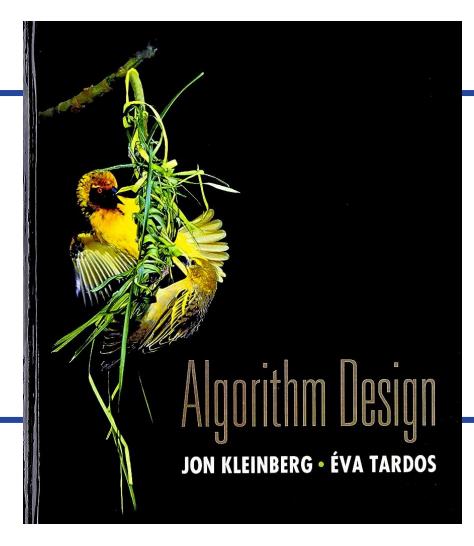


CS 310: Algorithms

Lecture 16

Instructor: Naveed Anwar Bhatti



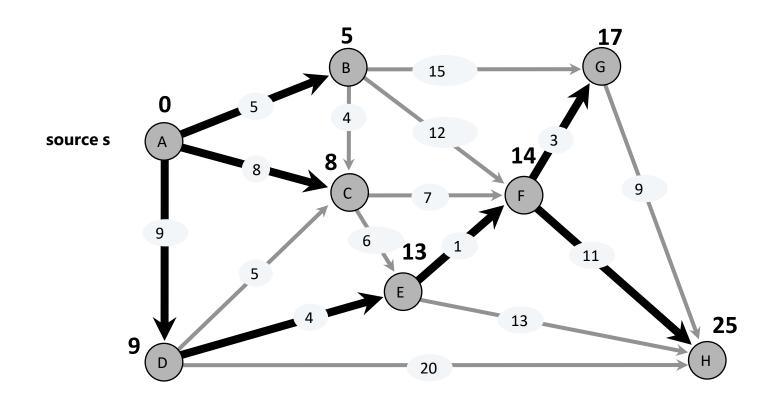


Chapter 4: **Greedy Algorithms**

Section 4.5: Minimums Spanning Tree (MST)

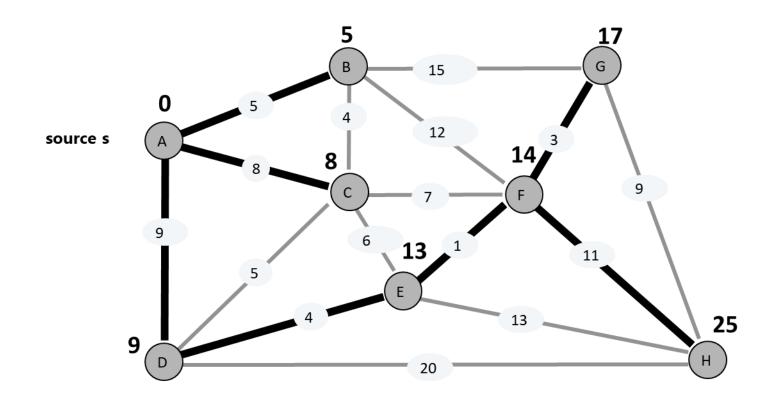


Single-source shortest paths problem (Dijkstra Algorithm)





Single-source shortest paths problem (Dijkstra Algorithm)

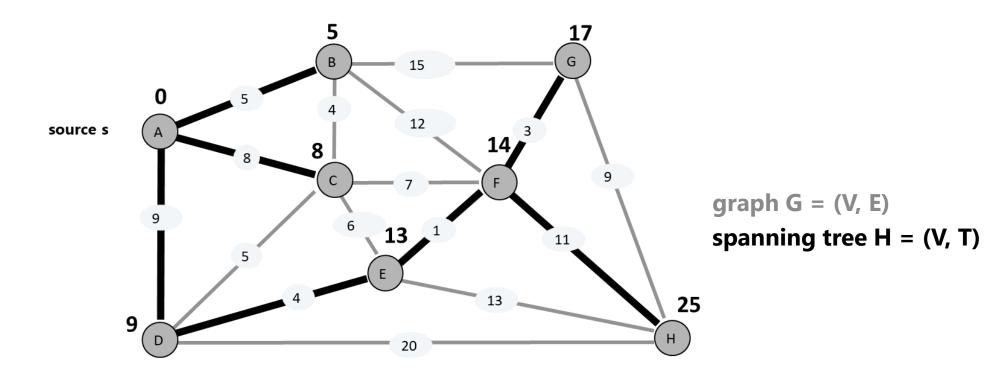




Spanning tree definition

Def. Subgraph H = (V, T) is a **spanning tree** of an undirected graph G = (V, E) that is:

- A tree: connected and acyclic.
- Spanning: includes all of the vertices.

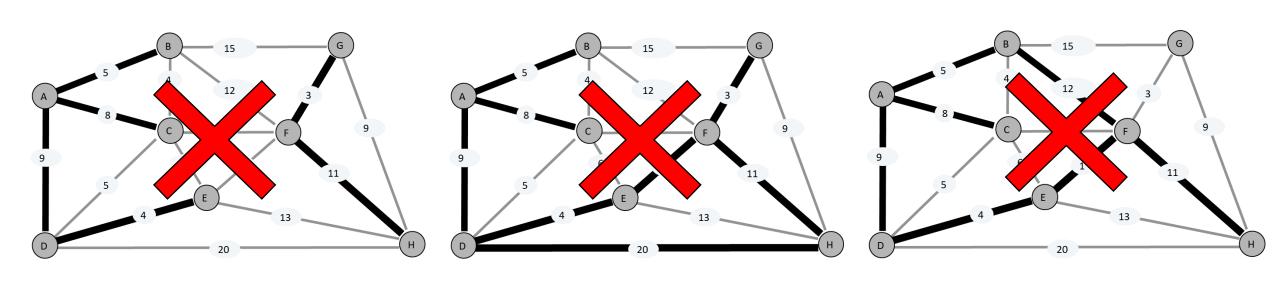




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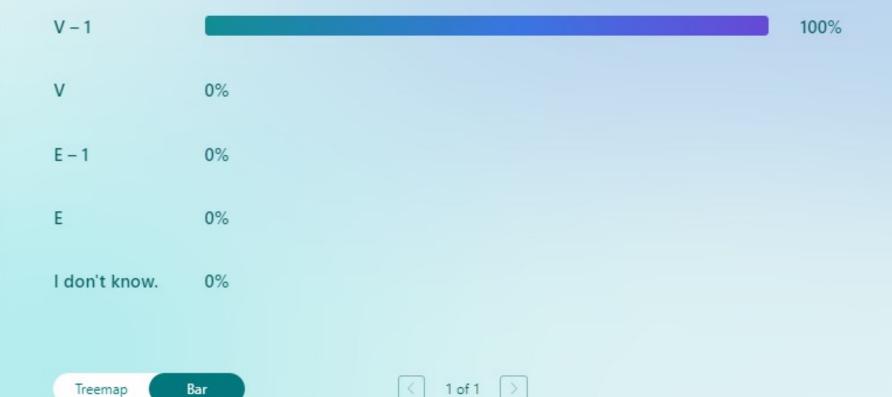
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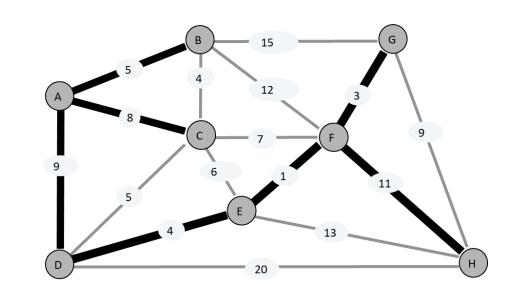
Let G be a connected edge-weighted graph with V vertices and E edges. How many edges will be in spanning tree of G?





Spanning tree properties

- Proposition. Let H = (V, T) be a spanning tree of an undirected graph G = (V, E). Then, the following are true:
 - *H* is acyclic and connected.
 - H is connected and has |V|-1 edges.
 - H is acyclic and has |V| 1 edges.
 - *H* is minimally connected: removal of any edge disconnects it.
 - \bullet *H* is maximally acyclic: addition of any edge creates a cycle.

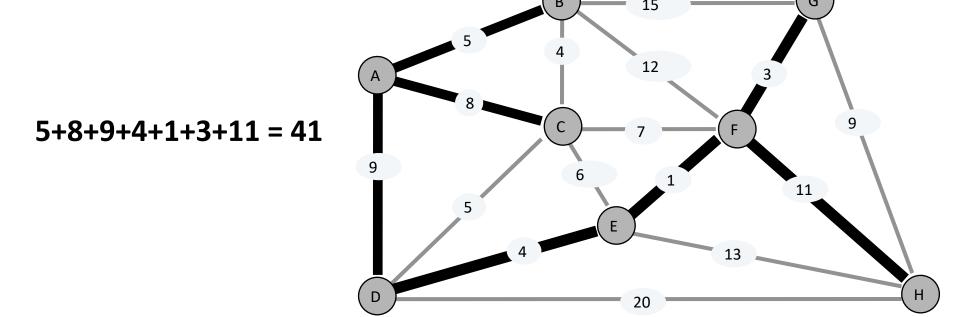


graph G = (V, E)spanning tree H = (V, T)



Minimum Spanning Tree (MST)

- Input. Connected, undirected graph G with positive edge weights.
- Output. A spanning tree of minimum weight.

