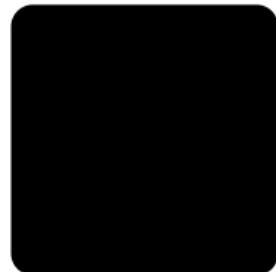


CS3383 Unit 2.4: Union Find Path Compression

David Bremner

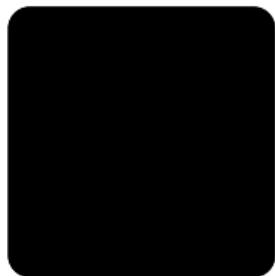
February 20, 2024



Union Find

Path Compression

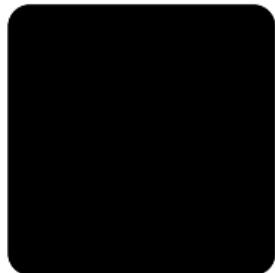
Path Compression Analysis



Motivation

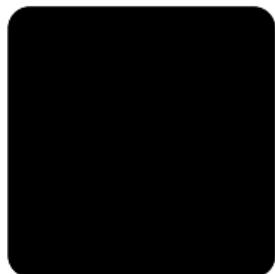
Using union-find in Kruskal's Algorithm

- ▶ For unbounded edge weights, the sorting costs $\Omega(|E| \log |E|) = \Omega(|E| \log |V|)$
 - ▶ Naive union-find is fast enough.
- ▶ For small edge weights (e.g. weights bounded by $|E|$), sorting is no longer the bottleneck.



Amortized analysis

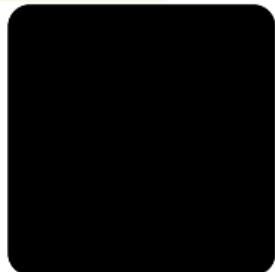
- ▶ It's hard to do find faster than $O(\log n)$ **in the worst case**
- ▶ We can make the *average* cost of all find operations in one run of a program **almost constant**
- ▶ This kind of average cost analysis is called **amortized analysis**
- ▶ Like with randomized algorithms, the algorithms are simple, but the analysis is a bit subtle.



“Memoizing” the find routine

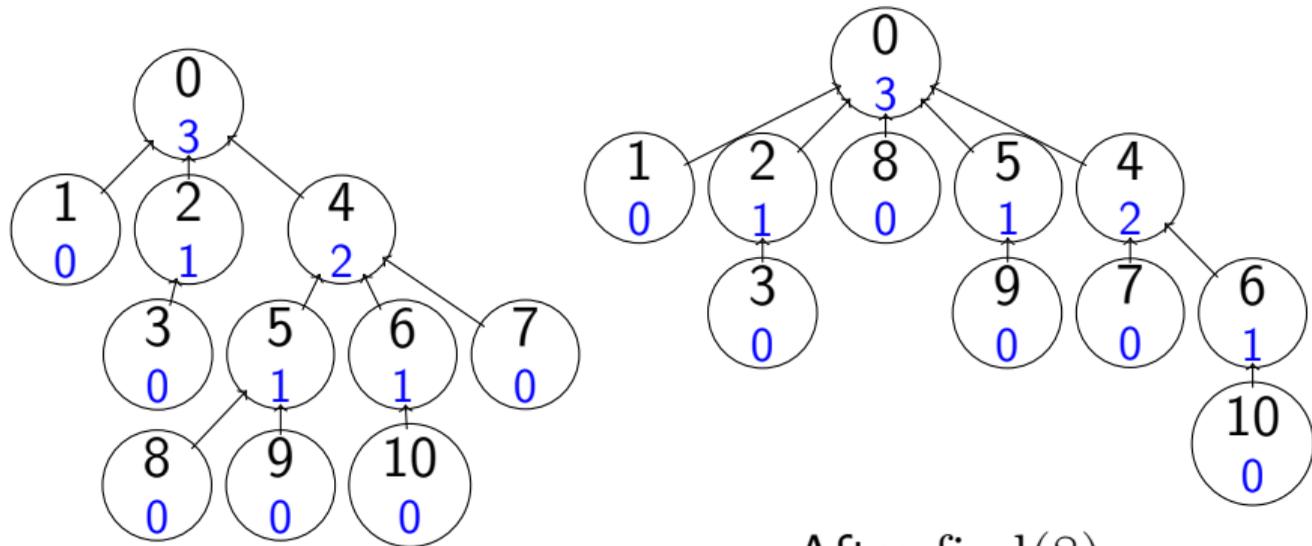
```
def find(P, key):  
    while P.parent[key] != key:  
        key = P.parent[key]  
    return key
```

```
def find(P, key):  
    if P.parent[key] != key:  
        P.parent[key] = P.find(P.parent[key])  
    return P.parent[key]
```

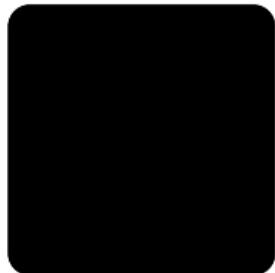


“Memoizing” the find routine

```
def find(P, key):  
    if P.parent[key] != key:  
        P.parent[key] = P.find(P.parent[key])  
    return P.parent[key]
```

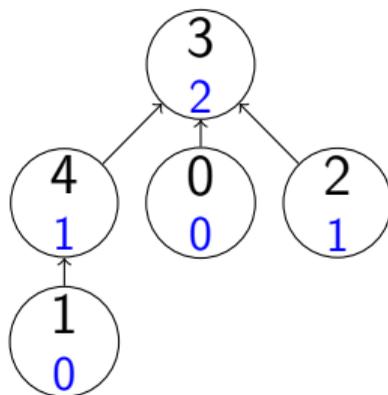
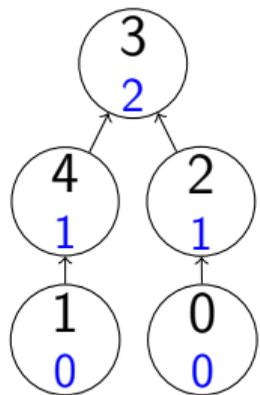


After find(8)

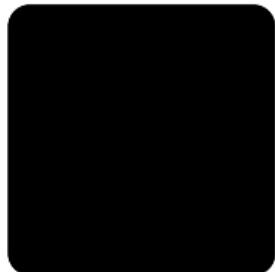


Strong Memoization

- ▶ not only repeating the same query will be fast, but also any node on the path to the root.



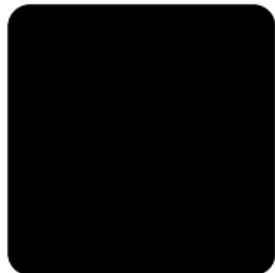
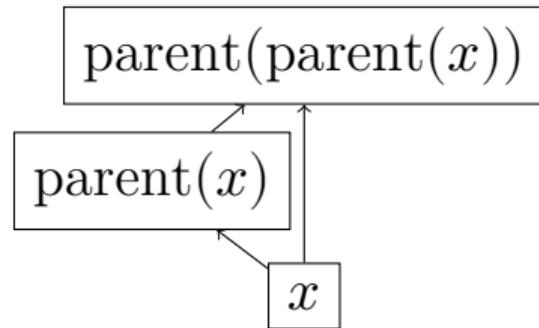
- ▶ After `find(0)`
- ▶ Notice ranks look a bit odd, but still increase.



Rank ordering is maintained

Property 1

For any x such that $\text{parent}(x) \neq x$,
 $\text{rank}(x) < \text{rank}(\text{parent}(x))$



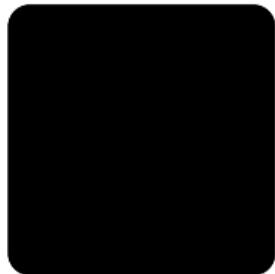
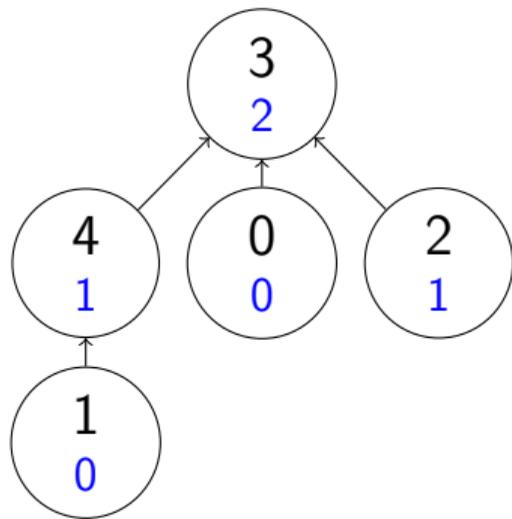
Size of trees is preserved, but not subtrees.

