



<http://algs4.cs.princeton.edu>

## 1.5 PATH COMPRESSION DEMO

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**click to begin demo**

# Weighted quick-union with path compression 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 with path compression demo

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**union(4, 3)**

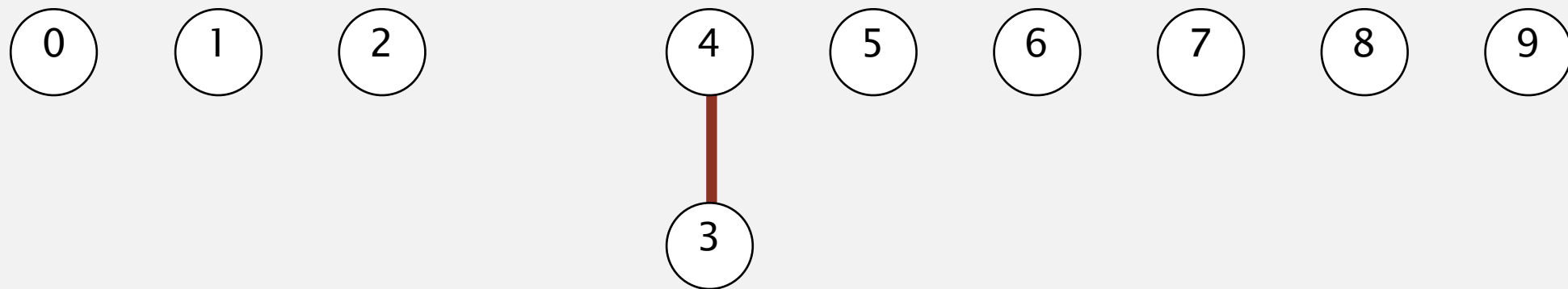


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	3	4	5	6	7	8	9

# Weighted quick-union with path compression demo

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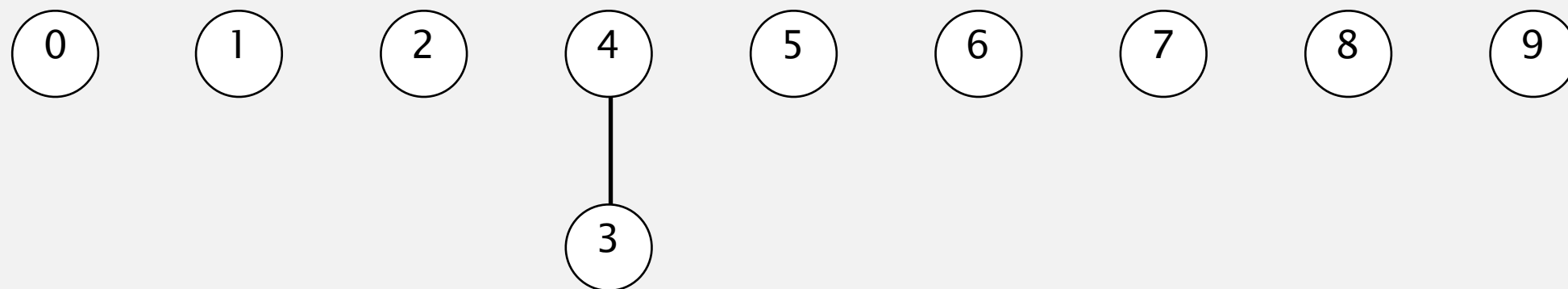
union(4, 3)



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

# Weighted quick-union with path compression demo

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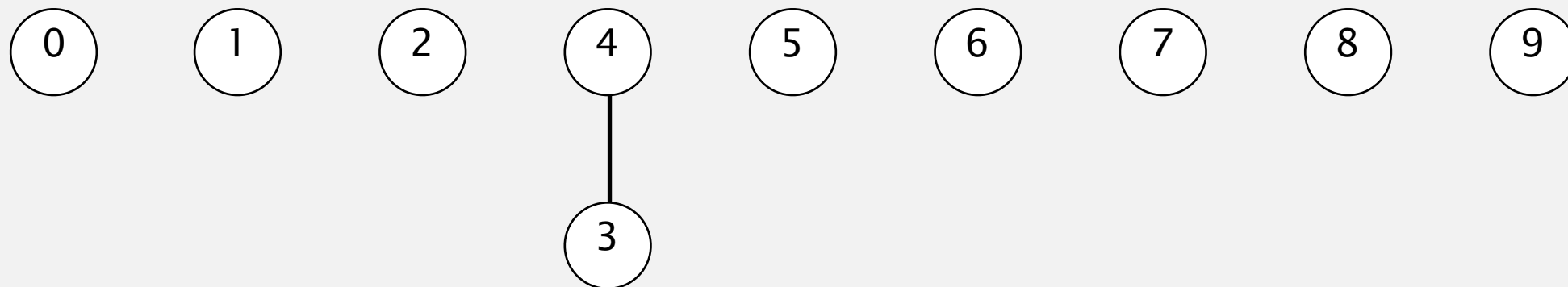


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	5	6	7	8	9

# Weighted quick-union with path compression demo

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**union(3, 8)**

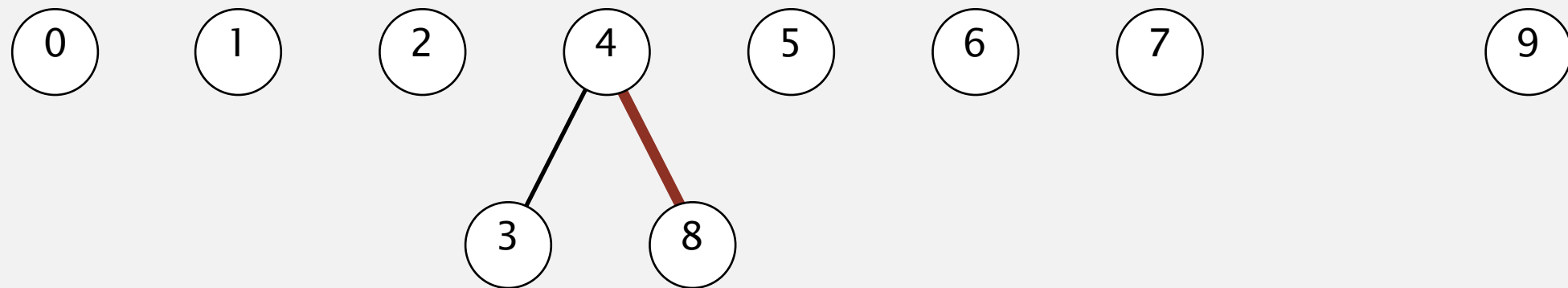


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	5	6	7	8	9

# Weighted quick-union with path compression demo

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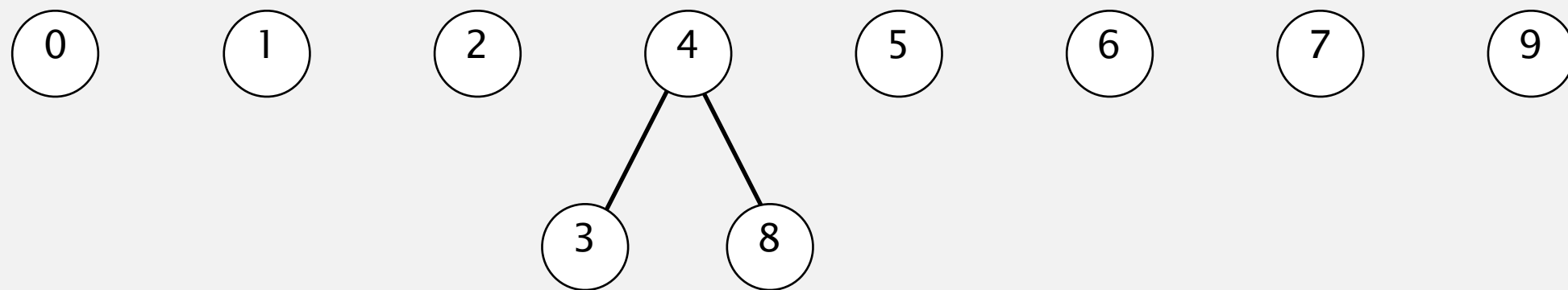
**union(3, 8)**



