

## 9 Union Find

**Union Find Data Structure  $\mathcal{P}$ :** Maintains a partition of **disjoint** sets over elements.

- ▶  $\mathcal{P}$ . **makeset**( $x$ ): Given an element  $x$ , adds  $x$  to the data-structure and creates a singleton set that contains only this element. Returns a locator/handle for  $x$  in the data-structure.
- ▶  $\mathcal{P}$ . **find**( $x$ ): Given a handle for an element  $x$ ; find the set that contains  $x$ . Returns a representative/identifier for this set.
- ▶  $\mathcal{P}$ . **union**( $x, y$ ): Given two elements  $x$ , and  $y$  that are currently in sets  $S_x$  and  $S_y$ , respectively, the function replaces  $S_x$  and  $S_y$  by  $S_x \cup S_y$  and returns an identifier for the new set.

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## Applications:

- ▶ Keep track of the connected components of a dynamic graph that changes due to insertion of nodes and edges.
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### Algorithm 16 Kruskal-MST( $G = (V, E), w$ )

```
1:  $A \leftarrow \emptyset$ ;  
2: for all  $v \in V$  do  
3:    $v.\text{set} \leftarrow \mathcal{P}.\text{makeset}(v.\text{label})$   
4: sort edges in non-decreasing order of weight  $w$   
5: for all  $(u, v) \in E$  in non-decreasing order do  
6:   if  $\mathcal{P}.\text{find}(u.\text{set}) \neq \mathcal{P}.\text{find}(v.\text{set})$  then  
7:      $A \leftarrow A \cup \{(u, v)\}$   
8:      $\mathcal{P}.\text{union}(u.\text{set}, v.\text{set})$ 
```

# List Implementation

- ▶ The elements of a set are stored in a list; each node has a backward pointer to the head.
- ▶ The head of the list contains the identifier for the set and a field that stores the size of the set.

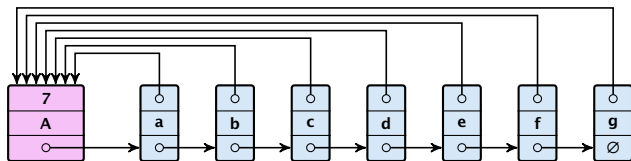


- ▶ `makeset(x)` can be performed in constant time.
- ▶ `find(x)` can be performed in constant time.



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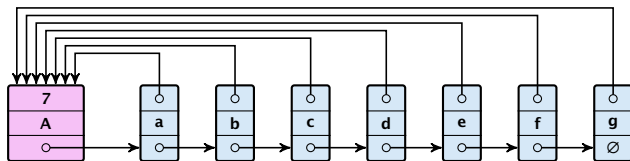
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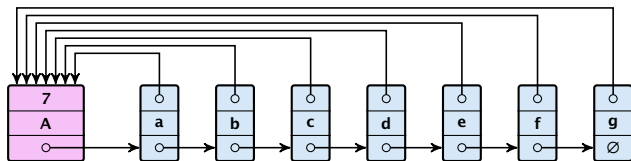
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## **union( $x, y$ )**

- ▶ Determine sets  $S_x$  and  $S_y$ .
- ▶ Traverse the smaller list (say  $S_y$ ), and change all backward pointers to the head of list  $S_x$ .
- ▶ Insert list  $S_y$  at the head of  $S_x$ .
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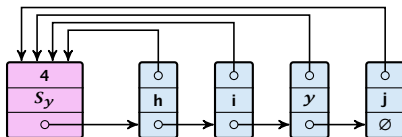
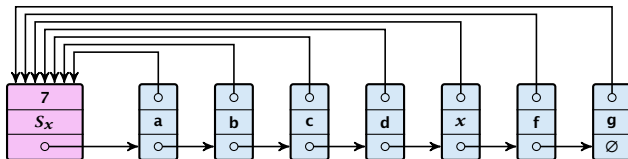
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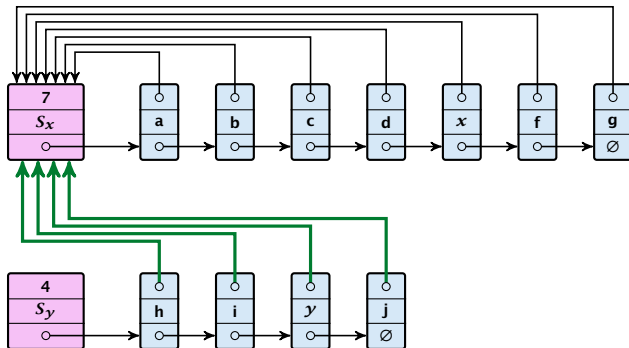
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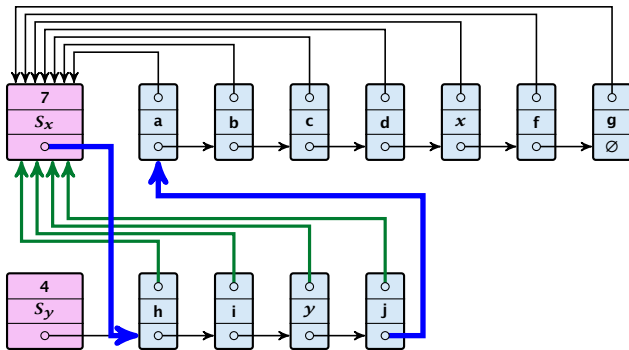
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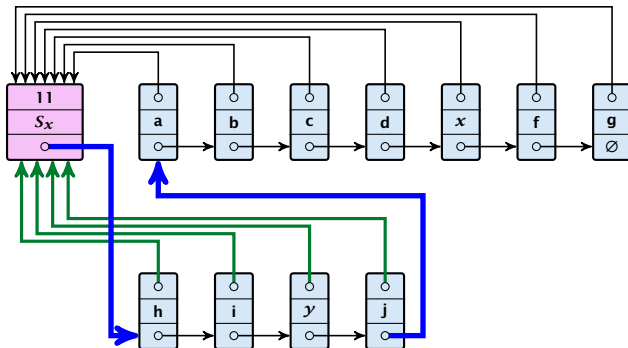
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## Running times:

- ▶  $\text{find}(x)$ : constant
- ▶  $\text{makeset}(x)$ : constant
- ▶  $\text{union}(x, y)$ :  $\mathcal{O}(n)$ , where  $n$  denotes the number of elements contained in the set system.

# List Implementation

## Lemma 1

*The list implementation for the ADT union find fulfills the following amortized time bounds:*

- ▶  $\text{find}(x): \mathcal{O}(1)$ .
- ▶  $\text{makeset}(x): \mathcal{O}(\log n)$ .
- ▶  $\text{union}(x, y): \mathcal{O}(1)$ .

# The Accounting Method for Amortized Time Bounds

- ▶ There is a bank account for every element in the data structure.
- ▶ Initially the balance on all accounts is zero.
- ▶ Whenever for an operation the amortized time bound exceeds the actual cost, the difference is credited to some bank accounts of elements involved.
- ▶ Whenever for an operation the actual cost exceeds the amortized time bound, the difference is charged to bank accounts of some of the elements involved.
- ▶ If we can find a charging scheme that guarantees that balances always stay positive the amortized time bounds are proven.

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# List Implementation

- ▶ For an operation whose actual cost exceeds the amortized cost we charge the **excess** to the elements involved.
- ▶ In total we will charge at most  $\mathcal{O}(\log n)$  to an element (regardless of the request sequence).
- ▶ For each element a makeset operation occurs as the first operation involving this element.
- ▶ We inflate the amortized cost of the makeset-operation to  $\Theta(\log n)$ , i.e., at this point we fill the bank account of the element to  $\Theta(\log n)$ .
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**makeSet( $x$ ):** The actual cost is  $\mathcal{O}(1)$ . Due to the cost inflation the amortized cost is  $\mathcal{O}(\log n)$ .

**find( $x$ ):** For this operation we define the amortized cost and the actual cost to be the same. Hence, this operation does not change any accounts. Cost:  $\mathcal{O}(1)$ .

**union( $x, y$ ):**

Let  $x$  and  $y$  be two disjoint sets. Let  $x$  have rank  $r$  and  $y$  have rank  $r'$ .

Case 1: The actual cost is  $\mathcal{O}(1)$ . The amortized cost is  $\mathcal{O}(\log n)$ .

Case 2:  $r > r'$ . Then  $y$  is smaller and  $\mathcal{O}(1)$  amortized cost is added.

Case 3:  $r < r'$ . Then  $x$  is smaller and  $\mathcal{O}(1)$  amortized cost is added.

Case 4:  $r = r'$ . Then  $\mathcal{O}(1)$  amortized cost is added.

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- ▶ Otw. the actual cost is  $\mathcal{O}(\min\{|S_x|, |S_y|\})$ .
- ▶ Assume wlog. that  $S_x$  is the smaller set; let  $c$  denote the hidden constant, i.e., the actual cost is at most  $c \cdot |S_x|$ .
- ▶ Charge  $c$  to every element in set  $S_x$ .

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## Lemma 2

*An element is charged at most  $\lfloor \log_2 n \rfloor$  times, where  $n$  is the total number of elements in the set system.*

### Proof.

Whenever an element  $x$  is charged the number of elements in  $x$ 's set doubles. This can happen at most  $\lfloor \log n \rfloor$  times.  $\square$

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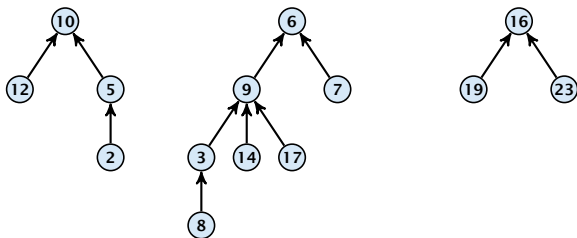
- ▶ Maintain nodes of a set in a tree.
- ▶ The root of the tree is the label of the set.
- ▶ Only pointer to parent exists; we cannot list all elements of a given set.
- ▶ Example:



Set system  $\{2, 5, 10, 12\}$ ,  $\{3, 6, 7, 8, 9, 14, 17\}$ ,  $\{16, 19, 23\}$ .

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## **makeset( $x$ )**

- ▶ Create a singleton tree. Return pointer to the root.
- ▶ Time:  $\mathcal{O}(1)$ .

## **find( $x$ )**

Start at element  $x$  in the tree, and repeatedly update  $x$  to be its parent until it reaches the root.

The root is the element  $x$  such that  $\text{parent}(x) = x$ .

Time complexity:  $\mathcal{O}(h)$ , where  $h$  is the height of the tree.

Amortized time complexity:  $\mathcal{O}(\alpha(n))$ , where  $\alpha$  is the inverse Ackermann function.

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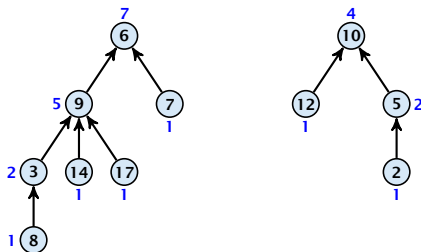
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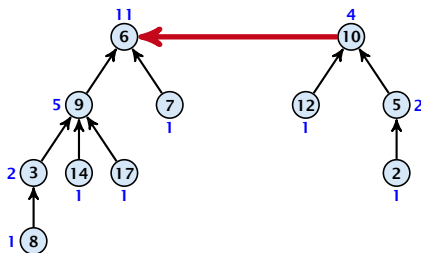


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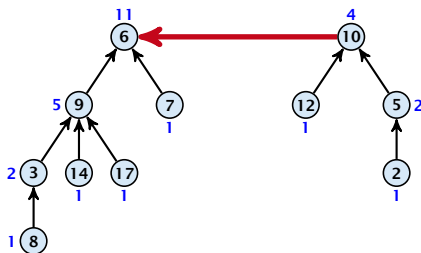


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- ▶  $\text{link}(a, b)$  attaches the **smaller** tree as the child of the larger.
- ▶ In addition it updates the size-field of the new root.



- ▶ Time: constant for  $\text{link}(a, b)$  plus two find-operations.

# Implementation via Trees

## Lemma 3

The running time (non-amortized!!!) for  $\text{find}(x)$  is  $\mathcal{O}(\log n)$ .

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- ▶ After that the value of  $\text{size}(c)$  stays fixed, while the value of  $\text{size}(p)$  may still increase.
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# Path Compression

**find( $x$ ):**

- ▶ Go upward until you find the root.
- ▶ Re-attach all visited nodes as children of the root.
- ▶ Speeds up successive find-operations.



Path compression: find( $x$ ) returns the root of the tree containing  $x$  and re-attach all nodes visited on the way to the root as children of the root.

