#### **INFO 6205**

### **Program Structure & Algorithms**

### Spring 2021

### **Assignment4**

**Task:** For weighted quick union, store the depth rather than the size. For weight quick union with path compression, do two loops.

```
public void union(int p, int q) {
   int rootP = find(p);
   int rootQ = find(q);
   if (rootP == rootQ) return;
   // make smaller root point to larger one
   if (size[rootP] < size[rootQ]) {
      parent[rootP] = rootQ;
      size[rootQ] += size[rootP];
   } else {
      parent[rootQ] = rootP;
      size[rootP] += size[rootQ];
   }
   count--;
}</pre>
```

```
public int find(int p) {
   validate(p);
   int root = p;
   while (root != parent[root]) {
      root = parent[root];
   }
   while (p != root) {
      int newp = parent[p];
      parent[p] = root;
      p = newp;
   }
   return root;
}
```

```
public void union2(int p, int q) {
   int rootP = find(p);
   int rootQ = find(q);
   if (rootP == rootQ) return;
   // make smaller root point to larger one
   if (depth[rootP] < depth[rootQ]) {
      parent[rootP] = rootQ;
   }else if (depth[rootP] > depth[rootQ]) {
      parent[rootQ]=rootP;
   }else {
      parent[rootQ] = rootP;
      depth[rootP] += 1;
   }
   count--;
}
```

```
public void benchMarkUnion(List<List<Integer>> lists){
    count = initN;
    parent = new int[initN];
    size = new int[initN];
    depth=new int[initN];
    for (int \underline{i} = 0; \underline{i} < initN; \underline{i} + +) {
         parent[\underline{i}] = \underline{i};
         size[i] = 1;
    for (List<Integer> list:lists){
         union(list.get(0), list.get(1));
public void benchMarkUnion2(List<List<Integer>> lists){
    count = initN;
    parent = new int[initN];
    size = new int[initN];
    depth=new int[initN];
    for (int \underline{i} = 0; \underline{i} < initN; \underline{i}++) {
         parent[i] = i;
         size[\underline{i}] = 1;
    for (List<Integer> list:lists){
         union2(list.get(0),list.get(1));
```

```
private void mergeComponents(int i, int j) {
    // TO BE IMPLEMENTED make shorter root point to taller one
    int iRoot = find(i);
    int jRoot= find(j);
    if (iRoot == jRoot) {
        return;
    }
    if (height[iRoot] < height[jRoot]) {
            updateParent(iRoot, jRoot);
            updateHeight(jRoot, iRoot);
    }
    else {
            updateParent(jRoot, iRoot);
            updateHeight(iRoot, jRoot);
            updateHeight(iRoot, jRoot);
        }
}</pre>
```

```
private void doPathCompression(int i) {
    // TO BE IMPLEMENTED update parent to value of grandparent
    parent[i] = parent[parent[i]];
}
```

### **Output:**

Depth2loop.csv

| 200<br>400 | 0.09871   |
|------------|---|
| 400        | 0.002702  |
|            | 0.082782  |
| 800        | 0.107394  |
| 1600       | 0.152438  |
| 3200       | 0.232842  |
| 6400       | 0.52313   |
| 12800      | 1.06557   |
| 25600      | 2.107292  |
| 51200      | 4.889484  |
| 102400     | 16.12398  |
| 204800     | 30.48743  |
| 409600     | 78.96176  |
| 819200     | 187.0575  |
|            | 1600<br>3200<br>6400<br>12800<br>25600<br>51200<br>102400<br>204800<br>409600 |

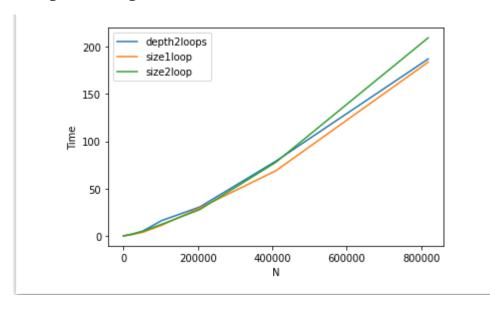
# Size1loop.csv

| M     | IN |        | Time     |
|-------|----|--------|----------|
| 4     | 08 | 200    | 0.065536 |
| 8     | 98 | 400    | 0.08118  |
| 19    | 72 | 800    | 0.094522 |
| 43    | 31 | 1600   | 0.079248 |
| 95    | 13 | 3200   | 0.129752 |
| 208   | 93 | 6400   | 0.418468 |
| 458   | 86 | 12800  | 0.831456 |
| 1007  | 74 | 25600  | 1.65872  |
| 2213  | 20 | 51200  | 3.67655  |
| 4860  | 60 | 102400 | 11.13594 |
| 10674 | 79 | 204800 | 29.461   |
| 23443 | 82 | 409600 | 68.85577 |
| 51486 | 99 | 819200 | 183.7253 |

# Size2loop.csv:

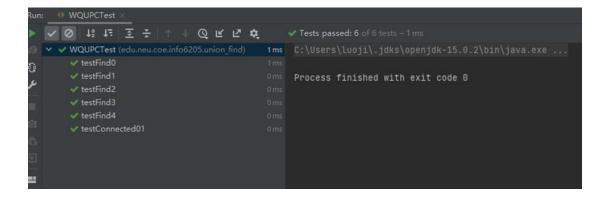
| N      | Time   |
|--------|--|
| 200    | 0.084198   |
| 400    | 0.226436   |
| 800    | 0.130532   |
| 1600   | 0.116376   |
| 3200   | 0.176904   |
| 6400   | 0.37871  |
| 12800  | 0.914198   |
| 25600  | 1.85005  |
| 51200  | 4.794898   |
| 102400 | 12.18409   |
| 204800 | 27.73898   |
| 409600 | 77.81834   |
| 819200 | 209.4144   |
|        | 200<br>400<br>800<br>1600<br>3200<br>6400<br>12800<br>25600<br>51200<br>102400<br>204800<br>409600 |

## **Graphical representation:**



## **Unit tests result:**

UF\_HWQUPC\_test



Conclusion: As can be seen from figure, the benchmark time of the sizelloop algorithm is smaller than the nested loop (depth2loop and size2loop) and as the value of N increases, the benchmark time of size2loop should be gradually smaller than that of depth2loop. In short, the benchmark time of a single-layer loop is always less than multiple cycles