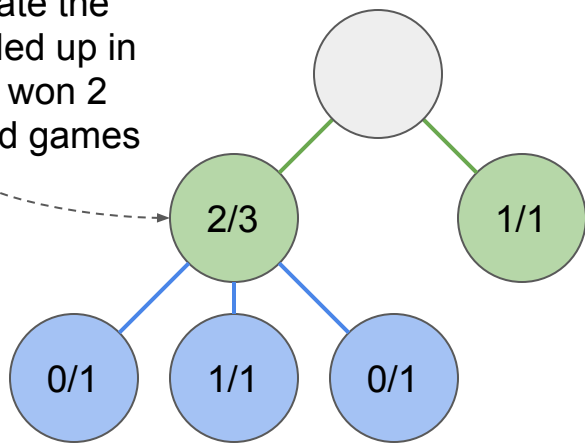
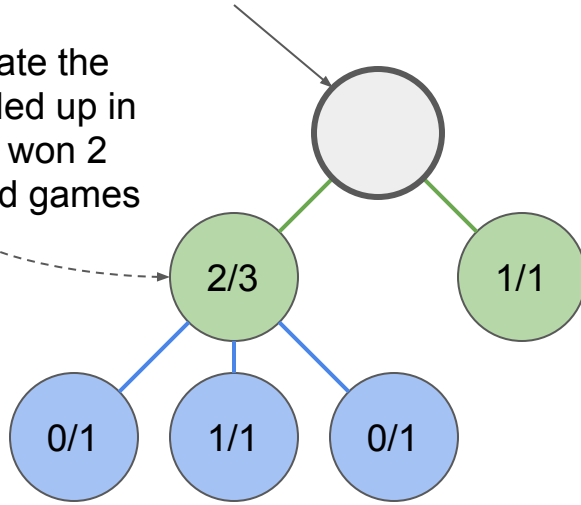


