Episodic Memory for Soar

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What is Episodic Memory?

Memories of specific events in our past.
 Example: Your last vacation.
 Expected benefits of episodic memory
 Use past experiences to anticipate future events.
 Learn from past experience when new time/resources become available

 Generalize its knowledge by comparing multiple events simultaneously.

Overview

Previous work by Erik Altmann
 Key Differences:

 Architectural implementation
 Aimed at being domain independent

Encoding

Episodic memories are encoded as Soar operators that perform recall Select salient features of the 🎀 Eater... 💶 🗖 🗙 current state Score: +5 Actions of apply rule

Condition of the proposal



Storage

Example episodic proposal rule ■ "If I am moving" south and there is normalfood to the south and an empty square to the east then propose recall operator 117."

sp {recall-proposal-70 (state <rs2> ^io <I1>) (<I1> ^output <I3> ^input <I2>) (<I3> ^move <M1>) (<M1> ^direction east) (<I2> ^my-location <I4>) (<I4> ^south <I7> ^east <I8>) (<I7> ^content normalfood) (<I8> ^content empty) -->

}

Retrieval: Triggering Retrieval

Deliberate retrieval by the agent
Eaters: triggered by a tie impasse





Retrieval: Cue Construction

Agent constructs the cue
Eaters: the cue is a copy of the current state





Retrieval: Recall

The recalled state is reconstructed by modifying the cue





Control Eaters



Summary of Eaters Results



Towards Task-Independence

Activation – a measure the frequency and recency of use

◆ Based on research by R. Chong and M. James

Current use: deciding when to record an episode

■ Intended use: deciding *what* to record

Data Hints

WME Activation Levels - Normalized



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WME Activation Levels - Normalized



Nuggets

- Initial, functioning implementation
- Shown effective for one (simple) domain
- Lots of research potential



 Still restricted to domain specifics

 Cue selection
 Episode content

 Lots of research potential