

INFO 6205

Program Structures & Algorithms Fall 2020

Assignment No 4

- **Task**

Perform benchmarking for alternatives for weighted quick union and weighted quick union with path compression for:

1. Weighted quick union by Size
2. Weighted quick union by Depth
3. Weighted quick union with One Pass Path compression
4. Weighted quick union with two Pass Path compression

- **Output:**

- For each class I used 7 different lengths: 800, 1600, 3200, 6400, 128000, 25600, 51200 and ran it over for 100 times to get the average time of each class and average depth of each tree. The results are shown below:

The screenshot shows the Eclipse IDE with the file `WQU_Benchmark.java` open. The code calculates average time and depth for four different union-find algorithms across various input sizes. The console output shows the results for `n = 800` and `n = 1600`.

```
double twoPathTime = benchmark_timer_WQU_TwoPath.runFromSupplier(supplier, m);

double averageBySizeTime = bySizeSum / (m * 1.0 + 2.0);
double averageByDepthTime = byDepthSum / (m * 1.0 + 2.0);
double averageOnePathSum = onePathSum / (m * 1.0 + 2.0);
double averageTwoPathSum = twoPathSum / (m * 1.0 + 2.0);

System.out.println("n = " + n[i]);
System.out.println("Average time by Size: " + bySizeTime + " Average depth by Size: " + averageBySizeTime);
System.out.println("Average time by Depth: " + byDepthTime + " Average depth by Depth: " + averageByDepthTime);
System.out.println("Average time by (One Path compression): " + onePathTime + " Average depth by (One Path compression): " + averageOnePathSum);
System.out.println("Average time by (Two Path Compression): " + twoPathTime + " Average depth by (Two Path Compression): " + averageTwoPathSum);
System.out.println();
```

Console Output:

```
<terminated> WQU_Benchmark [Java Application] /home/vedant/eclipse/jre/bin/java (Oct 13, 2020, 6:44:51 PM)
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Depth(without path compression) with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 800
Average time by Size: 0.33 Average depth by Size: 5.107843137254902
Average time by Depth: 0.34 Average depth by Depth: 4.813725490196078
Average time by (One Path compression): 0.29 Average depth by (One Path compression): 4.078431372549019
Average time by (Two Path Compression): 0.3 Average depth by (Two Path Compression): 1.803921568627451

2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Depth(without path compression) with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 1600
Average time by Size: 0.27 Average depth by Size: 5.431372549019608
Average time by Depth: 0.41 Average depth by Depth: 5.2254901960784315
Average time by (One Path compression): 0.25 Average depth by (One Path compression): 4.029411764705882
Average time by (Two Path Compression): 0.37 Average depth by (Two Path Compression): 1.8627450980392157
```

Console Output for Benchmarking :

2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
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2020-10-13 18:44:52 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 3200
Average time by Size: 0.79 Average depth by Size: 5.921568627450981
Average time by Depth: 0.65 Average depth by Depth: 5.509803921568627
Average time by (One Path compression): 0.71 Average depth by (One Path compression): 4.205882352941177
Average time by (Two Path Compression): 0.51 Average depth by (Two Path Compression): 1.8529411764705883

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2020-10-13 18:44:53 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:44:53 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 6400
Average time by Size: 1.39 Average depth by Size: 6.235294117647059
Average time by Depth: 1.59 Average depth by Depth: 5.931372549019608
Average time by (One Path compression): 1.23 Average depth by (One Path compression): 4.205882352941177
Average time by (Two Path Compression): 1.05 Average depth by (Two Path Compression): 1.892156862745098

2020-10-13 18:44:53 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
2020-10-13 18:44:53 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Depth(without path compression) with 100 runs
2020-10-13 18:44:54 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:44:54 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 12800
Average time by Size: 3.24 Average depth by Size: 6.715686274509804
Average time by Depth: 2.88 Average depth by Depth: 6.382352941176471
Average time by (One Path compression): 2.53 Average depth by (One Path compression): 4.2254901960784315
Average time by (Two Path Compression): 2.15 Average depth by (Two Path Compression): 1.8823529411764706

