

Decision Trees and Behavior Trees Readings

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November 18, 2019

Differences between decision trees and behavior trees:

- Decision trees are relatively simple compared to behavior trees, just being a set of decisions an agent makes based on things it knows.
- Behavior trees can lead to more complex behavior because they can represent multiple behaviors running at once.
- Decision trees are always traversed top to bottom, sibling behavior trees are traversed left to right.

Questions about behavior trees;

- How can behavior trees be combined with other AI techniques like finite state machines?
- In what situations would you want to use a behavior tree over the simpler decision trees?

Questions about decision trees;

- Would it be more realistic or interesting to keep track of what each character knows for their own decision trees, rather than use a global game state?
- How would you insulate the global game state to prevent hard-to-find bugs?