

# Data Structures

## Disjoint Sets

CS 225

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# Exam 3 (10/23 — 10/25)

Autograded MC and one coding question

Manually graded short answer prompt

Practice exam on PL

Topics covered can be found on website

**Registration started October 10**

<https://courses.engr.illinois.edu/cs225/fa2024/exams/>

# Learning Objectives

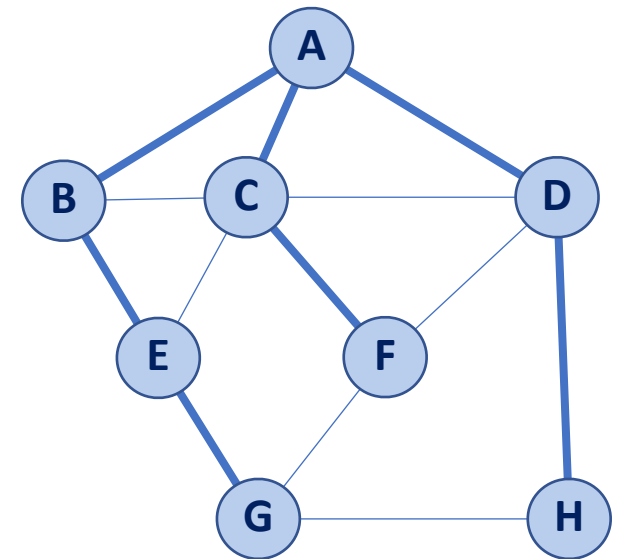
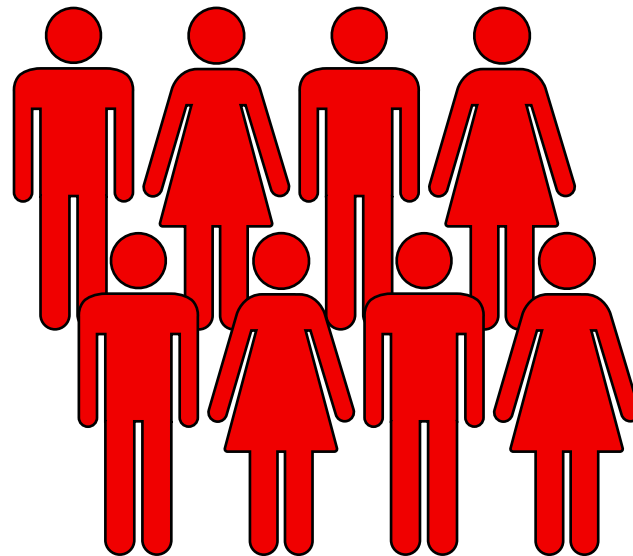
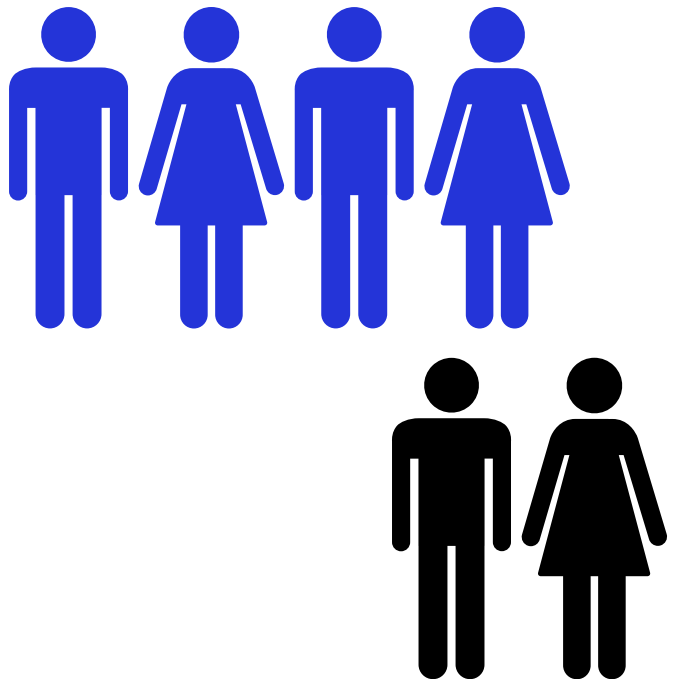
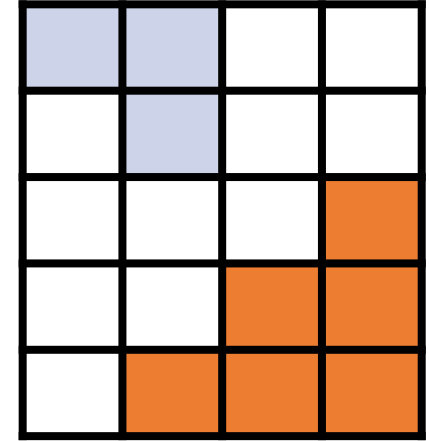
Introduce and implement disjoint sets

Discuss efficiency of disjoint sets

Identify improvements to implementation (and efficiency)

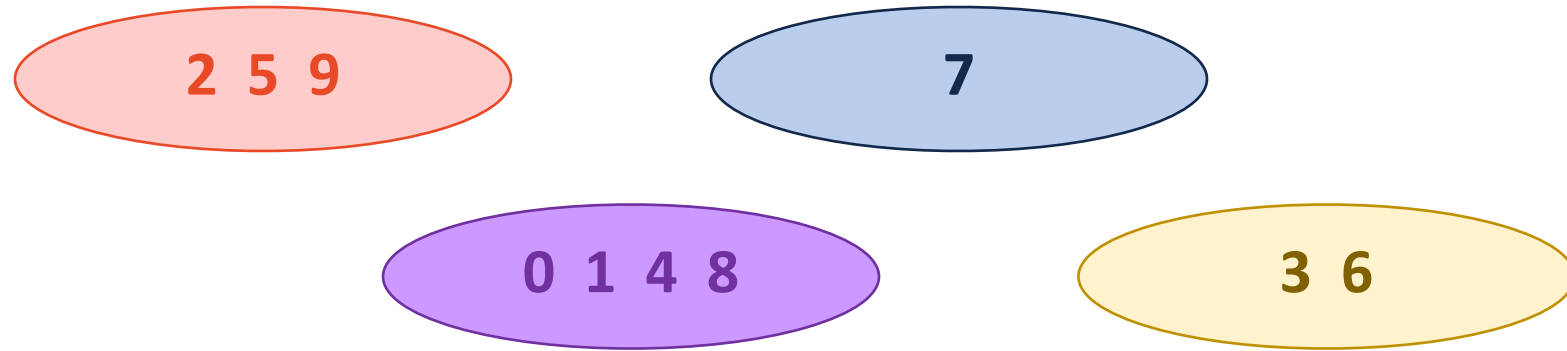
# Storing and manipulating dynamic groups

We need a data structure which can efficiently look up (and change) group dynamics



# Disjoint Set ADT

A data structure designed to store relationships between items



## Operations:

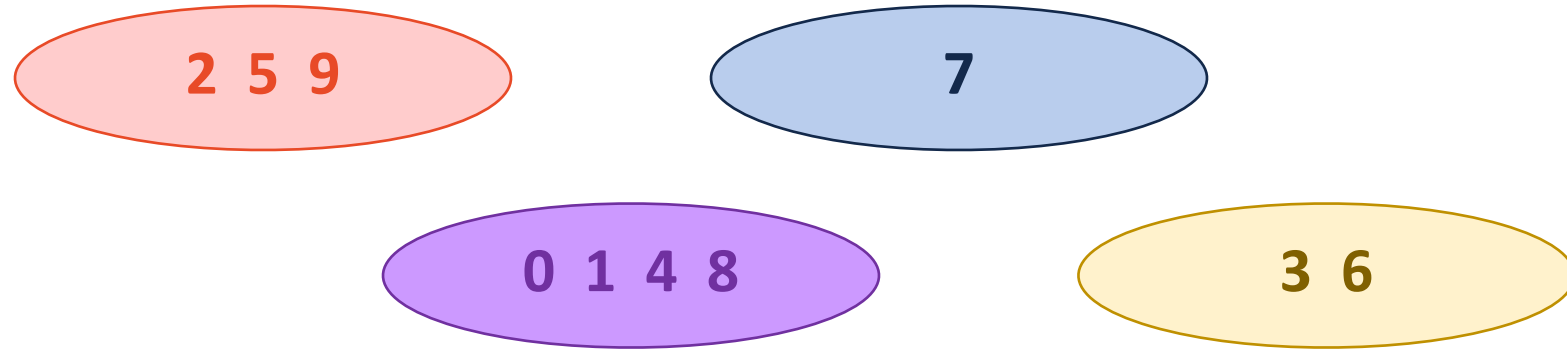
`find(k)` – returns “set representation” for item `x`

`union(s1, s2)` – Merge `s1` and `s2` into one set

`Constructor` – Make a new empty set

# Disjoint Sets 'Set Representation'

All items in a set have the same 'Set Representation'



**Operation:**

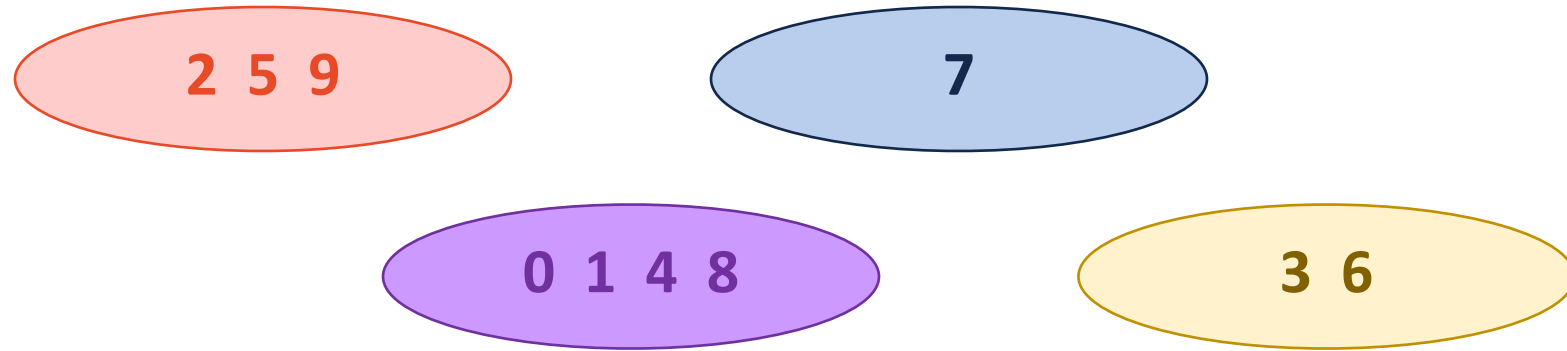
`find(4) == find(8)`

`find(4) != find(3)`



# Disjoint Sets

The union operation combines two sets into one set.



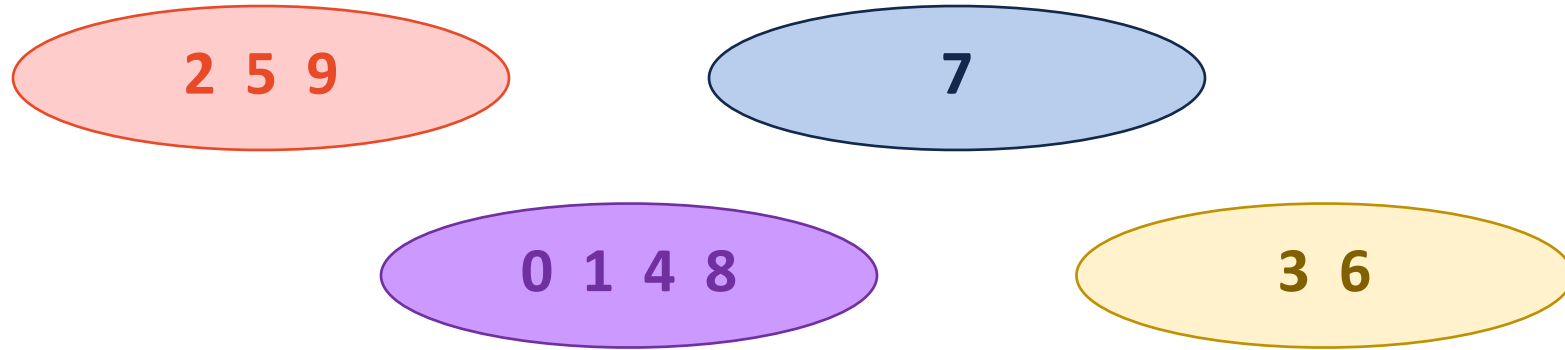
## Operation:

```
if find(2) != find(7) {  
    union( 2, 7 );  
}
```



# Disjoint Sets

We add new items to our 'universe' by making new sets.



**Operation:**

```
makeSet(10);
```

# Disjoint Sets ADT



Constructor

makeSet

Find

Union

# Disjoint Sets



## **ADT:**

`makeSet(vector<T> items)`

`Find(T key)`

`Union(T k1, T k2)`

## **Key Ideas:**

Every item exists in exactly one set

Every item in each set has same representation

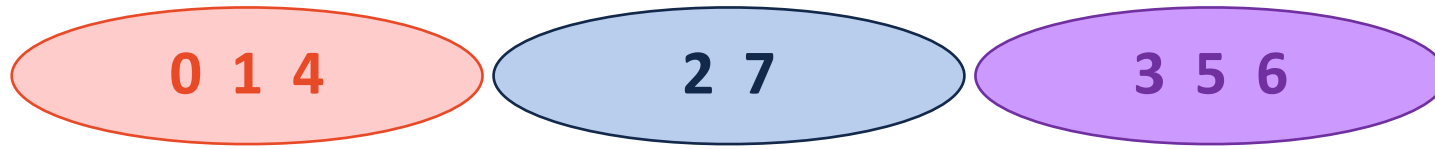
Every set has a different representation

# Disjoint Sets

How might we implement a disjoint set?

# Implementation #1

Allocate array for all keys, storing canonical key as index



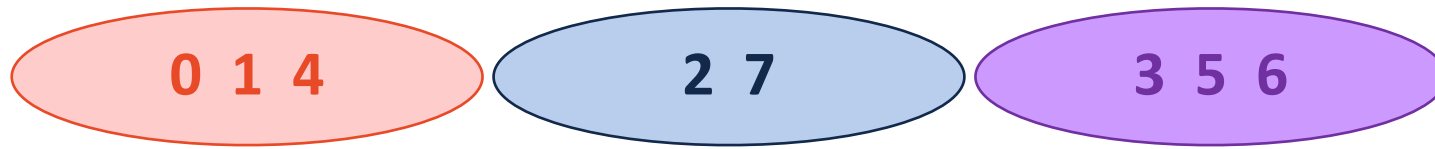
0	1	2	3	4	5	6	7

**Find(k):**

**Union( $k_1, k_2$ ):**

# Implementation #1

Allocate array for all keys, storing canonical key as index



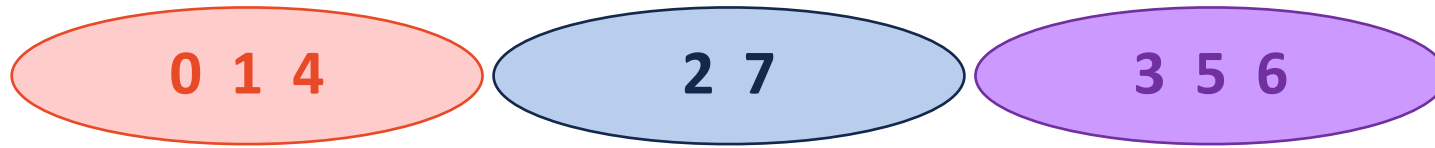
0	1	2	3	4	5	6	7
4	4	7	5	4	5	5	7

**Find(k):** Look up value in array

**Union( $k_1, k_2$ ):** Update **every item** in one set with new representation

# Implementation #2

Same idea but store canonical elements as **-1**



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

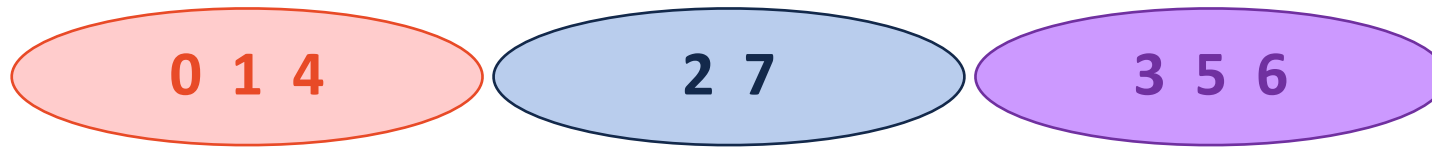
**Find(k):**

**Union(k<sub>1</sub>, k<sub>2</sub>):**

# Implementation #2

Union(4, 7)

Same idea but store canonical elements as **-1**



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

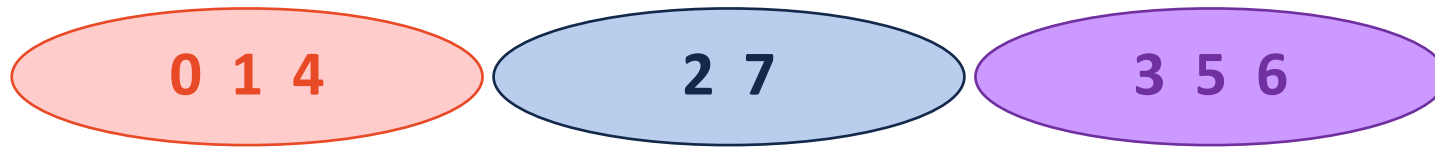
**Find(k):** Repeatedly look up values until **-1**

