

# ComS 311 PA #2 Report

By Christian Shinkle, Alec Harrison, and Benjamin Trettin

1. Data Structures used for Q and visited
  - a. We used a linked list to implement our queue. This will give us constant time for removing elements from the queue and constant time for inserting elements into the queue.
  - b. We used a hash map for our visited because we needed constant time for checking if it already contained a vertex and constant time for insertion.
2. Number of edges and vertices in the graph WikiCS.txt
  - a. 949 Edges
  - b. 100 Vertices
3. Top 10 nodes by mostInfluentialDegree
  - a. /wiki/Computer\_Science
  - b. /wiki/Timeline\_of\_computing\_hardware\_before\_1950
  - c. /wiki/History\_of\_computing\_hardware
  - d. /wiki/History\_of\_Unix
  - e. /wiki/History\_of\_the\_World\_Wide\_Web
  - f. /wiki/History\_of\_computer\_hardware\_in\_Yugoslavia
  - g. /wiki/Digital\_computer
  - h. /wiki/Computer
  - i. /wiki/Computing\_technology
  - j. /wiki/Computing
  - k. Their influence is: 55.0
4. Top 10 nodes by mostInfluentialModular
  - a. /wiki/Computer\_Science
  - b. /wiki/Timeline\_of\_computing\_hardware\_before\_1950
  - c. /wiki/History\_of\_computing\_hardware
  - d. /wiki/History\_of\_Unix
  - e. /wiki/Computing\_technology
  - f. /wiki/History\_of\_the\_World\_Wide\_Web
  - g. /wiki/Computing
  - h. /wiki/List\_of\_pioneers\_in\_computer\_science
  - i. /wiki/History\_of\_computer\_hardware\_in\_Yugoslavia
  - j. /wiki/Computer\_graphics\_(computer\_science)
  - k. Their influence is: 55.0

5. Top 10 nodes by mostInfluentialSubModular
  - a. /wiki/Computer\_Science
  - b. /wiki/Computer
  - c. /wiki/Computation
  - d. /wiki/Procedure\_(computer\_science)
  - e. /wiki/Algorithm
  - f. /wiki/Computer\_scientist
  - g. /wiki/Glossary\_of\_computer\_science
  - h. /wiki/Practical\_disciplines
  - i. /wiki/Computational\_complexity\_theory
  - j. /wiki/Computational\_problem
  - k. Their influence is: 55.0
6. Pseudo code for constructor and public method
  - a. Constructor

```

Reads from the file
Sets the first part to number of nodes
While(file.has nextline) {
    Scans the line parsing by spaces to find the to and from node
    Adds both to hashmap if they're unique
    Keeps track of edges from each node puts them
    in a list and name of node
}
Close the file
  
```

- b. Out degree
 

```

Checks the hashmap for the given string and returns the arraylist's size
Return size
      
```
- c. Shortest path
 

```

Starts at the first given node
While(Has outgoing node){
    Finds the distance from first string to second by checking all out
    vertex combinations
    Adds every node in that optimum path to an arraylist
Return arraylist
      
```
- d. Distance(string, string)

```

Calls shortest path with the 2 given strings
  
```

Sets int distance to shortestpath.size - 1

If( distance ==0)

Return -1; //Path doesn't exist

Else

Return distance;

e. Distance(ArrayList, string)

Checks the distance for every string of ArrayList[i] to string

If(arraylist[i]<CurrentLowest)

Update CurrentLowest

If(minDist ==Int max) // No path found

Return -1

Else

Return minDist

f. Influence(string)

Make a MST

Check every node off of the main node

Keep a running total and does  $(1/(2^{\text{distanceawayfromS}}) * \text{number of nodes at the Distance})$

Returns running total;

g. Influence(ArrayList)

Constructs a hashmap of every node in the given array list

For every node read in from the file that is not in the given array list

Call distance giving the given arraylist and the current node not in the list

Uses that distance to calculate  $(1/(2^{\text{distanceawayfromS}})$

Adds to running total of influence

Adds given arraylist.size() to running total

Returns running total

h. MostinfluentialDegree(int k)

For every node given find the number of outdegrees for each

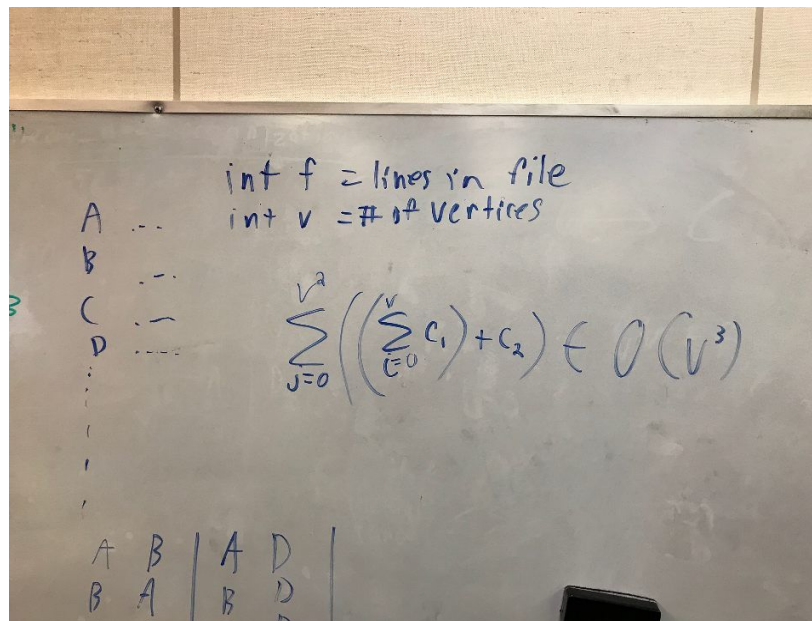
Use data and our tuple to store the outdegree and construct a max heap of tuples

