

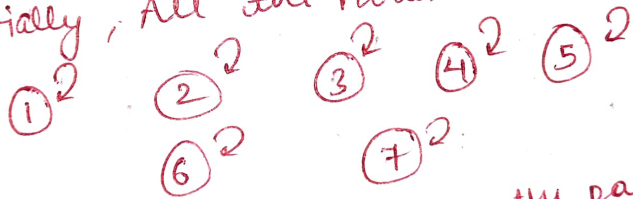
## • Disjoint Set

↓ To find if 2 nodes <sup>are</sup> in the same component, this problem can be easily solved by Disjoint Set. There are more concepts in DS which are Union, finding parent, Rank & Path compression.

↓ Example: Suppose  $n$  is 7, where nodes are 1 to 7.  
Initially, All the nodes are in diff. components.

Just for an example {

- Union(1, 2)
- Union(2, 3)
- Union(4, 5)
- Union(6, 7)
- Union(5, 6)
- Union(3, 7)

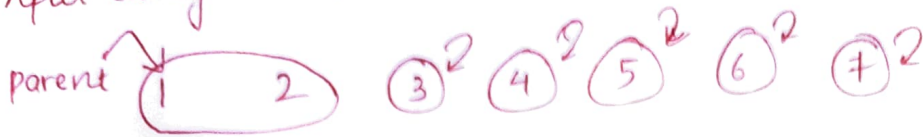


All of the nodes ~~are~~ are the parents of itself.

↓ These are <sup>the</sup> operations, we have to perform and after that, we can find any <sup>2</sup> nodes are in the same component or not.

The main idea behind this (for finding if 2 nodes are in component or not). To find the parent of both nodes and if the parents are same, we can say they are in the same component otherwise not.

After doing union(1, 2)



union(2, 3)



union(4, 5)

union(6, 7)

union(5, 6)



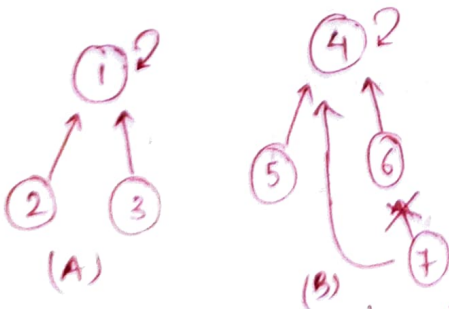
Here, all the union operations are completed and we can find if 2 nodes are in the same comp. or not.

Ans: ② and ⑥

parent of 2 → 1  
parent of 6 → 4 } Different parent, which ~~mean~~ means they are not in the same component.

Ans: ⑤ and ⑦

parent of 5 → 4  
" " 7 → 4 } They are in the same component.

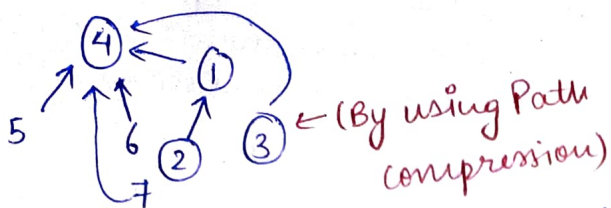


Here, 7 is pointing to 6 and then 4. In case we need to find the parent of 7, then it has to be traverse from 7 to 6 to 4. But we can make direct parent of 7 by Path compression.

Here, if we want to union both of these trees, we have to find rank of both of the trees,

A rank → 1  
B rank → 2 }  $B > A$  ranks.

Here smaller rank tree will be attached to the greater one. and if the ranks are same, just attached anyone and increase the rank of attached tree.



This is the resultant tree of doing final union.

Code:

```
int parent[10000];
int rank[10000];
```

$\left\{ \begin{array}{l} T.C \rightarrow O(4\lambda) \approx O(4) \leftarrow \text{constant} \\ S.C \rightarrow O(n) \end{array} \right\}$

```
void makeSet() {
```

```
    for(i=1; i <= n; i++) {
```

```
        parent[i] = i;
```

```
        rank[i] = 0;
```

```
    }
```

```
}
```

```
int findPar(int node) {
```

```
    if (node == parent[node])
```

```
        return node
```

```
    else
```

```
        return parent[node] = findPar(parent[node]);
```

```
}
```

```
void union(int u, int v) {
```

```
    u = findPar(u);
```

```
    v = findPar(v);
```

```
    if (rank[u] < rank[v])
```

```
        parent[u] = v;
```

```
    else if (rank[u] > rank[v])
```

```
        parent[v] = u;
```

```
    else {
```

```
        parent[v] = u;
```

```
        rank[u]++;
```

```
    }
```

```
}
```

```
int main() {
```

```
    makeSet();
```

```
    int m; cin >> m;
```

```
    while (m--) {
```

```
        int u, v;
```

```
        cin >> u >> v;
```

