Jason Operators and Events

Operator	Description	Events	Description

`+  literal`
`+> literal`
`+< literal`
`++ literal`
	add belief in the beginning of BB
	in the end
	same as +*literal*
	add beginning, new focus
		`+literal`	

`-  literal`
`-+ literal`
`-- literal`
`-* literal`
	remove belief
	update belief
	remove belief, new focus
	remove all beliefs
		`-literal`	

`!  literal`
`!! literal`
`+ { !literal }`
`- { !literal }`
	add new goal
	with new focus
	equals to !*literal*
	fail goal
		`+!literal`
		`-!literal`
		`^!literal`
			goal added
			goal failed
			goal state changed

`? literal`
`+ { ?literal }`
`- { ?literal }`
	add test goal	`+?literal`
		`-?literal`
		`^?literal`	

`+  { plan }`
`+> { plan }`
	add plan in the beginning
	add plan in the end
		`<no event>`	

`+  { rule }`
`+> { rule }`
`-  { rule }`
	add rule in the beginning
	add rule in the end of BB
	remove rule
		`<no event>`	

	Cartago signal or KQML signal performative	`+literal[signal]`	

operators in blue are not implemented yet.

+ { X } should work for

- X = ground literal (add bel, not ground literal is considered as rule with true body)
- X = !literal (add goal)
- X = ?literal (add goal)
- X = plan (add plan)
- X = H :- B (add rule; rule has label as a plan)

- { X } should work for

- X = ground literal (remove bel)
- X = !literal (fail ach goal)
- X = ?literal (fail test goal)
- X = @label (remove plan or rule)