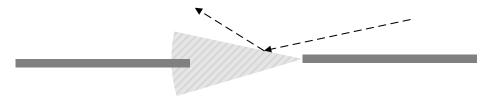
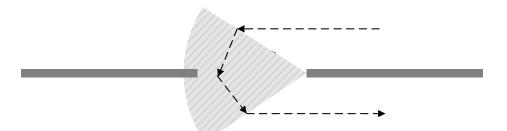
Preliminaries

Assumption1—lighthouse sensor system

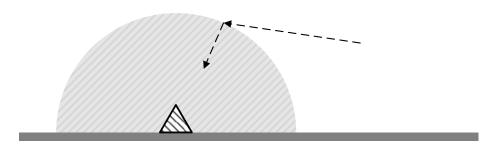
Assumption2—self navigation algorithm



Virtual Wall Service



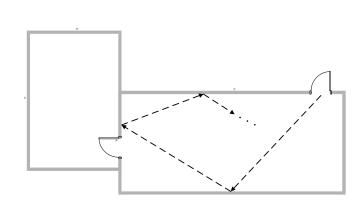
Traversing Service



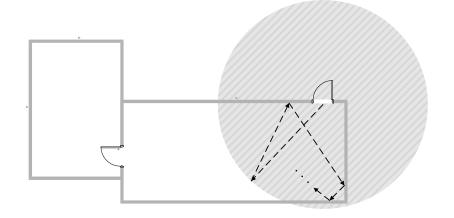
Docking Navigation Service

Problem Formulation

Key concept 1—cleaning in a battery-reserving mode

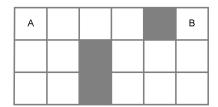


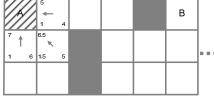
The original tour

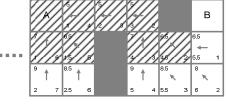


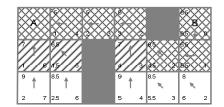
The tour in battery reserving mode

Key concept 2—the shortest path on an explored map





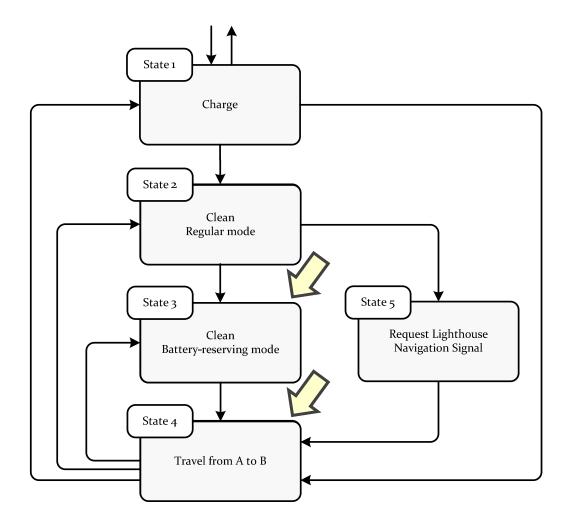




A demonstration of using A* algorithm to resolve the shortest path on a continuous map

Problem Formulation

": The states added to perform the new feature proposed in this paper



Problem is formulated as a state machine

Model Analysis

Entry action 1. Starts manually 2. Starts as self-charging Exit action 1. Enters state 2, cleans in the regular mode 2. Enters state 4, travels from A to B 3. Enters state 6, terminates state machine **State 2:** cleaning in the regular mode Entry action 1. Starts after charging 2. Starts after finding the right position 3. Starts when entering a new room Exit action 1. Enters state 5, requests for lighthouse signal 2. Enters state 4, travels from A to B 3. Enters state 3, cleans in the battery-reserving mode **State 5:** requesting for the lighthouse navigation signal Entry action 1. Starts after cleaning a room with sufficient battery 2. Starts after cleaning a room with the battery-reserving mode

Enters state 4, travels from A to B

State 1: charging

Exit action

1.

State 3: cleaning in the battery reserving mode



Entry action

1. Starts after charging with regular mode

Exit action

1. Enters state 4, travels from A to B

2. Enters state 5, requests the lighthouse signal

State 4: traveling from A to B

V

Entry action

1.	Starts after charging

2. Starts after receiving the signal

3. Starts after finishing the task in the regular mode

4. Starts after finishing the task in the battery-reserving mode

Exit action

1. Enters state 2, cleaning in the i	reomar mone

2. Enters state 3, cleans in the battery-reserving mode

3. Enters state 1, charging