

FACULTY OF COMPUTING INFORMATION TCP2101 ALGORITHM DESIGN AND ANALYSIS

Trimester 2, 2022/2023

Lecture section: TC2L Group number: 205 Group leader student name: Chia Yu Zhang

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			Total:	100%

Mark sheet checklist to be filled by students at certain parts (40%)

No.	Task	Mark	Checklist (Yes/No) with explanation if any and write only one student name to be responsible for each task number, must be filled by students
1	Kruskal algorithm without priority queue and adjacency matrix graph of n number of vertices implementation for file inputs and file outputs with screen outputs with step-by-step illustration for the minimum spanning tree problem where n=6. input filename: kruskalwithoutpq_am_0000006_input.txt output filename: kruskalwithoutpq_am_0000006_output.txt	5	Yes(Teo Hazel)
2	Adjacency matrix complete graphs for Kruskal algorithm of n number of vertices implementation for dataset generation of input files that contain random edge weight integers in each file (10 vertices, 100 vertices, 1000 vertices, 10000 vertices, 100000 vertices, etc.). Write a function to generate all the input files. The filenames are: - kruskalwithoutpq_kruskalwithpq_am_0000010_input.txt - kruskalwithoutpq_kruskalwithpq_am_00001000_input.txt - kruskalwithoutpq_kruskalwithpq_am_00010000_input.txt - kruskalwithoutpq_kruskalwithpq_am_00100000_input.txt	5	Yes(Teo Hazel)
3 4	Kruskal algorithm without priority queue and with priority queue of n number of vertices for input files of different problem sizes that have been generated previously and output files with screen outputs with algorithm times for the minimum spanning tree problem. Write a function to generate all output files for each input size n. The filenames without priority queue are: - kruskalwithoutpq_am_00000010_output.txt	10	(Yes)Gerald Godwin Lee Yong Lin

	- kruskalwithoutpq_am_00000100_output.txt - kruskalwithoutpq_am_00010000_output.txt - kruskalwithoutpq_am_00100000_output.txt - kruskalwithoutpq_am_00100000_output.txt The filenames with priority queue are: - kruskalwithpq_am_00000010_output.txt - kruskalwithpq_am_00001000_output.txt - kruskalwithpq_am_00010000_output.txt - kruskalwithpq_am_00010000_output.txt - kruskalwithpq_am_00100000_output.txt		
5	Huffman coding of n number of words implementation for file inputs and file outputs with screen outputs with step-by-step illustration for the lossless data compression problem where n=3. input filename: huffmancoding_00000003_input.txt output filename: huffmancoding_00000003_output.txt	5	(YES)YAP ZHI TOUNG
6	Random words for Huffman coding algorithm of n number of words implementation for dataset generation of input files that contain random words in each file (10 words, 100 words, 1000 words, 10000 words, 10000 words, etc.). Write a function to generate all the input files. The filenames are: - huffmancoding_0000010_input.txt - huffmancoding_0001000_input.txt - huffmancoding_00010000_input.txt - huffmancoding_00110000_input.txt	5	(YES)CHIA YU ZHANG
7	Huffman coding algorithm of n number of words for input files of different problem sizes that have been generated previously and output files with screen outputs with algorithm space percentages. The filenames are: - huffmancoding_0000010_output.txt - huffmancoding_00001000_output.txt - huffmancoding_00010000_output.txt - huffmancoding_00100000_output.txt	5	(YES)YAP ZHI TOUNG

8 9	Your report of screenshots, code parts, explanations, input files, output files and step-by-step illustration contains the following. * Kruskal algorithm without priority queue and Kruskal algorithm with priority queue using adjacency matrix complete graph for the minimum spanning tree ** perform numerous experiments of different input sizes using the algorithms, get the total times for the algorithms ** the above experiment results that can be used to perform a comparative analysis between the two implementations in table form and graph form ** conclude your findings in the report * Lossless data compression using Huffman coding algorithm ** perform numerous experiments of different input sizes using the algorithm, get the total space percentages for the algorithm ** the above experiment results that can be used to perform a comparative analysis between with data compression and without data compression in table form and graph form ** conclude your findings in the report	10	(YES)CHIA YU ZHANG
10	Group video presentation with faces with a maximum of twenty minutes. Make an appointment for your group interview and meeting with your tutor to validate your work.	5	(YES) CHIA YU ZHANG, GERALD GODWIN LEE YONG LIN, TEO HAZEL, YAP ZHI TOUNG
	Assignment mark	50	

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Algorithm 1:Kruskal algorithm without priority queue Question 1:

Kruskal algorithm without priority queue and adjacency matrix graph of n number of vertices implementation for file inputs and file outputs with screen outputs with step-by-step illustration for the minimum spanning tree problem.

Input filename: huffmancoding_000 00003_input.txt	description	Output filename: huffmancoding_000 00003_input.txt	description
6 0 A 1 B 2 C 3 D 4 E 5 F i 2 8 i 7 i 2 i 5 7 i i 8 5 i 9 8 i i 7 9 i i 4 7 i 8 i i 3 i i i 4 3 i	// num of vertices // vertices indexes andvertex names // adjacency matrix	6 0 A 1 B 2 C 3 D 4 E 5 F A B 2 E F 3 D F 4 B C 5 A E 7 21 10s	// num of vertices // vertices indexes andvertex names //edge vertex pairs,edge weights in alphabetical order //total weight //example total time taken

Code for Output File

```
#include <iostream>
 2
       #include <fstream>
       #include <vector>
       #include <algorithm>
       #include <chrono>
      using namespace std;
 8 | struct Edge {
      int src, dest, weight;
};
 9
10
11
12
    =struct Graph {
            int V, E;
vector<Edge> edges;
13
14
15
16
17
     pbool compareEdges(const Edge& a, const Edge& b) {
18
            return a.weight < b.weight;
19
20
21
     int findParent(int parent[], int i) {
           if (parent[i] == i)
    return i;
22
23
24
            return findParent(parent, parent[i]);
25
26
27
28
     Pvoid unionSet(int parent[], int x, int y) {
   int xset = findParent(parent, x);
   int yset = findParent(parent, y);
30
            parent[xset] = yset;
31
32
33 poid kruskalMST(Graph& graph, ofstream& output) {
            int V = graph.V;
34
35
            vector<Edge> result;
36
37
            int* parent = new int[V];
38
             / Record the start time
39
            auto start = chrono::system_clock::now ();
40
           for (int i = 0; i < V; i++)
    parent[i] = i;</pre>
41
43
44
            sort(graph.edges.begin(), graph.edges.end(), compareEdges);
45
            int i = 0, e = 0;
while (e < V - 1 && i < graph.E) {
   Edge nextEdge = graph.edges[i++];</pre>
46
47
48
49
                int x = findParent(parent, nextEdge.src);
int y = findParent(parent, nextEdge.dest);
50
51
52
53
                if (x != y) {
54
55
                     result.push_back(nextEdge);
                     unionSet(parent, x, y);
56
                     e++;
57
58
            }
59
60
            // Record the end time
61
            auto end = chrono::system_clock::now ();
62
63
               Calculate the duration
            chrono::duration < double >duration = end - start;
65
            int totalWeight = 0;
66
```

```
output << V << endl;
             for (int i = 0; i < V; i++)
    output << i << " " << (char)('A' + i) << endl;
68
69
             for (Edge edge : result) {
   output << (char)('A' + edge.src) << " " << (char)('A' + edge.dest) << " " << edge.weight << endl;
   totalWeight += edge.weight;</pre>
71
72
73
75
76
            output << totalWeight << endl;
77
             // Print the total time taken in second
78
            // cout << duration.count () << "s" << endl;
output << duration.count () << "s" << endl;</pre>
79
80
81
82
             delete[] parent;
83
84
             string inputFileName = "kruskalwithoutpg am 0000006 input.txt";
string outputFileName = "kruskalwithoutpg am 0000006 output.txt";
86
87
88
89
             ifstream inputFile (inputFileName);
90
91
             if (!inputFile)
93
                 cout << "Failed to open the input file." << endl;</pre>
94
                 return 0;
95
97
             Graph graph;
98
            inputFile >> graph.V;
99
100 🚊
             for (int i = 0; i < graph.V; i++) {</pre>
101
                  int index;
102
                  char name;
103
                  inputFile >> index >> name;
104
105
             for (int i = 0; i < graph.V; i++) {
    for (int j = 0; j < graph.V; j++) {
        int weight;
    }
}</pre>
106
107
108
109
                       char c;
                       inputFile >> c;
110
111
                       if (c ==
112
                            continue;
113
                       else
                           weight = c - '0';
114
                       if (i < j) {
115
116
                            Edge edge;
117
                            edge.src = i;
                            edge.sic = ;
edge.dest = j;
edge.weight = weight;
118
119
120
                            graph.edges.push_back(edge);
121
122
123
124
             graph.E = graph.edges.size();
125
126
127
             inputFile.close();
128
129
             ofstream outputFile(outputFileName);
130
131
             if (!outputFile)
132
133
                   cout << "Failed to open the output file." << endl;</pre>
134
                   return 0;
135
136
137
              kruskalMST(graph, outputFile);
138
139
             outputFile.close();
140
141
              cout << "Output generated and saved to kruskalwithoutpg am 0000006 output.txt." << endl;</pre>
142
143
             return 0;
145
                                                Figure 1.1: Code for Question 1
```

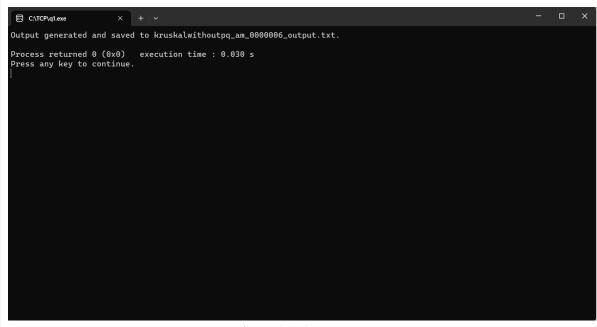


Figure 1.2: Screen run

The provided code implements Kruskal's algorithm to find the minimum spanning tree (MST) of a given graph. It reads the graph information from an input file, sorts the edge based on their weights, and then iteratively selects edges with the minimum weight that do not form cycles in the MST. The resulting MST is written to an output file, along with the total weight and the execution time of the algorithm. Kruskal's algorithm is an efficient approach to find the minimum spanning tree of a graph, making it useful in various applications where finding an optimal connected subgraph is required.

Output File

kruskalwithoutpq_am_0000006_output.txt.

```
6
 2
       0 A
 3
       1 B
 4
       2 C
 5
       3 D
 6
       4 E
 7
       5 F
 8
       A B 2
 9
       E F 3
10
       D F 4
11
       B C 5
       A E 7
12
13
       21
14
       4.7e-06s
15
```

Figure 1.3: Output file/ Answer for Question 1

Ouestion 2:

Adjacency matrix complete graphs for Kruskal algorithm of n number of vertices implementation for dataset generation of input files that contain random edge weight integers in each file (10 vertices, 100 vertices, 1000 vertices, 10000 vertices, 100000 vertices, etc.). Write a function to generate all the input files.

The filenames are:

- kruskalwithoutpq kruskalwithpq am 00000010 input.txt
- kruskalwithoutpq kruskalwithpq am 00000100 input.txt
- kruskalwithoutpq kruskalwithpq am 00001000 input.txt
- kruskalwithoutpq kruskalwithpq am 00010000 input.txt
- kruskalwithoutpq kruskalwithpq am 00100000 input.txt

```
Code for Output File
          #include <iostream>
           #include <fstream>
#include <string>
           #include <random>
          using namespace std;
              Function to generate a random integer between min and max (inclusive)
       int generateRandomInt(int min, int max) {
  10
                static random_device rd;
static mt19937 gen(rd());
uniform_int_distribution<> dis(min, max);
  11
12
  13
                return dis(gen);
  14
15
       // Function to generate the input file for Kruskal algorithm with adjacency matrix representation
pvoid generateInputFile(int numVertices, const string& filename) {
                ofstream file(filename);
             if (file.is_open()) {
    file << numVertices << "\n";</pre>
  20
21
  22
  23
24
                    for (int i = 0; i < numVertices; i++) {
    file << i << " " << "A" << i << "\n";</pre>
 25
26
 27
28
29
                    vector<vector<int>> adjacencyMatrix(numVertices, vector<int>(numVertices, 0));
                    for (int i = 0; i < numVertices; i++) {</pre>
                           for (int j = i + 1; j < numVertices; j++) {
   int weight = generateRandomInt(1,1201101003);</pre>
  30
31
                                 adjacencyMatrix[i][j] = weight;
adjacencyMatrix[j][i] = weight;
```

```
35
36
37
38
39
                   40
41
42
43
                             44
45
                                   adjacencyMatrix[j][i] = adjacencyMatrix[i][j]; // Assign the same weight to adjacencyMatrix[j][i]
46
47
                              if (j != numVertices - 1) {
48
                                   file << " ";
50
51
52
                        file << "\n";
53
54
55
                   file.close();
                   cout << "Input file " << filename << " generated successfully.\n";</pre>
56
57
                  cerr << "Unable to create the file: " << filename << "\n";</pre>
60
             string filePrefix = "kruskalwithoutpg kruskalwithpg am_";
string fileSuffix = "_input.txt";
int inputSizes[] = {10, 100, 1000, 5000, 10000, 100000};
62
64
              int numInputSizes = sizeof(inputSizes) / sizeof(inputSizes[0]);
66
             for (int i = 0; i < numInputSizes; i++) {
    string paddedInputSizesEr = string(8 - to_string(inputSizes[i]).length(), '0') + to_string(inputSizes[i]);
    string filename = filePrefix + paddedInputSizesEr + fileSuffix;
    generateInputFile(inputSizes[i], filename);
}</pre>
67 🖨
69
72
73
             return 0;
```

Figure 2.1: Code for Question 2

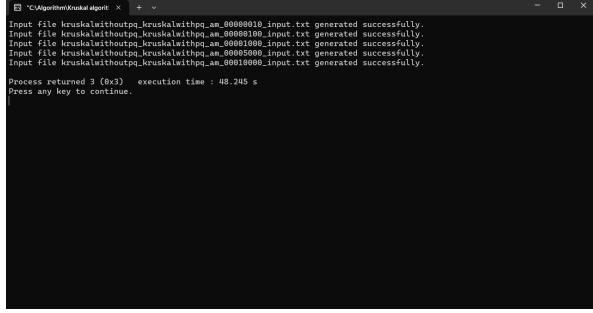


Figure 2.2: Screen run

This code generates input files for the Kruskal algorithm with an adjacency matrix representation. The program uses a random number generator to assign weights to the edges between vertices in a

graph. The generated input files can be used as input for testing and implementing the Kruskal algorithm, which finds the minimum spanning tree of a connected, undirected graph. The code loops over different graph sizes, creates output files with specific naming conventions, and writes the graph information to the files. The adjacency matrix representation allows for easy manipulation and analysis of the graph structure. Overall, this code automates the process of generating input files for the Kruskal algorithm with adjacency matrix representation, facilitating the testing and evaluation of the algorithm's performance.

Output File

kruskalwithoutpq_kruskalwithpq_am_00000010_input.txt

```
1 10
2 0 A0
3 1 A1
4 2 A2
5 3 A3
6 4 A4
7 5 A5
8 6 A6
9 7 A7
10 8 A8
11 9 A9
12 i 979114877 1177551288 786554198 936563419 137257722 1013523584 36882129 415416430 461917362
13 979114877 1780329188 432162013 879569557 756234313 751764663 799212319 34782306 355028890
14 1177551288 780329188 i 556046821 871981410 909267571 1140442023 940604377 712113355 979510324
15 786554198 432162013 556046821 871981410 909267571 1140442023 940604377 712113355 979510324
15 786554198 432162013 556046821 i 220804593 351427404 1058345193 1046567301 1123304715 1055562000
16 936563419 879569557 871981410 220804593 i 135988061 668089062 1083406764 597480552 655678588
17 137257722 756234313 909267571 351427404 135988061 i 533657275 63297687 220302984 189254917
18 1013523584 751764663 1140442023 1058345193 668089062 533657275 i 31247930 149332081 793046364
19 36882129 799212319 940604377 1046567301 1083406764 63297687 31247930 i 689074503 1004773850
20 415416430 34782306 712113355 1123304715 597480552 220302984 149332081 689074503 i 389770443 1
22 461917362 355028890 979510324 1055562000 655678588 189254917 793046364 1004773850 389770443 i
```

Figure 2.3: Output file for "kruskalwithoutpq kruskalwithpq am 00000010 input.txt"

kruskalwithoutpq_kruskalwithpq_am00000100_input.txt

• • • • • •

```
170 834150600 31260490 613011859 98544199 100415818 886224978 1145180054 384446299 40558113 21764010 309700256 438066976 890743176 633410150 692650346 64970822
171 62051656 437439671 103561613 932444887 1151909647 163611116 44466707 931247420 920522155 22646502 918744734 604000875 16903954 20665888 415969125 106014
172 110126895 632055944 49445888 1085599231 125411938 518790158 91222762 328765840 296622731 419964509 268313960 769754548 505483797 890637255 761662319 95794377
173 306015371 754380172 258087946 56862285 559046228 55906458 832051614 249446294 5804982 92337657 44278629 774277177 65982597 5590637255 765603517
174 842620574 896479058 89556688 846590178 174071477 960937011 847066717 593894675 665746738 536747458 7420829 774277177 65982597 559063725 765603517
175 757298972 4657566453 103527334 261831155 751522226 10402034383 1780529393 30891044 649486498 107667875975 386652465 3013527334 26183105 751522226 10402034383 1780529393 30891044 69364571 1276975752 386652465 632876378 122706666 1066971559393 308910467 665745738 536747458 7420829 774207477 7420757752 386652456 632876378 122706666 1066971559393 308910467 665747538 536747458 7420829 77420747 7420829 77420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420747 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829 7420829
```

Figure 2.4: Output file for "kruskalwithoutpq kruskalwithpq am 00000100 input.txt"

kruskalwithoutpq kruskalwithpq am00001000 input.txt

1970 770095335 1170825967 34542413 98332783 511577660 140104384 755606957 701297725 412316778 863501675 1118861933 932534808 234036884 212476206 540946710 2526238 93001405 476689551 1188867708 4801193865 1035011478 526033100 6631586161 214462684 65715763 411012523 31287080 1163508661 113742119 69173339 106034993 691732 121226891 945259467 71391803 643551220 801349751 53137081 211257624 91867751 1000203344 379660944 674474028 653182878 897454498 600758299 9136855 91373 49099743 1083787440 736387526 181700386 14229170 386035791 53599377 797866631 846516316 488830864 285168977 801826289 705689417 19399713 2018815365 201716832 686131005 526618642 738814353 2333375 308833385 466013533 3946410.8 790274595 74655261 210716320 2661810505 526618642 738814353 2333375 308833385 466013533 3946410.8 790274595 74655261 210716320 2661810505 526618642 738814353 2333375 308833385 46601353 39469410.8 790274595 74655261 210716320 2661810505 526618642 738814353 2333375 308833385 46601353 39469410.8 790274595 74655261 210716320 2661810505 526618642 738814353 233459710 270274595 740552007 3946421 94627457 77074745 770747450 77074745

Figure 2.5: Output file for "kruskalwithoutpq_kruskalwithpq_am_00001000_input.txt"

959216524 1083181559 277707042 910391103 136243075 824523169 701214058 660259220 184216167 63087992 28901359 474177105 1154213929 988621434 1098442434 315208109 1131795091 217818299 199739389 788204113 346541514 1123812718 778820237 521034658 238704747 142357439 761784075 208270207 690078598 957438041 66426565 642514880 596501668 616624418 87032055 47622120 1056597368 586273945 439913477 190834937 91804941 1079684024 16835246 698866200 359060529 776885723 1079977559 500459246 463655438 161305580 844583064 365363343 78249742 1035094232 1012161226 33211564 709977226 780761211 65898881 6690697526 683362149 973057887 956871125 527302376 1022431083 423162970 47715195 64377608 1181562908 566652209 1010799237 10090628296 1045377099 8312739 648845620 897020099 3456684815 24642017 74715195 646345608 40141807 497241658 768052209 386683333 622151033 388681077 693479947 126026551 621393191 71324898 887524431 445603498 987617318 325305149 806179580 640141807 497241658 768127082 40445024 6448831 102314431 695217071 421876417 1035081149 304233575 106598937 1022442695 56668705 525797705 882981197 67191452 521582432 838134145 732344360 564751039 192449712 40751659 1116202926 1146106705 979237369 556775160 653336703 179939452 699027820 1037961134 567938772 428321591 995679062 1183396343 48804425 10823644 269843972 585319897 155123916 953412086 543606542 63959100 1141052575 7931991584 207634056 1176688415 789371591 344816478 492961878 1162140396 832457608 338882299 60828995 899013547 85393241 227312820 555337903 5676775160 6533676 76659916 11756108407 98076004 316732845 116512145 1157940900 61847689 1186940866 114684445 948949108 22655553 75553819 754457608 3388816479 80800542 6395980 1037961744 567304090 618474699 618474699 618474698 49296188 8080000 1113441818 879417799 1051991458 779686160 89889891 898761948 40490490 618474699 618

Figure 2.6: Output file for "kruskalwithoutpq_kruskalwithpq_am_00001000_input.txt"

$kruskal with outpq_kruskal withpq_am 00010000_input.txt$

```
10000
0 A0
1 A1
2 A2
3 A3
4 A4
5 A5
6 A6
7 A7
8 A8
9 A0
10 A10
11 A11
12 A12
13 A13
14 A14
15 A15
16 A16
17 A17
18 A18
19 A19
20 A20
21 A21
22 A22
23 A23
24 A24
25 A25
26 A26
```

