

CSE 326: Data Structures

Disjoint Sets

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Equivalence Relations

Relation R :

- For every pair of elements (a, b) in a set S , $a R b$ is either true or false.
- If $a R b$ is true, then a is related to b .

An equivalence relation satisfies:

1. (Reflexive) $a R a$
2. (Symmetric) $a R b$ iff $b R a$
3. (Transitive) $a R b$ and $b R c$ implies $a R c$

Examples of Equivalence Relations

- \geq : Is it reflexive, symmetric, and transitive?
- Electrical connectivity: Is it reflexive, symmetric, and transitive?
- Two cities in the same country: Is it reflexive, symmetric, and transitive?

Determining Equivalence Classes

- Divide set S into subsets containing items related to each other
 - › {Paris, Lyon} , {Seattle, New York, Boston}, {London}, {Bombay, Calcutta}
- Given the set, how do we determine these classes?
 - › {Paris} , {Lyon} , {Seattle} , {New York} , {Boston}, {London}, {Bombay} , {Calcutta}

Solution: Union/Find

Algorithm:

- Start with sets $S_0, S_1, S_2, \dots, S_k$
- Check: is S_0 related to S_1 ? (Does find return the same value?)
- If so, perform union

Applications:

- Graph theory problems (project phase C)
- Compiler checking type relations

Disjoint Union - Find

- Maintain a set of pairwise disjoint sets.
 - › {Paris} , {Lyon} , {Seattle, New York} , {Boston}, {London}, {Bombay, Calcutta}
 - › {3,5,7} , {4,2,8}, {9}, {1,6}
- Each set has a unique name, one of its members
 - › {Paris} , {Lyon} , {Seattle, New York} , {Boston}, {London}, {Bombay, Calcutta}
 - › {3,5,7} , {4,2,8}, {9}, {1,6}

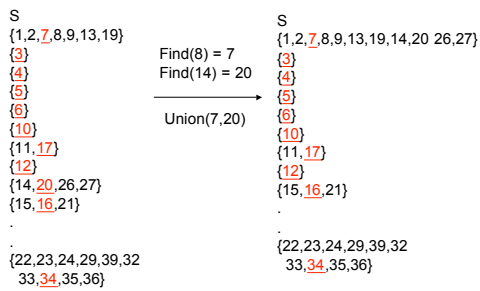
Union

- Union(x,y) – take the union of two sets named x and y
 - > {3,5,7}, {4,2,8}, {9}, {1,6}
 - > Union(5,1)
 - {3,5,7,1,6}, {4,2,8}, {9},

Find

- Find(x) – return the name of the set containing x.
 - > {3,5,7,1,6}, {4,2,8}, {9},
 - > Find(1) = 5
 - > Find(4) = 8

Example

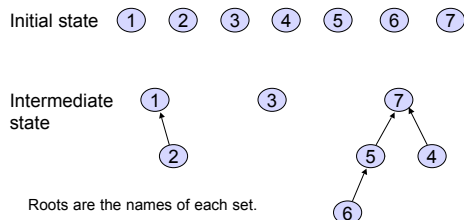


Implementing the DS ADT

- n elements, Total Cost of: m finds, $\leq n-1$ unions can there be more unions?
- Target complexity: $O(m+n)$ *i.e.* $O(1)$ amortized
- $O(1)$ worst-case for find as well as union would be great, but...

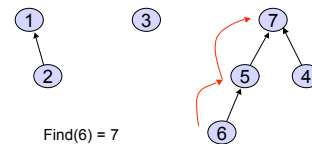
Known result: both find and union *cannot* be done in worst-case $O(1)$ time

Up-Tree for DU/F



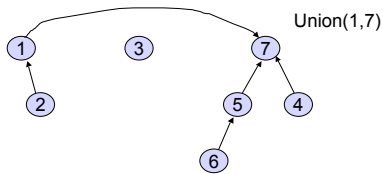
Find Operation

- Find(x) follow x to the root and return the root



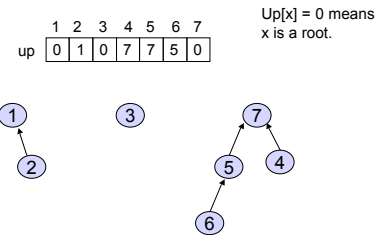
Union Operation

- Union(i,j) - assuming i and j roots, point i to j.



Simple Implementation

- Array of indices



Union

```
Union(up[] : integer array, x,y : integer) : {
  //precondition: x and y are roots//
  Up[x] := y
}
```

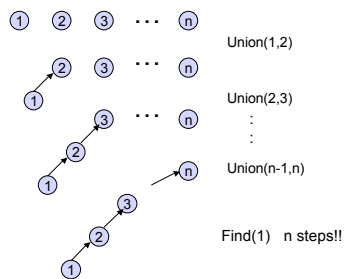
Constant Time!

Exercise

- Design Find operator
 - › Recursive version
 - › Iterative version

```
Find(up[] : integer array, x : integer) : integer {
  //precondition: x is in the range 1 to size//
  ???
}
```

A Bad Case



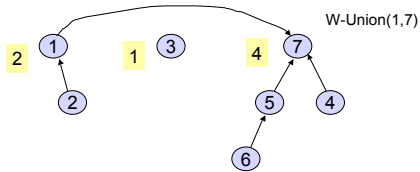
Now this doesn't look good ☹️

Can we do better? Yes!

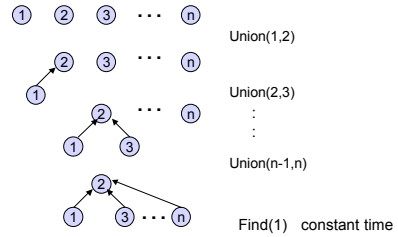
1. Improve union so that find only takes $O(\log n)$
 - Union-by-size
 - Reduces complexity to $O(m \log n + n)$
2. Improve find so that it becomes even better!
 - Path compression
 - Reduces complexity to almost $O(m + n)$

Weighted Union

- Weighted Union
 - › Always point the smaller tree to the root of the larger tree

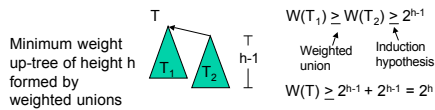


Example Again



Analysis of Weighted Union

- With weighted union an up-tree of height h has weight at least 2^h .
- Proof by induction
 - › Basis: $h = 0$. The up-tree has one node, $2^0 = 1$
 - › Inductive step: Assume true for all $h' < h$.

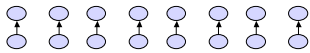


Analysis of Weighted Union

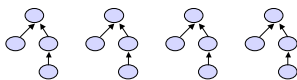
- Let T be an up-tree of weight n formed by weighted union. Let h be its height.
- $n \geq 2^h$
- $\log_2 n \geq h$
- Find(x) in tree T takes $O(\log n)$ time.
- Can we do better?

Worst Case for Weighted Union

$n/2$ Weighted Unions

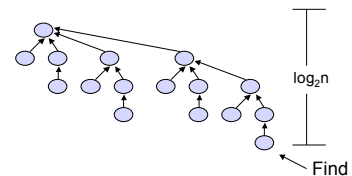


$n/4$ Weighted Unions



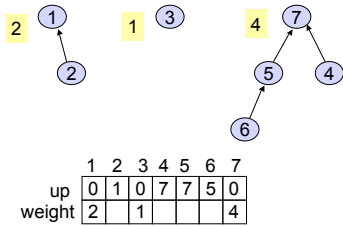
Example of Worst Cast (cont')

After $n - 1 = n/2 + n/4 + \dots + 1$ Weighted Unions



If there are $n = 2^k$ nodes then the longest path from leaf to root has length k .

Elegant Array Implementation



Weighted Union

```

W-Union(i, j : index) {
  // i and j are roots //
  wi := weight[i];
  wj := weight[j];
  if wi < wj then
    up[i] := j;
    weight[j] := wi + wj;
  else
    up[j] := i;
    weight[i] := wi + wj;
}
    
```

Union-by-size: Find Analysis

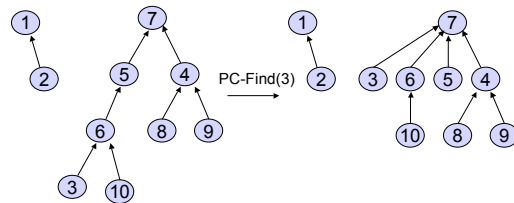
- Complexity of Find: $O(\text{max node depth})$
 - All nodes start at depth 0
 - Node depth increases:
 - > Only when it is part of smaller tree in a union
 - > Only by one level at a time
- Result: tree size doubles when node depth increases by 1*

Find runtime = $O(\text{node depth})$ =

runtime for m finds and n-1 unions =

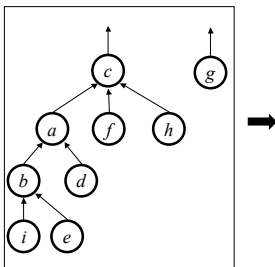
Path Compression

- On a Find operation point all the nodes on the search path directly to the root.

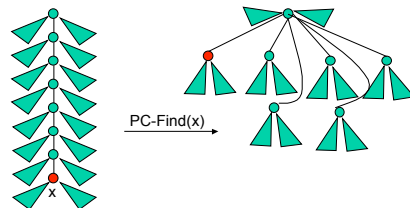


Student Activity

Draw the result of Find(e):



Self-Adjustment Works



Path Compression Find

```
PC-Find(i : index) {
  r := i;
  while up[r] ≠ 0 do //find root//
    r := up[r];
  if i ≠ r then //compress path//
    k := up[i];
    while k ≠ r do
      up[i] := r;
      i := k;
      k := up[k]
    return(r)
}
```

Complex Complexity of Union-by-Size + Path Compression

Tarjan proved that, with these optimizations, p union and find operations on a set of n elements have worst case complexity of $O(p \cdot \alpha(p, n))$

For *all practical purposes* this is amortized constant time: $O(p \cdot 4)$ for p operations!

- Very complex analysis – worse than splay tree analysis etc. that we skipped!

Disjoint Union / Find with Weighted Union and PC

- Worst case time complexity for a W-Union is $O(1)$ and for a PC-Find is $O(\log n)$.
- Time complexity for $m \geq n$ operations on n elements is $O(m \log^* n)$ where $\log^* n$ is a very slow growing function.
 - › $\log^* n < 7$ for all reasonable n . Essentially constant time per operation!
- Using “ranked union” gives an even better bound theoretically.

Amortized Complexity

- For disjoint union / find with weighted union and path compression.
 - › average time per operation is essentially a constant.
 - › worst case time for a PC-Find is $O(\log n)$.
- An individual operation can be costly, but over time the average cost per operation is not.

Find Solutions

Recursive

```
Find(up[] : integer array, x : integer) : integer {
  //precondition: x is in the range 1 to size//
  if up[x] = 0 then return x
  else return Find(up, up[x]);
}
```

Iterative

```
Find(up[] : integer array, x : integer) : integer {
  //precondition: x is in the range 1 to size//
  while up[x] ≠ 0 do
    x := up[x];
  return x;
}
```