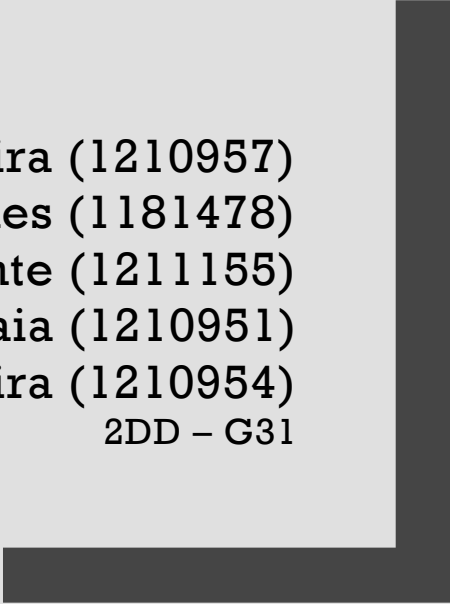




ESINF

# RELATÓRIO TRABALHO 2

João Teixeira (1210957)  
Jonas Antunes (1181478)  
José Rente (1211155)  
Marco Maia (1210951)  
Ruben Ferreira (1210954)  
2DD – G31



## Índice

<b>1</b>	<b><i>US301</i></b> .....	<b>3</b>
<b>2</b>	<b><i>US302</i></b> .....	<b>5</b>
<b>3</b>	<b><i>US303</i></b> .....	<b>6</b>
<b>4</b>	<b><i>US304</i></b> .....	<b>7</b>
<b>5</b>	<b><i>US305</i></b> .....	<b>8</b>

Diagrama de Classes 1 .....	2
-----------------------------	---

Método 1: loadResources() em CSVLoaderHandler .....	3
Método 2: loadInteractive() em CSVLoaderHandler.....	3
Método 3: populateNetwork() em CSVLoaderHandler .....	4
Método 4: parse() em DistanceParser.....	4
Método 5: parse() em UserParser.....	5
Método 6: minReachability() em IsConnectedHandler .....	5
Método 7: isConnected() em Algorithms .....	5
Método 8: getUndirectedGraph() em Algorithms .....	6
Método 9: findCompaniesAverageWeight() em TopNCompaniesHandler .....	6
Método 10: orderCompanies() em TopNCompaniesHandler .....	6
Método 11: getList() em TopNCompaniesHandler .....	6
Método 12: getAverageAllPaths() em TopNCompaniesHandler .....	7
Método 13: getTopNCompanies() em TopNCompaniesHandler .....	7
Método 14: findNearestHubs() em NearestHubToClientsHandler .....	7
Método 15: nearestHub() em NearestHubToClientsHandler .....	8
Método 16: shortestPathsForPool() em Algorithms .....	8
Método 17: getMinimalUserNetwork() em MinimumDistanceHandler .....	8
Método 18: getMinimumCost() em MinimumDistanceHandler .....	8
Método 19: kruskalMST() em Algorithms .....	9

