

**Assignment 10. Due 04/11/11.**

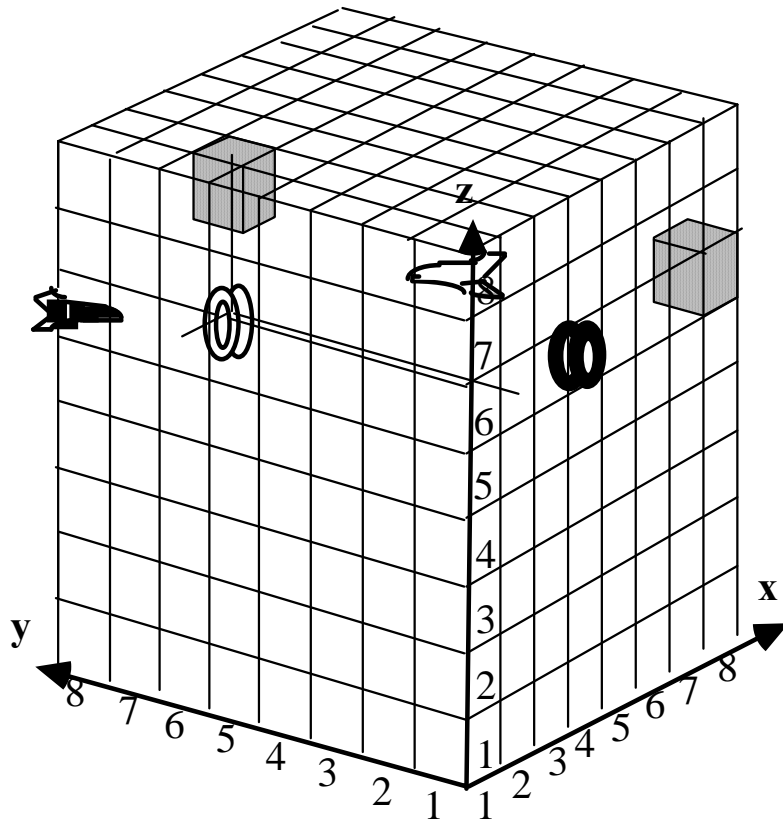
21. Construct a 3D/4A totally concurrent problem similar to the serial 3D/4A problem and totally concurrent 2D/4A considered in class (with different start state). Your problem should have a draw as an optimal strategy.

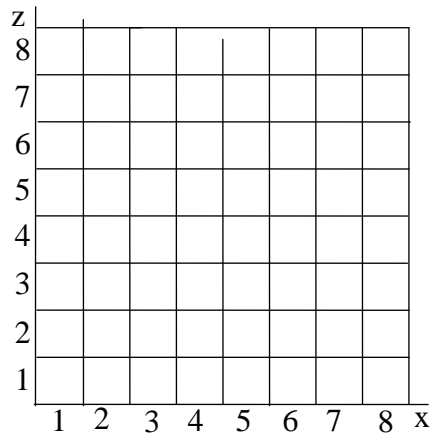
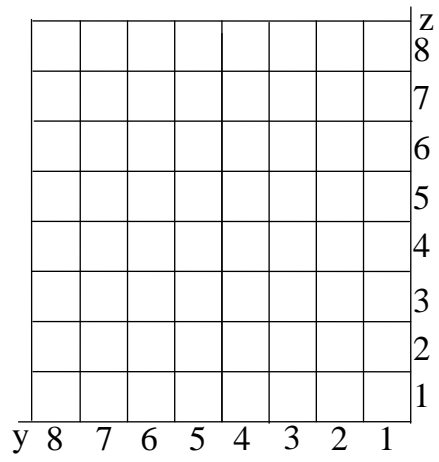
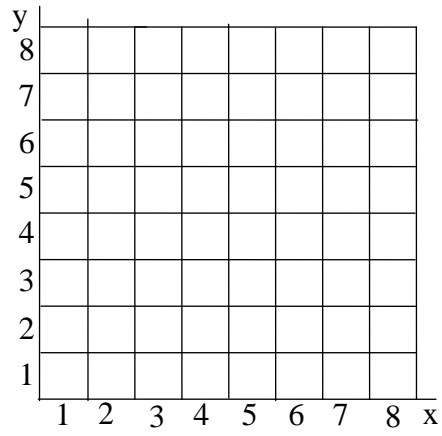
Show the start state (picture) and a reasonable search tree, which could be generated employing LG tools. If necessary, you can show a number of other states and Zones to explain your tree.

