

In general, a "variable" is a logical description of something while a "fact" is a specific instance of that something, with relevant data added to the logical description. Resources in this context are facts which therefore require the user to provide data in relation to each resource for the purpose of building the logical model of real physical resources. The Fact/Variables Editor 355 is provided so as to allow the user to load the necessary data using a frame-based object-attribute-value formalism.

A resource (or fact) is defined as an object with attached attribute-value pairs. For example, an agent in a communications system may require a resource in order to provide a fibre-optic network connection from London to Ipswich which transmits video data. The resource need of the agent possibly can be expressed as follows:

Resource Example 1:

```

15 (:type network-link
    :is-variable false
    :id 11001
    :attributes (:from London
20         :to Ipswich
            :connection-type fibre-optic
            :speed 1000
            :data-type video
        )
25 )

```

The particular resources and associated attributes chosen will depend on how the user decides to model the domain.

If the "is-variable" flag is false as in the example above, then the resource is indeed a fact. Otherwise it is considered a variable. The "id" field gives the unique identifier of the resource. The following two examples are of resource variables:

Resource Example 2: