
Disjoint Sets

Part 1

Data Structures for Disjoint Sets

A **disjoint set data structure** maintains a collection (set)

$$S = \{S_1, S_2, \dots S_k\}$$

of disjoint dynamic (sub) sets.

Each element x of a set could be a **pointer** to an object, possibly with multiple fields.

Representative of a set: We choose one element of a set to identify the set, e.g., we use the root of a tree to identify a tree, or the head element of a linked list to access the linked list

Note that the representative is an element in the set.

Why Disjoint Sets?

- The universe is composed of many disjoint sets
- An element belongs to a unique set
- Given an element, we need to find the set it belongs to
- Given two elements, we need to decide whether they are in the same set
- Given two disjoint sets, we may need to replace them by their union

Operations on Disjoint Sets

Make-Set(x)

creates a new set whose only member is x . Obviously, x is the representative.

Union(x , y)

replaces the two sets S_x and S_y that contain elements x and y by their union. Sets are assumed to be disjoint (no element overlap). The representative of S_x or S_y becomes the representative of the united set.

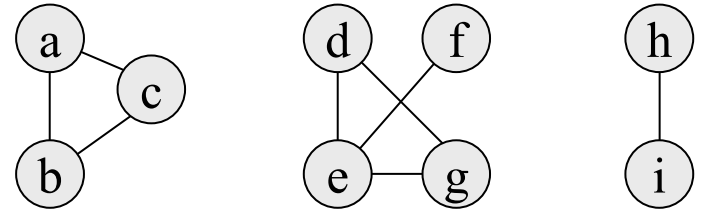
Find-Set(x)

returns the pointer to the representative of the (unique) set containing x .

Application: Finding Connected Components

Connected-Components(G)

1. **for** each vertex $v \in V(G)$ **do**
2. Make-Set(v)
3. **for** each edge $(u, v) \in E(G)$ **do**
4. **if** Find-Set(u) \neq Find-Set(v)
5. **then** Union(u, v)



edge processed

collection of disjoint sets

initial sets

{a}

{b}

{c}

{d}

{e}

{f}

{g}

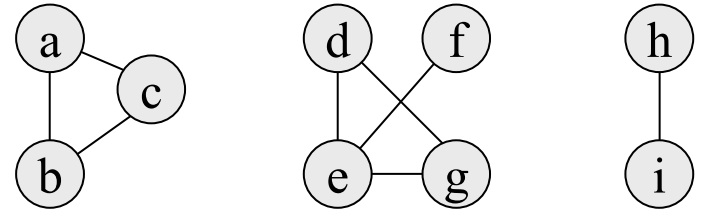
{h}

{i}

Application: Finding Connected Components

Connected-Components(G)

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edge processed

collection of disjoint sets

initial sets

{a} {b} {c} {d} {e} {f} {g} {h} {i}

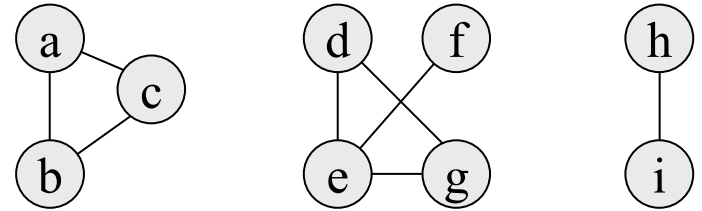
(a, b)

{a b} {c} {d} {e} {f} {g} {h} {i}

Application: Finding Connected Components

Connected-Components(G)

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edge processed

collection of disjoint sets

	{a}	{b}	{c}	{d}	{e}	{f}	{g}	{h}	{i}
initial sets	{a}	{b}	{c}	{d}	{e}	{f}	{g}	{h}	{i}
(a, b)	{a b}		{c}	{d}	{e}	{f}	{g}	{h}	{i}
(a, c)	{a b c}			{d}	{e}	{f}	{g}	{h}	{i}

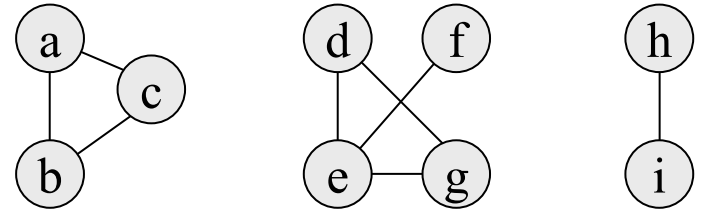
Application: Finding Connected Components

