CSE 332: Data Abstractions
Union/Find II

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Announcements

- Reading for this lecture: Chapter 8.
- Friday's topic, Minimum Spanning Trees
- Wednesday / Thursday, NP Completeness

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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 an item appears in

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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 / Find

- 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},
- 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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Union/Find Trade-off

- Known result:
  - Find and Union cannot *both* be done in worst-case *O*(1) time with any data structure.
- We will instead aim for good *amortized* complexity.
- For *m* operations on *n* elements:
  - Target complexity: *O*(*m*) *i.e.* *O*(1) amortized

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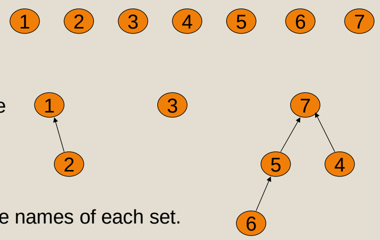
Up-Tree for DS Union/Find

Observation: we will only traverse these trees upward from any given node to find the root.

Idea: *reverse* the pointers (make them point up from child to parent). The result is an **up-tree**.

Initial state

Intermediate state

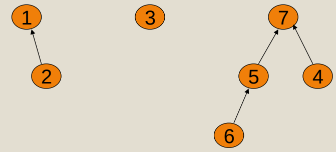


Roots are the names of each set.

Operations

Find(x) follow x to the root and return the root.

Union(i, j) - assuming i and j roots, point j to i.

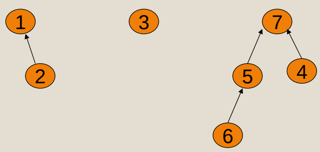


Simple Implementation

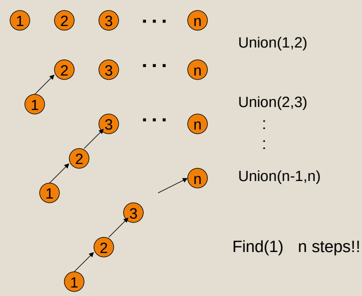
- Array of indices

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

up[x] = -1 means x is a root.



A Bad Case



Amortized Cost

- Cost of n Union operations followed by n Find operations is n^2
- Θ(n) per operation

Two Big Improvements

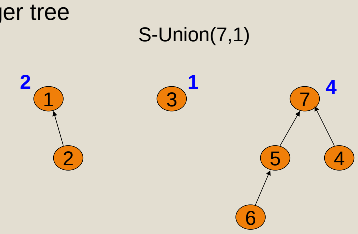
Can we do better? *Yes!*

1. Union-by-size
   - Improve Union so that *Find* only takes worst case time of Θ(log *n*).
2. Path compression
   - Improve Find so that, with Union-by-size, Find takes amortized time of <u>almost</u> Θ(1).

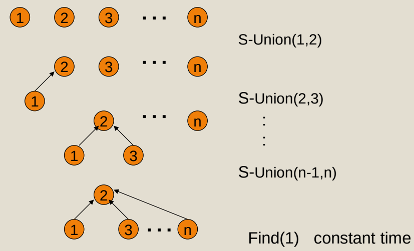
Union-by-Size

Union-by-size

– Always point the smaller tree to the root of the larger tree

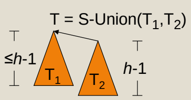


Example Again



Analysis of Union-by-Size

- Theorem: With union-by-size an up-tree of height h has size at least 2^h.
- Proof by induction
  - Base case: $h = 0$. The up-tree has one node, $2^0 = 1$
  - Inductive hypothesis: Assume true for h-1
  - Observation: tree gets taller only as a result of a union.



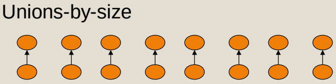
Analysis of Union-by-Size

- What is worst case complexity of Find(x) in an up-tree forest of n nodes?

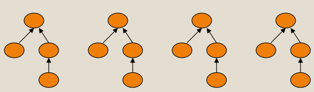
- (Amortized complexity is no better.)

Worst Case for Union-by-Size

n/2 Unions-by-size

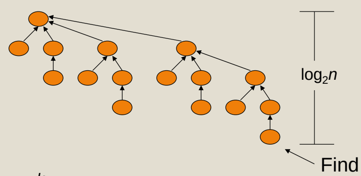


n/4 Unions-by-size



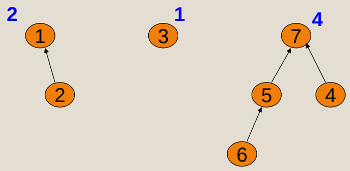
Example of Worst Cast (cont')

After n -1 = n/2 + n/4 + …+ 1 Unions-by-size



If there are $n = 2^k$ nodes then the longest path from leaf to root has length k.

