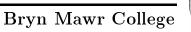
# The AAAI Tutorial: Agent Development in Soar

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Bowdoin College  $\rightarrow$ 





### Format of Tutorial

- Full-day (8-hour) tutorial at AAAI (July 27th) (Practice run at Michigan July 16th & 17th)
- Hands-on: talks alternate with exercises Examples focus on the Eaters game
- Exercises teach students syntax as well as semantics, including I/O, operators, subgoaling, and even some chunking.

## Teaching staff:

- John Laird, Randy Jones, Clare Congdon
- Sayan Bhattacharya, Karl Schwamb, Mike van Lent, Bob Wray

Related talks at this Soar workshop:

- Saturday-night demo (Randy Jones)
- Next talk (Sayan Bhattacharya)

#### List of Talks

- 1. What to Expect from Today's Tutorial
- 2. History of the Soar Project
- 3. The Eaters Game
- 4. Soar The Big Picture
- 5. Soar as a Rule-Based System
- 6. Organizing Productions into Operators
- 7. Preferences
- 8. Hierarchical Goals in Soar
- 9. Tie Impasses, Selection Space, Look-Ahead
- 10. Chunking in Soar

By the end of the day, students will have had hands-on experience with most of the issues involved in writing their own Soar programs.

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## Nuggets

- An opportunity for non-Soar folk to learn Soar
- Tutorial is pushing the completion of Soar 7.1 and the 7.1 manual
- Students can walk away with their eaters code and the whole package, and learn more on their own time.
- Teaching materials should be helpful for others who are teaching or learning Soar

## Hopeful future outcome:

• Tweak this all into a self-guided tutorial on agent development in Soar.

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## Availability of Teaching Materials

• Postscript copies of overheads currently available via Clare's Bowdoin web page:

http://www.bowdoin.edu/~ccongdon/

- Accompanying Eaters code (still being fine-tuned) will be made readily available too.
- Announcement to soar-group when final version is complete. (In time for AAAI, at the end of July.)

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