**Union(k<sub>1</sub>, k<sub>2</sub>):** Update one canonical item to point at the other



# Implementation #2

Same idea but store canonical elements as **-1**



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

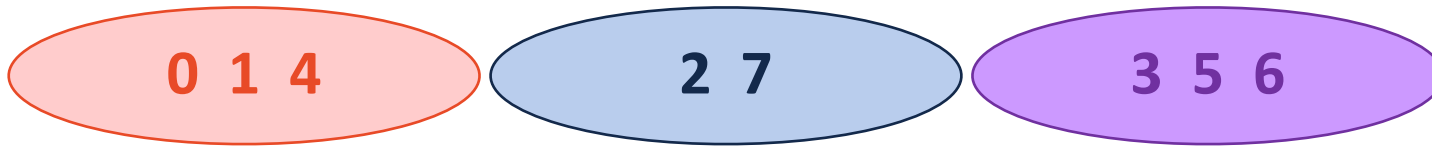
Union(4, 7)

Find(7)

# Implementation #2

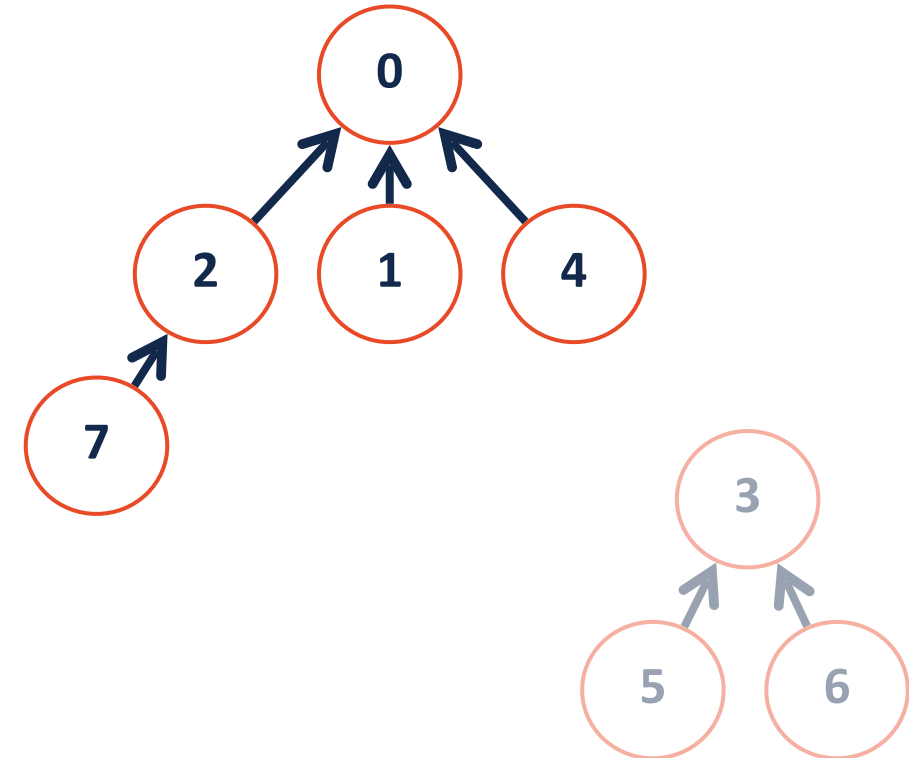


Same idea but store canonical elements as -1



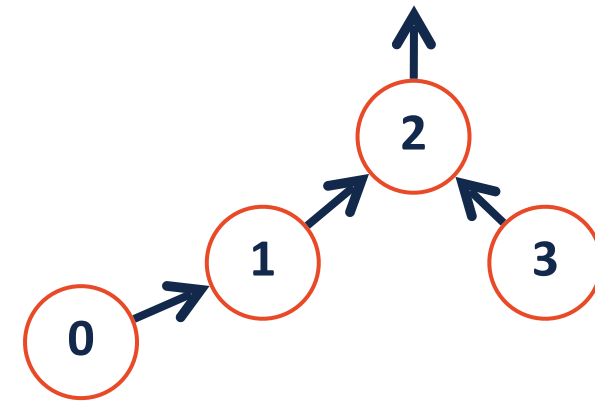
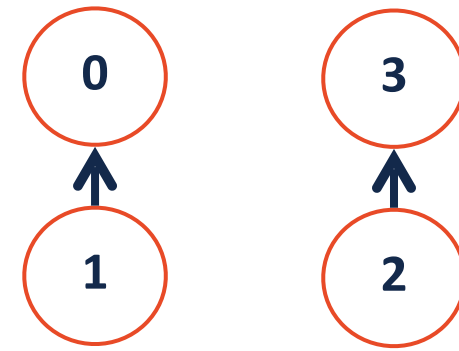
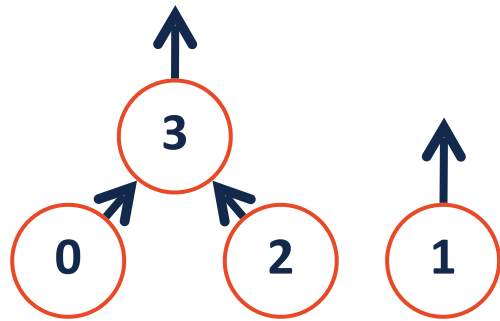
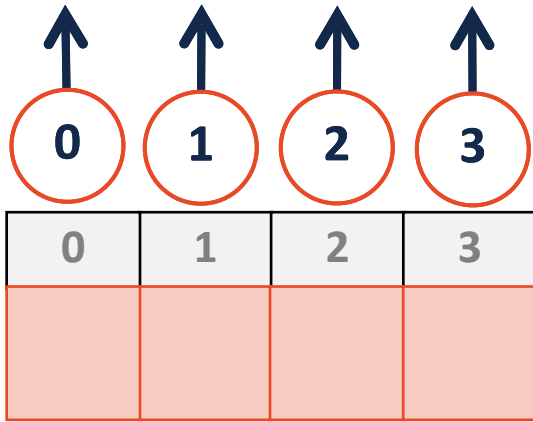
0	1	2	3	4	5	6	7
-1	0	0	-1	0	3	3	2

Union(4, 7):  $A[7]=2$



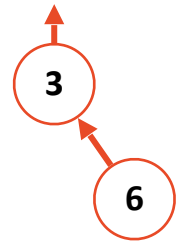
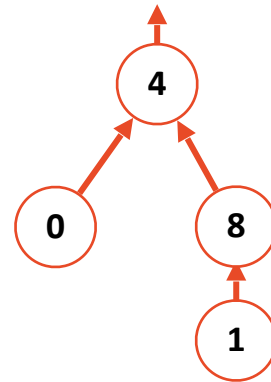
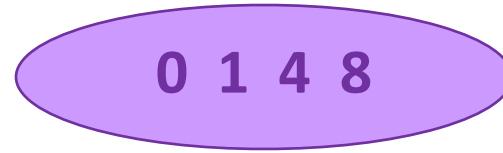
