

Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE



<http://algs4.cs.princeton.edu>

1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*

Subtext of today's lecture (and this course)

Steps to developing a usable algorithm.

- Model the problem.
- Find an algorithm to solve it.
- Fast enough? Fits in memory?
- If not, figure out why.
- Find a way to address the problem.
- Iterate until satisfied.

The scientific method.

Mathematical analysis.

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Dynamic connectivity

Given a set of N objects.

Union
method

- Union command: connect two objects.
- Find/connected query: is there a path connecting the two objects?

union(4, 3)

union(3, 8)

union(6, 5)

union(9, 4)

union(2, 1)

connected(0, 7) ✗

connected(8, 9) ✓

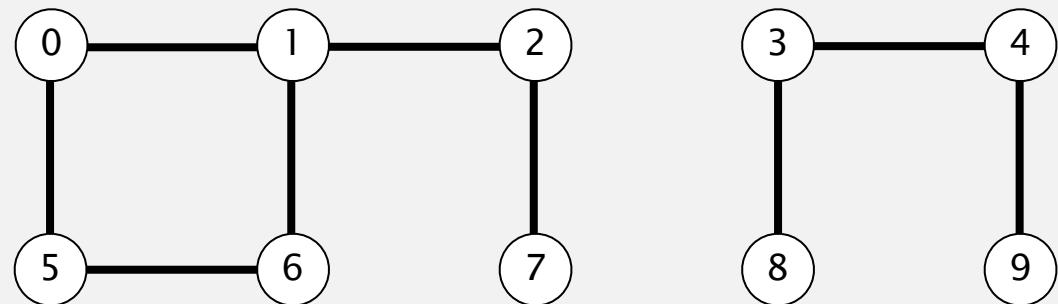
union(5, 0)

union(7, 2)

union(6, 1)

union(1, 0)

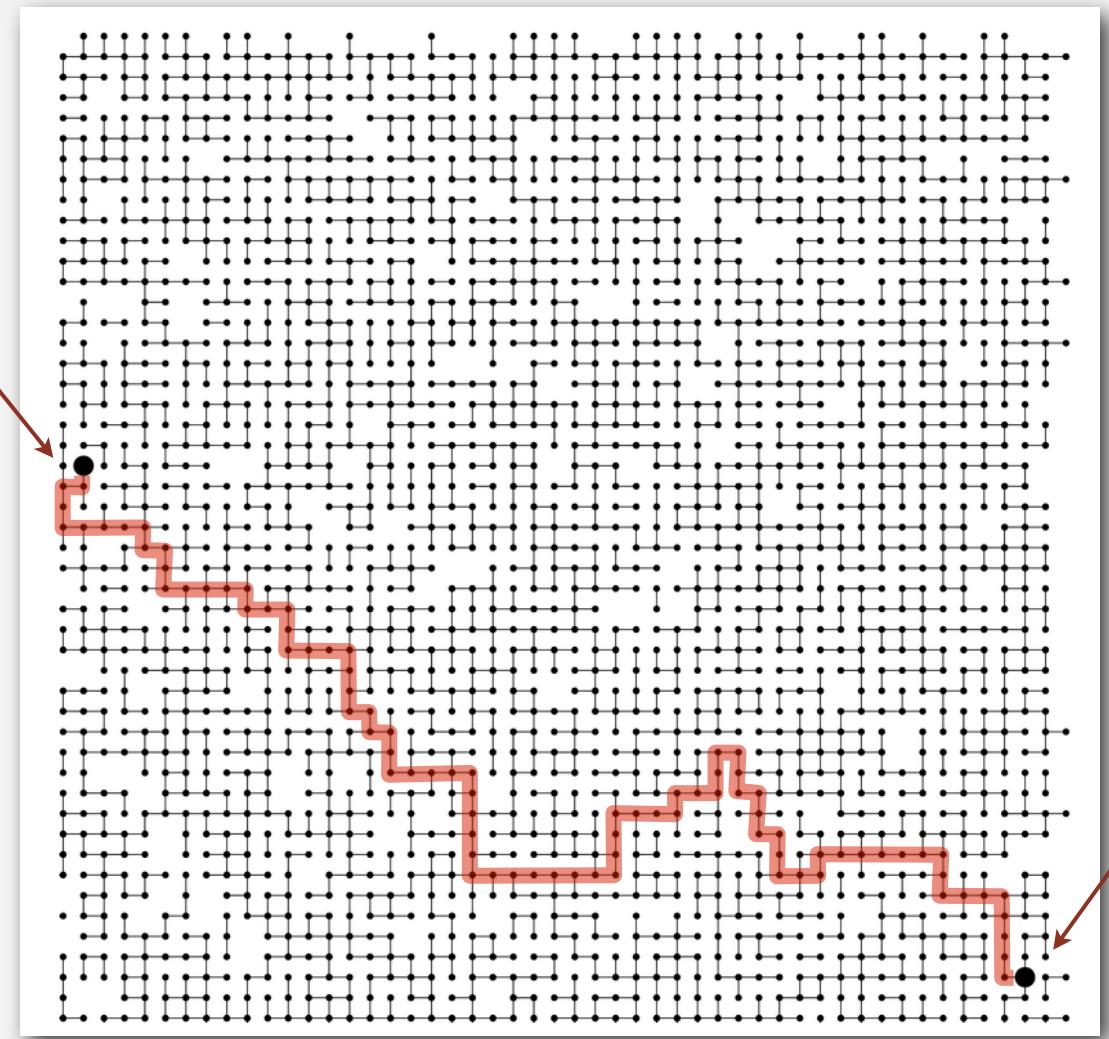
connected(0, 7) ✓



Connectivity example

→ 이반장의는 꿈 찾기 X
꿈 주우 o

Q. Is there a path connecting p and q ?



A. Yes.

Modeling the objects

Applications involve manipulating objects of all types.

- Pixels in a digital photo.
- Computers in a network.
- Friends in a social network.
- Transistors in a computer chip.
- Elements in a mathematical set.
- Variable names in Fortran program.
- Metallic sites in a composite system.

When programming, convenient to name objects 0 to $N - 1$.

- Use integers as array index.
- Suppress details not relevant to union-find.

↗ 각 객체를 정수 0 ~ $N - 1$ 에
mapping

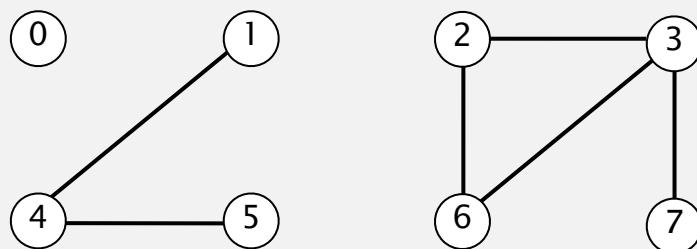
 can use symbol table to translate from site names to integers: stay tuned (Chapter 3)

Modeling the connections

We assume "is connected to" is an equivalence relation:

- Reflexive: p is connected to p . p 은 p 자신과 연결되어 있다. $p \Rightarrow p \sim p$
- Symmetric: if p is connected to q , then q is connected to p . $p \sim q \Rightarrow q \sim p$
- Transitive: if p is connected to q and q is connected to r , $p \sim q \& q \sim r \Rightarrow p \sim r$ then p is connected to r .

Connected components. Maximal set of objects that are mutually connected.

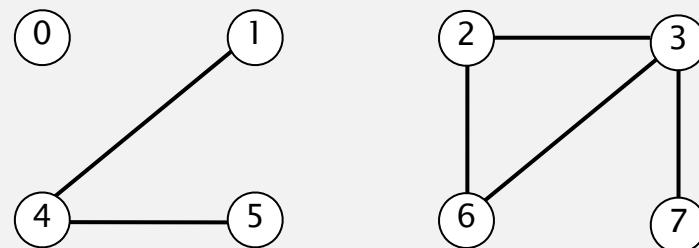


$\{0\} \{1 4 5\} \{2 3 6 7\}$ \rightsquigarrow 3의 connection Set!
3 connected components

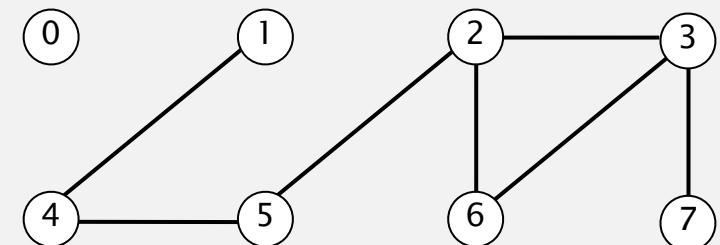
Implementing the operations

Find query. Check if two objects are in the same component.

Union command. Replace components containing two objects with their union.



union(2, 5)



{ 0 } { 1 4 5 } { 2 3 6 7 }

3 connected components

{ 0 } { 1 2 3 4 5 6 7 }

2 connected components

Union-find data type (API)

Goal. Design efficient data structure for union-find.

- Number of objects N can be huge.
- Number of operations M can be huge.
- Find queries and union commands may be intermixed.

```
public class UF
```

```
    UF(int N)
```

*initialize union-find data structure with
N objects (0 to $N - 1$)*

```
    void union(int p, int q)
```

add connection between p and q

```
    boolean connected(int p, int q)
```

are p and q in the same component?

```
    int find(int p)
```

component identifier for p (0 to $N - 1$)

```
    int count()
```

number of components

Dynamic-connectivity client

- Read in number of objects N from standard input.
- Repeat:
 - read in pair of integers from standard input
 - if they are not yet connected, connect them and print out pair

```
public static void main(String[] args)
{
    int N = StdIn.readInt();
    UF uf = new UF(N);
    while (!StdIn.isEmpty())
    {
        int p = StdIn.readInt();
        int q = StdIn.readInt();
        if (!uf.connected(p, q)) {
            uf.union(p, q);
            StdOut.println(p + " " + q);
        }
    }
}
```

연결 안되어있으면 연결
연결 되어있으면 무시

```
% more tinyUF.txt
10
4 3
3 8
6 5
9 4
2 1
8 9
5 0
7 2
6 1
1 0
6 7
```

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- ▶ *quick find*
- ▶ *quick union*
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Quick-find [eager approach]

Data structure.

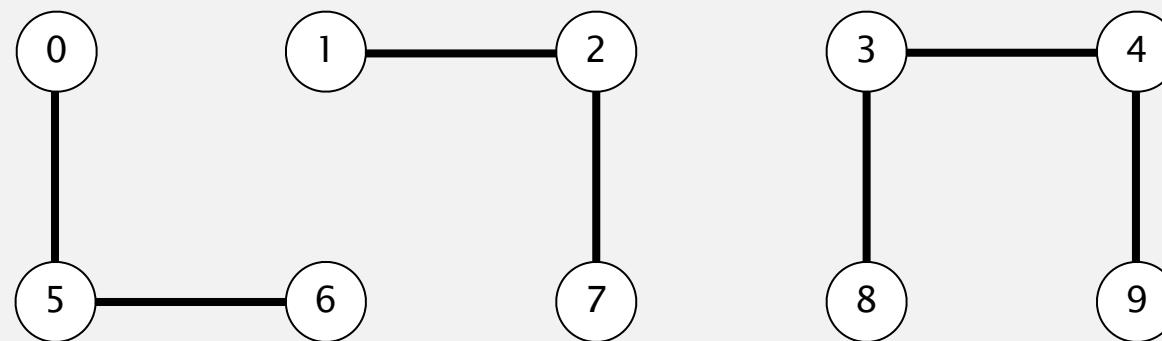
- Integer array $\text{id}[]$ of length N .
- Interpretation: p and q are connected iff they have the same id .

if and only if

$\text{id}[]$	0	1	2	3	4	5	6	7	8	9
	0	1	1	8	8	0	0	1	8	8

0, 5 and 6 are connected
1, 2, and 7 are connected
3, 4, 8, and 9 are connected

$\rightsquigarrow \text{id} \in$ connected components of id .
 $\Rightarrow \text{id}[i] = \text{id}[j] \Leftrightarrow i \sim j$) find method $\frac{1}{2}$
 $(\frac{1}{2})$ computing



Quick-find [eager approach]

Data structure.

