Program Structures and Algorithms - Assignment 3 Name - Janhavi Patil | Section - 1 | NU ID - 001523317

Tasks:

Step 1:

(a) Implement height-weighted Quick Union with Path Compression. For this, you will flesh out the class UF_HWQUPC. All you have to do is to fill in the sections marked with

// TO BE IMPLEMENTED ... // ... END IMPLEMENTATION.

(b) Check that the unit tests for this class all work. You must show "green" test results in your submission (screenshot is OK).

Step 2:

Using your implementation of UF_HWQUPC, develop a UF ("union-find") client that takes an integer value n from the command line to determine the number of "sites." Then generates random pairs of integers between 0 and n-1, calling connected() to determine if they are connected and union() if not. Loop until all sites are connected then print the number of connections generated. Package your program as a static method count() that takes n as the argument and returns the number of connections; and a main() that takes n from the command line, calls count() and prints the returned value. If you prefer, you can create a main program that doesn't require any input and runs the experiment for a fixed set of n values. Show evidence of your run(s).

Step 3:

Determine the relationship between the number of objects (n) and the number of pairs (m) generated to accomplish this (i.e. to reduce the number of components from n to 1). Justify your conclusion in terms of your observations and what you think might be going on.

Step 1:

Code Implementation Screenshots:

```
public int find(int p) {
    validate(p);
    int root = p;
    // FIXME

while(root!=parent[root]) {
        if(this.pathCompression) {
            doPathCompression(root);
        }
        root = parent[root];
}

// END
return root;
}
```

```
private void mergeComponents(int i, int j) {
    // FIXME make shorter root point to taller one

    if(i == j) return;

if(height[i] < height[j]){
        updateParent(i,j);
        updateHeight(j,i);
    }

}else{
        updateParent(j,i);
        updateHeight(i,j);
    }

// END
}

/**

* This implements the single-pass path-halving mechanism of path compression

*/

private void doPathCompression(int i) {
        // FIXME update parent to value of grandparent
        updateParent(i, getParent(getParent(i)));
        // END
}
</pre>
```

Testing Screenshots:

Step 2:

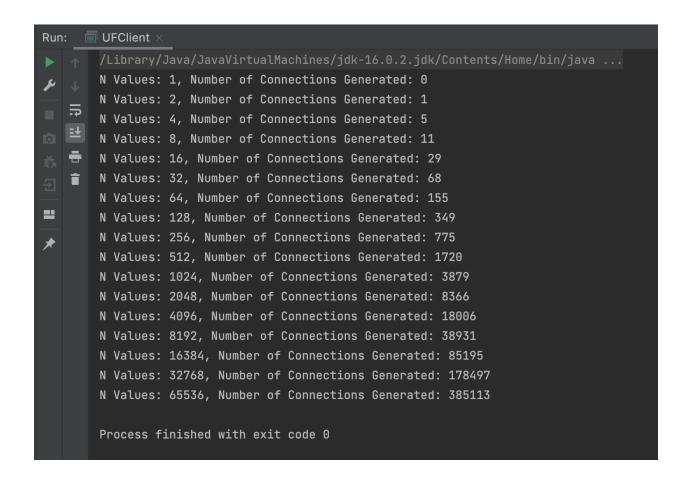
Code for UFClient.java

```
public class UFClient {

private static int count(int n) {
    int count = 0;
    UF_HNQUPC of = new UF_HNQUPC(n);
    Random random = new Random();
    while(uf.components()!=1) {
        int a = random.nextInt(n);
        int b = random.nextInt(n);
        uf.connect(a,b);
        count++;
    }
    return count;
}

public static void main(String[] args) {
    int times = 200;
    for(int n = 1; n <= 100000; n*=2) {
        long sum = 0;
        for(int i = 0; i < times; i++) {
            sum += count(n);
        }
        long connections = sum/times;
        System.out.println("N Values: " + n + "," + " Number of Connections Generated: " + connections);
}
</pre>
```

Output for UFClient.java



Step 3:

