



Engenharia Informática

Análise e Desenho de Algoritmos

Trabalho Prático 3

A tale never loses in the telling



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Complexidade Espacial

Vetor (<i>interfDegree</i>):	$\Theta(V)$
Vetor de Listas Ligadas (<i>Friendships</i>):	$\Theta(V + A)$
Vetor (<i>selected</i>):	$\Theta(V)$
Vetor (<i>noise</i>):	$\Theta(V)$
PriorityQueue (<i>connected</i>):	$O(V)$
Total:	$\Theta(V + A)$

Complexidade Temporal

Classe Main:

Preenchimento do <i>interfDegree</i>	$\Theta(V)$
Preenchimento do <i>friendships</i>	$\Theta(A)$

Classe BrokenPhone:

Criação do vetor <i>selected</i>	$\Theta(1)$
Criação do vetor <i>noise</i>	$\Theta(1)$
Criação da <i>priorityQueue connected</i>	$\Theta(1)$
Ciclo (executado $ V $ vezes)	
Inicialização do vetor <i>noise</i>	$\Theta(V)$
Ciclo (executado $ f $ vezes)	
Definição do noise dos sucessores do nó <i>source</i> (<i>s</i>)	$\Theta(f)$
Ciclo (executado no máximo $ V - 1$ vezes)	
Remoção do mínimo da <i>priorityQueue connected</i>	$\Theta(1)$

método exploreNodes():

Ciclo (executado no máximo $ A - 1$ vezes)	
Obtenção dos arcos incidentes do nó	$O(A)$
Inserção de um novo Pair na	
<i>priorityQueue connected</i>	$O(V * \log V)$

sendo $f = \text{friendships}[s].length$

Total: $O(|V| * \log |V|)$

Conclusão

O nosso algoritmo executa a expressão para o cálculo do valor mínimo do noise tal como apresentada no enunciado.

O ponto fraco do nosso algoritmo é este utilizar a classe *BigInteger* para o cálculo do noise. Esta classe substitui as operações normais entre números, permitindo obter valores bastante elevados que não caberiam num inteiro, ou até mesmo num long. Por esse motivo o custo das operações não é constante ($\Theta(1)$).

Anexos

```
1 import java.io.BufferedReader;
2
3
4
5
6
7
8 /**
9  * @author Rafael Gameiro (50677)
10  * @author Rui Santos (50833)
11  *
12  */
13 public class Main {
14
15     @SuppressWarnings("unchecked")
16     public static void main(String[] args) throws IOException {
17
18         BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
19
20         String input = br.readLine();
21         String[] inputArray = input.split(" ");
22         int P = Integer.parseInt(inputArray[0]);
23         int s = Integer.parseInt(inputArray[1]);
24         int t = Integer.parseInt(inputArray[2]);
25         int N = Integer.parseInt(inputArray[3]);
26
27         int[] interfDegree = new int[P];
28         List<Integer>[] friendships = new List[P];
29
30         for(int i = 0 ; i < P ; i++) {
31             int degree = Integer.parseInt(br.readLine());
32             interfDegree[i] = degree;
33             friendships[i] = new LinkedList<>();
34         }
35
36         int nFriendships = Integer.parseInt(br.readLine());
37         for(int i = 0; i < nFriendships; i++) {
38             input = br.readLine();
39             inputArray = input.split(" ");
40             int x = Integer.parseInt(inputArray[0]);
41             int y = Integer.parseInt(inputArray[1]);
42             friendships[x].add(y);
43             friendships[y].add(x);
44         }
45
46         BrokenPhone bp = new BrokenPhone(s,t,N,interfDegree,friendships);
47         BigInteger result = bp.dijkstra();
48         System.out.println(result);
49     }
50 }
51 }
```

```

14 import java.math.BigInteger;
5
6 /**
7  * @author Rafael Gameiro (50677)
8  * @author Rui Santos (50833)
9  *
10 */
11 public class BrokenPhone {
12
13     public static final BigInteger DEFAULT_VAL = new BigInteger("-1");
14     public static final BigInteger MODULE_POW = new BigInteger("" + (long) Math.pow(2, 45));
15
16     int s, t;
17     BigInteger N;
18     int[] interfDegree;
19     List<Integer>[] friendships;
20
21     public BrokenPhone(int s, int t, int N, int[] interfDegree, List<Integer>[] friendships) {
22         this.s = s;
23         this.t = t;
24         this.N = new BigInteger("" + N);
25         this.interfDegree = interfDegree;
26         this.friendships = friendships;
27     }
28