0 212804683 102388094

76962766 709673646 674126576 1104579965 387378530 212804683 1023880942 916121509 572896379 716606258 365540545 241941684 727694380 261593893 681026876 852659250 127658568 403148567 759770091 664624681 947168945 458759909 863480644 948068214 364564131 326754141 745932936 63239379 739570183 6877379 362686426 19943723 2268809181 84383093 535988716 775166359 702240235 1168352571 111137901 958062541 746926213 874529386 525721513 421971276 245984585 662898810 194417772 246182787 470916290 663611414 311064342 701553964 215735448 687281777 977858060 373272247 134943839 1159591038 97743368 15195833 324460322 163600814 346767133 928714232 127532089 129099809 878140828 892578864 1070111265 282659500 515185522 572090364 219139995 382697087 118139188 6722199651 465936222 400888363 1172244220 360370311 891322325 1122210363 442720789 51220097 101669946 437540906 1089037381 695214158 875619218 1100172830 1170330182 357733135 177025300 15482161 1049574458 726898399 296453667 911694987 702680095 747692494 748440825 32717434 1035861783 411537400 16598290 223834774 550488252 905923978 602098466 405485450 7870846069 1029367906 227959921 8472807 8908202998 32834794 550488252 905923978 602098466 405485450 787084660 1029367906 227959921 8472807 890841727 1794444435 592763283 945852700 941121635 7892749128 88296809 923171904 74535383 220659078 73834355 191179655 59151371 1074651742 765921284 998202959 383094135 156883998 996177735 791233264 808105574 14502515 840838016 730382502 57806177 446895501 49742136 389800304 500683856 1166381285 184973841 616714871 136229145 1125945571 840838016 730382502 57806177 446895501 49742136 389800304 500683856 1166381285 184973841 616714871 136229145 1125945718 80938102 1084171699 664581458 7183877713 122124606 379144505 843313162 560695129 670515531 340517931 755530480 550652131 13125445715 80938102 10841714509 06458145 707582727 7506062 563919147 692722507 951679378 1134294233 940065821 111939676505 916043320 71859605 558073145 524974094 530007444 188087885 557366062 563919147 692725270 751679378 113

Figure 2.7: Output file for "kruskalwithoutpq_kruskalwithpq_am_00010000_input.txt"

kruskalwithoutpq kruskalwithpq am00100000 input.txt

.....

99966 A99966
99967 A99969
99969 A99969
99970 A99970
99971 A99971
99972 A99973
99973 A99974
99974 A99974
99975 A99975
99976 A99976
99977 A99977
99978 A99978
99978 A99978
99978 A99978
99978 A99979
99980 A99980
99981 A99981
99982 A99982
99983 A99983
99984 A99984
99985 A99985
99986 A99986
99987 A99987
99988 A99988
99988 A99988
99988 A99988
99988 A99988
99998 A99989
99990 A99990
99991 A99990
99991 A99990
99991 A99990

Figure 2.8: Output file for "kruskalwithoutpq_kruskalwithpq_am_00100000_input.txt"

Question 3:

Adjacency matrix complete graphs for Kruskal algorithm without priority queue of n number of vertices for input files of different problem sizes that have been generated previously and output files with screen outputs with algorithm times for the minimum spanning tree problem. Write a function to generate all output files for each input size n.

The filenames are:

- kruskalwithoutpq_am_00000010_output.txt
- kruskalwithoutpq am 00000100 output.txt
- kruskalwithoutpq am 00001000 output.txt
- kruskalwithoutpq_am_00010000_output.txt
- $kruskal withoutpq_am_00100000_output.txt \\$

```
Code for Output File
1 #include <iostream>
       #include <fstream>
      #include <vector>
      #include <algorithm>
      #include <chrono>
      using namespace std;
    ∃struct Edge {
         int src, dest, weight;
10
11
    ⊟struct Graph {
13
          int V, E;
14
          vector<Edge> edges;
     □bool compareEdges(const Edge& a, const Edge& b) {
17
          return a.weight < b.weight;
20
21
    □int findParent(int parent[], int i) {
22
23
24
          if (parent[i] == i)
              return i;
          return findParent(parent, parent[i]);
25
26
27
    pvoid unionSet(int parent[], int x, int y) {
          int xset = findParent(parent, x);
int yset = findParent(parent, y);
29
30
          parent[xset] = yset;
```

```
int V = graph.V;
              vector<Edge> result;
36
              int* parent = new int[V];
37
              // Record the start time
39
              auto start = chrono::system_clock::now();
40
41
              for (int i = 0; i < V; i++)</pre>
42
                  parent[i] = i;
43
44
              sort(graph.edges.begin(), graph.edges.end(), compareEdges);
45
             int i = 0, e = 0;
while (e < V - 1 && i < graph.E) {</pre>
46
47
48
                   Edge nextEdge = graph.edges[i++];
49
50
                   int x = findParent(parent, nextEdge.src);
int y = findParent(parent, nextEdge.dest);
51
52
53
                   if (x != y) {
    result.push_back(nextEdge);
55
                         unionSet(parent, x, y);
56
57
58
59
60
              // Record the end time
              auto end = chrono::system_clock::now();
62
              // Calculate the duration
63
              chrono::duration<double> duration = end - start;
65
              int totalWeight = 0;
66
              output << V << endl;
              for (int i = 0; i < V; i++)
  output << i << " " << "A" << i << endl;</pre>
68
69
70
             for (Edge edge : result) {
   output << "A" << edge.src << " " << "A" << edge.dest << " " << edge.weight << endl;
   totalWeight += edge.weight;</pre>
72
73
74
75
76
             output << totalWeight << endl;</pre>
78
79
             // Print the total time taken in second
output << duration.count() << "s" << endl;</pre>
80
81
             delete[] parent;
82
83
84
     □int main() {
85
             string inputFiles[] = {
87
                   "kruskalwithoutpg_kruskalwithpg_am_00000010_input.txt",
                   "kruskalwithoutpg kruskalwithpg am 00000100 input txt",
"kruskalwithoutpg kruskalwithpg am 00001000 input txt",
"kruskalwithoutpg kruskalwithpg am 00005000 input txt",
88
89
                   "kruskalwithoutpg_kruskalwithpg_am_000100000_input.txt",
"kruskalwithoutpg_kruskalwithpg_am_001000000_input.txt"
91
92
94
95
             string outputFiles[] = {
                    "kruskalwithoutpg_am_00000010_output.txt",
96
                   "kruskalwithoutpg_am_00000100_output.txt",
"kruskalwithoutpg_am_00001000_output.txt",
97
98
99
                    "kruskalwithoutpg am 00005000 output.txt",
```

```
"kruskalwithoutpg_am_00010000_output.txt",
"kruskalwithoutpg_am_00100000_output.txt"
100
101
102
103
             for (int fileIndex = 0; fileIndex < 5; fileIndex++) {</pre>
104
105
                  ifstream inputFile(inputFiles[fileIndex]);
106
107
                  if (!inputFile) {
108
                       cout << "Failed to open the input file: " << inputFiles[fileIndex] << endl;</pre>
109
                       continue;
110
111
112
                  Graph graph;
inputFile >> graph.V;
113
114
                  for (int i = 0; i < graph.V; i++) {</pre>
115
                       int index;
116
117
                       string name;
118
                       inputFile >> index >> name;
119
120
                  for (int i = 0; i < graph.V; i++) {
    for (int j = 0; j < graph.V; j++) {
        int weight;
    }
}</pre>
121
122
123
124
                            string c;
125
                           inputFile >> c;
if (c == "i")
126
127
                                 continue;
128
                            else
129
                                weight = stoi(c);
                           if (i < j) {
   Edge edge;</pre>
130
131
                                 edge.src = i;
132
                                edge.dest = j;
edge.weight = weight;
133
134
135
                                graph.edges.push_back(edge);
136
137
138
139
140
                  graph.E = graph.edges.size();
141
142
                  inputFile.close();
143
                  ofstream outputFile(outputFiles[fileIndex]);
144
145
146
                       cout << "Failed to open the output file: " << outputFiles[fileIndex] << endl;
continue;</pre>
147
148
149
150
151
                  kruskalMST(graph, outputFile);
152
153
                  outputFile.close();
154
155
                  cout << "Output generated and saved to " << outputFiles[fileIndex] << "." << endl;</pre>
156
157
158
             return 0;
159
160
                                               Figure 3.1: Code for Question 3
```

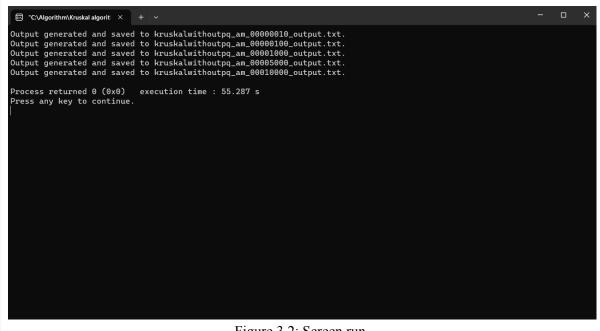


Figure 3.2: Screen run

The provided code implements Kruskal's algorithm for finding the Minimum Spanning Tree (MST) of a graph. It takes input files representing graphs, constructs the graphs, and applies the algorithm to find the MST. The code utilises a disjoint-set data structure for efficient union-find operations. The MST edges, vertex names, total weight, and the execution time are then written to the output files. The code allows for processing multiple input files, making it suitable for analysing and generating MSTs for various graph instances.

Output File

kruskalwithoutpq_am_00000010_output.txt

```
0 A0
             1 A1
  3
4
5
6
7
8
            2 A2
3 A3
             4 A4
            5 A5
6 A6
7 A7
10
11
            8 A8
             9 A9
            A6 A7 31247930
            A1 A8 34782306
A0 A7 36882129
A5 A7 63297687
13
14
16
17
            A4 A5 135988061
A6 A8 149332081
A5 A9 189254917
            A3 A4 220804593
A2 A3 556046821
1417636525
19
20
             9.6e-06s
```

Figure 3.3: Output file for "kruskalwithoutpq_am_00000010_output.txt"

```
kruskalwithoutpq_am_00000100_output.txt
         1 A1
         2 A2
         3 A3
         4 A4
   8
         6 A6
         7 A7
  10
         8 A8
         9 A9
  11
  12
         10 A10
  13
         11 A11
         12 A12
13 A13
  14
  15
16
         14 A14
15 A15
  17
         16 A16
  18
         17 A17
  19
  20
  21
         19 A19
  22
         20 A20
  23
         21 A21
  24
         22 A22
  25
         23 A23
  26
         24 A24
  27
         25 A25
  28
         26 A26
  29
         27 A27
  30
         28 A28
  31
         29 A29
  32
         30 A30
                                                           . . . . . .
         A77 A99 18321524
 171
 172
         A10 A22 18990787
 173
         A21 A91 19047753
         A19 A57 19138621
 175
         A49 A54 19975349
 176
         A68 A90 20266402
 177
         A15 A42 20551122
 178
         A2 A99 20585123
 179
         A22 A24 21484476
 180
         A9 A68 21764010
         A31 A91 22254194
A9 A78 22777698
A5 A66 23070590
 181
 182
 183
         A15 A86 24800271
A1 A87 25159352
 184
 185
         A58 A62 25765175
A6 A67 25882446
 186
 187
 188
         A42 A61 26215745
         A3 A4 28207002
```

Figure 3.4: Output file for "kruskalwithoutpq am 00000100 output.txt"

