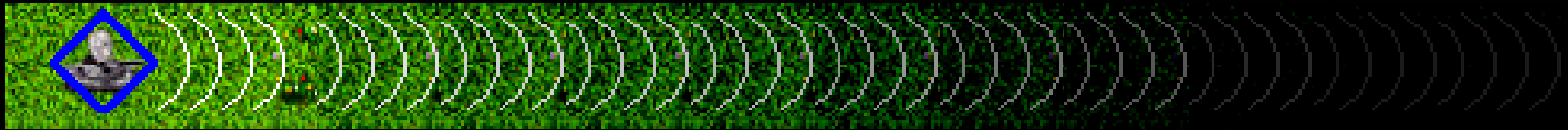


*Status of  
Long-Term Learning  
in Soar*



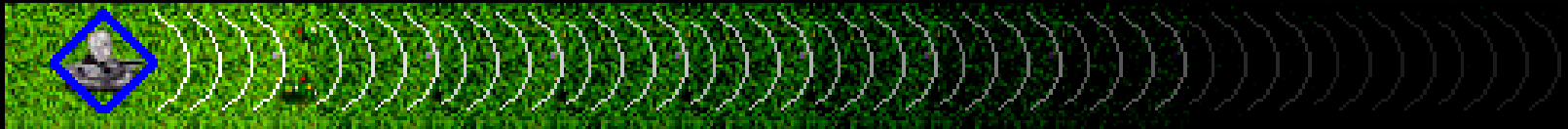
**Bill Kennedy**

George Mason University

20<sup>th</sup> Anniversary Soar Workshop

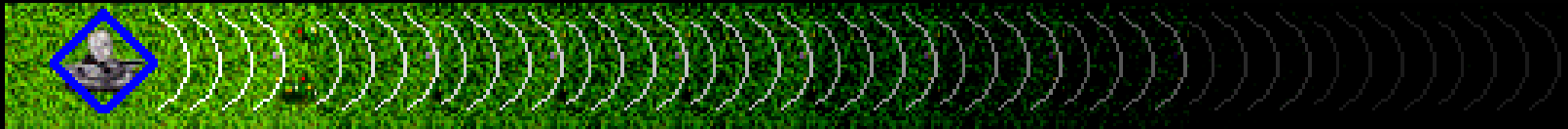
Friday, June 27, 2002

# *Long-Term Learning Fundamental Questions*



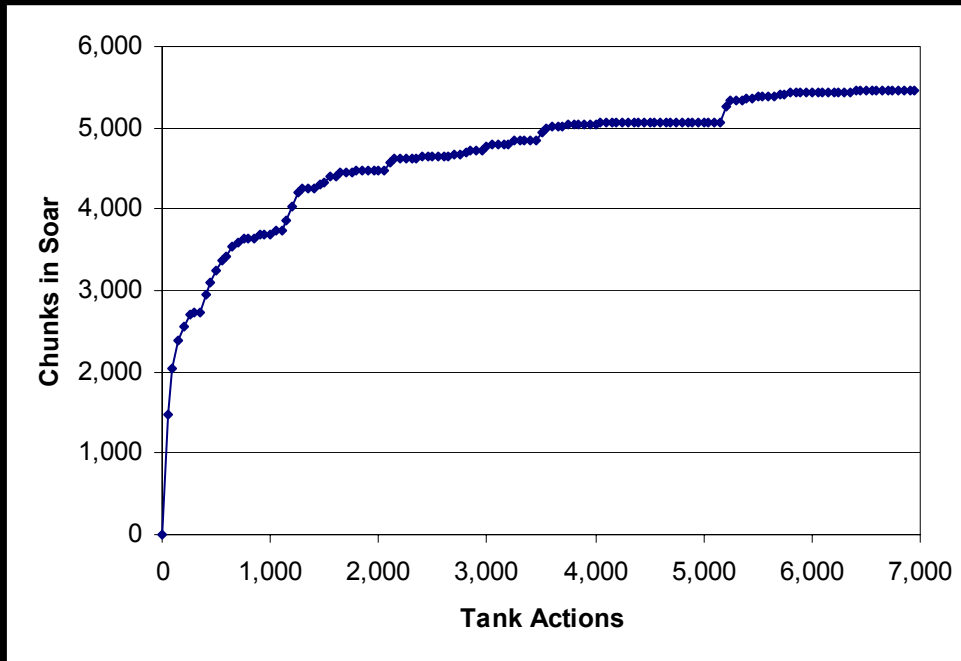
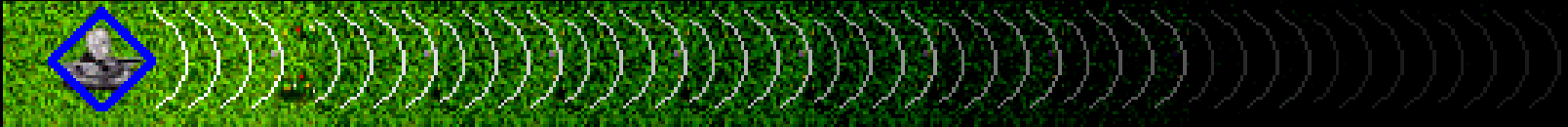
- Will learning go on forever?
- How much of learned knowledge is used?
- Can we use understanding of chunk use to improve performance?

# *Experimenting with John Laird's Planning Bot*



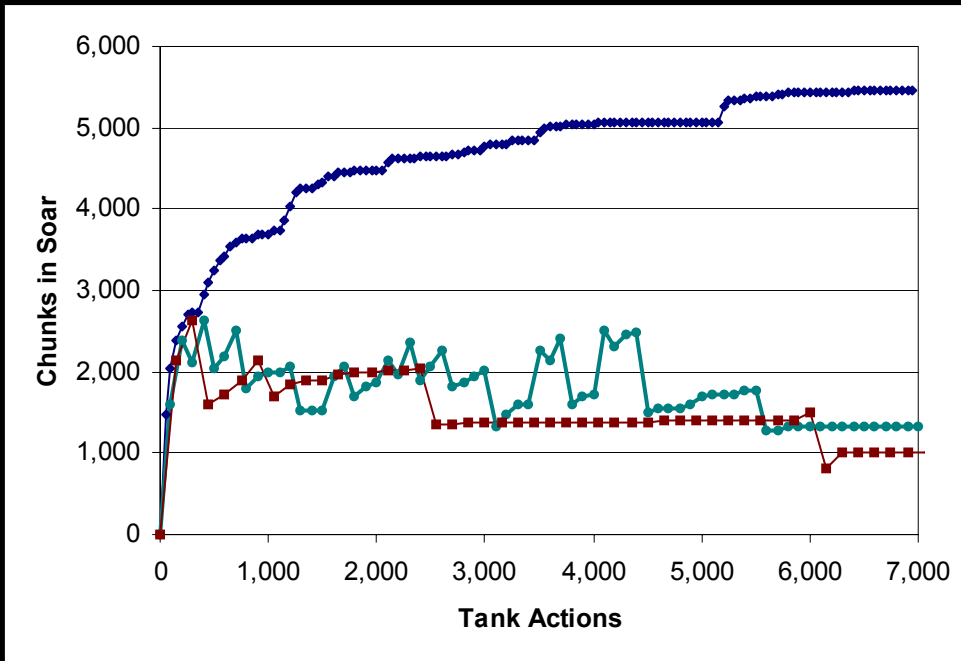
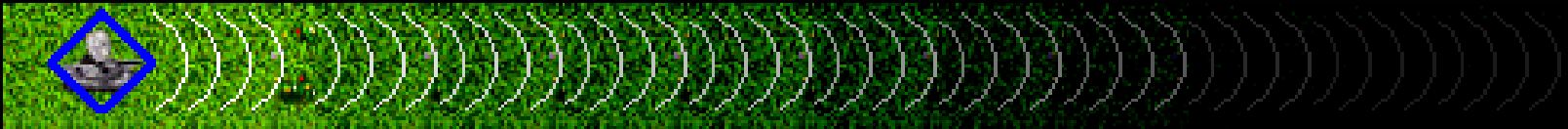
- Experimental design:
  - John's planning bot vs. a simple bot, run for twice the default period
  - Excise chunks based on the gap between uses
  - Monitor performance . . .

# Experiments with Planning Bot over the long-term



Learning continues,  
but it's slowing. . .

