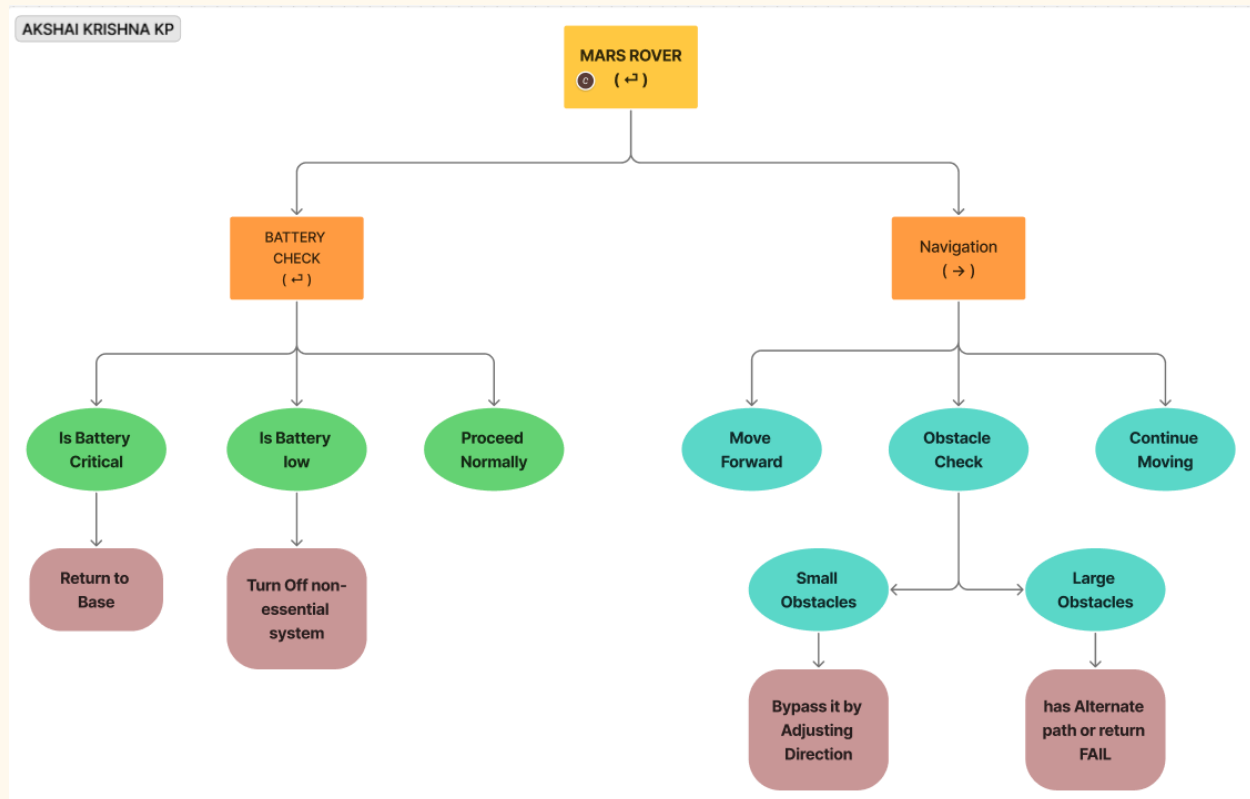


rover

BEHAVIOR TREE



INTRODUCTION

Behavior Tree is a structured decision making tree model used in Robotics, games, AI and so on. It replaced FSM and brought new properties like Hierarchy, Modularity and Scalability.

1.How does the Fallback Node help in making better decisions?

FallBack node is a decision making node that tries everything and if all of it fails only then it reports Fail. This is a good system in an uncertain situation and has to try out everything at its disposal.

2.Why is this better than using long if-else conditions?

BT is easily scalable and readable than long long if-else conditions which will become complicated after a certain point. Also debugging becomes a tedious task.

3.What happens if the battery is low but not critically low? How does your tree handle this?

If the battery is low but not critically low, it will turn off the non-essential system like camera, sensors and so on. It will recognize that it is unnecessary to go back to base but at the same time too risky to move forward without any changes.