CSE 373: Disjoint sets continued

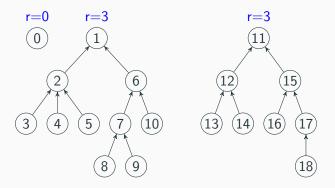
Michael Lee

Friday, Mar 2, 2018

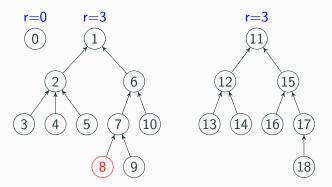
Consider the following disjoint set.

What happens if we run findSet(8) then union(4, 17)?

Note: the union(...) method internally calls findSet(...).

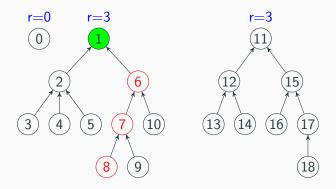


What happens when we run findSet(8)?



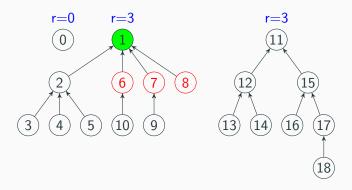
Step 1: We find the node corresponding to 8 in $\mathcal{O}\left(1\right)$ time

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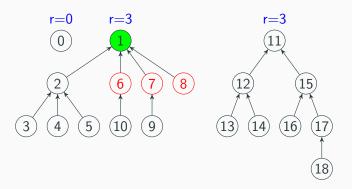
Step 2: We travel up the tree until we find the root

What happens when we run findSet(8)?



Step 3: We move each node we passed by (every red node) to point directly at the root.

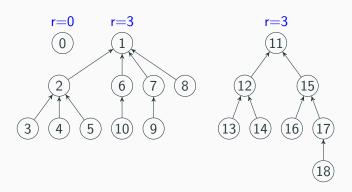
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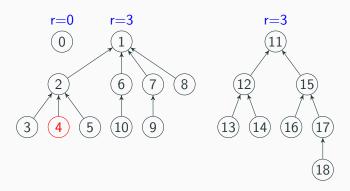
Step 3: We move each node we passed by (every red node) to point directly at the root.

Note: we do not update the rank (too expensive)

What happens if we run union(4, 17)?

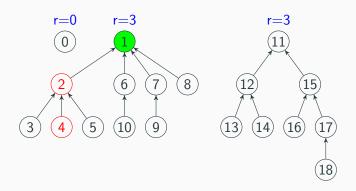


What happens if we run union(4, 17)?



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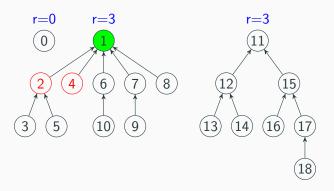
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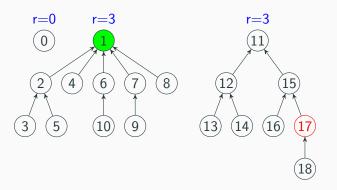


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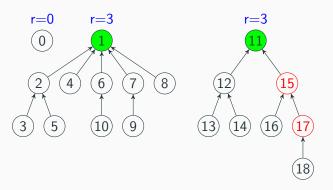
...and make node "4" point directly at the root.

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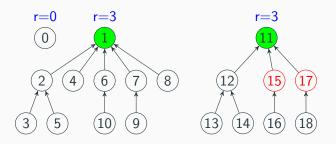
Step 2: We next run findSet(17) and repeat the process.

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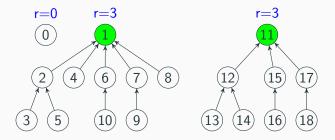
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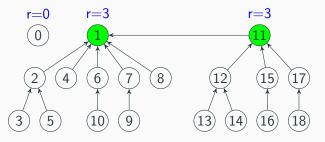


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We've finished findSet(4) and findSet(17), so now we need to finish the rest of union(4, 17) by linking the two trees together.

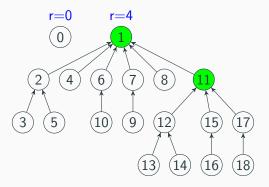


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The ranks are the same, so we arbitrarily make set 1 the root and make set 11 the child.

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We then update the rank of set 1 and "forget" the rank of set 11.

Path compression: runtime

Now, what are the worst-case and best-case runtime of the following?

- ▶ makeSet(x):
- ► findSet(x):
- ► union(x, y):

Path compression: runtime

Now, what are the worst-case and best-case runtime of the following?

