

# Disjoint-set data structure: Union-Find

*Lecture 20*

# Disjoint-set data structure (Union-Find)

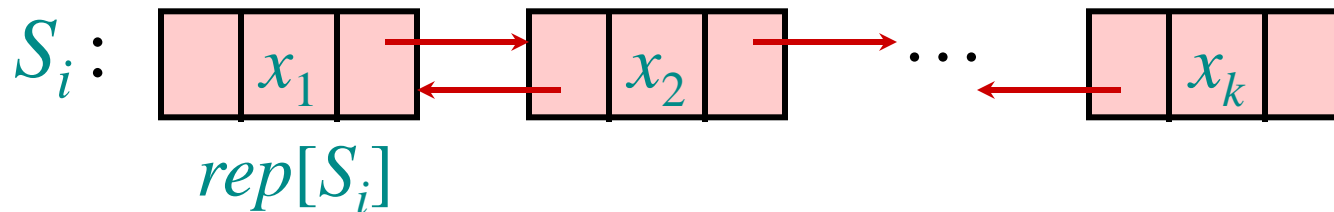
**Problem:** Maintain a dynamic collection of *pairwise-disjoint* sets  $\mathbf{S} = \{S_1, S_2, \dots, S_r\}$ . Each set  $S_i$  has one element distinguished as the representative element,  $rep[S_i]$ .

Must support 3 operations:

- **MAKE-SET( $x$ )**: adds new set  $\{x\}$  to  $\mathbf{S}$  with  $rep[\{x\}] = x$  (for any  $x \notin S_i$  for all  $i$ ).
- **UNION( $x, y$ )**: replaces sets  $S_x, S_y$  with  $S_x \cup S_y$  in  $\mathbf{S}$  for any  $x, y$  in distinct sets  $S_x, S_y$ .
- **FIND-SET( $x$ )**: returns representative  $rep[S_x]$  of set  $S_x$  containing element  $x$ .

# Simple linked-list solution

Store each set  $S_i = \{x_1, x_2, \dots, x_k\}$  as an (unordered) doubly linked list. Define representative element  $rep[S_i]$  to be the front of the list,  $x_1$ .



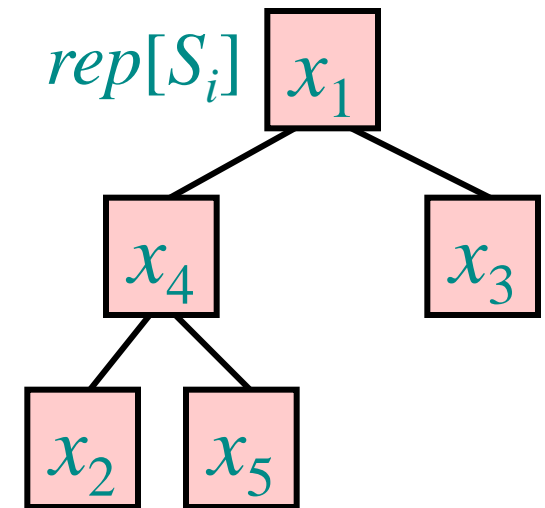
- MAKE-SET( $x$ ) initializes  $x$  as a lone node. —  $\Theta(1)$
- FIND-SET( $x$ ) walks left in the list containing  $x$  until it reaches the front of the list. —  $\Theta(n)$
- UNION( $x, y$ ) concatenates the lists containing  $x$  and  $y$ , leaving rep. as FIND-SET[ $x$ ]. —  $\Theta(n)$

# Simple balanced-tree solution

Store each set  $S_i = \{x_1, x_2, \dots, x_k\}$  as a balanced tree (ignoring keys). Define representative element  $rep[S_i]$  to be the root of the tree.

- $MAKE-SET(x)$  initializes  $x$  as a lone node. —  $\Theta(1)$
- $FIND-SET(x)$  walks up the tree containing  $x$  until it reaches the root. —  $\Theta(\lg n)$
- $UNION(x, y)$  concatenates the trees containing  $x$  and  $y$ , changing rep. —  $\Theta(\lg n)$

