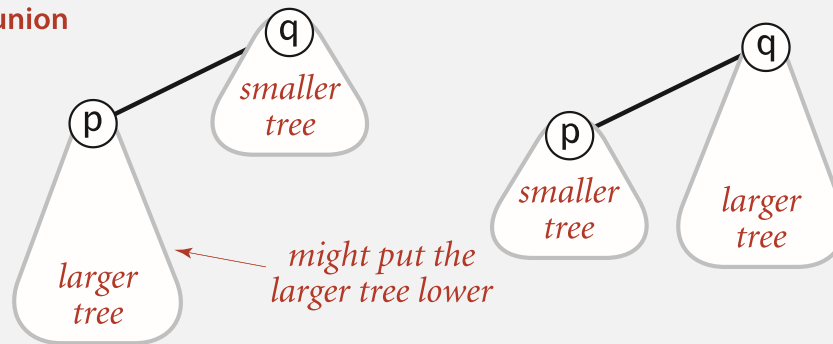


# Improvement 1: weighting

## Weighted quick-union.

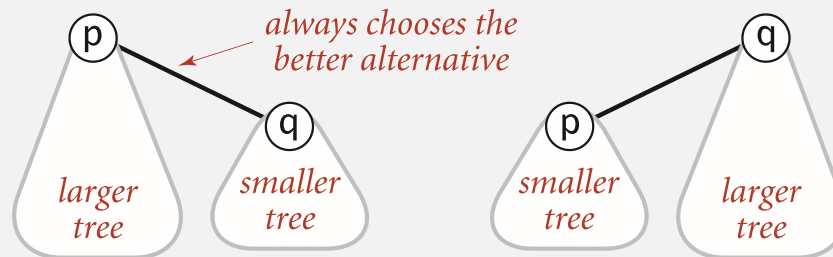
- Modify quick-union to avoid tall trees.
- Keep track of size of each tree (**number of objects**).
- Balance by linking root of smaller tree to root of larger tree.

quick-union



reasonable alternatives:  
union by height or "rank"

weighted



# Weighted quick-union demo

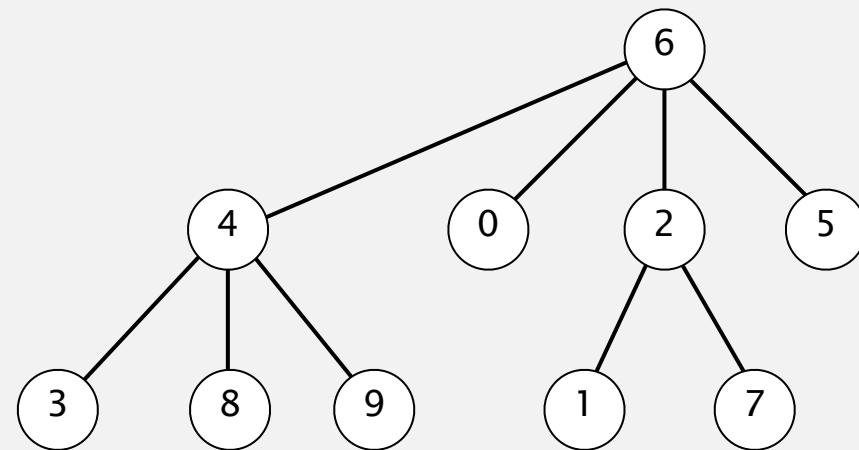
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	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	3	4	5	6	7	8	9

# Weighted quick-union demo

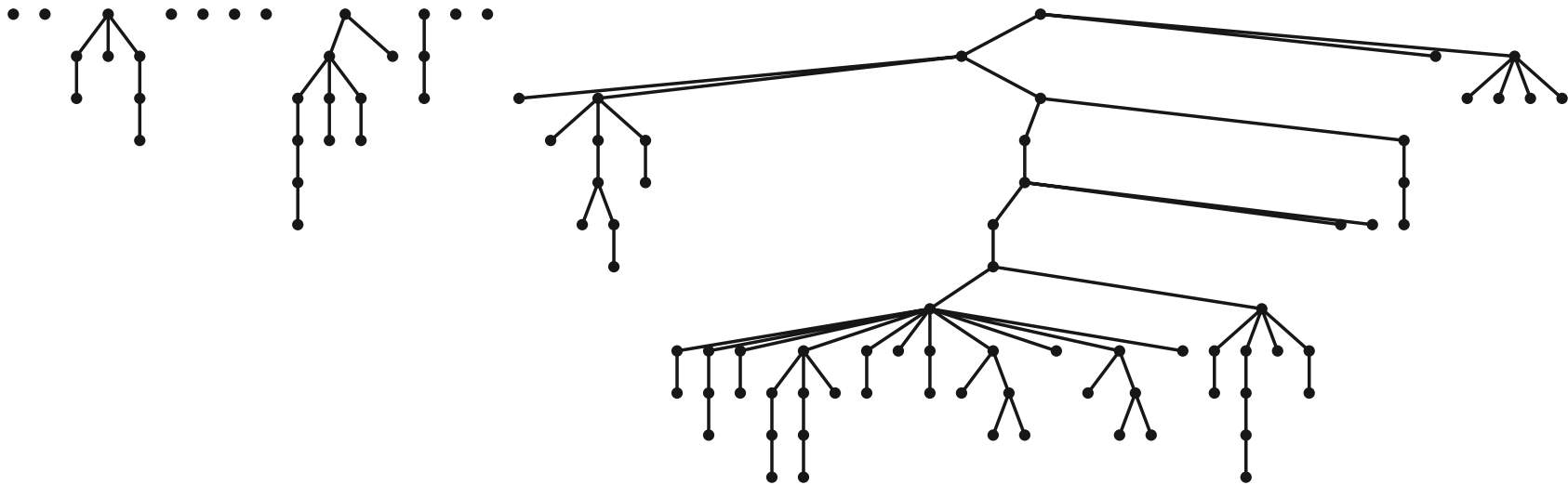
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	0	1	2	3	4	5	6	7	8	9
id[]	6	2	6	4	6	6	6	2	4	4

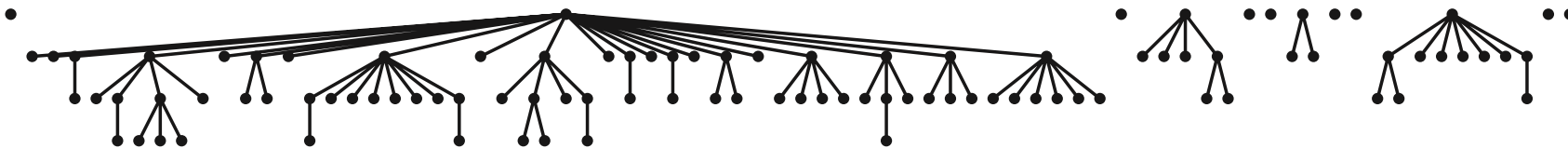
# Quick-union and weighted quick-union example

quick-union



*average distance to root: 5.11*

weighted



*average distance to root: 1.52*

Quick-union and weighted quick-union (100 sites, 88 union() operations)

## Weighted quick-union: Java implementation

---

**Data structure.** Same as quick-union, but maintain extra array `sz[i]` to count number of objects in the tree rooted at `i`.

**Find.** Identical to quick-union.

```
return root(p) == root(q);
```

**Union.** Modify quick-union to:

- Link root of smaller tree to root of larger tree.
- Update the `sz[]` array.

```
int i = root(p);
int j = root(q);
if (i == j) return;
if (sz[i] < sz[j]) { id[i] = j; sz[j] += sz[i]; }
else                { id[j] = i; sz[i] += sz[j]; }
```

# Weighted quick-union analysis

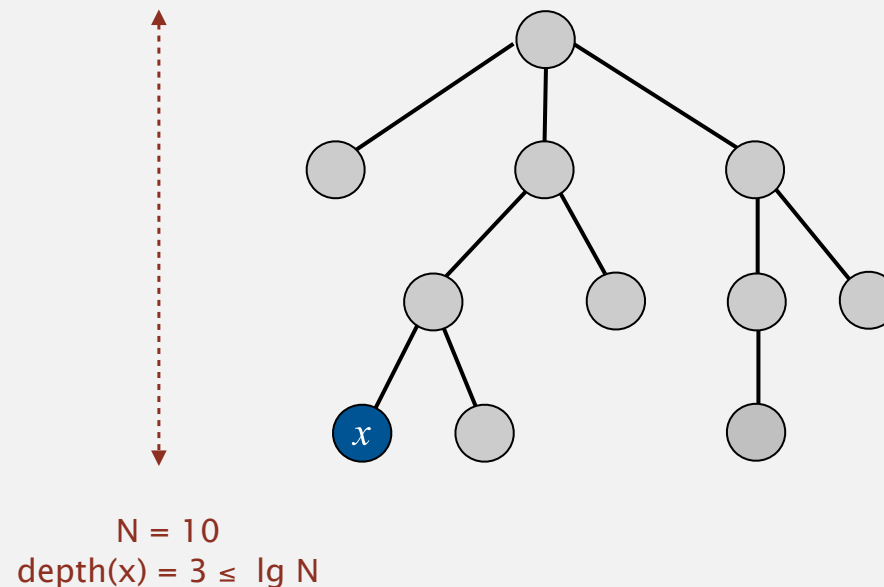
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## Running time.

- Find: takes time proportional to depth of  $p$  and  $q$ .
- Union: takes constant time, given roots.

$\lg$  = base-2 logarithm

**Proposition.** Depth of any node  $x$  is at most  $\lg N$ .



# Weighted quick-union analysis

---

## Running time.

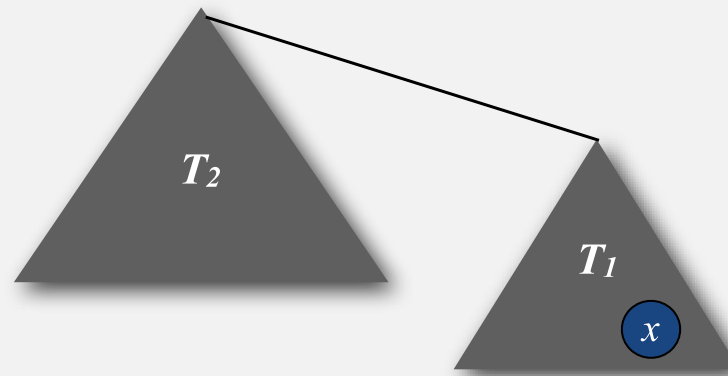
- Find: takes time proportional to depth of  $p$  and  $q$ .
- Union: takes constant time, given roots.

**Proposition.** Depth of any node  $x$  is at most  $\lg N$ .

**Pf.** When does depth of  $x$  increase?

Increases by 1 when tree  $T_1$  containing  $x$  is merged into another tree  $T_2$ .

- The size of the tree containing  $x$  at least doubles since  $|T_2| \geq |T_1|$ .
- Size of tree containing  $x$  can double at most  $\lg N$  times. Why?



# Weighted quick-union analysis

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## Running time.

- Find: takes time proportional to depth of  $p$  and  $q$ .
- Union: takes constant time, given roots.

**Proposition.** Depth of any node  $x$  is at most  $\lg N$ .

algorithm	initialize	union	connected
quick-find	$N$	$N$	1
quick-union	$N$	$N^\dagger$	$N$
weighted QU	$N$	$\lg N^\dagger$	$\lg N$

$\dagger$  includes cost of finding roots

**Q.** Stop at guaranteed acceptable performance?

**A.** No, easy to improve further.