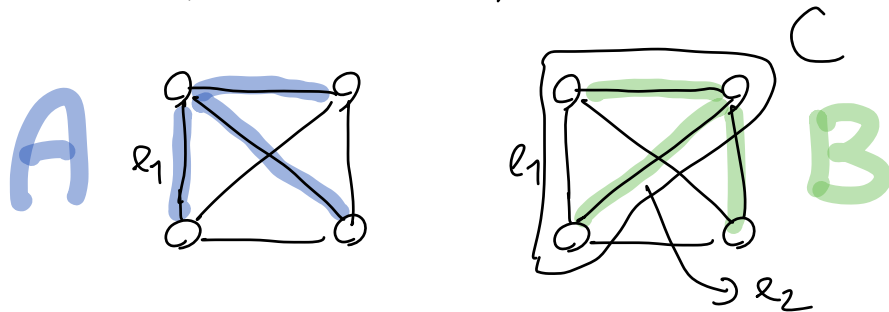


Exercise (uniqueness of MST):



$A \neq B \Rightarrow \exists$ an edge in one but not in the other; since weights are distinct $\exists!$ with min. weight \rightarrow call it e_1 ; wlog $e_1 \in A$

the argument is an exchange argument:

- add e_1 to $B \Rightarrow$ this creates a cycle C ; A is MST $\Rightarrow \Rightarrow$ no cycles $\Rightarrow C$ has an edge $e_2 \notin A \Rightarrow \underline{w(e_1) < w(e_2)}$
- remove e_2 from B
 \Rightarrow get a new spanning tree with weight $< w(B)$:
 contradiction, because B is MST!

frequent operation: cycle check

(new) data structure:

Union-Find (aka disjoint-set) 1964

is a data structure to manage disjoint sets of objects

operations : init : given an array X of objects,
Create a union-find data structure
With each object $x \in X$ in its
own set

find : given an object x , return the
name of the set that contains x

Union : given two objects x, y merge
the sets that contain x and y
into a single set
(if x, y are already in the same set
then do nothing)

Can be implemented with these complexities:

- init $O(n)$
 - find $O(\log n)$
 - union $O(\log n)$
- $n = \#$ of objects in the data structure

Fast Kruskal's implementation with Union-Find

Idea : Union-Find keeps track of the connected components
of the current solution; $A \cup \{(v, w)\}$ creates
a cycle $\Leftrightarrow v, w$ are already in the same
connected component

Kruskal (G)

$A = \emptyset$

$U = \text{init}(V)$

// Union-Find data structure

sort edges of E by weight

for each edge $e = (v, w)$ in nondecreasing order of weight do

if $\text{Find}(v) \neq \text{Find}(w)$ then

// no v - w path in A , so OK to add e

$A = A \cup \{(v, w)\}$

// update due to component union

Union(v, w)

return A

Complexity:	init	$O(n)$
	sorting	$O(m \log n)$
	$2m$ Find	$O(m \log n)$
	$n-1$ Union	$O(n \log n)$
	A update	$O(n)$

$O(m \log n)$

Implementation of Union-Find

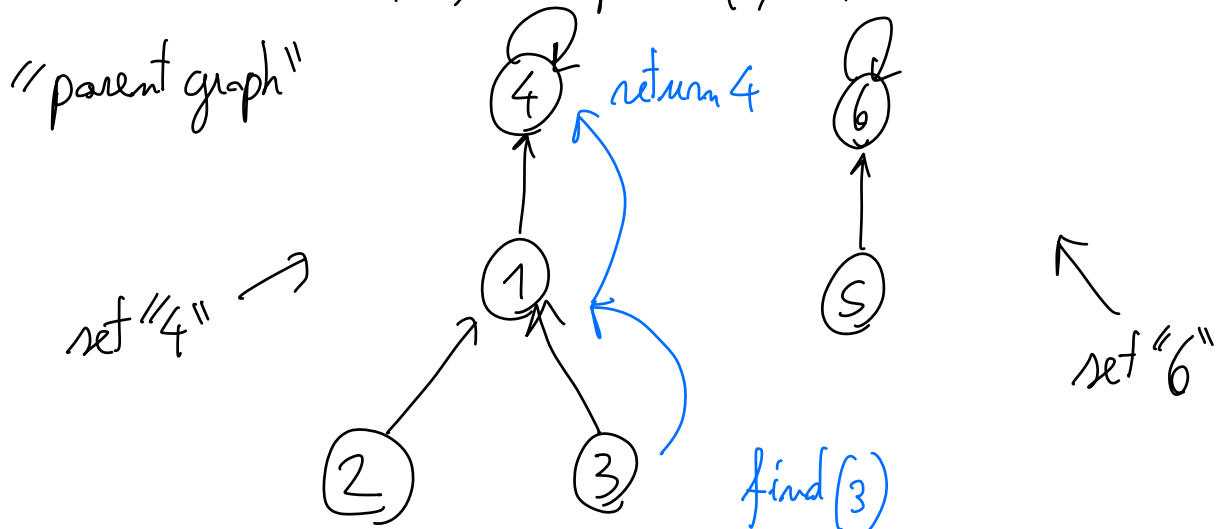
We'll use an array, which can be visualized as a set of directed trees. Each element of the array has a field $\text{parent}(x)$ that contains the index of the array of some object y .

