

Maze Generator

<http://acm.cs.nthu.edu.tw/problem/10626>





Maze Generator

- Suppose we are developing computer games
 - We very probably need a **maze** generating function or program
- Have you ever thought about how computers can generate mazes?
- This assignment introduces the **spanning tree** method





Our Goal

A 2D array in memory

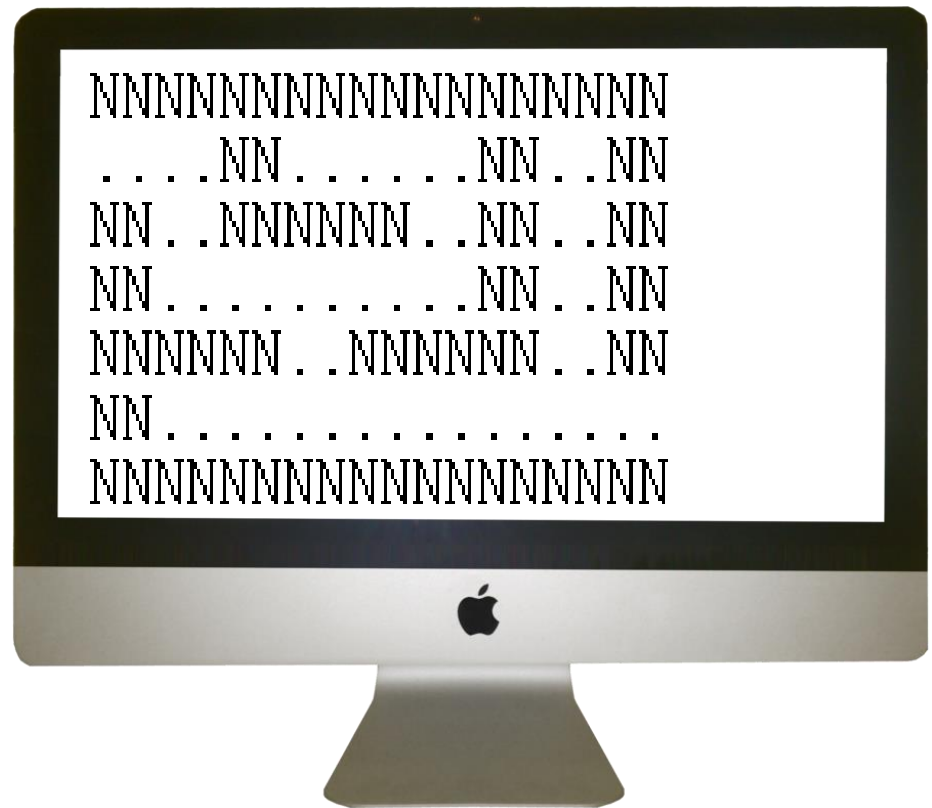
Columns

Rows

1	1	1	1	1	1	1	1	1
0	0	1	0	0	0	0	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1

1's represent walls;
0's represent paths.

Standard Output

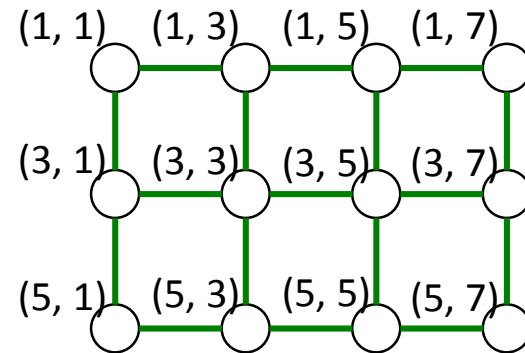




Technique for Generating a Maze

- The 2D array is initially set to all 1's
- A grid graph are associated with the array

1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

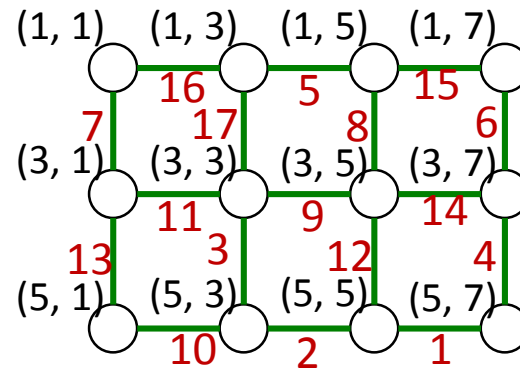




Technique for Generating a Maze

- Each edge has a randomized cost as shown in the red text below

1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

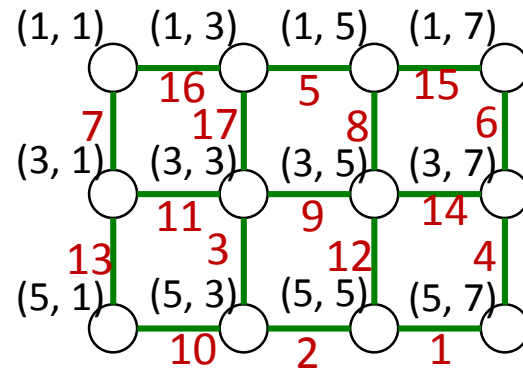




Technique for Generating a Maze

- First, we let the spanning tree root at (1, 1)
- We set (1, 1) as 0

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

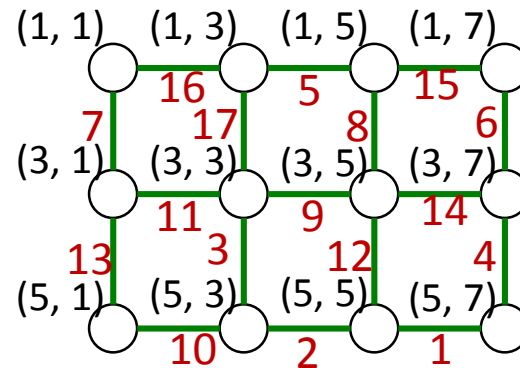




Technique for Generating a Maze

- Then we scan all the edges to find the least-cost edge with exactly **one vertex** corresponding to 0 in the array

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

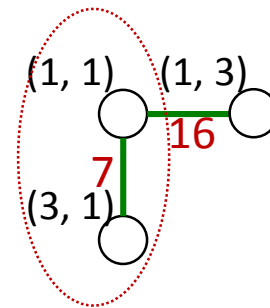




Technique for Generating a Maze

- Two edges have exactly **one vertex** corresponding to 0 in the array, (1, 1)-to-(1, 3) and (1, 1)-to-(3, 1)
 - We pick the latter one because it has lower cost
 - We update the array accordingly

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1



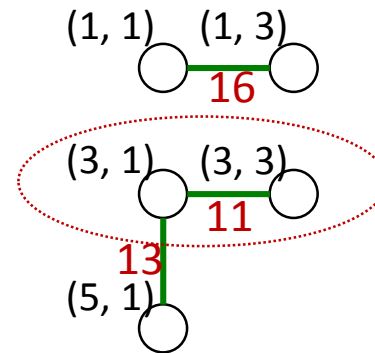
Candidate edges



Technique for Generating a Maze

- We repeat the above step
- This time we have three candidate edges
 - We pick (3, 1)-to-(3, 3) based on the costs
 - The array is update accordingly, too

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1



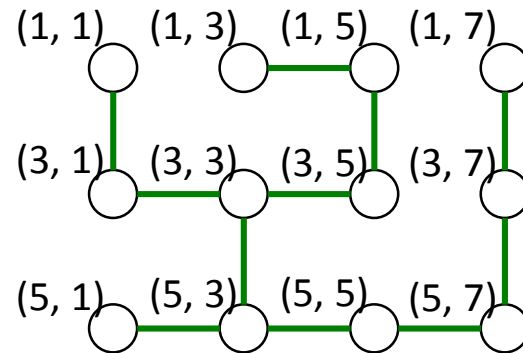
Candidate edges



Technique for Generating a Maze

- When no edges can be added to the tree, We obtained a **spanning tree** of the graph
- The array entries associated to the tree edges were set to 0's, too

