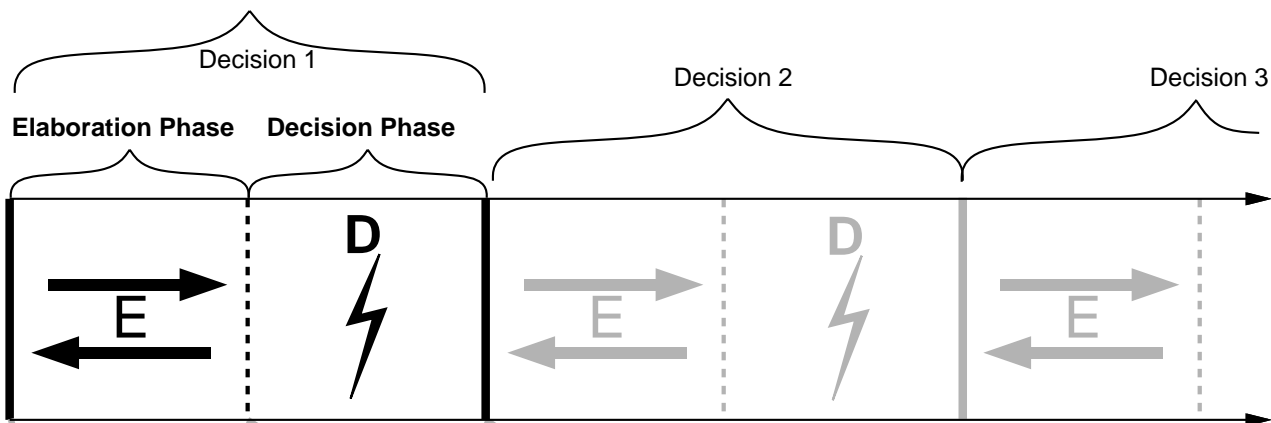
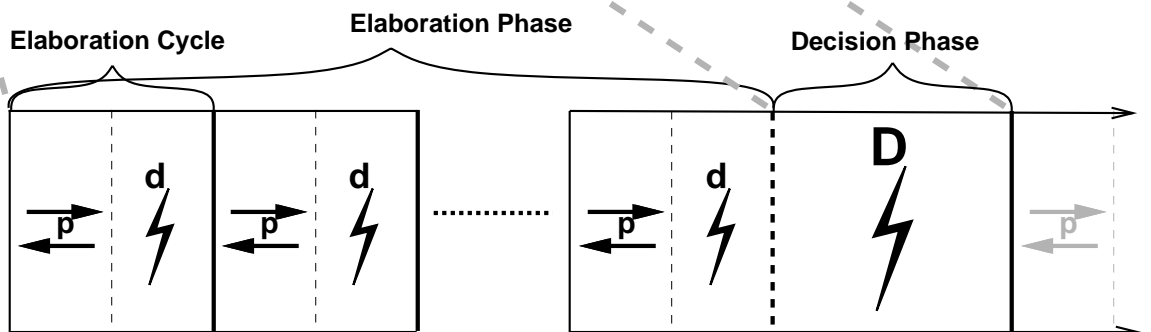


## Decision Cycle



## Quiescence



**Quiescence**  
no more  
productions  
are eligible  
to fire or  
retract

## Decision Phase

1. all operator preferences are considered
2. the preferences are evaluated
3. a new operator is selected  
OR  
a new state is created

### Preference Phase

newly instantiated  
productions fire  
AND  
productions that  
are no longer  
instantiated are  
retracted

## Working Memory Phase

1. all non-operator preferences are considered
2. the preferences are evaluated
3. elements are added and deleted from working memory