Application of Union Find in Undirected Graph Algorithm Problems

https://github.com/Neo-Hao/union-find

Union Find / Disjoint Set

Union-find is a data structure that keeps track of a set of elements partitioned into a number of disjoint subsets. It typically has three operations:

- ***makeSet***: Create a set using the only one element that is given
- ***findSet***: Determine which subset a particular element is in. *findSet* typically returns an item from this set that serves as its "representative"; by comparing the result of two Find operations, one can determine whether two elements are in the same subset.
- ***union***: Join two subsets into a single subset.

Time Complexity:

- Naïve Approach: O(n) for per *findSet* and *union* operation.
- Optimized approach: Amortized $O(\alpha(n))$ per operation, where $\alpha(n)$ is less than 5 for all remotely practical values of n.

Naïve Approach:

```
makeSet(v):
     n = Node(v)
     n.parent = n

findSet(n):
    if n.parent == n:
        return n
    return findSet(n.parent)

union(n1, n2):
     i = findSet(n1)
     j = findSet(n2)
     if i == j:
           return
     else:
           j.parent = i
```

```
class Node(object):
    def __init__(self, v):
        self.v = v
        self.parent = None

class Union(object):
    def __init__(self):
        self.table = {}

    # makeSet method
    def makeSet(self, v):
        # input: vertex
        node = Node(v)
        node.parent = node
        self.table[v] = node

    # union method
    def union(self, v1, v2):
        # input: vertex1, vertex2
        i = self.findSet(v1)
        j = self.findSet(v2)
        if i == j:
            return
        j.parent = i

    # findSet method
    def findSet(self, v):
        # input vertex
        n = self.table[v]
        return self.findSetHelper(n)
```
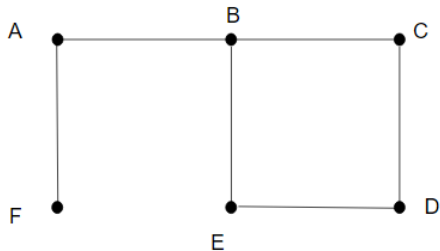
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| | ```python
def findSetHelper(self, n):
    # input node
    if n.parent == n:
        return n
    return self.findSetHelper(n.parent)
``` |

Optimized Approach:

| ```python
makeSet(v):
    n = Node(v)
    n.parent = n

union(n1, n2):
    i = findSet(n1)
    j = findSet(n2)
    if i == j: return
    if i.rank > j.rank:
        j.parent = i
    elif i.rank < j.rank:
        i.parent = j
    else:
        j.parent = i
        i.rank += 1

findSet(n):
    if n.parent != n:
        n.parent =
            findSet(n.parent)
    return n.parent
``` | ```python
class Node(object):
    def __init__(self, v):
        self.v = v
        self.parent = None
        self.rank = 0

class Union(object):
    def __init__(self):
        self.table = {}

    # makeSet method
    def makeSet(self, val):
        node = Node(val)
        node.parent = node
        self.table[val] = node

    # union method
    def union(self, v1, v2):
        i = self.findSet(v1)
        j = self.findSet(v2)

        if i == j: return

        if i.rank > j.rank:
            j.parent = i
        elif i.rank < j.rank:
            i.parent = j
        else:
            j.parent = i
            i.rank += 1

    # findSet method
    def findSet(self, v):
        node = self.table[v]
        return self.findSetHelper(node)

    def findSetHelper(self, n):
        # representative itself
        if n == n.parent:
            return n
        n.parent = self.findSetHelper(n.parent)
        return n.parent
``` |

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Cycle Detection

Cycle detection refers to the algorithmic problem of finding a cycle in a sequence of iterated function values.

Implementations:

<pre>cycleDetect(G):
    foreach v ∈ G.V:
        MAKE-SET(v)
    foreach (u, v) in G.E:
        if FIND-SET(u) ≠ FIND-SET(v):
            UNION(u, v)
        else:
            return True
    return False</pre>
	<pre>def cycleDetection(edges):
	    union = Union()
	    # step 1: makeSet
	    for u, v in edges:
	        union.makeSet(u)
	        union.makeSet(v)
	    # step 2: traverse the edges
	    for u, v in edges:
	        if union.findSet(u) ==
	            union.findSet(v):
	            return True
	        else:
	            union.union(u, v)
	    return False</pre>

Time Complexity: *O(V)*

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Kruskal's algorithm

Weighted Graph:

A weighted graph refers to an edge-weighted graph, where edges have weights or values.

Minimum Spanning Tree:

A minimum spanning tree is a subset of the edges of a connected, edge-weighted graph that connects all the vertices together, without any cycles and with the minimum possible total edge weight.

Implementation:

```
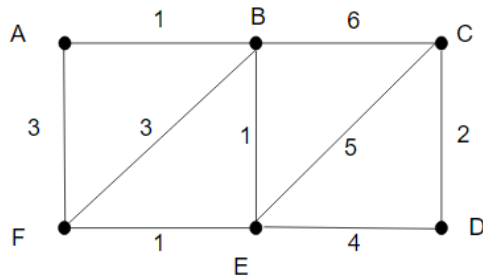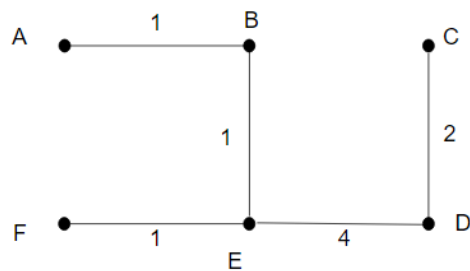KRUSKAL(G):
    result = Ø
    foreach v ∈ G.V:
        MAKE-SET(v)
    foreach (u, v) in G.E ordered by
        increasing order of weight(u, v):
        if FIND-SET(u) ≠ FIND-SET(v):
            result = result ∪ {(u, v)}
            UNION(u, v)
    return result
```

```
def kruskal(weightedEdges):
    union = Union()
    result = []
    # step 1
    for u, v in weightedEdges:
        union.makeSet(v)
    # step 2
    weightedEdges.sort()
    # step 3
    for w, u, v in weightedEdges:
        if union.findSet(u) !=
          union.findSet(v):
            result.append((u, v))
            union.union(u, v)

    return result
```

Time Complexity: *O(E log E)*

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Q1. Number of Connected Components in an Undirected Graph

Given n nodes labeled from 0 to n - 1 and a list of undirected edges (each edge is a pair of nodes), write a function to find the number of connected components in an undirected graph.

Example 1:

```
    0           3

    |           |

    1 --- 2     4
```

Given n = 5 and edges = [[0, 1], [1, 2], [3, 4]], return 2.

Example 2:

```
    0           4

    |           |

    1 --- 2 --- 3
```

Given n = 5 and edges = [[0, 1], [1, 2], [2, 3], [3, 4]], return 1.

Requirement:

```
def countComponents(self, n, edges):
    """
    :type n: int
    :type edges: List[List[int]]
    :rtype: int
    """
```

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Q2. Number of Islands

A 2d grid map of `m` rows and `n` columns is initially filled with water. We may perform an *addLand* operation which turns the water at position (row, col) into a land. Given a list of positions to operate, count the number of islands after each *addLand* operation. An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may assume all four edges of the grid are all surrounded by water.

Example:

Given m = 3, n = 3, positions = [[0,0], [0,1], [1,2], [2,1]].
Initially, the 2d grid grid is filled with water. (Assume 0 represents water and 1 represents land).

```
0 0 0

0 0 0

0 0 0
```

Operation #1: addLand(0, 0) turns the water at grid[0][0] into a land.

```
1 0 0

0 0 0    Number of islands = 1

0 0 0
```

Operation #2: addLand(0, 1) turns the water at grid[0][1] into a land.

```
1 1 0

0 0 0    Number of islands = 1

0 0 0
```

Operation #3: addLand(1, 2) turns the water at grid[1][2] into a land.

```
1 1 0

0 0 1    Number of islands = 2

0 0 0
```

We return the result as an array: [1, 1, 2].

Requirement:

```
def numIslands2(self, m, n, positions):
    """
    :type m: int
    :type n: int
    :type positions: List[List[int]]
    :rtype: List[int]
    """
```

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Q3. Graph Valid Tree

Given n nodes labeled from 0 to n - 1 and a list of undirected edges (each edge is a pair of nodes), write a function to check whether these edges make up a valid tree.

For example:

Given n = 5 and edges = [[0, 1], [0, 2], [0, 3], [1, 4]], return true.

Given n = 5 and edges = [[0, 1], [1, 2], [2, 3], [1, 3], [1, 4]], return false.

Requirement:

```
def validTree(self, n, edges):
    """
    :type n: int
    :type edges: List[List[int]]
    :rtype: bool
    """
```