UF_HWQUPC code changes

```
public int find(int p) {
    validate(p);
    int root = p;
    // FIXME
    // END
    if(pathCompression){
        doPathCompression(p);
        root = parent[root];
    }
    else {
        while(root != parent[root]){
            root = parent[root];
        }
    }
    return root;
```

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

if (i==j) return;
else if (height[i] == height[j]) {
    parent[j]=i;
    height[i]++;
}
else if(height[i] < height[j]) {
    parent[i] = j;
}
else {
    parent[j] = i;
}</pre>
```

```
private void doPathCompression(int i) {
    // FIXME update parent to value of grandparent
    // END

while(i != parent[i]){
    parent[i] = parent[parent[i]];
    i = parent[i];
}
```

```
/**
* Original code:
* Copyright © 2000-2017, Robert Sedgewick and Kevin Wayne.
*
```

```
* Modifications:
  Copyright (c) 2017. Phasmid Software
package edu.neu.coe.info6205.union find;
import java.util.Arrays;
  Height-weighted Quick Union with Path Compression
public class UF HWQUPC implements UF {
    * Ensure that site p is connected to site q,
      Oparam p the integer representing one site
      Oparam q the integer representing the other site
   public void connect(int p, int q) {
       if (!isConnected(p, q)) union(p, q);
    * Initializes an empty union-find data structure with {@code n} sites
    * \{ \textbf{@code} \ 0 \} through \{ \textbf{@code} \ n-1 \}. Each site is initially in its own
    * component.
    * @param n
                              the number of sites
      Oparam pathCompression whether to use path compression
      @throws IllegalArgumentException if {@code n <</pre>
   public UF HWQUPC(int n, boolean pathCompression)
       count = n;
       parent = new int[n];
       height = new int[n];
       for (int i = 0; i < n; i++) {
           parent[i] = i;
          height[i] = 1;
       this.pathCompression = pathCompression;
    * Initializes an empty union-find data structure with {@code n} sites
    * {@code 0} through {@code n-1}. Each site is initially in its own
      component.
    * This data structure uses path compression
    * @param n the number of sites
      @throws IllegalArgumentException if {@code n < 0}</pre>
```

```
public UF HWQUPC(int n) {
      this(n, true);
  public void show() {
      for (int i = 0; i < parent.length; i++) {</pre>
          System.out.printf("%d: %d, %d\n", i, parent[i], height[i]);
    * Returns the number of components.
     Creturn the number of components (between {@code 1} and {@code n})
  public int components() {
      return count;
   ^{\star} Returns the component identifier for the component containing site
{@code p}.
     @param p the integer representing one site
   * Greturn the component identifier for the component containing site
     @throws IllegalArgumentException unless {@code 0 <= p < n}</pre>
  public int find(int p) {
      validate(p);
      int root = p;
      // END
      if (pathCompression) {
          doPathCompression(p);
          root = parent[root];
          while(root != parent[root]) {
                      parent[root
      return root;
```

```
* Returns true if the the two sites are in the same component.
    * @param p the integer representing one site
    * @param q the integer representing the other site
    * Greturn {Gcode true} if the two sites {Gcode p} and {Gcode q} are in the
same component;
    * {@code false} otherwise
    * @throws IllegalArgumentException unless
                                        both {@code 0 \le p \le n} and {@code 0 \le p
 < n 
   public boolean connected (int p, int q)
      return find(p) == find(q);
    * Merges the component containing site {@code p} with the
    * the component containing site {@code q}.
    * @param p the integer representing one site
    * @param q the integer representing the other site
    * @throws IllegalArgumentException unless
                                        both {@code 0 \le p \le n} and {@code 0 \le p \le n}
 < n 
   public void union(int p, int q) {
         CONSIDER can we avoid doing find again?
      mergeComponents(find(p), find(q));
      count--;
  @Override
  public int size() {
      return parent.length;
    * Used only by testing code
    * @param pathCompression true if you want path compression
  public void setPathCompression(boolean path
      this.pathCompression = pathCompression;
  @Override
  public String toString()
      return "UF HWQUPC:" + "\n count: " + count +
               "\n path compression? " + pathCompression +
```

```
"\n parents: " + Arrays.toString(parent) +
                   heights: " + Arrays.toString(height);
  // validate that p is a valid index
  private void validate(int p) {
      int n = parent.length;
      if (p < 0 | | p >= n)
          throw new IllegalArgumentException("index " + p + " is not between 0
and " + (n - 1);
  private void updateParent(int p, int x)
      parent[p] = x;
  private void updateHeight(int p, int x) {
      height[p] += height[x];
    * Used only by testing code
    * @param i the component
      @return the parent of the component
  private int getParent(int i) {
       return parent[i];
                                 // parent[i] = parent of i
  private final int[] parent;
                                 // height[i] = height of subtree rooted at i
  private final int[] height;
  private int count; // number of components
  private boolean pathCompression;
  private void mergeComponents(int i, int j) {
      // FIXME make shorter root point to taller one
      // END
      if (i==j) return;
      else if (height[i] == height[j])
          parent[j]=i;
           height[i]++;
      else if(height[i] < height[j]) {</pre>
          parent[i] = j;
      else {
```

```
parent[j] = i;

/**

  * This implements the single-pass path-halving mechanism of path
compression
  */
private void doPathCompression(int i) {
      // FIXME update parent to value of grandparent
      // END

      while(i != parent[i]) {
            parent[i] = parent[i];
            i = parent[i];
            }
}
```

Unit Test Cases:

UF Client code changes :

```
package edu.neu.coe.info6205.union find;
import java.util.Random;
public class UFC {
 public static int count(int n) {
       int noc = 0; Random rc = new Random();
       UF HWQUPC ufc = new UF HWQUPC(n, true);
       while (ufc.components()!=1)
           int p = rc.nextInt(n);
           int q = rc.nextInt(n);
           noc++;
           if(!ufc.connected(p,q))
               ufc.union(p, q);
       return noc;
  public static void main(String[] args) {
       Random rand = new Random();
       for (int i=0; i<8;i++) {</pre>
           int n = rand.nextInt(999999);
           System.out.println("No of Objects [n] : " + n + " No of Pairs [m] : "
 count(n));
```

Output:

```
### Decided Sure | main | jern | eds | main | cos | info205 | minor |
```

Observation:

It is observed that as the value of No of Objects (n) increases No of Pairs(m) value also increases and m is 1.5 times of n [m = 1.5n]. So, m is directly proportional to n.