- Integer array $\text{id}[]$ of length N .
- Interpretation: p and q are connected iff they have the same id.

	0	1	2	3	4	5	6	7	8	9
$\text{id}[]$	0	1	1	8	8	0	0	1	8	8

Find. Check if p and q have the same id.

$\text{id}[6] = 0; \text{id}[1] = 1$
6 and 1 are not connected

Union. To merge components containing p and q , change all entries

whose id equals $\text{id}[p]$ to $\text{id}[q]$.

Union은 서로 다른 끝에 있는 원소를 조사해서 합침 두 배열과 중
어떤 원소를 찾는 힌트로 사용해야 한다 \Rightarrow 같은 원자에서 만난
after union of 6 and 1 but 힌트는 .

	0	1	2	3	4	5	6	7	8	9
$\text{id}[]$	1	1	1	8	8	1	1	1	8	8

↑
↑
↑
problem: many values can change

Quick-find demo



0

1

2

3

4

5

6

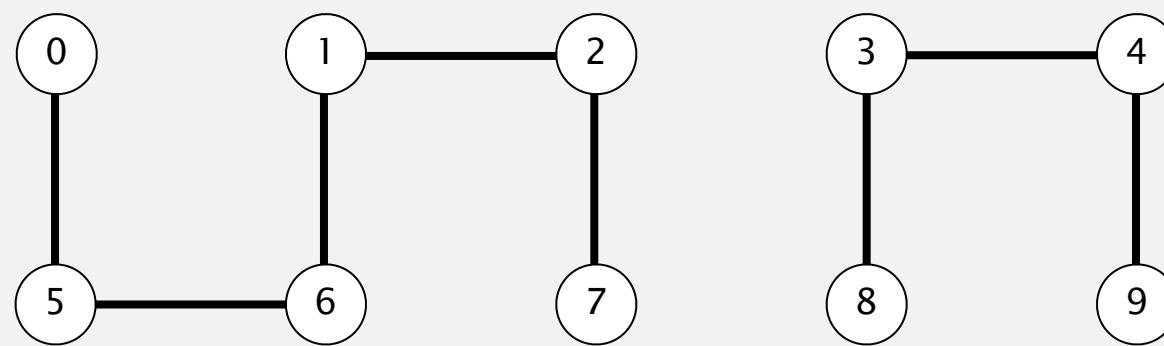
7

8

9

id[]	0	1	2	3	4	5	6	7	8	9	initialization.
	0	1	2	3	4	5	6	7	8	9	

Quick-find demo



id[]	0	1	2	3	4	5	6	7	8	9
	1	1	1	8	8	1	1	1	8	8

Quick-find: Java implementation

```
public class QuickFindUF
{
    private int[] id;

    public QuickFindUF(int N)
    {
        id = new int[N];
        for (int i = 0; i < N; i++)
            id[i] = i;
    }

    public boolean connected(int p, int q)
    { return id[p] == id[q]; }

    public void union(int p, int q)
    {
        int pid = id[p];
        int qid = id[q];
        for (int i = 0; i < id.length; i++)
            if (id[i] == pid) id[i] = qid;
    }
}
```

초기화

set id of each object to itself
(N array accesses)

find

check whether p and q
are in the same component
(2 array accesses)

union

change all entries with $\text{id}[p]$ to $\text{id}[q]$
(at most $2N + 2$ array accesses)

Quick-find is too slow

Cost model. Number of array accesses (for read or write).

algorithm	initialize	union	find
quick-find	N	N	1

order of growth of number of array accesses

Union is too expensive. It takes N^2 array accesses to process a sequence of N union commands on N objects.

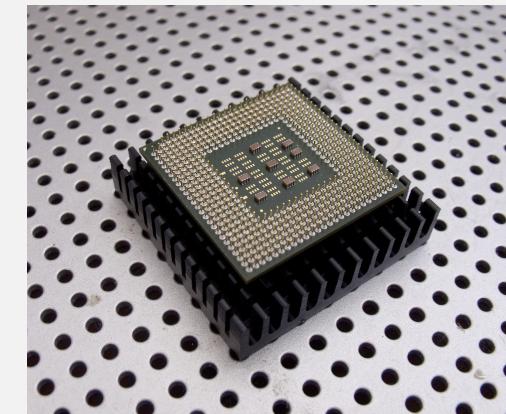
quadratic
algo.에서 $O(n^2)$ 은 쓰레기다.

Quadratic algorithms do not scale

Rough standard (for now).

- 10^9 operations per second.
- 10^9 words of main memory.
- Touch all words in approximately 1 second.

a truism (roughly)
since 1950!

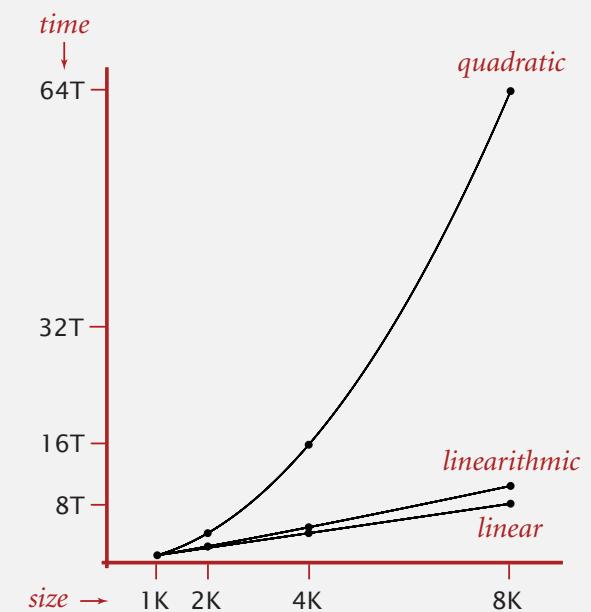


Ex. Huge problem for quick-find.

- 10^9 union commands on 10^9 objects.
- Quick-find takes more than 10^{18} operations.
- 30+ years of computer time!

Quadratic algorithms don't scale with technology.

- New computer may be 10x as fast.
- But, has 10x as much memory ⇒ want to solve a problem that is 10x as big.
- With quadratic algorithm, takes 10x as long!



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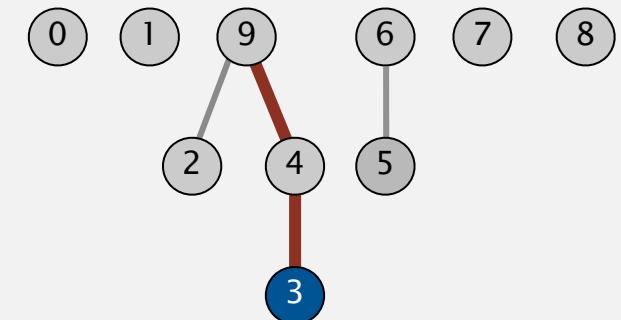
- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*

Quick-union [lazy approach] $\rightsquigarrow \text{Union은 } \Theta(N^2)$

Data structure.

- Integer array $\text{id}[]$ of length N .
- Interpretation: $\text{id}[i]$ is parent of i . keep going until it doesn't change
(algorithm ensures no cycles)
- Root of i is $\text{id}[\text{id}[\text{id}[\dots\text{id}[i]\dots]]]$.

	0	1	2	3	4	5	6	7	8	9
$\text{id}[]$	0	1	9	4	9	6	6	7	8	9



root of 3 is 9

$\rightsquigarrow i^{\text{th}}$ element의 $\text{id}[i]$ 는

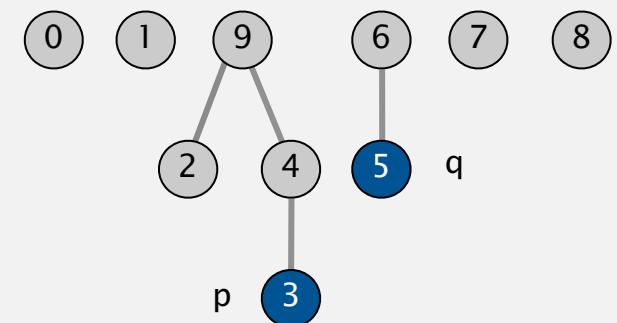
i^{th} root. r $\Rightarrow \text{id}[i] = r$

Quick-union [lazy approach]

Data structure.

- Integer array $\text{id}[]$ of length N .
- Interpretation: $\text{id}[i]$ is parent of i .
- Root of i is $\text{id}[\text{id}[\text{id}[\dots\text{id}[i]\dots]]]$.

0	1	2	3	4	5	6	7	8	9	
$\text{id}[]$	0	1	9	4	9	6	6	7	8	9



Find. Check if p and q have the same root.

root of 3 is 9
root of 5 is 6

3 and 5 are not connected

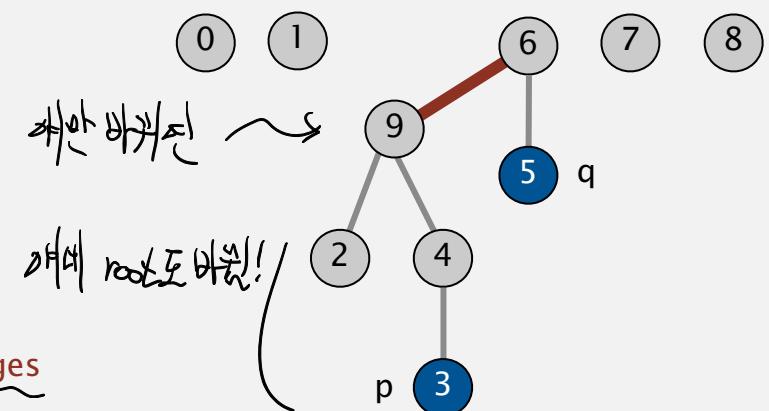
Union. To merge components containing p and q ,

set the id of p 's root to the id of q 's root.

↑
the root object 한 바탕 드

↑
only one value changes

0	1	2	3	4	9	6	6	7	8	6
$\text{id}[]$	0	1	9	4	9	6	6	7	8	6



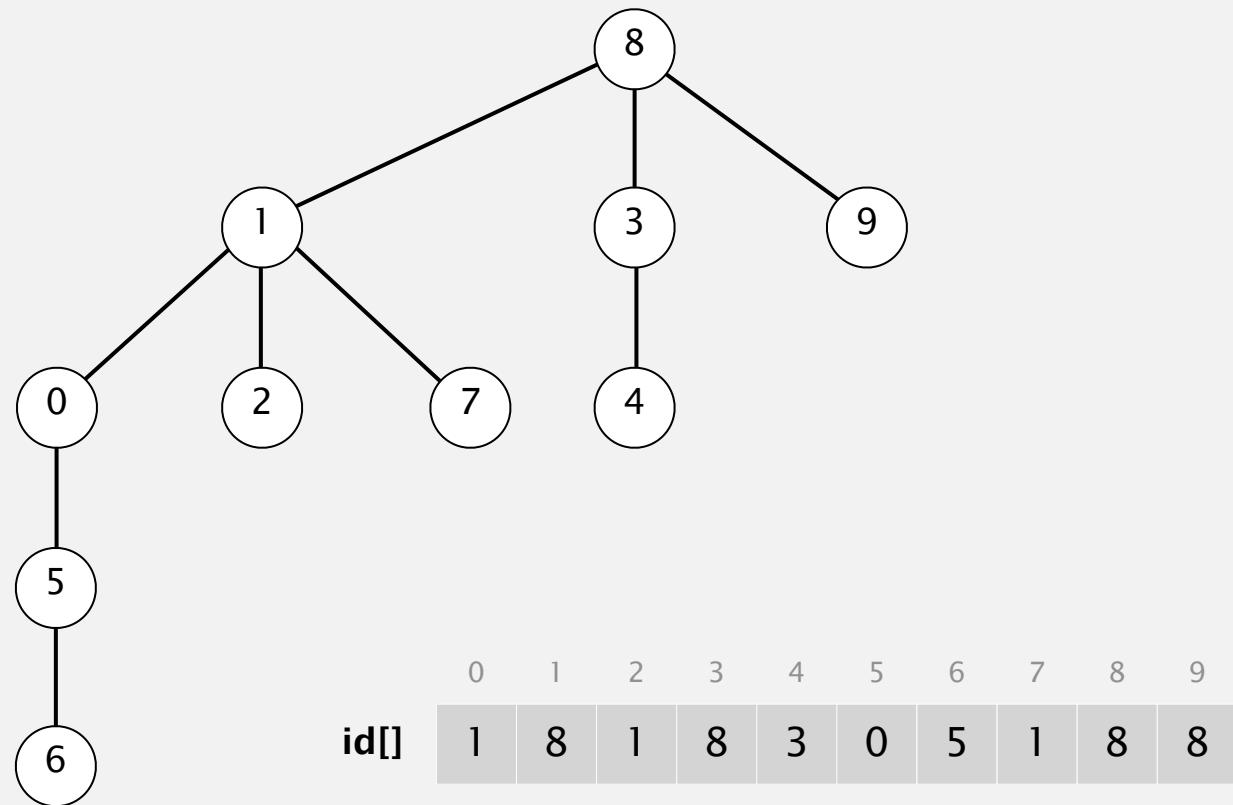
Quick-union demo



0 1 2 3 4 5 6 7 8 9

	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	3	4	5	6	7	8	9

Quick-union demo



Quick-union: Java implementation

```
public class QuickUnionUF
{
    private int[] id;

    public QuickUnionUF(int N)
    {
        id = new int[N];
        for (int i = 0; i < N; i++) id[i] = i;
    }

    private int root(int i)
    {
        while (i != id[i]) i = id[i];
        return i;
    }

    public boolean connected(int p, int q)
    {
        return root(p) == root(q);
    }

    public void union(int p, int q)
    {
        int i = root(p);
        int j = root(q);
        id[i] = j;
    }
}
```

초기화
set id of each object to itself
(N array accesses)

root \approx
chase parent pointers until reach root
(depth of i array accesses)

Find
check if p and q have same root
(depth of p and q array accesses)

Union
change root of p to point to root of q
(depth of p and q array accesses)

Quick-union is also too slow

Cost model. Number of array accesses (for read or write).

algorithm	initialize	union	find
quick-find	N	N	1
quick-union	N	N †	N

← worst case

† includes cost of finding roots

Quick-find defect.

- Union too expensive (N array accesses).
- Trees are flat, but too expensive to keep them flat.

Quick-union defect.

- Trees can get tall. *(tree의 depth가 매우 큼)*
- Find too expensive (could be N array accesses).

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Improvement 1: weighting

Union 의 Cost 를 최경화(?) 하는(?) 때의)

tree depth 가 가지는 것을 막아주는 방법

⇒ tree 를 깊은 편에 작은 tree₂ 를 tree₁ 으로 맺는다.

Weighted quick-union.

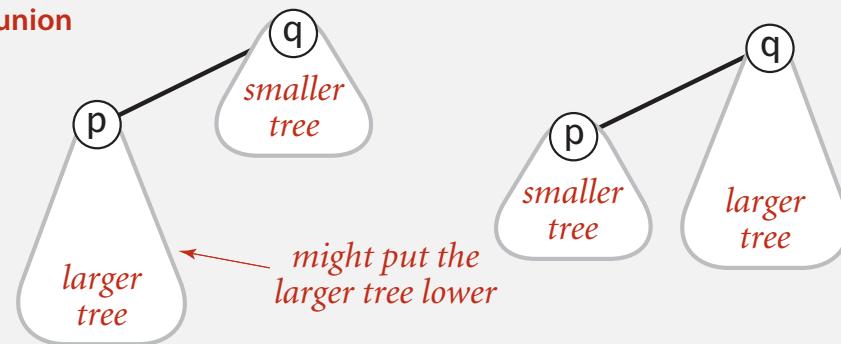
- Modify quick-union to avoid tall trees.
- Keep track of **size** of each tree (**number of objects**).
- Balance by linking root of smaller tree to root of larger tree.



size : 개수
height : 높이
↳ 표준적으로 흔한

reasonable alternatives:
union by height or "rank"

quick-union



weighted



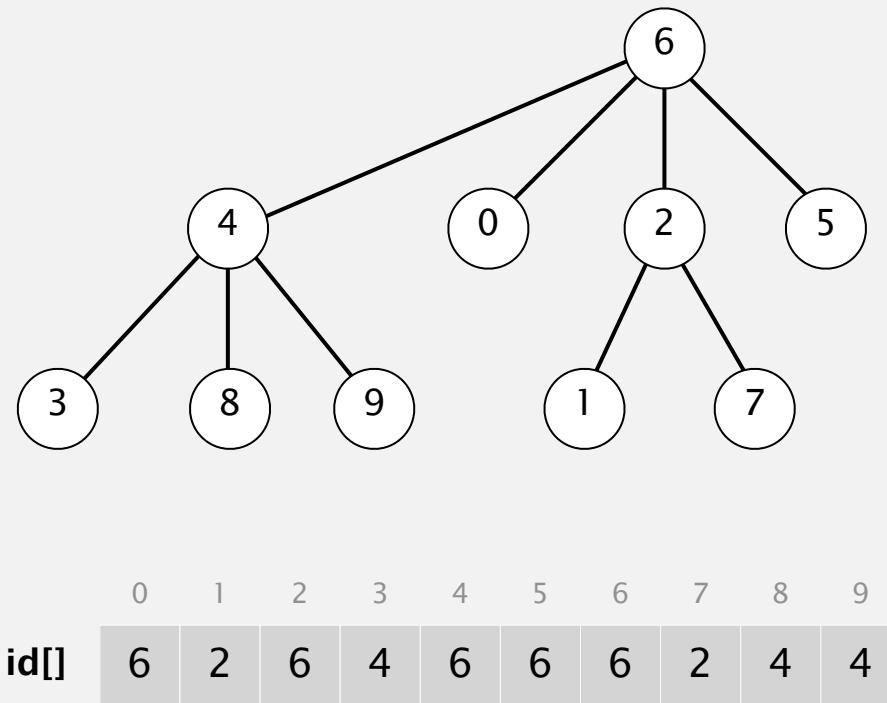
Weighted quick-union demo



0 1 2 3 4 5 6 7 8 9

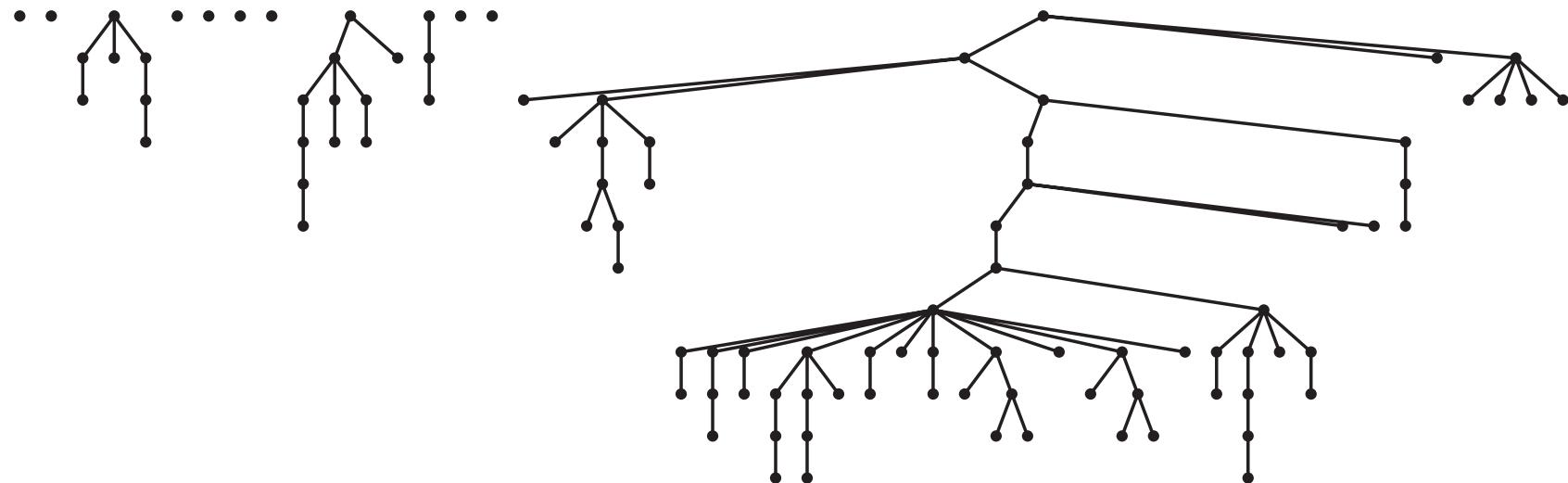
	0	1	2	3	4	5	6	7	8	9
id[]	0	1	2	3	4	5	6	7	8	9

Weighted quick-union demo



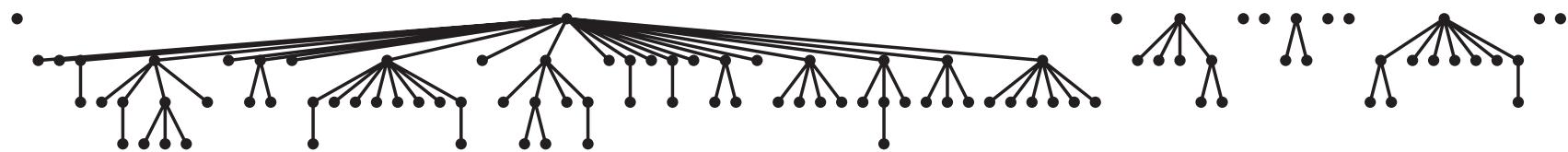
Quick-union and weighted quick-union example

quick-union



average distance to root: 5.11

weighted



average distance to root: 1.52

Quick-union and weighted quick-union (100 sites, 88 union() operations)

Weighted quick-union: Java implementation

Data structure. Same as quick-union, but maintain extra array $sz[i]$ to count number of objects in the tree rooted at i .