This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



Starting at the root node

This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games

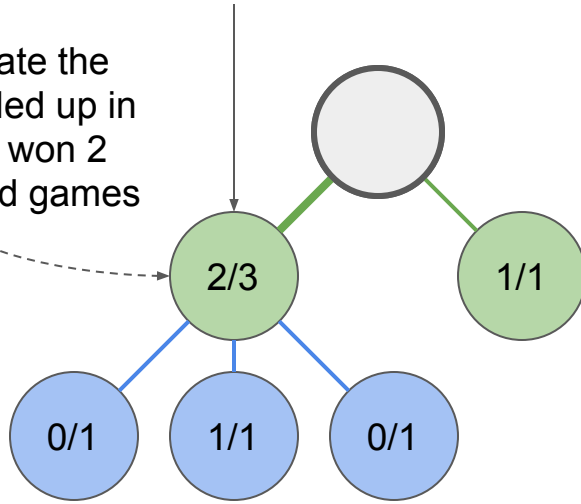


SELECTION

For each node, select the child node you want to know more about

This node looks interesting

This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games

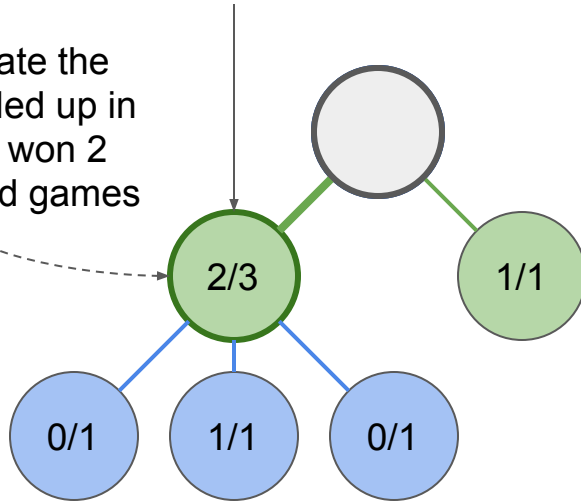


SELECTION

For each node, select the child node you want to know more about

This node looks interesting

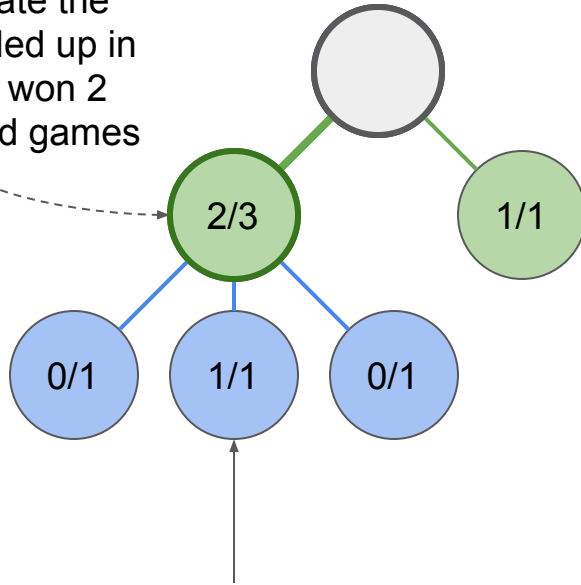
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



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For each node, select the child node you want to know more about

This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games

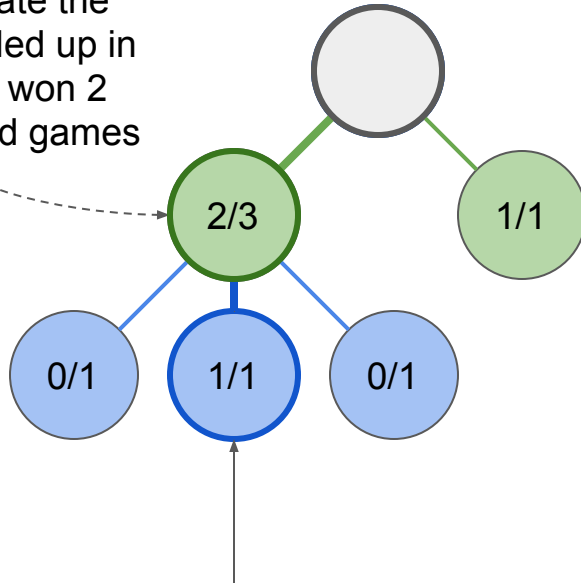


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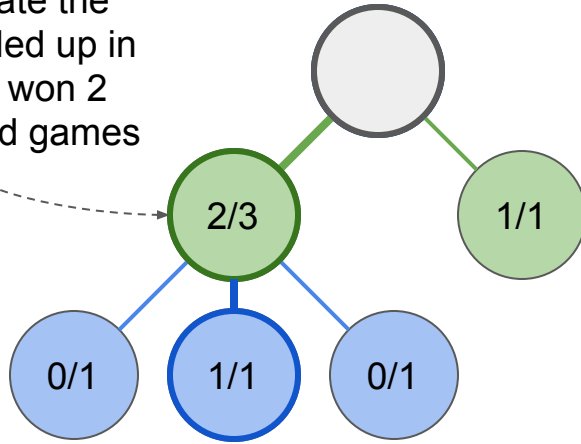


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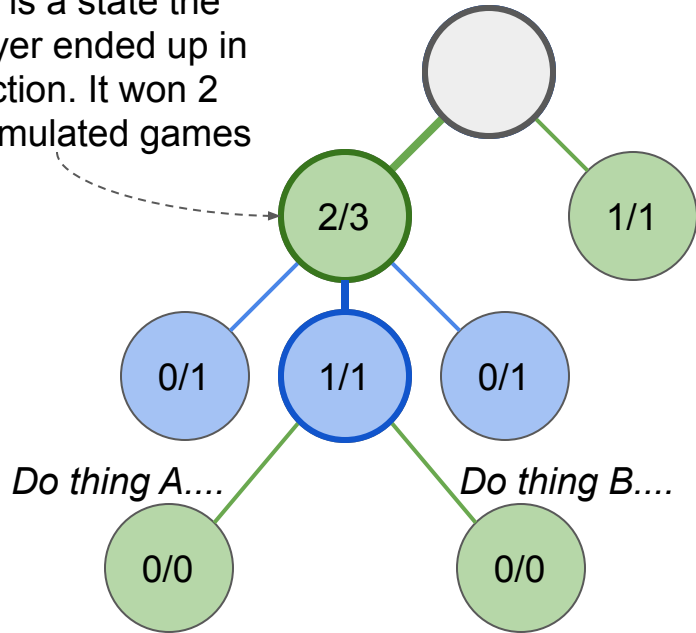
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