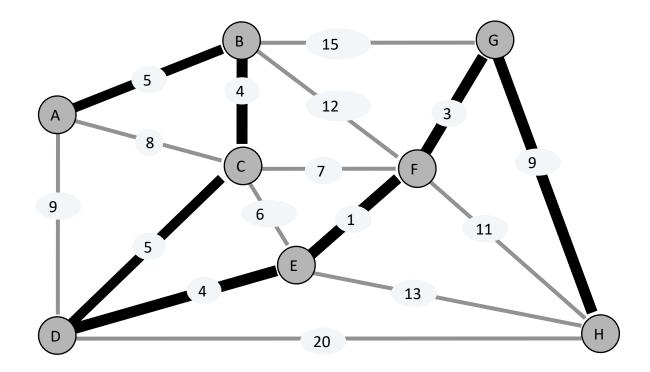


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Minimum Spanning Tree (MST)

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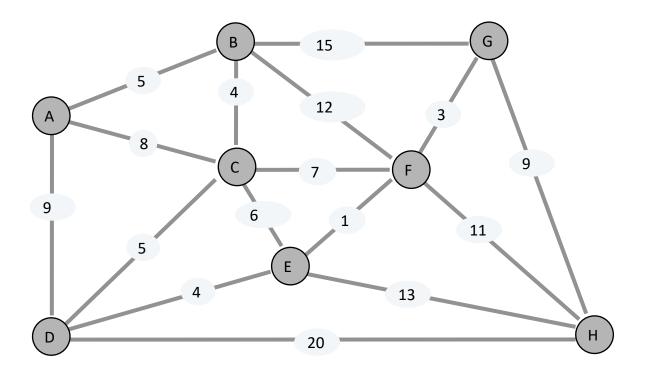


graph G = (V, E)

Minimum spanning tree H = (V, T)

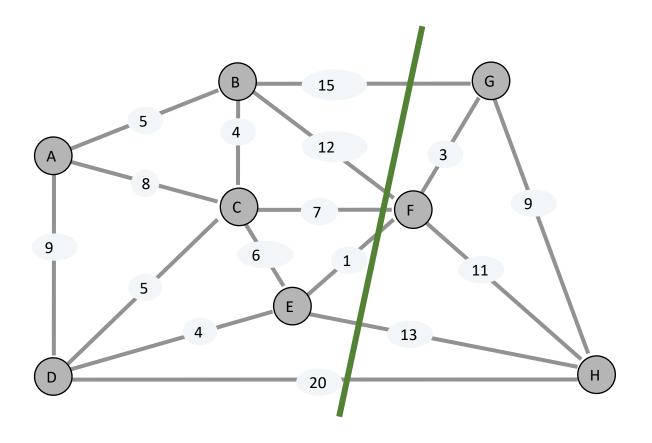


Def: A cut in a graph is a partition of its vertices into two (nonempty) sets

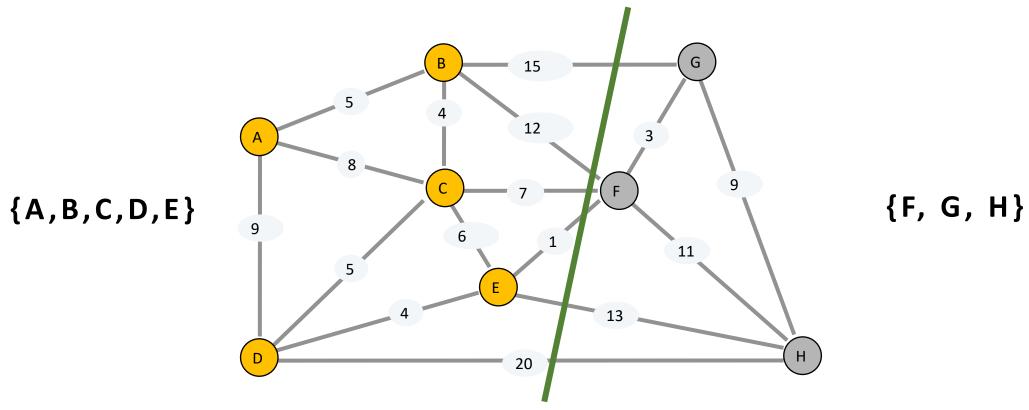




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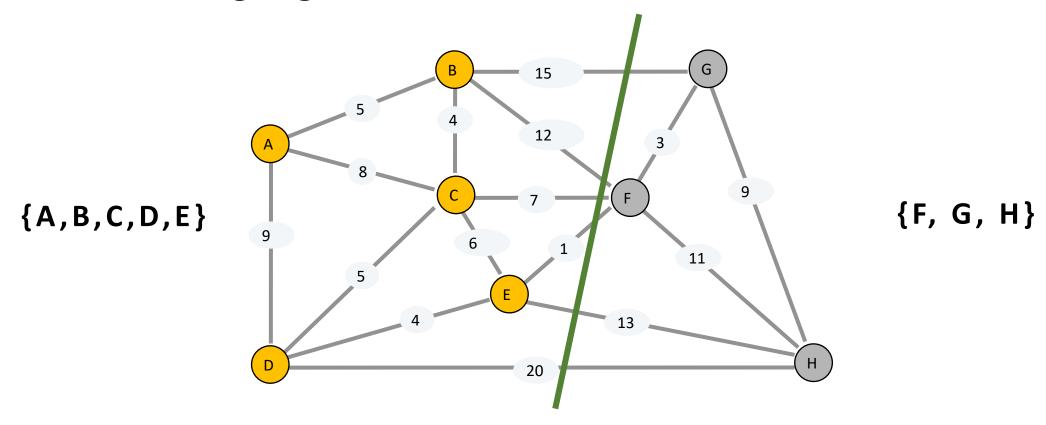




Cut Property

Def: A cut in a graph is a partition of its vertices into two (nonempty) sets

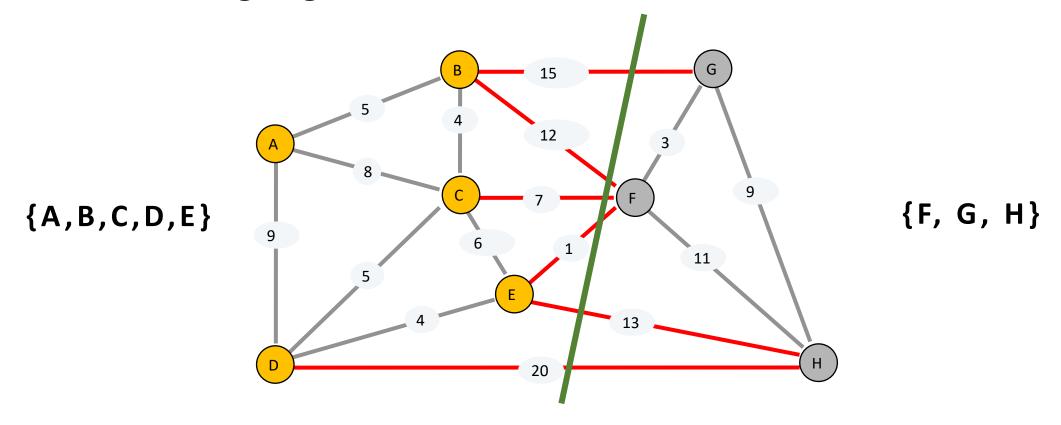
Def: A crossing edge connects a vertex in one set with a vertex in the other.





Def: A cut in a graph is a partition of its vertices into two (nonempty)

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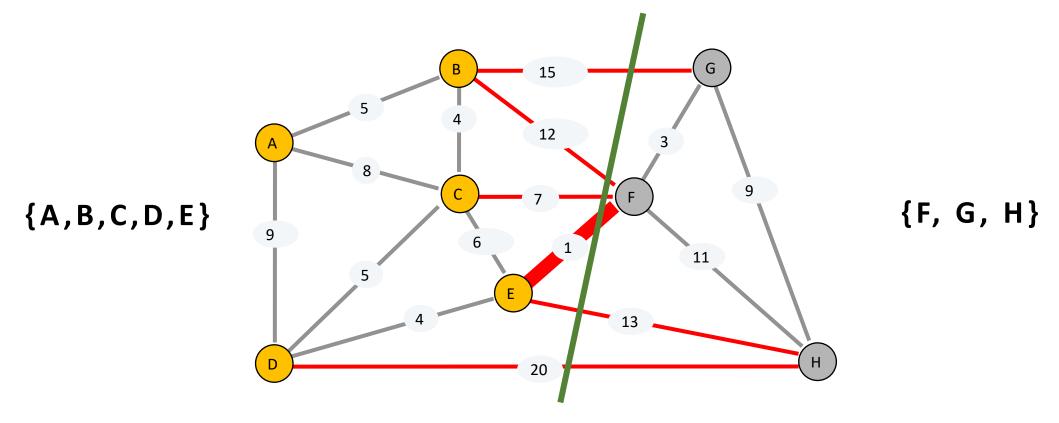


Cut property: Given any cut, the crossing edge of min weight is in the MST.



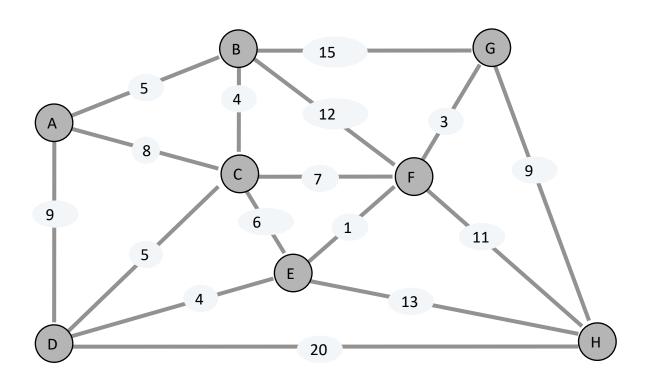
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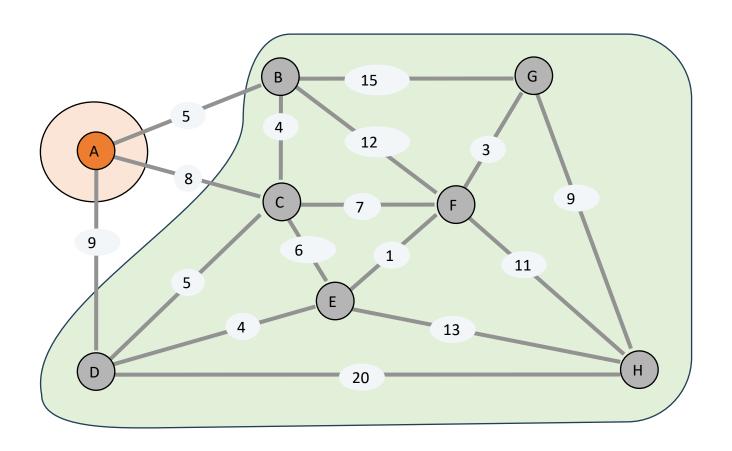


