



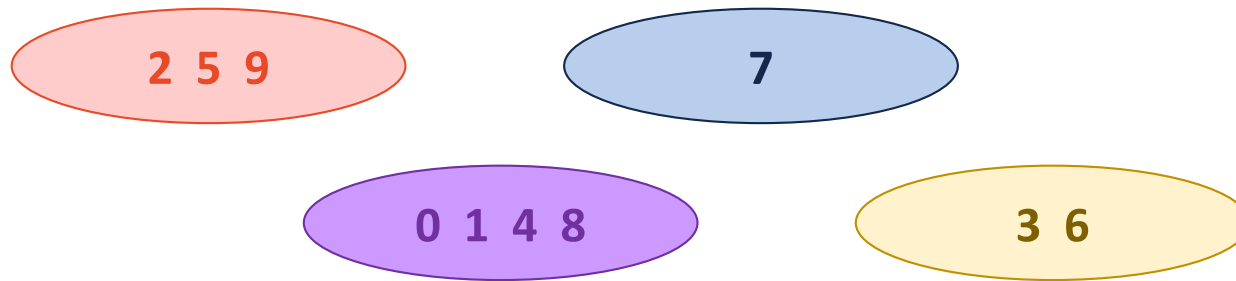
# CS 225

## Data Structures

*November 1 – Disjoint Sets*

*G Carl Evans*

# Disjoint Sets



## Key Ideas:

- Each element exists in exactly one set.
- Every set is an equitant representation.
  - Mathematically:  $4 \in [0]_R \rightarrow 8 \in [0]_R$
  - Programmatically: `find(4) == find(8)`

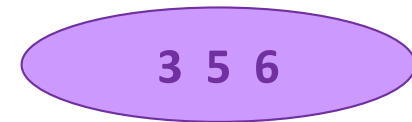


## Disjoint Sets ADT

- Maintain a collection  $S = \{s_0, s_1, \dots, s_k\}$
- Each set has a representative member.
- API: 

```
void makeSet(const T & t);  
void union(const T & k1, const T & k2);  
T & find(const T & k);
```

# Implementation #1



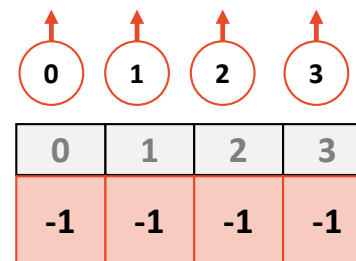
0	1	2	3	4	5	6	7

**Find(k):**

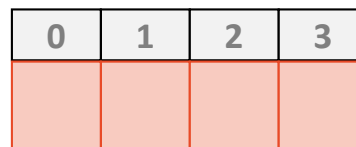
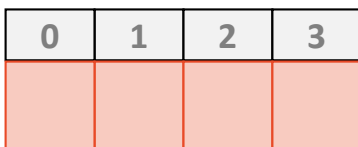
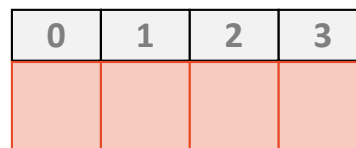
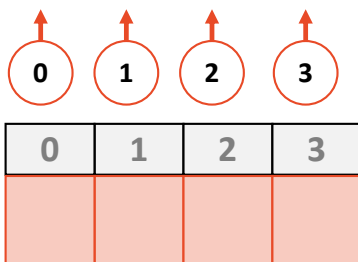
**Union(k1, k2):**

## Implementation #2

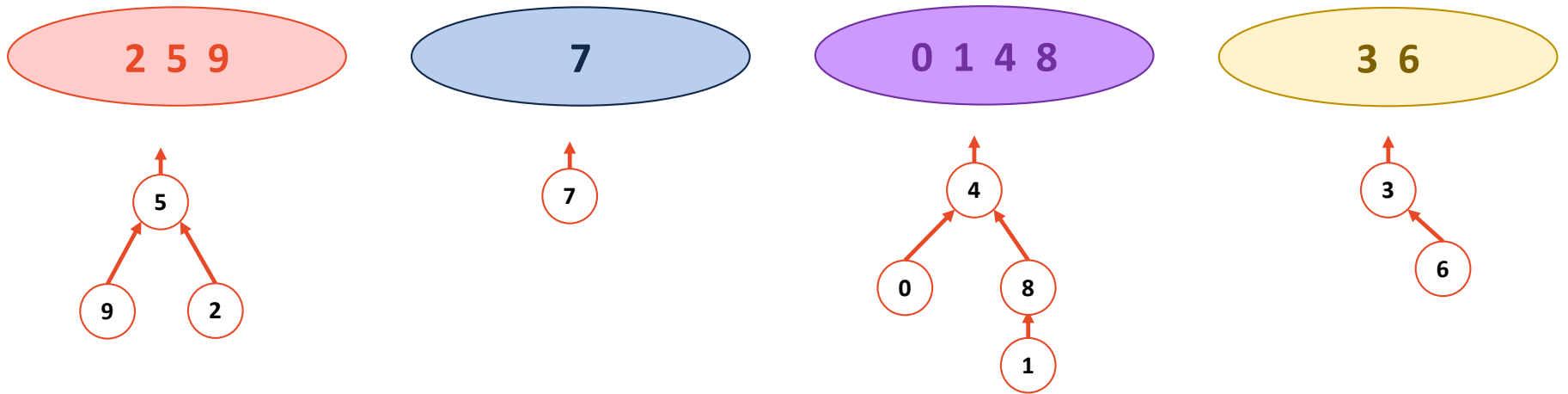
- We will continue to use an array where the index is the key
- The value of the array is:
  - **-1**, if we have found the representative element
  - **The index of the parent**, if we haven't found the rep. element
- We will call these **UpTrees**:



# UpTrees



# Disjoint Sets



0	1	2	3	4	5	6	7	8	9
4	8	5	6	-1	-1	-1	-1	4	5

# Disjoint Sets Find

```
1 int DisjointSets::find() {  
2     if ( s[i] < 0 ) { return i; }  
3     else { return _find( s[i] ); }  
4 }
```

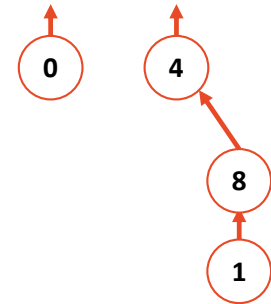
Running time?

What is the ideal UpTree?

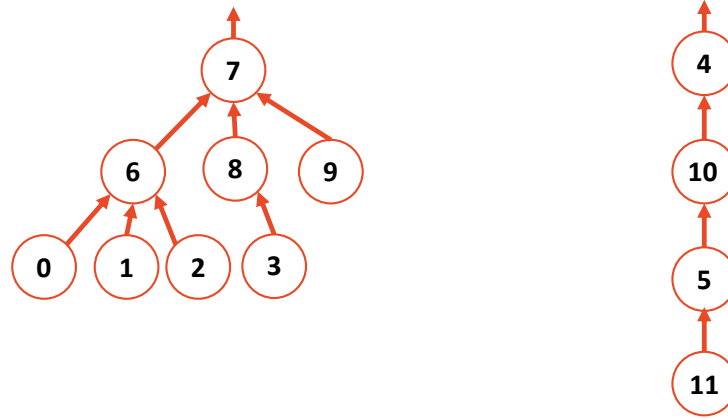


# Disjoint Sets Union

```
1 void DisjointSets::union(int r1, int r2) {  
2  
3  
4 }
```

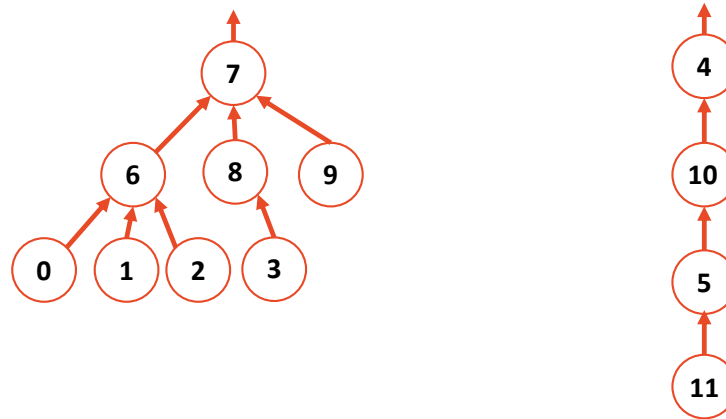


# Disjoint Sets – Union



0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8	-1	10	7	-1	7	7	4	5

# Disjoint Sets – Smart Union

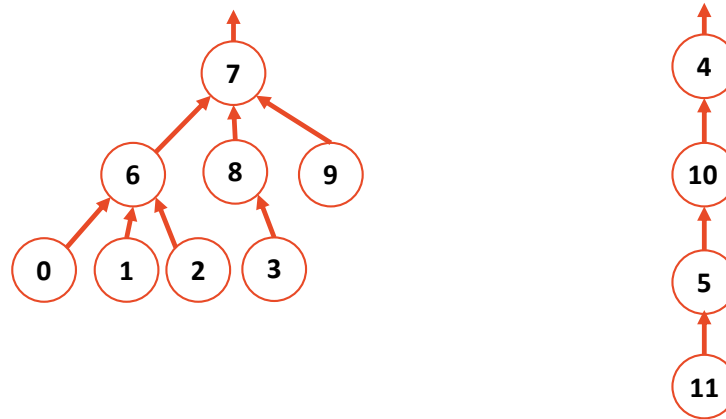


Union by height

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

*Idea: Keep the height of the tree as small as possible.*

# Disjoint Sets – Smart Union



**Union by height**

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

*Idea: Keep the height of the tree as small as possible.*

**Union by size**

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

*Idea: Minimize the number of nodes that increase in height*

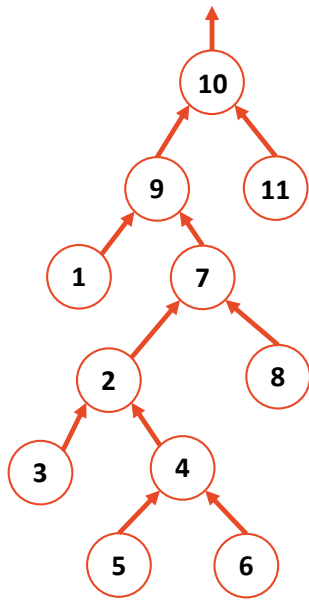
Both guarantee the height of the tree is: \_\_\_\_\_.

# Disjoint Sets Find

```
1 int DisjointSets::find(int i) {
2     if ( s[i] < 0 ) { return i; }
3     else { return _find( s[i] ); }
4 }
```

```
1 void DisjointSets::unionBySize(int root1, int root2) {
2     int newSize = arr_[root1] + arr_[root2];
3
4     // If arr_[root1] is less than (more negative), it is the larger set;
5     // we union the smaller set, root2, with root1.
6     if ( arr_[root1] < arr_[root2] ) {
7         arr_[root2] = root1;
8         arr_[root1] = newSize;
9     }
10
11     // Otherwise, do the opposite:
12     else {
13         arr_[root1] = root2;
14         arr_[root2] = newSize;
15     }
16 }
```

# Path Compression





# Disjoint Sets Analysis

The **iterated log** function:

*The number of times you can take a log of a number.*

$\log^*(n) =$

0 ,  $n \leq 1$

$1 + \log^*(\log(n))$  ,  $n > 1$

What is  $\lg^*(2^{65536})$ ?



## Disjoint Sets Analysis

In an Disjoint Sets implemented with smart **unions** and path compression on **find**:

Any sequence of **m union** and **find** operations result in the worse case running time of  $O(\text{_____})$ ,  
where **n** is the number of items in the Disjoint Sets.