Connected-Components(G)

- ```

1. for each vertex $v \in V(G)$ do
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```



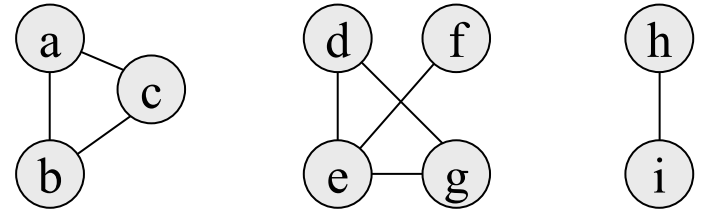
| edge processed | collection of disjoint sets |     |     |     |     |     |     |     |     |
|----------------|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| initial sets   | {a}                         | {b} | {c} | {d} | {e} | {f} | {g} | {h} | {i} |
| (a, b)         | {a b}                       |     | {c} | {d} | {e} | {f} | {g} | {h} | {i} |
| (a, c)         | {a b c}                     |     |     | {d} | {e} | {f} | {g} | {h} | {i} |
| (b, c)         | Find-Set(b) = Find-Set(c)   |     |     |     |     |     |     |     |     |



# Application: Finding Connected Components

Connected-Components( $G$ )

1. **for** each vertex  $v \in V(G)$  **do**
2.     Make-Set( $v$ )
3. **for** each edge  $(u, v) \in E(G)$  **do**
4.     **if** Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
5.         **then** Union( $u, v$ )

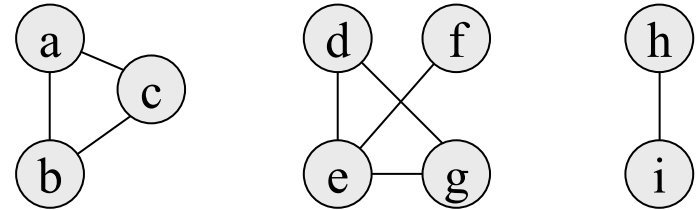


| edge processed | collection of disjoint sets |     |     |       |     |     |     |     |     |
|----------------|-----------------------------|-----|-----|-------|-----|-----|-----|-----|-----|
| initial sets   | {a}                         | {b} | {c} | {d}   | {e} | {f} | {g} | {h} | {i} |
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| (b, c)         | Find-Set(b) = Find-Set(c)   |     |     |       |     |     |     |     |     |
| (d, e)         | {a b c}                     |     |     | {d e} |     | {f} | {g} | {h} | {i} |

# Application: Finding Connected Components

Connected-Components( $G$ )

1. **for** each vertex  $v \in V(G)$  **do**
2.     Make-Set( $v$ )
3. **for** each edge  $(u, v) \in E(G)$  **do**
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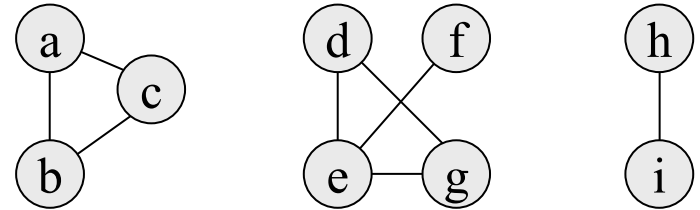


| edge processed | collection of disjoint sets |     |     |         |     |     |     |     |     |
|----------------|-----------------------------|-----|-----|---------|-----|-----|-----|-----|-----|
| initial sets   | {a}                         | {b} | {c} | {d}     | {e} | {f} | {g} | {h} | {i} |
| (a, b)         | {a b}                       |     | {c} | {d}     | {e} | {f} | {g} | {h} | {i} |
| (a, c)         | {a b c}                     |     |     | {d}     | {e} | {f} | {g} | {h} | {i} |
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| (d, e)         | {a b c}                     |     |     | {d e}   |     | {f} | {g} | {h} | {i} |
| (d, g)         | {a b c}                     |     |     | {d e g} |     | {f} |     | {h} | {i} |

# Application: Finding Connected Components

Connected-Components( $G$ )

1. **for** each vertex  $v \in V(G)$  **do**
2.     Make-Set( $v$ )
3. **for** each edge  $(u, v) \in E(G)$  **do**
4.     **if** Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
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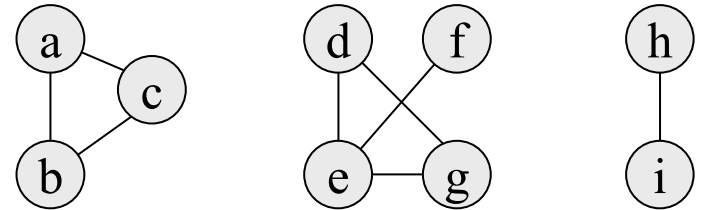


| edge processed | collection of disjoint sets |     |     |           |     |     |     |     |     |
|----------------|-----------------------------|-----|-----|-----------|-----|-----|-----|-----|-----|
| initial sets   | {a}                         | {b} | {c} | {d}       | {e} | {f} | {g} | {h} | {i} |
| (a, b)         | {a b}                       |     | {c} | {d}       | {e} | {f} | {g} | {h} | {i} |
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| (d, e)         | {a b c}                     |     |     | {d e}     |     | {f} | {g} | {h} | {i} |
| (d, g)         | {a b c}                     |     |     | {d e g}   |     | {f} |     | {h} | {i} |
| (e, f)         | {a b c}                     |     |     | {d e g f} |     |     |     | {h} | {i} |

## Application: Finding Connected Components

## Connected-Components( $G$ )

1. **for** each vertex  $v \in V(G)$  **do**
2.     Make-Set( $v$ )
3. **for** each edge  $(u, v) \in E(G)$  **do**
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5.         **then** Union( $u, v$ )

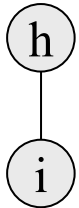
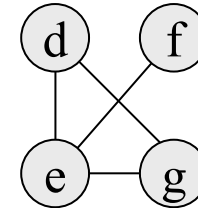
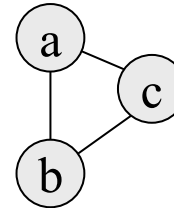


| edge processed | collection of disjoint sets |     |     |           |     |     |     |     |     |
|----------------|-----------------------------|-----|-----|-----------|-----|-----|-----|-----|-----|
| initial sets   | {a}                         | {b} | {c} | {d}       | {e} | {f} | {g} | {h} | {i} |
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| (b, c)         | Find-Set(b) = Find-Set(c)   |     |     |           |     |     |     |     |     |
| (d, e)         | {a b c}                     |     |     | {d e}     |     | {f} | {g} | {h} | {i} |
| (d, g)         | {a b c}                     |     |     | {d e g}   |     | {f} |     | {h} | {i} |
| (e, f)         | {a b c}                     |     |     | {d e g f} |     |     |     | {h} | {i} |
| (e, g)         | Find-Set(e) = Find-Set(g)   |     |     |           |     |     |     |     |     |

# Application: Finding Connected Components

Connected-Components( $G$ )

1. **for** each vertex  $v \in V(G)$  **do**
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3. **for** each edge  $(u, v) \in E(G)$  **do**
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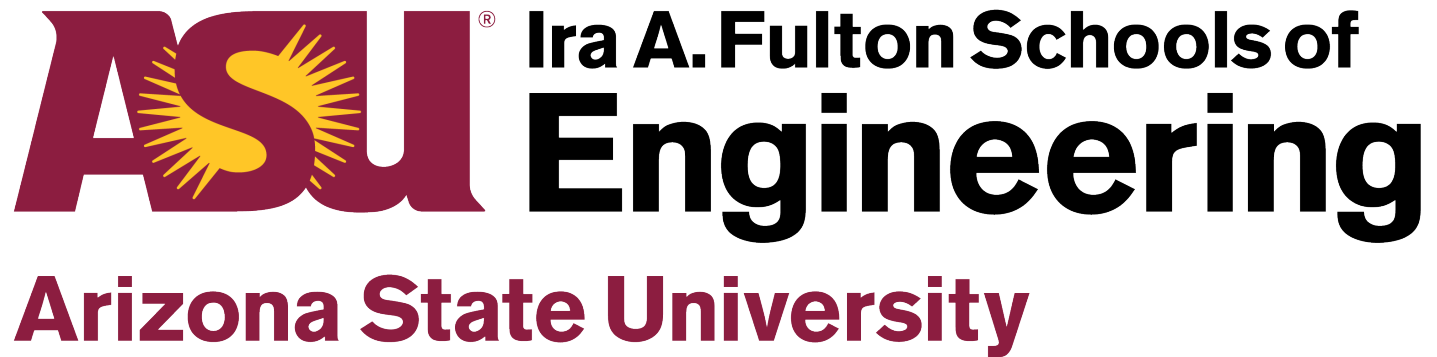


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| (a, b)         | {a b}                       |     | {c} | {d}       | {e} | {f} | {g} | {h}   | {i} |
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| (d, e)         | {a b c}                     |     |     | {d e}     |     | {f} | {g} | {h}   | {i} |
| (d, g)         | {a b c}                     |     |     | {d e g}   |     | {f} |     | {h}   | {i} |
| (e, f)         | {a b c}                     |     |     | {d e g f} |     |     |     | {h}   | {i} |
| (e, g)         | Find-Set(e) = Find-Set(g)   |     |     |           |     |     |     |       |     |
| (h, i)         | {a b c}                     |     |     | {d e g f} |     |     |     | {h i} |     |

# Summary

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- **Disjoint set is an important data structure**
- **It can be used to find connected components in an undirected graph**
- **It can be used to compute minimum spanning trees**



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# Disjoint Sets

## Part 2



# Disjoint-set Forest

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- We can use a forest to represent disjoint sets.
- Each set is represented by a tree.
- The root is the representative.
- How to perform Make-Set?
- How to perform Find(x)?
- How to perform Union(x, y)?
- What are the time complexities?
- How do we represent the forest?

# Array Implementation of Disjoint Sets

- We use a linear array  $A$  with index from 1 to  $n$  to implement disjoint sets on the first  $n$  integers.
- **Make-Set( $x$ )** is accomplished by
  - $A[x] := 0$ ; //  $x$  is the root, the rank of the tree at  $x$  is 0.
  - Refer to p. 530 of the textbook, where two fields are used
- $A[x] > 0$  indicates that  $x$  is NOT the root and that the parent of  $x$  is at location  $A[x]$ .
- $A[x] \leq 0$  indicates that  $x$  IS the root and that the rank of the tree rooted at  $x$  is  $-A[x]$ .

# Forest View: 8 trees

1

2

3

4

5

6

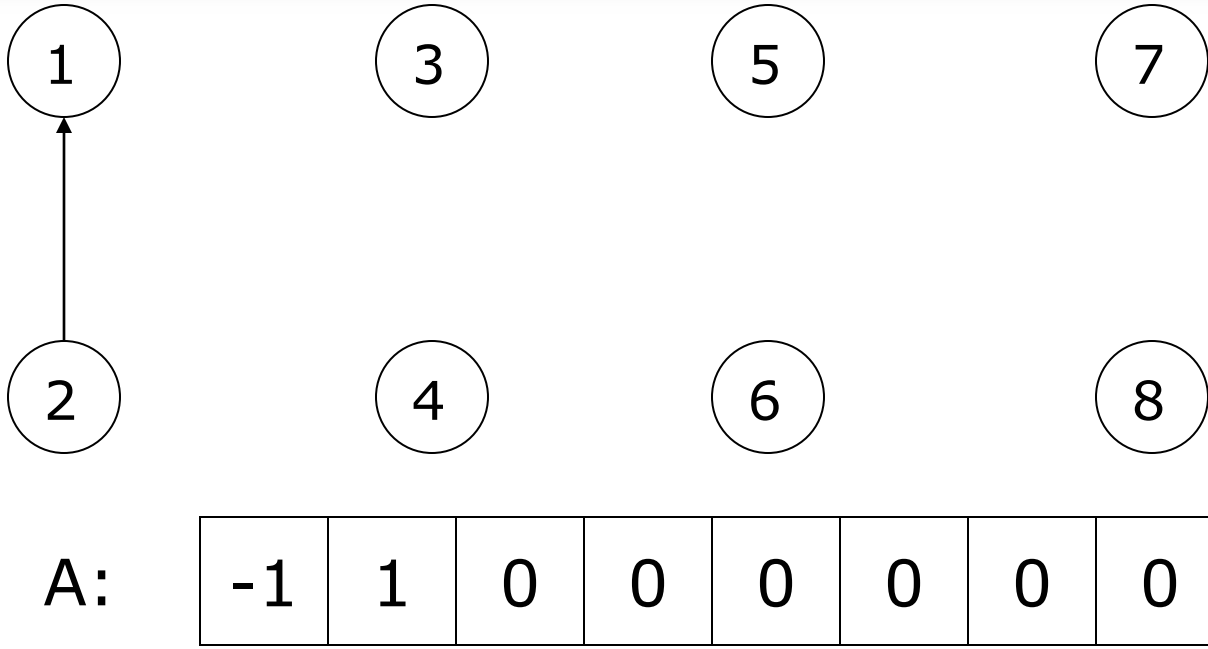
7

8

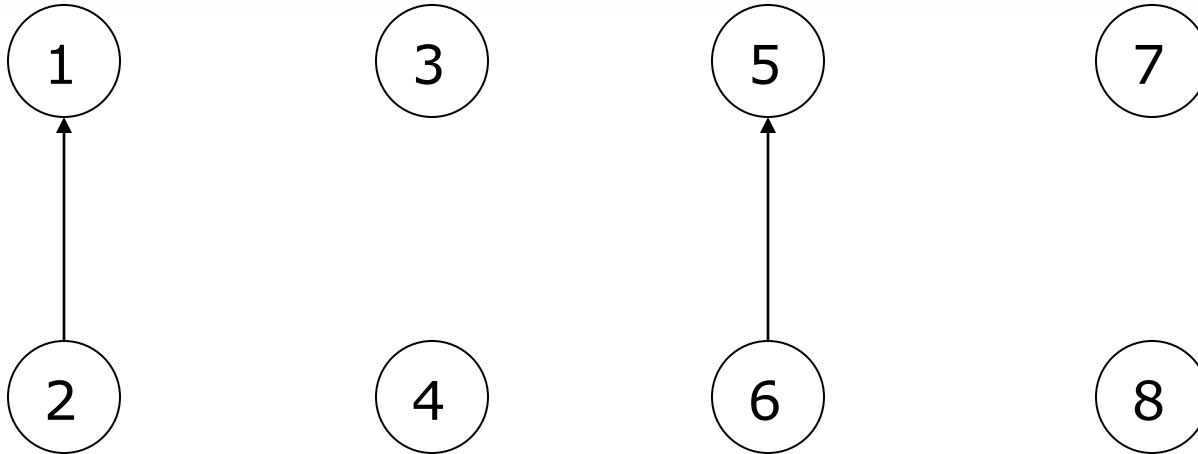
A:

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|

# Forest View: 7 trees



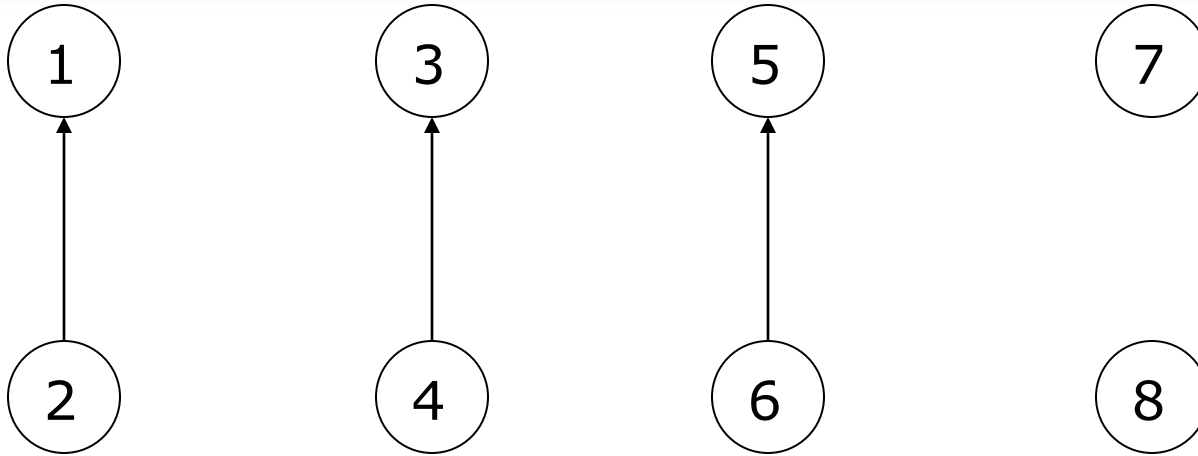
# Forest View: 6 trees



A:

|    |   |   |   |    |   |   |   |
|----|---|---|---|----|---|---|---|
| -1 | 1 | 0 | 0 | -1 | 5 | 0 | 0 |
|----|---|---|---|----|---|---|---|

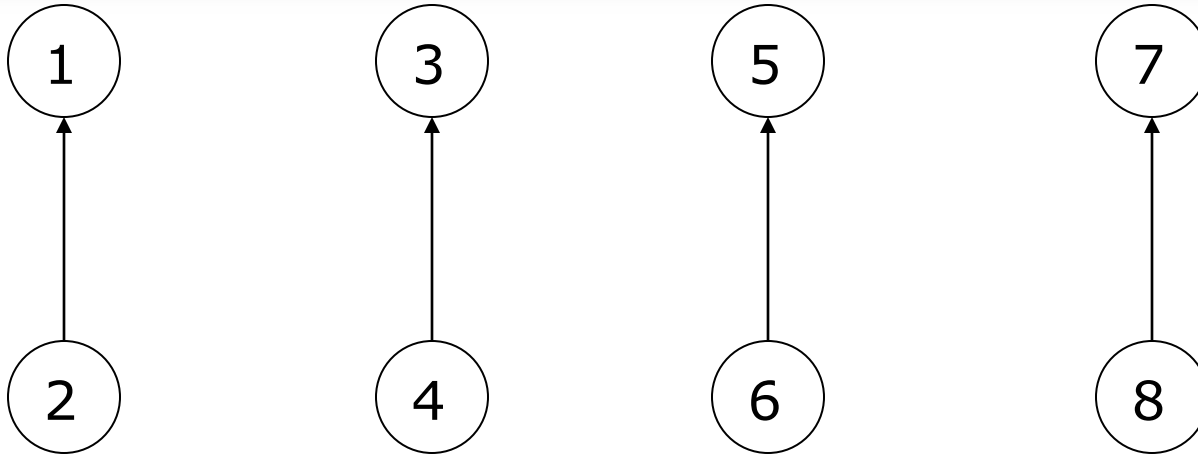
# Forest View: 5 trees



A:

|    |   |    |   |    |   |   |   |
|----|---|----|---|----|---|---|---|
| -1 | 1 | -1 | 3 | -1 | 5 | 0 | 0 |
|----|---|----|---|----|---|---|---|

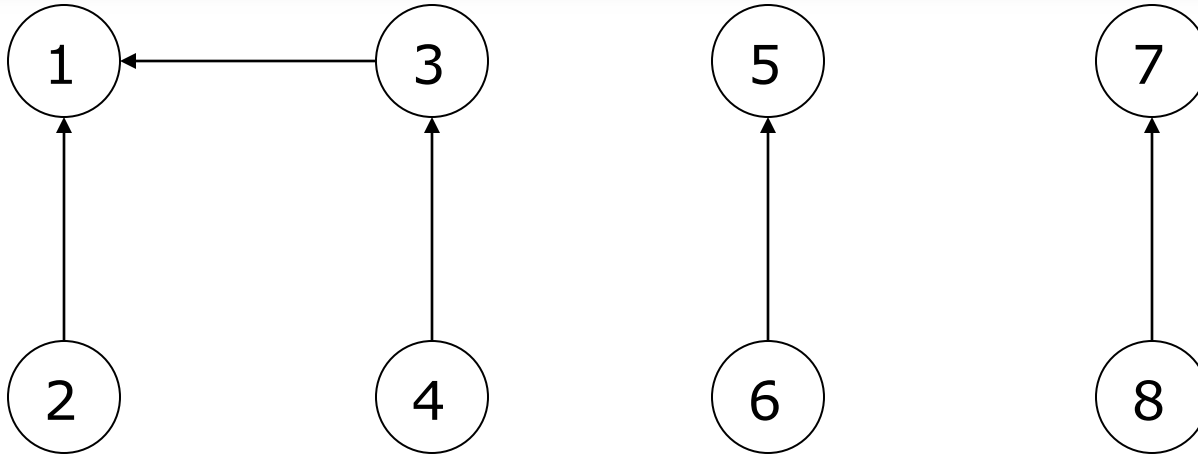
# Forest View: 4 trees



A:

|    |   |    |   |    |   |    |   |
|----|---|----|---|----|---|----|---|
| -1 | 1 | -1 | 3 | -1 | 5 | -1 | 7 |
|----|---|----|---|----|---|----|---|

# Forest View: 3 trees

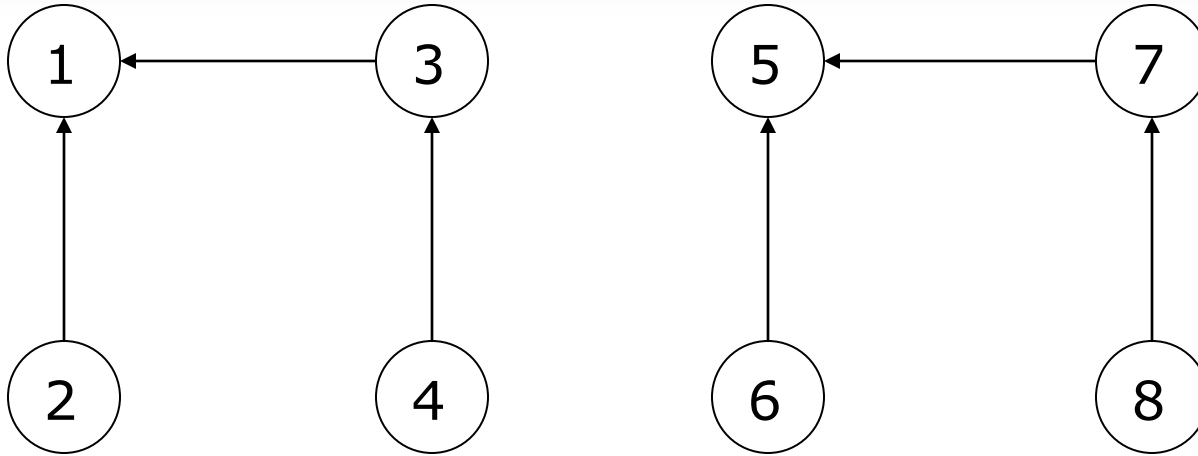


A:

|    |   |   |   |    |   |    |   |
|----|---|---|---|----|---|----|---|
| -2 | 1 | 1 | 3 | -1 | 5 | -1 | 7 |
|----|---|---|---|----|---|----|---|



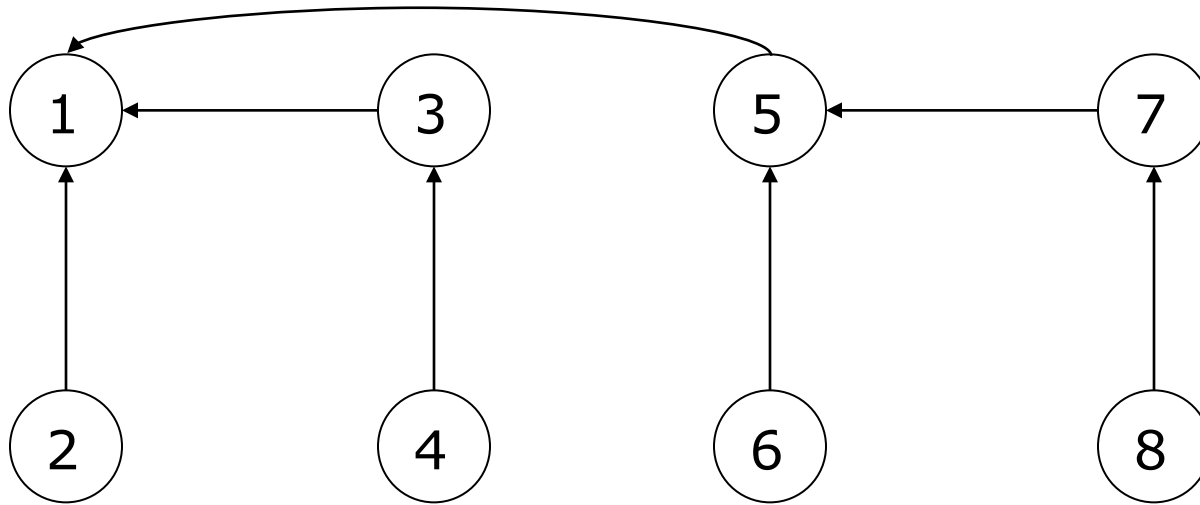
# Forest View: 2 trees



A:

|    |   |   |   |    |   |   |   |
|----|---|---|---|----|---|---|---|
| -2 | 1 | 1 | 3 | -2 | 5 | 5 | 7 |
|----|---|---|---|----|---|---|---|

# Forest View: 1 tree

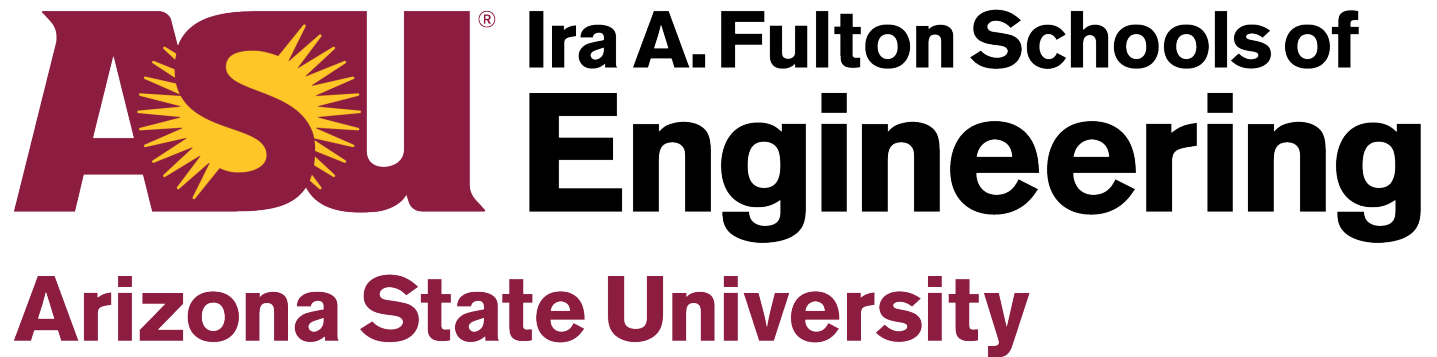


A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

# Summary

- We use a linear array  $A$  with index from 1 to  $n$  to implement disjoint sets on the first  $n$  integers.
- **Make-Set( $x$ )** is accomplished by
  - $A[x] := 0$ ; //  $x$  is the root, the rank of the tree at  $x$  is 0.
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# Disjoint Sets

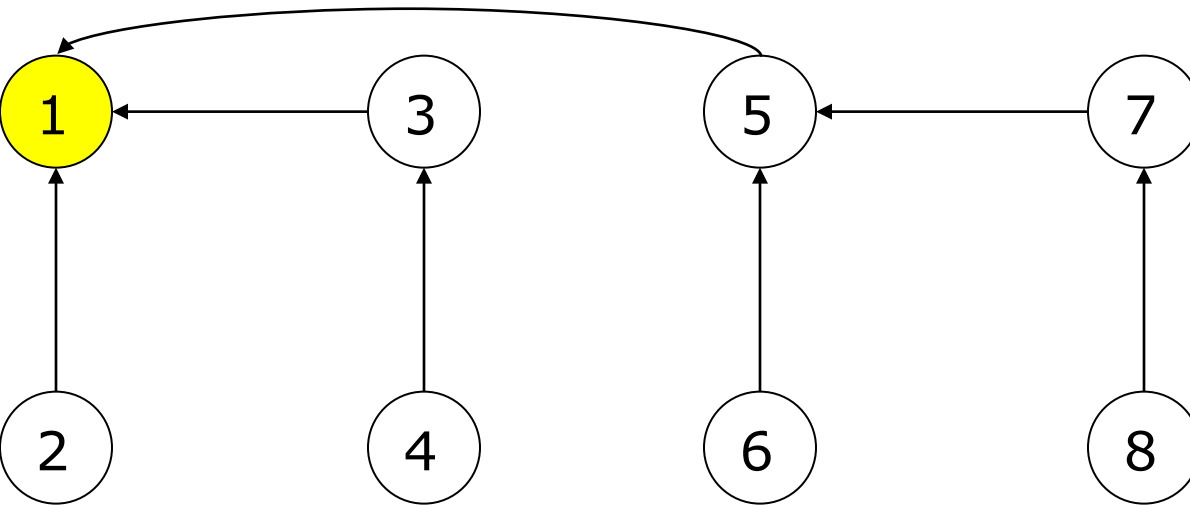
## Part 3

# Find-Set with path compression

## ■ Find-Set(x) is accomplished by

