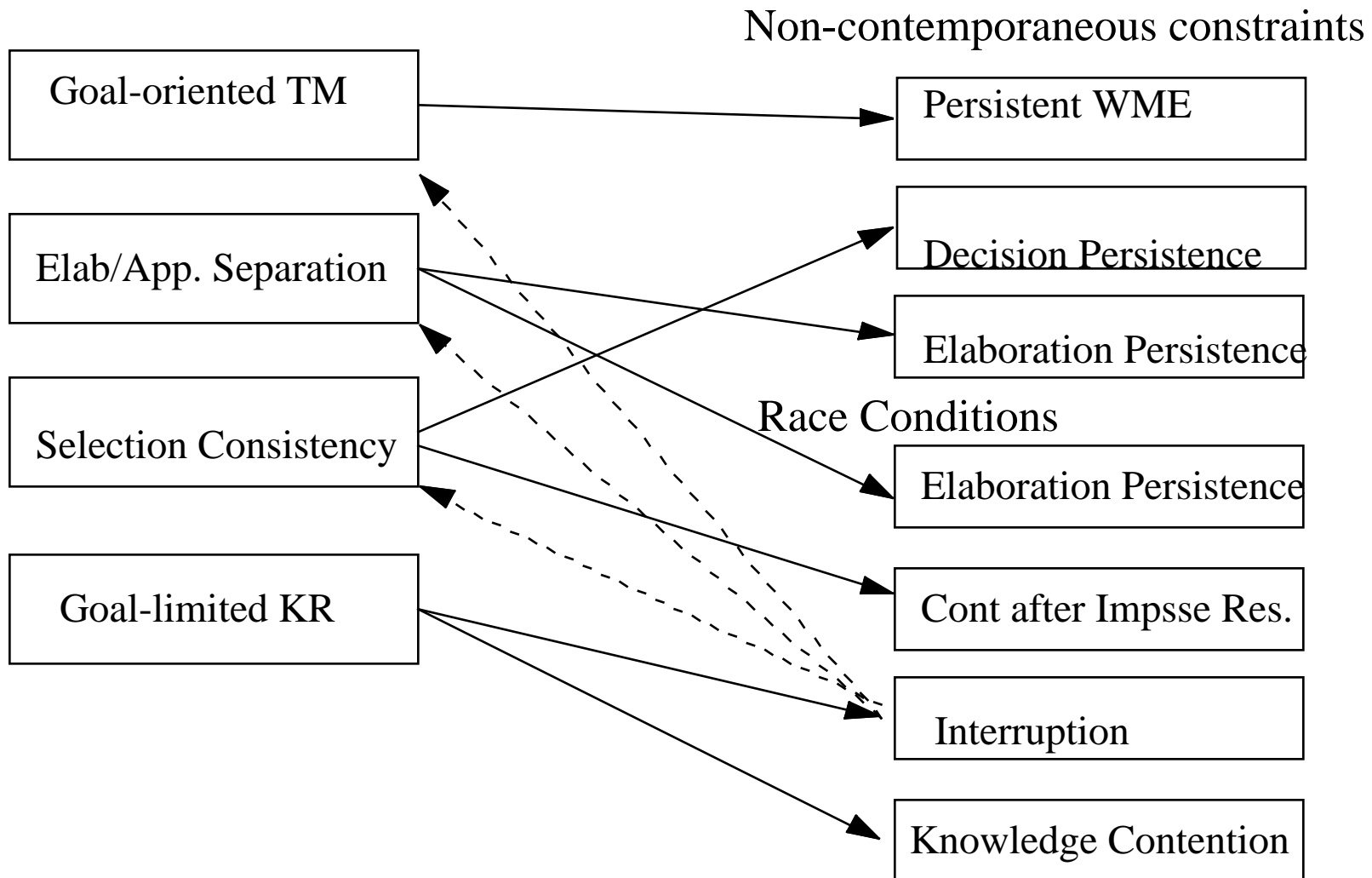


Operand2 Subgroup: Recap (1)



Operand2 Subgroup: Recap(2)

Implications of Operand2

- Floating operators
 - Operand2: “enter stack only when more preferred”
- Interruption/Wesson Oil Problem
 - Operand2: deliberate clean up knowledge
 - Future: functional reasons for episodic memory (?)
- Wait operators
 - Operand2: Clean, efficient solution
 - Future:
 - Architectural wait
 - Knowledge for SNC vs. wait

Operand2 Subgroup: Recap(3)

Implications of Operand2

- Where should results be stored?
 - Operand2:
 - Which problem space are data structures created for?
 - Example of PSCM constraint
 - “Reverse backward compatibility”
 - Operand2 system + 1 production == Soar 7 system

```
sp {terminate*operator*when-not-proposed
```

```
  (state <s> ^operator <o>
```

```
    -^operator <o> +)
```

```
-->
```

```
(<s> ^operator <o> @)}
```