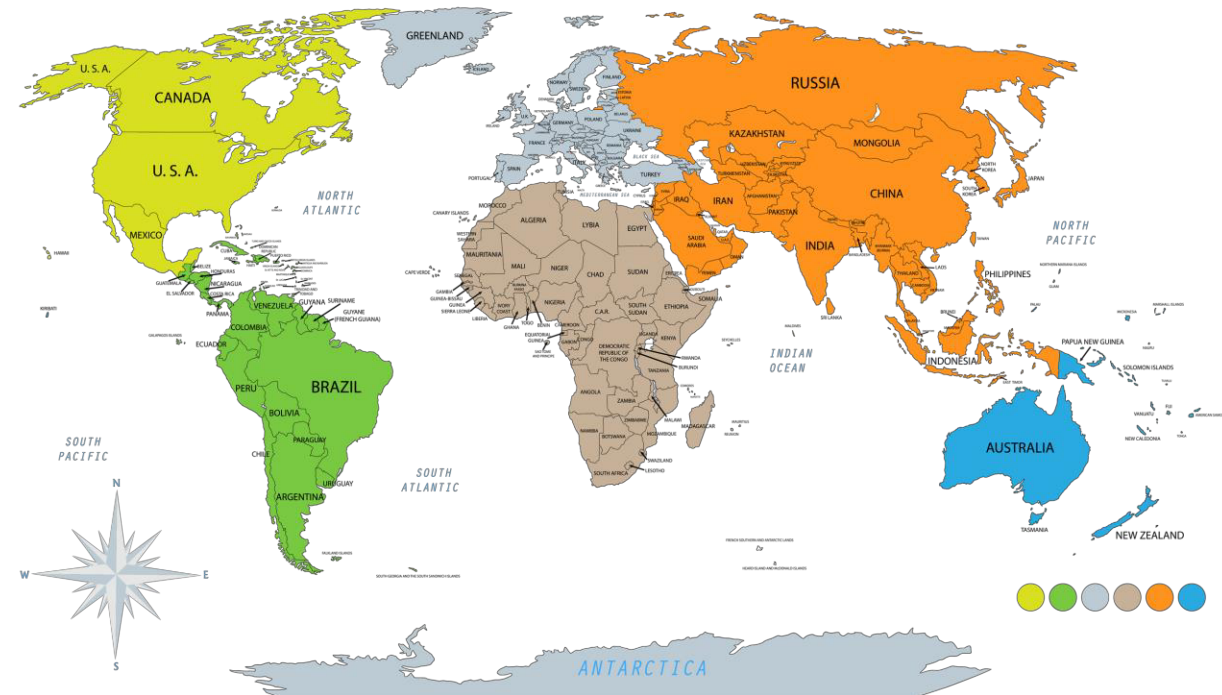
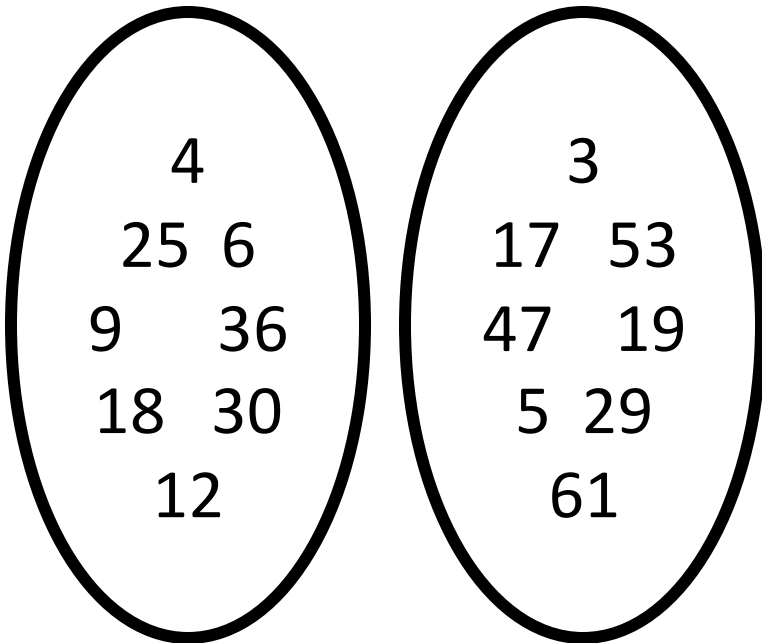
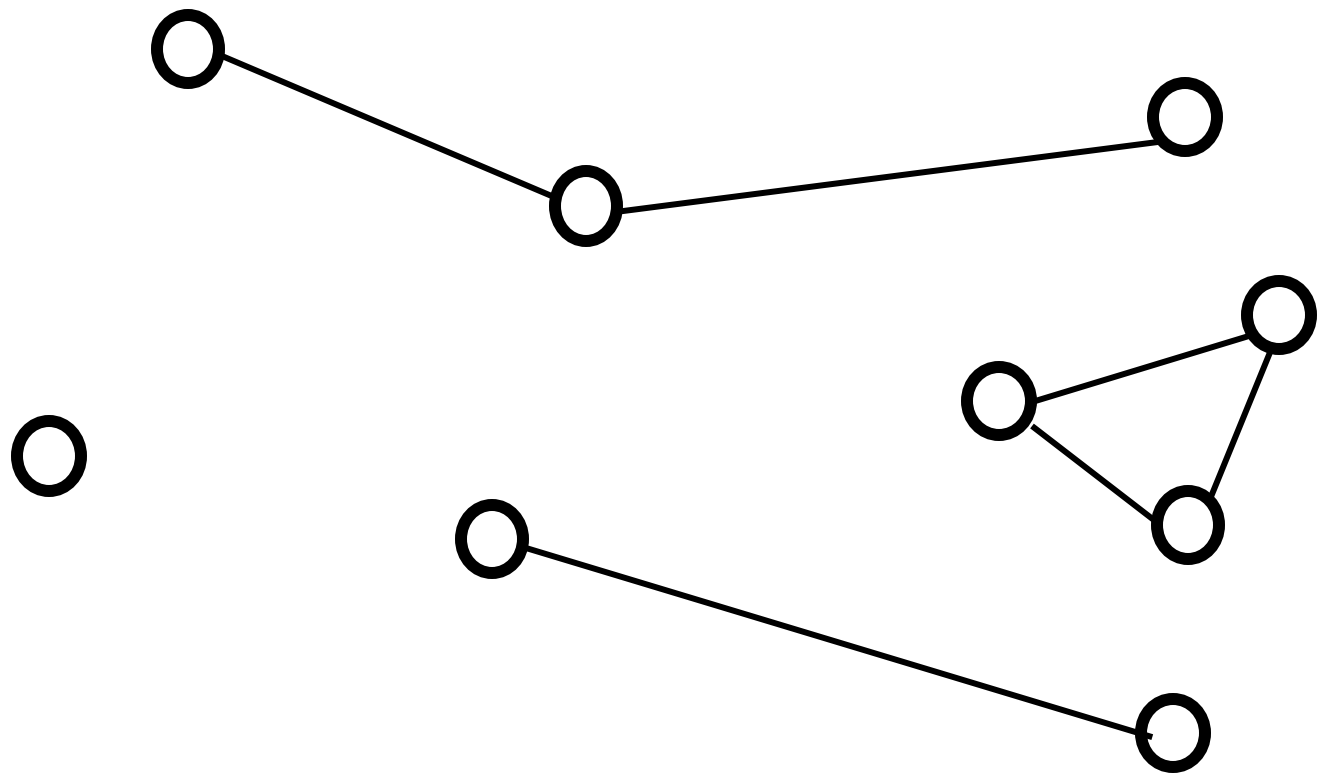


