

Assignment Report 4

1. Solution

At first, I used a loop to calculate Row*Column and store it. Then, I set the stack of main function. **(PS. Each function or subroutine has 4 positions in the stack, from the bottom to the top they are RETURN VALUE, RETURN ADDRESS, FRAME POINTER, and CURRENT NUMBER (from R*C down to 1))**

Then I used memorized search to improve the program. If the current point is not 0 then it is already the max number, then just skip the procedure, pop the stack, and return, or search the four directions to find the max numbers of the path by recursion.

The four directions have 4 different ways to judge if the current number has crossed the boundaries. **I minus the current number repeatedly** to see if it is at **the last column**, which is similar to how I see if it is at the first column. **I minus the start address of data** to see if it is at **the first line**, which is similar to how I see if it is at the last line.

If the current number's next move is in the matrix, then I compare the data value of it with the current number's. If the next move is smaller, then push the stack and get into the subroutine.

After each number of data has found its max number of skiing length, I compare it to R2, which stores the max number. If it's bigger then renew R2.

Finally, the max number needs plus 1 because the last point had not been counted.

3. Source Code

```
1  .ORIG x3000
2  STACK .BLKW 1
3  LDI R0,ROW
4  LDI R1,COL
5  LD R4,DATA
6  LEA R3,RES
7  LEA R6,STACK
8  AND R2,R2,#0
9  ADD R2,R2,R1
10 ADD R2,R2,xFFFF
11 MULTI ADD R0,R0,R1
12 ADD R2,R2,xFFFF
13 BRz MULTIDONE
14 BRnzp MULTI
15 MULTIDONE ST R0,TOTAL
16 ;R0 = ROW*COL AND STORE IT
17 AND R2,R2,#0
18 ADD R6,R6,#-3
19 STR R0,R6,#0
20 ;SET THE MAIN'S STACK
21 LOOP JSR FIND
22 ;FIND THE CURRENT
23 ;NUMBER'S MAX VALUE
24 LDR R1,R6,#0
25 NOT R1,R1
26 ADD R1,R1,#1
27 ADD R1,R1,R2
28 ;COMPARE WITH R2
29 BRzp NO
30 LDR R2,R6,#0
31 NO ADD R0,R0,#-1
32 ADD R6,R6,#1
33 STR R0,R6,#0
34 ADD R0,R0,#0
35 ;PUSH STACK TO NEXT NUMBER
36 BRz END
37 BRnzp LOOP
38 END ADD R2,R2,#1
39 HALT
40
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41      ;SUNROUTINE
42
43      FIND  ADD  R6,R6,#-2
44      STR  R7,R6,#0
45      ADD  R6,R6,#-1
46      STR  R5,R6,#0
47      ADD  R5,R6,#-1
48      ADD  R6,R6,#-1
49      ;PUSH THE STACK
50      ;AND STORE R7 AND R5
51      LDR  R1,R6,#4
52      LEA  R3,RES
53      ADD  R3,R3,R1
54      ADD  R3,R3,#-1
55      ;R3 IS THE CURRENT POSITION
56      LDR  R1,R3,#0
57      BRnp DONE
58      ;IF IT IS NOT 0 THEN DONE
59      ;MEMORIZED RESEARCH

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61  LDR R1,R6,#4
62  LDI R3,COL
63  NOT R3,R3
64  ADD R3,R3,#1
65  LOOP1 ADD R1,R1,R3
66  BRz NEXT_1
67  BRn INSIDE1
68  BRp LOOP1
69  ;IF IT IS IN THE MATRIX
70  INSIDE1 LDR R1,R6,#4
71  LD R4,DATA
72  ADD R4,R4,R1
73  ADD R4,R4,#-1
74  ST R5,SR5
75  LDR R5,R4,#0
76  LDR R1,R4,#1
77  NOT R1,R1
78  ADD R1,R1,#1
79  ADD R1,R1,R5
80  LD R5,SR5
81  ADD R1,R1,#0
82  ;IF NEXT MOVE IS SMALLER
83  ;THEN GO INTO RECURSION
84  BRnz NEXT_1