$$S_i = \{x_1, x_2, x_3, x_4, x_5\}$$



# Plan of attack

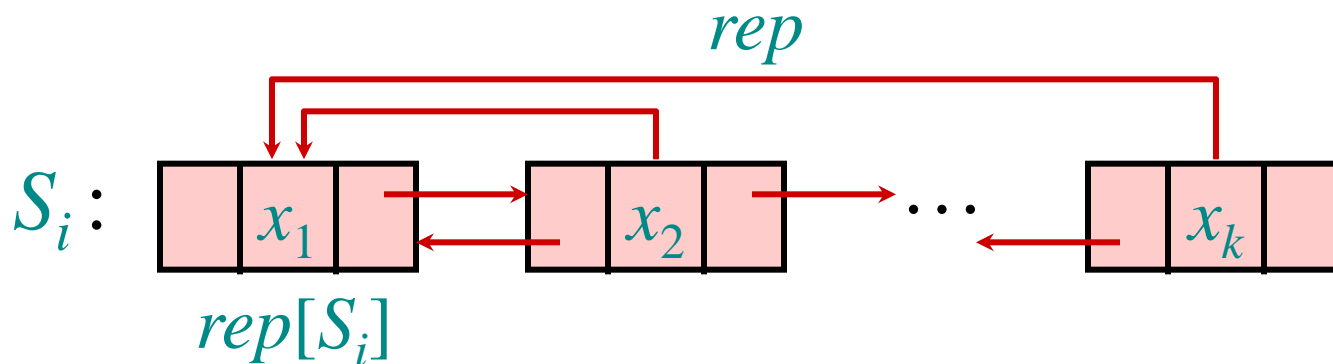
We will build a simple disjoint-union data structure that, in an amortized sense, performs significantly better than  $\Theta(\lg n)$  per op., even better than  $\Theta(\lg \lg n)$ ,  $\Theta(\lg \lg \lg n)$ , etc., but not quite  $\Theta(1)$ .

To reach this goal, we will introduce two key *tricks*. Each trick converts a trivial  $\Theta(n)$  solution into a simple  $\Theta(\lg n)$  amortized solution. Together, the two tricks yield a much better solution.

First trick arises in an augmented linked list.  
Second trick arises in a tree structure.

# Augmented linked-list solution

Store set  $S_i = \{x_1, x_2, \dots, x_k\}$  as unordered doubly linked list. Define  $rep[S_i]$  to be front of list,  $x_1$ . Each element  $x_j$  also stores pointer  $rep[x_j]$  to  $rep[S_i]$ .



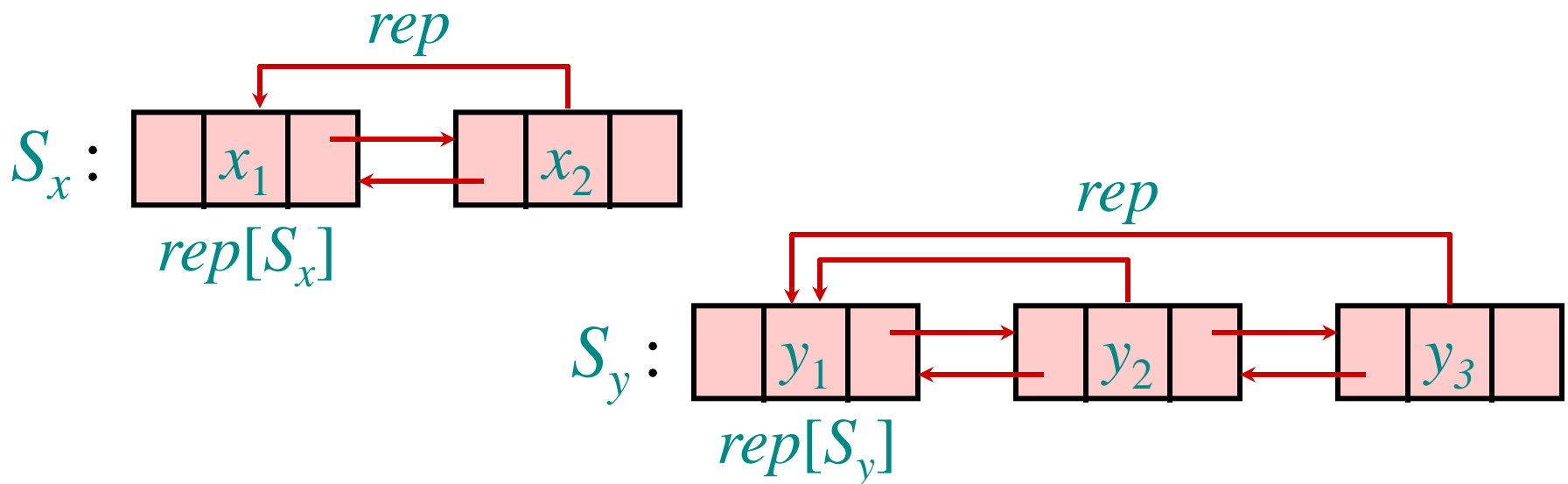
- FIND-SET( $x$ ) returns  $rep[x]$ . —  $\Theta(1)$
- UNION( $x, y$ ) concatenates the lists containing  $x$  and  $y$ , and updates the  $rep$  pointers for all elements in the list containing  $y$ . —  $\Theta(n)$

# Example of augmented linked-list solution

Each element  $x_j$  stores pointer  $rep[x_j]$  to  $rep[S_i]$ .

