



## ΔΙΑΛΕΞΗ

### " SteerSuite: A framework for developing, and evaluating steering behaviours and related applications"



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#### Περίληψη – Abstract

We present SteerSuite, a framework that integrates many years of research into a publicly available system for developing applications that involve autonomous agents. SteerSuite includes the necessary infrastructure and a number of popular algorithms to get someone started in the area. In addition, it has a number of unique features, such as the ability to analyze and evaluate different algorithms with set of standardized benchmarks and measures, and an algorithm that steers agents based on space-time footsteps, rather than the traditional particle based approach. We will discuss these unique features of the system with a number of concrete examples, including one that shows how it can be used to detect behaviours of interest in large scale urban simulations.

[Petros Faloutsos](#) is a professor at the Department of Computer Science and Engineering at York University. Before joining York, he was a faculty member at the Computer Science Department at the University of California at Los Angeles, where in 2002 he founded the first computer graphics lab at UCLA, called M.A.Gix. He served as the lab's director until 2011. Faloutsos received his PhD degree (2002) and his MSc degree in Computer Science from the University of Toronto, Canada and his BEng degree in Electrical Engineering from the National Technical University of Athens, Greece.

Faloutsos research interest focus on digital media, computer graphics, virtual humans, and serious games. Faloutsos has received the Okawa Foundation Research Grant in 2002, and a 2001 BEST PAPER award for his paper "The Virtual Stuntman: Dynamic Characters with a Repertoire of Autonomous Motor Skills" published in Computers & Graphics by Elsevier. He has also co-authored a highly cited paper on the topology of the Internet, that received an ACM SIGCOMM Test of Time Award in 2010.

Faloutsos is a member of the Editorial Board of the Journal of The Visual Computer, and the Journal of Virtual Worlds and has served as a Program Co-Chair for the ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2005, and for the Motion In Games Conference 2011. He is a member of the ACM and the Technical Chamber of Greece.

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