# Lab04 - Baguenaudier

## Task

Baguenaudier is a traditional Chinese folk intellectual toy made of metal wire and consisting of 9 circular rings. The rings are fitted onto a horizontal board or various frames and threaded through a handle.

Now, we want to know how to minimize the number of operations required to unlock Baguenaudier.

Actually, we want to solve n-rings problem.

## Additional Information

Specifically, we have n rings numbered from 1 to n.

One operation involves choosing a ring, then putting on or removing from the board.

A ring which could be put on or removed from the board, needs to meet **one of the following conditions**:

1. It is the 1st ring.
2. It is the i-th ring, and the (i-1)-th is on the board, but **the first (i-2) rings (which means the rings numbered 1 to i-2, if they exist)** is not on the board.

Let R(i) is the process of removing the first i rings from the board, P(i) is the process of putting the first i rings on the board.

It's not difficult to find that the process of solving problems is **recursive**, besides R(i) and P(i) are **inverse processes** of each other.

For example,

$R(0) = nothing\ to\ do, R(1) = remove\ the\ 1^{st}\ ring,$

$R(i) = R(i-2) + remove\ the\ i^{th}\ ring + P(i-2) + R(i-1), i \geq 2.$

## Coding Your Operation

We use n-bit binary to represent the states of n rings, **the lowest(rightmost) bit representing the 1-st ring**.

The bits which are 0, means that these rings are putting on the board. Otherwise, these rings have been removed from the board.

**Set the portion exceeding n bits to 0**.

## Your Job

1. The value of n will be set manually in **x3100**, and **n is a positive integer not exceeding 12**.
2. You should store all rings' state after the **1-st** operation at **x3101**, store the state after the **2-nd** operation at **x3102**, and so on, till you finish your operations.

For ease of understanding, **we have provided a C language program without some implementation details as a reference**.

You can complete it yourself to provide an answer, but **there is no need to submit it**.

# Example

**r means remove, p means put**.

| Address | Memory | Explanation |
|---|---|---|
| x3100 | 0000_0000_0000_0011 | n=3 |
| x3101 | 0000_0000_0000_0001 | r the 1st ring |
| x3102 | 0000_0000_0000_0101 | r the 3rd ring |
| x3103 | 0000_0000_0000_0100 | p the 1st ring |
| x3104 | 0000_0000_0000_0110 | r the 2nd ring |
| x3105 | 0000_0000_0000_0111 | r the 1st ring |

Solving 3-rings problem needs 5 operations at least.

# Attention

For this lab, you are required to use **assembly code**. Please adhere to the following guidelines:

1. Your program should start with .ORIG x3000.
2. Ensure your program ends with .END.
3. Your last instruction must be TRAP x25 (HALT).

Your submission should be structured as shown below:

```
PB22******_Name.zip
├── PB22******_Name_report.pdf
└── lab4.asm
```

Your report should be structured into the following sections:

1. Purpose
2. Principles
3. Procedure (e.g. bugs or challenges you encountered and how to solve them)
4. Result