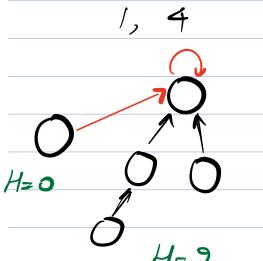
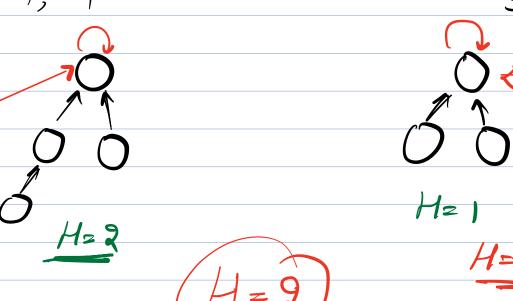


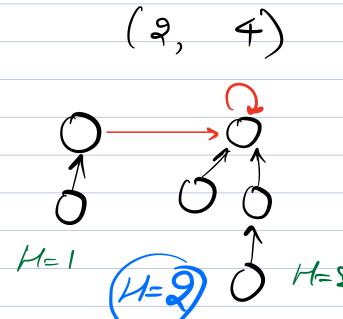
## **N= ≤**





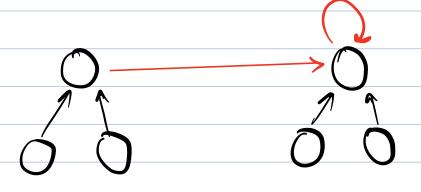


(1, **s**)



H= 1





$$(1,6) \qquad (2,5) \qquad (3,4)$$

$$0,2 \qquad 1 \qquad 2 \qquad 1 \qquad 2$$

$$H=2 \qquad H=2 \qquad H=2$$

$$N=8$$
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45678910....1516... 2 2 2 2 3 3 3 . . . 3 4 ... log N H[N+1] = 20} find not () bool union (u, v) d x = find not (n); y = find not (v);

if (x = = y) dsetvon false;

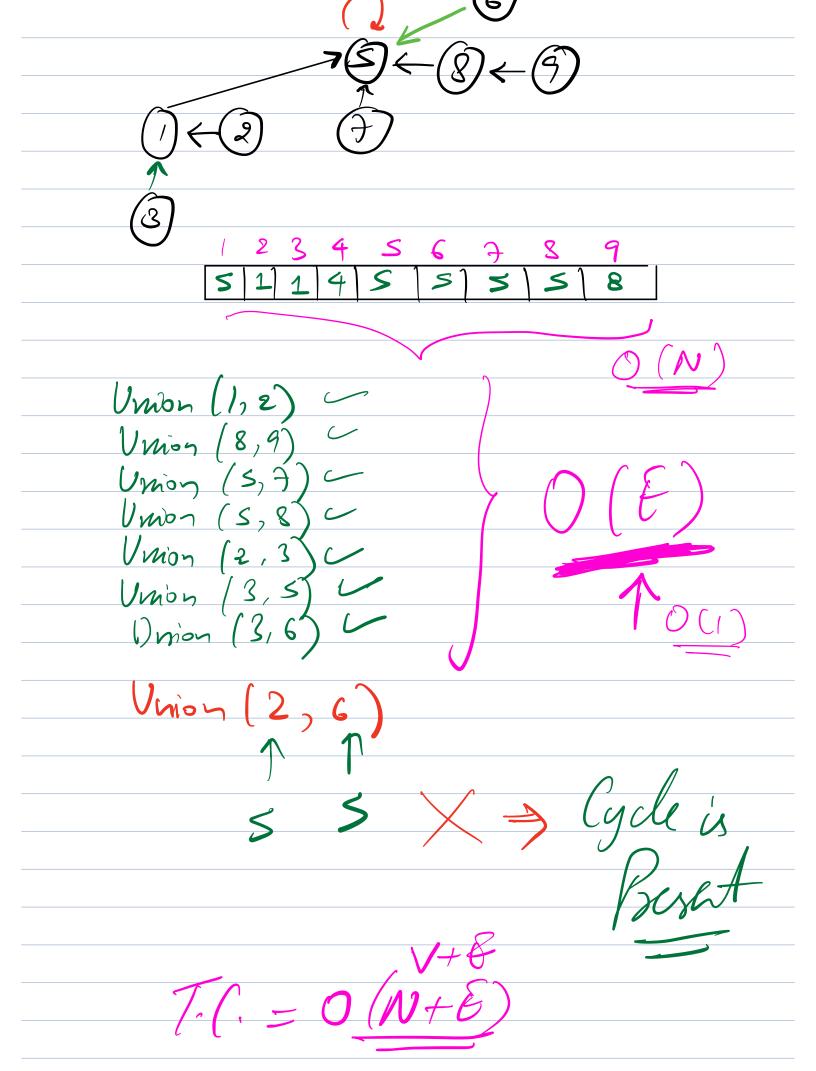
if (H[x] < H[y]) <parent [x] = y;below if (H[x]) + H[y] > dparent [y] = x;below d

parent[y] = x'; H(n) + +';

ath Compression TiC = 0 (Height) O(log2N) int find noot (x) x if (pasent [n] = = n) <

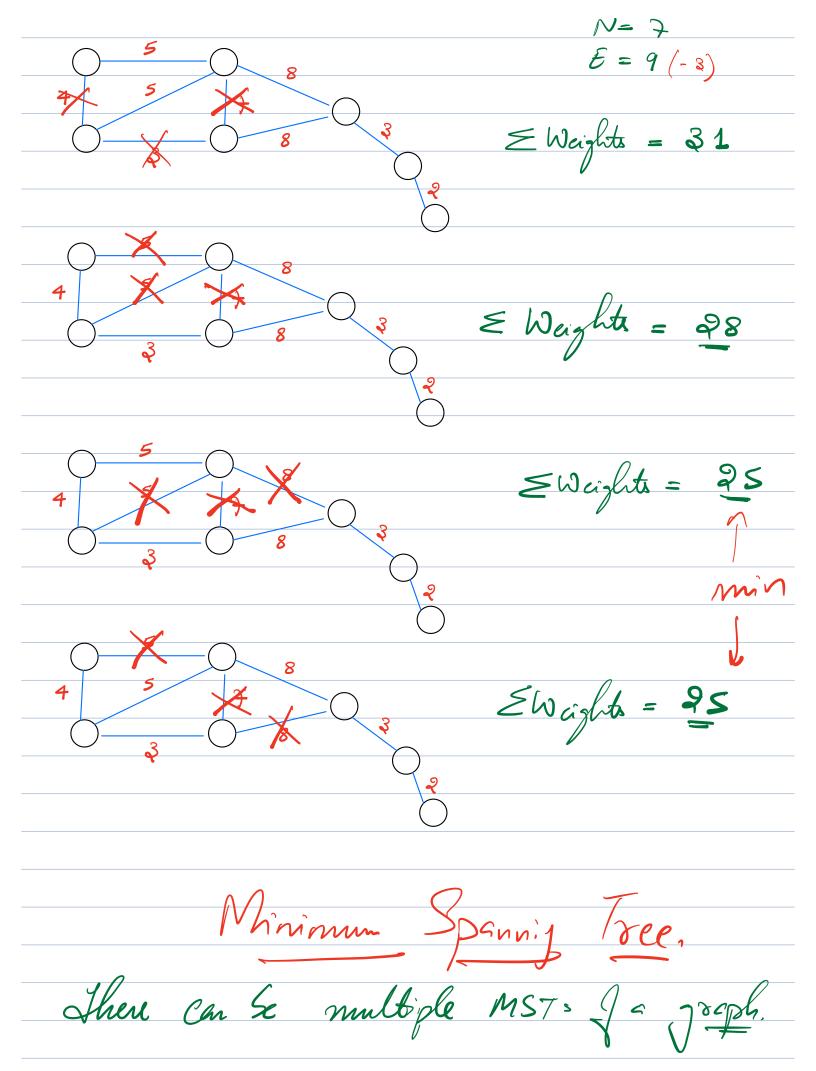
return ×; parent (n) = findroot (parent (n));

