



Lecture 19: Disjoint Sets

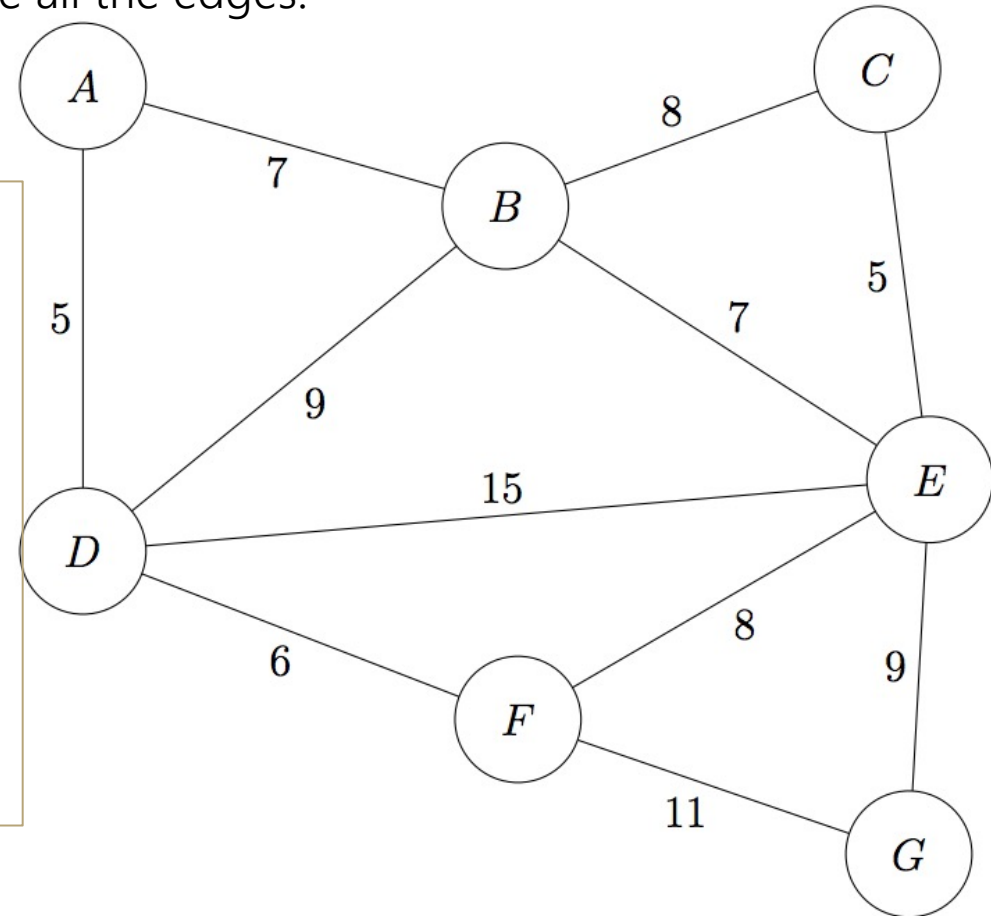
CSE 373: Data Structures and Algorithms

Warmup

Run Kruskal's algorithm on the following graph to find the MST (minimum spanning tree) of the graph below. Recall the definition of a minimum spanning tree: a minimum-weight set of edges such that you can get from any vertex of the graph to any other on only those edges. The set of these edges form a valid tree in the graph. Below is the provided pseudocode for Kruskal's algorithm to choose all the edges.

PollEv.com/373lecture

```
KruskalMST(Graph G)
  initialize each vertex to be an independent
  component
  sort the edges by weight
  foreach(edge (u, v) in sorted order){
    if(u and v are in different components){
      add (u,v) to the MST
      update u and v to be in the same component
    }
  }
```

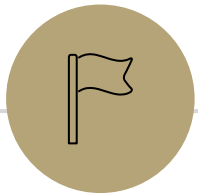


Announcements

P3 due Wednesday May 12th

P4 comes out Wednesday- due in 3 weeks on Wednesday June 2nd
- last project!

E3 came out on Friday – due this Friday May 14th
- two more exercises coming

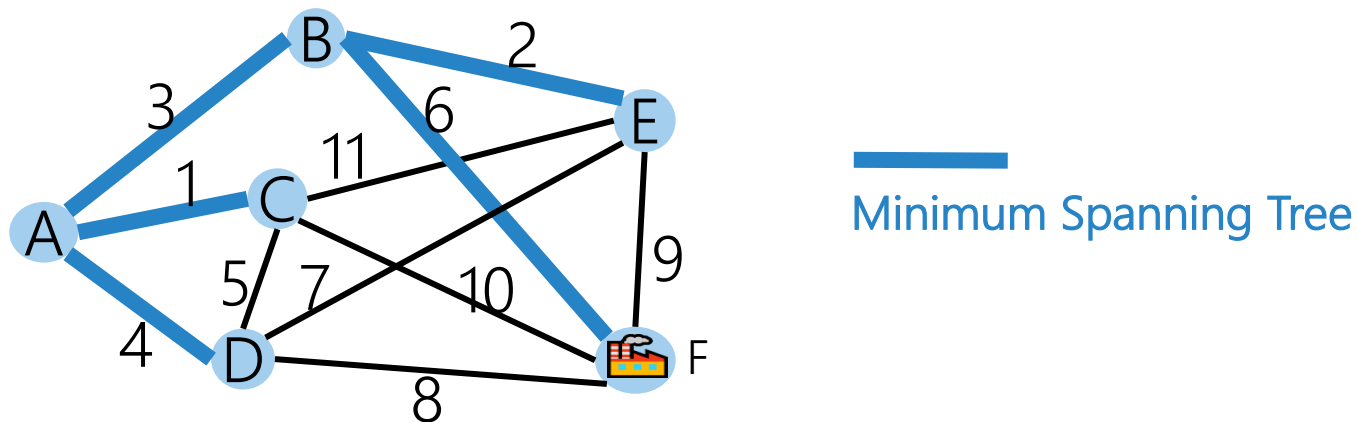


Minimum Spanning Trees

Review Minimum Spanning Trees (MSTs)

A Minimum Spanning Tree for a graph is a set of that graph's edges that connect all of that graph's vertices (**spanning**) while minimizing the total weight of the set (**minimum**)

- Note: does NOT necessarily minimize the path from each vertex to every other vertex
- Any tree with V vertices will have $V-1$ edges
- A separate entity from the graph itself! More of an "annotation" applied to the graph, just like a Shortest Paths Tree (SPT)



Review Why do MST Algorithms Work?

Two useful properties for MST edges. We can think about them from either perspective:

- **Cycle Property:** The heaviest edge along a cycle is NEVER part of an MST.
- **Cut Property:** Split the vertices of the graph into any two sets A and B. The lightest edge between A and B is ALWAYS part of an MST. (*Prim's thinks this way*)

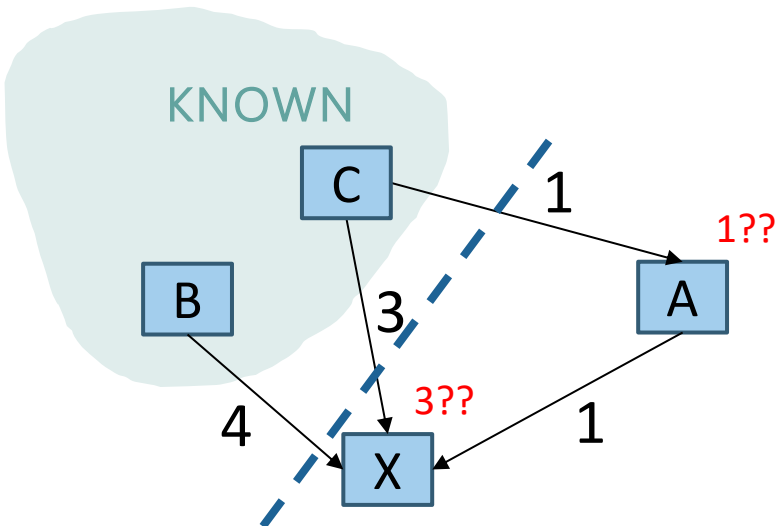
Whenever you add an edge to a tree you create exactly one cycle. Removing any edge from that cycle gives another tree!

This observation, combined with the cycle and cut properties form the basis of all of the **greedy algorithms** for MSTs.

- **greedy algorithm:** chooses best known option at each point and *commits*, rather than waiting for a global view of the graph before deciding

Review Adapting Dijkstra's: Prim's Algorithm

- Normally, Dijkstra's checks for a shorter path from the start.
- But MSTs don't care about individual paths, only the overall weight!
- New condition: "would this be a smaller edge to connect the current known set to the rest of the graph?"



```
prims (G graph, V start)
Map edgeTo, distTo;
initialize distTo with all nodes mapped to  $\infty$ , except start to 0
PriorityQueue<V> perimeter; perimeter.add(start);

while (!perimeter.isEmpty()):
    u = perimeter.removeMin()
    known.add(u)
    for each edge (u,v) to unknown v with weight w:
        oldDist = distTo.get(v)           // previous smallest edge to v
        newDist = distTo.get(u) + w    // is this a smaller edge to v?
        if (newDist < oldDist):
            distTo.put(u, newDist)
            edgeTo.put(u, v)
            if (perimeter.contains(v)):
                perimeter.changePriority(v, newDist)
            else:
                perimeter.add(v, newDist)
```

A Different Approach

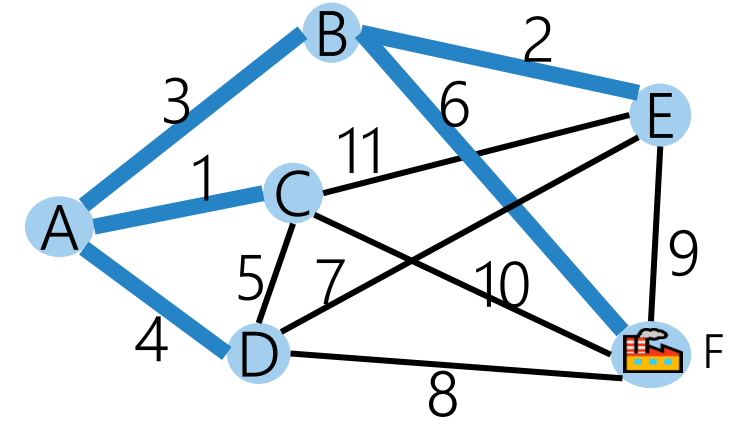
Suppose the MST on the right was produced by Prim's

Observation: We basically chose all the smallest edges in the entire graph (1, 2, 3, 4, 6)

- The only exception was 5. Why shouldn't we add edge 5?
- Because adding 5 would create a cycle, and to connect A, C, & D we'd rather choose 1 & 4 than 1 & 5 or 4 & 5.

Prim's thinks "vertex by vertex", but what if you think "edge by edge" instead?

- Start with the smallest edge in the entire graph and work your way up
- Add the edge to the MST as long as it connects two new groups (meaning don't add any edges that would create a cycle)



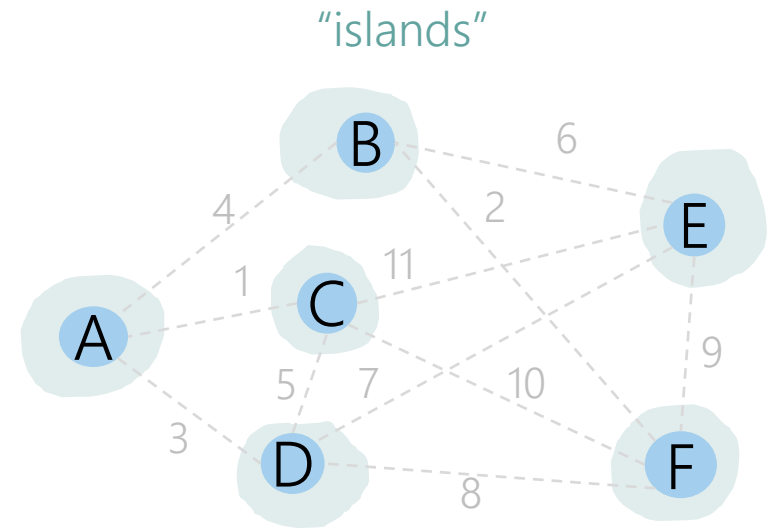
Building an MST "edge by edge" in this graph:

- Add edge 1
- Add edge 2
- Add edge 3
- Add edge 4
- Skip edge 5 (would create a cycle)
- Add edge 6
- Finished: all vertices in the MST!

Kruskal's Algorithm

This “edge by edge” approach is how **Kruskal's Algorithm** works!

- **Key Intuition:** Kruskal's keeps track of isolated “islands” of vertices (each is a sub-MST)
 - Start with each vertex as its own “island”
 - If an edge connects two vertices within the same “island”, it forms a cycle! Discard it.
 - If an edge connects two vertices in different “islands”, add it to the MST! Now those “islands” need to be combined.



```
kruskalMST(G graph)
```

```
  Set(?) msts; Set finalMST;
```

```
  initialize msts with each vertex as single-element MST
```

```
  sort all edges by weight (smallest to largest)
```

```
  for each edge (u,v) in ascending order:
```

```
    uMST = msts.find(u)
```

```
    vMST = msts.find(v)
```

```
    if (uMST != vMST):
```

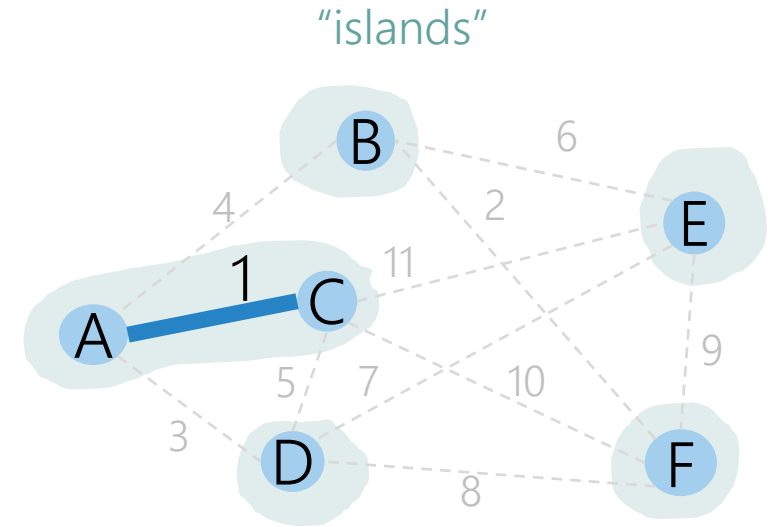
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      finalMST.add(edge (u, v))
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```
      msts.union(uMST, vMST)
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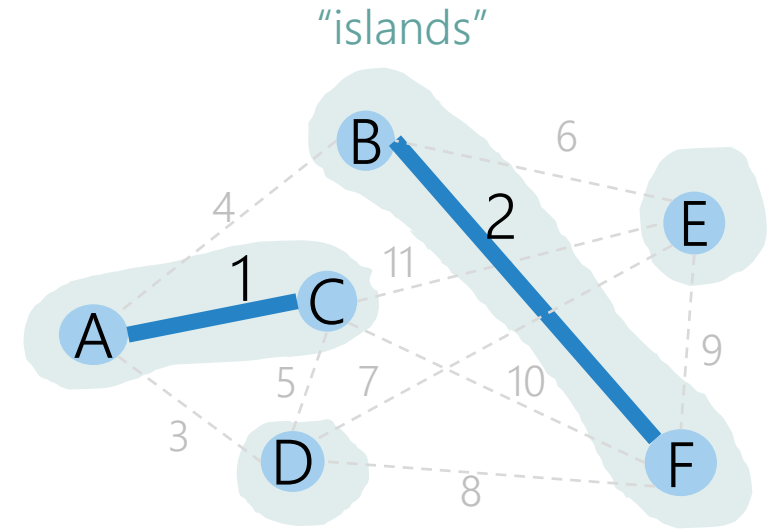
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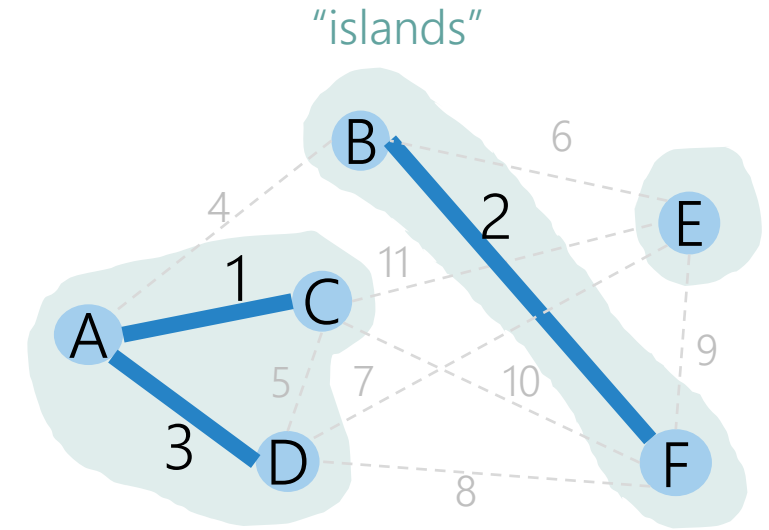
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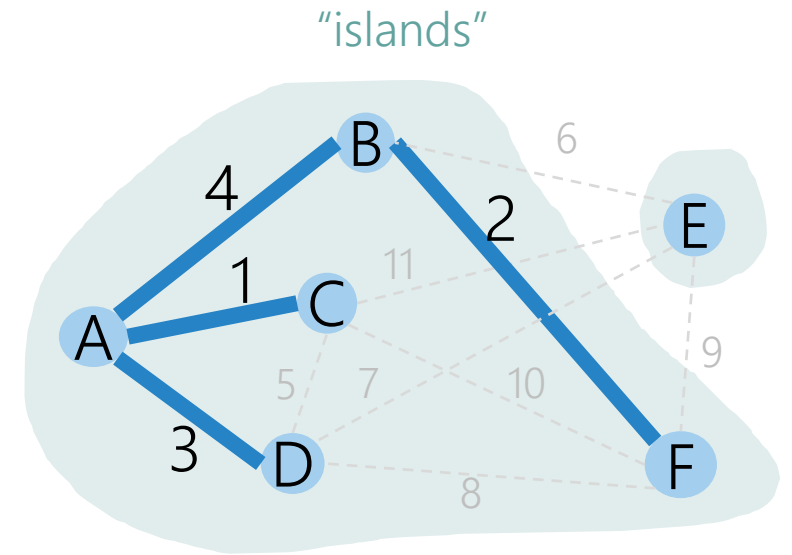
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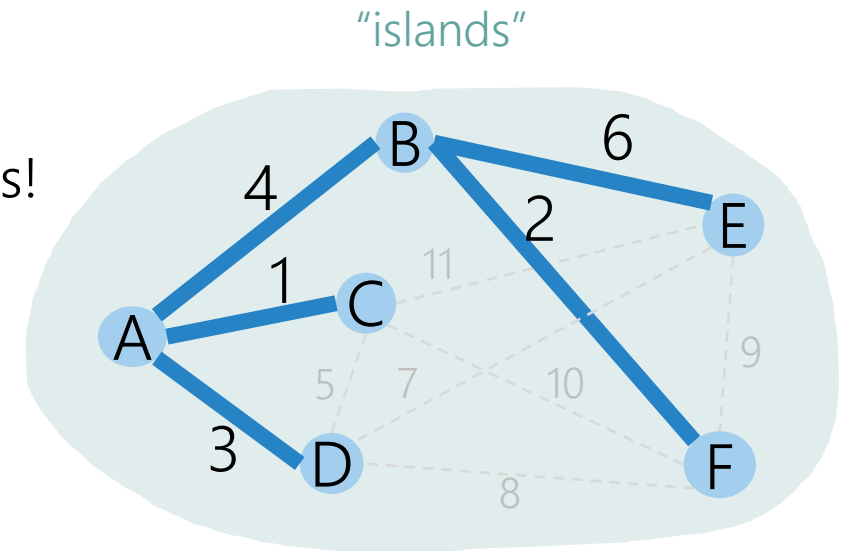
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Kruskal's Algorithm

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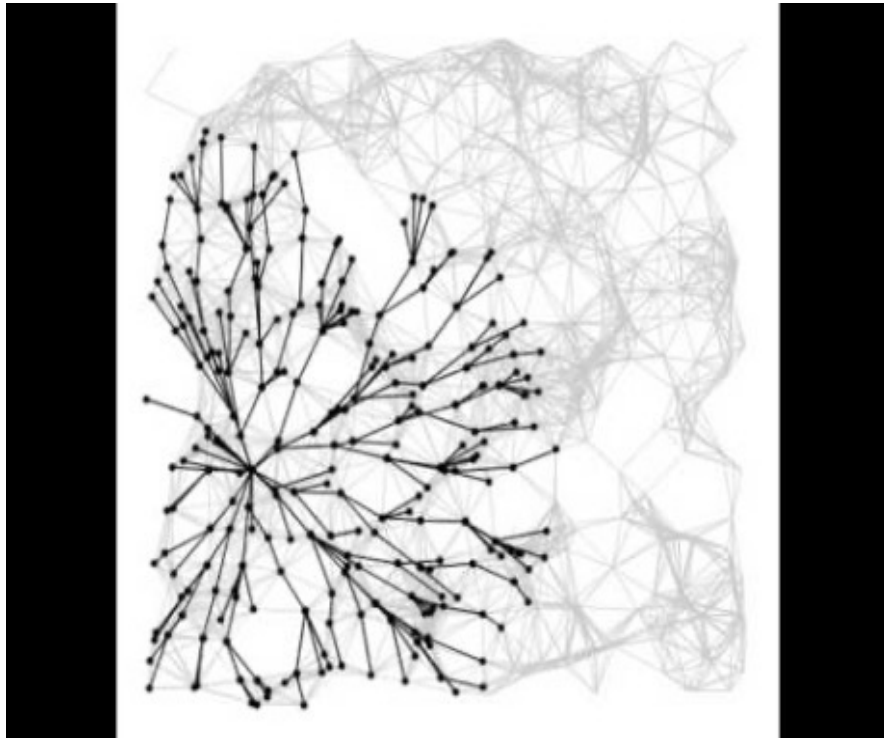
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Prim's Demos and Visualizations

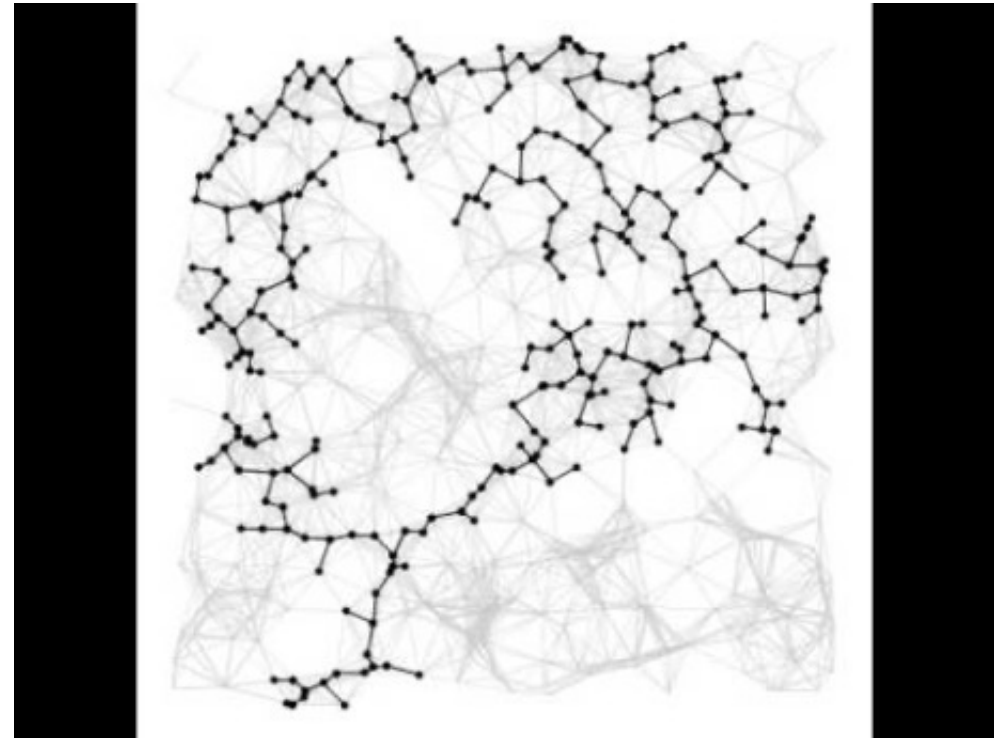
Dijkstra's Algorithm

Dijkstra's proceeds radially from its source, because it chooses edges by *path length from source*



Prim's Algorithm

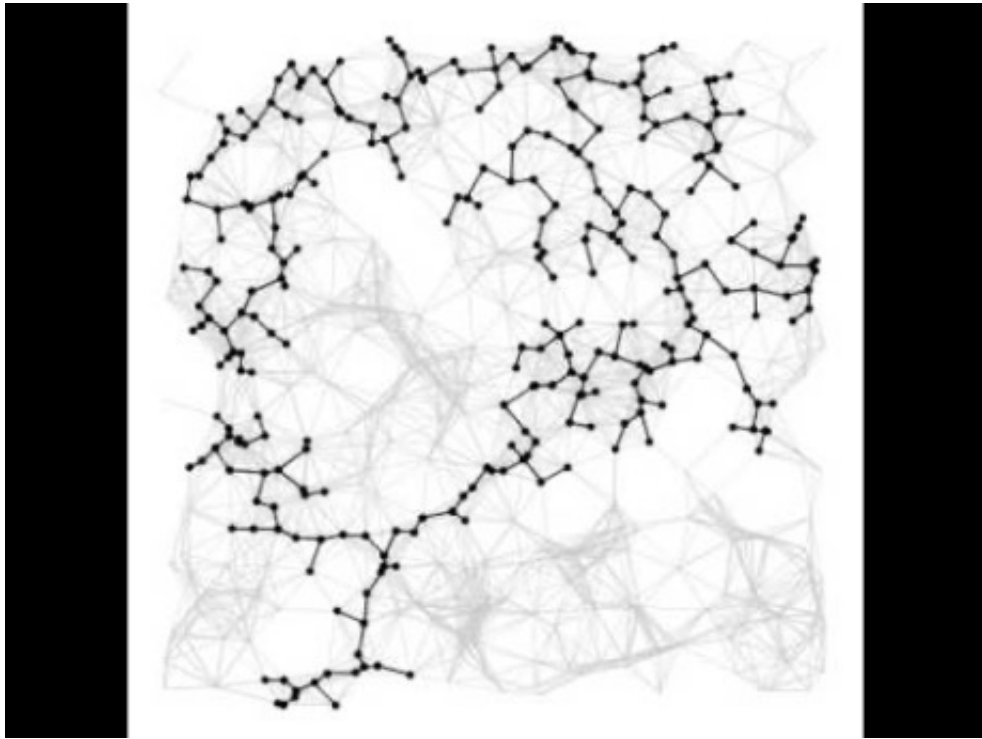
Prim's jumps around the graph (the perimeter), because it chooses edges by *edge weight* (there's no source)



Kruskal' Demos and Visualizations

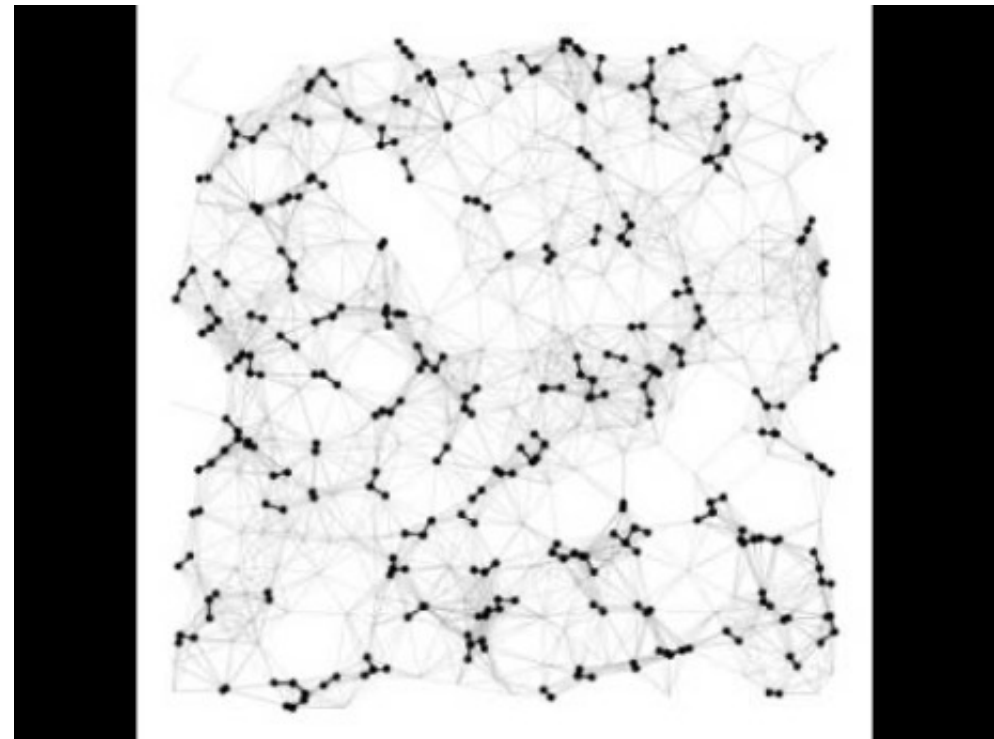
Prim's Algorithm

Prim's jumps around the graph (the perimeter), because it chooses edges by *edge weight* (there's no source)



Kruskal's Algorithm

Kruskal's jumps around the entire graph, because it chooses from all edges purely by edge weight (while preventing cycles)



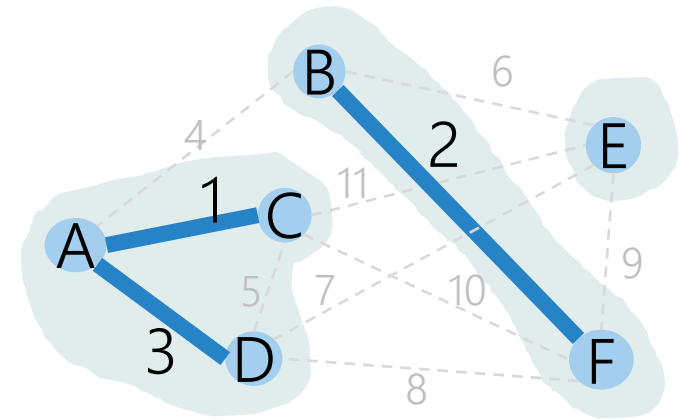
Selecting an ADT

Kruskal's needs to **find** what MST a vertex belongs to, and **union** those MSTs together

- Our existing ADTs don't lend themselves well to "unioning" two sets...
- Let's define a new one!

```
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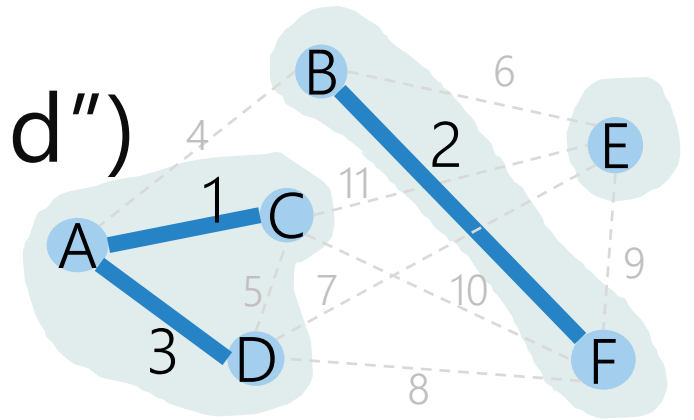
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      finalMST.add(edge (u, v))
      msts.union(uMST, vMST)
```



Disjoint Sets ADT (aka "Union-Find")

Kruskal's will use a Disjoint Sets ADT under the hood

- Conceptually, a single instance of this ADT contains a "family" of sets that are disjoint (no element belongs to multiple sets)



```
kruskalMST(G graph)
    DisjointSets<V> msts; Set finalMST;
    initialize msts with each vertex as single-element MST
    sort all edges by weight (smallest to largest)

    for each edge (u,v) in ascending order:
        uMST = msts.find(u)
        vMST = msts.find(v)
        if (uMST != vMST):
            finalMST.add(edge (u, v))
            msts.union(uMST, vMST);
```

DISJOINT SETS ADT

State

Family of Sets

- disjoint: no shared elements
- each set has a representative (either a member or a unique ID)

Behavior

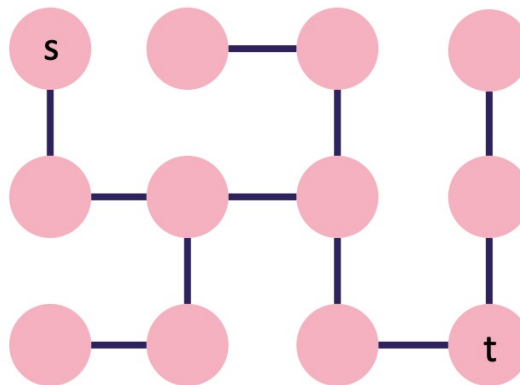
makeSet(value) - new set with value as only member (and representative)
find(value) - return representative of the set containing value
union(x, y) - combine sets containing x and y into one set with all elements, choose single new representative

Project 4: Mazes!

You find yourself trapped in the Labyrinth of Greek legend – bummer!

How do you *solve* a maze?

- If we could model a maze as a graph, we'd just need an algorithm to find a path from s to t... Maybe even the shortest path?



How do you *generate* a maze?

- We'd love an algorithm that is guaranteed to connect s to t (spanning), but only produces one path from s to t (tree)...



Project 4: Mazes

It turns out that randomizing the weights of a graph and then computing the MST is a **fantastic way to generate mazes!**

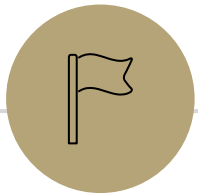
In P4, you'll do both: Implement Dijkstra's to solve an arbitrary maze, then implement Kruskal's (and a Disjoint Set) to generate those mazes

This project is really application-heavy!

- Graphical User Interface (GUI) for viewing mazes and solving them
- Significantly more starter code than past projects, to give you practice integrating with an existing codebase
- A major part of the challenge in P4 is reading through the starter code to understand what you need to interface with! Don't underestimate the time that takes.

2* week project, and 2* weeks worth of work. It's never been more important to start early!

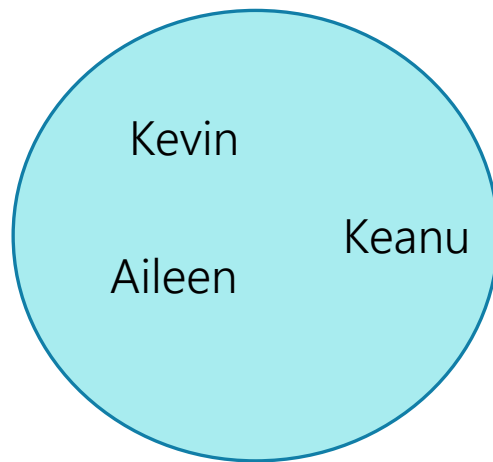
- You really have 3 weeks because of Thanksgiving in the middle, but don't let that fool you!



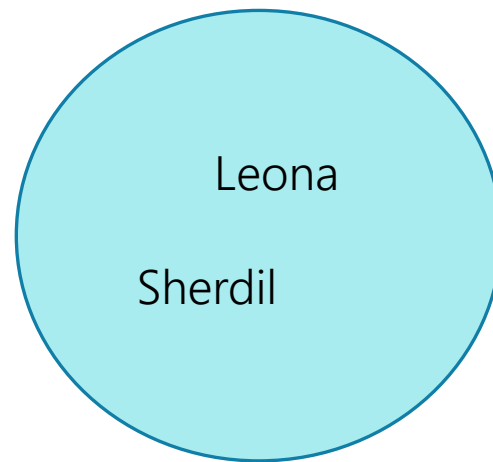
Disjoint Sets

Disjoint Sets in mathematics

- "In mathematics, two **sets** are said to be **disjoint sets** if they have no element in common." - Wikipedia
- disjoint = not overlapping

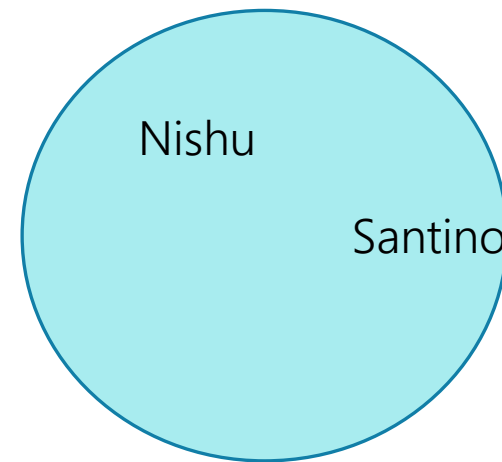


Set #1



Set #2

These two sets are disjoint sets



Set #3



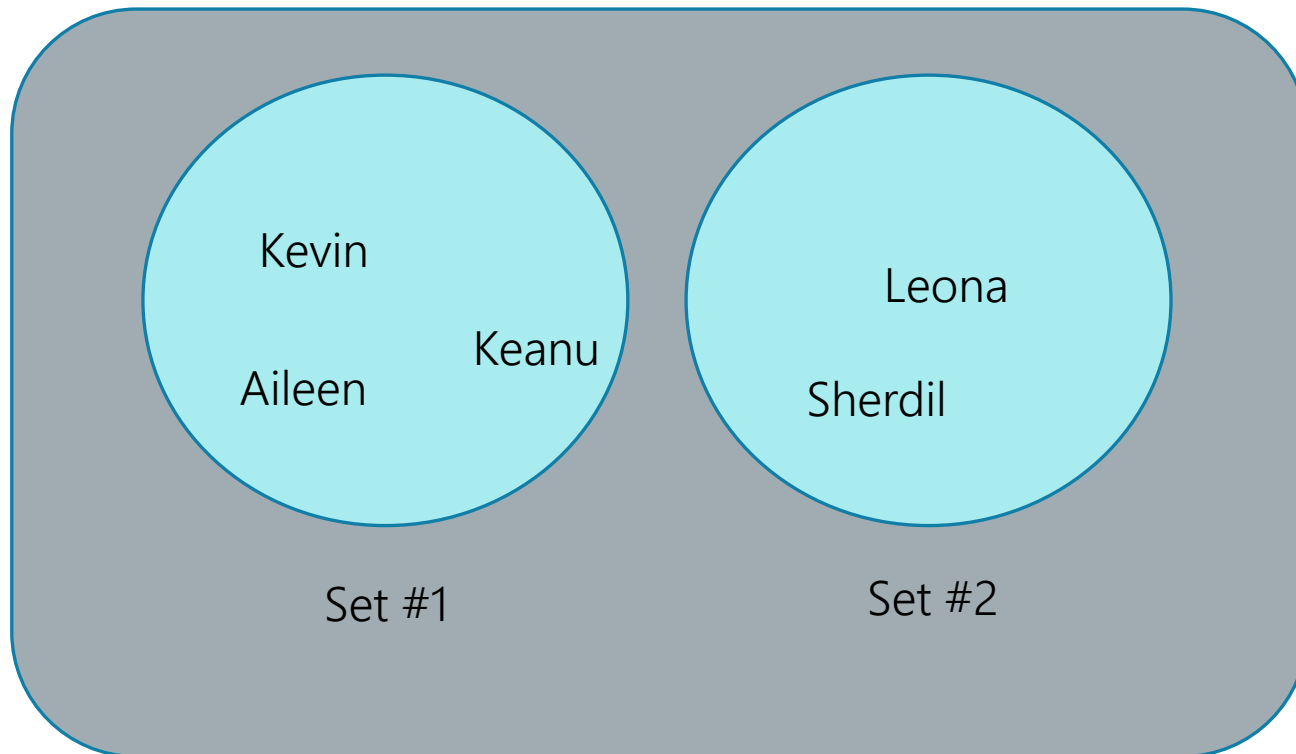
Set #4

These two sets are not disjoint sets

Disjoint Sets in computer science

new ADT!

In computer science, disjointsets can refer to this ADT/data structure that keeps track of the multiple “mini” sets that are disjoint (confusing naming, I know)



This overall grey blob thing is the actual disjoint sets, and it's keeping track of any number of mini-sets, which are all disjoint (the mini sets have no overlapping values).

Note: this might feel really different than ADTs we've run into before. The ADTs we've seen before (dictionaries, lists, sets, etc.) just store values directly. But the Disjoint Set ADT is particularly interested in letting you group your values into sets and keep track of which particular set your values are in.

DisjointSets ADT methods

Just 3 methods (and makeSet is pretty simple!)

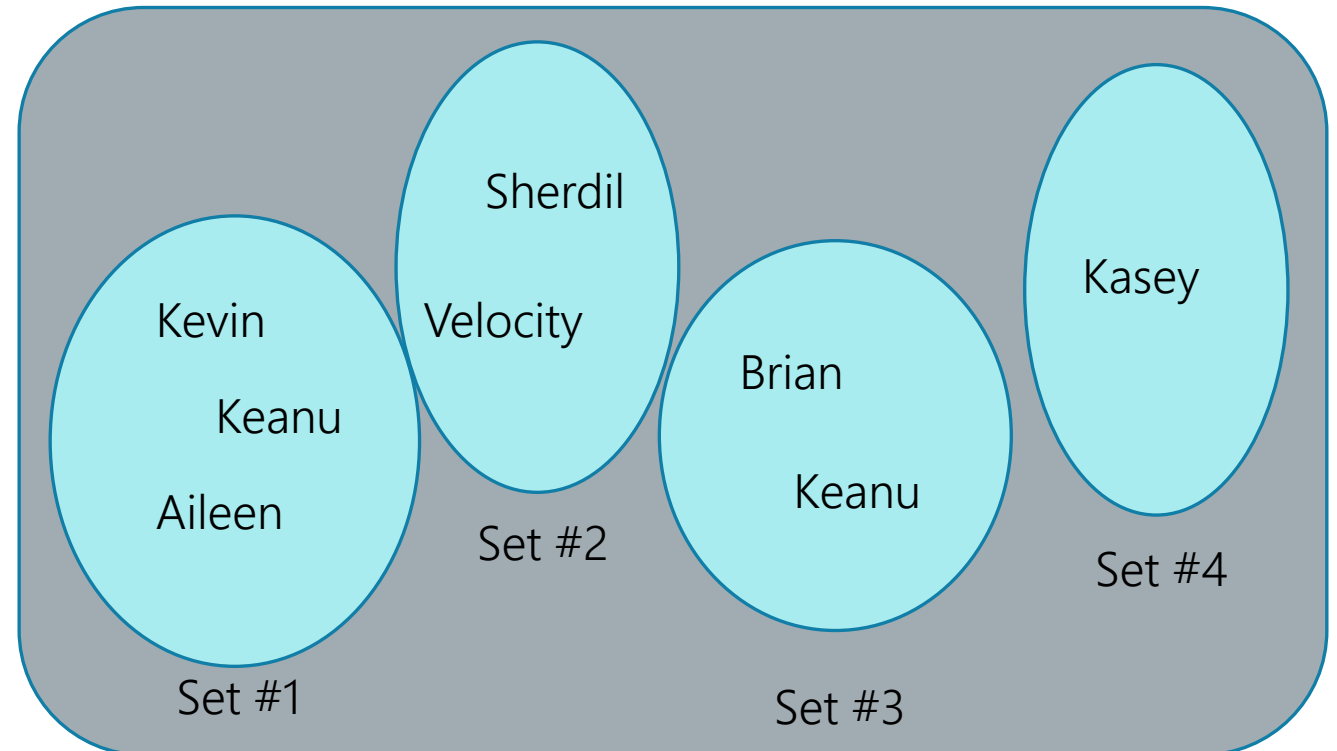
- findSet(value)
- union(valueA, valueB)
- makeSet(value)

findSet(value)

`findSet(value)` returns some ID for which particular set the value is in. For Disjoint Sets, we often call this the **representative** (as it's a value that represents the whole set).

Examples:

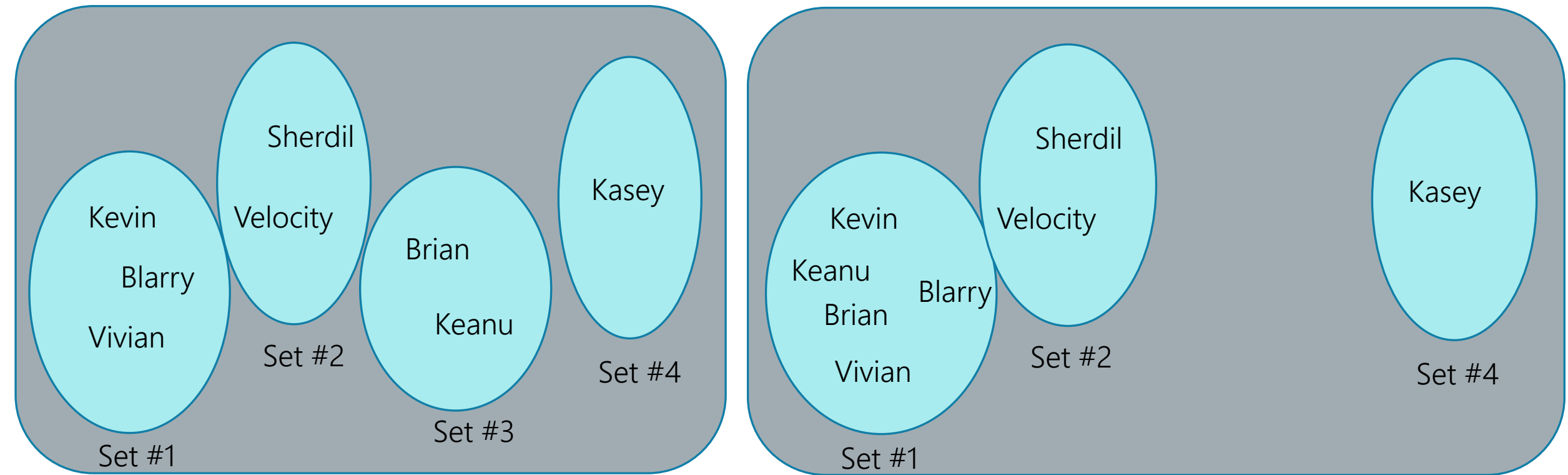
<code>findSet(Brian)</code>	3
<code>findSet(Sherdil)</code>	2
<code>findSet(Velocity)</code>	2
<code>findSet(Kevin) == findSet(Aileen)</code>	true



union(valueA, valueB)

`union(valueA, valueB)` merges the set that A is in with the set that B is in. (basically add the two sets together into one)

Example: `union(Blarry,Brian)`



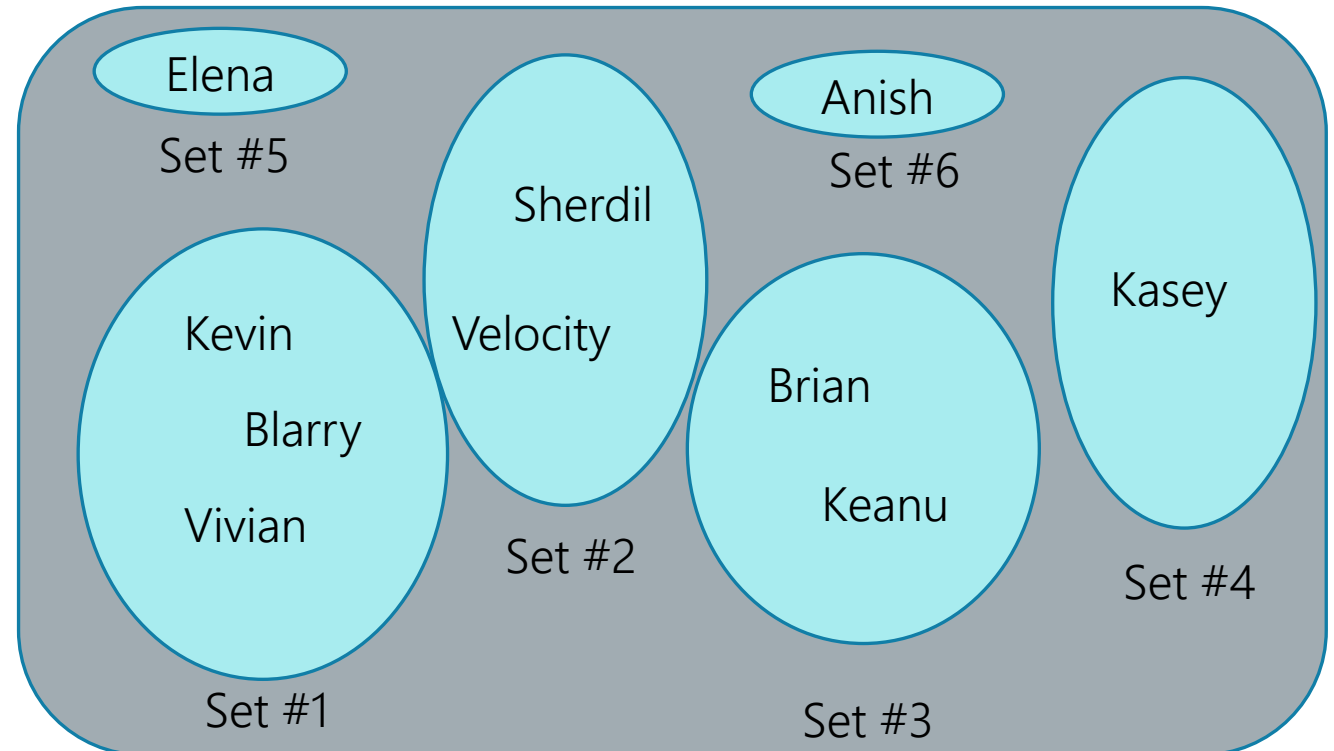
makeSet(value)

`makeSet(value)` makes a new mini set that just has the value parameter in it.

Examples:

`makeSet(Elena)`

`makeSet(Anish)`



Disjoint Sets ADT Summary

Disjoint-Sets ADT

state

Set of Sets

- **Mini sets are disjoint:** Elements must be unique across mini sets
- No required order
- Each set has id/representative

behavior

makeSet(value) – creates a new set within the disjoint set where the only member is the value. Picks id/representative for set

findSet(value) – looks up the set containing the value, returns id/representative/ of that set

union(x, y) – looks up set containing x and set containing y, combines two sets into one. All of the values of one set are added to the other, and the now empty set goes away.

New ADT

Set ADT

state

Set of elements

- Elements must be unique!
- No required order

Count of Elements

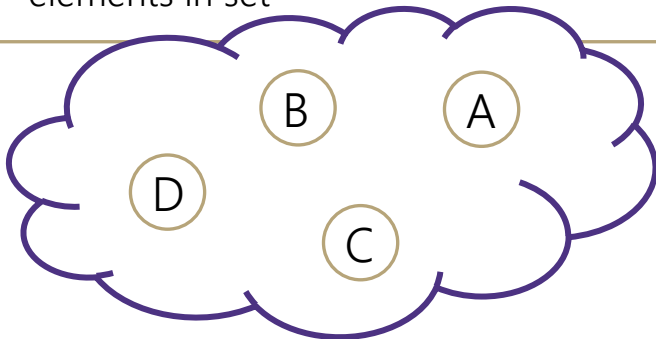
behavior

create(x) - creates a new set with a single member, x

add(x) - adds x into set if it is unique, otherwise add is ignored

remove(x) - removes x from set

size() - returns current number of elements in set



Disjoint-Set ADT

state

Set of Sets

- **Disjoint:** Elements must be unique across sets
- No required order
- Each set has representative

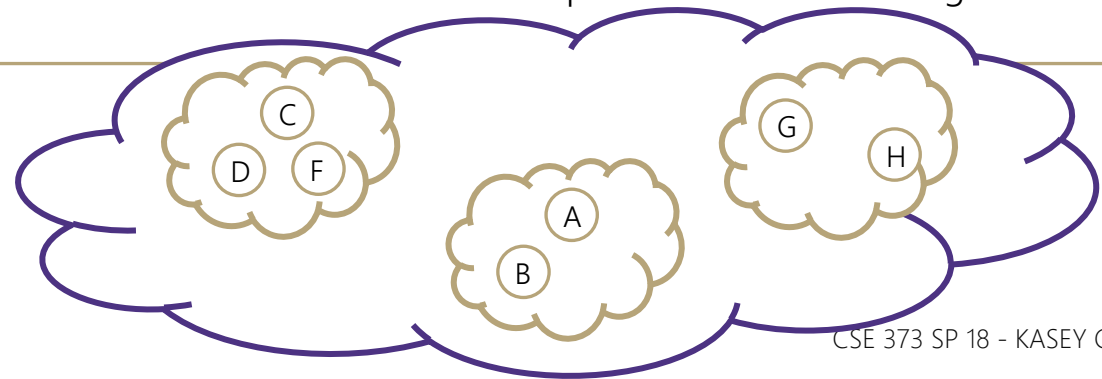
Count of Sets

behavior

makeSet(x) - creates a new set within the disjoint set where the only member is x. Picks representative for set

findSet(x) - looks up the set containing element x, returns representative of that set

union(x, y) - looks up set containing x and set containing y, combines two sets into one. Picks new representative for resulting set



Example

new()

makeSet(a)

makeSet(b)

makeSet(c)

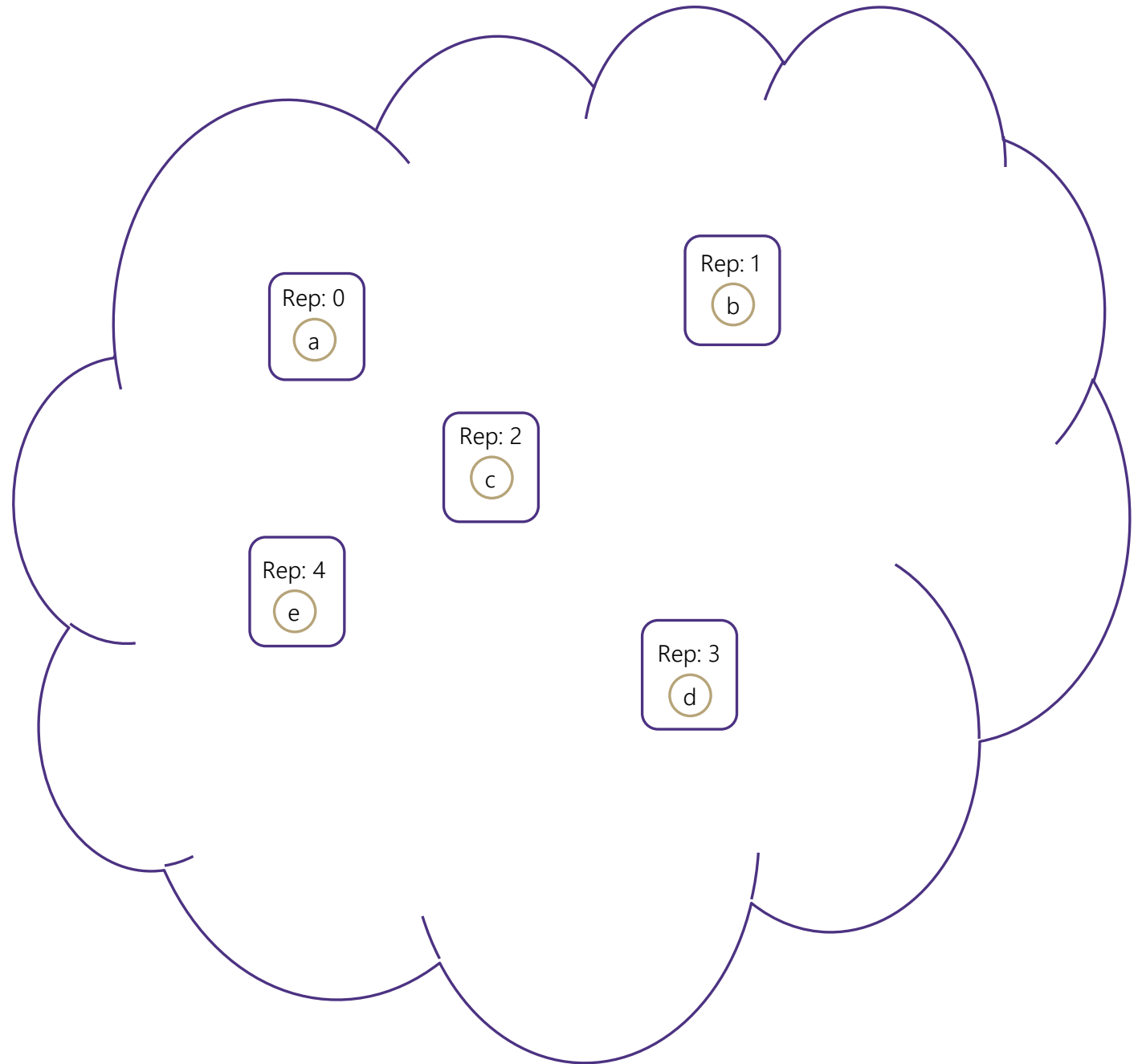
makeSet(d)

makeSet(e)

findSet(a)

findSet(d)

union(a, c)



Example

new()

makeSet(a)

makeSet(b)

makeSet(c)

makeSet(d)

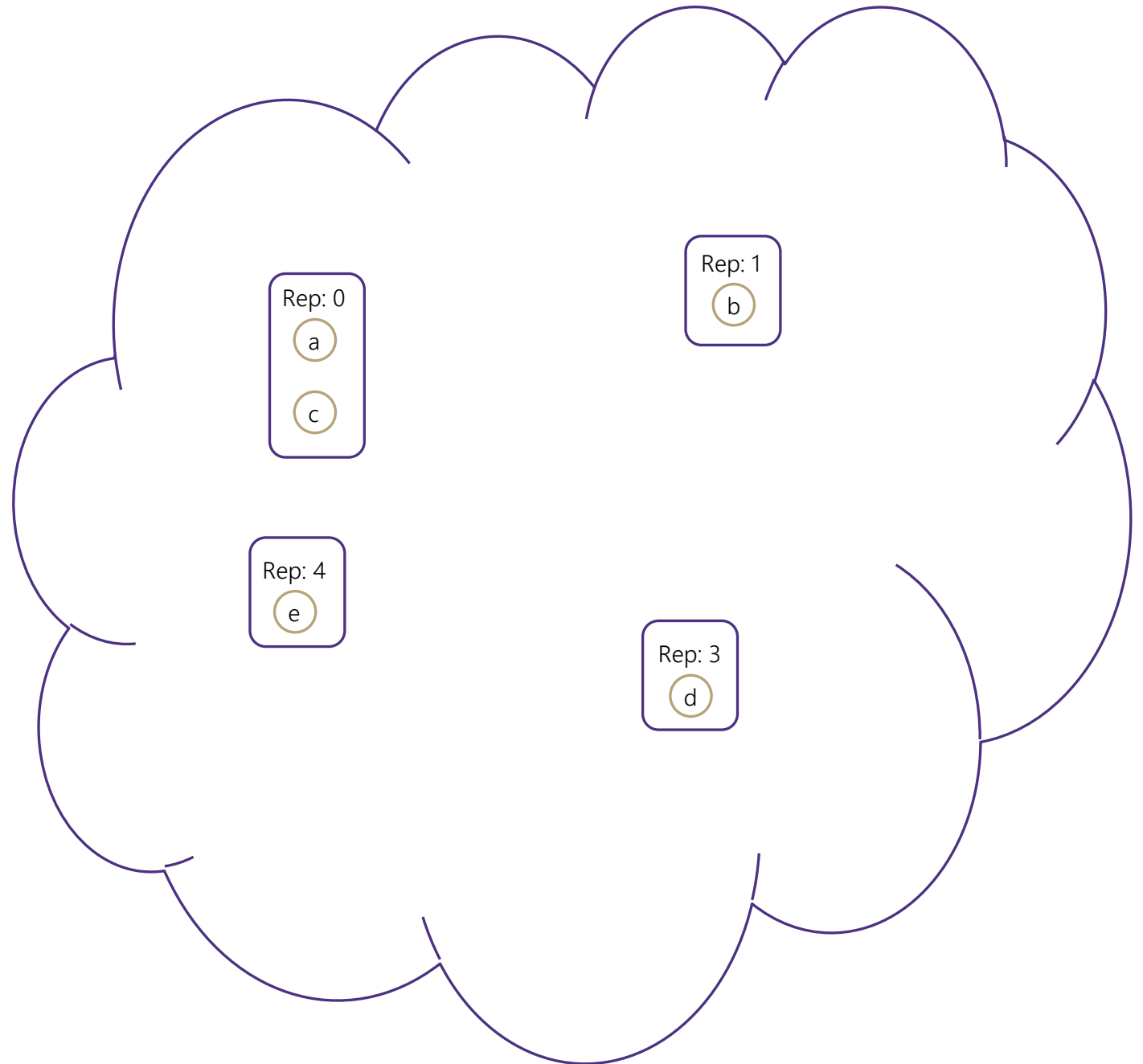
makeSet(e)

findSet(a)

findSet(d)

union(a, c)

union(b, d)