```
Find-Set(x) {
1: if A[x] ≤ 0 then{
2: return x;
3: }else{
4: A[x] = Find-Set(A[x]);
5: return A[x];
 }
}
```

# Examples of Find-Set(1)



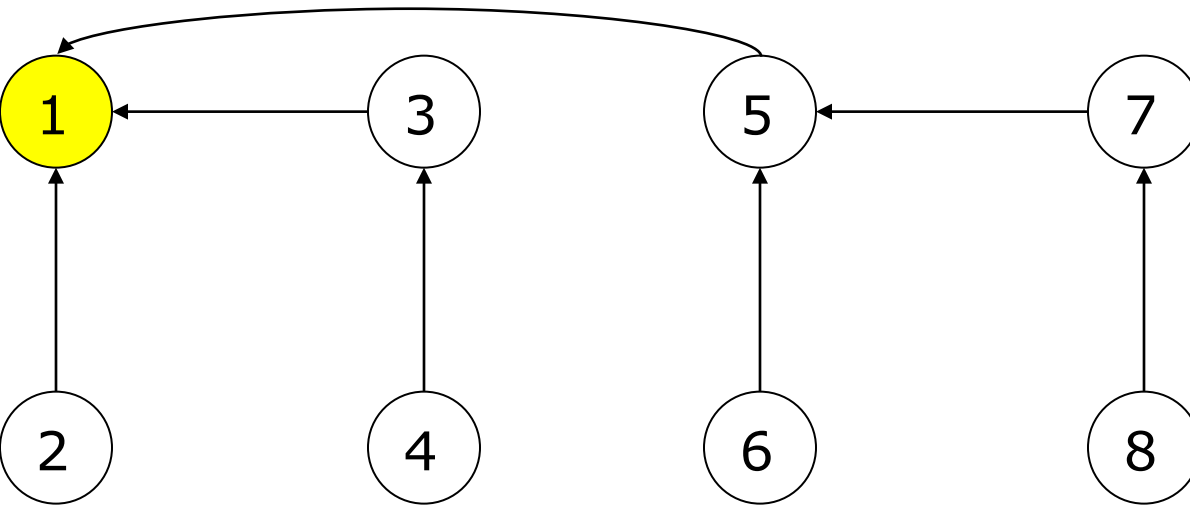
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

■ Find-Set(1)

# Examples of Find-Set(1)



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Find-Set(x) {
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 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

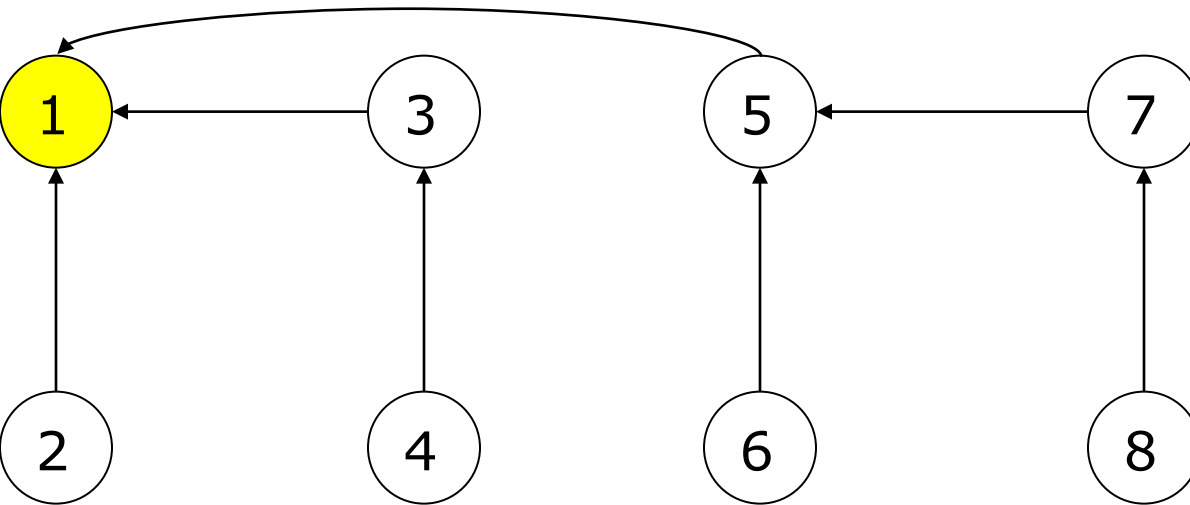
A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(1)
- $A[1] = -3 \leq 0$



# Examples of Find-Set(1)



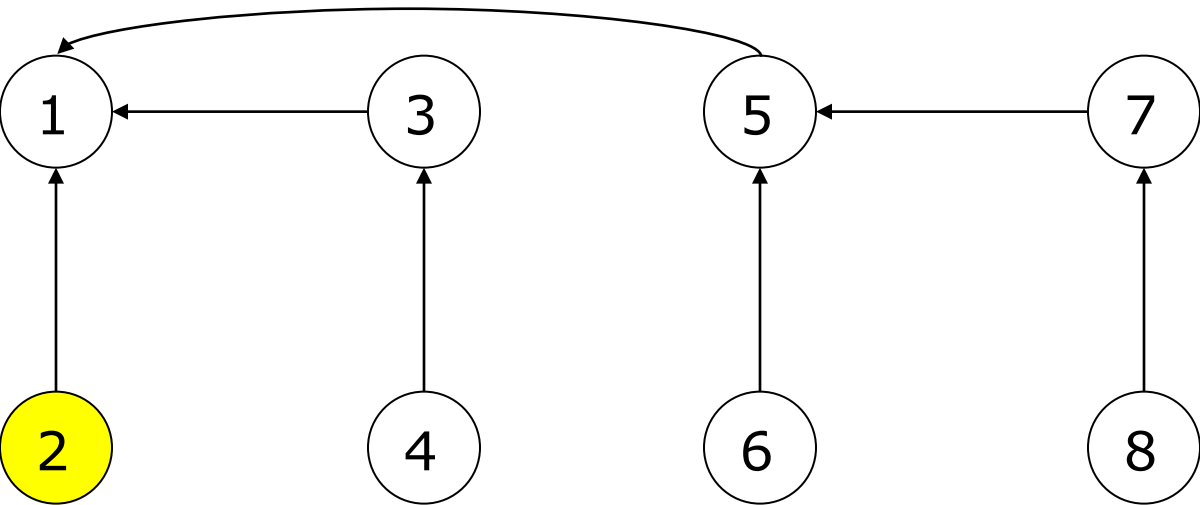
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(1)
- $A[1] = -3 \leq 0$
- return 1

# Examples of Find-Set(2)



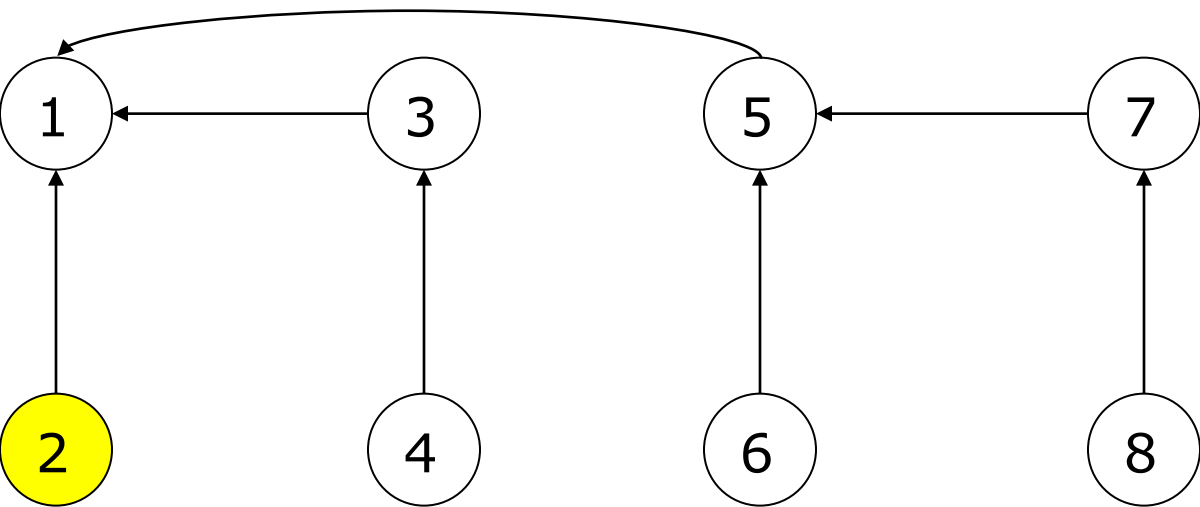
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

■ Find-Set(2)

# Examples of Find-Set(2)



```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

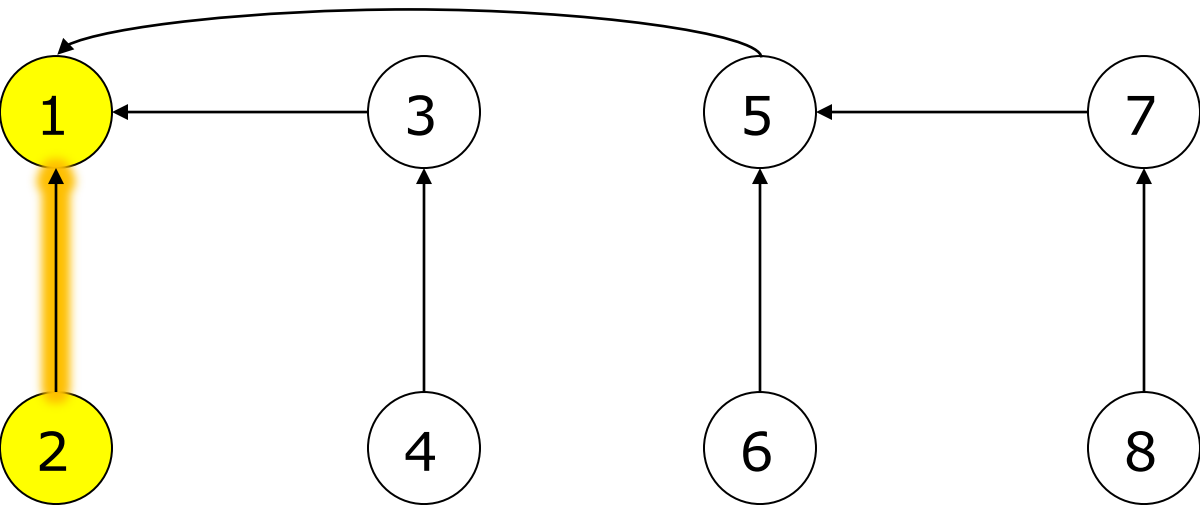
A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

■ Find-Set(2)

