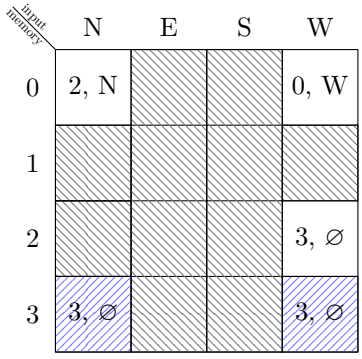
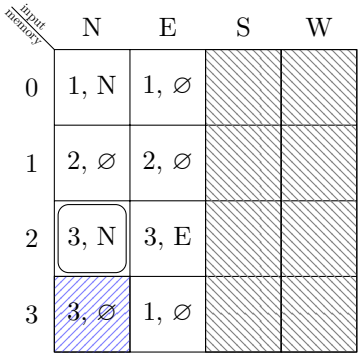
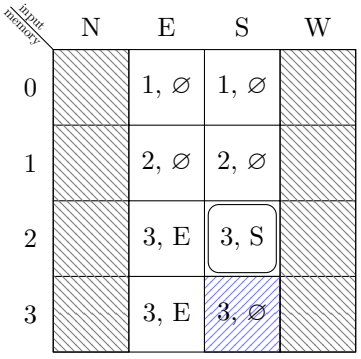


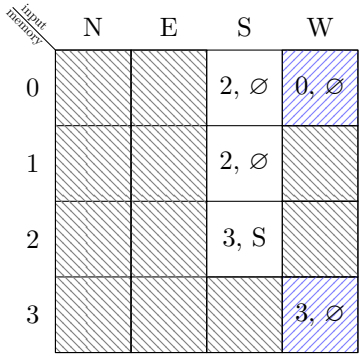
(a) State Machine of agent at state 1



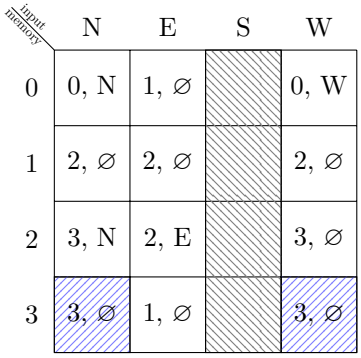
(b) State Machine of agent at state 2



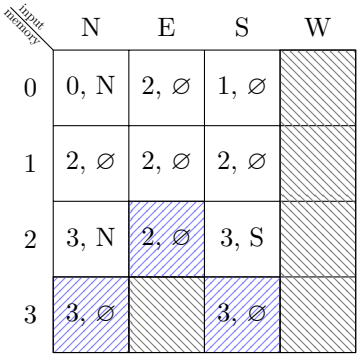
(c) State Machine of agent at state 3



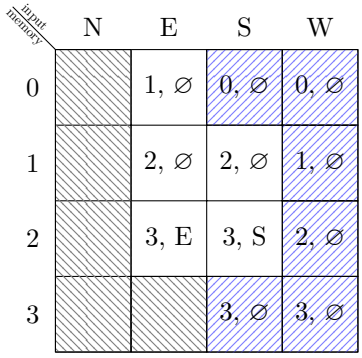
(d) State Machine of agent at state 4



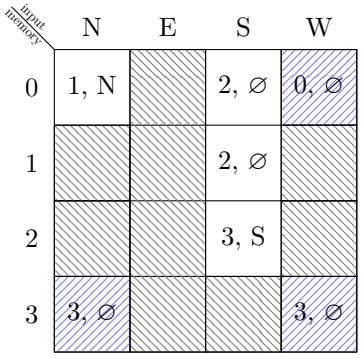
(e) State Machine of agent at state 5



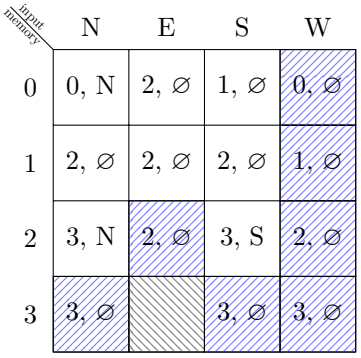
(f) State Machine of agent at state 6



(g) State Machine of agent at state 7



(h) State Machine of agent at state 8



(i) State Machine of agent at state 9

Figure 1: Agent state machines at different positions on the patch, a tuple designates next memory state and a picked movement direction, or *do nothing* otherwise. Empty hatched cells should be treated as erroneous states. Input direction is a position of empty cell at the beginning of time tick. In the absence of neighboring empty cell.