

## Production Memory

### Example production

← <state1> is a state  
← <state1> has a thing <block1>  
← <state1> has a thing <block2>  
<block1> ≠ <block2>  
<block1> is clear  
<block2> is clear  
→  
suggest an operator to move <block1> ontop of <block2>

***productions fire, creating  
new preferences***

+ S1 has an operator O1  
+ O1 is named move-block  
+ O1 moves block B2  
ontop of B1

***working memory  
elements match  
against productions***

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

## Preference Memory

S1 is a state  
S1 has a problem-space blocks  
S1 has a thing B1  
S1 has a thing B2  
S1 has a thing B3  
S1 has a thing T1  
S1 has an ontop O1  
S1 has an ontop O2  
S1 has an ontop O3  
(S1 has no operator)

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

## Working Memory