Find. Identical to quick-union.

```
return root(p) == root(q);
```

Union. Modify quick-union to:

- Link root of smaller tree to root of larger tree.
- Update the $sz[]$ array.

```
int i = root(p);
int j = root(q);
if (i == j) return;
if (sz[i] < sz[j]) { id[i] = j; sz[j] += sz[i]; }
else                  { id[j] = i; sz[i] += sz[j]; }
```

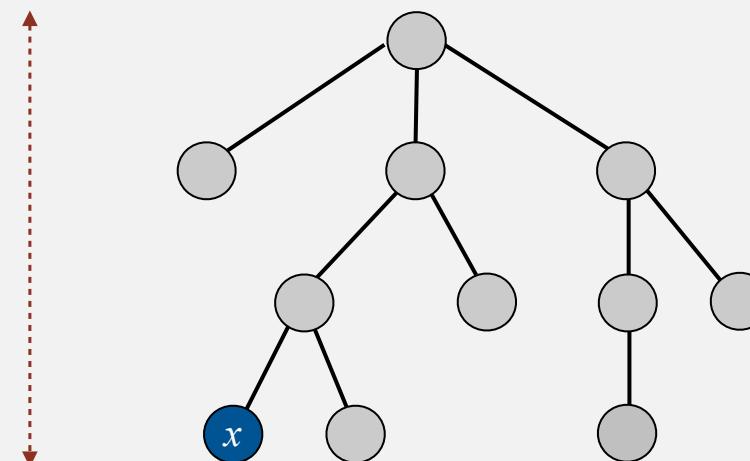
Weighted quick-union analysis

Running time.

- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

Proposition. Depth of any node x is at most $\lg N$.

\lg = base-2 logarithm



$$\begin{aligned}N &= 10 \\ \text{depth}(x) &= 3 \leq \lg N\end{aligned}$$

Weighted quick-union analysis

Running time.

- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

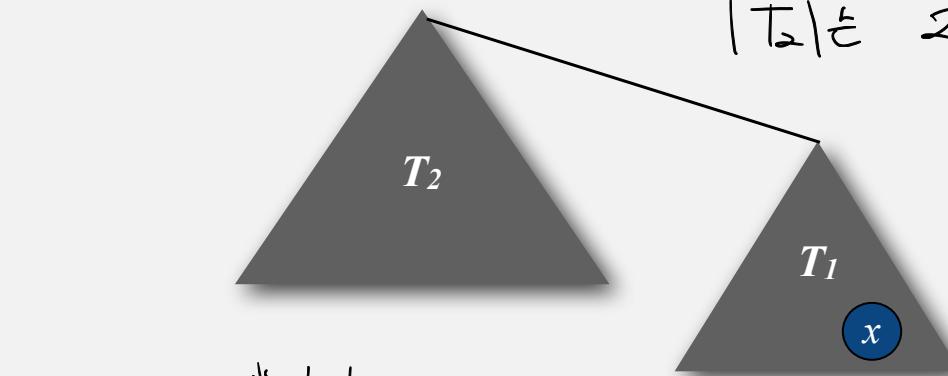
Proposition. Depth of any node x is at most $\lg N$.

Pf. When does depth of x increase?

Increases by 1 when tree T_1 containing x is merged into another tree T_2 .

- The size of the tree containing x at least doubles since $|T_2| \geq |T_1|$.
- Size of tree containing x can double at most $\lg N$ times. Why?

$\Rightarrow |T_2| \geq |T_1|$ 일 때만 T_2 를에 T_1 이 합쳐지므로 ($T_2 = |T_1|$ 일 때)
 $|T_2|$ 는 $2|T_2|$ 로 최대증가한다.



$\Rightarrow N = \underbrace{1 \times 2^{\log N}}_{\text{depth}} \rightarrow$ N 개의 element 가 속한 forest 이어서
2 배로 증가할 수 있는 최대 $\lg N$ 만이다.

Weighted quick-union analysis

Running time.

- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

Proposition. Depth of any node x is at most $\lg N$.

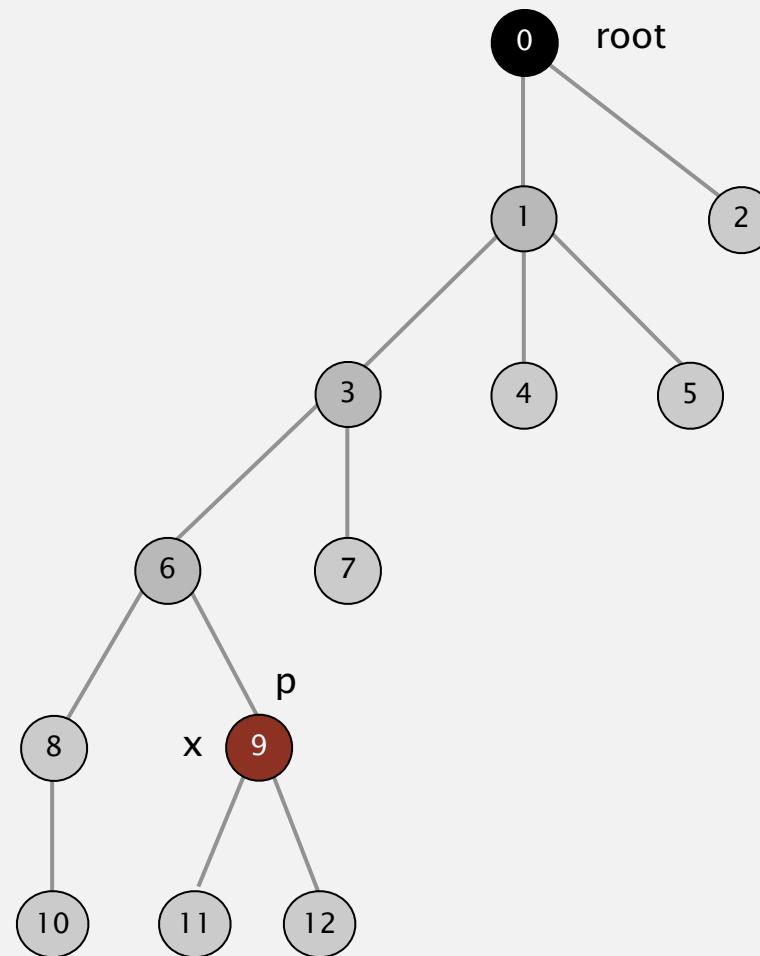
algorithm	initialize	union	connected
quick-find	N	N	1
quick-union	N	N^{\dagger}	N
weighted QU <i>This has scales.</i>	N	$\lg N^{\dagger}$	$\lg N$

\dagger includes cost of finding roots

- Q. Stop at guaranteed acceptable performance?
A. No, easy to improve further.

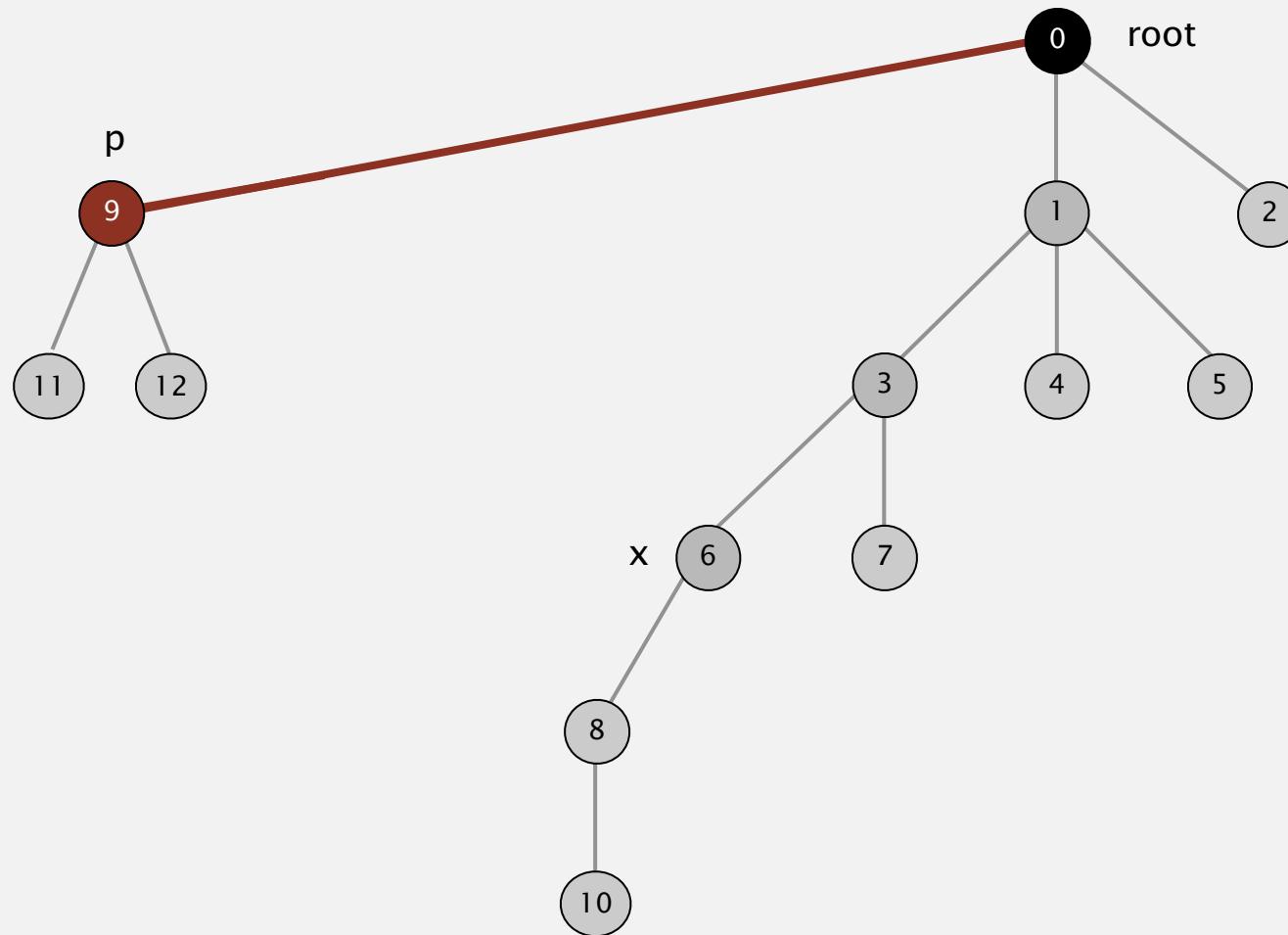
Improvement 2: path compression \Rightarrow "flatten the tree"

