

# Program Structures & Algorithms

## Spring 2022

### Assignment No. 4

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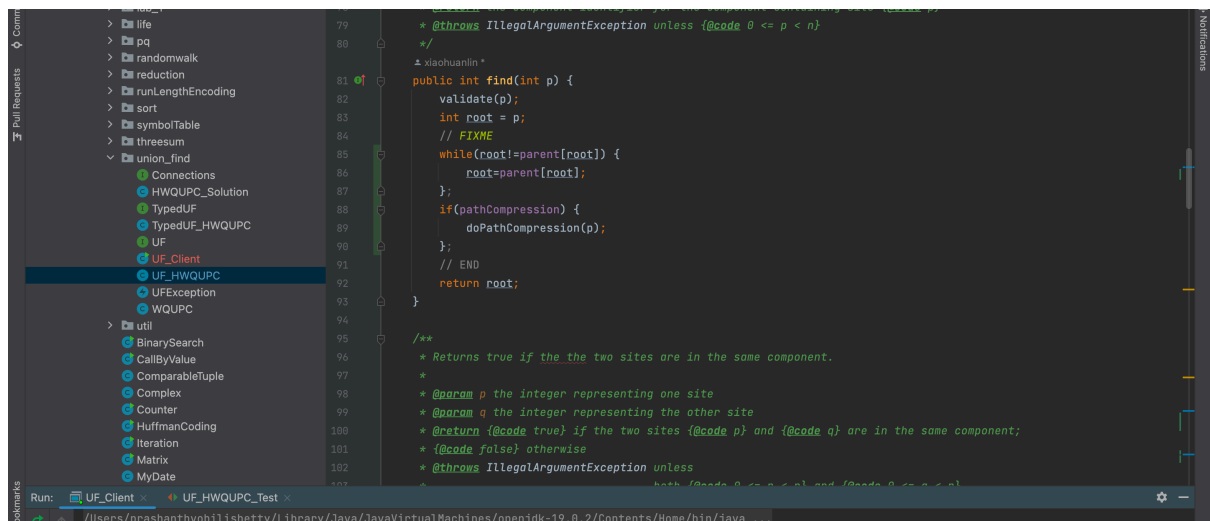
NUID : 002707220

## Tasks Performed:

Implement a parallel sorting algorithm such that each partition of the array is sorted in parallel. You will consider two different schemes for deciding whether to sort in parallel.

### Step 1:

Implement a height-weighted Quick Union with Path Compression



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* @throws IllegalArgumentException unless {@code 0 <= p < n}
*/
xiaohuanlin
public int find(int p) {
    validate(p);
    int root = p;
    // FIXME
    while (root != parent[root]) {
        root = parent[root];
    };
    if (pathCompression) {
        doPathCompression(p);
    };
    // END
    return root;
}

/**
 * Returns true if the two sites are in the same component.
 *
 * @param p the integer representing one site
 * @param q the integer representing the other site
 * @return {@code true} if the two sites {@code p} and {@code q} are in the same component;
 *         {@code false} otherwise
 * @throws IllegalArgumentException unless
 *         both {@code 0 <= p < n} and {@code 0 <= q < n}
 */
```

## Merge Components Methods:

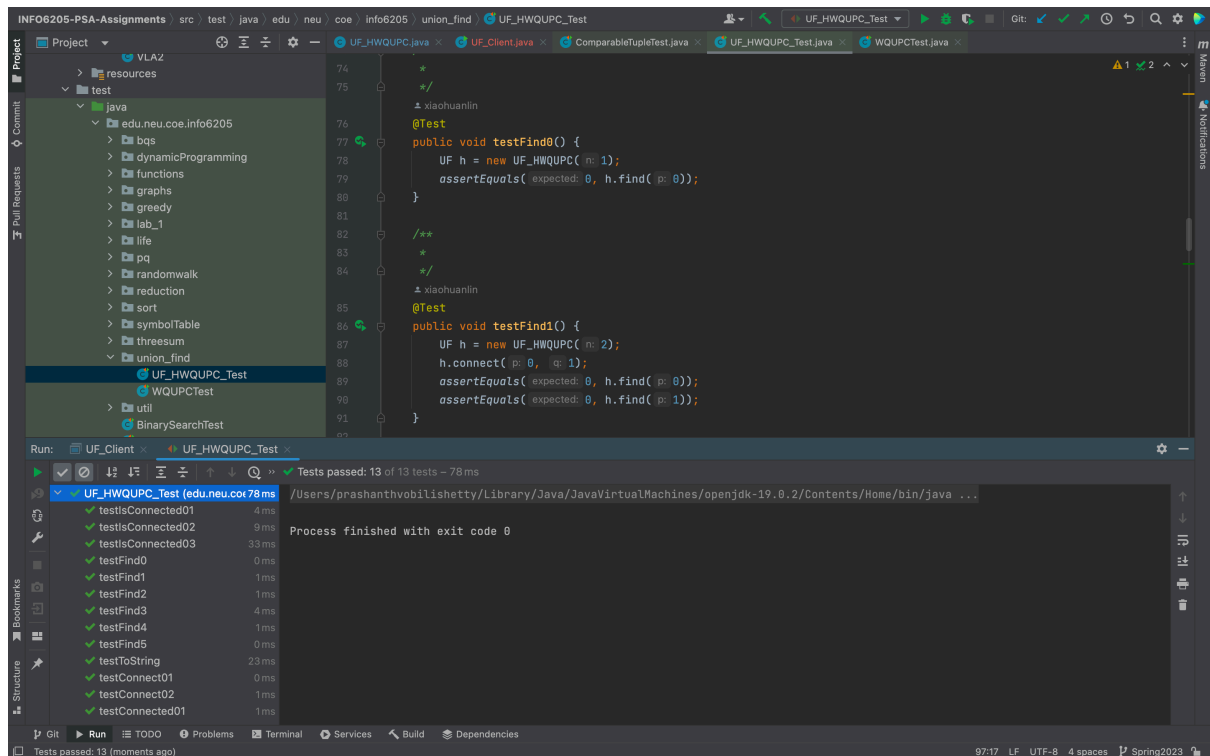
```
173 private final int[] height; // height[i] = height of subtree rooted at i
174
175 private int count; // number of components
176
177 private boolean pathCompression;
178
179 1 usage  ± xiaohuanlin *
180 private void mergeComponents(int i, int j) {
181     // FIXME make shorter root point to taller one
182     if(i==j) return;
183     if(height[i]<height[j]){
184         updateParent(i, j); //parent[i]=j;
185         updateHeight(j, i); //height[j]+=height[i];
186     }
187     else{
188         updateParent(j, i); //parent[j]=i;
189         updateHeight(i, j); //height[i]+=height[j];
190     }
191     // END
192 }
193
194 /**
195  * This implements the single-pass path-halving mechanism of path compression
196  */
197 1 usage  ± xiaohuanlin *
198 private void doPathCompression(int i) {
```

doPathCompression method :

