REPORTE DEL PLANIFICADOR DE SECUENCIA DE ENSAMBLE

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DETALLES DEL REPORTE:

Caso de estudio: Bloque Corona
Reorientaciones: sí
Cambios de herramientas: no
Vértices: 17
Aristas: 136
Número total de hormigas: 11

Secuencias de ensamble:

Hormiga: 1
Reorientaciones: 2

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(7, +z)-(17, +z)-(4, +z)-(6, +z)-(3, +z)-(2, +z)-(13, +z)-(1, +z)

Hormiga: 2
Reorientaciones: 3

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(4, +z)-(6, +z)-(3, +z)-(2, +z)-(13, +z)-(7, -y)-(17, -y)-(1, -y)

Hormiga: 3
Reorientaciones: 3

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(3, +z)-(6, +z)-(17, +z)-(1, +z)-(13, +z)-(7, +y)-(4, +y)-(2, +y)

Hormiga: 4
Reorientaciones: 2

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(7, +z)-(17, +z)-(4, +z)-(13, +z)-(1, +z)-(6, +z)-(3, +z)-(2, +z)

Hormiga: 5
Reorientaciones: 3

Salida:
(11, +z)-(10, +z)-(16, +x)-(14, +x)-(15, +x)-(12, +z)-(9, +z)-(5, +z)-(4, +z)-(6, +z)-(7, +z)-(17, +z)-(1, +z)-(2, +z)-(13, +z)-(8, +x)-(3, +x)

Hormiga: 6
Reorientaciones: 2

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(7, +z)-(17, +z)-(4, +z)-(1, +z)-(6, +z)-(2, +z)-(13, +z)-(3, +z)

Hormiga: 7
Reorientaciones: 2

Salida:
(8, -x)-(14, -x)-(15, -x)-(16, -x)-(5, +z)-(4, +z)-(6, +z)-(7, +z)-(17, +z)-(2, +z)-(13, +z)-(1, +z)-(9, -z)-(10, -z)-(11, -z)-(12, -z)-(3, -z)

Hormiga: 8
Reorientaciones: 2

Salida:
(8, -x)-(14, -x)-(15, -x)-(16, -x)-(5, +z)-(4, +z)-(6, +z)-(7, +z)-(17, +z)-(2, +z)-(13, +z)-(1, +z)-(3, -z)-(9, -z)-(10, -z)-(12, -z)-(11, -z)

Hormiga: 9
Reorientaciones: 3

Salida:
(8, -x)-(14, -x)-(15, -x)-(16, -x)-(10, -z)-(11, -z)-(9, +z)-(5, +z)-(4, +z)-(7, +z)-(17, +z)-(1, +z)-(6, +z)-(3, +z)-(2, +z)-(13, +z)-(12, -x)

Hormiga: 10
Reorientaciones: 2

Salida:
(8, -x)-(14, -x)-(15, -x)-(16, -x)-(5, +z)-(4, +z)-(6, +z)-(7, +z)-(17, +z)-(2, +z)-(13, +z)-(1, +z)-(3, -z)-(9, -z)-(10, -z)-(11, -z)-(12, -z)

Hormiga: 11
Reorientaciones: 2

Salida:
(11, +z)-(10, +z)-(16, +x)-(15, +x)-(14, +x)-(8, +x)-(12, +z)-(9, +z)-(5, +z)-(7, +z)-(17, +z)-(4, +z)-(1, +z)-(6, +z)-(3, +z)-(2, +z)-(13, +z)

Secuencia de salida premiada
Reorientaciones: 2

Salida:
(8, -x)-(15, -x)-(14, -x)-(16, -x)-(10, -z)-(11, -z)-(12, +z)-(9, +z)-(5, +z)-(4, +z)-(7, +z)-(6, +z)-(13, +z)-(3, +z)-(17, +z)-(2, +z)-(1, +z)