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



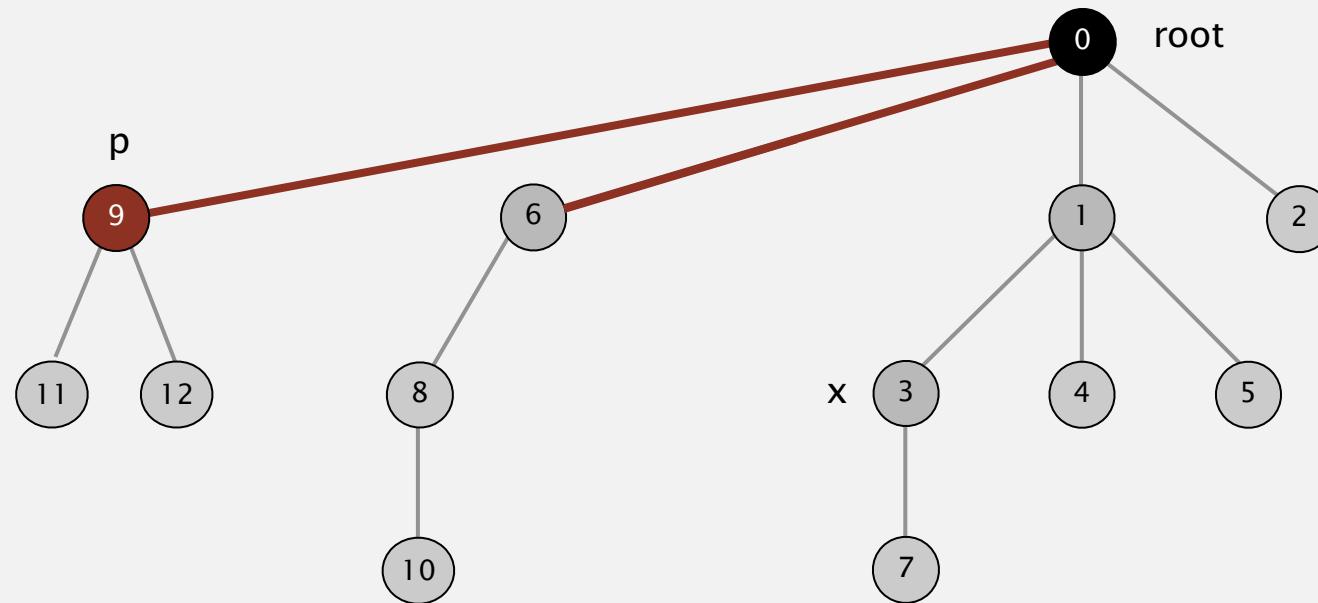
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



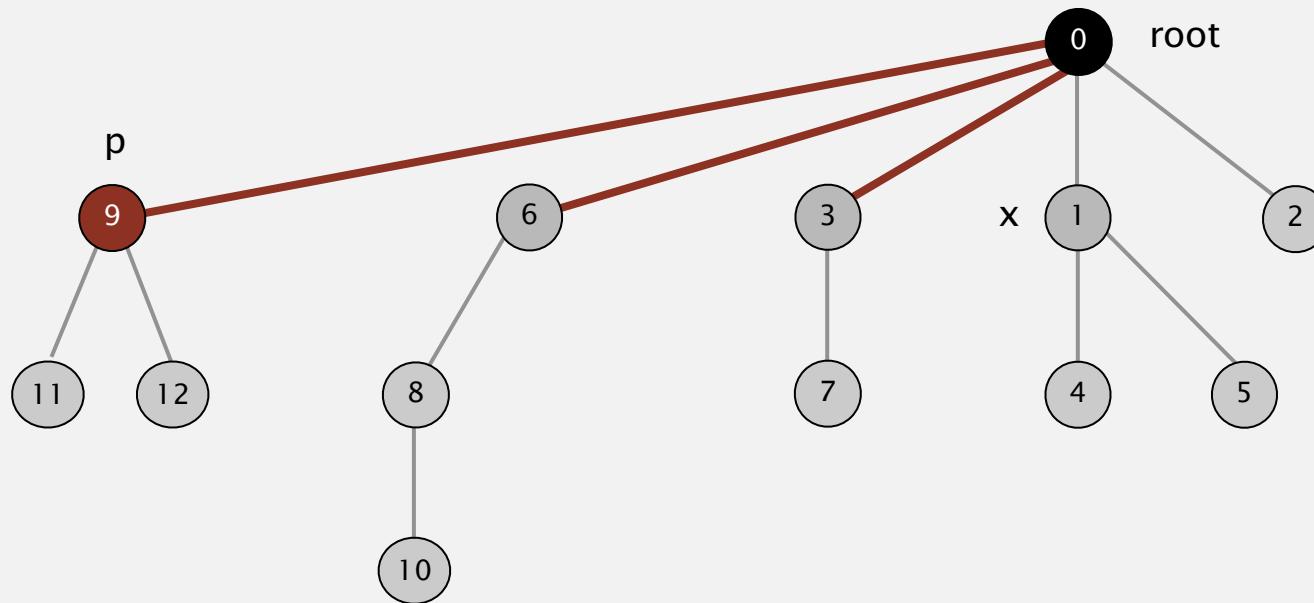
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



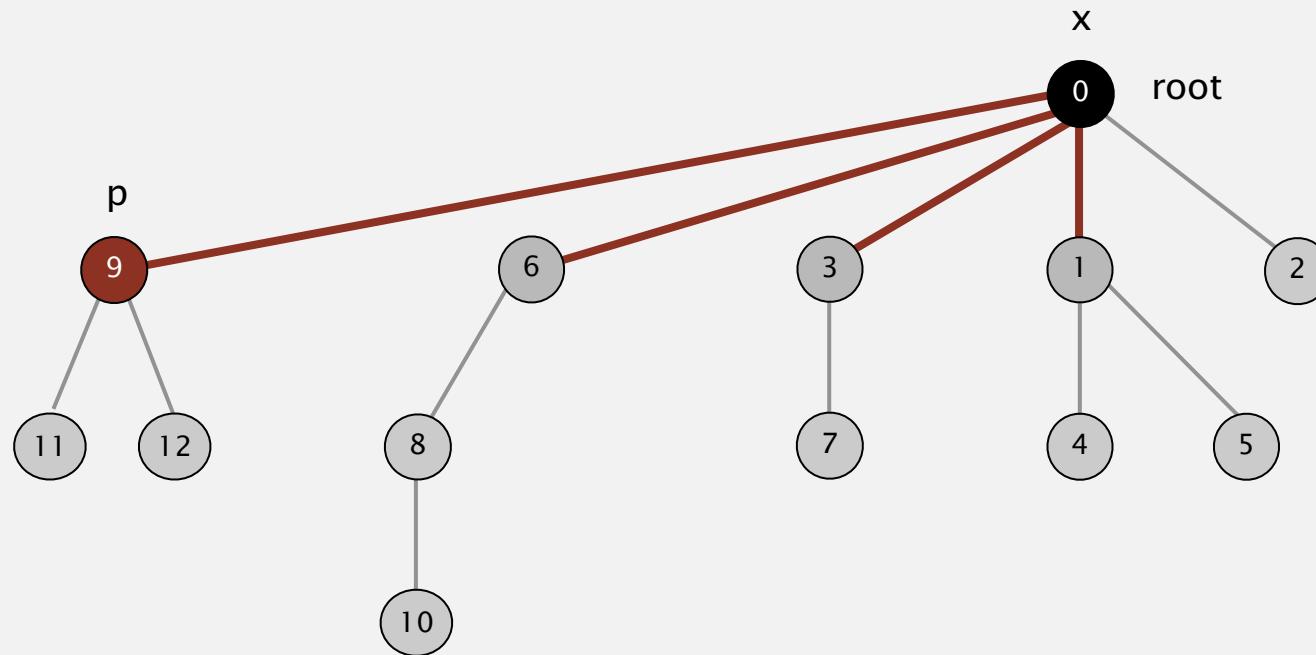
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



Path compression: Java implementation

Two-pass implementation: add second loop to root() to set the id[] of each examined node to the root.

Simpler one-pass variant: Make every other node in path point to its grandparent (thereby halving path length).

```
private int root(int i)
{
    while (i != id[i])
    {
        id[i] = id[id[i]]; ← only one extra line of code !
        i = id[i];
    }
    return i;
}
```

In practice. No reason not to! Keeps tree almost completely flat.

Weighted quick-union with path compression: amortized analysis

Proposition. [Hopcroft-Ulman, Tarjan] Starting from an empty data structure, any sequence of M union–find ops on N objects makes $\leq c(N + M \lg^* N)$ array accesses.

- Analysis can be improved to $N + M \alpha(M, N)$.
 - Simple algorithm with fascinating mathematics.

($\lg^* N$ 는 $N \geq 1$ 로 바꾸어 카운트 해야 할 \lg 의 횟수)

N	$\lg^* N$
1	0
2	1
4	2
16	3
65536	4
2^{65536}	5

iterate log function

Linear-time algorithm for M union-find ops on N objects?

- Cost within constant factor of reading in the data.
 - In theory, WQUPC is not quite linear.
 - In practice, WQUPC is linear.

Amazing fact. [Fredman-Saks] No linear-time algorithm exists.

in "cell-probe" model of computation

Summary

Bottom line. Weighted quick union (with path compression) makes it possible to solve problems that could not otherwise be addressed.

algorithm	worst-case time
quick-find	$M N$
quick-union	$M N$
weighted QU	$N + M \log N$
QU + path compression	$N + M \log N$
weighted QU + path compression	$N + M \lg^* N$

M union-find operations on a set of N objects

Ex. [10⁹ unions and finds with 10⁹ objects]

- WQUPC reduces time from 30 years to 6 seconds.
- Supercomputer won't help much; good algorithm enables solution.

Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE

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1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*

Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE

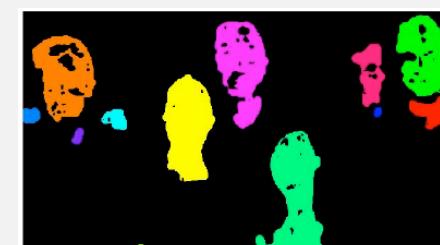
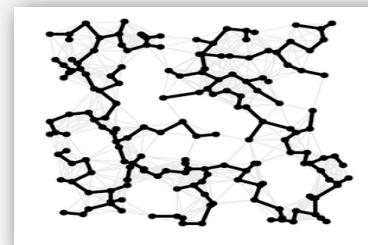
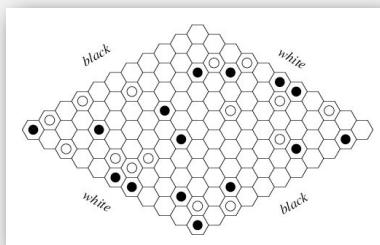
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1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*

