

std::enable\_shared  
\_from\_this< Node >



sophia::monte\_carlo  
::models::Node

# m\_parent\_action\_  
# m\_child\_action\_  
# m\_visit\_count\_  
# m\_total\_reward\_  
- m\_name\_

+ Node()  
+ ~Node()  
+ SetParent()  
+ SelectBestAction()  
+ Expand()  
+ Rollout()  
+ Backpropagate()  
+ Name()  
+ UpperConfidenceBound()  
+ IsLeafNode()  
and 8 more...  
# GetAvailableActions()  
# RolloutStrategy()



sophia::monte\_carlo  
::models::NodeBase<  
TState, TChange >

# m\_factory\_  
# m\_state\_

+ NodeBase()  
+ GetState()  
# RolloutStrategy()