



Chapter 5

Data Structures

Algorithm Theory
WS 2017/18

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Summary: Binary and Fibonacci Heaps

	Binary Heap	Fibonacci Heap
<i>initialize</i>	$O(1)$	$O(1)$
<i>insert</i>	$O(\log n)$	$O(1)$
<i>get-min</i>	$O(1)$	$O(1)$
<i>delete-min</i>	$O(\log n)$	$O(\log n)^*$
<i>decrease-key</i>	$O(\log n)$	$O(1)^*$
<i>merge</i>	$O(m \cdot \log n)$	$O(1)$
<i>is-empty</i>	$O(1)$	$O(1)$

* amortized time

Prim Algorithm:

1. Start with any node v (v is the initial component)
2. In each step:
Grow the current component by adding the minimum weight edge e connecting the current component with any other node

Kruskal Algorithm:

1. Start with an empty edge set
2. In each step:
Add minimum weight edge e such that e does not close a cycle

Implementation of Prim Algorithm

Start at node s , very similar to Dijkstra's algorithm:

1. Initialize $d(s) = 0$ and $d(v) = \infty$ for all $v \neq s$
2. All nodes $s \geq v$ are unmarked
3. Get unmarked node u which minimizes $d(u)$:
4. For all $e = \{u, v\} \in E$, $d(v) = \min\{d(v), w(e)\}$
5. mark node u
6. Until all nodes are marked

Implementation of Prim Algorithm

Implementation with Fibonacci heap:

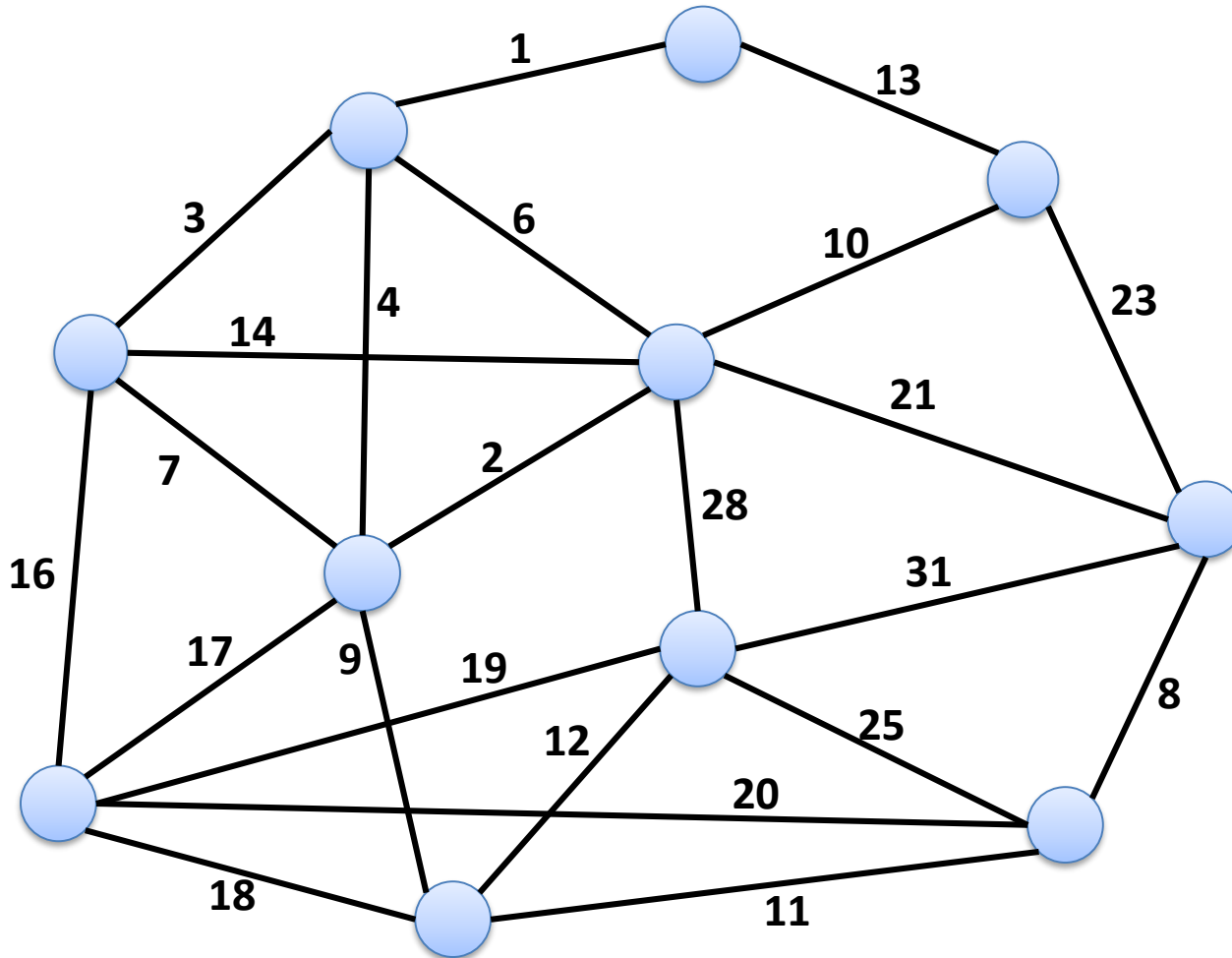
- Analysis identical to the analysis of Dijkstra's algorithm:

$O(n)$ insert and delete-min operations

$O(m)$ decrease-key operations

- Running time: **$O(m + n \log n)$**

Kruskal Algorithm



1. Start with an empty edge set
2. In each step:
Add minimum weight edge e such that e does *not* close a cycle

Implementation of Kruskal Algorithm



1. Go through edges in order of increasing weights

2. For each edge e :

if e does not close a cycle then

add e to the current solution

Union-Find Data Structure

Also known as **Disjoint-Set Data Structure...**

Manages partition of a set of elements

- set of disjoint sets

Operations:

- **make_set(x):** create a new set that only contains element x
- **find(x):** return the set containing x
- **union(x, y):** merge the two sets containing x and y

Implementation of Kruskal Algorithm

1. Initialization:
For each node v : $\text{make_set}(v)$
2. Go through edges in order of increasing weights:
Sort edges by edge weight
3. For each edge $e = \{u, v\}$:
if $\text{find}(u) \neq \text{find}(v)$ then
 add e to the current solution
 $\text{union}(u, v)$

Managing Connected Components

- Union-find data structure can be used more generally to manage the connected components of a graph
 - ... if edges are added incrementally
- **make_set(v)** for every node v
- **find(v)** returns component containing v
- **union(u, v)** merges the components of u and v
(when an edge is added between the components)
- Can also be used to manage biconnected components

Basic Implementation Properties

Representation of sets:

- Every set S of the partition is identified with a **representative**, by one of its members $x \in S$

Operations:

- **make_set(x)**: x is the representative of the new set $\{x\}$
- **find(x)**: return representative of set S_x containing x
- **union(x, y)**: unites the sets S_x and S_y containing x and y and returns the new representative of $S_x \cup S_y$

Observations

Throughout the discussion of union-find:

- n : total number of `make_set` operations
- m : total number of operations (`make_set`, `find`, and `union`)

Clearly:

- $m \geq n$
- There are **at most $n - 1$ union** operations

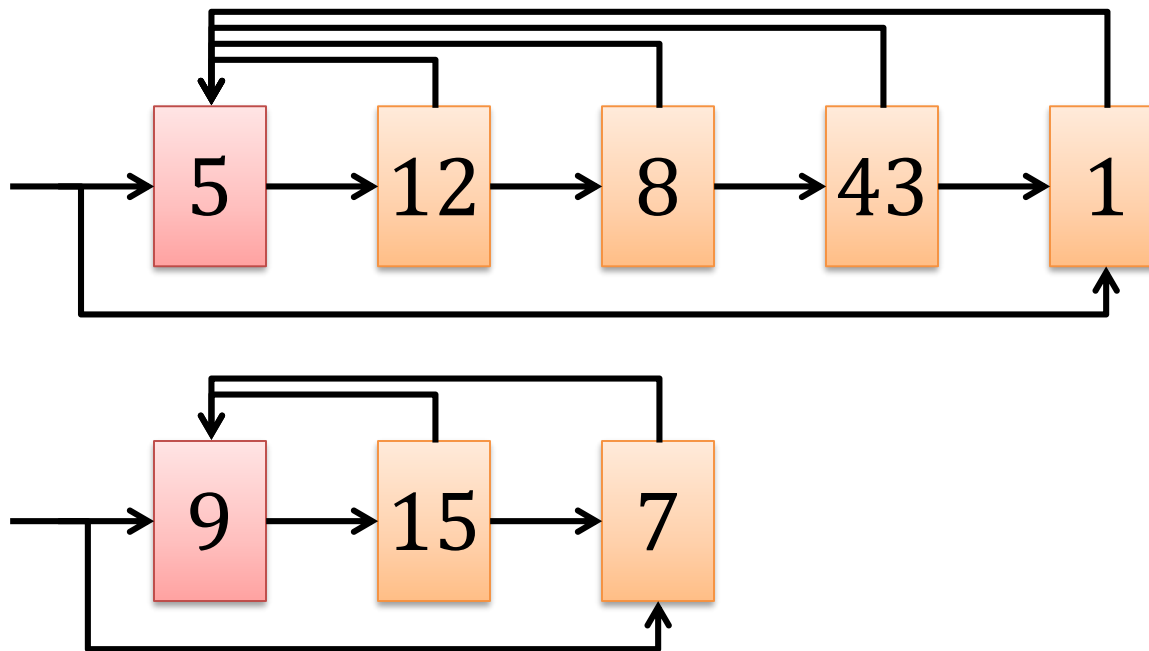
Remark:

- We assume that the n `make_set` operations are the first n operations
 - Does not really matter...

Linked List Implementation

Each set is implemented as a linked list:

- representative: first list element (all nodes point to first elem.)
- in addition: pointer to first and last element



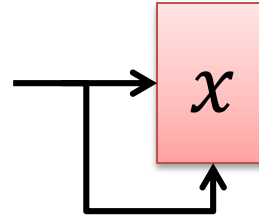
- sets: $\{1,5,8,12,43\}$, $\{7,9,15\}$; representatives: 5, 9

Linked List Implementation

`make_set(x):`

- Create list with one element:

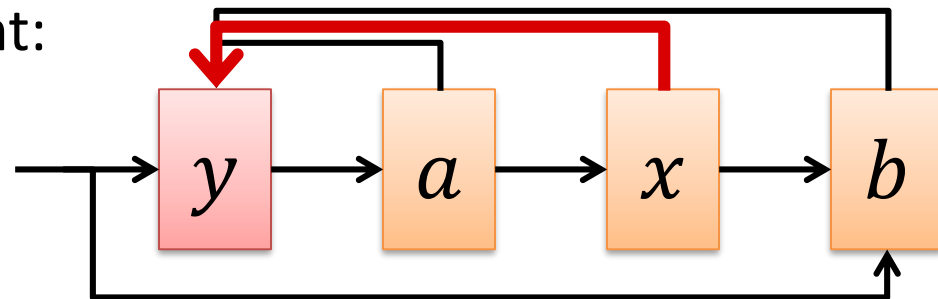
time: $O(1)$



`find(x):`

- Return first list element:

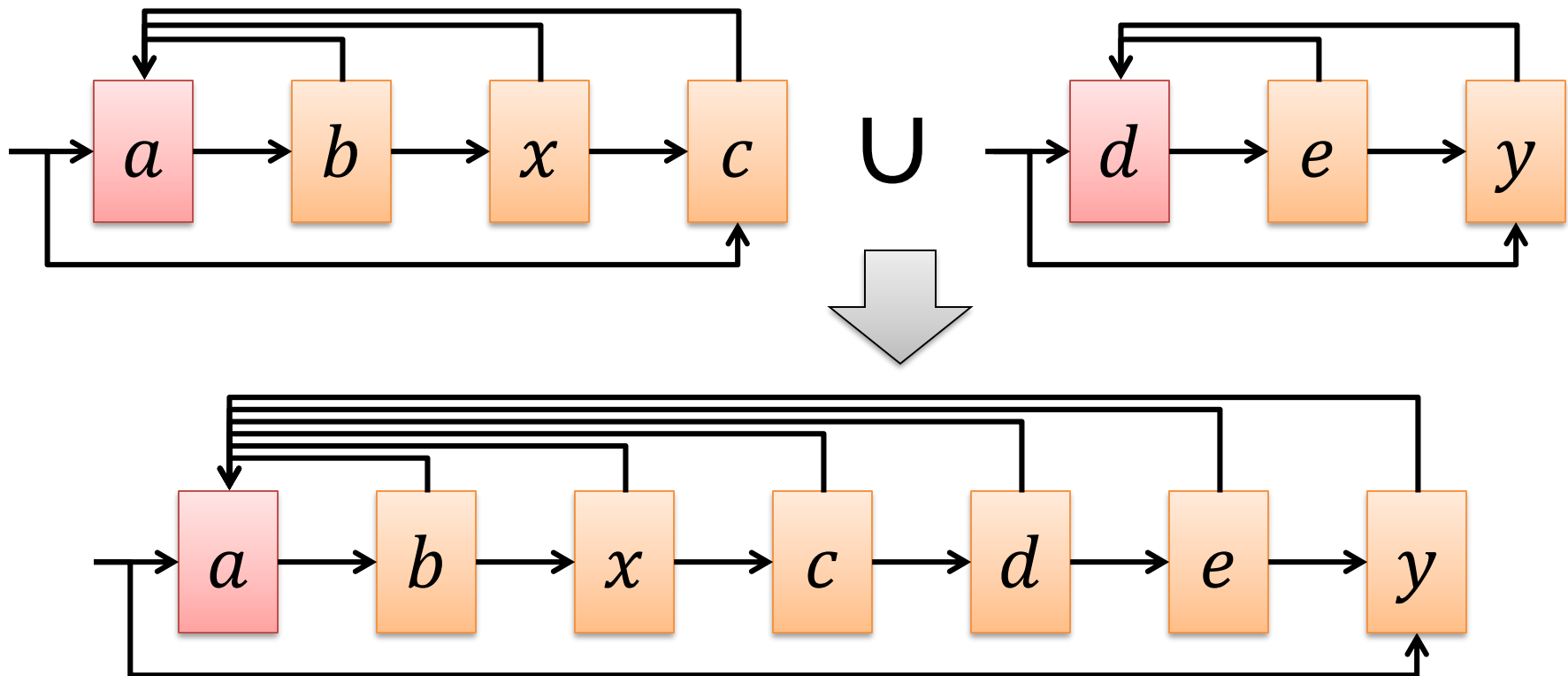
time: $O(1)$



Linked List Implementation

union(x, y):

- Append list of y to list of x :



Time: $O(\text{length of list of } y)$

Cost of Union (Linked List Implementation)



Total cost for $n - 1$ union operations can be $\Theta(n^2)$:

- $\text{make_set}(x_1), \text{make_set}(x_2), \dots, \text{make_set}(x_n),$
 $\text{union}(x_{n-1}, x_n), \text{union}(x_{n-2}, x_{n-1}), \dots, \text{union}(x_1, x_2)$

Weighted-Union Heuristic

- In a bad execution, **average cost per union** can be $\Theta(n)$
- Problem: The longer list is always appended to the shorter one

Idea:

- In each union operation, append shorter list to longer one!