■ A[2]=1 > 0

# Examples of Find-Set(2)



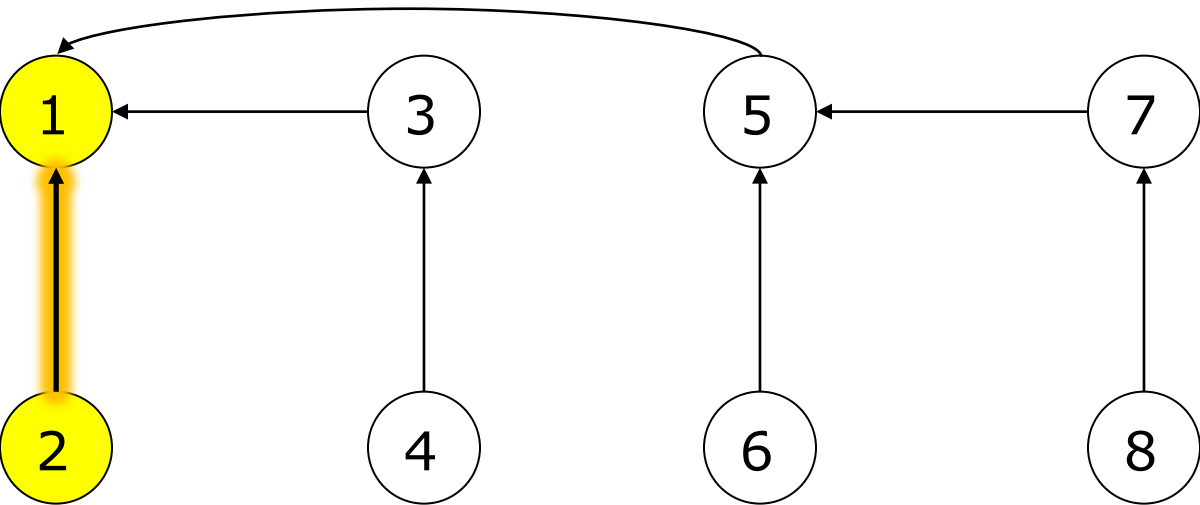
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(2)
- $A[2] = 1 > 0$
- $A[2] = \text{Find-Set}(1)$

# Examples of Find-Set(2)



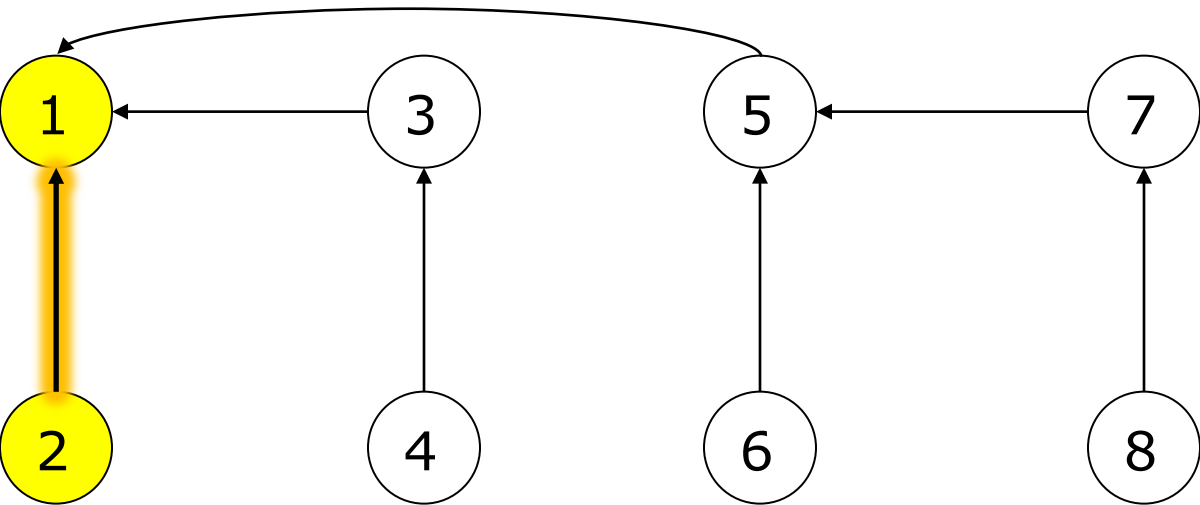
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |          |   |   |   |   |   |   |
|----|----------|---|---|---|---|---|---|
| -3 | <b>1</b> | 1 | 3 | 1 | 5 | 5 | 7 |
|----|----------|---|---|---|---|---|---|

- Find-Set(2)
- $A[2]=1 > 0$
- $A[2]=\text{Find-Set}(1)=1$

# Examples of Find-Set(2)



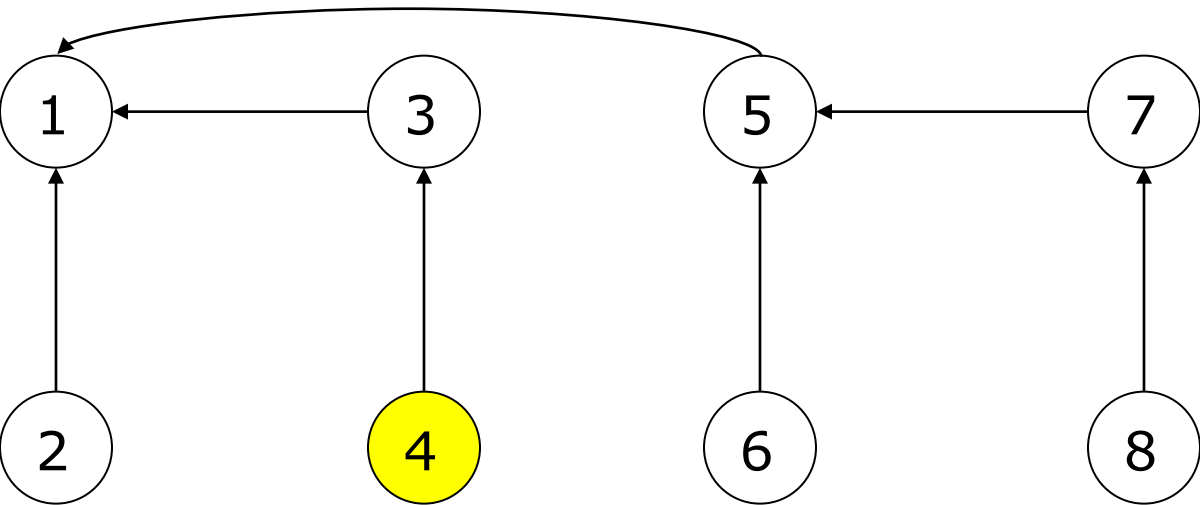
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |          |   |   |   |   |   |   |
|----|----------|---|---|---|---|---|---|
| -3 | <b>1</b> | 1 | 3 | 1 | 5 | 5 | 7 |
|----|----------|---|---|---|---|---|---|

- Find-Set(2)
- $A[2] = 1 > 0$
- $A[2] = \text{Find-Set}(1) = 1$
- return 1

# Examples of Find-Set(4)



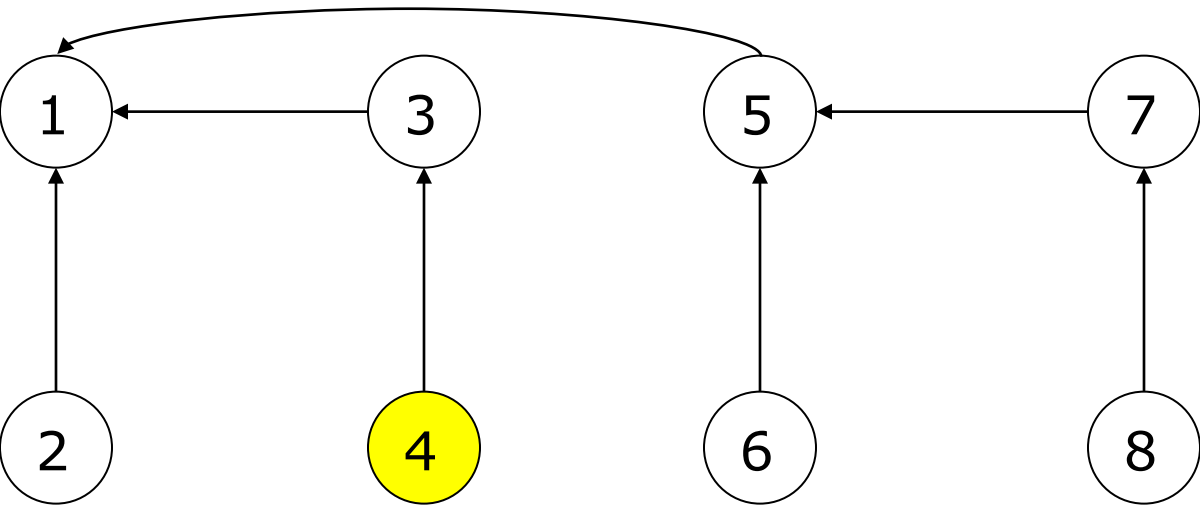
```
Find-Set(x) {
 if A[x] <= 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

■ Find-Set(4)

# Examples of Find-Set(4)



```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

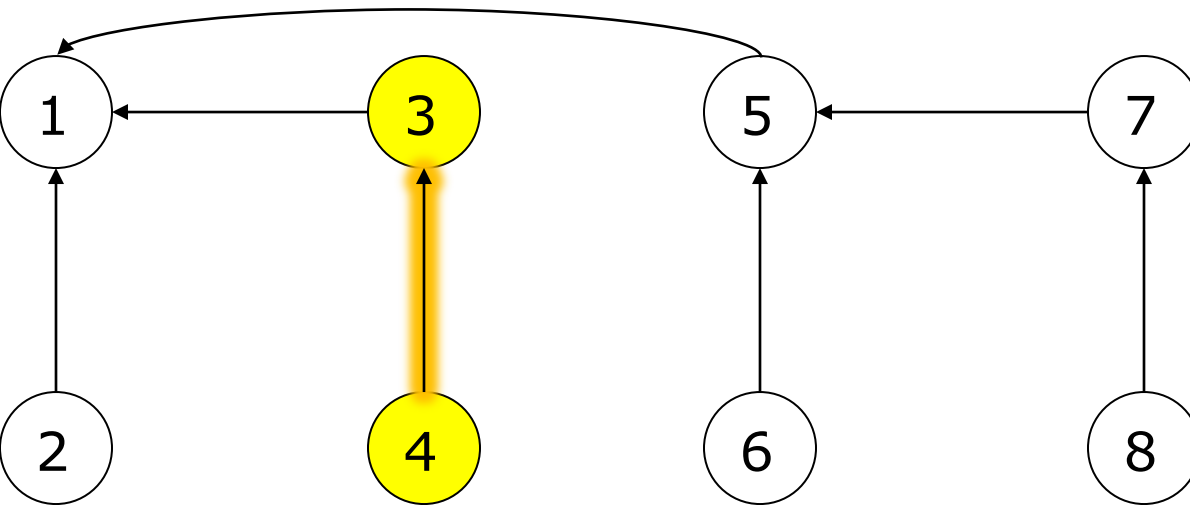
A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(4)
- A[4]=3 > 0



# Examples of Find-Set(4)



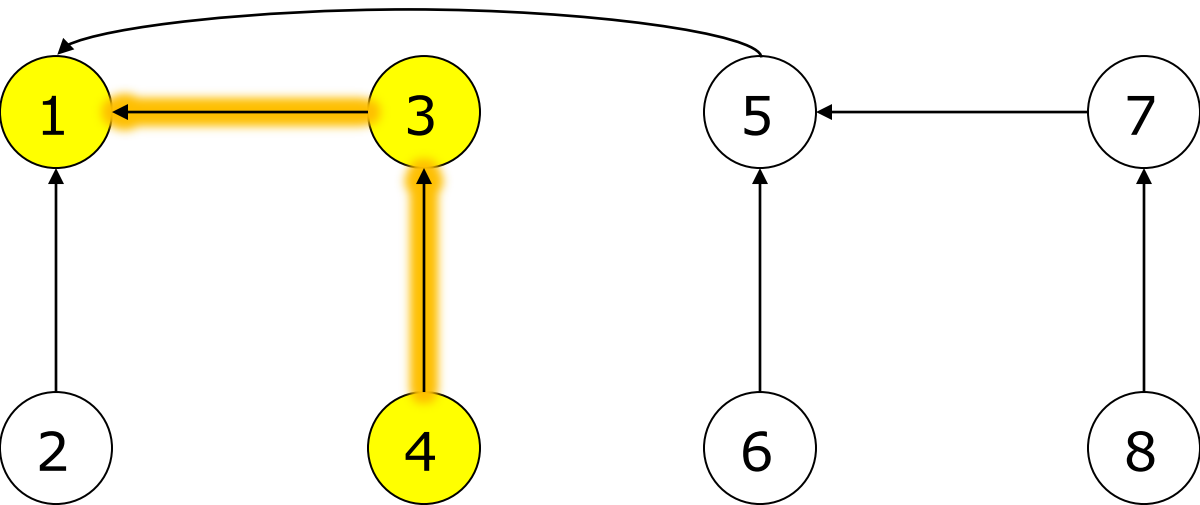
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(4)
- $A[4] = 3 > 0$
- $A[4] = \text{Find-Set}(3)$

# Examples of Find-Set(4)



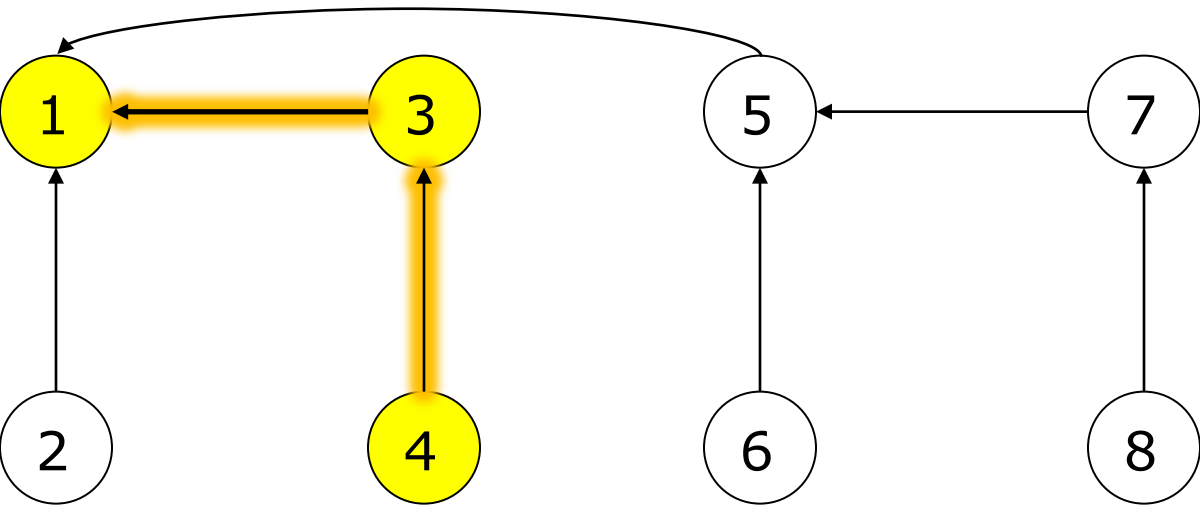
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(4)
- $A[4] = 3 > 0$
- $A[4] = \text{Find-Set}(3) = \text{Find-Set}(\text{Find-Set}(1))$