EXPANSION

For the currently selected leaf node, find what child node this leaf node has by evaluating what actions the player could take from here

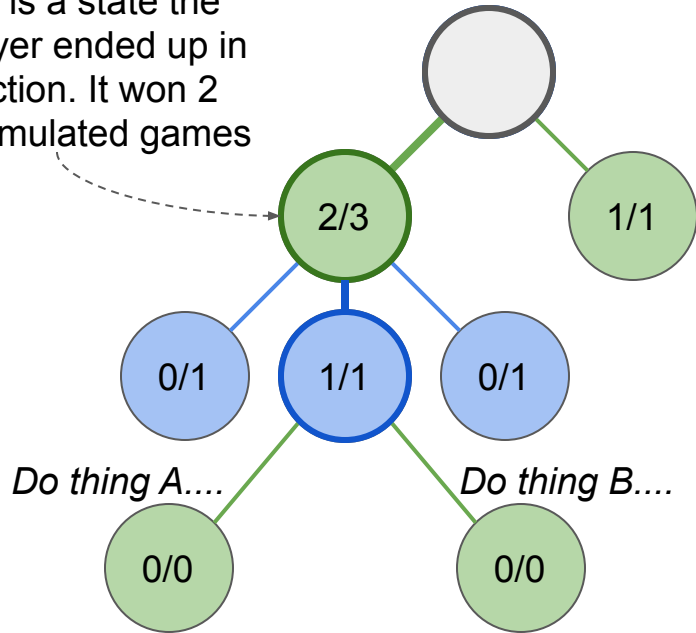
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



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For the currently selected leaf node, find what child node this leaf node has by evaluating what actions the player could take from here

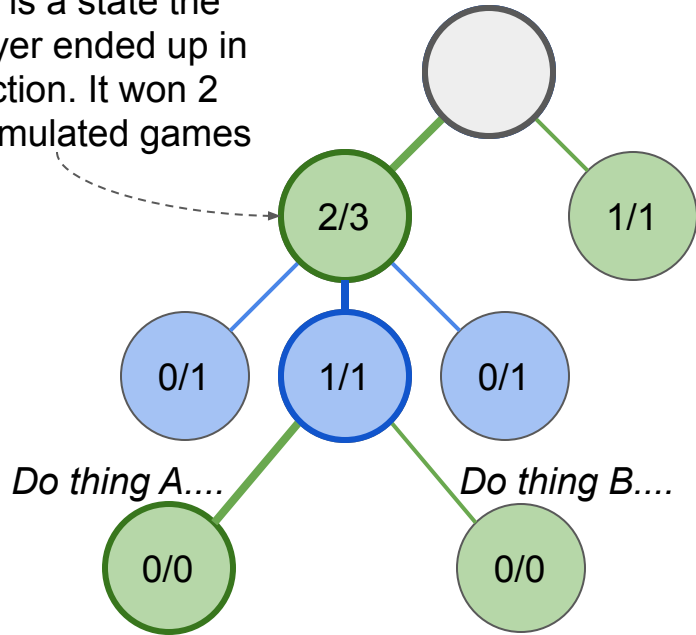
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



SIMULATION

For the newly sprouted leaf node, simulate a 'random game', and record who wins.

