

ACT-R Chunk to Production Draft

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H
isa edge
role appear
source G
dest E
state [True|False]
consOf nil
prevCons nil
nextCons nil
parent A

K
isa condition
pred H
desiredStatePred True
firstCons M or N
processed [True|False]
parent A

M
isa edge
role click
source L
dest C
state [True|False]
consOf K
prevCons nil
nextCons nil
Competitive N
parent A

N
isa edge
role remember
source L
dest I
state [True|False]
consOf K
prevCons nil
nextCons nil
Competitive M
parent A

Production pseudocode:

```
Generic Condition Prod(  
    Retrieve chunk =pred of =cond  
    Get state of =pred  
=>  
    Goal>  
        consToDo: firstCons of =cond  
)  
  
p(  
    Retrieve H and get its state  
    The State should be True  
=>  
    =goal>  
        consToDo: M  
)  
  
p(  
    RetrievalTarget: H  
    State: True  
=>  
    =goal>  
        consToDo: N  
)  
  
p(  
    Goal>  
        consToDo: M  
=>  
    stateOfM = true  
    performClickAction  
  
    Goal> consToDo: nil  
)  
  
p(  
    Goal>  
        consToDo: N  
=>  
    stateOfN = true  
    performRememberAction  
    Goal> consToDo: nil  
)
```