

Lecture 2:

Data structures for disjoint sets

October 11, 2019

MAIN IDEA: Group n distinct elements into a collection of disjoint sets; the following operations should be efficient:

- Finding the set to which a given element belongs.
- Uniting two sets.

CONTENT OF THIS LECTURE

- 1 The disjoint-set data structure + specific operations
- 2 A simple application
- 3 Concrete implementations based on
 - linked lists
 - rooted trees
- 4 Discussion: the Ackermann function

Disjoint-set data structure

Main features

Container for a collection $\mathcal{S} = \{S_1, S_2, \dots, S_n\}$ of disjoint dynamic sets. (A, B are disjoint sets if $A \cap B = \emptyset$.)

- Each set is identified by some member of the set, called its **representative**
 - ▷ REQUIREMENT: If we ask for the representative of a dynamic set twice without modifying the set, we should get the same answer.

DESIRABLE OPERATIONS

- ▷ **MAKESET**(x): creates a new set consisting of x only. (Requirement: x is not already in another set.)
- ▷ **UNION**(x, y): unites the sets that contain x and y , say S_x and S_y , into a new set that is their union. The sets S_x and S_y can be destroyed.
- ▷ **FINDSET**(x): returns a pointer to the representative of the unique set containing element x .

Disjoint-set data structure

Application: Determining the connected components of an undirected graph

ASSUMPTION: $G = (V, E)$ is an undirected graph.

- 1 Computing the connected components of G :

CONNECTEDCOMPONENTS(G)

1 for each node $v \in V$

2 MAKESET(v)

3 for each edge $(u, v) \in E$

4 if FINDSET(u) \neq FINDSET(v)

5 UNION(u, v)

- 2 Determine if two elements are in the same component:

SAMECOMPONENT(u, v)

1 if FINDSET(u) = FINDSET(v)

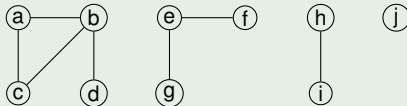
2 return TRUE

3 return FALSE

Disjoint-set data structure

Application: Determining the connected components of an undirected graph

Example (A graph with 4 connected components)



Edge processed	Collection of disjoint sets									
initial sets	{a}	{b}	{c}	{d}	{e}	{f}	{g}	{h}	{i}	{j}
(b, d)	{a}	{b, d}	{c}		{e}	{f}	{g}	{h}	{i}	{j}
(e, g)	{a}	{b, d}	{c}		{e, g}	{f}		{h}	{i}	{j}
(a, c)	{a, c}	{b, d}			{e, g}	{f}		{h}	{i}	{j}
(h, i)	{a, c}	{b, d}			{e, g}	{f}		{h, i}		{j}
(a, b)	{a, b, c, d}				{e, g}	{f}		{h, i}		{j}
(e, f)	{a, b, c, d}				{e, f, g}			{h, i}		{j}
(b, c)	{a, b, c, d}				{e, f, g}			{h, i}		{j}

Disjoint sets

A linked-list representation

MAIN IDEAS

- Each set is represented by a linked list.
- The first element in each linked list is the representative of the set.
- Each object in the linked list contains
 - A pointer to the next set element
 - A pointer back to the set representative
- $\text{MAKESET}(x)$ and $\text{FINDSET}(x)$ are straightforward to implement
 - They require $O(1)$ time.

Q1: How to implement $\text{UNION}(x, y)$?

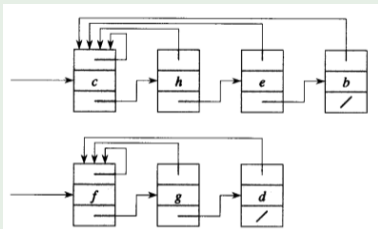
Q2: What is the time complexity of $\text{UNION}(x, y)$?

Disjoint sets

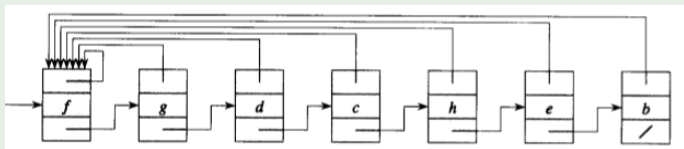
A linked-list representation

Example

- 1 Linked-list representations of sets $\{b, c, h, e\}$ and $\{d, f, g\}$



- 2 Linked-list representation of their union



Disjoint sets

A linked-list representation

Implementation of $\text{UNION}(x, y)$

- Append x -s list onto the end of y -s list and update all elements from x -s list to point to the representative of the set containing y
 \Rightarrow time linear in the length of x -s list.

Disjoint sets

A linked-list representation

Implementation of UNION(x, y)

- Append x -s list onto the end of y -s list and update all elements from x -s list to point to the representative of the set containing y
⇒ time linear in the length of x -s list.

Some sequences of m operations may require $\Theta(m^2)$ time (see next slide)

Disjoint sets represented by linked lists

Example

A sequence of m operations that takes $\Theta(m^2)$ time

Operation	Number of objects updated
MAKESET(x_1)	1
MAKESET(x_2)	1
\vdots	\vdots
MAKESET(x_q)	1
UNION(x_1, x_2)	1
UNION(x_2, x_3)	2
UNION(x_3, x_4)	3
\vdots	\vdots
UNION(x_{q-1}, x_q)	$q - 1$

The number of MAKESET ops. is $n = \lceil m/2 \rceil + 1$, and $q = m - n$.

Total time spent: $\Theta(n + q^2) = \Theta(m^2)$ because $n = \Theta(m)$ and $q = \Theta(m) \Rightarrow$ **amortized time of an operation is $\Theta(m)$** .

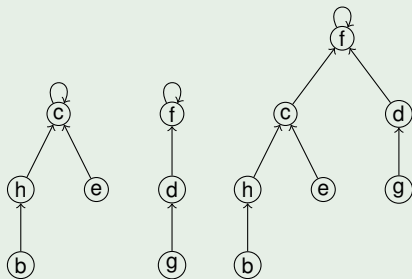
Towards a faster implementation

Disjoint-set forests

MAIN IDEA: Represent sets by rooted trees, with each node containing one member and each tree representing one set.

- A **disjoint-set forest** is a set of rooted trees, where each member points only to its parent.

Example



Towards a faster implementation

Disjoint-set forests

Implementation of disjoint set operations:

- **MAKESET**(x): creates a tree with just one node.
- **FINDSET**(x): follows the parent pointers from a node until it reaches the root of the tree.
 - The nodes visited on the path towards the root constitute the **find path**.
- **UNION**(x, y): causes the root of one tree to point to the root of the other tree.

Remarks

- 1 A sequence of n UNION operations may create a tree which is just a linear chain of nodes
 - ⇒ Disjoint-set forests have not improved the linked list representation.
- 2 We need 2 more heuristically improvements: **union by rank** and **path compression**.

Disjoint-set forests

Heuristic 1: union by rank

Implementation of $\text{UNION}(x, y)$

- MAIN IDEA: make the root of the tree with fewer nodes point to the root of the tree with more nodes.
 - Each node has a **rank** that approximates the logarithm of the size of the subtree rooted at each node and also an upper bound of the height of the node.
- ⇒ perform union by rank: the root with smaller rank is made to point to the root with larger rank during the operation $\text{UNION}(x, y)$.

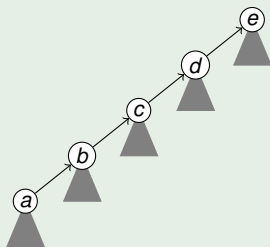
Disjoint-set forests

Heuristic 2: path compression

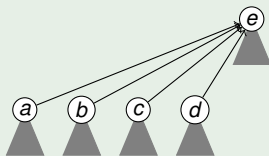
MAIN IDEA: During FINDSET operations, each node on the find path will be made to point directly to the root.