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

# Weighted quick-union with path compression demo

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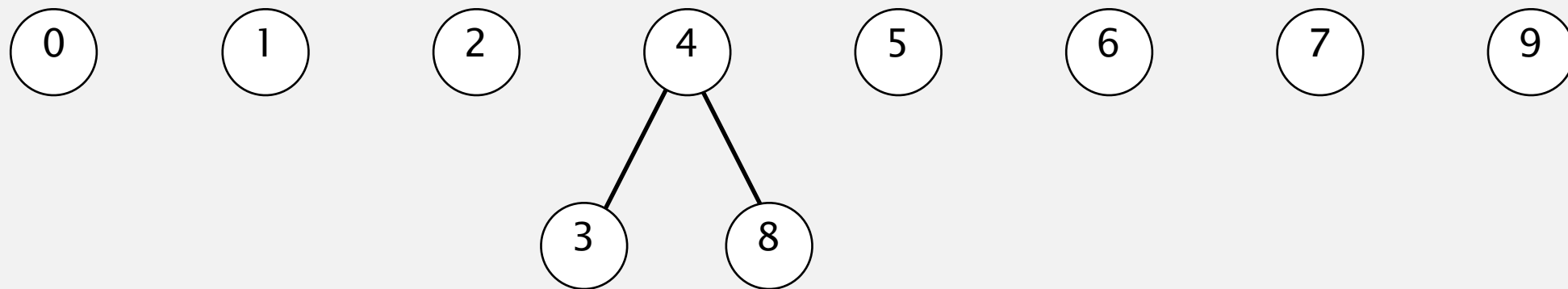
	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	5	6	7	4	9



# Weighted quick-union with path compression demo

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**union(6, 5)**

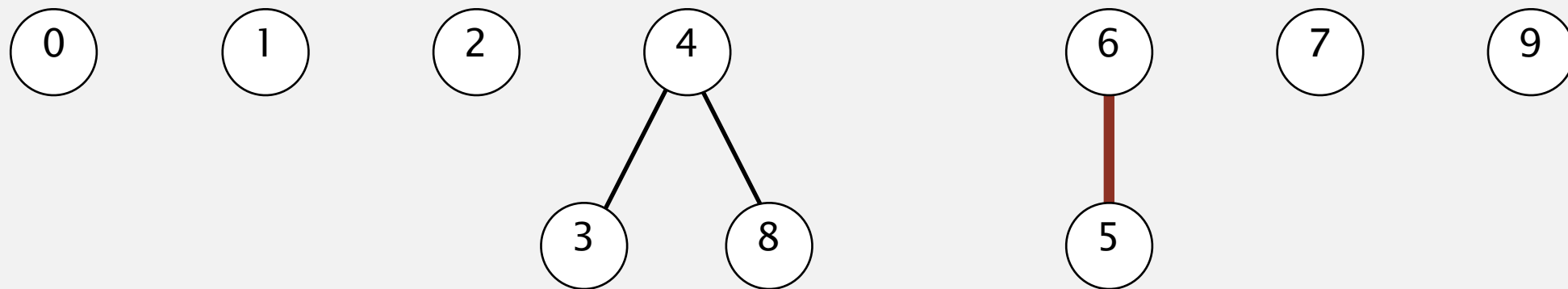


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	5	6	7	4	9

# Weighted quick-union with path compression demo

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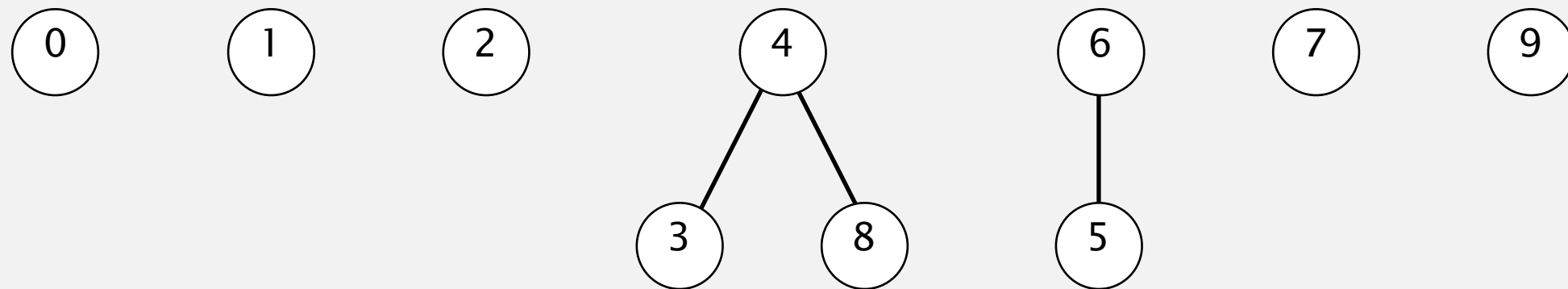
union(6, 5)



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

# Weighted quick-union with path compression demo

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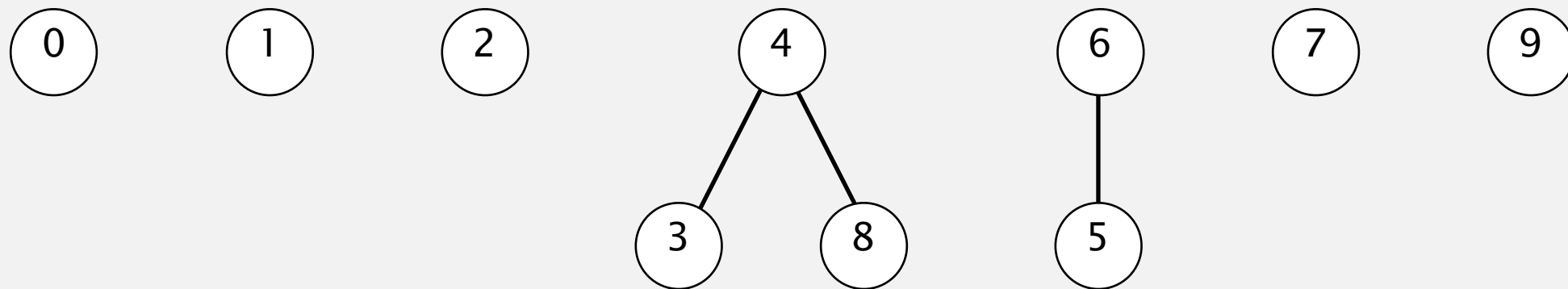


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	6	6	7	4	9

# Weighted quick-union with path compression demo

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**union(9, 4)**

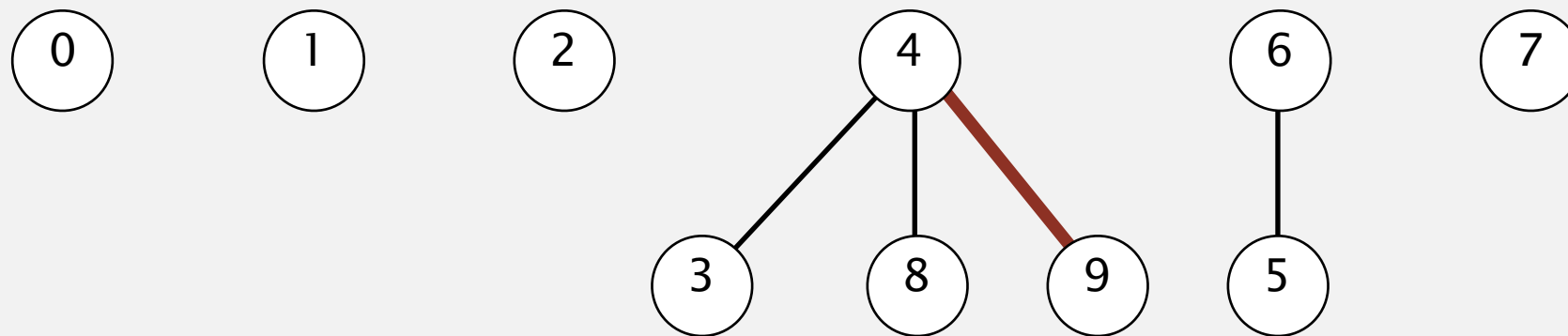


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	6	6	7	4	9

# Weighted quick-union with path compression demo

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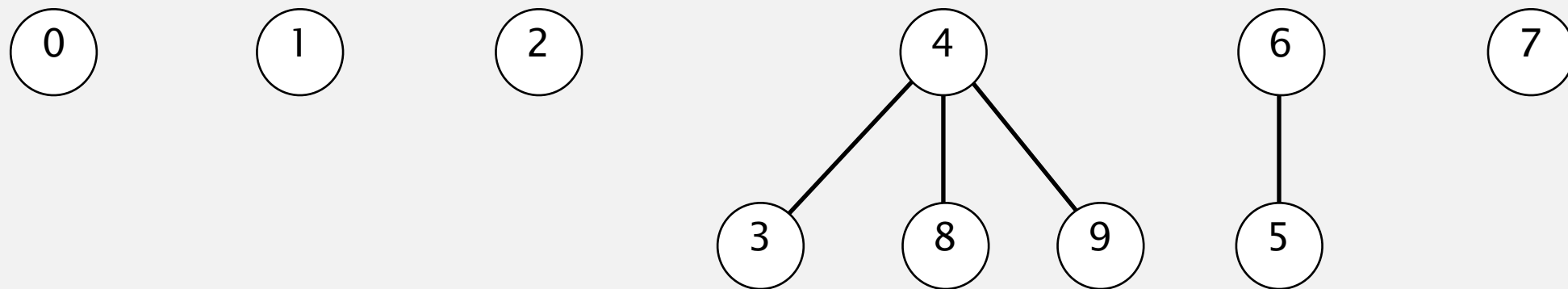
union(9, 4)



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

# Weighted quick-union with path compression demo

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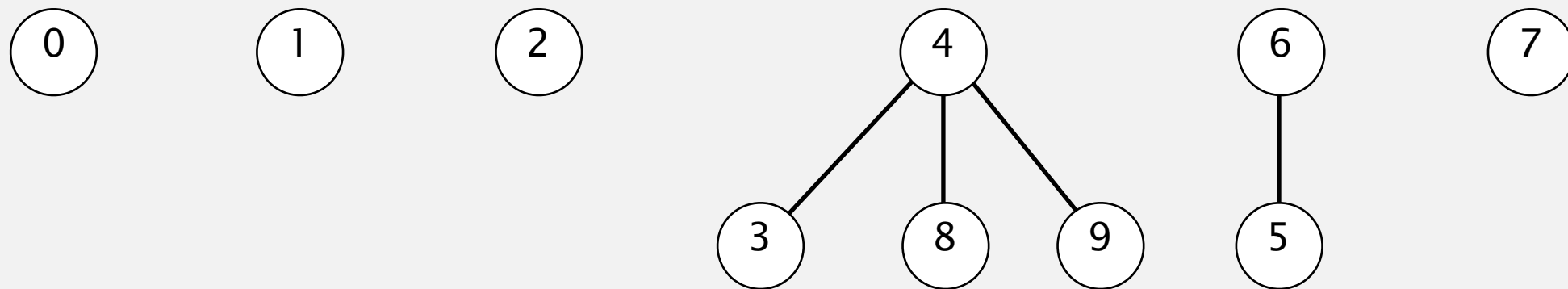


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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**union(2, 1)**

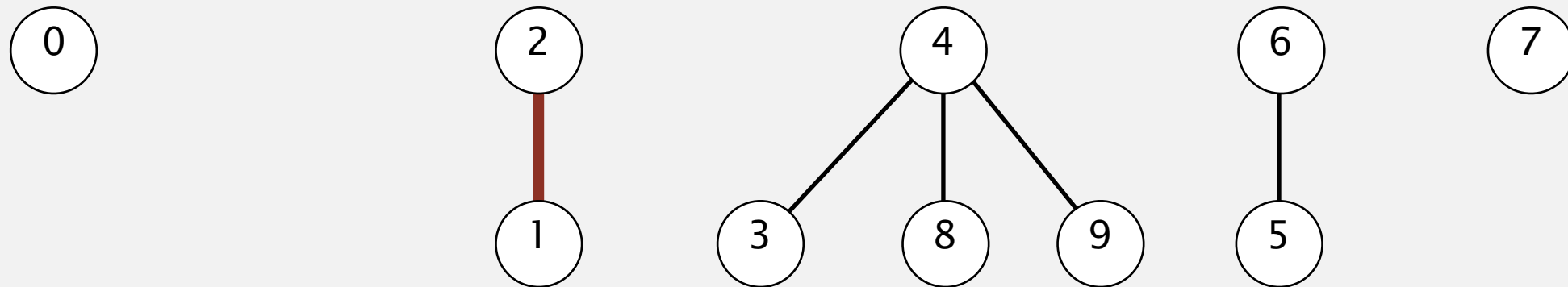


	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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**union(2, 1)**

