

input memory	1•1	1•01	1•02	1•00	10•1	10•01	10•02	10•00
0								
1								
2								
3								

input memory	20•1	20•01	20•02	20•00	00•1	00•01	00•02	00•00
0								
1								
2								
3								

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).