

# PA3 Report

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## I. Data structure, variables

- `class edge`

This class store three integer denoting source, destination, and weight.

- `class disjointSet`

This class is the implementation of disjoint set on the textbook.

- `class solver`

This class is served as base class for undirected and directed graph solver that has two integer denoting amount of vertices and edges and a Boolean denoting if the graph is weighted. Though we don't have different implementation for weighted and unweighted.

- `class usolver : solver`

This class is solver for undirected graph using Kruskal's algorithm on finding maximum spanning tree. The maximum spanning tree is the complementary of minimum feedback arc set. Thus, it contains an array of edge and an array of bool indicating if the relating edge is in minimum feedback arc set.

- `class dsolver : solver`

## II. Programming Flow(main.cpp)

Read in the input file and store to `_type`, `v`, `e`

→ Read in the input file and add edges to graph using `solver(s, d, w)`

→ solve the minimum feedback arc set problem by `solver.solve()`

→ get result by `solver.result()` and send into output file

## III. Experiments

- Undirected graph tested on 40055

$ V $	$ E $	Real Time (s)	User Time (s)	Max mem (byte)
10	30	0	0	1488
50	300	0	0	1568
10	9	0	0	1456
5000	10000000	5.63	5.31	509684

- Directed graph

## IV. Reference

- Introduction to Algorithms, third edition. Ch21 Data Structure for Disjoint Sets, Ch23 Minimum Spanning Trees.
- P. Eades, X. Lin, W.F. Smyth, A fast and effective heuristic for the feedback arc set problem, in: Information Processing Letters Volume 47 (1993) 319-323.