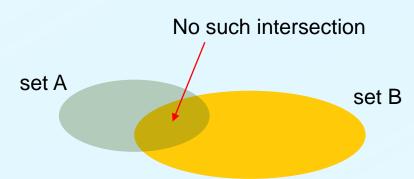




# **Disjoint Sets**

# **Set Handling**

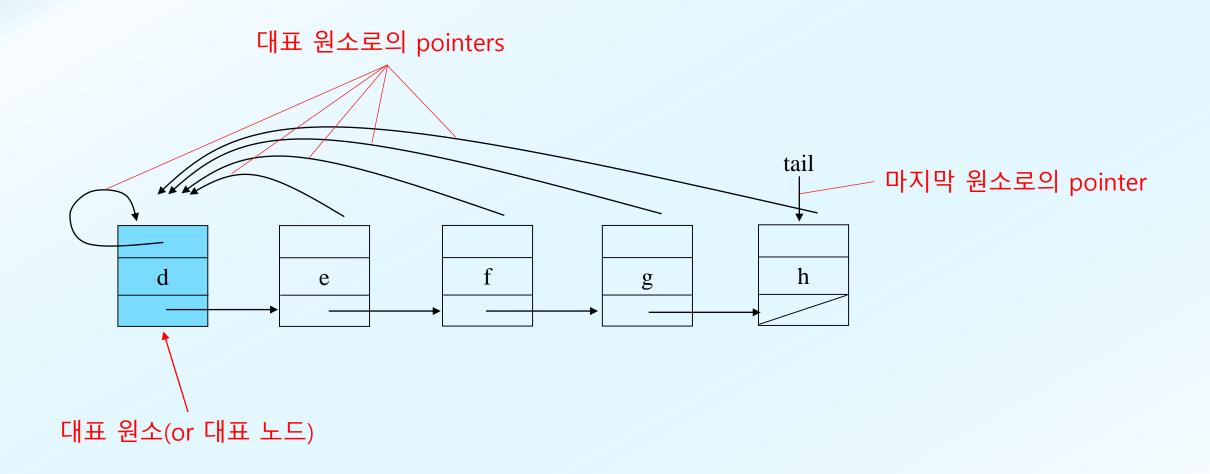
- 제한: disjoint sets, no intersection
- Operations
  - Make-Set(x): Create a singleton set with the only element x
  - Find-Set(x): Find the set to which element x belongs
  - Union(x, y): Merge the two sets of element x's and element y's
- Two Methods
  - Linked list based
  - Tree based



# **Linked List Based Method**

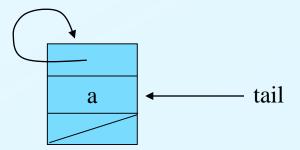
- a set = a linked list
- Linked list에서 맨 앞의 원소가 해당 set의 대표 원소

# A Set in a Linked List

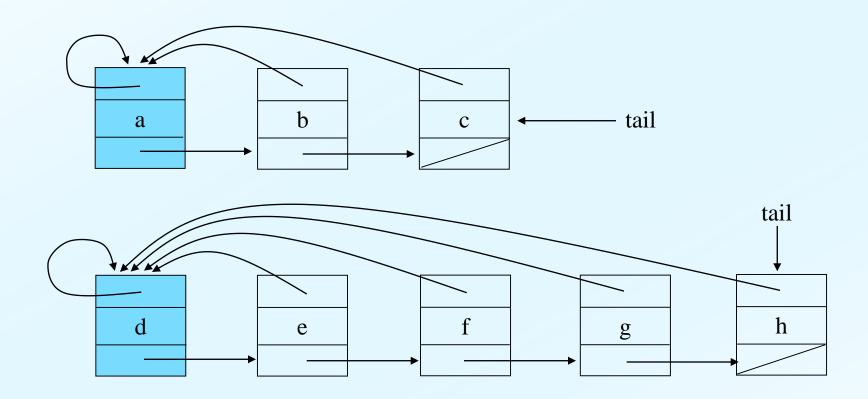


# **A Singleton Set**

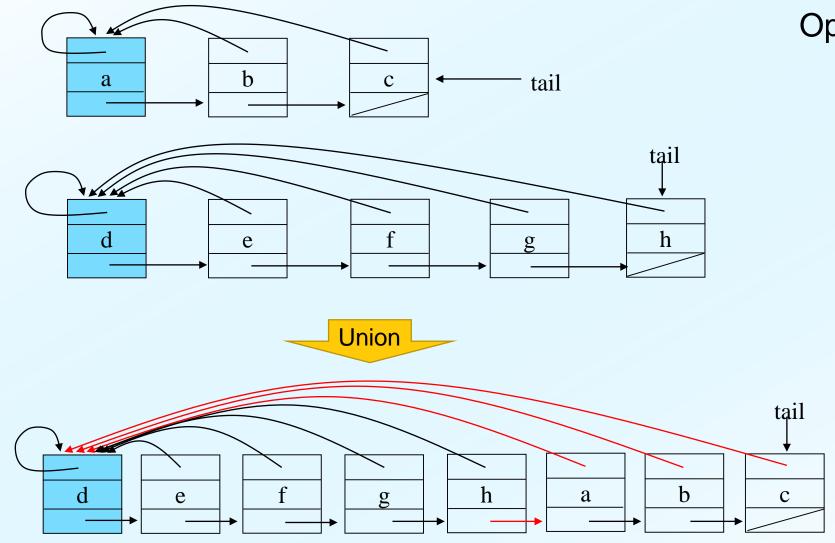
Operation: Make-Set



# **Two Sets in Linked Lists**



## **Union of Two Sets**

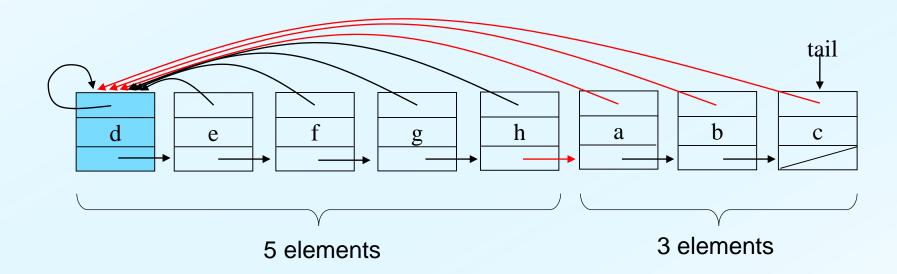


Operation: Union

# **Weighted Union**

In the union of two sets in linked list, append the smaller set to the larger one.

• 대표 원소로의 pointer를 update하는 비용을 최소화하기 위함



# **Running Time**

## [Theorem 1]

In the set manipulation by linked lists using **Weighted-Union**, totally m Make-Sets, Unions, and Find-Sets including n Make-Sets, their total running time is  $O(m + n \log n)$ 

#### <Proof>

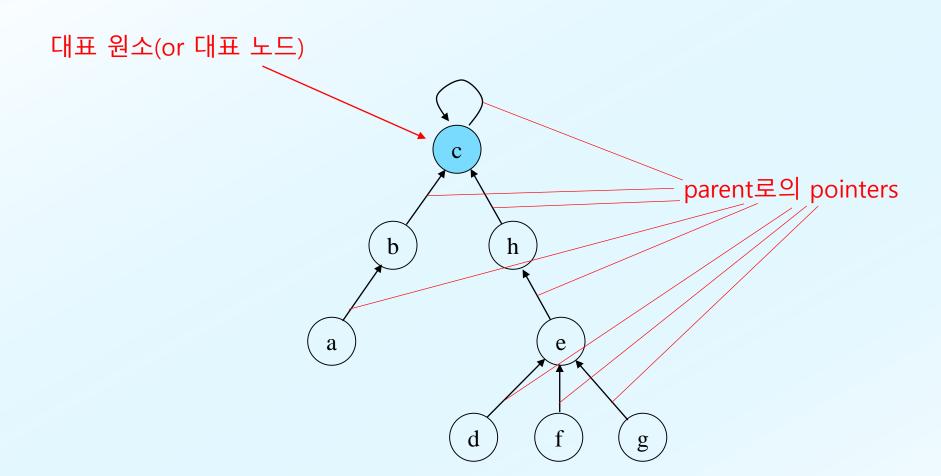
- Union의 cost는 대표 원소로의 update가 결정한다
- Union에서 어떤 원소 x의 pointer(to 대표 원소)가 update될 때마다 x는 두 집합 중 작은 집합에 속한다(if not, 큰 집합에 속해서 no update)
- 따라서, x를 포함하는 집합의 크기는 적어도  $1 \rightarrow 2 \uparrow \rightarrow 2^2 \uparrow \rightarrow ... 2^k \uparrow$  의 비율로 커진다
  - $\therefore$  집합의 원소 수가 n이므로 임의의 원소 x에  $\log_2 n$  번을 초과하는 update가 일어날 수 없다
  - $\therefore$  For every element, the cost for update is  $O(\log n)$
  - $\therefore$  The total time for update is  $O(n \log n)$
- Make-Set과 Find는 O(1) 시간 작업이므로,

