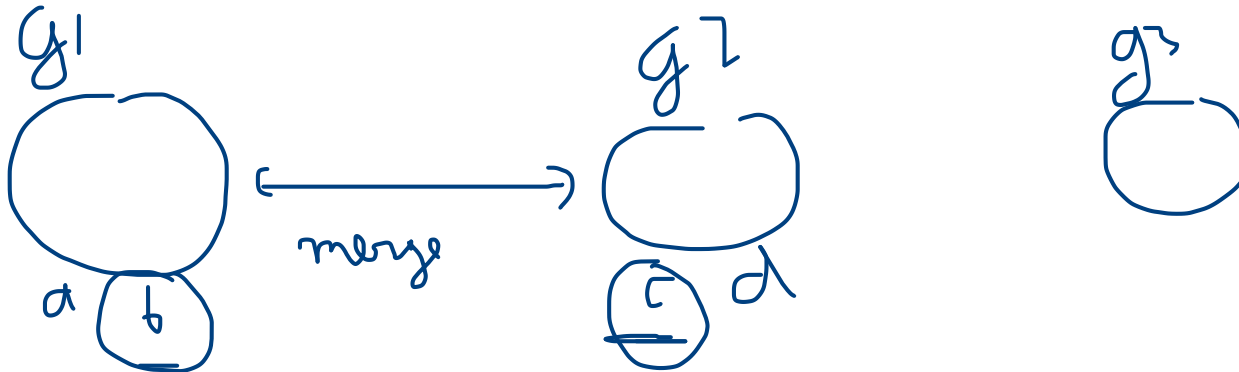
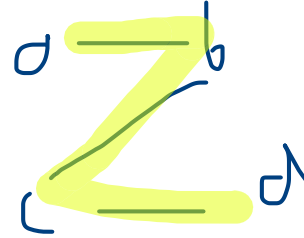


Disjoint Set Union (DSU)


DS + Algo

edges \Rightarrow

$$\begin{array}{c} a - b \\ c - d \\ b - c \end{array}$$


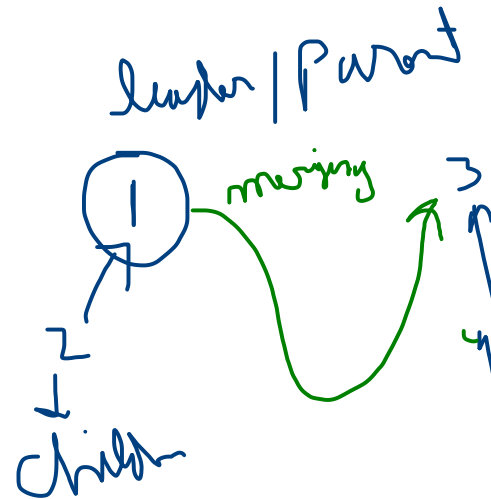
Transitive \rightarrow must for this algo

DSU

1. Union merge the grps
2. Find  find the leader

Find

1	2
3	4
2	4
5	6



union
find

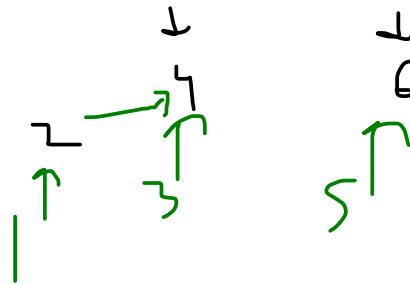
Parent
leader arr

↓

0	1	2	3	4	5	6
	2	4	4	4	6	6

Fly

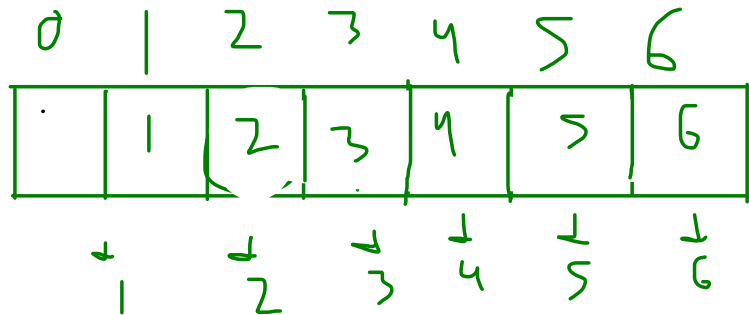
→ 1 2
→ 3 4
→ 2 4
→ 5 6



PS int find (int i)