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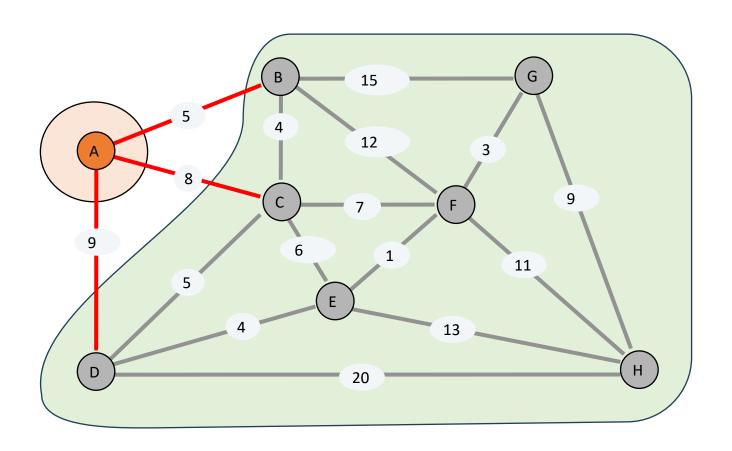




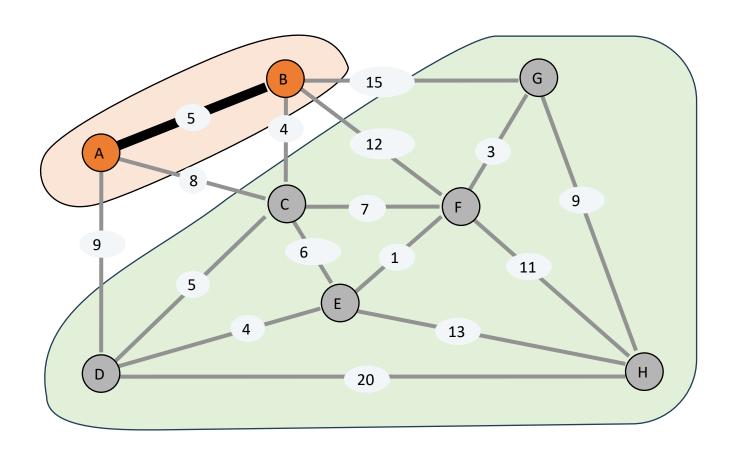




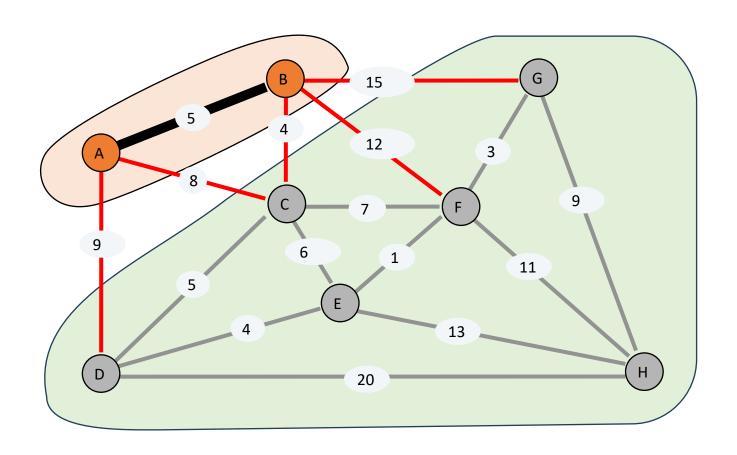




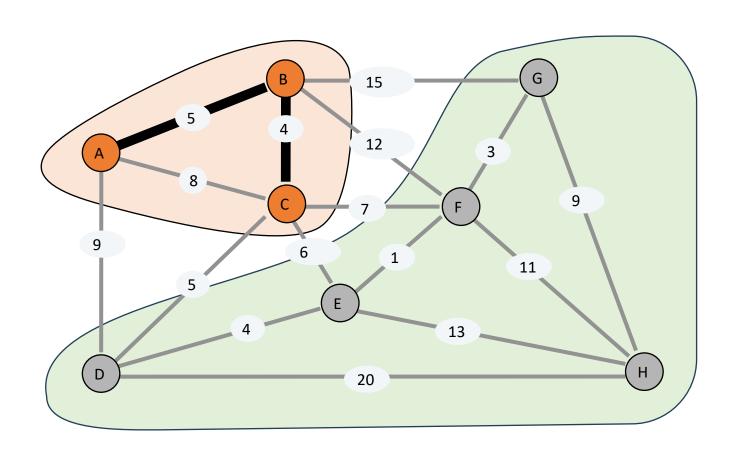




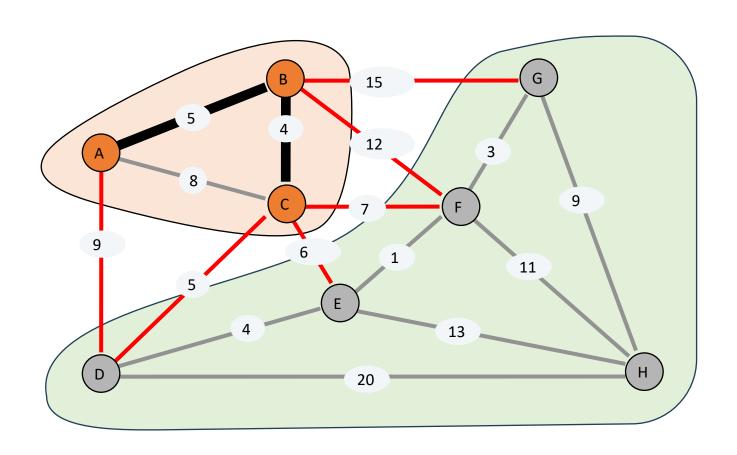




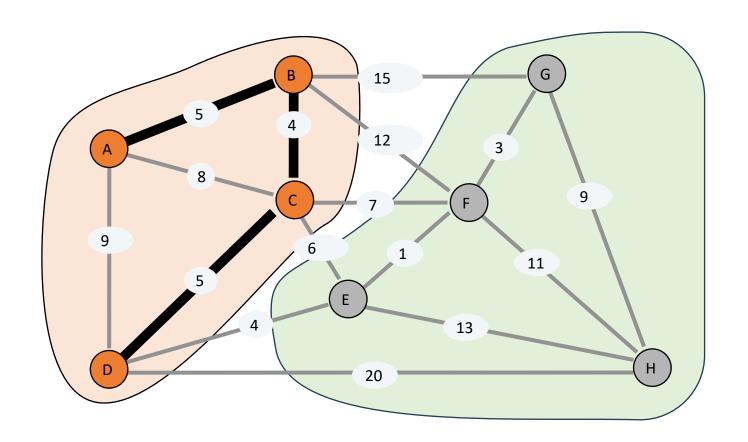




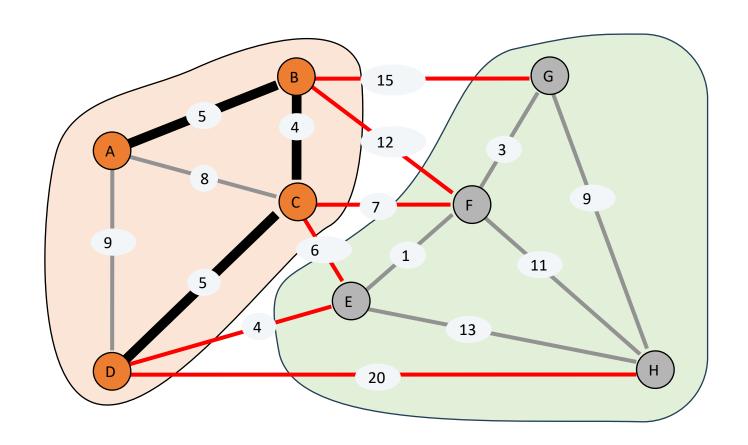




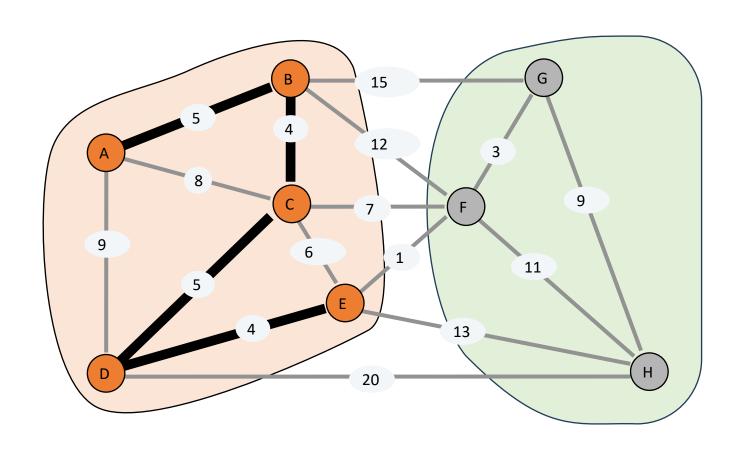




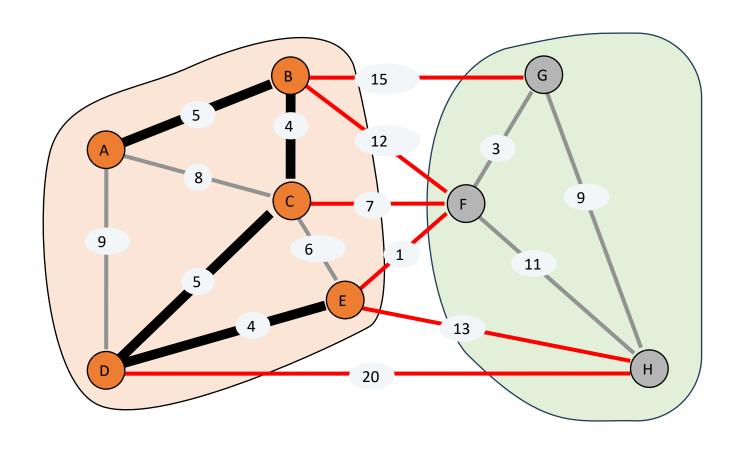




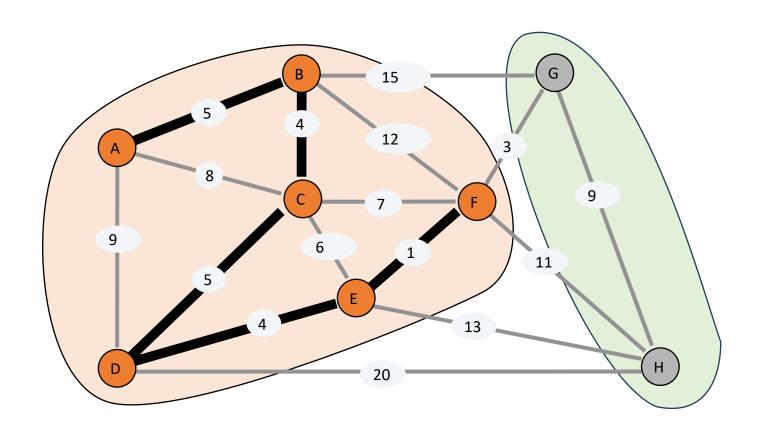




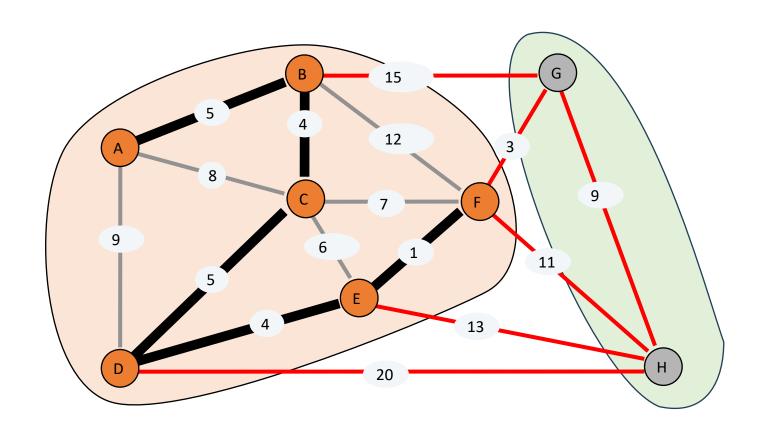




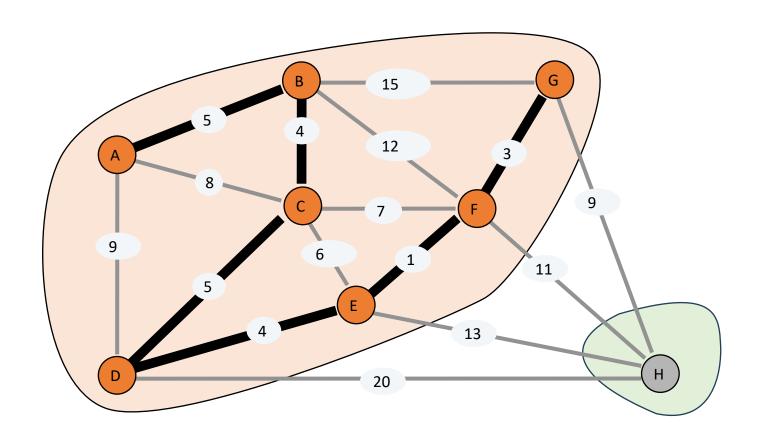




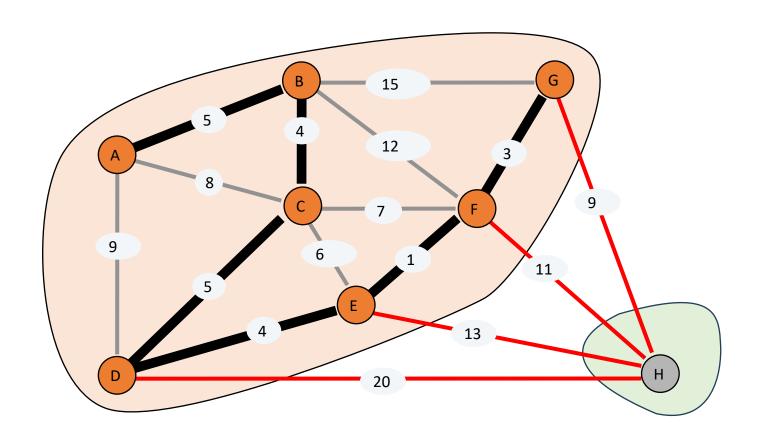




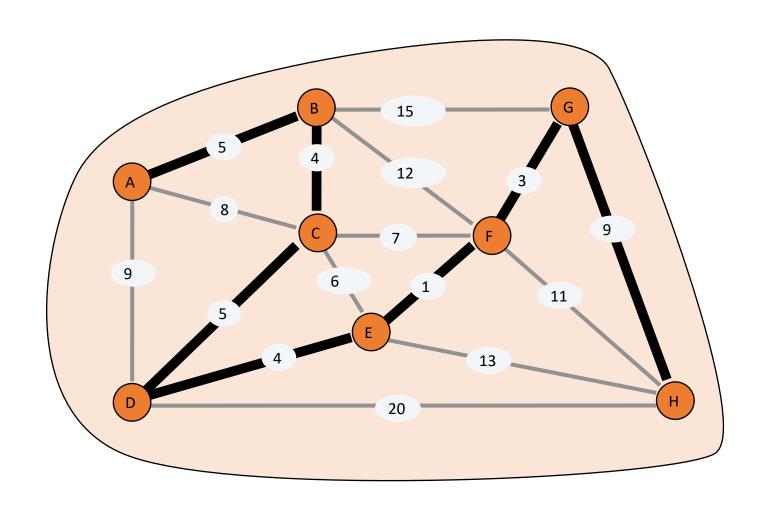






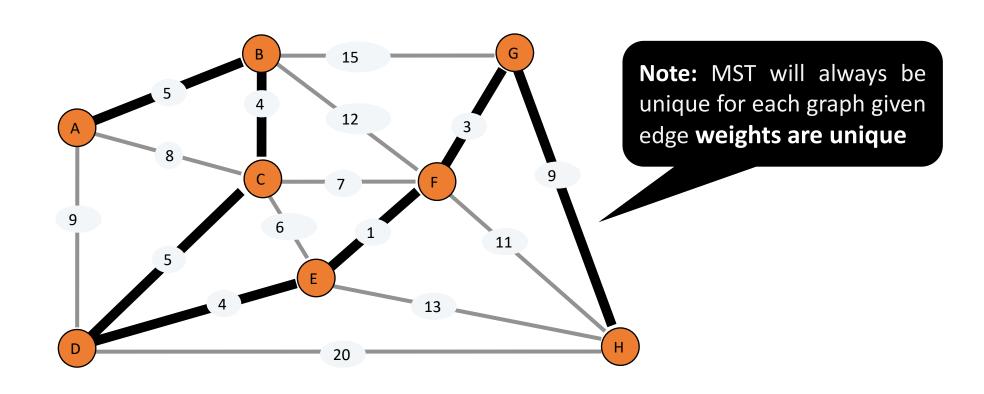








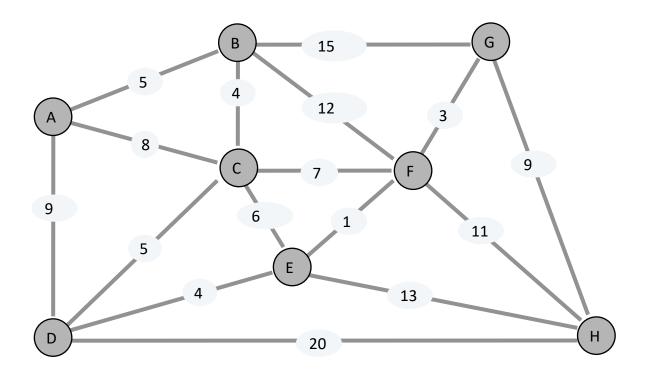
Prim's algorithm Time Complexity (Same as Dijkstra)





Kruskal's algorithm to find MST

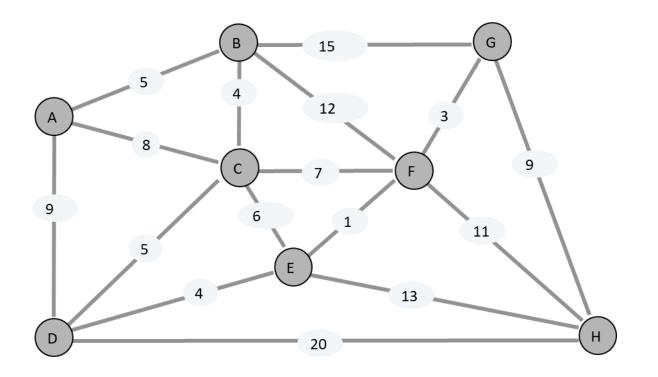
Consider edges in ascending order of weight





Kruskal's algorithm to find MST

Consider edges in ascending order of weight

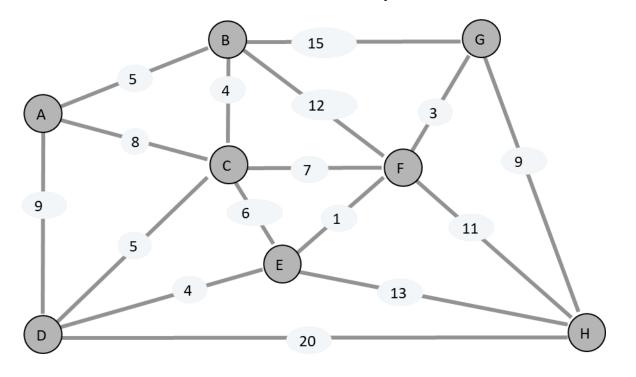


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Kruskal's algorithm to find MST

- Consider edges in ascending order of weight
- Add to e to MST unless it would create a cycle



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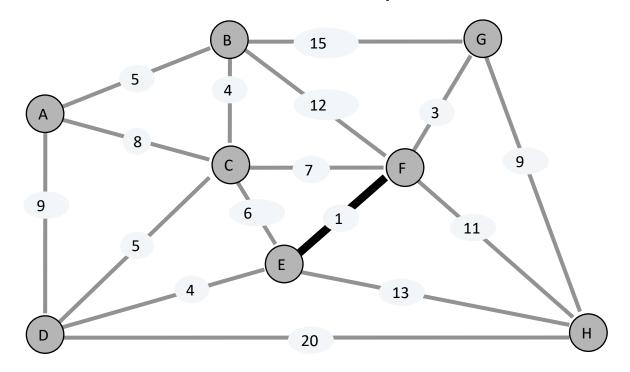






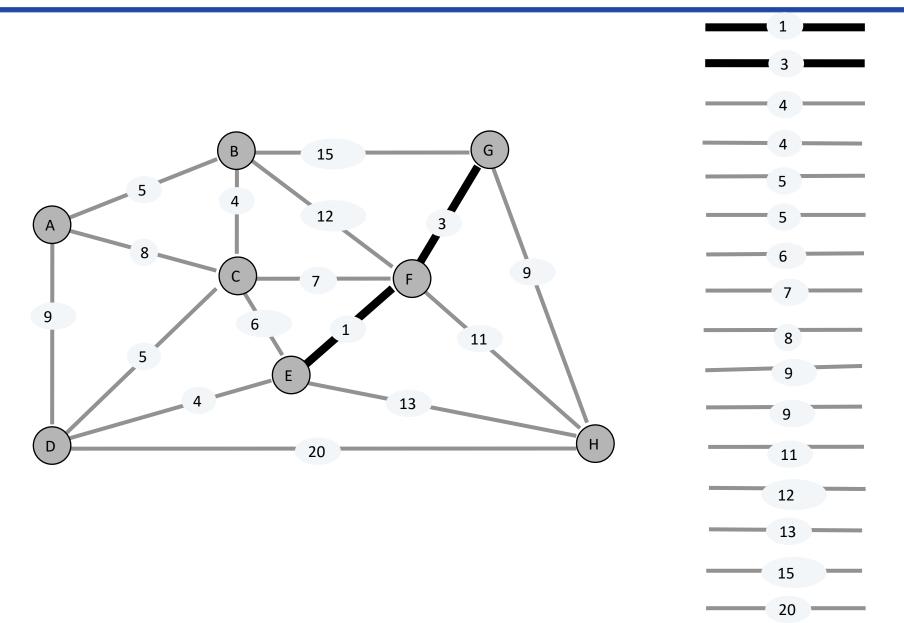


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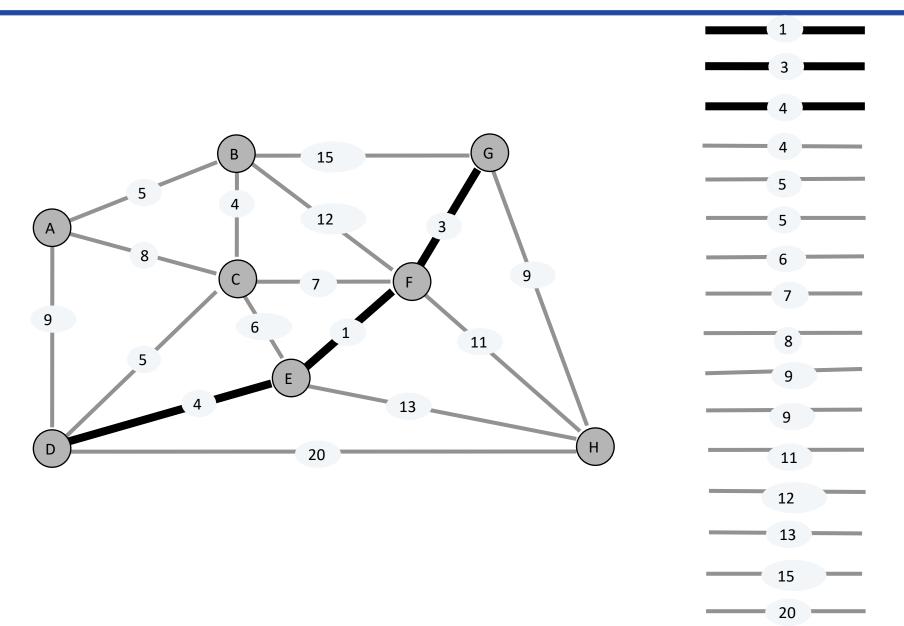


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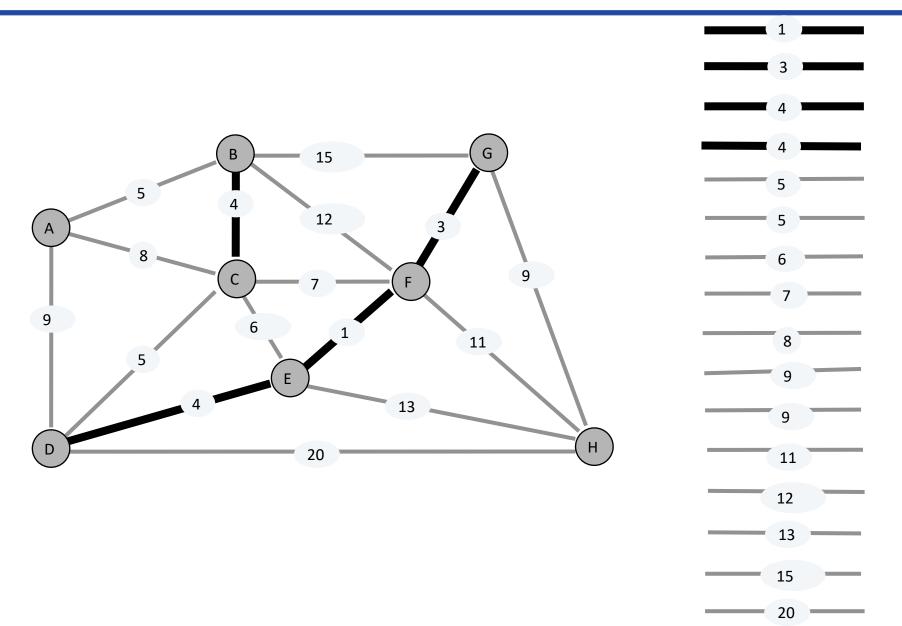




