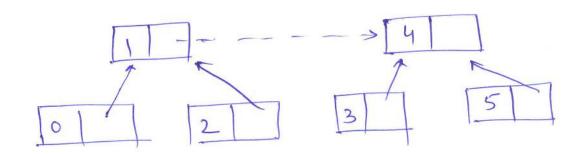
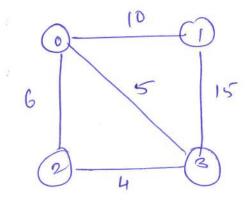
## Union - find

painter implementation-

- ( Union ( ₩ 0,1)
- (4) Unim (5,4)
- (2) Union (211)
- BUNION 1,4.)
- 3 union (3,4)



Consider following example.



## Data Structures Required.

Struct Graph & N. E., struct edge 3.

Struct edge & src, dust, weight?

Struct subset & parent 3.

## initializations-

V= 4 , E= 5

graph -> edge [0]. Sx = 0

graph -> edge [0]. dest= 1

graph -> edge [0]. weight = 10.

for all edges (same as above).

Subset [0]. parent = 0

Subset [1]. parent = 1

Subset [2]. parent = 2

Subset [3]. parent = 3. Parent = 0 1 2 3.

Main function

next-edge= graph -> edge 10].

int n= find (subset, next-edge-sre)

int y = find (subset, next-edge, dest),

if (x1=y)

¿ include next-edge in result. ¿ Union (subset, x, y)

```
int find (smuch subset subsets (], inti)
     if (subsets[i]. parent 1= i)
         subset [i]. parent = find (subsets, subsets [i]. parent;
     setum subsets [i]. pasent;
  Void Union (smuct subset subsets [], int x, int y)
      int wroot = find (subsets, 2)
      int yeart = find (subschool, y)
      subsets[yroot]. parent = wheat;
   edge 1 => 2-3.
        2= find (subset, 2)
        4= find (subset 13)
           21=3 > include edge.
          Union (subset, 213)
        V=) 0 1 2 3
       Parsent => 0 1 2 2
```

```
edge 2 - 0-3.
         x= find (subset, {0) => 0
          4= find (subset 13) => 2
        include edge as 01=2
          Union (0,2)
        N = 0 1 2 3
        Parent => 0 1 0 2
edge 3 = 0-2
         x= find (subset 10) =)
         Y= find (subset 12) =)
            Dis case
edge 4 =
             0-1
         X= find (subset, 0) =) 0
         Y= find (subset 11) => 1
       0 != 1 => include edge.

union(0,1)

1 => 0 1 2 3.
        Parent = ) 0 0 0 2.
edge 5 = 1-3.
          K= find (subset, 1) => 0
          y= find (subset, 3) => 0
             Discase
```