Parent
leader arr



Find



1 2

$\downarrow (1) \rightarrow 1 \rightarrow 1$

3 4

$\downarrow (2) \rightarrow 2 \rightarrow 2$

1 3

$\cup (1, 2) \rightarrow \text{merge}$

5 6

find --> to find the leader / parent \rightarrow

Union --> merge the groups

```

public static int find(int x) {
    if (par[x] == x) {
        return x;
    }

    int temp = find(par[x]);
    return temp;
}

```

```

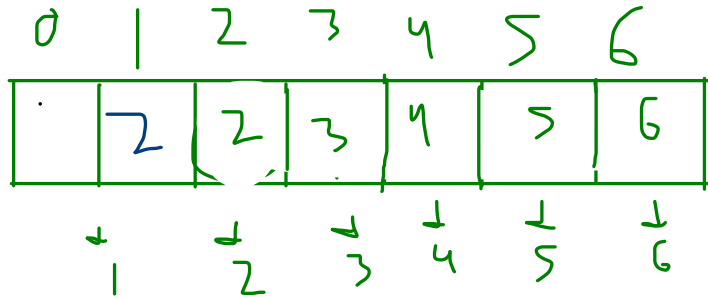
public static void union(int x, int y) {
    int lx = find(x);
    int ly = find(y);

    if (lx != ly) { // if they are not parents
        par[lx] = ly;
    }
}

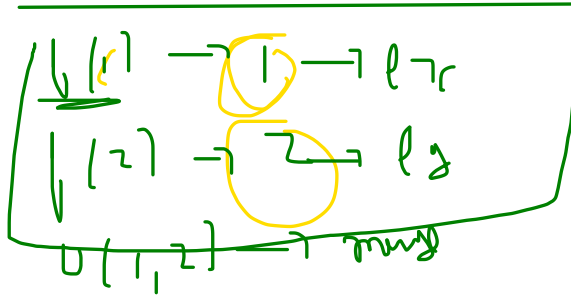
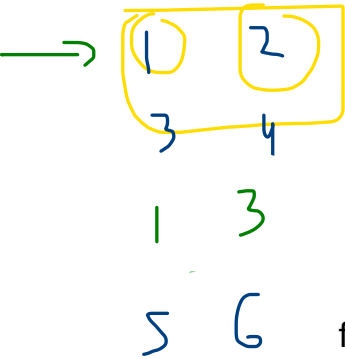
```



Parent
leader arr



Find



find --> to find the leader / parent

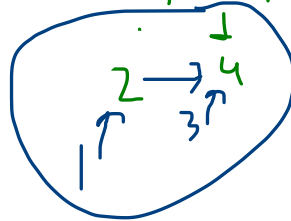
Union --> merge the groups

BWDM

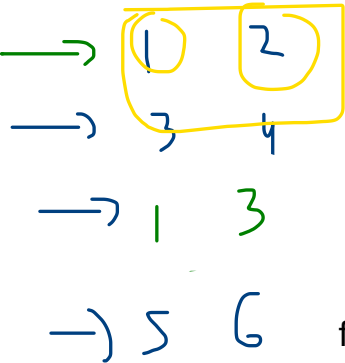


Parent
leader arr

0	1	2	3	4	5	6
	2	4	4	4	6	6



Find



$U(1,3)$

$$\begin{aligned} \text{lx} &= 1, \text{ly} = 2 \\ \text{ly} &= U(1,3) = 4 \end{aligned}$$

find --> to find the leader / parent

Union --> merge the groups

```
public static int find(int x) {
    if (par[x] == x) {
        return x;
    }
    int temp = find(par[x]);
    return temp;
}
```

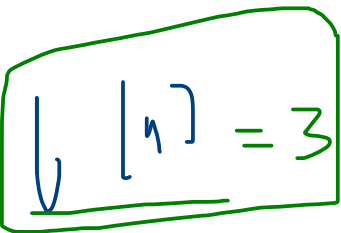
```
public static void union(int x, int y) {
    int lx = find(x);
    int ly = find(y);

    if (lx != ly) { // if they are not parents
        par[lx] = ly;
    }
}
```

