

Add decisous:

1/2 P1/2 deachiver. 1/2 2 1/2 achvete!

Problem: Assume we have a probabilishe system with traunitions that can be (de) activated. Find the opinal defactivation that

makinnes the probability to reach the

goal state

Took;

- · Implement a too!
- · Input and represent probabistic syptems
- · Compute semmation probabilités (externel solver)
- · Find the ophimal (de) achochom
  - · brute-force: try all coulinations
  - · henristics
  - · ophinal solution strategy (efficient)
  - · use an SMT solver (?)

Extension:

Reverdo for

Slottel goal

- · Generate large random Systems
  · Mecoure runtimes and quality of
  Solution
  - · lonte a thens (30-50 pages)
  - · Badelor Colloquium