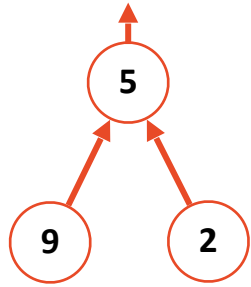
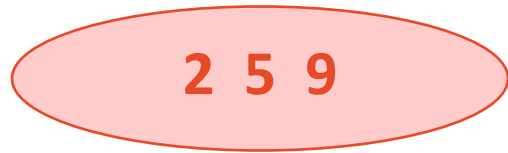
Find(7):  $A[7] \rightarrow A[2] \rightarrow A[0]$

# UpTrees





# Disjoint Sets



0	1	2	3	4	5	6	7	8	9
4	8	5	-1	-1	-1	3	-1	4	5

# UpTrees Best and Worst Case

What does a best case UpTree look like?

0	1	2	3

What does a worst case UpTree look like?

0	1	2	3

# Disjoint Sets Representation



Implemented as an array where the value of key is index in array

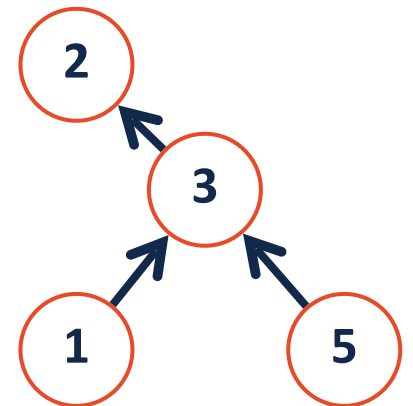
The values inside the array stores our sets as an **UpTree**

The value **-1** is our representative element (the root)

All other set members store the index to a parent of the UpTree

Big O for Find:

Big O for Union:



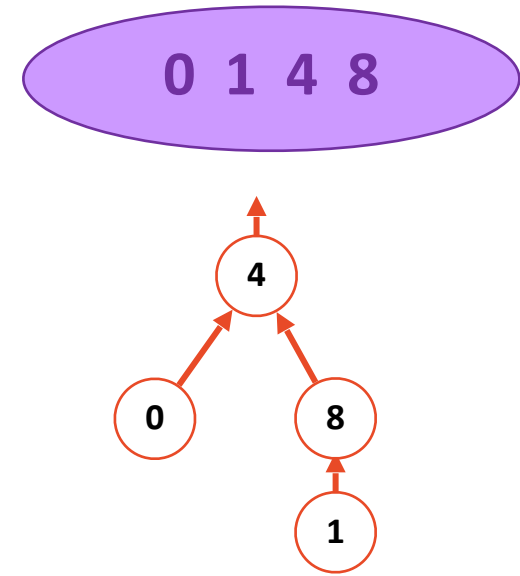
# Disjoint Sets Find

Find(1)

```
1 int DisjointSets::find(int i) {  
2   if ( s[i] < 0 ) { return i; }  
3   else { return find( s[i] ); }  
4 }
```

Running time?

What is ideal UpTree?



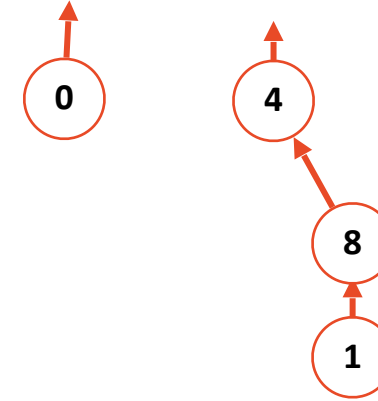
0	1	2	3	4	5	6	7	8	9
4	8			-1				4	



# Disjoint Sets Union

Union (0, 4)

```
1 int DisjointSets::union(int r1, int r2) {  
2     // Naive Implementation  
3  
4     s[r2] = r1;  
5 }
```

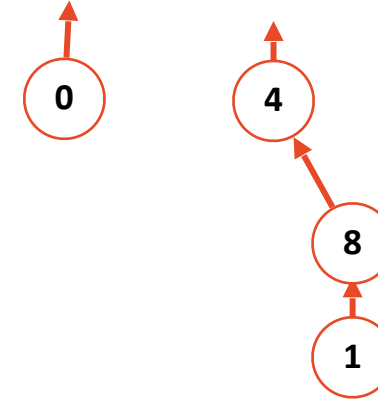


0	1	2	3	4	5	6	7	8	9
-1	8			-1				4	

# Disjoint Sets Union

Union (4, 0)

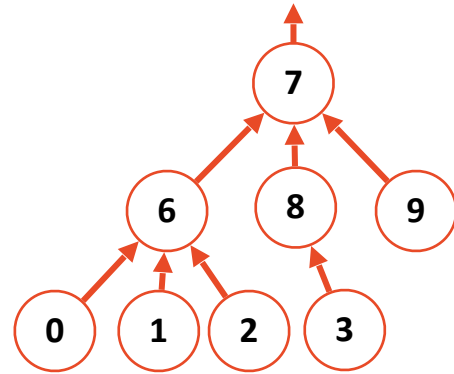
```
1 int DisjointSets::union(int r1, int r2) {  
2     // Naive Implementation  
3  
4     s[r2] = r1;  
5 }
```



0	1	2	3	4	5	6	7	8	9
-1	8			-1				4	

# Disjoint Sets – Union

How do I want to merge these sets?



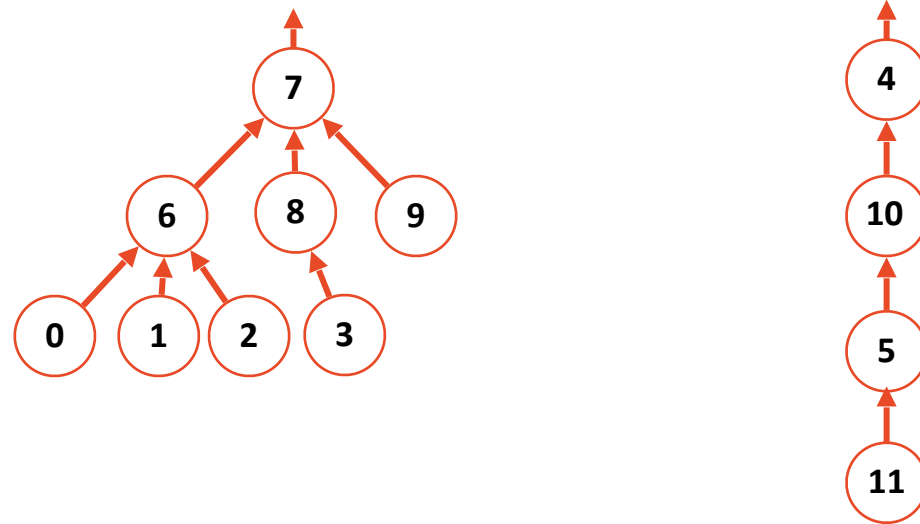
0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8	-1	10	7	-1	7	7	4	5