Union-find applications

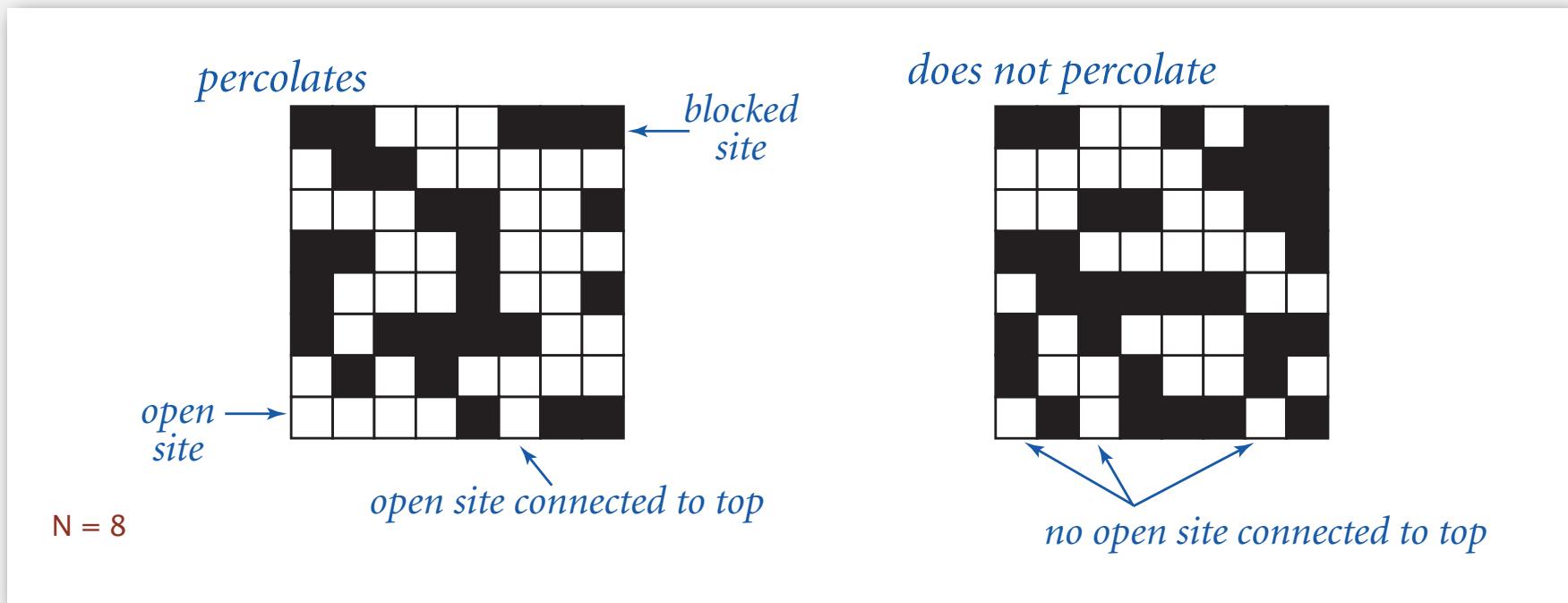
- Percolation.
- Games (Go, Hex).
- ✓ Dynamic connectivity.
 - Least common ancestor.
 - Equivalence of finite state automata.
 - Hoshen-Kopelman algorithm in physics.
 - Hinley-Milner polymorphic type inference.
 - Kruskal's minimum spanning tree algorithm.
 - Compiling equivalence statements in Fortran.
 - Morphological attribute openings and closings.
 - Matlab's `bwlabel()` function in image processing.



Percolation

A model for many physical systems:

- N -by- N grid of sites.
- Each site is open with probability p (or blocked with probability $1 - p$).
- System **percolates** iff top and bottom are connected by open sites.



Percolation

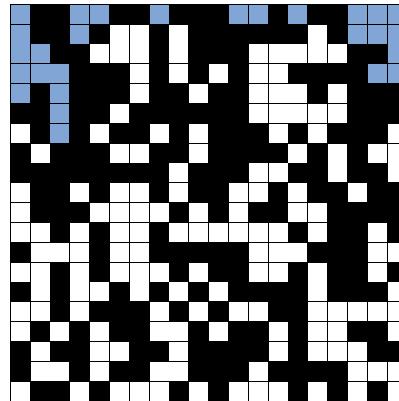
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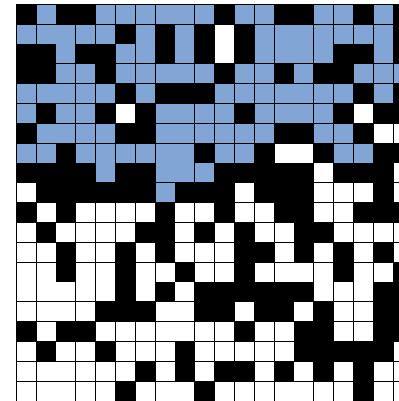
model	system	vacant site	occupied site	percolates
electricity	material	conductor	insulated	conducts
fluid flow	material	empty	blocked	porous
social interaction	population	person	empty	communicates

Likelihood of percolation

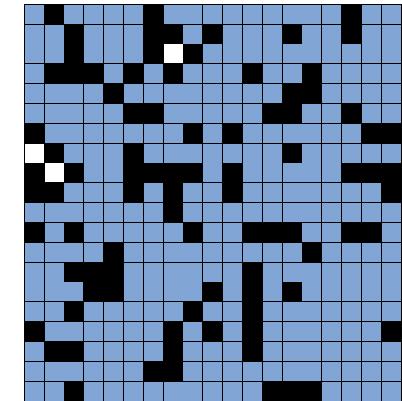
Depends on site vacancy probability p .



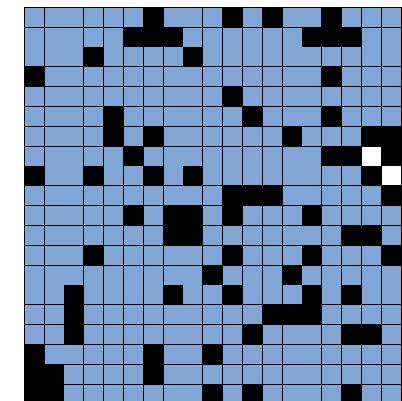
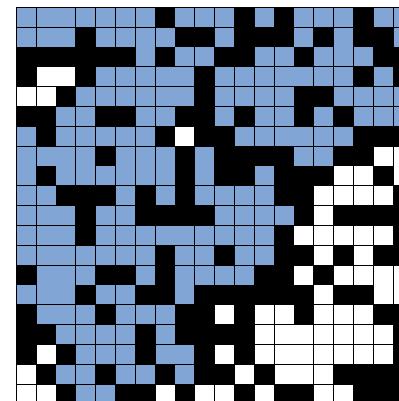
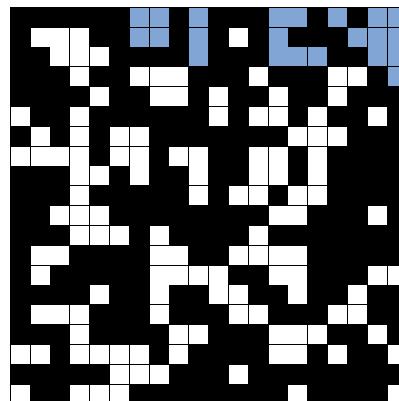
p low (0.4)
does not percolate



p medium (0.6)
percolates?



p high (0.8)
percolates

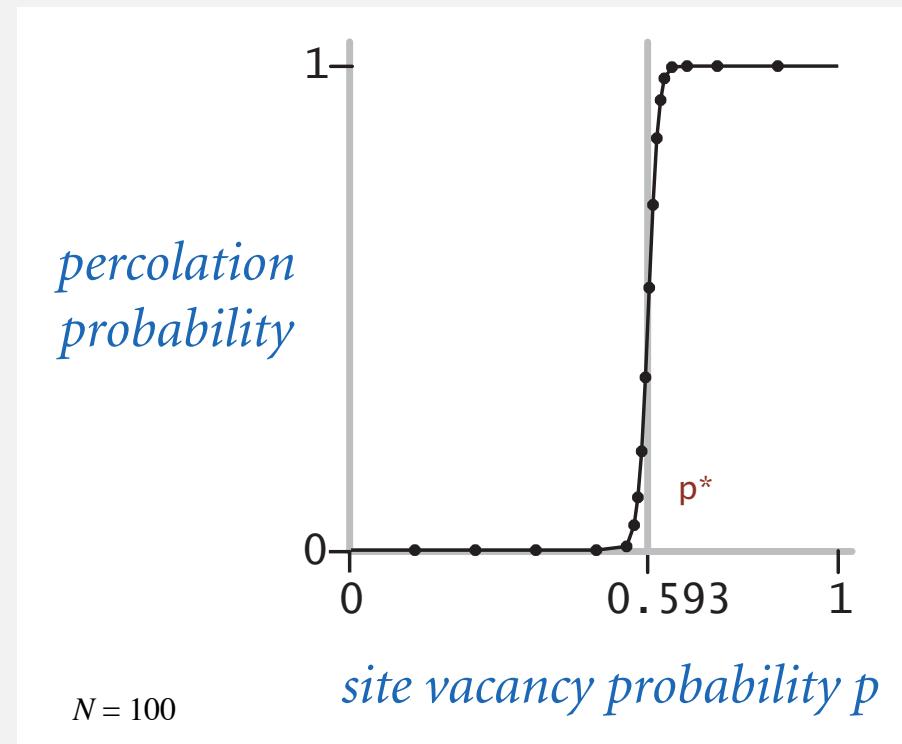


Percolation phase transition

When N is large, theory guarantees a sharp threshold p^* .

- $p > p^*$: almost certainly percolates.
- $p < p^*$: almost certainly does not percolate.

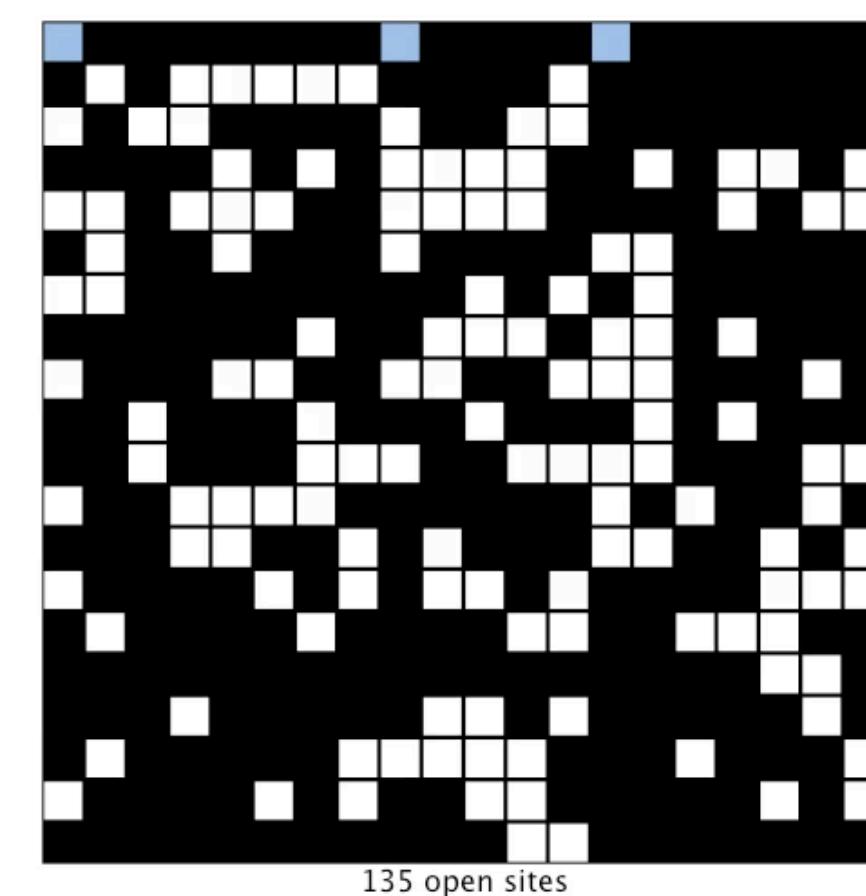
Q. What is the value of p^* ?



Monte Carlo simulation

- Initialize N -by- N whole grid to be blocked.
- Declare random sites open until top connected to bottom.
- Vacancy percentage estimates p^* .

