

C_{irp}

Control Subsystem

${}^c C_{irp}$

Memory

Virtual effectors and receptors buffers

${}^e {}_y C_{irp,m}$

Motion commands

${}^e {}_x C_{irp,m}$

Manipulator state

${}^e {}_y C_{irp,g}$

Gripper commands

${}^e {}_x C_{irp,g}$

Gripper state

${}^r {}_x C_{irp,k}$

Recognized objects