Algorithm 1 Post Smoothing

1: **procedure** POST SMOOTHING
2:     **for** *each valid_state s* **do**
3:         *valid_successor ← successor(s)*
4:         *safe ← True*
5:         *stop ← False*
6:         **for** *each successor(s) next and safe not False and stop not True* **do**
7:             *line ← segment(s,next)*
8:             **for** *ecah room π* **do**
9:                 *inter ← intersection(line,π)*
10:                 **if** *inter not 0 and s and next not in π* **then**
11:                     *safe ← False*
12:                 **if** *inter not 0 and next in π* **then**
13:                     *stop ← True*
14:             **if** *safe* **then**
15:                 *valid_successor ← next*
16:                 *s ← valid_successor*

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