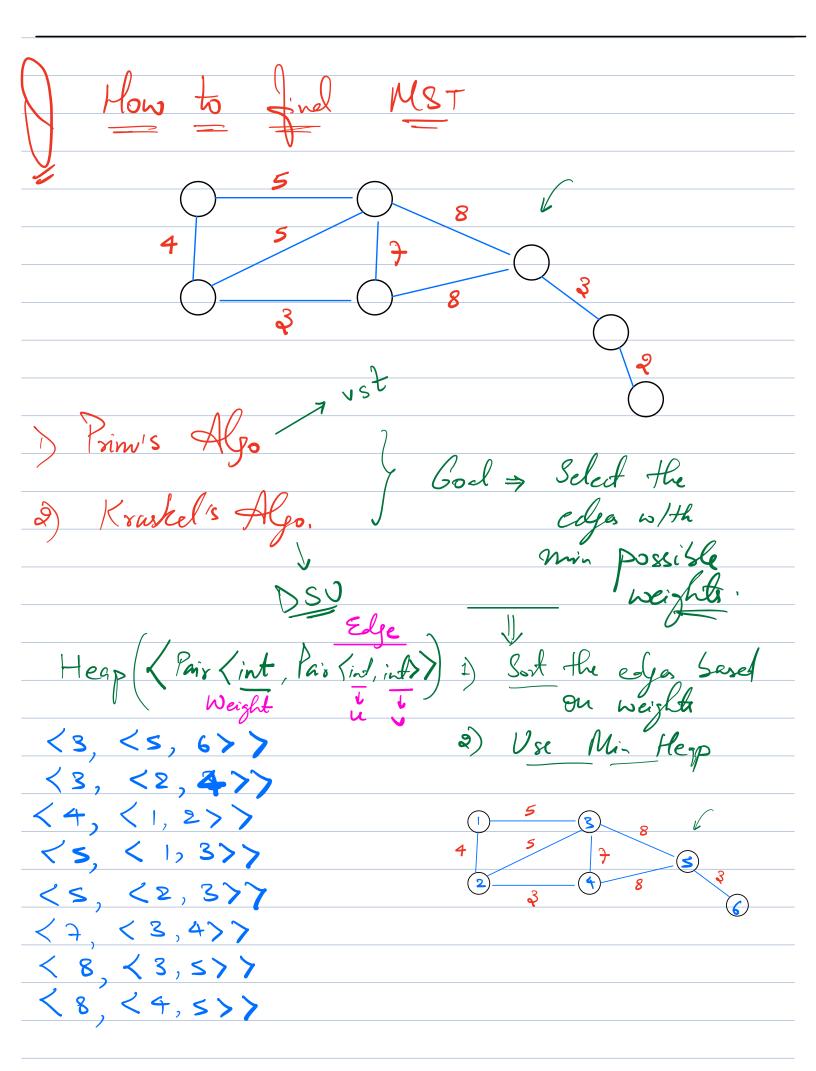
return parent [n]; Cycle Detection

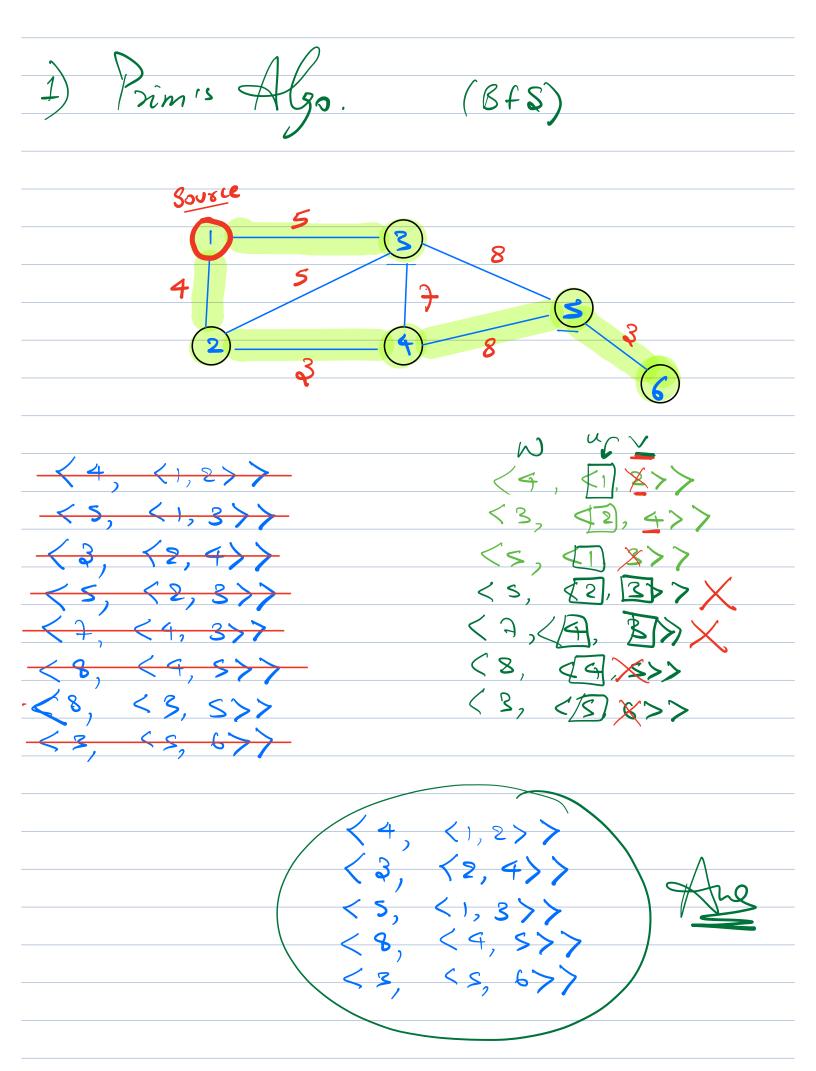


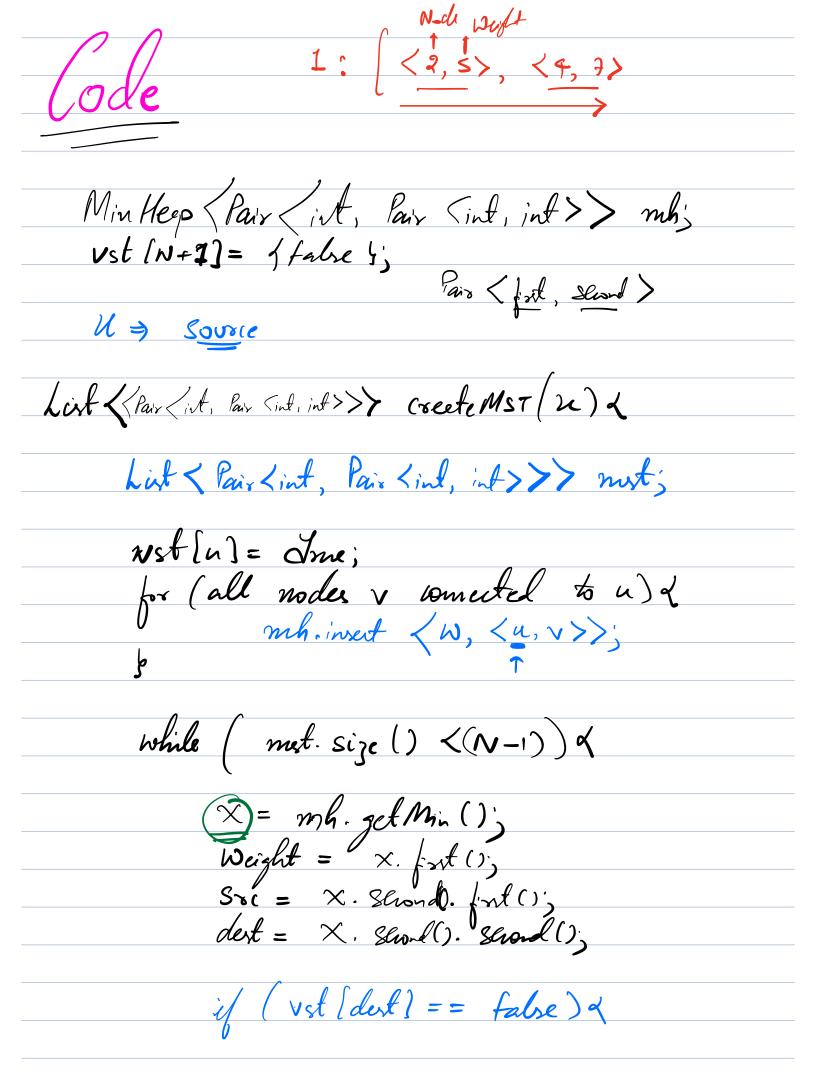
Check of goodsh is Connected  $pair (i)) \Rightarrow union$ 

Goal is to construct made
Goal is to construct made to compet everytage
With a connected mogh of N nodes
With a connected großh of N nodes  # E Edges.
What is the min no. I edges required to keep the graph connected.
required to keep the graph connected.
1
fine = N-1
N nodes > N-18eljes > Tree
Connected
Remore extra eyes Spanning  5. t. graph is
7 raph  S. t. graph is  Nondes Connected 2
no. Jedjes = (N-1)
0 /
A graph can have multiple ST.
V / —









vst[dext] = Tone; met add (x); z commeted to dest) 2 (vsf[2] == felse) 2 mh. add (< weight, < det, z>); T.C. =