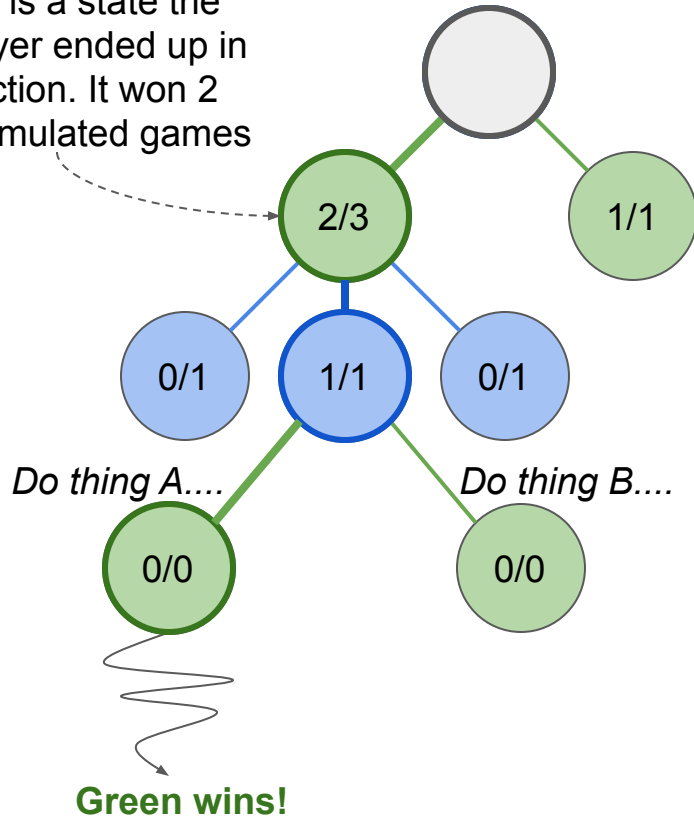
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



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For the newly sprouted leaf node, simulate a 'random game', and record who wins.

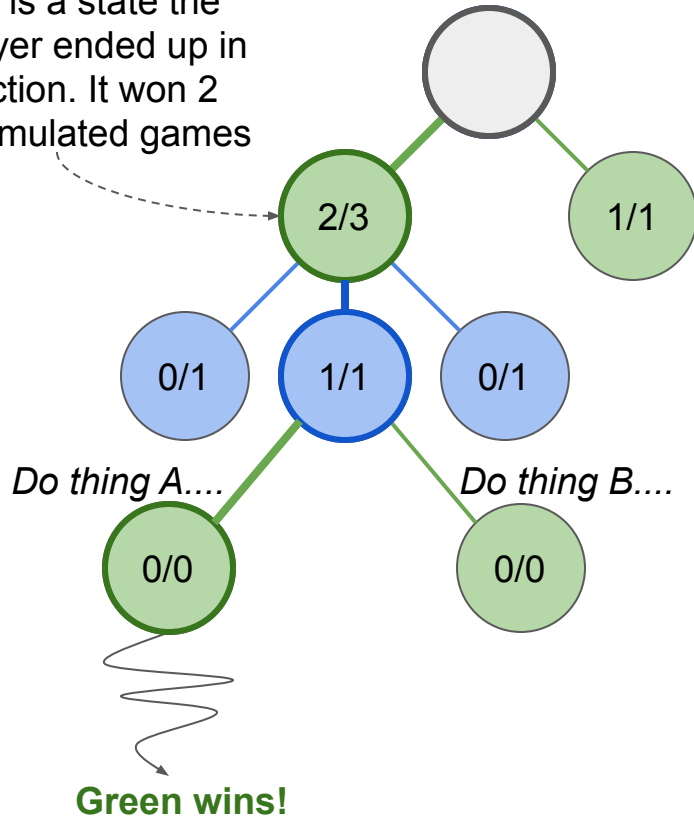
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