# Examples of Find-Set(4)



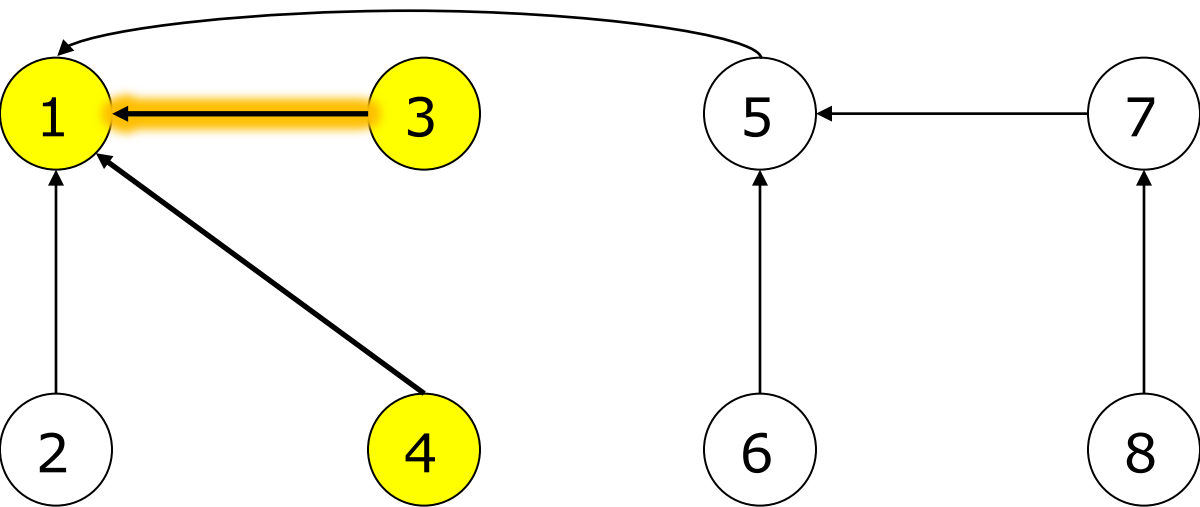
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |          |          |   |   |   |   |
|----|---|----------|----------|---|---|---|---|
| -3 | 1 | <b>1</b> | <b>3</b> | 1 | 5 | 5 | 7 |
|----|---|----------|----------|---|---|---|---|

- Find-Set(4)
- $A[4] = 3 > 0$
- $A[4] = \text{Find-Set}(3) = \text{Find-Set}(\text{Find-Set}(1)) = 1$

# Examples of Find-Set(4)



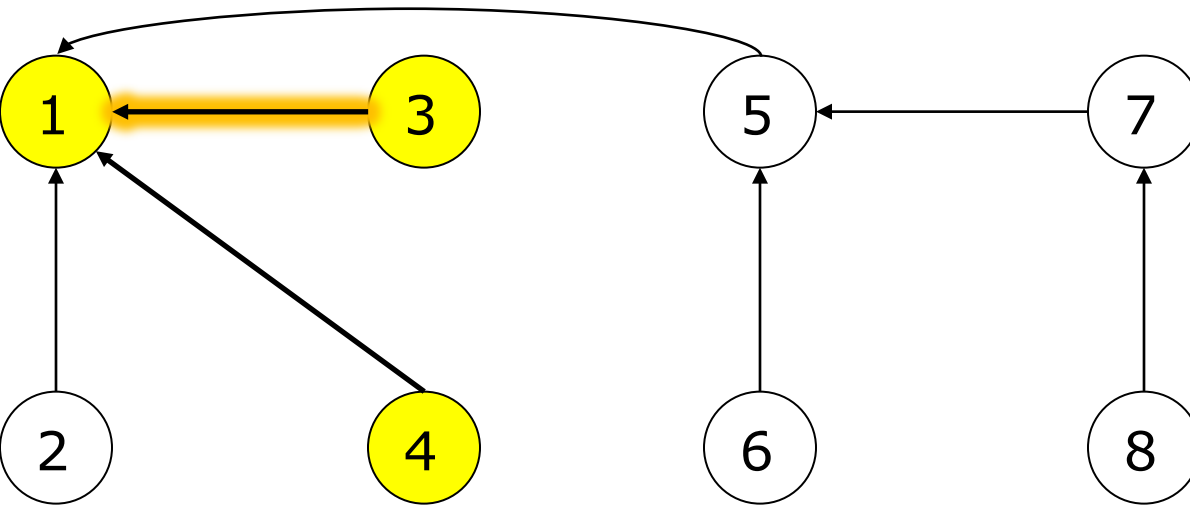
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |          |          |   |   |   |   |
|----|---|----------|----------|---|---|---|---|
| -3 | 1 | <b>1</b> | <b>1</b> | 1 | 5 | 5 | 7 |
|----|---|----------|----------|---|---|---|---|

- Find-Set(4)
- $A[4] = 3 > 0$
- $A[4] = \text{Find-Set}(A[4]) = \text{Find-Set}(\text{Find-Set}(1)) = 1$

# Examples of Find-Set(4)



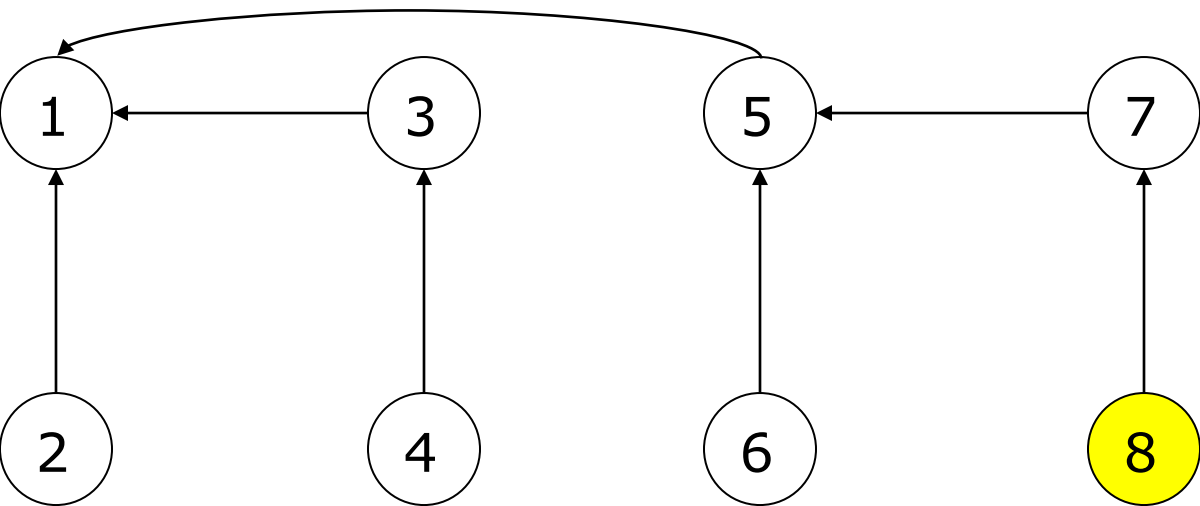
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |          |          |   |   |   |   |
|----|---|----------|----------|---|---|---|---|
| -3 | 1 | <b>1</b> | <b>1</b> | 1 | 5 | 5 | 7 |
|----|---|----------|----------|---|---|---|---|

- Find-Set(4)
- $A[4] = 3 > 0$
- $A[4] = \text{Find-Set}(A[4]) = \text{Find-Set}(\text{Find-Set}(1)) = 1$
- return 1

# Examples of Find-Set(8)



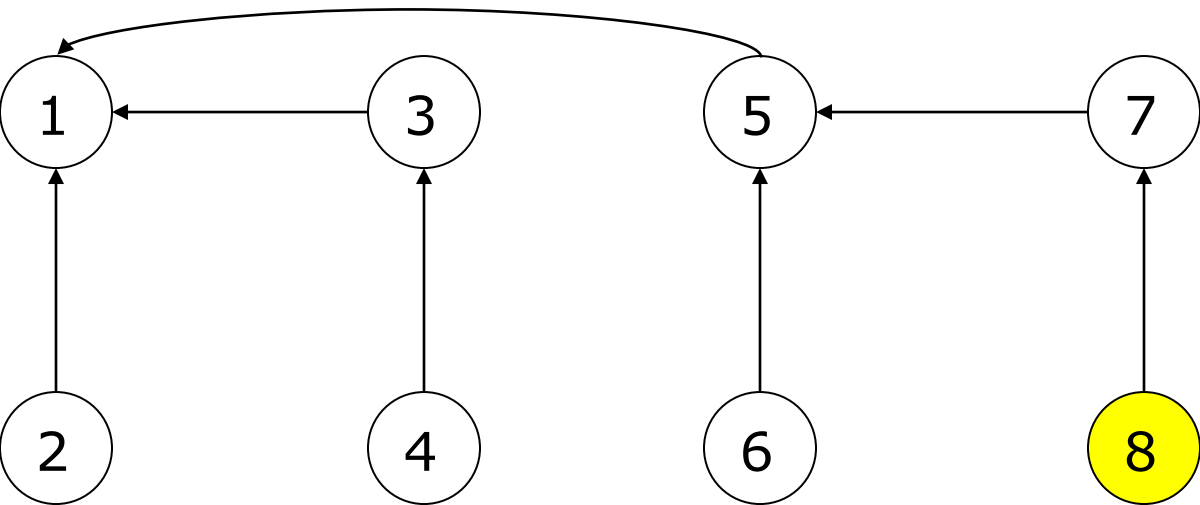
```
Find-Set(x) {
 if A[x] <= 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

■ Find-Set(8)

# Examples of Find-Set(8)



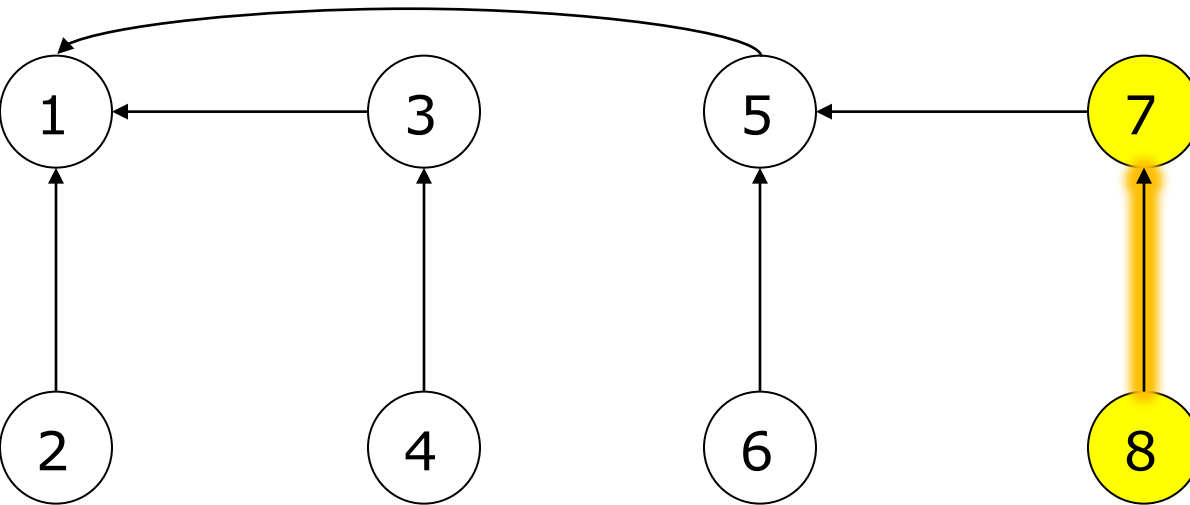
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(8)
- A[8]=7 > 0

# Examples of Find-Set(8)



```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

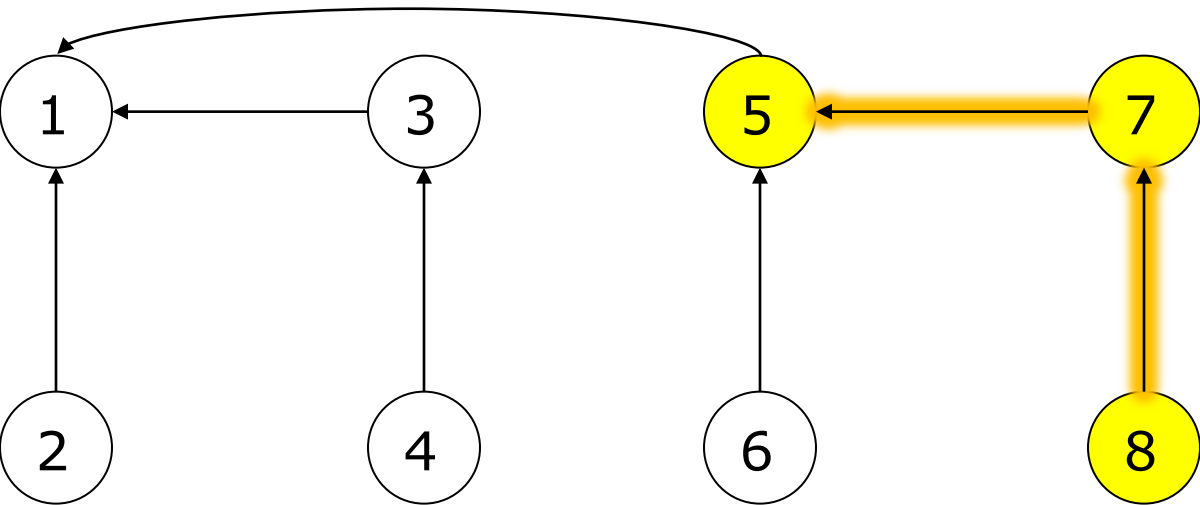
A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(8)
- $A[8] = 7 > 0$
- $A[8] = \text{Find-Set}(7)$



# Examples of Find-Set(8)



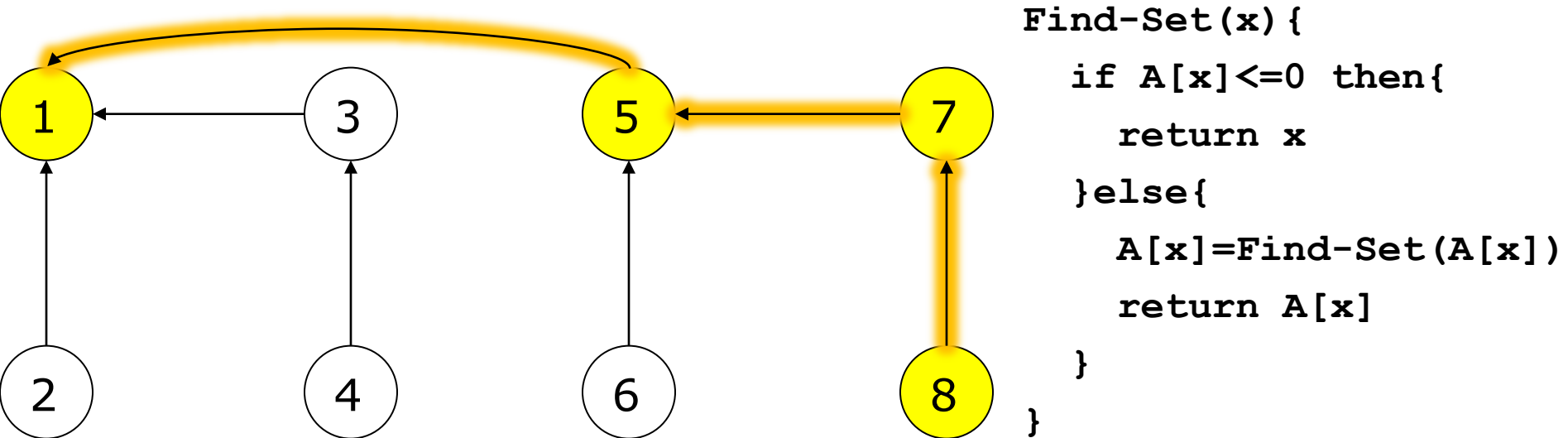
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(8)
- $A[8] = 7 > 0$
- $A[8] = \text{Find-Set}(7) = \text{Find-Set}(5)$