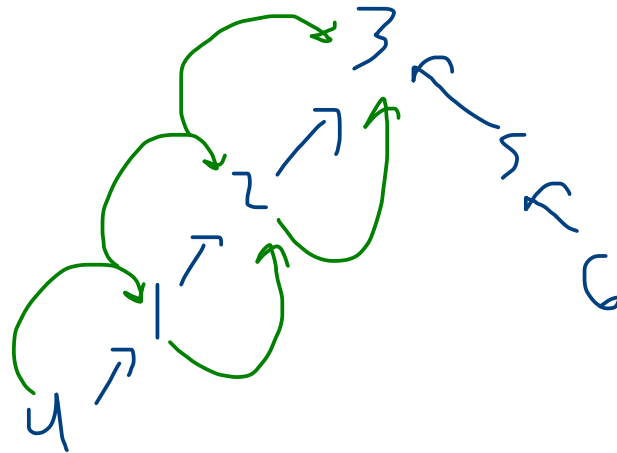
optimization of DSU

1. Path Compression
2. Union by Rank / Size

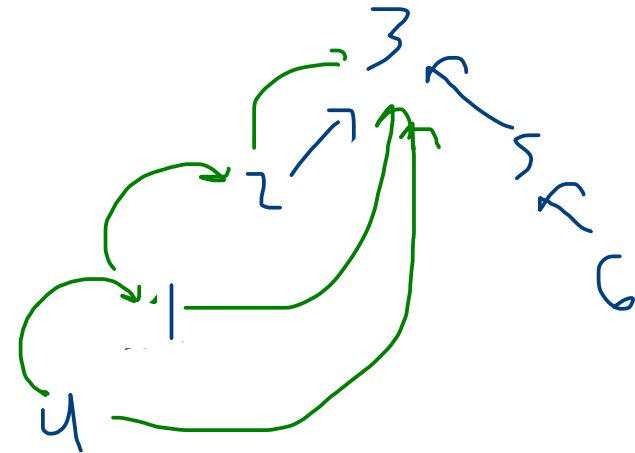
1. Path Compression



$$\underline{1[1] = 3}$$



$$avg = \log(n)$$

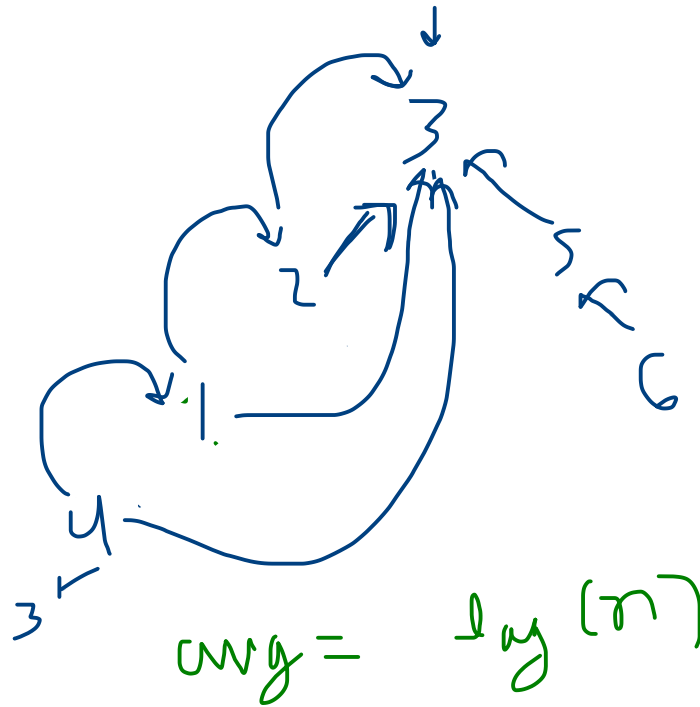


optimization of DSU

1. Path Compression
2. Union by Rank / Size

1. Path Compression

