|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Iteration # | Working memory  Current square | Working memory  Goal square | Conflict set  (rule #’s) | Fire rule |
| 0 | 1 | 2 | 1, 2 | 1 |
| 1 | 8 | 2 | 13, 14 | 13 |
| 2 | 3 | 2 | 5, 6 | 5 |
| 3 | 4 | 2 | 7, 8 | 7 |
| 4 | 9 | 2 | 15, 16 | 15 |
| 5 | 2 | 2 |  | Halt |