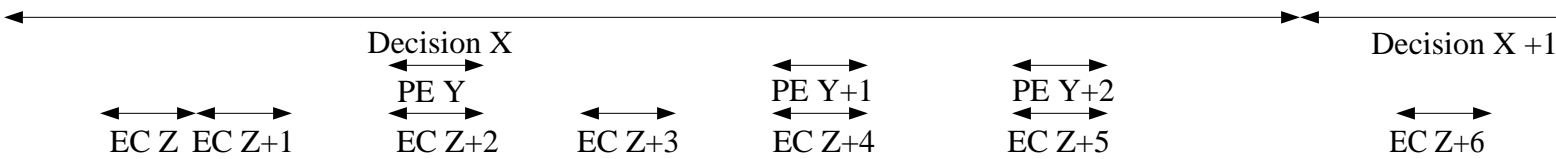
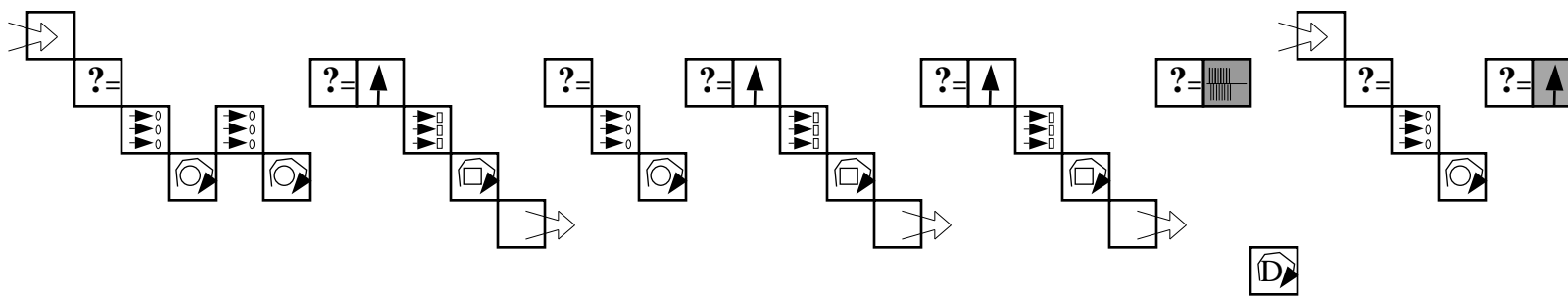


# The Operand2 Decision Cycle



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)

Determine Active Level

Consistency Check (dark: inconsistent decision)