Property 2

Any node of rank k has at least 2^k nodes in its subtree.

Property 2'

Any **root** node of rank k has at least 2^k nodes in its subtree.

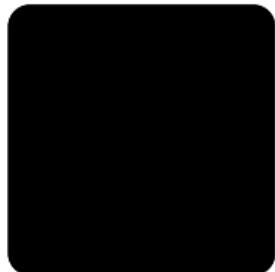


Not too many nodes of rank k

Property 3

If there are n elements, there are at most $\lfloor n/2^k \rfloor$ nodes of rank k .

- ▶ When a node gets rank $k > 0$, it is a root, and has 2^k descendents.
- ▶ Those descendents are never used to make another node rank k .

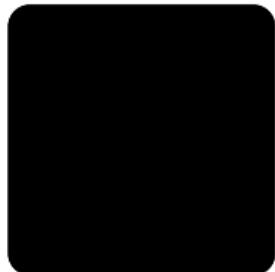


Not too many nodes of rank k

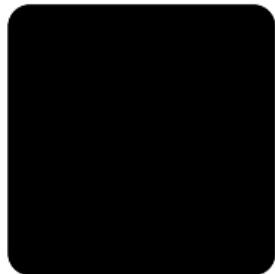
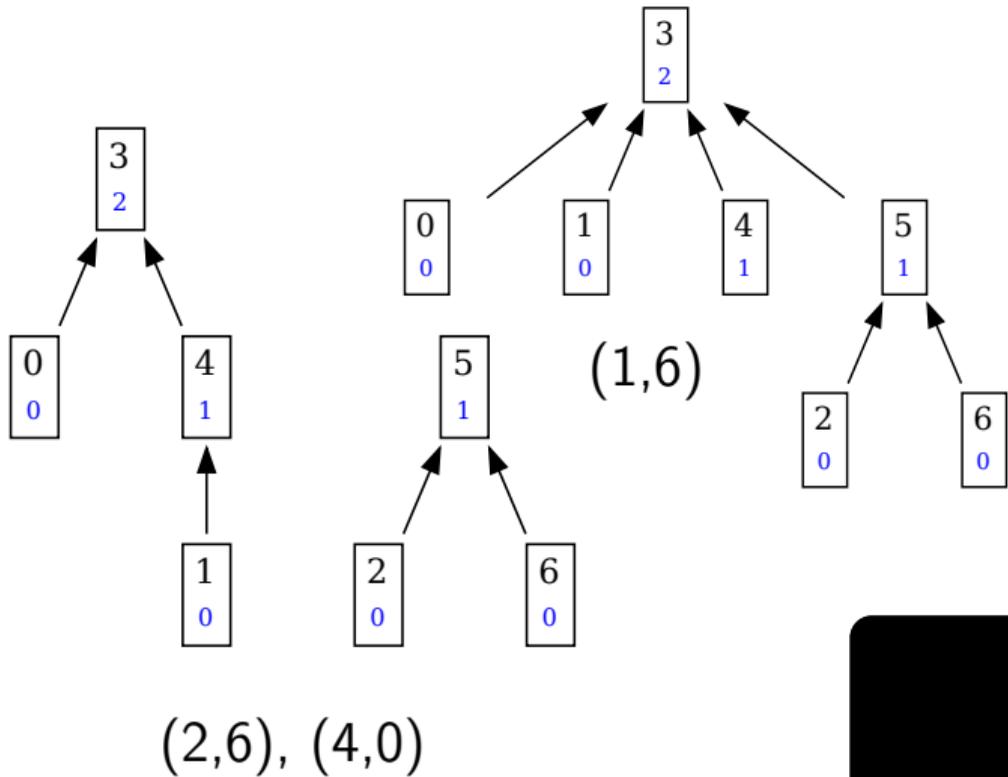
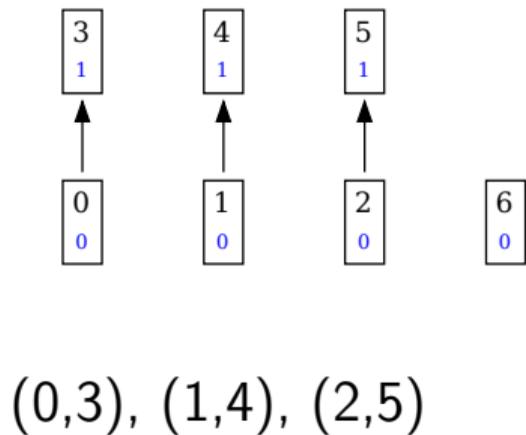
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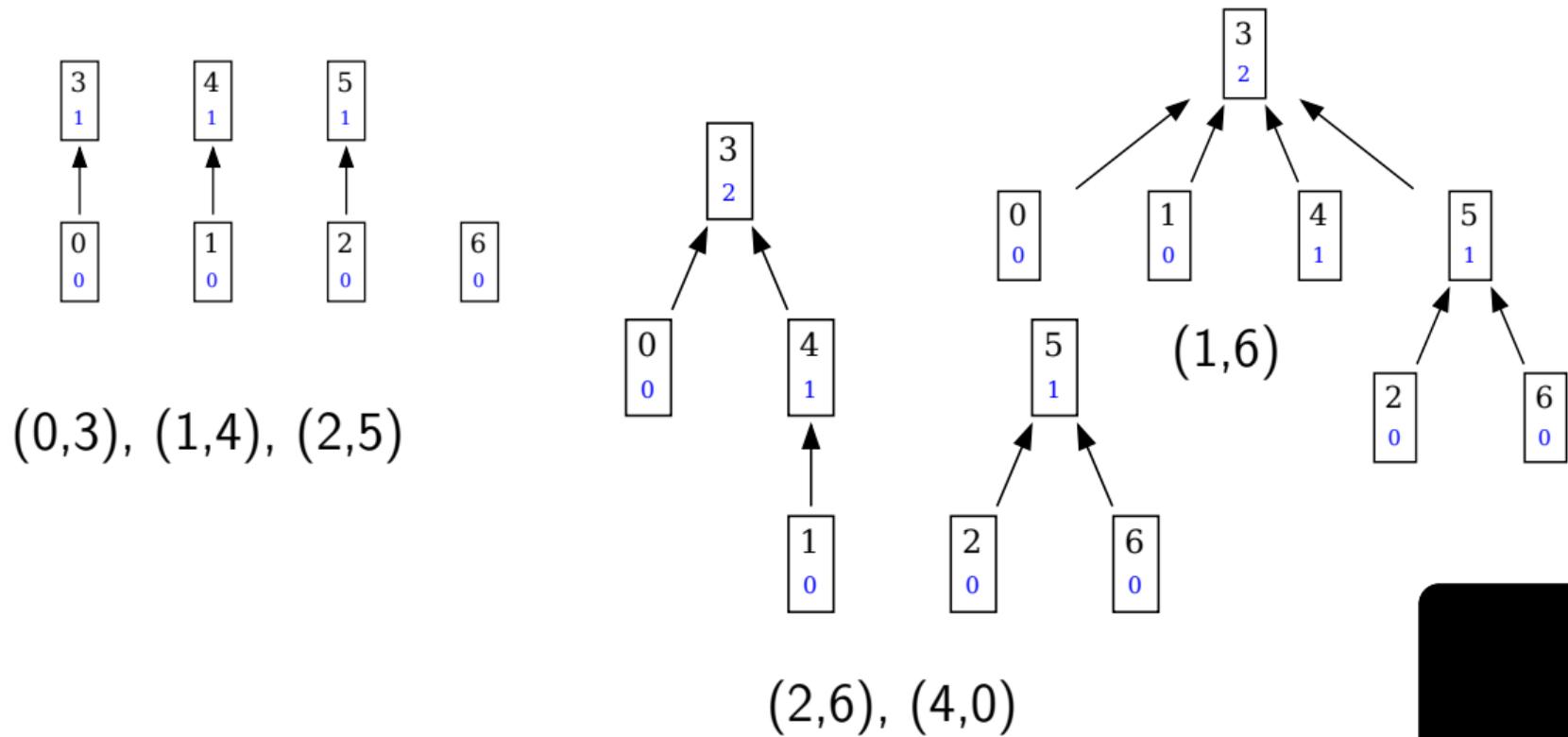
- ▶ When a node gets rank $k > 0$, it is a root, and has 2^k descendents.
- ▶ Those descendents are never used to make another node rank k .



