





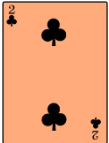

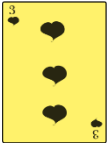


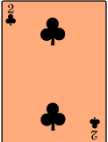
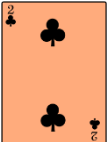


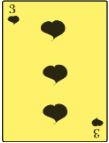




STATE SPACE TREE MODELLING

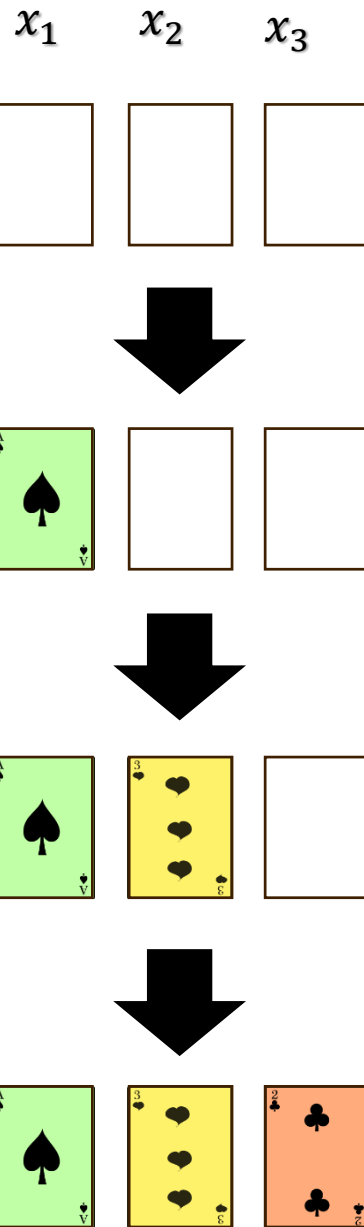