1	1	1	1	1	1	1	1	1
1	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1



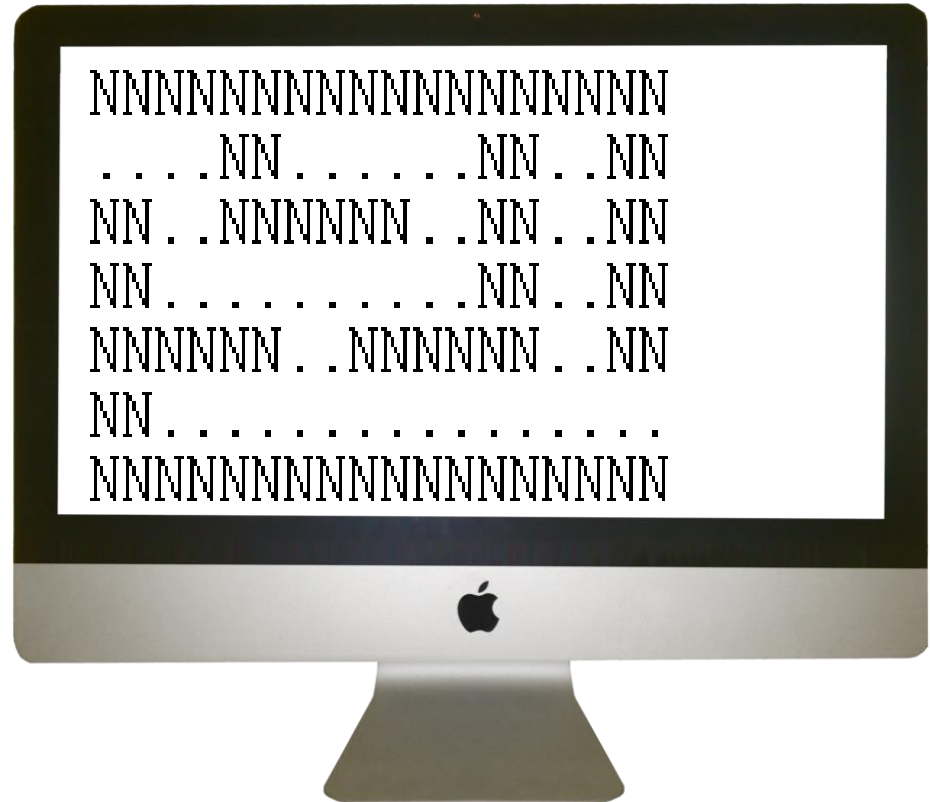
Corresponding spanning tree



Technique for Generating a Maze

- Lastly, we set the entrance and the exit to 0's
- For each 1 entry, we print out a pattern, e.g., "NN", and for each zero entry, we print out another pattern, e.g., ".."

1	1	1	1	1	1	1	1	1
0	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1





Input and Output

Input

Number of maze rows

Number of maze columns

Text pattern for 1 (i.e., wall)

Text pattern for 0 (i.e., path)

Number of edges

A line represents an edge

- 5 5 5 7 ,means (5, 5) to (5, 7)
- Edges are listed in an **increasing cost** order

```

7
9
NN
..
17
5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

```

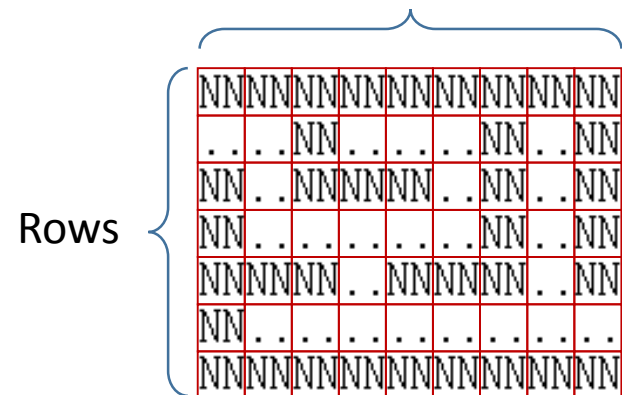
Output

```

NNNNNNNNNNNNNNNNNNNNNN
...NN.....NN..NN
NN..NNNNNN..NN..NN
NN.....NN..NN
NNNNNN..NNNNNN..NN
NN.....
NNNNNNNNNNNNNNNNNNNNNN ←

```

Columns





Detail Steps of the Above Example

- Read edges into an edge array.
- Initialize the maze array.

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

```
5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3
```

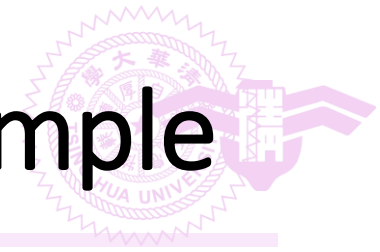


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

↓

5	5	5	7
5	3	5	5
3	3	5	3
3	7	5	7
1	3	1	5
1	7	3	7
1	1	3	1
1	5	3	5
3	3	3	5
5	1	5	3
3	1	3	3
3	5	5	5
3	1	5	1
3	5	3	7
1	5	1	7
1	1	1	3
1	3	3	3

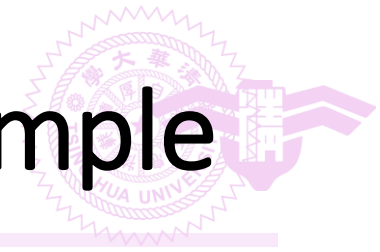


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

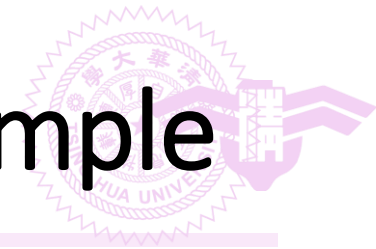


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1	1
1	1	1	0	1	1	1	1	1
1	1	1	0	1	1	1	1	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

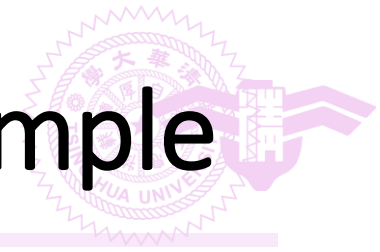


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1	1
1	1	1	0	1	1	1	1	1
1	1	1	0	0	0	1	1	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

