For every combination of parameters, the 2-step greedy algorithm outperforms the one-step greedy algorithm.

Overall 2-step greedy is best.

Overall order: 2-step greedy, Hybrid, Squarrel, Boustrophdeon, Wall-following, 1-step greedy

Same relative order for varying kill rates except that at low kill rates, wall-following is just after 2-step greedy

For smaller values of area covered (time \* speed) have better performance with wall-following than other preplanned paths but is rapidly overtaken

Higher sticking factors make wall-following better

Row spacing has little effect, though pure boustrophedon works better with largest spacing (L/5) and others work best at L/10