191

192

193

194

195

196

197

198 199

200

201 202 A59 A72 30263077

A14 A75 33007184

A45 A62 33523506

A56 A92 33600667

A73 A74 40173504

A29 A54 41886420

A56 A94 44614841 A8 A83 57418144

A65 A88 66011985 A2 A53 71330156

All Al6 77273815

1584109745

0.0019482s

```
kruskalwithoutpq_am_00001000_output.txt
       0 A0
1 A1
2 A2
3 A3
4 A4
5 A5
6 A6
  3
  4
5
6
7
8
        7 A7
8 A8
  9
 10
 11
        9 A9
        10 A10
 13
14
        11 A11
        12 A12
 15
        13 A13
        14 A14
 17
        15 A15
        16 A16
        17 A17
 20
        18 A18
 21
        19 A19
 22
        20 A20
 23
        21 A21
 24
        22 A22
25
26
        23 A23
        24 A24
 27
        25 A25
 28
        26 A26
 29
        27 A27
 30
        28 A28
 31
        29 A29
 32
        30 A30
 33
        31 A31
1971
         A297 A834 4284046
1972
         A136 A673 4296623
         A463 A780 4307398
1973
1974
         A470 A873 4315282
1975
         A258 A527 4340952
         A238 A619 4428782
A619 A880 4613372
1976
1977
1978
         A21 A321 4734435
1979
         A62 A726 4883155
1980
         A145 A779 4886227
1981
         A537 A944 4979340
1982
         A101 A207 5006215
1983
         A269 A346 5009106
1984
         A143 A589 5094514
1985
         A117 A419 5679337
         A106 A280 5682146
A595 A809 5720176
1986
1987
1988
         A576 A693 5721262
         A756 A937 5759122
1989
1990
         A61 A246 5770160
1991
         A196 A424 5823376
1992
         A378 A977 6052667
```

Figure 3.5: Output file for "kruskalwithoutpq_am_00001000_output.txt"

1994

1995

1996

1997 1998

1999 2000

2001 2002

2003

A594 A972 6211329

A18 A333 6464326

A55 A770 6913510 A0 A954 7319639

A107 A710 7478699 A154 A379 7638789

1457621244

0.145477s

A14 A90 6561243 A496 A937 6865295

```
kruskalwithoutpq_am_00005000_output.txt
        0 AQ
  3
        1 A1
  4
        2 A2
        3 A3
        4 A4
        5 A5
        6 A6
  9
        7 A7
 10
        8 A8
 11
        9 A9
 12
        10 A10
 13
        11 All
 14
        12 A12
 15
        13 A13
 16
        14 A14
        15 A15
 17
        16 A16
 18
 19
        17 A17
 20
        18 A18
        19 A19
 21
 22
        20 A20
 23
        21 A21
 24
        22 A22
 25
        23 A23
 26
        24 A24
        25 A25
 28
        26 A26
 29
        27 A27
 30
        28 A28
 31
        29 A29
 32
        30 A30
 33
         A2853 A4652 1223365
A1262 A4519 1238961
 9971
 9973
          A5 A4678 1242172
 9974
          A526 A3403 1249446
 9975
         A648 A4349 1258524
 9976
          A450 A3706 1264595
 9977
          A2673 A4982 1269045
 9978
          A2837 A4464 1287518
 9979
         A1956 A2824 1294636
A2719 A3274 1300936
 9980
          A3380 A4946 1313952
 9981
 9982
          A2000 A4302 1322332
 9983
          A883 A2745 1327082
 9984
          A1202 A1215 1367252
```

```
9985
          A158 A1969 1368148
 9986
          A1086 A3047 1413821
 9987
          A2913 A4836 1433205
 9988
          A1453 A2371 1471497
         A1261 A4465 1484780
A905 A915 1507950
 9989
 9990
         A1450 A1495 1508970
A1029 A1735 1537443
 9991
 9992
 9993
          A1385 A1568 1557192
 9994
          A4785 A4890 1575128
 9995
          A1836 A3346 1597081
 9996
          A4394 A4451 1709171
 9997
          A44 A3593 1736901
 9998
          A1698 A1779 1777128
 9999
          A2814 A2982 1778660
          A2766 A3104 2003431
10000
10001
          1423730771
10002
          4.48969s
10003
```

Figure 3.6: Output file for "kruskalwithoutpq_am_00005000_output.txt"

```
kruskalwithoutpq_am_00010000_output.txt
          10000
          0 AQ
    2 3 4 5 6 7 8
          1 A1
          2 A2
          3 A3
          4 A4
          5 A5
          6 A6
   9
          7 A7
  10
         8 A8
          9 A9
  11
  12
          10 A10
  13
         11 A11
          12 A12
  14
  15
          13 A13
  16
          14 A14
  17
          15 A15
  18
          16 A16
  19
          17 A17
  20
          18 A18
  21
          19 A19
  22
          20 A20
  23
          21 A21
  24
25
26
27
28
          22 A22
          23 A23
         24 A24
25 A25
         26 A26
27 A27
  29
  30
          28 A28
  31
          29 A29
  32
          30 A30
                                                              •••••
19971
19972
           A4669 A4716 727923
           A1483 A2955 728038
 19973
           A3636 A7027 732259
 19974
           A1226 A2233 741866
 19975
           A3492 A6903 746826
 19976
           A3818 A5115 761652
 19977
           A6185 A7165 763958
 19978
           A6698 A7817 771601
 19979
           A5421 A6781 774103
           A895 A3179 774292
 19980
           A1052 A5559 777524
A6089 A6514 787776
A6064 A6759 808667
 19981
 19982
 19983
           A671 A8905 808992
A243 A7853 827225
 19984
 19985
           A3241 A4893 834849
A4427 A9526 837667
 19986
 19987
 19988
           A8343 A9324 841487
 19989
           A60 A6956 865010
 19990
           A5090 A9525 867687
 19991
           A3631 A5075 896353
 19992
           A6603 A8991 899077
           A2053 A7029 956859
A4253 A7410 981653
A400 A7869 1083741
 19993
 19994
```

Figure 3.7: Output file for "kruskalwithoutpq am 00010000 output.txt"

19997

19998

19999

20000

20001

20002 20003

A5620 A8839 1091543

A1484 A3358 1116817

A4572 A9239 1125267

A5276 A7097 1267747

A2232 A9115 1385637

1457605420

19.6355s

Algorithm 2:Kruskal algorithm with priority queue

Question 4:

Adjacency matrix complete graphs for Kruskal algorithm with priority queue of n number of vertices for input files of different problem sizes that have been generated previously and output files with screen outputs with algorithm times for the minimum spanning tree problem. Write a function to generate all output files for each input size n.

The filenames are:

- kruskalwithpq am 0000010 output.txt
- kruskalwithpq am 00000100 output.txt
- kruskalwithpq am 00001000 output.txt
- kruskalwithpq am 00010000 output.txt
- kruskalwithpq am 00100000 output.txt

```
Code for Output File
  1 #include <iostream>
       #include <fstream>
       #include <vector>
       #include <algorithm>
      #include <chrono>
#include <string>
       #include <queue>
      using namespace std;
       // Create Edge Structure to store the data for each edge
     int src, dest, weight;
 11 = struct Edge {
 12
 15
       // Create Graph Structure to store the data for each verticies and edges
 17
    =struct Graph {
 18
          int V, E;
           vector<Edge> edges;
 20
 21
 23
    □bool compareEdges(const Edge& a, const Edge& b) {
           return a.weight < b.weight;</pre>
 27
28
    =struct CompareEdges{
        bool operator() (Edge const& edge1, Edge const& edge2) {
              return edge1.weight > edge2.weight;
 30
 31
 33 // Find Parent Node? I assuming Root Node
```

```
if (parent[i] == i)
36
              return i;
37
           return findParent(parent, parent[i]);
38
39
     // Assuming is for adjacency matrix
Evoid unionSet(int parent[], int x, int y) {
40
        int xset = findParent(parent, x);
int yset = findParent(parent, y);
42
43
           parent[xset] = yset;
45
46
       // Calculating Kruskal
48
     □void kruskalMST(Graph& graph, ofstream& output) {
49
           int V = graph.V;
vector<Edge> result;
51
52
            int* parent = new int[V];
            // Record the start time
54
           auto start = chrono::system_clock::now ();
55
56
           for (int i = 0; i < V; i++)</pre>
57
                parent[i] = i;
58
59
            // Using Priority Queue to sort
60
            priority_queue<Edge, vector<Edge>, CompareEdges> pq;
61
62
            for (Edge e: graph.edges) {
63
               pq.emplace(e);
64
            graph.edges.clear();
65
            while (!pq.empty()) {
                 Edge e = pq.top();
68
                 pq.pop();
                 graph.edges.push_back(e);
69
70
71
72
73
            // sort(graph.edges.begin(), graph.edges.end(), compareEdges);
            int i = 0, e = 0;
while (e < V - 1 && i < graph.E) {
   Edge nextEdge = graph.edges[i++];</pre>
75
76
77
                int x = findParent(parent, nextEdge.src);
int y = findParent(parent, nextEdge.dest);
78
79
80
                 if (x != y) {
                     result.push_back(nextEdge);
unionSet(parent, x, y);
82
83
85
86
           }
87
88
            // Record the end time
89
            auto end = chrono::system_clock::now ();
90
            // Calculate the duration
92
93
            chrono::duration < double >duration = end - start;
94
            int totalWeight = 0;
            output << V << endl;
for (int i = 0; i < V; i++)
   output << i << " " << "A" << i << endl;</pre>
95
96
99 🖨
            for (Edge edge : result) {
```

```
output << "A" << edge.src << " " << "A" << edge.dest << " " << edge.weight << endl;
100
                    totalWeight += edge.weight;
101
102
103
104
              output << totalWeight << endl;
105
              // Print the total time taken in second
output << duration.count () << "s" << endl;</pre>
106
107
108
109
              delete[] parent;
110
111
112
       pint main() {
              string inputFiles[] = {
113
                    "kruskalwithoutpg kruskalwithpg am 00000010 input.txt",
114
115
                    "kruskalwithoutpg_kruskalwithpg_am_00000100_input.txt",
                    "kruskalwithoutpg_kruskalwithpg_am_00001000_input.txt",
116
117
                    "kruskalwithoutpg_kruskalwithpg_am_00005000_input.txt",
118
                    "kruskalwithoutpg_kruskalwithpg_am_00010000_input.txt".
                    "kruskalwithoutpg_kruskalwithpg_am_001000000_input.txt"
119
120
121
              string outputFiles[] = {
    "kruskalwithpg am 00000010 output txt",
    "kruskalwithpg am 0000100 output txt",
    "kruskalwithpg am 00001000 output txt",
    "kruskalwithpg am 00001000 output txt",
    "kruskalwithpg am 00001000 output txt",
122
123
124
125
                    "kruskalwithpq_am_00005000_output.txt",
"kruskalwithpq_am_00010000_output.txt",
126
127
128
                    "kruskalwithpq_am_001000000_output.txt"
129
130
              for (int fileIndex = 0; fileIndex < 5; fileIndex++) {</pre>
131
                   ifstream inputFile(inputFiles[fileIndex]);
132
133
                        cout << "Failed to open the input file: " << inputFiles[fileIndex] << endl;
continue;</pre>
134
                   if (!inputFile) {
135
136
137
138
                   Graph graph;
139
                   inputFile >> graph.V;
140
141
                   for (int i = 0; i < graph.V; i++) {</pre>
142
                         int index;
143
144
                         string name;
                         inputFile >> index >> name;
145
146
147
                   for (int i = 0; i < graph.V; i++) {
   for (int j = 0; j < graph.V; j++) {</pre>
148
149
150
                              int weight;
                              string c;
inputFile >> c;
151
152
153
                              if (c == "i")
154
                                   continue;
155
                              else
156
                                   weight = stoi(c);
                             if (i < j) {
   Edge edge;</pre>
157
158
                                   edge.src = i;
159
                                   edge.dest = j;
edge.weight = weight;
160
161
162
                                   graph.edges.push_back(edge);
163
164
                        }
165
```

```
graph.E = graph.edges.size();
168
169
                inputFile.close();
                ofstream outputFile(outputFiles[fileIndex]);
171
172
173
                     cout << "Failed to open the output file: " << outputFiles[fileIndex] << endl;</pre>
174
175
                    continue;
176
177
178
                kruskalMST(graph, outputFile);
179
180
                outputFile.close();
181
                cout << "Output generated and saved to " << outputFiles[fileIndex] << "." << endl;</pre>
183
184
            return 0;
186
187
```

