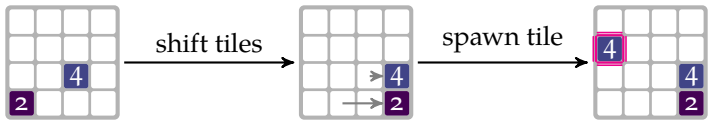






-10 -8 -6 -4 -2 0 2 4 6 8 10

		4	
2			



+8 reward

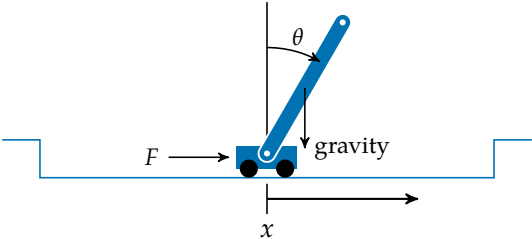


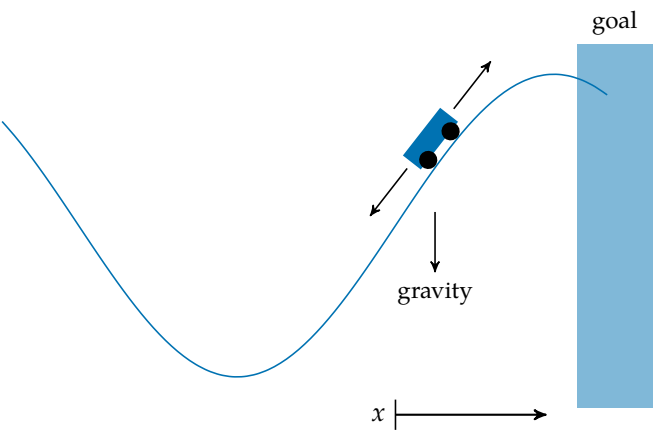
shift & merge

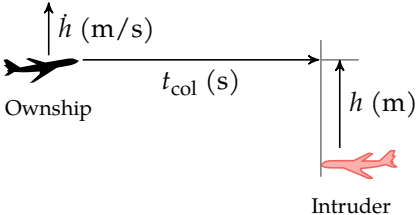


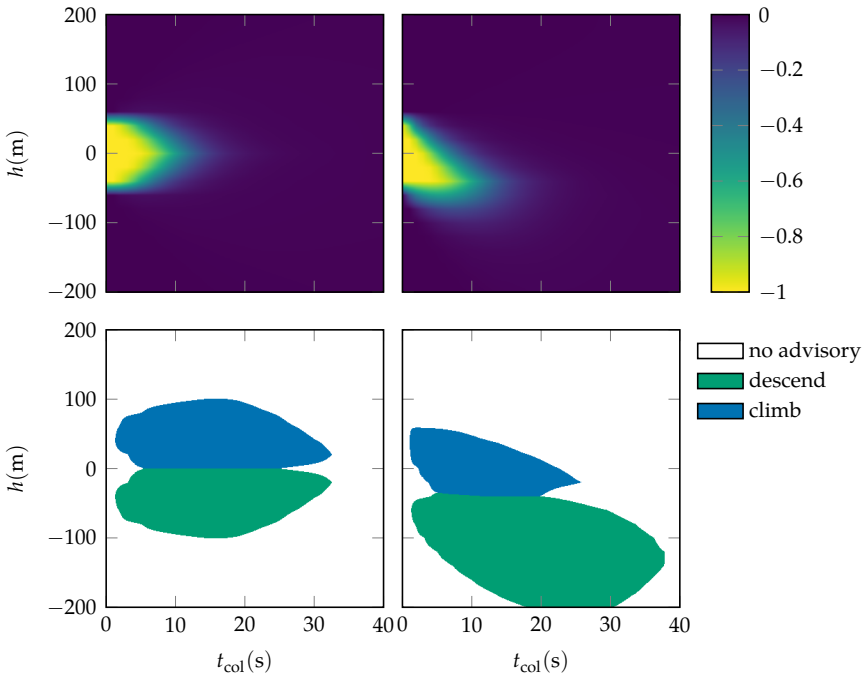
spawn tile

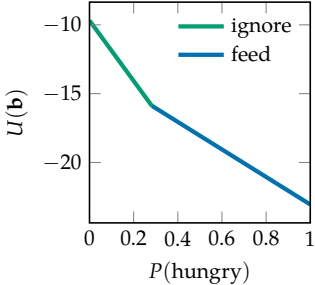




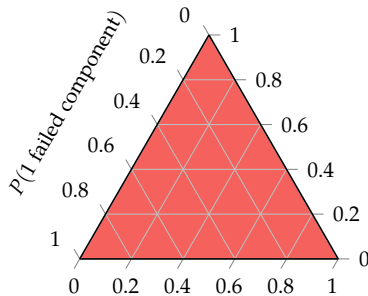




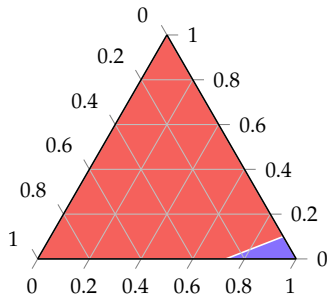
$\dot{h} = 0.0(\text{m/s})$ $\dot{h} = 5.0(\text{m/s})$ 