Example

Path compression during the operation FINDSET(*a*).



(a) before executing FINDSET(*a*)



(b) after executing FINDSET(*a*)

Disjoint-set forests

Pseudocode for main operations (1)

- With each node x , we maintain the `int` value $x.rank$ which is an upper bound on the height of x (the number of edges on the longest path between x and a descendant leaf) The initial rank of a node in a newly created singleton tree is 0.

MAKESET(x)

1. $x.p = x$
2. $x.rank = 0$

UNION(x, y)

1. **LINK**(**FINDSET**(x), **FINDSET**(y))

LINK(x, y)

- 1 **if** $x.rank > y.rank$
- 2 $y.p = x$
- 3 **else** $x.p = y$
- 4 **if** $x.rank == y.rank$
- 5 $y.rank = y.rank + 1$

Disjoint-set forests

Pseudocode for $\text{FINDSET}(x)$

FINDSET is a **two-pass method**:

- 1 It makes one pass up the find path to find the root
- 2 it makes a second pass back down the path to update each node so that it points directly to the root.

$\text{FINDSET}(x)$

```
1 if  $x \neq x.p$ 
2    $x.p = \text{FINDSET}(x.p)$ 
3 return  $x.p$ 
```

- ▶ Each call of $\text{FINDSET}(x)$ returns $x.p$ in line 3.
- ▶ If x is the root then line 2 is not executed and $p[x] = x$ is returned.
 - This is the case when recursion bottoms out.
- ▶ Otherwise, line 2 is executed and the recursive call with parameter $x.p$ returns (a pointer to) the root.
- ▶ Line 2 updates x to point directly to the root.

Disjoint-set forests

Effect of heuristics on running time

ASSUMPTIONS:

n = number of MAKESET operations,

m = total number of MAKESET, UNION and FINDSET operations.

- Union by rank has time complexity $O(m \log n)$ [Cormen *et al.*, 2000]
- When we use both path compression and union by rank, the operations have worst-case time complexity $O(m \cdot \alpha(m, n))$ where $\alpha(m, n)$ is the *very slowly growing inverse of Ackermann's function* (see next slides.)
 - On all practical applications of a disjoint-set data structure, $\alpha(m, n) \leq 4$.
 - \Rightarrow we can view the running time as linear in m in all practical situations.

Ackermann's function and its inverse

Preliminary notions

- ▷ Let $g : \mathbb{N} \rightarrow \mathbb{N}$ be the function defined recursively by

$$g(i) = \begin{cases} 2^1 & \text{if } i = 0, \\ 2^2 & \text{if } i = 1, \\ 2^{g(i-1)} & \text{if } i > 1. \end{cases}$$

INTUITION: i gives the *height* of the stack of 2s that make up the exponent.

- ▷ For all $i \in \mathbb{N}$ we define

$$\lg^{(i)}(n) = \begin{cases} n & \text{if } i = 0, \\ \lg(\lg^{(i-1)}(n)) & \text{if } i > 0 \text{ and } \lg^{(i-1)}(n) > 0, \\ \text{undefined} & \text{if } i > 0 \text{ and } \lg^{(i-1)}(n) \leq 0 \text{ or } \lg^{(i-1)}(n) \text{ is undefined.} \end{cases}$$

where \lg stands for \log_2

- ▷ $\lg^*(n) = \min\{i \geq 0 \mid \lg^{(i)}(n) \leq 1\}$.

REMARK: $\lg^*(2^{g(n)}) = n + 1$.

- Chapter 22: "Data Structures for Disjoint Sets" of
 - T. H. Cormen, C. E. Leiserson, R. L. Rivest. *Introduction to Algorithms*. MIT Press, 2000.