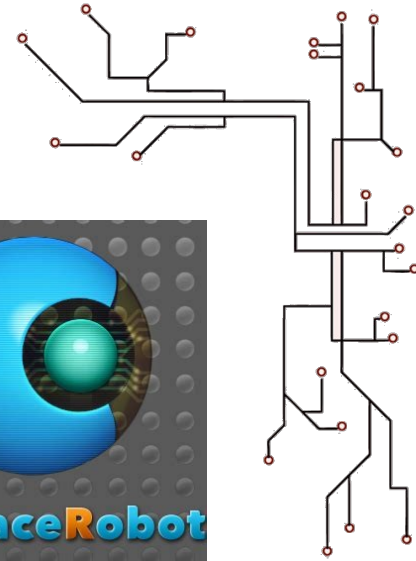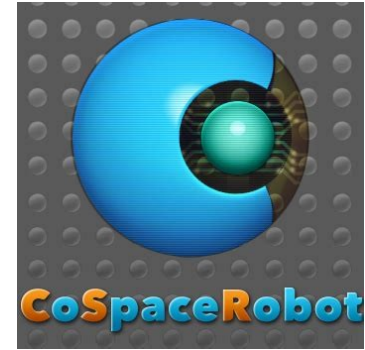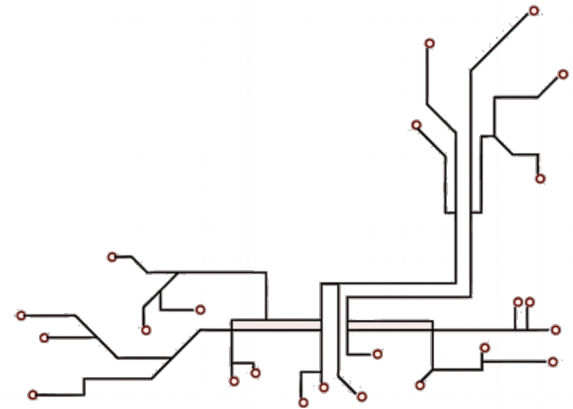# CoSpace – State Machine

- What is a State Machine?

- Strategy & States In CoSpace Rescue
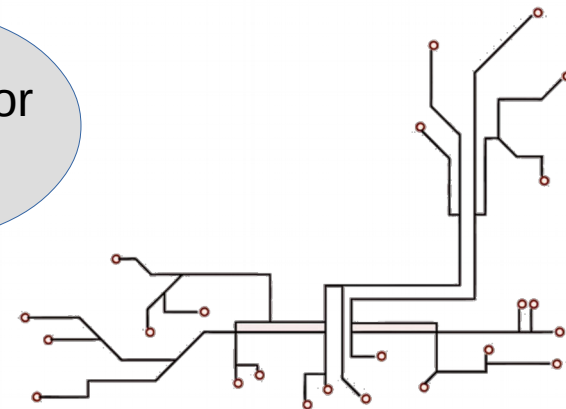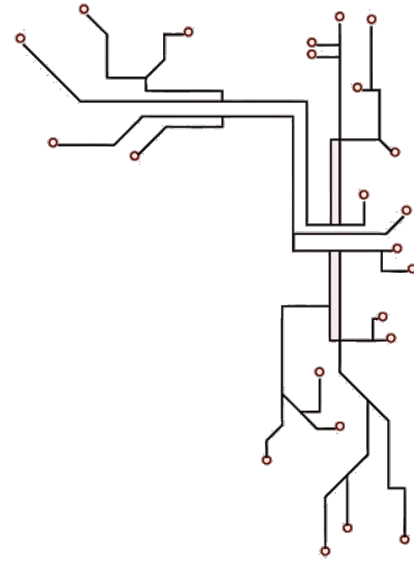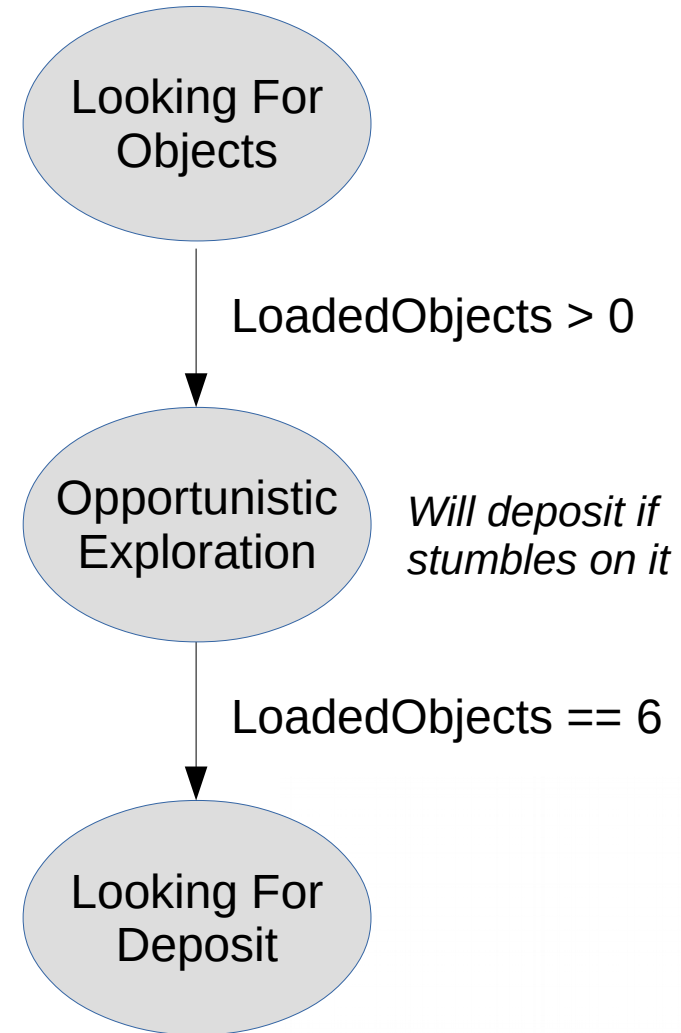
- CoSpace Rescue State Machine Examples

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CoSpace – State Machine

- *Finite* State Machine

- States & Transitions

- Conditions & Actions

Looking For Objects

LoadedObjects > 0

Opportunistic Exploration

Will deposit if stumbles on it

LoadedObjects == 6
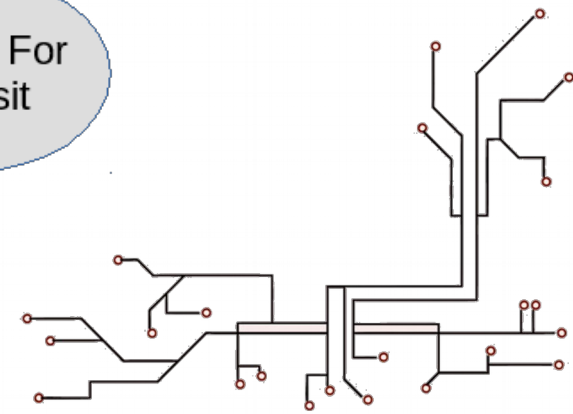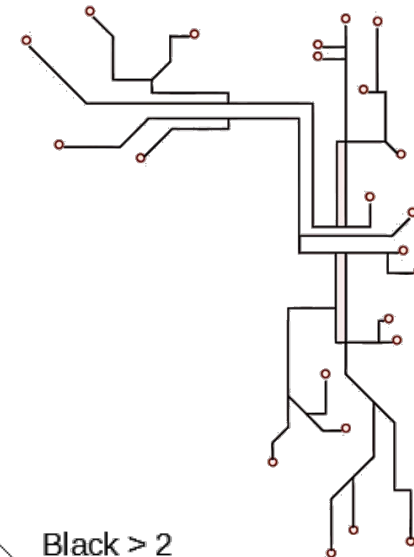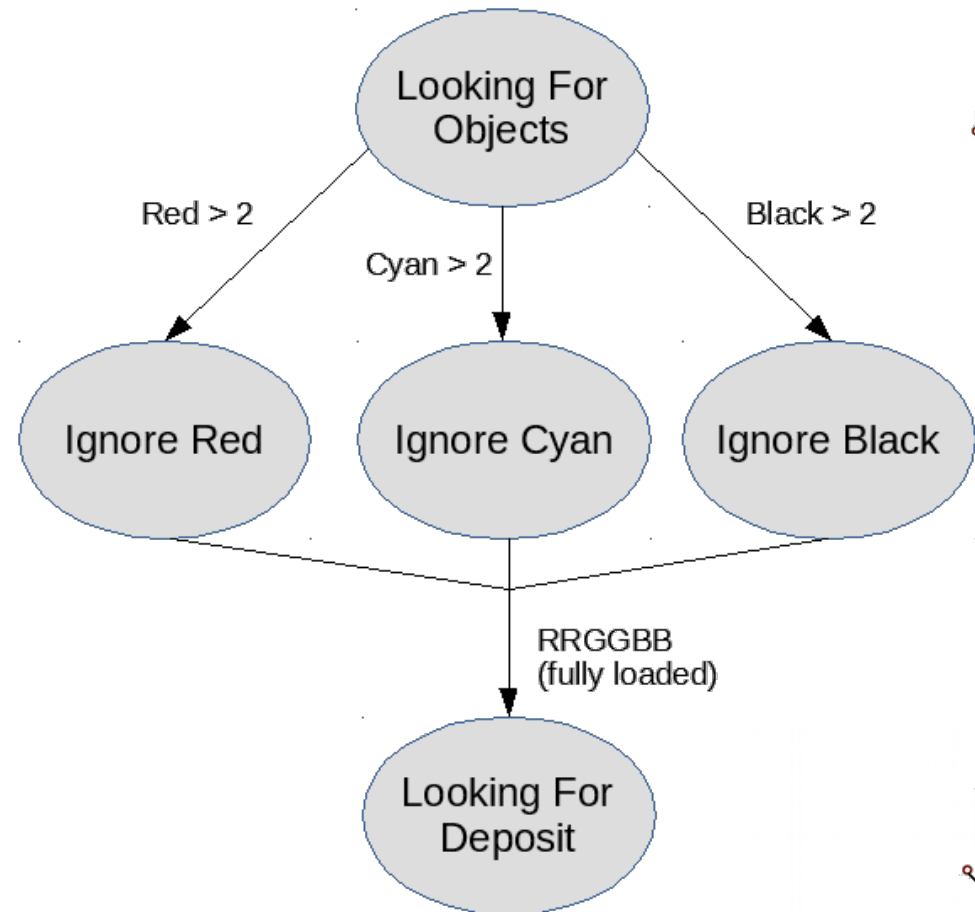
Looking For Deposit