UNION( $x, y$ )

- concatenates the lists containing  $x$  and  $y$ , and
- updates the  $rep$  pointers for all elements in the list containing  $y$ .

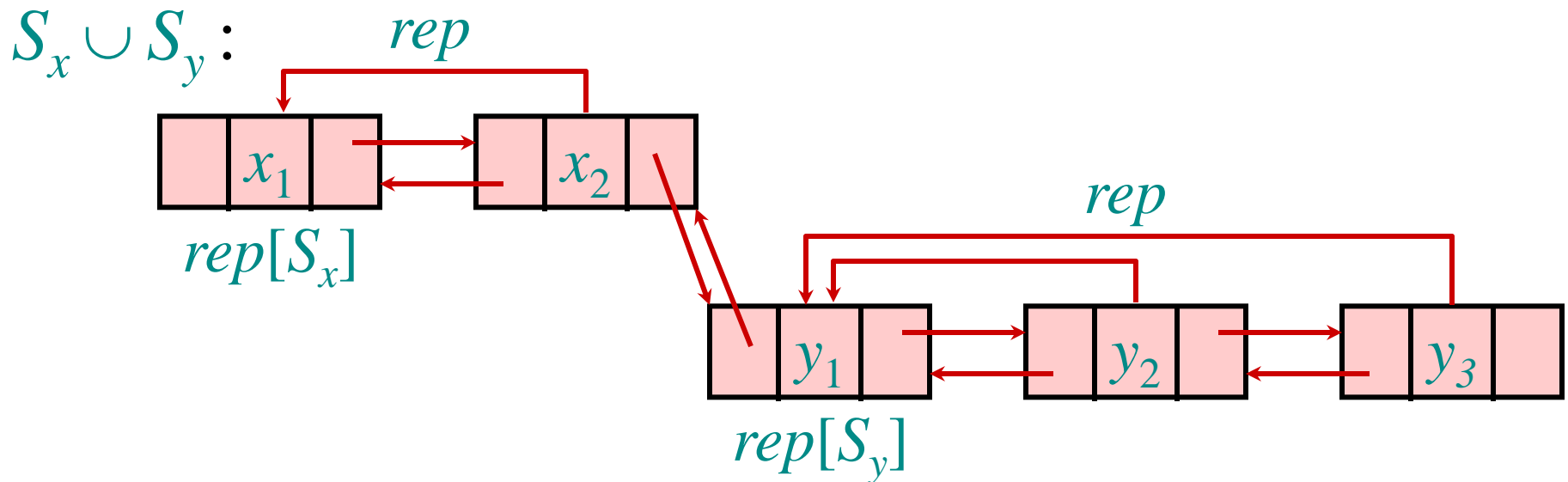


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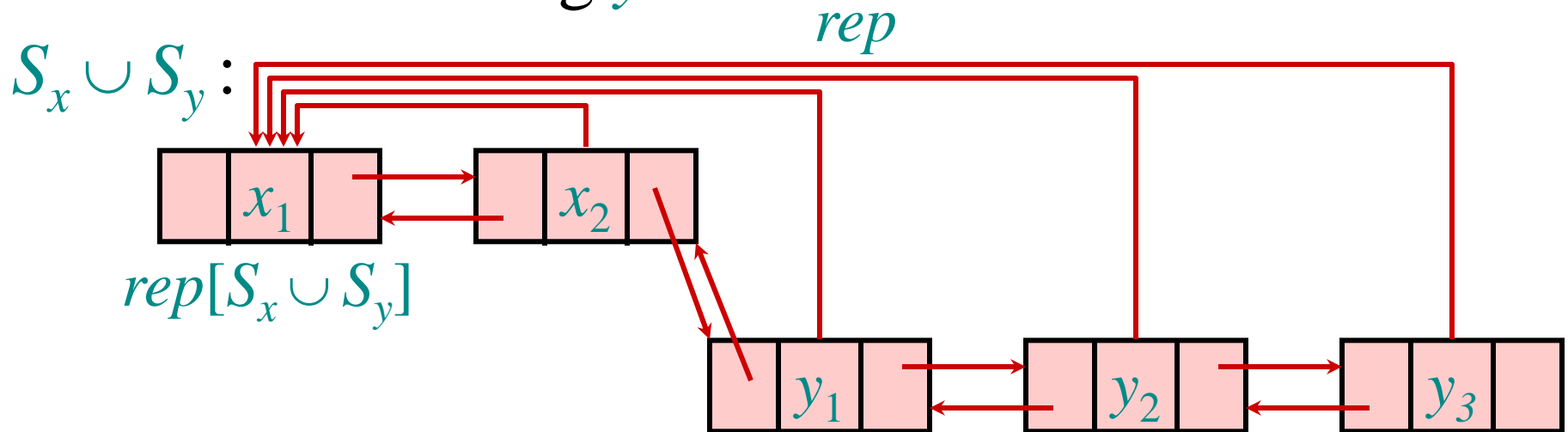


# Example of augmented linked-list solution

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UNION( $x, y$ )

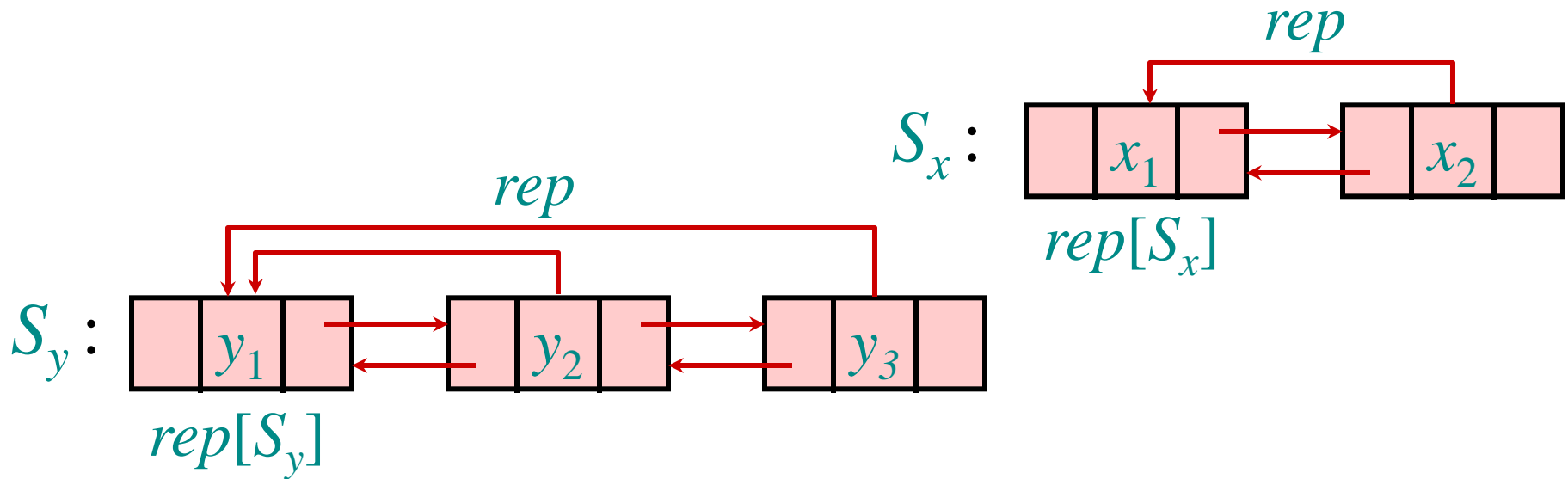
- concatenates the lists containing  $x$  and  $y$ , and
- updates the  $rep$  pointers for all elements in the list containing  $y$ .



# Alternative concatenation

UNION( $x$ ,  $y$ ) could instead

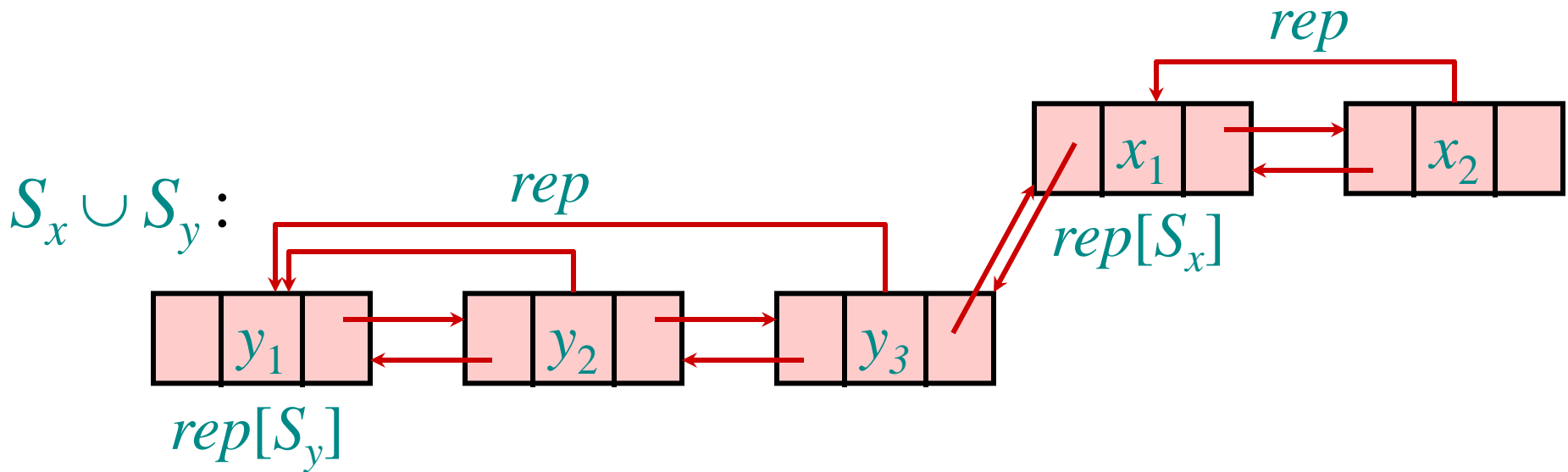
- concatenate the lists containing  $y$  and  $x$ , and
- update the *rep* pointers for all elements in the list containing  $x$ .



