

# The AAI Tutorial: Agent Development in Soar

Clare Congdon

ccongdon@bowdoin.edu (through July)  
ccongdon@brynmawr.edu (starting in August)

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Bowdoin College →

Bryn Mawr College



## Format of Tutorial

- Full-day (8-hour) tutorial at AAI (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.

## 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.

## 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.)