

Token Game

Current State

Name	Transition	Time Range	Probability	Next Marking
****	t0	(0, 10)	0.4	2ab
****	t1	(3, 12)	0.6	a2b

Backtracking

Steps:



Exploration

Steps:



Path history

Step	Fired Transition	Probability	Time	Marking
1	t1	0.6		
2	t3	0.8		
3	t2	0.3		
4	t4	0.5		
5	t2	0.6		

