

CSE 326: Data Structures

Disjoint Set Union/Find

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Spring 2008

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Announcements (5/19/08)

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

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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?

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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: {3,5}

4-2: {2,4}

1-6: {1,6}

5-7: {3,5,7}

4-8: {2,4,8}

3-5: {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?

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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)

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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 ($\text{Find}(x) \neq \text{Find}(y)$) then $\text{Union}(x, y)$

Find(x), Find(y)

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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}

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Union

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

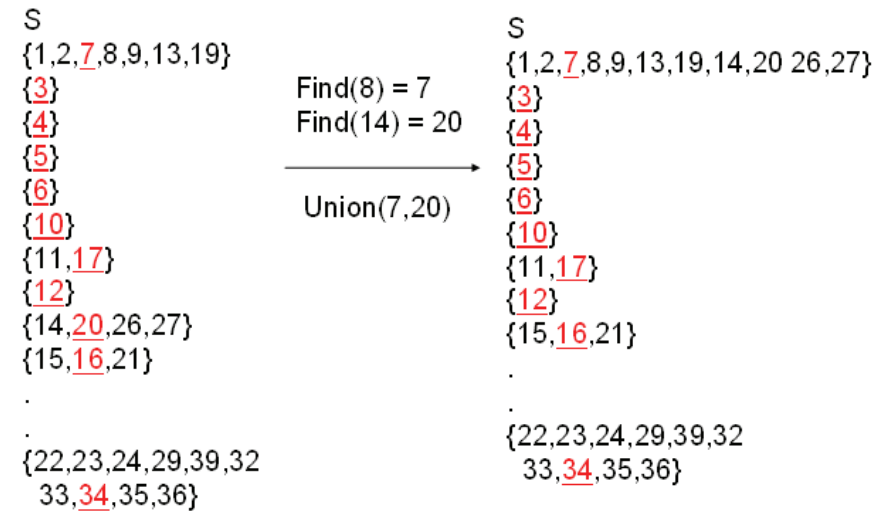
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Find

- 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

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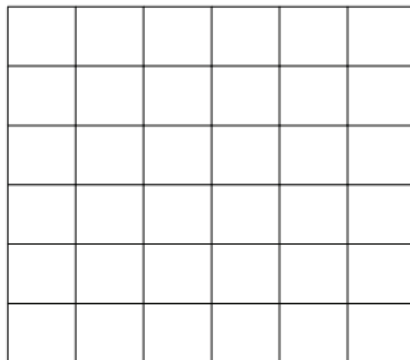
Example



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Nifty Application: Building Mazes

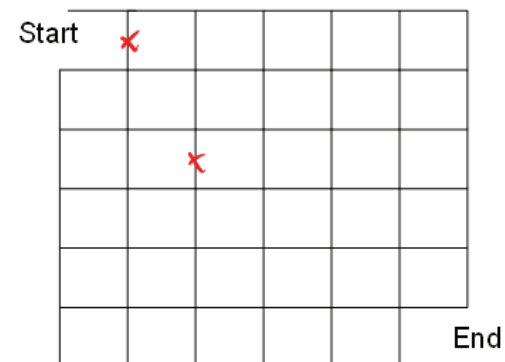
Idea: Build a random maze by erasing edges.



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Building Mazes

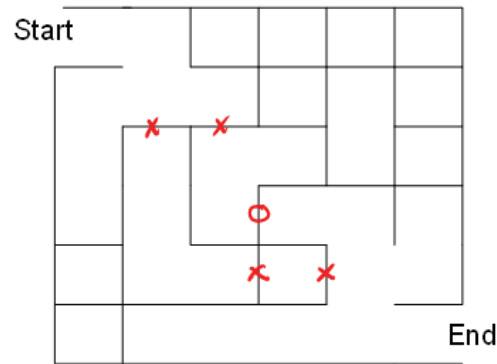
- Pick Start and End



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Building Mazes

- Repeatedly pick random edges to delete.



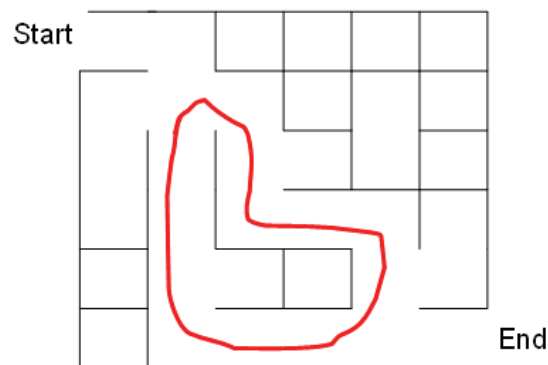
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Desired Properties

- 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.

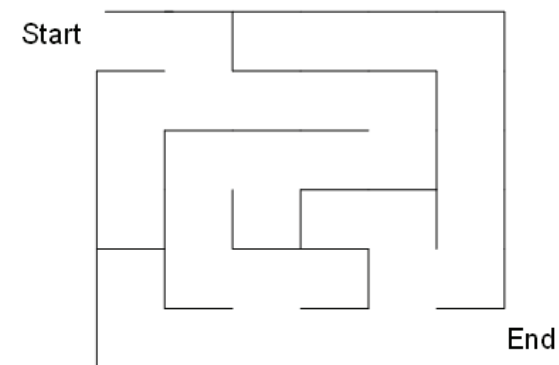
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A Cycle



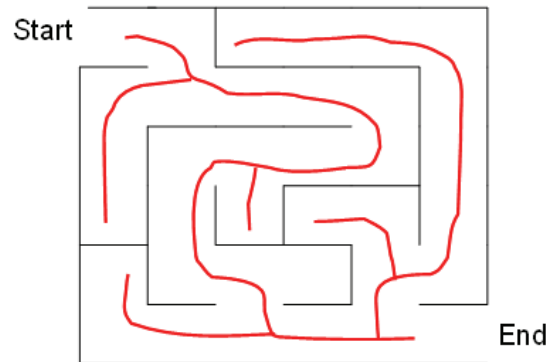
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A Good Solution



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A Hidden Tree



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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.