$N = 20$

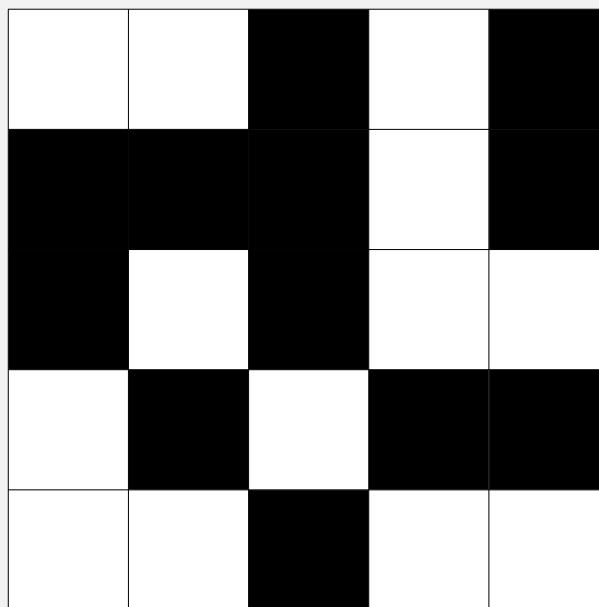


- full open site
(connected to top)
- empty open site
(not connected to top)
- blocked site

Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

$N = 5$



open site

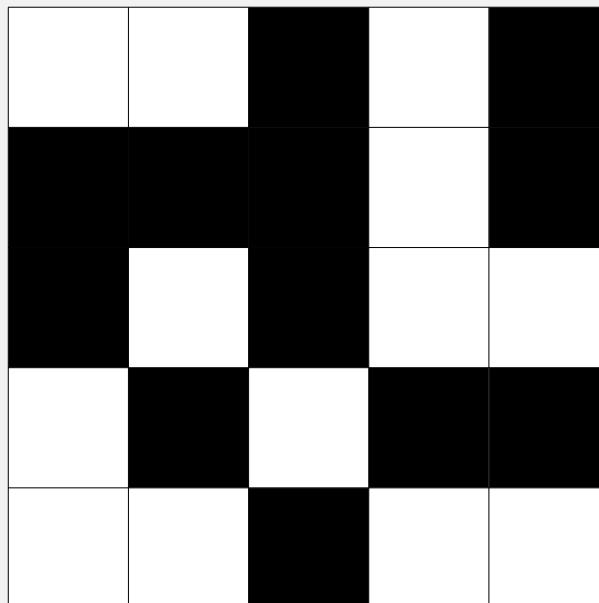
blocked site

Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

- Create an object for each site and name them 0 to $N^2 - 1$.

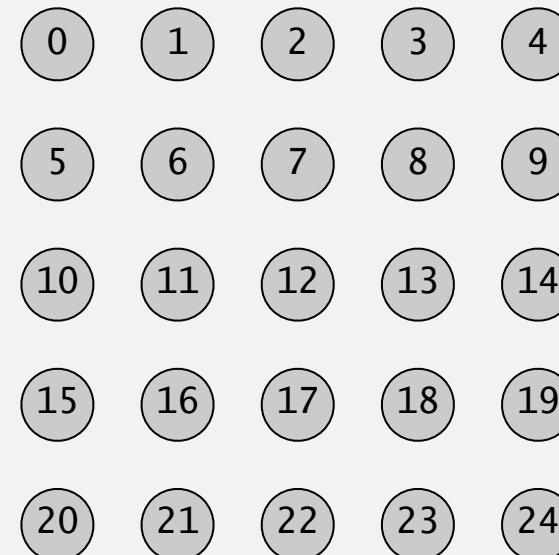
$N = 5$



open site



blocked site

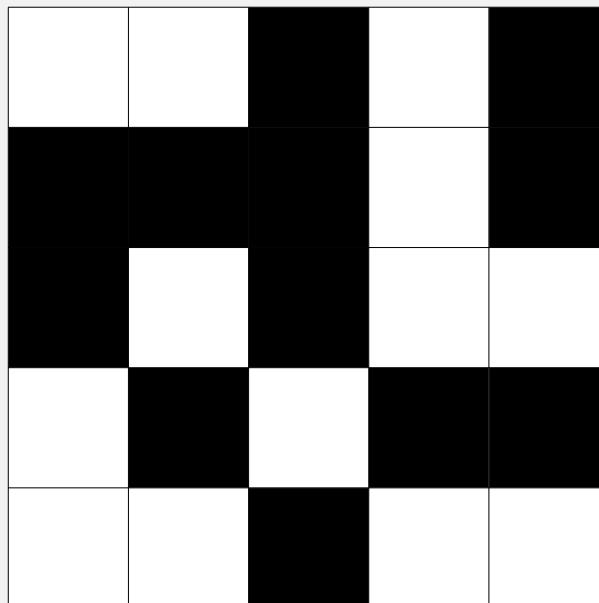


Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

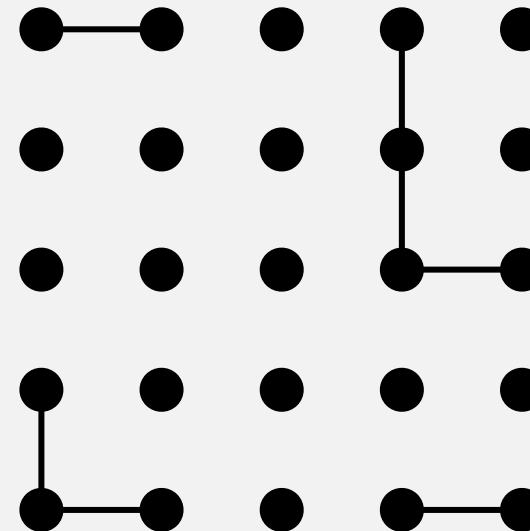
- Create an object for each site and name them 0 to $N^2 - 1$.
- Sites are in same component if connected by open sites.

$N = 5$



open site

blocked site

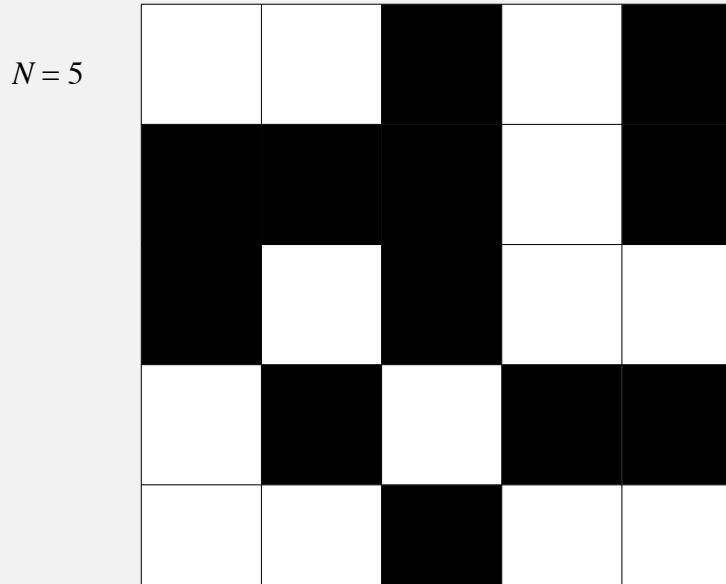


Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

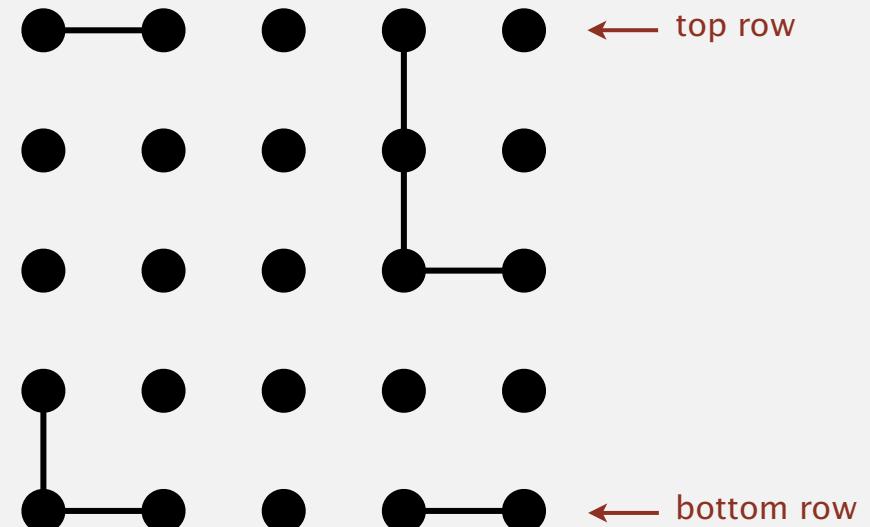
- Create an object for each site and name them 0 to $N^2 - 1$.
- Sites are in same component if connected by open sites.
- Percolates iff any site on bottom row is connected to site on top row.

brute-force algorithm: N^2 calls to connected()



open site

blocked site



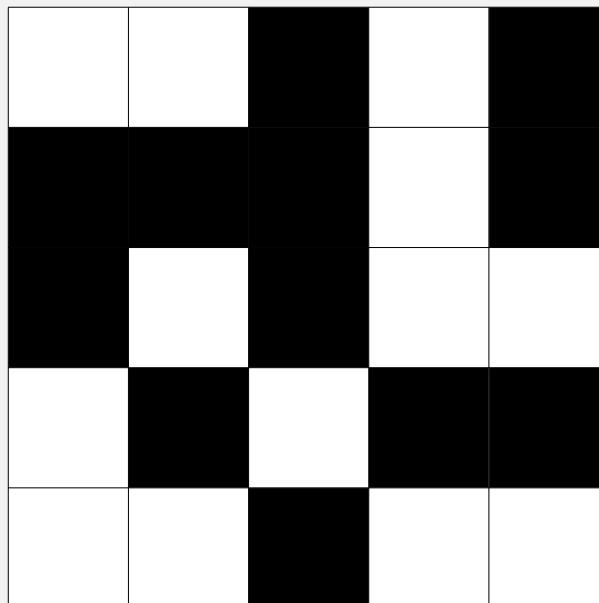
Dynamic connectivity solution to estimate percolation threshold

Clever trick. Introduce 2 virtual sites (and connections to top and bottom).

- Percolates iff virtual top site is connected to virtual bottom site.

efficient algorithm: only 1 call to connected()

