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Program Structure & Algorithms Spring 2022

Assignment 3

Task: To implement height-weighted Quick union with Path compression.

For this task, UF_HWQUPC java class was used and following methods were implemented:

- find (): to update the root of input object if path compression is performed
- mergeComponents(): to merge 2 subtrees such that smaller root points to larger root
- **doPathCompression():** a method that implements the single-pass process of path compression method.

Executed the **Union Find code for height-weighted quick union**. Summarized the relationship between a **number of random pairs generated** to reduce the number of components from **n to 1** for various different components of n.

To perform and test the implementation of UF_HWQUPC class, the UnionFind java class was created

```
union_find \ C UF_HWQUPC \ m doPathCompression
© WQUPC.java × © UF_HWQUPC.java × © UF_HWQUPC_Test.java × © UnionFind.java ×
             * @return the number of components (between {@code 1} and
            public int components() { return count; }
             * Returns the component identifier for the component conta
             * @param p the integer representing one site
              * @return the component identifier for the component conta
             * Othrows IllegalArgumentException unless {Ocode 0 <= p <
            public int find(int p) {
                 validate(p);
                 int root = p;
                 while(root != parent[root]){
                     root = parent[root];
                 if(pathCompression){
                     doPathCompression(p);
                 return root;
```

```
union_find \( \) \( \begin{cases} \text{UF_HWQUPC} \( \rangle \) \( \begin{cases} \text{m} \\ \text{doPathCompression} \end{cases} \)
 G WQUPC.java × G UF_HWQUPC.java × G UF_HWQUPC_Test.java × G UnionFind.java ×
               private final int[] parent; // parent[i] = parent of i
               private final int[] height;
               private void mergeComponents(int i, int j) {
                         parent[i]=j;
                         height[j] += height[i];
                          parent[j] = i;
                         height[i] += height[j];
               private void doPathCompression(int i) {
                    // FIXME update parent to value of grandparent
                    while(i != parent[i]){
```

Console Output:

n:8 Total connections generated: 7

n:16 Total connections generated: 42

n:32 Total connections generated: 83

n:64 Total connections generated: 179

n:128 Total connections generated: 230

n:256 Total connections generated: 666

n:512 Total connections generated: 1935

n:1024 Total connections generated: 4655

n:2048 Total connections generated: 9103

n:4096 Total connections generated: 18000

n:8192 Total connections generated: 40339

n:16384 Total connections generated: 83646

Relationship:

From the results stated above, It can be concluded that to reduce the number of components from **n** to 1, the relationship between **Number of Objects** and the **Number of Pairs** generated is N/2 * log(N).

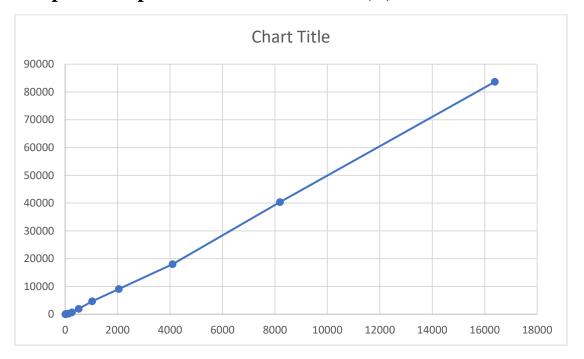
i.e. For a number of **32 components** in Quick Union, approximately **55 random pairs** are generated to accomplish the singular component condition.

Evidence:

I have attached a table and a chart to show the relationship between the number of objects and a number of pairs generated

```
| File Edit View Navigate Code Belactor Build Rum | Took Git | Window | Help | National State | National Sta
```

Graphical Representation: N vs N/2 ln(N)



Unit Test:

