## AUTOMATA

## **Exercise 1:** A simple robot

A robot is programmed to move in the maze pictured below.

He enters this maze through a border (North, West, South or East) and then obeys to the following program:

A simple program.

```
Do
If the front cell is free, Then
Move in this cell
Else
Rotate a quarter turn clockwise
End If
Until out of the maze
```

- 1. Where will the robot leave the maze if he enters through the 3<sup>rd</sup> cell (from the top) of the West border?
- 2. Where must the robot enter the maze to leave through the 5<sup>th</sup> cell (from the left) of the South border (2 solutions)?
- 3. What happens if the robot enters through the 7<sup>th</sup> cell of the South border (from the left)?

## Exercise 2: A more evolved robot

This time, the robot has a 1-bit memory! This memory can be viewed as a binary number (0 or 1) that we'll call his state. The robot still begins just at a border of the previous maze, outside the maze, and ready to enter. He now obeys the following program:

## A more evolved program.

1	Begin with the state 0
2	Do
3	If the front cell is free, Then
4	Move in this cell
5	Change state
6	Else, If the state is 0, Then
$\overline{7}$	Rotate a quarter turn clockwise
8	Else
9	Rotate a quarter turn anticlockwise
10	End If
11	Until out of the maze
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1. What happens if the robot enters through the 2<sup>nd</sup> cell of the North border (from the left)?

2. What happens if the robot enters through the 8<sup>th</sup> cell of the South border (from the left)?