

Disjoint-set data structure: Union-find

Letícia Rodrigues Bueno

Federal University of ABC (UFABC)

Disjoint-set data structure: Introduction

Disjoint-set data structure: Introduction

- Applications that require grouping of n distinct elements in a collection of disjoint sets;

Disjoint-set data structure: Introduction

- Applications that require grouping of n distinct elements in a collection of disjoint sets;
- **Main Operations:**

Disjoint-set data structure: Introduction

- Applications that require grouping of n distinct elements in a collection of disjoint sets;
- **Main Operations:**
 1. finding the set to which an element belongs (“**find**”);

Disjoint-set data structure: Introduction

- Applications that require grouping of n distinct elements in a collection of disjoint sets;
- **Main Operations:**
 1. finding the set to which an element belongs (“**find**”);
 2. joining two distinct sets in one (“**union**”).

Disjoint-set Operations

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;
- Each set is identified by a representative member (an element in the set);

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;
- Each set is identified by a representative member (an element in the set);
- **Other Operations:**

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;
- Each set is identified by a representative member (an element in the set);
- **Other Operations:**
 1. **makeSet(x)**: create sets with a single element x (representative member is x itself);

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;
- Each set is identified by a representative member (an element in the set);
- **Other Operations:**
 1. **makeSet(x)**: create sets with a single element x (representative member is x itself);
 2. **union(x, y)**: join dynamic sets S_x and S_y . Representative member is chosen for the new set;

Disjoint-set Operations

- Collection of disjoint dynamic sets: $S = \{s_1, s_2, \dots, s_k\}$;
- Each set is identified by a representative member (an element in the set);
- **Other Operations:**
 1. **makeSet(x)**: create sets with a single element x (representative member is x itself);
 2. **union(x, y)**: join dynamic sets S_x and S_y . Representative member is chosen for the new set;
 3. **findSet(x)**: return representative member of the set containing x ;

Implementation using Linked Lists

Implementation using Linked Lists

- each set is represented by a singly linked list;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;
 3. a pointer to the representative member;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;
 3. a pointer to the representative member;
- **makeSet(x)**: time $O(1)$;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;
 3. a pointer to the representative member;
- **makeSet(x)**: time $O(1)$;
- **findSet(x)**: time $O(1)$;

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;
 3. a pointer to the representative member;
- **makeSet(x)**: time $O(1)$;
- **findSet(x)**: time $O(1)$;
- **union(x, y)**:

Implementation using Linked Lists

- each set is represented by a singly linked list;
- first element of the list is the representative member;
- each node contains:
 1. an element of the set;
 2. a pointer to the next node;
 3. a pointer to the representative member;
- **makeSet(x)**: time $O(1)$;
- **findSet(x)**: time $O(1)$;
- **union(x, y)**: ??????

Implementation using Linked Lists

Implementation of **union(x, y)**:

Implementation using Linked Lists

Implementation of **union(x, y)**:

- list of x is attached to the end of the list of y ;

Implementation using Linked Lists

Implementation of **union(x, y)**:

- list of x is attached to the end of the list of y ;
- representative member of the new list is y ;

Implementation using Linked Lists

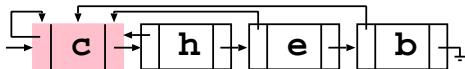
Implementation of **union(x, y)**:

- list of x is attached to the end of the list of y ;
- representative member of the new list is y ;
- nodes of x must point to the representative member y :
cost is the length of the list of x ;

Implementation using Linked Lists

Implementation of **union(x, y)**:

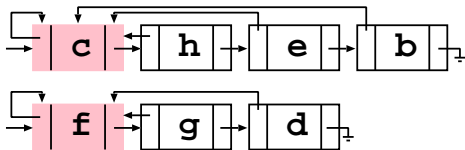
- list of x is attached to the end of the list of y ;
- representative member of the new list is y ;
- nodes of x must point to the representative member y :
cost is the length of the list of x ;



Implementation using Linked Lists

Implementation of **union(x, y)**:

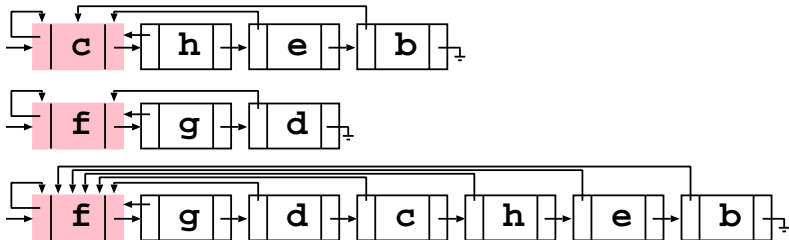
- list of x is attached to the end of the list of y ;
- representative member of the new list is y ;
- nodes of x must point to the representative member y :
cost is the length of the list of x ;



Implementation using Linked Lists

Implementation of **union(x, y)**:

- list of x is attached to the end of the list of y ;
- representative member of the new list is y ;
- nodes of x must point to the representative member y ;
cost is the length of the list of x ;



Implementation using Linked Lists

Implementation of **union(x, y)**:

Implementation using Linked Lists

Implementation of **union(x, y)**:

- **using weighted-union heuristic:**

Implementation using Linked Lists

Implementation of **union(x, y)**:

- **using weighted-union heuristic:** append the shorter list to the longer list;

Implementation using Disjoint-Sets Forests

Implementation using Disjoint-Sets Forests

- Implementation faster than if using linked lists;

Implementation using Disjoint-Sets Forests

- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;

Implementation using Disjoint-Sets Forests

- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;
- sets represented by rooted trees:

Implementation using Disjoint-Sets Forests

- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;
- sets represented by rooted trees:
 1. each node contains one element;

Implementation using Disjoint-Sets Forests

- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;
- sets represented by rooted trees:
 1. each node contains one element;
 2. each node points only to its parent;

Implementation using Disjoint-Sets Forests

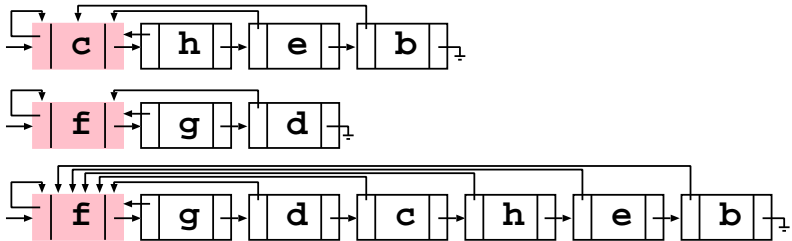
- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;
- sets represented by rooted trees:
 1. each node contains one element;
 2. each node points only to its parent;
 3. each tree represents a set;

Implementation using Disjoint-Sets Forests

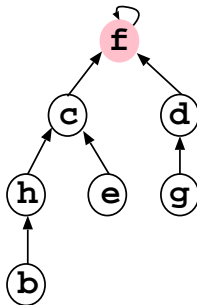
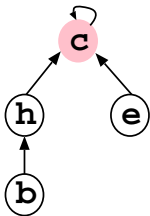
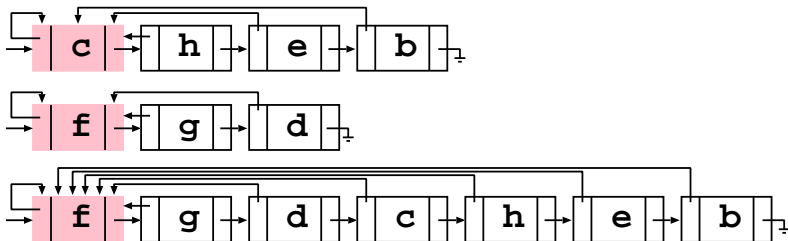
- Implementation faster than if using linked lists;
- the asymptotically **faster** disjoint-sets data structure known so far;
- sets represented by rooted trees:
 1. each node contains one element;
 2. each node points only to its parent;
 3. each tree represents a set;
 4. **representative member**: root of the tree;

Implementation using Disjoint-Sets Forests

Implementation using Disjoint-Sets Forests



Implementation using Disjoint-Sets Forests



Implementation using Disjoint-Sets Forests

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;
- **findSet(x)**: follow the pointers of parents upwards until representative element is reached at the root of the tree.