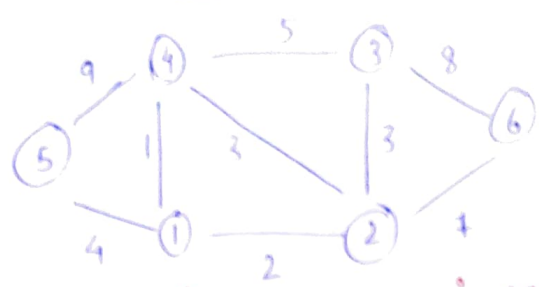
```
        union(u, v);
```

```
    }
```

if (findPar(2) != findPar(3)) → Not in same comp.  
else ← In the same comp.

# Kruskal's Algorithm

Here, we will not use Adj list but a linear data structure and sort all the edges acc. to their weights.



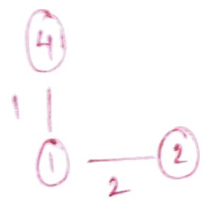
(i) check if 1 and 4 are in same component or not  
so, its not in same comp.



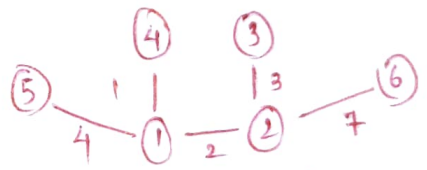
- we u v
- (1, 1, 4)
  - (2, 1, 2)
  - (3, 2, 3)
  - (3, 2, 4)
  - (4, 1, 5)
  - (5, 3, 4)
  - (7, 2, 6)
  - (8, 3, 6)
  - (9, 4, 5)

approach { Do this for all the edges, check for the same component or not, if they are, then do not add that edge and node in MST, move forward to next nodes else add that edge and node to MST. }

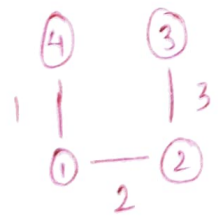
(ii) 1 and 2



(vii) 2 and 6



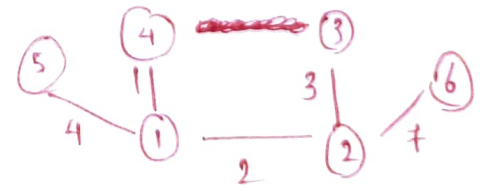
(iii) 2 and 3



(viii) 3 and 6

Don't Add

(ix) 4 and 5 → Don't Add

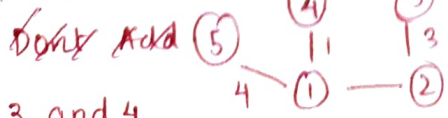


(iv) 2 and 4

now, they have same parent (1)  
Hence, they are in the same component, so don't add this in MST.

Total Min Cost = 20.

(v) 1 and 5



(vi) 3 and 4

Don't Add.



```

int main() {
    vector<node> edges;
    int n, m; ← n = nodes
                m = edges
    for (i → m) {

```

```

struct node {
    int u, v, wt;
    node(int x, int y, int z) {
        u = x;
        v = y;
        wt = z;
    }
};

```

```

        int u, v, wt;
        cin >> u >> v >> wt;
        edges.push_back(node(u, v, wt));
    }

```

```

    sort(edges.begin(), edges.end());

```

```

    vector<int> parent[N];

```

```

    for (i → N)
        parent[i] = i;

```

```

    vector<int> rank[N]; (N, 0);

```

```

    int cost = 0;

```

```

    vector<pair<int, int>> mst;

```

```

    for (auto it : edges) {

```

```

        if (findPar(it.v, parent) != findPar(it.u, parent)) {

```

```

            cost += it.wt;

```

```

            mst.push_back({it.u, it.v});

```

```

            union(it.u, it.v, parent, rank);
        }
    }

```

```

}

```

```

cout << cost;

```

```

for (auto it : mst) {

```

```

    cout << it.first << " - " << it.second;
}

```

```

}

```

comp

```

bool comp(node a, node b) {
    return a.wt < b.wt;
}

```

T.C →  $O(M \log M)$

~~$O(M \log M)$~~

$O(M \times O(4 \lambda))$

$\approx O(M \log M)$

S.C →  $O(M) + O(N) + O(N) \approx O(N)$