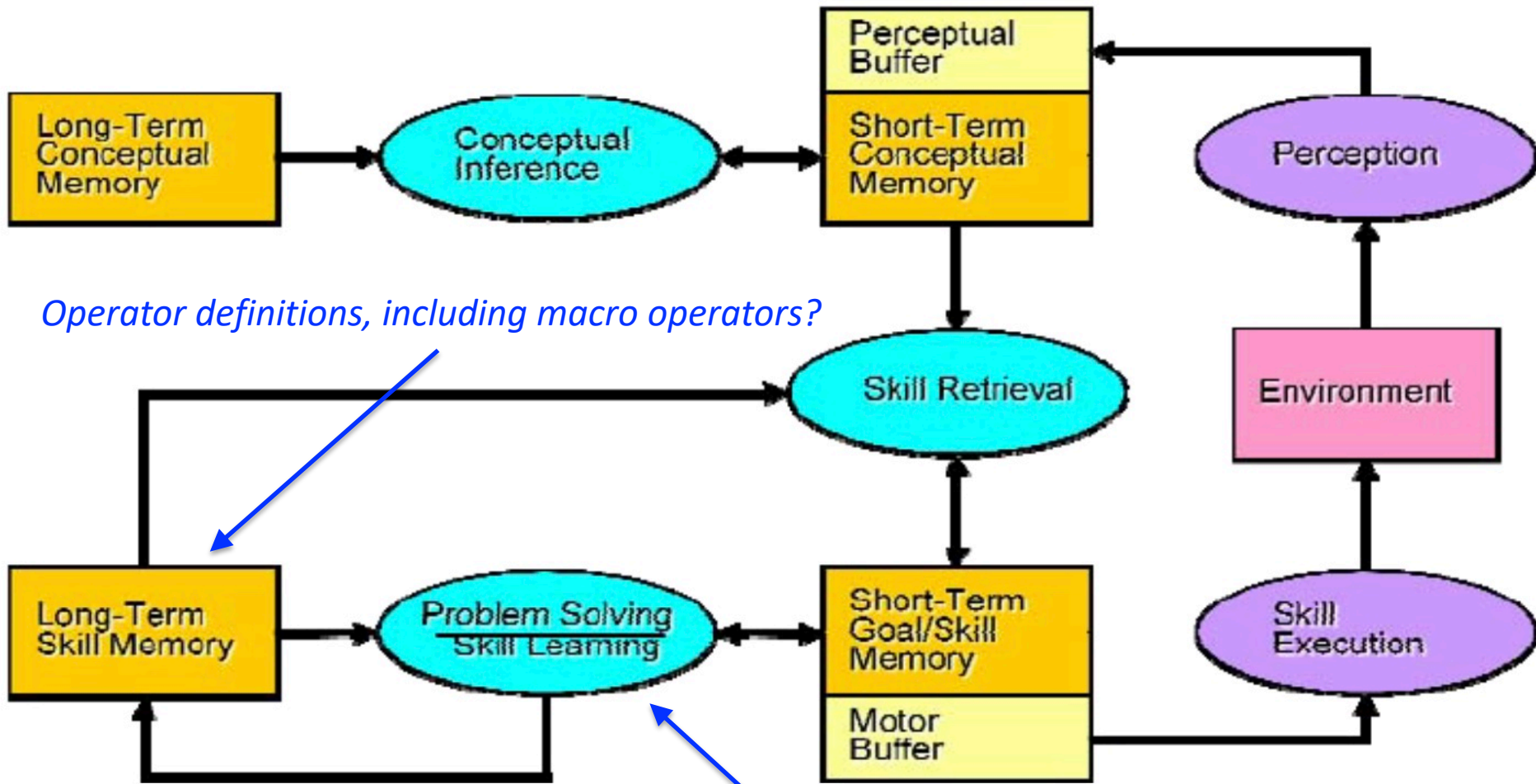
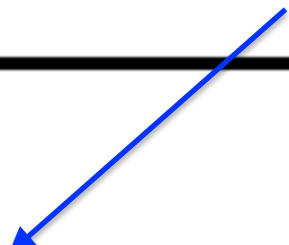


Capabilities of Cognitive Architectures

- Recognition and Categorization
 - represent patterns and situations in memory
 - learn these patterns
 - Decision Making and Choice (one step plans?)
 - allowable alternatives
 - desirability of alternatives
 - goals, objectives, and utilities
 - learning allowability/desirability/effectiveness
 - Perception and Situation Assessment
 - Compose large-scale environment models from percepts
 - relies recognition and categorization of patterns in the environment
 - relies on inferential mechanisms
 - Prediction and Monitoring
 - model of the environment
 - effects of actions
 - Problem Solving and Planning
 - goals, objective, and utilities
 - partially ordered actions
 - enabling conditions
 - predicted effects
 - learning to reduce effective breadth and depth of search
 - Reasoning and Belief Maintenance
 - deductive reasoning
 - abductive reasoning
 - inductive reasoning
 - incremental or online learning
 - Execution and Action
 - actuators in environment
 - primitive actions
 - composite actions
 - Interaction and Communication
 - translating knowledge for other agents
 - question asking and answering
 - Remembering, Reflection, and Learning
 - cognitive structures formed during external or cognitive activities
 - explanation/justification
 - metareasoning
- Learning is pervasive and in human instantiations, perhaps
- emotional awareness and response
- is too.