85  LDR R1,R6,#4
86  ADD R1,R1,#1
87  STR R1,R6,#0
88  JSR FIND
89  LDR R1,R6,#0
90  ADD R6,R6,#1
91  ADD R1,R1,#1
92  ST R2,TEMP1
93  LDR R2,R6,#4
94  LEA R3,RES
95  ADD R3,R3,R2
96  LD R2,TEMP1
97  ADD R3,R3,#-1
98  LDR R4,R3,#0
99  NOT R4,R4
100 ADD R4,R4,#1
101 ADD R4,R1,R4
102 ;COMPARE AND RENEW THE
103 ;RESULT OF EACH NUMBER
104 BRnz NEXT_1
105 STR R1,R3,#0
106 ;

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107 NEXT_1 LDR R1,R6,#4
108 LDI R3,COL
109 ADD R1,R1,R3
110 ADD R1,R1,#-1
111 NOT R3,R3
112 ADD R3,R3,#1
113 LOOP2 ADD R1,R1,R3
114 BRz NEXT_2
115 BRn INSIDE2
116 BRp LOOP2
117 ;IF IT IS IN THE MATRIX
118 INSIDE2 LDR R1,R6,#4
119 LD R4,DATA
120 ADD R4,R4,R1
121 ADD R4,R4,#-1
122 ST R5,SR5
123 LDR R5,R4,#0
124 LDR R1,R4,#-1
125 NOT R1,R1
126 ADD R1,R1,#1
127 ADD R1,R1,R5
128 LD R5,SR5
129 ADD R1,R1,#0
130 ;IF NEXT MOVE IS SMALLER
131 ;THEN GO INTO RECURSION
132 BRnz NEXT_2
133 LDR R1,R6,#4
134 ADD R1,R1,#-1
135 STR R1,R6,#0
136 JSR FIND
137 LDR R1,R6,#0
138 ADD R6,R6,#1
139 ADD R1,R1,#1
140 ST R2,TEMP2
141 LDR R2,R6,#4
142 LEA R3,RES
143 ADD R3,R3,R2
144 LD R2,TEMP2
145 ADD R3,R3,#-1
146 LDR R4,R3,#0
147 NOT R4,R4
148 ADD R4,R4,#1
149 ADD R4,R1,R4
150 ;COMPARE AND RENEW THE
151 ;RESULT OF EACH NUMBER
152 BRnz NEXT_2
153 STR R1,R3,#0

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156 NEXT_2 LDR R1,R6,#4
157 LDI R3,COL
158 ADD R1,R1,R3
159 LD R3,TOTAL
160 NOT R3,R3
161 ADD R3,R3,#1
162 ADD R3,R1,R3
163 ;IF IT IS IN THE MATRIX
164 BRp NEXT_3
165 LDR R1,R6,#4
166 LD R4,DATA
167 ADD R4,R4,R1
168 ADD R4,R4,#-1
169 ST R5,SR5
170 ST R6,SR6
171 LDI R6,COL
172 LDR R5,R4,#0
173 ADD R4,R4,R6
174 LDR R1,R4,#0
175 NOT R1,R1
176 ADD R1,R1,#1
177 ADD R1,R1,R5
178 LD R5,SR5
179 LD R6,SR6
180 ADD R1,R1,#0
181 ;IF NEXT MOVE IS SMALLER
182 ;THEN GO INTO RECURSION
183 BRnz NEXT_3
184 LDR R1,R6,#4
185 LDI R3,COL
186 ADD R1,R1,R3
187 STR R1,R6,#0
188 JSR FIND
189 LDR R1,R6,#0
190 ADD R6,R6,#1
191 ADD R1,R1,#1
192 ST R2,TEMP3
193 LDR R2,R6,#4
194 LEA R3,RES
195 ADD R3,R3,R2
196 LD R2,TEMP3
197 ADD R3,R3,#-1
198 LDR R4,R3,#0
199 NOT R4,R4
200 ADD R4,R4,#1
201 ADD R4,R1,R4
202 ;COMPARE AND RENEW THE
203 ;RESULT OF EACH NUMBER
204 BRnz NEXT_3
205 STR R1,R3,#0

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```

208 NEXT_3 LDR R1,R6,#4
209 LDI R3,COL
210 NOT R3,R3
211 ADD R3,R3,#1
212 ADD R3,R1,R3
213 ;IF IT IS IN THE MATRIX
214 BRnz DONE
215 LDR R1,R6,#4
216 LD R4,DATA
217 ADD R4,R4,R1
218 ADD R4,R4,#-1
219 ST R5,SR5
220 ST R6,SR6
221 LDI R6,COL
222 NOT R6,R6
223 ADD R6,R6,#1
224 LDR R5,R4,#0
225 ADD R4,R4,R6
226 LDR R1,R4,#0
227 NOT R1,R1
228 ADD R1,R1,#1
229 ADD R1,R1,R5
230 LD R5,SR5
231 LD R6,SR6
232 ADD R1,R1,#0
233 ;IF NEXT MOVE IS SMALLER
234 ;THEN GO INTO RECURSION
235 BRnz DONE
236 LDR R1,R6,#4
237 LDI R3,COL
238 NOT R3,R3
239 ADD R3,R3,#1
240 ADD R1,R1,R3
241 STR R1,R6,#0
242 JSR FIND
243 LDR R1,R6,#0
244 ADD R6,R6,#1
245 ADD R1,R1,#1
246 ST R2,TEMP4
247 LDR R2,R6,#4
248 LEA R3,RES
249 ADD R3,R3,R2
250 LD R2,TEMP4
251 ADD R3,R3,#-1
252 LDR R4,R3,#0
253 NOT R4,R4
254 ADD R4,R4,#1
255 ADD R4,R1,R4