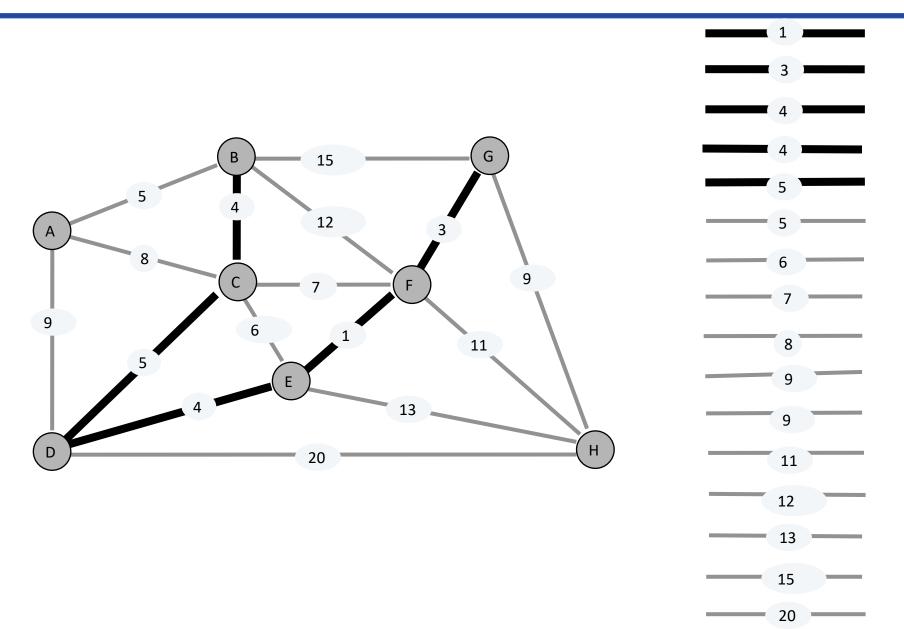




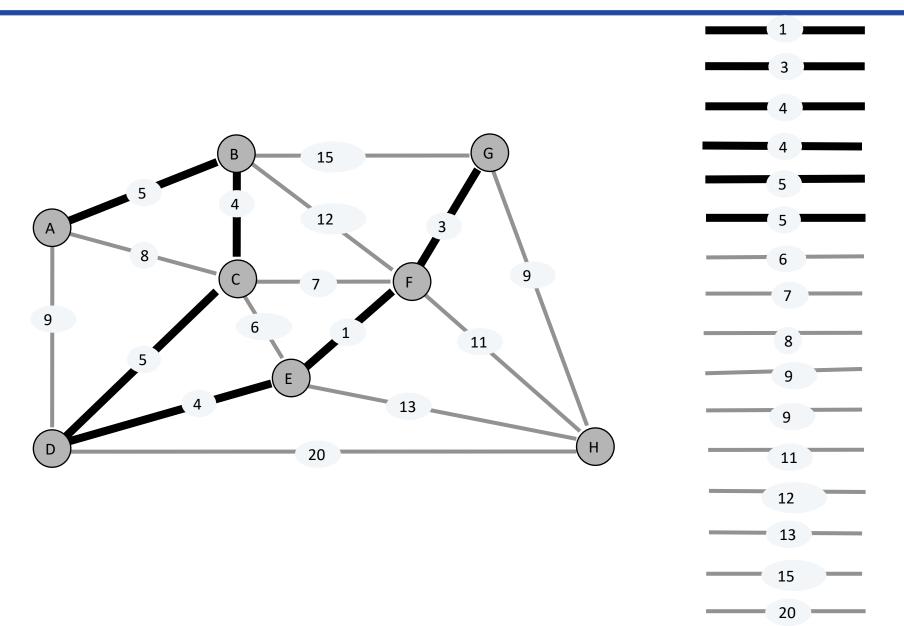




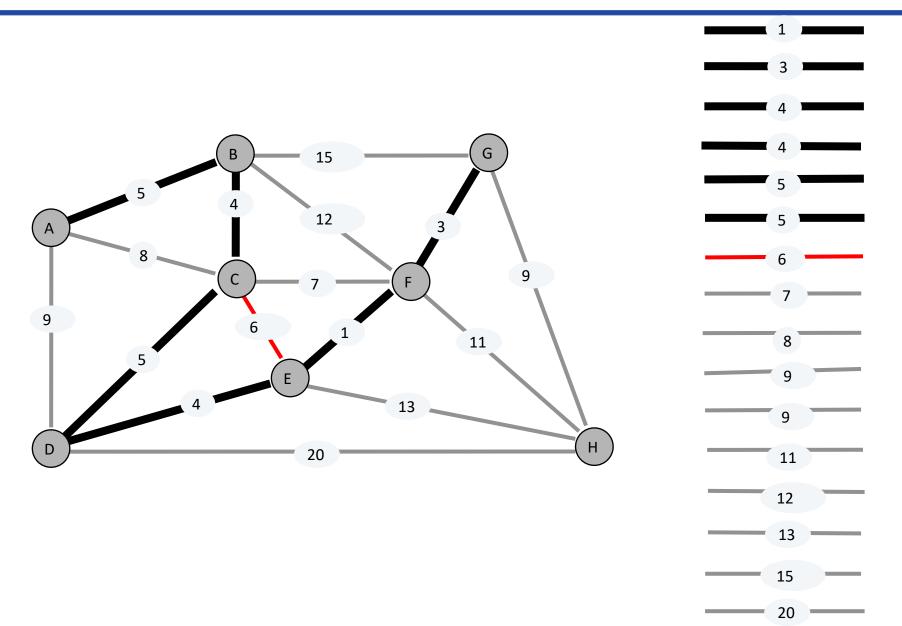




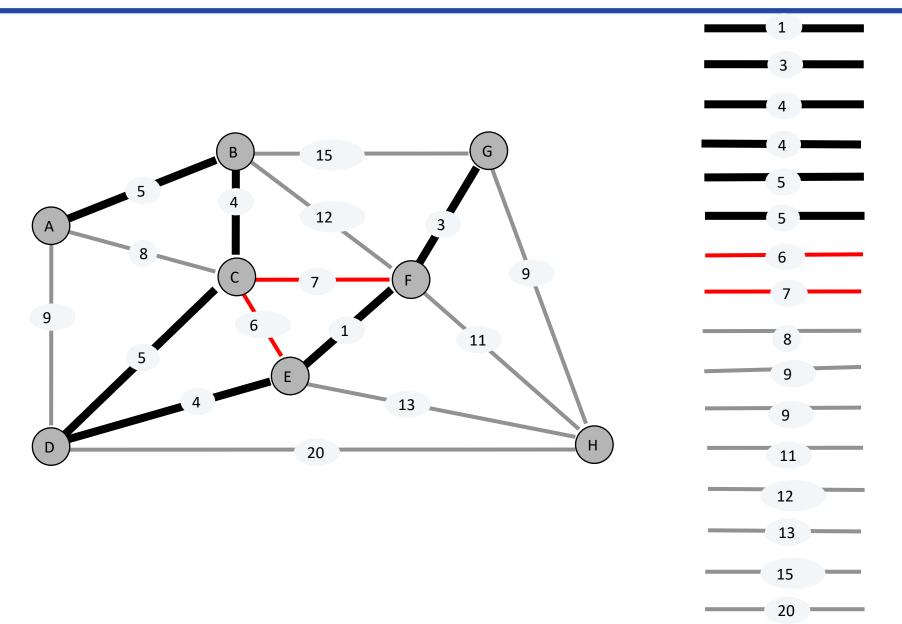




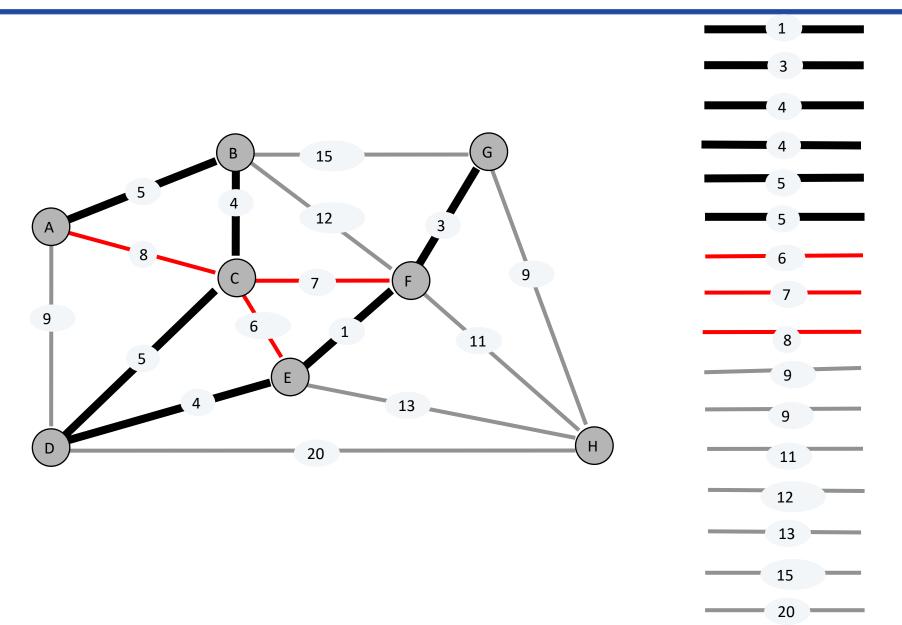




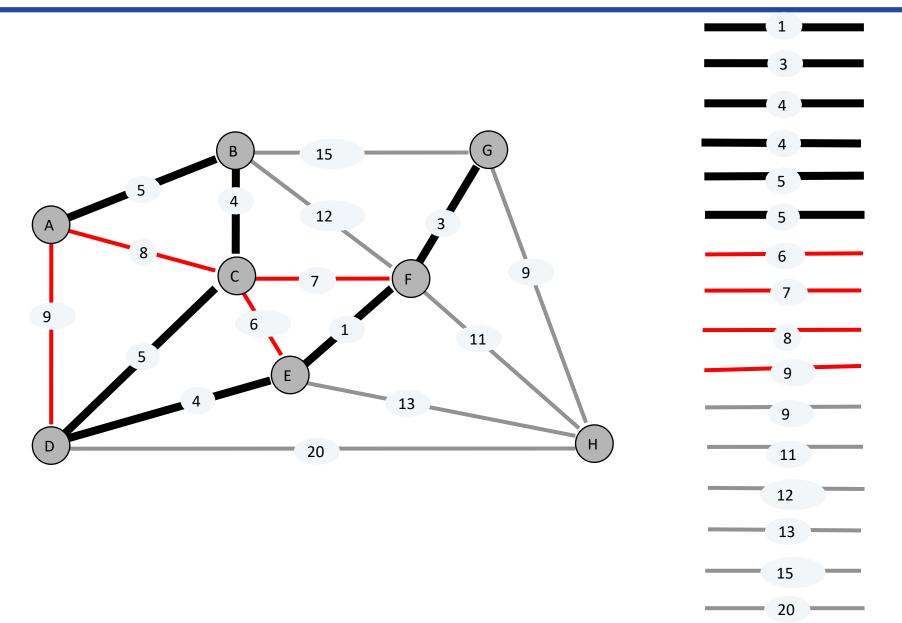




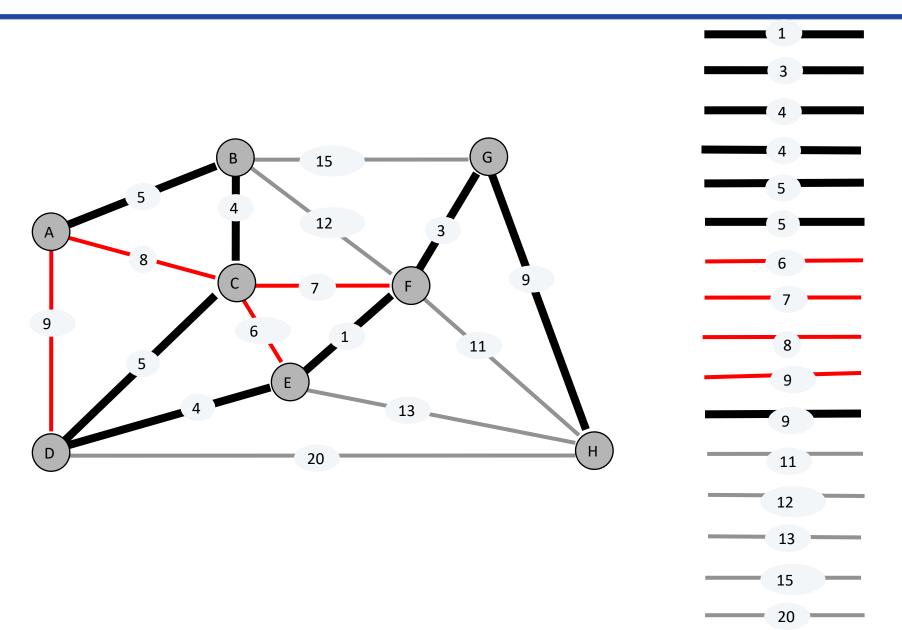




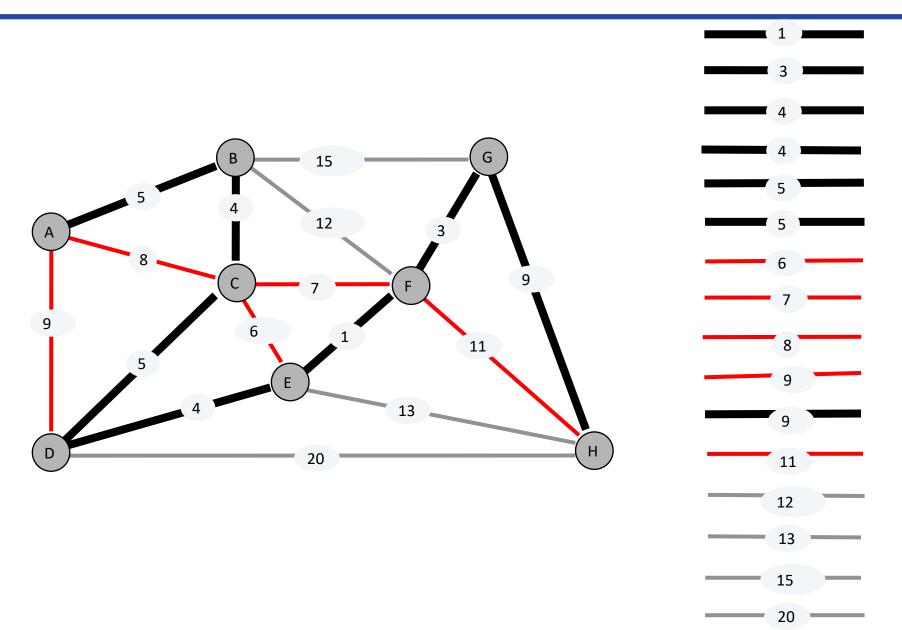




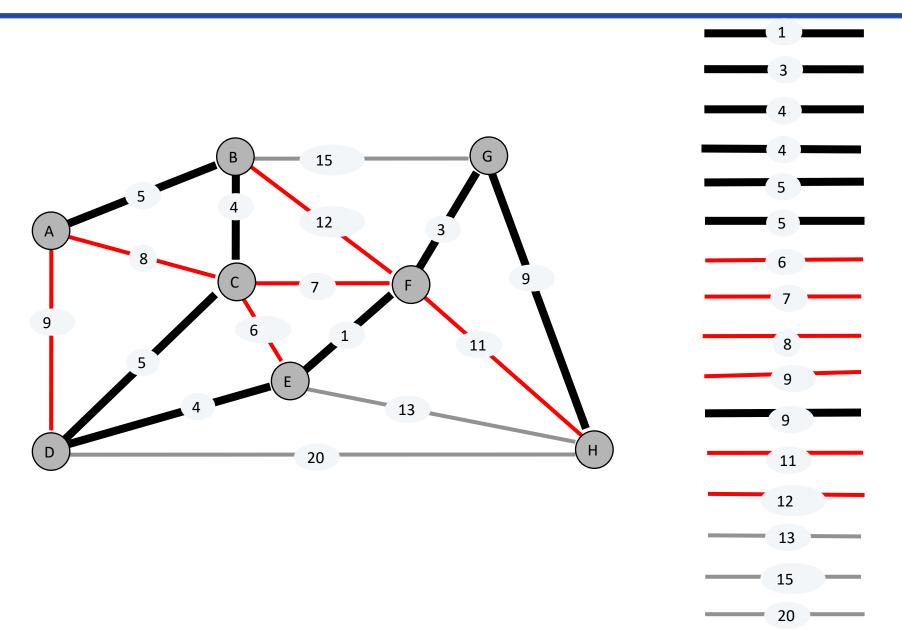




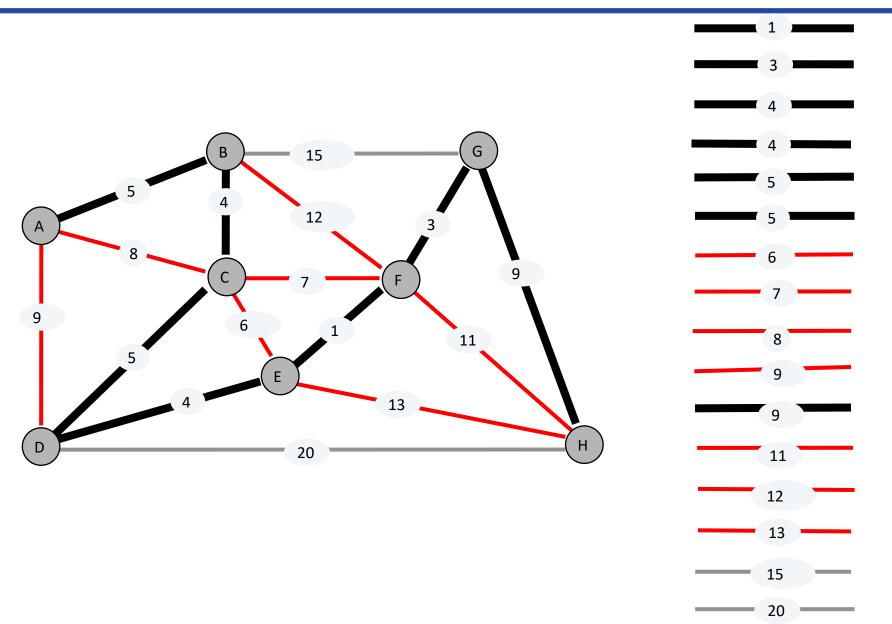




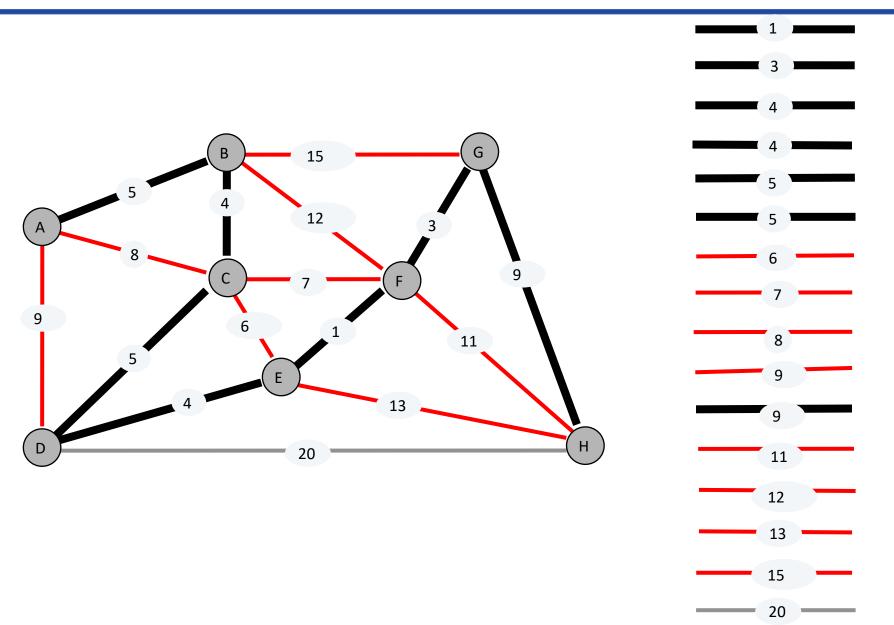




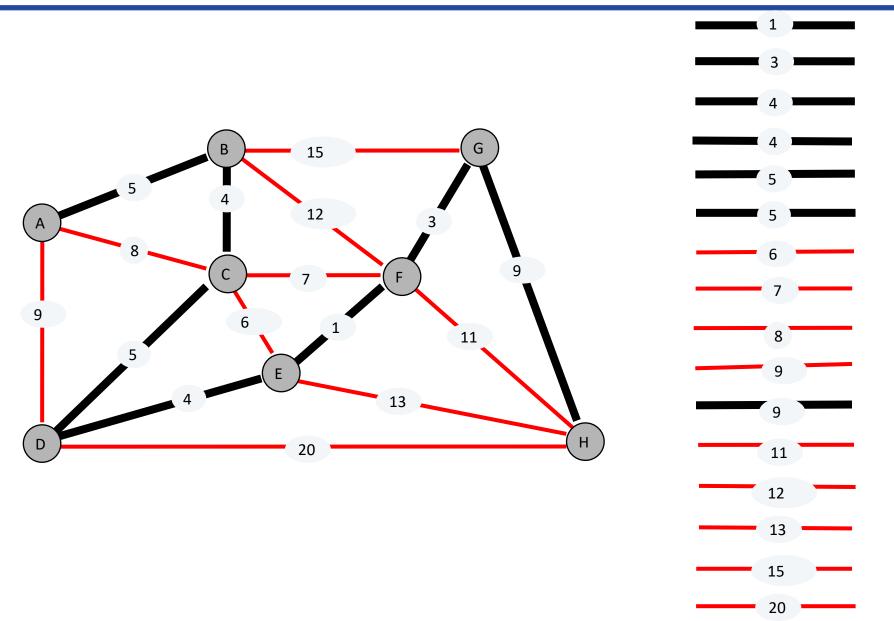