# Examples of Find-Set(8)

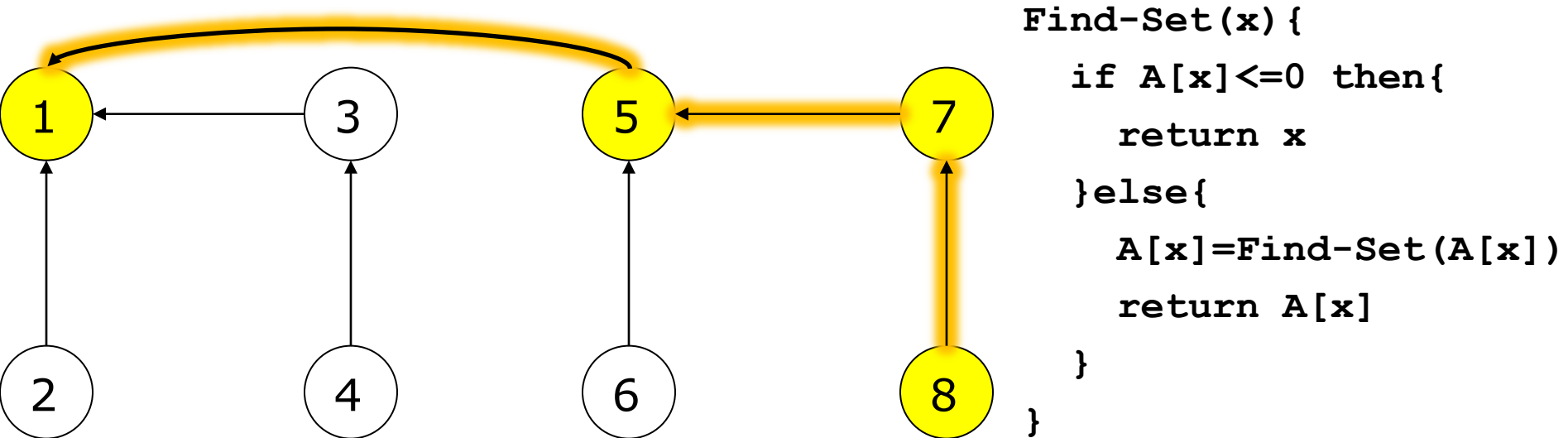


A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(8)
- $A[8] = 7 > 0$
- $A[8] = \text{Find-Set}(7) = \text{Find-Set}(5) = \text{Find-Set}(1)$

# Examples of Find-Set(8)

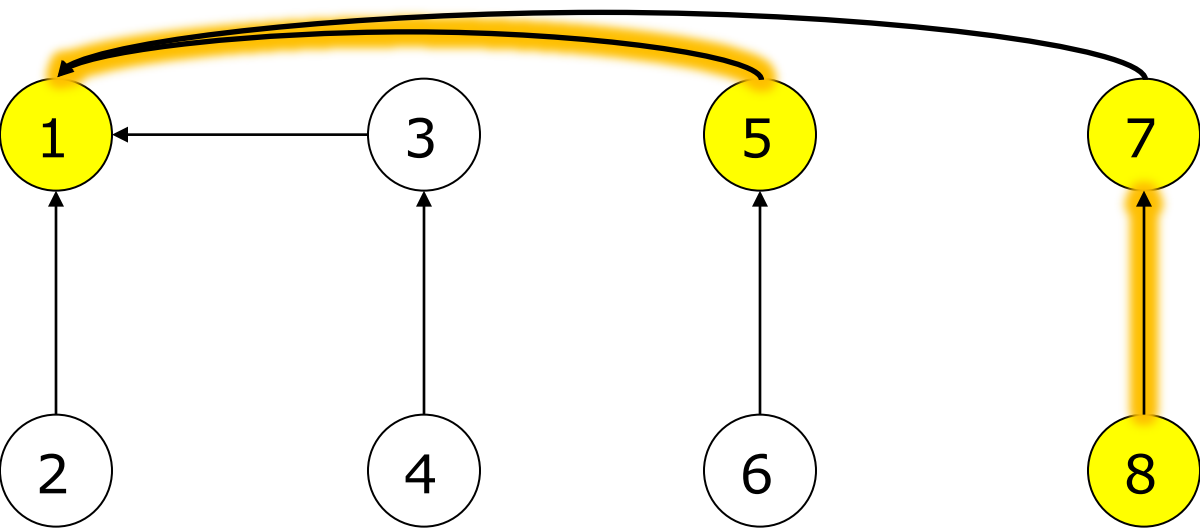


A:

|    |   |   |   |   |   |   |   |
|----|---|---|---|---|---|---|---|
| -3 | 1 | 1 | 3 | 1 | 5 | 5 | 7 |
|----|---|---|---|---|---|---|---|

- Find-Set(8)
- $A[8] = 7 > 0$
- $A[8] = \text{Find-Set}(7) = \text{Find-Set}(5) = \text{Find-Set}(1) = 1$

# Examples of Find-Set(8)



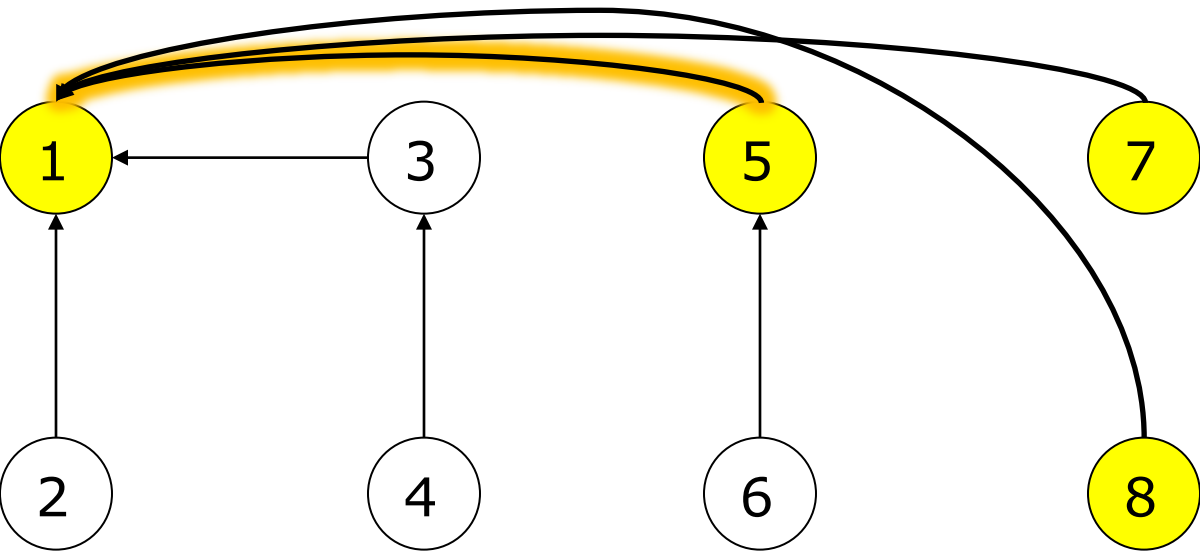
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |          |   |          |   |
|----|---|---|---|----------|---|----------|---|
| -3 | 1 | 1 | 3 | <b>1</b> | 5 | <b>1</b> | 7 |
|----|---|---|---|----------|---|----------|---|

- Find-Set(8)
- $A[8] = 7 > 0$
- $A[8] = \text{Find-Set}(7) = \text{Find-Set}(5) = \text{Find-Set}(1) = 1$

# Examples of Find-Set(8)



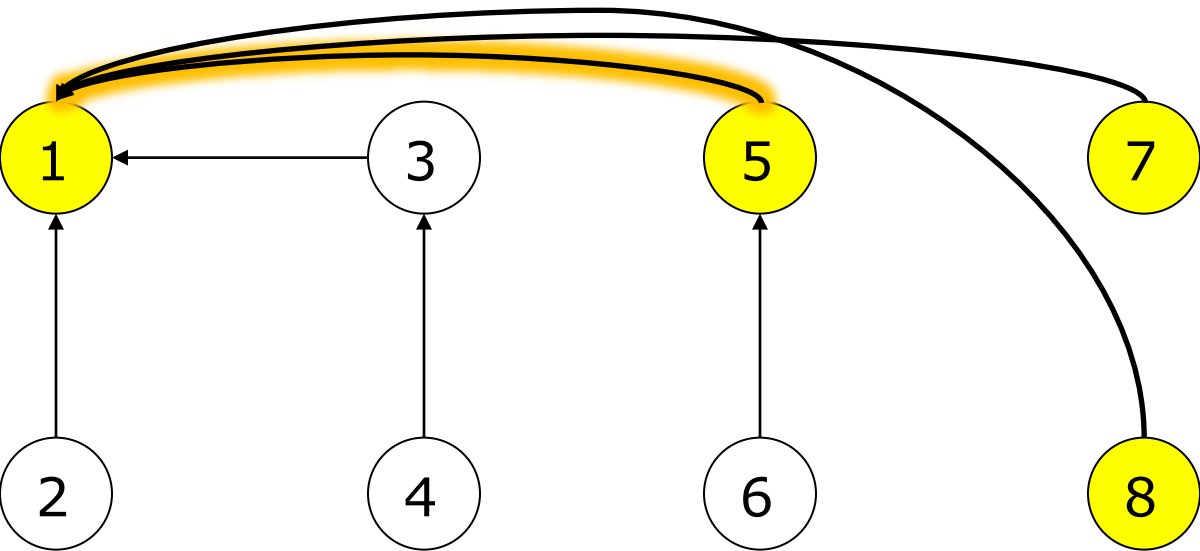
```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

|    |   |   |   |          |   |          |          |
|----|---|---|---|----------|---|----------|----------|
| -3 | 1 | 1 | 3 | <b>1</b> | 5 | <b>1</b> | <b>1</b> |
|----|---|---|---|----------|---|----------|----------|

- Find-Set(8)
- $A[8]=7 > 0$
- $A[8]=\text{Find-Set}(7)=\text{Find-Set}(5)=\text{Find-Set}(1)=1$

# Examples of Find-Set(8)