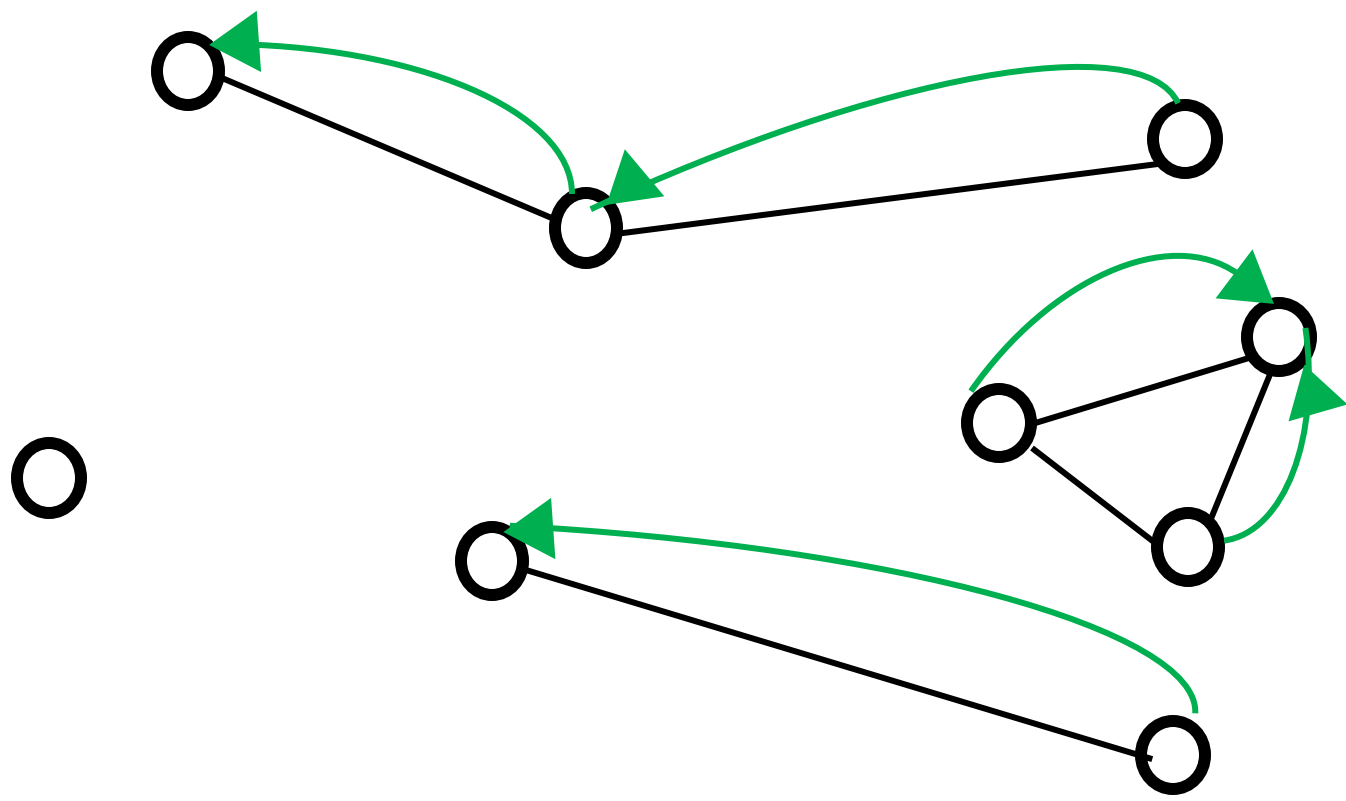
The Union-Find algorithm finds disjoint sets.

Disjoint sets are sets that have no elements in common.