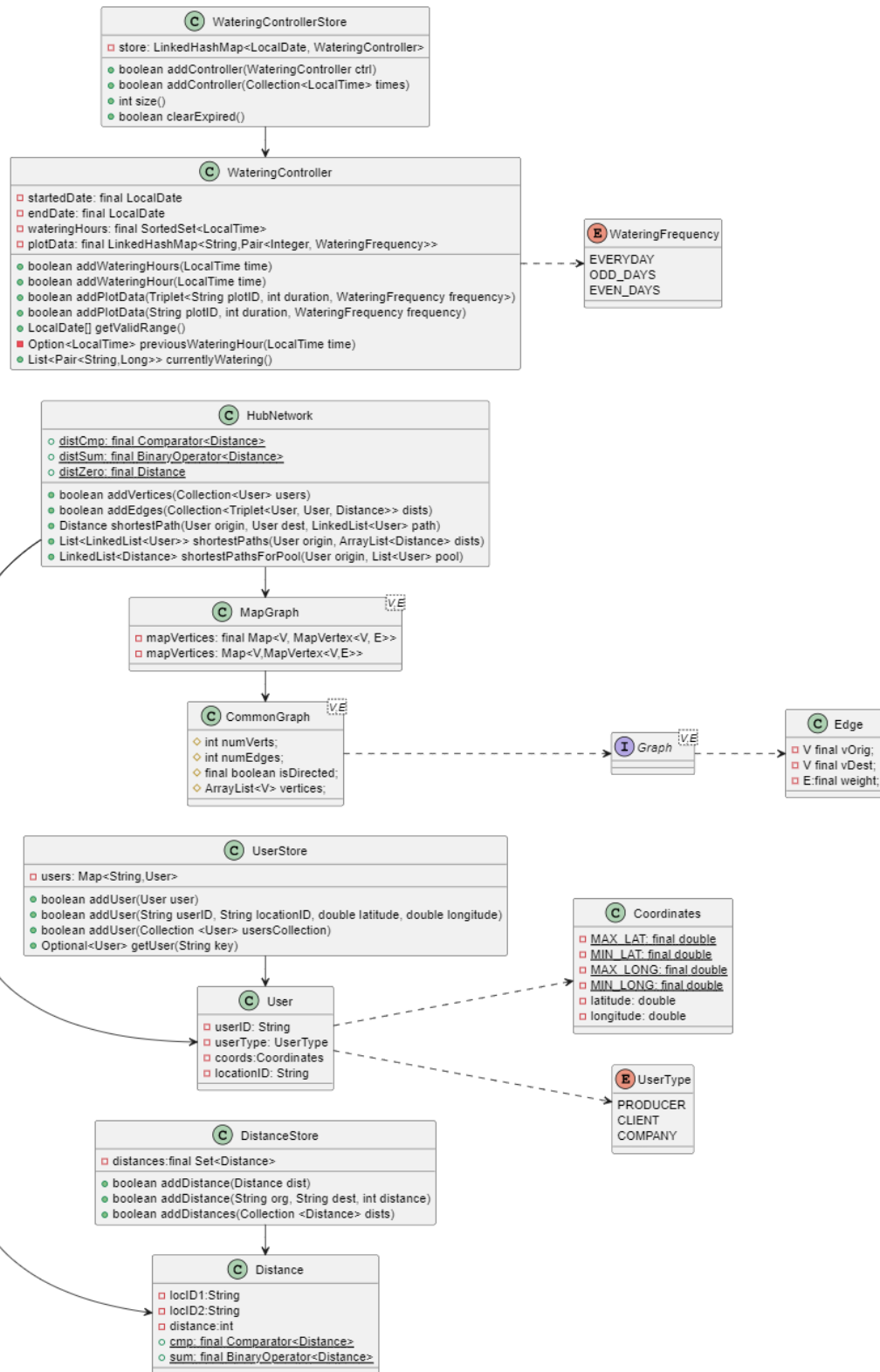


Diagrama de Classes 1

## 1 US301

```
public void loadResources(boolean loadBig)
{
    for (var fileEnum : CSVFiles.values()) {                // O(1) (enum values)
        String fpath = fileEnum.path(loadBig);
        List<String[]> data;

        try {
            data = CSVReader.readFromResources(fpath,        // O(l*c);
                fileEnum == CSVFiles.BUNDLES && !loadBig    // l ⇒ lines of the file(s)
                ? CSVHeader.BUNDLES_SMALL                  // c ⇒ columns of the file(s)
                : fileEnum.header);
        } catch (IOException e) {
            e.printStackTrace();
            return;
        }

        if (fileEnum != CSVFiles.BUNDLES)
            this.parsers.get(fileEnum.header).parse(data);    // get: O(1); parse: O(l)

        /* NOTE: bundles are disabled because they're not yet needed */
        // if (fileEnum == CSVFiles.BUNDLES && !loadBig)
        //     ;// FIXME: parse differently
        // else
        //     parsers.get(fileEnum.header).parse(data);
    }

    // Net complexity: O(l*c)
}
```

