Today's announcements:

MP6 available, due 11/17, 11:59p.

This image reminds us of a ____________, which is one way we can implement ADT ___________________, whose functions include ________________ and __________________, whose running times are __________________.
This structure can be built in time ______________,
which helps us do a worst case time _____________ sort, in place.

Remembering CS173…

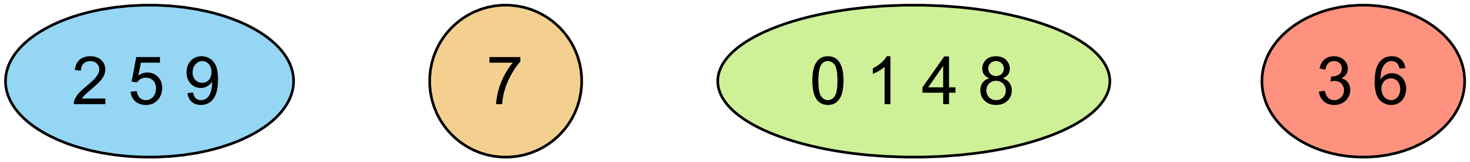
Let *R* be an equivalence relation on the set of students in this room, where $(s,t) \in R$ if *s* and *t* have the same favorite among {A, FB, TR, CC, PMC, ____}.

Notation from math: [___]$_R$ = {x : xR___}

One big goal for us: Given s and t we want to determine if sRt.

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 {AB, TR, CC, MC, _____}.



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”:

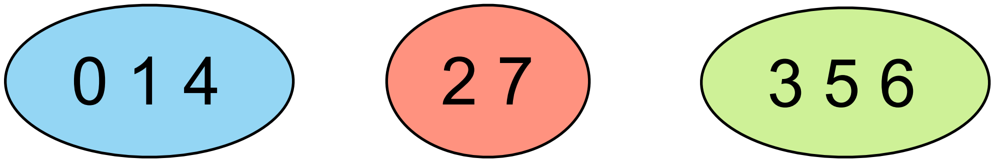
- Maintains a collection S = {s_0, s_1, … s_k} of disjoint sets.
- Each set has a representative member.
- Supports functions:

```
void MakeSet(const T & k);

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

T & Find(const T & k);
```

A first data structure for Disjoint Sets:



0 1 4

2 7

3 5 6

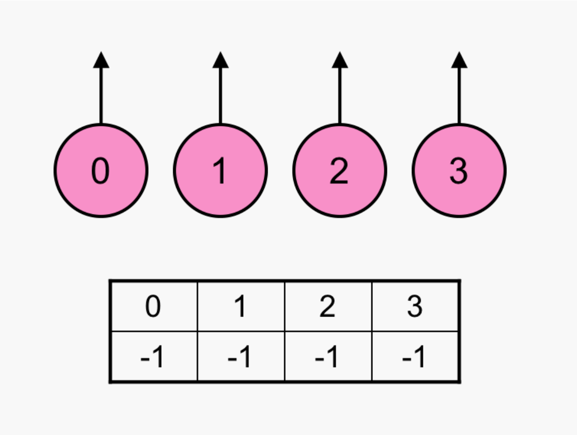
0	1	2	3	4	5	6	7
0	0	2	3	0	3	3	2

Find:

Union:

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
-1	-1	-1	-1

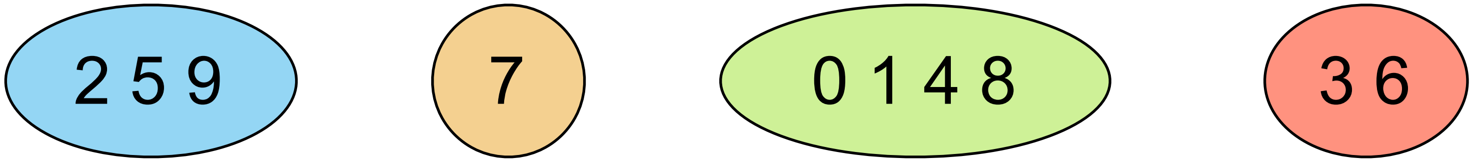
0	1	2	3

0	1	2	3

0	1	2	3

A Disjoint Sets example:

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



0	1	2	3	4	5	6	7	8	9
4	8	5	6	-1	-1	-1	-1	4	5

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

A better data structure for Disjoint Sets:

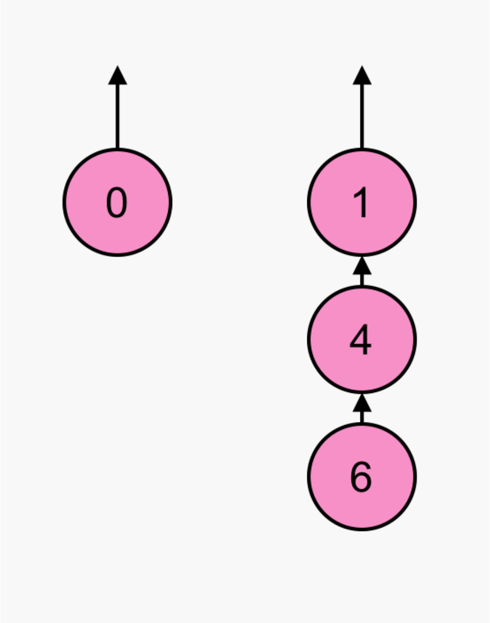
```
int DS::Find(int i) {
   if (s[i] < 0) return i;
   else return Find(s[i]);
}
```

Running time depends on ____________.

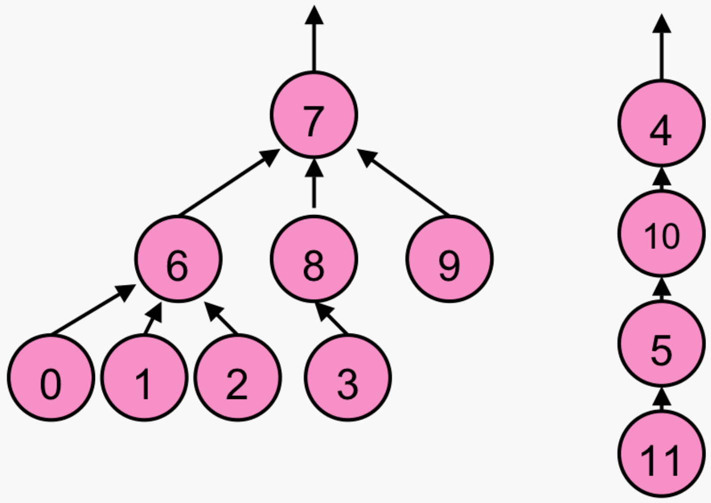
Worst case?

What's an ideal tree?

```
void DS::Union(int root1, int root2) {
   ________________________;
}
```



Smart unions:



Union by height:

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

Keeps overall height of tree as small as possible.

Union by size:

0	1	2	3	4	5	6	7	8	9	10	11
6	6	6	8		10	7		7	7	4	5

Increases distance to root for fewest nodes.

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