- ▶ makeSet(x): $\mathcal{O}(1)$ still the same
- ▶ findSet(x): In the best case, $\mathcal{O}(1)$, in the worst case $\mathcal{O}(\log(n))$
- ▶ union(x, y): In the best case, $\mathcal{O}(1)$, in the worst case $\mathcal{O}(\log(n))$

Why are we doing this? To help us implement Kruskal's algorithm:

```
def kruskal():
    for (v : vertices):
        makeMST(v)

    sort edges in ascending order by their weight

mst = new SomeSet<Edge>()
    for (edge : edges):
        if findMST(edge.src) != findMST(edge.dst):
            union(edge.src, edge.dst)
            mst.add(edge)

return mst
```

- ▶ makeMST(v) takes $\mathcal{O}(t_m)$ time
- ▶ findMST(v): takes $\mathcal{O}(t_f)$ time
- ▶ union(u, v): takes $\mathcal{O}(t_u)$ time

We concluded that the runtime is:

$$\mathcal{O}\left(\underbrace{|V| \cdot t_m}_{\text{setup}} + \underbrace{|E| \cdot \log(|E|)}_{\text{sorting edges}} + \underbrace{|E| \cdot t_f + |V| \cdot t_u}_{\text{core loop}}\right)$$

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So the worst-case overall runtime of Kruskal's is:

$$\mathcal{O}\left(|V| + |E| \cdot \log(|E|) + (|E| + |V|) \cdot \log(|V|)\right)$$

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...and we're left with something that's basically the same as Prim.

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How much of a difference does that make?

Interesting result:

It turns out union and find are amortized $\log^*(n)$.

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What does this mean?

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▶ Is there a way of expressing repeated exponentiation?

► Why stop there – is there a way of expressing repeated whatever-it-is-we-did up above?

$$2??!!???5 = 2??2??2??2??2$$

^{*}assuming we use only integers

Interlude: Knuth's up-arrow notation

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► etc...

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$$\log_2(2 \uparrow 5) = \log_2(2^5) = 5$$

▶ $\log^*(...)$ is the inverse of $\uparrow \uparrow$ (tetration)

$$\log_2^*(2 \uparrow \uparrow 5) = \log_2^*(2^{2^{2^{2^2}}}) = 5$$

A slightly modified definition:

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The expression $\log_b^*(n)$ is equivalent to the number of times we repeatedly compute $\log_b(x)$ to bring x down to at most 1.

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And what exactly is 2^{65536} ?

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= 2003529930406846464979072351560255750447825475569751419

6574723272137291814466665942187200347450894283091153518927111

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Runtime of Kruskal?

$$\mathcal{O}\left(\left(|E|+|V|\right)\log^*(|V|)\right) \leq \mathcal{O}\left(\left(|E|+|V|\right)5\right) \approx \mathcal{O}\left(|E|+|V|\right)$$

Inverse of the Ackermann function

But wait!

Somebody then came along and proved an even tighter bound. It turns out findSet(...) and union(...) are amortized $\mathcal{O}\left(\alpha(n)\right)$

- the inverse of the Ackermann function.

The Ackermann function

The Ackermann function is a recursive function designed to grow extremely quickly:

$$A(m,n) = \begin{cases} n+1 & \text{if } m = 0 \\ A(m-1,1) & \text{if } m > 0 \text{ and } n = 0 \\ A(m-1,A(m,n-1)) & \text{if } m > 0 \text{ and } n > 0 \end{cases}$$

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This function grows even more quickly then $m \uparrow \uparrow n$ – this means the inverse Ackermann function $\alpha(...)$ grows even more slowly then $\log^*(...)!$

So, the runtime of Kruskal's is even better! It's

$$\mathcal{O}\left((|E|+|V|)\alpha(|V|)\right) \leq \mathcal{O}\left((|E|+|V|)4\right)$$

...for any practical size of |V|.

Are we done yet?

But wait, there's more!

To recap, we found that the runtimes of findSet(...) and union(...) were...

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- One final optimization: array representation.

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- One final optimization: array representation. It doesn't lead to an asymptotic improvement, but it does lead to a constant factor speedup (and simplifies implementation).