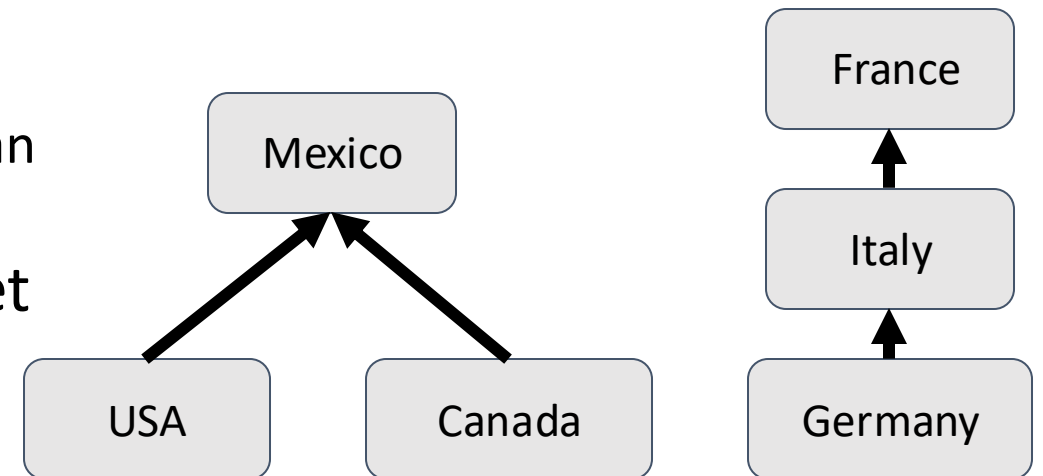
<https://www.worldatlas.com/geography/continents-by-number-of-countries.html>





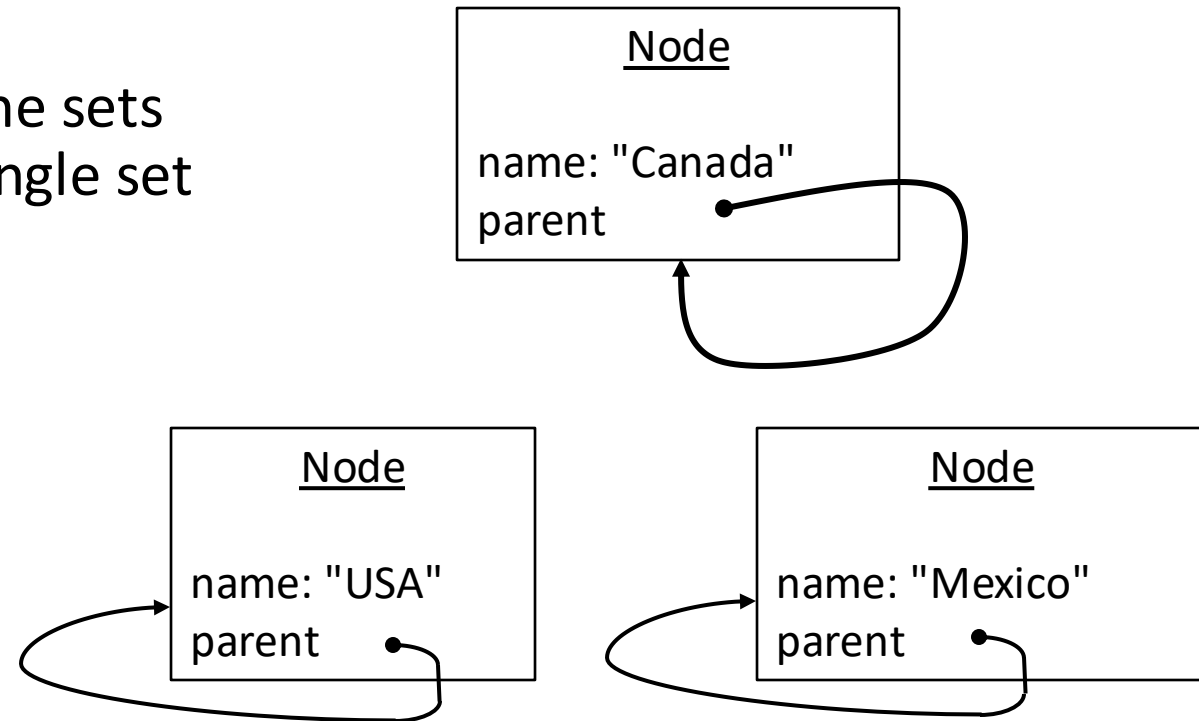
Representing disjoint sets

- The goal of Union-Find is to result in a representation of disjoint sets:
 - Each item is a node in a graph
 - Each disjoint set is a tree within a *forest*
 - Each disjoint set has one element which is the *representative element*
 - That item is the root of the tree.
- The algorithm for finding / managing disjoint sets is called Union-Find
 - union: combine two sets
 - Do this when we find that those two sets have an element in common
 - find: find the representative element of a set
 - Given an element, find the root of the tree that it belongs to



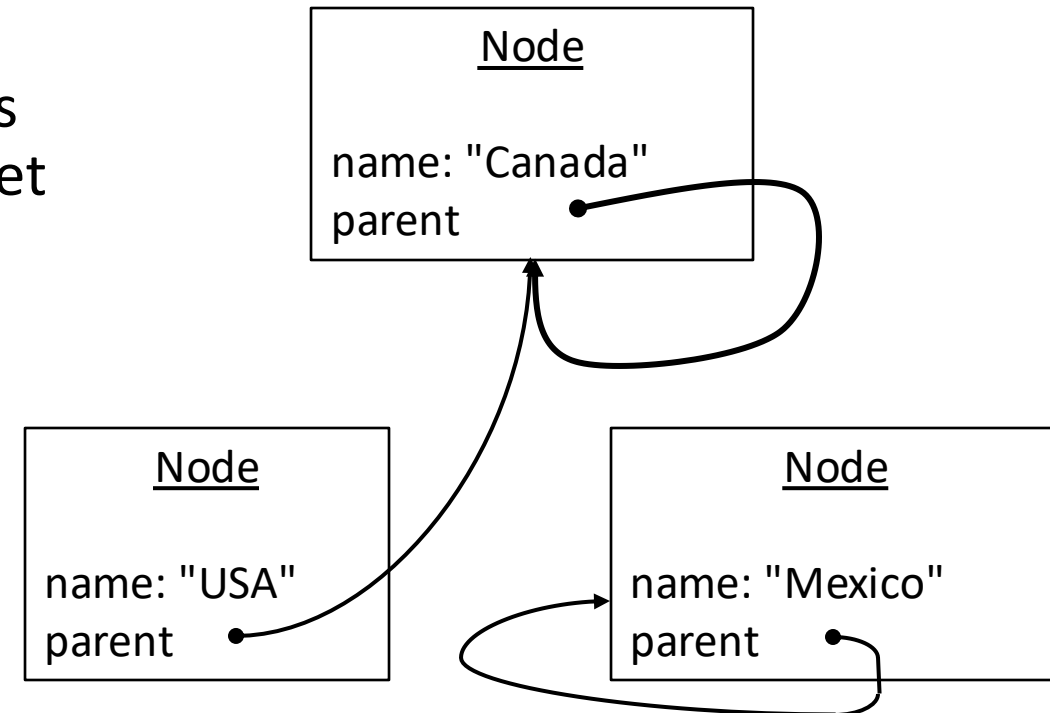
Union-Find overview

- Each node keeps track of:
 - Its data (the element)
 - Its parent (another node)
 - `node.parent == node` if node is a root
 - `node.parent == node2` if node2 is its parent
- Operations
 - `union(node1, node2)` combines the sets containing node1 and node2 into a single set
 - `find(node)` returns node's root



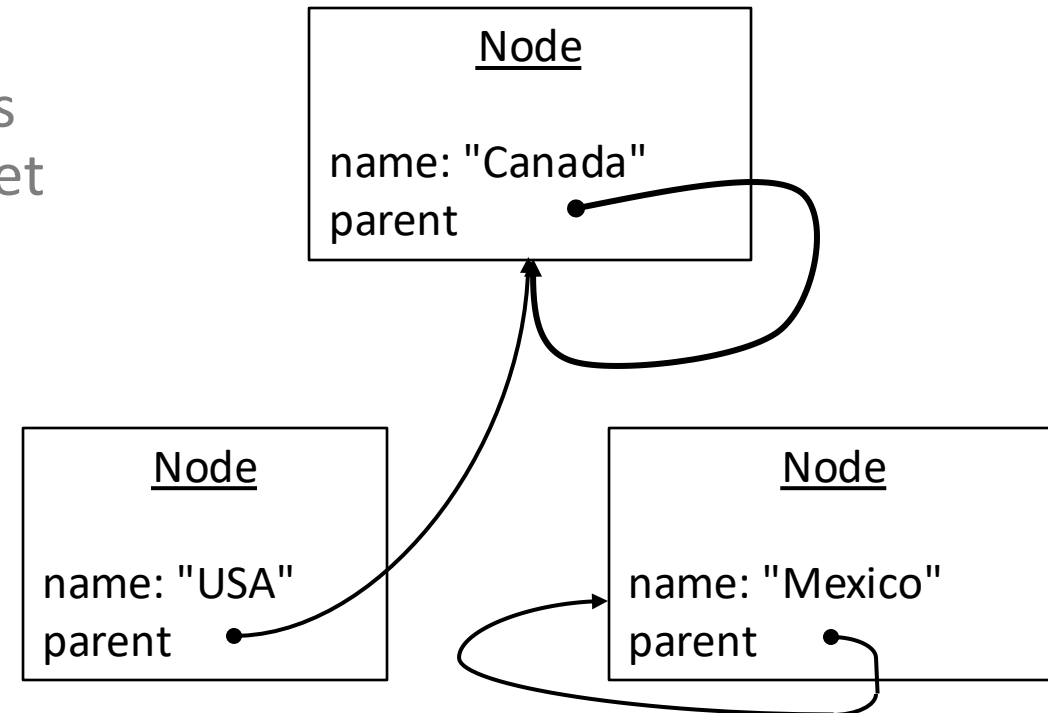
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`union(USA, Canada)`
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Poll: How might we implement `find(node)`?

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- Operations
 - `union(node1, node2)` combines the sets containing `node1` and `node2` into a single set
`union(USA, Canada)`
 - **`find(node)` returns node's root**