CARD GAME EXAMPLE



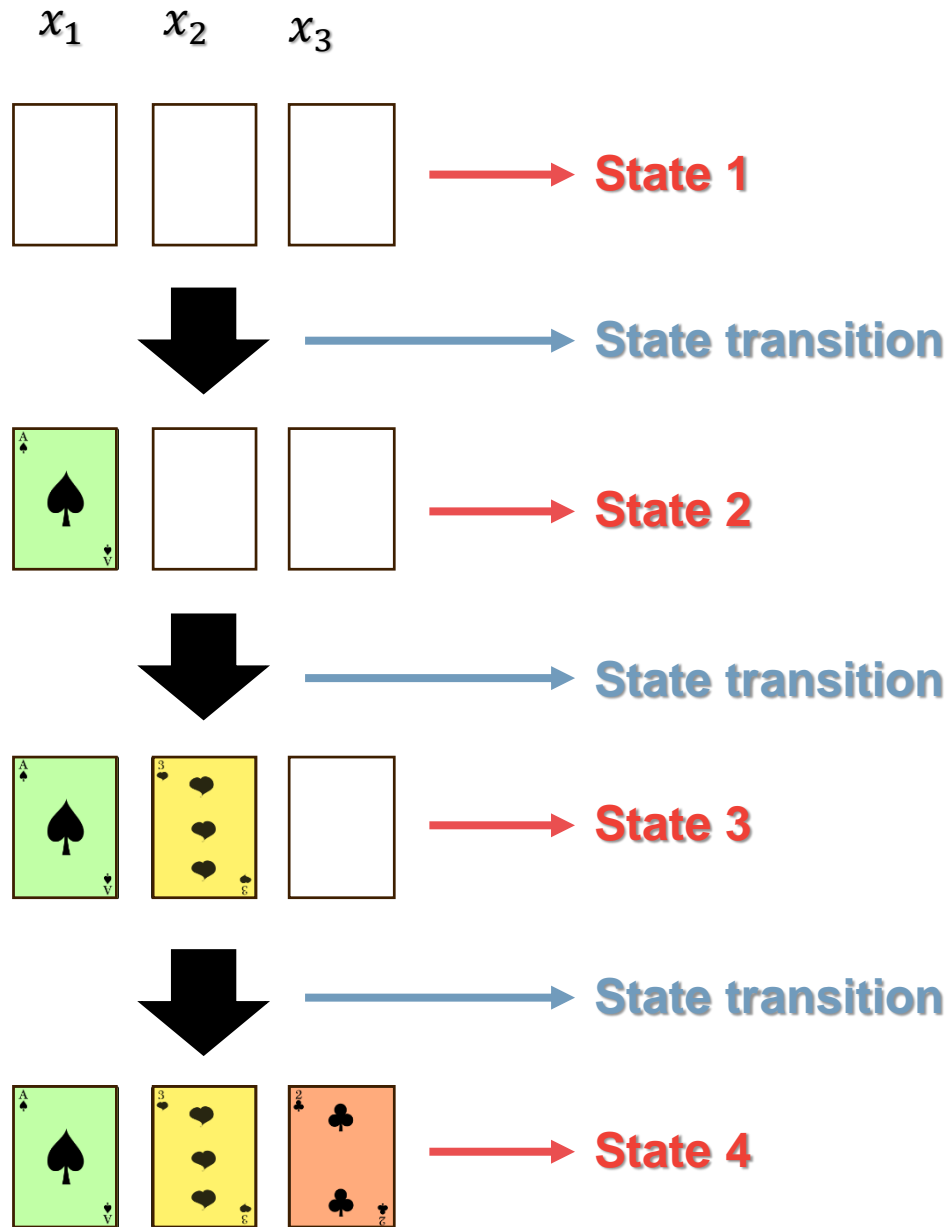
x_1	x_2	x_3
		
		
		
		
		
		

Size of search space = 6

CARD GAME EXAMPLE



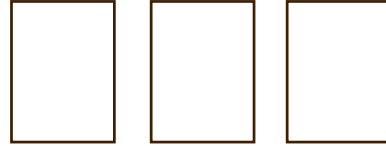
CARD GAME EXAMPLE



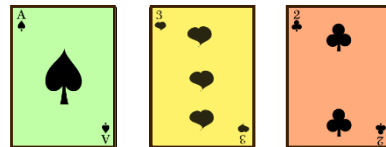
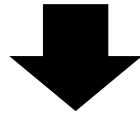
CARD GAME EXAMPLE



