You're given PercolationStats.java which performs benchmarks for an **IPercolate** object using grid sizes of 100, 200, 400, 800, 1600, and 3200. If you don't change the value of the public **RANDOM_SEED** variable you should *see the same mean values* of the Percolation threshold shown below. Your timing values may vary, but for all implementations using 20 trials you should see the same mean and standard deviation values. A sample run is provided below from running PercolationDFSFast on a head UTA's computer.

```
simulation data for 20 trials
      mean stddev total time
grid
100
      0.593 0.014 0.160
200
      0.591 0.010 0.194
      0.590 0.006 1.249
400
800
      0.594 0.004 6.003
Exception in thread "main" java.lang.StackOverflowError
      at PercolationDFS.dfs(PercolationDFS.java:109)
      at PercolationDFS.dfs(PercolationDFS.java:109)
      at PercolationDFS.dfs(PercolationDFS.java:109)
      at PercolationDFS.dfs(PercolationDFS.java:110)
      at PercolationDFS.dfs(PercolationDFS.java:109)
      [... rest truncated]
```

Copy/paste the results for each IPercolate object (PercolationDFSFast, PercolationBFS, PercolationUF) in your PDF document.

So first copy/paste data for the grid sizes shown above for all three IPercolate classes you implement for this project. Then answer these questions using data from **PercolationUF** with **QuickUWPC**.

- 1. How does doubling the grid size affect running time (keeping # trials fixed)
- 2. How does doubling the number of trials affect running time.
- 3. Estimate the largest grid size you can run in 24 hours with 20 trials. Explain your reasoning.

After completing the analysis questions you should submit your answers as a PDF to the P6-analysis project on Gradescope.

PercolationDFSFast

simulation data for 20 trials

grid mean stddev total time 100 0.593 0.014 0.140 200 0.591 0.010 0.203

400 0.590 0.006 1.384

800 0.594 0.004 4.934

Exception in thread "main" java.lang.StackOverflowError

PercolationBFS

simulation data for 20 trials

grid mean stddev total time 100 0.593 0.014 0.121 200 0.591 0.010 0.196 400 0.590 0.006 1.028

800 0.594 0.004 4.728 1600 0.592 0.002 28.858

3200 0.593 0.001 197.083

PercolationUF

simulation data for 10 trials

grid mean stddev total time

100 0.593 0.019 0.143

200 0.596 0.006 0.165

400 0.592 0.006 0.404

800 0.592 0.003 2.240

1600 0.594 0.002 9.294 3200 0.593 0.001 62.374

simulation data for 20 trials

grid mean stddev total time

100 0.593 0.014 0.107

200 0.591 0.010 0.111

400 0.590 0.006 0.746

800 0.594 0.004 3.753

1600 0.592 0.002 16.727

3200 0.593 0.001 83.909

How does doubling the grid size affect running time (keeping # trials fixed)

When the grid size increases from 400 to 800, running time increases from 0.746 to 3.753 approximately by a factor of 5; when the grid size increases from 800 to 1600, running time increases from 3.753 to 16.727 approximately by a factor of 4; when the grid size increases from 1600 to 3200, running time increases from 16.727 to 83.909 approximately by a factor of 5. Therefore, doubling the grid size approximately increases running time by a factor of 5.

2. How does doubling the number of trials affect running time.

When the grid size is 400, running time increases from 0.404 to 0.746 by a factor of 1.8 as the number of trials doubles; when the grid size is 800, running time increases from 2.240 to 3.753 by a factor of 1.7 as the number of trials doubles; when the grid size is 1600, running time increases from 9.294 to 16.727 by a factor of 1.8 as the number of trials doubles; when the grid size is 3200, running time increases from 62.374 to 83.909 by a factor of 1.3 as the number of trials doubles. On average, doubling the number of trials increases running time by a factor of 1.7. x

3. Estimate the largest grid size you can run in 24 hours with 20 trials. Explain your reasoning.

Running time for a grid of size 3200 is around 85s. 24h = 24*60*60 = 86400s $85*(5^n) = 86400$ n = 4.3 $3200*(4.3^2) = 59230$ The largest grid size that can be run in 24h with 20 trials is around 59230.