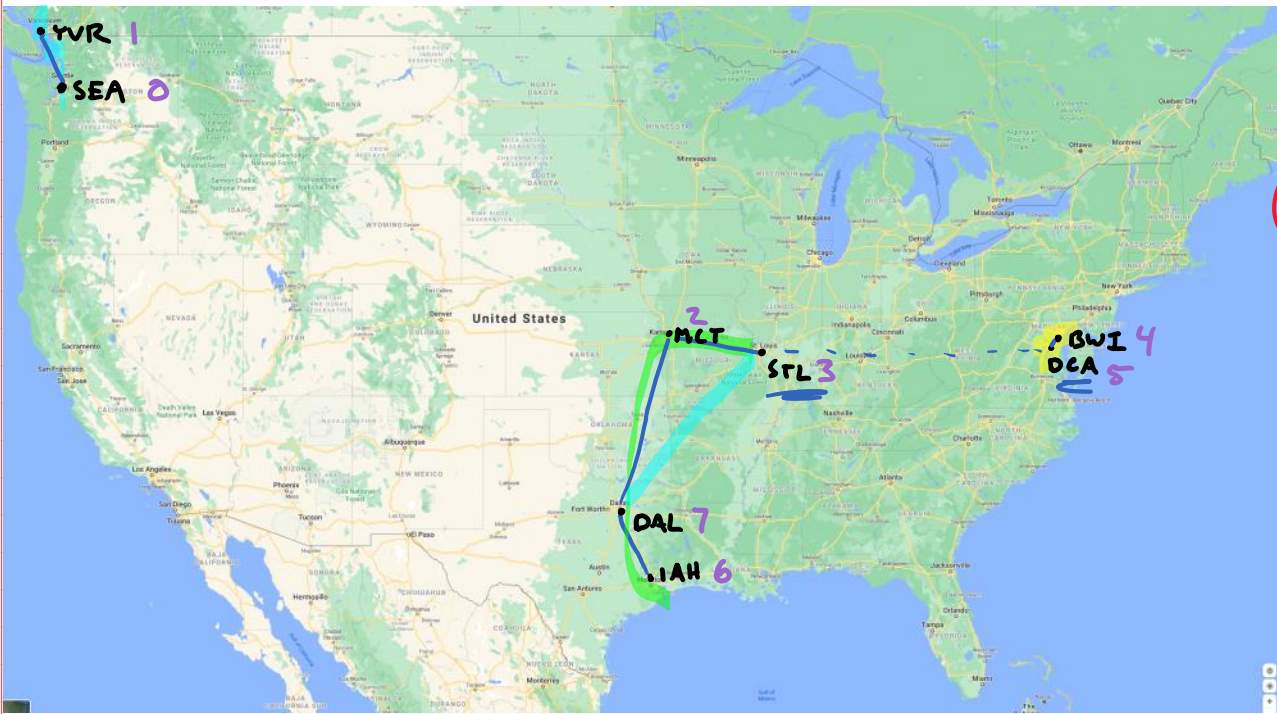
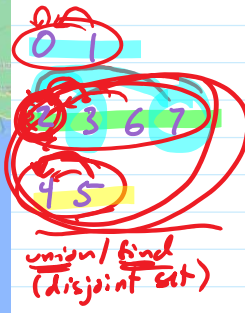