Path compression example

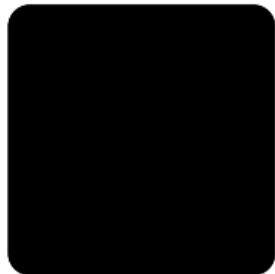
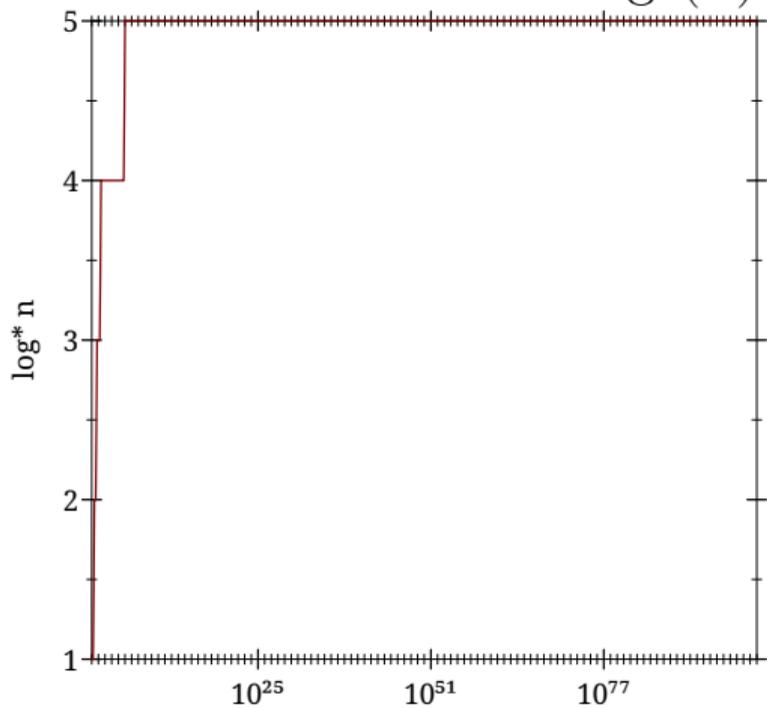


Path compression example



$\log^* n$

$$\log^*(n) = \begin{cases} 1 & \text{if } \log(n) \leq 1 \\ 1 + \log^*(\log(n)) & \text{otherwise} \end{cases}$$



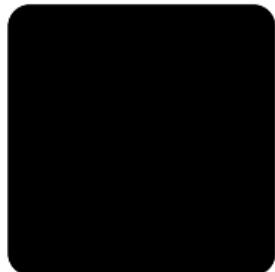
Amortization

- ▶ We will keep track of (some) operations by counting them locally at every node.
- ▶ In order to “pay” for future operations, we give every node 2^k “dollars” if its max rank is in

$$[k + 1, \dots 2^k]$$

for some $k = 2^j$.

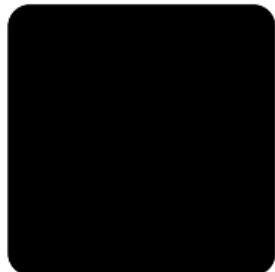
- ▶ We will count the total amount of money passed out
- ▶ And argue that no node runs out of money.



Paying for find operations

```
def find(P, key):  
    if P.parent[key] != key:  
        P.parent[key] = P.find(P.parent[key])  
    return P.parent[key]
```

- ▶ Either $\text{rank}(\text{parent}[\text{key}])$ is in a later interval than $\text{rank}(\text{key})$ or not.
- ▶ Increasing intervals can happen at most $\log^* n$ times.
- ▶ If in the same interval, we say key pays a dollar back.



Summing up

- ▶ Total cost for n operations
 - ▶ $\leq n \log^* n$ total steps where parent is in next interval
 - ▶ $\leq n \log^* n$ total steps where parent is in same interval
- ▶ Amortized cost in $O(\log^* n)$ per operation.