Cost for union of sets S_x and S_y : $O(\min\{|S_x|, |S_y|\})$

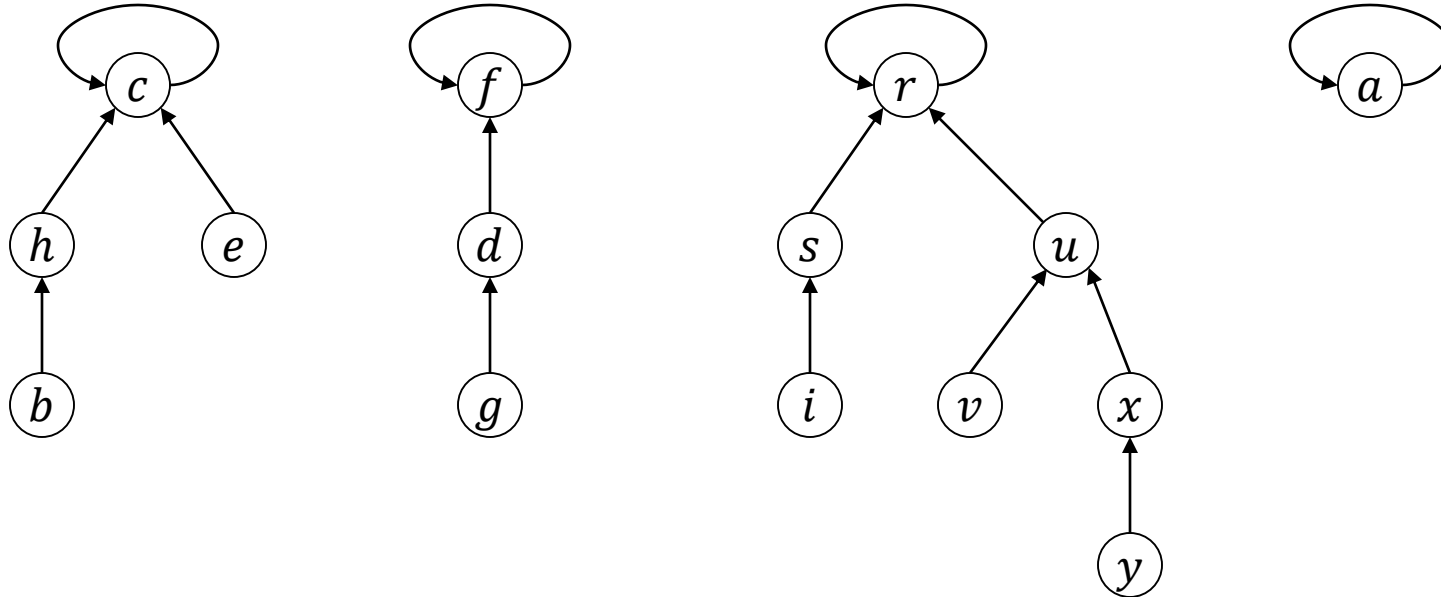
Theorem: The overall cost of m operations of which at most n are `make_set` operations is **$O(m + n \log n)$** .

Weighted-Union Heuristic

Theorem: The overall cost of m operations of which at most n are `make_set` operations is $O(m + n \log n)$.

Proof:

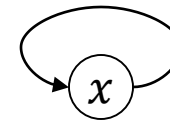
Disjoint-Set Forests



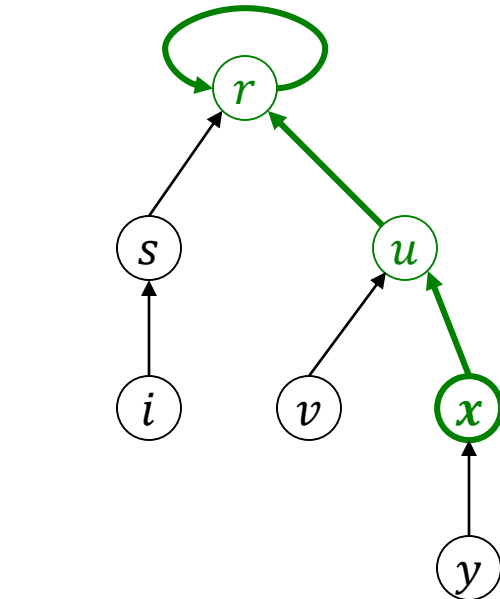
- Represent each set by a tree
- Representative of a set is the root of the tree

