

Input event

eventType = Intention
occurrenceTime = 15:35
actorId = dr1
actionId = transport
intentionType = Int.To

Output event

eventType = Intention
occurrenceTime = 15:35
actorId = (pointer to the actor node of <i>dr1</i>)
actionId = (pointer to the action node of <i>transport</i>)
intentionType = Int.To

Knowledge updating processes

Association

Assessment

Elaboration

Propagation

PlanGraph

rescue

search

victim

victimAtStation

med: able

med: pot.int

medicalTreat

dr1: able;
dr2: able

dr1: int.to;
dr2: pot.int...

transport

vehicle

pickup

deliver

reference to

reference to