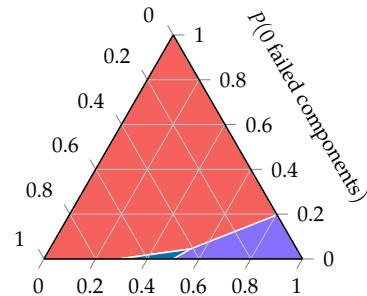
5-step plan



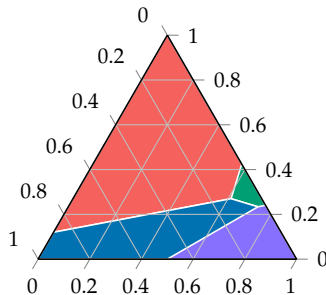
6-step plan



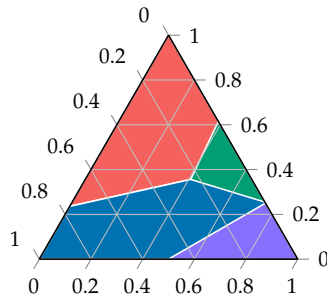
7-step plan



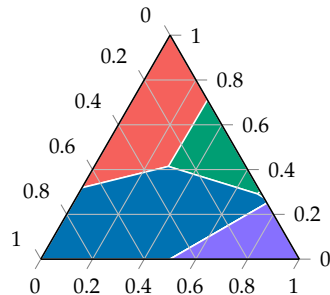
8-step plan



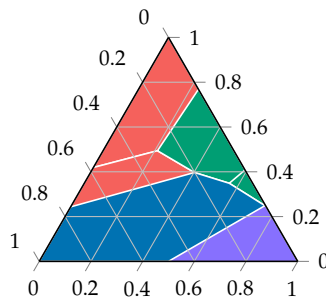
9-step plan



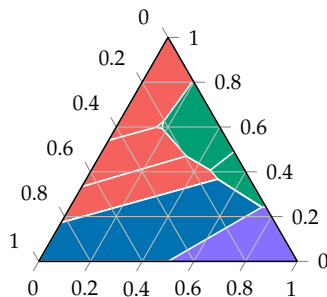
10-step plan



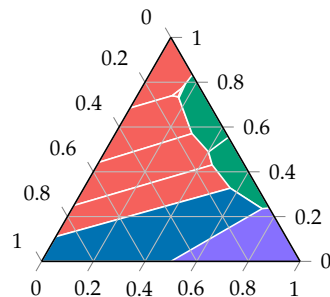
11-step plan



12-step plan

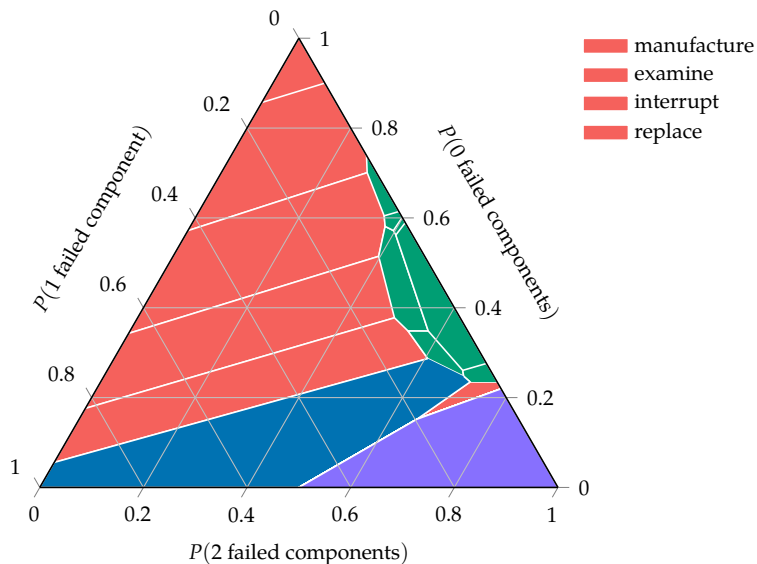


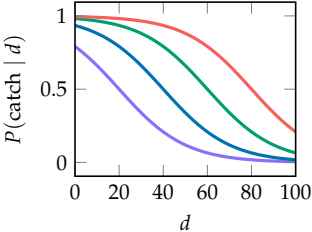
13-step plan



$P(2 \text{ failed components})$







$s = 20$ $s = 40$
 $s = 60$ $s = 80$

		agent 2	
		cooperate	defect
agent 1	cooperate	$-1, -1$	$-4, 0$
	defect	$0, -4$	$-3, -3$

		agent 2		
		rock	paper	scissors
agent 1	rock	$0, 0$	$-1, 1$	$1, -1$
	paper	$1, -1$	$0, 0$	$-1, 1$
	scissors	$-1, 1$	$1, -1$	$0, 0$