```

```

29 /**
30  * Computes the Dijkstra algorithm
31  * Firstly, initialises the variables (selected, noise and connected)
32  * and after that, it will set all the position of the
33  * noise array with the constant DEFAULT_VAL, except for the source's successors
34  * The algorithm starts by taking the Pair(node, noise) object with the less noise
35  * and checks if the object is the target person
36  * If it is not, the it will explore it's successors
37  * After that returns the value of the noise
38  *
39  * @return the noise of the person target after applying the module of 2^45
40  */
41     public BigInteger dijkstra() {
42
43         boolean[] selected = new boolean[friendships.length];
44         BigInteger[] noise = new BigInteger[friendships.length];
45
46         Queue<Pair> connected = new PriorityQueue<>();
47
48         for (int i = 0; i < friendships.length; i++)
49             noise[i] = DEFAULT_VAL;
50
51         for (int node : friendships[s]) {
52             BigInteger value = new BigInteger("0");
53             noise[node] = value;
54             connected.add(new Pair(node, value));
55         }
56
57         do {
58             Pair pair = connected.remove();
59             selected[pair.getKey()] = true;
60             if (pair.getKey() == t)
61                 break;
62             exploreNodes(pair, selected, noise, connected);
63         } while (!connected.isEmpty());
64
65         return noise[t].mod(MODULE_POW);
66     }
67
68

```

```

69  /**
70   * The method will run through all the node's successors and for each successor,
71   * it will check if that successor was already explored
72   * If a successor is the target, it will set the newNoise value,
73   * as the value in the noise array, node position
74   * Checks if it's the first time computing the successor's noise or the
75   * newNoise value is less than the previous computed noise of the successor and
76   * if it is, replaces the value in the noise array and inserts the newNoise
77   * value in the priority queue
78   *
79   * @param pair      current Pair object
80   * @param selected  array with the info of the explored nodes
81   * @param noise     array with the info of noise for each node
82   * @param connected priority queue with the nodes already explored
83   */
84  private void exploreNodes(Pair pair, boolean[] selected, BigInteger[] noise, Queue<Pair> connected) {
85      BigInteger newNoise = null;
86      for (int node : friendships[pair.getKey()]) {
87          if (!selected[node]) {
88              newNoise = new BigInteger("" + interfDegree[pair.getKey()]);
89              newNoise = newNoise.add(noise[pair.getKey()].multiply(N));
90
91              if (noise[node].compareTo(DEFAULT_VAL) == 0 || newNoise.compareTo(noise[node]) == -1) {
92                  noise[node] = newNoise;
93                  connected.add(new Pair(node, newNoise));
94              }
95          }
96      }
97  }
98
99  }

```



```

1  import java.math.BigInteger;
2
3  /**
4   * @author Rafael Gameiro (50677)
5   * @author Rui Santos (50833)
6   *
7   */
8  public class Pair implements Comparable<Pair>{
9
10     private int key;
11     private BigInteger value;
12
13     public Pair(int key, BigInteger value) {
14         this.key = key;
15         this.value = value;
16     }
17
18     /**
19      *
20      * @return the number that corresponds to a person
21      */
22     public int getKey() {
23         return key;
24     }
25
26     /**
27      *
28      * @return the current value of noise reaching this person
29      */
30     public BigInteger getValue() {
31         return value;
32     }
33
34     @Override
35     public int compareTo(Pair pair) {
36         return this.getValue().compareTo(pair.getValue());
37     }
38
39 }

```