Disjoint-Set Forests

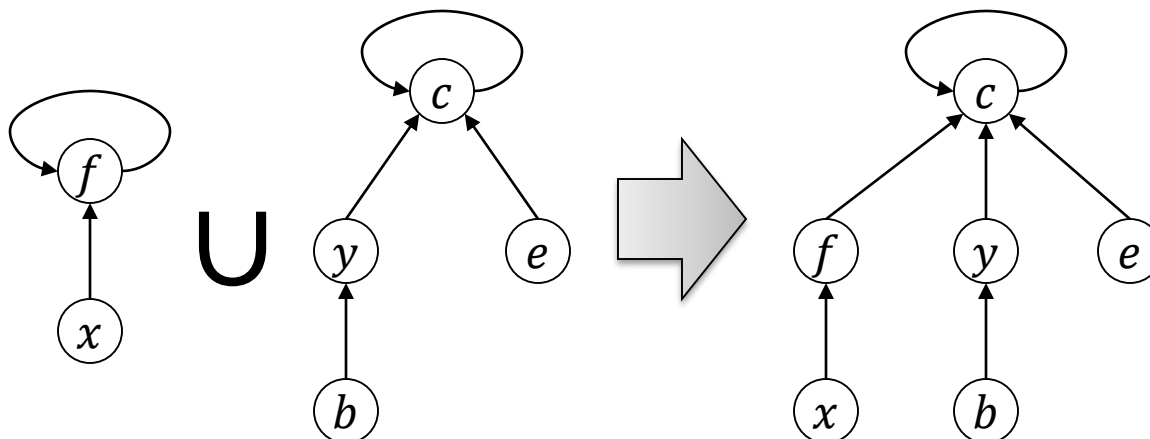
make_set(x): create new one-node tree



find(x): follow parent pointer to root
(parent pointer to itself)



union(x, y): attach tree of x to tree of y



Bad Sequence

Bad sequence leads to tree(s) of depth $\Theta(n)$

- $\text{make_set}(x_1), \text{make_set}(x_2), \dots, \text{make_set}(x_n),$
 $\text{union}(x_1, x_2), \text{union}(x_1, x_3), \dots, \text{union}(x_1, x_n)$

Union-By-Size Heuristic

Union of sets S_1 and S_2 :

- Root of trees representing S_1 and S_2 : r_1 and r_2
- W.l.o.g., assume that $|S_1| \geq |S_2|$
- **Root of $S_1 \cup S_2$: r_1** (r_2 is attached to r_1 as a new child)

Theorem: If the union-by-size heuristic is used, the **worst-case cost of a find-operation is $O(\log n)$**

Proof:

Similar Strategy: **union-by-rank**

- rank: essentially the depth of a tree

Union-Find Algorithms

Recall: m operations, n of the operations are `make_set`-operations

Linked List with Weighted Union Heuristic:

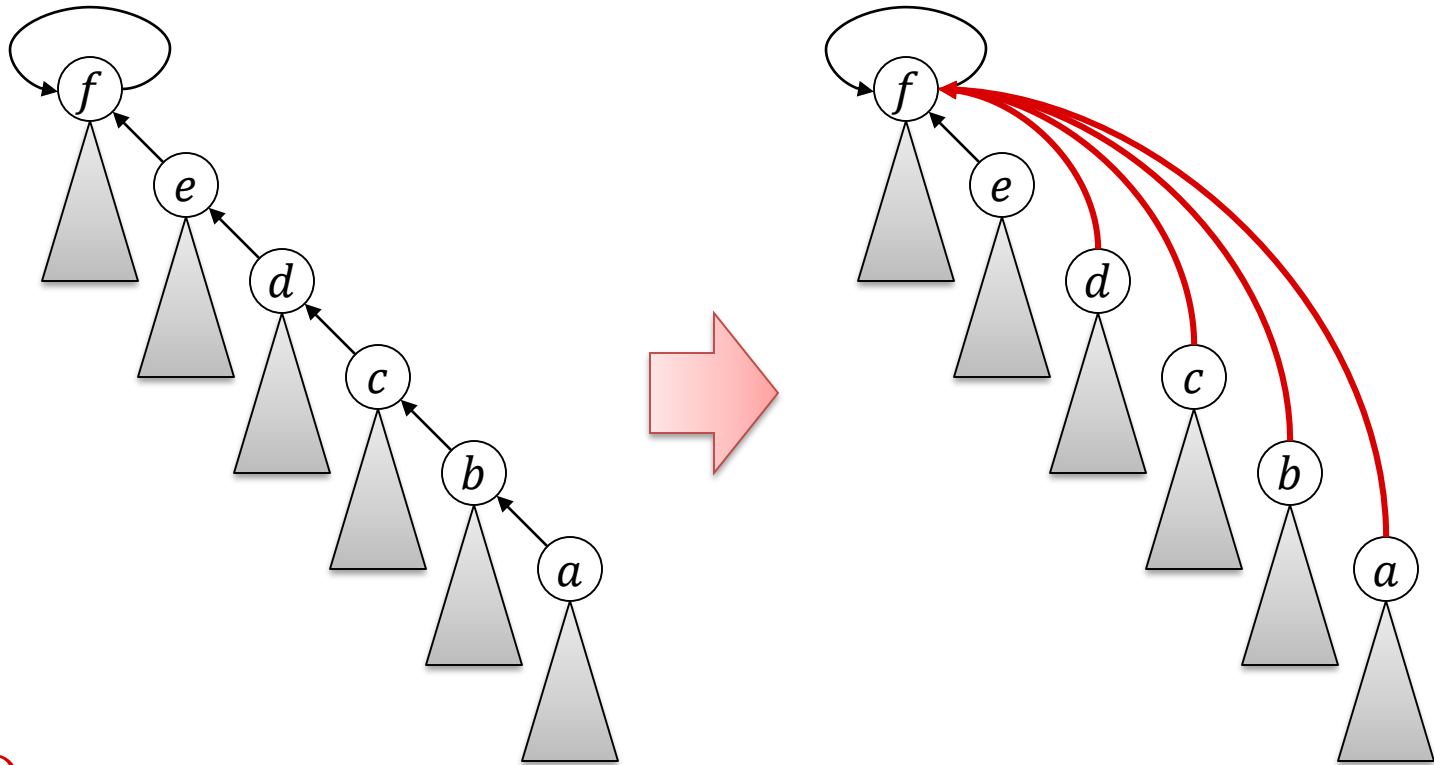
- `make_set`: **worst-case** cost $O(1)$
- `find` : **worst-case** cost $O(1)$
- `union` : **amortized** worst-case cost $O(\log n)$

Disjoint-Set Forest with Union-By-Size Heuristic:

- `make_set`: **worst-case** cost $O(1)$
- `find` : **worst-case** cost $O(\log n)$
- `union` : **worst-case** cost $O(\log n)$

Can we make this faster?

Path Compression During Find Operation



find(a):

1. **if** $a \neq a.parent$ **then**
2. $a.parent := \text{find}(a.parent)$
3. **return** $a.parent$

Complexity With Path Compression

When using only path compression (without union-by-rank):

m : total number of operations

- f of which are find-operations
- n of which are make_set-operations
→ at most $n - 1$ are union-operations

Total cost: $O\left(m + f \cdot \left\lceil \log_{2+f/n} n \right\rceil\right) = O\left(m + f \cdot \log_{2+m/n} n\right)$

Theorem:

Using the combined union-by-rank and path compression heuristic, the running time of m disjoint-set (union-find) operations on n elements (at most n make_set-operations) is

$$\Theta(m \cdot \alpha(m, n)),$$

Where $\alpha(m, n)$ is the inverse of the Ackermann function.

Ackermann Function and its Inverse

Ackermann Function:

For $k, \ell \geq 1$,

$$A(k, \ell) := \begin{cases} 2^\ell, & \text{if } k = 1, \ell \geq 1 \\ A(k - 1, 2), & \text{if } k > 1, \ell = 1 \\ A(k - 1, A(k, \ell - 1)), & \text{if } k > 1, \ell > 1 \end{cases}$$

Inverse of Ackermann Function:

$$\alpha(m, n) := \min\{k \geq 1 \mid A(k, \lfloor m/n \rfloor) > \log_2 n\}$$

Inverse of Ackermann Function

- $\alpha(m, n) := \min\{k \geq 1 \mid A(k, \lfloor m/n \rfloor) > \log_2 n\}$
 $m \geq n \Rightarrow A(k, \lfloor m/n \rfloor) \geq A(k, 1) \Rightarrow \alpha(m, n) \leq \min\{k \geq 1 \mid A(k, 1) > \log n\}$
- $A(1, \ell) = 2^\ell, \quad A(k, 1) = A(k - 1, 2),$
 $A(k, \ell) = A(k - 1, A(k, \ell - 1))$