

The figure consists of two identical 4x8 grids, each representing an agent's memory state. The grids are oriented vertically. The top grid is labeled "1.1" and the bottom grid is labeled "20.1". Both grids have four rows labeled 0, 1, 2, 3 and eight columns labeled 1.1, 1.01, 1.02, 1.00, 10.1, 10.01, 10.02, 10.00. The columns represent the visible range of the agent, and the rows represent the memory slots. The grids are currently empty.

Figure 1: Table for agents with 2-bit memory and visibility=2. Vehicles obscure visible range. Note, visible state (0 - empty space, 1 - an other agent, 2 - an edge, • - is current agent).