CSE 373
Data Structures & Algorithms

Lecture 16
Disjoint Sets

Brief Midterm Review

- Problem 1: Heaps
- Problem 2: Hashing
- Problem 3: Sorting
  - Many subquestions

Equivalence Relations

Relation *R* :

- For every pair of elements *(a, b)* in a set S, a *R* b is either true or false.
- If a *R* b is true, then a *is related* to b.

An equivalence relation satisfies:

1. (Reflexive) a *R* a
2. (Symmetric) a *R* b iff b *R* a
3. (Transitive) a *R* b and b *R* c implies a *R* c

A new question

- Which of these things are similar?

  { grapes, blackberries, plums, apples,
  oranges, peaches, raspberries, lemons }

- If limes are added to this fruit salad, and are similar to oranges, then are they similar to grapes?

- How do you answer these questions efficiently?

Equivalence Classes

- Given a set of things…

  { grapes, blackberries, plums, apples, oranges, peaches, raspberries, lemons, bananas }

- …define the equivalence relation

  All citrus fruit is related, all berries, all stone fruits, and THAT'S IT.

- …partition them into related subsets

  { grapes }, { blackberries, raspberries }, { oranges, lemons }, { plums, peaches }, { apples }, { bananas }

Everything in an equivalence class is related to each other.

Determining equivalence classes

- Idea: give every equivalence class a name
  - { oranges, limes, lemons } = "like-ORANGES"
  - { peaches, plums } = "like-PEACHES"
  - Etc.
- To answer if two fruits are related:
  - FIND the name of one fruit's e.c.
  - FIND the name of the other fruit's e.c.
  - Are they the same name?

Building Equivalence Classes

- Start with disjoint, singleton sets:
  - { apples }, { bananas }, { peaches }, …
- As you gain information about the relation, UNION sets that are now related:
  - { peaches, plums }, { apples }, { bananas }, …
- E.g. if peaches R limes, then we get
  - { peaches, plums, limes, oranges, lemons }

Disjoint Union - Find

- 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
  - {3,<u>5</u>,7} , {4,2,<u>8</u>}, {<u>9</u>}, {<u>1</u>,6}

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},

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

Example

S

{1,2,7,8,9,13,19}

{3}

{4}

{5}

{6}

{10}

{11,17}

{12}

{14,20,26,27}

{15,16,21}

.

.

{22,23,24,29,39,32
33,34,35,36}

Find(8) = 7

Find(14) = 20

→

Union(7,20)

S

{1,2,7,8,9,13,19,14,20 26,27}

{3}

{4}

{5}

{6}

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{12}

{15,16,21}

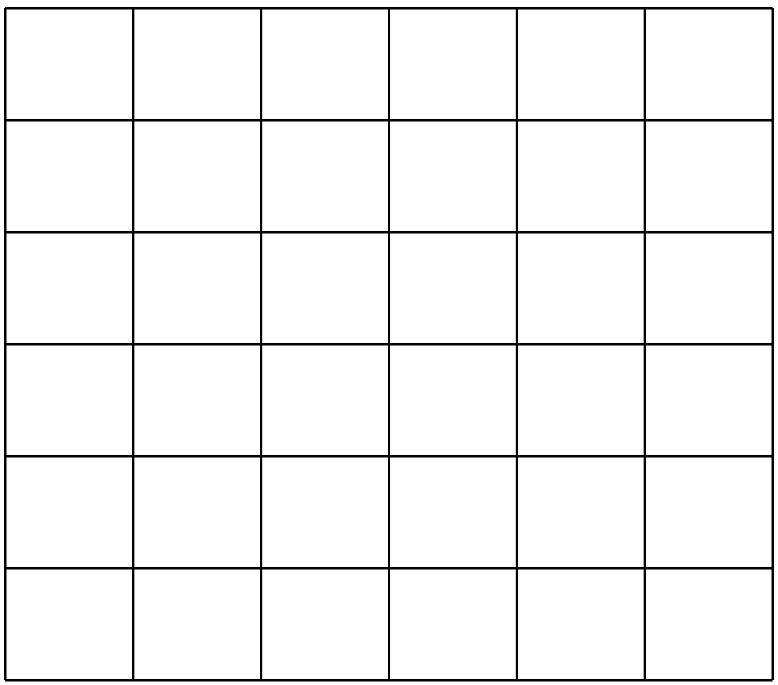
.

.

{22,23,24,29,39,32
33,34,35,36}

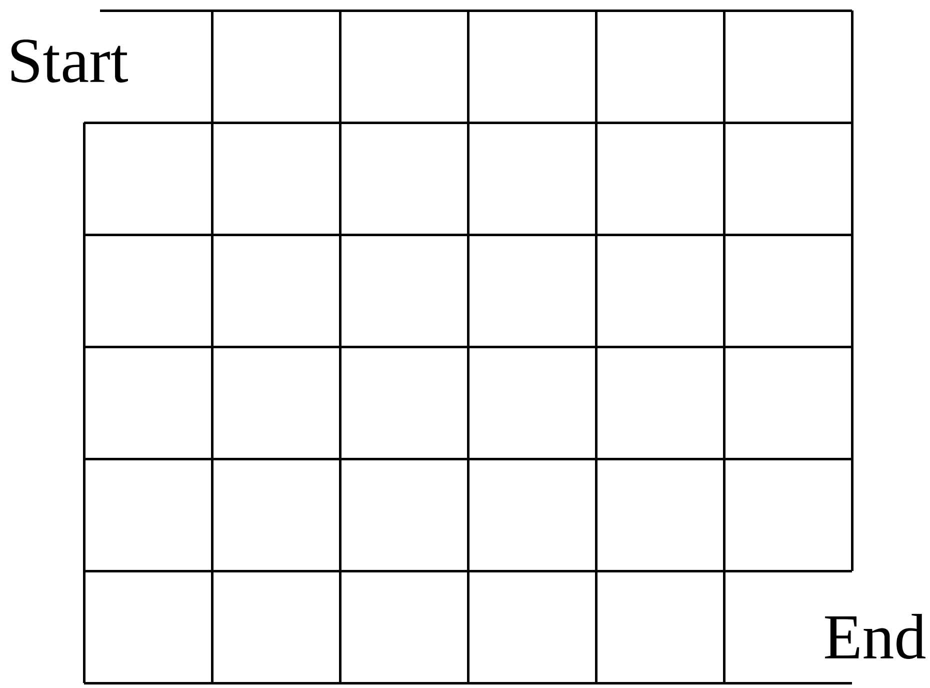
Cute Application

- Build a random maze by erasing edges.



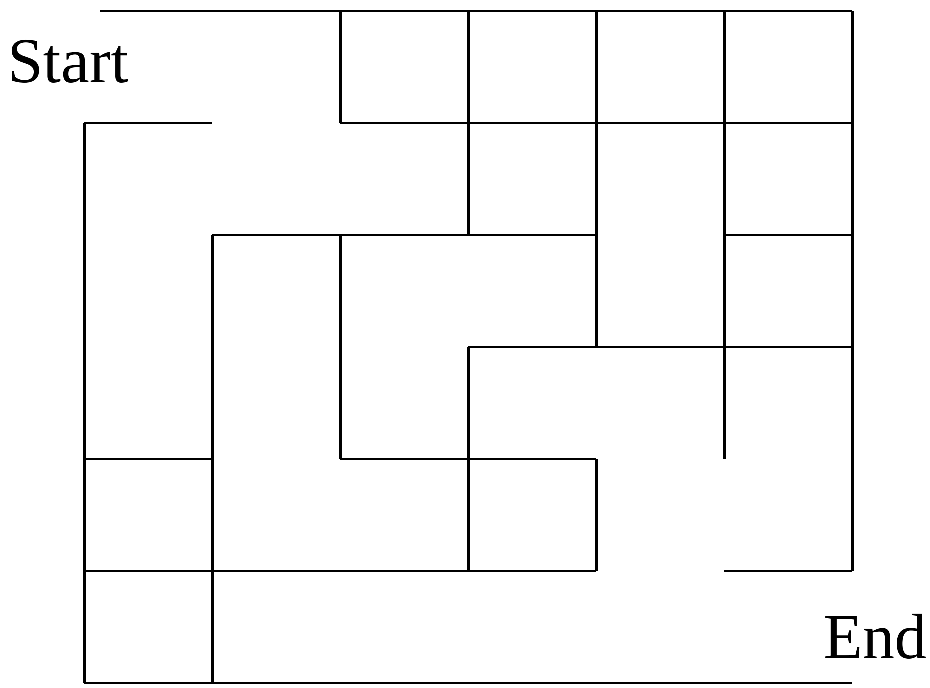
Cute Application

- Pick Start and End



Cute Application

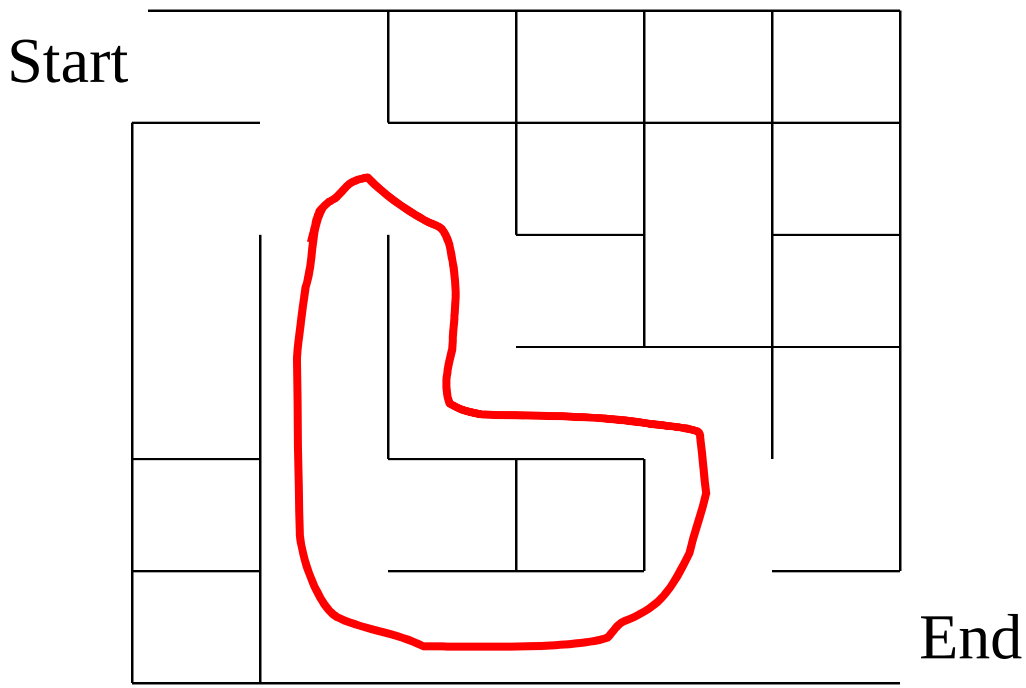
- Repeatedly pick random edges to delete.



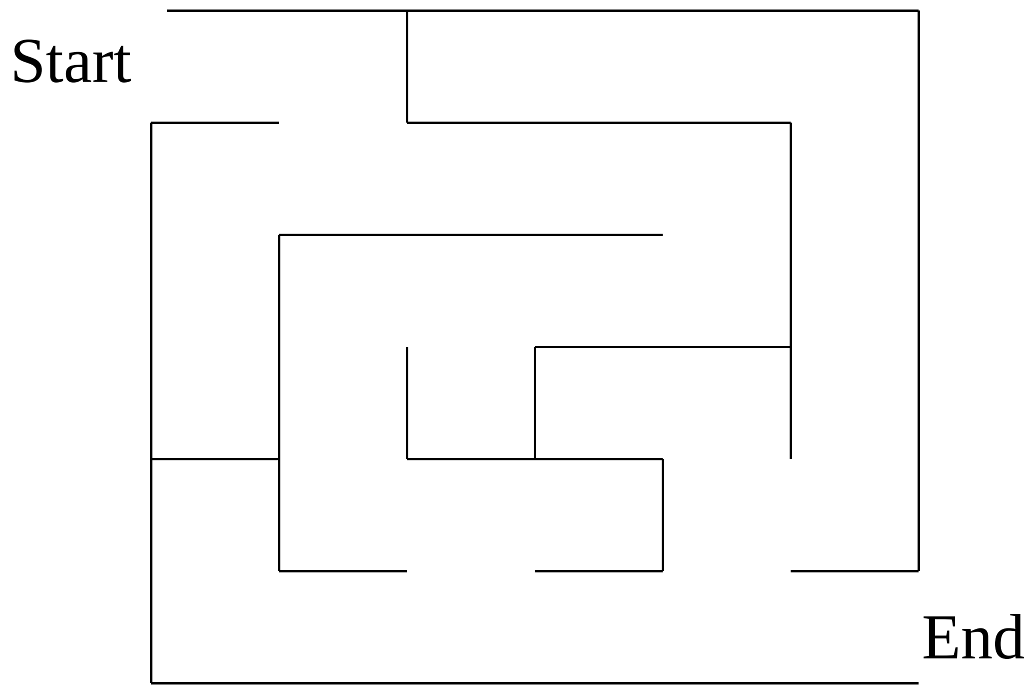
Desired Properties

- None of the boundary is deleted
- 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.

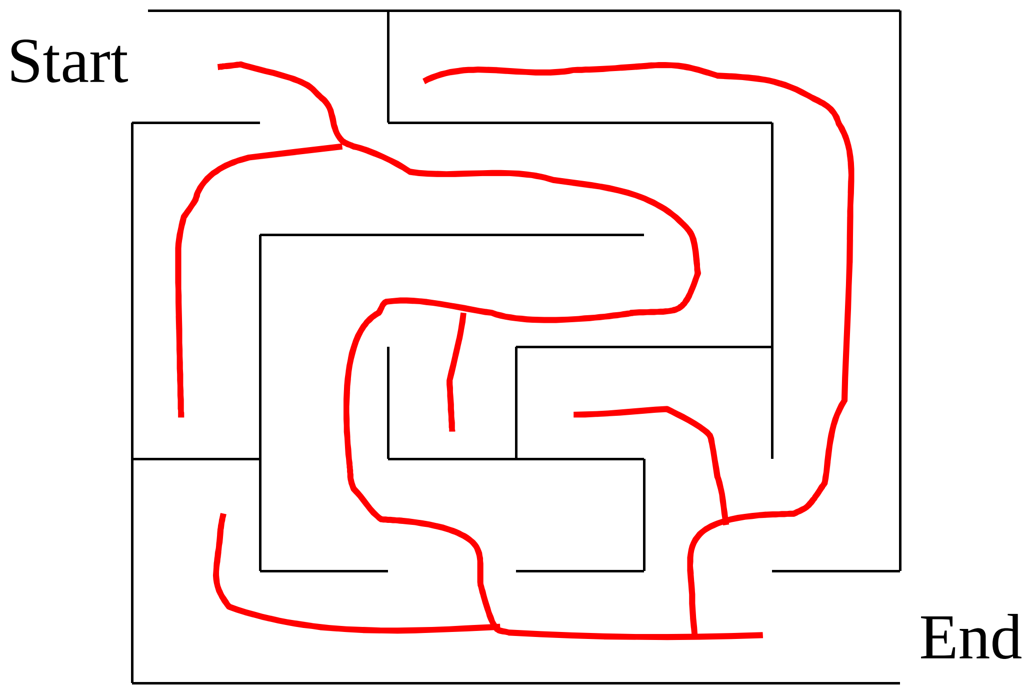
A Cycle



A Good Solution



A Hidden Tree



Number the Cells

We have disjoint sets S ={ {1}, {2}, {3}, {4},… {36} }
each cell is unto itself.
We have all possible edges E ={ (1,2), (1,7), (2,8), (2,3), … }
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