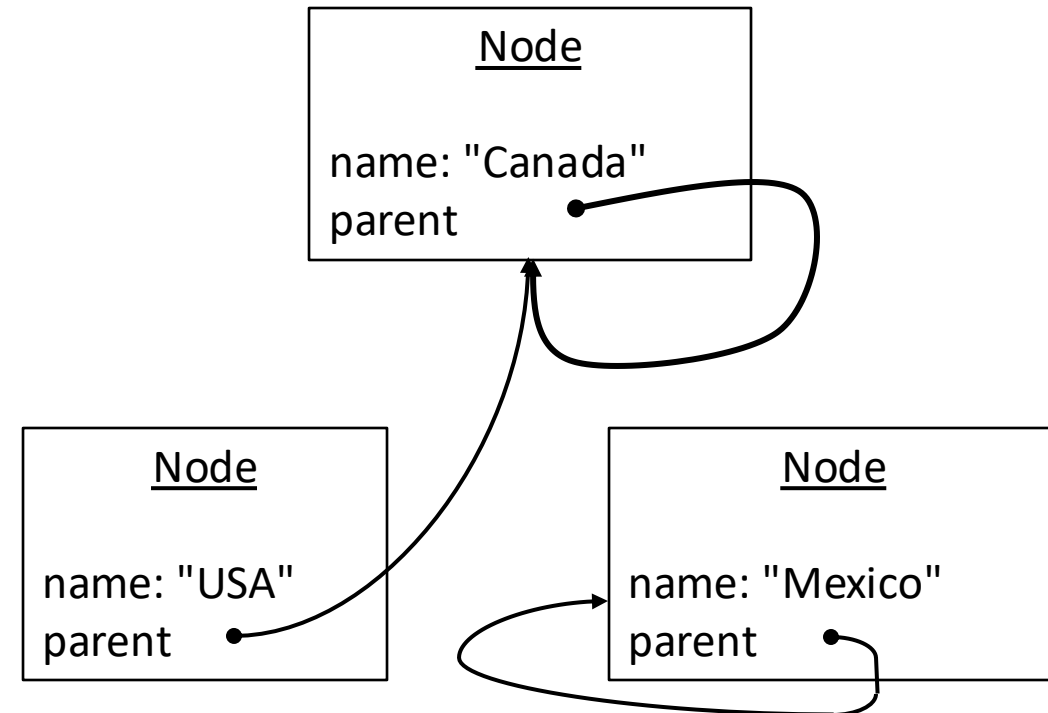


Implementing `find(node)`

- Each node keeps track of:
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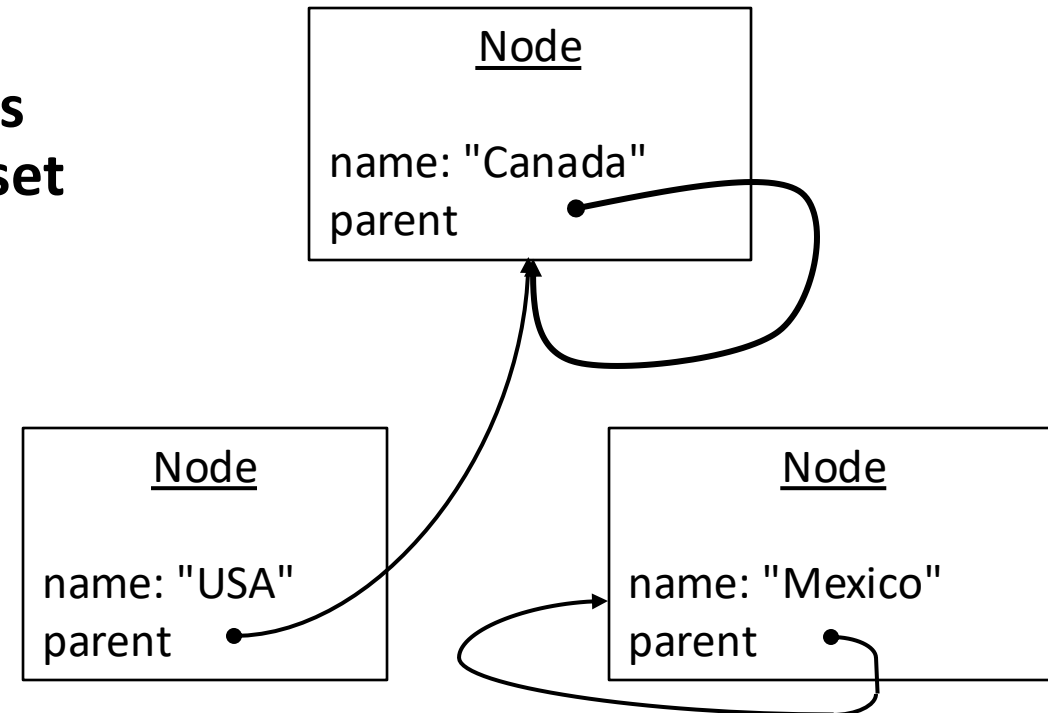
Given a node, we want to find its root

```
find (node):  
    while (node.parent != node):  
        node = node.parent  
    return node
```



Poll: How might we implement `union()`?

- Each node keeps track of:
 - Its data (the element)
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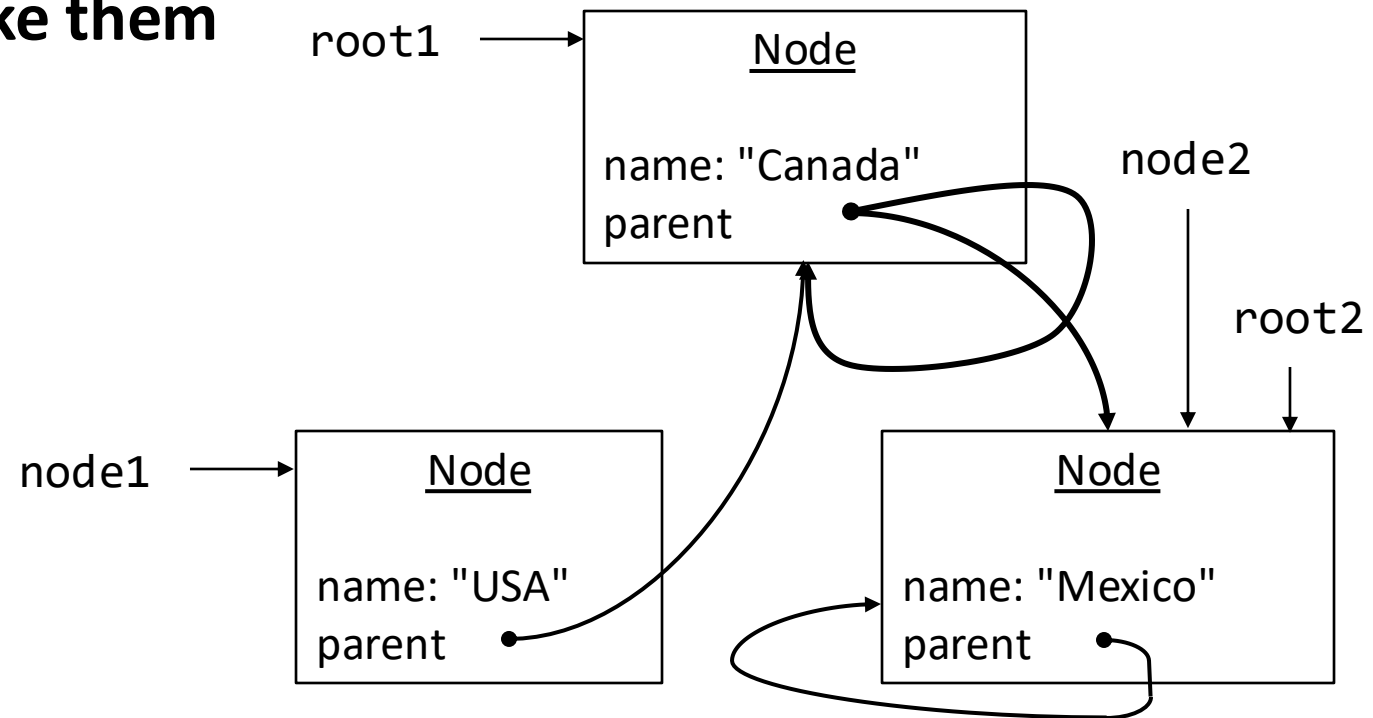


