## ACT-R 7 and Recent Updates

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# Outline

- Version change
- Utility rewards
- Environment tools
- AGI additions

## ACT-R 7

- ACT-R 6.1 is now ACT-R 7
  - Renamed the loader load-act-r.lisp
  - The logical host is now ACT-R
  - Removed the 6.0 backward compatibility switch
  - Removed the MCL device
  - Uniformity in production action syntax
    - All these actions: =, +, \*, and @ have same syntax

## ACT-R 7 Version Numbers

Unlike 6 and 6.1, 7 has real version numbers
 7.0.11-<2054:2016-07-15>

Architecture.Major.Minor -<Repository:Release Date>

- Backward compatible within a major version
  - A model written for 7.y.x will run in 7.y.z if z>=x
  - Minor version number typically additions to the system
- Major version changes mean may not be compatible
  - Written for 7.y.x may not run in 7.z.x where  $y \neq z$
  - Significant change or addition

## Version Test Command

- Written-for-act-r-version
  - Checks a specified version against current and prints a warning if not compatible
  - Recommended as a top level call in models/modules that are being distributed

(written-for-act-r-version "7.0.12" "Special new Module")

#|Warning: Current ACT-R minor version 11 is older than minor version
12 specified in 7.0.12 for Special new Module.
Some features may not be implemented. |#

## **Other Version Tests**

Keywords for version on \*features\*
 – :ACT-R-7.0.11 :ACT-R-7.0 :ACT-R-7

#### • System parameters

(NIL)

#### New Utility Credit Assignment Option

- Currently (sgp :ul t) all selected productions
- New (sgp :ul complete) only productions for which all actions have "completed"
  - Production must have fired
  - All requests signaled as complete by the receiving modules
  - Productions that are not complete remain in the history list for later reward

#### Avoid "bad" Reward Killing the Messenger

- A production that provides a reward gets its own reward (maybe not with complete)
- New production parameter to avoid that

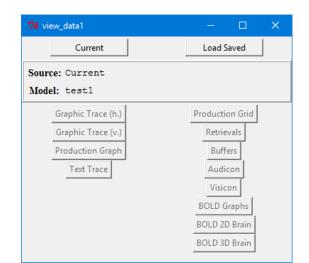
(spp <preduction-name> :fixed-utility t)

 Removes that production from utility learning calculations

# **Environment History Tools**

- Redesigned interface
  - Select data button
    - Enable dialog for all options
  - View data button
    - Buttons for opening individual tools all together
- Added new tools
  - Visicon & audicon history
  - Text trace recording

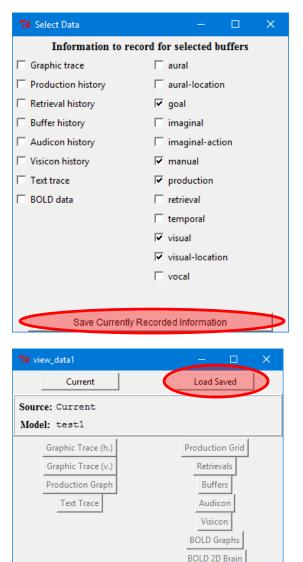
74 Select Data	– 🗆 🗙
Information to record for selected buffers	
Graphic trace	🗖 aural
Production history	aural-location
Retrieval history	🔽 goal
Buffer history	🗌 imaginal
Audicon history	imaginal-action
Visicon history	🔽 manual
Text trace	production
☐ BOLD data	retrieval
	🔲 temporal
	✓ visual
	visual-location
	🗆 vocal



Save Currently Recorded Information

## Environment History Tools cont.

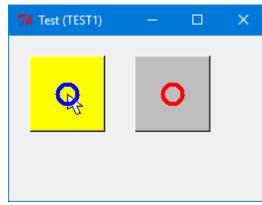
- Save and Load
  - After running a model all recorded info can be saved to a file
  - Those files can be loaded to view the information later
    - Multiple different data sets may be loaded for comparison



BOLD 3D Brain

## **Environment Experiment Windows**

- Use simulated buttons
  - Still work for humans and models
  - Show appropriate color on all systems
  - Fixation ring and simulated mouse show in front of button
- :show-focus parameter
  - Can be set to a color name instead of just t
  - Useful for multiple model situations
  - Only supported in Environment right now



## New AGI Commands

- Allow creation and modification of text, buttons, and lines
  - create-{text | button | line}-for-exp-window
  - modify-{text | button | line}-for-exp-window
- Examples with a simple 2 player game – examples/model-task-interfacing

## **Using Extras**

• New command: require-extra

Specify the directory name

(require-extra "blending")
(require-extra "emma")

- Put it at the top-level of a model file
  - After clear-all best so that modules can be created
- Loads all of the necessary files if not already