CS 3050 Final-Project report

This project consisted of several parts, and was completed by a team consisting of; Zachary Rump, John Jolley, and Jakob Daugherty. Upon first glance, this project seemed simple enough, just move the robots around the map. Initially, we stated with an object-orientated approach to the problem, but eventually found a simpler approach. Parsing the map into a two dimensional array proved rather easy. Using a simple parsing function to convert the map in text file form to the array. To determine the starting (x,y) coordinates of all robots using a simple search algorithm was implemented. Once each robots position has been determined the coordinates are then check to see if the positions are closer than the allowed radius r, and r is given as a command line argument. With all input information gathered, it is now time to start moving around the map.

Since, the initial requirements did not require us to find the shortest path for the robot to travel, we used a simple depth first search algorithm to move the robots around the map. This proved to be the most complex in implementation, and debugging. The algorithm starts by looking at adjacent map spaces, checking if the robot has the ability to move to that space. This process continues, recursively, until the robot’s current coordinates match the desired final location. With this example the first robot is to move from S to E, and robot is to move from F to L. The path traveled is stored in a stack structure, and is added to the map before printing. This was the simplest implementation to hold the data, yet proved problematic when running. As you could easily step outside the bounds of the stack; causing a segmentation fault and crashing the program entirely.

In an effort to minimalize situations in which the proximity of the two robots is less than the given value r, we chose to move one robot at a time. Verifying proximity before moving and then moving only one robot at a time. Finally, after adding both paths to the map, the map is then printed out in its entirety. The running time of this particular implementation, is entirely determined by the size of the map. Since the search algorithm has to search all points in the map, in order to find its way around. The running time is, worst-case, O(V + E). Where V is the number of spaces that can be discovered by the robot, and E is the number of adjacent locations that can also be moved to from a particular point. In terms of memory, the program currently can only take in a map no larger than 100 by 100 (this can be changed by in creasing the value of BUFFER).