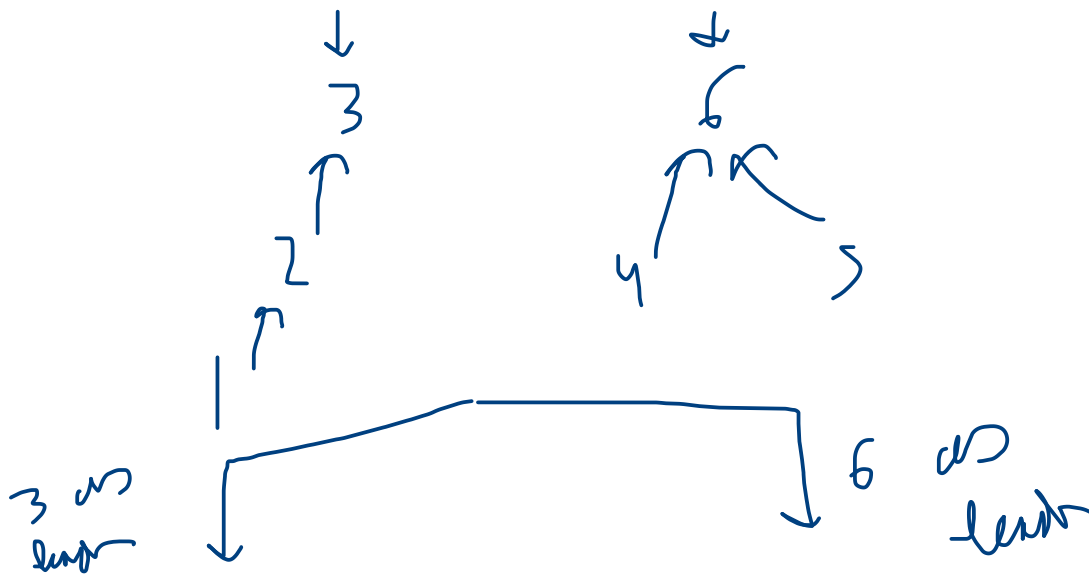
$\text{find}(4) = 3$



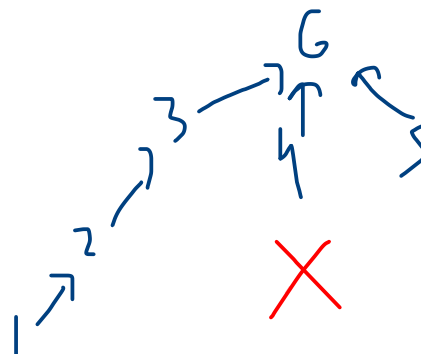
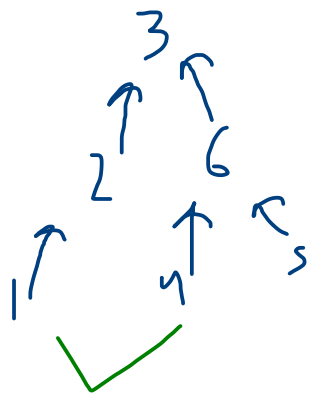
```
public static int find(int x) {  
    if (par[x] == x) {  
        return x;  
    }  
  
    int temp = find(par[x]);  
    par[x] = temp; // path compression  
    return temp;  
}
```