m회의 작업 전체  $cost 
ightharpoonup O(m + n \log n)$ 

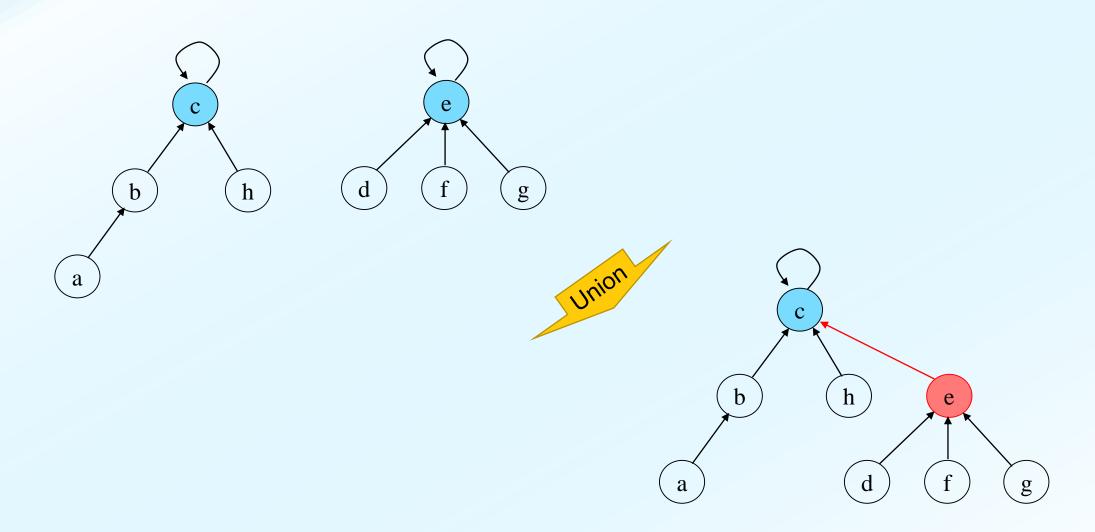
# **Tree Based Method**

- a set = a tree
  - Each child points to its parent
- 트리의 root 원소(or 노드)가 대표 원소

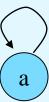
# A Set in a Tree



# **Union of Two Sets**



# **A Singleton Set**



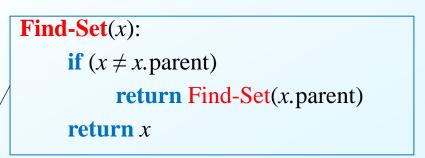
# **Codes of Operations**

\* 편의상 원소와 노드를 동일시(구현시에는 구분해야)

```
Make-Set(x):\triangleright Make a set with only one element xx.parent \leftarrow x
```

```
Inductively think why this works
```

```
Union(x, y): \triangleright Merge the set of y to the set of x
Find-Set(y).parent \leftarrow Find-Set(x)
```

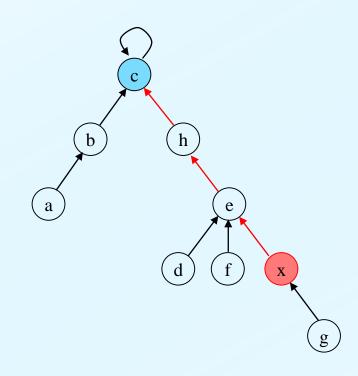


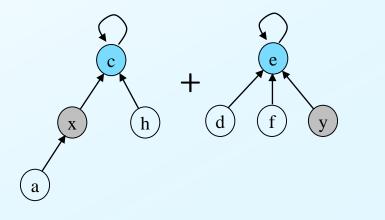
동일/

Find-Set(x): if  $(x \neq x.\text{parent})$ return Find-Set(x.parent) else return x

나중에 Pass Compression을 하는 Find-Set을 위해 모양을 미리 맞춤

(h)





**Union**(x, y):

 $Find-Set(y).parent \leftarrow Find-Set(x)$ 



If we restrict the arguments to the roots(representative)

