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1. Markov Decision Process
   1. Can be stated as the following MDP problem
      1. State space: n vertices, including goal vertex g.
      2. Action space: all possible edges connected from one vertex to others.
      3. Transition function: probability of taking actions from one vertex to others.
      4. Reward function: negative value of weight, which denotes cost.
   2. Multiagent MDP
      1. Yes, same as single agent MDP, all the agents follow the same path.
      2. No, reward function becomes dynamic, computational cost hence increases.
   3. Run the agent one by one.
2. Partially Observable Markov Decision Process
   1. False. It should be exponential time in the number of states.
   2. False. Its linear.
3. Monte Carlo Tree Search
   1. MCTS will choose Node A as next action. A=1.5 B=1