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1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*

Subtext of today's lecture (and this course)

Steps to developing a usable algorithm.

- Model the problem.
- Find an algorithm to solve it.
- Fast enough? Fits in memory?
- If not, figure out why.
- Find a way to address the problem.
- Iterate until satisfied.

The scientific method.

Mathematical analysis.



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- ▶ *quick find*
- ▶ *quick union*
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- ▶ *applications*

Dynamic connectivity

Given a set of N objects.

- **Union command:** connect two objects.
- **Find/connected query:** is there a path connecting the two objects?

`union(4, 3)`

`union(3, 8)`

`union(6, 5)`

`union(9, 4)`

`union(2, 1)`

`connected(0, 7)` ✘

`connected(8, 9)` ✔

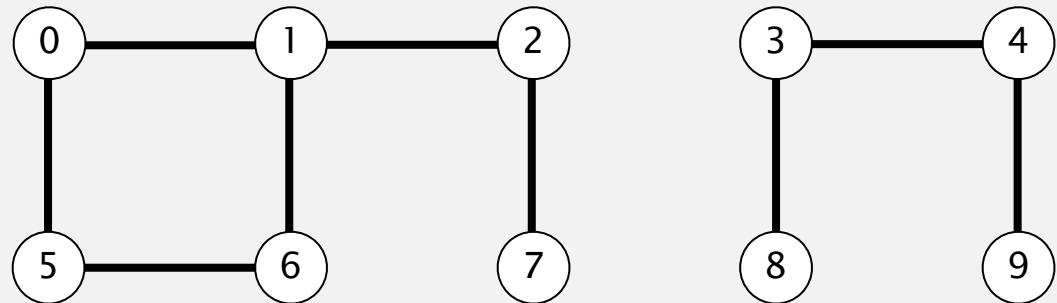
`union(5, 0)`

`union(7, 2)`

`union(6, 1)`

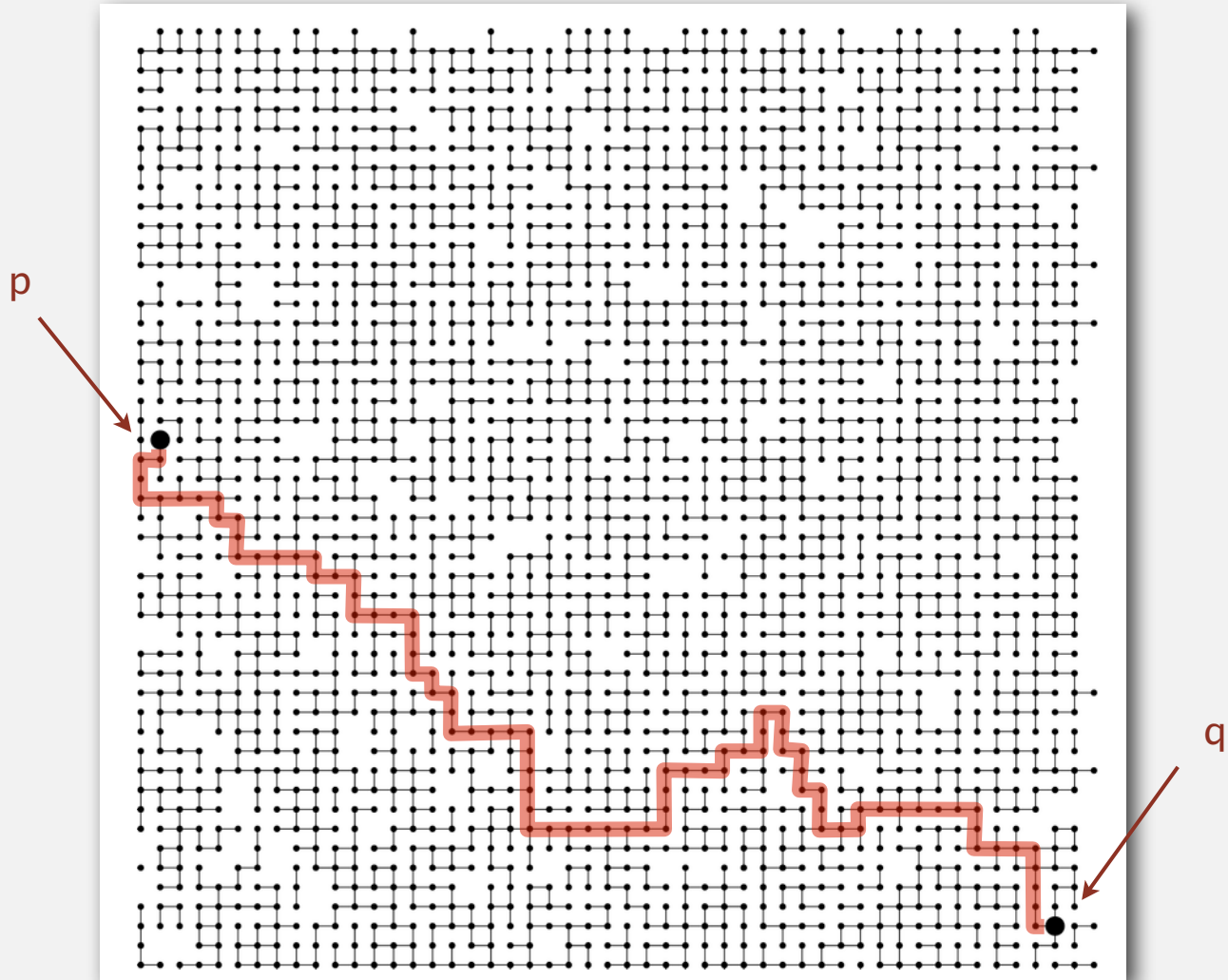
`union(1, 0)`

`connected(0, 7)` ✔



Connectivity example

Q. Is there a path connecting p and q ?



A. Yes.

Modeling the objects

Applications involve manipulating objects of all types.

- Pixels in a digital photo.
- Computers in a network.
- Friends in a social network.
- Transistors in a computer chip.
- Elements in a mathematical set.
- Variable names in Fortran program.
- Metallic sites in a composite system.

When programming, convenient to name objects 0 to $N - 1$.

- Use integers as array index.
- Suppress details not relevant to union-find.



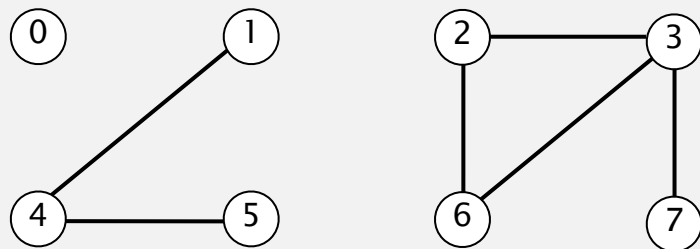
can use symbol table to translate from site names to integers: stay tuned (Chapter 3)

Modeling the connections

We assume "is connected to" is an equivalence relation:

- Reflexive: p is connected to p .
- Symmetric: if p is connected to q , then q is connected to p .
- Transitive: if p is connected to q and q is connected to r , then p is connected to r .

Connected components. Maximal **set** of objects that are mutually connected.



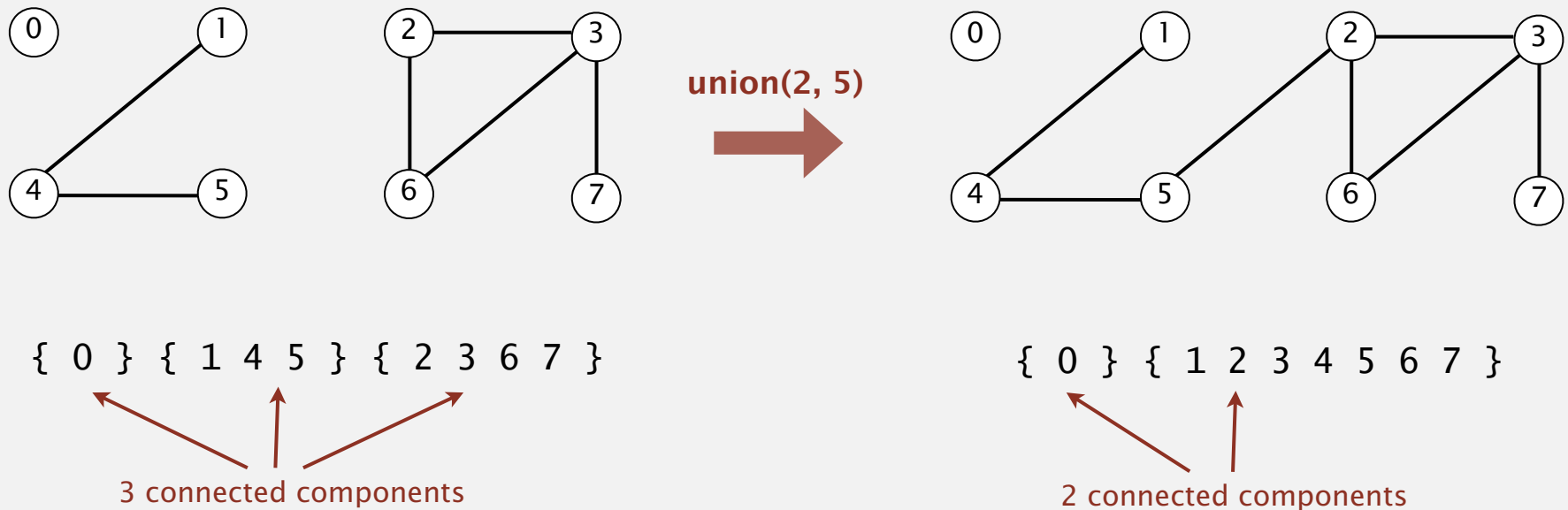
{ 0 } { 1 4 5 } { 2 3 6 7 }

3 connected components

Implementing the operations

Find query. Check if two objects are in the same component.

Union command. Replace components containing two objects with their union.



Union-find data type (API)

Goal. Design efficient data structure for union-find.

- Number of objects N can be huge.
- Number of operations M can be huge.
- Find queries and union commands may be intermixed.

```
public class UF
```

```
    UF(int N)
```

*initialize union-find data structure with
N objects (0 to N - 1)*

```
    void union(int p, int q)
```

add connection between p and q

```
    boolean connected(int p, int q)
```

are p and q in the same component?

```
    int find(int p)
```

component identifier for p (0 to N - 1)

```
    int count()
```

number of components

Dynamic-connectivity client

- Read in number of objects N from standard input.
- Repeat:
 - read in pair of integers from standard input
 - if they are not yet connected, connect them and print out pair

```
public static void main(String[] args)
{
    int N = StdIn.readInt();
    UF uf = new UF(N);
    while (!StdIn.isEmpty())
    {
        int p = StdIn.readInt();
        int q = StdIn.readInt();
        if (!uf.connected(p, q))
        {
            uf.union(p, q);
            StdOut.println(p + " " + q);
        }
    }
}
```

```
% more tinyUF.txt
10
4 3
3 8
6 5
9 4
2 1
8 9
5 0
7 2
6 1
1 0
6 7
```



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Quick-find [eager approach]

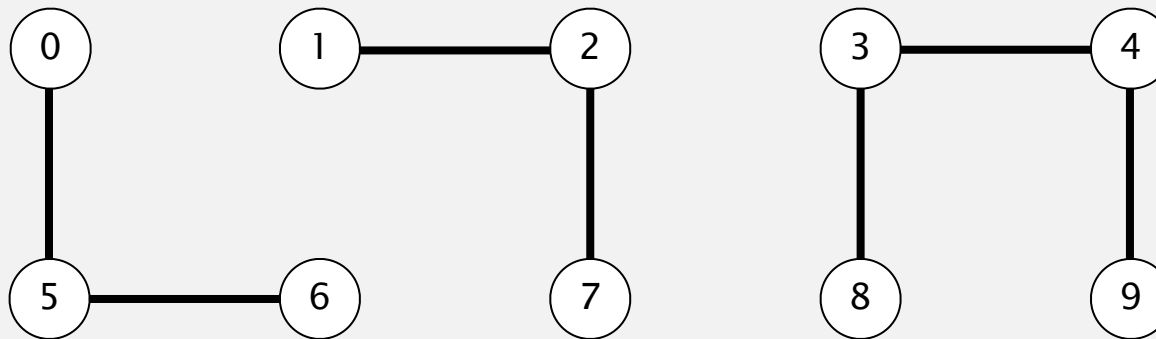
Data structure.

- Integer array `id[]` of length `N`.
- Interpretation: `p` and `q` are connected iff they have the same `id`.

if and only if
↙

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| <code>id[]</code> | 0 | 1 | 1 | 8 | 8 | 0 | 0 | 1 | 8 | 8 |

0, 5 and 6 are connected
1, 2, and 7 are connected
3, 4, 8, and 9 are connected



Quick-find [eager approach]

Data structure.

- Integer array `id[]` of length `N`.
- Interpretation: `p` and `q` are connected iff they have the same `id`.

| | | | | | | | | | | |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| <code>id[]</code> | 0 | 1 | 1 | 8 | 8 | 0 | 0 | 1 | 8 | 8 |

Find. Check if `p` and `q` have the same `id`.

`id[6] = 0; id[1] = 1`
6 and 1 are not connected

Union. To merge components containing `p` and `q`, change all entries whose `id` equals `id[p]` to `id[q]`.

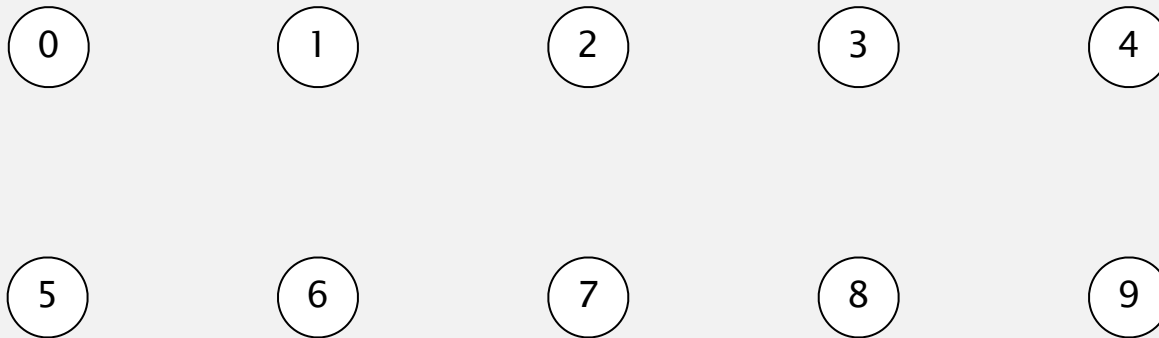
| | | | | | | | | | | |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| <code>id[]</code> | 1 | 1 | 1 | 8 | 8 | 1 | 1 | 1 | 8 | 8 |



problem: many values can change

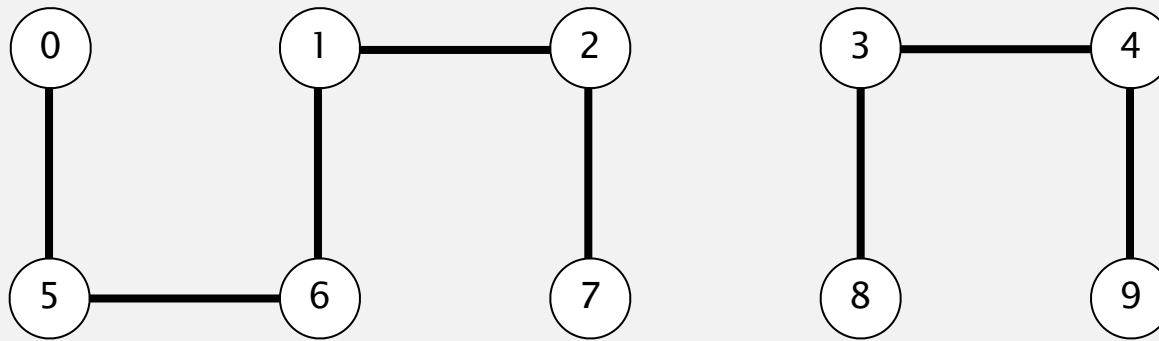
after union of 6 and 1

Quick-find demo



| | | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| id[] | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Quick-find demo



| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------|---|---|---|---|---|---|---|---|---|---|
| id[] | 1 | 1 | 1 | 8 | 8 | 1 | 1 | 1 | 8 | 8 |

Quick-find: Java implementation

```
public class QuickFindUF  
{
```

```
    private int[] id;
```

```
    public QuickFindUF(int N)  
    {
```

```
        id = new int[N];  
        for (int i = 0; i < N; i++)  
            id[i] = i;
```

```
    }
```

```
    public boolean connected(int p, int q)  
    { return id[p] == id[q]; }
```

```
    public void union(int p, int q)  
    {
```

```
        int pid = id[p];  
        int qid = id[q];  
        for (int i = 0; i < id.length; i++)  
            if (id[i] == pid) id[i] = qid;
```

```
    }
```

```
}
```

← set id of each object to itself
(N array accesses)

← check whether p and q
are in the same component
(2 array accesses)

← change all entries with id[p] to id[q]
(at most $2N + 2$ array accesses)

Quick-find is too slow


Cost model. Number of array accesses (for read or write).

| algorithm | initialize | union | find |
|------------|------------|-------|------|
| quick-find | N | N | 1 |

order of growth of number of array accesses

Union is too expensive. It takes N^2 array accesses to process a sequence of N union commands on N objects.

quadratic

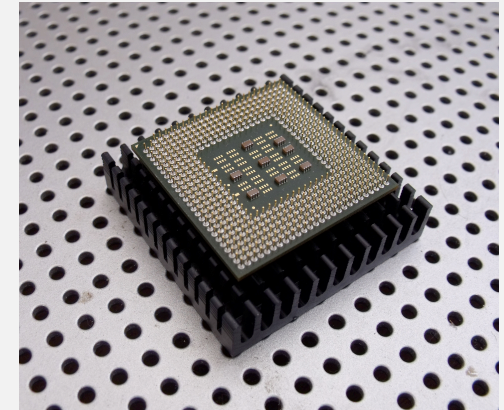


Quadratic algorithms do not scale

Rough standard (for now).

- 10^9 operations per second.
- 10^9 words of main memory.
- Touch all words in approximately 1 second.

a truism (roughly)
since 1950!

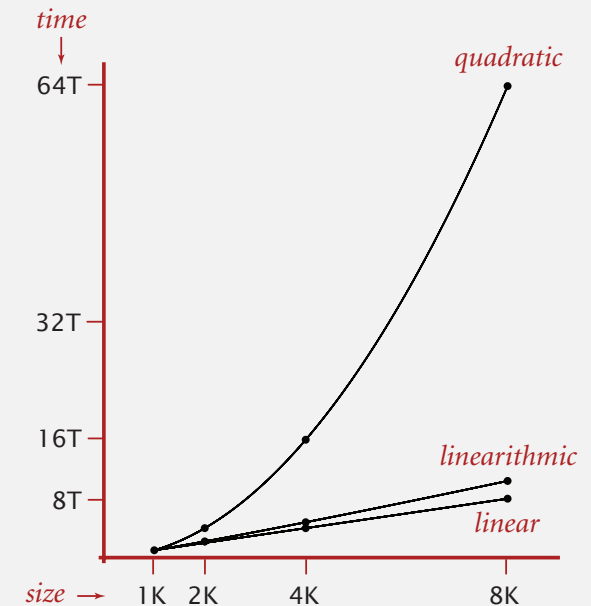


Ex. Huge problem for quick-find.

- 10^9 union commands on 10^9 objects.
- Quick-find takes more than 10^{18} operations.
- 30+ years of computer time!

Quadratic algorithms don't scale with technology.

- New computer may be 10x as fast.
- But, has 10x as much memory \Rightarrow want to solve a problem that is 10x as big.
- With quadratic algorithm, takes 10x as long!





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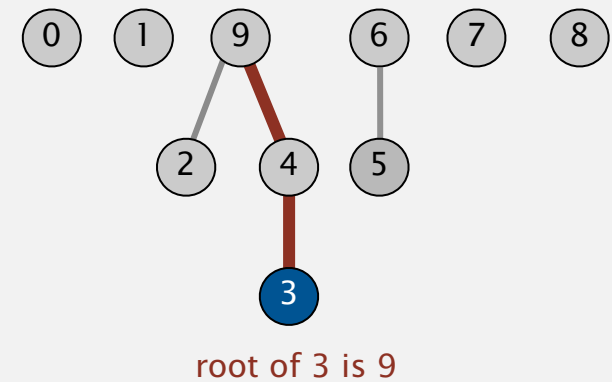
Quick-union [lazy approach]

Data structure.

- Integer array `id[]` of length `N`.
- Interpretation: `id[i]` is parent of `i`.
- **Root** of `i` is `id[id[id[...id[i]...]]]`.

keep going until it doesn't change
(algorithm ensures no cycles)

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| <code>id[]</code> | 0 | 1 | 9 | 4 | 9 | 6 | 6 | 7 | 8 | 9 |



Quick-union [lazy approach]

Data structure.

- Integer array `id[]` of length `N`.
- Interpretation: `id[i]` is parent of `i`.
- Root of `i` is `id[id[id[...id[i]...]]]`.

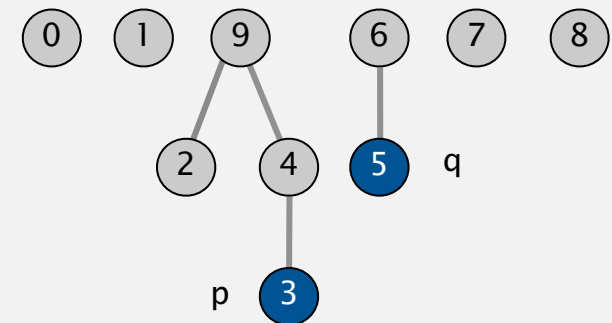
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| <code>id[]</code> | 0 | 1 | 9 | 4 | 9 | 6 | 6 | 7 | 8 | 9 |

Find. Check if `p` and `q` have the same root.

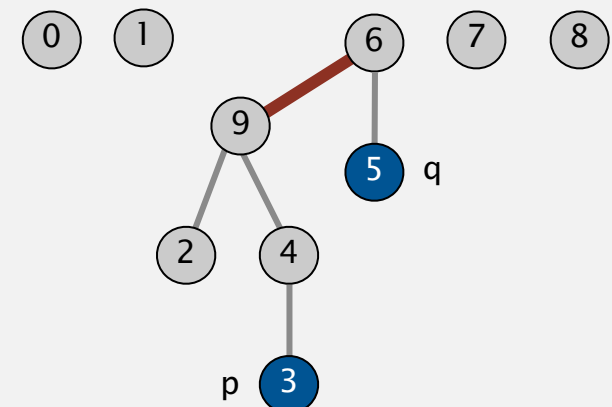
Union. To merge components containing `p` and `q`, set the `id` of `p`'s root to the `id` of `q`'s root.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------------|---|---|---|---|---|---|---|---|---|---|
| <code>id[]</code> | 0 | 1 | 9 | 4 | 9 | 6 | 6 | 7 | 8 | 6 |

↑
only one value changes



root of 3 is 9
root of 5 is 6
3 and 5 are not connected

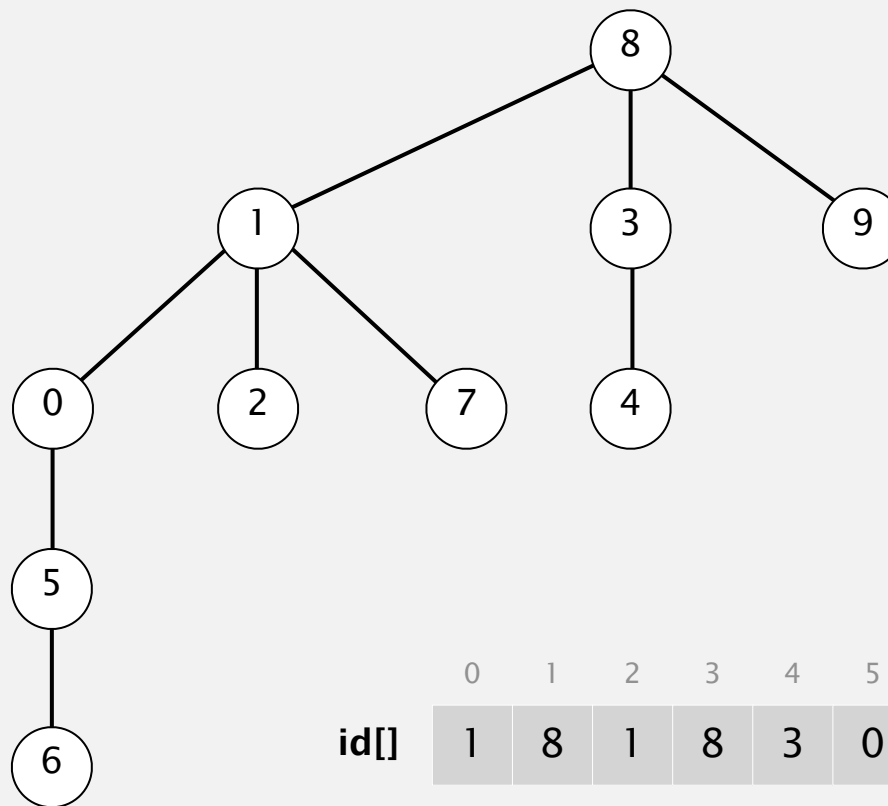


Quick-union demo



| | | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| id[] | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Quick-union demo



| | | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| id[] | 1 | 8 | 1 | 8 | 3 | 0 | 5 | 1 | 8 | 8 |

Quick-union: Java implementation

```
public class QuickUnionUF
{
    private int[] id;

    public QuickUnionUF(int N)
    {
        id = new int[N];
        for (int i = 0; i < N; i++) id[i] = i;
    }

    private int root(int i)
    {
        while (i != id[i]) i = id[i];
        return i;
    }

    public boolean connected(int p, int q)
    {
        return root(p) == root(q);
    }

    public void union(int p, int q)
    {
        int i = root(p);
        int j = root(q);
        id[i] = j;
    }
}
```

set id of each object to itself
(N array accesses)

chase parent pointers until reach root
(depth of i array accesses)

check if p and q have same root
(depth of p and q array accesses)

change root of p to point to root of q
(depth of p and q array accesses)

Quick-union is also too slow

Cost model. Number of array accesses (for read or write).

| algorithm | initialize | union | find |
|-------------|------------|-------------|------|
| quick-find | N | N | 1 |
| quick-union | N | $N \dagger$ | N |

← worst case

† includes cost of finding roots

Quick-find defect.

- Union too expensive (N array accesses).
- Trees are flat, but too expensive to keep them flat.

Quick-union defect.

- Trees can get tall.
- Find too expensive (could be N array accesses).



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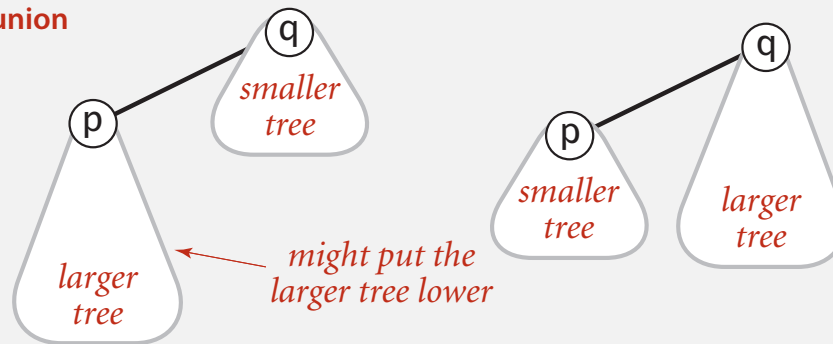
- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ ***improvements***
- ▶ ***applications***

Improvement 1: weighting

Weighted quick-union.

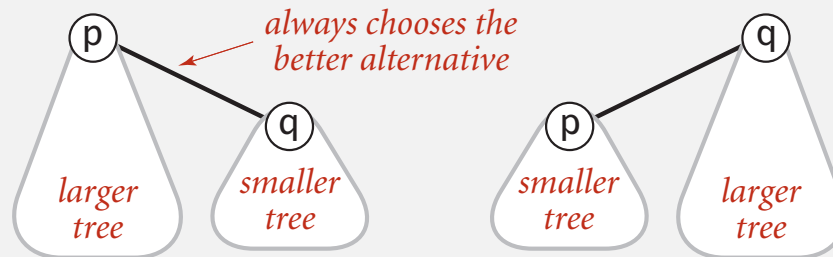
- Modify quick-union to avoid tall trees.
- Keep track of size of each tree (**number of objects**).
- Balance by linking root of smaller tree to root of larger tree.

quick-union



reasonable alternatives:
union by height or "rank"

weighted

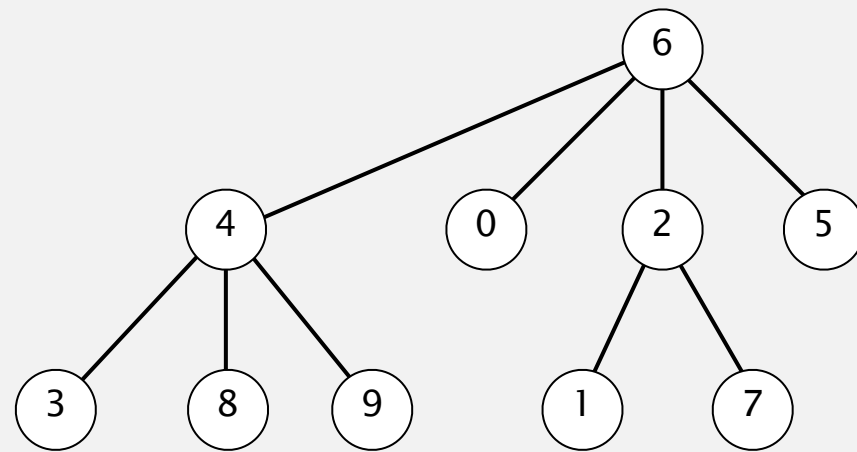


Weighted quick-union demo



| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|------|---|---|---|---|---|---|---|---|---|---|
| id[] | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

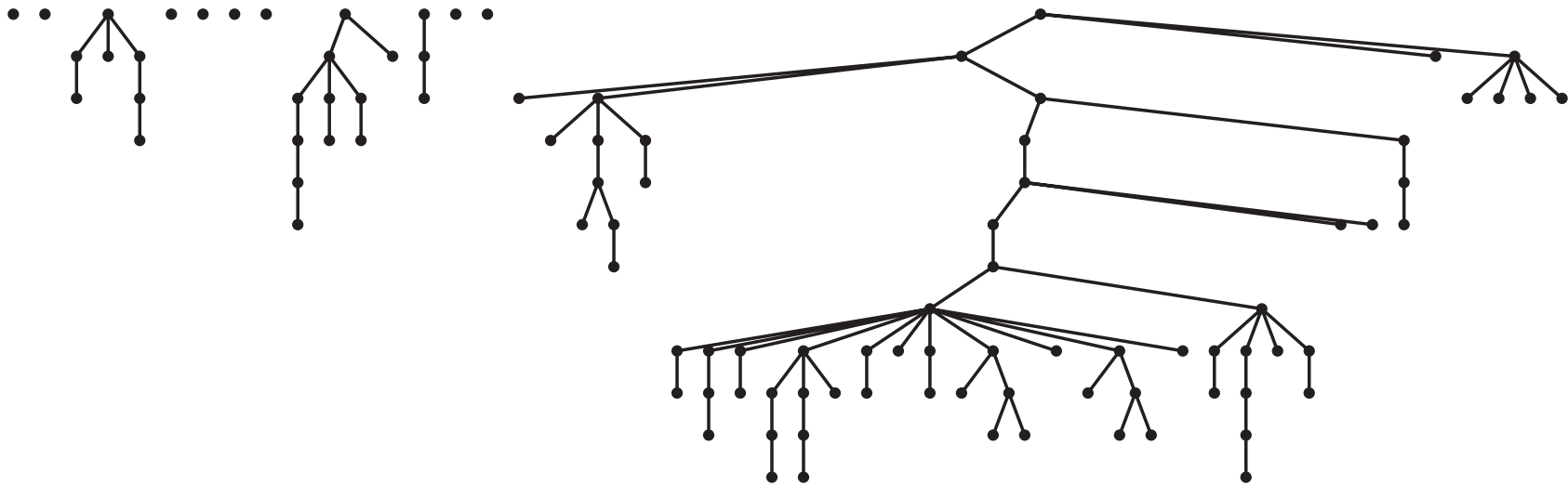
Weighted quick-union demo



| | | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| id[] | 6 | 2 | 6 | 4 | 6 | 6 | 6 | 2 | 4 | 4 |

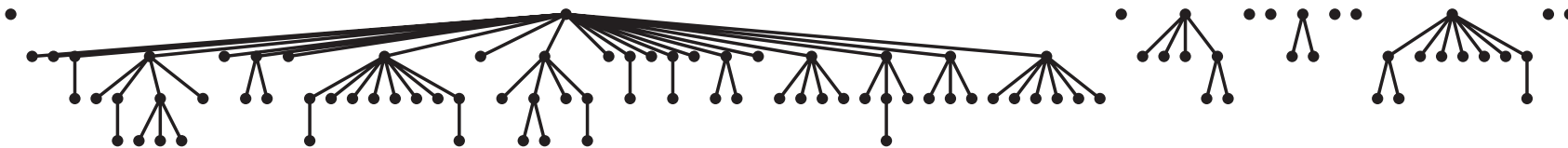
Quick-union and weighted quick-union example

quick-union



average distance to root: 5.11

weighted



average distance to root: 1.52

Quick-union and weighted quick-union (100 sites, 88 union() operations)

Weighted quick-union: Java implementation

Data structure. Same as quick-union, but maintain extra array `sz[i]` to count number of objects in the tree rooted at `i`.