2020-10-13 18:44:54 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
2020-10-13 18:44:55 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Depth(without path compression) with 100 runs
2020-10-13 18:44:56 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:44:56 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 25600
Average time by Size: 7.56 Average depth by Size: 7.0588235294117645
Average time by Depth: 7.01 Average depth by Depth: 6.666666666666667
Average time by (One Path compression): 5.62 Average depth by (One Path compression): 4.372549019607843
Average time by (Two Path Compression): 4.72 Average depth by (Two Path Compression): 1.803921568627451

2020-10-13 18:44:57 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Size(without path compression) with 100 runs
2020-10-13 18:44:59 INFO Benchmark_Timer - Begin run: Weighted Quick Union by Depth(without path compression) with 100 runs

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2020-10-13 18:45:00 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (One Path with 100 runs
2020-10-13 18:45:02 INFO Benchmark_Timer - Begin run: Weighted Quick Union with Path Compression (Two Path) with 100 runs
n = 51200

Average time by Size: 15.01 Average depth by Size: 7.519607843137255

Average time by Depth: 15.72 Average depth by Depth: 7.019607843137255

Average time by (One Path compression): 13.31 Average depth by (One Path compression): 4.2745098039215685

Average time by (Two Path Compression): 10.54 Average depth by (Two Path Compression): 1.892156862745098

I have summarized the benchmarking results in the table below:

Average Depth:

n	Weight quick union (store the size)	Weight quick union (store the depth)	WQU path compression (one path)	WQU path compression (two path)
800	5.10	4.81	4.07	1.80
1600	5.4	5.22	4.02	1.86
3200	5.92	5.50	4.20	1.85
6400	6.23	5.93	4.20	1.89
12800	6.71	6.38	4.22	1.88
25600	7.05	6.66	4.37	1.80
51200	7.51	7.01	4.27	1.89

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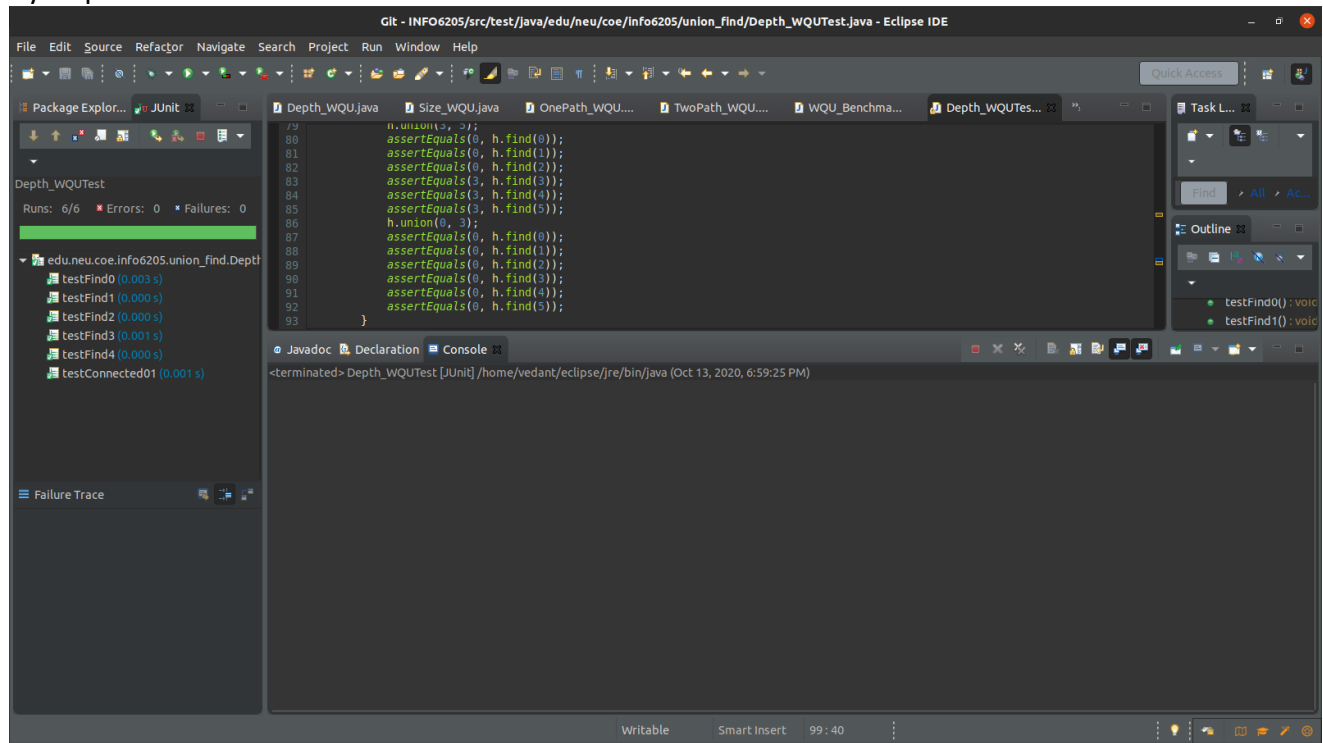
Average Running Time:

n	Weight quick union (store the size)	Weight quick union (store the depth)	WQU path compression (one path)	WQU path compression (two path)
800	0.33	0.34	0.29	0.30
1600	0.27	0.41	0.25	0.37
3200	0.79	0.65	0.71	0.51
6400	1.39	1.59	1.23	1.05
12800	3.24	2.88	2.53	2.15
25600	7.56	7.01	5.62	4.72
51200	15.01	15.72	13.31	10.54

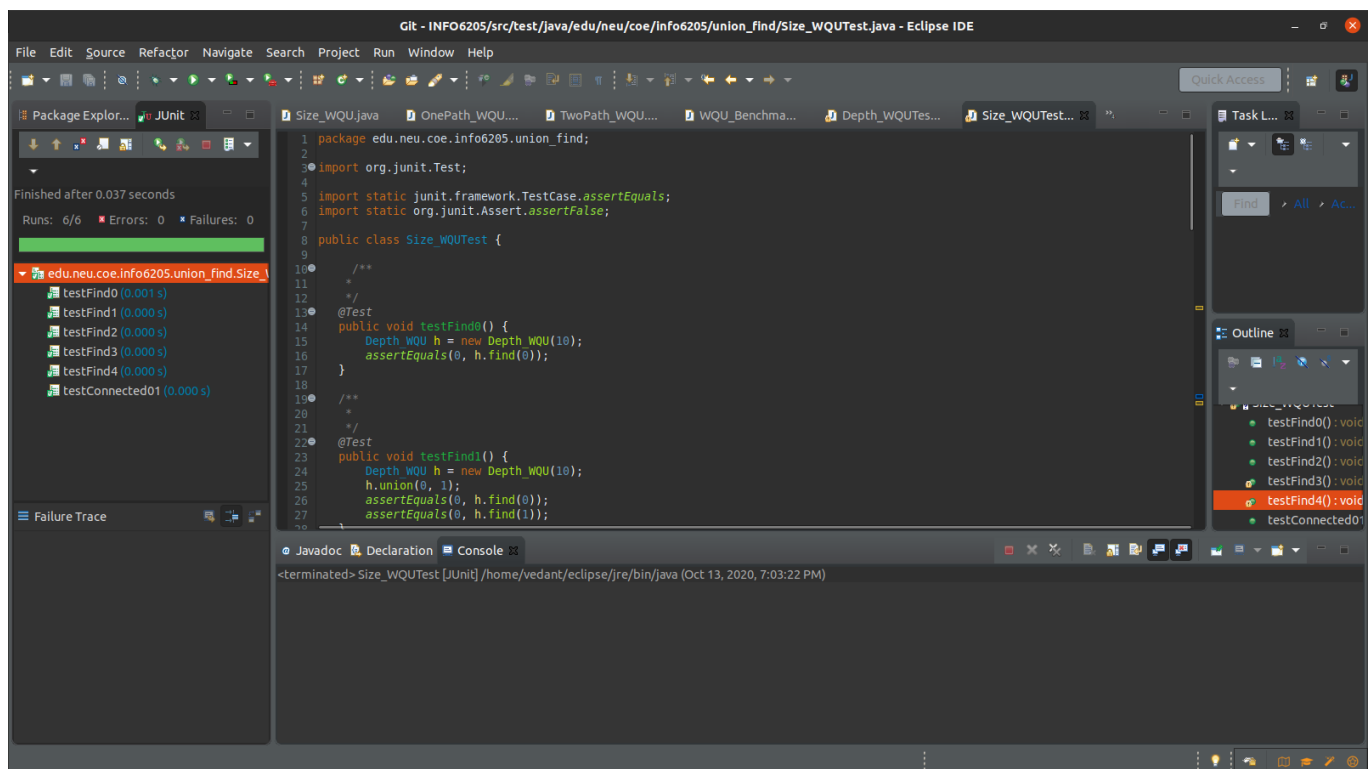
Vedant Jain
Nuid - 001305281

Test Screenshots:

1) By Depth:-

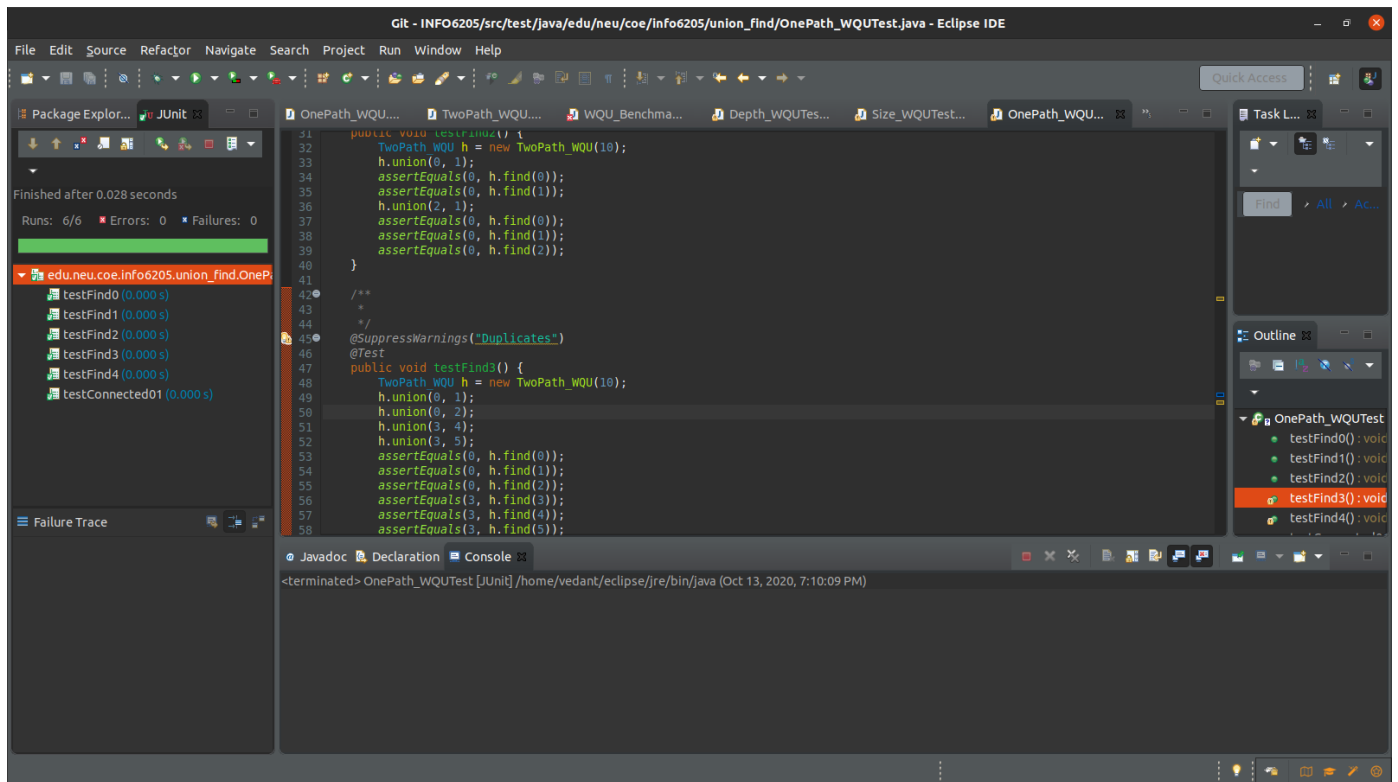


2) By Size:

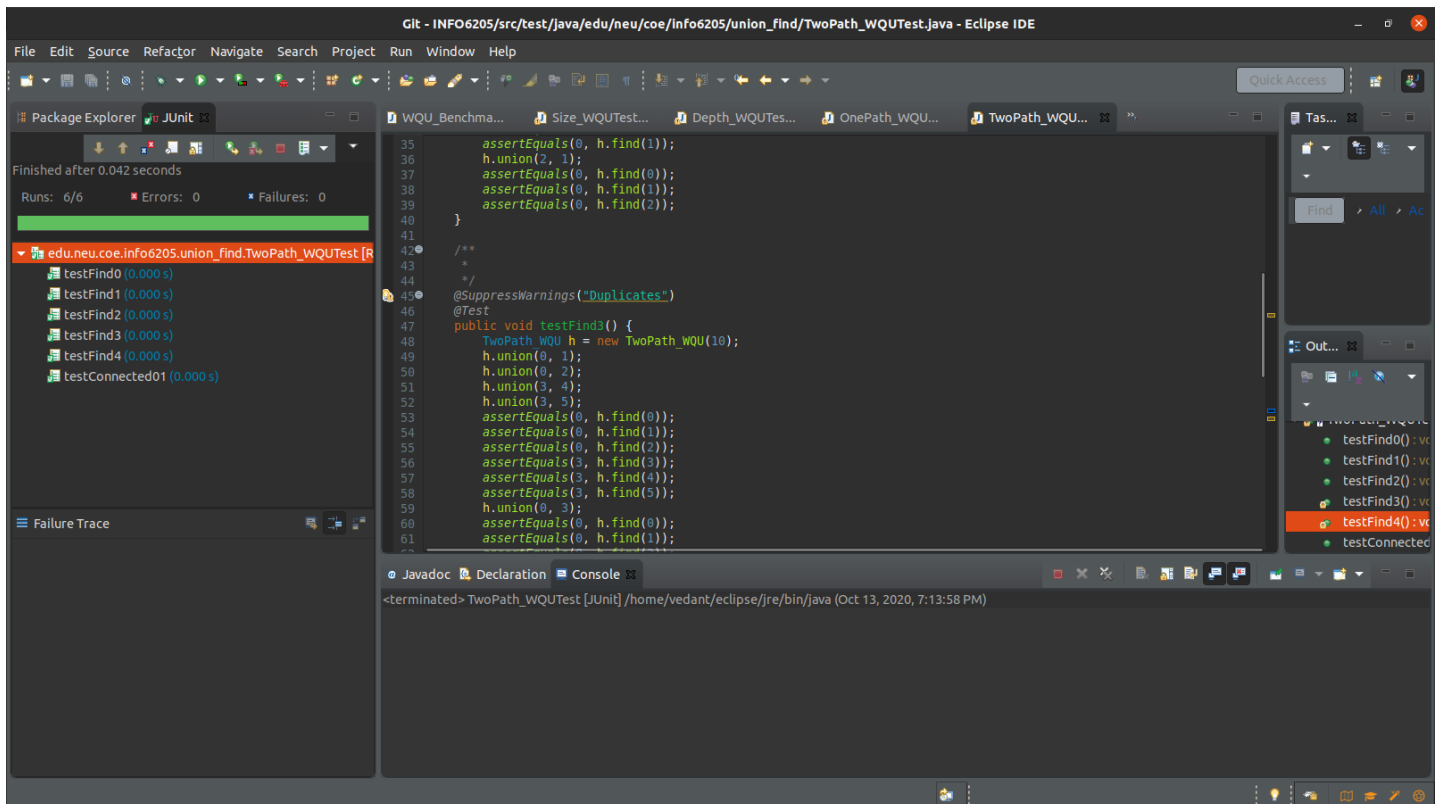


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3) OnePath:-



4) TwoPath:-



- **Relationship Observation and Conclusion**

For Weight Quick Union (Store the size) and Weight Quick Union (Store the depth), their average running times and average depth are almost the same. Since they have the same method of Find() and Union(). The only difference is the way they store the tree. The running time is $O(N + N \lg(N))$.

For Weight Quick Union with path compression, we observe that compared with Weight Quick Union(Without Path Compression), both One Pass and Two Path have a significant improvement. In the One Pass Compression, we set the parent of the node to its grandparent, and in the Two Path Compression, we set the parent of the node directly to its root. So, we can observe that the Two Path Compression performance is better than the One Path Compression. But the running time of them are $O(N + N \lg^*(N))$.

- **File Description:**

- 1) **Depth_WQU.java:** Weight Quick Union, store the depth.
- 2) **Size_WQU.java:** Weight Quick Union, store the size.
- 3) **OnePath_WQU.java:** Weight Quick Union with path compression, store the size
- 4) **TwoPath_WQU.java:** Weight Quick Union with path compression, store the size
- 5) **WQU_Benchmark.java:** run the 4 types of alternatives, calculate the running time and depth