Student Name: Cole Bennett, Carlo Garay

Course Name: ECGR-3180-091-Data Struct and Algorithms C++

Semester: Fall 2024

Instructor Name: <u>Dr. Arun Ravindran</u>

### Report 1: Adjacency List

### 1. **Problem description**

The goal is to create a graph structure where each actor is represented as a vertex, and an edge connects two actors if they have co-acted in a movie. This adjacency list will serve as the foundation for subsequent milestones.

### 2. Solution description

The solution involves iterating through a dataset containing movie titles and their associated cast lists. For each movie, the list of actors is extracted. All pairs of actors within the same movie are considered co-actors, and an edge is created between them.

The approach was to parse the dataset to retrieve cast data for each movie. Then I used a hashmap where keys are actor names, and values are sets of their co-actors. For each movie, add edges between every pair of actors using nested loops.

Key Data Structures:

A hashmap (unordered\_map) for the adjacency list.

A set (unordered\_set) to store connections, ensuring no duplicate edges.

Time Complexity:

 $O(m \cdot k^2)$ , where m is the number of movies and k is the average cast size per movie.

Space Complexity:

O(n + e), where n is the number of actors and e is the number of edges.

3. Initial non-AI attempt to code the solution

The initial approach involved parsing the dataset to extract actor names and creating a

nested loop for all pairs of actors in a movie. This implementation was straightforward

but required debugging for cases with missing or malformed data.

4. AI prompts used

Throughout the making of this code my group used online resources and peers for help to

understand and solve the problem. No AI was used for the creation of the adjacency list,

however we did various websites to learn about an adjacency list and how to apply it to

the code.

5. Code testing description

Test with a small dataset where the cast list is well-defined, such as a dataset containing

two movies with known casts. Verify that all co-acting pairs are correctly added.

Example input:

Movie 1: ["Actor A", "Actor B"]

Movie 2: ["Actor B", "Actor C"]

Expected output adjacency list:

Actor A: Actor B

Actor B: Actor A, Actor C

Actor C: Actor B.

Edge Cases:

No cast data: Ensure the program can handle movies with an empty or missing cast list

without errors.

Duplicate entries: If an actor appears multiple times in the same movie, ensure no duplicate edges are added.

Malformed data: Handle cases where the dataset has improperly formatted JSON or missing fields.

```
ofstream output_file("adjacency_list.txt");
if (!output_file.is_open()) {
    cerr << "Failed to open output file." << endl;
    return 1;
}

for (const auto& pair : adj_list) {
    output_file << pair.first << ": ";
    for (const auto& neighbor : pair.second) {
        output_file << neighbor << " ";
    }

    output_file << endl;
}

output_file << endl;
}

return 0;
</pre>
```

Sezio Noticio: Titto Nikoli 7-, cut- rega Ante- Limo species group series mento just con months in 1, some 2-, segiotis rations quies and series seri

### Report 2: Top 5 Actors by Degree Centrality

## 1. Problem description

Identify the five actors who have co-acted with the largest number of other actors, indicating their centrality in the graph.

### 2. Solution description

The solution requires determining the degree (number of neighbors) for each vertex in the graph. We traversed the adjacency list to calculate the size of each actor's neighbor set (degree). Then stored results in a list of (actor, degree) pairs. Sort this list by degree in descending order and select the top 5.

Key Data Structures:

Vector for storing actor-degree pairs.

Time Complexity:

O(n+nlogn), where n is the number of actors.

Space Complexity:

O(n).

### 3. Initial non-AI attempt to code the solution

Initially, we tried manually iterating through the adjacency list to compute degrees and then sorting the results using basic sorting techniques. But that proved to be impossible as the adjacency list is far too long. Debugging focused on ensuring accurate degree calculation.

## 4. AI prompts used

My group consulted ChatGPT about how to determine the actors with the most number of other actors by using the adjacency list. I then asked the AI to who the top 5 actors with the highest degree centrality was to ensure accuracy.

### 5. Code testing description

Use a small dataset where the degree centrality is easy to calculate manually. Verify that the top 5 actors are identified correctly.

Example:

Actor A: Actor B, Actor C

Actor B: Actor A, Actor C, Actor D

Actor C: Actor A, Actor B

Actor D: Actor B

Expected result: Actor B (3 connections), Actor A (2 connections), Actor C (2 connections), and Actor D (1 connection).

Edge Cases:

Ties in degree centrality: If multiple actors have the same degree, ensure consistent sorting behavior (e.g., alphabetical order).

Less than 5 actors: If there are fewer than 5 actors in the graph, ensure the program handles this gracefully without crashing.

```
Top 5 actors with the most connections:

Samuel L. Jackson with 1899 connections.

Morgan Freeman with 1596 connections.

Stan Lee with 1511 connections.

Anne Fletcher with 1501 connections.

Robert De Niro with 1467 connections.
```

Report 3: Checking Graph Connectivity

1. Problem description

Determine whether the graph is connected, i.e., whether there is a path between every

pair of actors. If not, we need to count the number of connected components (subgraphs

where all vertices are reachable from one another).

2. Solution description

To check connectivity, we perform a graph traversal using Depth-First Search (DFS). By

initiating a new DFS from any unvisited actor, we identify all actors in the same

connected component. The code maintains a set to track visited actors.