Implementing `union(node1, node2)`

- Each node keeps track of:
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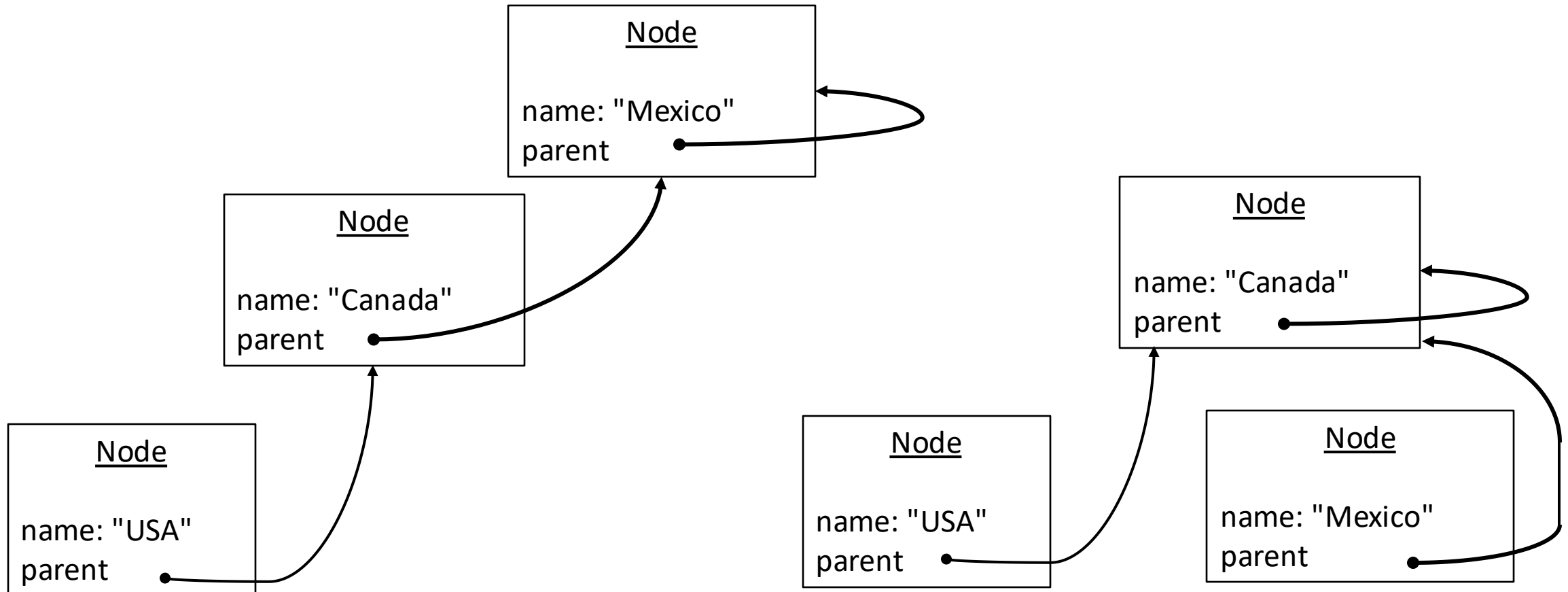
Given two nodes, we want to make them have the same root

```
union (node1, node2):  
    root1 = find(node1)  
    root2 = find(node2)  
    if (root1 != root2):  
        root1.parent = root2
```



Problem with that union() implementation

Algorithm can lead to long paths (trees of great height)

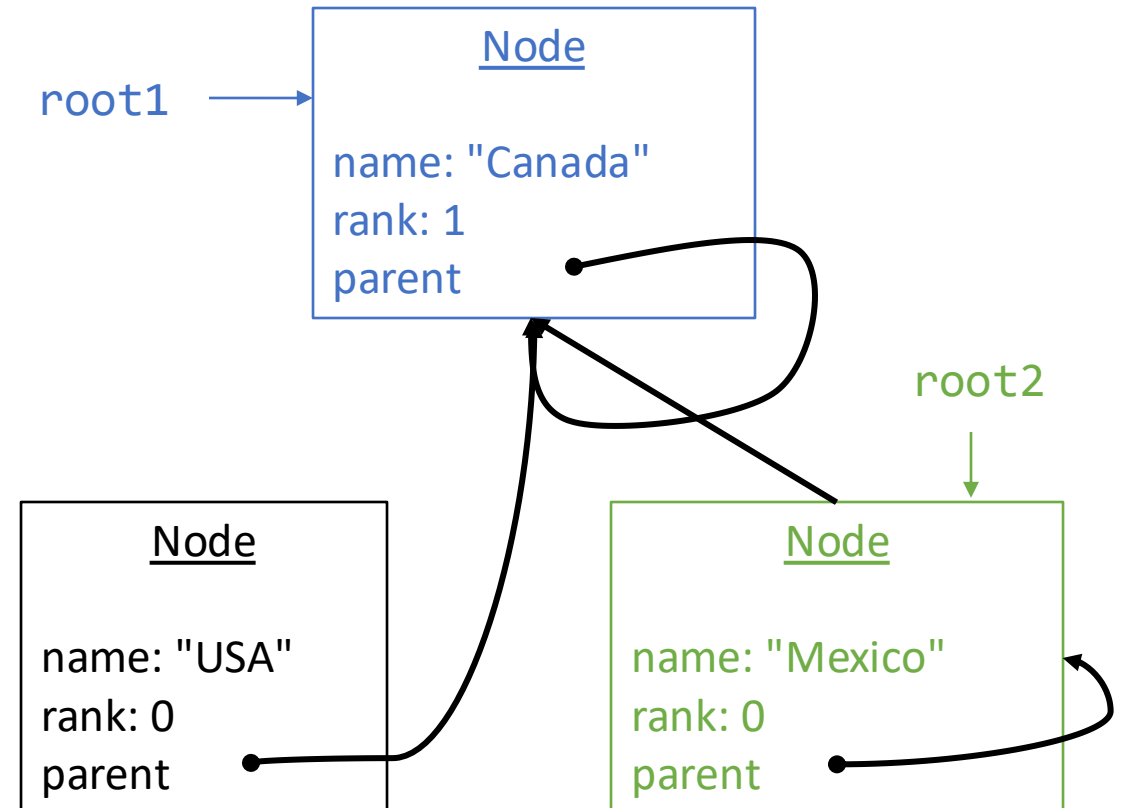


A better implementation of `union(node1, node2)`

Rank: how "high up" that node is in the tree
Aim is to keep ranks low

```
union(node1, node2):  
    root1 = find(node1)  
    root2 = find(node2)  
    if root1 != root2:  
        if root1.rank > root2.rank:  
            root2.parent = root1  
        else:  
            root1.parent = root2  
            if root1.rank == root2.rank:  
                root2.rank++
```

```
union(USA, Mexico)
```