Método 1: `loadResources()` [ $O(l*c)$ ] em `CSVLoaderHandler`

```
public void loadInteractive(Map<CSVHeader, File> files)
{
    files.forEach((header, file) → {                // O(1) (keys ⇒ enum values)
        List<String[]> data;
        try {
            data = CSVReader.readCSV(file, header);        // O(l*c)
        } catch (FileNotFoundException e) {
            e.printStackTrace();
            return;
        }

        this.parsers.get(header).parse(data);            // O(1)
    });

    // Net complexity: O(l*c)
}
```

Método 2: `loadInteractive()` [ $O(l*c)$ ] em `CSVLoaderHandler`

```

public boolean populateNetwork() {
    var users : UserStore = this.app.userStore();
    var distances : DistanceStore = this.app.distanceStore();

    var network : HubNetwork = this.app.hubNetwork();

    int edges = network.numEdges();           // O(1)
    int verts = network.numVertices();        // O(1)

    users.forEach(network::addVertex);         // O(V) ~ O(1)

    distances.forEach(distance → {            // O(E)
        var orig : Optional<User> = users.getUser(distance.getLocID1()); // O(1)
        var dest : Optional<User> = users.getUser(distance.getLocID2()); // O(1)

        if (orig.isPresent() && dest.isPresent())
            network.addEdge(orig.get(), dest.get(), distance); // O(1)
    });

    // Net complexity: O(E), since E ~ V^2
    return edges < network.numEdges() || verts < network.numVertices();
}

```

Método 3: `populateNetwork()` [O(E)] em `CSVLoaderHandler`

```

@Override
public void parse(List<String[]> data) {
    // O(l); l ⇒ lines of the file
    data.forEach(line → {
        String loc1, loc2;
        int length;

        loc1 = line[DistanceColumns.LOC_ID_1.col];
        loc2 = line[DistanceColumns.LOC_ID_2.col];

        try {
            length = Integer.parseUnsignedInt(line[DistanceColumns.LENGTH.col]);
        } catch (NumberFormatException e) {
            throw new InvalidCSVFileException("CSV File contained an invalid length!!");
        }

        // O(1)
        app.distanceStore().addDistance(loc1, loc2, length);
    });

    // Net Complexity: O(l)
}

```

Método 4: `parse()` [O(l)] em `DistanceParser`

```

@Override
public void parse(List<String[]> data) {
    // O(l); l ⇒ lines of the file
    data.forEach(line → {
        String locID, userID;
        double latitude, longitude;

        locID = line[UserColumns.LOC_ID.col];

        try {
            latitude = Double.parseDouble(line[UserColumns.LATITUDE.col]);
            longitude = Double.parseDouble(line[UserColumns.LONGITUDE.col]);
        } catch (NumberFormatException e) {
            throw new InvalidCSVFileException("CSV File contained invalid coordinates!!");
        }

        userID = line[UserColumns.USER_ID.col];

        // O(1)
        this.app.userStore().addUser(userID, locID, latitude, longitude);
    });

    // Net Complexity: O(l)
}

```

Método 5: parse() [O(l)] em UserParser

## 2 US302

```

public Optional<Integer> minReachability() {
    if (connected) {
        var matrix : MatrixGraph<User, Distance> = Algorithms.minDistGraph(network, Distance.cmp, Distance.sum); // O(V^3) (Floyd-Warshall)
        return Optional.of(matrix.numEdges()); // O(1)
    }

    // Net Complexity: O(V^3)
    return Optional.empty();
}

```

Método 6: minReachability() [O(V<sup>3</sup>)] em IsConnectedHandler

```

public static <V,E> boolean isConnected(Graph<V, E> g) {
    Objects.requireNonNull(g);

    g = getUndirectedGraph(g); // O(V*E)

    // O(V*E)
    return BreadthFirstSearch(g, g.vertex( key: 0)).size() == g.numVertices();
}

```

Método 7: isConnected() [O(V\*E)] em Algorithms

```

public static <V,E> Graph<V,E> getUndirectedGraph(Graph<V,E> g) {
    Objects.requireNonNull(g);

    if (!g.isDirected())
        return g;

    Graph<V,E> newGraph = g.clone();    //  $O(V \cdot E)$ 

    for (var e : newGraph.edges())      //  $O(E)$ 
        newGraph.addEdge(e.getVDest(), e.getVOrig(), e.getWeight());

    // Net complexity:  $O(V \cdot E)$ 
    return newGraph;
}

```

Método 8: `getUndirectedGraph()` [ $O(V \cdot E)$ ] em `Algorithms`

### 3 US303

```

public ArrayList<Pair<User,Double>> findCompaniesAverageWeight (){

    ArrayList<Distance> dists = new ArrayList<>();

    for (User user : mapGraph.vertices()) {    //  $O(V)$ 

        if(user.getUserType() == UserType.COMPANY){

            //paths & dists are being cleared at Algorithms.shortestPaths()
            mapGraph.shortestPaths(user, dists);    //  $O(V^2)$ 

            //for each path
            Double average = getAverageAllPaths( dists); //  $O(E)$ 

            companiesByOrder.add(new Pair<>(user,average)); //  $O(1)$ 

        }
    }

    orderCompanies();    //  $O(V \cdot \log V)$ 
    return getList();    //  $O(V)$ 
    // Net complexity:  $O(V^3)$ 
}

```

Método 9: `findCompaniesAverageWeight()` [ $O(V^3)$ ] em `TopNCompaniesHandler`

```

private void orderCompanies(){
    if (companiesByOrder.isEmpty())
        throw new ArrayIndexOutOfBoundsException("List with companies and correspondent weights is empty");
    else
        companiesByOrder.sort(cmpDist);    //  $O(V \cdot \log V)$ 
}

```

Método 10: `orderCompanies()` [ $O(V \cdot \log(V))$ ] em `TopNCompaniesHandler`

```

protected ArrayList<Pair<User,Double>> getList(){
    //  $O(V)$ 
    return new ArrayList<>(companiesByOrder);
}

```

Método 11: `getList()` [ $O(V)$ ] em `TopNCompaniesHandler`

```
private Double getAverageAllPaths(ArrayList<Distance> dists)
{
    int soma = 0;

    for (Distance pathsDist: dists) { // O(E)
        soma += pathsDist.getDistance();
    }

    // Net complexity: O(E)
    return (double) soma / dists.size();
}
```

Método 12: `getAverageAllPaths()` [ $O(E)$ ] em `TopNCompaniesHandler`

```
protected ArrayList<Pair<User,Double>> getTopNCompanies(int n){
    ArrayList<Pair<User,Double>> topN = new ArrayList<>();

    if(companiesByOrder.size() < n || n <= 0){
        return null;
    }

    int counter=0;

    for (Pair<User,Double> pair : companiesByOrder) { // O(V)

        topN.add(pair);
        counter++;
        if(counter==n)
            break;
    }

    // Net complexity: O(V)
    return topN;
}
```

