

# CSE 326: Data Structures

## Disjoint Set Union/Find

Brian Curless  
Spring 2008

## Announcements (5/19/08)

- Homework due on Friday at the beginning of class.
- Reading for this lecture: Chapter 8.

2

## Making Connections

You have a set of nodes (numbered 1-9) on a network. You are given a sequence of pairwise connections between them:

3-7  
8-2  
1-6  
5-7  
4-8  
3-5

- Q:** Are nodes 2 and 4 (indirectly) connected?
- Q:** How about nodes 3 and 8?
- Q:** Are any of the paired connections redundant due to indirect connections?
- Q:** How many sub-networks do you have?

3

## Making Connections

Answering these questions is much easier if we create disjoint sets of nodes that are connected:

Start: {1} {2} {3} {4} {5} {6} {7} {8} {9}  
3-5  
4-2  
1-6  
5-7  
4-8  
3-5

- Q:** Are nodes 2 and 4 (indirectly) connected?
- Q:** How about nodes 3 and 8?
- Q:** Are any of the paired connections redundant due to indirect connections?
- Q:** How many sub-networks do you have?

4

## Applications of Disjoint Sets

Maintaining disjoint sets in this manner arises in a number of areas, including:

- Networks
- Transistor interconnects
- Compilers
- Image segmentation
- Building mazes (this lecture)
- Graph problems
  - Minimum Spanning Trees (upcoming topic in this class)

5

## Disjoint Set ADT

- Data: set of pairwise **disjoint sets**.
- Required operations
  - **Union** – merge two sets to create their union
  - **Find** – determine which set a given item appears in
- A common operation sequence:
  - Connect two elements if not already connected:  
if (Find(x) != Find(y)) then Union(x,y)

6

## Disjoint Sets and Naming

- Maintain a set of pairwise disjoint sets.
  - {3,5,7} , {4,2,8}, {9}, {1,6}
- Each set has a unique name: one of its members (for convenience)
  - {3,5,7} , {4,2,8}, {9}, {1,6}

7

## Union

- Union(x,y) – take the union of two sets named x and y
  - {3,5,7} , {4,2,8}, {9}, {1,6}
  - Union(5,1)  
{3,5,7,1,6}, {4,2,8}, {9},

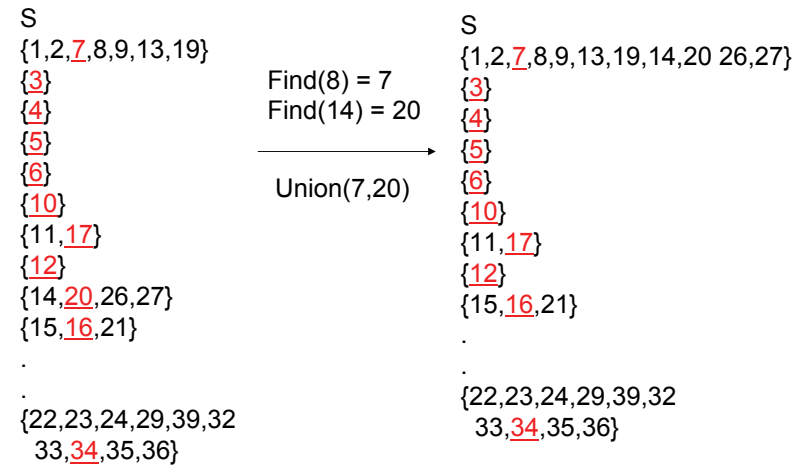
8

## Find

- Find(x) – return the name of the set containing x.
  - {3, 5, 7, 1, 6}, {4, 2, 8}, {9},
  - Find(1) = 5
  - Find(4) = 8

9

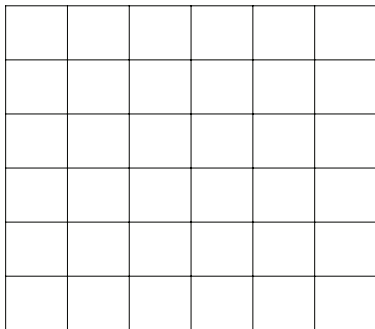
## Example



10

## Nifty Application: Building Mazes

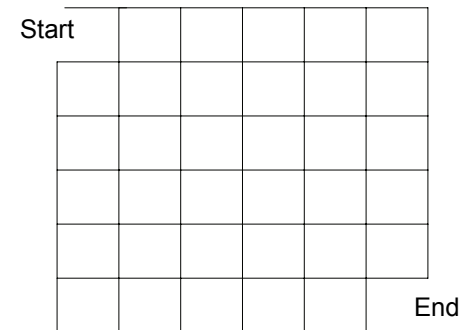
Idea: Build a random maze by erasing edges.