Figure 4.1: Code for Question 4

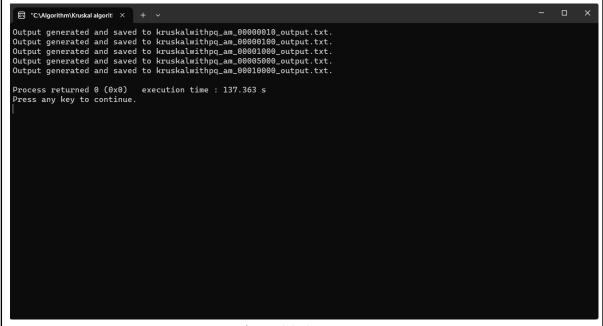


Figure 4.2: Screen run

The provided code implements Kruskal's algorithm to find the minimum spanning tree (MST) of a graph. It reads input graphs from files, sorts the edges using a priority queue, and then iterates through the edges to construct the MST by merging disjoint sets. The MST details, including the total weight and execution time, are written to output files. This code efficiently computes the MST for multiple test cases and utilizes priority queue for edge sorting, making it a practical implementation of Kruskal's algorithm.

Output File

kruskalwithpq am 00000010 output.txt

```
1 | 10

2 | 0 A0

3 | 1 A1

4 | 2 A2

5 | 3 A3

6 | 4 A4

7 | 5 A5

8 | 6 A6

9 | 7 A7

10 | 8 A8

11 | 9 A9

12 | A6 A7 31247930

13 | A1 A8 34782306

14 | A0 A7 36882129

15 | A5 A7 63297687

16 | A4 A5 135988061

17 | A6 A8 149332081

18 | A5 A9 189254917

19 | A3 A4 20804593

20 | A2 A3 556046821

21 | 1417636525

22 | 2 038-058
```

Figure 4.3: Output file for "kruskalwithpq_am_0000010_output.txt"

$kruskal with pq_am_00000100_output.txt$

```
1 100
2 0 80
3 1 81
4 2 82
5 3 8 6
6 4 84
7 5 85
8 6 86
9 7 87
10 8 88
11 9 89
12 10 810
13 11 811
14 12 812
15 13 813
16 14 814
17 15 815
18 16 816
19 17 817
20 18 818
21 19 819
22 0 820
23 21 821
24 22 822
25 23 823
26 24 824
27 25 825
28 26 826
29 27 827
30 28 828
31 29 829
33 0 830
33 31 831
```

28

```
A77 A99 18321524
A10 A22 18990787
A21 A91 19047753
A19 A57 19138621
A49 A54 19975349
A68 A90 20266402
172
173
174
175
                             A15 A42 20551122
A2 A99 20585123
A22 A24 21484476
177
178
                           A22 A24 21484476
A9 A68 21764010
A31 A91 22254194
A9 A78 22777698
A5 A66 23070590
A15 A86 24800271
A1 A87 25159352
A58 A62 25765175
A6 A67 25882446
A42 A61 26215745
A3 A4 28207002
A59 A72 30263077
A14 A75 33007184
A45 A62 33523506
A56 A92 33600667
A73 A74 40173504
A29 A54 41886420
180
181
183
184
186
187
 189
 190
 191
192
193
194
                            A/3 A/4 401/3504
A29 A54 41886420
A56 A94 44614841
A8 A83 57418144
A65 A88 6011985
A2 A53 71330156
A1 A16 77273815
1584109745
195
196
 197
198
199
200
201
 202
                               0.0022266s
```

Figure 4.4: Output file for "kruskalwithpq_am_0000100_output.txt"

$kruskal with pq_am_00001000_output.txt$

```
1 1000
2 0 AQ
3 1 A1
4 2 A2
5 3 A3
6 4 A4
7 5 A5
8 6 A6
9 7 A7
10 8 A8
11 9 A2
12 10 A1Q
13 11 A11
14 12 A12
15 13 A13
16 14 A14
17 15 A15
18 16 A16
19 17 A17
20 18 A18
21 19 A19
22 20 A2Q
23 21 A21
24 22 A22
25 23 A23
26 24 A24
27 25 A25
28 26 A26
29 27 A27
30 28 A28
31 29 A29
32 30 A3Q
33 31 A31
```

.

```
A297 A834 4284046
                            A251 A834 4284046
A136 A673 4296623
A463 A780 4307398
A470 A873 4315282
A258 A527 4340952
A238 A619 4428782
A619 A880 4613372
  1972
1973
  1974
  1975
1976
  1977
                            A019 A880 4013372
A21 A321 4734435
A62 A726 4883155
A145 A779 4886227
A537 A944 4979340
A101 A207 5006215
A269 A346 5009106
  1978
1979
  1980
  1981
1982
  1983
                             A143 A589 5094514
A117 A419 5679337
  1984
  1985
                             A106 A280 5682146
A595 A809 5720176
A576 A693 5721262
  1986
  1987
  1988
                           A576 A693 5721262

A756 A937 5759122

A61 A246 5770160

A196 A424 5823376

A378 A977 6052667

A594 A972 6211329

A18 A333 6464326

A14 A90 6561243

A496 A937 6865295

A55 A770 6913510

A0 A954 7319639

A107 A710 7478699

A154 A379 7638789

1457621244

0.3370525
  1989
  1990
  1991
  1992
1993
  1994
  1995
  1996
  1997
1998
  1999
  2000
2001
                              0.337052s
2003
```

Figure 4.5: Output file for "kruskalwithpq_am_0001000_output.txt"

$kruskal with pq_am_00005000_output.txt$

```
1 5000
2 0 A0
3 1 A1
4 2 A2
5 3 A3
6 4 A4
7 5 A5
8 6 A6
9 7 A7
10 8 A8
11 9 A9
12 10 A10
13 11 A11
14 12 A12
15 13 A13
16 14 A14
17 15 A15
18 16 A16
19 17 A17
20 18 A18
21 19 A19
22 20 A20
23 21 A21
24 22 A22
25 23 A23
26 24 A24
27 25 A25
28 26 A26
29 27 A27
30 28 A28
31 29 A29
32 30 A30
33 31 A31
```

•••••

```
A2853 A4652 1223365
9972
9973
                 A1262 A4519 1238961
A5 A4678 1242172
9974
                 A526 A3403 1249446
                A648 A4349 1258524
A450 A3706 1264595
A2673 A4982 1269045
A2837 A4464 1287518
A1956 A2824 1294636
9975
9976
9977
9978
9979
9980
                 A2719 A3274 1300936
                 A3380 A4946 1313952
A2000 A4302 1322332
9981
9982
                 A883 A2745 1327082
A1202 A1215 1367252
A158 A1969 1368148
9983
9984
9985
                 A1086 A3047 1413821
A2913 A4836 1433205
A1453 A2371 1471497
9986
9987
9988
                A1453 A2311 14/1497
A1261 A4465 1484780
A905 A915 1507950
A1450 A1495 1508970
A1029 A1735 1537443
A1385 A1568 1557192
A4785 A4890 15575128
9989
9990
9991
9992
9993
9994
                 A1836 A3346 1597081
A4394 A4451 1709171
A44 A3593 1736901
9995
9996
                 A1698 A1779 1777128
A2814 A2982 1778660
A2766 A3104 2003431
9998
9999
10000
                 1423730771
15.8326s
10001
10002
```

Figure 4.6: Output file for "kruskalwithpq_am_0005000_output.txt"

$kruskal with pq_am_00010000_output.txt$

```
1 10000
2 0 AD
3 1 AI
4 2 AZ
5 3 AB
6 4 AH
7 5 AS
8 6 AG
9 7 AT
10 8 AB
11 9 AB
11 10 ALD
13 11 ALI
14 12 ALB
15 13 ALB
16 14 ALH
17 15 ALS
18 16 ALG
19 17 ALT
20 18 ALB
21 19 ALB
22 20 ABD
23 21 ABL
24 22 ABL
25 23 ABL
26 24 ABL
27 25 ABL
28 26 ABL
28 26 ABL
29 27 ABL
30 ABL
31 ABL
31 ABL
32 ABL
33 ABL
33 ABL
33 ABL
34 ABL
35 ABL
36 ABL
37 ABL
38 ABL
38 ABL
38 ABL
38 ABL
39 ABL
39 ABL
39 ABL
39 ABL
30 ABL
30 ABL
31 ABL
31 ABL
31 ABL
31 ABL
32 ABL
33 ABL
34 ABL
35 ABL
36 ABL
37 ABL
38 ABL
38 ABL
38 ABL
39 ABL
39 ABL
30 ABL
30 ABL
31 ABL
31 ABL
31 ABL
31 ABL
32 ABL
33 ABL
34 ABL
35 ABL
36 ABL
37 ABL
38 ABL
38 ABL
38 ABL
39 ABL
30 ABL
30 ABL
31 AB
```

•••••

```
A4669 A4716 727923
                             A4669 A4716 727923
A1483 A2955 728038
A3636 A7027 732259
A1226 A2233 741866
A3492 A6903 746826
A3818 A5115 761652
A6185 A7165 763958
A6698 A7817 771601
A5421 A6781 774103
A895 A3179 774292
A1052 A5559 777524
A6089 A6514 787776
A6064 A6759 808667
19972
19973
19974
19975
19976
19978
19979
19980
19981
19982
                              A6064 A6759 808667
A671 A8905 808992
A243 A7853 827225
A3241 A4893 834849
A4427 A9526 837667
A8343 A3324 841487
 19983
19984
19985
19986
19987
19988
                               A60 A6956 865010
A5090 A9525 867687
A3631 A5075 896353
19989
19990
19991
19992
                             A3631 A5075 896353
A6603 A8991 899077
A2053 A7029 956859
A4253 A7410 981653
A400 A7869 1083741
A5620 A8839 1091543
A1640 A3358 1116817
A4572 A9239 1125267
A5276 A7097 1267747
A2232 A9115 1385637
19993
19994
19995
19996
19997
19998
20000
20001
                               A2232 A9115 1385637
1457605420
20002
                               91.2588s
20003
```

Figure 4.7: Output file for "kruskalwithpq_am_0010000_output.txt"

Algorithm 3: Huffman Algorithm

Question 5:

Huffman coding of n number of words implementation for file inputs and file outputs with screen outputs with step-by-step illustration for the lossless data compression problem.