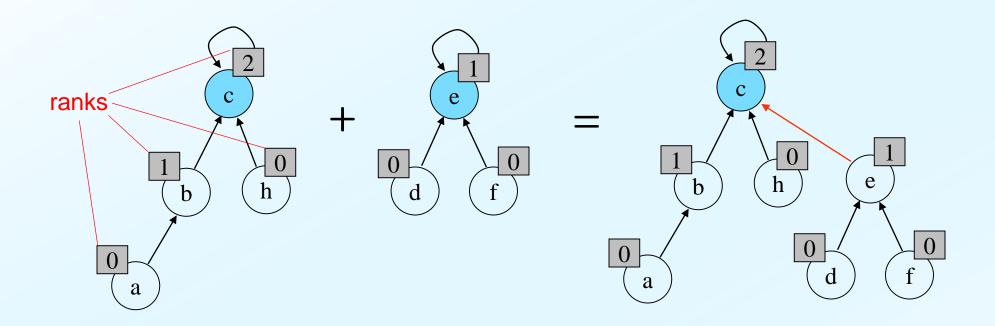
**Union**(c, e): e.parent 
$$\leftarrow$$
 c

# **More Efficient Implementations**

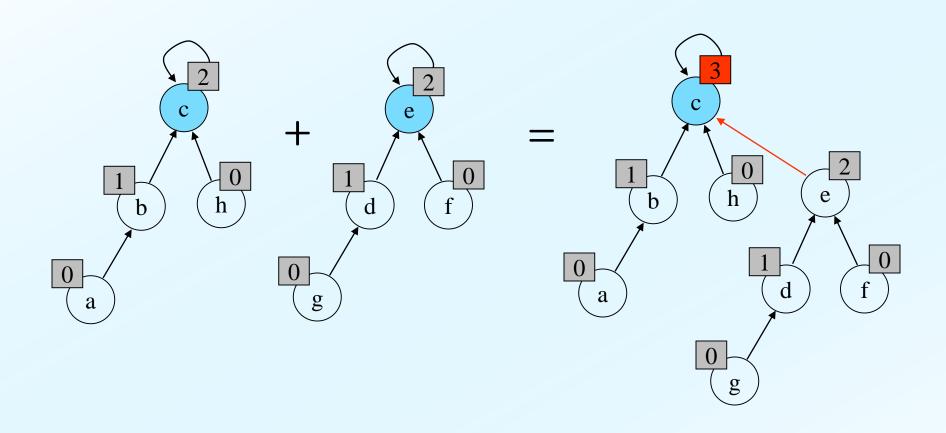
- Union by Rank
  - Each node has a rank, an **upper bound** of the **height** of the subtree rooted by itself
  - The union of two sets attaches the low-rank set(tree) to the high-rank one(tree)
- Path Compression in Find-Set(*x*)
  - Change the parents of all nodes in the path from *x* to the root

to directly point the root(representative)