Example

new()

makeSet(a)

makeSet(b)

makeSet(c)

makeSet(d)

makeSet(e)

findSet(a)

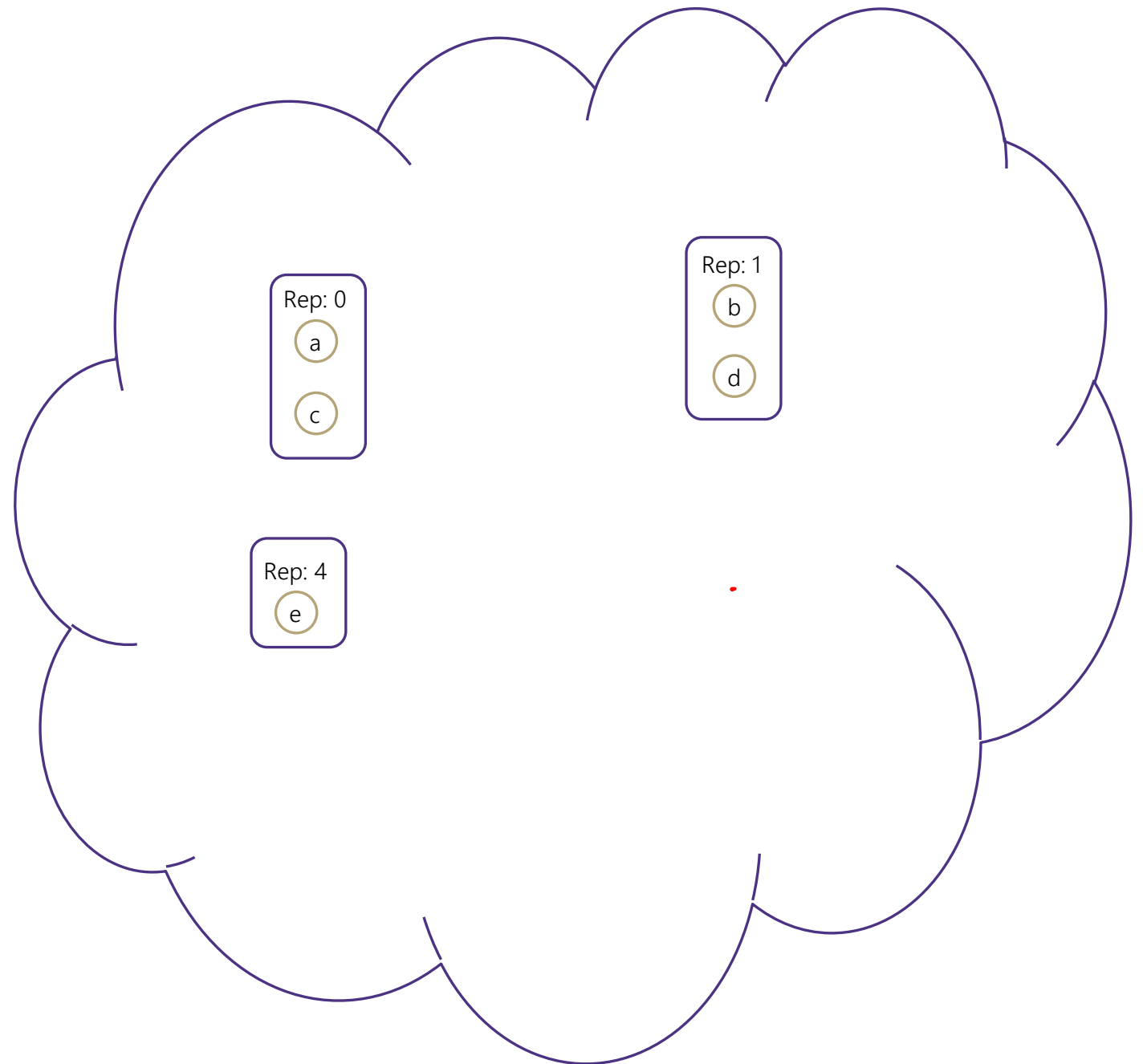
findSet(d)

union(a, c)

union(b, d)

findSet(a) == findSet(c)

findSet(a) == findSet(d)



Implementation

Disjoint-Set ADT

state

Set of Sets

- **Disjoint:** Elements must be unique across sets
- No required order
- Each set has representative

Count of Sets

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`findSet(x)` – looks up the set containing element x, returns representative of that set

`union(x, y)` – looks up set containing x and set containing y, combines two sets into one. Picks new representative for resulting set

TreeDisjointSet<E>

state

`Collection<TreeSet> forest`

`Dictionary<NodeValues,
NodeLocations> nodeInventory`

behavior

`makeSet(x)` – create a new tree of size 1 and add to our forest

`findSet(x)` – locates node with x and moves up tree to find root

`union(x, y)` – append tree with y as a child of tree with x

TreeSet<E>

state

`SetNode overallRoot`

behavior

`TreeSet(x)`

`add(x)`

`remove(x, y)`

`getRep()` – returns data of overallRoot

SetNode<E>

state

`E data`

`Collection<SetNode>
children`

behavior

`SetNode(x)`

`addChild(x)`

`removeChild(x, y)`

Implement makeSet(x)

makeSet(0)

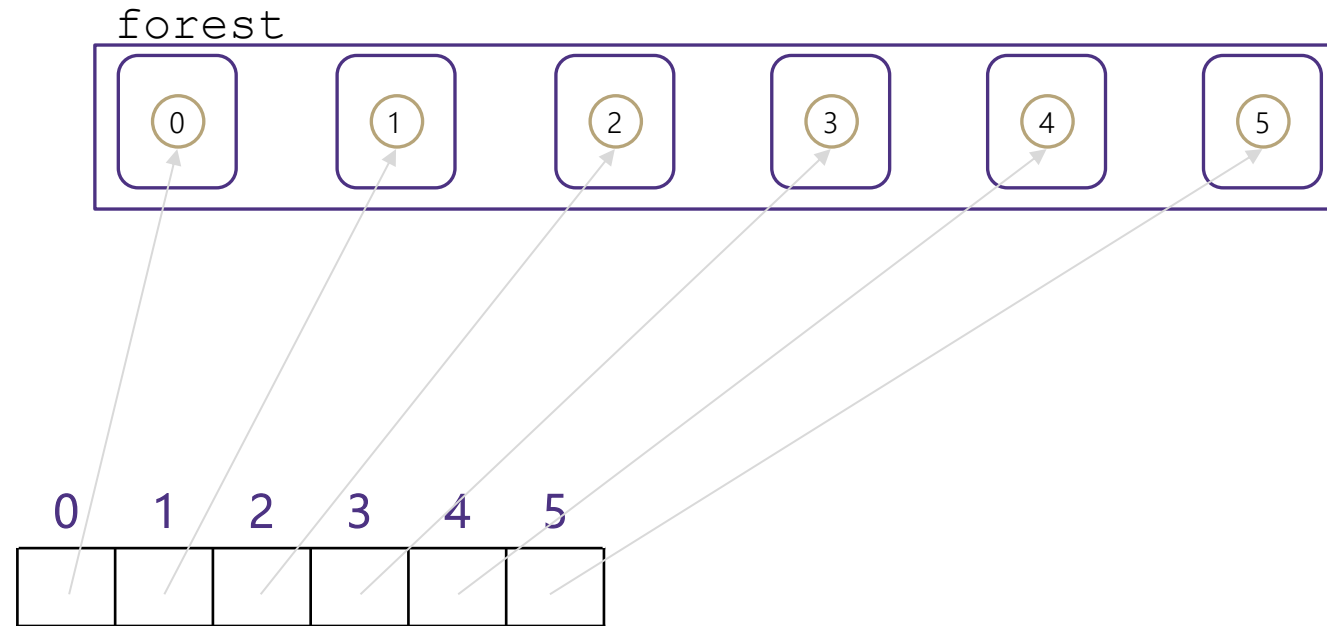
makeSet(1)

makeSet(2)

makeSet(3)

makeSet(4)

makeSet(5)



TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

makeSet(x) - create a new tree
of size 1 and add to our
forest

findSet(x) - locates node with x
and moves up tree to find root

union(x, y) - append tree with y
as a child of tree with x

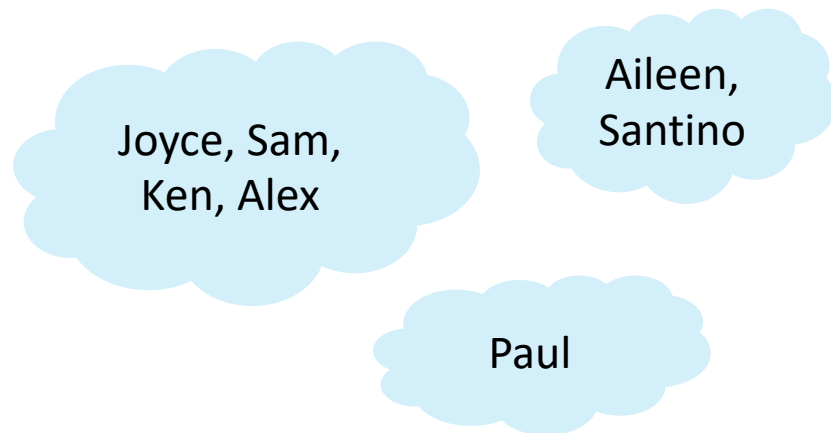
Worst case runtime?

$O(1)$

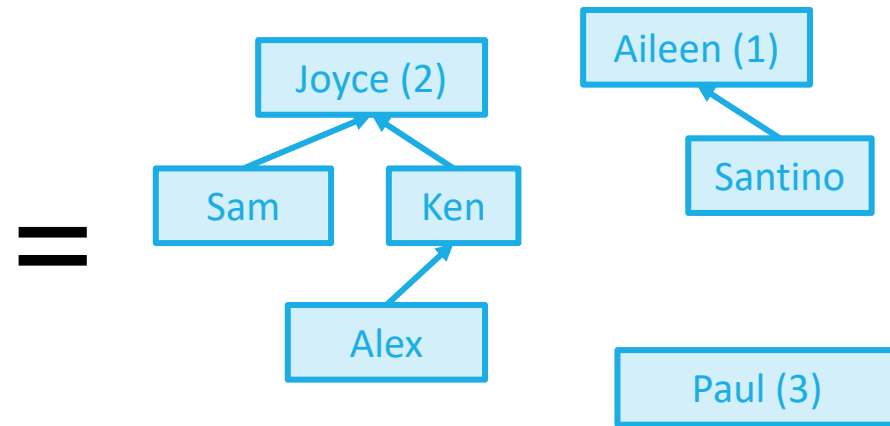
QuickUnion Data Structure

Fundamental idea:

- QuickFind tracks each element's ID
- QuickUnion tracks each element's *parent*. Only the root has an ID!
 - Each set becomes tree-like, but something slightly different called an **up-tree**: store pointers from children to parents!



Abstract Idea of "Disjoint Sets"



Implementation using QuickUnion

QuickUnion: Find

find(Ken):

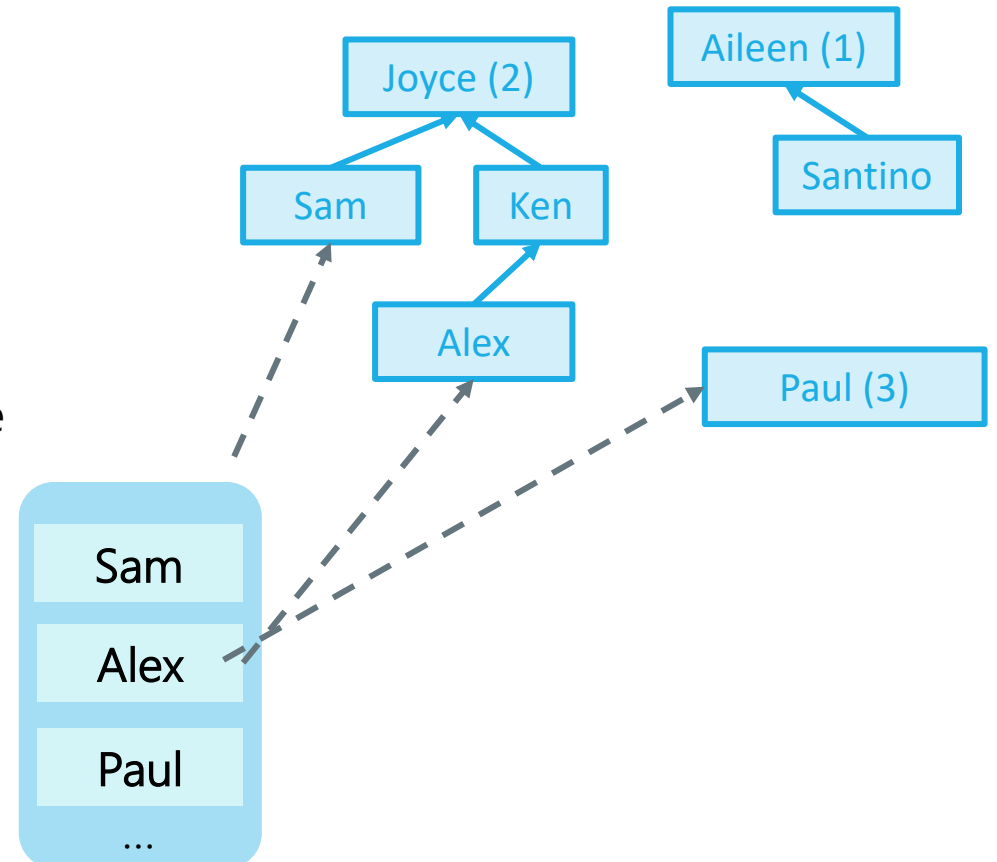
jump to Ken node
travel upward until root
return ID

Key idea: can travel upward from any node to find its representative ID

How do we jump to a node quickly?

- Also store a map from value to its node (Omitted in future slides)

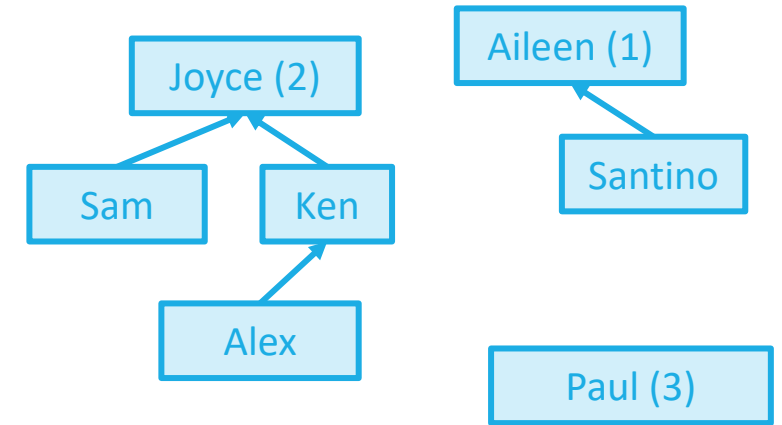
```
find(Santino) → 1  
find(Ken) → 2  
find(Santino) != find(Ken)  
find(Santino) == find(Aileen)
```



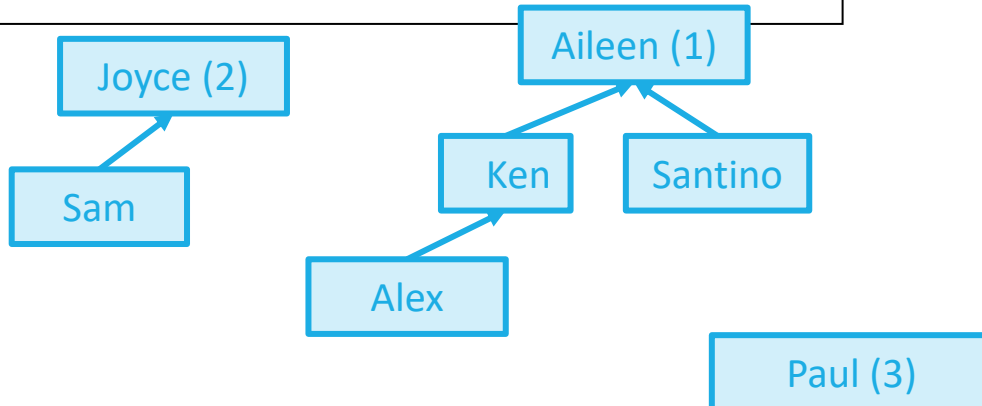
QuickUnion: Union

Key idea: easy to simply rearrange pointers to union entire trees together!