# Experiments with Planning Bot over the long-term

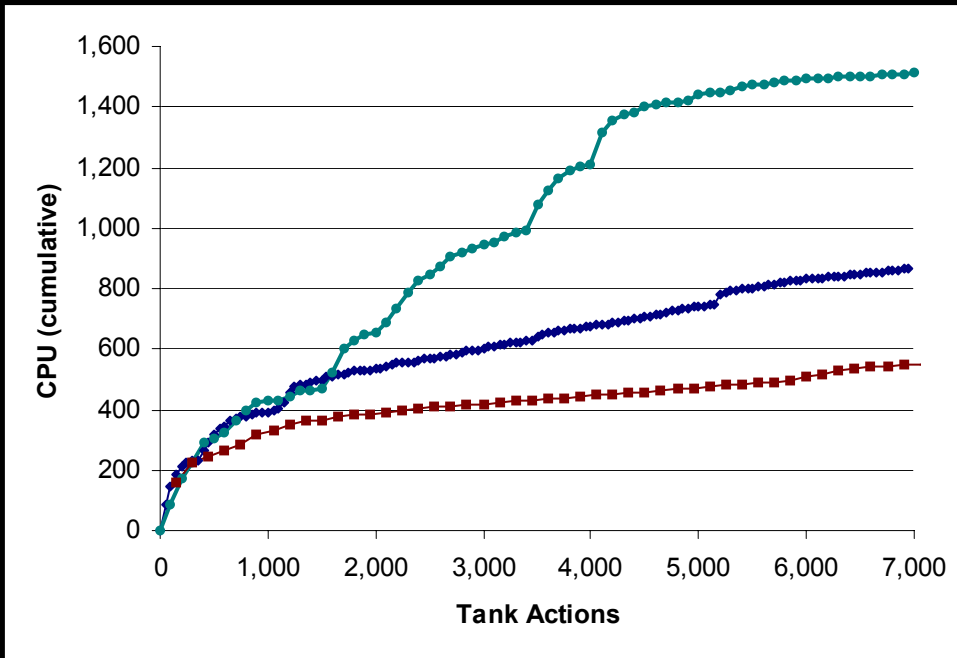
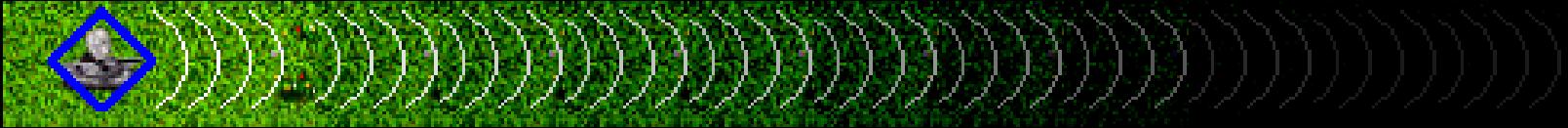


← Learning without excising

← Excising with 500DC gap

← Excising with 5,000DC gap

# Experiments with Planning Bot over the long-term



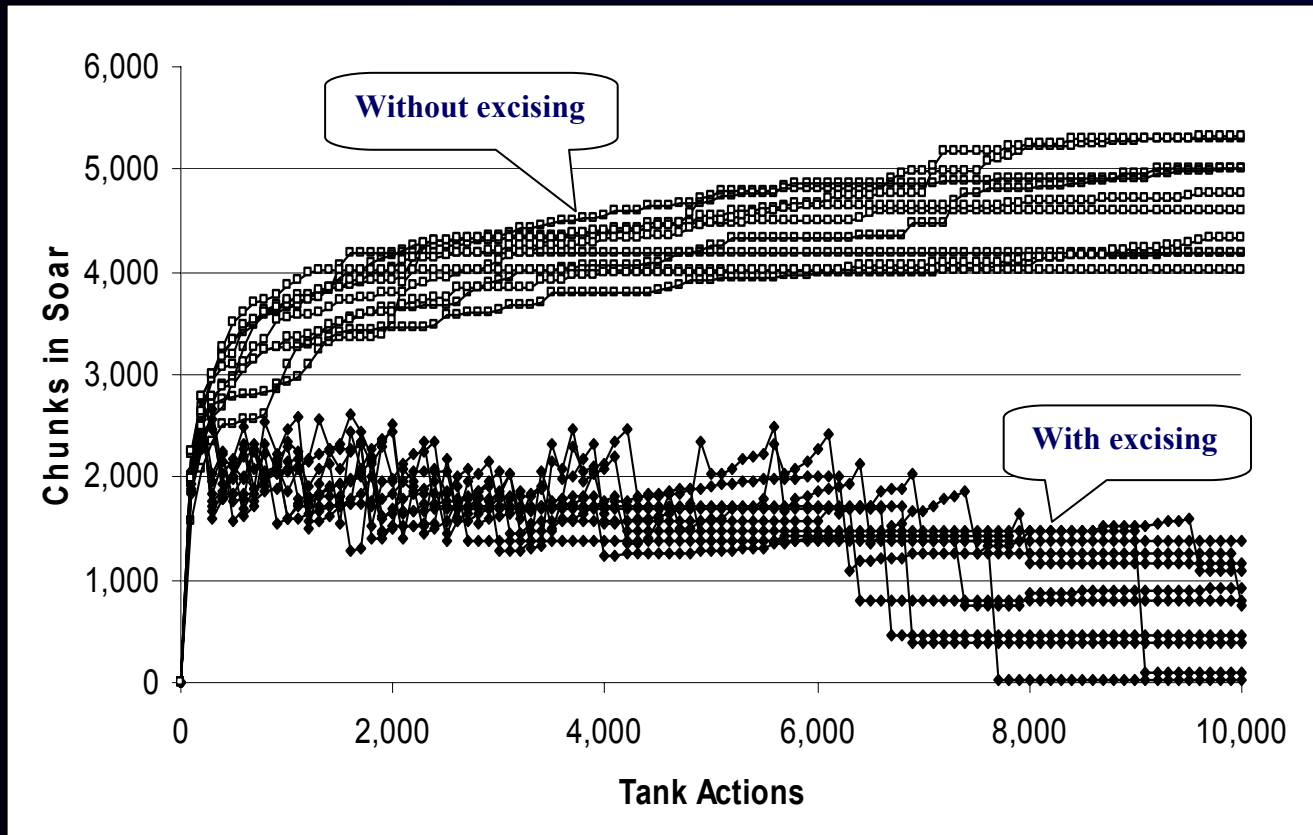
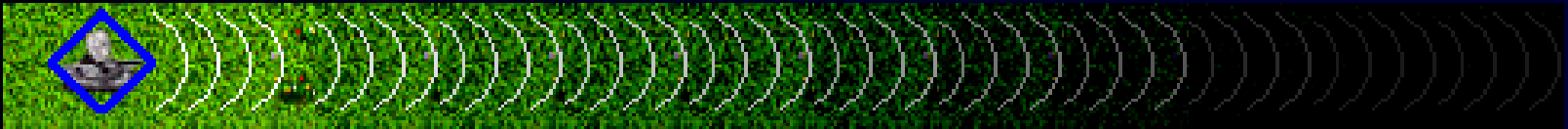
← Excising with 500DC gap