For each actor in the adjacency list:

If the actor is not visited, perform a DFS starting from that actor.

Increment the connected component count.

If only one component exists, the graph is connected. Otherwise, it is not.

Key Data Structures:

Set: Tracks visited actors during DFS.

Adjacency list: Guides the DFS traversal.

Time Complexity:

O(n+e), where n is the number of actors and e is the number of edges. DFS processes

every vertex and edge once.

Space Complexity:

O(n), for the visited set and the recursion stack.

3. Initial non-AI attempt to code the solution

The group implemented a recursive DFS function but encountered stack overflow for

large connected components. Switching to an iterative DFS using an explicit stack

resolved this issue. Debugging also revealed errors when handling isolated vertices,

which we corrected by adding explicit checks for disconnected nodes.

4. AI prompts used

We did not use any AI to complete this problem.

5. Code testing description

Test with a small dataset where the number of connected components is easy to verify.

Example:

Component 1: Actor A - Actor B - Actor C

Component 2: Actor D - Actor E

Expected output: "Graph is not connected. It has 2 connected components."

Edge Cases:

Fully connected graph: All actors are part of one connected component.

Disconnected graph: All actors are isolated (no edges).

Single node: A graph with one actor and no edges.

```
Graph Connectivity:

The graph is not connected. It has 82 connected components.
```

Report 4: Shortest Degree of Separation

1. Problem description

The task is to compute the shortest degree of separation between any two given actors.

The degree of separation is defined as the minimum number of edges connecting the two

actors.

2. Solution description

This problem is solved using Breadth-First Search (BFS), which is ideal for finding

shortest paths in unweighted graphs. The code initializes a queue with the starting actor

and an initial distance of 0. Performs BFS, exploring all neighbors of the current actor

and marking them as visited. Stops the search as soon as the target actor is reached, and

return the distance. If the target actor is not reachable, returns an indication of

disconnection.

Key Data Structures:

Queue: Tracks the current actor and its distance during BFS.

Set: Ensures each actor is visited only once.

Time Complexity:

O(n+e), as BFS visits each vertex and edge once.

Space Complexity:

O(n), for the queue and visited set.

3. Initial non-AI attempt to code the solution

My first BFS implementation correctly handled connected graphs but struggled with

disconnected components. Refinements included additional checks for unreachable target

actors.

4. AI prompts used

My group asked ChatGPT to solve the disconnected components issue. The AI showed

how to check and connect the actors so that the code ran properly.

5. Code testing description

Test simple cases where the shortest degree of separation is easy to calculate manually.

Example:

Actor A - Actor B - Actor C

Actor C - Actor D

Test cases:

Shortest degree of separation between Actor A and Actor C: 2.

Shortest degree of separation between Actor A and Actor D: 3.

Edge Cases:

Direct connection: Two actors are co-actors.

Disconnected nodes: Actors belong to different connected components.

Self-query: When the same actor is queried.

```
Shortest Degrees of Separation with Path:

Emma Watson and Robert Pattinson have a degree of separation: 0.

Path: Emma Watson -> Robert Pattinson

Ewan McGregor and Daniel Radcliffe have a degree of separation: 1.

Path: Ewan McGregor -> Janet McTeer -> Daniel Radcliffe

Tom Hanks and Adam West have a degree of separation: 1.

Path: Tom Hanks -> Garry Marshall -> Adam West
```

### Report 5: Shortest Path Between Two Actors

### 1. Problem description

Determine the actor chain (path) that constitutes the shortest connection between two given actors. The path should explicitly list all intermediate actors.

### 2. Solution description

BFS is extended to track the path from the starting actor to the target. At each step, the current actor's path is updated and propagated to its neighbors. The code initializes a queue containing pairs of the current actor and the path taken to reach them. Then explores all neighbors, updating the path dynamically. Stops when the target actor is reached and return the path. If the target actor is not reachable, returns an empty path.

Key Data Structures:

Queue: Stores the current actor and its path.

Vector: Tracks the path for each actor.

Time Complexity:

O(n+e).

Space Complexity:

O(n+p), where p is the path length.

# 3. Initial non-AI attempt to code the solution

Initially, we struggled with maintaining correct path tracking due to overwriting shared paths. Introducing unique path updates for each actor in the queue resolved this issue.

# 4. AI prompts used

This problem was similar to that of milestone 4, so no AI was needed for here.

# 5. Code testing description

Use small graphs with known paths to verify that the shortest path is correctly identified.

Example:

Actor A - Actor B - Actor C

Actor C - Actor D

Test cases:

Path between Actor A and Actor D: Actor A -> Actor B -> Actor C -> Actor D.

Edge Cases:

Direct path: Actors are directly connected.

Disconnected nodes: Actors are in different components.

Multiple shortest paths: If there are multiple shortest paths, ensure any valid path is returned.

```
Shortest Degrees of Separation with Path:

Emma Watson and Robert Pattinson have a degree of separation: 0.

Path: Emma Watson -> Robert Pattinson

Ewan McGregor and Daniel Radcliffe have a degree of separation: 1.

Path: Ewan McGregor -> Janet McTeer -> Daniel Radcliffe

Tom Hanks and Adam West have a degree of separation: 1.

Path: Tom Hanks -> Garry Marshall -> Adam West
```

# Cole Bennett, Carlo Garay

Student signatures

12-01-2024

Date