# Alternative concatenation

UNION( $x, y$ ) could instead

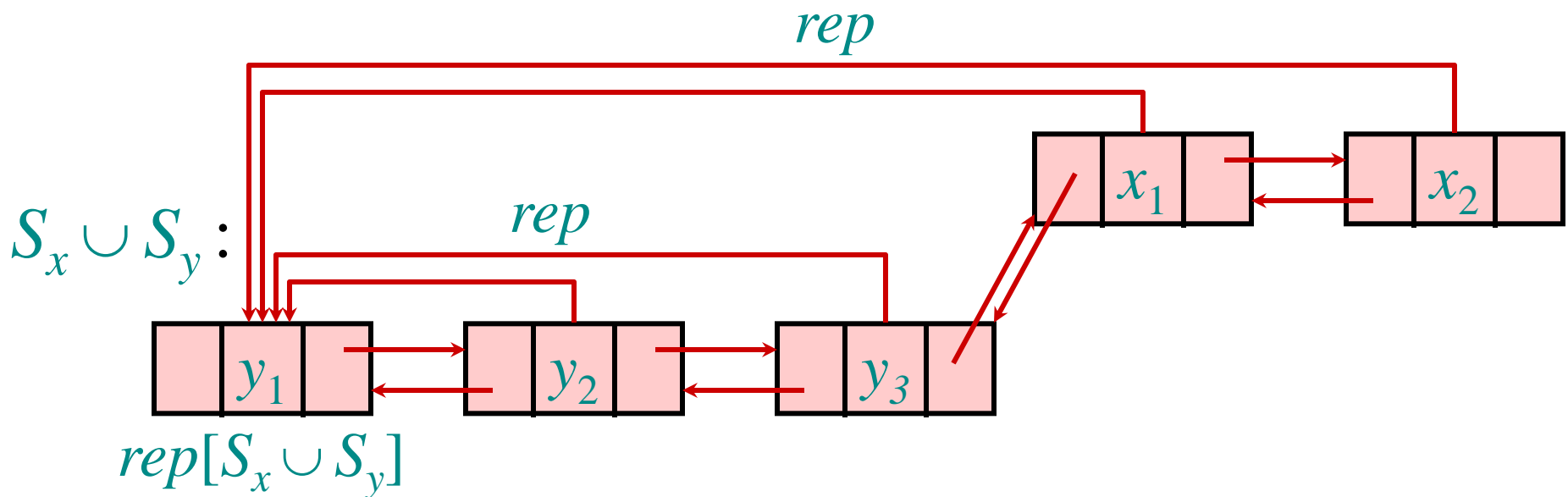
- concatenate the lists containing  $y$  and  $x$ , and
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UNION( $x, y$ ) could instead

- concatenate the lists containing  $y$  and  $x$ , and
- update the *rep* pointers for all elements in the list containing  $x$ .



# *Trick 1: Smaller into larger*

To save work, concatenate smaller list onto the end of the larger list. Cost =  $\Theta$ (length of smaller list).  
Augment list to store its *weight* (# elements).

Let  $n$  denote the overall number of elements (equivalently, the number of MAKE-SET operations).  
Let  $m$  denote the total number of operations.  
Let  $f$  denote the number of FIND-SET operations.

**Theorem:** Cost of all UNION's is  $O(n \lg n)$ .

**Corollary:** Total cost is  $O(m + n \lg n)$ .

# Analysis of Trick 1

To save work, concatenate smaller list onto the end of the larger list. Cost =  $\Theta(1 + \text{length of smaller list})$ .

