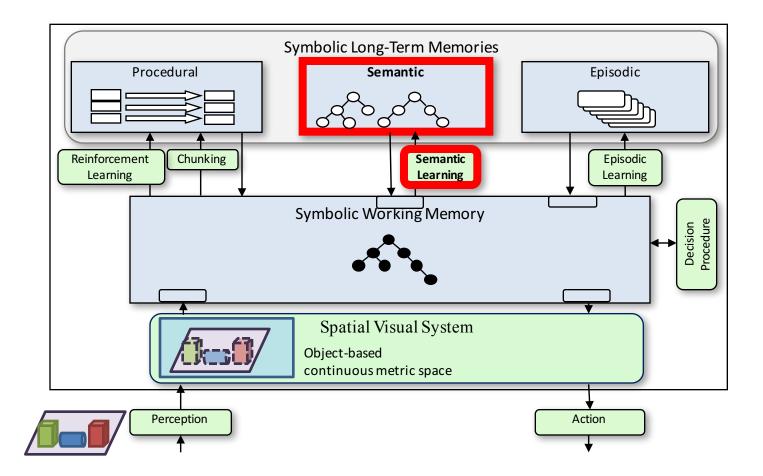
Semantic Memory (SMem) IJCAI 2016

Nate Derbinsky

Agenda

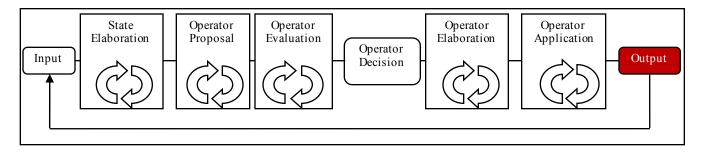
- Big picture
- Basic usage
- Example agents

Soar 9



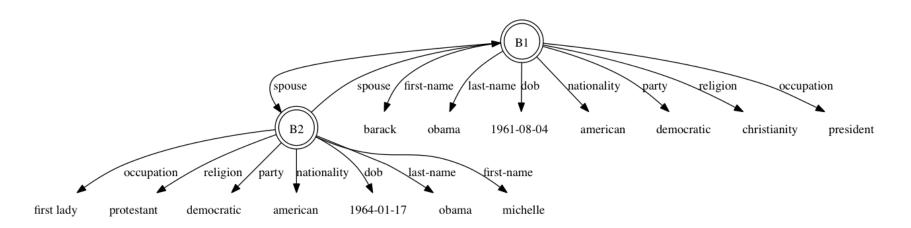
Soar Basic Functions

- ▶1. Input from environment
 - 2. Elaborate current situation: *parallel rules*
 - 3. Propose operators via acceptable preferences
 - 4. Evaluate operators via *preferences: Numeric indifferent preference*
 - 5. <u>Select operator</u>
 - 6. Apply operator: Modify internal data structures: parallel rules
 - -7. <u>Output</u> to motor system [and access to long-term memories]

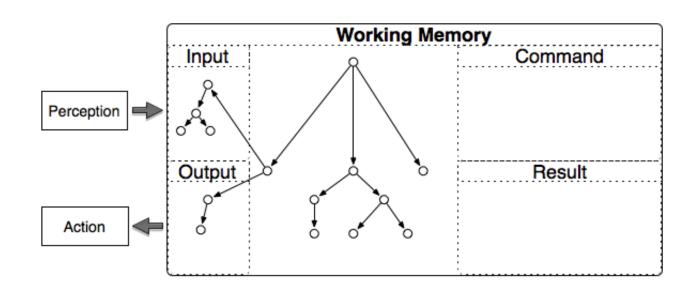


Semantic Memory: Big Picture

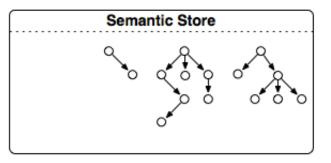
Supports deliberate storage and retrieval of long-term "objects," features, and relations



