Introduction to Computing Systems

Assignment 4

Due date: 23:55 on August 15, 2015

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Note: You MUST do the programming assignment by yourself. You are permitted to get help ONLY from the TAs and instructors.

Maze

Use recursion to get the path from the start cell to the exit cell of a given 6x8 maze.

The Maze File

The maze file will be given as following format:

- 1. The first line is the beginning address of the maze data. All maze files, i.e. the data stored in memory that describes the maze, use x4000 as their starting address. No exception.
- 2. The next two lines consist two non-negative integer i, j indicating the starting cell at row i, column j. (i<6,j<8)</p>
- 3. And the following lines are the info for each cell of the maze. The order of storage is **row major**, i.e. for our 6*8 (6 rows and 8 columns) maze, the order of data is shown in Table 1:

Table 1

Line	Order			
x4000	Row 0,	Column 0		
X4001	Row 0,	Column 1		
x4002	Row 0,	Column 2		
x4003	Row 0,	Column 3		
x4004	Row 0,	Column 4		
x4005	Row 0,	Column 5		
x4006	Row 0,	Column 6		
x4007	Row 0,	Column 7		
x402c	Row 5,	Column 4		
x402d	Row 5,	Column 5		
x402e	Row 5,	Column 6		
x402f	Row 5,	Column 7		

The Cell Representation

Each line (16bit memory content) of the maze file saves the information of a corresponding cell of our maze. We set a protocol to represent each cell as Table 2:

Table 2

bit[15:5]	bit[4]	bit[3]	bit[2]	bit[1]	bit[0]
Not used	Destination	North	East	South	West
	1: Exit	1: A pass in this direction			
	0: Not exit	0: Inner wall or a border in this			
		directi	on		

For example, the cell at row 1, column 7 in the sample maze is shown as Figure 1,

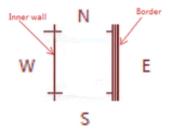


Figure 1

The initial binary representation of this cell in its memory location will be:

00000000000 0 1010

The cell at row 5, column 1 which is an exit cell is shown in Figure 2,

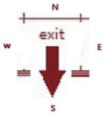


Figure 2

The initial binary representation of this cell in its memory location will be:

00000000000 1 0111

Note:

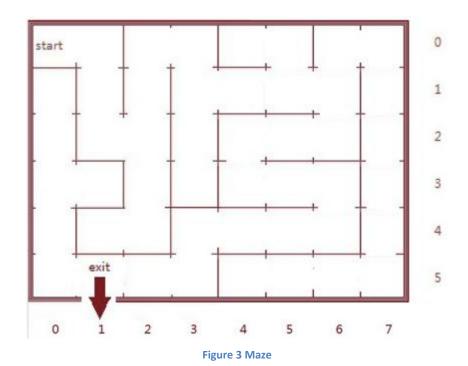
- 1. The starting cell for each maze would be at a random cell.
- 2. One can only get through a pass, yet cannot get through a wall or a border.

Output Format

In this program, you need to output the path on the console, each 2-bit decimal for a cell on the path, followed by a space symbol. For each 2-bit decimal digit, the first bit is the row number, and the second bit is the column number.

Sample Case

The Maze:



Maze file:

Table 3

0100000000000000
000000000000000
000000000000000
000000000000100
000000000000011
000000000000110
000000000000011
000000000000100

00000000000011 00000000000011 000000000	
000000000000011 0000000000001010 0000000	000000000000011
00000000000000000000000000000000000000	000000000000110
000000000001010 000000000001010 00000000	000000000000011
000000000001010 000000000001011 00000000	000000000000000000000000000000000000000
000000000001110 000000000001111 00000000	000000000001010
000000000000101 000000000001011 00000000	000000000001010
000000000001101 000000000001010 00000000	000000000001110
000000000001011 000000000001010 00000000	000000000000101
000000000001010 000000000001010 00000000	000000000001101
000000000001010 000000000001011 00000000	000000000001011
000000000001100 000000000001011 00000000	000000000001010
000000000001011 000000000001010 00000000	000000000001010
000000000001010 000000000001010 00000000	000000000001100
000000000000110 00000000000101 00000000	000000000001011
000000000000101 000000000001010 00000000	000000000001010
000000000001001 000000000001110 00000000	000000000000110
000000000001010 000000000001110 00000000	000000000000101
000000000001110 000000000001010 00000000	000000000001001
0000000000000001 0000000000001000 000000	000000000001010
000000000001010 000000000001100 00000000	000000000001110
000000000001000 000000000001100 00000000	0000000000000001
000000000001100 00000000000111 00000000	000000000001010
000000000000101 000000000000110 00000000	000000000001000
000000000000011 0000000000001010 0000000	000000000001100
000000000001010 000000000001010 00000000	0000000000000101
0000000000001010 0000000000001001 000000	000000000000011
0000000000000100 0000000000001001 000000	000000000001010
0000000000001001 000000000000110 0000000	000000000001010
000000000000110 000000000000101 00000000	0000000000000100
000000000000101 000000000000101 00000000	000000000001001
000000000000101 000000000001010 00000000	000000000000110
000000000001001 0000000000001100 00000000	000000000000101
000000000001010 000000000001110 00000000	000000000000101
000000000001100 0000000000010111 0000000	000000000001001
0000000000010111 0000000000000101 00000000	000000000001010
0000000000000101 00000000000001001 000000	000000000001100
0000000000001001 00000000000000100 000000	000000000010111
0000000000000100 0000000000000101 000000	000000000000101
000000000000101 0000000000000101	000000000001001
000000000000101	000000000000100
	000000000000101
000000000001001	000000000000101
	000000000001001

Output:



Figure 4 Output

Hints:

- 1) You need to initialize the stack pointer and memory location to save the result path. The stack of the procedure can be set at $\times 6000$ and the result path at $\times 7000$.
- 2) All test cases have **only one valid path**, so the output is unique.
- We enumerate the row of the cells with a beginning of Row 0 instead of Row 1.
- 4) You should create more test cases by yourself and test your program.

Submit Your Program

The program to be submitted is the .asm file. You will submit the program file named as maze.asm. You SHOULD write a report for your program to briefly describe your idea for this assignment and how to use your program.

Submit your zip file to the website: http://10.214.208.4/intro2cs