**Theorem:** Total cost of UNION's is  $O(n \lg n)$ .

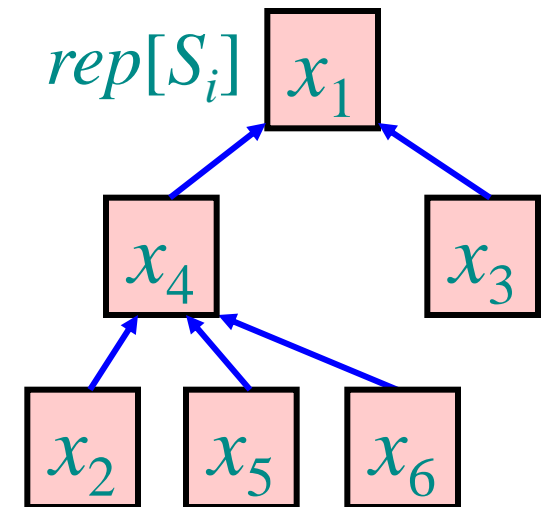
*Proof.* Monitor an element  $x$  and set  $S_x$  containing it. After initial MAKE-SET( $x$ ),  $weight[S_x] = 1$ . Each time  $S_x$  is united with set  $S_y$ ,  $weight[S_y] \geq weight[S_x]$ , pay 1 to update  $rep[x]$ , and  $weight[S_x]$  at least doubles (increasing by  $weight[S_y]$ ). Each time  $S_y$  is united with smaller set  $S_z$ , pay nothing, and  $weight[S_x]$  only increases. Thus pay  $\leq \lg n$  for  $x$ . □

# Representing sets as trees

Store each set  $S_i = \{x_1, x_2, \dots, x_k\}$  as an unordered, potentially unbalanced, not necessarily binary tree, storing only *parent* pointers.  $rep[S_i]$  is the tree root.

- MAKE-SET( $x$ ) initializes  $x$  as a lone node. —  $\Theta(1)$
- FIND-SET( $x$ ) walks up the tree containing  $x$  until it reaches the root. —  $\Theta(depth[x])$
- UNION( $x, y$ ) concatenates the trees containing  $x$  and  $y$ ...

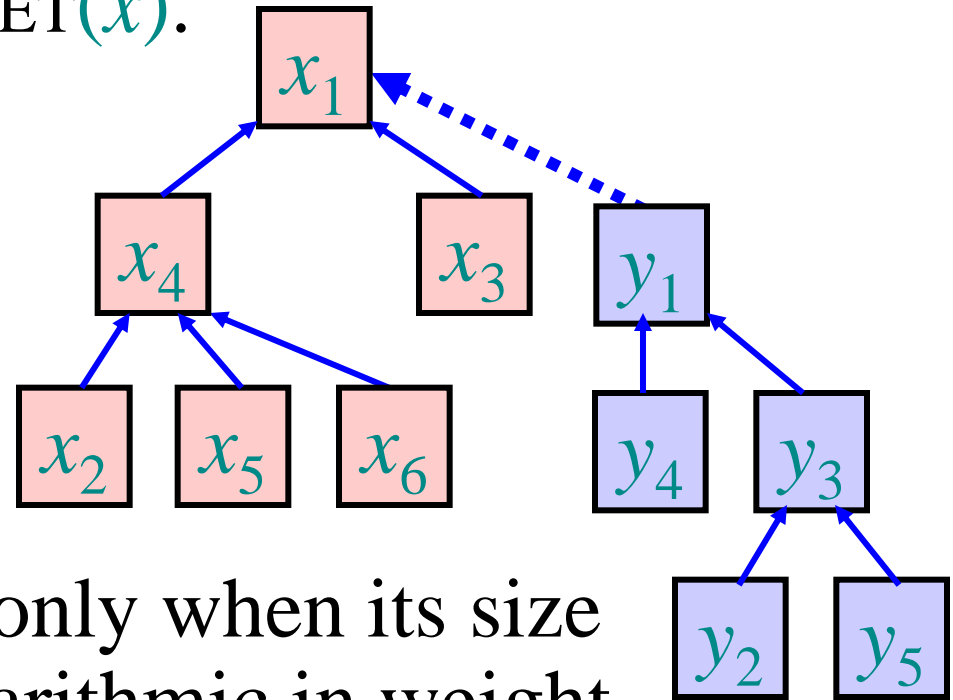
$$S_i = \{x_1, x_2, x_3, x_4, x_5, x_6\}$$



# Trick 1 adapted to trees

$\text{UNION}(x, y)$  can use a simple concatenation strategy:  
Make root  $\text{FIND-SET}(y)$  a child of root  $\text{FIND-SET}(x)$ .  
 $\Rightarrow \text{FIND-SET}(y) = \text{FIND-SET}(x)$ .

We can adapt Trick 1  
to this context also:  
Merge tree with smaller  
weight into tree with  
larger weight.



Height of tree increases only when its size  
doubles, so height is logarithmic in weight.  
Thus total cost is  $O(m + f \lg n)$ .

