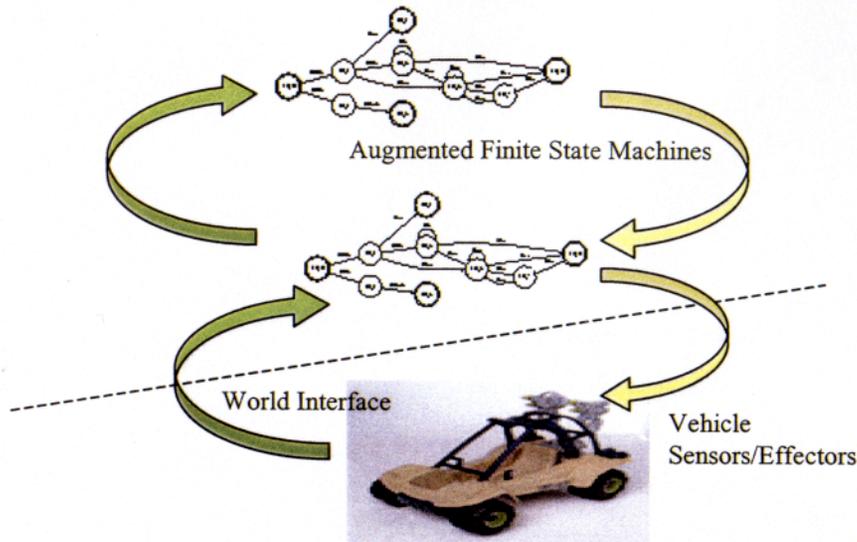


Mediation of Robotic Sensors Using VR-enhanced 'Subsumptive' Integration



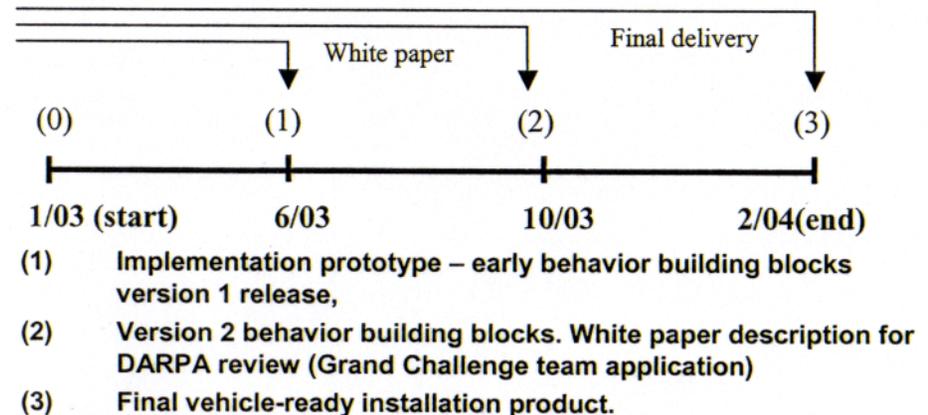
New Ideas

- FSM building blocks augmented with limited rule enabled transitions – no world representation at lower levels. Limited representation at higher levels.
- Reference test-bed for Games/Simulation AI interfaces and standards (International Game Developer's Association AI Standards Committee)
- 3D "fly-through" remote monitoring of vehicle sensory inputs using COTS game development tech.
- COTS game script tools leveraged: HCI for AI design. Faster design of sensory-behavior building blocks.

Impact

- Perception-Action building blocks. Modular specification of behavior.
- Complex behaviors and responses built from lower level building blocks. Scalable reasoning.
- Real-time perceptual reaction/decisions
- Filtration, translation and consolidation of sensory events patterns
- Event-based integration for diverse sensor, effector, & decision-support components.

Schedule



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