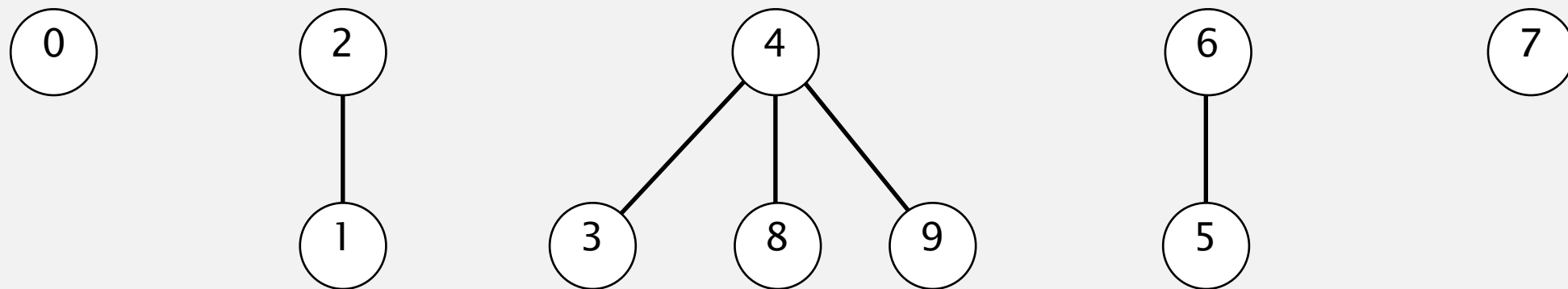


	0	1	2	3	4	5	6	7	8	9
id[]	0	2	2	4	4	6	6	7	4	4



# Weighted quick-union with path compression demo

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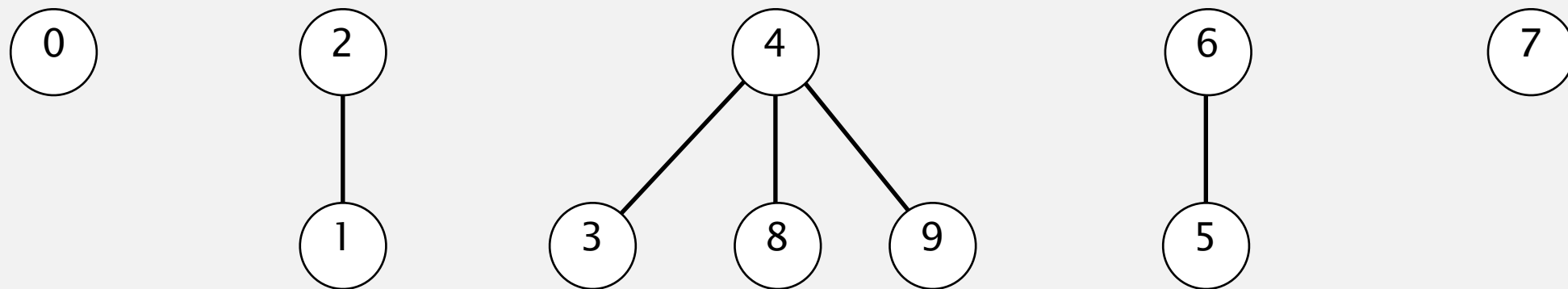


	0	1	2	3	4	5	6	7	8	9
id[]	0	2	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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**union(5, 0)**

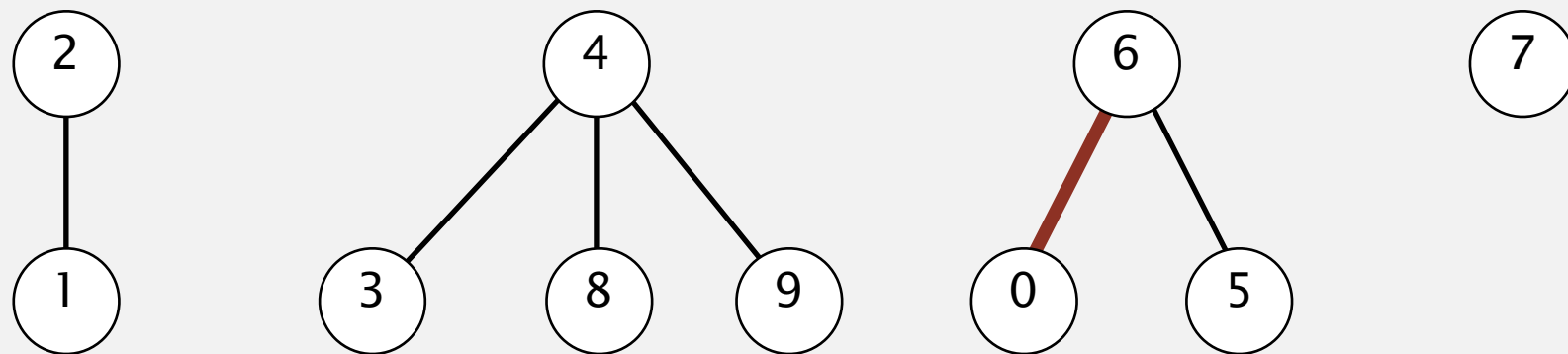


	0	1	2	3	4	5	6	7	8	9
id[]	0	2	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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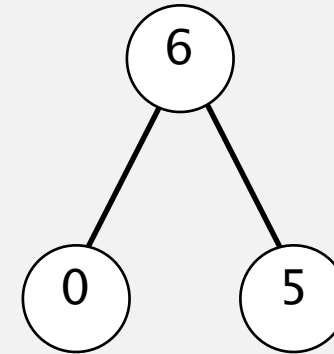
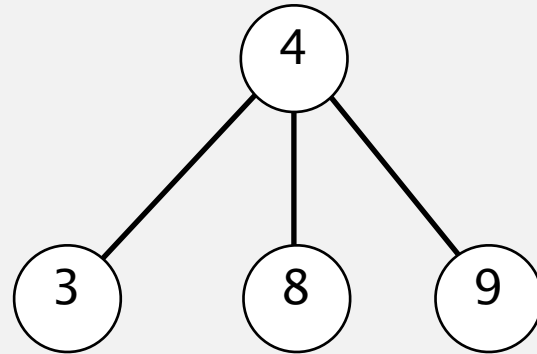
**union(5, 0)**



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

# Weighted quick-union with path compression demo

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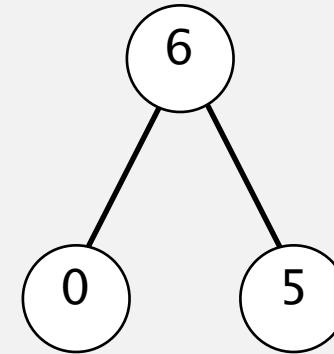
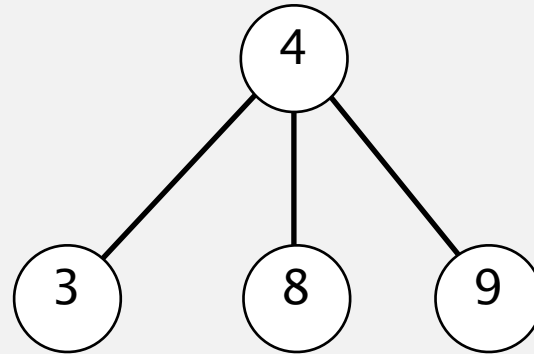


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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**union(7, 2)**

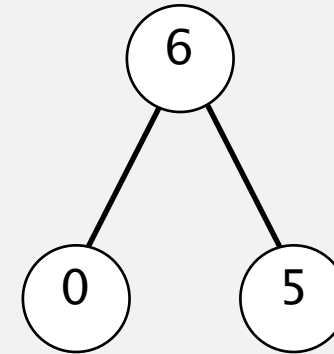
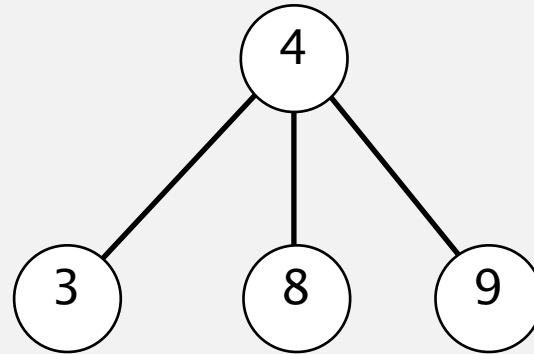
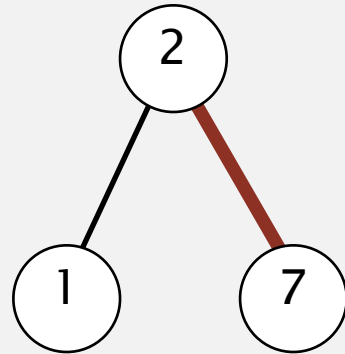


