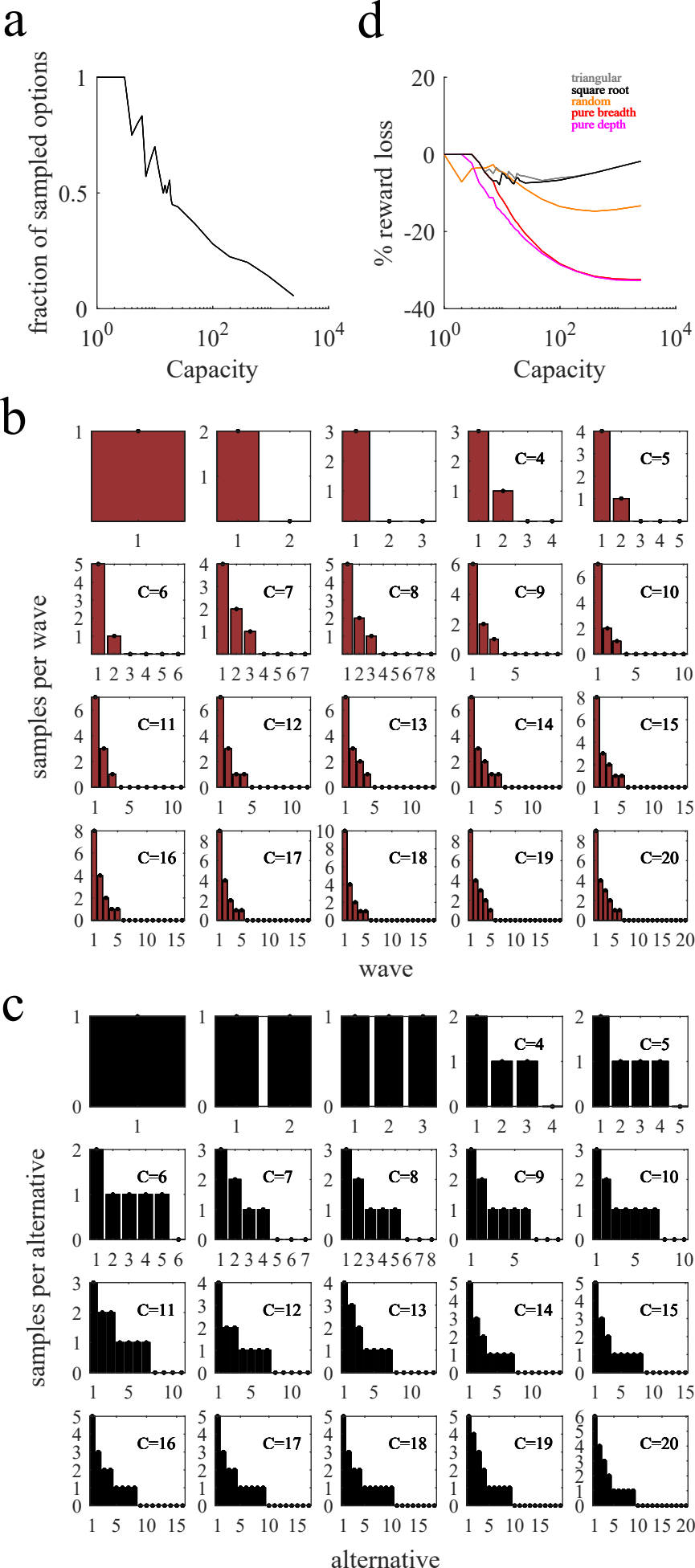
a
fraction of sampled options
Capacity
d
% reward loss
Capacity
triangular
square root
random
pure breadth
pure depth
b
samples per wave
wave
C=4
C=5
C=6
C=7
C=8
C=9
C=10
C=11
C=12
C=13
C=14
C=15
C=16
C=17
C=18
C=19
C=20
c
samples per alternative
alternative