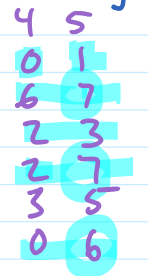
Greedy TSP



connected components

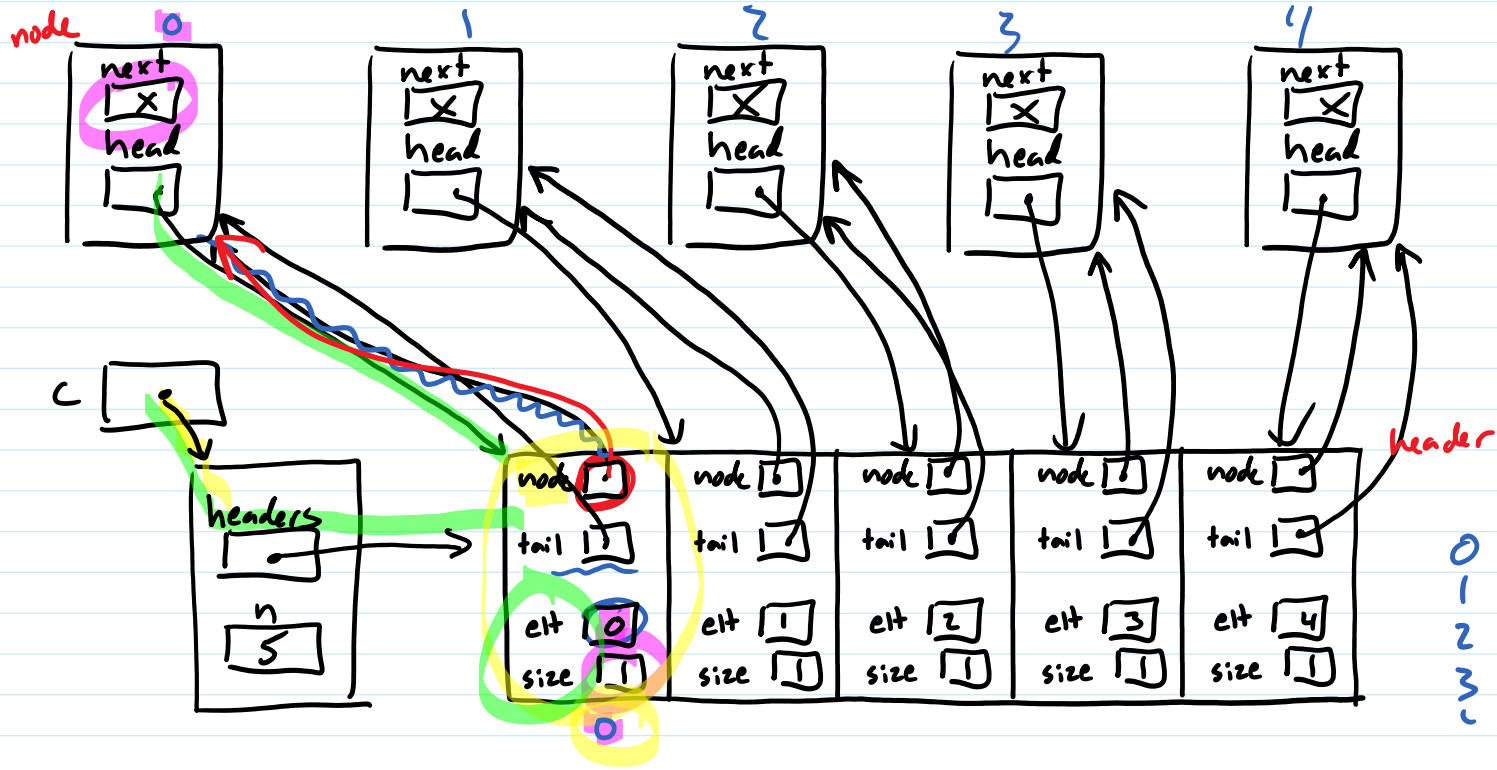


tour segments

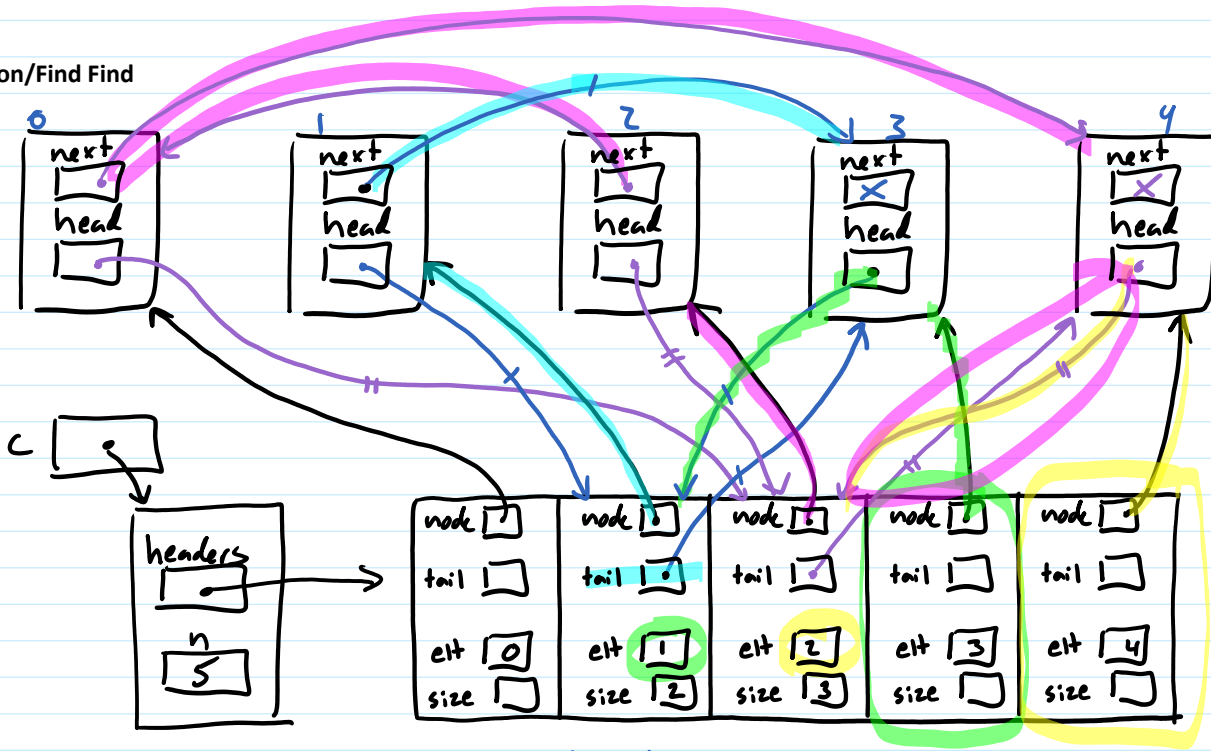


| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-------|---|---|---|---|---|---|---|---|
| count | 1 | 1 | 2 | 1 | 1 | 1 | 1 | 2 |

Union/Find Create



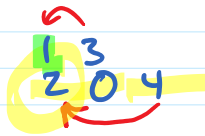