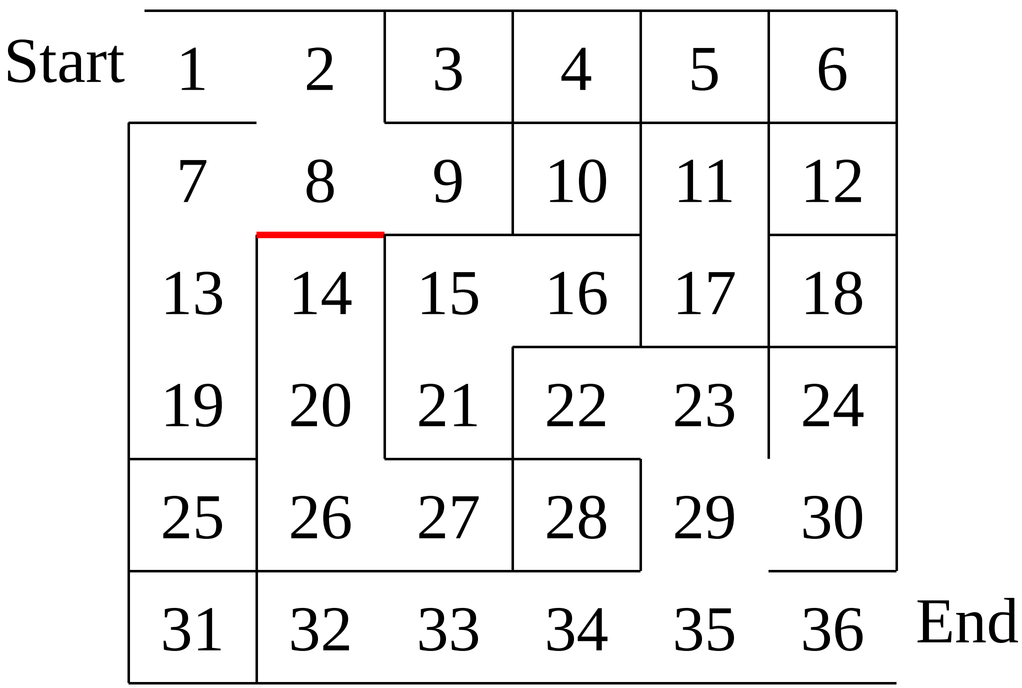
Basic Algorithm

- 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 (x,y) to Maze
All remaining members of E together with Maze form the maze
```

Example Step

Pick (8,14)



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Example

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{22,23,24,29,39,32
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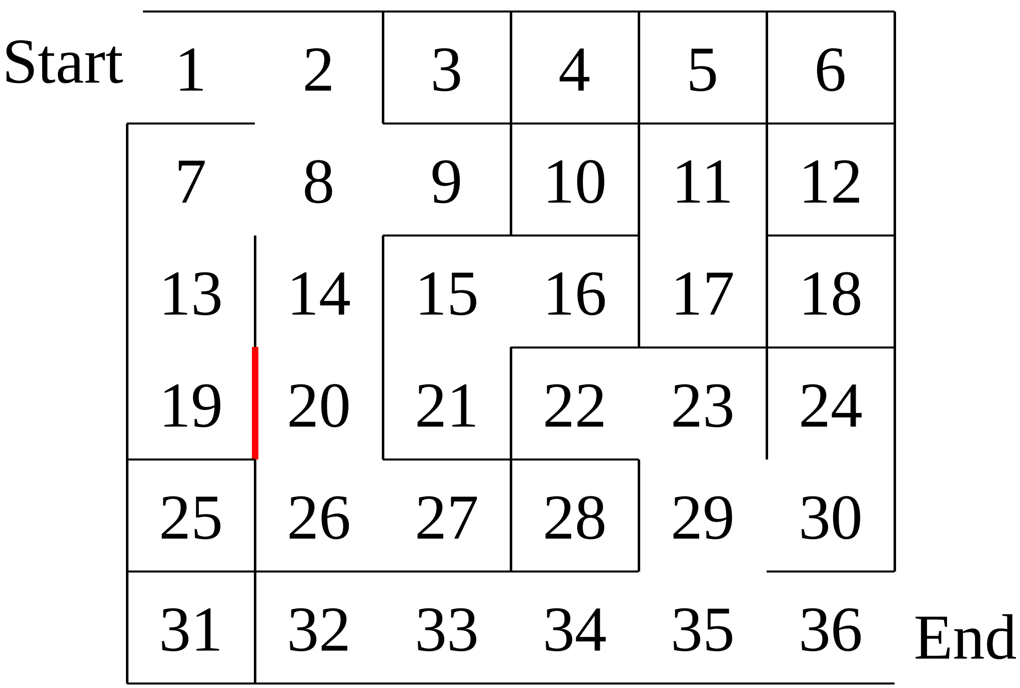
Example

Pick (19,20)



S

{1,2,7,8,9,13,19
14,20,26,27}

{3}

{4}

{5}

{6}

{10}

{11,17}

{12}

{15,16,21}

.

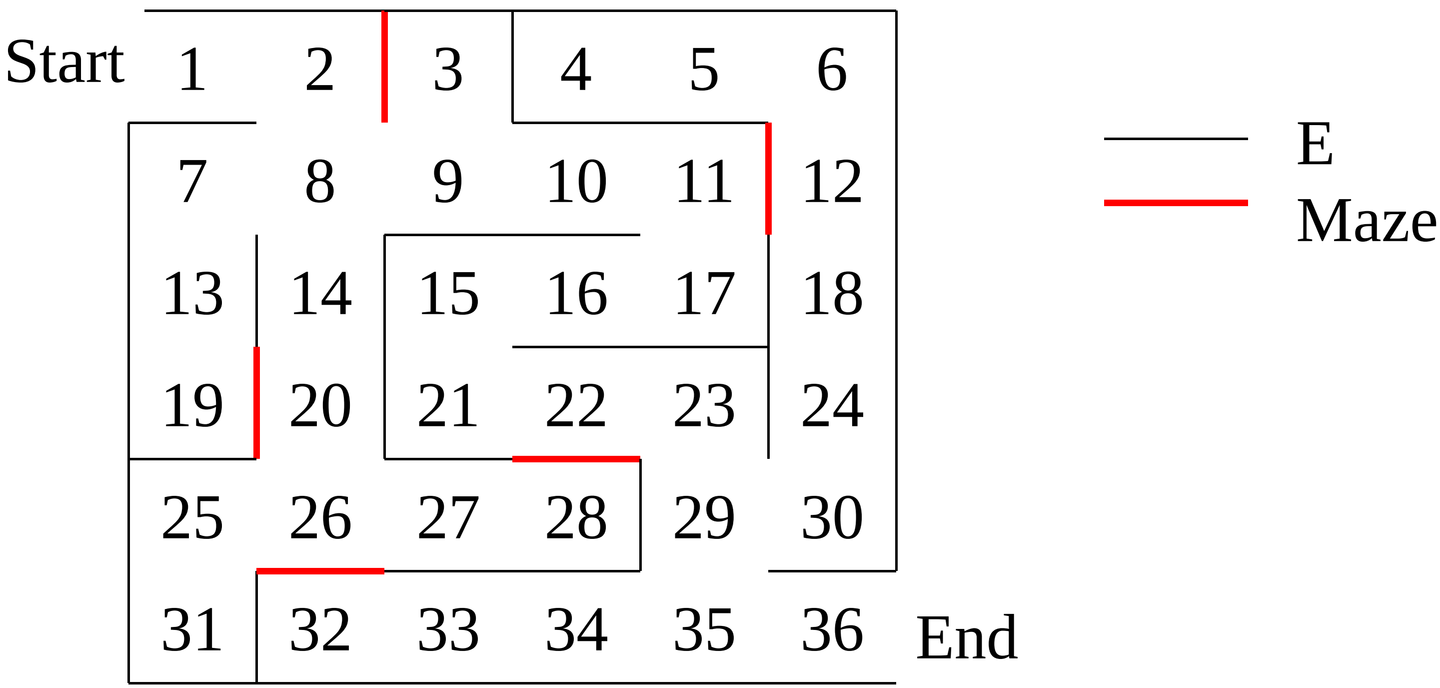
.

{22,23,24,29,39,32
33,34,35,36}

Example at the End

S

{1,2,3,4,5,6,7,… 36}



Implementing the DS ADT

- n elements,
  Total Cost of: m finds, $\leq n-1$ unions

- Target complexity: $O(m+n)$
  i.e. $O(1)$ amortized

- $O(1)$ worst-case for find as well as union would be great, but…

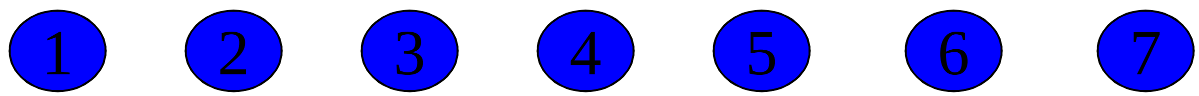