Método 13: `getTopNCompanies()` [ $O(V)$ ] em `TopNCompaniesHandler`

## 4 US304

```
public LinkedList<Triplet<User, User, Distance>> findNearestHubs() {
    LinkedList<Triplet<User, User, Distance>> list = new LinkedList<>();

    var companies = new ArrayList<User>();
    var clients = new ArrayList<User>();

    // Get all existing companies & clients to speed up the process
    for (User u : network.vertices()) { // O(V)
        switch (u.getUserType()) {
            case COMPANY:
                companies.add(u);
            case CLIENT: /* FALLTHROUGH */
                clients.add(u);
                break;
            default: // Do nothing
        }
    }

    for (User client : clients) { // O(V)
        var companyDist : Optional<Distance> = nearestHub(client, companies); // O(V^3)

        if (companyDist.isPresent()) {
            Distance d = companyDist.get();
            list.add(new Triplet<>(client, userStore.getUser(d.getLocID2()).get(), d));
        }
    }

    // O(V^4)
    return list;
}
```

Método 14: `findNearestHubs()` [ $O(V^4)$ ] em `NearestHubToClientsHandler`



```

private Optional<Distance> nearestHub(User client, List<User> companies) {
    //  $O(V^3)$ 
    var dists : LinkedList<Distance> = this.network.shortestPathsForPool(client, companies);

    // Closest Hubs first
    dists.sort(Distance.cmp);

    for (Distance d : dists) { //  $O(E)$ 
        if (userStore.getUser(d.getLocID2()).isPresent())
            return Optional.of(d); // NOTE: User is guaranteed to be a company because of findNearestHubs()
    }

    // Nothing found :(
    return Optional.empty(); // Net complexity:  $O(V^3)$ 
}

```

Método 15: nearestHub() [ $O(V^3)$ ] em NearestHubToClientsHandler

```

public static <V, E> LinkedList<E>
shortestPathsForPool(Graph<V,E> g, V vOrig, List<V> pool,
                    Comparator<E> ce, BinaryOperator<E> sum, E zero)
{
    var dists = new LinkedList<E>();

    // Required by shortestPath()
    var tmp = new LinkedList<V>();

    for (V dest : pool) { //  $O(V)$ 
        //  $O(V^2)$ 
        dists.push(shortestPath(g, vOrig, dest, ce, sum, zero, tmp));
    }

    // Net complexity:  $O(V^3)$ 
    return dists;
}

```

Método 16: shortestPathsForPool() [ $O(V^3)$ ] em Algorithms

## 5 US305

```

public Graph<User, Distance> getMinimalUserNetwork(){
    return Algorithms.kruskaLMST(hubNetwork, HubNetwork.distCmp); //  $O(E \log E)$ 
}

```

Método 17: getMinimalUserNetwork() [ $O(E \log E)$ ] em MinimumDistanceHandler

```

public int getMinimumCost(Graph<User, Distance> mst){
    int minimumCost=0;
    for (Edge<User,Distance> edge: mst.edges()) { //  $O(E)$ 
        minimumCost += edge.getWeight().getDistance();
    }
    return minimumCost;
}

```

Método 18: getMinimumCost() [ $O(E)$ ] em MinimumDistanceHandler

```

public static <V,E> Graph<V,E> kruskalMST(Graph<V,E> g, Comparator<E> ce) { //O(E*log E)
    PriorityQueue<Edge<V,E>> lstEdges = new PriorityQueue<>(Comparator.comparing(Edge::getWeight, ce));

    Graph<V, E> mst = new MapGraph<>(g.isDirected());

    for (V vertex : g.vertices()) { // O(V)
        mst.addVertex(vertex);
    }

    lstEdges.addAll(g.edges()); // O(E)

    // Kruskal stops when V-1 edges are 'selected'
    int n = g.numVertices() - 1;

    while (n > 0 && !lstEdges.isEmpty()) { // O(V)
        Edge<V, E> e1 = lstEdges.poll();
        if (!hasConnection(mst, e1.getVOrig(), e1.getVDest())) { // O(V*E)
            mst.addEdge(e1.getVOrig(), e1.getVDest(), e1.getWeight());
            n--;
        }
    }

    // O(V^2*E)
    return mst;
}

```

Método 19: `kruskalMST()` [ $O(V^2 \cdot E)$ ] em Algorithms