## **3D Model for 4 Agents**

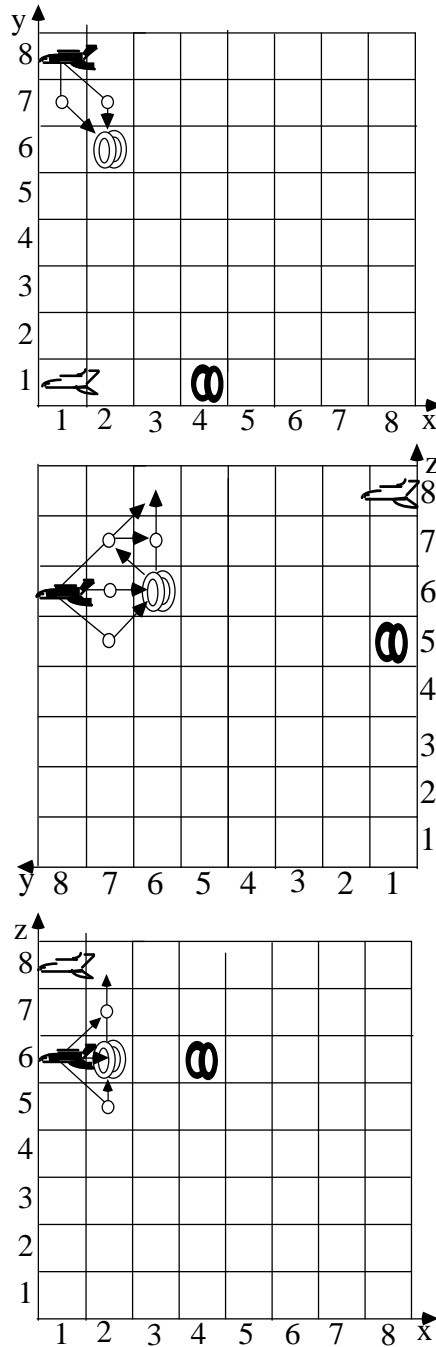
(More details can be found in Chapter 4 of the book.)

### 3D/4A Problem

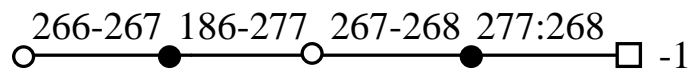




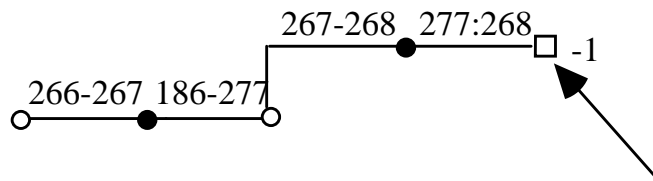
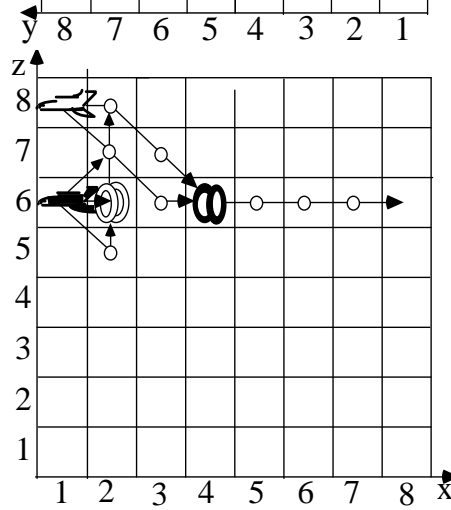
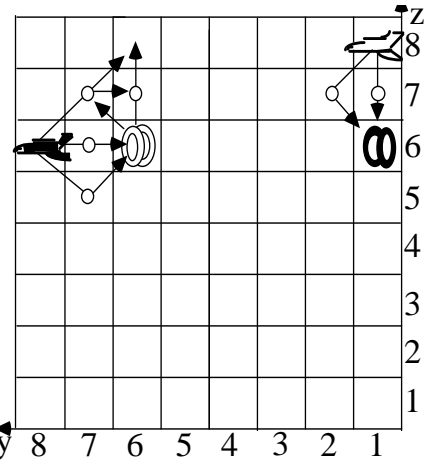
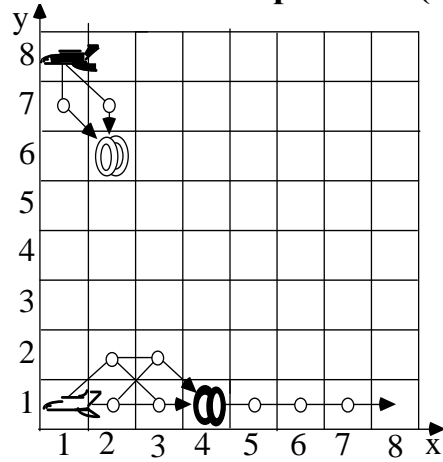
**Interpretation of Zones generated within the horizon 2  
in the start state of the space robotic system (3 projections)**



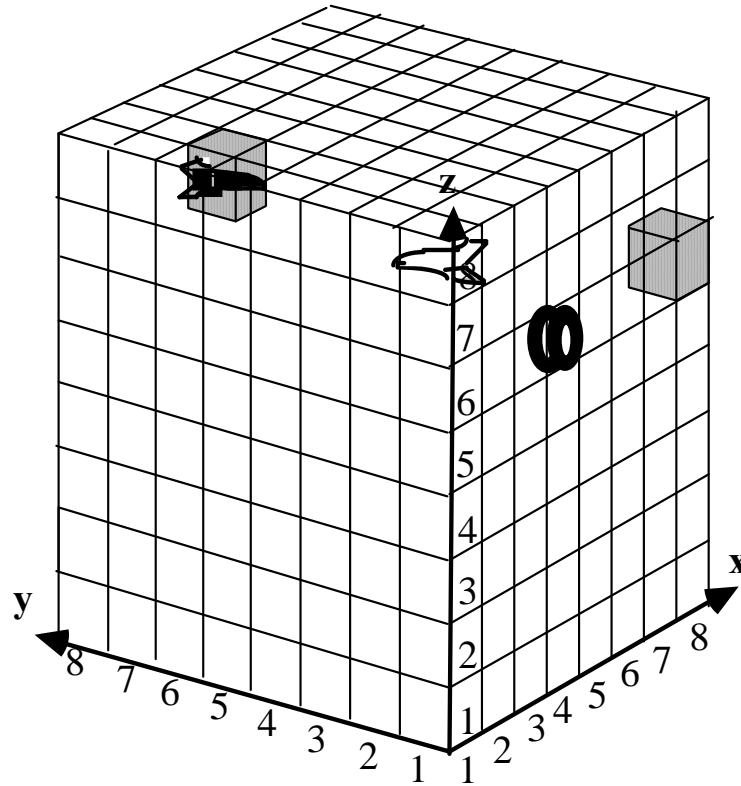
**Search tree within the horizon 2.**



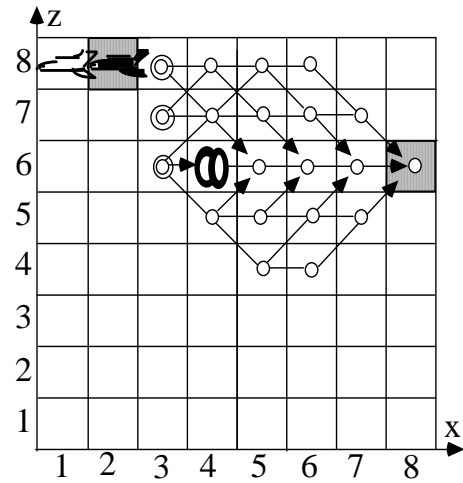
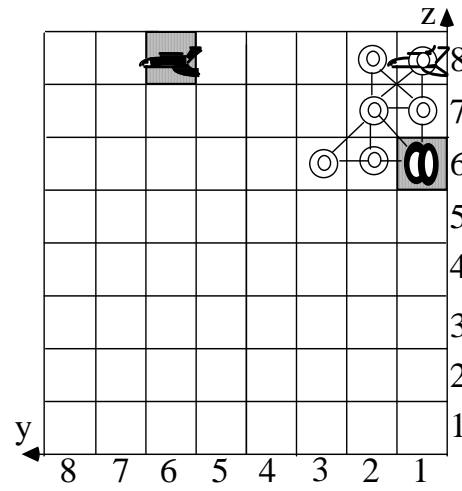
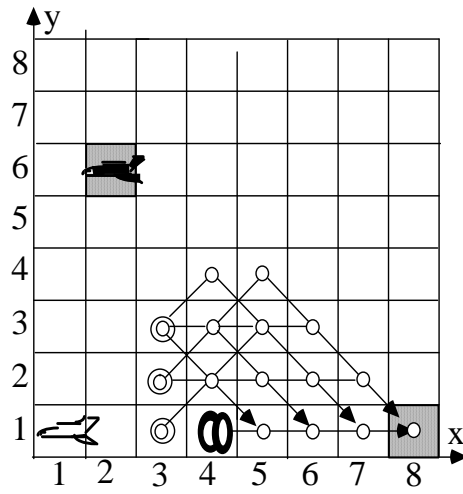
**Interpretation of Zones generated within the horizon 5  
