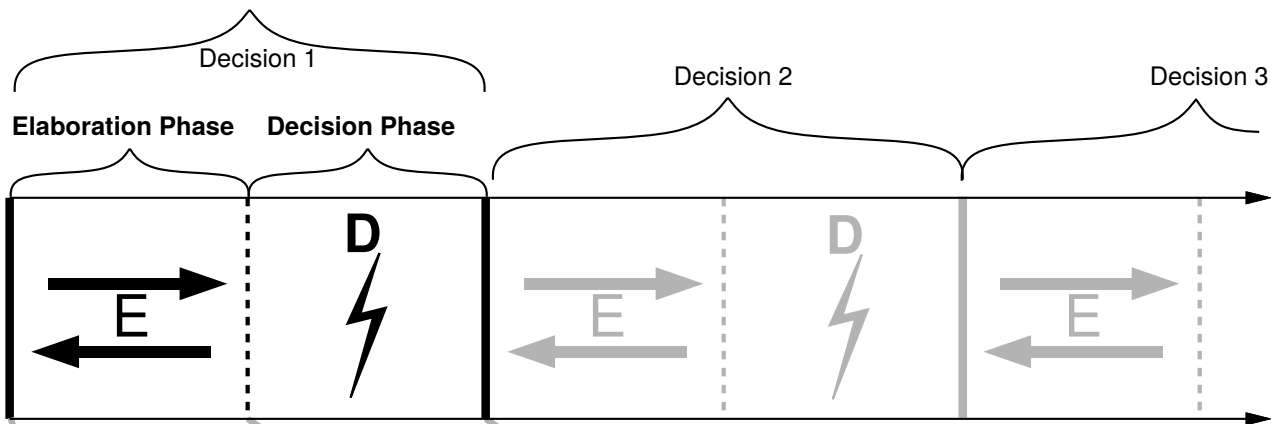
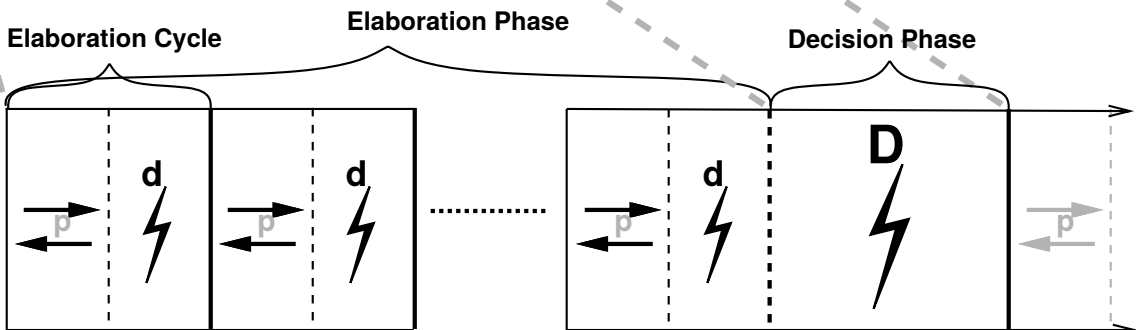


## Decision Cycle



Quiescence

## Elaboration Cycle



### Preference Phase

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

### Working Memory Phase

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

### 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