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	7	4	4

# Weighted quick-union with path compression demo

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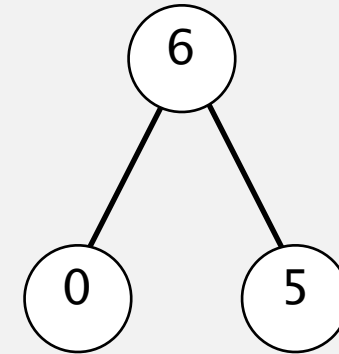
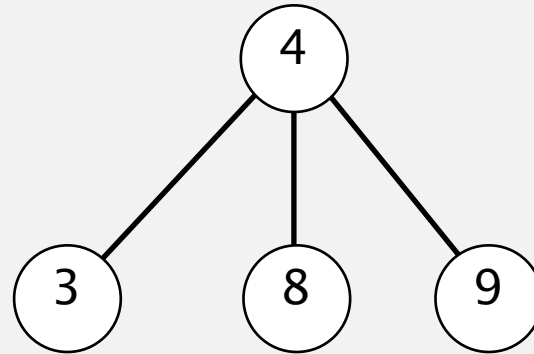
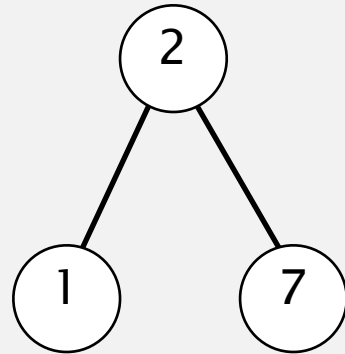
**union(7, 2)**



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

# Weighted quick-union with path compression demo

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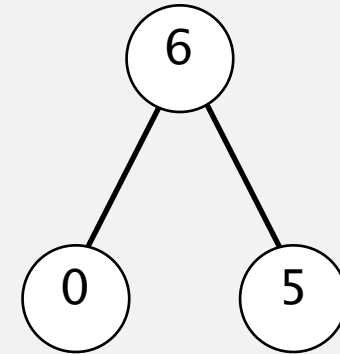
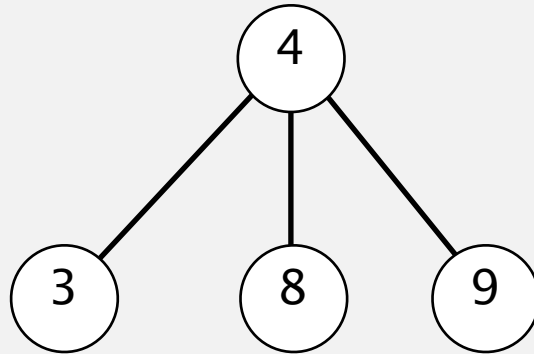
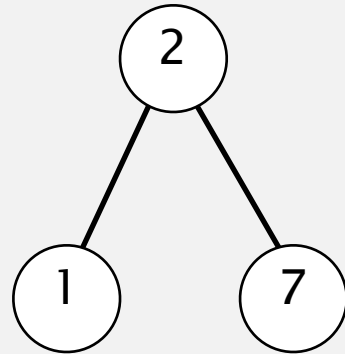


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	2	4	4

# Weighted quick-union with path compression demo

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**union(6, 1)**



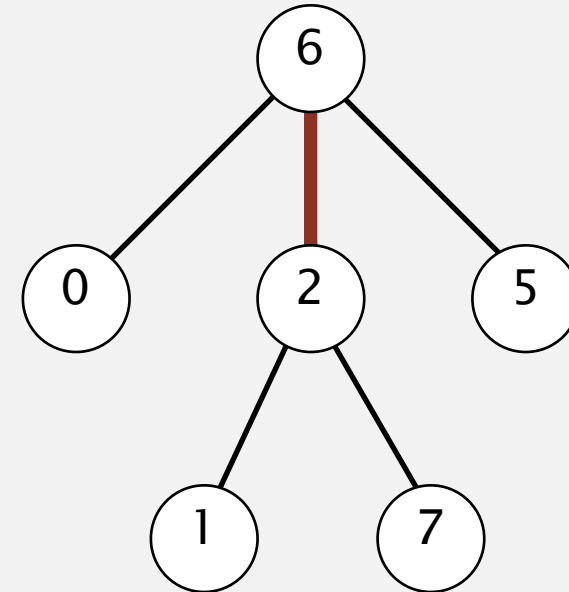
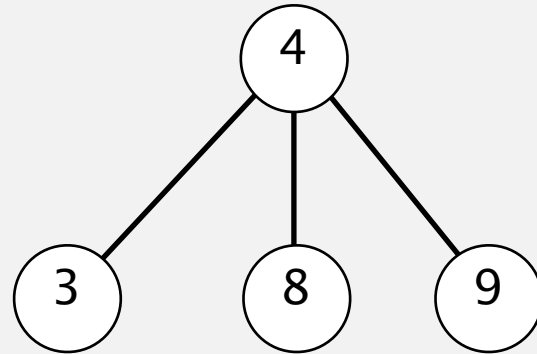
	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	2	4	4



# Weighted quick-union with path compression demo

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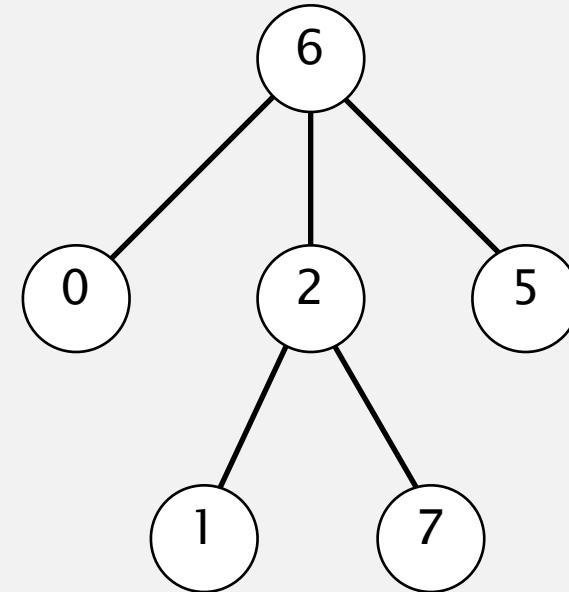
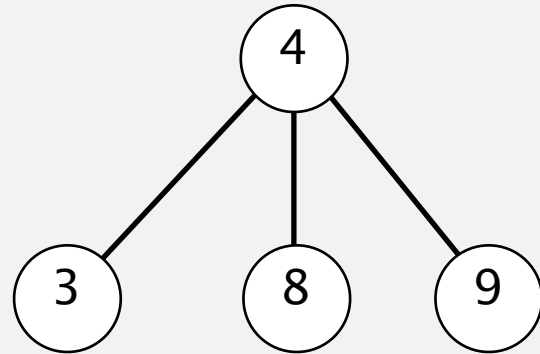
**union(6, 1)**



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

# Weighted quick-union with path compression demo

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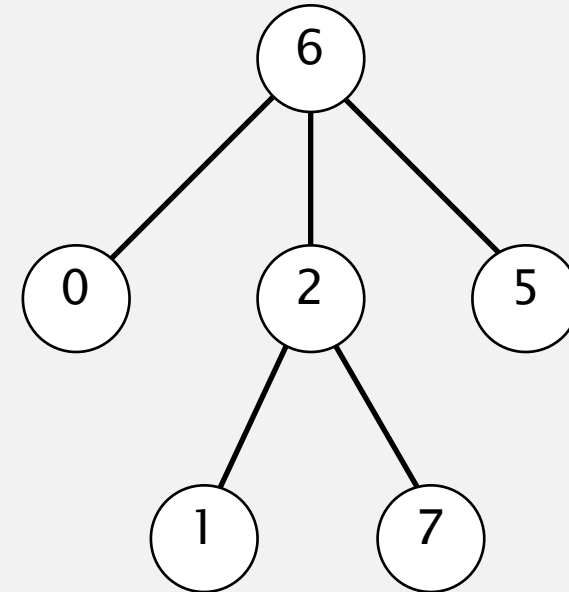
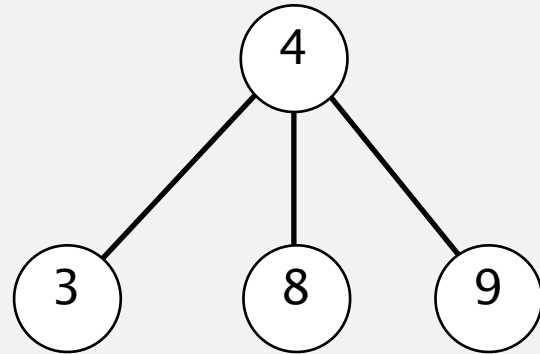