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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.*

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Pseudocode

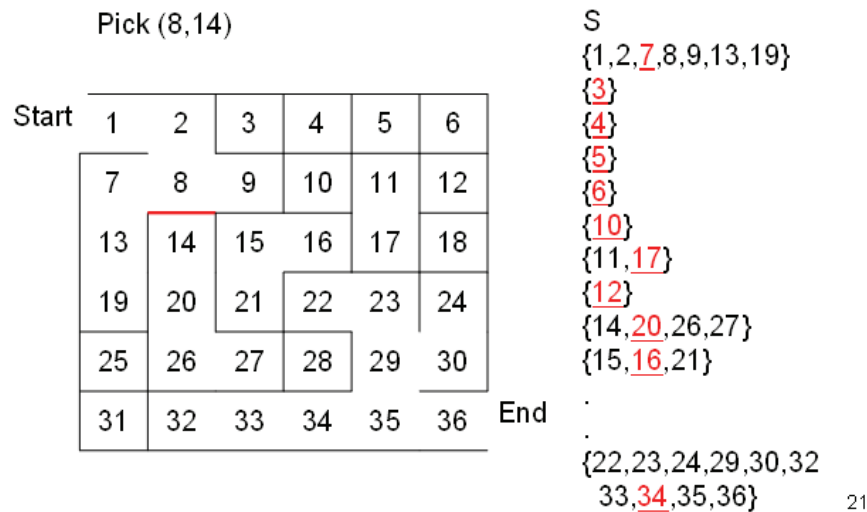
- S = set of sets of connected cells
- E = set of edges
- Maze = set of maze edges initially empty

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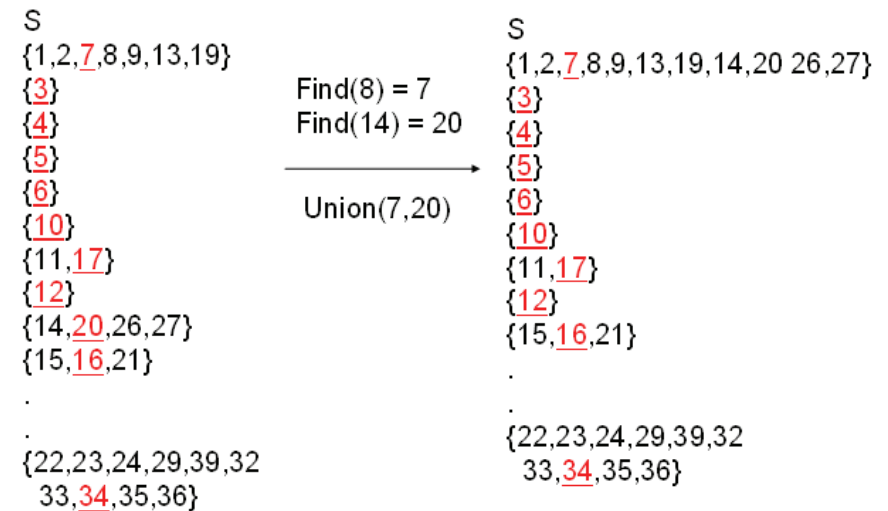
While there is more than one set in S
  Pick a random edge (x,y) and remove from E
  u = Find(x);
  v = Find(y);
  if u ≠ v then
    Union(u,v)
  else
    Add edge (x,y) to Maze
All remaining members of E together with Maze form
the maze
    
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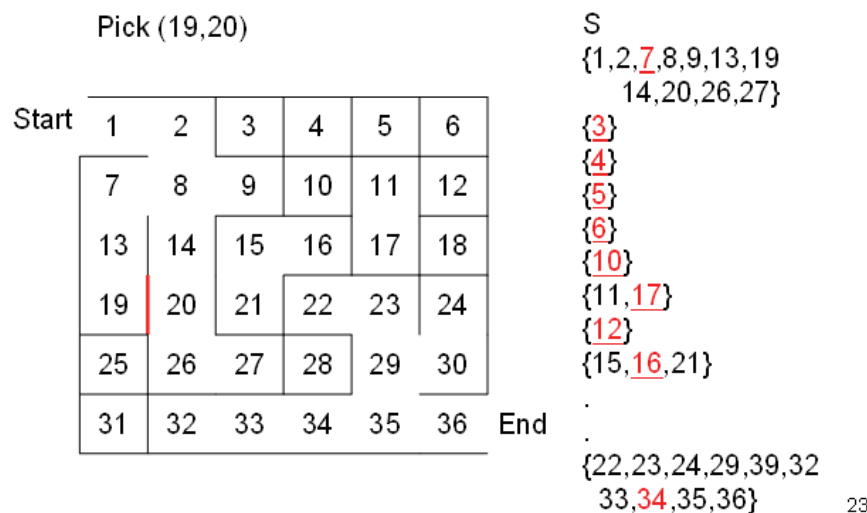
Example Step



Example



Example



Example at the End