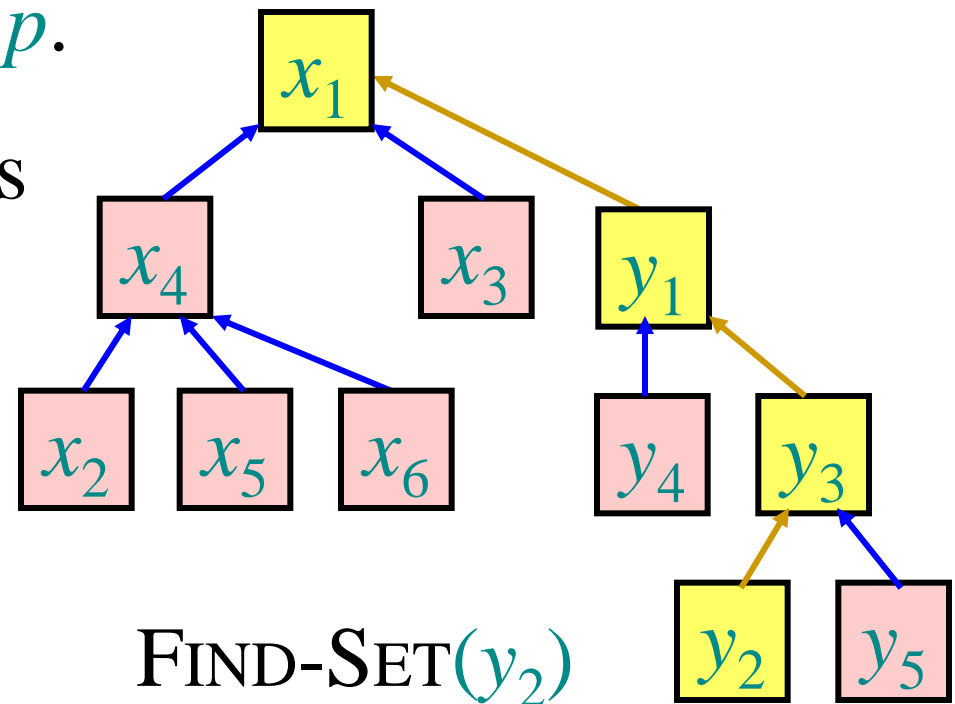


# Trick 2: Path compression

When we execute a FIND-SET operation and walk up a path  $p$  to the root, we know the representative for all the nodes on path  $p$ .

**Path compression** makes all of those nodes direct children of the root.

Cost of FIND-SET( $x$ ) is still  $\Theta(\text{depth}[x])$ .