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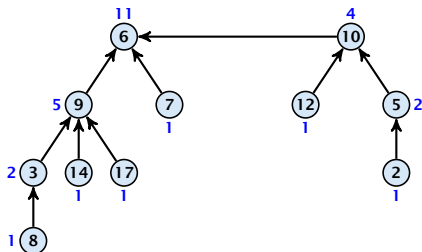
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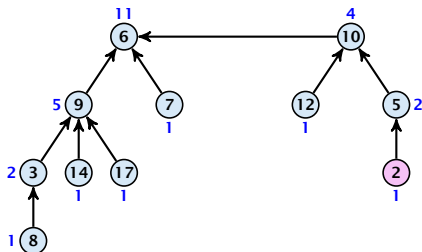


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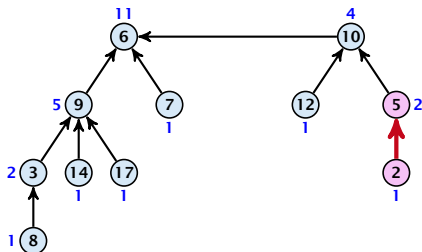


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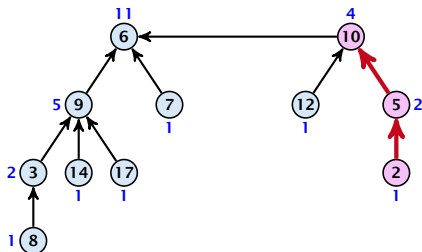
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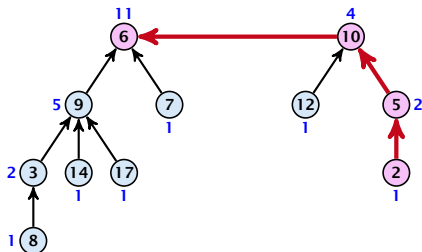


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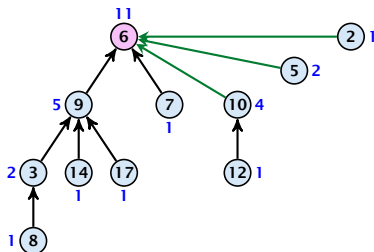


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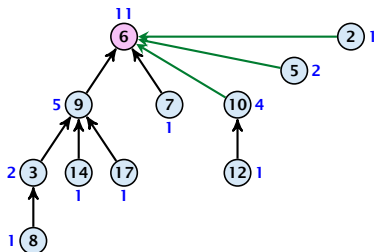


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# Amortized Analysis

## Definitions:

$n(x)$  = the number of nodes that were in the subtree rooted at  $x$  when  $x$  became the child of another node (i.e. the number of nodes if  $x$  is the root).

$\text{rank}(x)$  = the same as the size of  $x$ 's subtree in the case that there are no find-operations.

## Lemma 4

*The rank of a parent must be strictly larger than the rank of a child.*

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- ▶  $\text{size}(v) :=$  the number of nodes that were in the sub-tree rooted at  $v$  when  $v$  became the child of another node (or the number of nodes if  $v$  is the root).

Note that this is the same as the size of  $v$ 's subtree in the case that there are no find-operations.

- ▶  $\text{rank}(v) = \lfloor \log(\text{size}(v)) \rfloor$ .
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# Amortized Analysis

## Lemma 5

There are at most  $n/2^s$  nodes of rank  $s$ .

Proof.

Let's say a node  $x$  has rank  $s$ . Then it has at least  $2^{s-1}$  children. The total number of nodes is  $n$ .

Each node has at most one child of rank  $s$  during the running time of the algorithm.

This being because the rank sequence of the roots of the trees is strictly increasing during the running time of the algorithm. Hence, each node of rank  $s$  has at most one child of rank  $s$ .

Therefore, each node of rank  $s$  has at least  $2^{s-1}$  children of rank  $s-1$  or lower. □

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There are at most  $n/2^s$  nodes of rank  $s$ .

### Proof.

- ▶ Let's say a node  $v$  sees node  $x$  if  $v$  is in  $x$ 's sub-tree at the time that  $x$  becomes a child.
- ▶ A node  $v$  sees at most one node of rank  $s$  during the running time of the algorithm.
- ▶ This holds because the rank-sequence of the roots of the different trees that contain  $v$  during the running time of the algorithm is a strictly increasing sequence.
- ▶ Hence, every node sees at most one rank  $s$  node, but every rank  $s$  node is seen by at least  $2^s$  different nodes. □

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## Theorem 6

*Union find with path compression fulfills the following amortized running times:*

- ▶  $\text{makeset}(x) : \mathcal{O}(\log^*(n))$
- ▶  $\text{find}(x) : \mathcal{O}(\log^*(n))$
- ▶  $\text{union}(x, y) : \mathcal{O}(\log^*(n))$

# Amortized Analysis

In the following we assume  $n \geq 2$ .

rank-group:

- A node with rank  $r$  has at least  $2^{n-r}$  children.
- The rank of a node is the number of nodes with rank  $> r$  on its path to the root.
- A rank group is a set of nodes with the same rank.
- The maximum number of rank groups is  $n$ .
- The total number of nodes is at most  $n \cdot 2^n$ .

