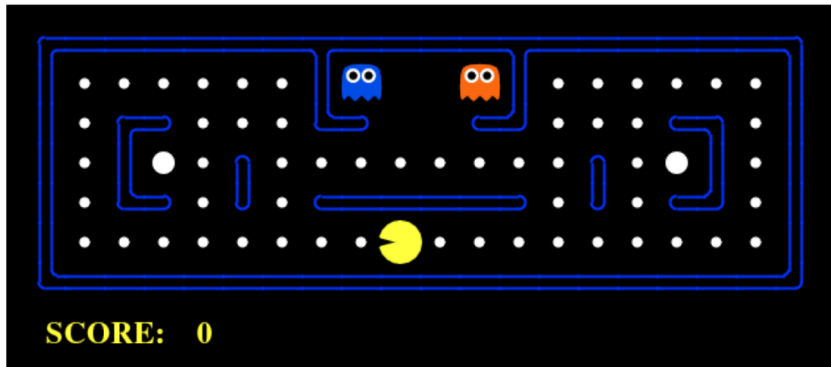


Behavior trees

Kjartan Halvorsen

May 2, 2022

Ejemplo *Pac-Man*



Capítulo 1.4 en Colledanchise y Ögren *Behavior trees in robotics and AI*

Ejemplo *Pac-Man*

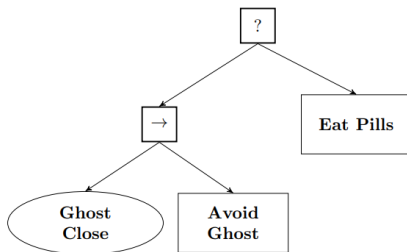
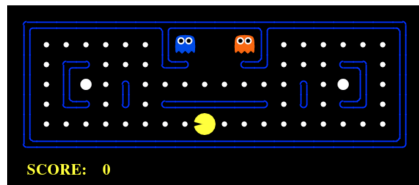


Fig. 1.11: If a Ghost is Close, the BT will execute the Action Avoid Ghost, else it will run Eat Pills.

Ejemplo *Pac-Man* modo combatitivo

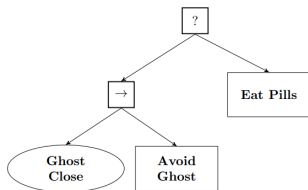
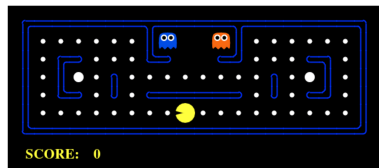


Fig. 1.11: If a Ghost is Close, the BT will execute the Action Avoid Ghost, else it will run Eat Pills.

Ejemplo *Pac-Man* modo combatitivo

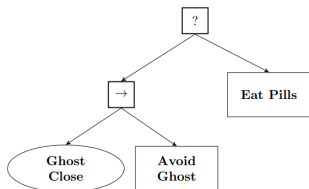
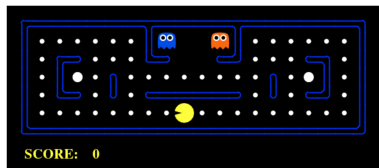


Fig. 1.11: If a Ghost is Close, the BT will execute the Action Avoid Ghost, else it will run Eat Pills.

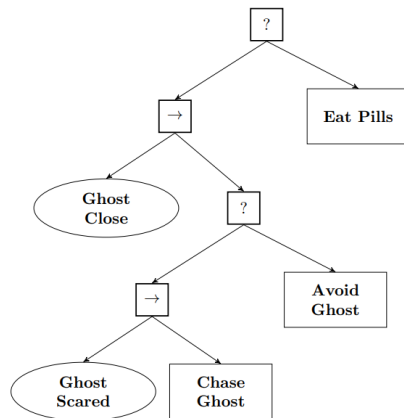
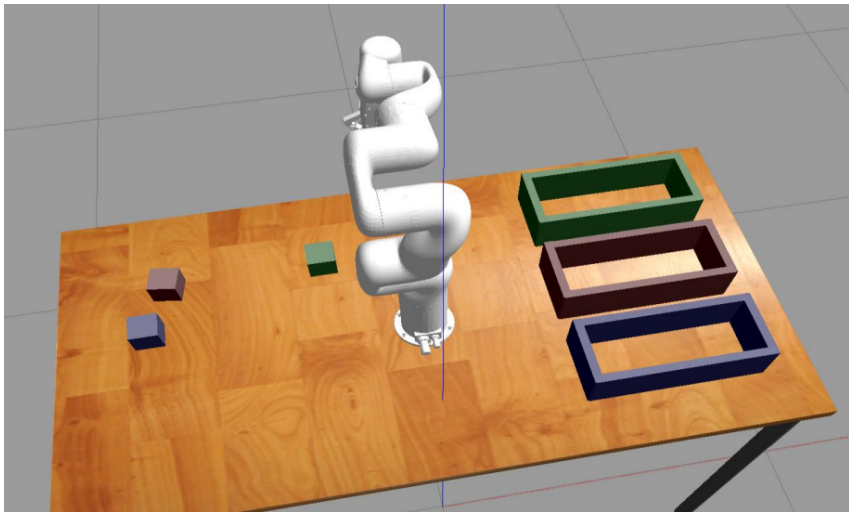
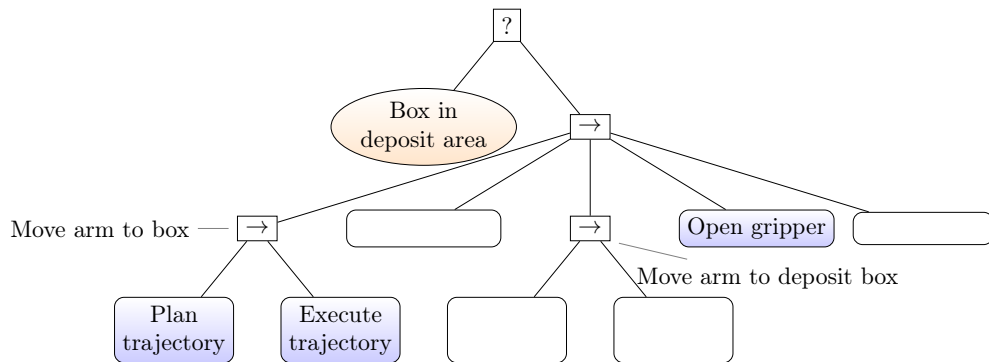