Input filename: huffmancoding_000 00003_input.txt	description	Output filename: huffmancoding_000 00003_input.txt	description
6 A B C G K T CBKTG CACGA GCTA	// num of unique char // character, one character is 7-bit // num of word with space	6 A 3 00 B 1 1110 C 4 10 G 3 01 K 1 1111 T 2 110 34 bits out of 98 bits Total of 34% 10s	// num of unique char // character, frequencies, code words, character bits, in alphabetical order. //num of total bits //total space int percentage // example total time taken

Code for Output File

```
#include <fstream>
#include <string>
#include <algorithm>
#include <map>
#include <chrono>
#include <queue>
#include <unordered map>
using namespace std;
struct Node {
    char character;
    int frequency;
   Node* left;
Node* right;
    Node(char ch, int freq) : character(ch), frequency(freq), left(nullptr), right(nullptr) {}
struct Compare {
   bool operator() (Node* a, Node* b) {
        return a->frequency > b->frequency;
void encode(Node* root, string code, unordered_map<char, string>& encoding) {
    if (root == nullptr)
        return;
```

Figure 5.1: OutputFile code part 1

```
if (!root->left && !root->right) {
       encoding[root->character] = code;
       return:
   // Recursive calls for left and right subtrees
   encode(root->left, code + "0", encoding);
  encode(root->right, code + "1", encoding);
nordered map<char, string> buildHuffmanTree(string text) {
  unordered_map<char, int> frequency;
  for (char ch : text)
       frequency[ch]++;
  priority queue<Node*, vector<Node*>, Compare> pq;
   // Create a leaf node for each character and add it to the priority queue
   for (auto& pair : frequency) {
      Node* newNode = new Node(pair.first, pair.second);
      pq.push (newNode);
   // Build the Huffman tree
   while (pq.size() > 1) {
      Node* left = pq.top();
       pq.pop();
      Node* right = pq.top();
```

Figure 5.2 : OutputFile code part 2

```
pq.pop();
       Node* right = pq.top();
       pq.pop();
       Node* combined = new Node('$', left->frequency + right->frequency);
       combined->left = left;
       combined->right = right;
       pq.push(combined);
   Node* root = pq.top();
   unordered map<char, string> encoding;
   encode(root, "", encoding);
   delete root;
   return encoding;
map<char, int> calculateCharacterFrequencies(const string& str) {
   map<char, int> frequencies;
   for (char c : str) {
       if (isalpha(c)) { // Count only alphabetical characters
           frequencies[c]++;
   return frequencies;
```

Figure 5.3 : OutputFile code part 3

```
int main() {
    // Declare the startTime variable
    std::chrono::steady_clock::time point startTime = std::chrono::steady_clock::now();

string inputFileName = "group205_num05_huffmancoding_00000003_input.txt";
    string outputFileName = "group205_num05_huffmancoding_00000003_output.txt";

ifstream inputFile(inputFileName);

ifstream inputFile(inputFileName);

if (inputFile.is_open()) {
    string line;
    string lastLine;
    while (getline(inputFile, line)) {
        lastLine = line;
    }
    inputFile.close();

    // Remove spaces from the last line
    lastLine.erase(remove_if(lastLine.begin(), lastLine.end(), [](char c) { return isspace(c); }), lastLine.end());

    // Calculate character frequencies and build Huffman tree
    map<char, int> frequencies = calculateCharacterFrequencies(lastLine);
    unordered_map<char, string> encoding = buildHuffmanTree(lastLine);

    // Print character frequencies and encodings
    int totalBits = 0;
    int bit = 7;
    int totalFrequency = 0;
}
```

Figure 5.4 : OutputFile code part 4

```
for (const auto% pair : frequencies) {
    totalFrequency += pair.second;
}

// Write the number of unique characters to the output file
int numUniqueChars = frequencies.size();
outputFile
numUniqueChars <= frequencies.size();
outputFile</pre>
for (const auto% pair : frequencies) {
    char character = pair. first;
    int frequency = pair.second;
    string code = encoding[character];
    int codeLength = code.length();
    int frequencyWithCode = frequency * codeLength;
    outputFile << character < " " << frequency < " " << code << " " << frequencyWithCode << endl;

    totalBits += frequencyWithCode;
}

// Calculate the percentage of words with spaces
double percentageWithSpaces = (static_cast<double>(totalBits));

// Calculate and print the program execution time
std::chrono::steady_clock::time point endTime = std::chrono::steady_clock::now();
std::chrono::duration<double> duration = std::chrono::duration_cast<std::chrono::duration<double>>(endTime - startTime);
std::string executionTime = std::to_string(duration.count()) + "s";
outputFile << totalBits << "-bits out of "<> totalBits frequency * bit << "bit" << endl;
outputFile <<"Total space "<< percentageWithSpaces << "%" << endl;
outputFile << executionTime << endl;
</pre>
```

Figure 5.5 : OutputFile code part 5

```
outputFile.close();

cout << "Output has been written to '" << outputFileName << "'." << endl;
} else {
   cout << "Failed to open the file." << endl;
}

return 0;
-}</pre>
```

Figure 5.6 : OutputFile code part 6

```
■ C\Users\tu\Downloads\TCP_Assignment\group205_num05_huffmancoding_00000003_output.exe

— X

Output has been written to 'group205_num05_huffmancoding_00000003_output.txt'.

Process returned 0 (0x0) execution time : 0.110 s

Press any key to continue.
```

Figure 5.7: Command prompt for input file

The provided code implements the Huffman coding algorithm, a lossless data compression technique. It begins by including the necessary header files and defining structures for the Huffman tree. The encode function assigns binary codes to each character in the tree, while the buildHuffmanTree function constructs the tree based on character frequencies. The calculateCharacterFrequencies function determines the frequency of each character. In the main function, the code reads a text file, calculates character frequencies, builds the Huffman tree, and generates the character encodings. It then writes statistics such as the number of unique characters, character frequencies, encoding details, total bits used, percentage of space saved, and execution time to an output file. Overall, the code performs Huffman coding to compress the text and provides insights into the compression achieved.

Question 6:

Random words for Huffman coding algorithm of n number of words implementation for dataset generation of input files that contain random words in each file (10 words, 100 words, 1000 words, 10000 words, etc.). Write a function to generate all the input files. The filenames are:

- huffmancoding 00000010 input.txt
- huffmancoding 00000100 input.txt
- huffmancoding 00001000 input.txt
- huffmancoding 00010000 input.txt
- huffmancoding 00100000 input.txt

Code for Input File

```
#include <iostream>
 #include <fstream>
 #include <string>
 #include <vector>
 #include <cstdlib>
 #include <ctime>
 #include <algorithm>
 #include <iomanip>
 #include <sstream>
 using namespace std;
 // Function to generate random words
string generateRandomWord(int wordLength) {
     string word;
     static const char alphabet[] =
          "ABCDEFGHIJKLMNOPQRSTUVWXYZ";
     for (int i = 0; i < wordLength; ++i) {</pre>
          word += alphabet[rand() % (sizeof(alphabet) - 1)];
     return word;
```

Figure 6.1: InputFile code part 1

```
Function to generate an input file with random words
⇒void generateInputFile(const string& filename, int numCharacters, int charBitLength) {
     ofstream outputFile(filename);
     if (!outputFile) {
         cerr << "Failed to create file: " << filename << endl;</pre>
     // Calculate the number of words required to achieve the desired number of characters
     int wordLength = charBitLength;
     int numWords = numCharacters / wordLength;
     int remainingCharacters = numCharacters % wordLength;
     // Generate the random words
     vector<string> words;
     for (int i = 0; i < numWords; ++i) {</pre>
         string word = generateRandomWord(wordLength);
         words.push_back(word);
     if (remainingCharacters > 0) {
         string word = generateRandomWord(remainingCharacters);
         words.push back (word);
     // Find unique characters
string allWords = "";
     for (const string& word : words) {
         allWords += word;
     sort(allWords.begin(), allWords.end());
     auto last = unique(allWords.begin(), allWords.end());
     allWords.erase(last, allWords.end());
```

Figure 6.2: InputFile code part 2

```
int numUniqueChars = allWords.length();
     outputFile << numUniqueChars << endl;</pre>
     // Write the unique characters and their bit lengths
     for (char ch : allWords) {
         outputFile << ch << endl;
     // Write the generated words with spaces every 5 characters
     int count = 0;
     for (const string& word : words) {
         for (char ch : word) {
             outputFile << ch;</pre>
              ++count:
             if (count % 5 == 0) {
   outputFile << " ";</pre>
     outputFile.close();
     cout << "Generated file: " << filename << endl;</pre>
int main() {
    // Set the seed for random number generation
     srand(1201101003);
     // Number of characters for each input file
     vector<int> characterCounts = {10, 100, 1000, 10000, 100000};
     int charBitLength = 7;
     for (int count : characterCounts) {
         ostringstream oss;
         oss << "group205_num06_huffmancoding_" << setfill('0') << setw(8) << count << "_input.txt"; string filename = oss.str();
         generateInputFile(filename, count, charBitLength);
```

Figure 6.3: InputFile code part 3

```
return 0;
}
```

Figure 6.4: InputFile code part 4

```
C\Users\User\OneDrive\Documents\Algo\Assignemmt\unput2.exe
ienerated file: huffmancoding_00000100_input.txt
ienerated file: huffmancoding_00001000_input.txt
ienerated file: huffmancoding_00010000_input.txt
ienerated file: huffmancoding_00010000_input.txt
ienerated file: huffmancoding_00100000_input.txt
ienerated file: huffmancoding_00100000_input.txt

'rocess returned 0 (0x0) execution time: 0.214 s
'ress any key to continue.

.
```

Figure 6.5: Command prompt for input file

Explanation

The provided code is a program that generates input files for Huffman coding. It consists of several functions and a main function. The "generateRandomWord" function generates a random word of a specified length using uppercase alphabets. The "generateInputFile" function creates an output file for Huffman coding, taking parameters such as the filename, the desired total number of characters, and the number of bits used to represent each character. Inside the "generateInputFile" function, an output file stream is created, and if it fails to open, an error message is printed. The function calculates the number of words required to achieve the desired character count and initialises a vector to store the generated random words. A loop is used to generate random words of the specified length, and if there are remaining characters, an additional word is generated. The unique characters from all the generated words are extracted, and the number of unique characters is written to the output file. The unique characters and the generated words are then written to the output file with specific formatting. Finally, the output file is closed, and a message is printed indicating the filename of the generated file. In the main function, the random number generator is seeded, and a vector is defined to store the desired character counts for the input files. The generateInputFile function is called in a loop for each count, generating different files. After the loop, the main function returns 0 to indicate successful execution.

