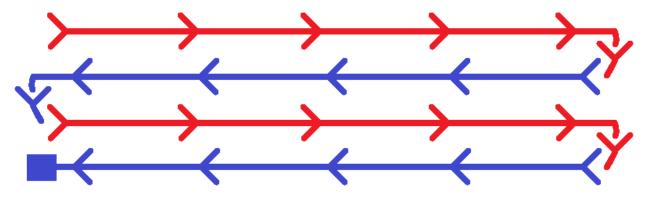
الگوریتم پیمایش محیط به صورت شخم گاوی (boustrophedon) است و این روش برای این مسئله بهینه است چون که محیط مورد نظر مستطیلی شکل بوده و نقطهی شروع جاروبرقی هم در لبه است. بنابراین مسیر طیشده توسط عامل و همچنین تعداد گامهای آن همیشه در یک محیط یکسان، ثابت است؛ مثلا تعداد گامهای مورد نیاز برای پیمایش محیطی به اندازهی 5= m و n=8 همیشه بدون توجه به کثیف یا تمیز بودن خانهها (و در نظر نگرفتن مکشها) ۴۰ خواهد بود.



یک نمونه از اجرای برنامه در صفحات بعد نشان داده شده است:

شروع:

e =

0 1 0 1 1 1 0 0

1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 1

percept =

1 1 0

action = r

e =

0 1 0 1 1 1 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 2

percept =

1 2 1

action = s

e =

0 0 0 1 1 1 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 3

percept =

1 2 0

action = r

e =

0 0 0 1 1 1 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 4

percept =

1 3 0

action = r

e =

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cnt = 8
cnt = 6
percept =

1 1 1 0 0 1 0 1

percept =

1 5 0

1 4 0 action = r

action = r e =

 1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 9

percept =

1 6 1

action = s

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 10

percept =

1 6 0

action = r

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 11

percept =

1 7 0

action = r

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 12

percept =

1 8 0

action = d

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 15

percept =

percept =

2 6 1

2 8 0

cnt = 13

action = s

e =

action = I

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 16

percept =

cnt = 14

percept =

2 6 0

2 7 0

action = I

e =

action = I

e =

0 0 0 0 0 0 0 0

1 1 1 1 1 1 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

0 0 0 0 0 0 0 0

1 1 1 1 1 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

1 1 1 0 0 1 0 1

cnt = 17

percept =

2 5 1

action = s

e =

2 4 1

action = s

e =

0 0 0 0 0 0 0 0

1 1 1 0 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 20

percept =

2 4 0

action = I

e =

0 0 0 0 0 0 0 0

1 1 1 0 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 21

percept =

0 0 0 0 0 0 0 0 1 1 1 1 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 18

percept =

2 5 0

action = I

e =

0 0 0 0 0 0 0 0

1 1 1 1 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 19

percept =

2 3 1

action = s

action = s

e =

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 0 0 0 0 0 0

1 1 1 0 0 0 0 1

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

1 1 1 0 0 1 0 1

cnt = 24

cnt = 22

percept =

percept =

2 2 0

2 3 0

action = I

action = I

e =

e =

 $0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0$

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 0 0 0 0 0 0

1 1 1 0 0 0 0 1

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

1 1 1 0 0 1 0 1

cnt = 25

cnt = 23

percept =

percept =

2 1 1

2 2 1

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 28

percept =

3 1 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 29

percept =

3 2 1

action = s

e =

cnt = 26

percept =

2 1 0

action = d

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 1 1 0 0 0 0 1

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 27

percept =

3 1 1

action = s

1 1 1 0 0 1 0 1

1 1 1 0 0 1 0 1

percept =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0	0	0	0	0	0	0	0	0	0
0 0 0 0 0 0 0	0	0	0	0	0	0	0	0	1

 0 0 1 0 0 0 0 1
 1 0 0 0 1 1 0 0

 1 0 0 0 1 1 0 0
 1 1 1 0 0 1 0 1

cnt = 32

cnt = 30 percept =

3 3 0

3 2 0

action = r

action = r

e =

e =

0 0 0 0 0 0 0 0 0 0 0 0 0 1

0 0 1 0 0 0 0 1 1 0 0 0 1

1 0 0 0 1 1 0 0 1 1 1 0 0 1 0 1

cnt = 33

cnt = 31 percept =

3 4 0

3 3 1

action = r

action = s

e =

e =

0 0 0 0 0 0 0 0

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 38

percept =

3 8 0

action = d

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 39

percept =

4 8 0

action = I

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 40

percept =

4 7 0

action = I

e =

0 0 0 0 0 0 0 0

 $0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0$

0 0 0 0 0 0 0 0

1 0 0 0 1 1 0 0

1 1 1 0 0 1 0 1

cnt = 41

percept =

4 6 1

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 1 0 0 0

1 1 1 0 0 1 0 1

cnt = 44

percept =

percept =

cnt = 42

4 5 0

4 6 0

action = I

e =

action = I

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 1 0 0 1 0 1

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

1 0 0 0 1 0 0 0

1 1 1 0 0 1 0 1

cnt = 45

percept =

cnt = 43

percept =

4 4 0

4 5 1

action = I

e =

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 1 0 0 1 0 1

1 1 1 0 0 1 0 1

1 0 0 0 0 0 0 0

cnt = 46

percept =

4 3 0

action = I

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 1 0 0 1 0 1

cnt = 47

percept =

4 2 0

action = I

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 0 0 0 0 0 0 0

1 1 1 0 0 1 0 1

cnt = 48

percept =

4 1 1

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

 $0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0 \;\; 0$

1 1 1 0 0 1 0 1

cnt = 49

percept =

4 1 0

action = d

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

1 1 1 0 0 1 0 1

cnt = 50

percept =

5 1 1

action = s

e =

action = s

e =

0 0 0 0 0 0 0 0

 $0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0$

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 1 1 0 0 1 0 1

 $0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0$

0 0 0 0 0 0 0 0

0 0 1 0 0 1 0 1

cnt = 53

percept =

5 2 0

5 1 0

cnt = 51

percept =

action = r

e =

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 1 1 0 0 1 0 1

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

 $0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 0 \ 1$

cnt = 54

percept =

cnt = 52

percept =

5 3 1

5 2 1

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 1 0 1

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 1 0 1

cnt = 57

percept =

5 5 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 1 0 1

cnt = 58

percept =

5 6 1

action = s

e =

percept =

cnt = 55

5 3 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 1 0 1

cnt = 56

percept =

5 4 0

action = r

0	0	0	0	0	0	0	0	

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1

cnt = 59

percept =

5 6 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1

cnt = 60

percept =

5 7 0

action = r

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 1

cnt = 61

percept =

5 8 1

action = s

e =

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0

cnt = 62

percept =

5 8 0

action = n