**CSCI E-124 - Minimum Spanning Trees in Random Graphs**

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I was tasked with collecting data points to determine a formula for the average weight of a minimum spanning tree for a graph with randomly generated weighted edges in dimensions 0 and 2 through 4.

I used java for the implementation. I initially drew a complete graph and because of having to store the edges in memory, I quickly ran out of heap space. The maximum graph I could generate within a reasonable amount of time was only 2^13 vertices. I tried to come up with a regression line to predict the maximum weight for a given number of vertices in the two-dimensional case. I incremented the number of vertices by 100 to get a better approximation for finding out about the maximum weight. I run 20 trials for each number of vertices and computed the average for the trials.

I got this best fitting line running the experiment once for 27 data points for the zero-dimensional case starting from 2 up to 2702 incremented by 100.

Shape

Description automatically generated

I got this best fitting line running the experiment once again for 27 data points for the zero-dimensional case starting from 2 up to 2702 incremented by 100.

Shape

Description automatically generated

I got this best fitting line running the experiment once for 26 data points for the two-dimensional case starting from 2 up to 2602 incremented by 100.

Chart, scatter chart

Description automatically generated

I got this best fitting line running the experiment once again for 26 data points for the two dimensional case starting from 2 up to 2602 incremented by 100.

Chart, scatter chart

Description automatically generated

I got this best fitting line running the experiment once for 23 data points for the three-dimensional case starting from 2 up to 2302 incremented by 100.

Chart, scatter chart

Description automatically generated

I got this best fitting line running the experiment once again for 23 data points for the three-dimensional case starting from 2 up to 2302 incremented by 100.

Chart, scatter chart

Description automatically generated

I got this best fitting line running the experiment once for 23 data points for the four-dimensional case starting from 2 up to 2302 incremented by 100.

Chart, scatter chart

Description automatically generated

I got this best fitting line running the experiment once again for 23 data points for the four-dimensional case starting from 2 up to 2302 incremented by 100.

Chart, scatter chart

Description automatically generated

I then compared if throwing edges have any effect. I compared the data points I had before throwing out the edges and after to check if there is any significant difference between the weight of the spanning trees.

Seeding

How to run it

I created modular classes for object orientation.

I had to force the garbage collector manually for running out of heap space. It did slow down the runtime. Simply used arrays instead of hash sets to save heap space. It also made the algorithm run faster. I had to also increase the heap size in my IDE.