← Learning without excising

← Excising with 5,000DC gap

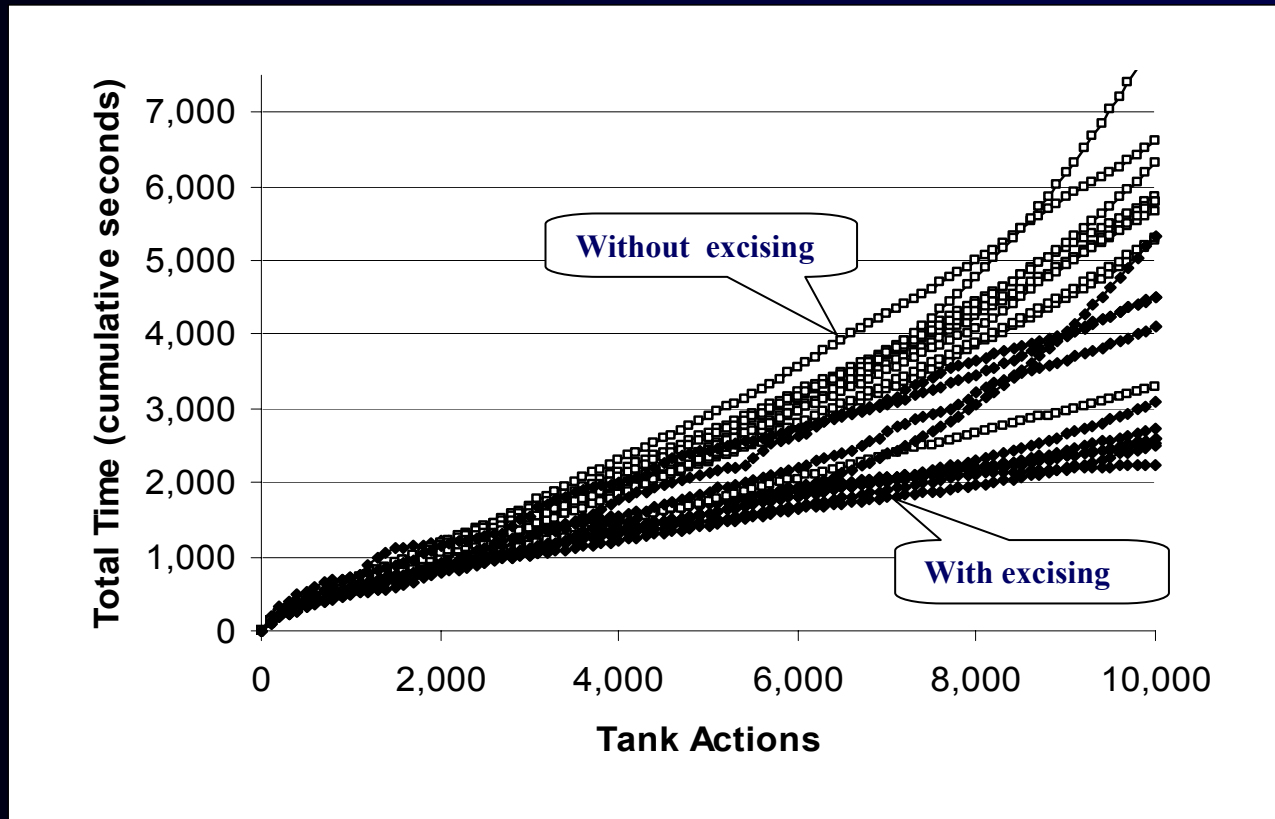
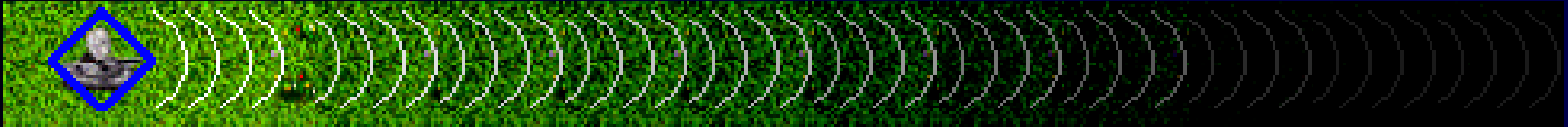
# Chunks in TankSoar

(10 runs with same environmental seed)



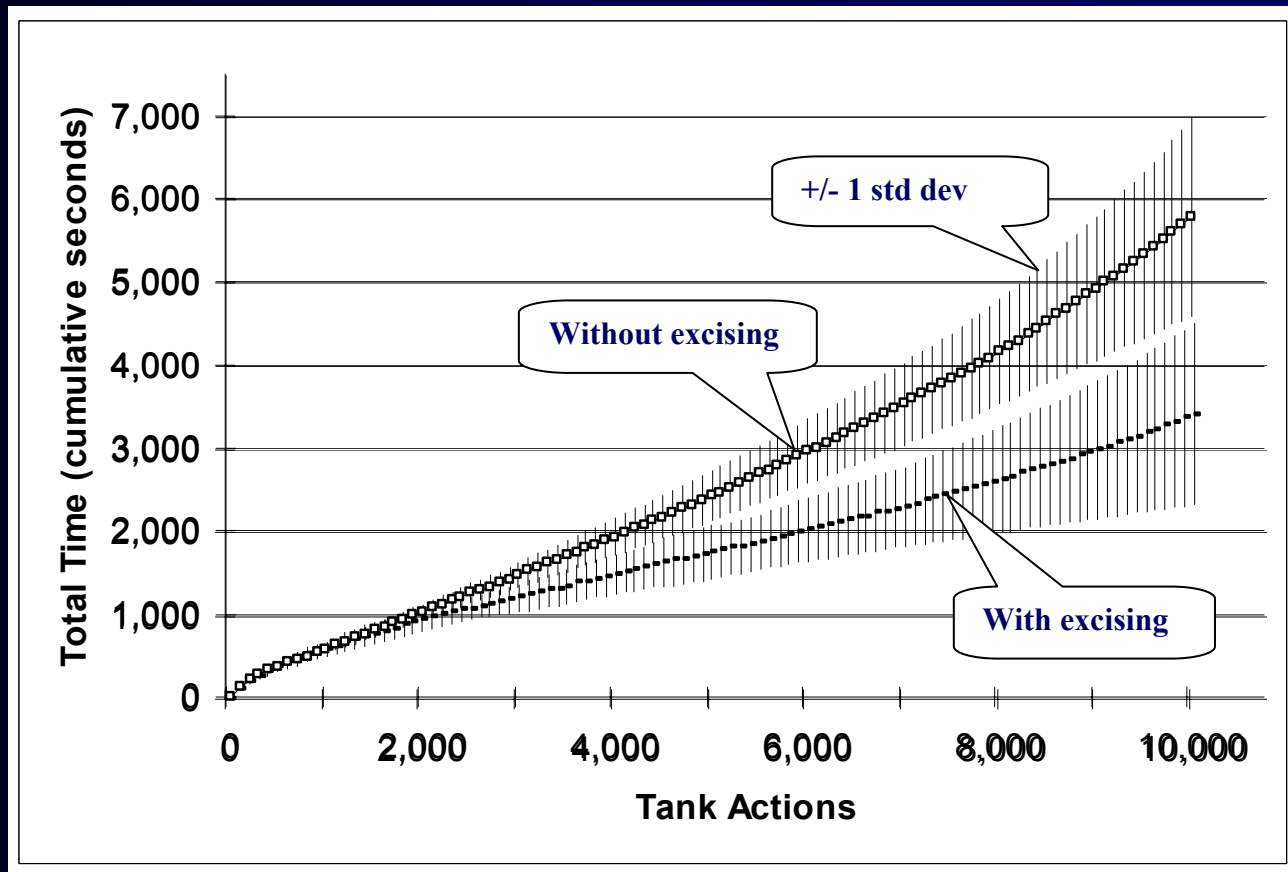
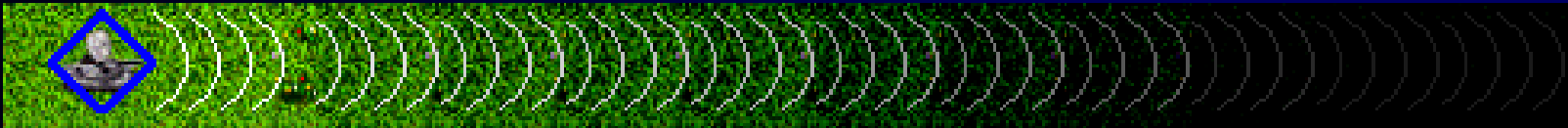
# Total CPU Time