Find. Identical to quick-union.

```
return root(p) == root(q);
```

Union. Modify quick-union to:

- Link root of smaller tree to root of larger tree.
- Update the `sz[]` array.

```
int i = root(p);
int j = root(q);
if (i == j) return;
if (sz[i] < sz[j]) { id[i] = j; sz[j] += sz[i]; }
else                { id[j] = i; sz[i] += sz[j]; }
```

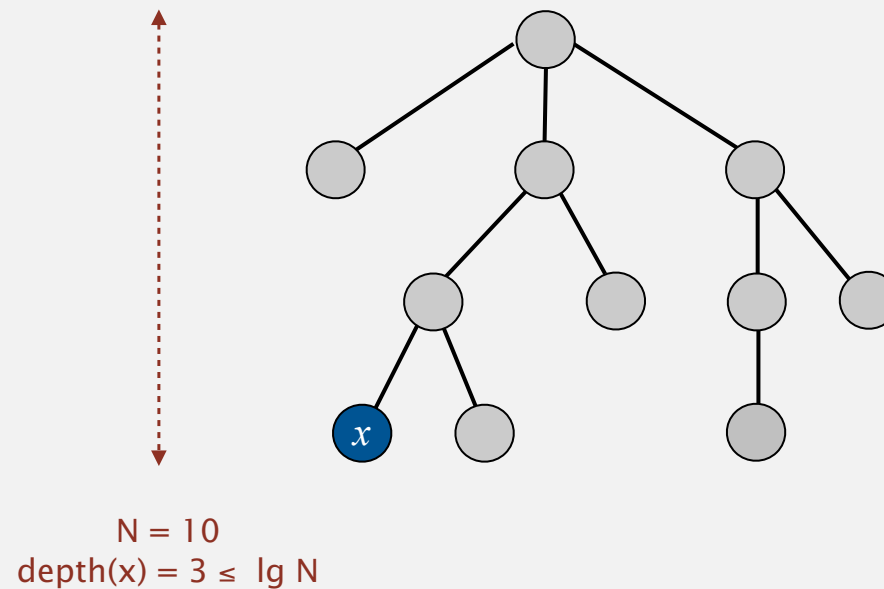
Weighted quick-union analysis

Running time.

- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

Proposition. Depth of any node x is at most $\lg N$.

\lg = base-2 logarithm



Weighted quick-union analysis

Running time.

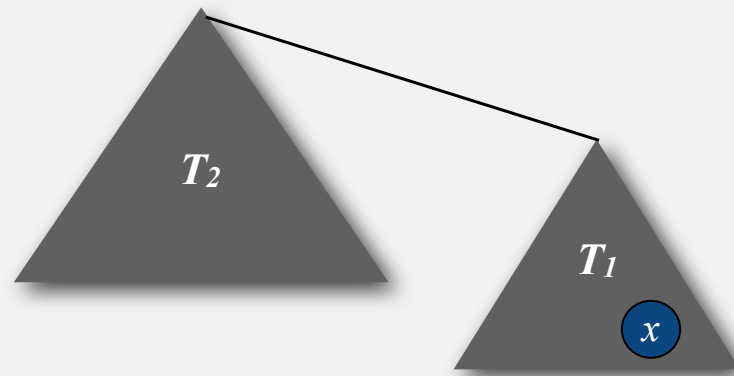
- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

Proposition. Depth of any node x is at most $\lg N$.

Pf. When does depth of x increase?

Increases by 1 when tree T_1 containing x is merged into another tree T_2 .

- The size of the tree containing x at least doubles since $|T_2| \geq |T_1|$.
- Size of tree containing x can double at most $\lg N$ times. Why?



Weighted quick-union analysis

Running time.

- Find: takes time proportional to depth of p and q .
- Union: takes constant time, given roots.

Proposition. Depth of any node x is at most $\lg N$.

| algorithm | initialize | union | connected |
|-------------|------------|-----------------|-----------|
| quick-find | N | N | 1 |
| quick-union | N | N^\dagger | N |
| weighted QU | N | $\lg N^\dagger$ | $\lg N$ |

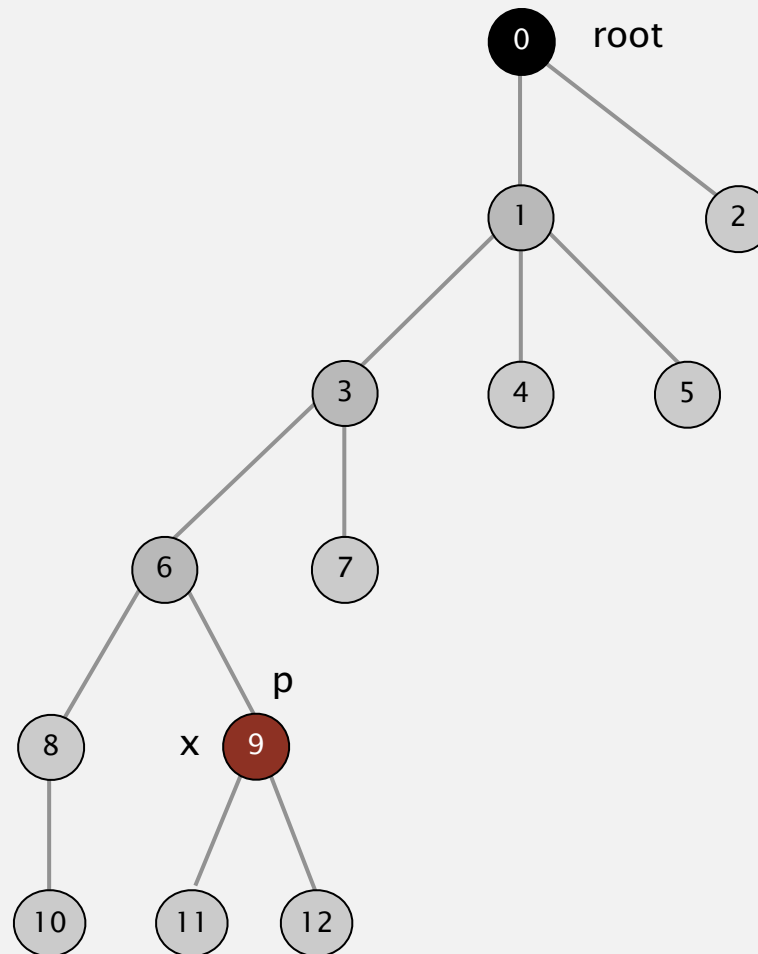
\dagger includes cost of finding roots

Q. Stop at guaranteed acceptable performance?

A. No, easy to improve further.

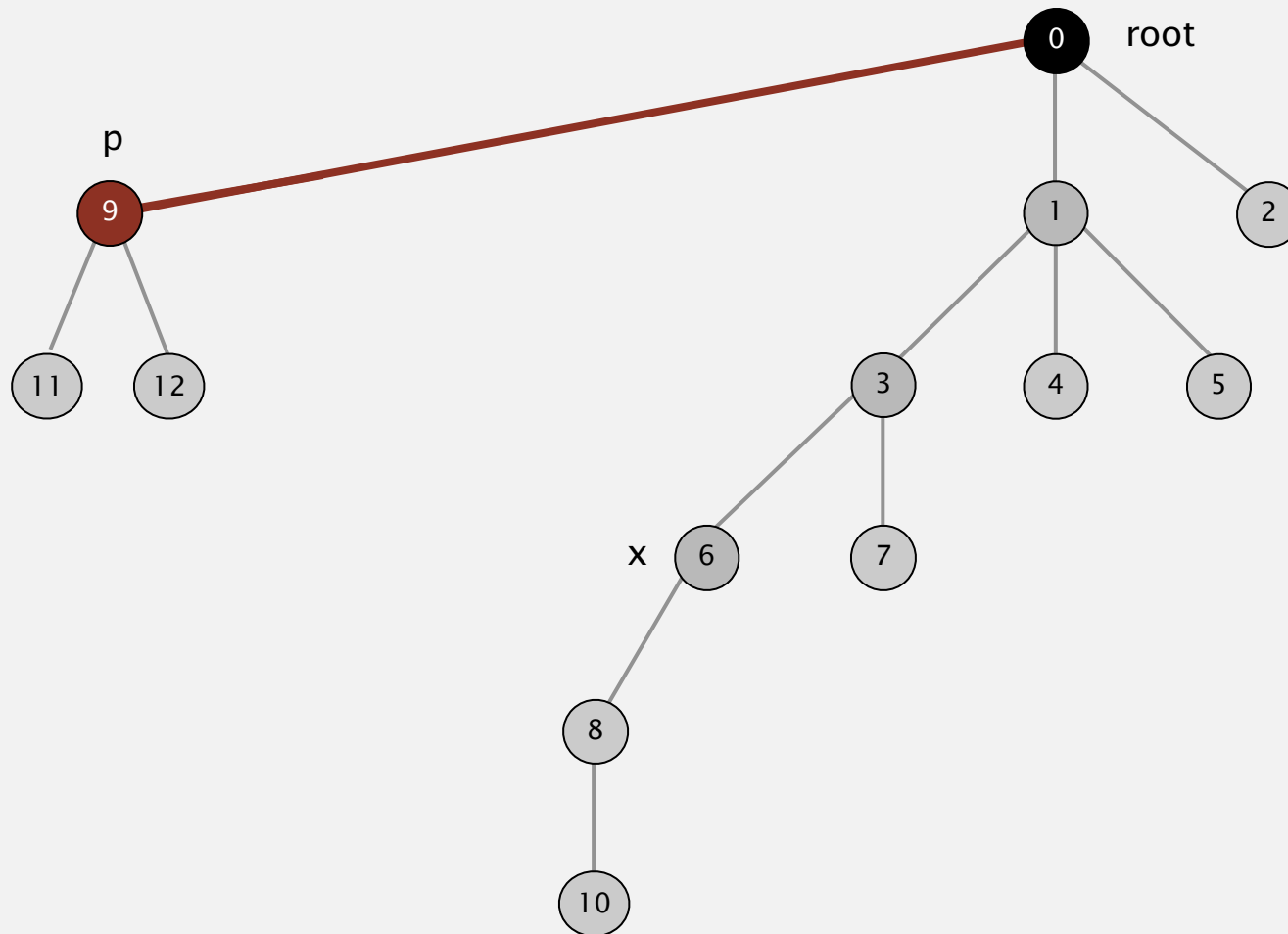
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



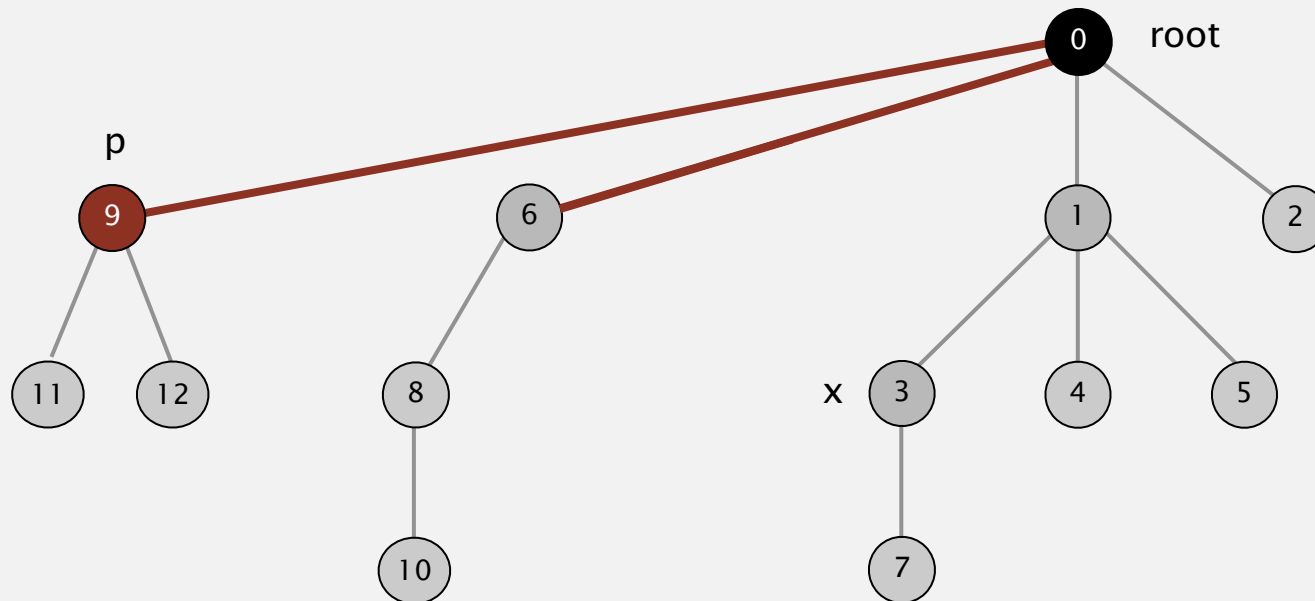
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



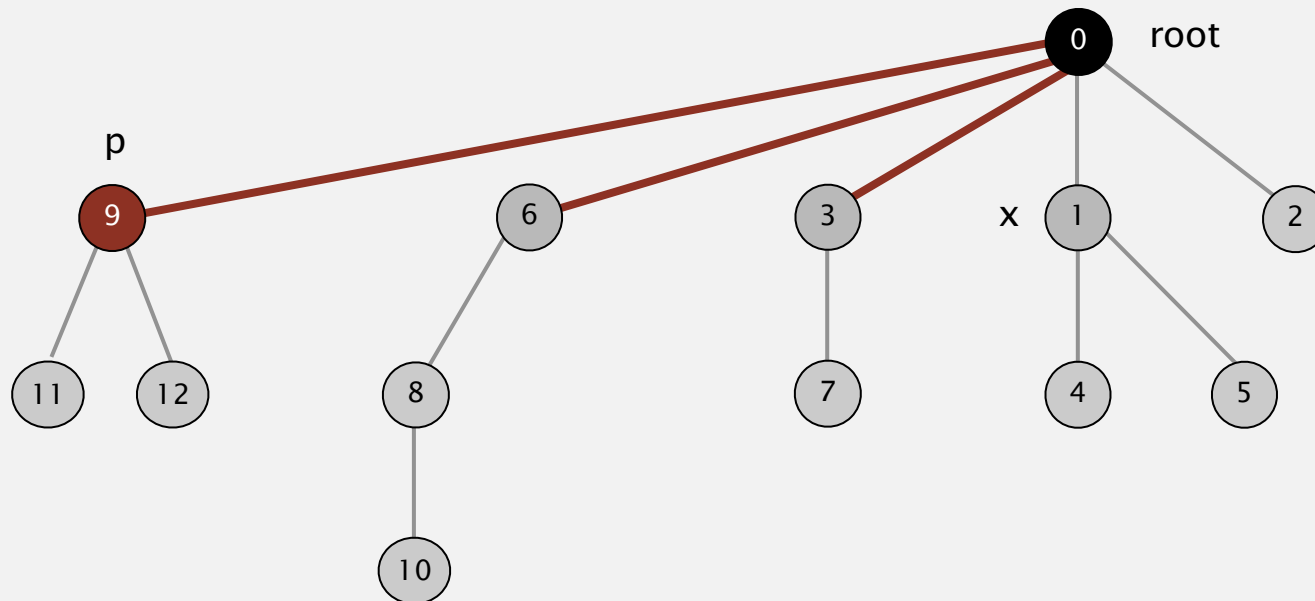
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



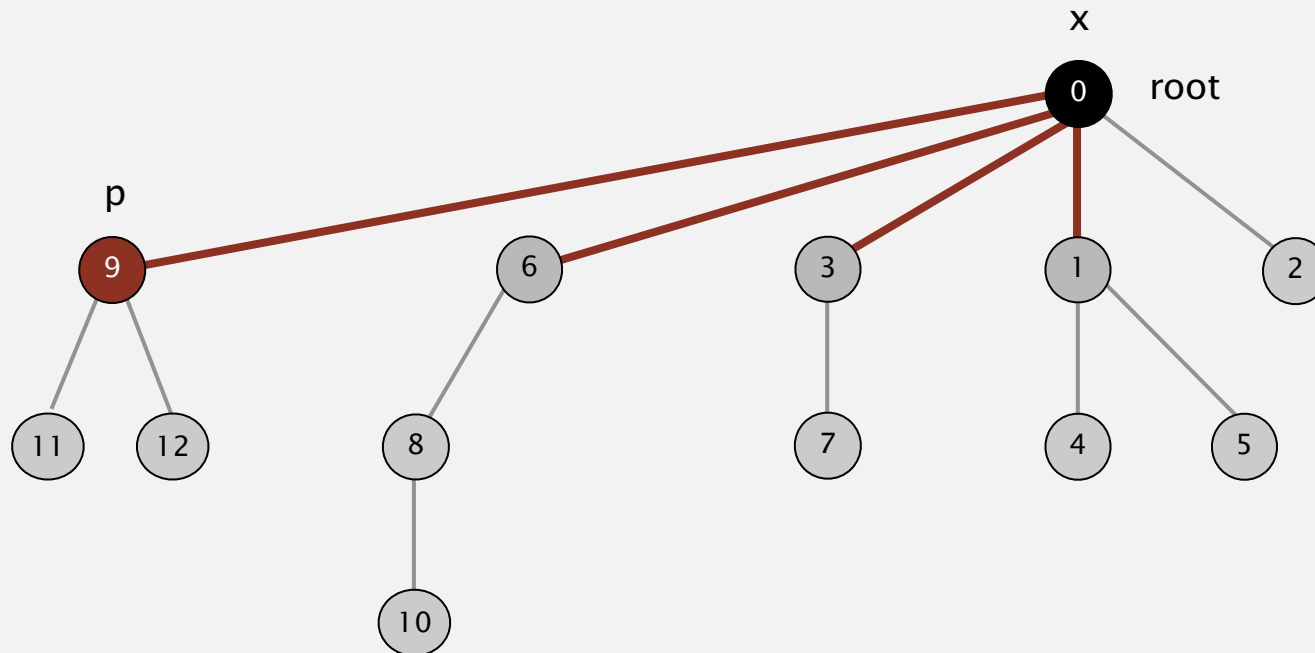
Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



Improvement 2: path compression

Quick union with path compression. Just after computing the root of p , set the id of each examined node to point to that root.



Path compression: Java implementation

Two-pass implementation: add second loop to `root()` to set the `id[]` of each examined node to the root.

Simpler one-pass variant: Make every other node in path point to its grandparent (thereby halving path length).

```
private int root(int i)
{
    while (i != id[i])
    {
        id[i] = id[id[i]];
        i = id[i];
    }
    return i;
}
```

← only one extra line of code !

In practice. No reason not to! Keeps tree almost completely flat.

Weighted quick-union with path compression: amortized analysis

Proposition. [Hopcroft-Ulman, Tarjan] Starting from an empty data structure, any sequence of M union–find ops on N objects makes $\leq c(N + M \lg^* N)$ array accesses.

- Analysis can be improved to $N + M \alpha(M, N)$.
- Simple algorithm with fascinating mathematics.

| N | $\lg^* N$ |
|-------------|-----------|
| 1 | 0 |
| 2 | 1 |
| 4 | 2 |
| 16 | 3 |
| 65536 | 4 |
| 2^{65536} | 5 |

iterate log function

Linear-time algorithm for M union-find ops on N objects?

- Cost within constant factor of reading in the data.
- In theory, WQUPC is not quite linear.
- In practice, WQUPC is linear.

Amazing fact. [Fredman-Saks] No linear-time algorithm exists.

in "cell-probe" model of computation

Summary

Bottom line. Weighted quick union (with path compression) makes it possible to solve problems that could not otherwise be addressed.

| algorithm | worst-case time |
|--------------------------------|-----------------|
| quick-find | $M N$ |
| quick-union | $M N$ |
| weighted QU | $N + M \log N$ |
| QU + path compression | $N + M \log N$ |
| weighted QU + path compression | $N + M \lg^* N$ |

M union-find operations on a set of N objects

Ex. [10^9 unions and finds with 10^9 objects]

- WQUPC reduces time from 30 years to 6 seconds.
- Supercomputer won't help much; good algorithm enables solution.



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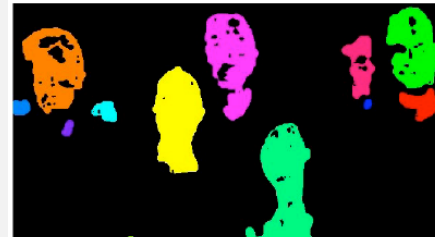
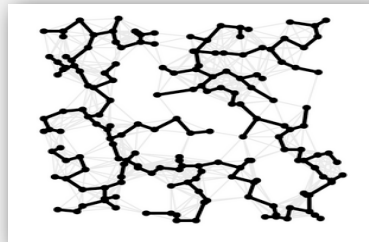
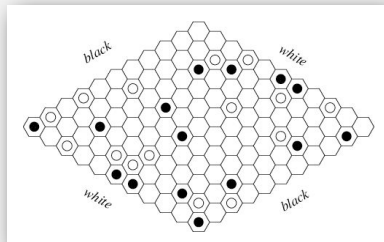
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Union-find applications

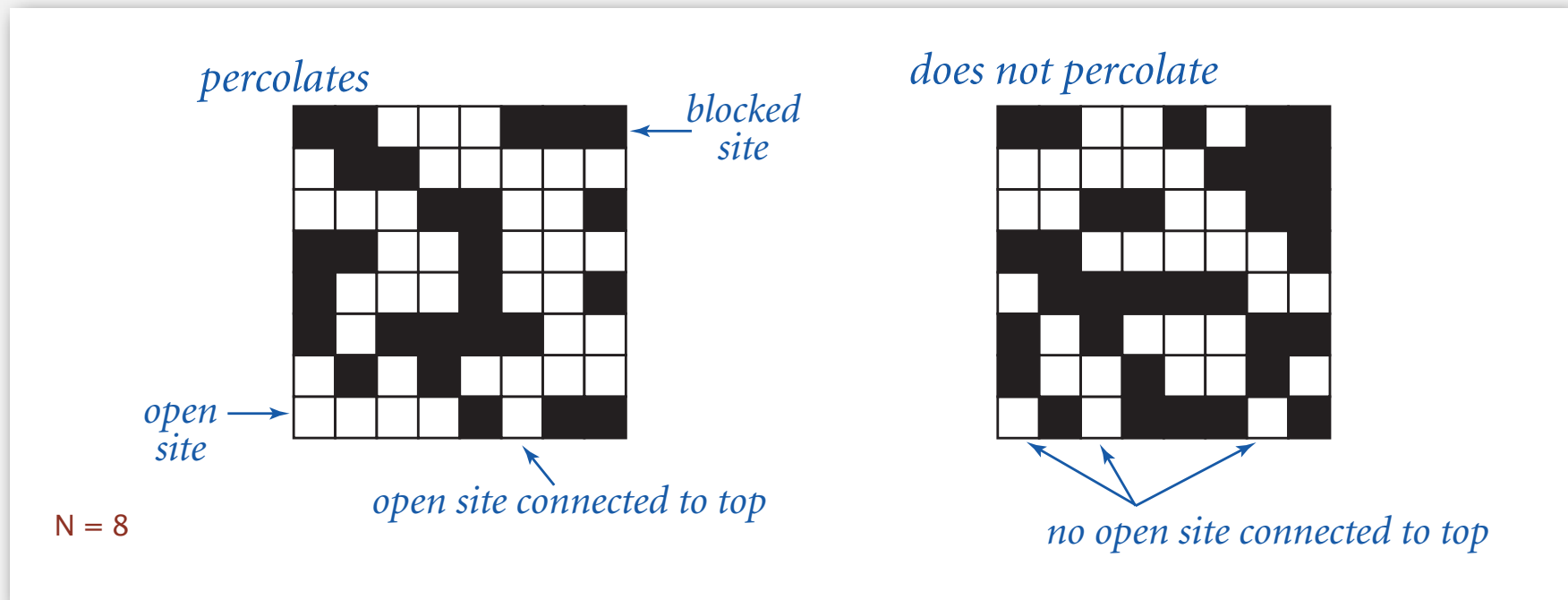
- **Percolation.**
- Games (Go, Hex).
- ✓ **Dynamic connectivity.**
 - Least common ancestor.
 - Equivalence of finite state automata.
 - Hoshen-Kopelman algorithm in physics.
 - Hinley-Milner polymorphic type inference.
 - Kruskal's minimum spanning tree algorithm.
 - Compiling equivalence statements in Fortran.
 - Morphological attribute openings and closings.
 - Matlab's `bwlabel()` function in image processing.



