**Static Input**
Current state predicates (defState)
- Utilities,
- a prior probabilities,
- sim-object,
- default truth value,
- object/attr/value
Task definitions (defTask)
  - Pre, effects (and probabilities). Actor,
  - Probabilities
Authority (defAuthority)
Receiptes (defPlan)
Entities (e.g., doctor, sgt)
  - gender, rank, role, action
Executing tasks (defExecutingTasks)
Communicative constraints (defContact)

**Dynamic input**
- Current beliefs (T/F in current state)
- Current intentions (e.g. other intend)
- Action observation (step initiated, effect observed)

**Plan Output**
- Current state
- Causal history
  - Sequence of executed actions, effects, causal chains
- Current plan
  - Relevant and intended actions
  - Actions of self and other
  - Conflict resolution proposals
    - Step addition
    - confrontation
  - Establishment/Threat relations
  - Goal achievement probability
Meta-plans (maintains information for choosing between alternative COAs)
- Utility
- Probability
- Stance
- Potential probability
...

**Emotion Output**
- Appraisals (input ??)
  - “mood” state
  - An emotion to associate w/ specific action
- Action/coping tendencies
  - Intention posting
  - Utility bias
Probability bias
Attribution bias
Focus of attention input

Agent? (as distinct from a task)
Task representation
Plan generation
Belief update
Motivation
Attention (visual, dialogue, emotional/planning)
Appraisal
  (attribution?)
Coping
Coping history
Causal history
Social relationships
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**Link to dialogue**

Input:
  - Intentions
  - Belief

Output:
  - Negotiation stances
  - Emotional dialogue
  - Appraisals for reference resolution

**Body**

Perception
  - Of world
  - Of body (Proprioception)
    - insula
  - Action/motor control

**Inference**