Example:


index of x	$\text{parent}(x)$
1	4
2	1
3	1
4	4
5	6
6	6

vertices: (indexes of) objects

arc $(x, y) \Leftrightarrow \text{parent}(x) = y$



set of objects \Leftrightarrow set of directed trees in a parent graph
name for the set = root

Init: 

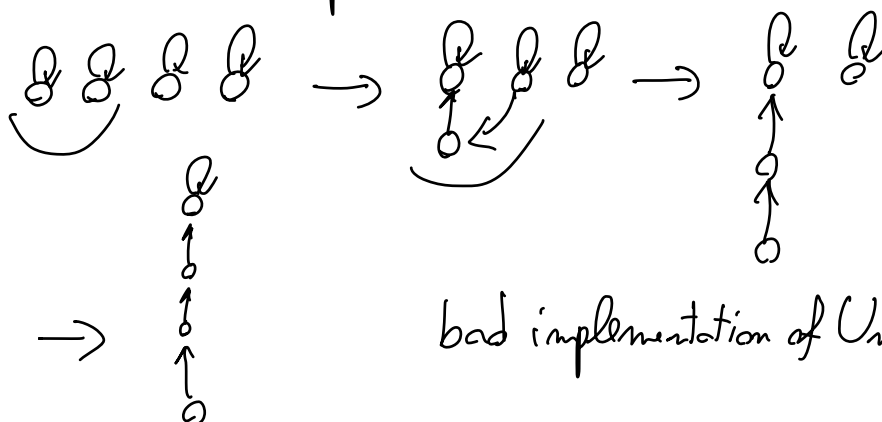
Find: parent \rightarrow parent $\rightarrow \dots \rightarrow$ root
 find(x): 1) starting from x's position in the array,
 traverse parent edges until reaching a
 position j s.t. $\text{parent}(j) = j$
 2) return j

Def.: the depth of an object x is the number of edges
 traversed by Find(x)

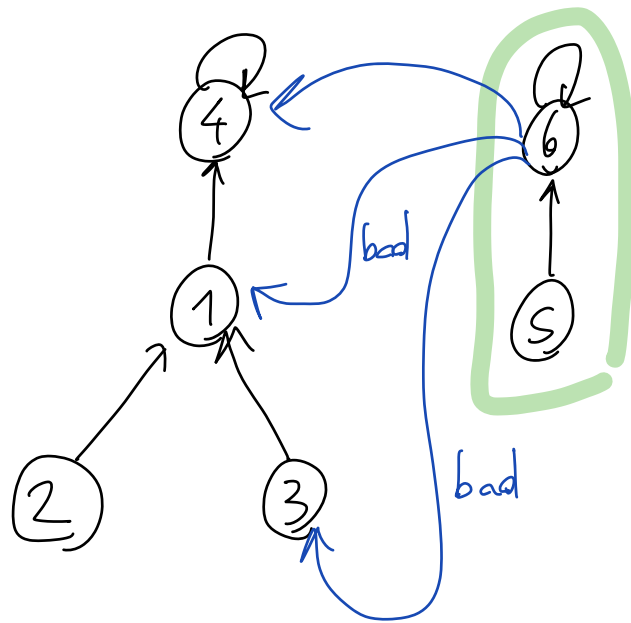
example: $\text{depth}(4) = 0$
 $\text{depth}(1) = 1$
 $\text{depth}(2) = 2$

Complexity of Find(x): largest depth $O(n)$

it depends on Union's implementation:

example: 

Union : Union $(x, y) \rightarrow$ the 2 trees of the parent graph containing x and y must be merged in a single tree. The simplest way is to point one of the 2 root to another node of the other tree



We need to decide :

- 1) Which of the 2 roots remains a root
- 2) To which node should a root point

2) a root must point to the other root
(in order to have the minimum increase in depth)

1) idea: minimize the \times of objects whose depth increases: "union-by-size"

(alternative idea: the root of the less tall tree points to the tallest tree: "union-by-rank")

Union (x, y): 1) invoke Find (x) and Find (y) to obtain the names i and j of the sets that contain x and y
if $i = j$ return

2) if $\text{size}(i) > \text{size}(j)$ then
 $\text{parent}(j) = i$
 $\text{size}(i) = \text{size}(i) + \text{size}(j)$

else
 $\text{parent}(i) = j$
 $\text{size}(j) = \text{size}(i) + \text{size}(j)$

\Rightarrow Complexity of Find (x) (and of Union (x, y)) is
 $O(\log n)$

Why? Initially, $\text{depth}(x) = 0 \quad \forall x$

$\text{Depth}(x)$ can only increase because of a Union in which the root of the tree of x points to another root. This happens only when the tree of x gets merged to a tree of size not smaller

\Rightarrow when the depth of x increases, the size of the tree of x at least doubles.

How many times can this happen? $\leq \log_2 n$ times, therefore the depth of x cannot increase more than $\log_2 n$ times.

We have 2 \neq alg. with complexity $O(m \log n)$

$O(m)$? open problem!