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private static class Node {
    private int vertexNumber;
    private Node parent;
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```
private static class Node {
    private int vertexNumber;
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}
```

Observation: It seems wasteful to have allocate an entire object just to store two fields

Java is technically allowed to store and represent its objects however it wants, but in a modern 64-bit JDK, this object will probably be 32 bytes:

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- ► The pointer to the parent takes up 8 bytes (assuming 64-bit)

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- ► The object itself also uses up an additional 16 bytes
- ► This adds up to 28, but in a 64 bit computer, we always "pad" or round up to the nearest multiple of 8. So, this object will use up 32 bytes of memory.

Idea: Just use an array of ints instead!

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Core idea:

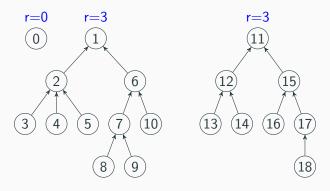
► Make the index of the array be the vertex number

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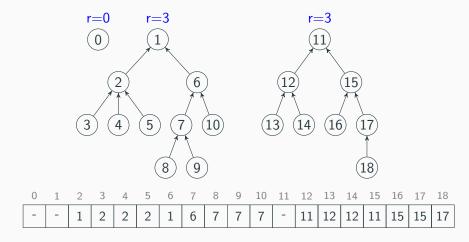
Core idea:

- ► Make the index of the array be the vertex number
- ► Make the element in the array be the index of the parent

Example:



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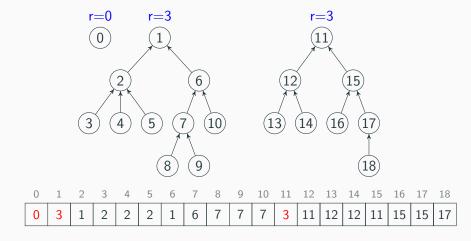
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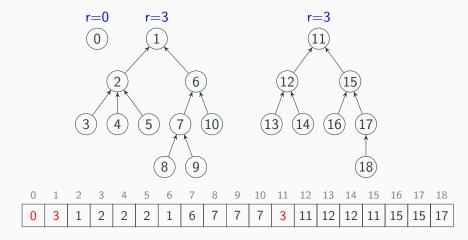
Observation: Hey, each root has some unused space...

Idea 1: Rather then leaving the root cells empty, just stick the ranks there.

Example:



Example:



What's wrong with this idea?

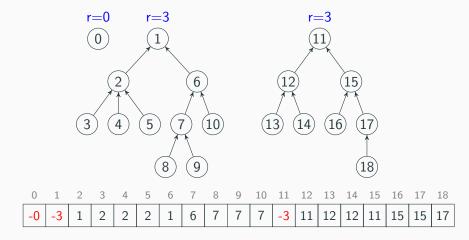
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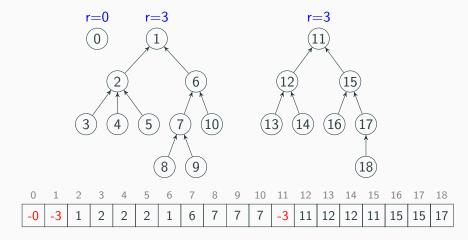
A trick: Rather then storing just the rank, let's store the negative of the rank!

So, if a number is positive, it's an index. If the number is negative, it's a rank (and that node is a root).

Example:



Example:



What's wrong with this idea?

Problem: What's the difference between 0 and -0?

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 $\textbf{Solution:} \ \, \textbf{Instead of just storing} \ \, -\textbf{rank}, \ \, \textbf{store} \ \, -\textbf{rank}-1.$

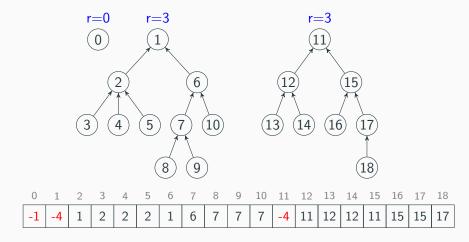
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Solution: Instead of just storing -rank, store -rank - 1.

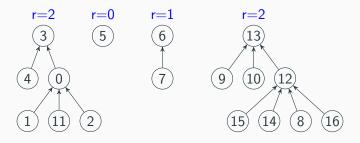
(Alternatively, redefine the rank to be the upper bound of the

number of levels in the tree, rather then the height.)

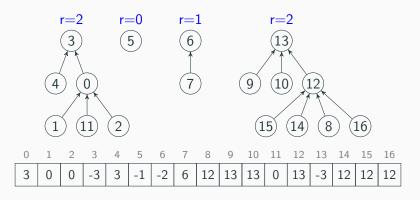
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And that's it for graphs. Topics covered:

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- ► Minimum spanning trees: Prim's and Kruskal's
- Disjoint sets

Next time: What does it mean for a problem to be "hard"?