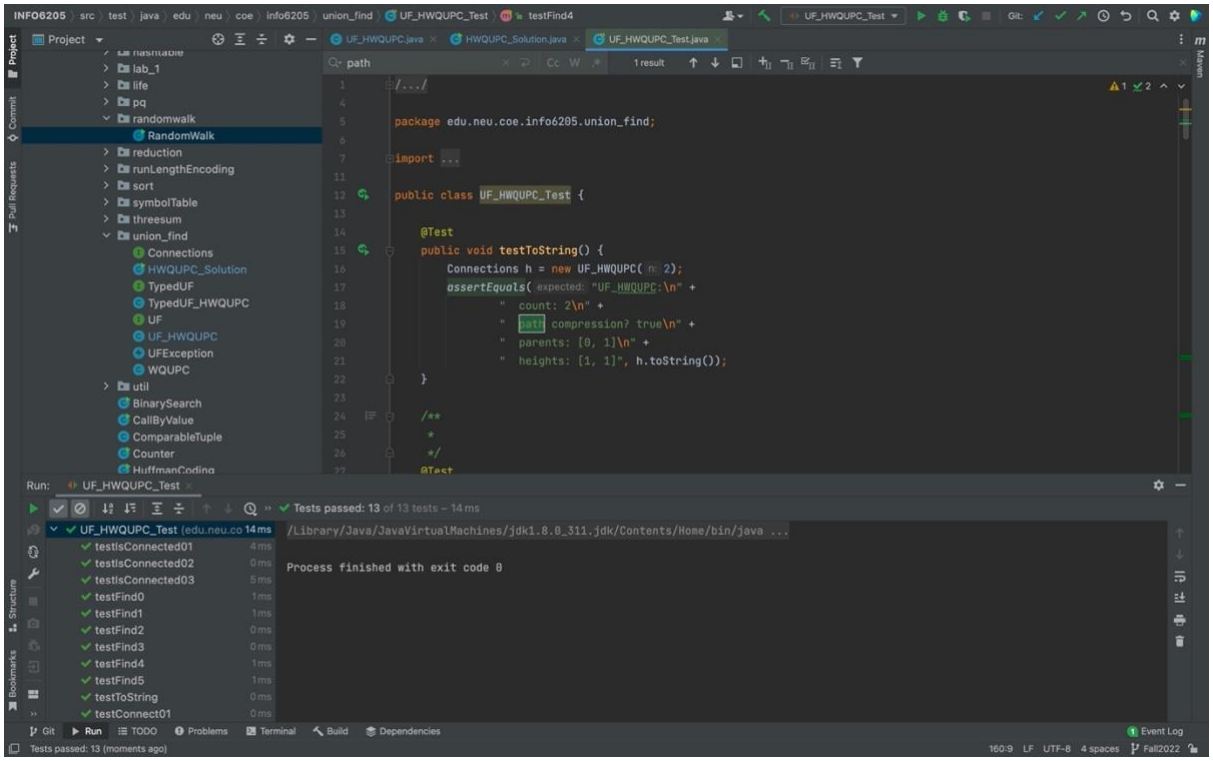
Assignment 3

Weighted Quick Union with Path Compression

Unit Tests



Conclusion

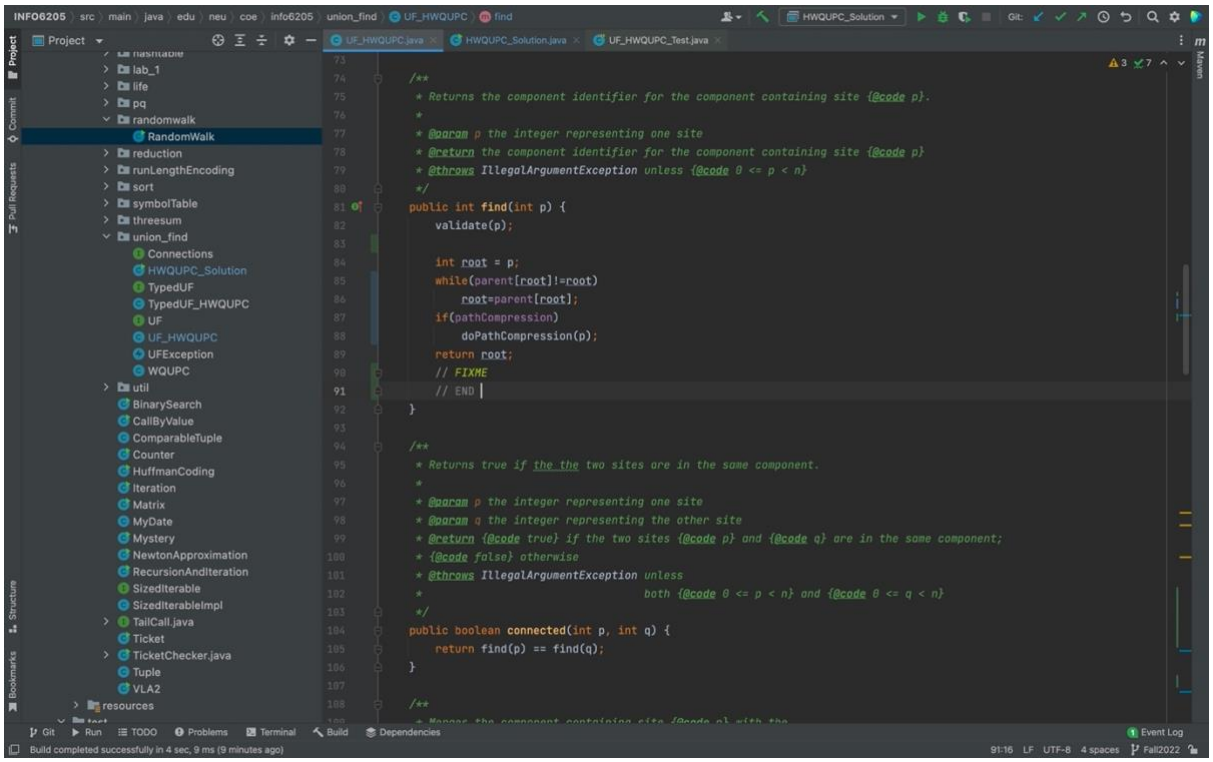
I initially noticed that the number of connections to make the number of components 1 is n-1.

I also tested it out for values of n up to 100,000.

This makes sense when we think about the fact that for any component we have, we can rearrange the nodes by connecting every child node to the root. This is similar to what happens during path compression and doesn't change the total number of connections in any way.

So, we can reimagine any final component we have as a root connected to the rest of the nodes (n-1).

Source Code

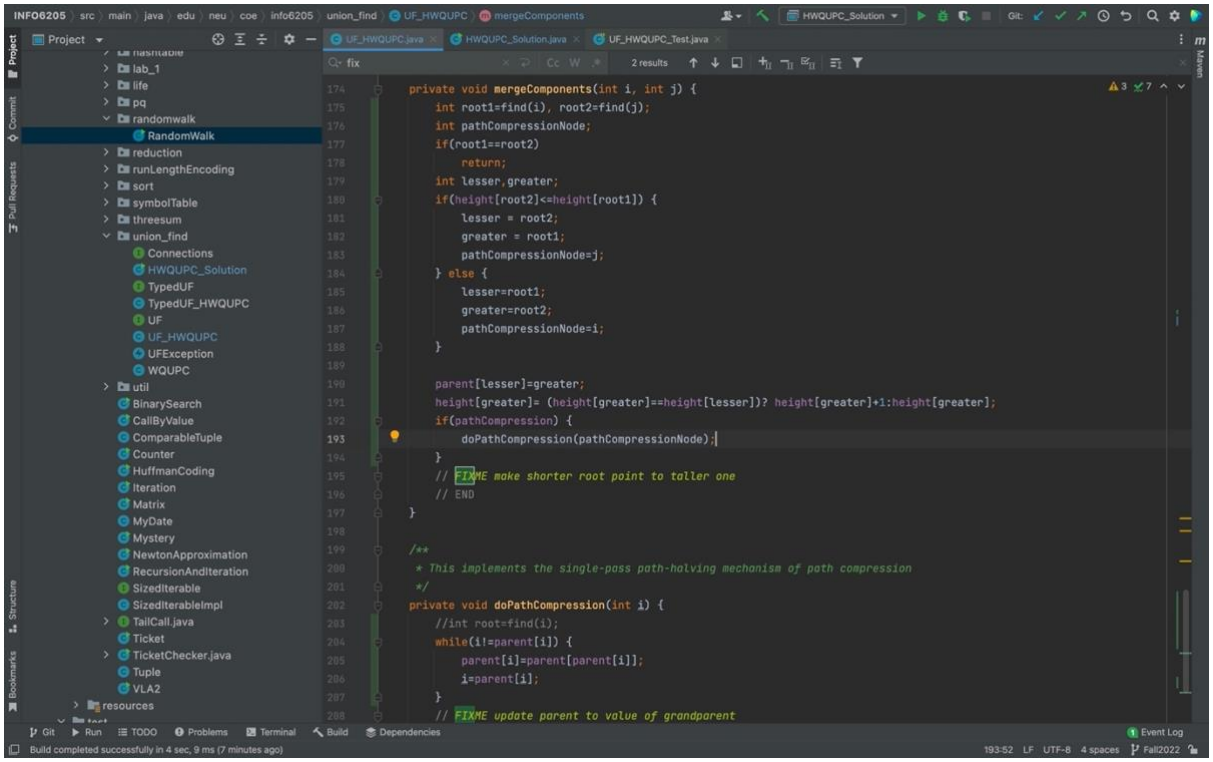


```
/**
 * Returns the component identifier for the component containing site {@code p}.
 *
 * @param p the integer representing one site
 * @return the component identifier for the component containing site {@code p}
 * @throws IllegalArgumentException unless {@code 0 <= p < n}
 */
public int find(int p) {
    validate(p);

    int root = p;
    while(parent[root]!=root)
        root=parent[root];
    if(pathCompression)
        doPathCompression(p);
    return root;
    // FIXME
    // END
}

/**
 * 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
 * @return {@code true} if the two sites {@code p} and {@code q} are in the same component;
 * {@code false} otherwise
 * @throws IllegalArgumentException unless
 *                                  both {@code 0 <= p < n} and {@code 0 <= q < n}
 */
public boolean connected(int p, int q) {
    return find(p) == find(q);
}

/**
```

