Forward

Iter.	Conflict Set	Selected Rule	Working Memory
1	{R2, R4}	R2	+Seedclass=multiple
2	{R2, R4}	R4	+Fruitclass=vine
3	{R2, R4, R6, R8}	R8	+Fruit=cantaloupe
4	{R2, R4, R6, R8}	R6	+Fruit=watermelon

Backward

FindOut(valid sign3) {R1}
    Monitor(R1) {green sign3, circle sign3, high-saturation sign3}
        FindOut(green sign3) {R7}
            Monitor(R7) {hue sign3 mid}
                FindOut(hue sign3 mid) False
            Delete(R7)
    Delete(R1)
FindOut(valid sign3) {R2}
    Monitor(R2) {red sign3, triangle sign3, low-saturation sign3}
        FindOut(red sign3) {R8}
            Monitor(R8) {hue X low}
                FindOut(hue X low) True
                Execute(R8) +red sign3
            Delete(R8)
        FindOut(triangle sign3) {R5}
            Monitor(R5) {angle sign3 3}
                FindOut(angle sign3 3} True
                Execute(R5) +triangle X
            Delete(R5)
        FindOut(low-saturation sign3)
            Request(low-saturation sign3)