

0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---

0	0	0	0	1	0	1	1
---	---	---	---	---	---	---	---

0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---

f e d c b a

0	0	0	1	0	0	0	1
---	---	---	---	---	---	---	---

(a)

Rule Queue

Active Bitmap

Dropped Bitmap

Predicates Count

0	0	0	1	1	0	0	0
---	---	---	---	---	---	---	---

0	0	0	1	1	0	0	0
---	---	---	---	---	---	---	---

0	0	0	0	0	0	1	1
---	---	---	---	---	---	---	---

f e d c b a

0	0	0	1	0	1	0	0
---	---	---	---	---	---	---	---

(b)