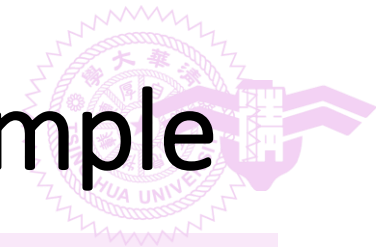


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1	1
1	1	1	0	1	1	1	1	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5557
5355
3353
3757
1315
1737
1131
1535
3335
5153
3133
3555
3151
3537
1517
1113
1333

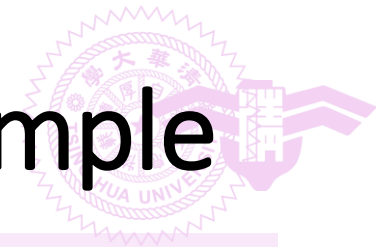


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	0	1
1	1	1	0	1	1	1	0	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

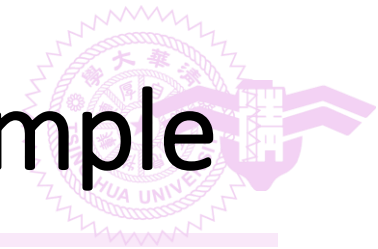


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	0	1
1	0	1	1	1	1	1	0	1
1	0	0	0	1	1	1	0	1
1	1	1	0	1	1	1	0	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

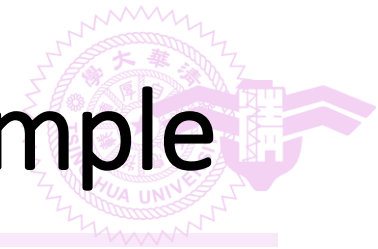


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	1	1	0	1
1	0	1	1	1	1	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3

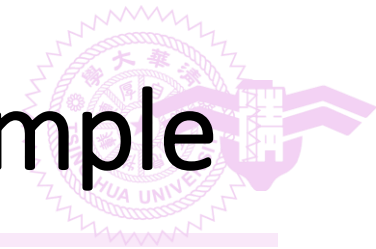


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	1	1	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5	5	5	7
5	3	5	5
3	3	5	3
3	7	5	7
1	3	1	5
1	7	3	7
1	1	3	1
1	5	3	5
3	3	3	5
5	1	5	3
3	1	3	3
3	5	5	5
3	1	5	1
3	5	3	7
1	5	1	7
1	1	1	3
1	3	3	3

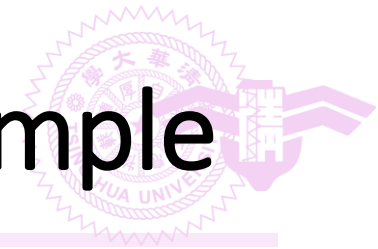


Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	1	1	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5 5 5 7
5 3 5 5
3 3 5 3
3 7 5 7
1 3 1 5
1 7 3 7
1 1 3 1
1 5 3 5
3 3 3 5
5 1 5 3
3 1 3 3
3 5 5 5
3 1 5 1
3 5 3 7
1 5 1 7
1 1 1 3
1 3 3 3



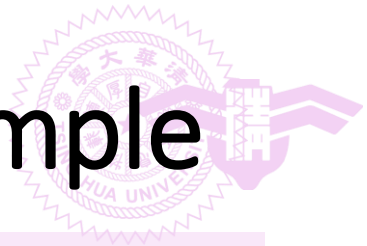
Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
1	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	1
1	1	1	1	1	1	1	1	1

↓

5	5	5	7
5	3	5	5
3	3	5	3
3	7	5	7
1	3	1	5
1	7	3	7
1	1	3	1
1	5	3	5
3	3	3	5
5	1	5	3
3	1	3	3
3	5	5	5
3	1	5	1
3	5	3	7
1	5	1	7
1	1	1	3
1	3	3	3

Detail Steps of the Above Example



1	1	1	1	1	1	1	1	1
0	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1



Detail Steps of the Above Example

1	1	1	1	1	1	1	1	1
0	0	1	0	0	0	1	0	1
1	0	1	1	1	0	1	0	1
1	0	0	0	0	0	1	0	1
1	1	1	0	1	1	1	0	1
1	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1



Output

```
NNNNNNNNNNNNNNNNNNNNNNN
...NN.....NN..NN
NN..NNNNNN..NN..NN
NN.....NN..NN
NNNNNN..NNNNNN..NN
NN.....
NNNNNNNNNNNNNNNNNNNNNNN ←
```

51x81 maze example