```
191 /**
192  * This implements the single-pass path-halving mechanism of path compression
193  */
194 1 usage  ± xiaohuanlin *
195 private void doPathCompression(int i) {
196     // FIXME update parent to value of grandparent
197     while(i!=parent[i]) {
198         parent[i]=parent[parent[i]];
199         i=parent[i];
200     }
201     // END
202 }
203
204 }
```

Unit Test Screenshots:

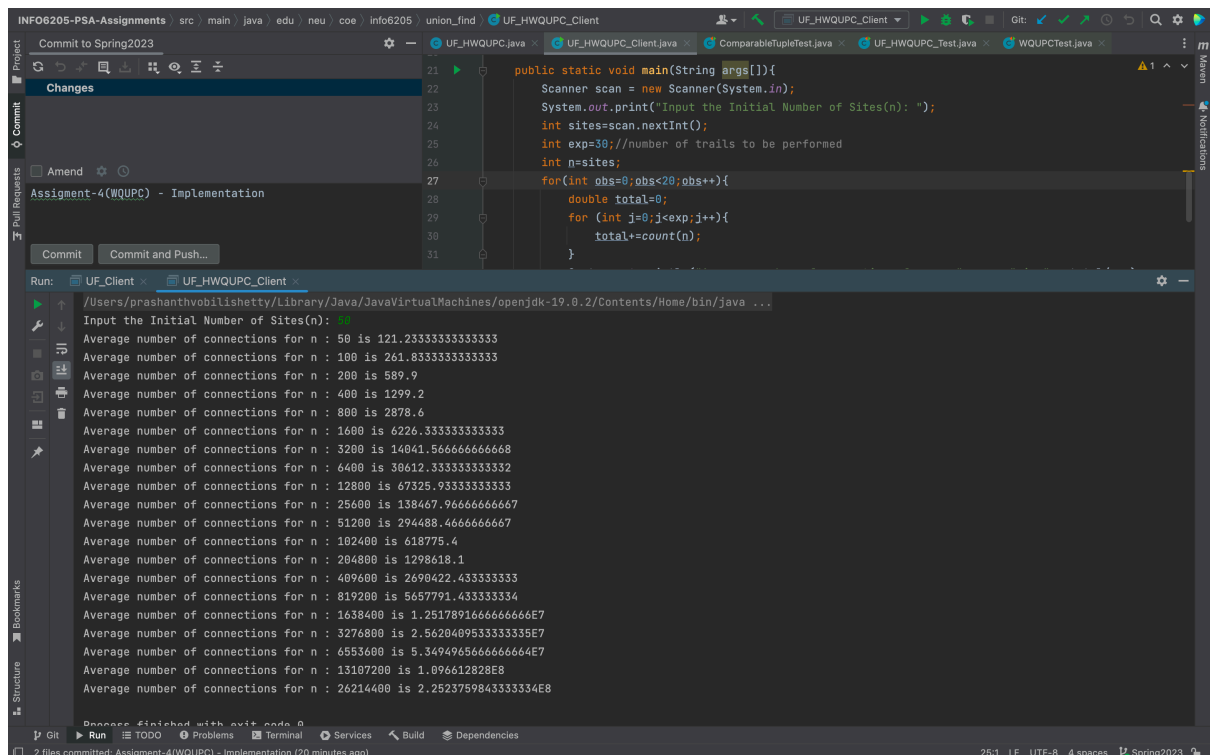
UF\_HWQUPC\_Test.java



Step 2 :

Using the implementation of UF\_HWQUPC, develop a UF(“union-find) client

Output:



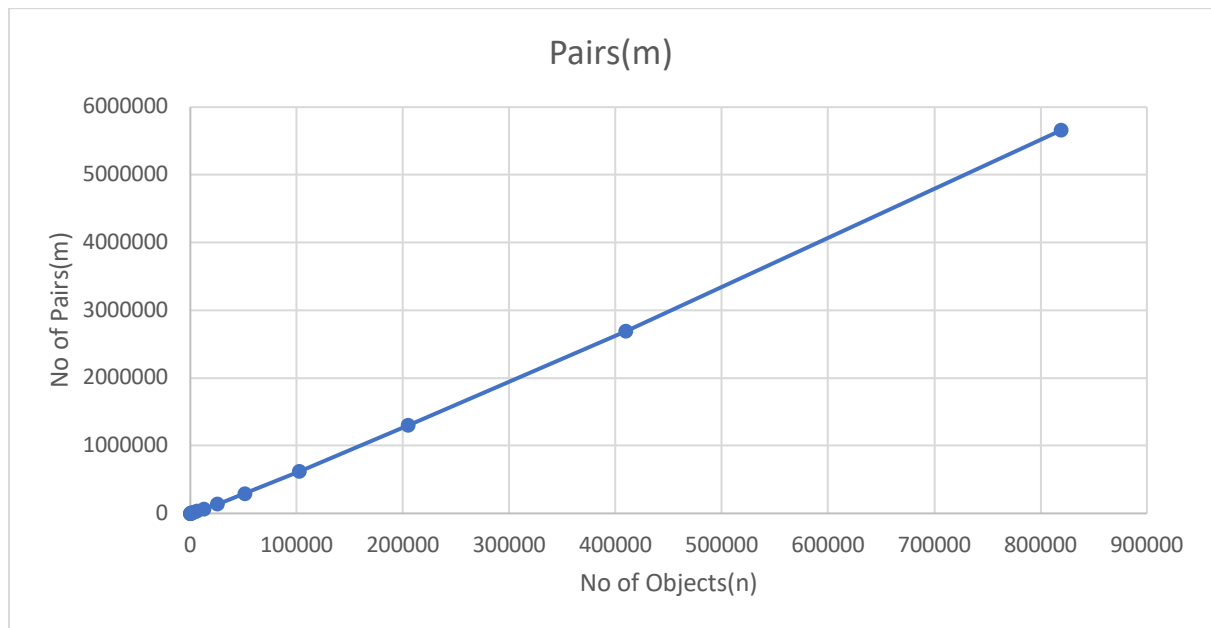
Objects(n)	Pairs(m)
50	
100	121.23
200	261.83
400	589.9
800	1299.2
1600	2878.6
3200	6226.33
6400	14041.56
12800	30612.33
25600	67325.933
51200	138467.97
102400	294488.47
204800	618775.4
409600	1298618.1
819200	5657791.43

### Relationship Conclusion:

- The number of pairs generated to connect all the sites is linearly proportional to the log scale of no. of sites. I.e., m is proportional to  $n \log n$ .
- By averaging out the constant factor, it is found that the average constant factor is 0.354

Objects(n)	Pairs(m)	$n * \log(n,2)$	Average		$0.3541 * n * \log n$
50	121.23	282.192809	0.42959989		99.8962546
100	261.83	664.385619	0.39409342		235.192509
200	589.9	1528.77124	0.38586545		541.185018
400	1299.2	3457.54248	0.37575822		1223.97004
800	2878.6	7715.08495	0.3731132		2731.14007
1600	6226.33	17030.1699	0.36560587		6028.68015
3200	14041.56	37260.3398	0.37685003		13190.1603
6400	30612.33	80920.6796	0.37830046		28645.9206
12800	67325.933	174641.359	0.38550967		61823.0412
25600	138467.97	374882.718	0.36936344		132708.482
51200	294488.47	800965.437	0.36766689		283541.765
102400	618775.4	1704330.87	0.36306061		603333.129
204800	1298618.1	3613461.75	0.35938338		1279165.46
409600	2690422.43	7636523.5	0.35230985	Average	2703329.32
819200	567791.43	16092247	0.03528354	0.35411759	5696655.43

Graph of No of Objects(n) V/S No of Pairs(m)



n vs 0.354 n\*logn