Fig. 1.12: BT for the Combative Behavior

Ejemplo *Pick-and-place* reto

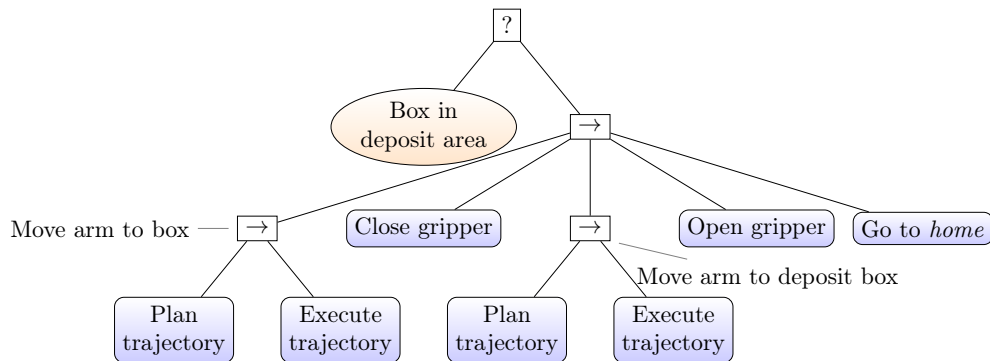


Ejemplo *Pick-and-place* reto



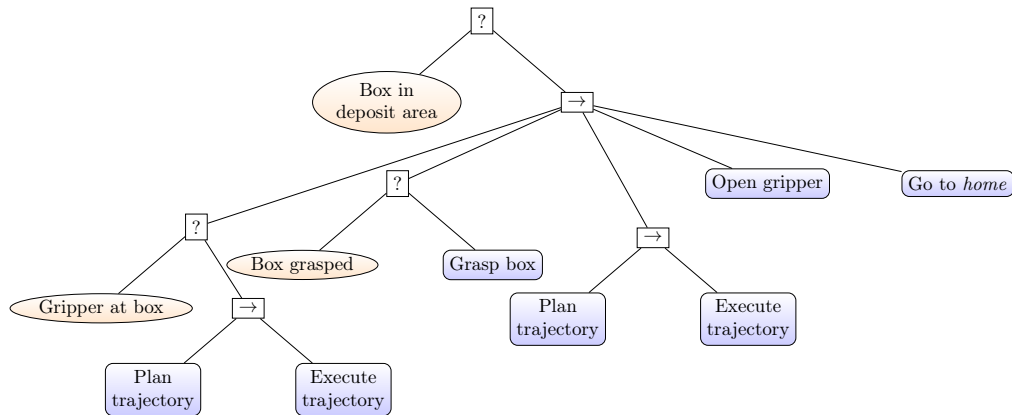
Actividad Llena las cajas vacías

Ejemplo *Pick-and-place* reto

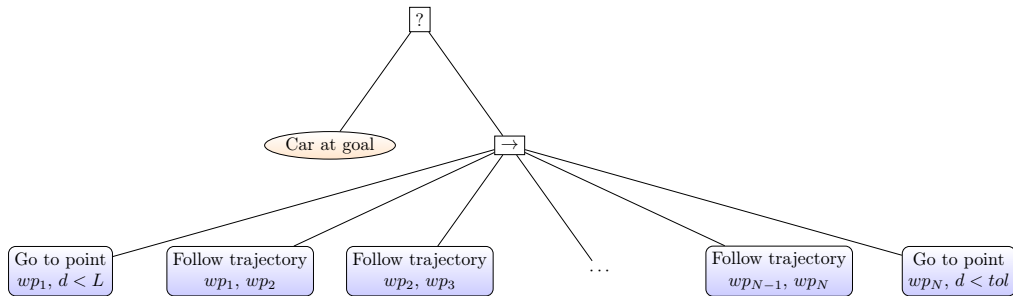


Ejemplo *Pick-and-place* reto

Incluyendo más detalles

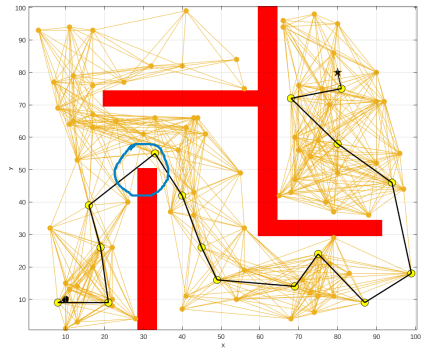


Pure pursuit



Pure pursuit

Un problema posible



Pure pursuit

Un problema posible

