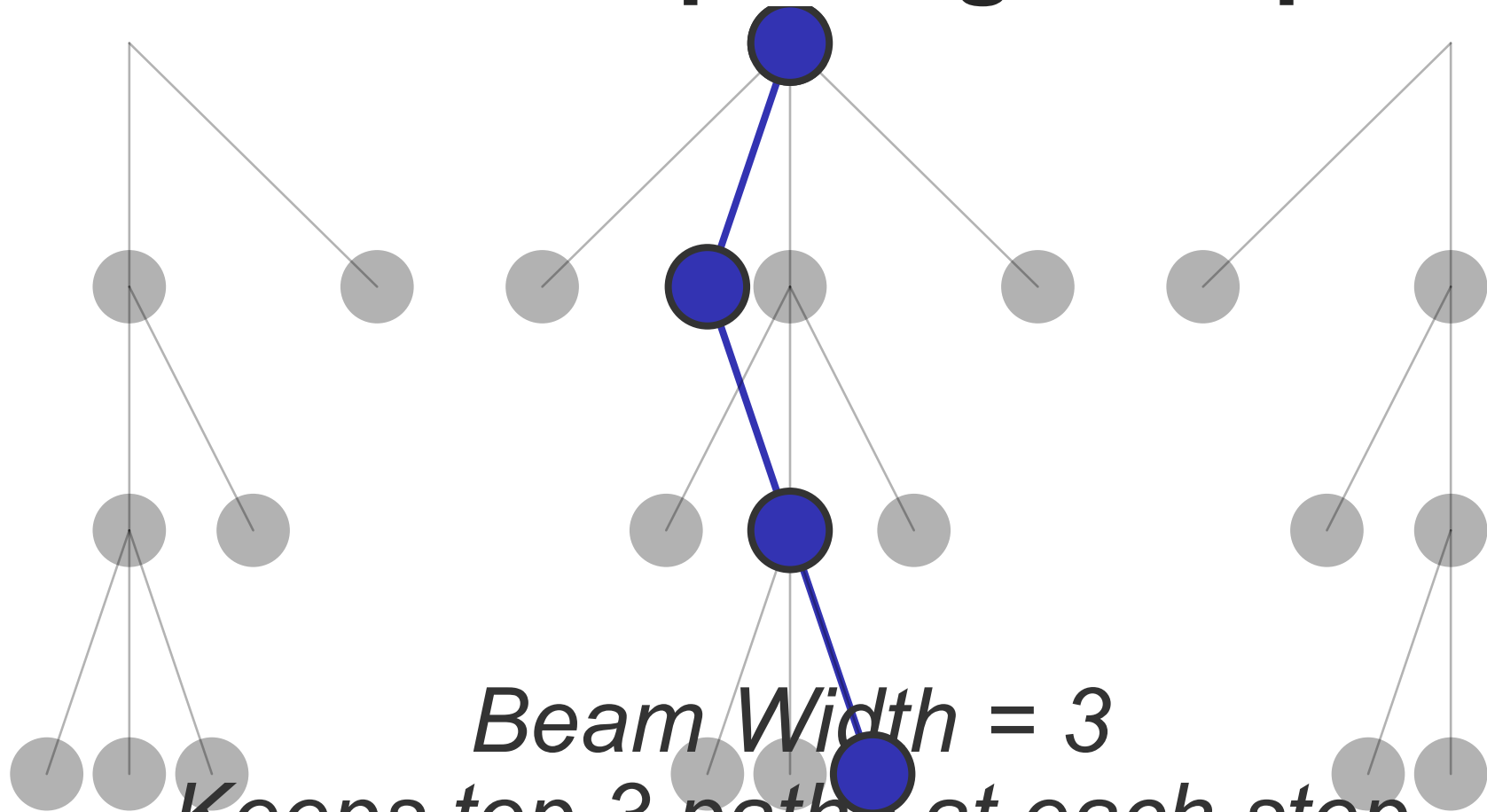


# Beam Search: Exploring Multiple Paths



*Beam Width = 3*

*Keeps top 3 paths at each step*