```

```

256 ;COMPARE AND RENEW THE
257 ;RESULT OF EACH NUMBER
258 BRnz DONE
259 STR R1,R3,#0
260 ;RETURN VALUE
261 DONE LDR R1,R6,#4
262 LEA R3,RES
263 ADD R3,R3,R1
264 ADD R3,R3,#-1
265 LDR R1,R3,#0
266 STR R1,R6,#3
267 ADD R6,R5,#1
268 LDR R5,R6,#0
269 ADD R6,R6,#1
270 LDR R7,R6,#0
271 ADD R6,R6,#1
272 RET
273 ;;;;;;;;;;;;;;;;;;
274
275 ROW .FILL x3200
276 COL .FILL x3201
277 DATA .FILL x3202
278 SR0 .BLKW 1
279 SR1 .BLKW 1
280 SR2 .BLKW 1
281 SR3 .BLKW 1
282 SR4 .BLKW 1
283 SR5 .BLKW 1
284 SR6 .BLKW 1
285 TOTAL .BLKW 1
286 TEMP1 .BLKW 1
287 TEMP2 .BLKW 1
288 TEMP3 .BLKW 1
289 TEMP4 .BLKW 1
290 RES .BLKW 100
291 .END

```

4. Snapshots

The image displays two side-by-side screenshots of the LC3 Simulator interface, showing the state of the processor and memory at different points in time.

Left Window (data.obj): The simulator is at the start of the program. The PC (Program Counter) is set to x3200. The registers R0 through R7 are initialized to 0. The status flags (PSR) are 0. The memory at x3200 contains the instruction 0000000000000101 (NOP).

Right Window (a4.obj): The simulator has executed 379 instructions. The PC is now x301E. A breakpoint has been encountered at PC = x301E, as indicated by the "Breakpoint Encountered" dialog box. The registers R0 through R7 contain various values, and the status flags (PSR) are 0. The memory at x301E contains the instruction 1111000000100101 (TRAP).

