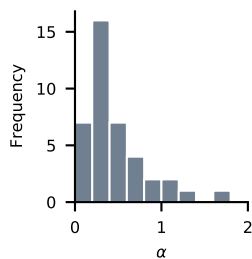
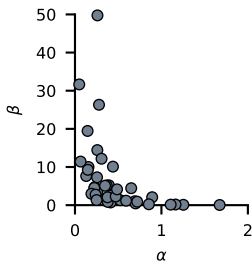
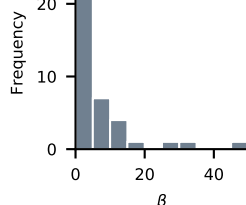
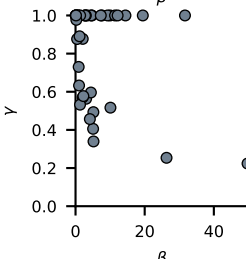
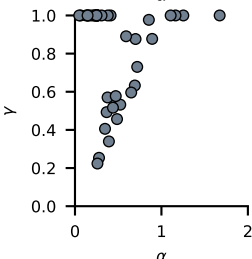


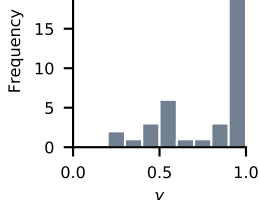
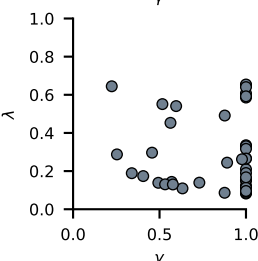
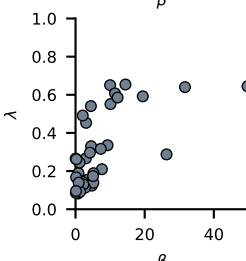
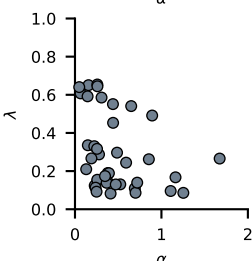
Utility

Inverse temperature
(0 = random choice)

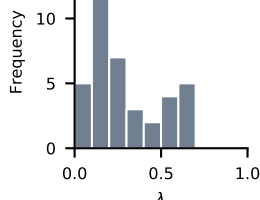
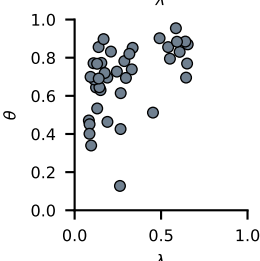
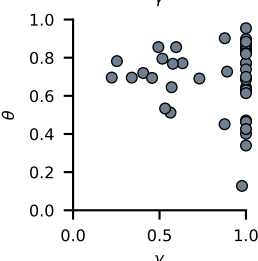
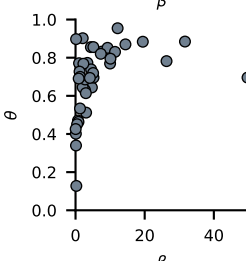
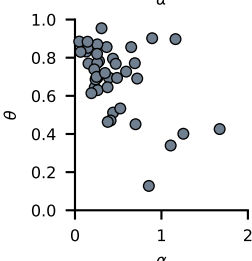
Frequency

Probability weighting
(1 = linear weighting)

Frequency

Leak
(0 = perfect memory,
1 = full leak)

Frequency

Gaze-discount
(1 = no discount,
0 = full discount)

Frequency

