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Program Structures & Algorithms

Spring 2021

Assignment No. 4

Task

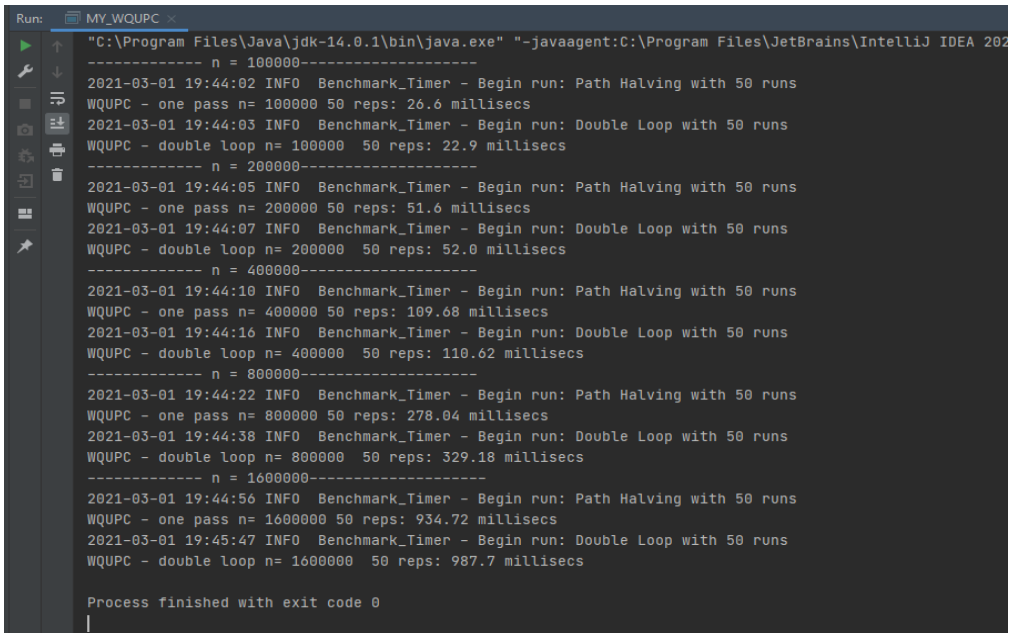
Union-Find alternatives – to code and benchmark two alternatives for implementing Union-Find

1. Depth weighted quick union
2. Weighted quick union with path compression

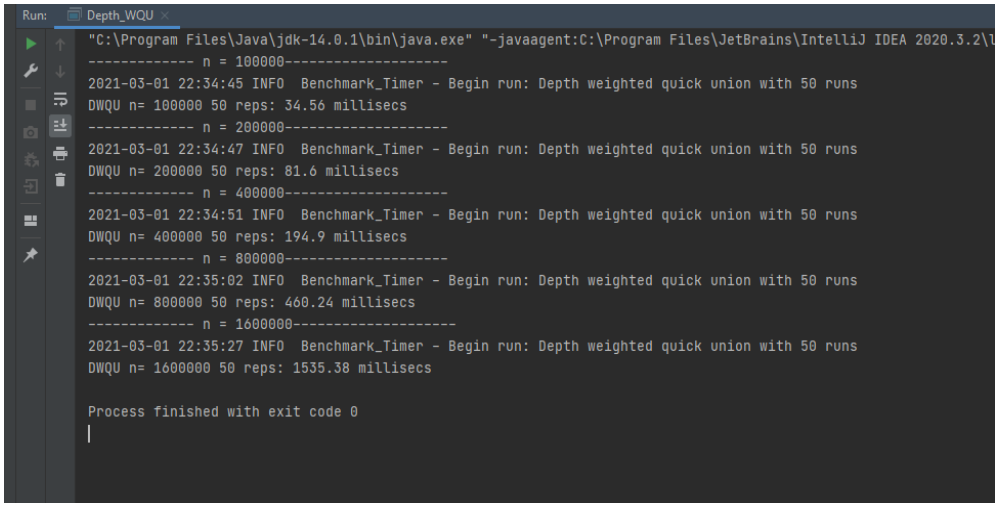
Output

Weighted Quick Union with path compression –

1. Single pass method – path halving
2. Double loop – linking every intermediate nodes to the root

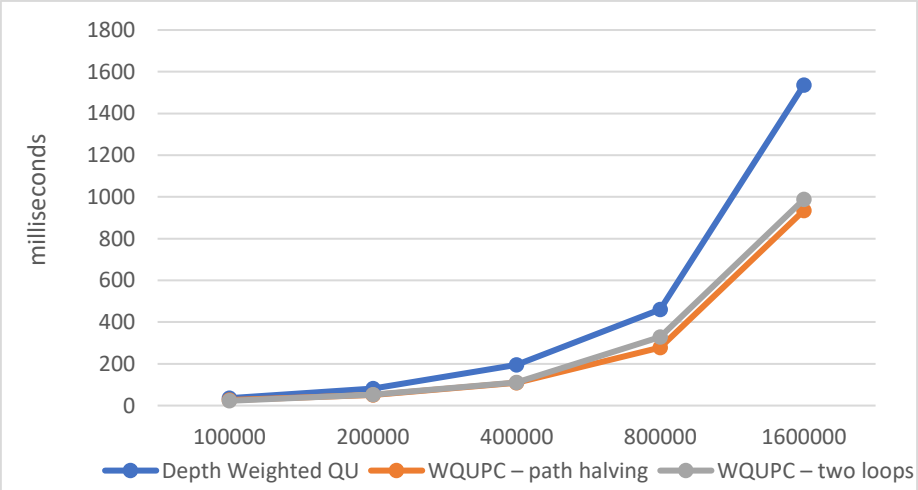


Depth Weighted Quick Union –



Results

No of objects (n)	Depth Weighted QU (millisecs)	WQUPC – path halving (millisecs)	WQUPC – two loops (millisecs)
100000	35.56	26.6	22.9
200000	81.6	51.6	52.0
400000	194.9	109.68	110.62
800000	460.24	278.04	329.18
1600000	1535.38	934.72	987.7



As we can see by the benchmark results, the depth weighted quick union is not great for bigger values of n i.e. size of a set.

There is no performance gain for depth based compared to size based weighted quick union, only a few cases might be faster but all in all it is O(logN) as at most depth of N nodes is logN