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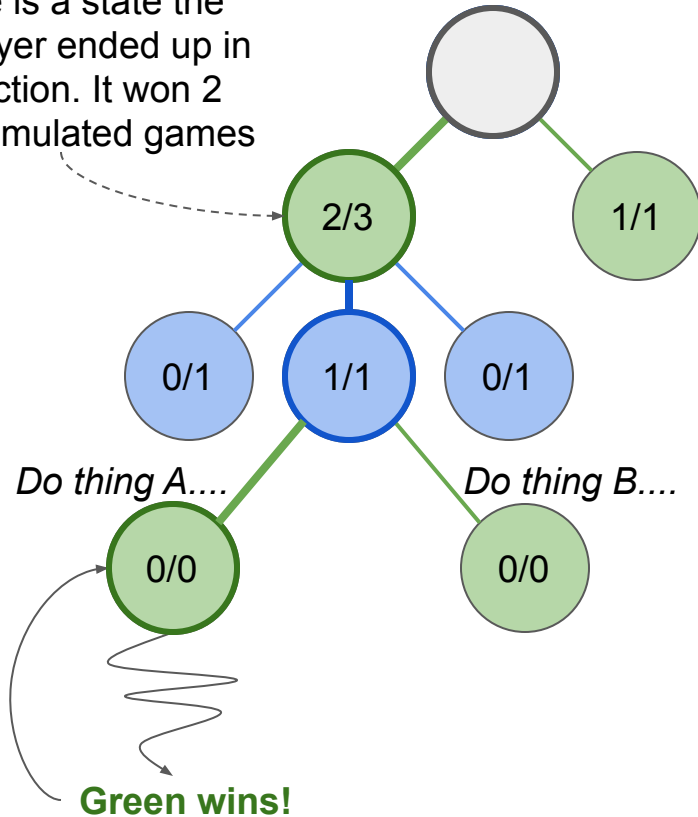
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

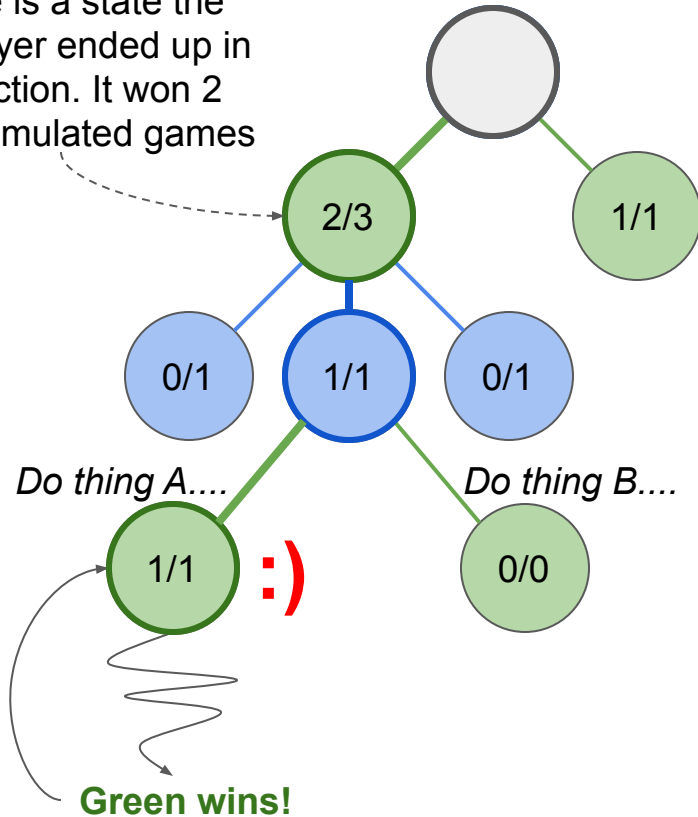
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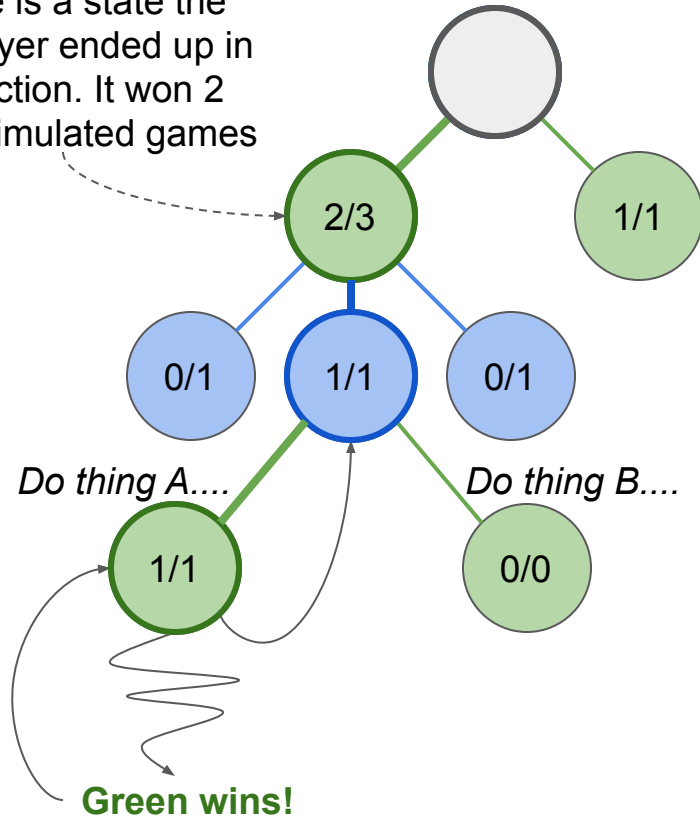
This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

This node is a state the green player ended up in after its action. It won 2 out of 3 simulated games



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

the player that
ve here that
lead to the
r winning. We
this up as a

2/3

1/1

0/1

1/1

0/1

0/0

Do thing A....

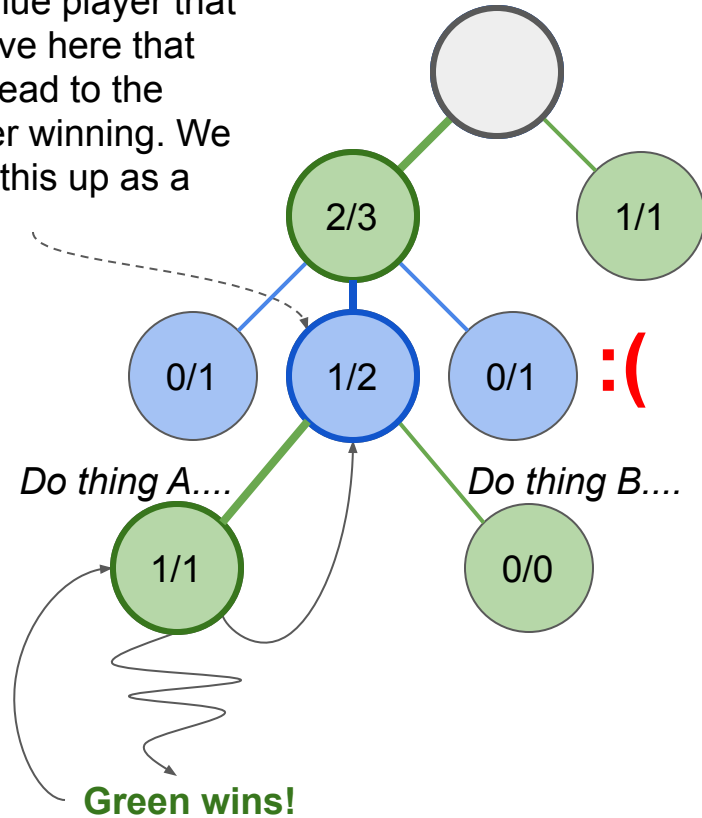
Do thing B....

Green wins!