x_1 x_2 x_3

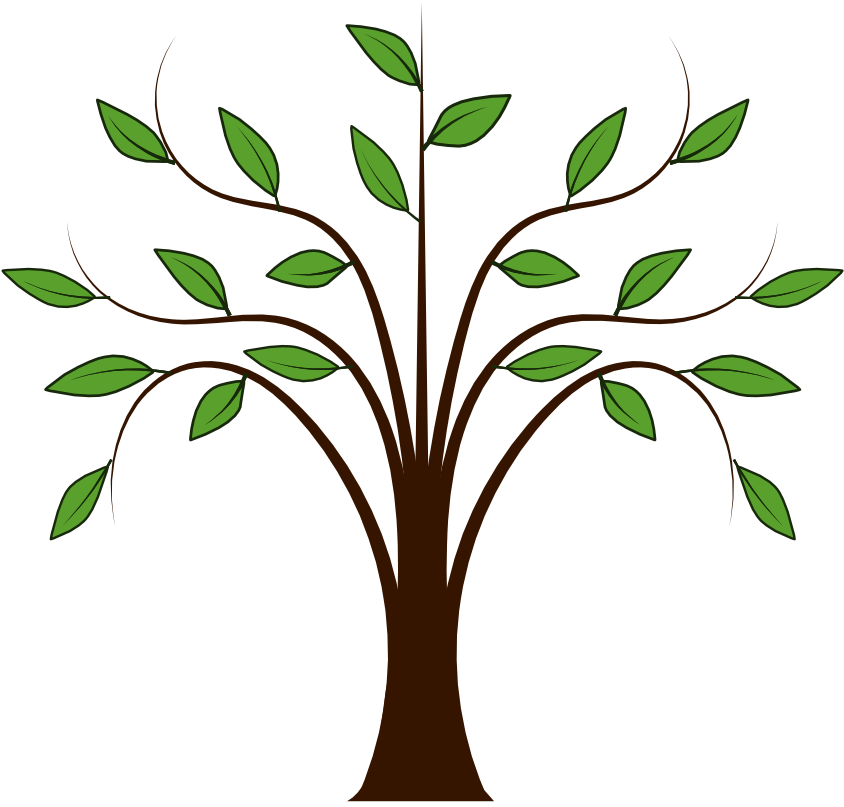


→ Initial state

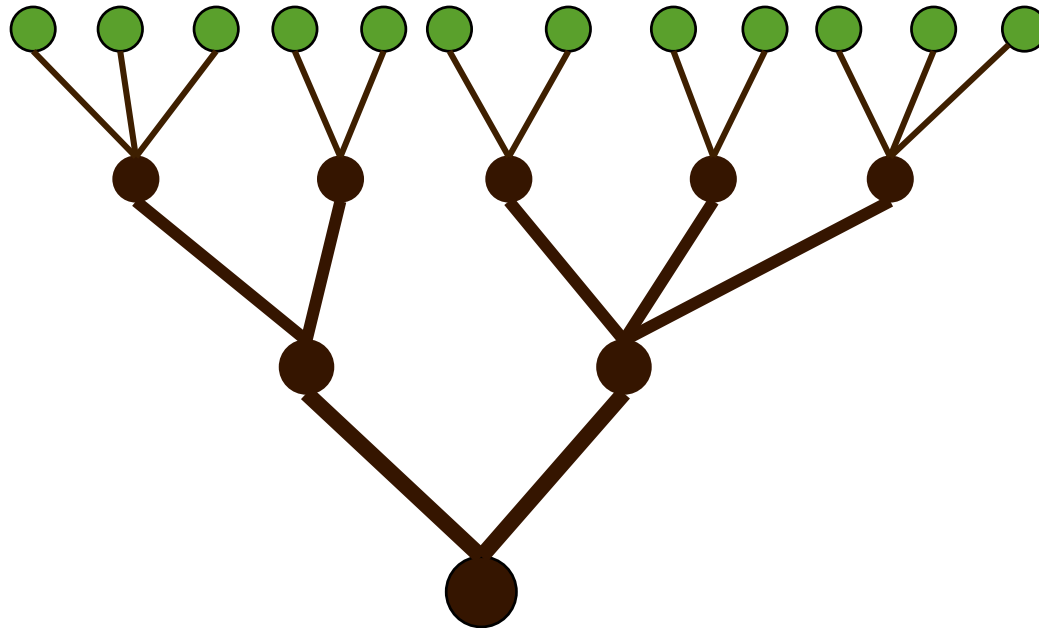


→ Final state
Goal state

STATE SPACE TREE

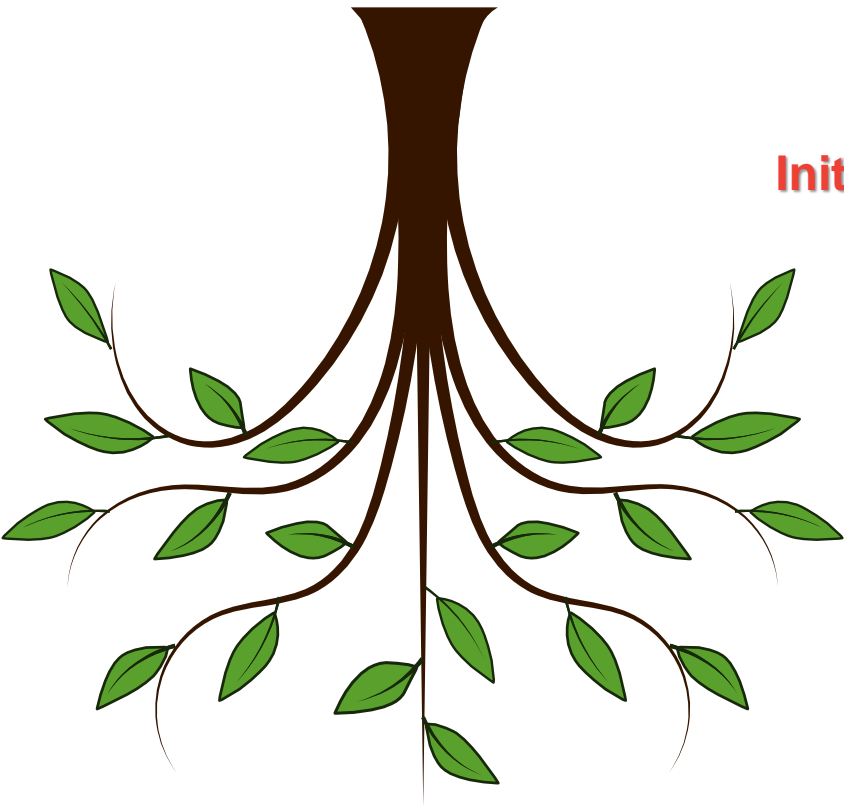