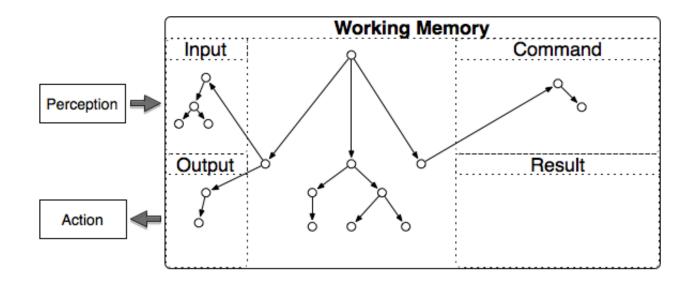
Architectural Integration

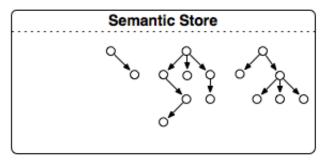


smem "link" available on each state!

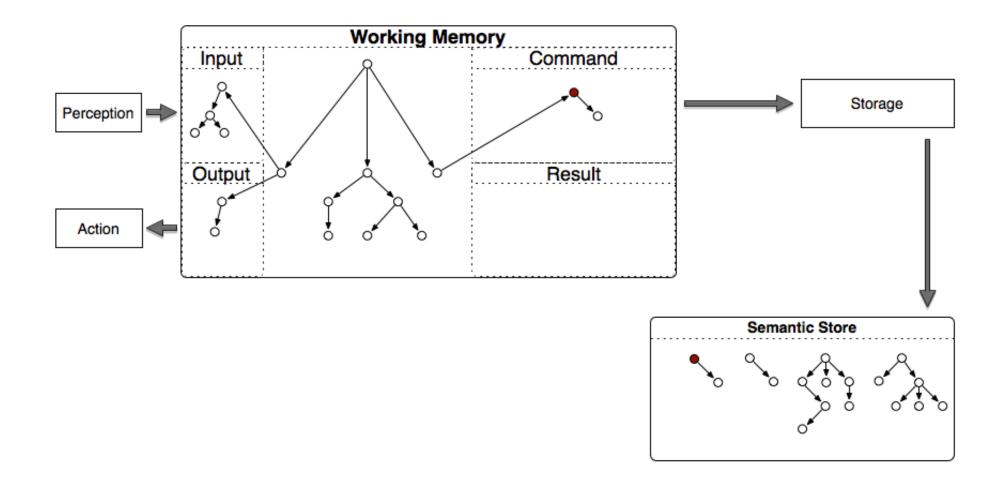


Architectural Integration Storage

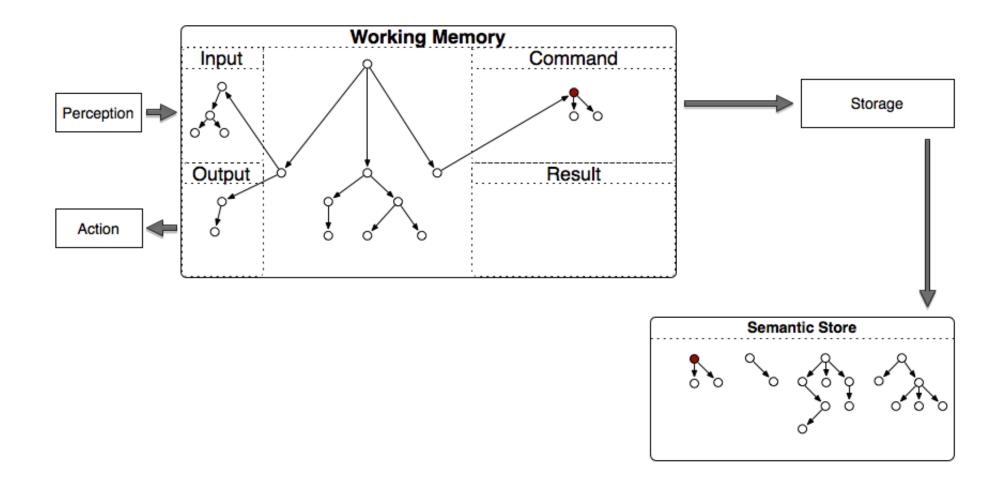




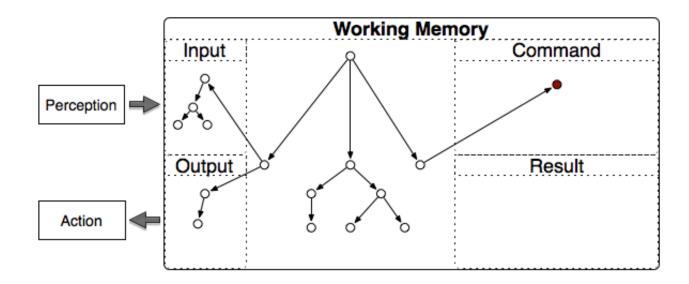
Architectural Integration Storage

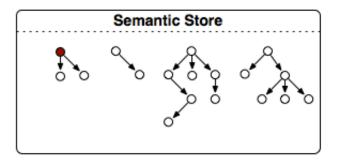


Architectural Integration Storage

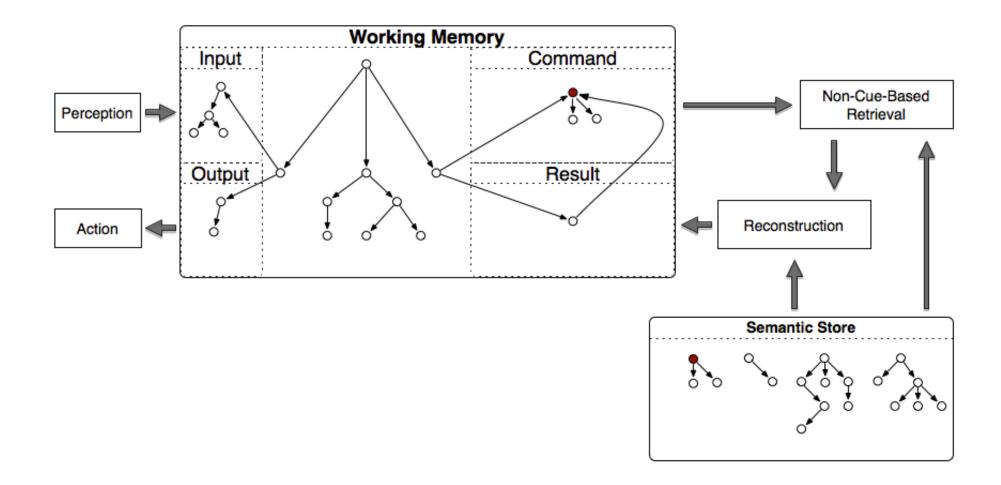


Architectural Integration Non-Cue-Based Retrieval

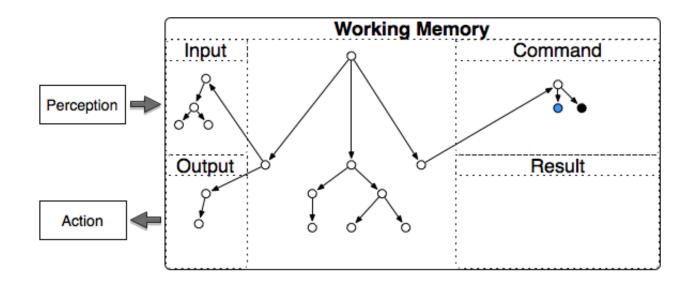


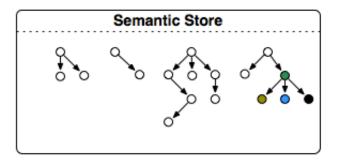


Architectural Integration Non-Cue-Based Retrieval

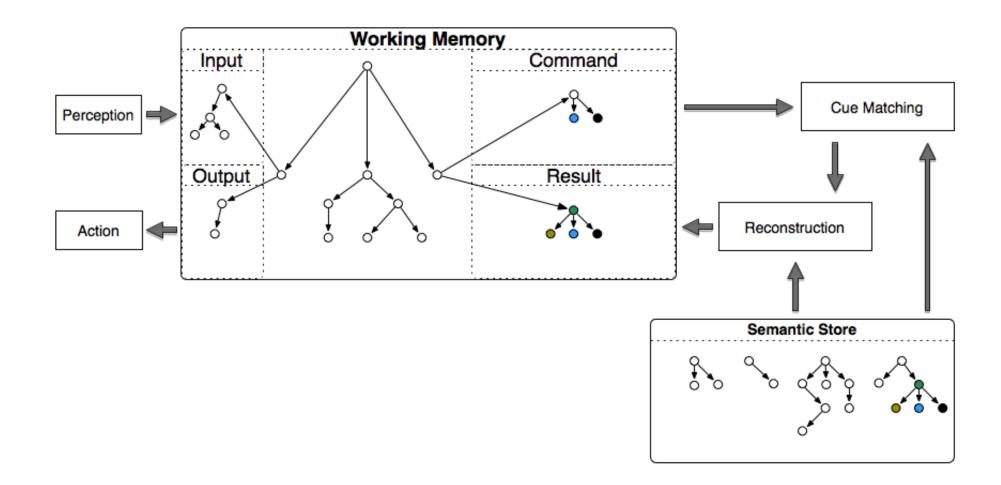


Architectural Integration *Cue-Based Retrieval*





Architectural Integration Cue-Based Retrieval



Storing Knowledge

<u>Manual</u>

Method of appending via command line (especially useful for loading external KBs)

<u>Agent</u>

Deliberate (via rules) addition/modification

Note: both methods can <u>change</u> existing and/or add new knowledge in semantic memory.

Retrieving Knowledge

Non-Cue-Based

Add the features/relations of a known long-term identifier to working memory

Cue-Based