```
Find-Set(x) {
 if A[x] ≤ 0 then {
 return x
 } else {
 A[x] = Find-Set(A[x])
 return A[x]
 }
}
```

A:

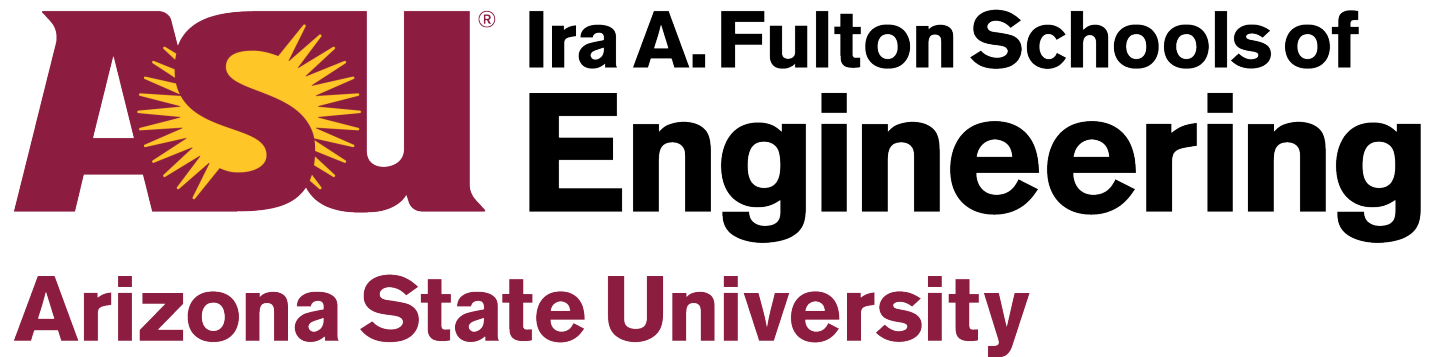
|    |   |   |   |          |   |          |          |
|----|---|---|---|----------|---|----------|----------|
| -3 | 1 | 1 | 3 | <b>1</b> | 5 | <b>1</b> | <b>1</b> |
|----|---|---|---|----------|---|----------|----------|

- Find-Set(8)
- $A[8]=7 > 0$
- $A[8]=\text{Find-Set}(7)=\text{Find-Set}(5)=\text{Find-Set}(1)=1$
- return 1

# Summary

---

- **Find-set()** may rewrite array *A*
- **Find-set()** may reduce the height of the tree, but does not change the rank of any node
- The time complexity of **Find-set()** is bounded by the height of the tree



**ASU<sup>®</sup> Ira A. Fulton Schools of  
Engineering**

**Arizona State University**



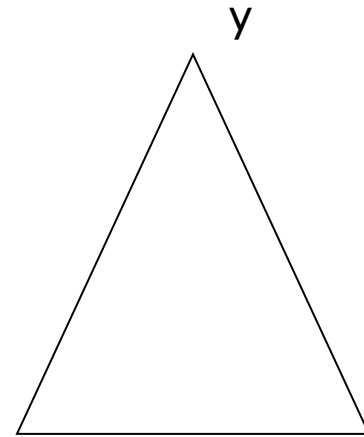
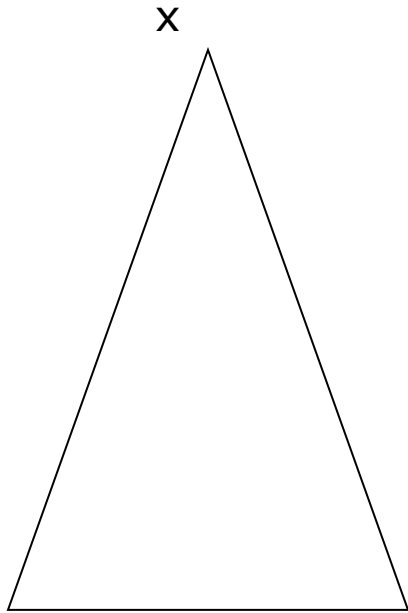
---

# Disjoint Sets

## Part 4

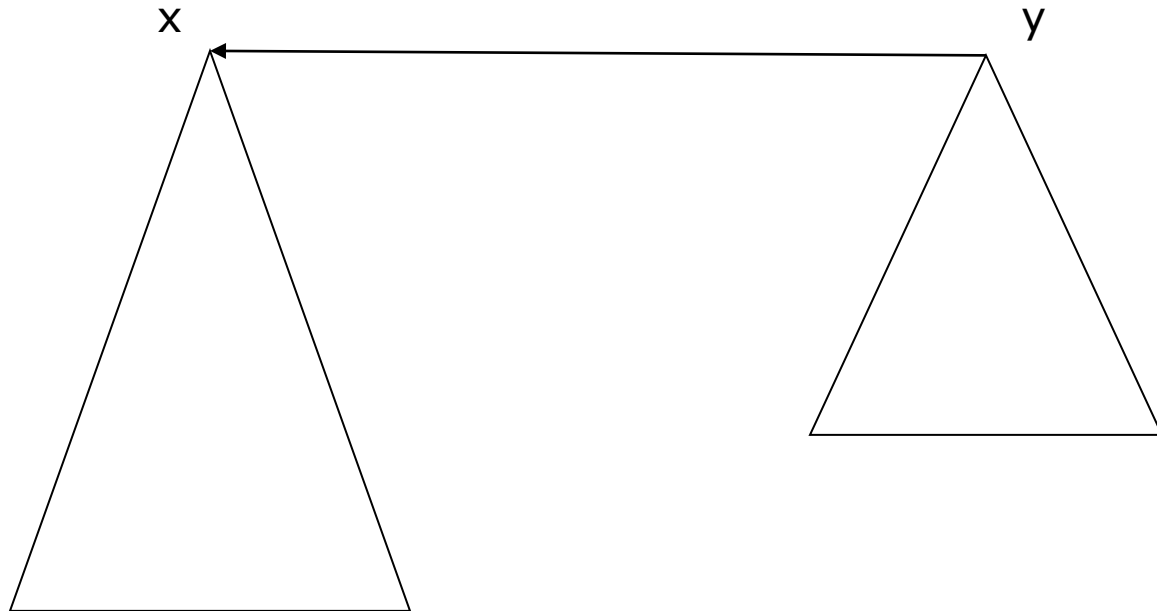
# link( $x, y$ ), rank of $x >$ rank of $y$

■ if  $-A[x] > -A[y]$



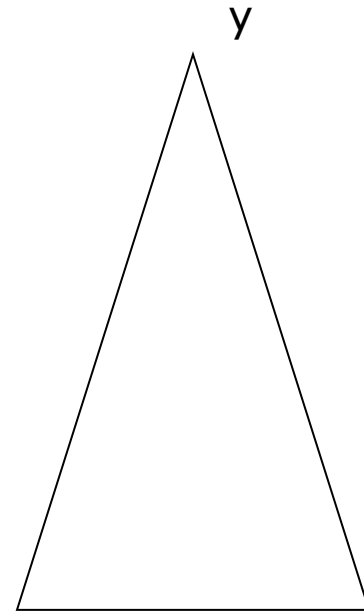
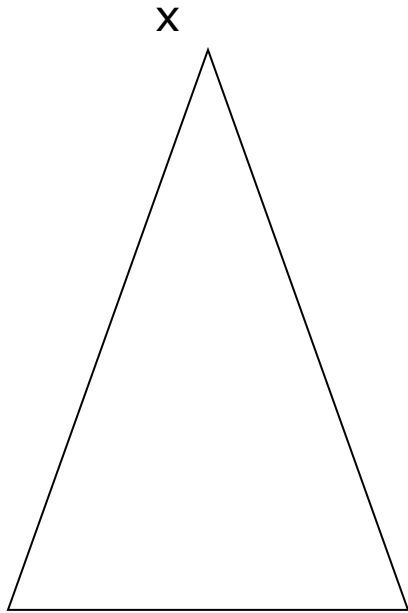
# link(x, y), rank of x > rank of y

- if  $-A[x] > -A[y]$
- make x the root, rank does not change



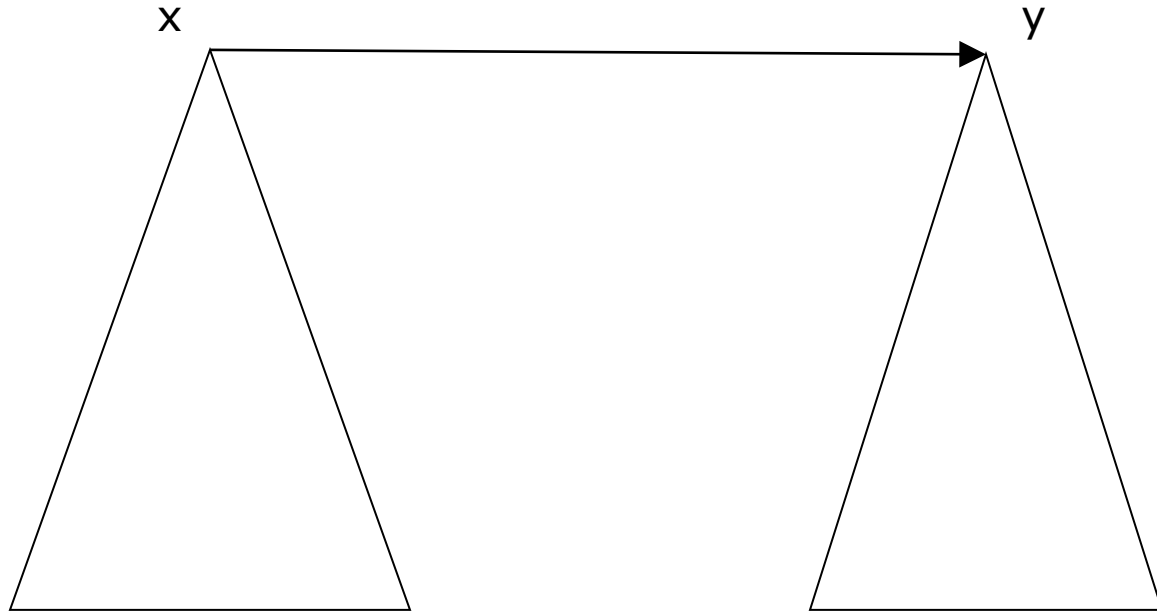
# link( $x, y$ ), rank of $x \leq$ rank of $y$

■ if  $-A[x] = -A[y]$



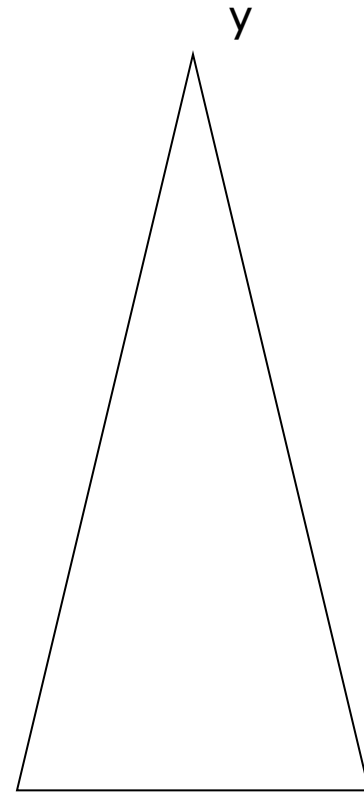
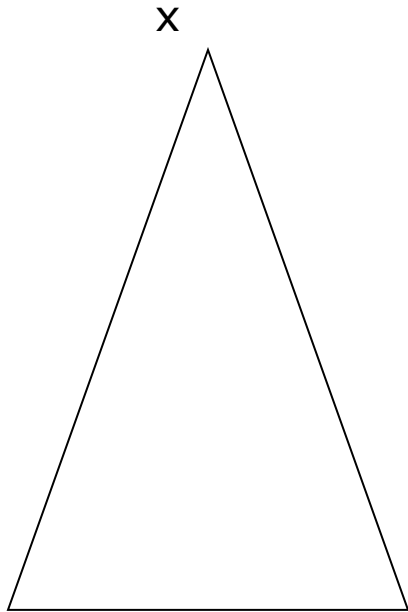
# link( $x$ , $y$ ), rank of $x \leq$ rank of $y$

- if  $-A[x] = -A[y]$
- make  $y$  the root, rank increased by 1



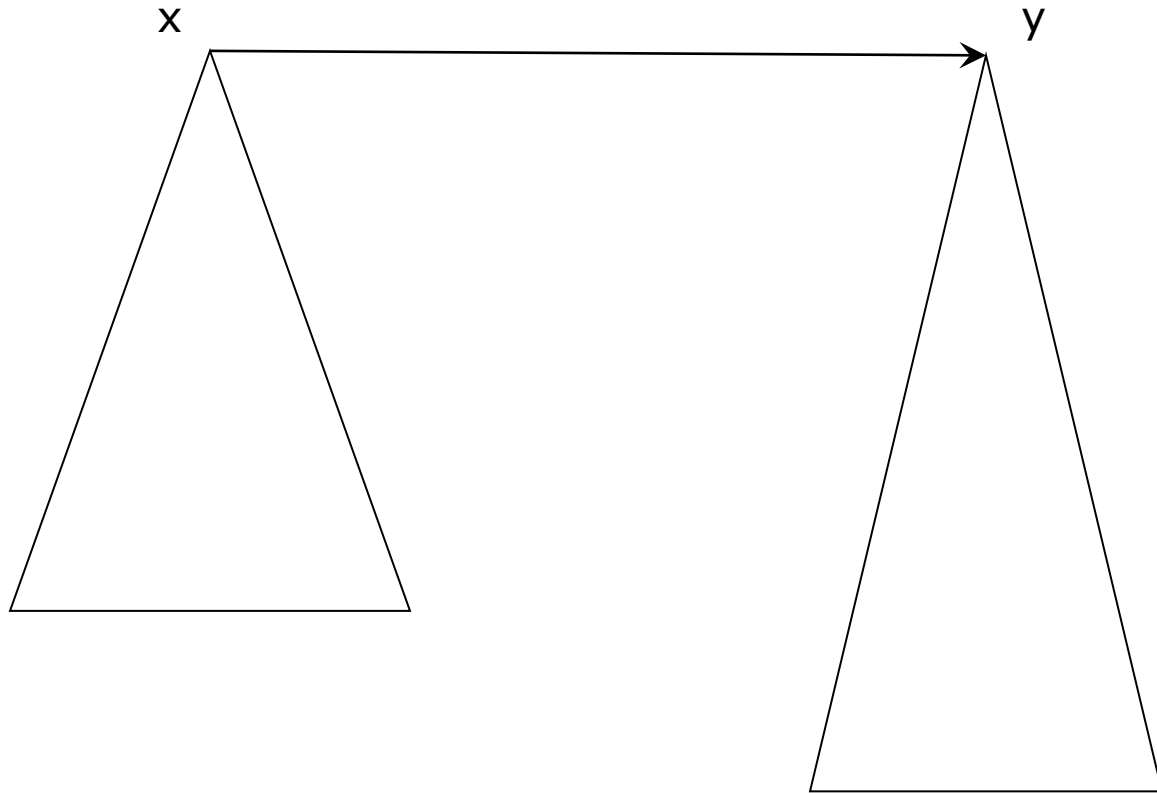
# link( $x, y$ ), rank of $x \leq$ rank of $y$

- if  $-A[x] < -A[y]$



# link( $x$ , $y$ ), rank of $x \leq$ rank of $y$

- if  $-A[x] < -A[y]$
- make  $y$  the root, rank does not change



# Summary

---

- **Link (x, y) may change the rank of node y**
- **Link (x, y) takes  $O(1)$  time**



# Union by rank

---

- **Union(x, y) is accomplished by**
  - **Link(Find-Set (x), Find-Set (y));**

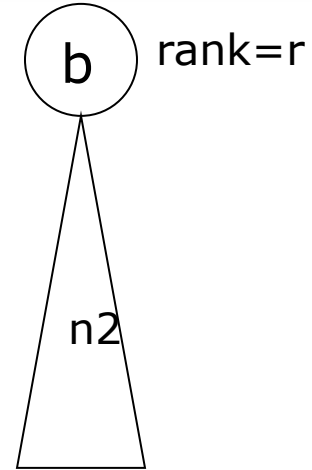
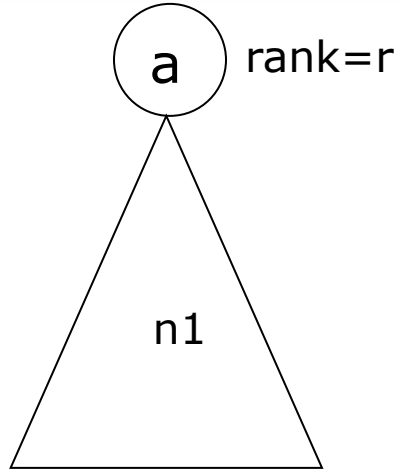
# Union by rank

- **THEOREM:** Let  $n$  be the number of nodes in a tree and let  $r$  be the rank of the tree. Assuming we are using union by rank, then  $n \geq 2^r$ .
- **Proof by Induction.** This is true when  $r=0$  ( $n=1$ ).
- **Assume that we are taking the union of two trees with the same rank  $r$ .** By the assumption, the number of nodes in either tree is at least  $2^r$ . The rank of the new tree is  $r+1$ , and the number of nodes in the new tree is at least  $2^r + 2^r = 2^{r+1}$ . Hence the inequality remains true.

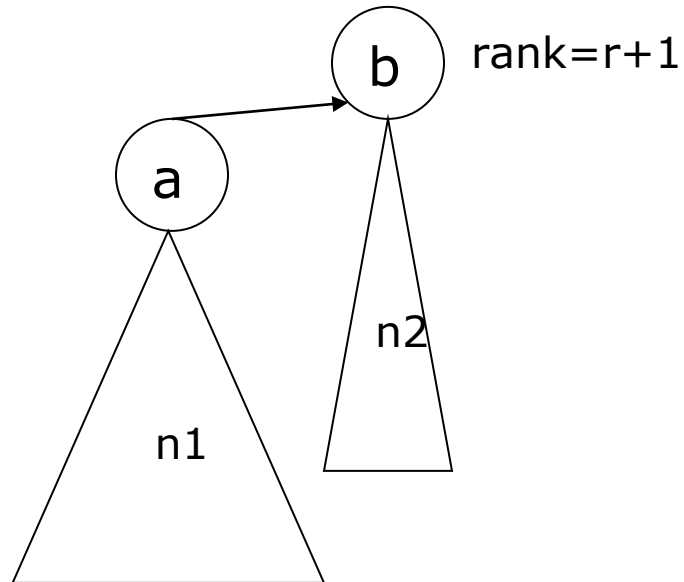