Percolation

A model for many physical systems:

- N -by- N grid of sites.
- Each site is open with probability p (or blocked with probability $1 - p$).
- System **percolates** iff top and bottom are connected by open sites.



Percolation

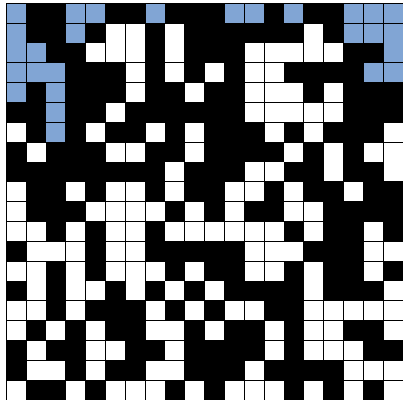
A model for many physical systems:

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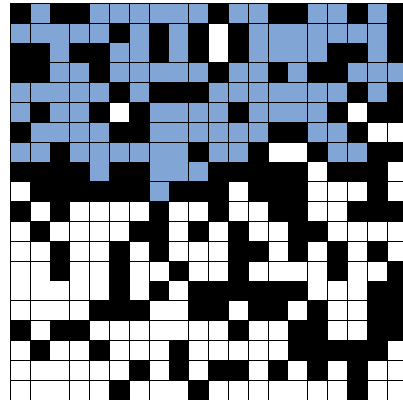
| model | system | vacant site | occupied site | percolates |
|--------------------|------------|-------------|---------------|--------------|
| electricity | material | conductor | insulated | conducts |
| fluid flow | material | empty | blocked | porous |
| social interaction | population | person | empty | communicates |

Likelihood of percolation

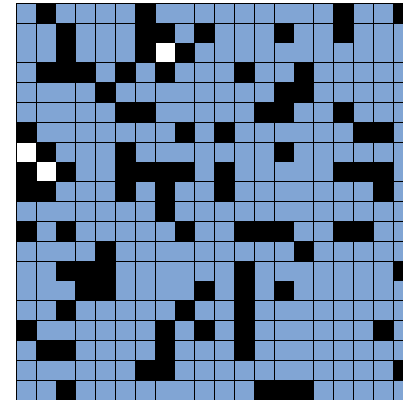
Depends on site vacancy probability p .



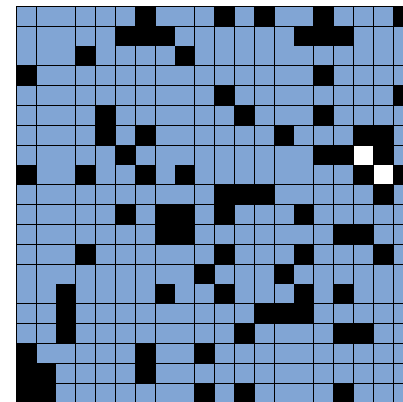
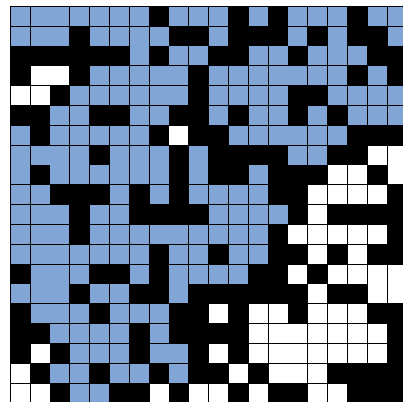
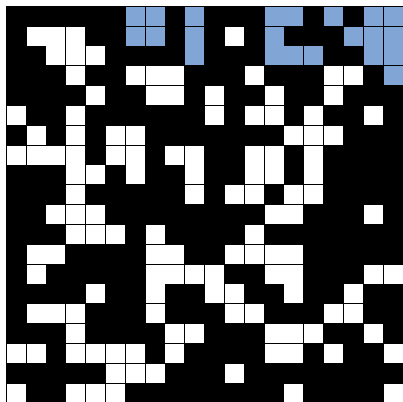
p low (0.4)
does not percolate



p medium (0.6)
percolates?



p high (0.8)
percolates

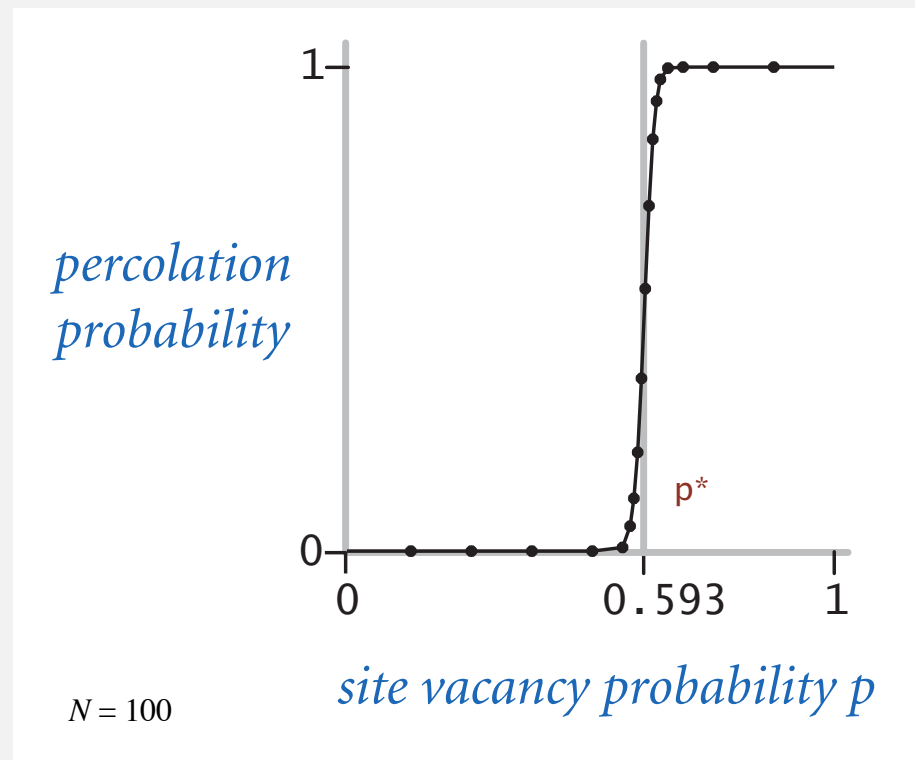


Percolation phase transition

When N is large, theory guarantees a sharp threshold p^* .

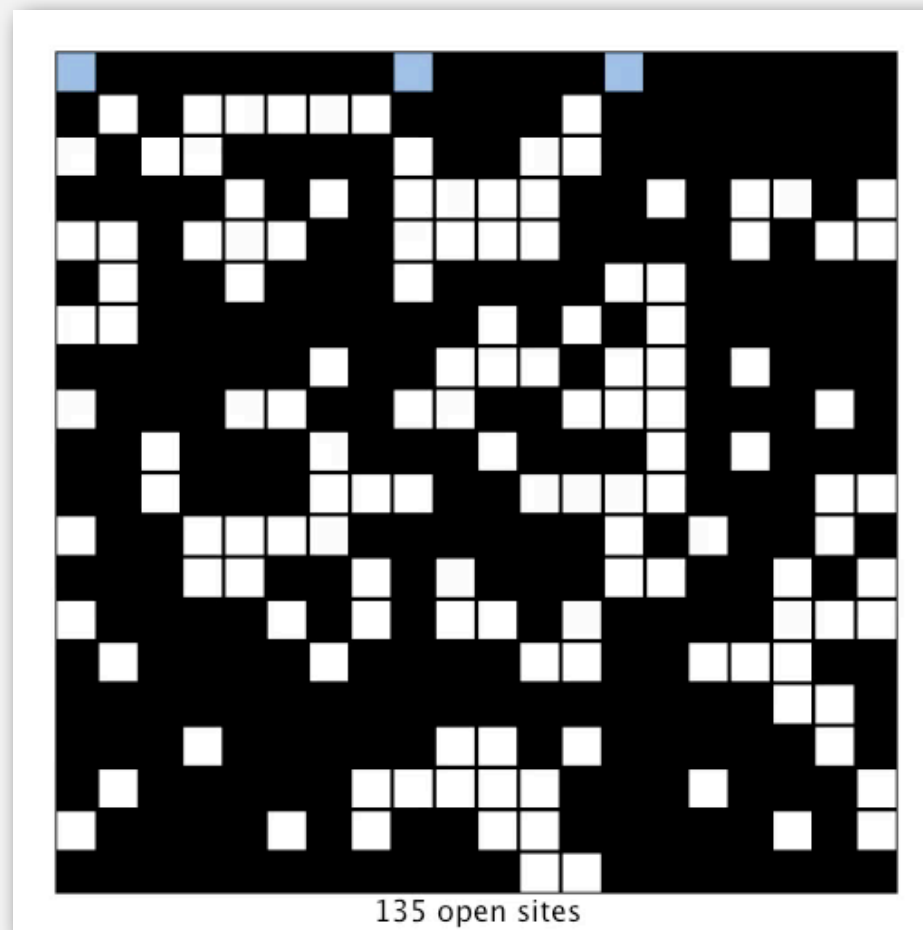
- $p > p^*$: almost certainly percolates.
- $p < p^*$: almost certainly does not percolate.

Q. What is the value of p^* ?

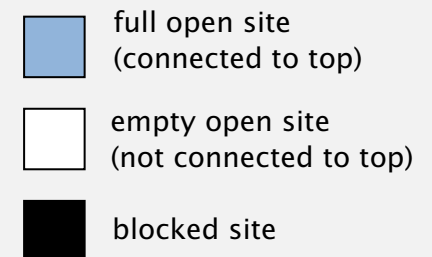


Monte Carlo simulation

- Initialize N -by- N whole grid to be blocked.
- Declare random sites open until top connected to bottom.
- Vacancy percentage estimates p^* .



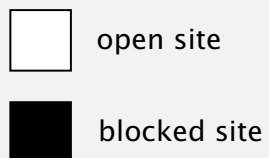
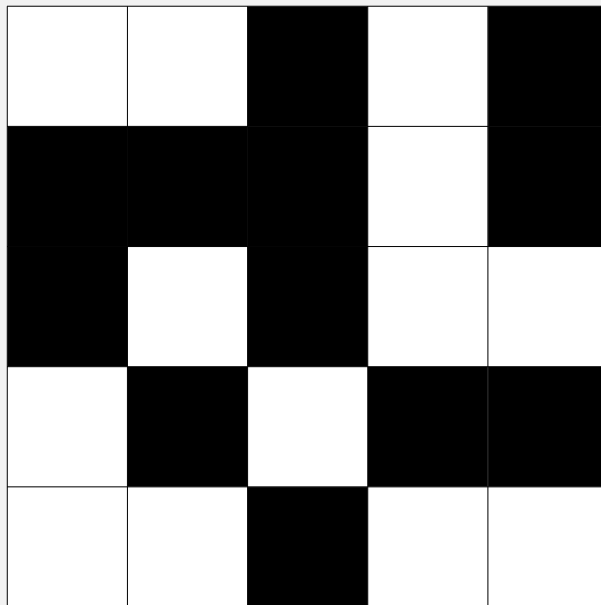
$N = 20$



Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

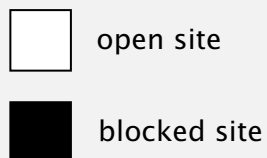
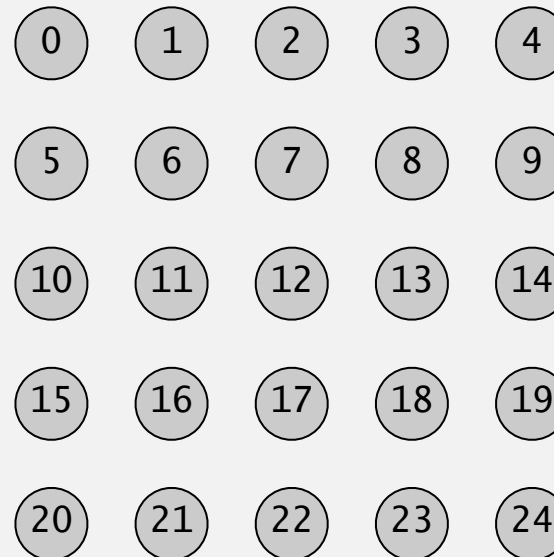
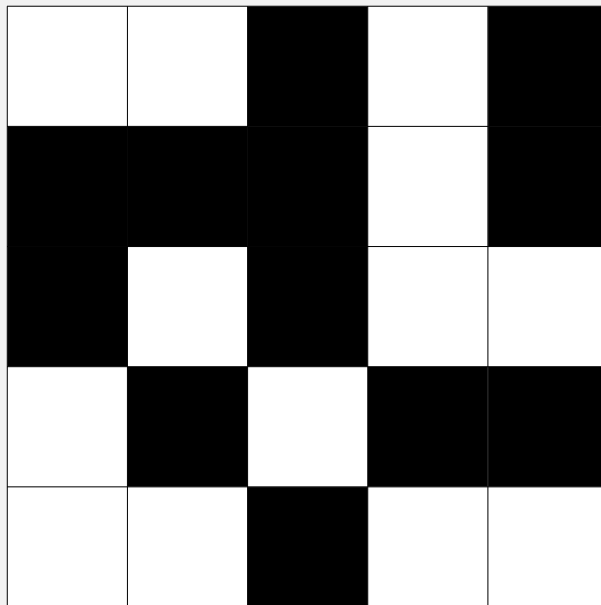
$N = 5$



Dynamic connectivity solution to estimate percolation threshold

- Q. How to check whether an N -by- N system percolates?
- Create an object for each site and name them 0 to $N^2 - 1$.

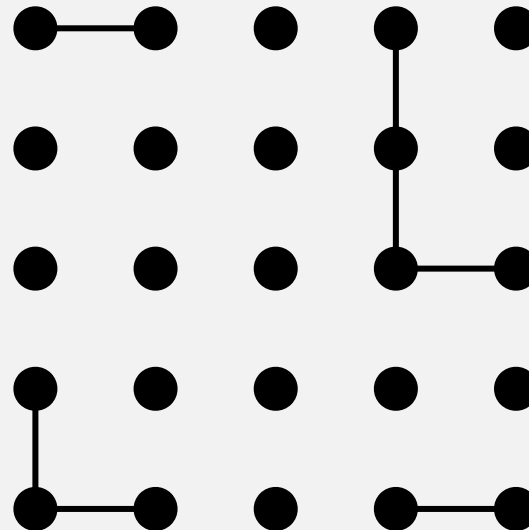
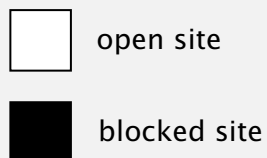
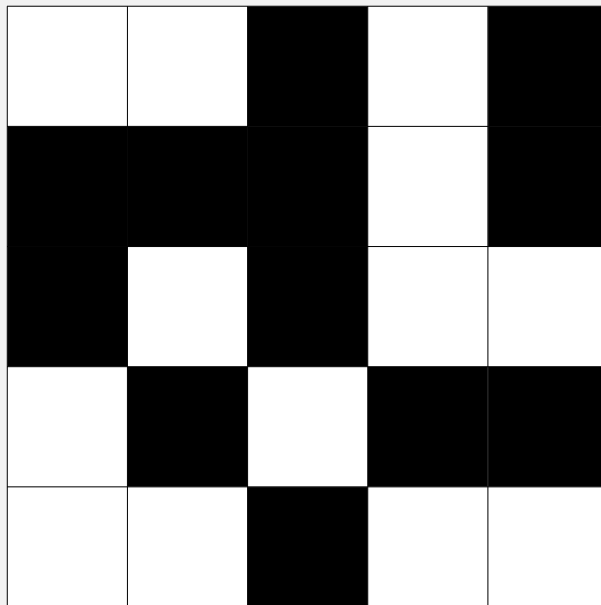
$N = 5$



Dynamic connectivity solution to estimate percolation threshold

- Q. How to check whether an N -by- N system percolates?
- Create an object for each site and name them 0 to $N^2 - 1$.
 - Sites are in same component if connected by open sites.

$N = 5$



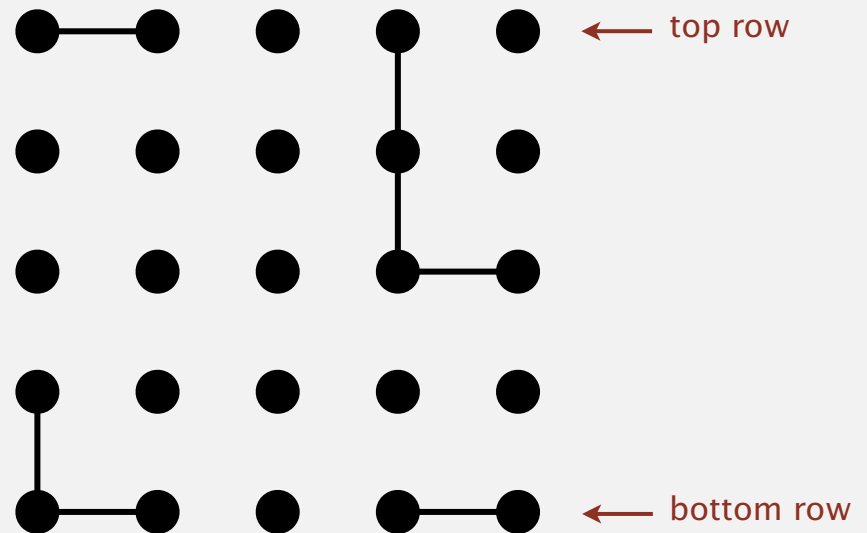
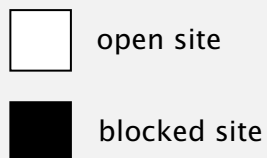
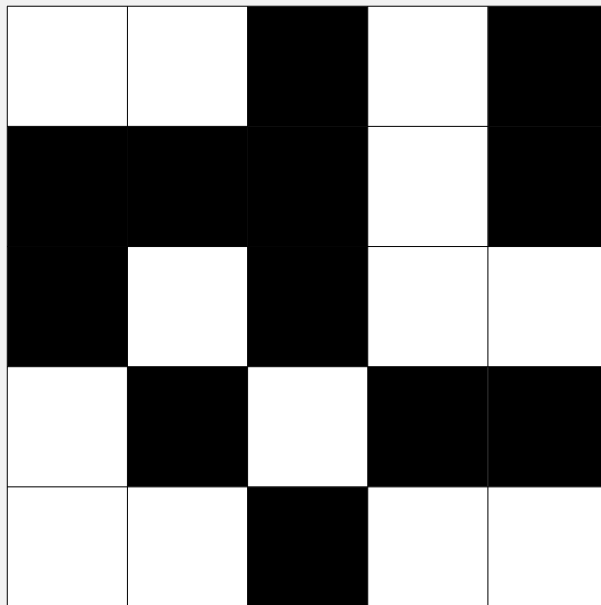
Dynamic connectivity solution to estimate percolation threshold

Q. How to check whether an N -by- N system percolates?

- Create an object for each site and name them 0 to $N^2 - 1$.
- Sites are in same component if connected by open sites.
- Percolates iff any site on bottom row is connected to site on top row.

brute-force algorithm: N^2 calls to `connected()`

$N = 5$



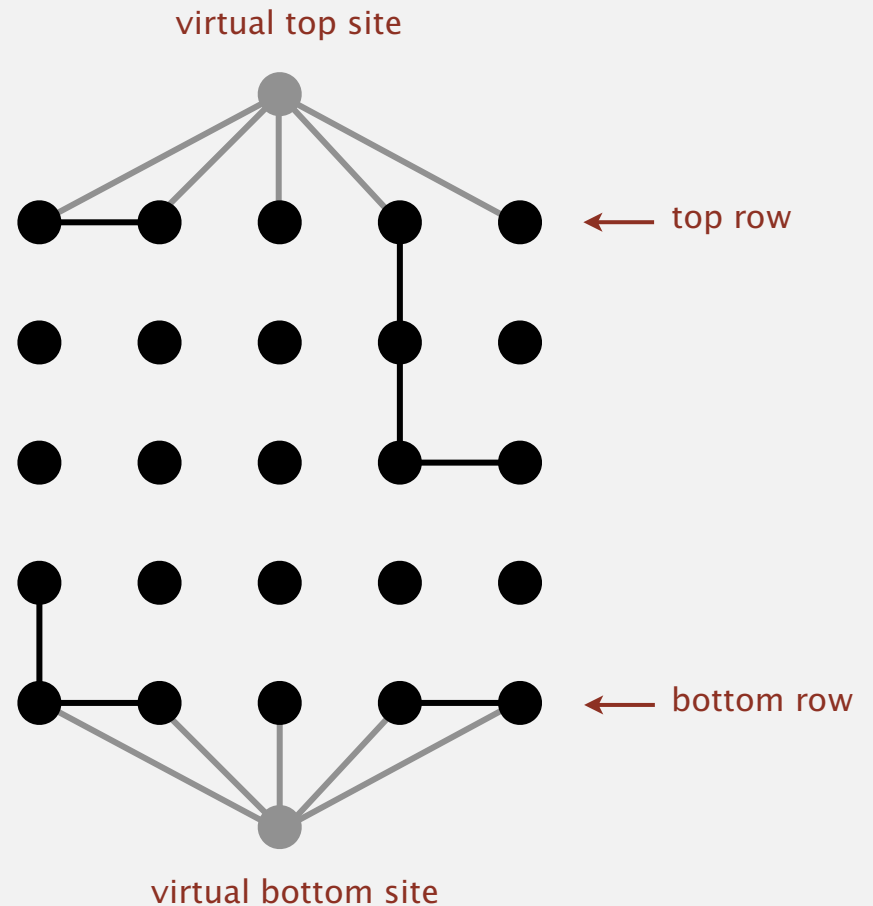
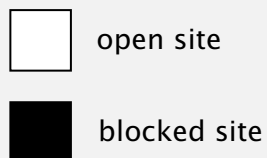
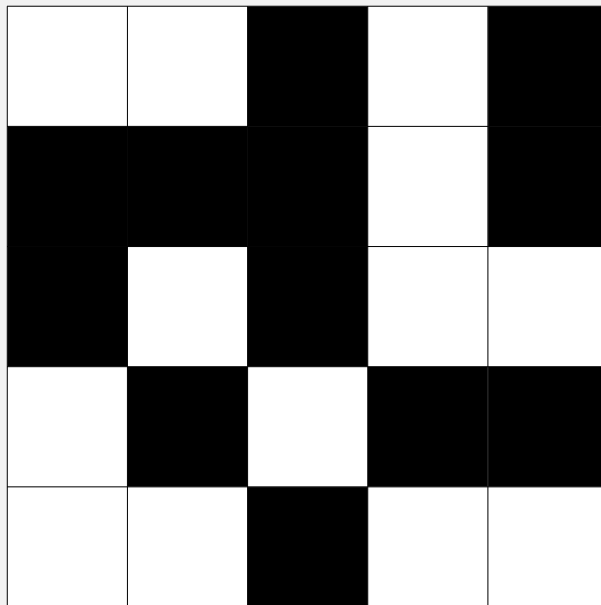
Dynamic connectivity solution to estimate percolation threshold

Clever trick. Introduce 2 virtual sites (and connections to top and bottom).