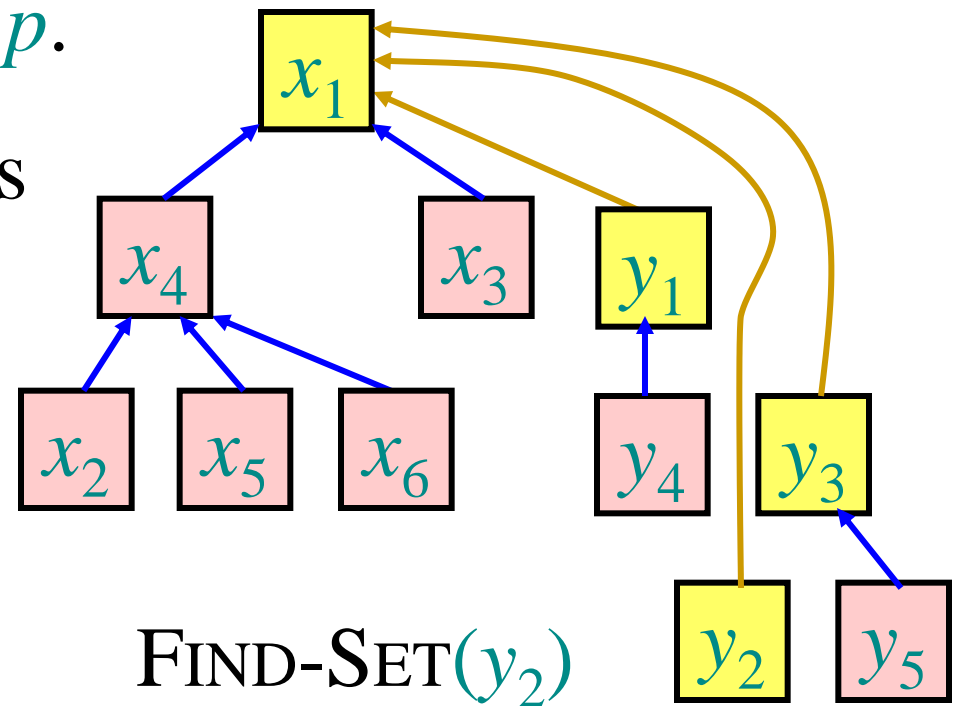


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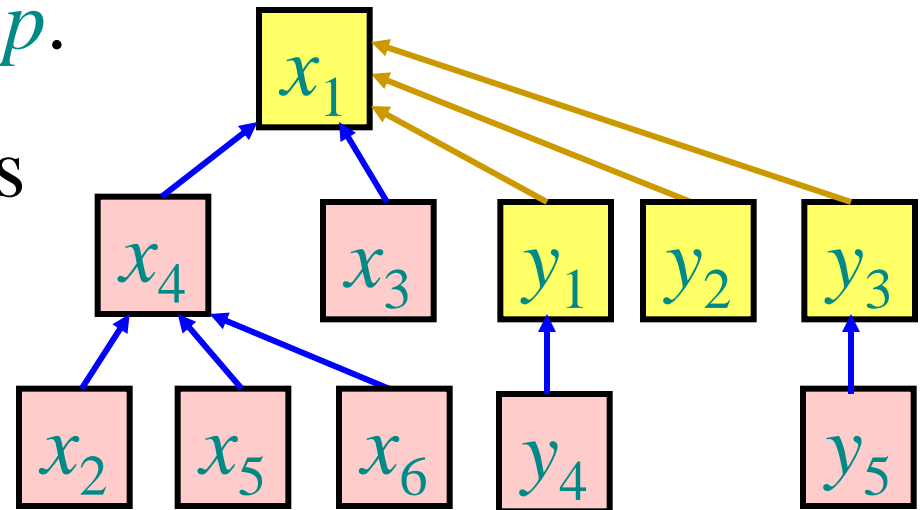


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FIND-SET( $y_2$ )

# Analysis of Trick 2 alone

**Theorem:** Total cost of FIND-SET's is  $O(m \lg n)$ .

*Proof:* Amortization by potential function.

The *weight* of a node  $x$  is # nodes in its subtree.

Define  $\phi(x_1, \dots, x_n) = \sum_i \lg \text{weight}[x_i]$ .

UNION( $x_i, x_j$ ) increases potential of root FIND-SET( $x_i$ ) by at most  $\lg \text{weight}[\text{root FIND-SET}(x_j)] \leq \lg n$ .

Each step down  $p \rightarrow c$  made by FIND-SET( $x_i$ ), except the first, moves  $c$ 's subtree out of  $p$ 's subtree.

Thus if  $\text{weight}[c] \geq \frac{1}{2} \text{weight}[p]$ ,  $\phi$  decreases by  $\geq 1$ , paying for the step down. There can be at most  $\lg n$

steps  $p \rightarrow c$  for which  $\text{weight}[c] < \frac{1}{2} \text{weight}[p]$ .  $\square$

# Analysis of Trick 2 alone

**Theorem:** If all UNION operations occur before all FIND-SET operations, then total cost is  $O(m)$ .

*Proof:* If a FIND-SET operation traverses a path with  $k$  nodes, costing  $O(k)$  time, then  $k - 2$  nodes are made new children of the root. This change can happen only once for each of the  $n$  elements, so the total cost of FIND-SET is  $O(f + n)$ . □

# Ackermann's function $A$

Define  $A_k(j) = \begin{cases} j+1 & \text{if } k=0, \\ A_{k-1}^{(j+1)}(j) & \text{if } k \geq 1. \end{cases}$  – iterate  $j+1$  times

$$A_0(j) = j + 1$$

$$A_0(1) = 2$$

$$A_1(j) \sim 2j$$

$$A_1(1) = 3$$

$$A_2(j) \sim 2j \cdot 2^j > 2^j$$

$$A_2(1) = 7$$

$$A_3(1) = 2047$$

$$A_3(j) > 2^{\underbrace{2^{\dots 2^j}}_j}$$

$A_4(j)$  is a lot bigger.

$$A_4(1) > 2^{\underbrace{2^{\dots 2^{2047}}}_{2048}}$$

Define  $\alpha(n) = \min \{k : A_k(1) \geq n\} \leq 4$  for practical  $n$ .

# Analysis of Tricks 1 + 2

**Theorem:** In general, total cost is  $O(m \alpha(n))$ .

*(long, tricky proof – see the text book)*

# Application: Dynamic connectivity

Suppose a graph is given to us *incrementally* by

- $\text{ADD-VERTEX}(v)$
- $\text{ADD-EDGE}(u, v)$

and we want to support *connectivity* queries:

- $\text{CONNECTED}(u, v)$ :

Are  $u$  and  $v$  in the same connected component?

For example, we want to maintain a spanning forest, so we check whether each new edge connects a previously disconnected pair of vertices.



# Application: Dynamic connectivity

*Sets of vertices represent connected components.*

Suppose a graph is given to us *incrementally* by

- $\text{ADD-VERTEX}(v) - \text{MAKE-SET}(v)$
- $\text{ADD-EDGE}(u, v) - \text{if not } \text{CONNECTED}(u, v)$   
**then**  $\text{UNION}(v, w)$

and we want to support *connectivity* queries:

- $\text{CONNECTED}(u, v): - \text{FIND-SET}(u) = \text{FIND-SET}(v)$   
Are  $u$  and  $v$  in the same connected component?

For example, we want to maintain a spanning forest, so we check whether each new edge connects a previously disconnected pair of vertices.