(Source code in txt if TA wants

to test it)

```
.ORIG x3000
STACK .BLKW 1
LDI R0,ROW
LDI R1,COL
LD R4,DATA
LEA R3,RES
LEA R6,STACK
AND R2,R2,#0
ADD R2,R2,R1
ADD R2,R2,xFFFF
MULTI ADD R0,R0,R1
ADD R2,R2,XXXX
BRz MULTIDONE
BRnzp MULTI
MULTIDONE ST R0,TOTAL
;R0 = ROW*COL AND STORE IT
AND R2,R2,#0
ADD R6,R6,#-3
STR R0,R6,#0
;SET THE MAIN'S STACK
LOOP JSR FIND
;FIND THE CURRENT
;NUMBER'S MAX VALUE
LDR R1,R6,#0
NOT R1,R1
ADD R1,R1,#1
ADD R1,R1,R2
;COMPARE WITH R2
BRzp NO
LDR R2,R6,#0
NO ADD R0,R0,#-1
ADD R6,R6,#1
STR R0,R6,#0
ADD R0,R0,#0
;PUSH STACK TO NEXT NUMBER
BRz END
BRnzp LOOP
END ADD R2,R2,#1
HALT
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;SUNBROUTINE

```
FIND ADD R6,R6,#-2
STR R7,R6,#0
ADD R6,R6,#-1
STR R5,R6,#0
ADD R5,R6,#-1
ADD R6,R6,#-1
;PUSH THE STACK
;AND STORE R7 AND R5
LDR R1,R6,#4
LEA R3,RES
ADD R3,R3,R1
ADD R3,R3,#-1
;R3 IS THE CURRENT POSITION
LDR R1,R3,#0
BRnp DONE
;IF IT IS NOT 0 THEN DONE
;MEMORIZED RESEARCH

LDR R1,R6,#4
LDI R3,COL
NOT R3,R3
ADD R3,R3,#1
LOOP1 ADD R1,R1,R3
BRz NEXT_1
BRn INSIDE1
BRp LOOP1
;IF IT IS IN THE MATRIX
INSIDE1 LDR R1,R6,#4
LD R4,DATA
ADD R4,R4,R1
ADD R4,R4,#-1
ST R5,SR5
LDR R5,R4,#0
LDR R1,R4,#1
NOT R1,R1
ADD R1,R1,#1
ADD R1,R1,R5
LD R5,SR5
ADD R1,R1,#0
;IF NEXT MOVE IS SMALLER
;THEN GO INTO RECURSION
BRnz NEXT_1
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```

LDR R1,R6,#4
ADD R1,R1,#1
STR R1,R6,#0
JSR FIND
LDR R1,R6,#0
ADD R6,R6,#1
ADD R1,R1,#1
ST R2,TEMP1
LDR R2,R6,#4
LEA R3,RES
ADD R3,R3,R2
LD R2,TEMP1
ADD R3,R3,#-1
LDR R4,R3,#0
NOT R4,R4
ADD R4,R4,#1
ADD R4,R1,R4
;COMPARE AND RENEW THE
;RESULT OF EACH NUMBER
BRnz NEXT_1
STR R1,R3,#0
;
NEXT_1 LDR R1,R6,#4
LDI R3,COL
ADD R1,R1,R3
ADD R1,R1,#-1
NOT R3,R3
ADD R3,R3,#1
LOOP2 ADD R1,R1,R3
BRz NEXT_2
BRn INSIDE2
BRp LOOP2
;IF IT IS IN THE MATRIX
INSIDE2 LDR R1,R6,#4
LD R4,DATA
ADD R4,R4,R1
ADD R4,R4,#-1
ST R5,SR5
LDR R5,R4,#0
LDR R1,R4,#-1
NOT R1,R1
ADD R1,R1,#1
ADD R1,R1,R5
LD R5,SR5

```

