

Token Game

Selected State

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

Backtracking

Steps: 

Exploration

Steps: Stop condition: 

Path history

Step	Fired Transition	Probability	Time Range	Marking
1	t1	0.6	(0, 12)	2ab
2	t3	0.8	(0, 1)	a
3	t2	0.3	(1, 8)	2b
4	t4	0.5	(0, 12)	2a
5	t2	0.6	(0, 7)	2ab

