# Today's announcements:

MP7 available, due 4/28, 11:59p. EC due 4/21, 11:59p. A Disjoint Sets example:

Let *R* be an equivalence relation on the set of students in this room, where  $(s,t) \in R$  if *s* and *t* have the same favorite among A, FB, TR, CC, PMC, \_\_\_\_}.



1. Find(4)

- 2. Find(4)==Find(8)
- 3. If (!(Find(7)==Find(2)) then Union(Find(7),Find(2))

## **Disjoint Sets ADT**

We will implement a data structure in support of "Disjoint Sets":

- Maintains a collection  $S = \{s_0, s_1, \dots, s_k\}$  of disjoint sets.
- Each set has a representative member.
- Supports functions: void MakeSet(const T & k);

void Union(const T & k1, const T & k2);

Find:

Union:

T & Find(const T & k);

A first data structure for Disjoint Sets:



### A better data structure for Disjoint Sets: UpTrees

- if array value is -1, then we've found a root, o/w value is index of parent.
- x and y are in the same tree iff they are in the same set.





0	1	2	3		

	0	1	2	3		
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Let *R* be an equivalence relation on the set of students in this room, where  $(s,t) \in R$  if *s* and *t* have the same favorite among {AB, FN, DJ, ZH, FB}.



A better data structure for Disjoint Sets:

```
int DS::Find(int i) {
```

if (s[i] < 0) return i;</pre>

else return Find(s[i]);

Running time depends on \_\_\_\_\_.

Worst case?

What's an ideal tree?

void DS::Union(int root1, int root2) {
 \_\_\_\_\_;



#### Smart unions:

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Union by height:	0	1	2	3	4	5	6	7	8	9	10	11	Keeps overall height of tree as small as possible
	6	6	6	8		10	7		7	7	4	5	
Union by size:	0	1	2	3	4	5	6	7	8	9	10	11	Increases distance to root for fewest nodes.
	6	6	6	8		10	1		1	/	4	5	

Both of these schemes for Union guarantee the height of the tree is \_\_\_\_\_.

#### Smart unions:

```
int DS::Find(int i) {
```

if (s[i] < 0) return i;</pre>

else return Find(s[i]);

```
void DS::UnionBySize(int root1, int root2) {
    int newSize = s[root1]+s[root2];
    if (isBigger(root1,root2)) {
        s[root2]= root1;
        s[root1]= newSize;
    }
    else {
        s[root1] = root2;
        s[root2]= newSize;
    }
}
```

## Path Compression:

