

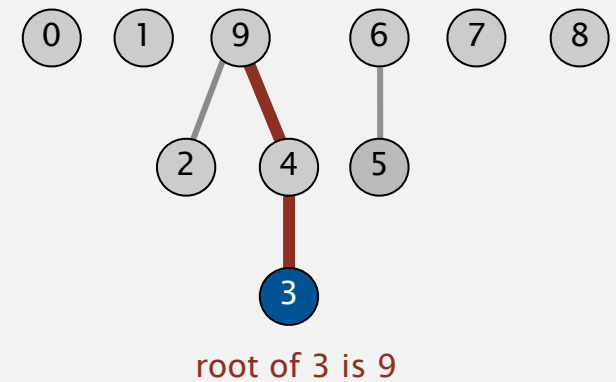
# Quick-union [lazy approach]

## Data structure.

- Integer array `id[]` of length `N`.
- Interpretation: `id[i]` is parent of `i`.
- **Root** of `i` is `id[id[id[...id[i]...]]]`.

keep going until it doesn't change  
(algorithm ensures no cycles)

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



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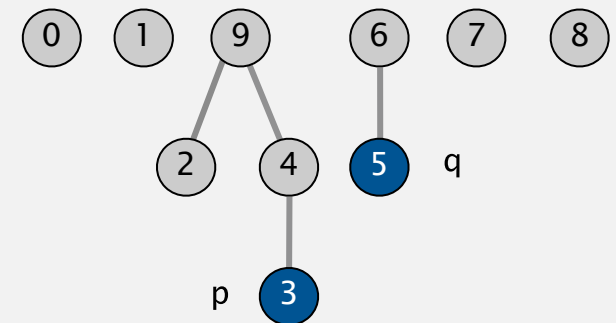
|                   |   |   |   |   |   |   |   |   |   |   |
|-------------------|---|---|---|---|---|---|---|---|---|---|
|                   | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| <code>id[]</code> | 0 | 1 | 9 | 4 | 9 | 6 | 6 | 7 | 8 | 9 |

**Find.** Check if `p` and `q` have the same root.

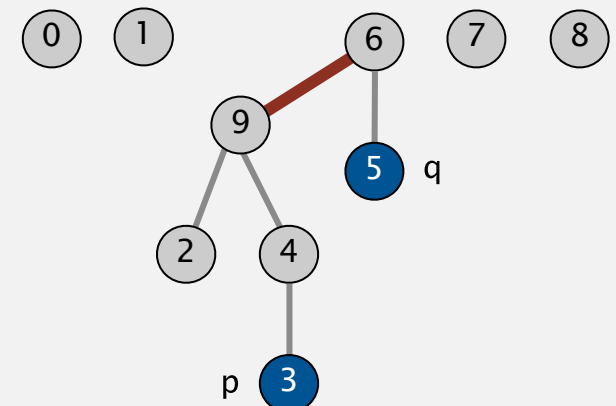
**Union.** To merge components containing `p` and `q`, set the `id` of `p`'s root to the `id` of `q`'s root.

|                   |   |   |   |   |   |   |   |   |   |   |
|-------------------|---|---|---|---|---|---|---|---|---|---|
|                   | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| <code>id[]</code> | 0 | 1 | 9 | 4 | 9 | 6 | 6 | 7 | 8 | 6 |

↑  
only one value changes



root of 3 is 9  
root of 5 is 6  
3 and 5 are not connected



# Quick-union demo

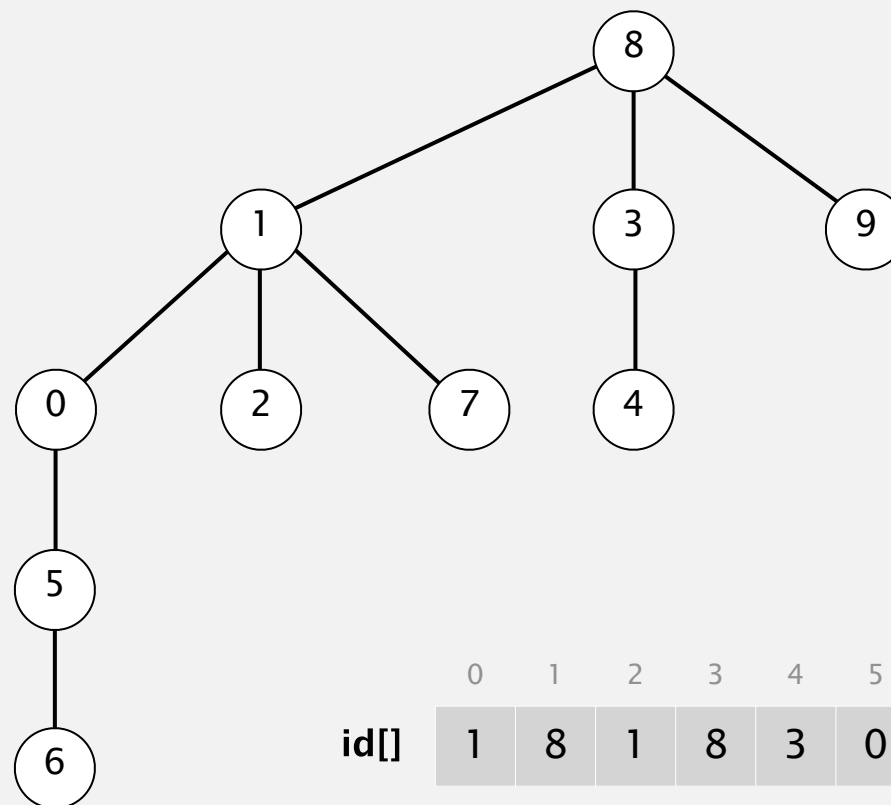
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|      |   |   |   |   |   |   |   |   |   |   |
|------|---|---|---|---|---|---|---|---|---|---|
|      | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| id[] | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

# Quick-union demo

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

# Quick-union: Java implementation

---

```
public class QuickUnionUF
{
```

```
    private int[] id;
```

```
    public QuickUnionUF(int N)
    {
```

```
        id = new int[N];
        for (int i = 0; i < N; i++) id[i] = i;
```

← set id of each object to itself  
(N array accesses)

```
    }
```

```
    private int root(int i)
    {
```

```
        while (i != id[i]) i = id[i];
        return i;
```

← chase parent pointers until reach root  
(depth of i array accesses)

```
    }
```

```
    public boolean connected(int p, int q)
    {
```

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

← check if p and q have same root  
(depth of p and q array accesses)

```
    }
```

```
    public void union(int p, int q)
    {
```

```
        int i = root(p);
        int j = root(q);
        id[i] = j;
```

← change root of p to point to root of q  
(depth of p and q array accesses)

```
    }
```

```
}
```

## Quick-union is also too slow

---

**Cost model.** Number of array accesses (for read or write).

| algorithm   | initialize | union       | find |
|-------------|------------|-------------|------|
| quick-find  | $N$        | $N$         | 1    |
| quick-union | $N$        | $N^\dagger$ | $N$  |

← worst case

$^\dagger$  includes cost of finding roots

### Quick-find defect.

- Union too expensive ( $N$  array accesses).
- Trees are flat, but too expensive to keep them flat.

### Quick-union defect.

- Trees can get tall.
- Find too expensive (could be  $N$  array accesses).