Minimal Spanning Trees

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Outline

- MST problem
- Generic algorithm
- Prim and Kruskal

Minimum Spanning Tree

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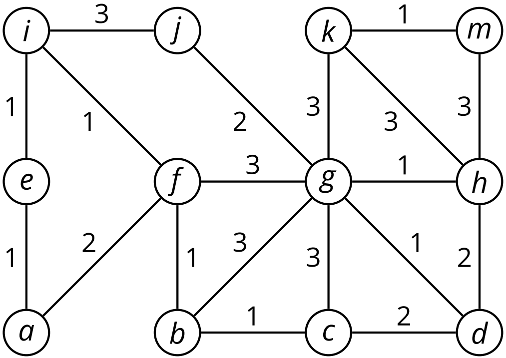
- T "spans" the entire graph G (i.e., touches all vertexes)
  - a ***spanning tree***
- T's total weight of the tree is minimal

$$w(T) = \sum_{(u,v) \in T} w(u, v)$$

  - a ***minimum-weight spanning tree***, or "minimum spanning tree"

Example



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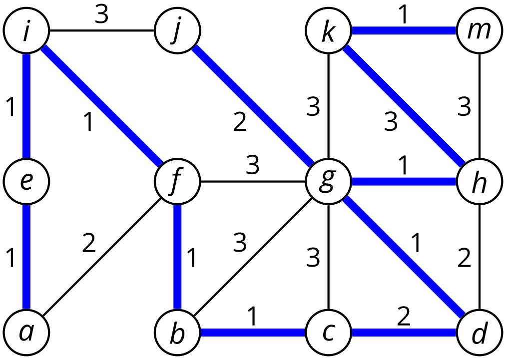

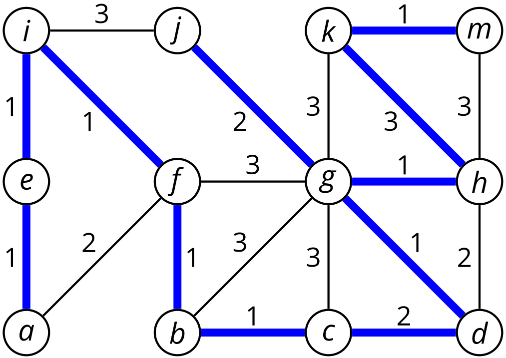

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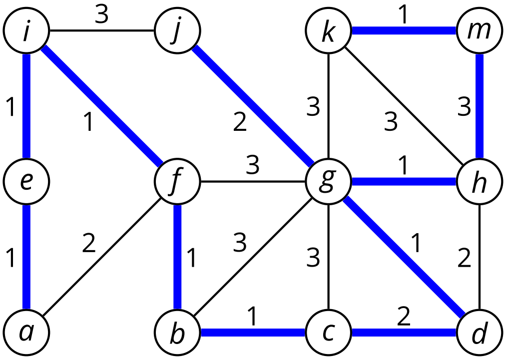

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- This is a *"greedy" algorithm*
- Does it work?

Refined Idea

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GENERIC-MST(G, w)
  A = ∅
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  - more or less the *definition* of a greedy algorithm

Preliminary Definitions

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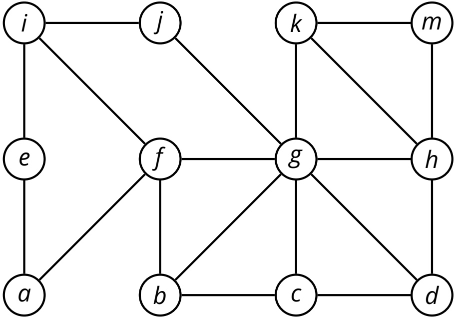

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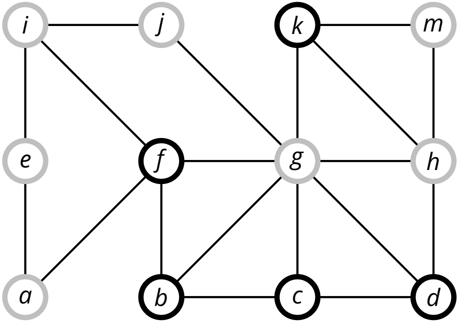

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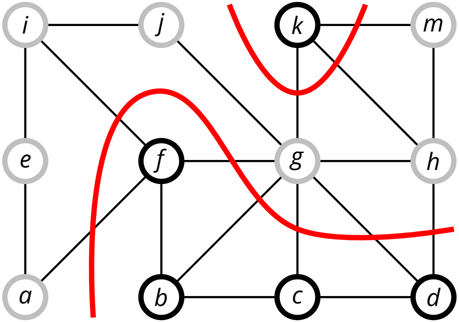

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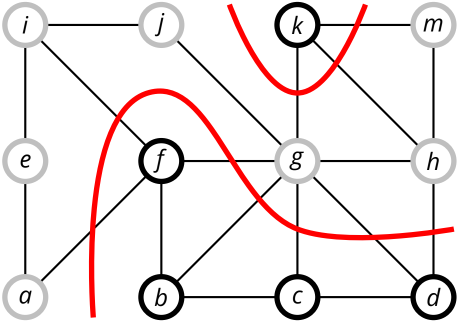

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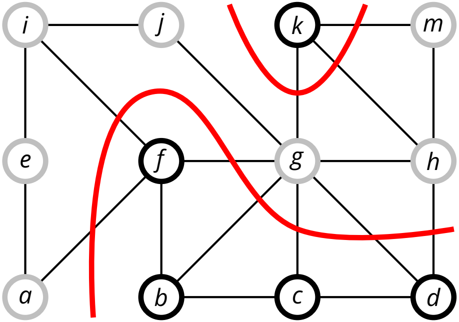

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- A cut $(S, V - S)$ *respects* a set of edges A if no edge in A crosses the cut

Finding a Safe Edge

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Generic-MST(G, w)

1 $A = \emptyset$
2 **while** A is not a spanning tree
3 find a *safe* edge $e = (u, v)$
4 $A = A \cup \{e\}$

- Let $(S, V - S)$ be a cut of G that respects A
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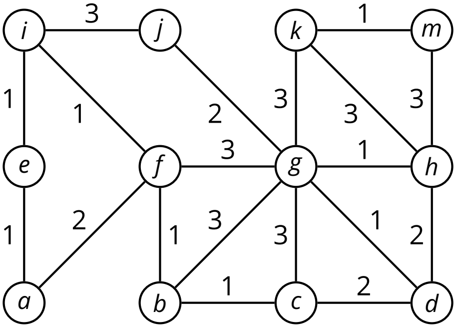

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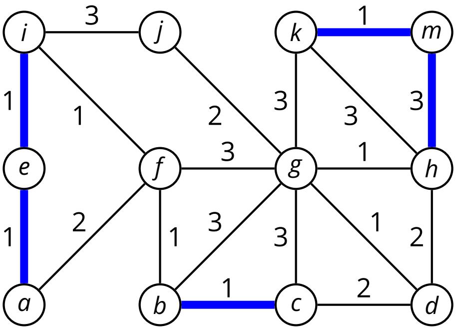

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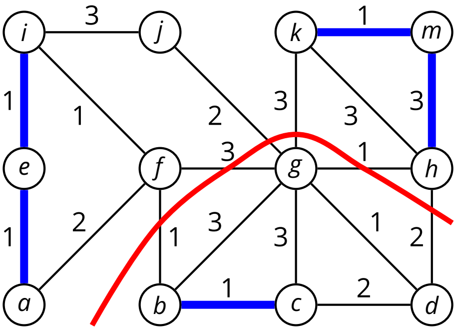

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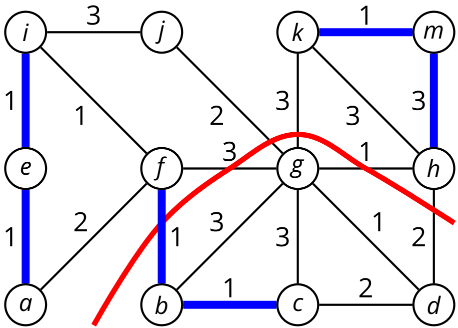

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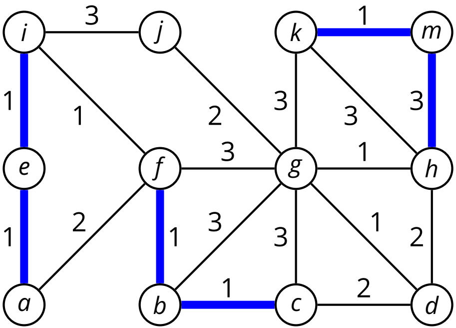

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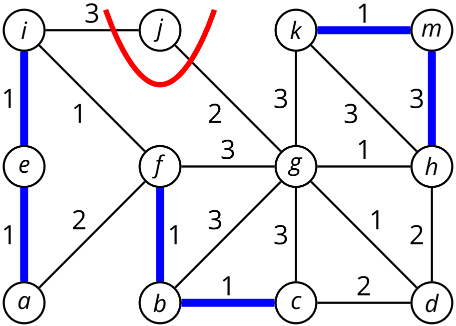

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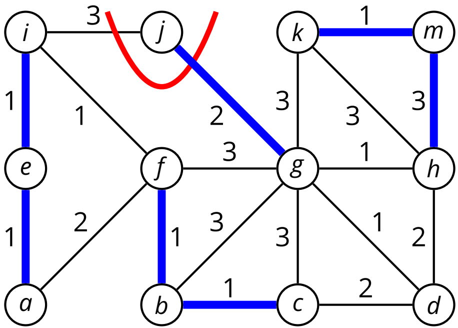

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Concrete Algorithms

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- Prim's algorithm (1957)
  - based on the generic minimum-spanning-tree algorithm
  - incrementally builds a ***single tree*** A

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- *Union*(x, y) joins the sets containing x and y

Kruskal's Algorithm

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MST-KRUSKAL(G, w)
A = ∅
for each vertex v ∈ V(G)
        MAKE-SET(v)                         // disjoint-set data structure
sort E in non-decreasing order by weight w
for each edge (u, v) ∈ E, taken in non-decreasing order by w
        if FIND-SET(u) ≠ FIND-SET(v)
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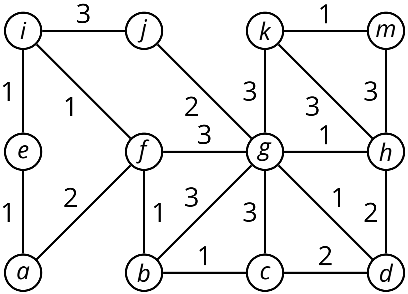

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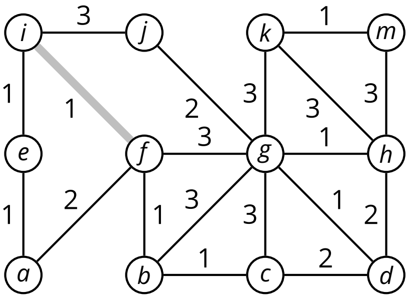

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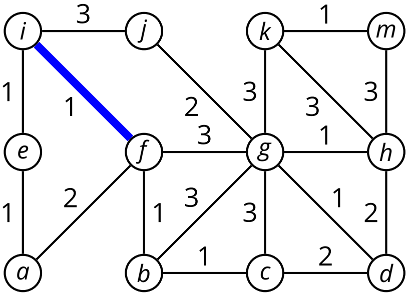

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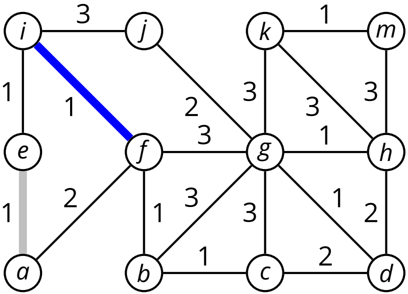

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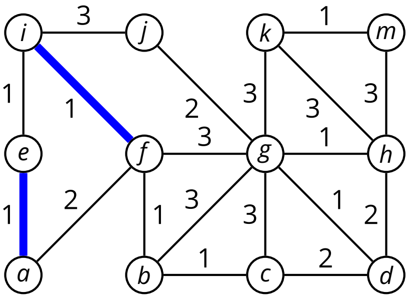

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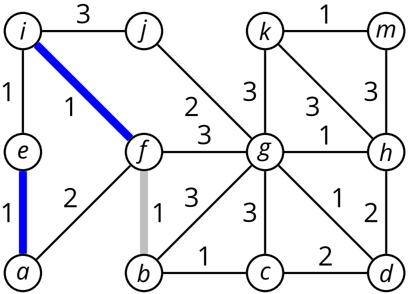

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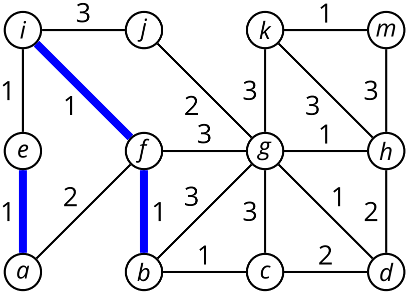