Union/Find Find



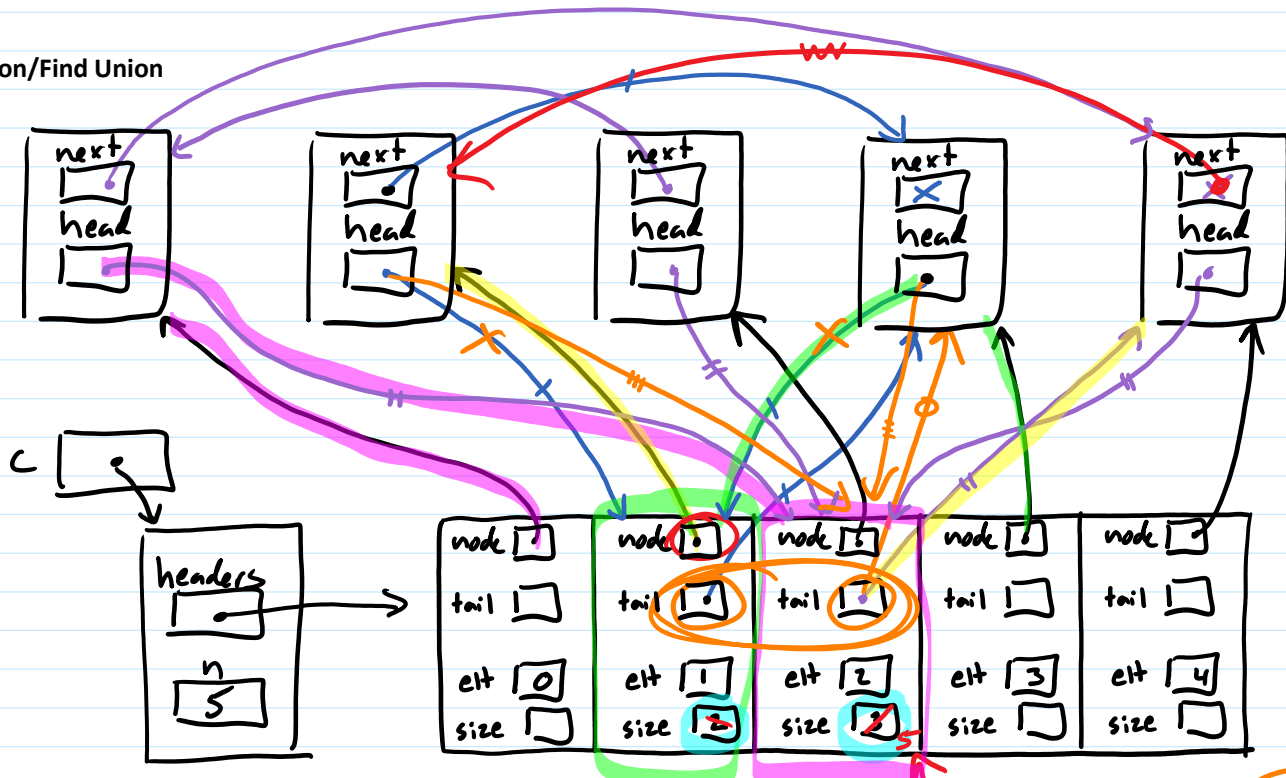
after union(1,3) union(2,0) union(4,0)

find(3)

find(4)



Union/Find Union



union (3, 0)

- 1) go to heads
- 2) swap so i's list \geq j's list
- 3) update i's size
- 4) i's old tail points to j's head
- 5) i's new tail is j's tail
- 6) all nodes on j's list have head point to i