Real tree

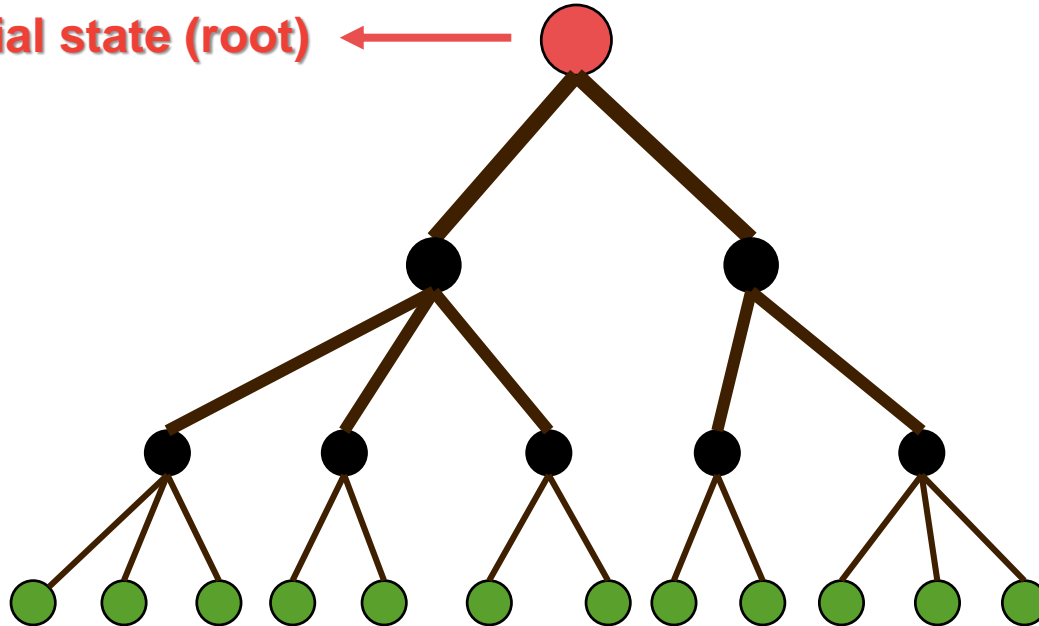


Tree model

STATE SPACE TREE

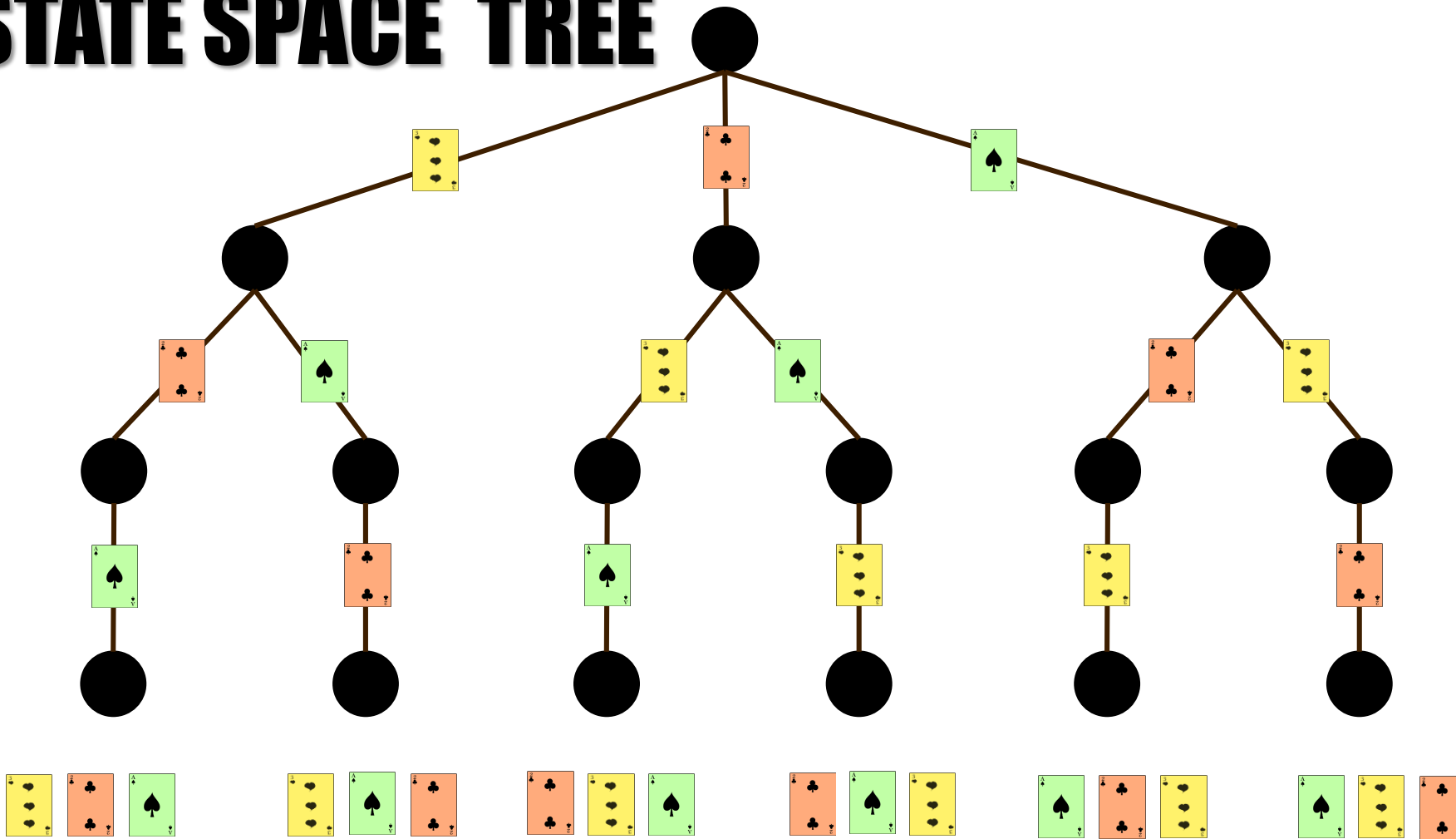


Initial state (root)



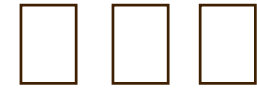