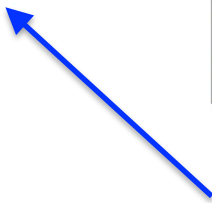


Operator definitions, including macro operators?

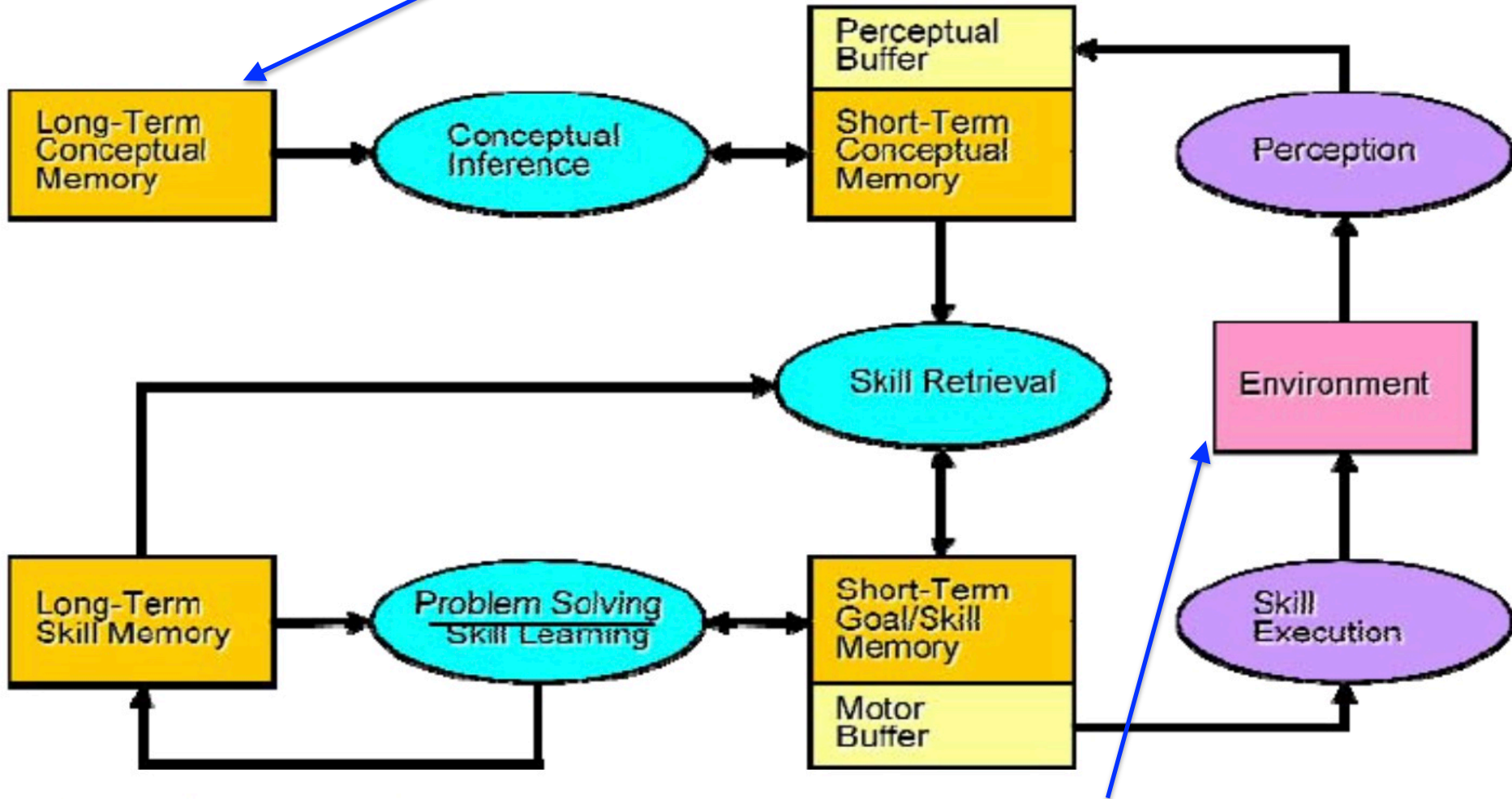


A schematic of the Icarus Architecture.

Anytime, forward, utility-driven search (i.e., planning, envisionment)



Clustered descriptions of materially wealthy and not so wealthy countries, allies and enemies, ...



A schematic of the Icarus Architecture.

Later on, the game manager

The SOAR Cognitive Architecture

