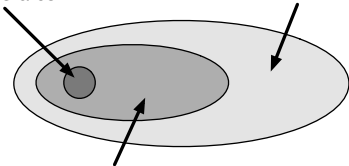


Start States

Irrelevant States:
unreachable from any start state
under any optimal policy



Relevant States
reachable from some start state
under some optimal policy