

state: looking for side
node recognizing

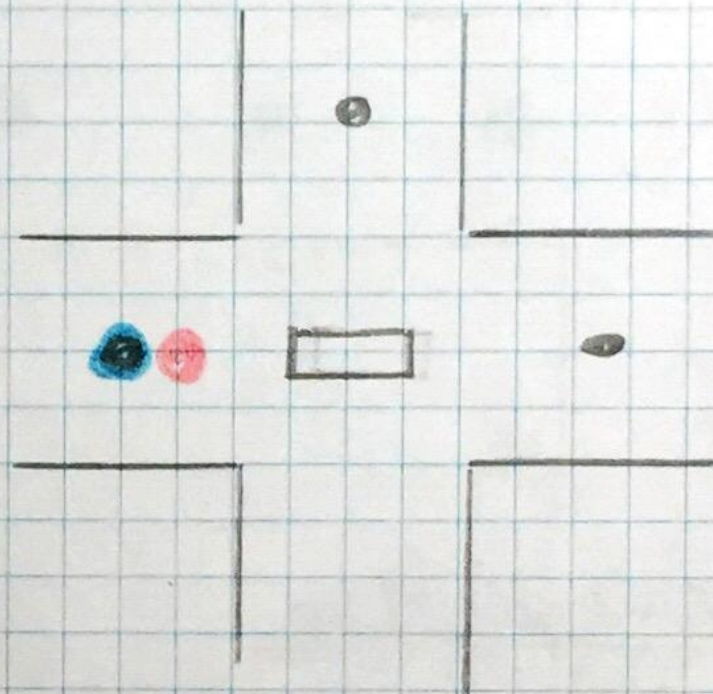
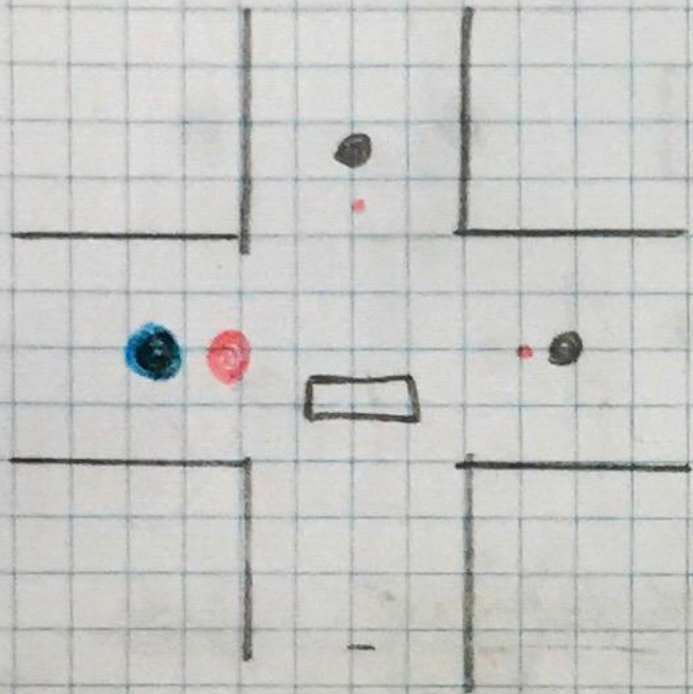
state: looking for side
node recognizing

