

+ B1 is a block
+ B1 is named A
+ B1 is clear

+ B2 is a block
+ B2 is named B
+ B2 is clear

+ B3 is a block
+ B3 is named C
+ B3 is clear

+ T1 is a table
+ T1 is named table
+ T1 is clear

+ S1 is a state
+ S1 has a problem-space blocks

+ S1 has a thing B1 & S1 has a thing B1
+ S1 has a thing B2 & S1 has a thing B2
+ S1 has a thing B3 & S1 has a thing B3
+ S1 has a thing T1 & S1 has a thing T1

+ S1 has an ontop O1 & S1 has an ontop O1
+ S1 has an ontop O2 & S1 has an ontop O2
+ S1 has an ontop O3 & S1 has an ontop O3

+ O1 has a top-block B1
+ O1 has a bottom-block T1

+ O2 has a top-block B2
+ O2 has a bottom-block T1

+ O3 has a top-block B3
+ O3 has a bottom-block T1

+ **Acceptable**
(suggest this as an addition to working memory)

& **Parallel**
(allow multiple additions to working memory for the same identifier-value pair)

An Abstract View of Preference Memory