Array Implementation



Can store separate size array:

	1	2	3	4	5	6	7
up	-1	1	-1	7	7	5	-1
size	2		1				4

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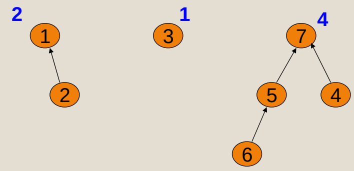
Elegant Array Implementation



Better, store sizes in the up array:

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

Negative up-values correspond to sizes of roots.

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Code for Union-by-Size

```
S-Union(i,j){
  // Collect sizes
  si = -up[i];
  sj = -up[j];

  // verify i and j are roots
  assert(si >=0 && sj >=0)
  // point smaller sized tree to
  // root of larger, update size
  if (si < sj) {
    up[i] = j;
    up[j] = -(si + sj);
  else {
    up[j] = i;
    up[i] = -(si + sj);
  }
}
```

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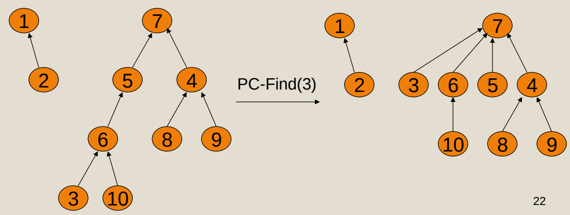
Path Compression

- To improve the amortized complexity, we'll borrow an idea from splay trees:
  - When going up the tree, *improve nodes on the path*!
- On a Find operation point all the nodes on the search path directly to the root. This is called "path compression."



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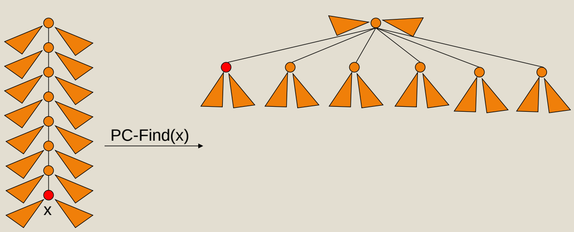
Self-Adjustment Works



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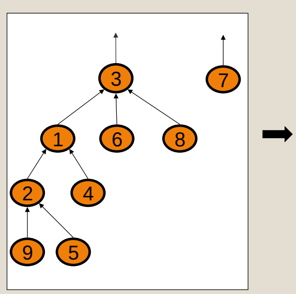
Draw the result of Find(5):



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Code for Path Compression Find

```
PC-Find(i) {
  //find root
  j = i;
  while (up[j] >= 0) {
    j = up[j];
  root = j;

  //compress path
  if (i != root) {
    parent = up[i];
    while (parent != root) {
      up[i] = root;
      i = parent;
      parent = up[parent];
    }
  }
  return(root)
}
```


Complexity of Union-by-Size + Path Compression

- Worst case time complexity for…
  - …a single Union-by-size is:
  - …a single PC-Find is:

- Time complexity for $m \geq n$ operations on n elements has been shown to be $O(m \log^* n)$.
  [See Weiss for proof.]
  - Amortized complexity is then $O(\log^* n)$
  - What is log* ?

log* *n*

log* *n* = number of times you need to apply log to bring value down to at most 1

$\log^* 2 = 1$

$\log^* 4 = \log^* 2^2 = 2$

$\log^* 16 = \log^* 2^{2^2} = 3$ (log log log 16 = 1)

$\log^* 65536 = \log^* 2^{2^{2^2}} = 4$ (log log log log 65536 = 1)

$\log^* 2^{65536}$ = …………… $\approx \log^* (2 \times 10^{19,728}) = 5$

$\log^* n \leq 5$ for all reasonable n.

The Tight Bound

In fact, Tarjan showed the time complexity for $m \geq n$ operations on n elements is:

$$\Theta(m\ \alpha(m, n))$$

Amortized complexity is then $\Theta(\alpha(m, n))$.

What is $\alpha(m, n)$?

- Inverse of Ackermann's function.
- For reasonable values of m, n, grows even slower than $\log^* n$. So, it's even "more constant."

Proof is beyond scope of this class. A simple algorithm can lead to incredibly hardcore analysis!