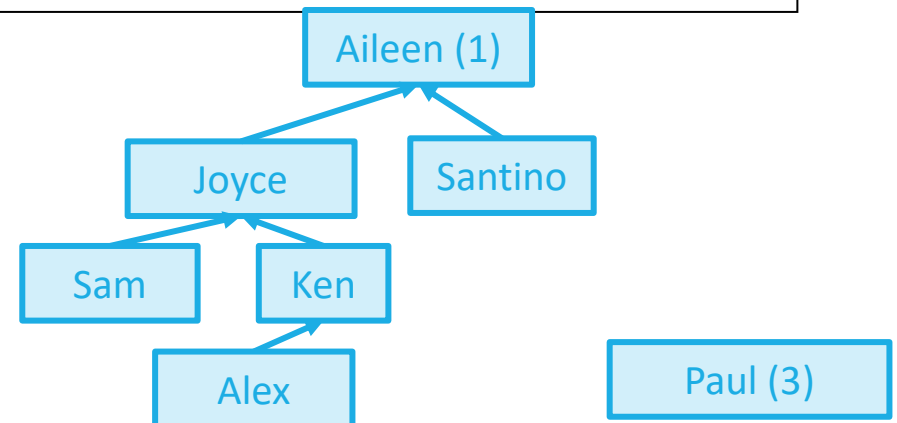
Which of these implementations would you prefer?



```
union(Ken, Santino):  
  rootS = find(Santino)  
  set Ken to point to rootS
```



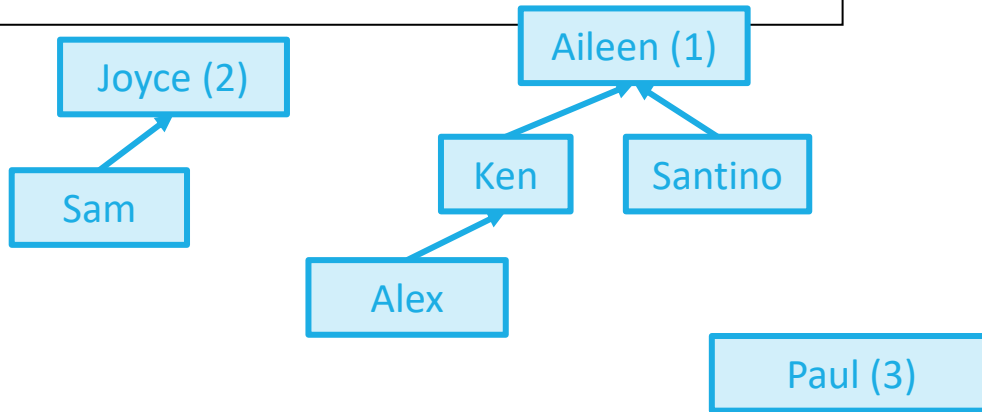
```
union(Ken, Santino):  
  rootK = find(Ken)  
  rootS = find(Santino)  
  set rootK to point to rootS
```



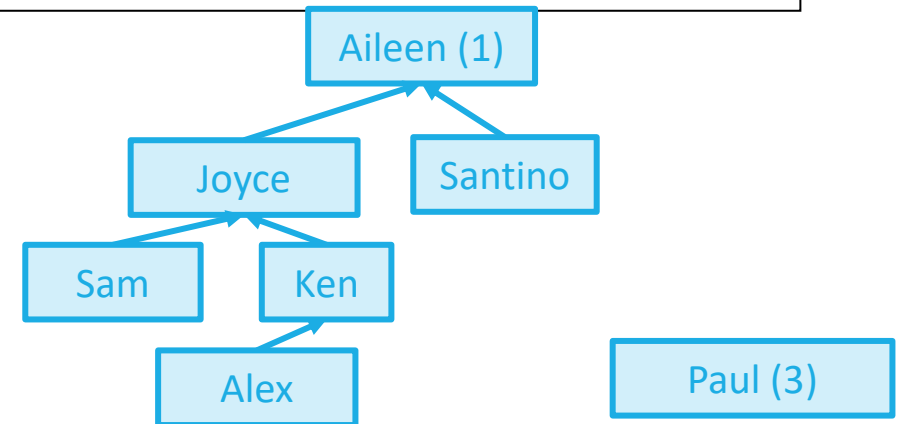
RESULT:

QuickUnion: Union

```
union(Ken, Santino):  
    rootS = find(Santino)  
    set Ken to point to rootS
```



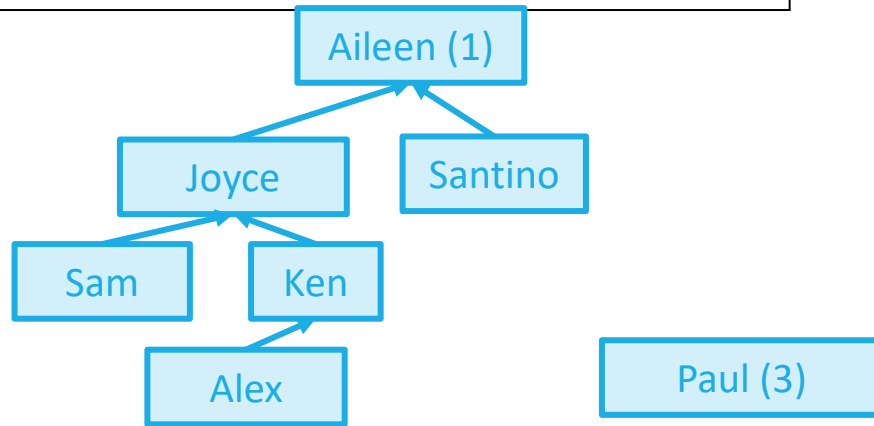

```
union(Ken, Santino):  
    rootK = find(Ken)  
    rootS = find(Santino) ✓  
    set rootK to point to rootS
```



- We prefer the right implementation because by changing just the root, we effectively pull the entire tree into the new set!
 - If we change the first node instead, we have to do more work for the rest of the old tree
 - A rare example of constant time work manipulating a factor of n elements

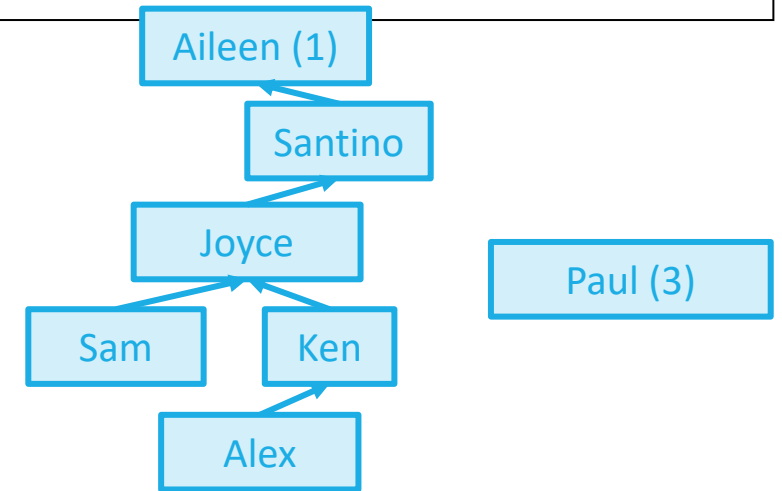
QuickUnion: Why bother with the second root?

```
union(Ken, Santino):  
    rootK = find(Ken)  
    rootS = find(Santino)  
    set rootK to point to rootS
```



Why not just use:

```
union(Ken, Santino):  
    rootK = find(Ken)  
    set rootK to point to Santino
```



Key idea: will help minimize runtime for future find() calls if we keep the height of the tree short!

- Pointing directly to the second element would make the tree taller

QuickUnion: Checking in on those runtimes

	Maps to Sets	QuickFind	QuickUnion
makeSet(value)	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$
findSet(value)	$\Theta(n)$	$\Theta(1)$	$\Theta(n)$
union(x, y)	$\Theta(n)$	$\Theta(n)$	$\Theta(1)$ *

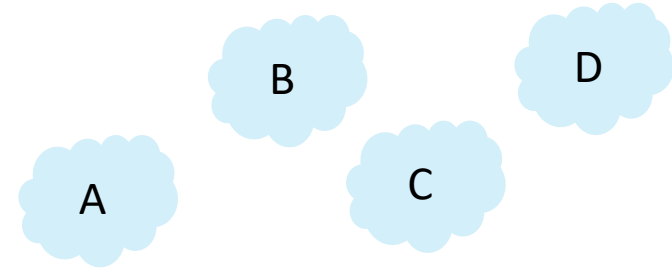
- * Only if we discount the runtime from union's calls to find! Otherwise, $\Theta(n)$.
 - However, for Kruskal's, not a bad assumption: we only ever call union with roots anyway!

```
union(A, B):  
    rootA = find(A)  
    rootB = find(B)  
    set rootA to point to rootB
```

```
kruskalMST(G graph)  
    DisjointSets<V> msts; Set finalMST;  
    initialize msts with each vertex as single-element MST  
    sort all edges by weight (smallest to largest)  
  
    for each edge (u,v) in ascending order:  
        uMST = msts.find(u)  
        vMST = msts.find(v)  
        if (uMST != vMST):  
            finalMST.add(edge (u, v))  
            msts.union(uMST, vMST);
```


QuickUnion: Let's Build a Worst Case

Even with the "use-the-roots" implementation of union, try to come up with a series of calls to union that would create a worst-case runtime for find on these Disjoint Sets:



find(A):

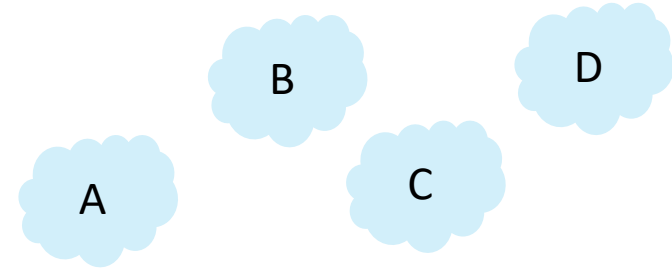
```
jump to A node  
travel upward until root  
return ID
```

union(A, B):

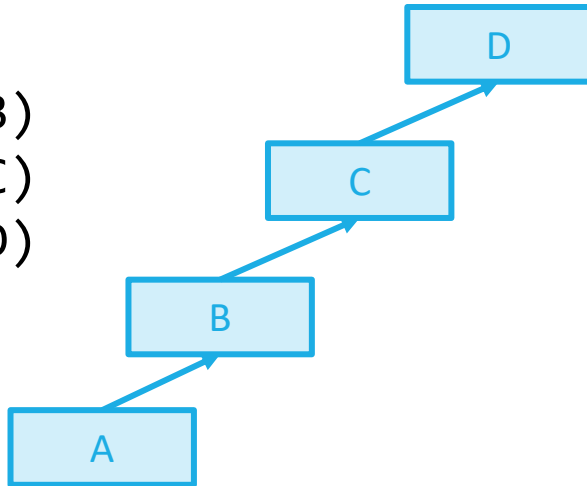
```
rootA = find(A)  
rootB = find(B)  
set rootA to point to rootB
```

QuickUnion: Let's Build a Worst Case

Even with the "use-the-roots" implementation of union, try to come up with a series of calls to union that would create a worst-case runtime for find on these Disjoint Sets:



```
union(A, B)
union(B, C)
union(C, D)
find(A)
```



```
find(A):  
  jump to A node  
  travel upward until root  
  return ID
```

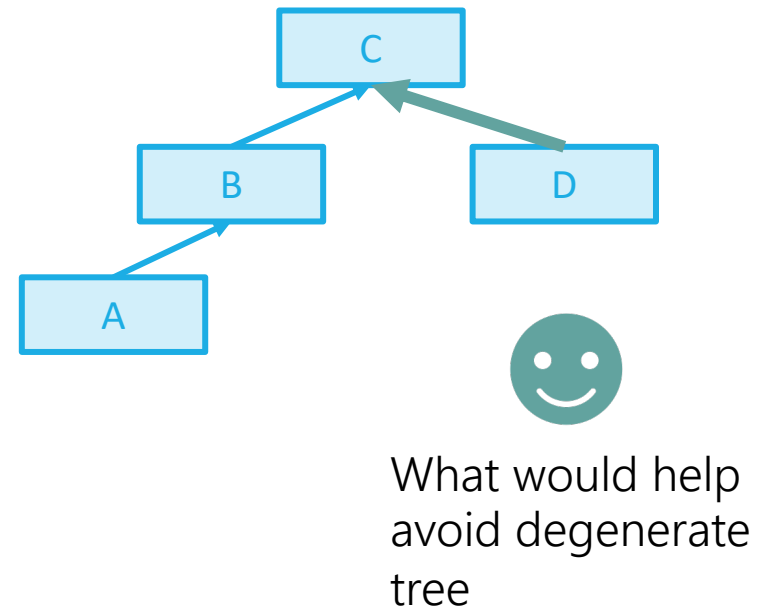
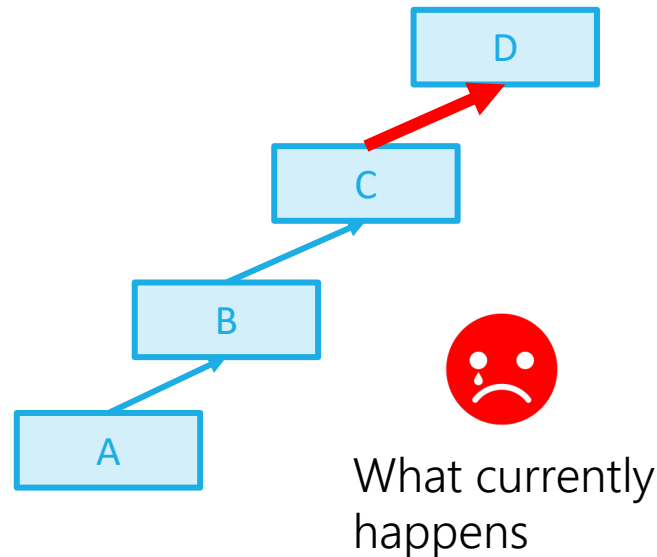
```
union(A, B):  
  rootA = find(A)  
  rootB = find(B)  
  set rootA to point to rootB
```

Analyzing the QuickUnion Worst Case

How did we get a degenerate tree?

