

SCR NO. 206

(MINI PRODUCTION SYSTEM LRP 7/12/85)
/85)

EXIT ,

This system has two structures:
Production rules and packets.

A packet is a set of production rules
that will be triggered in a fixed
sequence.

A rule can be any FORTH word. Rules
should not leave anything on the stack.
The one exception is when the last
word in the rule is SWITCH. SWITCH
changes a loop count, already on the
stack, to 1 to halt execution of the
remaining rules in the packet.

SCR NO. 207

(MINI PRODUCTION SYSTEM LRP 7/12

EXIT

Rule packets are named data structures.
They have the following structure:

HEAD | F | PTR | <-- rule header
|
V

body --> | C | R1 | R2 | ... | Rn |

HEAD is FORTH head

F is firing flag, where 1
means the packet is active;
0 means inactive .

PTR is pointer to rule array.
C is count of rules in packet.
R1 through Rn are CFAs of
the production rules in the
packet.