Update the win/lose statistics of the leaf node and all its ancestors

Update the win/lose statistics of the leaf node and all its ancestors

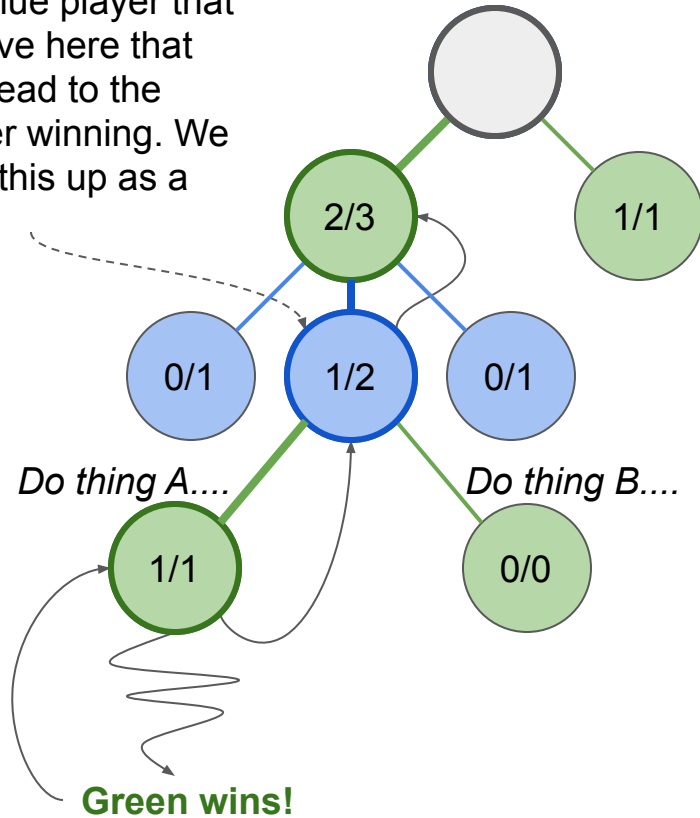
It was the blue player that made a move here that eventually lead to the green player winning. We must chalk this up as a loss



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

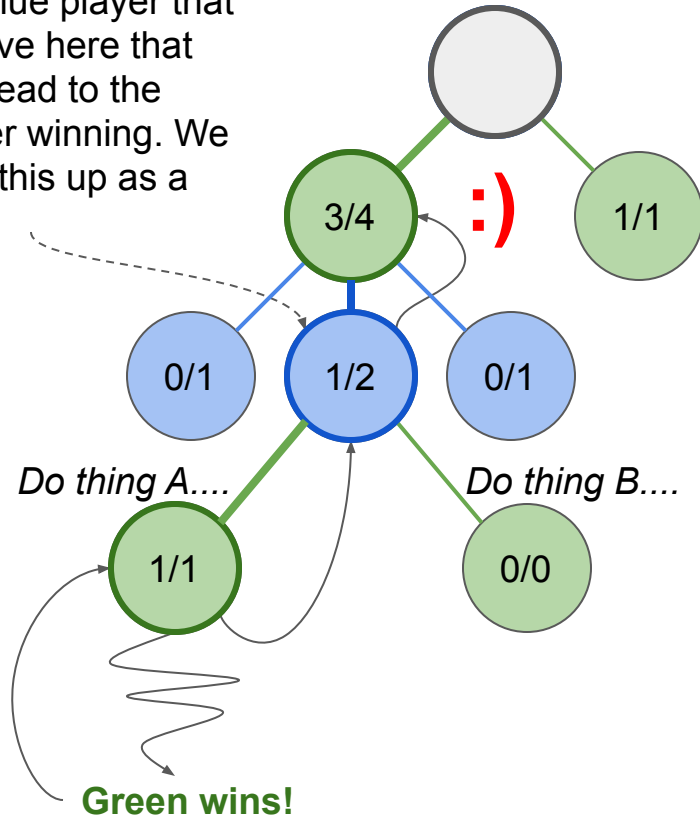
It was the blue player that made a move here that eventually lead to the green player winning. We must chalk this up as a loss



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

It was the blue player that made a move here that eventually lead to the green player winning. We must chalk this up as a loss



BACKPROPAGATION

Update the win/lose statistics of the leaf node and all its ancestors

REPEAT!

It was the blue player that made a move here that eventually lead to the green player winning. We must chalk this up as a loss