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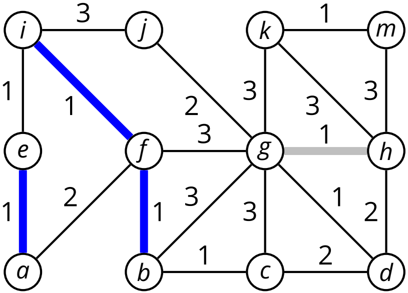

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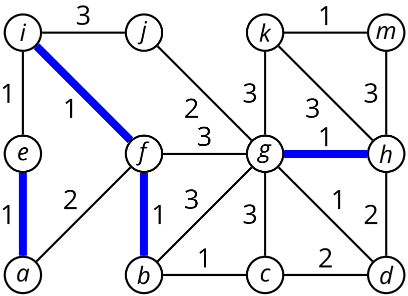

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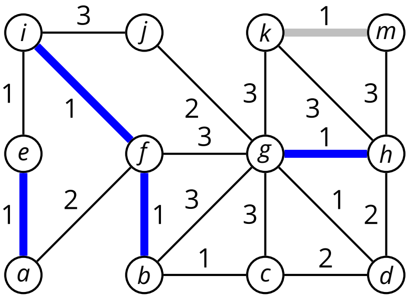

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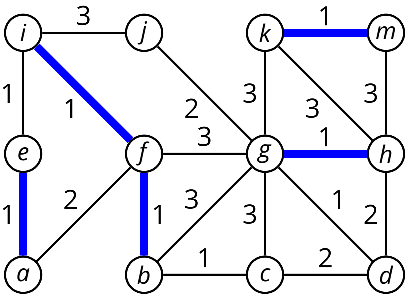

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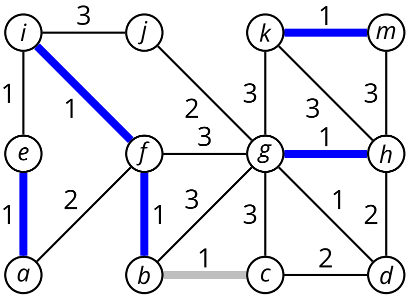

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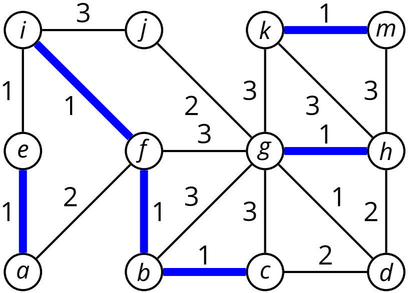

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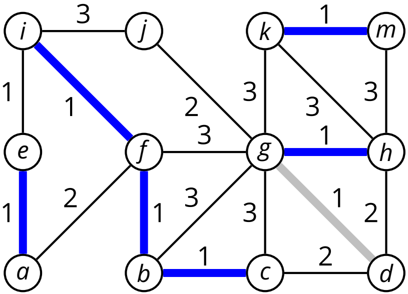

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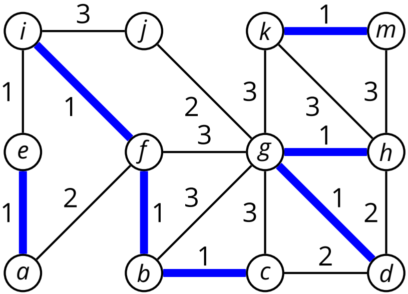

Kruskal's Algorithm

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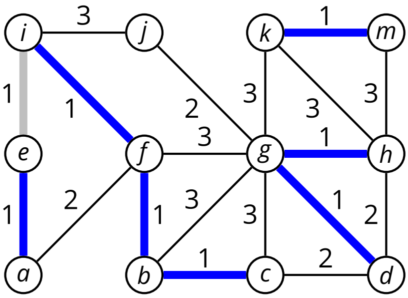

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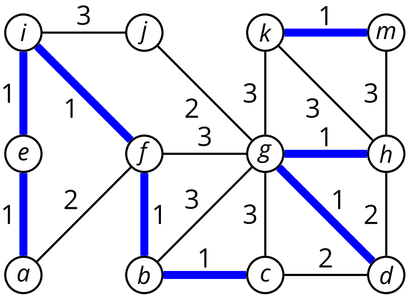