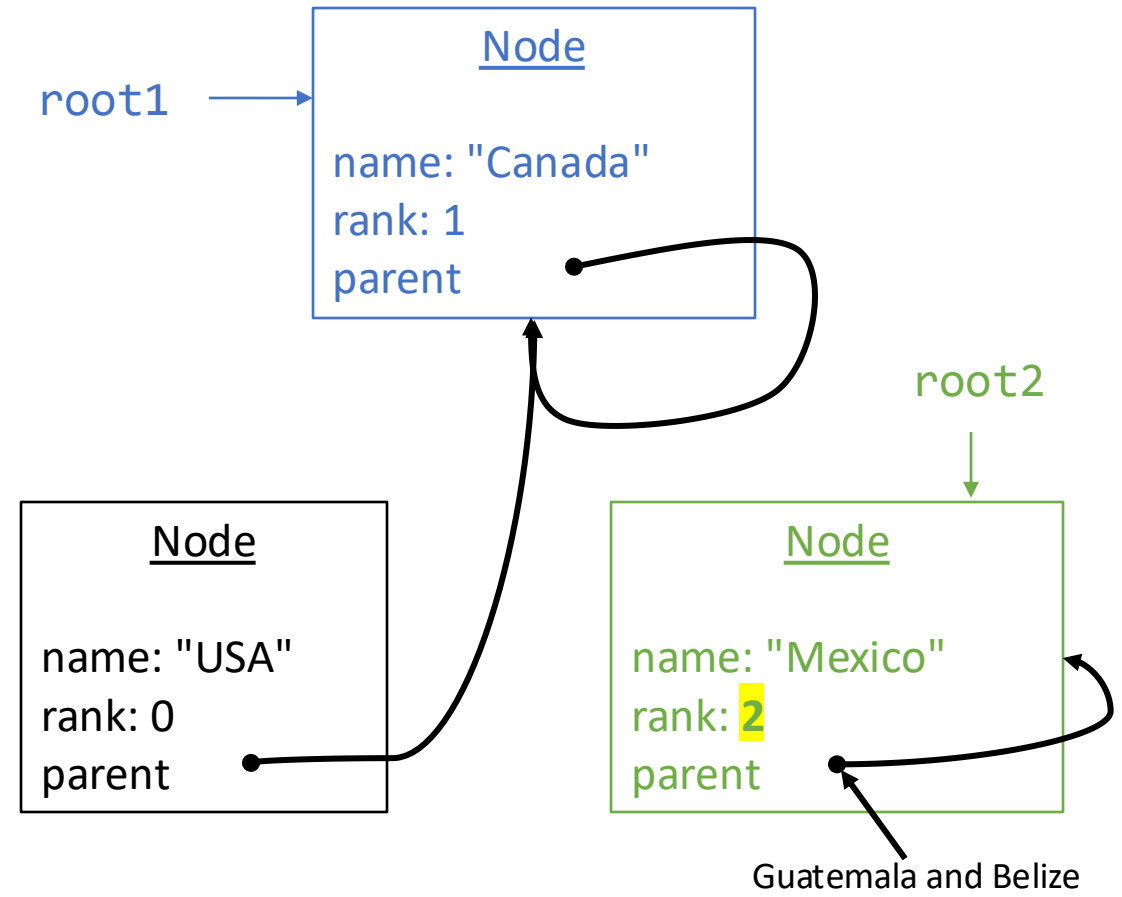


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union(USA, Mexico)
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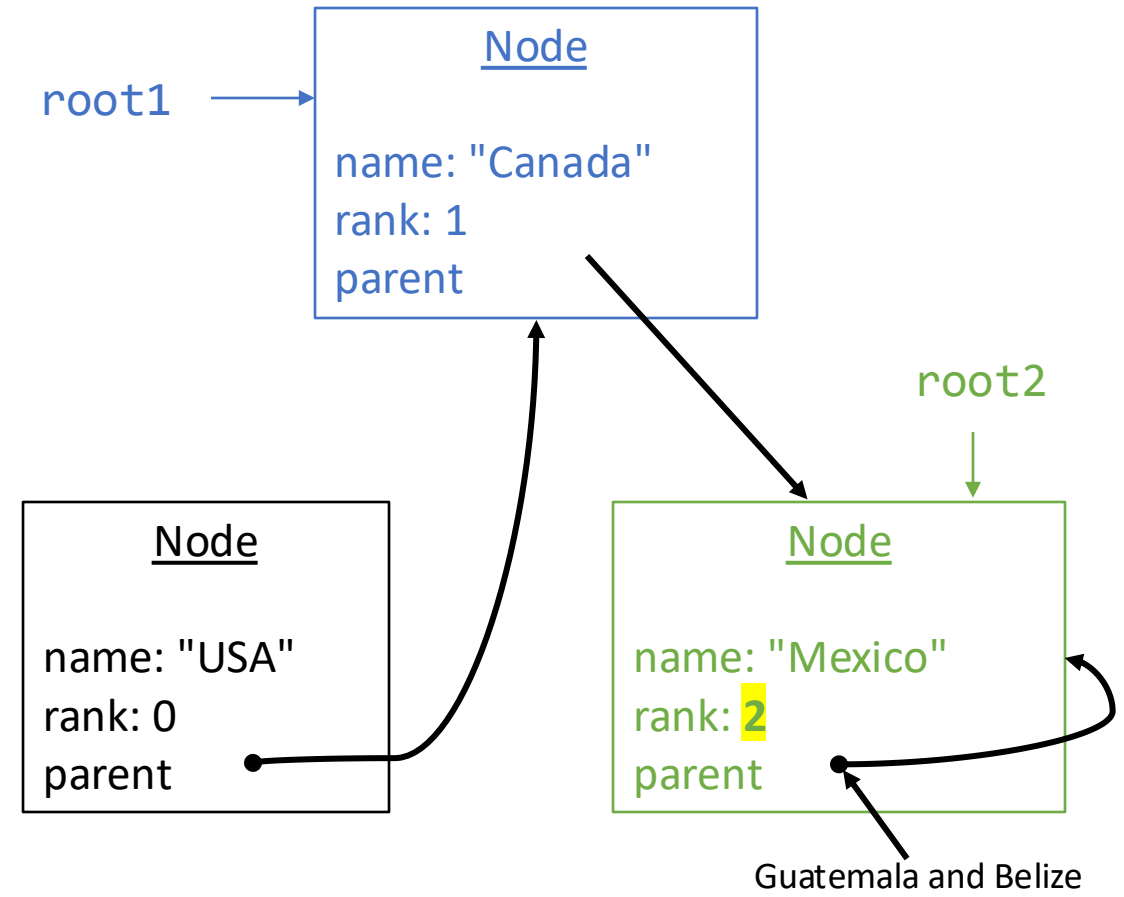