in the start state of the 3D/4A problem (3 projections)**



The terminal state where the domination Zone from 118 to 268 was detected.

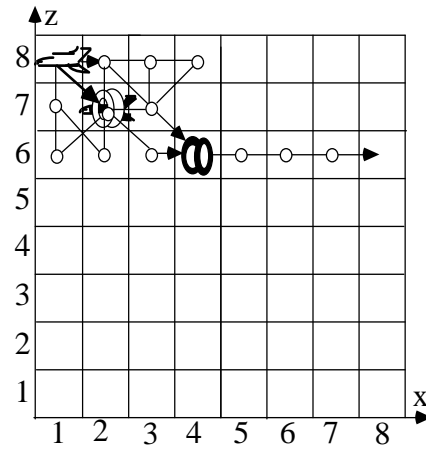
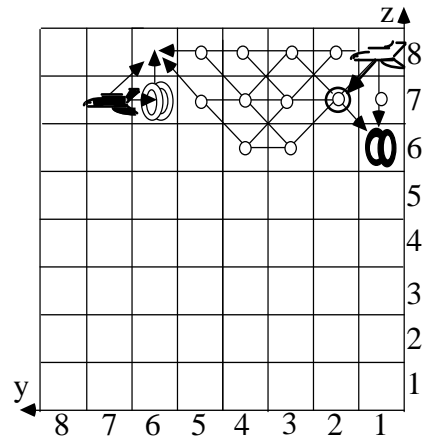
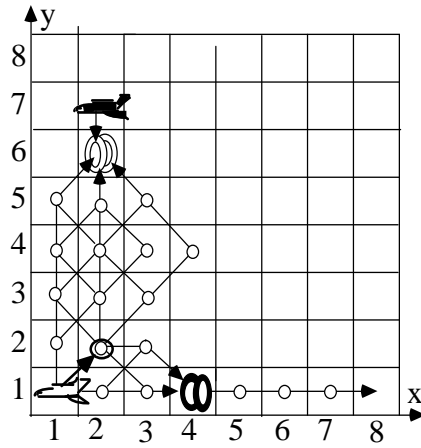