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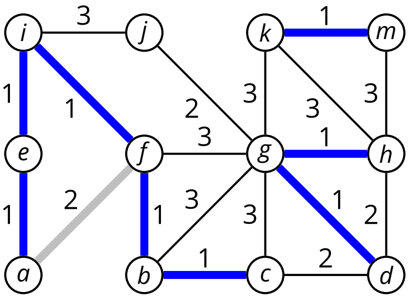

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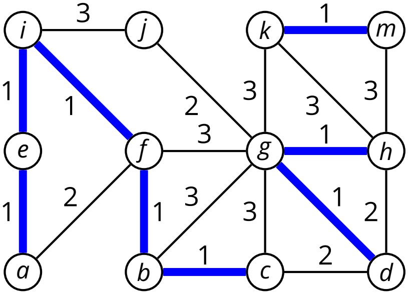

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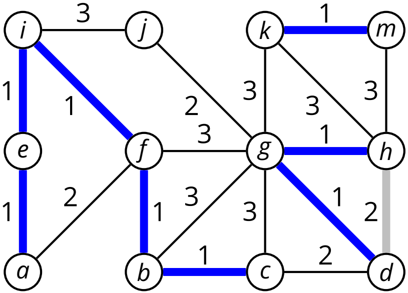

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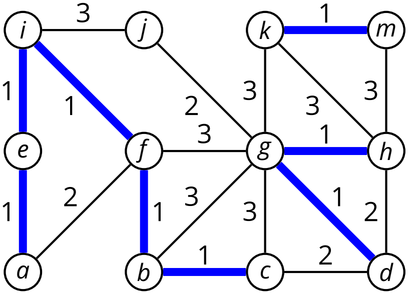

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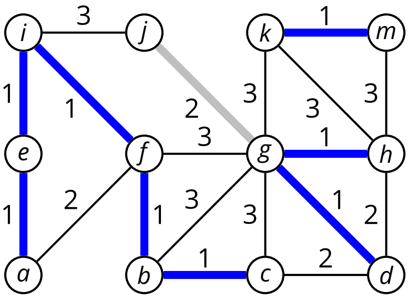

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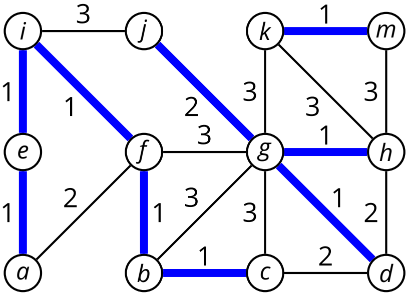

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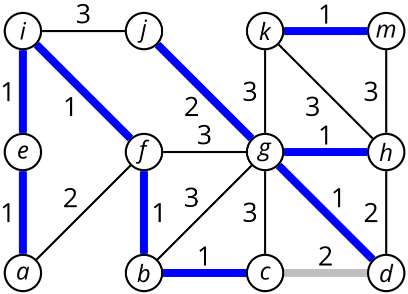

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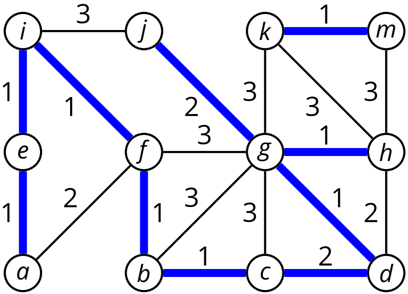

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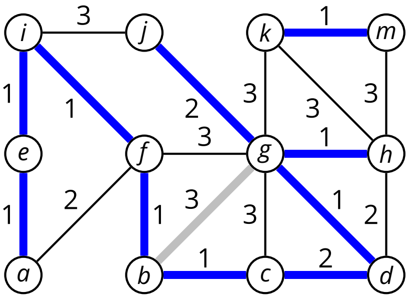

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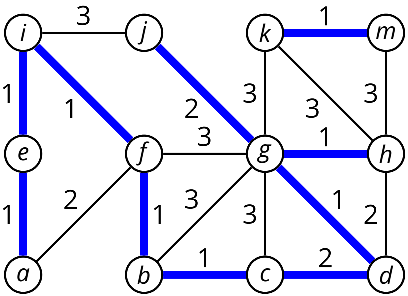

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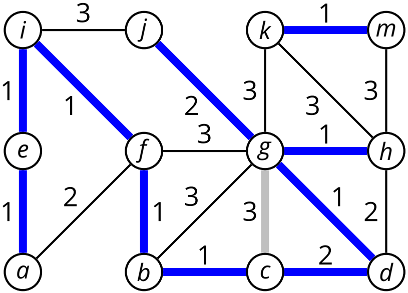