# Illustration of the proof

$$n1 \geq 2^r$$

$$n2 \geq 2^r$$



$$n1 + n2 \geq 2^r + 2^r = 2^{r+1}$$



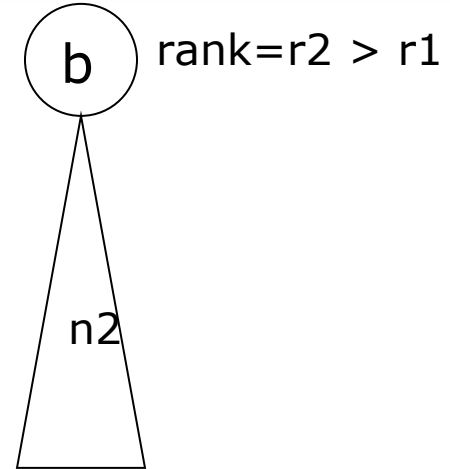
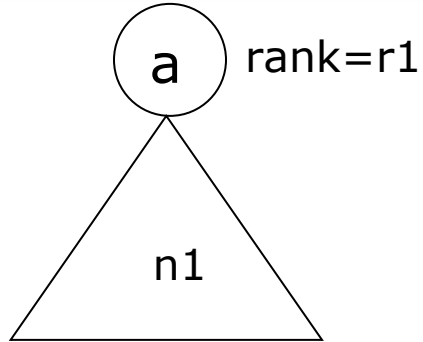
# Union by rank

- **Proof. Continued...**
- **Assume that we are taking the union of two trees with different ranks. One tree has  $n_1$  nodes and rank  $r_1$ , the other has  $n_2$  nodes and rank  $r_2$ . Without loss of generality, assume that  $r_1 < r_2$ . The new tree has rank  $r=r_2$ . The number of nodes in the new tree is  $n_1+n_2 \geq n_2 \geq 2^{r_2} = 2^r$ . Hence the inequality remains true.**

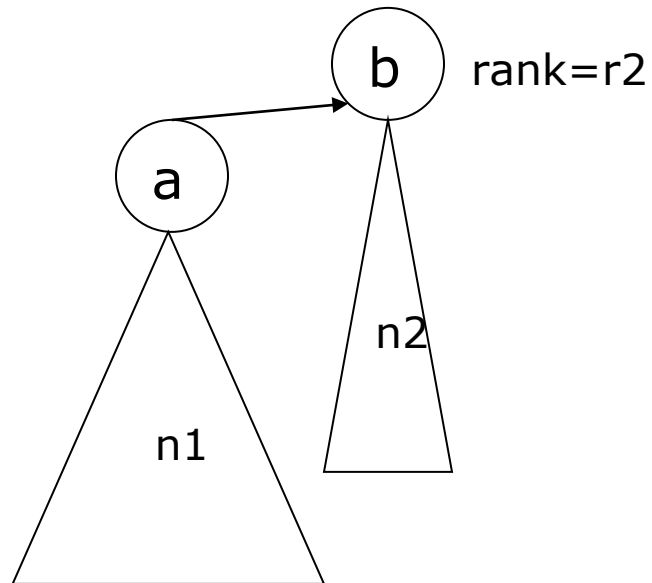
# Union by rank

$$n1 \geq 2^{r1}$$

$$n2 \geq 2^{r2}$$



$$n1 + n2 \geq n2 \geq 2^{r2}$$



# Union by rank

- **THEOREM:** Let  $n = 2^r$  be the number of elements. There exists a sequence of  $n$  Make-Set operations followed by  $n-1$  union operations such that the resulting tree has height equal to  $r$ .
- **Proof.** Perform  $n/2$  union operations to have  $n/2$  trees each with height=1. Then perform  $n/4$  unions to have  $n/4$  trees each with height=2. Continue this process this process, we will have a single tree with height= $r$ .

# Example sequences of unions

---

1

3

5

7

2

4

6

8

9

11

13

15

10

12

14

16

# Example sequences of unions

1

3

5

7

2

4

6

8

9

11

13

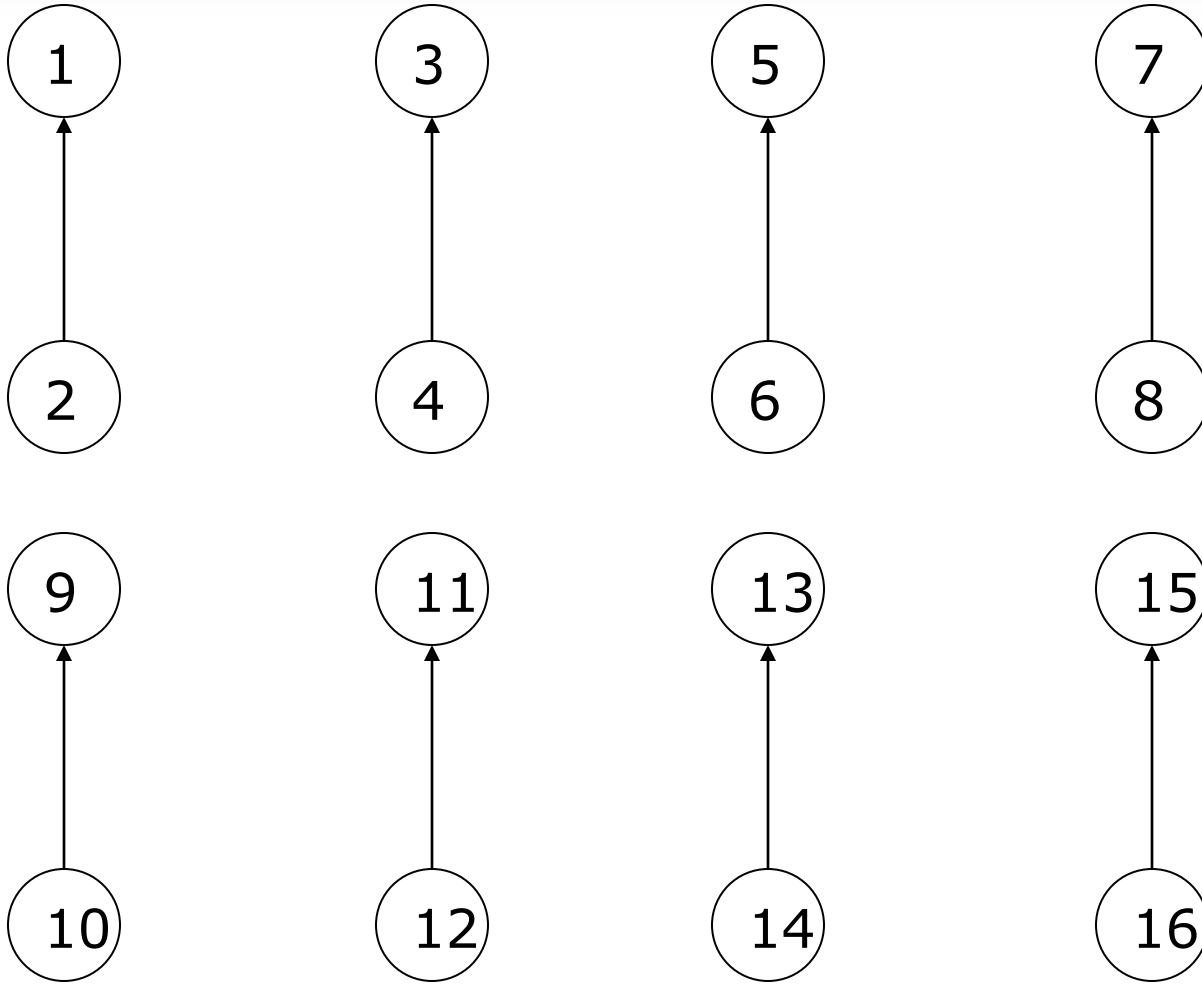
15

10

12

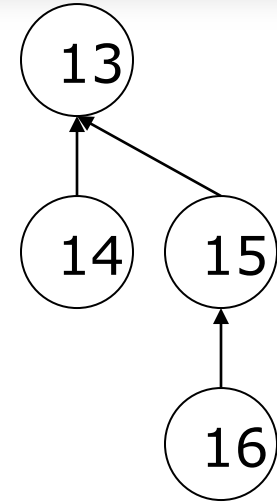
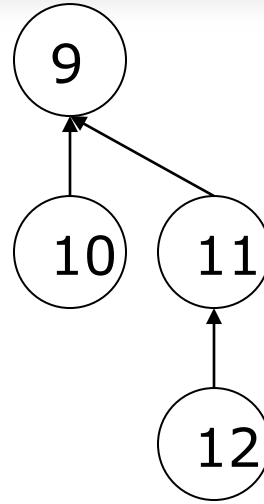
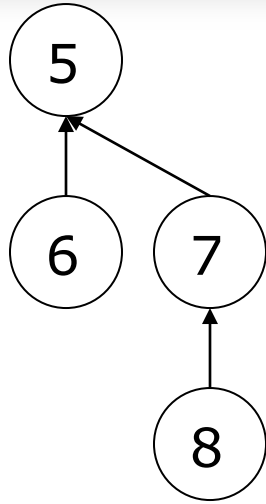
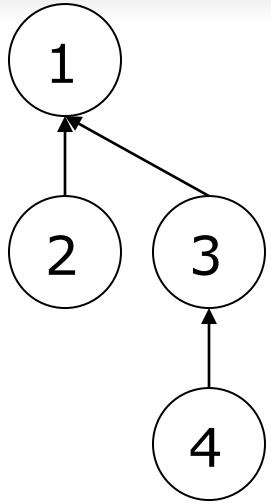
14

16

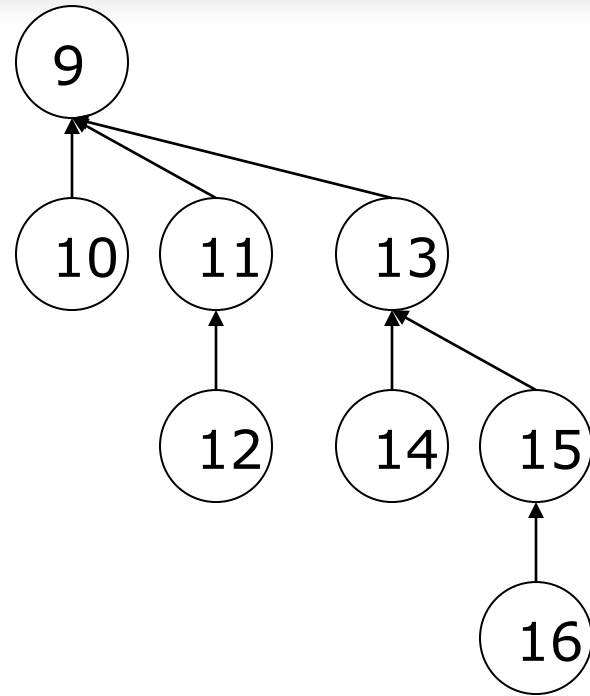
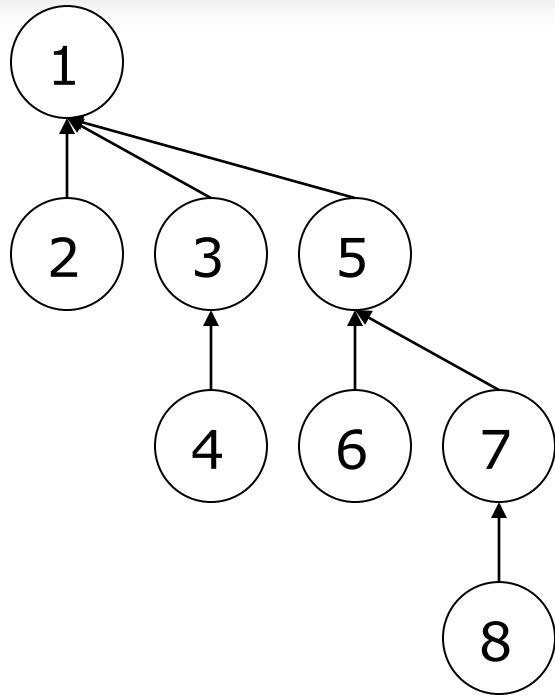




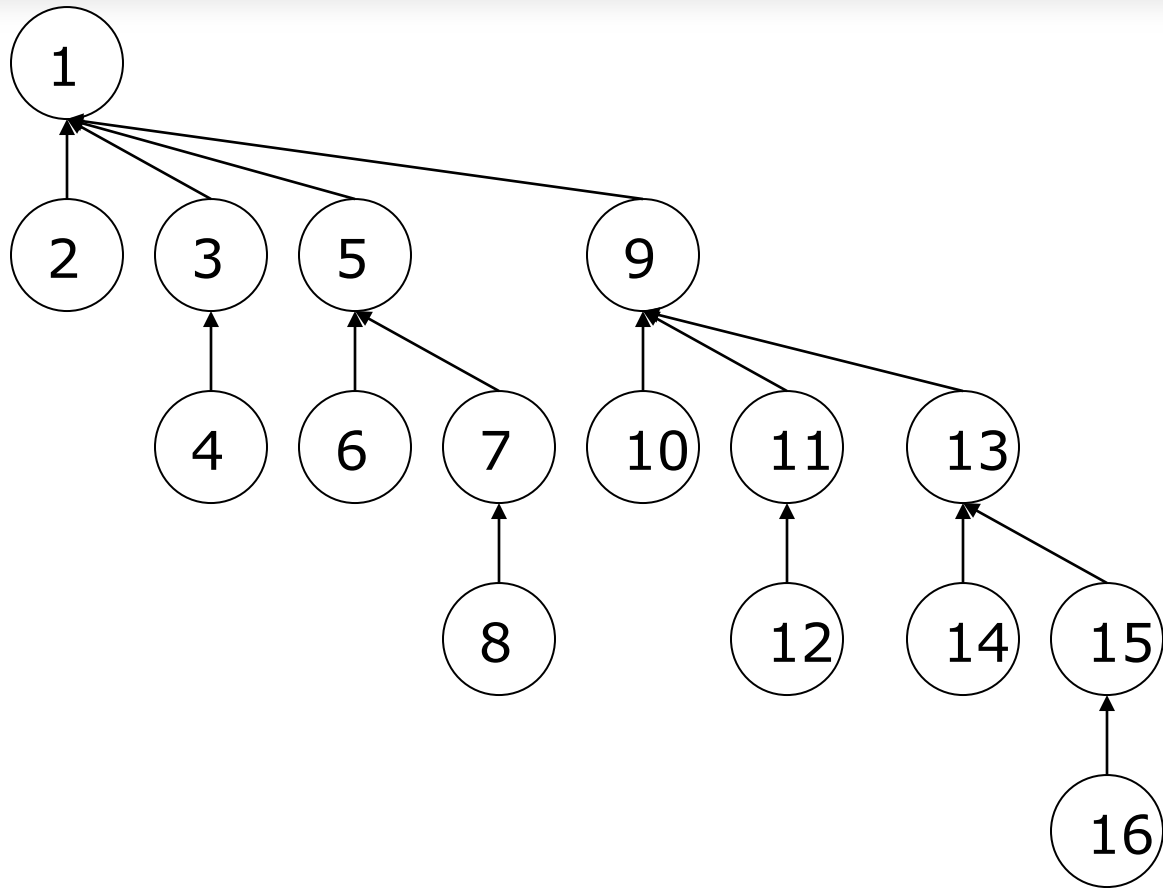
# Example sequences of unions



# Example sequences of unions



# Example sequences of unions



# Union by rank

- Running time of Find-set() is  $O(\log n)$
- Running time of Link() is  $O(1)$
- Running time of Union() is  $O(\log n)$
- Let  $m$  be the total number of operations, including  $n$  Make-Set() operations. The running time of these  $m$  operations is bounded by  $O(m \log n)$ .
- We can do MUCH better analysis.

# Union by rank

- Let  $m$  be the total number of operations, including  $n$  Make-Set() operations. The running time of these  $m$  operations is bounded by  $O(m \alpha(m, n))$ , where  $\alpha(m, n)$  is the inverse Ackermann function.
- For fixed  $m$ ,  $\alpha(m, n)$  increases with  $n$ , and goes to  $\infty$  when  $n$  goes to  $\infty$ .
- For fixed  $n$ ,  $\alpha(m, n)$  increases with  $m$ , and goes to  $\infty$  when  $m$  goes to  $\infty$ .
- For practical values of  $m$  and  $n$ ,  $\alpha(m, n) \leq 4$ .