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CoSpace – Strategy & States

- ## RRGGBB

  - Keep track of objects

  - Change State as you fill up

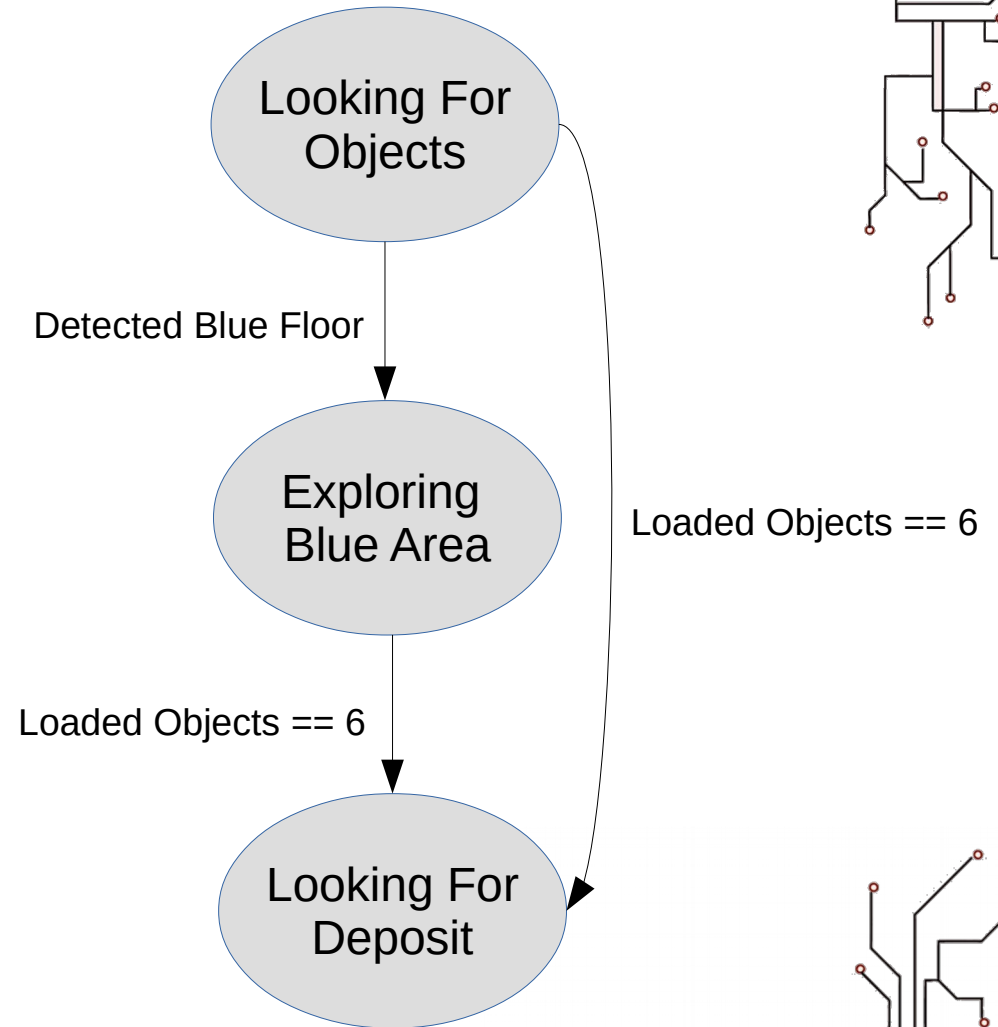# CoSpace – State Machine

- ## High-Point areas

  - Explore within Blue surface

  - New State has condition

    - treat white as a wall

State diagram:

- **Looking For Objects** → (Detected Blue Floor) → **Exploring Blue Area**
- **Exploring Blue Area** → (Loaded Objects == 6) → **Looking For Deposit**
- **Looking For Objects** → (Loaded Objects == 6) → **Looking For Deposit**