(10 runs with same environmental seed)

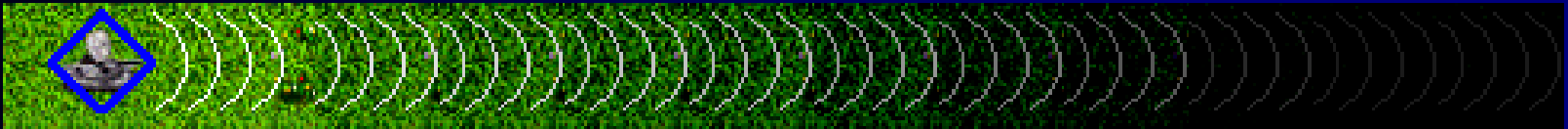




# Significant Difference in CPU Time (10 runs with same environmental seed)

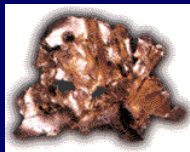
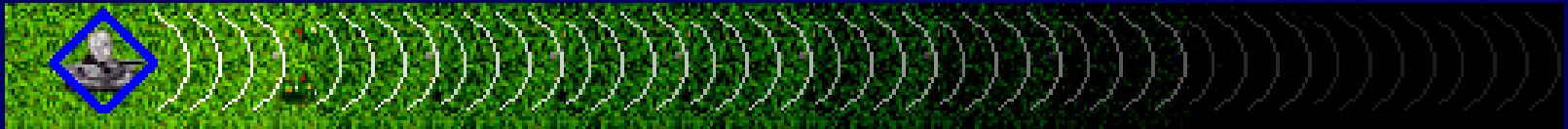


# *Implications for Soar and the Unified Theory of Cognition*

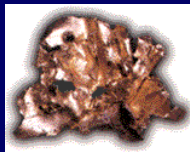


- Why does Soar learn low-use chunks?
- What/why are the patterns in chunk use?
- Do other symbolic learning systems exhibit similar behavior?
- Is forgetting a necessary part of a theory of cognition?

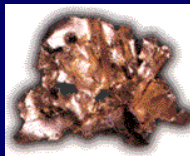
# *Nuggets & “Lump of Coal”*



Publishable: Phinally Done



Publishable: ICML paper with Soar in title



Soar in Windows is very portable



Excising chunks in Soar not easy