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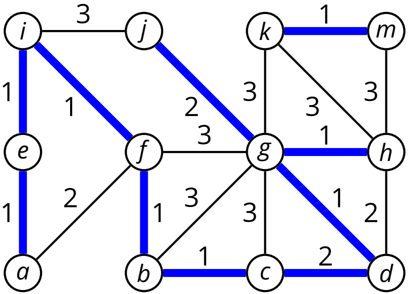

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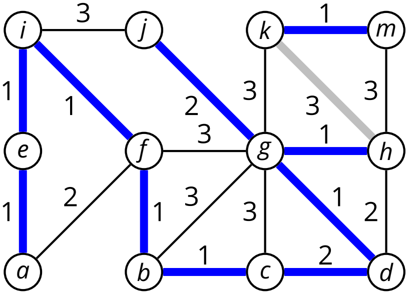

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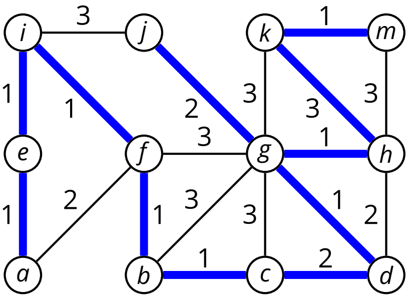

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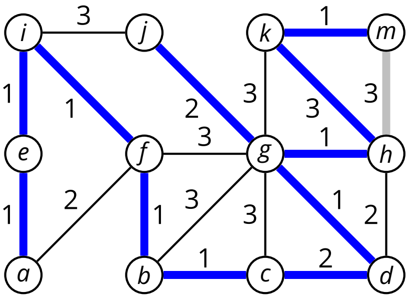

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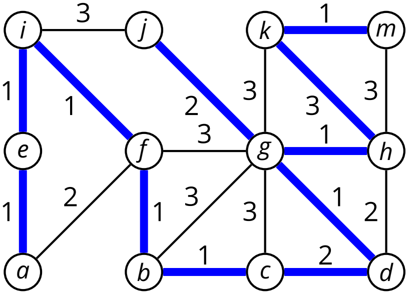

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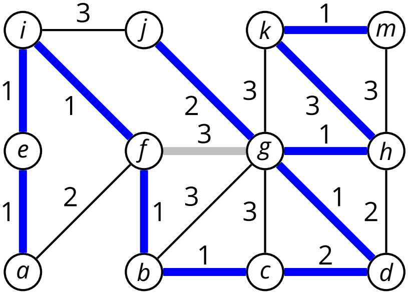

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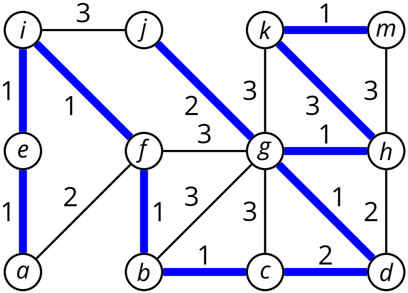

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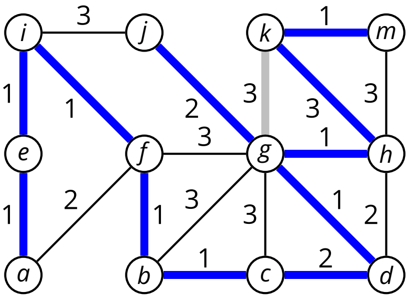

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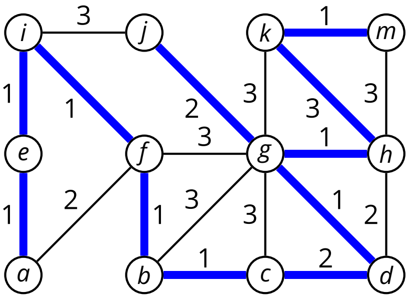

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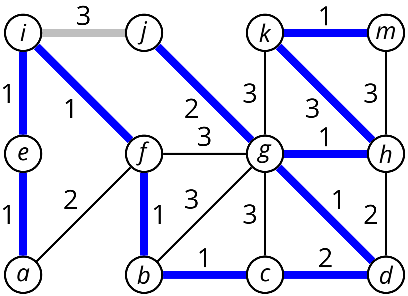