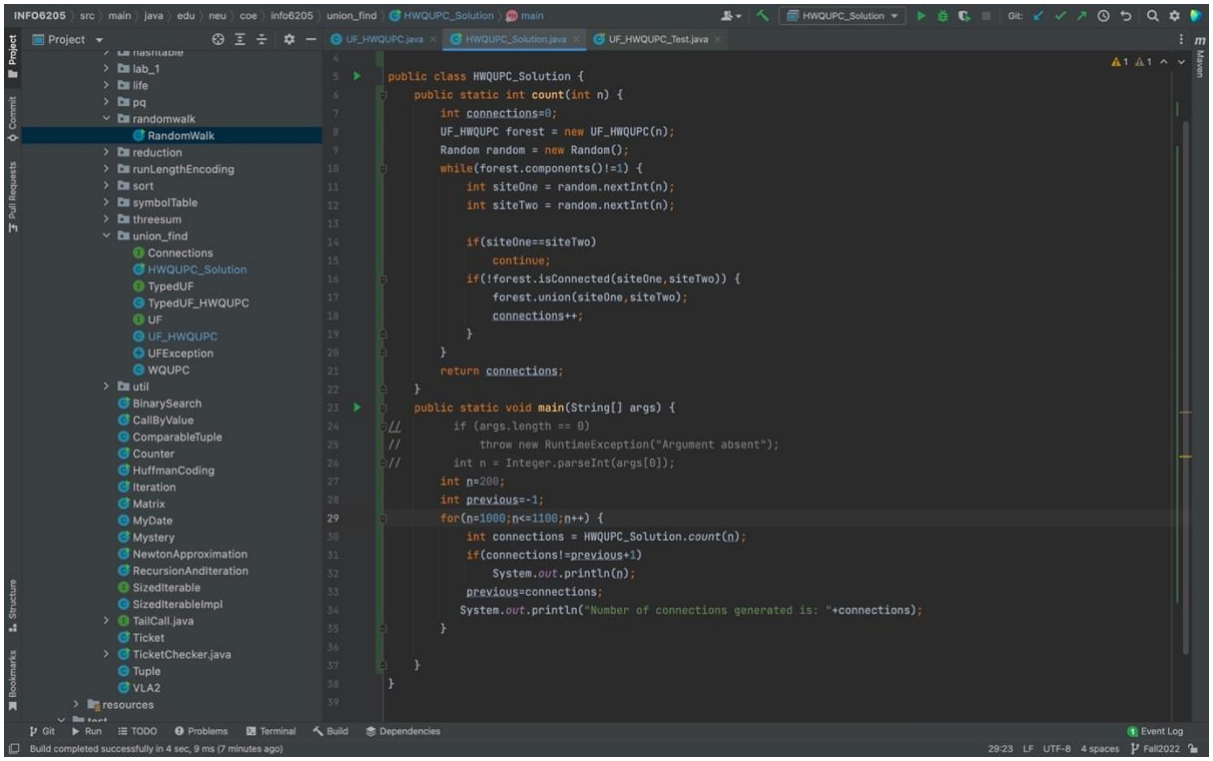


```
private void mergeComponents(int i, int j) {
    int root1=find(i), root2=find(j);
    int pathCompressionNode;
    if(root1==root2)
        return;
    int lesser,greater;
    if(height[root2]<=height[root1]) {
        lesser = root2;
        greater = root1;
        pathCompressionNode=j;
    } else {
        lesser=root1;
        greater=root2;
        pathCompressionNode=i;
    }

    parent[lesser]=greater;
    height[greater]= (height[greater]==height[lesser])? height[greater]+1:height[greater];
    if(pathCompression) {
        doPathCompression(pathCompressionNode);
    }
    // FIXME make shorter root point to taller one
    // END
}

/**
 * This implements the single-pass path-halving mechanism of path compression
 */
private void doPathCompression(int i) {
    //int root=find(i);
    while(i!=parent[i]) {
        parent[i]=parent[parent[i]];
        i=parent[i];
    }
    // FIXME update parent to value of grandparent
```

UF Client


INFO6205 › src › main › java › edu › neu › coe › info6205 › union_find › HWQUPC_Solution › main
HWQUPC_Solution
Git:
Project
UF_HWQUPC.java
HWQUPC_Solution.java
UF_HWQUPC_Test.java
lab_1
life
pq
randomwalk
RandomWalk
reduction
runLengthEncoding
sort
symbolTable
threesum
union_find
Connections
HWQUPC_Solution
TypedUF
TypedUF_HWQUPC
UF
UF_HWQUPC
UFException
WQUPC
util
BinarySearch
CallByValue
ComparableTuple
Counter
HuffmanCoding
Iteration
Matrix
MyDate
Mystery
NewtonApproximation
RecursionAndIteration
SizedIterable
SizedIterableImpl
TailCall.java
Ticket
TicketChecker.java
Tuple
VLA2
resources
public class HWQUPC_Solution {
public static int count(int n) {
int connections=0;
UF_HWQUPC forest = new UF_HWQUPC(n);
Random random = new Random();
while(forest.components()!=1) {
int siteOne = random.nextInt(n);
int siteTwo = random.nextInt(n);
if(siteOne==siteTwo)
continue;
if(!forest.isConnected(siteOne,siteTwo)) {
forest.union(siteOne,siteTwo);
connections++;
}
}
return connections;
}
public static void main(String[] args) {
// if (args.length == 0)
// throw new RuntimeException("Argument absent");
// int n = Integer.parseInt(args[0]);
int n=200;
int previous=-1;
for(n=1000;n<=1100;n++) {
int connections = HWQUPC_Solution.count(n);
if(connections!=previous+1)
System.out.println(n);
previous=connections;
System.out.println("Number of connections generated is: "+connections);
}
}
}
Git
Run
TODO
Problems
Terminal
Build
Dependencies
Event Log
Build completed successfully in 4 sec, 9 ms (7 minutes ago)
29:23
LF
UTF-8
4 spaces
Fall2022