Union(4, 7)

Union(7, 4)

# Disjoint Sets – Smart Union

Union(4, 7)



Union by height

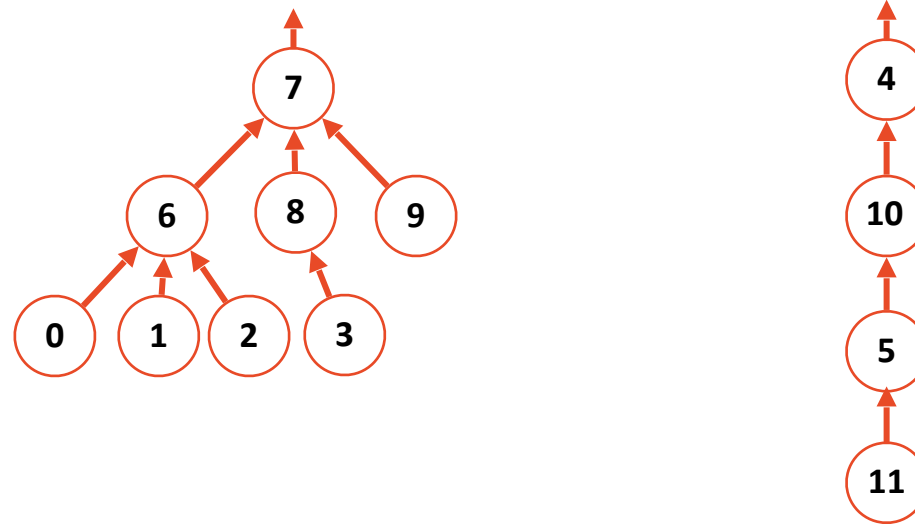
0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

*Idea: Keep the height of the tree as small as possible.*

**Clever Trick:** If we union by height, store  $-1 * (\text{height} + 1)$  in canonical!

# Disjoint Sets – Smart Union

Union(7, 4)



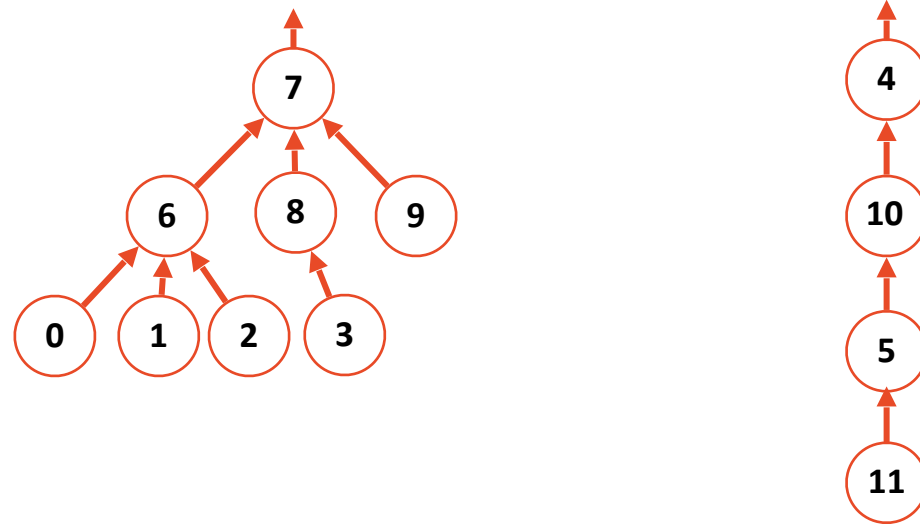
Union by size

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

*Idea: Minimize the number of nodes that increase in height*

**Clever Trick:** If we union by size, store  $-1 * (\text{size})$  in canonical!

# Disjoint Sets – Smart Union



Union by height

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8	-4	10	7	4	7	7	4	5

*Idea: Keep the height of the tree as small as possible.*

Union by size

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8	7	10	7	-12	7	7	4	5

*Idea: Minimize the number of nodes that increase in height*

Both guarantee the height of the tree is: \_\_\_\_\_.