  Known result: find and union *cannot* both be done in worst-case $O(1)$ time

Implementing the DS ADT

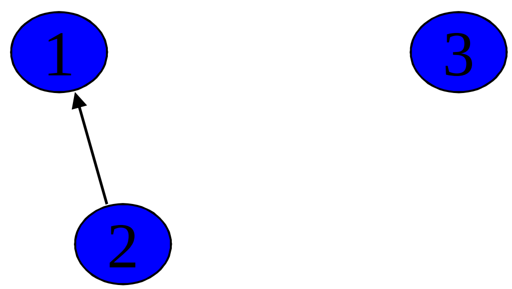
- Observation: *trees* let us find many elements given one root…
- Idea: if we *reverse* the pointers (make them point up from child to parent), we can find a single root from many elements…
- Idea: Use one tree for each equivalence class. The name of the class is the tree root.

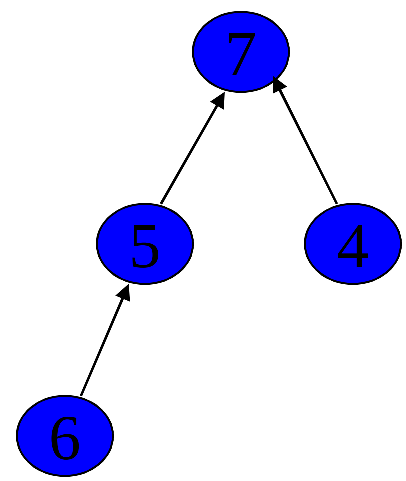
Up-Tree for DU/F

Initial state



Intermediate state

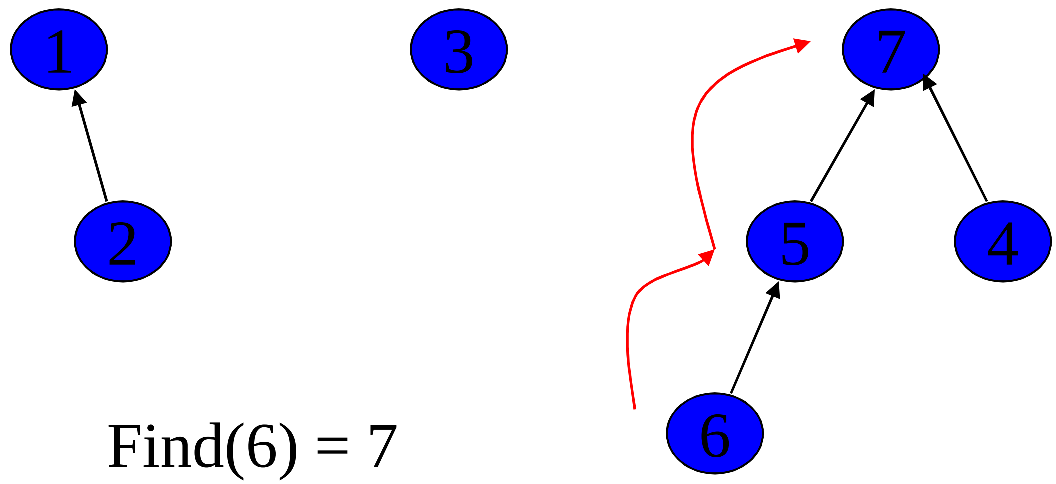




Roots are the names of each set.

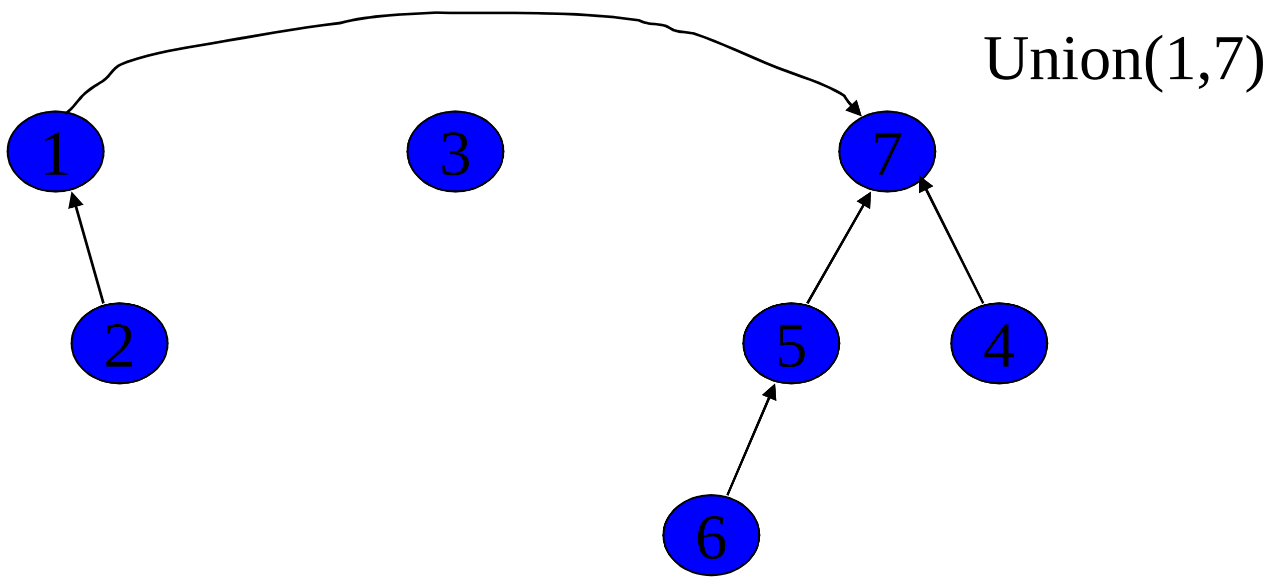
Find Operation

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



Union Operation

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

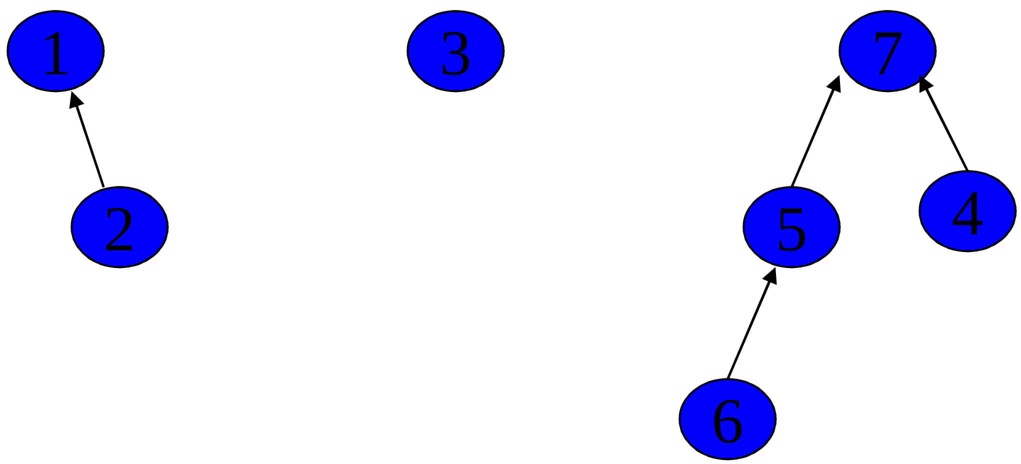


Simple Implementation

- Array of indices

	1	2	3	4	5	6	7
up	0	1	0	7	7	5	0

Up[x] = 0 means x is a root.



Union