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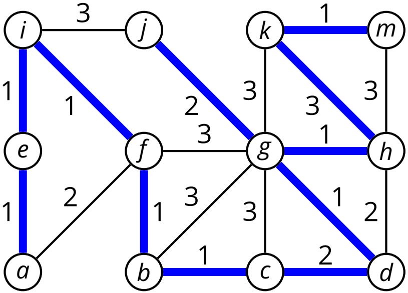

Complexity of MST-KRUSKAL

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Complexity of MST-KRUSKAL

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2  for each vertex v ∈ V(G)
3      MAKE-SET(v)                          // disjoint-set data structure
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5  for each edge (u, v) ∈ E, taken in non-decreasing order by w
6      if FIND-SET(u) ≠ FIND-SET(v)
7          A = A ∪ {(u, v)}
8          UNION(u, v)
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- $|V|$ times **MAKE-SET** (loop of line 2–3)

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- $O(|E| \log |E|)$ for sorting E (line 4)

Complexity of MST-KRUSKAL

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- $|V|$ times **MAKE-SET** (loop of line 2–3)
- $O(|E| \log |E|)$ for sorting E (line 4)
- $2|E|$ times **FIND-SET**

Complexity of MST-Kruskal

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- $|V|$ times **Make-Set** (loop of line 2–3)
- $O(|E| \log |E|)$ for sorting E (line 4)
- $2|E|$ times **Find-Set**
- $O(|E|)$ times **Union**

Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
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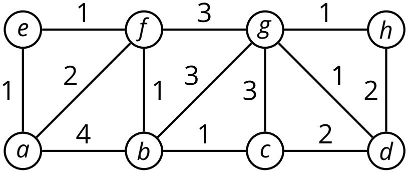

$$Q = \{(a, 0, \cdot), (b, \infty, \cdot), (c, \infty, \cdot), (d, \infty, \cdot), (e, \infty, \cdot), (f, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$$

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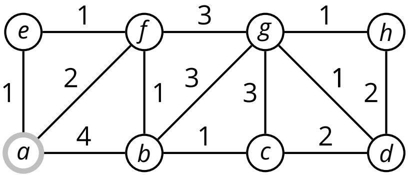

$$Q = \{(b, \infty, \cdot), (c, \infty, \cdot), (d, \infty, \cdot), (e, \infty, \cdot), (f, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$$

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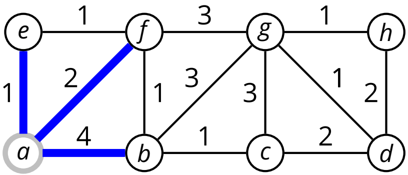
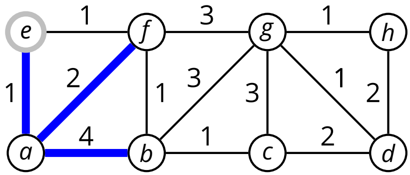


$$Q = \{(e, 1, a), (f, 2, a), (b, 4, a)(c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$$

Prim's Algorithm

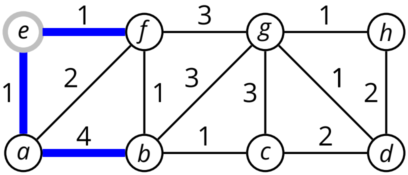
```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(f, 2, a), (b, 4, a)(c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```

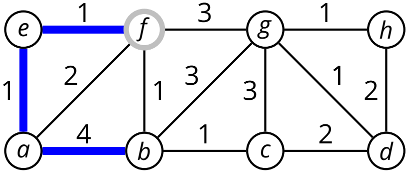


$Q = \{(f, 1, e), (b, 4, a)(c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

Prim's Algorithm

MST-PRIM(G, w, r)

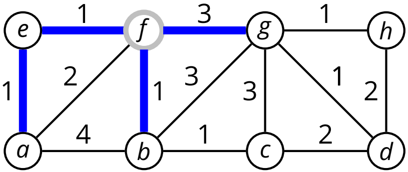
```
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(b, 4, a)(c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

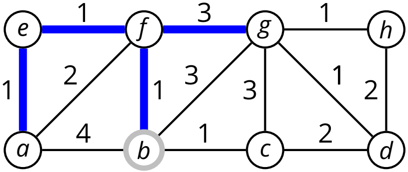
Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(b, 1, f), (g, 3, f), (c, \infty, \cdot), (d, \infty, \cdot), (h, \infty, \cdot)\}$