↓
pledge

↓
midpoint initialize

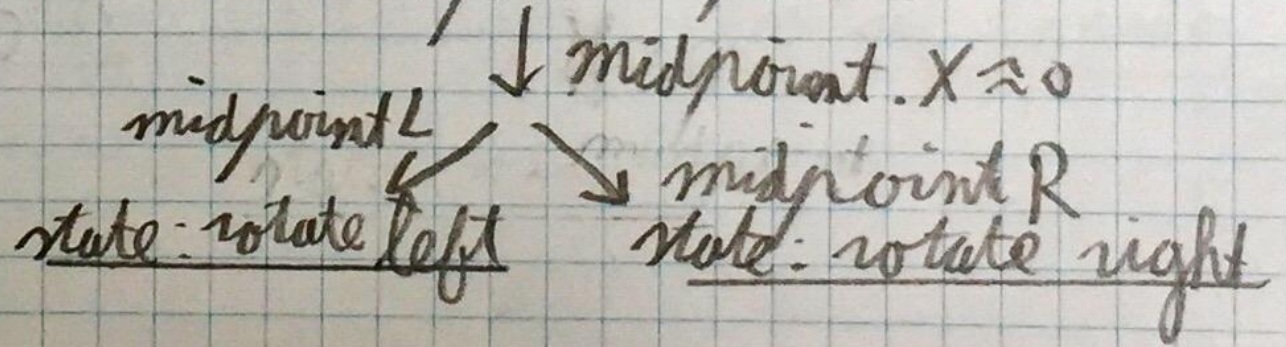
midpoint LR
↓
state: move to midpoint

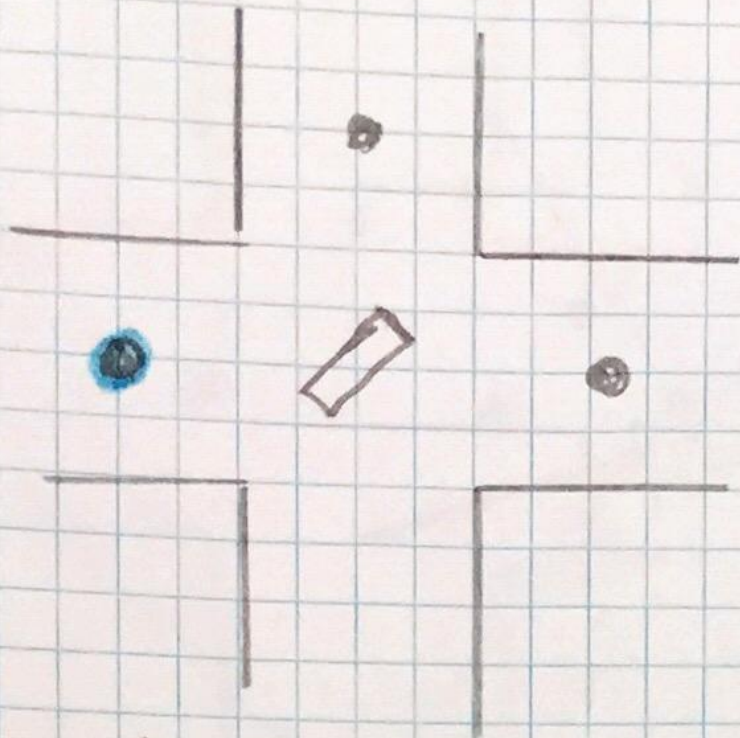
midpoint F
↓
state: cross junction



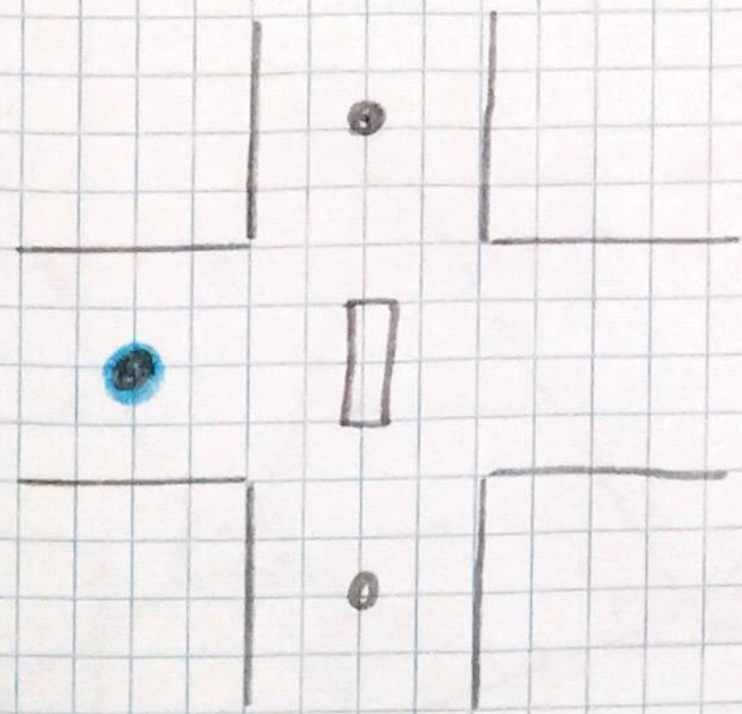
state: move to midpoint
midpoint update

state: move to midpoint
midpoint update

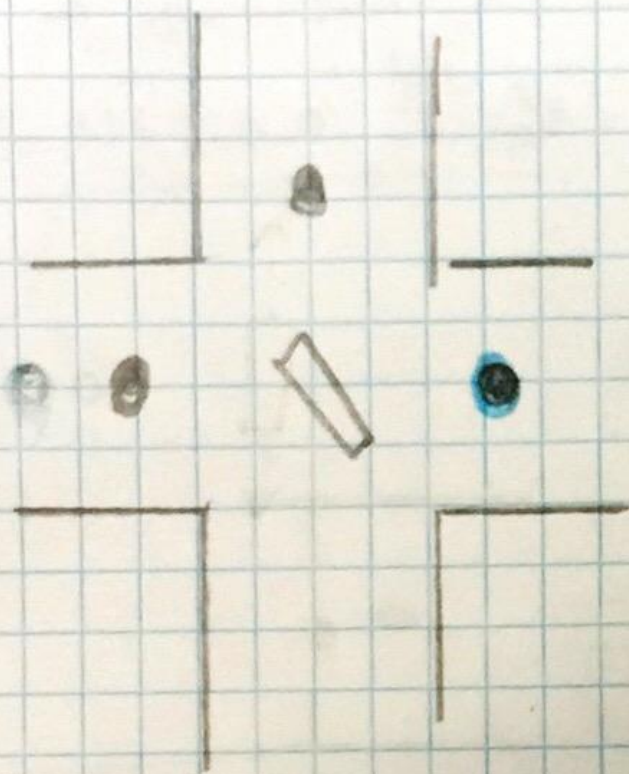




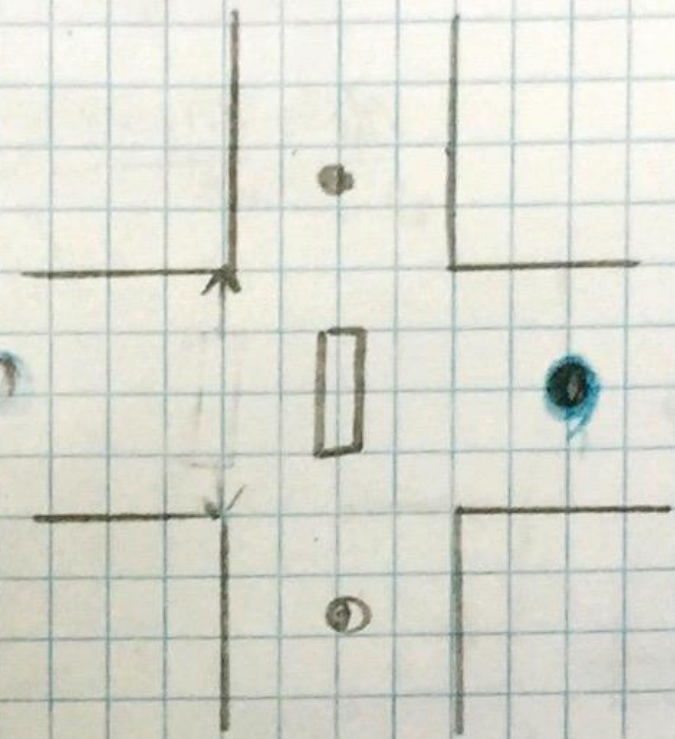
state: rotate left
 midpoint update



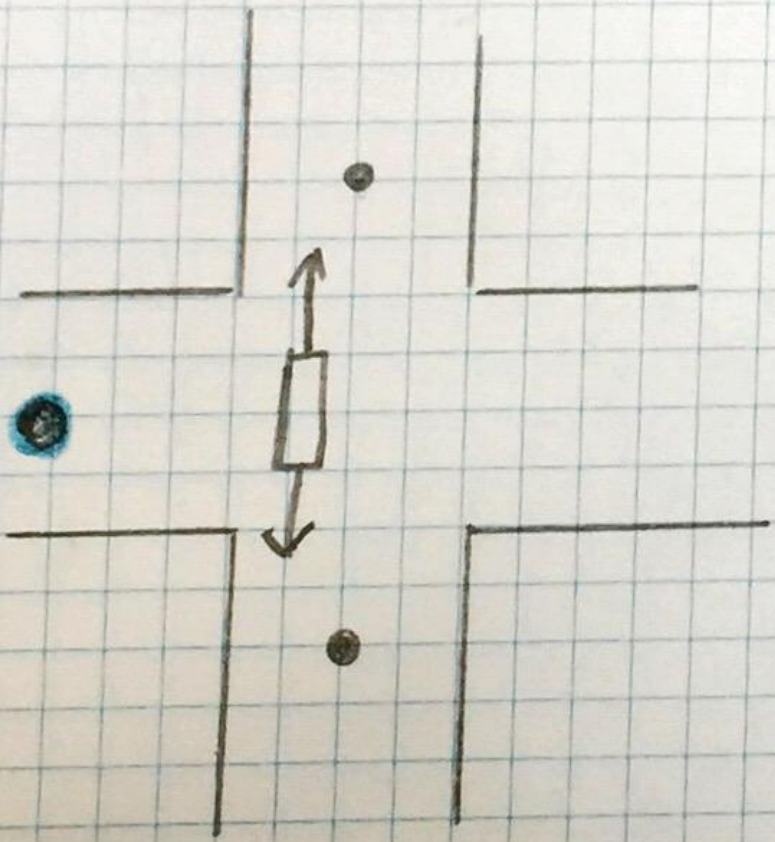
state: rotate left
 midpoint update
 ↓ midpoint straight (1,0)
state: cross junction



