

Union Find

Union Find Connected Components Algorithm and the Union Find Data Structure made with linked-lists

- operations (a.k.a. functions)

Algorithm MakeSet(e):

 Create a link list for e, and make e as representative

Algorithm Find(e):

 return e.head

Algorithm Union(A, B):

 if $|A| \geq |B|$ then

 for each x in Link list B do

 add x into A

 x.head \leftarrow A's representative

 else

 for each x in Link list A do

 add x into B

 x.head \leftarrow B's representative

- runtime analysis for different operations

```
Algorithm MakeSet(e): ----- O(1)
```

```
    Create a link list for e, and make e as representative
```

```
Algorithm Find(e): -----O(1)
```

```
    return e.head
```

```
Algorithm Union(A, B): -----O(min{|A|, |B|})
```

```
    if |A| >= |B| then
```

```
        for each x in Link list B do
```

```
            add x into A
```

```
            x.head <- A's representative
```

```
    else
```

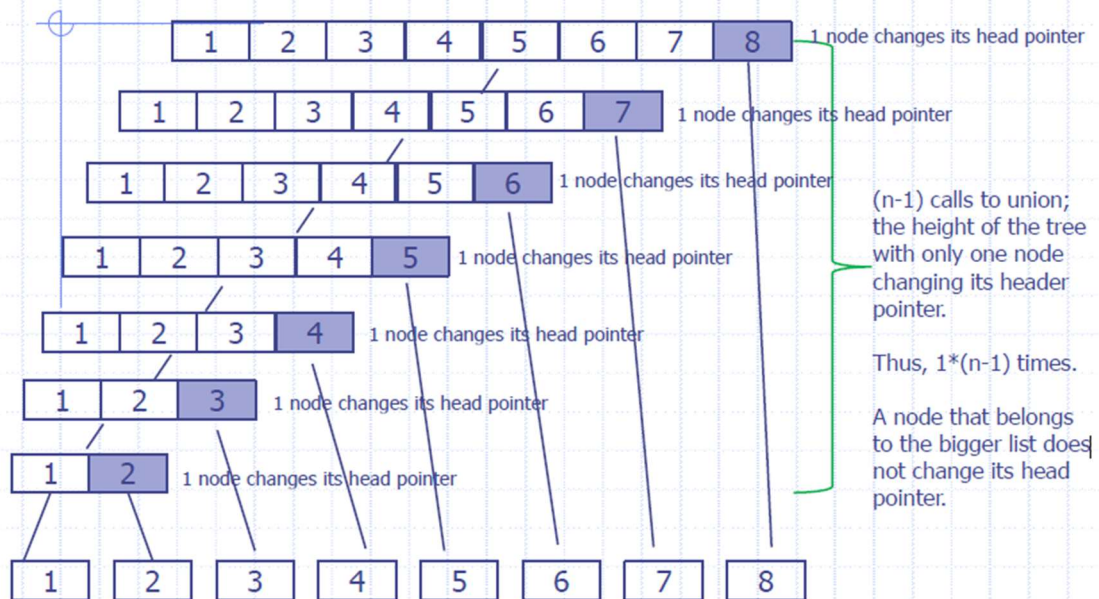
```
        for each x in Link list A do
```

```
            add x into B
```

```
            x.head <- B's representative
```

```
If |A| + |B| = n then Union(A, B) runtime in worst case |A| = |B|,  $O(n/2) \sim O(n)$ .
```

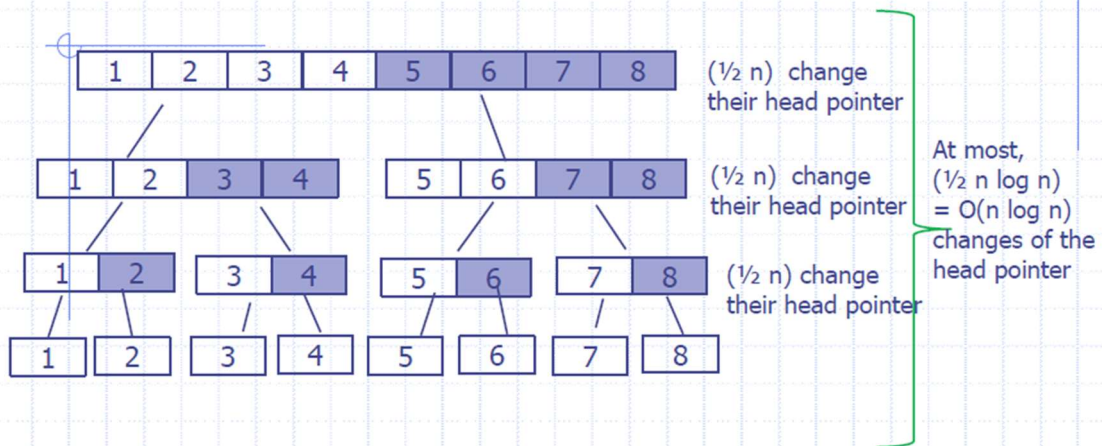
Largest Number of Calls to Union Until Only 1 Component Exists



Slide by Dianne Foreback

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Worst Case Number of Times a Node Changes its Head Pointer Until Only One Component Exists



- runtime for creating the data structure

Theorem 7.1: *Performing a sequence, σ , of m union and find operations, starting from n singleton sets, using the above list-based implementation of a union-find structure, takes $O(n \log n + m)$ time.*

Theorem 7.2: *Using a list-based implementation of a union-find structure, in a series of makeSet, union, and find operations, involving a total of n initially singleton sets, the amortized running of each union operation is $O(\log n)$ and the amortized running time for each makeSet and find operation is $O(1)$.*