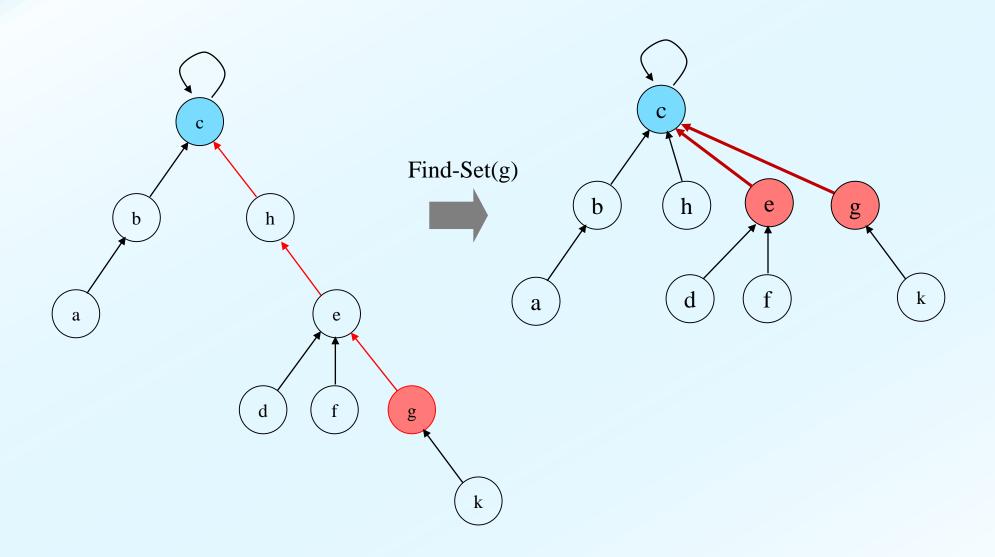
# **Example: Union by Rank**



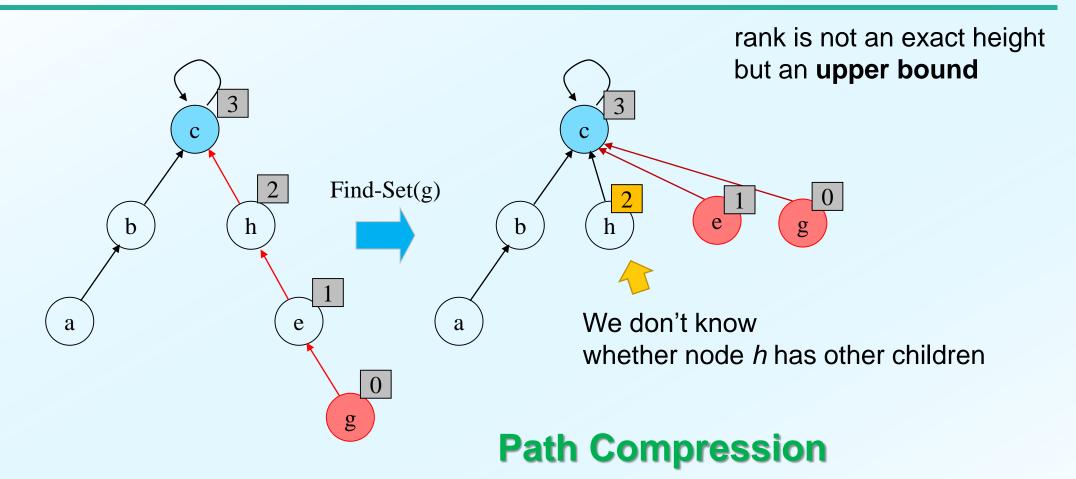
# **Example: Rank Increase in Union by Rank**



# **Example: Path Compression**



## Note: Rank is an Upper Bound



# **Codes: Union by Rank and Make-Set**

# Make-Set(x): $x.parent \leftarrow x$ $x.rank \leftarrow 0$



```
Union(x, y):

x' \leftarrow \text{Find-Set}(x)

y' \leftarrow \text{Find-Set}(y)

if (x'.\text{rank} > y'.\text{rank})

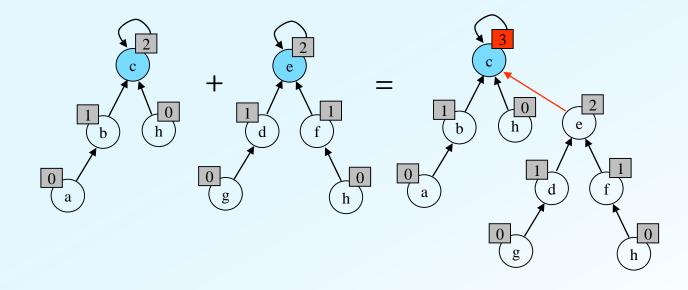
y'.\text{parent} \leftarrow x'

else

x'.\text{parent} \leftarrow y'

if (x'.\text{rank} = y'.\text{rank})

y'.\text{rank}++
```



# **Codes: Find-Set with Path Compression**

```
Find-Set(x):

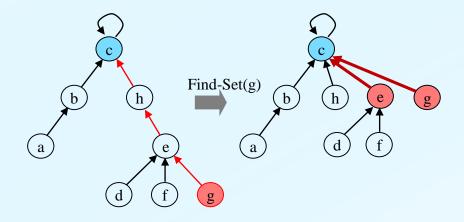
if (x \neq x.parent)

x.parent \leftarrow Find-Set(x.parent)

return x.parent
```



Inductively think why this works



### Originally,

```
Find-Set(x):

if (x \neq x.parent)

return Find-Set(x.parent)

else

return x
```

# **Running Time**

## [Theorem]

In a tree-based set manipulation, if we use both **Union by Rank** and **Find-Set with PathCompression** together, totally m Make-Sets, Unions, and Find-Sets including n Make-Sets, their total running time is  $O(m \log^* n)$ .

