

# Disjoint Sets Data Structure: Implementation and Applications

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# Outline

1 Disjoint Sets Data Structure

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# Disjoint Sets: definition

- Need to maintain a collection of sets.
- Sets are dynamic and disjoint.
- Each set has a representative (a member of the set).

# Disjoint Sets: Operations

## MAKE-SET( $x$ )

- Create a new set  $S_x$  whose only member is  $x$ .
- $x$  will be the representative of the set.

## UNION( $x, y$ )

- Unite the sets that contain  $x$  and  $y$ , (say  $S_x$  and  $S_y$ ) into a new set  $S_x \cup S_y$ .
- $S_x$  and  $S_y$  will be destroyed.
- Representative of  $S_x$  (or  $S_y$ ) will be the new representative of  $S_x \cup S_y$ .

## FIND( $x$ )

- Return the representative of the set containing  $x$  ( $S_x$ ).

# Disjoint Sets: Example

# Disjoint Sets: Time Complexity

- $n$ : The number of MAKE-SET operations.
- $m$ : The total number of MAKE-SET, UNION and FIND operations.
- The number of UNION operations  $< n$ .
- The total number of operations  $m \geq n$ .
- We analyze time complexity with respect to  $n$  and  $m$  for a particular application.

Disjoint Sets Data Structure also known as UNION-FIND Data Structure.

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# Disjoint Sets: Implementation

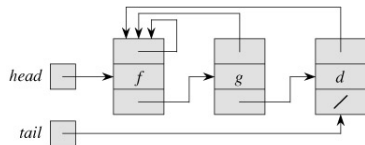
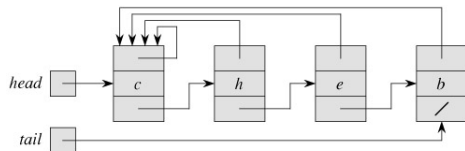
How do you Implement?

# Disjoint Sets: Implementation

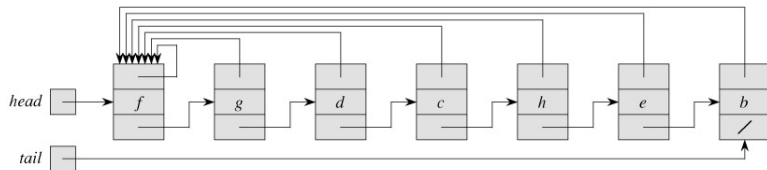
How do you Implement?

- Using Linked Lists.
- Using Rooted Trees (Forests).
- Heuristics to improve the running time.

# Implementation: Using Linked Lists



(a)



(b)

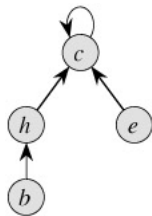
# Implementation: Using Linked Lists

Using Linked lists worst case time complexity is  $\Theta(m + n^2)$ .

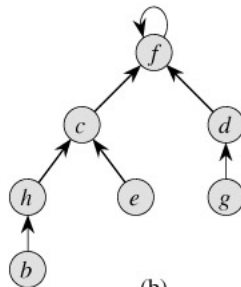
## Weighted Union Heuristic

- Append the smaller set to the larger set.
- Time complexity improves to  $\Theta(m + n \log n)$ .

# Implementation: Rooted Forests



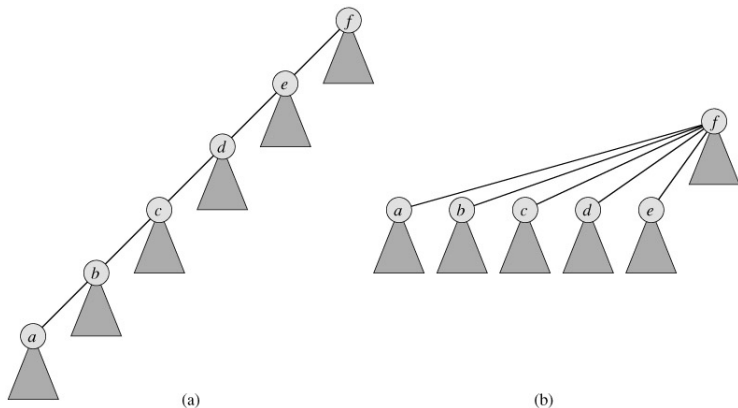
(a)



(b)

We can make tree with smaller height points to the tree with larger height (Union by Rank)

# Implementation: Rooted Forests



Make all nodes in the FIND-PATH points to root (Path Compression)

# Implementation: Rooted Forests

MAKE-SET( $x$ )

1  $p[x] \leftarrow x$

2  $rank[x] \leftarrow 0$

UNION( $x, y$ )

1 LINK(FIND-SET( $x$ ), FIND-SET( $y$ ))

LINK( $x, y$ )

1 **if**  $rank[x] > rank[y]$

2     **then**  $p[y] \leftarrow x$

3     **else**  $p[x] \leftarrow y$

4         **if**  $rank[x] = rank[y]$

5             **then**  $rank[y] \leftarrow rank[y] + 1$

The FIND-SET procedure with path compression is quite simple.

FIND-SET( $x$ )

1 **if**  $x \neq p[x]$

2     **then**  $p[x] \leftarrow \text{FIND-SET}(p[x])$

3 **return**  $p[x]$

# Implementation: Rooted Forests

## Union by Rank and Path Compression

- Time complexity improves to  $\Theta(m\alpha(n))$ .
- $\alpha(n)$  is a very slow growing function.



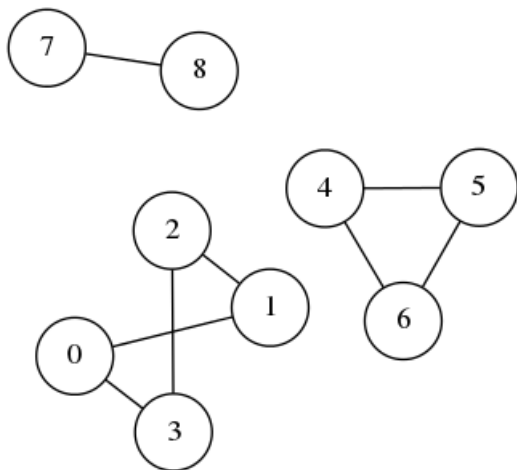
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# Application: Connected Components



# Application: Connected Components Algorithm

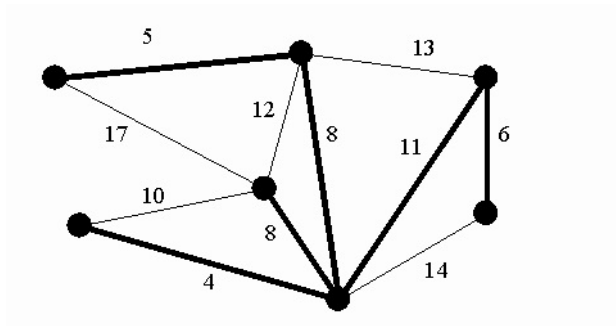
CONNECTED-COMPONENTS( $G$ )

```
1 for each vertex  $v \in V[G]$ 
2   do MAKE-SET( $v$ )
3 for each edge  $(u, v) \in E[G]$ 
4   do if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ )
5     then UNION( $u, v$ )
```

SAME-COMPONENT( $u, v$ )

```
1 if FIND-SET( $u$ ) = FIND-SET( $v$ )
2   then return TRUE
3   else return FALSE
```

# Application: Minimum Spanning Tree



# Application: Minimum Spanning Tree Algorithm

MST-KRUSKAL( $G, w$ )

```
1   $A = \emptyset$ 
2  for each vertex  $v \in G.V$ 
3      MAKE-SET( $v$ )
4  sort the edges of  $G.E$  into nondecreasing order by weight  $w$ 
5  for each edge  $(u, v) \in G.E$ , taken in nondecreasing order by weight
6      if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          UNION( $u, v$ )
9  return  $A$ 
```

# Reference

Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein

Thank you

Questions?