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	6	4	4	6	6	2	4	4

# Weighted quick-union with path compression demo

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**union(7, 3)**

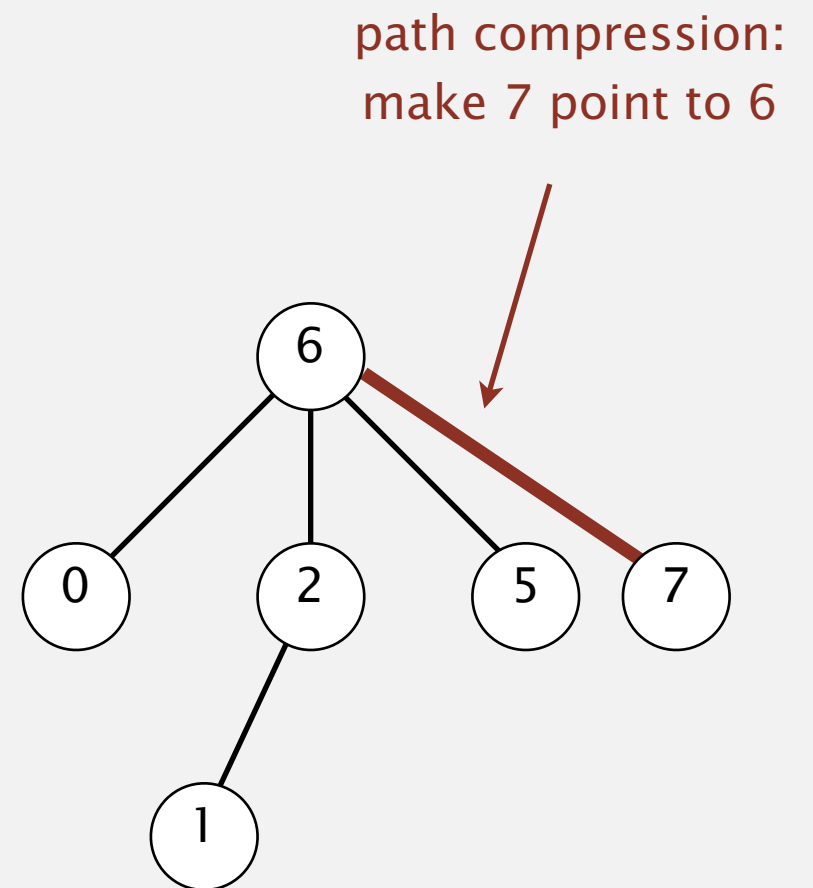
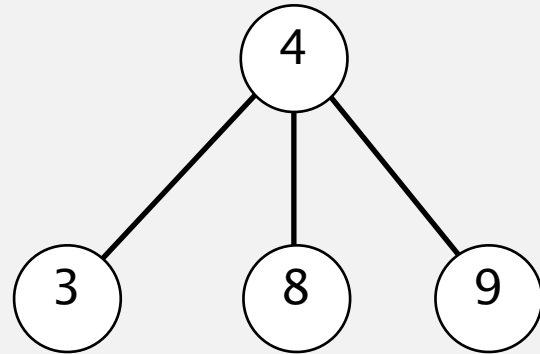


