The Operand2 Decision Cycle

Decision X | Decision X +1 | Decisio

PE Y
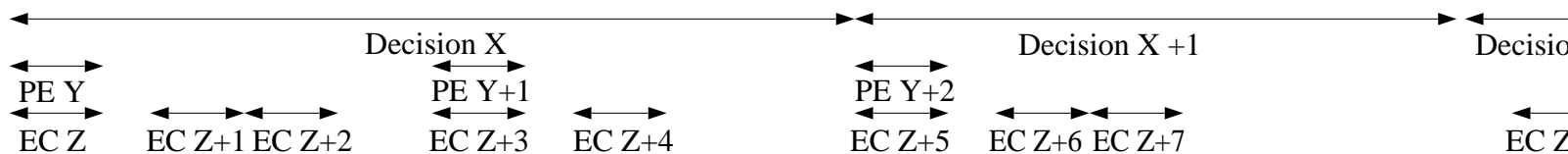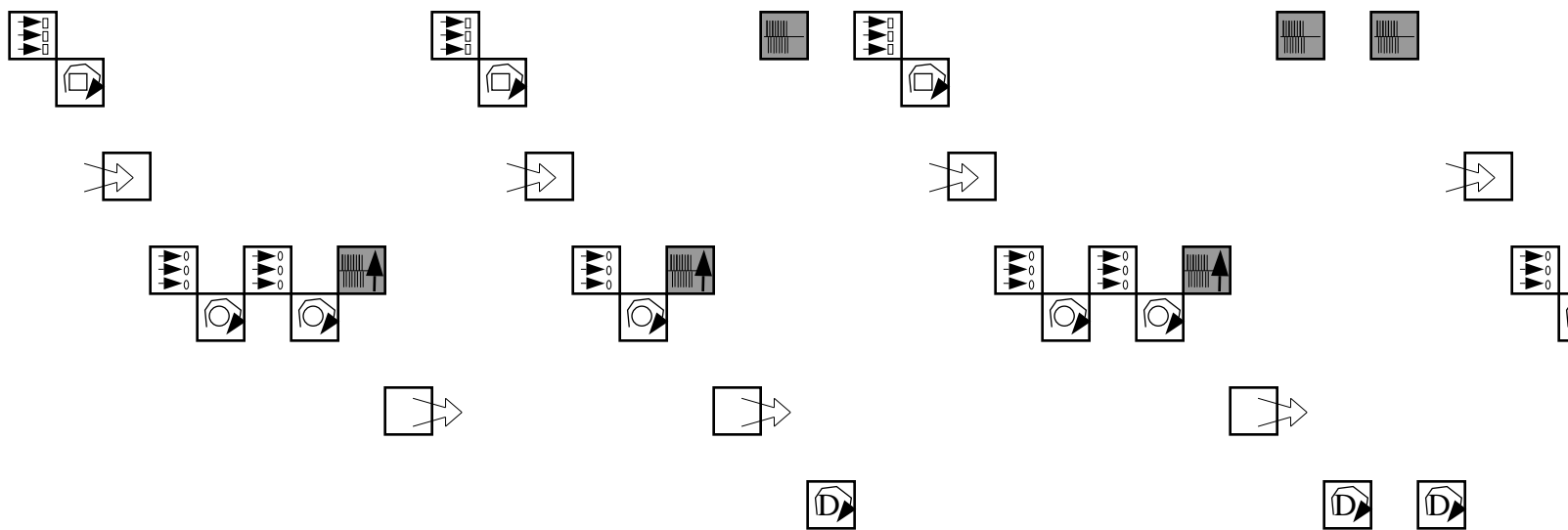EC Z   EC Z+1 EC Z+2   PE Y+1   EC Z+3   EC Z+4   PE Y+2   EC Z+5   EC Z+6 EC Z+7   EC Z

	Production Firings for O-Supported Preferences		Production Firings for I-Supported Preferences
	Additions to Working Memory		Additions to Working Memory
	Input Entering Working Memory		Working Memory Passed to Output
	Decision Procedure		Quiescence (No Productions Ready to Fire)
			Quiescence (with Consistency Check)