Take off the top k elements (Fixing the tree between grab and removes) and adding them to an arraylist

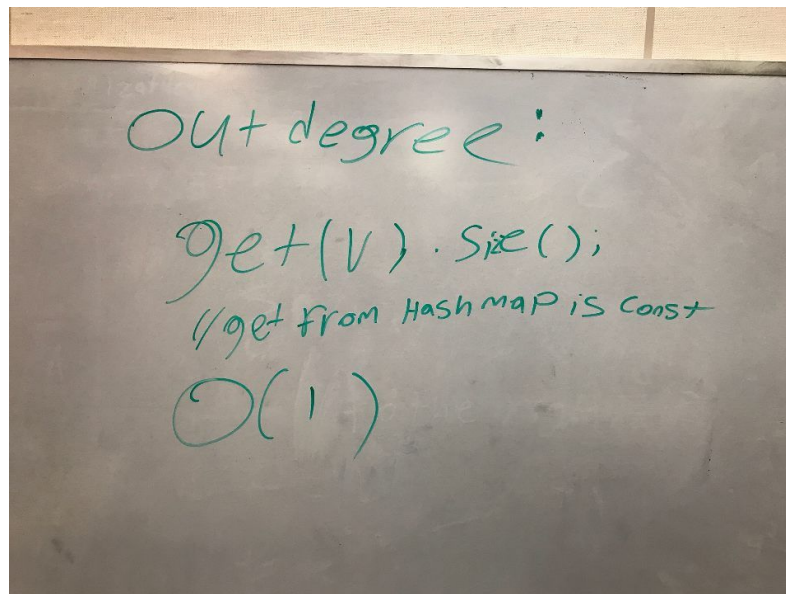
Return that arraylist

i. MostinfluentialModular(int k)

- j. MostinfluentialSubModular(int k)
- 7. Analyze and report runtimes for constructor and each method
  - a. Constructor



- b. Out degree



- c. Shortest path

Shortest Path .  
BFS  $\Rightarrow O(m+n)$ ;  
// found in lecture

d. Distance(string, string)

Distance (String 1, String 2);  
// calls Shortest Path so = Shortest Path  
 $O(n+m)$

e. Distance(ArrayList, string)

Distance (ArrList i, string);

for each entry i {

distance (entry i, string);

$$\sum_{i=0}^k (n+m) + C =$$

$$k(n+m) + kC$$

$$O(kn + km)$$

f. Influence(string)

influence (string):

Build MST  $\Rightarrow O(n+m)$

// Let  $n = \# \text{ vertices}$

Call helper // runs every  $n$  except last  $1$

$$O((n+m) + (n-1)) \Rightarrow$$

$$O((n+m+n)) \Rightarrow$$

$$2n+m \Rightarrow O(n+m)$$

g. Influence(Arraylist)



influence(Arr List):  
 $S$  // make hash map of ArrList  
 //  $S$  is size of list  
 for (loop) // go through all of list # vertices  
 Call dist //  $n - S$  times  $S$  is in  $k$  skip  $S(n+m)$   
 // check is  $O(1)$   
 $(n-S)(S, n+m)$   
 $Sn^2 + Sm^2 - S^2n - S^2m$   
 $O(Sn(n+m))$

h. MostinfluentialDegree(int k)

mostinfluen Degree(int k):  
 $n + k \log n$   
 $\sum_{i=0}^n c \Rightarrow n + \sum_{j=0}^k \log n \cdot c$  // Poll takes  $\log n$   
 $O(n + k \log_2 n)$

i. MostinfluentialModular(int k)

MostInfluentialModular (int k):

$$\sum_{i=0}^n (n+m) + C_2 // \# \text{ of node call influence on all}$$

$$\sum_{j=0}^k \log n // \text{takes } \log n \text{ to roll} \Rightarrow$$

$$n(n+m) + C_2 n + k \log n + C_1 k \Rightarrow$$

$$n(m+n) + k \log n \Rightarrow$$

$$O(mn + n^2 + k \log n)$$

j. MostInfluentialSubModular(int k)

MostInfluentialSubModular (int k):

$$\sum_{i=0}^n C // \text{construct boolean arr}$$

$$\sum_{j=0}^k \left( \sum_{z=0}^n \sum_{y=0}^n (S \cdot n(n+m)) \right)$$

$$\sum_{i=0}^n C + \sum_{j=0}^k n + (S n^2 (n+m)) + \log n // S \leq n$$

$$n + kn + S n^2 (n+m) + \log n$$

$$O(k S n^3 + k S n m)$$