Final states (leaves)

STATE SPACE TREE



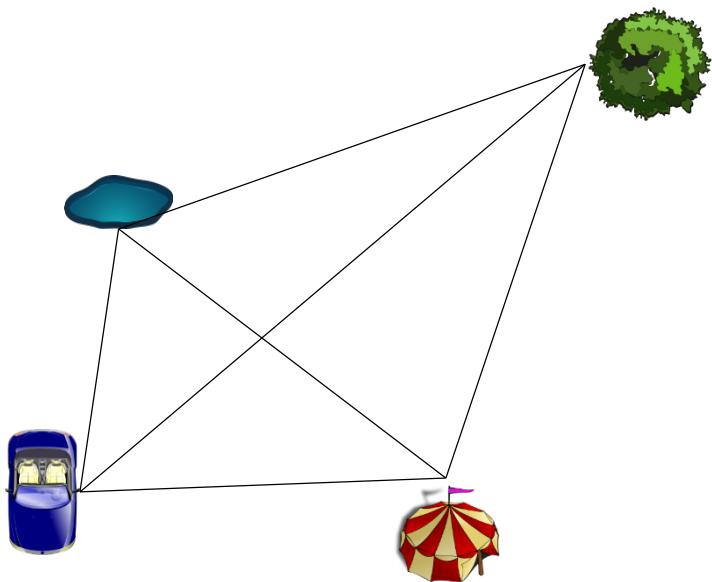
Number of leaves = 6
Size of state space = 6

● → Initial state (root)



Final states (leaves)