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	6	4	4	6	6	2	4	4

# Weighted quick-union with path compression demo

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**union(7, 3)**

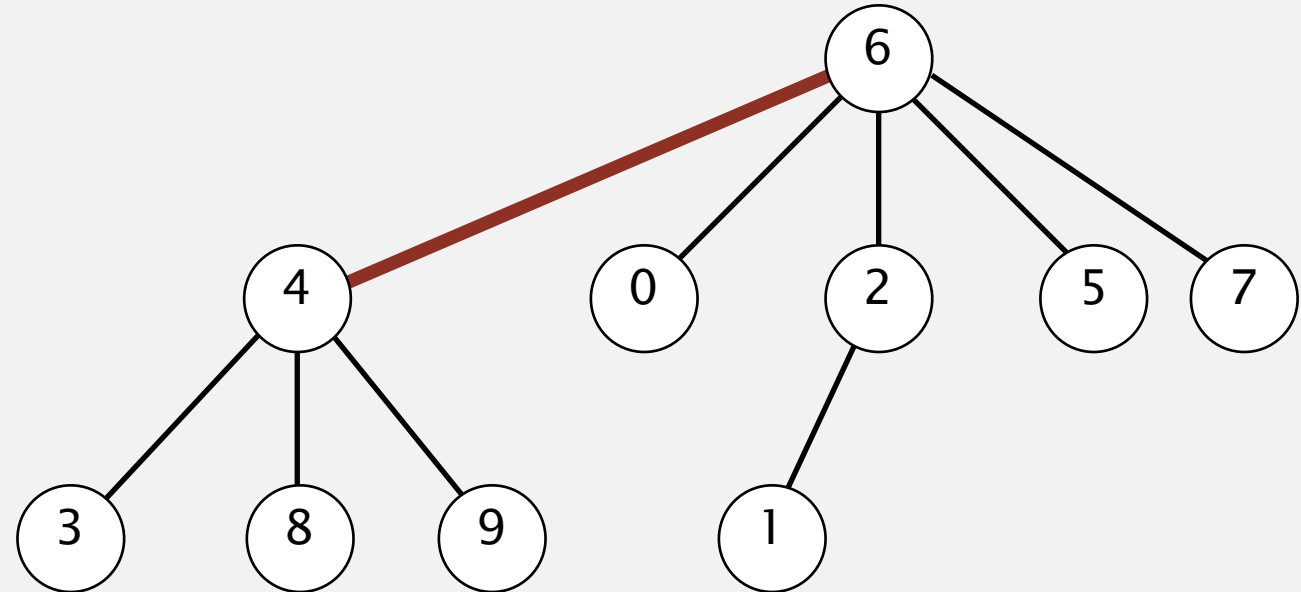


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	6	4	4	6	6	6	4	4

# Weighted quick-union with path compression demo

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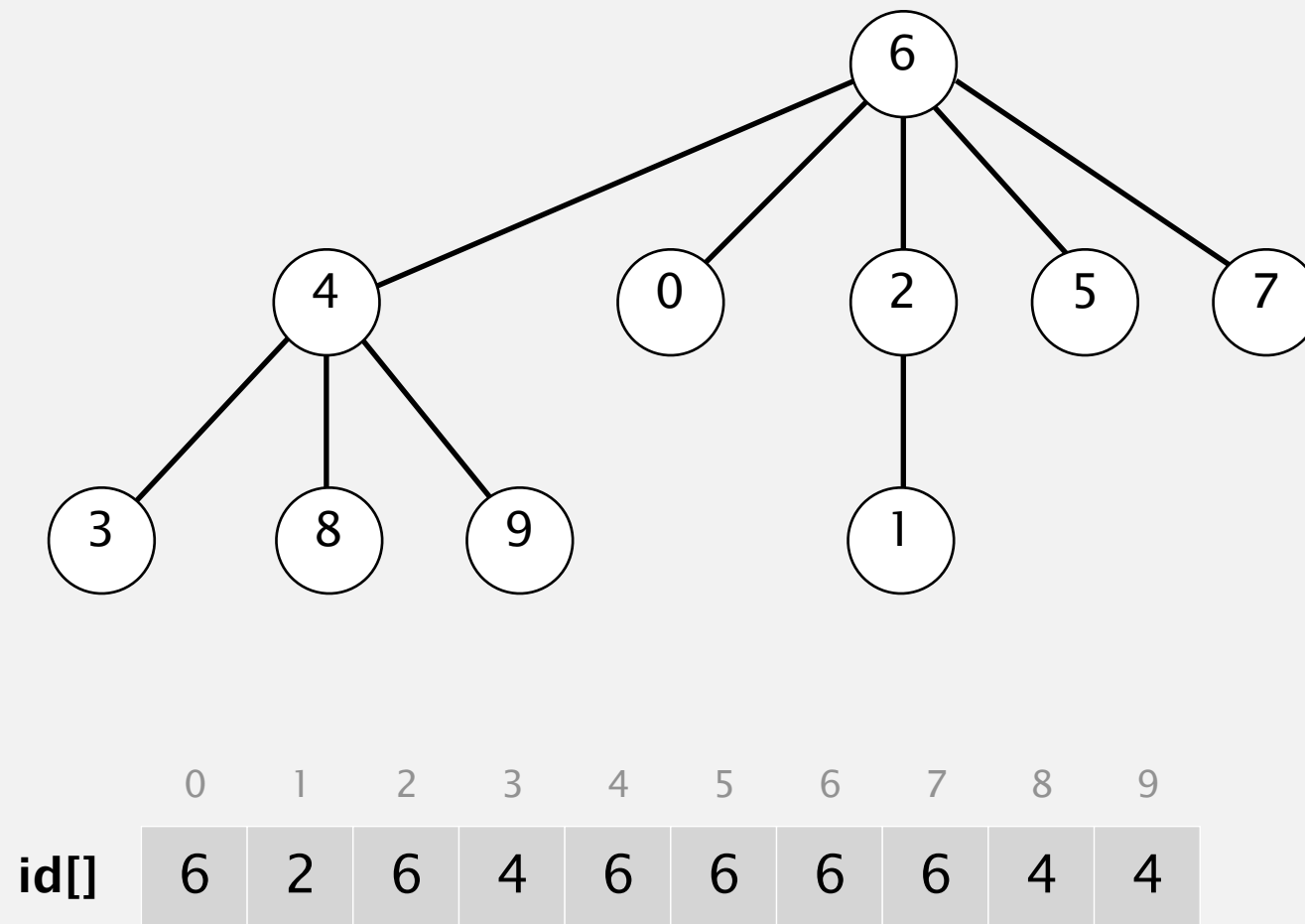
union(7, 3)



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

# Weighted quick-union with path compression demo

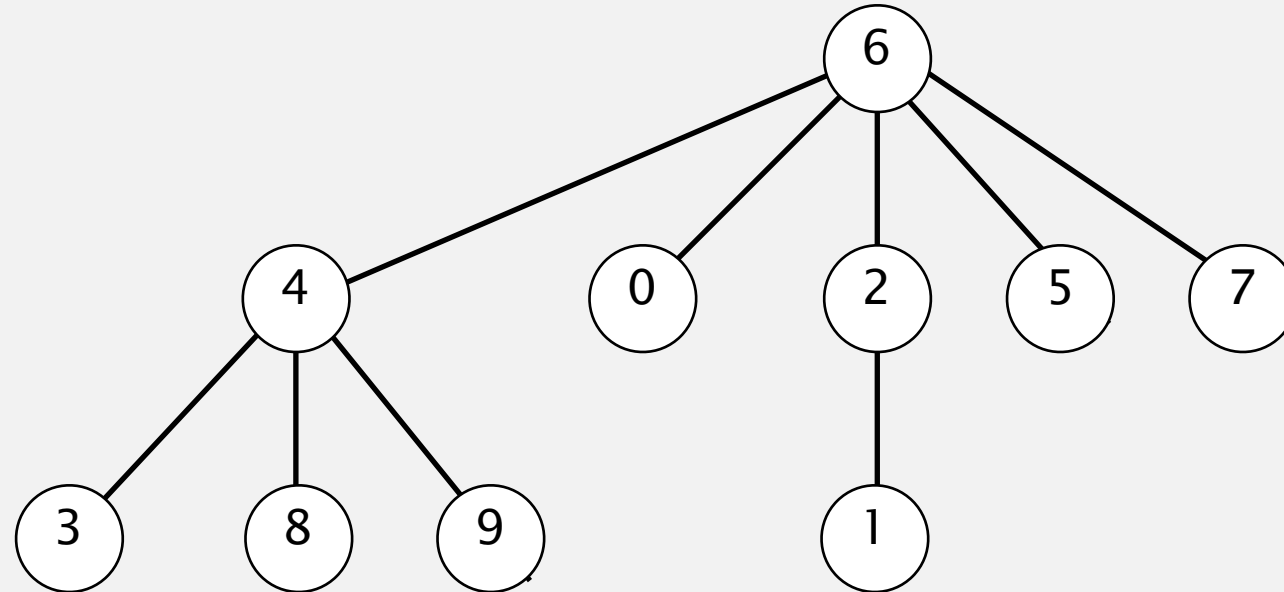
---



# Weighted quick-union with path compression demo

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**connected(9, 1)**



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

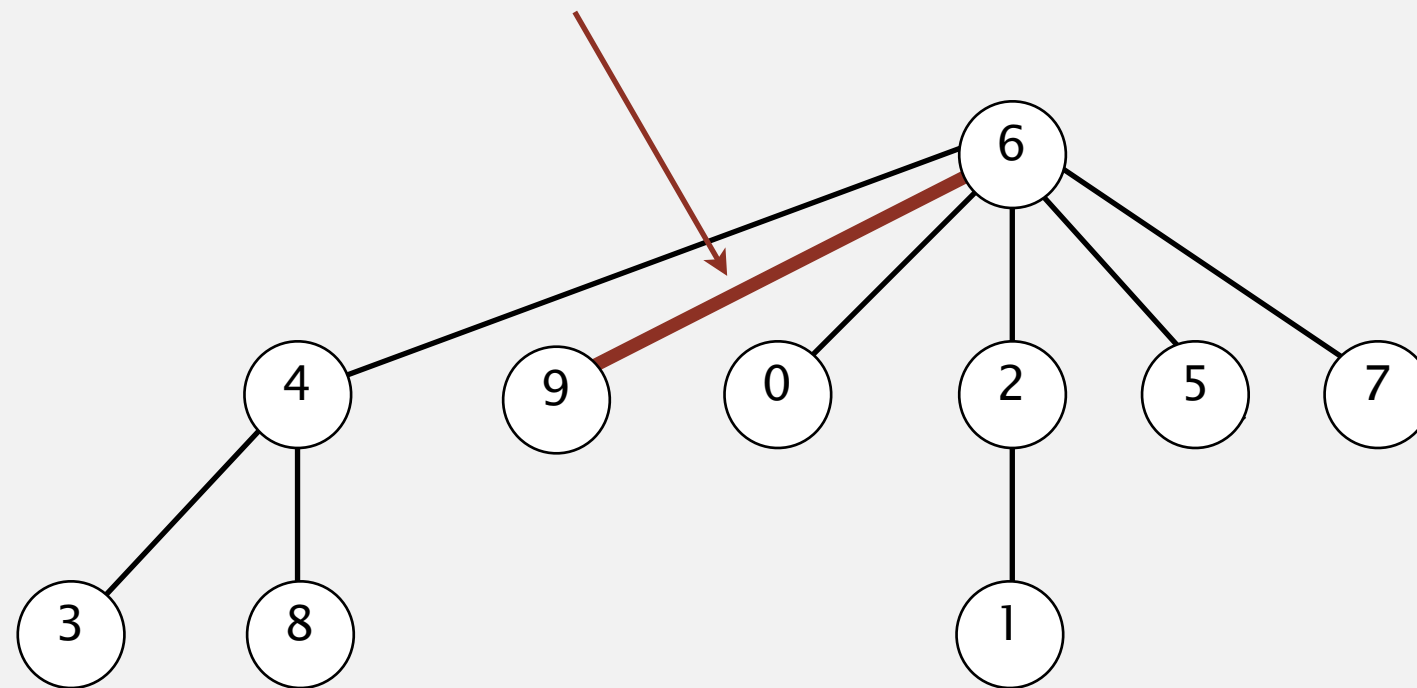
# Weighted quick-union with path compression demo

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**connected(9, 1)**



path compression:  
make 9 point to 6



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



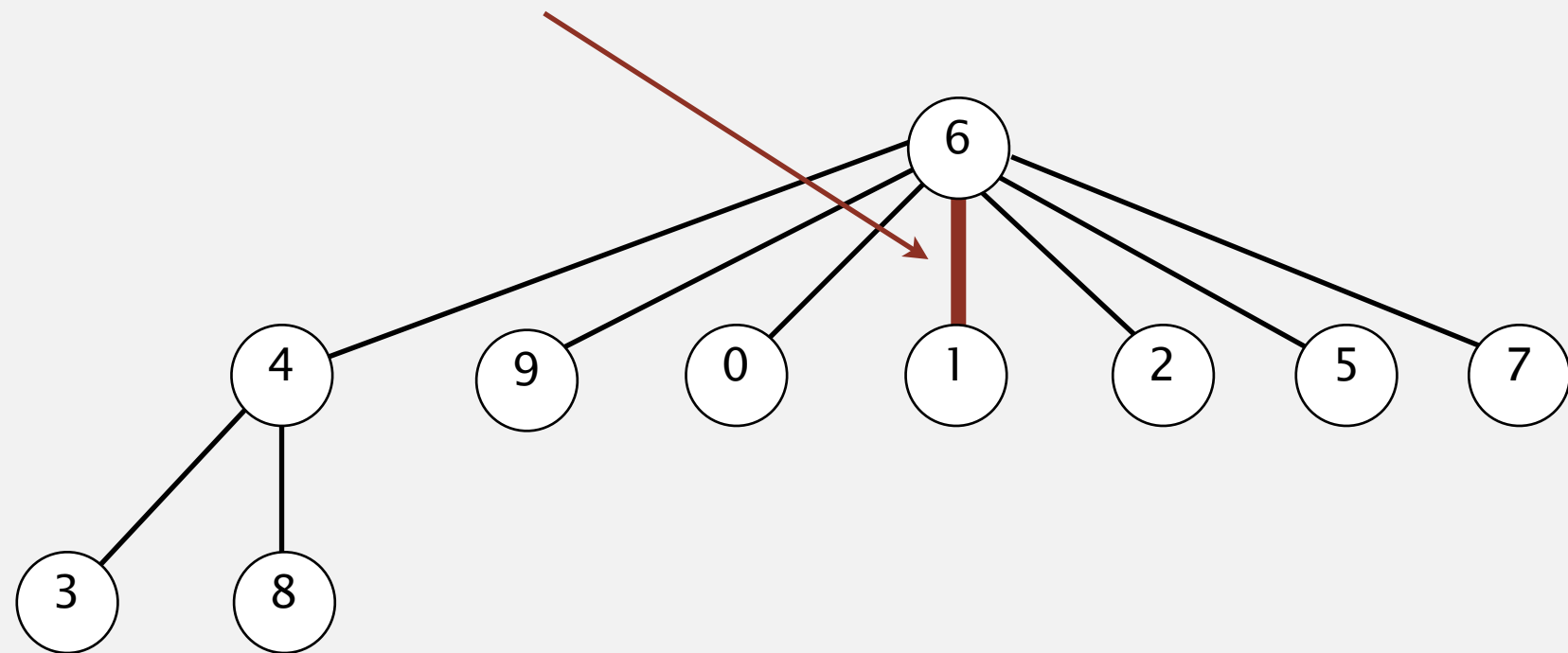
# Weighted quick-union with path compression demo

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**connected(9, 1)**



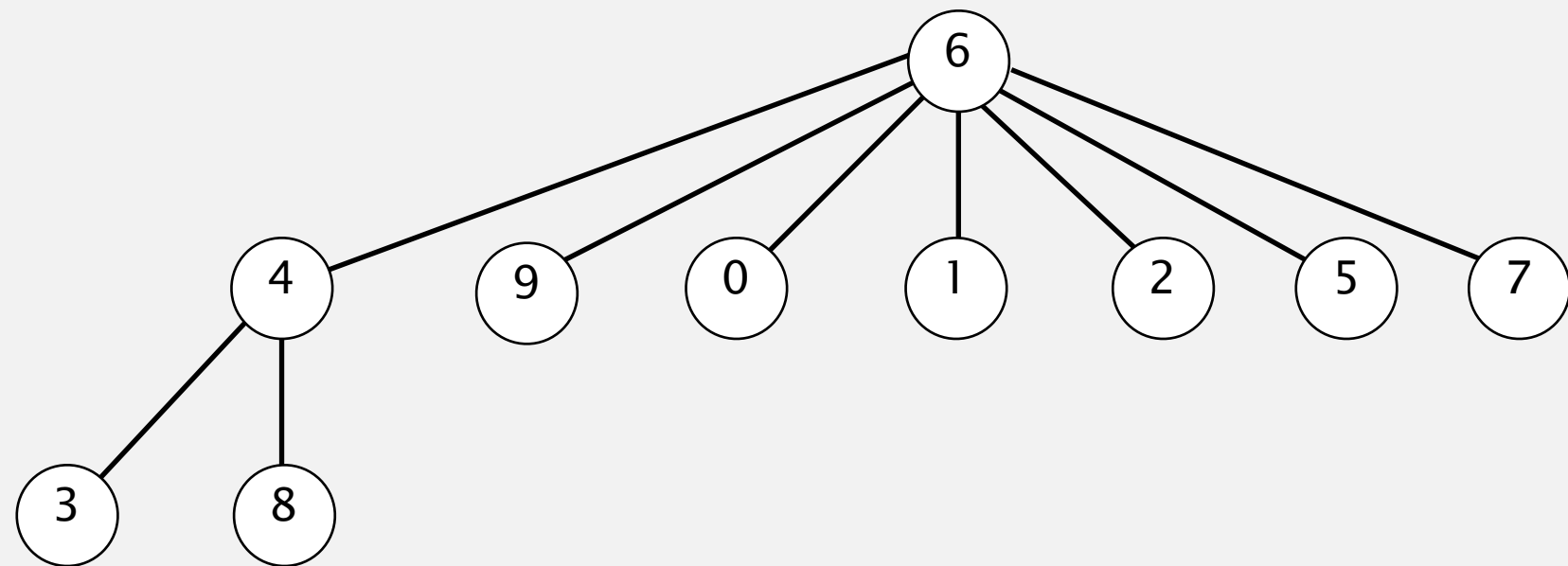
path compression:  
make 1 point to 6



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

# Weighted quick-union with path compression demo

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