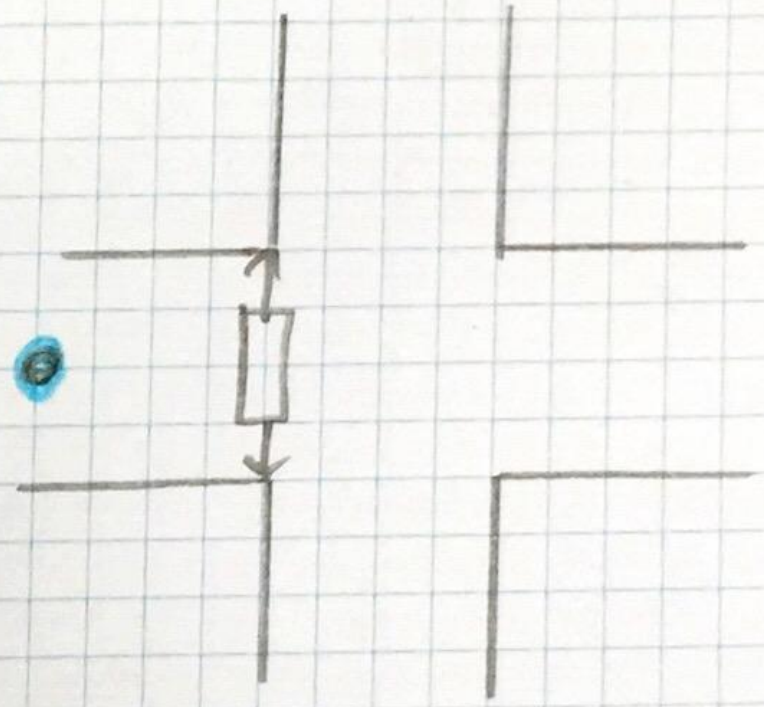
state: rotate right
 midpoint update



state: rotate right
 midpoint update
 ↓ midpoint straight (1,0)
state: cross junction



state: cross junction



state: cross junction
 ↓ left beam = wall
 right beam = wall
state: looking for side