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;
- **findSet(x)**: follow the pointers of parents upwards until representative element is reached at the root of the tree.
- sequence of $n - 1$ operations **union(x, y)** it can create tree that is a list;

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;
- **findSet(x)**: follow the pointers of parents upwards until representative element is reached at the root of the tree.
- sequence of $n - 1$ operations **union(x, y)** it can create tree that is a list;
- two heuristics can be used to improve performance:

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;
- **findSet(x)**: follow the pointers of parents upwards until representative element is reached at the root of the tree.
- sequence of $n - 1$ operations **union(x, y)** it can create tree that is a list;
- two heuristics can be used to improve performance:
 1. **union by rank**: root of the shorter tree points to the root of the taller tree;

Implementation using Disjoint-Sets Forests

- **makeSet(x)**: create tree with a node containing x ;
- **union(x, y)**: root of x points to the root of y ;
- **findSet(x)**: follow the pointers of parents upwards until representative element is reached at the root of the tree.
- sequence of $n - 1$ operations **union(x, y)** it can create tree that is a list;
- two heuristics can be used to improve performance:
 1. **union by rank**: root of the shorter tree points to the root of the taller tree;
 2. **path compression**: each node points directly to the root;

Application: minimum spanning tree

Application: minimum spanning tree

- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;

Application: minimum spanning tree

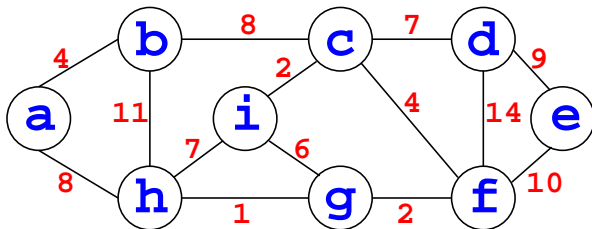
- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;
- **problem:** optimize the number of wires;

Application: minimum spanning tree

- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;
- **problem:** optimize the number of wires;
- **problem modeled as a graph:** minimum spanning tree;

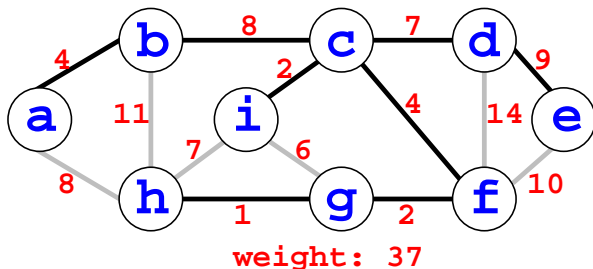
Application: minimum spanning tree

- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;
- **problem:** optimize the number of wires;
- **problem modeled as a graph:** minimum spanning tree;



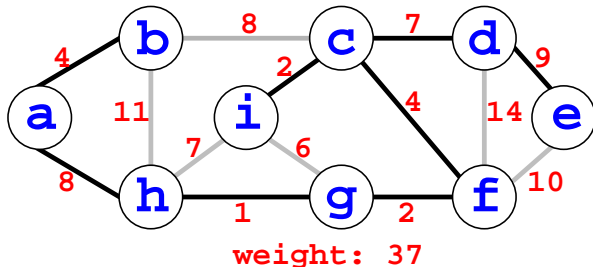
Application: minimum spanning tree

- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;
- **problem:** optimize the number of wires;
- **problem modeled as a graph:** minimum spanning tree;



Application: minimum spanning tree

- **electronic circuit design:** make component pins to be electrically equivalent by joining the wiring of all of them;
- **problem:** optimize the number of wires;
- **problem modeled as a graph:** minimum spanning tree;



Minimum spanning tree: general algorithm

Minimum spanning tree: general algorithm

Greedy strategy:

Minimum spanning tree: general algorithm

Greedy strategy:

```
1  genericAlg( $G$ ):  
2     $A \leftarrow \emptyset$   
3    while  $A$  is not a spanning tree do  
4      search a safe edge  $(u, v)$  for  $A$   
5       $A \leftarrow A \cup \{(u, v)\}$   
6    return  $A$ 
```