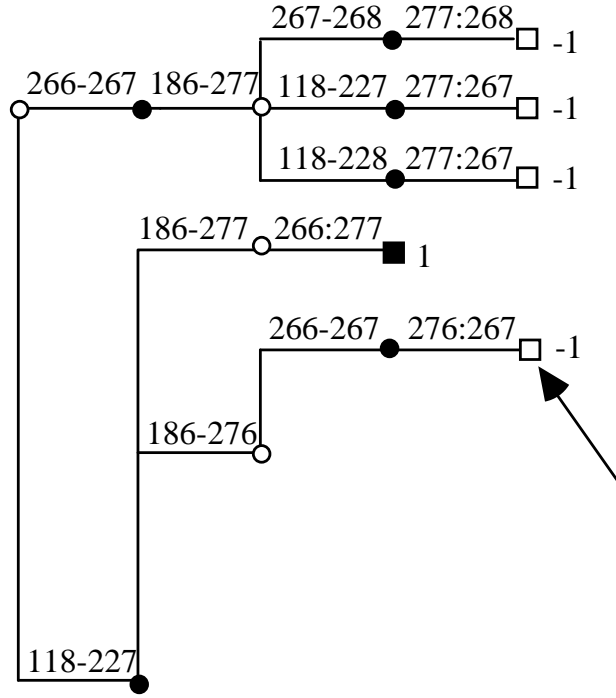
**The terminal state with gateways.**



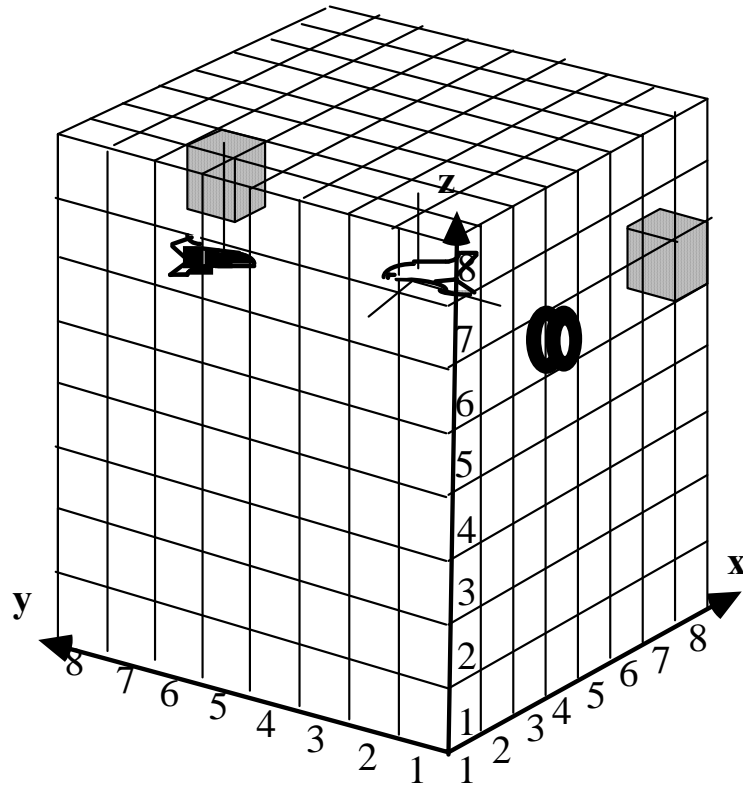


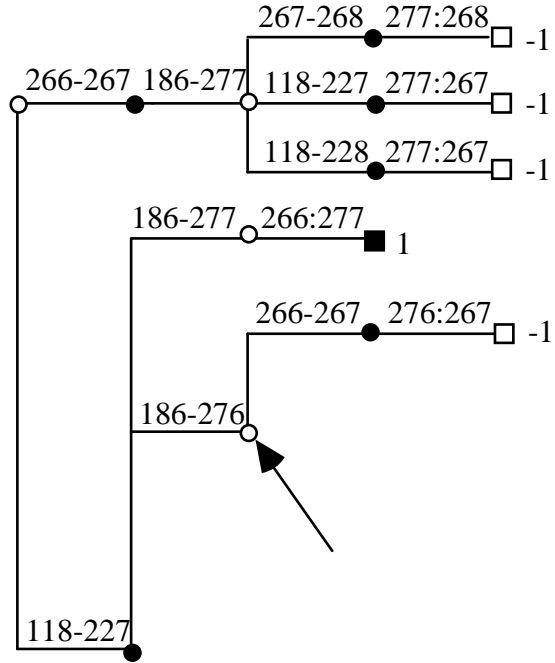
**Zones in the state where the domination Zone from 118 to 268 was activated.**



