



Τεχνολογίες Ευφρών Συστημάτων και Ρομποτική

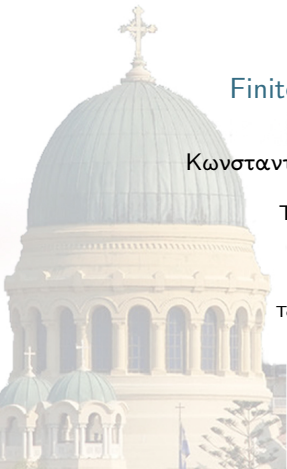
Finite State Machines and Behavior Trees

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Τμήμα Μηχανικών Η/Υ και Πληροφορικής
Πανεπιστήμιο Πατρών

24 Μαρτίου 2023

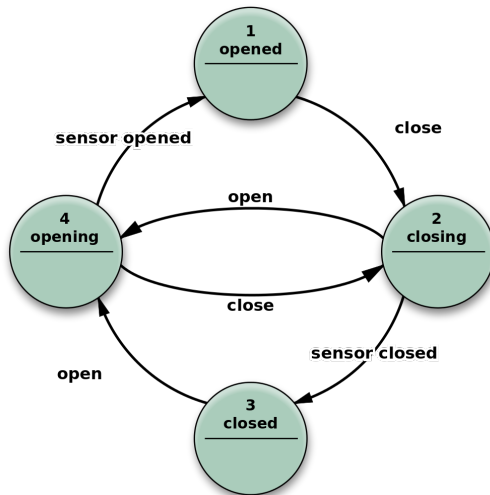
Template made by Παναγιώτης Παπαγιαννόπουλος



Προτεινόμενα:

- **The Python Workbook**, *Ben Stephenson*, 2016, Springer International
- **Modern C++ Tutorial: C++11/14/17/20 On the Fly**, *Changkun Ou*, 2021. [ebook](#)

Finite State Machines (FSM)

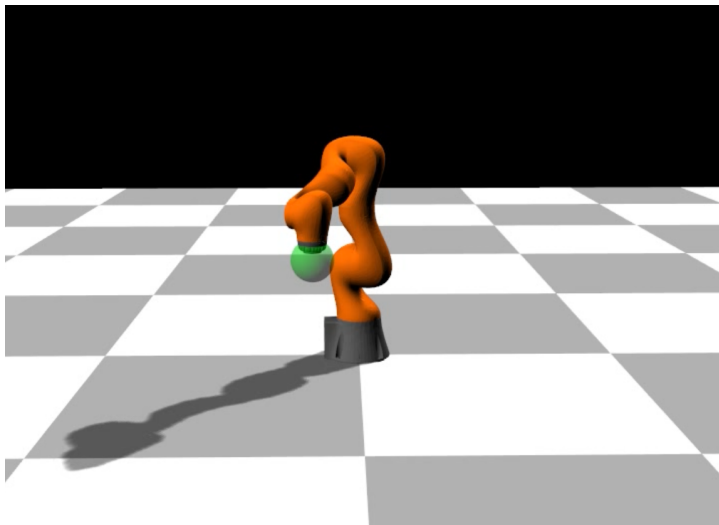


Πηγή: https://en.wikipedia.org/wiki/File:Fsm_Moore_model_door_control.svg

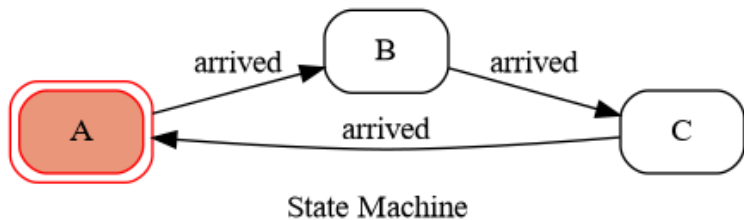
```
https://github.com/pytransitions/transitions
```

```
sudo pip3 install transitions
```

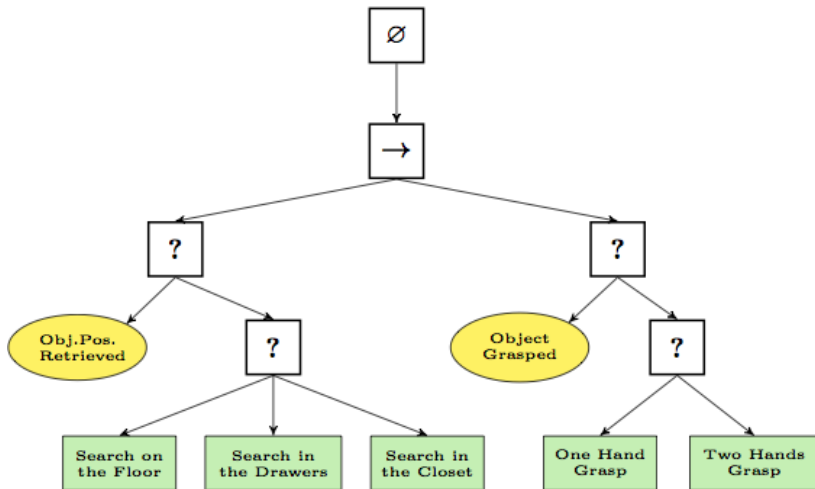
Παράδειγμα FSM (1)



Παράδειγμα FSM (2)



Behavior Trees: Δέντρα με πληροφορία χρόνου

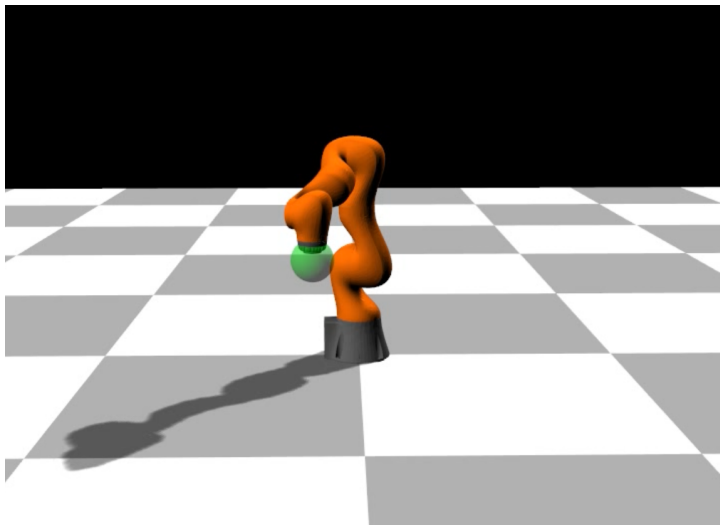


Πηγή: https://upload.wikimedia.org/wikipedia/commons/1/1b/BT_search_and_grasp.png

```
https://github.com/splintered-reality/py\_trees
```

```
sudo pip3 install py_trees
```


Παράδειγμα Behavior Trees (1)



Παράδειγμα Behavior Trees (2)

