

BRAIN
STEM

-1

11/30/04

I have 2 options.

~~RTAI systems is the same thing as RTS systems
& I can simply attempt to solve some type of RTAI
problem. OR. RTSS is solution to particular uses of
RTAI systems. Propose RTSS as solution.~~

existing

Basic: Study & analyze Real-time
Systems & the Concepts / theories
that make them work.

~~Reveal flaws with current systems,
concepts & theories.~~

Propose
New: Introduce Real-time strategy
systems as a solution to problems
that exist in current Real-time
systems & Real-time AI.

1st Step: Real-time AI systems are recognized
& discussed throughout the AAI.
Here, various AI methods merge
with Real-time systems, to form
Real-time AI. (Research in this area
is still in its infant stages.)

AI embedded into Real-time system
& forced to meet deadlines. Note:
AI applications are known to take
large amounts of time to reach conclusions.
But often can arrive at an acceptable
conclusion in a short time if needed.
OR forced.

~~Reveal problems with current philosophy
of Real-time AI systems~~

Reveal challenges that lay before the development
of Real-time AI systems.

9

Brainstorm 11/30/04

Introduce RTS System Framework of

RTS System. AN RTS System can be built to solve certain types of problems.

Examples: Civil, Industrial, defense, entertainment.

Q: How is RTAI & Real Time Strategy different?

A: Argue that since so many challenges make the implementation of ^(full) RTAI presently impossible, OR dangerous

At present

Complete Autonomy of a Real-time System is not ~~economically~~ feasible (quote) due to safety, liability, & other reasons (quote general)

→ A good idea

A better approach would be to develop a new Real-time System that uses AI mechanisms such as agents to aid a human controller in making strategic decisions. (general)

A good example of this would be 2 player Co op (Shared force) where 1 player is actually AI. AI could prompt human to make executive decisions. Human can easily make low level / high level adjustments & enable or disable AI agents.

This

Quote: The challenge of RTAI App.

The human executive would make sure that system is running correctly from a human perspective, create new creative plans, handle or oversee the recovery of problem states (routine or new), reduce potential for disaster, recognize patterns in ways that computational neural networks cannot.

In many ways, human thought process is still superior to that of computers. Take the game go, for instance. Or, how about any real time strategy game. In RTS games, a computer opponent (AI) is limited to preprogrammed strategies where a human, once that human understands the game, can learn new strategies, quickly learn from experience, & develop excellent creative ideas that AI is incapable to cope with.

The implementation of RTS systems would ensure rapid growth in the industry. It would profit from guide development & guide sales. It would also introduce AI to Real time Industrial Systems & working set people comfortable with AI.

3

The Substantial Profit gain would stimulate launch Research in fully Automated Real-time AI systems & ~~AI~~ other Areas of AI in general.

START Simple - Blips on A Screen.
- Small System = Small Risk.

& grow from Success

* Basically adding A Human to RTAI System to make up for AI Shortcomings.

outlined
Scientific: explain, conceptually, how this Real Time strategy System would work. Use Game examples.
& Real examples in industry
(E Battlefield & examples in Research)

Note: this Goal Satisfies Project Requirements.