- Percolates iff virtual top site is connected to virtual bottom site.

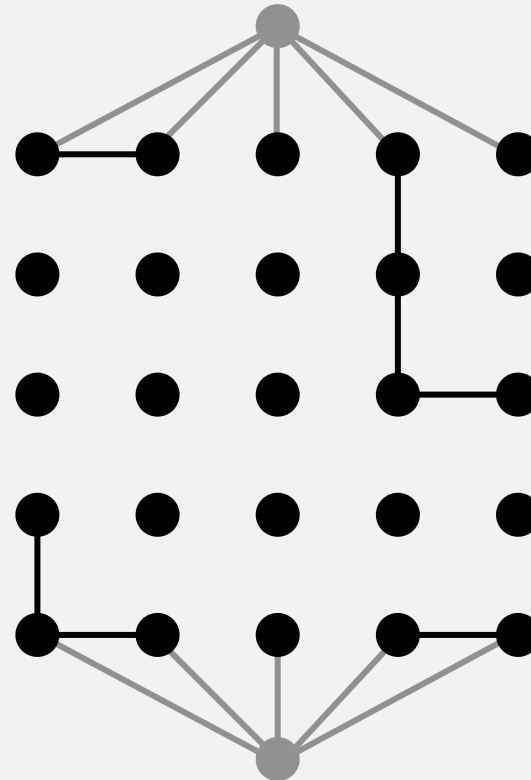
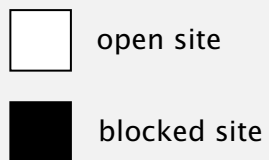
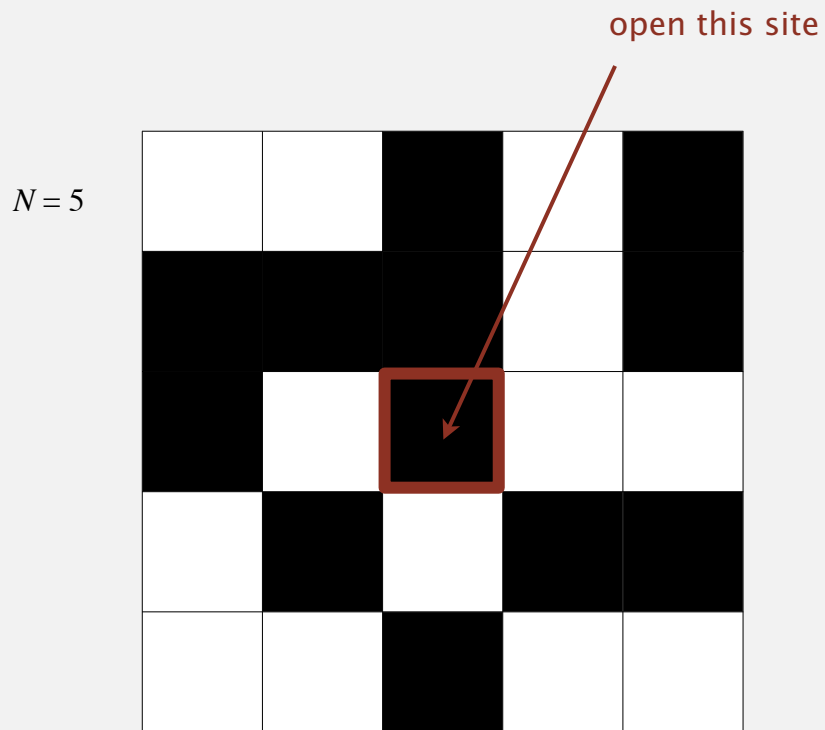
efficient algorithm: only 1 call to connected()

$N = 5$



Dynamic connectivity solution to estimate percolation threshold

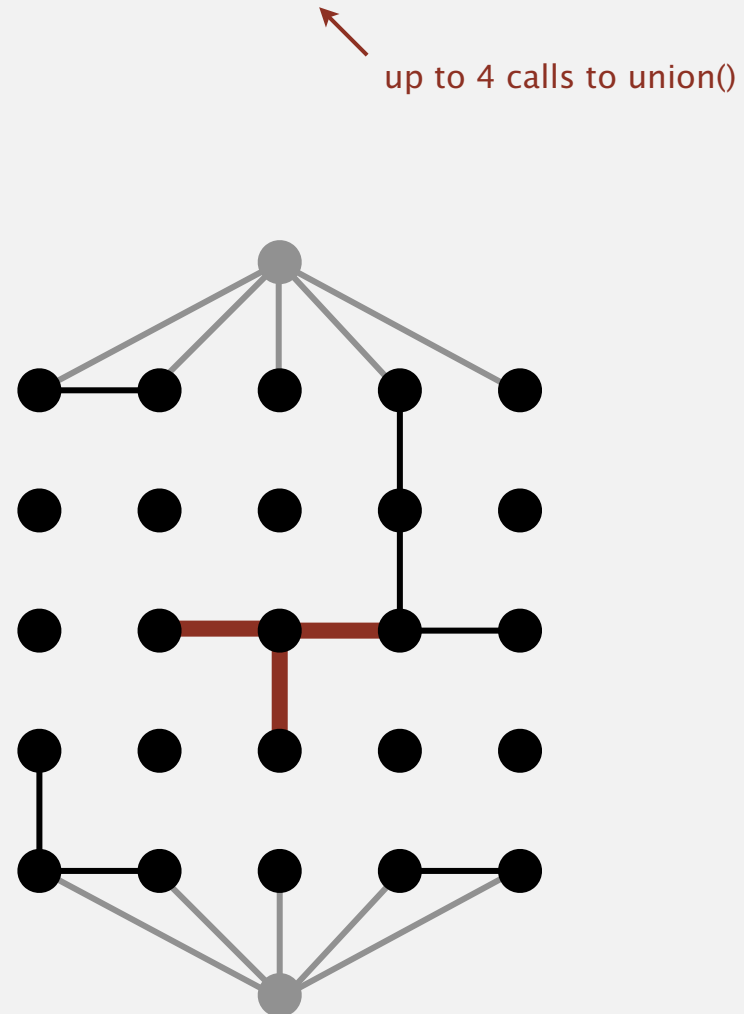
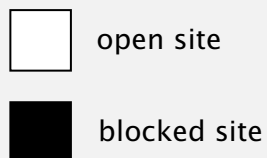
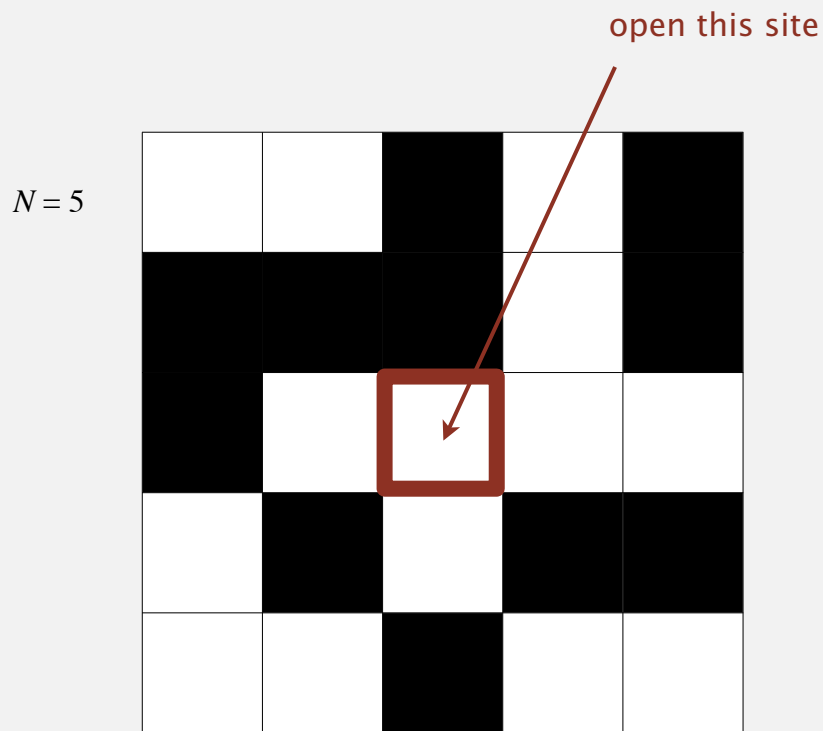
Q. How to model opening a new site?



Dynamic connectivity solution to estimate percolation threshold

Q. How to model opening a new site?

A. Mark new site as open; connect it to all of its adjacent open sites.

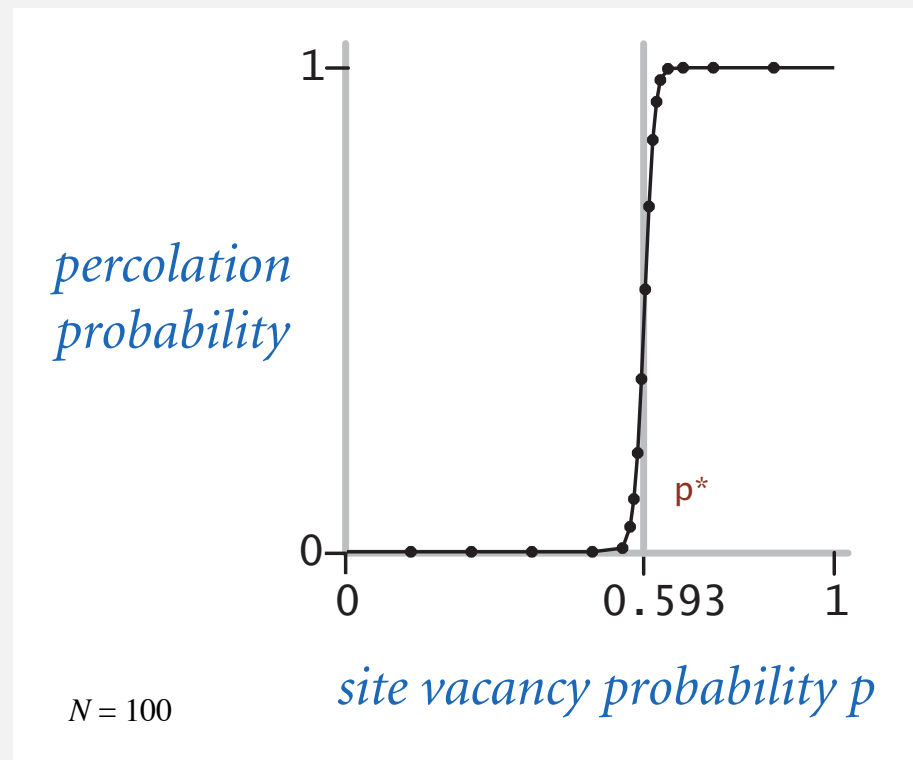


Percolation threshold

Q. What is percolation threshold p^* ?

A. About 0.592746 for large square lattices.

↖
constant known only via simulation



Fast algorithm **enables** accurate answer to scientific question.



<http://algs4.cs.princeton.edu>

1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ ***applications***

Subtext of today's lecture (and this course)

Steps to developing a usable algorithm.

- Model the problem.
- Find an algorithm to solve it.
- Fast enough? Fits in memory?
- If not, figure out why.
- Find a way to address the problem.
- Iterate until satisfied.

The scientific method.

Mathematical analysis.



<http://algs4.cs.princeton.edu>

1.5 UNION-FIND

- ▶ *dynamic connectivity*
- ▶ *quick find*
- ▶ *quick union*
- ▶ *improvements*
- ▶ *applications*