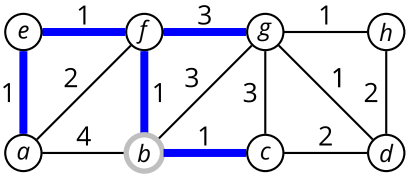
```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(g, 3, f), (c, \infty, \cdot), (d, \infty, \cdot), (h, \infty, \cdot)\}$

Prim's Algorithm

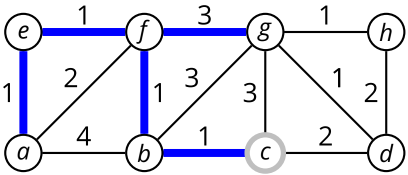
```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(c, 1, b), (g, 3, f), (d, \infty, \cdot), (h, \infty, \cdot)\}$

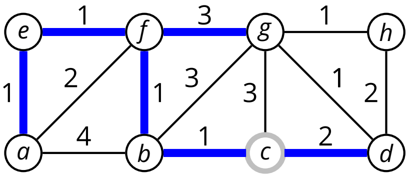
Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
        key[u] = ∞
        π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
        u = EXTRACT-MIN(Q) // min by key[u]
        for each v ∈ Adj[u]
                if v ∈ Q ∧ w(u, v) < key[v]
                        π(v) = u
                        key[v] = w(u, v)
```



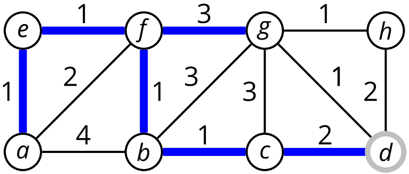
$$Q = \{(g, 3, f), (d, \infty, \cdot), (h, \infty, \cdot)\}$$

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(d, 2, c), (g, 3, f), (h, \infty, \cdot)\}$

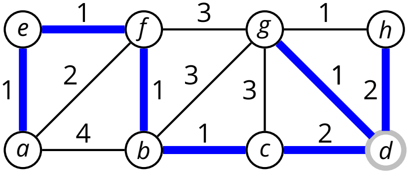
```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(g, 3, f), (h, \infty, \cdot)\}$

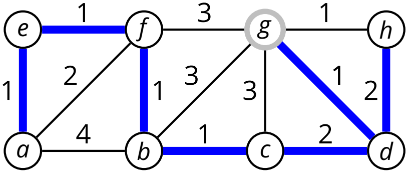
Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
        key[u] = ∞
        π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
        u = EXTRACT-MIN(Q) // min by key[u]
        for each v ∈ Adj[u]
                if v ∈ Q ∧ w(u, v) < key[v]
                        π(v) = u
                        key[v] = w(u, v)
```



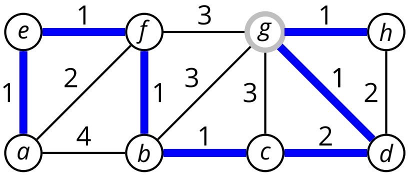
$Q = \{(g, 1, d), (h, 2, d)\}$

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(h, 2, d)\}$

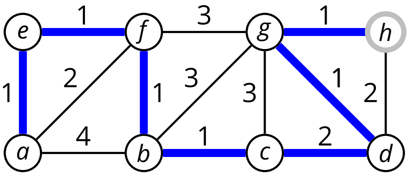
```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
    key[u] = ∞
    π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
    u = EXTRACT-MIN(Q) // min by key[u]
    for each v ∈ Adj[u]
        if v ∈ Q ∧ w(u, v) < key[v]
            π(v) = u
            key[v] = w(u, v)
```



$Q = \{(h, 1, g)\}$

Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
        key[u] = ∞
        π(u) = NIL
key[r] = 0
Q = V(G)
while Q ≠ ∅
        u = EXTRACT-MIN(Q) // min by key[u]
        for each v ∈ Adj[u]
                if v ∈ Q ∧ w(u, v) < key[v]
                        π(v) = u
                        key[v] = w(u, v)
```



$Q = \{\}$

Prim's Algorithm

```
MST-PRIM(G, w, r)
for each vertex u ∈ V(G)
        key[u] = ∞
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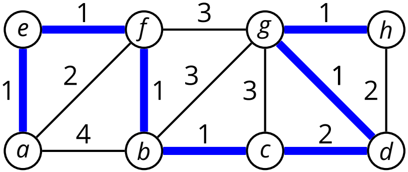
                if v ∈ Q ∧ w(u, v) < key[v]
                        π(v) = u
                        key[v] = w(u, v)
```



$Q = \{\}$