Krusgal's alg. for MST and disjoint sets

Assume we have a data structure of disjoint sets  $S = \{S_i\}$  back that  $S_i \cap S_j = \phi$ and supports the following operations.  $-Make-set(z): S \leftarrow S \cup \{ \{x\} \}$ - Union(x, y):  $S \leftarrow S - \{ s_1, s_2 \} \cup \{ s_1 \cup s_2 \}$ where xES, and yES2. - Find. Set (x): returns a unique object that represents S where zes.

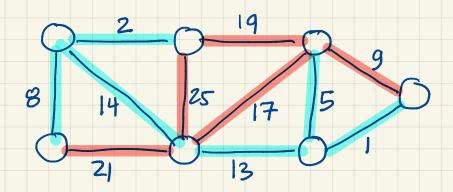
Krusgal's alg. for MST.

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$$T \leftarrow \phi$$
  
for each  $V \in V$   
do Make-Set (V)  
sort E by increasing edge weight  
for each  $(u_1v) \in E$  (in sorted order)  
do if Find-Set  $(u) \neq Find-Set$  (V)  $D(u_1v)$  make no cycle  
then  $T \leftarrow T \cup \{(u_1v)\}$   
 $Union ((u_1v)) D u_{\ell} V$  now in same sumponent

$$S = \{x \mid Find_Set(u) = Find_Set(x)\}$$
  
There is no pmaller (due to sorted order)  
weight edge that crosses the cat

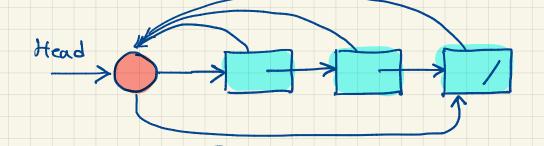
Example:



Time: - Sorting: O(ElogE) = O(ElogV) Since graph is connected =  $O(E\log V)$  in general since  $E = O(V^2)$ (E= -2(V) if graph is connected) - O(V) Make-Sets - O(E) Find-Sets -O(V) Unions (exactly IVI-1) We can implement m set operations on n elements in O(m.d(m,n))time, where  $\alpha$  grows very plowly.  $\alpha(m,n) \leq 4$  if  $m,n = 10^{80}$ 

Disjoint-Set Implementations

Each set in a linked List of its elements. Each element point back to "Head" of List, which is the "representative" of the list.



- Using this implementation, Make-Set (x) and Find-Set (x) can be done in O(1) time.
- Union (n, y) takes more time: "Copy" set of x into that of y, and update pointers. Using y's tail we can quickly identify where to append. This takes time propor bronal to size of 2c's set.

Worst Case Scenario: # pointer up dates Union  $(X_1, X_2)$ : 1 2  $V_{nion}(x_2, x_3)$  : Union  $(X_3, X_4)$ : 3 Union (Xn., , Xn): n-1 O(n²) time. · Improvement: Append Amaller set to larger one (store size is set treader) A single Union operation can still take O(n) time; e.g. if both sets have  $\frac{n}{2}$  elements. . But m set operations, in which n are Make-Sets, will take O(m+nlgn) time. When an elem's back pointer is updated, its set at least Joubles in size. This can happen at most (gn times per element.

Amortized analysis: Average time, but no probability  $n \leq m$ m operation take  $O(m + n \lg n) = O(m \lg n)$ So O(lgn) per operation. We say each operation take O(Ign) amortized time Note: Average, but no bad sequences. Some operations vill take more than O(Ign), but every sequence of m operations takes at most O(mlgn) time.

Amortized Avalysis

No probability

Obtain average performance in the worst-case

No bad Sequences

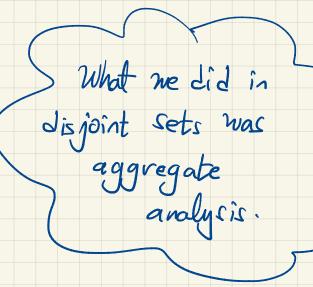
Average-Case Analysis

May involve prob.

Average performance

Possible bad sequences

Techniques for Amortized Analysis - Aggregate analysis - Accounting method - Potential method.



Example: Stack with an added operation.

Push (S, x): Push x onto stack Pop (s): Pop top of stack and return popped object Multipop (S,K): Remove min (ISI,K) objects from top.

Multipop (S, K) while not stack-empty (s) and k = 0 do Pop (s) k ← k-1

Running time of Multipop is O(min (151, K))

which means in the worst-case it's O(n)

Therefore, a sequence of n operations takes  $O(n^2)$  time.

Aggregate Analysis Get a better bound by considering the entire sequence of n operations. Claim: Any sequence of a stack sperations take O(n) time. . Any object can be popped at most once after it's pushed. The # times a pop is called on a non-empty stack Cincluding those in a multipop) is at most equal to # pushes. . Given a operations that result in m pops from within multipop, the running time is O(2+m) But  $m \leq n$ , so O(2n) = O(n). Each operation runs in O(1) commortized time Alggregate: "Treat every operation the same way in terms of time"