Find a long-term identifier that has a set of features/relations and add it to working memory with its full feature/relation set

Common Constraints:

- Requires that SMem is enabled
- Only one per state per decision
- Processed during *output* phase
- Only re-processed if WM changes to commands
 - Meta-data (status, etc) automatically cleaned by the architecture

Non-Cue-Based Retrieval

<u>Syntax</u>

(<smem> ^command <cmd>)
(<cmd> ^retrieve <long-term identifier>)

<u>Result</u>

Where <status> is...

- failure: <long-term identifier> is not long-term
- success: else (adds all features/relations to WM)

Cue-Based Retrieval: Syntax

The augmentations of the *query* form hard constraint(s), based upon the value type...

- Constant: exact match
- Long-Term ID: exact match
- Short-Term ID: wildcard

Cue-Based Retrieval: Result

Where <status> is...

- failure:no long-term identifier satisfies the constraints
- success:else (adds all features/relations to WM)

Ties are broken by a bias (default: recency)

- See activation-mode parameter in Manual
- When you execute smem -p, the bias value is indicated

Prohibition

Cue-based retrievals can optionally prohibit the retrieval of one-or-more long-term identifiers

<u>Syntax</u>

(<smem> ^command <cmd>)
(<cmd> ^prohibit <lti-1> <lti-2> ...)

WordNet Demo

https://github.com/SoarGroup/Domains-WordNet

Scripts to convert WN-LEXICAL to SMem

-Output: smem --add { ...

- >821K long-term identifiers, >3.97M edges, ~88MB
- Source: ~5-10 minutes, ~1GB memory
- SMem uses a SQLite backend
 - Has the ability to save semantic stores to disk and use disk-based databases
 - smem --backup <filename>

WordNet: Make Disk Store

- Soar Java Debugger
 - source wn.soar
 - ~2-5 minutes
 - -smem --stats
 - smem --backup path/to/filename.db
 - ~10 seconds
- Soar Java Debugger
 - smem --set path path/to/filename.db
 - smem --set database file
 - -smem --stats

WordNet: Representation

"gloss" with the "synset-id" 200155406

```
smem -q {(<c> ^isa g ^synset-id 200155406)}
```

(@G270

^gloss |go or move upward; 'The stock market soared after the cease-fire was announced'|

^isa g ^synset-id 200155406 [+425386.000])

WordNet Task

smem-wn-senses.soar

Find all definitions, given lexical word/POS

- High-level algorithm
 - 1. query: `isa s `word lex `ss-type pos
 - 2. If successful
 - a) query: ^isa g ^synset-id <sense ^synset-id>
 - b) If successful
 - » write <gloss ^gloss>
 - c) prohibit: <sense>
 - d) Loop
 - 3. Else
 - a) (halt)

Eaters!