

Long-Term Memories → Retrieved
Short-Term Memory → on memory

3.2. Reinforcement Learning

- Decide value-Reward Function
- (optional) Apply to goal and subgoal

3.4. Semantic Memory

- Facts, episodic memory, world knowledge

In: Relevant terms in memory
Out: Retrieval

3.5. Episodic Memory

Ability to replay a sequence of episodes.

3.1. Working Memory Activation

Out: → Meta-info
relevance

Choose episode in a RAG like manner

In: Save episodes in text/image embeddings

3.6. Visual Imagery

- Agent's understanding of the situation
- Visual-Feature / visual-spatial reasoning

Visual imagery is controlled by the symbolic system, which issues commands to construct, manipulate, and examine visual images.

3.3. Emotion

(Instant vs. Internal eval)
Transition to quantifiable

In: Communication

Out: Result to RL

3.7. Clustering

- Detect statistical similarities

Router to episodic, semantic, visual memory.

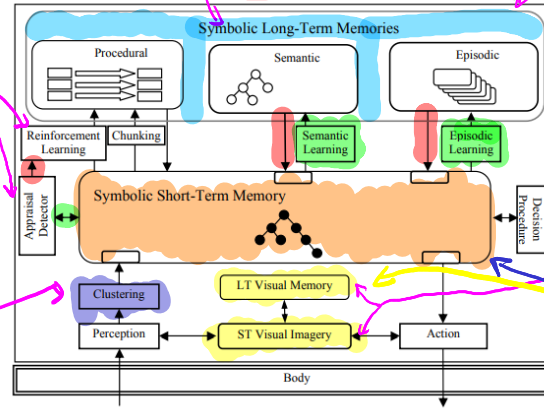


Figure 3: Soar 9

The Cycle

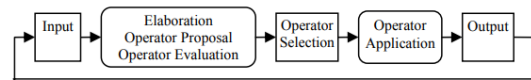


Figure 2: Soar's Processing Cycle