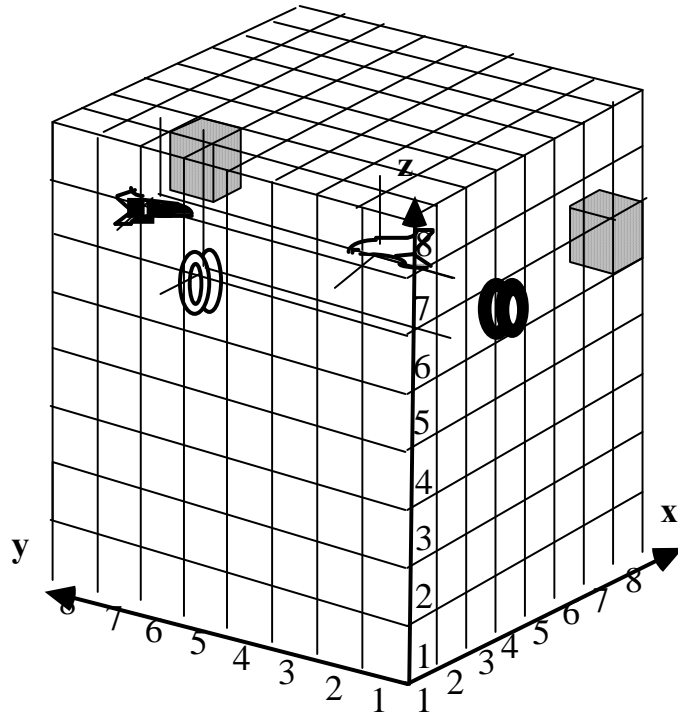


The terminal state where the domination Zone from 227 to 267 was detected.

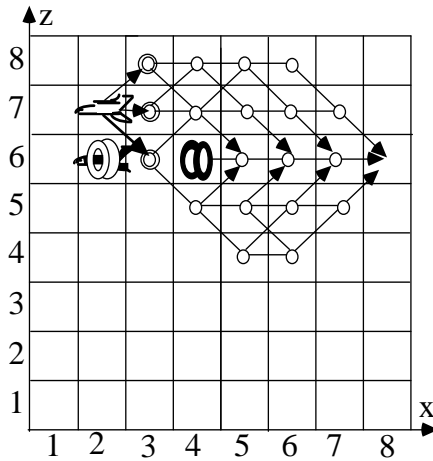
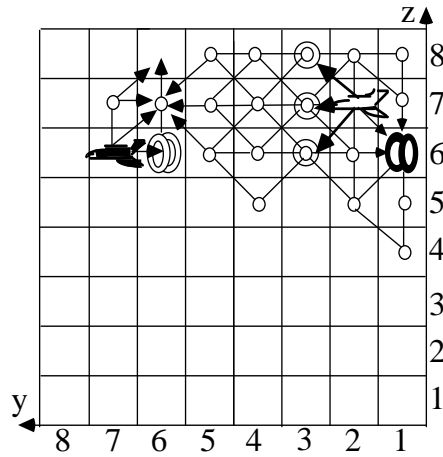
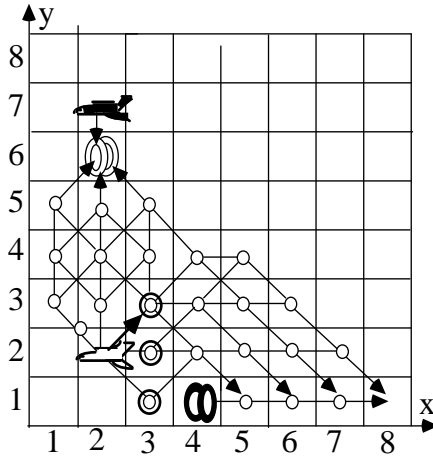




The state where the domination Zone from 227 to 267 was activated.



**Zones in the state where the domination Zone from 227 to 267 was activated.**



### Complete search tree for the space navigation problem

