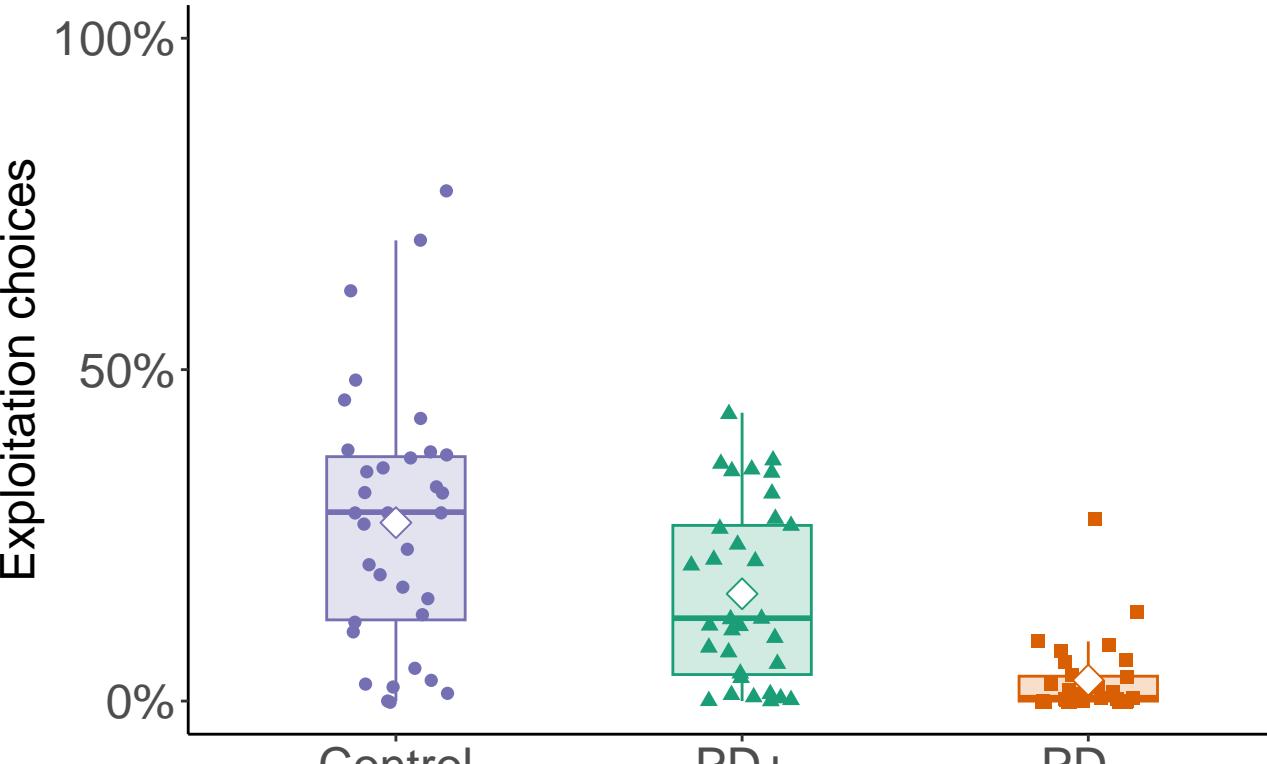
B Performance



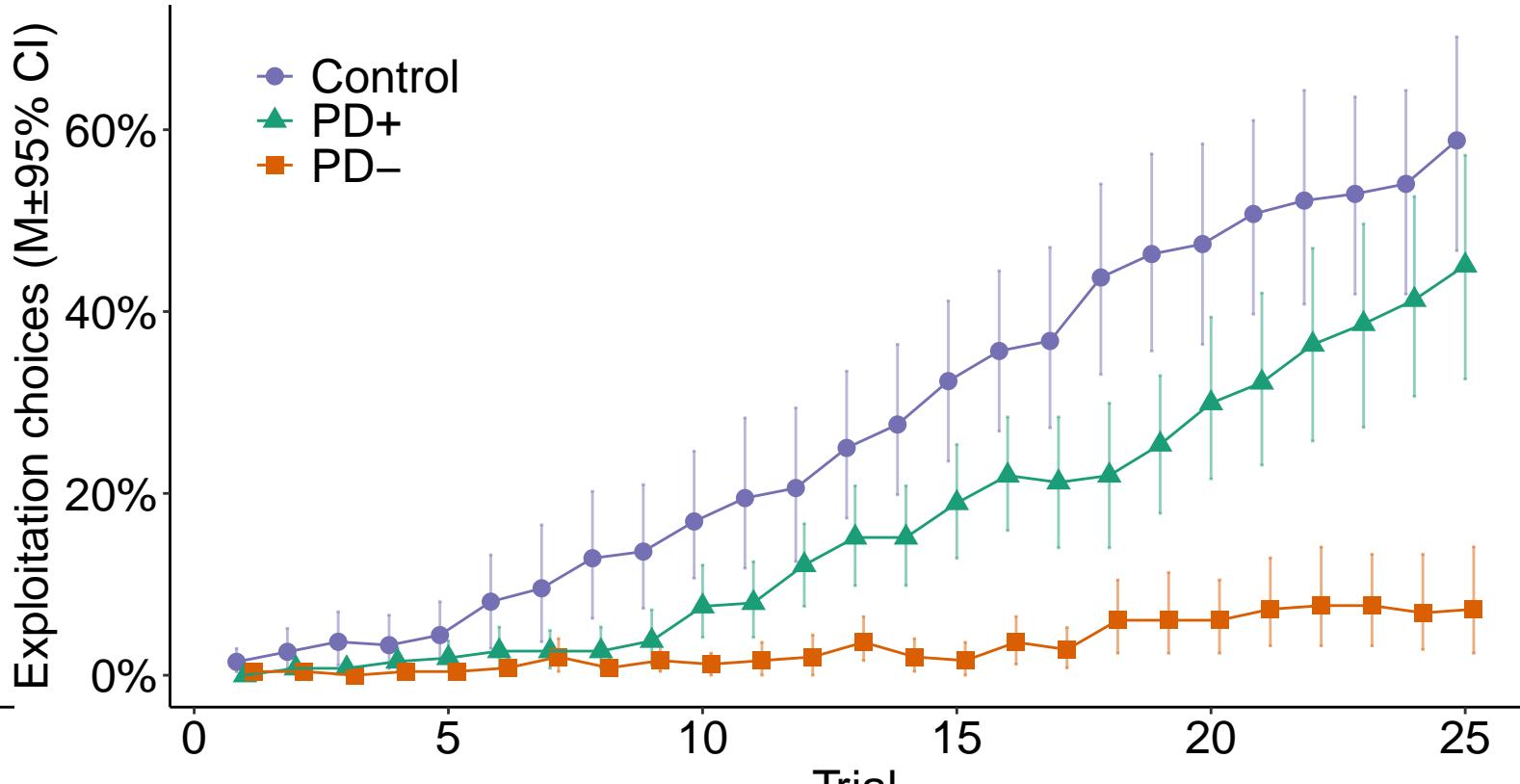
C Learning curves



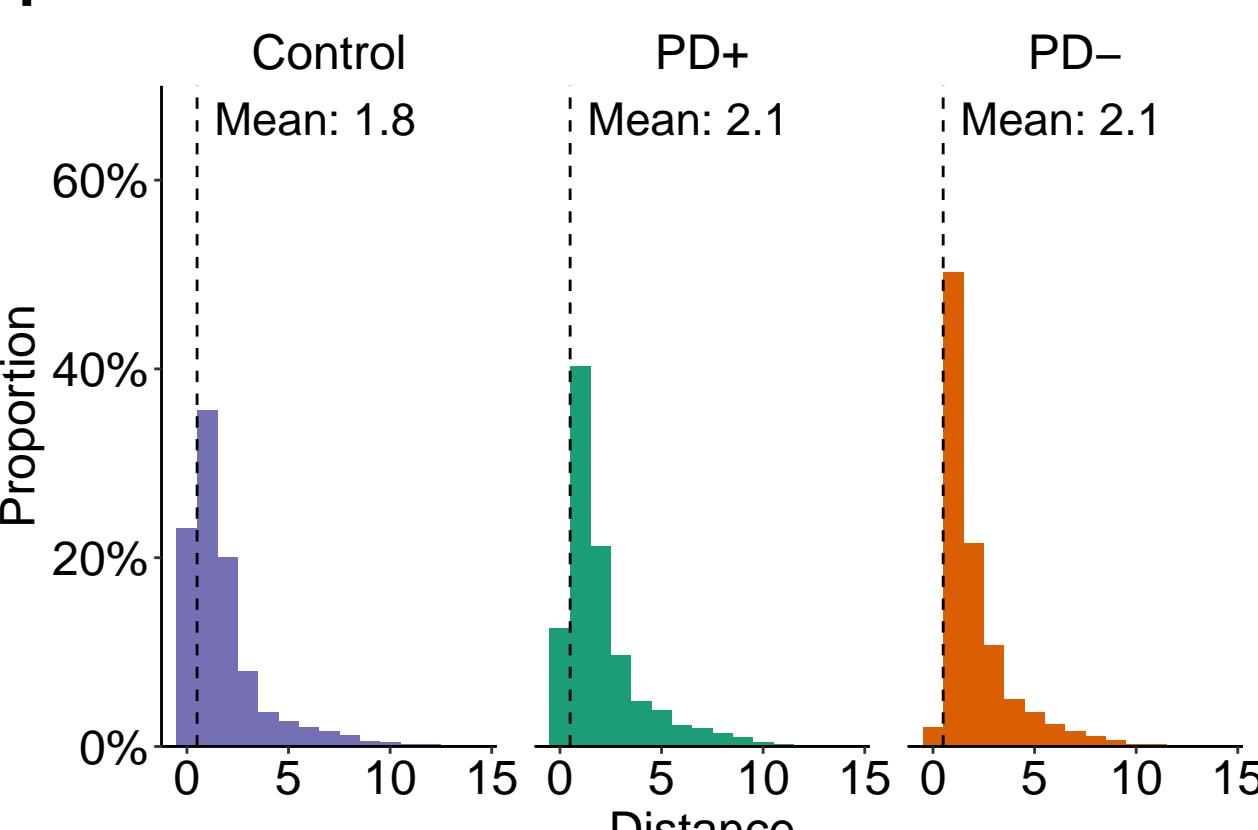
D Exploitation choices



E Exploration and exploitation over time



F Distance consecutive choices



G Search Distance ~ Previous Reward

