An update on motor control through SVS

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1. SVS background

Theoretical purpose Current place in the architecture

2. Goals for motor in SVS

Parity with perception Hybrid representations

- 3. Plans and progress
- 4. Nuggets and coal

Soar's Spatial and Visual System (SVS)





Some history

"SVS sits between symbolic processing in Soar and the world."

– Wintermute 2009

SVS today



Not symmetrical!

SVS only "sits between" perception and WM

Perceptual object representation is hybrid

Action representation is purely symbolic

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Motor application

Geometric information means **trajectories** Fully-specified robot path Executable given motors and controllers

Fetch mobile manipulator Navigation domain is 3 DOF Manipulation domain is 7 DOF

How to reason about 7DOF arm trajectories in Soar? Hybrid representation!











Symmetry!

SVS "sits between" WM and **both** perception and motor

Perceptual object representation is hybrid

Action representation is hybrid



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How do we get from here to there?





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Nuggets + Coal

- + Theoretical and practical progress on SVS
- + Hybrid motor representation for Soar
- + Designed to be usable by others in arbitrary agents in the future

- Full motor pipeline is still in progress
- Agent usage, evaluation are TBD