2. Union by rank

find



ht: 3



nt = 4

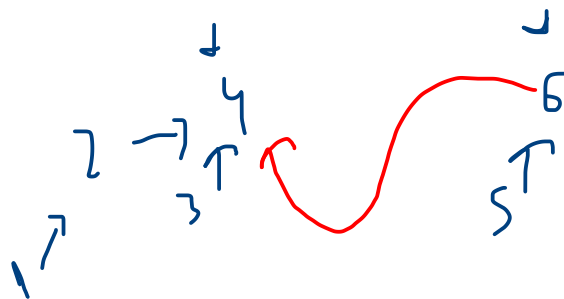
Pos

0	1	2	3	4	5	6
	2	4	4	4	6	4

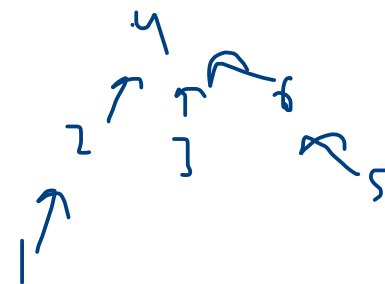
Pos

0	1	2	3	4	5	6
1	1	2	1	3	1	2

→ 1 2
 - 3 4
 + 1 3
 5 6
 1 5



=



$$n[4] = 3$$

$$n[6] = 2$$

union

union by rank --> whoever have highest rank is
new leader

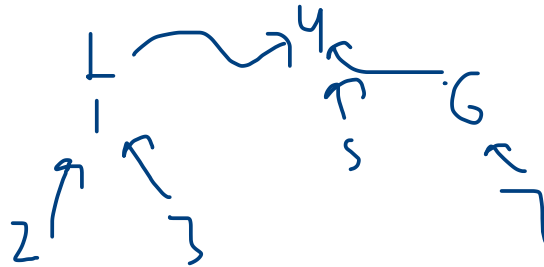
$$avg = \log n$$

Union by Size

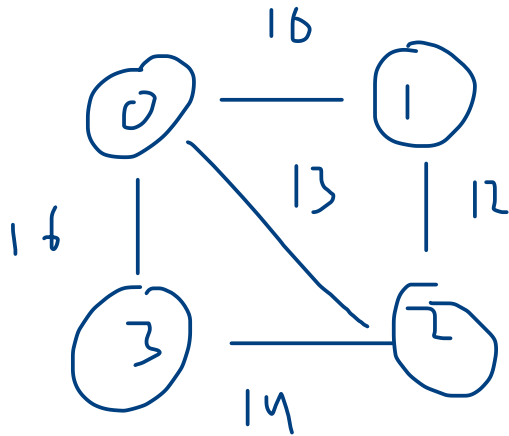
$U(1, 2)$
 $U(2, 3)$ P_m
 $-U(4, 5)$
 $U(6, 7)$ $Size$
 $U(5, 6)$
 $U(3, 7)$

0	1	2	3	4	5	6	7
	4	1	1	4	4	4	6

0	1	2	3	4	5	6	7
	3	1	1	7	1	2	1

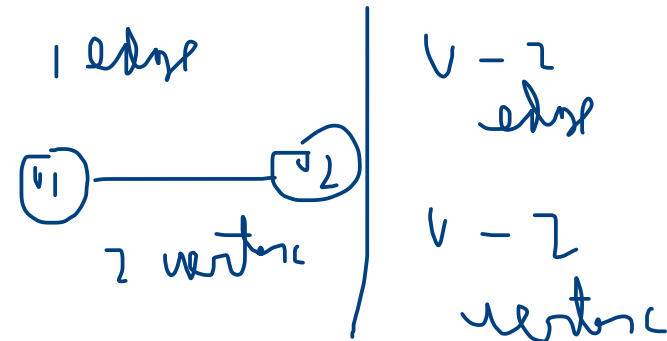


Kruskal's Algorithm (Minimum Spanning Tree)

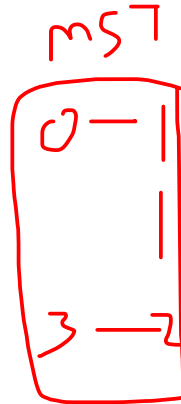
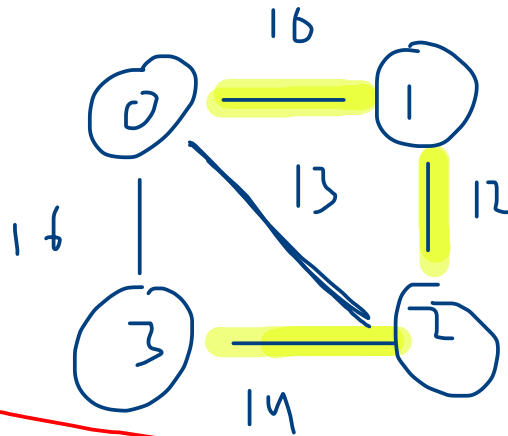


U	V	w
0	1	16
1	2	12
2	3	14
0	3	14

$V \rightarrow$ vertices
 $V - \mid \rightarrow$ edges
] goal



Kruskal's Algorithm (Minimum Spanning Tree)



	U	V	Wt
→	0	1	10
→	1	2	12
→	0	2	13
→	2	3	14
→	0	3	16

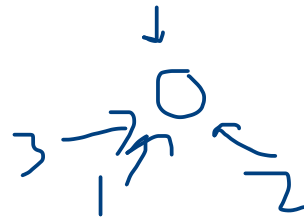
Ans

$$= 10 + 12 + 14 = 36$$

Step1: Sort on the basis of Wts

Step2: Apply DSU

and ignore same leader edge



$$10 \rightarrow 0$$

$$12 \rightarrow 0$$