Goal state



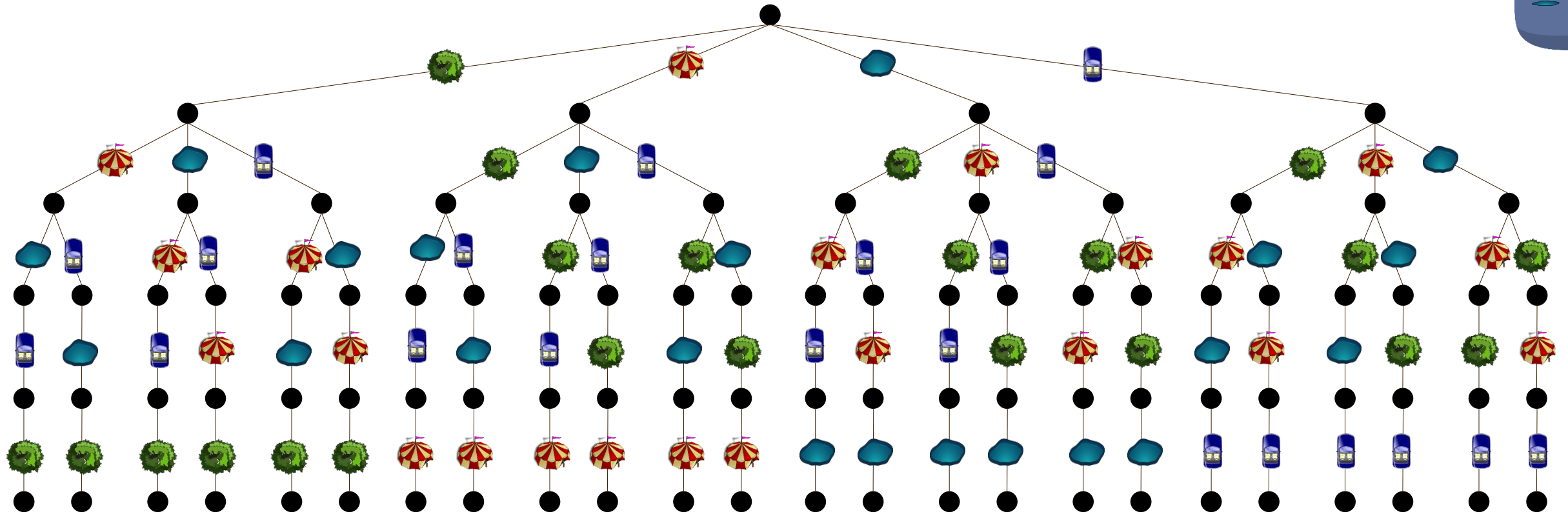
DRONE NAVIGATION EXAMPLE



Size of search space = 24

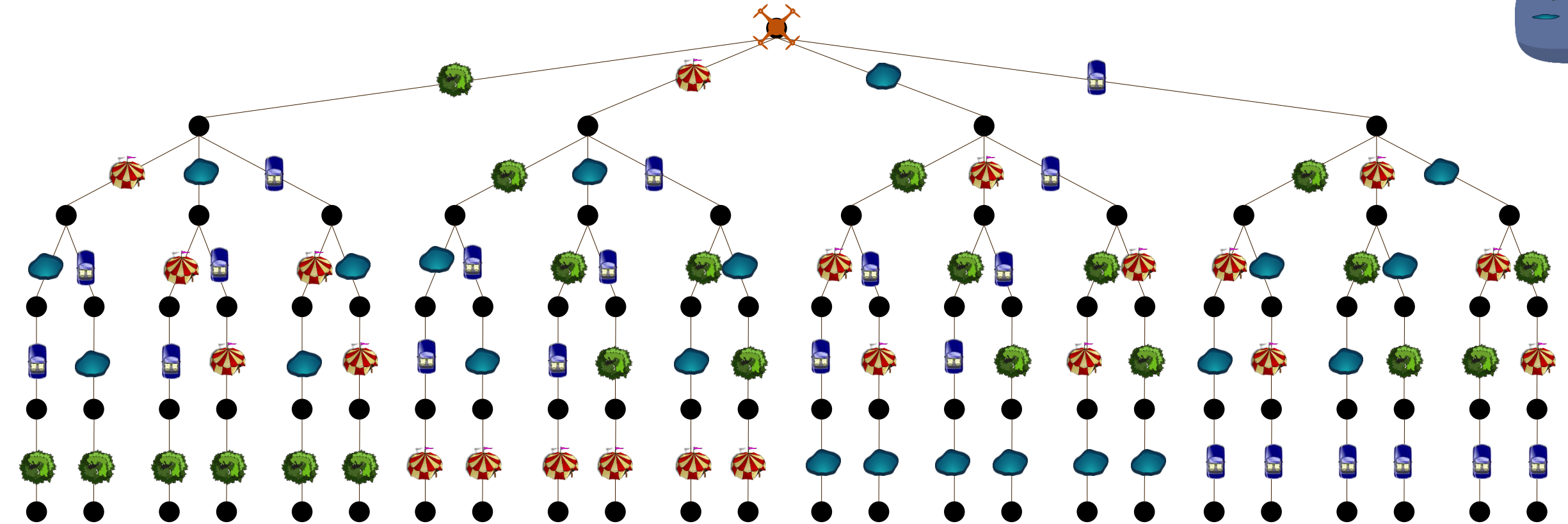
x_1	x_2	x_3	x_4

DRONE NAVIGATION STATE SPACE



Number of leaves = 24
Size of state space = 24

DRONE NAVIGATION STATE SPACE



DRONE NAVIGATION STATE SPACE