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```

`union(USA, Mexico)`

Rank: how "high up" that node is in the tree
Aim is to keep ranks low

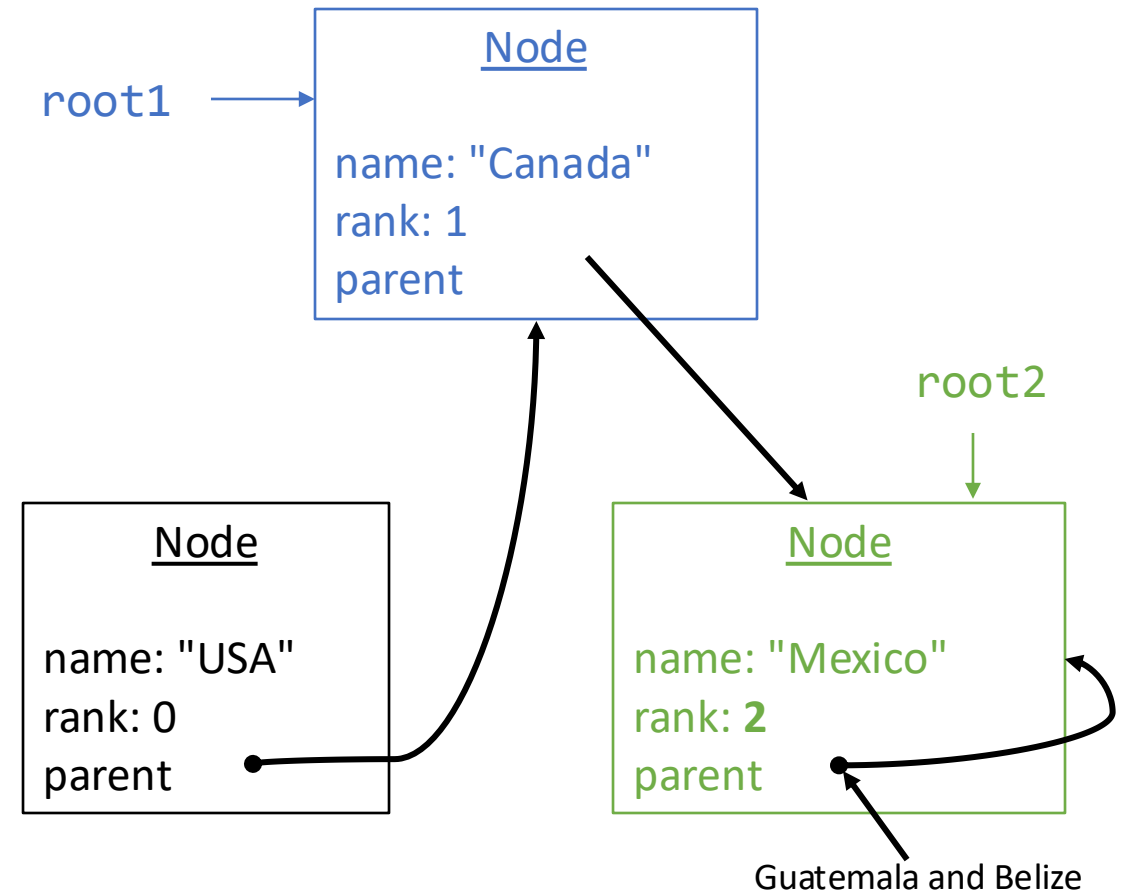


Poll: Why do we check if `root1.rank == root2.rank` before incrementing `root2.rank`?

```
union(node1, node2):  
    root1 = find(node1)  
    root2 = find(node2)  
    if root1 != root2:  
        if root1.rank > root2.rank:  
            root2.parent = root1  
        else:  
            root1.parent = root2  
            if root1.rank == root2.rank:  
                root2.rank++
```

```
union(USA, Mexico)
```

Rank: how "high up" that node is in the tree
Aim is to keep ranks low



Poll: What does the Union-Find algorithm do?

- A. It groups nodes into sets such that none of the nodes in each set are connected to each other, and all of the edges are between two sets
- B. It groups nodes into sets such that the nodes in each set are connected to each other, and there are no edges between two sets
- C. It groups edges into sets such that none of the sets of edges have any nodes in common
- D. It works on undirected graphs (all edges go both ways)
- E. It works on directed graphs (all edges are one-way)

Union-Find Summary

- The Union-Find algorithm finds disjoint sets
 - It groups nodes into sets such that, for each set:
 - The nodes in that set are connected to each other
 - None of the nodes in that set have an edge with a node outside that set
- Each node keeps track of:
 - Its data (the element)
 - Its parent (another node)
 - `node.parent == node` if node is a root
 - `node.parent == node2` if node2 is its parent
- Operations
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```
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    return node  
  
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    root1 = find(node1)  
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    if root1 != root2:  
        if root1.rank > root2.rank:  
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            if root1.rank == root2.rank:  
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```