

A

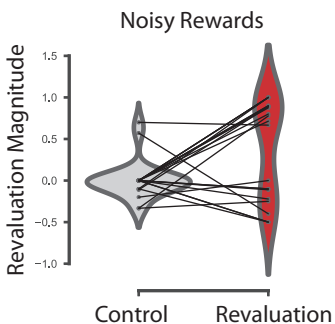
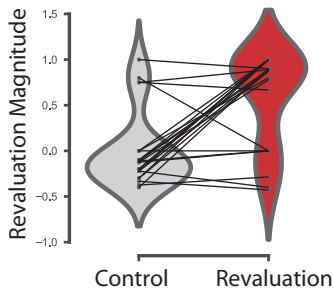
Control

Revaluation

Noiseless Rewards

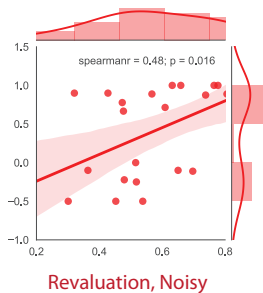
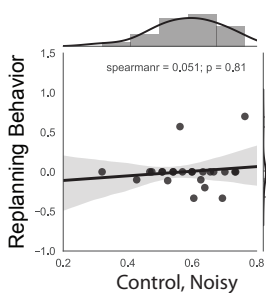
Noisy Rewards

B



C

Noisy Reward Conditions



Noiseless Reward Conditions