```
Union(up[] : integer array, x,y : integer) : {
//precondition: x and y are roots//
Up[x] := y
}
```

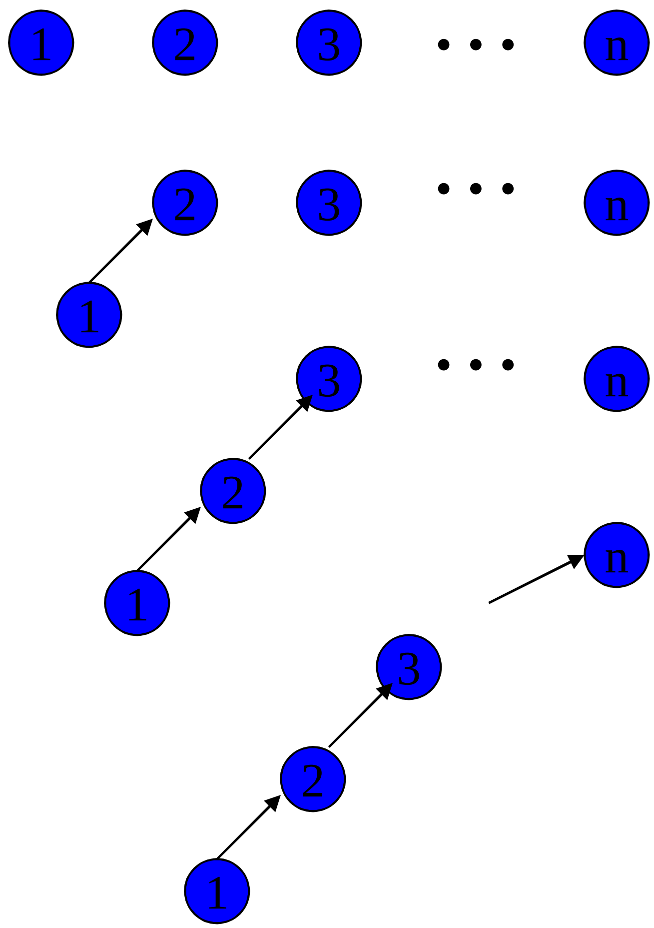
Constant Time!

Exercise

- Design Find operator
  - Recursive version
  - Iterative version

```
Find(up[] : integer array, x : integer) : integer {
//precondition: x is in the range 1 to size//
???
}
```

A Bad Case



Union(1,2)

Union(2,3)

:

:

Union(n-1,n)

Find(1)   n steps!!

Now this doesn't look good ☹

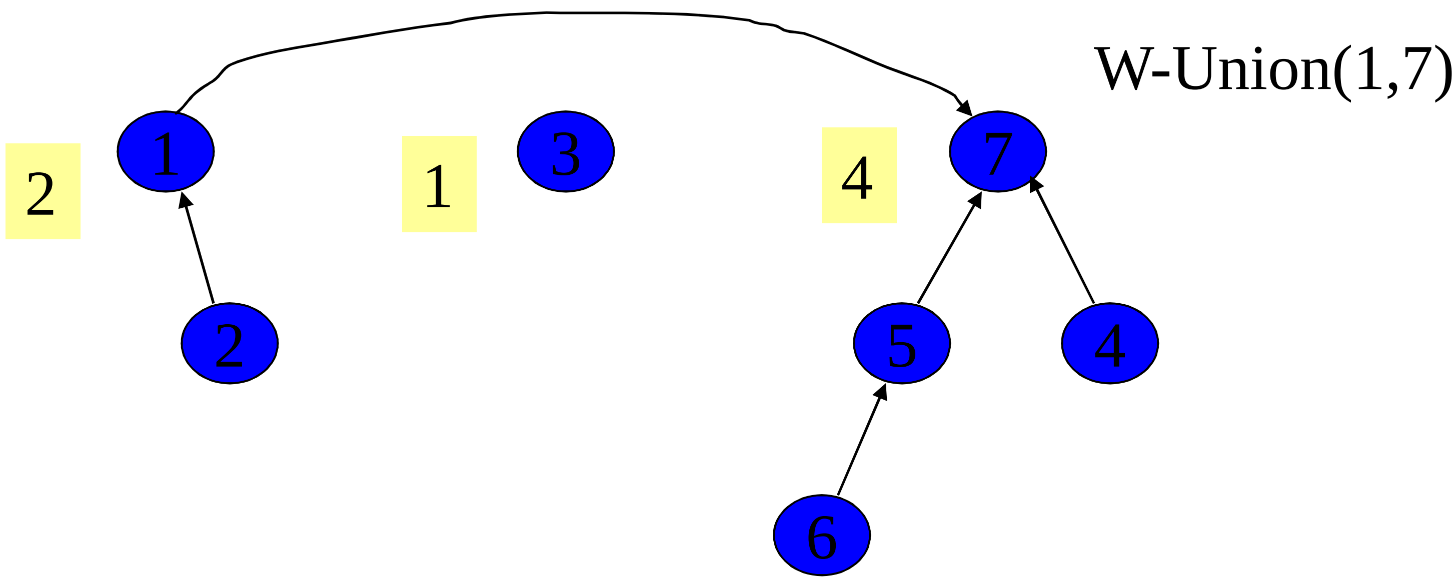
Can we do better? *Yes!*

1. Improve union so that *find* only takes $\Theta(\log n)$
   - Union-by-size
   - Reduces complexity to $\Theta(m \log n + n)$

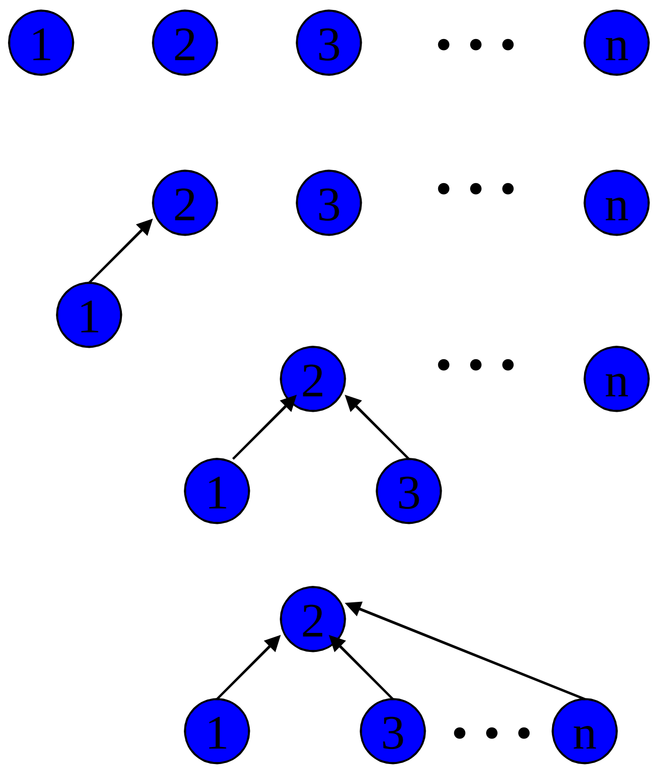
2. Improve find so that it becomes even better!
   - Path compression
   - Reduces complexity to almost $\Theta(m + n)$

Weighted Union

- Weighted Union
  - Always point the smaller tree to the root of the larger tree



Example Again



Union(1,2)

Union(2,3)

:

:

Union(n-1,n)

Find(1) constant time