11

## Building Mazes

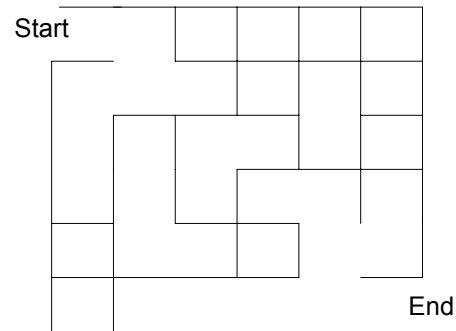
- Pick Start and End



12

## Building Mazes

- Repeatedly pick random edges to delete.



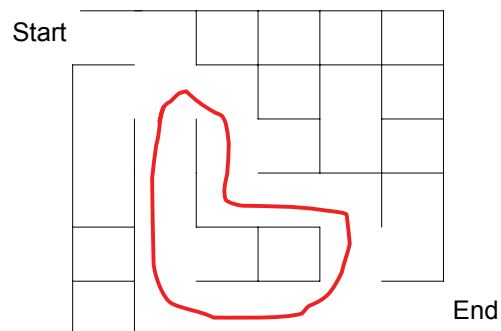
13

## Desired Properties

- None of the boundary is deleted (except at “start” and “end”).
- Every cell is reachable from every other cell.
- There are no cycles – no cell can reach itself by a path unless it retraces some part of the path.

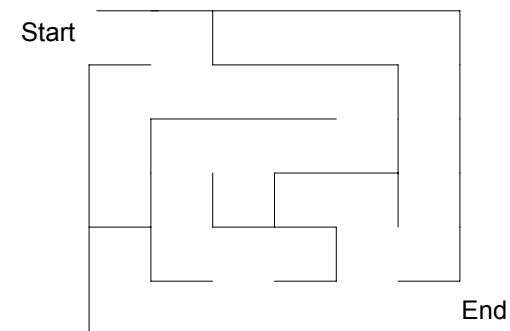
14

## A Cycle



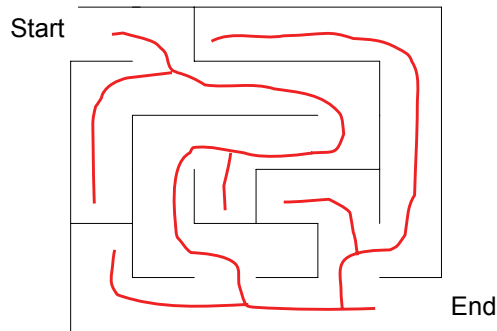
15

## A Good Solution



16

## A Hidden Tree



17

## Number the Cells

We start with disjoint sets  $S = \{ \{1\}, \{2\}, \{3\}, \{4\}, \dots, \{36\} \}$ .  
We have all possible edges between neighbors  
 $E = \{ (1,2), (1,7), (2,8), (2,3), \dots \}$  60 edges total.

Start	1	2	3	4	5	6	
	7	8	9	10	11	12	
	13	14	15	16	17	18	
	19	20	21	22	23	24	
	25	26	27	28	29	30	
	31	32	33	34	35	36	End

**Idea:** Union-find operations will be done on cells.

18

## Maze Building with Disjoint Union/Find

### Algorithm sketch:

1. Choose edge at random.  
→ *Boundary edges are not in edge list, so left alone*
2. Erase it (and its wall) if the neighbors are in disjoint sets.  
→ *Avoids cycles*
3. Take union of those sets.
4. Go to 1, iterate until there is only one set.  
→ *Every cell reachable from every other cell.*

19

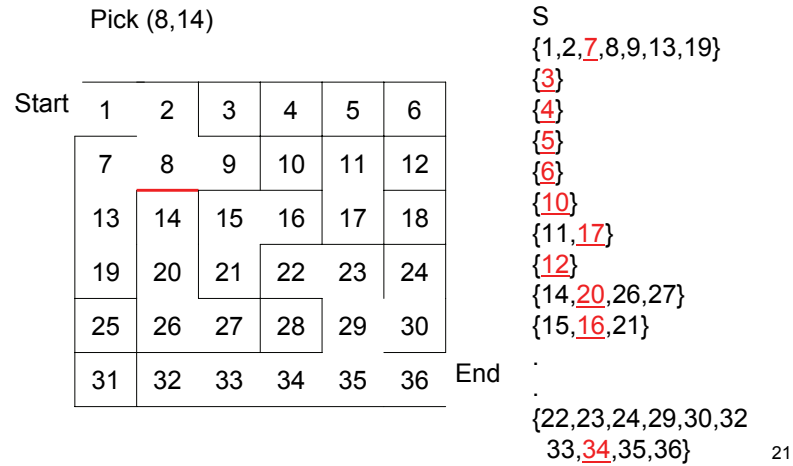
## Pseudocode

- $S$  = set of sets of connected cells
- $E$  = set of edges
- Maze = set of maze edges initially empty

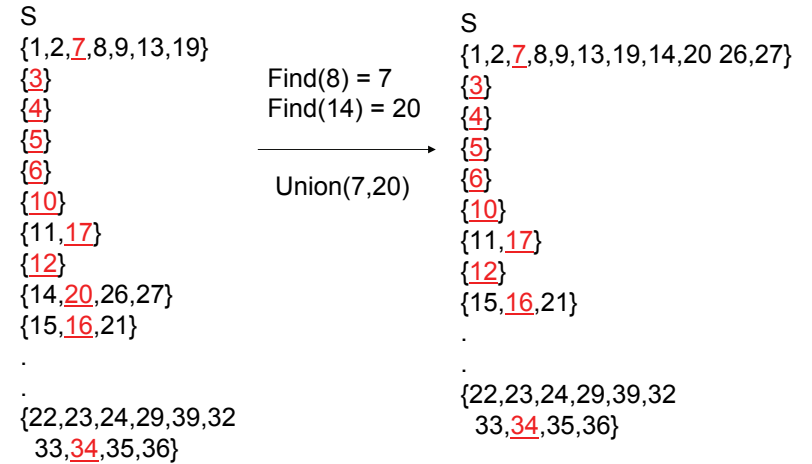
```
While there is more than one set in S
  Pick a random edge (x,y) and remove from E
  u = Find(x);
  v = Find(y);
  if u ≠ v then
    Union(u,v)
  else
    Add edge (x,y) to Maze
All remaining members of E together with Maze form
the maze
```

20

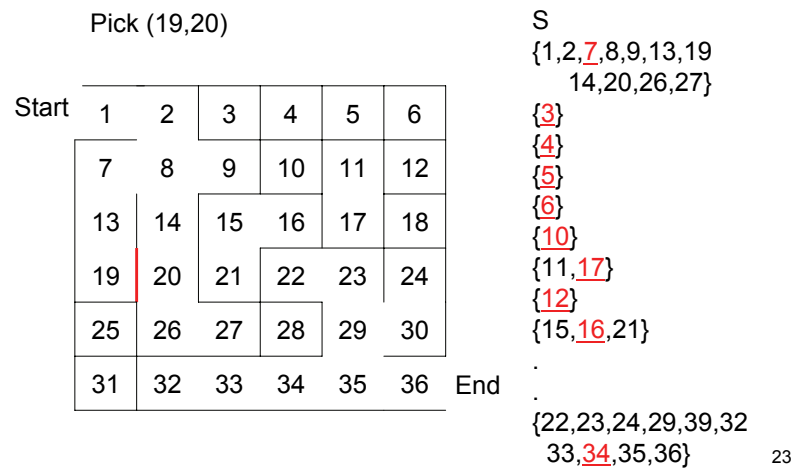
## Example Step



## Example



## Example



## Example at the End

