Soaring to New Platforms

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iSoar



Soar on the iPhone OS

Updated instructions on the wiki

- Soar 9.3.0 release + XCode + 5 minutes
- Need a developer's license to install on devices

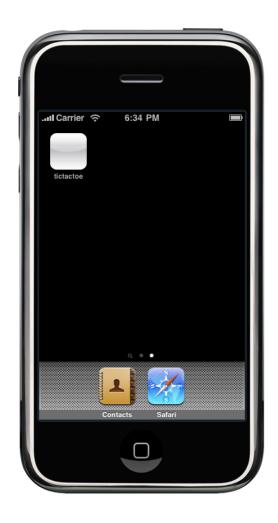
Learning Demo

Motivation

Game AI improves based upon experience with a human player

3x3 Tic-Tac-Toe (~2 days)

- RL rules condition upon state of board and all possible next moves
- Reward on notification of win/loss/tie



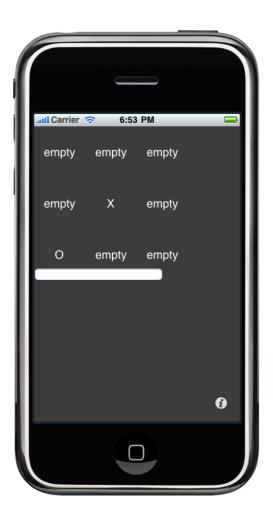
Load existing RL rules source rl.soar



Set (2,2) = opponent Reflect input-link via SML

RunSelfTilOutput

Capture agent position via output-link





Send new state and "lose"

Run till HALT

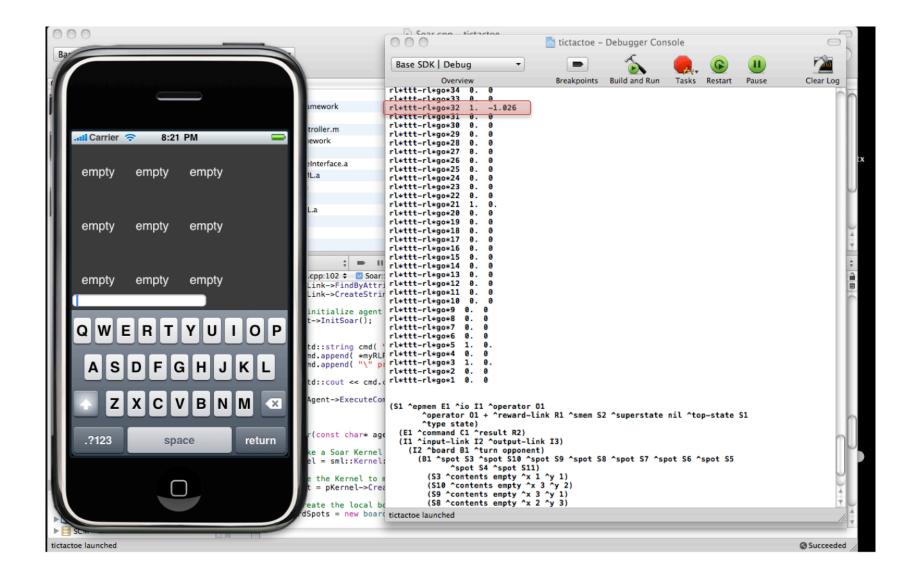
Save RL Rules

ctf rl.soar p --rl --full

InitSoar



better, faster, smarter



RESTfulSoar

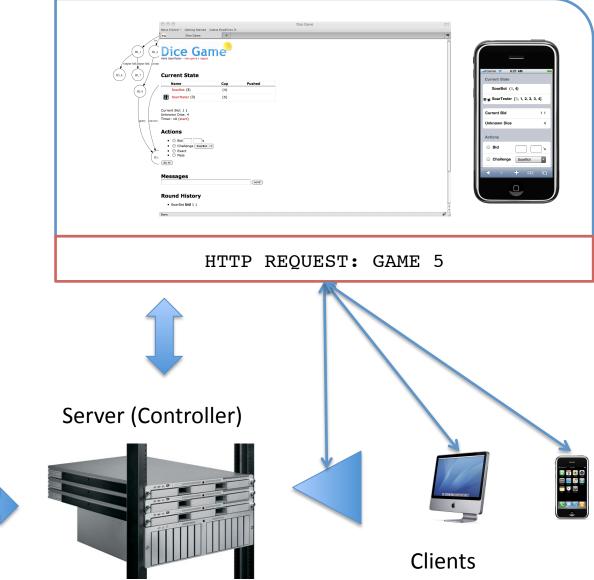


Soar on the Web

Liar's Dice

- Representational State Transfer (REST)
- Model-View-Controller (MVC)





Game State





Rules (Model)







Current State

Name	Cup	Pushed
SoarBot (∃)	(4)	
SoarTester (3)	[5]	

Current Bid: 1 1 Unknown Dice: 4 Timer: 10 (start)

Actions

- Bid 's
 Challenge SoarBot
- O Exact
- O Pass

do it!

Messages

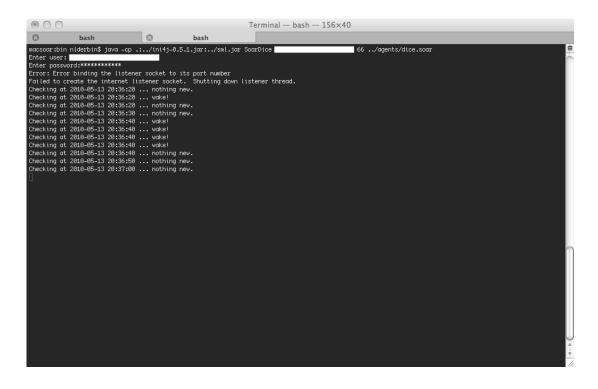
send

Round History

SoarBot bid 1 1

Game History

 round 1: SoarBot challenged SoarTester and failed action: bid (3 3's)
 SoarBot: 1, 2, 3, 5, 5
 SoarTester: 1, 2, 3, 3, 5



Stats

Games: 0/7 (0%)

Challenges: 5/21 (23%)

Exacts: 2/5 (40%)

Info

E-Mail: laird

Stats

Games: 9/23 (39%)Challenges: 55/95 (57%)

• Exacts: 7/20 (35%)



Initial Issues

- HTTP is stateless
 - SML translator must detect changes in state or flood Soar's WM with deltas

- Notification model
 - Currently pull (vs. push)

Evaluation

Nuggets

 Inspirational Soar demos on the iPhone OS and Web

Coal

 Soar is lonely out there on strange new platforms