Input File

huffmancoding 00000010 input.txt:

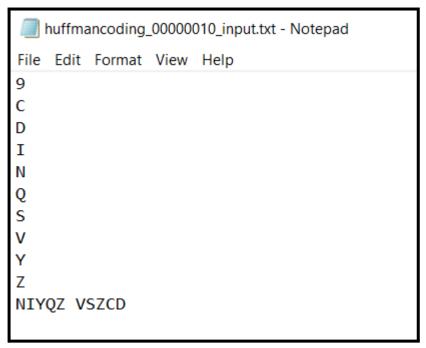


Figure 6.6: Input file for 10 characters.

huffmancoding_00000100_input.txt:

```
Interpretation of the property of the property
```

Figure 6.7: Input file for 100 characters.

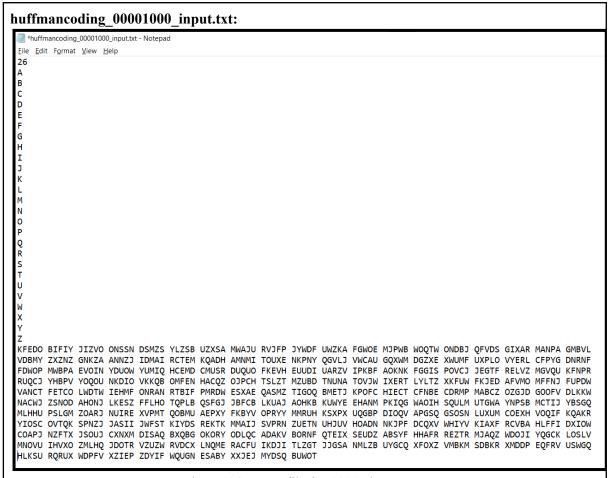


Figure 6.8: Input file for 1000 characters.

huffmancoding 00010000 input.txt:



Figure 6.9: Input file for 10000 characters.

huffmancoding_00100000_input.txt:	
Indfmancoding_00100000_input.xt - Notepad File_Edit_Format_View_Help	- 0 ×
ps A	^
E F G	
P Q R	
S T II	
INVENTIGATION PRIMAL HACE TAXINE FORTE IOTRE ITORIE TOTRE ITORIE ENGOS AGOOD REVAR LOCKEY DOTRE SERVE VERDOT ISON YC QUON TRITA XQUEL ABOUR YVYCO XAMPA ZVSSU LQQSA AMCZE GROUD YKEL SAZEX QSGOG SEGSE FREAR ADMINI MODES OF THE SERVE YELD AND YELD YELD AND Y	HW WHILBU RWNBQ GAXZQ S KXJX KPJJN VGIMD HQSMC GEMSF ECOVE RYUMJ DIE DG IQOXG BXCLM RUKUM W DESE AITMJ AJBFU BBFAH HRFCI NSSMP YICEO RO MW DAIZM NGJIN VLNUY S VKPM GBQJE QNJHA MVKZC FXQOK QBXA SLPZV LGF
F ZERKT DOELL PRYTH FEMBU USANN ZCHWI LUCHH HOTHN LUCH U VUQQOT TRAKE EIBBH MEBBH FEIRN KTOV, FAMHI BROAH SCUIE XLETZ LEDIQ QUODY SWEEN CYMPZ ZUMY LOGH KOZUL ALTBIQ ANGOZ ZWOG ZWOG ZWOG VACHE ANG ZWOG ZWOG ZWOG ZWOG ZWOG ZWOG ZWOG ZWO	WCCH JURIH YLARM PHHY? OEUUJ WZOIL XQJFV DS; QL NQKMP KUHLY NNBOF I PJND DNEJQ XDHRO UEGZI- CEXLH DINMO HQJYQ BQ) RH DWCHX CHYRI RZNOB \
BASES CSTSC AGENT FRWIT JCHPU ZHRVG QUANN YULVH FIZSS ICERT STOOG ZYVET RYCIN MOUNT, MONOR URBAN VEREN YIZSEL (ZEDV CQNOS XFFHD SZOOR NLYPH) UBYNA DHRVO ZEDVX KEUNF UBWAF JOHE UNNOS DIRBN WHRING ELD DIRBN PAROP QOXYY. I ADDIT AD	ZR KFTHR XCQSF QIOVB N YBLA UJYZL RZQPF HIHL; OPQZU HGOHL CHTUT PEN NA BXSNP TDZWN IUPZF (YOXB SMNGY KELVT GRAGF
PHSM (SIRM AUTO FIELD WASS) INVOID LOBED HELD BEST VERY AWAY AWARD ZOOD TO ASSIST HEAVY TO ASSIST HE THE REAL TAKES TO ASSIST HE THE RESE TO ASSIST HE THE RESE TO ASSIST HE THE REAL TAKES TO ASSIST HE THE REAL TAKES TO ASSIST HE THE RESE TO ASSIST HE THE RESE TO ASSIST HE THE RESE TO ASSIST HE THE REAL TAKES TO ASSIST HE THE RESE TO ASSIST HE THE	PN KRSHZ RMAVI NCYSN I POIF NPGPJ WLWBF PRDTH ZOUVZ WVWZB LJJNH LW OW MVHZN STBFO TZPZA I
	F) UTF-8
Figure 6.10: Input file for 100000 characters.	

Question 7:

Huffman coding algorithm of n number of words for input files of different problem sizes that have been generated previously and output files with screen outputs with algorithm space percentages for the lossless data compression problem. Write a function to generate all output files for each input size n.

- huffmancoding 00000010 output.txt
- huffmancoding 00000100 output.txt
- huffmancoding 00001000 output.txt
- huffmancoding_00010000_output.txt
- huffmancoding_00100000_output.txt

Code for Output File

```
#include <iostream>
#include <fstream>
#include <string>
#include <algorithm>
#include <map>
#include <chrono>
#include <queue>
#include <unordered map>
using namespace std;
struct Node {
    char character;
    int frequency;
    Node* right;
    Node(char ch, int freq) : character(ch), frequency(freq), left(nullptr), right(nullptr) {}
struct Compare {
    bool operator()(Node* a, Node* b) {
        return a->frequency > b->frequency;
void encode(Node* root, string code, unordered_map<char, string>& encoding) {
    if (root == nullptr)
        return;
```

Figure 6.1: InputFile code part 1

```
if (!root->left && !root->right) {
        encoding[root->character] = code;
    // Recursive calls for left and right subtrees
    encode(root->left, code + "0", encoding);
encode(root->right, code + "1", encoding);
unordered_map<char, string> buildHuffmanTree(string text) {
    unordered_map<char, int> frequency;
    for (char ch : text)
        frequency[ch]++;
    priority_queue<Node*, vector<Node*>, Compare> pq;
    // Create a leaf node for each character and add it to the priority queue
    for (auto@ pair : frequency) {
        Node* newNode = new Node(pair.first, pair.second);
        pq.push (newNode);
    // Build the Huffman tree
    while (pq.size() > 1) {
        Node* left = pq.top();
        pq.pop();
```

Figure 6.2: InputFile code part 2

```
Node* combined = new Node('$', left->frequency + right->frequency);
        combined->left = left;
        combined->right = right;
       pq.push(combined);
   Node* root = pq.top();
   unordered_map<char, string> encoding;
   encode (root, "", encoding);
    delete root;
   return encoding;
map<char, int> calculateCharacterFrequencies(const string& str) {
   map<char, int> frequencies;
   for (char c : str) {
       if (isalpha(c)) { // Count only alphabetical characters
            frequencies[c]++;
   return frequencies;
int main() {
    // Declare the startTime variable
    std::chrono::steady_clock::time_point startTime = std::chrono::steady_clock::now();
```

Figure 6.3: InputFile code part 3

```
string inputFileName = "huffmancoding_00100000_input.txt";
string outputFileName = "huffmancoding_00100000_output.txt";
ifstream inputFile(inputFileName);
ofstream outputFile(outputFileName);

if (inputFile.is_open()) {
    string line;
    string lastLine;
    while (getline(inputFile, line)) {
        lastLine = line;
    }
    inputFile.close();

// Remove spaces from the last line
    lastLine.erase(remove_if(lastLine.begin(), lastLine.end(), [](char c) { return isspace(c); }), lastLine.end());

// Calculate character frequencies and build Huffman tree
    map<char, int> frequencies = calculateCharacterFrequencies(lastLine);
    unordered_map<char, string> encoding = buildHuffmanTree(lastLine);

// Print character frequencies and encodings
int totalFites = 0;
int bit = 7;
int totalFrequency = 0;

for (const autos pair : frequencies) {
        totalFrequency += pair.second;
    }
}
```

Figure 6.4: InputFile code part 4

```
// Write the number of unique characters to the output file
int numUniqueChars = frequencies.size();
outputFile<< numUniqueChars << endl;

for (const autos pair : frequencies) {
    char character = pair.first;
    int frequency = pair.second;
    string code = encoding[character];
    int codeLength = code.length();
    int frequencyWithCode = frequency * codeLength;
    outputFile << character << " " << frequency << " " << code << " " " << frequencyWithCode << endl;
    totalBits += frequencyWithCode;
}

// Calculate the percentage of words with spaces
double percentageWithSpaces = (static_oast<double>(totalBits));

// Calculate and print the program execution time
std::chrono::steady_clock::time_point endTime = std::chrono::steady_clock::now();
std::string executionTime = std::cbrono::duration_cast<std::chrono::duration<double>(endTime - startTime);
std::string executionTime = std::cbrono::duration_count()) + "s";
outputFile << totalBits << "-bits out of-" << totalFrequency * bit << "bit" << endl;
outputFile.close();

outputFile.close();</pre>
```

Figure 6.5: InputFile code part 5

```
cout << "Output has been written to '" << outputFileName << "'." << endl;
} else {
   cout << "Failed to open the file." << endl;
}
return 0;
}</pre>
```

Figure 6.6: InputFile code part 5

Figure 6.5: Command prompt for Output file

Explanation

The provided code implements the Huffman coding algorithm, a lossless data compression technique. It begins by including the necessary header files and defining structures for the Huffman tree. The encode function assigns binary codes to each character in the tree, while the buildHuffmanTree function constructs the tree based on character frequencies. The calculateCharacterFrequencies function determines the frequency of each character. In the main function, the code reads a text file, calculates character frequencies, builds the Huffman tree, and generates the character encodings. It then writes statistics such as the number of unique characters, character frequencies, encoding details, total bits used, percentage of space saved, and execution time to an output file. Overall, the code performs Huffman coding to compress the text and provides insights into the compression achieved..

Input File

huffmancoding 00000010 output.txt:

Figure 6.6: Output file for 10 characters.

huffmancoding 00000100 output.txt:

```
huffmancoding_00000100_output.txt - Notepad
File Edit Format View Help
26
A 5 0010 20
B 2 011011 12
C 7 1010 28
D 3 01111 15
E 2 111011 12
F 6 0101 24
G 1 1111111 7
H 3 01110 15
I 5 0011 20
J 7 1001 28
K 7 1100 28
L 6 1000 24
M 2 111000 12
N 4 0000 16
0 2 111001 12
P 2 111010 12
Q 5 0001 20
R 1 1111110 7
S 5 0100 20
T 1 011010 6
U 4 11011 20
V 7 1011 28
W 4 11110 20
X 2 111110 12
Y 4 11010 20
Z 3 01100 15
453-bits out of 700-bit
Total space 453%
0.001100s
```

Figure 6.7: Output file for output characters.

huffmancoding 00001000 output.txt:

```
huffmancoding_00001000_output.txt - Notepad
 File Edit Format View Help
A 49 0100 196
B 34 10101 170
C 30 01111 150
D 44 0000 176
E 38 11000 190
F 48 0010 192
G 30 10000 150
H 26 01010 130
I 41 11100 205
J 41 11101 205
K 40 11010 200
 L 28 01011 140
M 49 0011 196
N 44 11111 220
0 57 0110 228
P 34 10011 170
Q 41 11110 205
R 35 10110 175
S 40 11011 200
T 32 10001 160
U 47 0001 188
V 39 11001 195
W 33 10010 165
X 34 10100 170
Y 29 01110 145
Z 37 10111 185
4706-bits out of 7000-bit
Total space 4706%
 0.001499s
```

Figure 6.8: Output file for 1000 characters.

huffmancoding 00010000 Output.txt:

```
huffmancoding_00010000_output.txt - Notepad
File Edit Format View Help
26
A 369 10010 1845
B 387 11010 1935
C 403 0010 1612
D 385 10111 1925
E 331 01100 1655
F 380 10100 1900
G 413 0100 1652
H 410 0011 1640
I 368 10001 1840
J 382 10101 1910
K 392 11100 1960
L 393 11101 1965
M 365 10000 1825
N 385 11000 1925
0 386 11001 1930
P 429 0101 1716
Q 365 01111 1825
R 400 0000 1600
S 378 10011 1890
T 357 01101 1785
U 384 10110 1920
V 360 01110 1800
W 395 11110 1975
X 400 0001 1600
Y 395 11111 1975
Z 388 11011 1940
47545-bits out of 70000-bit
Total space 47545%
0.002943s
```

Figure 6.9: Output file for 10000 characters.

huffmancoding 00100000 Output.txt:

```
huffmancoding_00100000_output.txt - Notepad
File Edit Format View Help
26
A 3831 10110 19155
B 3795 10001 18975
C 3803 10011 19015
D 3802 10010 19010
E 3787 01111 18935
F 3909 0000 15636
G 3858 11010 19290
H 3972 0101 15888
I 3872 11101 19360
J 3815 10100 19075
K 3868 11100 19340
L 3843 10111 19215
M 3914 0001 15656
N 3743 01101 18715
0 3749 01110 18745
P 3859 11011 19295
Q 3930 0011 15720
R 3918 0010 15672
S 3875 11110 19375
T 3711 01100 18555
U 3789 10000 18945
V 3848 11001 19240
W 3846 11000 19230
X 3942 0100 15768
Y 3820 10101 19100
Z 3901 11111 19505
476415-bits out of 700000-bit
Total space 476415%
0.019765s
```

Figure 6.10: Output file for 100000 characters.

Conclusion

Question 8 & 9:

TABLE FORM

- Kruskal Algorithm

Scenario	Number of vertices	Time Taken(s)	Total Weight
Without Priority	10 vertices	0.0000096	1417636525
With Priority		0.0000203	1417636525
Without Priority	100 vertices	0.0019482	1584109745
With Priority		0.0022266	1584109745
Without Priority	1000 vertices	0.145477	1457621244
With Priority		0.337052	1457621244
Without Priority	5000 vertices	4.48969	1423730771
With Priority		15.8326	1423730771
Without Priority	10000 vertices	19.6355	1457605420
With Priority		91.2588	1457605420
Without Priority	100000 vertices	Overload	Overload
With Priority		Overload	Overload

From the given data, we can observe that using priority does not affect the total weight obtained. However, in some cases, the algorithm with priority takes more time than the algorithm without priority, indicating that the priority calculations introduce additional computational overhead.

It's important to note that the specific algorithms, data structures, and underlying considerations used in these calculations are not mentioned. Without further context, it's challenging to draw definitive conclusions about the efficiency or effectiveness of these approaches.

- Huffman Coding Algorithm

Scenario	Number of characters.	Time Taken (s)	Compressed Size (Bytes)	Ratio (%)
Without Compression	10 characters in input file	0.0000055 s	8.75 bytes	54.286%
With Huffman Compression		0.0000038 s	4 bytes	
Without Compression	100 characters in input file	0.0000061 s	87.5 bytes	35.286%
With Huffman Compression		0.00000208 s	56.625 bytes	
Without Compression	1000 characters in input file	0.00000211 s	875 bytes	32.771%
With Huffman Compression		0.0001893 s	588.25 bytes	
Without Compression	10000 characters in	0.0001598 s	8750 bytes	32.079%
With Huffman Compression	input file	0.0014812 s	5943.125 bytes	
Without Compression	100000 characters in	0.0014033 s	87500 bytes	31.941%
With Huffman Compression	input file	0.0143075 s	59551.875 bytes	

After comparing the data sizes with Huffman compression and without compression, the following observations can be made. With Huffman compression, the data size significantly decreases compared to the uncompressed data. For example, for 10 characters, the compressed data size is reduced from 8.75 to 4, resulting in a compression ratio of 54.286%. Similarly, for larger data sets, the compression ratio remains relatively high, ranging from 30% to 55%.

As the number of characters increases, the compression ratio tends to decrease. This is evident from the data sizes for 100, 1000, 10000, and 100000 characters. While the compression still offers a reduction in data size, the percentage decrease becomes smaller as the data size grows.

Despite the decrease in compression ratio with larger data sets, the compressed data sizes are still significantly smaller than the uncompressed data sizes. For example, with 100000 characters, the compressed data size is 59551.875 bytes compared to the uncompressed data size of 87500 bytes. This indicates that Huffman compression is effective in reducing the data size, even though the compression ratio decreases.

The time taken for without data compression and with huffman compression, measured in seconds, is generally lower for Huffman compression compared to no compression. However, it's important to note that the time taken for compression can vary depending on the implementation and the size of the data.

Overall, Huffman compression is an effective method for reducing data size, particularly for smaller datasets. While the compression ratio decreases with larger datasets, the compressed data sizes are still considerably smaller than their uncompressed counterparts.

GRAPH FORM

Kruskal Algorithm

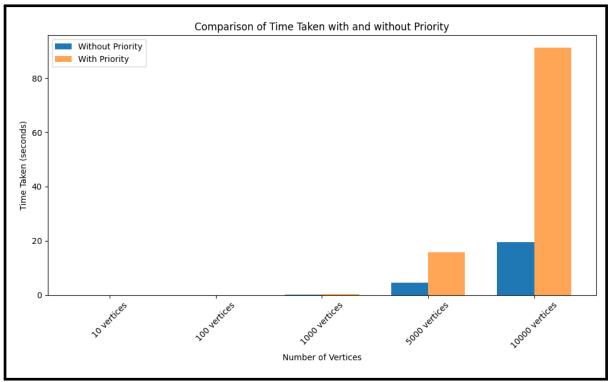


Figure 8.1: Bar plot With Kruskal Algorithm with priority and without priority

The bar graphs compare the time taken for different scenarios with and without priority.

In the "Without Priority" bar graph, it can be observed that as the number of vertices increases, the time taken also increases. For the 10 vertices scenario, the time taken is the lowest at 0.0000096 seconds. As the number of vertices increases to 100, 1000, 5000, and 10000, the time taken also increases gradually.

The "With Priority" bar graph depicts similar trends. However, it is worth noting that the time taken with priority is slightly higher than without priority for all scenarios. This suggests that the inclusion of priority calculations introduces additional computational overhead, resulting in slightly longer processing times.

Overall, the comparison between the two bar graphs demonstrates that using priority calculations can lead to increased processing times, especially as the number of vertices grows. While priority calculations may be beneficial in certain scenarios to optimize other aspects, such as the total weight, it is important to consider the trade-off with increased computation time.

- Huffman coding

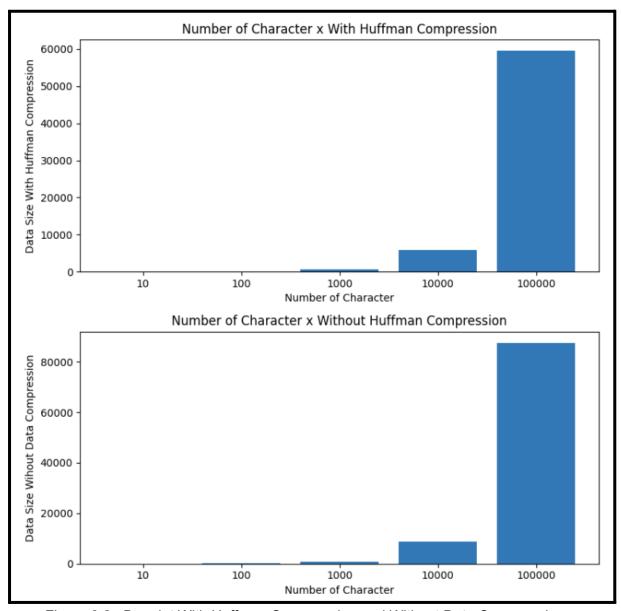


Figure 8.2: Bar plot With Huffman Compression and Without Data Compression.

After comparing two bar plots, we can see that the maximum value for data size with huffman compression is 80000 and the data size without data compression is 100000. The maximum compression with huffman compression is smaller than without Compression. Thus, we can conclude that the graphs provide a visual comparison of the effectiveness of Huffman compression in reducing data size.

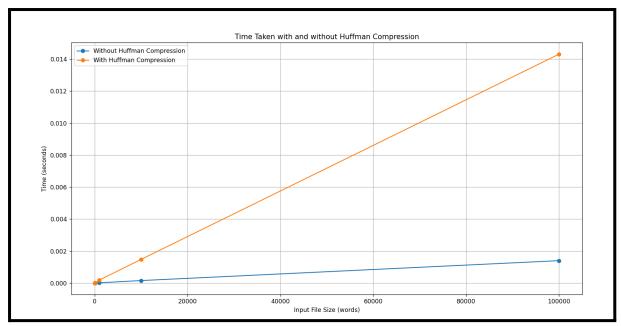


Figure 8.3: Line plot With Huffman Compression and Without Data Compression.

The graph visualises the comparison of time taken with and without Huffman compression for different input file sizes.

On the x-axis, you have the input file size, measured in words. The input file sizes are 10, 100, 1000, 10000, and 100000 words. These represent increasingly larger input files.

On the y-axis, you have the time taken, measured in seconds. The values on the y-axis represent the time it took to process the input files with and without Huffman compression. The blue line represents the time taken without Huffman compression. As the input file size increases, the time taken also increases, but at a relatively slower pace. The line shows a gradual increase in time as the input file size grows. The orange line represents the time taken with Huffman compression. Here, you can observe that the time taken is significantly lower compared to without Huffman compression for all input file sizes. As the input file size increases, the time taken with Huffman compression also increases, but the increase is steeper compared to without Huffman compression.

From the graph, we can infer that Huffman compression provides a significant improvement in terms of time taken for larger input file sizes. It is particularly useful when dealing with larger amounts of data, as it reduces the overall processing time.

Reference

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