

1 Asymptotics Introduction

Give the runtime of the following functions in Θ notation. Your answer should be as simple as possible with no unnecessary leading constants or lower order terms.

```
private void f1(int N) {  
    for (int i = 1; i < N; i++) {  
        for (int j = 1; j < i; j++) {  
            System.out.println("hello tony");  
        }  
    }  
}  
  
 $\Theta(\text{---})$ 
```

```
private void f2(int N) {  
    for (int i = 1; i < N; i *= 2) {  
        for (int j = 1; j < i; j++) {  
            System.out.println("hello hannah");  
        }  
    }  
}  
  
 $\Theta(\text{---})$ 
```

2 Disjoint Sets

For each of the arrays below, write whether this could be the array representation of a weighted quick union with path compression and explain your reasoning.

	i:	0	1	2	3	4	5	6	7	8	9
A.	a[i]:	1	2	3	0	1	1	1	4	4	5
B.	a[i]:	9	0	0	0	0	0	9	9	9	-10
C.	a[i]:	1	2	3	4	5	6	7	8	9	-10
D.	a[i]:	-10	0	0	0	0	1	1	1	6	2
E.	a[i]:	-10	0	0	0	0	1	1	1	6	8
F.	a[i]:	-7	0	0	1	1	3	3	-3	7	7

3 Asymptotics of Weighted Quick Unions

For this problem, we will be addressing the asymptotics of Weighted Quick Unions! For all big Ω and big O bounds, give the *tightest* bound possible.

- (a) Suppose we have a Weighted Quick Union (WQU) without path compression with N elements.

1. What is the runtime, in big Ω and big O , of `isConnected`?

$\Omega(\text{_____})$, $O(\text{_____})$

2. What is the runtime, in big Ω and big O , of `connect`?

$\Omega(\text{_____})$, $O(\text{_____})$

- (b) Suppose for the following problem we add the method `addToWQU` to the WQU class. Simply put, the method takes in a list of `elements` and randomly `connects` elements together. Assume that all the `elements` are disconnected before the method call, and the `connect` method works as described in lecture.

```

1 void addToWQU(int[] elements) {
2     int[][] pairs = pairs(elements);
3     pairs = shuffle(pairs);
4     for (int[] pair: pairs) {
5         connect(pair[0], pair[1]);
6     }
7 }
```

In a bit more detail, the `pairs` method accepts an array and returns an ordered array of *all* unique pairs, where each pair is a 2 element array. For instance,

```
1 pairs(new int[]{1, 2, 3})
```

would return

```
1 {{1, 2}, {1, 3}, {2, 3}}
```

The `shuffle` method shuffles the ordering of the elements, and returns a new array. For instance,

```
1 shuffle(new int[]{{1, 2}, {1, 3}, {2, 3}})
```

might return

```
1 {{1, 3}, {2, 3}, {1, 2}}
```

Assume, for simplicity, that `pairs` and `shuffle` run in constant time (admittedly this couldn't be the case, but assume so for the sake of this problem).

What is the runtime of `addToWQU` in big O ? For this and all remaining subparts you may write your answer in terms of N , where N is `elements.length`.

`addToWQU` runtime: $O(\text{_____})$

For the remainder of this problem, suppose we are using the modified version of `addToWQU` as defined below. Note the only difference is the added if condition.

```

1 void addToWQU(int[] elements) {
2     int[][] pairs = pairs(elements);
3     pairs = shuffle(pairs);
4     for (int[] pair: pairs) {
5         if (size() == elements.length) {
6             return;
7         }
8         connect(pair[0], pair[1]);
9     }
10 }

```

Assume the method `size` calculates the size of the largest connected component and runs in constant time (this can be easily implemented with adding an instance variable to the class).

- (c) What is the runtime of `addToWQU` in big Ω and big O ?

$\Omega(\text{-----})$, $O(\text{-----})$

- (d) Let us define a **matching size connection** as connecting two trees, i.e. components in a WQU, together of matching size. For instance, suppose we have two trees, one with values 1 and 2, and another with the values 3 and 4. Calling `connect(1, 4)` is a matching size connection since both trees are the same size.

What is the **minimum** and **maximum** number of matching size connections that can occur after executing `addToWQU`. Assume N , i.e. `elements.length`, is a power of two. Your answers should be exact.

minimum: _____, maximum: _____