Minimum spanning tree: general algorithm

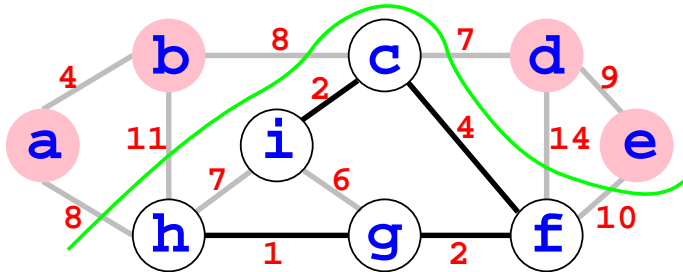
Greedy strategy:

```
1  genericAlg( $G$ ):  
2     $A \leftarrow \emptyset$   
3    while  $A$  is not a spanning tree do  
4      search a safe edge  $(u, v)$  for  $A$   
5       $A \leftarrow A \cup \{(u, v)\}$   
6    return  $A$ 
```

Safe edge: does not create cycles in A

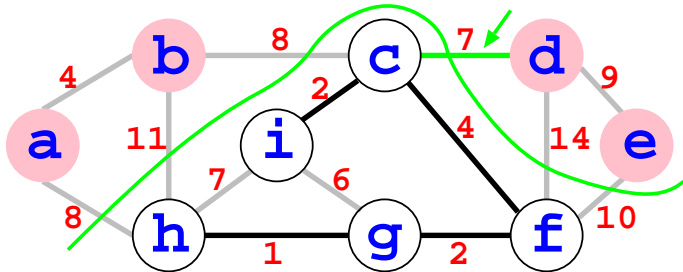
Minimum spanning tree: general algorithm

Light edge: edge with the minimum weight crossing the cut;

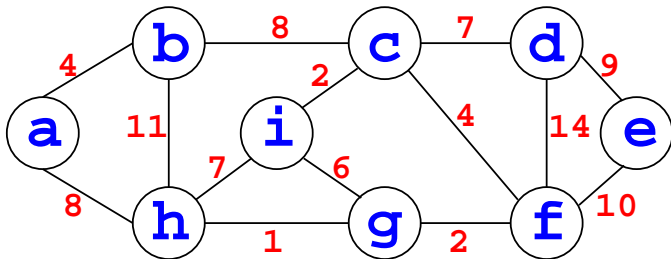


Minimum spanning tree: general algorithm

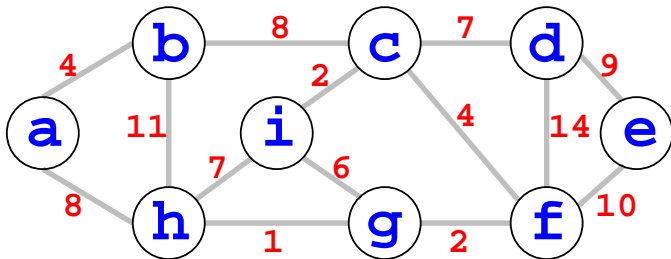
Light edge: edge with the minimum weight crossing the cut;



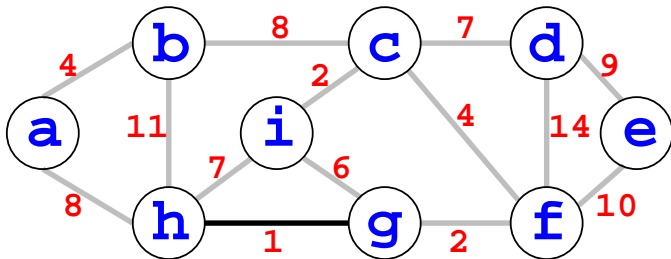
Minimum spanning tree: example



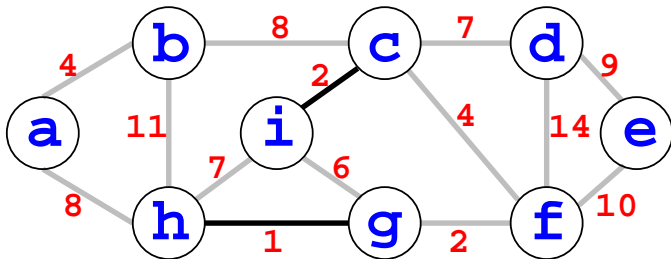
Minimum spanning tree: example



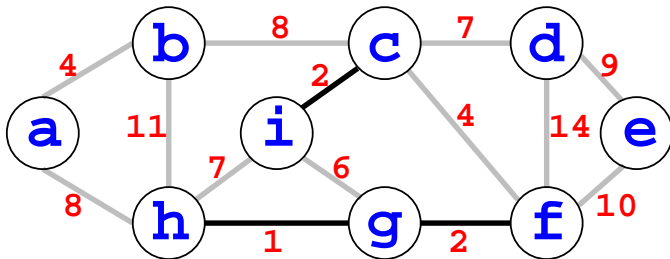
Minimum spanning tree: example



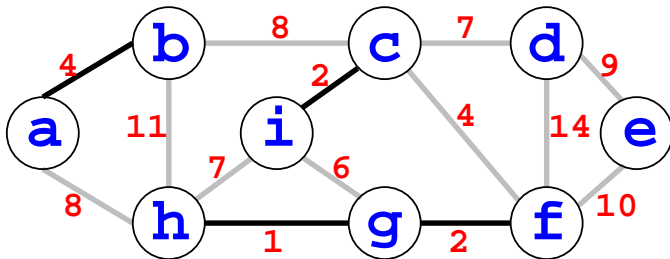
Minimum spanning tree: example



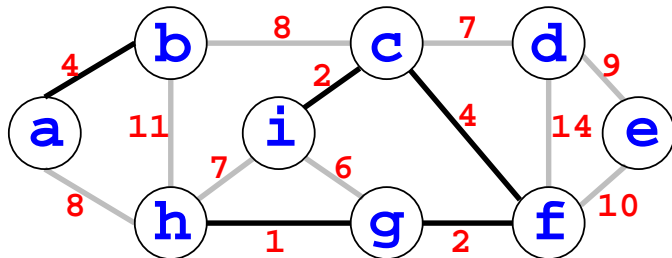
Minimum spanning tree: example



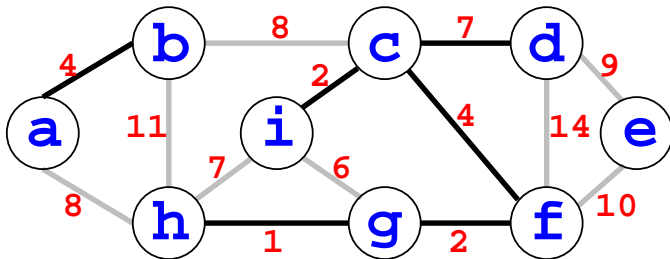
Minimum spanning tree: example



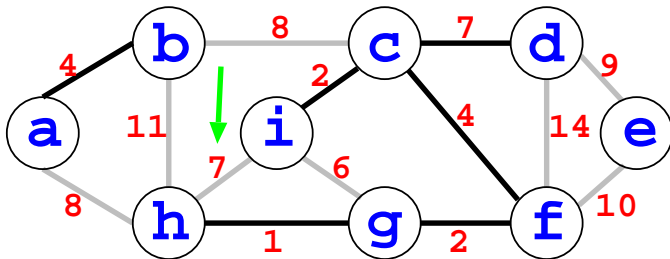
Minimum spanning tree: example



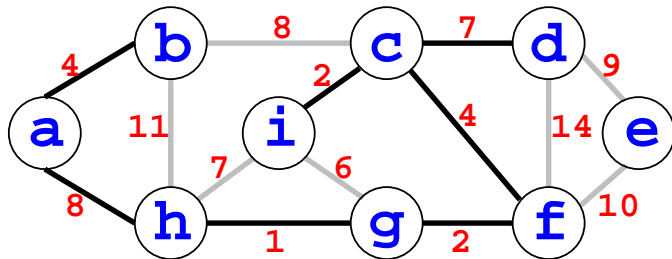
Minimum spanning tree: example



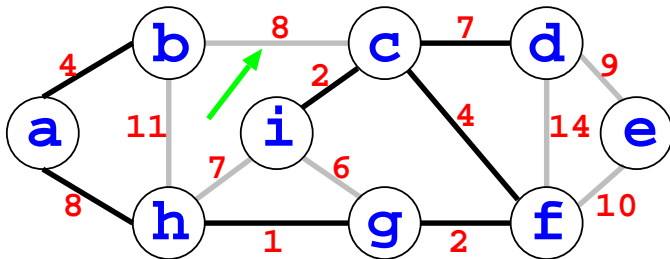
Minimum spanning tree: example



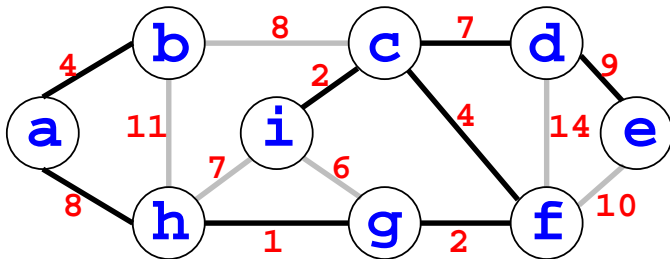
Minimum spanning tree: example



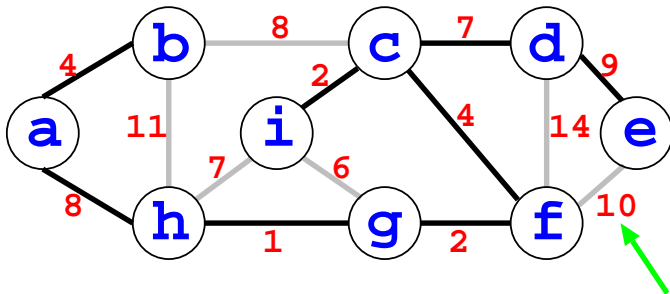
Minimum spanning tree: example



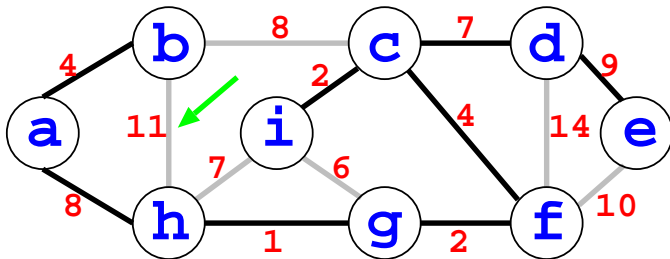
Minimum spanning tree: example



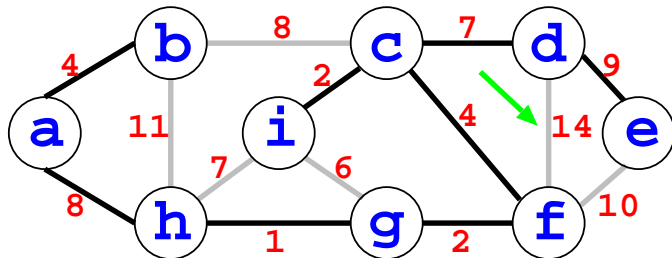
Minimum spanning tree: example



Minimum spanning tree: example



Minimum spanning tree: example



Minimum spanning tree: Kruskal's algorithm

Minimum spanning tree: Kruskal's algorithm

Implementation using union-find:

Minimum spanning tree: Kruskal's algorithm

Implementation using union-find:

```
1  kruskal( $G$ ):  
2     $A \leftarrow \emptyset$   
3    for each vertex  $v \in V(G)$  do  
4       $makeSet(v)$   
5    sort edges of  $E$  by their weight  $w$  in ascending order  
6    for each edge  $(u, v) \in E(G)$  in ascending order do  
7      if  $findSet(u) \neq findSet(v)$  then  
8         $union(u, v)$   
9    return  $A$ 
```

Exercises

1. Write a pseudocode for **makeSet(x)**, **union(x, y)** and **findSet(x)** using the representation of linked lists and the weighted-union heuristic. Suppose each object x has an attribute *rep* pointing to the representative member of the set which contains x , and each set S has the attributes *begin*, *end* and *size*, where *size* is the length of the list.
2. The tree returned by Kruskal's algorithm is unique, i.e., the algorithm always returns the same minimum spanning tree? Prove or give a counterexample.

Bibliography

CORMEN, T. H.; LEISERSON, C. E.; RIVEST, R. L. and STEIN, C.
Introduction to Algorithms, 3rd edition, MIT Press, 2009.

ZIVIANI, N. Projeto de Algoritmos: com implementações em Java e C++, Cengage Learning, 2009. (in Portuguese)