- Even though pointing a root to a root usually helps with this, we can still get a degenerate tree if we put the **root of a large tree under the root of a small tree**.
- In QuickUnion, rootA always goes under rootB
 - But what if we could ensure the smaller tree went under the larger tree?

union(C, D)



WeightedQuickUnion

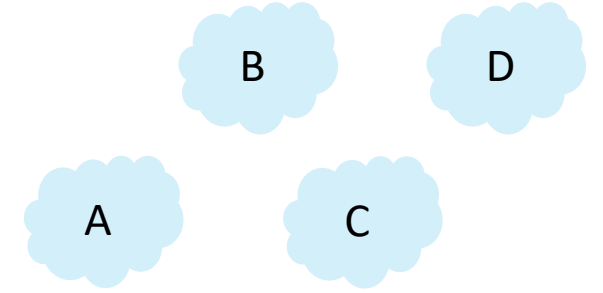
Goal: Always pick the smaller tree to go under the larger tree

Implementation: Store the number of nodes (or “weight”) of each tree in the root

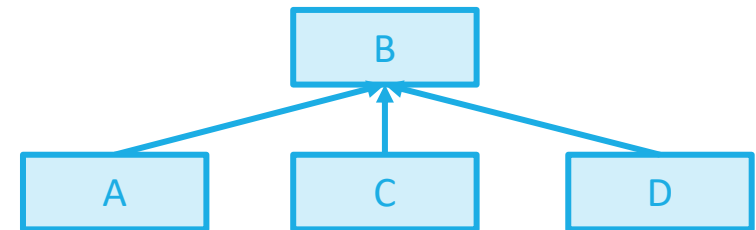
- Constant-time lookup instead of having to traverse the entire tree to count

```
union(A, B):  
    rootA = find(A)  
    rootB = find(B)  
    put lighter root under heavier root
```

```
union(A, B)  
union(B, C)  
union(C, D)  
find(A)
```



Now what happens?



Perfect! Best runtime we can get.

WeightedQuickUnion: Performance

union()'s runtime is still dependent on find()'s runtime, which is a function of the tree's height

What's the worst-case height for WeightedQuickUnion?

```
union(A, B):  
    rootA = find(A)  
    rootB = find(B)  
    put lighter root under heavier root
```

WeightedQuickUnion: Performance

Consider the worst case where the tree height grows as fast as possible

N	H
1	0

0

WeightedQuickUnion: Performance

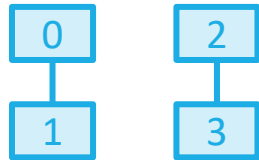
Consider the worst case where the tree height grows as fast as possible



N	H
1	0
2	1

WeightedQuickUnion: Performance

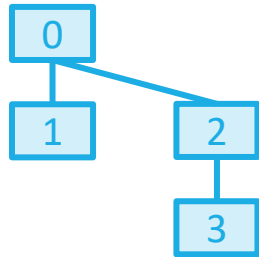
Consider the worst case where the tree height grows as fast as possible



N	H
1	0
2	1
4	?

WeightedQuickUnion: Performance

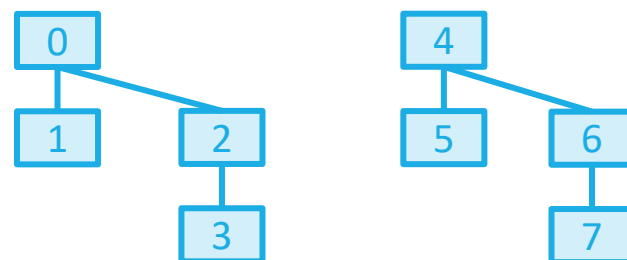
Consider the worst case where the tree height grows as fast as possible



N	H
1	0
2	1
4	2

WeightedQuickUnion: Performance

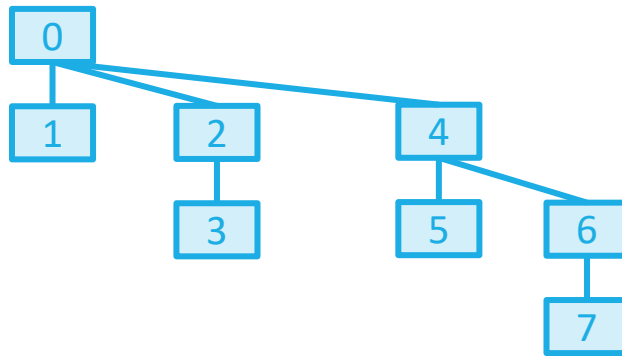
Consider the worst case where the tree height grows as fast as possible



N	H
1	0
2	1
4	2
8	?

WeightedQuickUnion: Performance

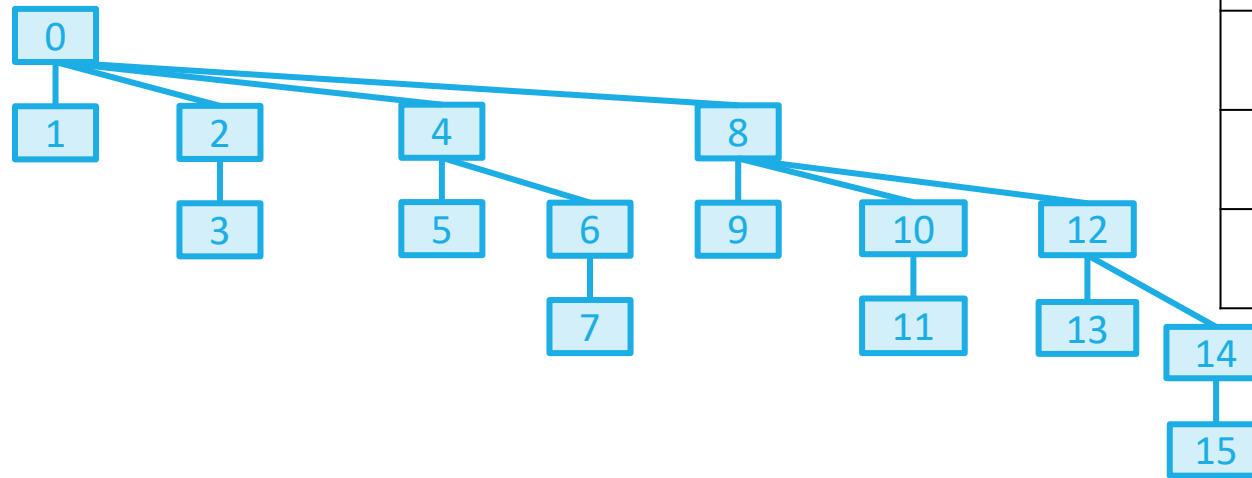
Consider the worst case where the tree height grows as fast as possible



N	H
1	0
2	1
4	2
8	3

WeightedQuickUnion: Performance

- Consider the worst case where the tree height grows as fast as possible
- Worst case tree height is $\Theta(\log N)$



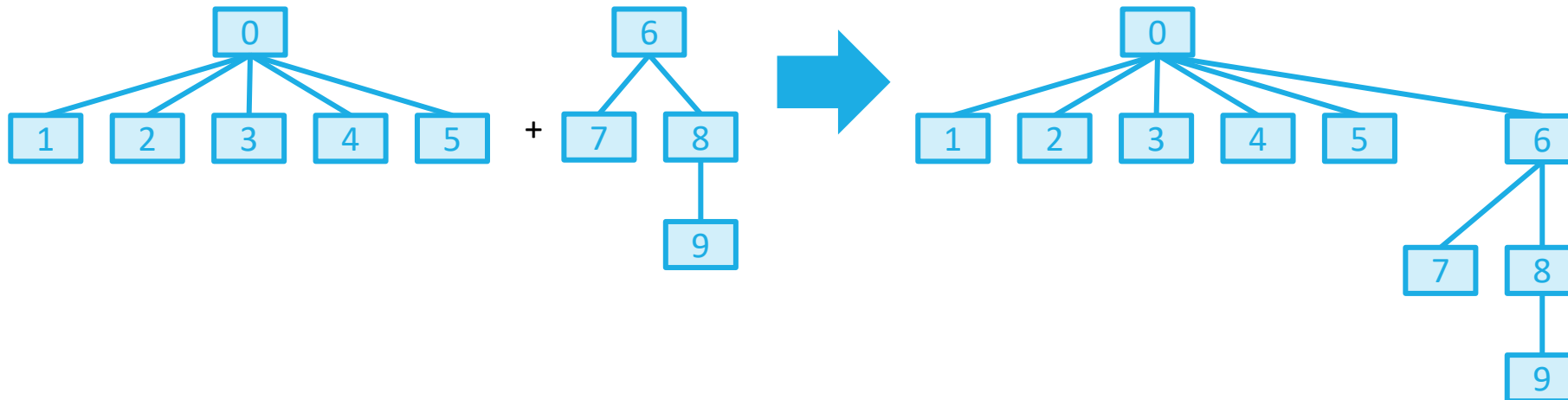
N	H
1	0
2	1
4	2
8	3
16	4

Why Weights Instead of Heights?

We used the number of items in a tree to decide upon the root

Why not use the height of the tree?

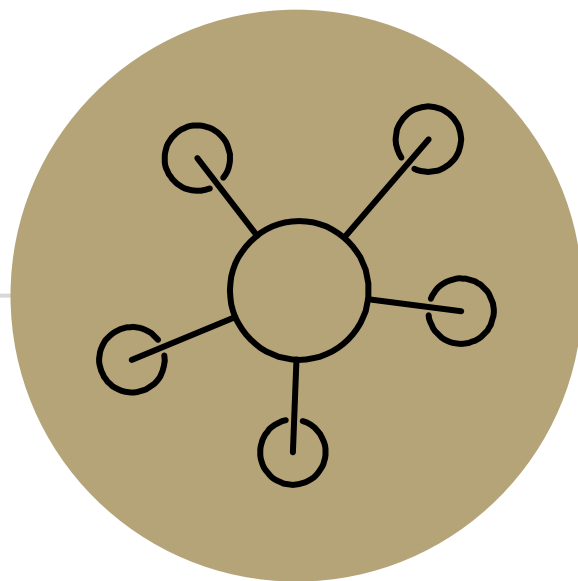
- HeightedQuickUnion's runtime is asymptotically the same: $\Theta(\log(n))$
- It's easier to track weights than heights, even though WeightedQuickUnion can lead to some suboptimal structures like this one:



WeightedQuickUnion Runtime

	Maps to Sets	QuickFind	QuickUnion	WeightedQuickUnion
<code>makeSet(value)</code>	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$
<code>find(value)</code>	$\Theta(n)$	$\Theta(1)$	$\Theta(n)$	$\Theta(\log n)$
<code>union(x, y)</code> assuming root args	$\Theta(n)$	$\Theta(n)$	$\Theta(1)$	$\Theta(1)$
<code>union(x, y)</code>	$\Theta(n)$	$\Theta(n)$	$\Theta(n)$	$\Theta(\log n)$

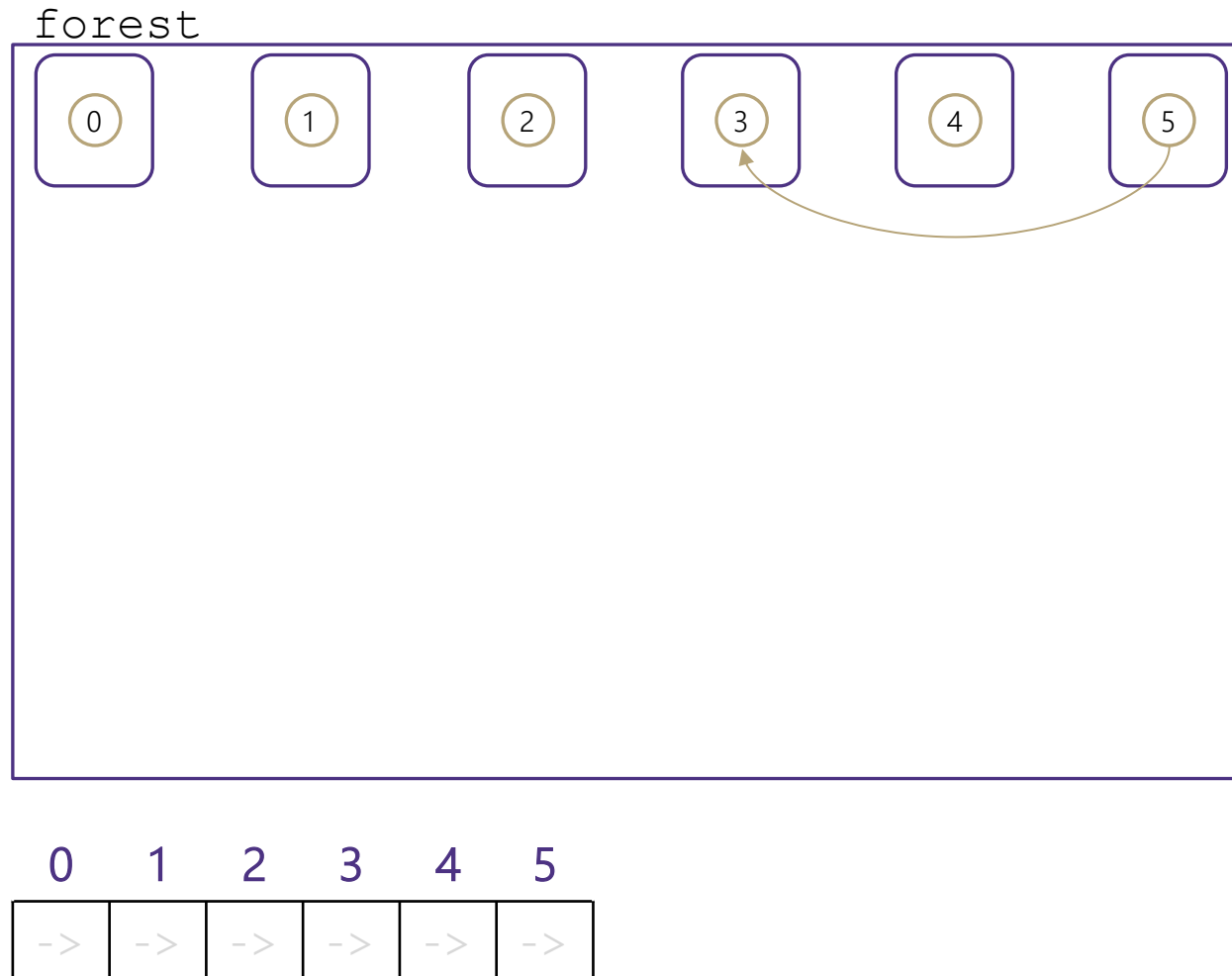
This is pretty good! But there's one final optimization we can make: **path compression**



Appendix

Implement union(x, y)

union(3, 5)



TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

`makeSet(x)` - create a new tree
of size 1 and add to our
forest

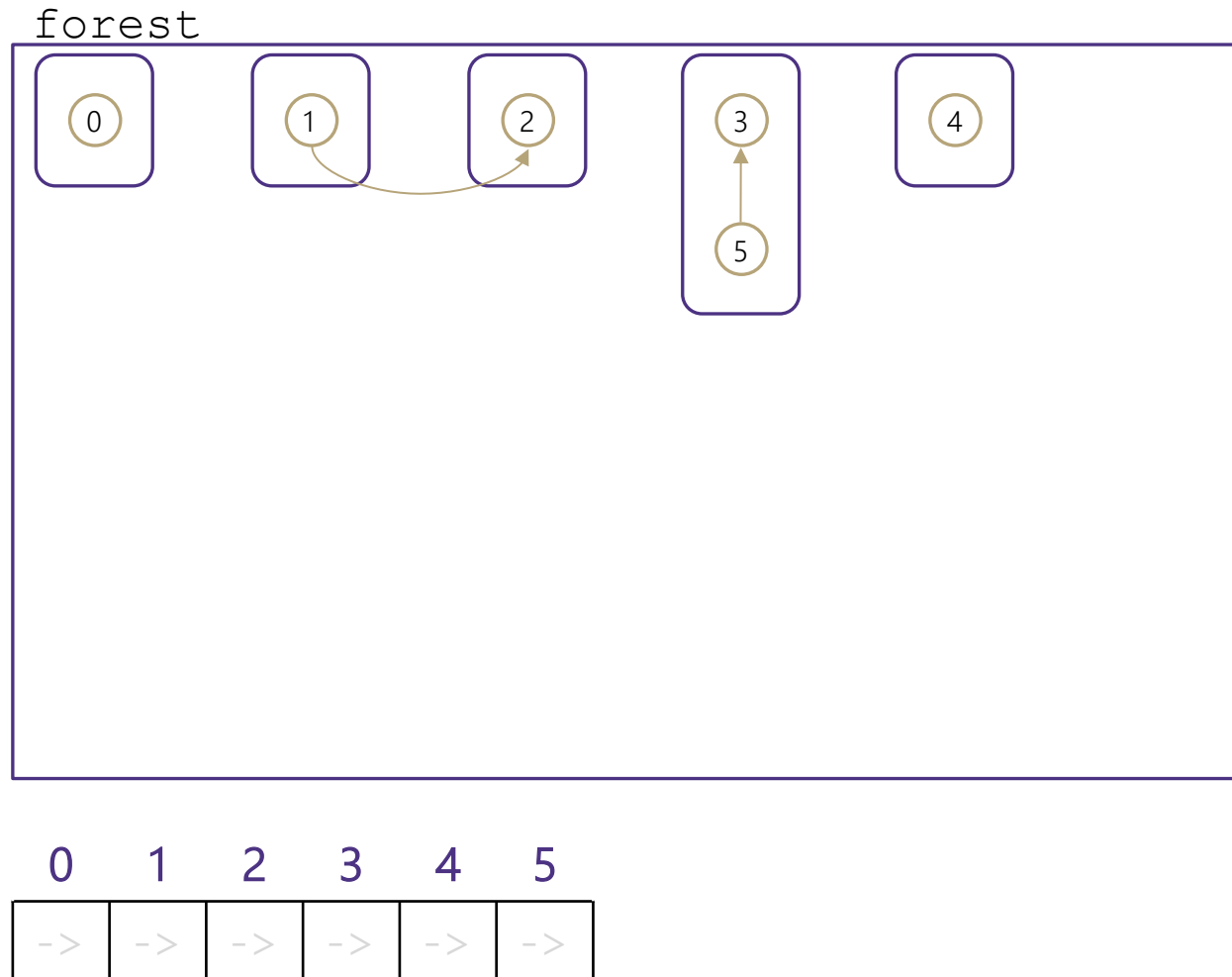
`findSet(x)` - locates node with x
and moves up tree to find root

`union(x, y)` - append tree with y
as a child of tree with x

Implement union(x, y)

`union(3, 5)`

`union(2, 1)`



TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

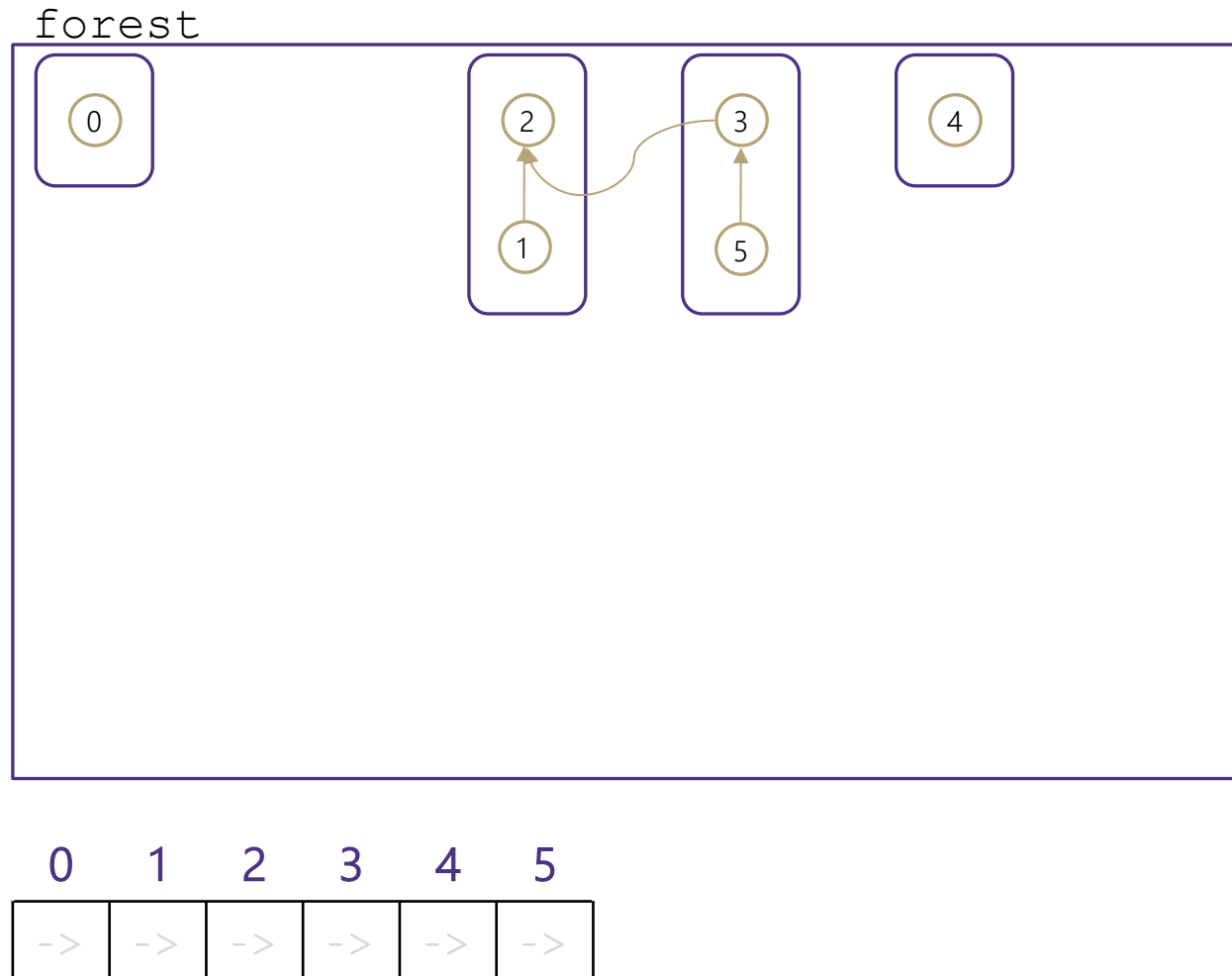
`makeSet(x)` - create a new tree
of size 1 and add to our
forest
`findSet(x)` - locates node with x
and moves up tree to find root
`union(x, y)` - append tree with y
as a child of tree with x

Implement union(x, y)

`union(3, 5)`

`union(2, 1)`

`union(2, 5)`



TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

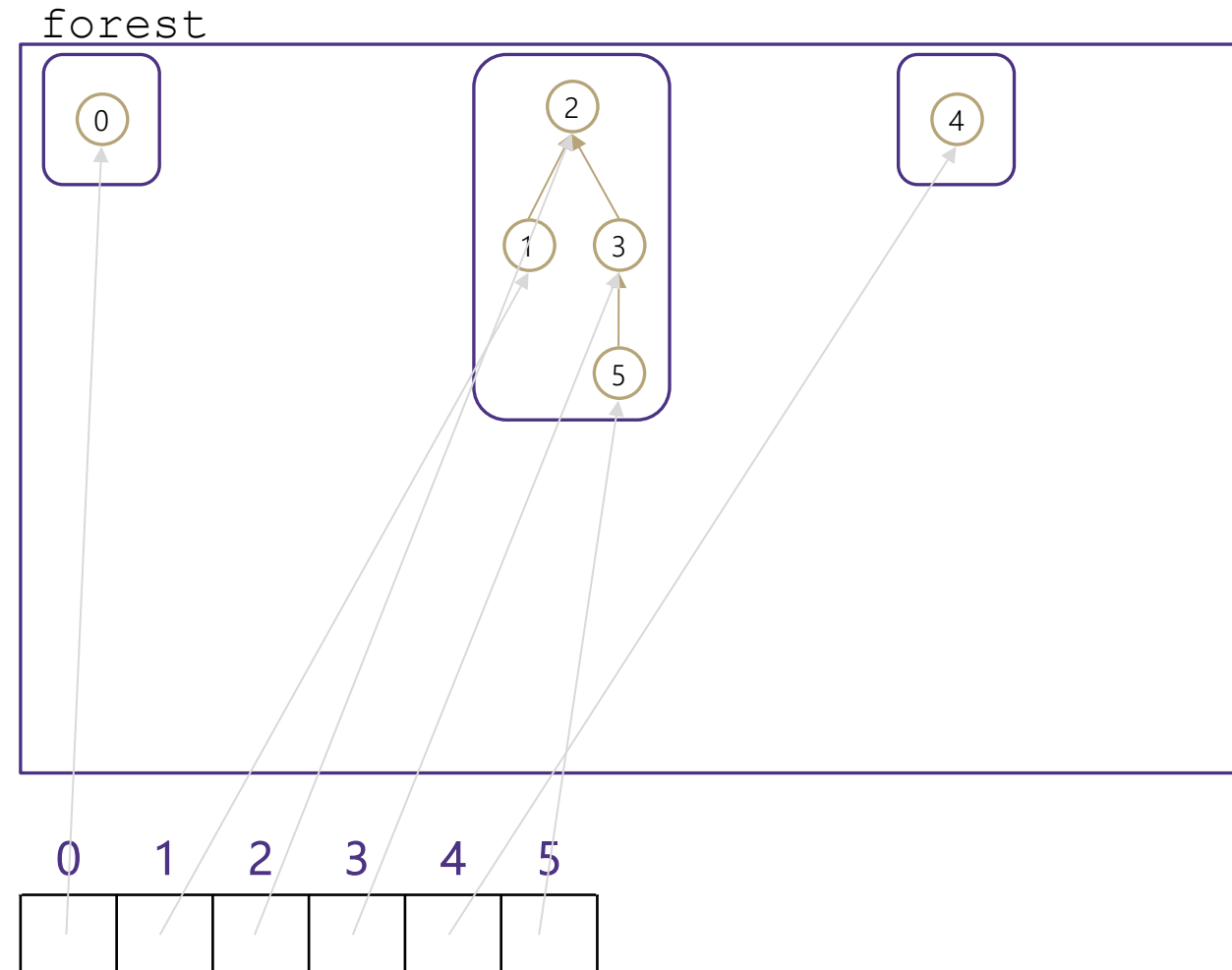
`makeSet(x)` - create a new tree
of size 1 and add to our
forest
`findSet(x)` - locates node with x
and moves up tree to find root
`union(x, y)` - append tree with y
as a child of tree with x

Implement union(x, y)

union(3, 5)

union(2, 1)

union(2, 5)



TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

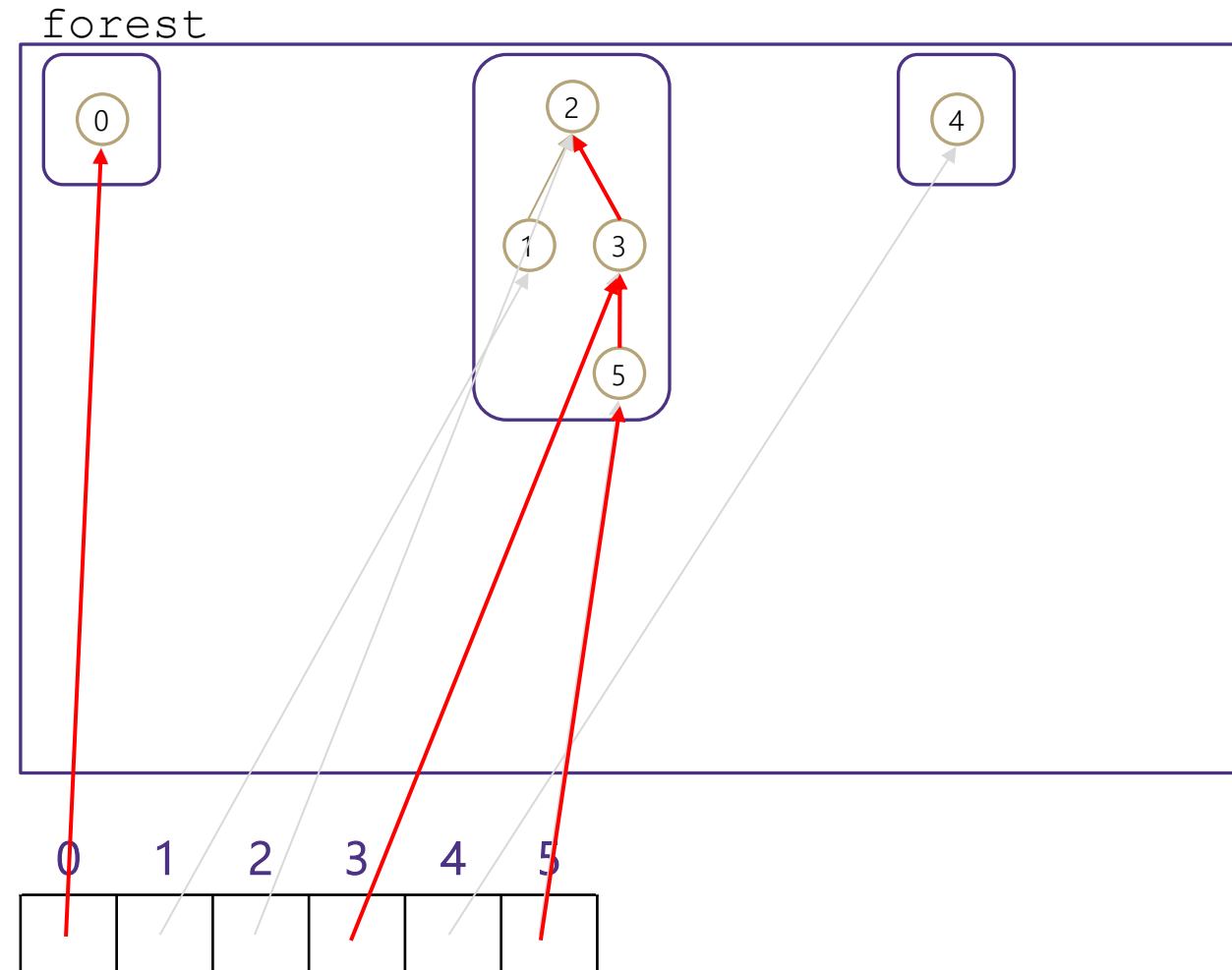
`makeSet(x)` - create a new tree
of size 1 and add to our
forest
`findSet(x)` - locates node with x
and moves up tree to find root
`union(x, y)` - append tree with y
as a child of tree with x

Implement findSet(x)

findSet(0)

findSet(3)

findSet(5)



Worst case runtime?

$O(n)$

Worst case runtime of union?

$O(n)$

TreeDisjointSet<E>

state

Collection<TreeSet> forest
Dictionary<NodeValues,
NodeLocations> nodeInventory

behavior

makeSet(x)-create a new tree
of size 1 and add to our
forest
findSet(x)-locates node with x
and moves up tree to find root
union(x, y)-append tree with y
as a child of tree with x