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## rank-group:

- ▶ A node with rank  $\text{rank}(v)$  is in **rank group**  $\log^*(\text{rank}(v))$ .
- ▶ The rank-group  $g = 0$  contains only nodes with rank 0 or rank 1.
- ▶ A rank group  $g \geq 1$  contains ranks  $\text{tow}(g-1) + 1, \dots, \text{tow}(g)$ .
- ▶ The maximum non-empty rank group is  $\log^*(\lfloor \log n \rfloor) \leq \log^*(n) - 1$  (which holds for  $n \geq 2$ ).
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# Amortized Analysis

## Accounting Scheme:

• Create an account for every find-operation

• Create an account for every node

The cost for a find-operation is equal to the length of the path traversed. We charge the cost for going from  $v$  to  $\text{parent}[v]$  as follows:

• If  $v$  is the root we charge the cost to the account of  $v$ .

• Otherwise:

• If the great-grandfather of  $v$  exists, then one of the old

• children of  $v$  (before storing path compression) we

• charge the cost to the node-account of  $v$ .

• Otherwise we charge the cost to the grand-grandfather.

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- ▶ if  $v$  is not the root we charge the cost to the account of  $\text{parent}[v]$
- ▶ if the grand-father of  $v$  is the root we charge the cost to the account of the root
- ▶ if  $v$  is not the root and before starting path compression we charge the cost to the account of  $\text{parent}[v]$
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- ▶ if the node  $v$  has a balance of 0, we charge the cost to the account of  $v$
- ▶ if the node  $v$  has a balance of  $b$ , we charge  $b$  to the account of  $v$  and  $1 - b$  to the account of  $\text{parent}[v]$
- ▶ if we are working with path compression, we charge the cost for the nodes on the path to the account of  $\text{parent}[v]$

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## Observations:

- The number of changed elements is bounded from above by the number of elements in the array, which grows when increasing the size of the array.
- The number of changed elements is bounded from below by half of the current array size.
- The time needed to insert the parent will be in a worst case scenario, when it will need to be inserted again.
- The time needed to insert a node in rank group  $i$  is at most

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- ▶ After some charges to  $v$  the parent will be in a larger rank-group.  $\Rightarrow v$  will never be charged again.
- ▶ The total charge made to a node in rank-group  $g$  is at most  $\text{tow}(g) - \text{tow}(g - 1) - 1 \leq \text{tow}(g)$ .

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- ▶ The total charge made to a node in rank-group  $g$  is at most  $\text{tow}(g) - \text{tow}(g - 1) - 1 \leq \text{tow}(g)$ .

# Amortized Analysis

## Observations:

- ▶ A find-account is charged at most  $\log^*(n)$  times (once for the root and at most  $\log^*(n) - 1$  times when increasing the rank-group).
- ▶ After a node  $v$  is charged its parent-edge is re-assigned. The rank of the parent strictly increases.
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Without loss of generality we can assume that all **makeset**-operations occur at the start.

This means if we inflate the cost of **makeset** to  $\log^* n$  and add this to the node account of  $v$  then the balances of all node accounts will sum up to a positive value (this is sufficient to obtain an amortized bound).

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# Amortized Analysis

The analysis is not tight. In fact it has been shown that the amortized time for the union-find data structure with path compression is  $\mathcal{O}(\alpha(m, n))$ , where  $\alpha(m, n)$  is the inverse Ackermann function which grows a lot lot slower than  $\log^* n$ . (Here, we consider the average running time of  $m$  operations on at most  $n$  elements).

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$$A(x, y) = \begin{cases} y + 1 & \text{if } x = 0 \\ A(x - 1, 1) & \text{if } y = 0 \\ A(x - 1, A(x, y - 1)) & \text{otw.} \end{cases}$$

$$\alpha(m, n) = \min\{i \geq 1 : A(i, \lfloor m/n \rfloor) \geq \log n\}$$

- ▶  $A(0, y) = y + 1$
- ▶  $A(1, y) = y + 2$
- ▶  $A(2, y) = 2y + 3$
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