```

ADD R1,R1,#0
;IF NEXT MOVE IS SMALLER
;THEN GO INTO RECURSION
BRnz NEXT_2
LDR R1,R6,#4
ADD R1,R1,#-1
STR R1,R6,#0
JSR FIND
LDR R1,R6,#0
ADD R6,R6,#1
ADD R1,R1,#1
ST R2,TEMP2
LDR R2,R6,#4
LEA R3,RES
ADD R3,R3,R2
LD R2,TEMP2
ADD R3,R3,#-1
LDR R4,R3,#0
NOT R4,R4
ADD R4,R4,#1
ADD R4,R1,R4
;COMPARE AND RENEW THE
;RESULT OF EACH NUMBER
BRnz NEXT_2
STR R1,R3,#0
;
NEXT_2 LDR R1,R6,#4
LDI R3,COL
ADD R1,R1,R3
LD R3,TOTAL
NOT R3,R3
ADD R3,R3,#1
ADD R3,R1,R3
;IF IT IS IN THE MATRIX
BRp NEXT_3
LDR R1,R6,#4
LD R4,DATA
ADD R4,R4,R1
ADD R4,R4,#-1
ST R5,SR5
ST R6,SR6
LDI R6,COL
LDR R5,R4,#0

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```

ADD R4,R4,R6
LDR R1,R4,#0
NOT R1,R1
ADD R1,R1,#1
ADD R1,R1,R5
LD R5,SR5
LD R6,SR6
ADD R1,R1,#0
;IF NEXT MOVE IS SMALLER
;THEN GO INTO RECURSION
BRnz NEXT_3
LDR R1,R6,#4
LDI R3,COL
ADD R1,R1,R3
STR R1,R6,#0
JSR FIND
LDR R1,R6,#0
ADD R6,R6,#1
ADD R1,R1,#1
ST R2,TEMP3
LDR R2,R6,#4
LEA R3,RES
ADD R3,R3,R2
LD R2,TEMP3
ADD R3,R3,#-1
LDR R4,R3,#0
NOT R4,R4
ADD R4,R4,#1
ADD R4,R1,R4
;COMPARE AND RENEW THE
;RESULT OF EACH NUMBER
BRnz NEXT_3
STR R1,R3,#0
;

NEXT_3 LDR R1,R6,#4
LDI R3,COL
NOT R3,R3
ADD R3,R3,#1
ADD R3,R1,R3
;IF IT IS IN THE MATRIX
BRnz DONE
LDR R1,R6,#4
LD R4,DATA

```

```

ADD R4,R4,R1
ADD R4,R4,#-1
ST R5,SR5
ST R6,SR6
LDI R6,COL
NOT R6,R6
ADD R6,R6,#1
LDR R5,R4,#0
ADD R4,R4,R6
LDR R1,R4,#0
NOT R1,R1
ADD R1,R1,#1
ADD R1,R1,R5
LD R5,SR5
LD R6,SR6
ADD R1,R1,#0
;IF NEXT MOVE IS SMALLER
;THEN GO INTO RECURSION
BRnz DONE
LDR R1,R6,#4
LDI R3,COL
NOT R3,R3
ADD R3,R3,#1
ADD R1,R1,R3
STR R1,R6,#0
JSR FIND
LDR R1,R6,#0
ADD R6,R6,#1
ADD R1,R1,#1
ST R2,TEMP4
LDR R2,R6,#4
LEA R3,RES
ADD R3,R3,R2
LD R2,TEMP4
ADD R3,R3,#-1
LDR R4,R3,#0
NOT R4,R4
ADD R4,R4,#1
ADD R4,R1,R4
;COMPARE AND RENEW THE
;RESULT OF EACH NUMBER
BRnz DONE
STR R1,R3,#0
;RETURN VALUE

```



```
DONE LDR R1,R6,#4
LEA R3,RES
ADD R3,R3,R1
ADD R3,R3,#-1
LDR R1,R3,#0
STR R1,R6,#3
ADD R6,R5,#1
LDR R5,R6,#0
ADD R6,R6,#1
LDR R7,R6,#0
ADD R6,R6,#1
RET
```

```
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;.....
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```
ROW .FILL x3200
COL .FILL x3201
DATA .FILL x3202
SR0 .BLKW 1
SR1 .BLKW 1
SR2 .BLKW 1
SR3 .BLKW 1
SR4 .BLKW 1
SR5 .BLKW 1
SR6 .BLKW 1
TOTAL .BLKW 1
TEMP1 .BLKW 1
TEMP2 .BLKW 1
TEMP3 .BLKW 1
TEMP4 .BLKW 1
RES .BLKW 100
.END
```