



Node Navigation with Quake-Soar

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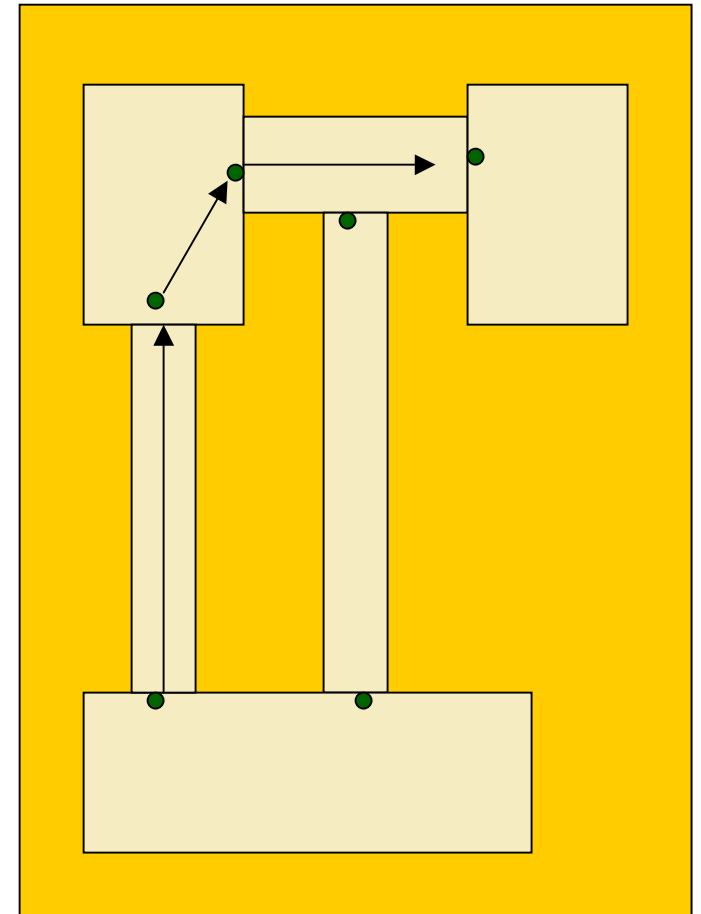
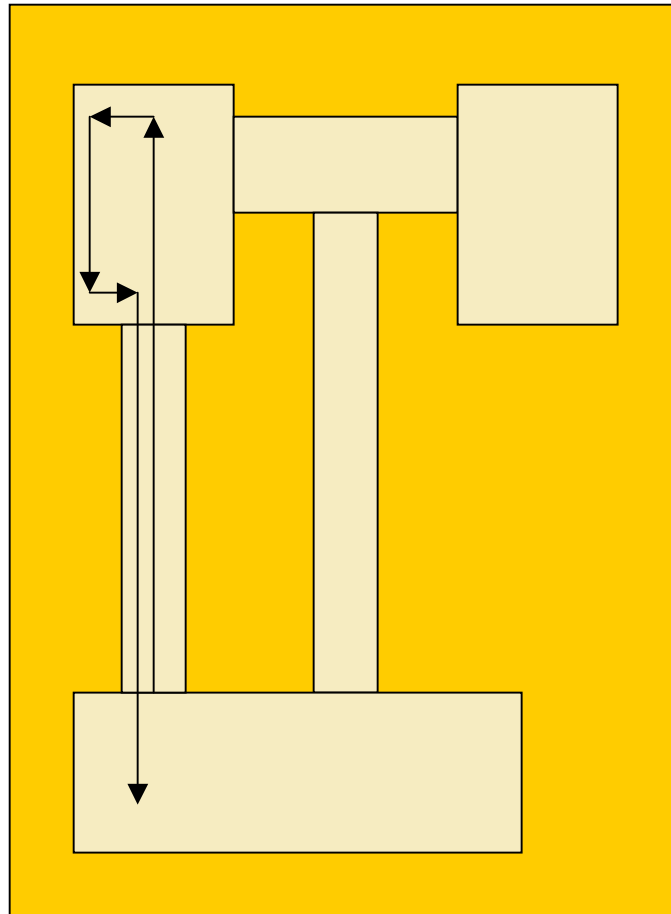
21st Soar Workshop



Current Quake-Bot

- ✖ Original goal—Learn better behavior
- ✖ Starting with minimal 'SimpleBot'
- ✖ When not actively pursuing goals—Wander
- ✖ Wander == Random walk...Silly
- ✖ Problem: No map.
- ✖ Partial Solution: Nodes.

What's a Node?





Using Nodes

- ✦ Move more directly from place to place
- ✦ Don't waste time in rooms without interesting content
- ✦ Does this seem more, or less, human?
- ✦ Compare to a Quake-Bot with mapping abilities
- ✦ Long term: find knowledge base for learning