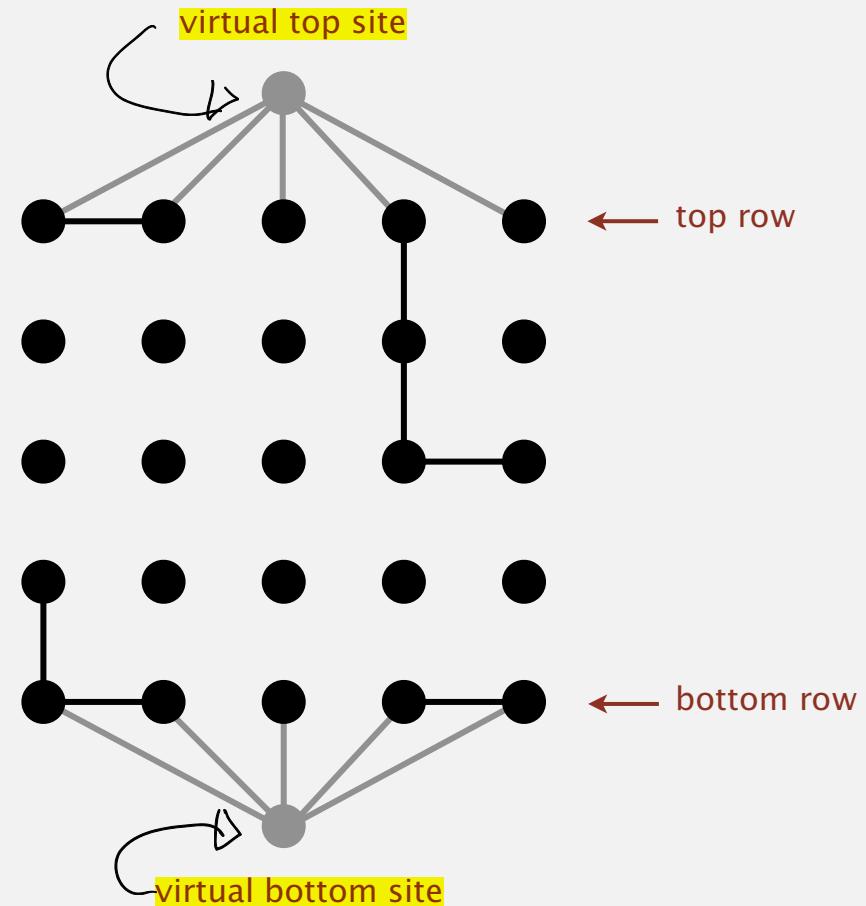
$N = 5$



open site

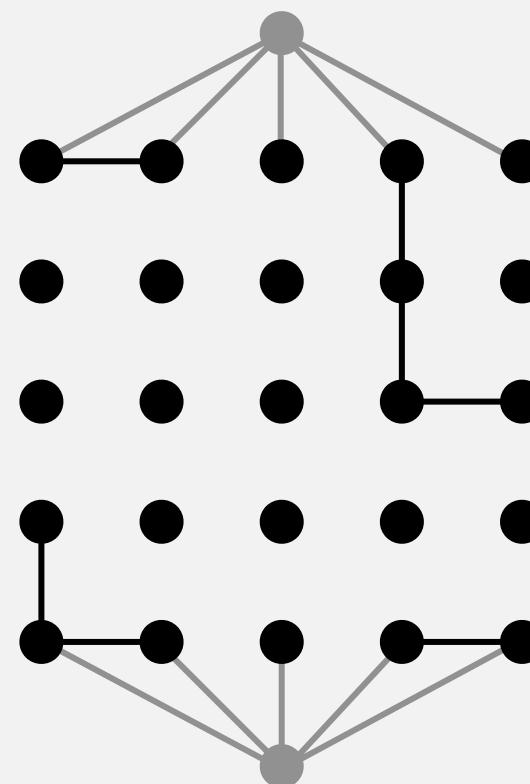
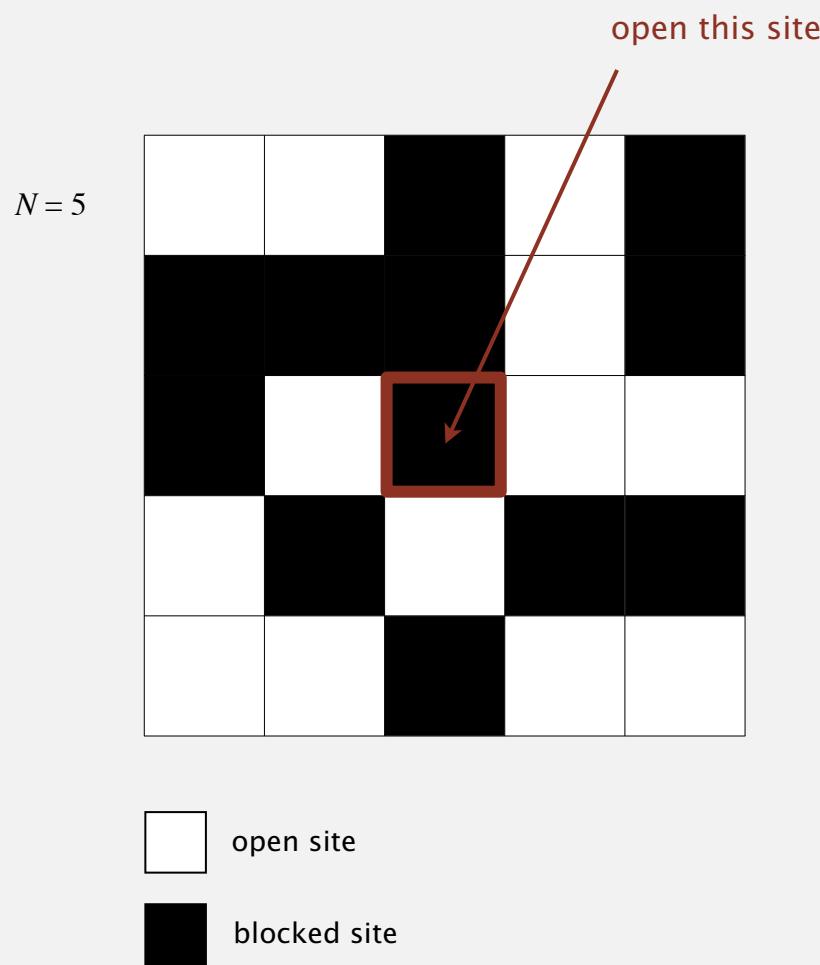


blocked site



Dynamic connectivity solution to estimate percolation threshold

Q. How to model opening a new site?

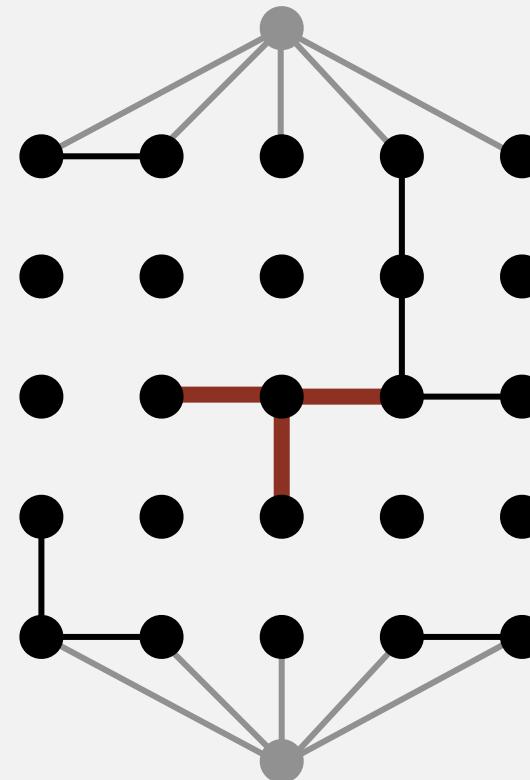
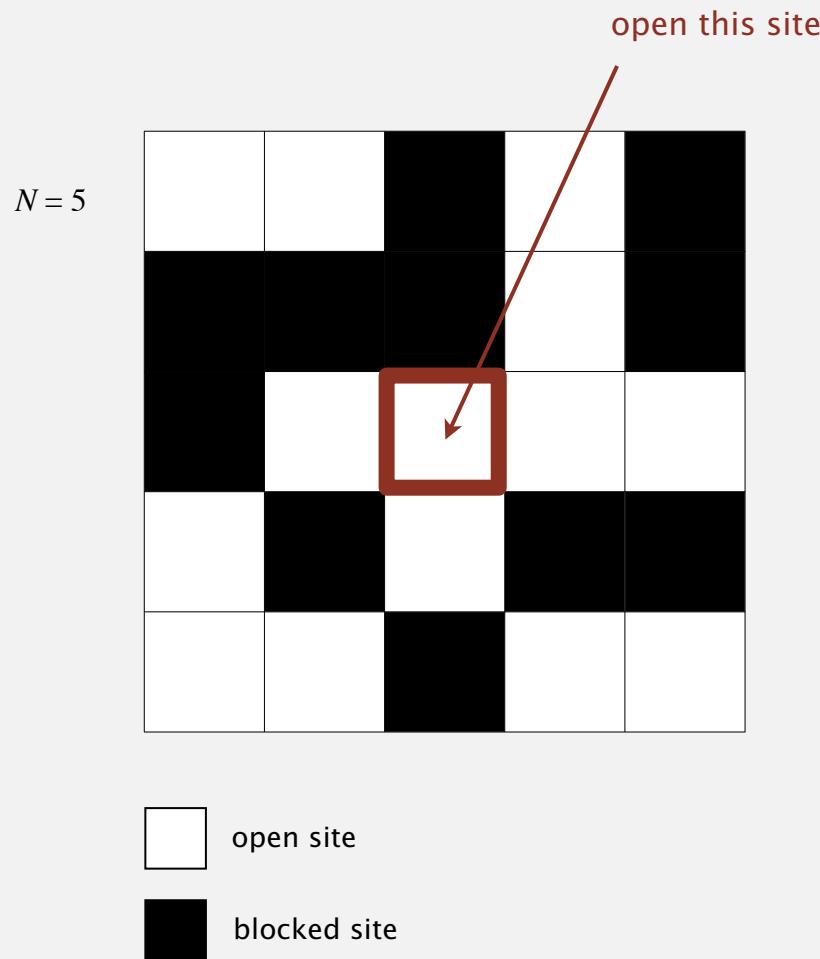


Dynamic connectivity solution to estimate percolation threshold

Q. How to model opening a new site?

A. Mark new site as open; connect it to all of its adjacent open sites.

up to 4 calls to union()

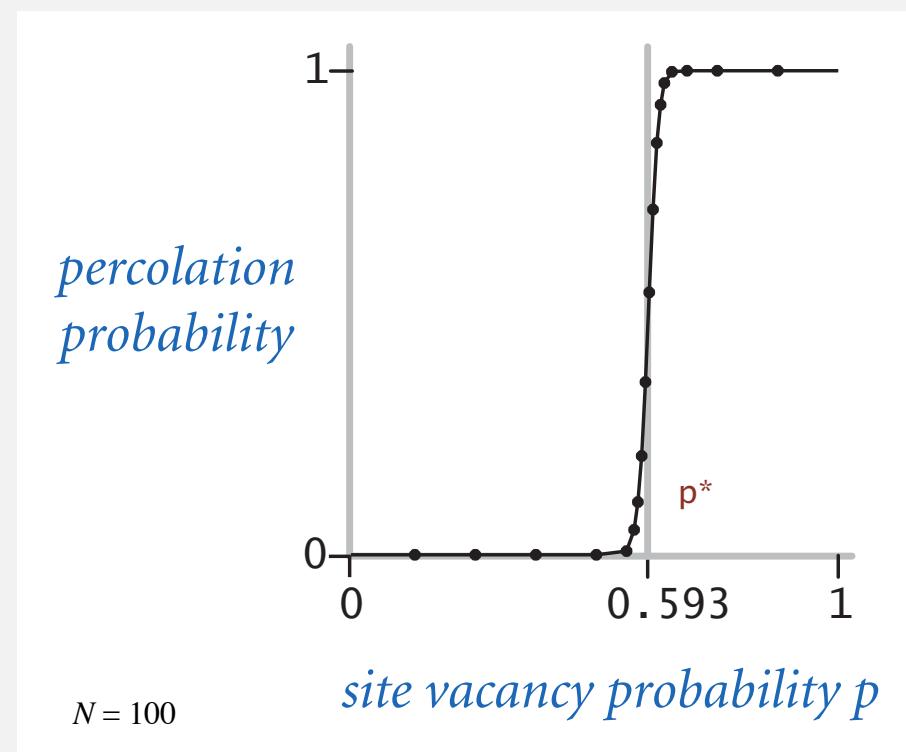


Percolation threshold

Q. What is percolation threshold p^* ?

A. About 0.592746 for large square lattices.

constant known only via simulation



Fast algorithm enables accurate answer to scientific question.

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Subtext of today's lecture (and this course)

Steps to developing a usable algorithm.

- Model the problem.
- Find an algorithm to solve it.
- Fast enough? Fits in memory?
- If not, figure out why.
- Find a way to address the problem.
- Iterate until satisfied.

The scientific method.

Mathematical analysis.

Algorithms

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