

Q1

(i) source code:

```
import java.util.PriorityQueue;

    /******* Begin of Kruskal *****/
public class mst {
    public static void main(String[] args){
        int size[] = new int[]{10, 100, 500, 1000};
        long beginTime, endTime;

        int cnt = 20;

        for (int i = 0; i < size.length; i++) {
            mst mst = new mst();
            mst.init(size[i]);

            double minWeght = 0;
            long useTime = 0;

            for (int j = 0; j < cnt; j++) {
                beginTime = System.nanoTime();
                minWeght = minWeght + mst.kruskal();
                endTime = System.nanoTime();
                useTime += (endTime - beginTime);
            }

            System.out.println("kruskal -- Size : " + size[i] +
                "; Arerage Running Time : " + (useTime/cnt) +
                "; Arerage Weight : " + minWeght / cnt);

            minWeght = 0;
            useTime = 0;
            for (int j = 0; j < cnt; j++) {
                beginTime = System.nanoTime();
                minWeght = minWeght + mst.prim();
                endTime = System.nanoTime();
                useTime += (endTime - beginTime);
            }

            System.out.println("Prim -- Size : " + size[i] +
                "; Arerage Running Time : " + (useTime/cnt) +
                "; Arerage Weight : " + minWeght / cnt);

            System.out.println();
        }
    }
}
```

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    }
}

private double[][] graph;
private int N;
private int[] father;

class Edge implements Comparable<Edge>
{
    int from;
    int to;
    double w;
    Edge next;
    public Edge(int from, int to, double w) {
        this.from = from;
        this.to = to;
        this.w = w;
    }
    public Edge(){}
    @Override
    public int compareTo(Edge o) {
        return w > o.w ? 1 : -1;
    }
}

//The initialization of the graph
public void init(int n){
    N = n;
    graph = new double[n][n];
    for (int i = 0; i < n; i++) {
        for (int j = i + 1; j < n; j++) {
            graph[i][j] = graph[j][i] = Math.random();
        }
    }
}

/***** Begin of quick sort *****/
void quicksort(Edge arr[]){
    quicksort(arr, 0, arr.length -1);
}

void quicksort(Edge arr[], int left, int right) {

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    int dp;
    if (left < right) {
        dp = partition(arr, left, right);
        quicksort(arr, left, dp - 1);
        quicksort(arr, dp + 1, right);
    }
}

int partition(Edge arr[], int left, int right) {
    Edge pivot = arr[left];
    while (left < right) {
        while (left < right && arr[right].w >= pivot.w)
            right--;
        if (left < right)
            arr[left++] = arr[right];
        while (left < right && arr[left].w <= pivot.w)
            left++;
        if (left < right)
            arr[right--] = arr[left];
    }
    arr[left] = pivot;
    return left;
}

***** End of quick sort
*****

***** Begin of Directed forest for disjoint sets
*****

//Search
public int find(int v)
{
    if (father[v] != v)
    {
        father[v] = find(father[v]);
    }
    return father[v];
}

//Merge
public double join(Edge e)
{
    int x, y;
    x = find(e.from);
    y = find(e.to);

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        //System.out.print(e.from + ", " + e.to);

        if (x != y)
        {
            //System.out.println("true");
            father[x] = y;
            return e.w;
        }
        //System.out.println("false");
        return 0;
    }

    ***** End of Directed forest for disjoint sets
    *****

    public double kruskal()
    {
        double ans = 0;

        father = new int[N];
        for (int i = 0; i < N; i++) {
            father[i] = i;
        }

        Edge edges[] = new Edge[N*(N-1)/2];
        //init edge
        edges = new Edge[N*(N-1)/2];
        int k = 0;
        for (int i = 0; i < N; i++) {
            for (int j = i + 1; j < N; j++) {
                edges[k++] = new Edge(i, j, graph[i][j]);
            }
        }

        //sort the edge by weight
        quicksort(edges);

        for (int i = 0; i < edges.length; ++i)
        {
            ans += join(edges[i]);
        }

        return ans;
    }
}

```

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        /***** End of Kruskal
        *****/

        /***** Begin of prim
        *****/

        private Edge p[];

        public void addEdge(int from, int to, double w) {
            Edge e = new Edge();
            e.from = from;
            e.to = to;
            e.w = w;
            e.next = p[from].next;
            p[from].next = e;
        }

        public double prim() {
            p = new Edge[N];

            double dis[] = new double[N];
            boolean vis[] = new boolean[N];
            double ans = 0;

            for(int i = 0; i < N; i++) {
                p[i] = new Edge();
                dis[i] = Double.MAX_VALUE;
                vis[i] = false;
            }

            for (int i = 0; i < N; i++) {
                for (int j = 0; j < N; j++) {
                    if (i != j) {
                        addEdge(i, j, graph[i][j]);
                    }
                }
            }

            PriorityQueue<Edge> q = new PriorityQueue<Edge>();

            Edge edge = p[0].next;
            while(edge != null){
                q.add(edge);
                edge = edge.next;
            }

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        vis[0] = true;

        while(!q.isEmpty()) {
            Edge t = q.poll();
            if(vis[t.to]){
                continue;
            }
            vis[t.to] = true;
            ans += t.w;

            edge = p[t.to].next;
            while(edge != null){
                if (!vis[edge.to]) {
                    q.add(edge);
                }
                edge = edge.next;
            }
        }

        return ans;
    }
}

/***** End of prim *****/
*****/

```

(ii) In my opinion, the value of $L(n)$ should be approximately equal to $w(n - 1)$, where w is the average weight of edges. However, actually, $L(n)$ does not grow by following this formula because the weights of edges in an MST are always less than that of non-tree edges. And this situation causes that the growth of $L(n)$ is increasingly slower. When n grows sharply, it can be observed that $L(n) \leq 1.25$.

(iii)

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/Library/Java/JavaVirtualMachines/jdk1.8.0_91.jdk/Contents/Home/bin/java ...
kruskal -- Size : 10; Arerage Running Time : 127050; Arerage Weight : 1.0881411151356137
Prim    -- Size : 10; Arerage Running Time : 179507; Arerage Weight : 1.0881411151356137

kruskal -- Size : 100; Arerage Running Time : 1883166; Arerage Weight : 1.3515459275273471
Prim    -- Size : 100; Arerage Running Time : 3206522; Arerage Weight : 1.3515459275273474

kruskal -- Size : 500; Arerage Running Time : 57937065; Arerage Weight : 1.2246000766420306
Prim    -- Size : 500; Arerage Running Time : 96102922; Arerage Weight : 1.2246000766420313

kruskal -- Size : 1000; Arerage Running Time : 165086257; Arerage Weight : 1.216840944053906
Prim    -- Size : 1000; Arerage Running Time : 410017116; Arerage Weight : 1.2168409440539054

Process finished with exit code 0

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(iv)

With the growth on the number of vertices n , the running time trends of Prim's algorithm grows slow while Kruskal's grows fast and faster than Prim's algorithm.

The reasons for this circumstance are following 4 points, which are also the difference between Prim's algorithm and Kruskal's algorithm:

1. Prim's algorithm initializes with a node, whereas Kruskal's algorithm initiates with an edge.
2. Prim's algorithms span from one node to another while Kruskal's algorithm select the edges in a way that the position of the edge is not based on the last step.
3. In prim's algorithm, graph must be a connected graph while the Kruskal's can function on disconnected graphs too.
4. Prim's algorithm has a time complexity of $O(V^2)$, and Kruskal's time complexity is $O(\log(V))$.