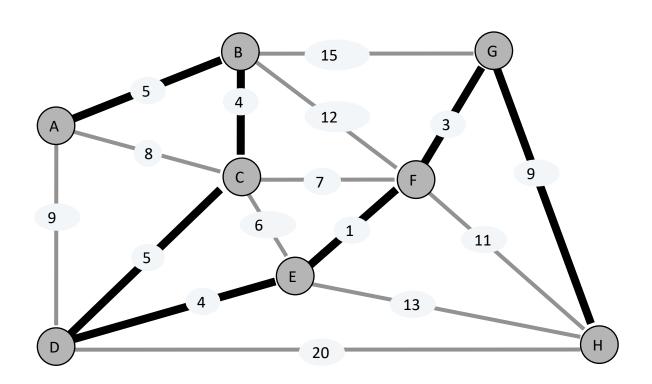




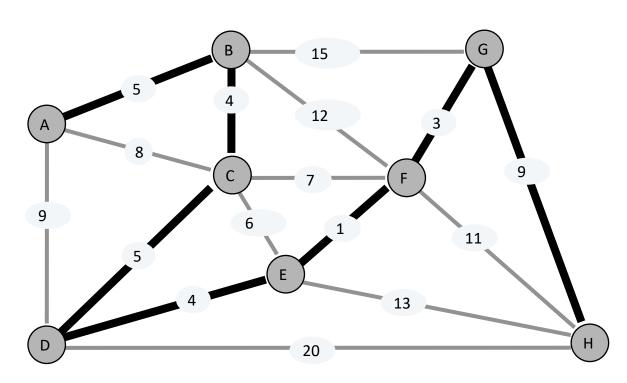








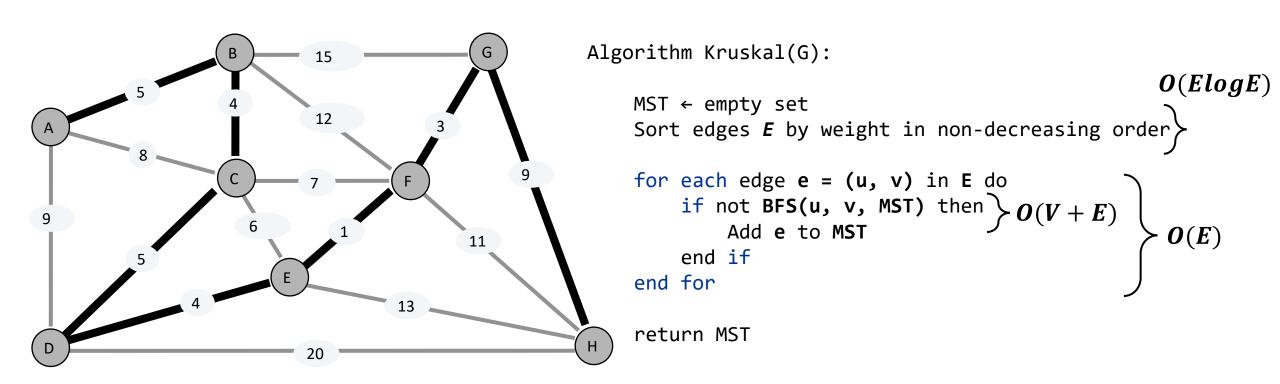




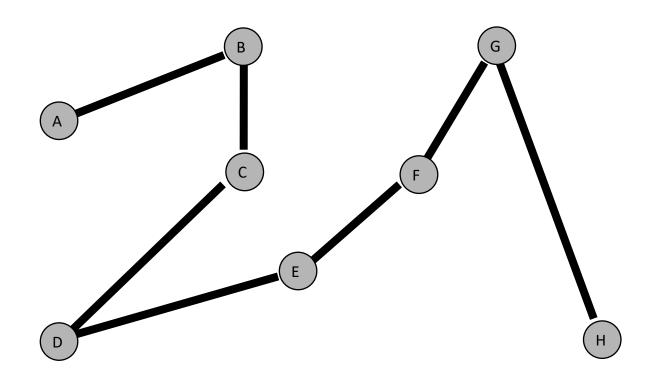
- Sort edges in ascending order of weight.
- Check for each edge
 - Case 1: If adding e to MST creates a cycle, discard e according to cycle property.
 - Case 2: Otherwise, insert e = (u, v) into MST



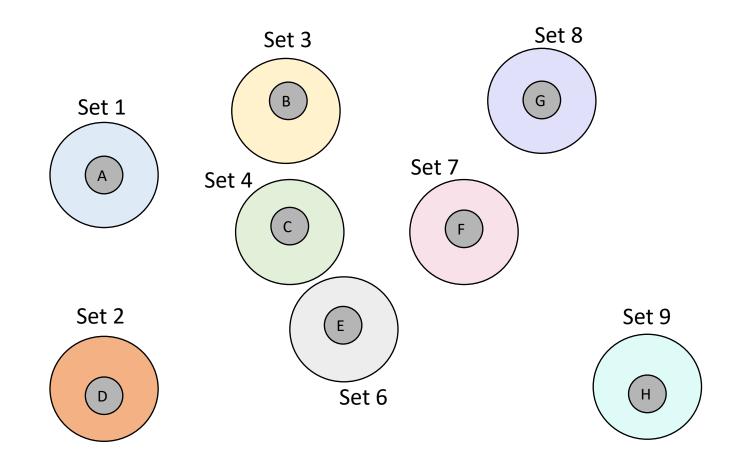
Kruskal's algorithm (using BFS/DFS)





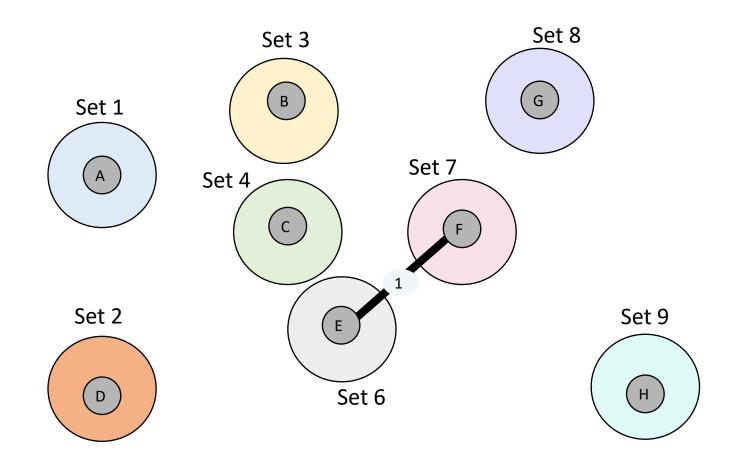






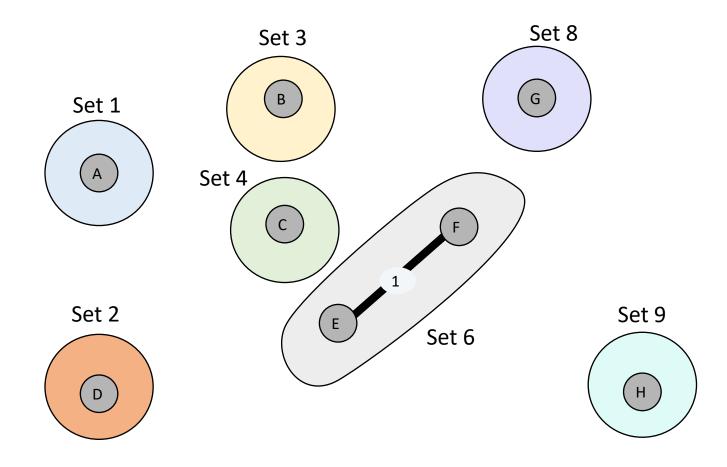
Start with a graph where each vertex is in its own separate set





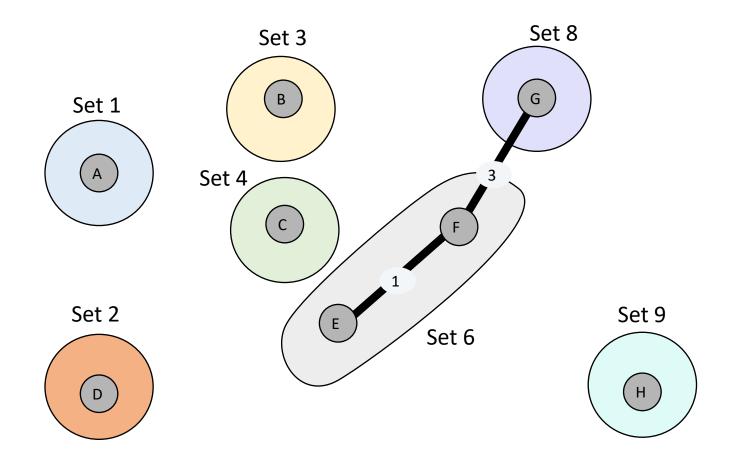
For each edge (which connects two vertices), check if the two vertices belong to the same set or not.



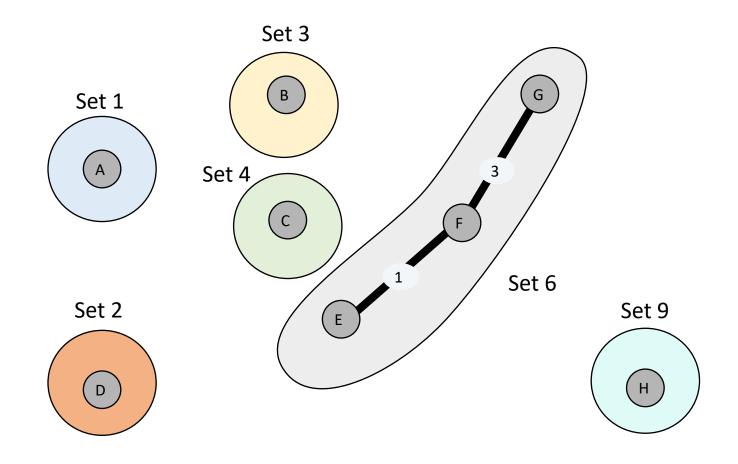


If they belong to different sets, it means the edge connects two distinct components of the graph. Perform a union operation to merge the sets of the two vertices

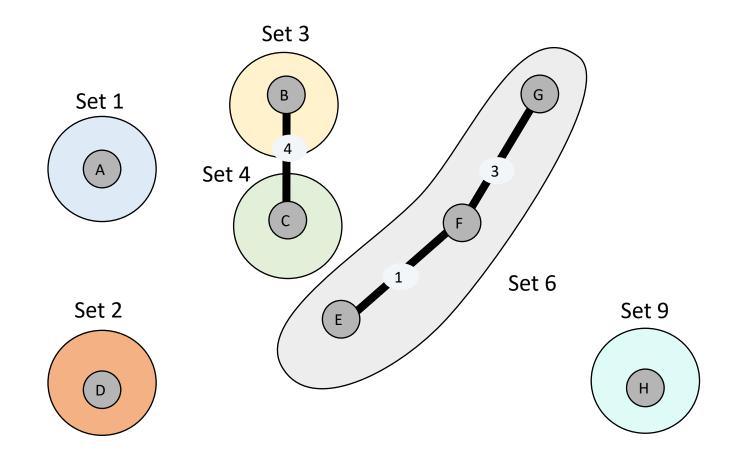




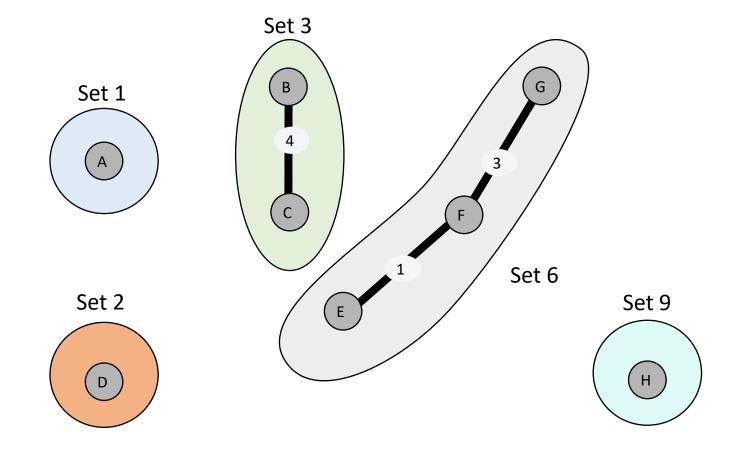




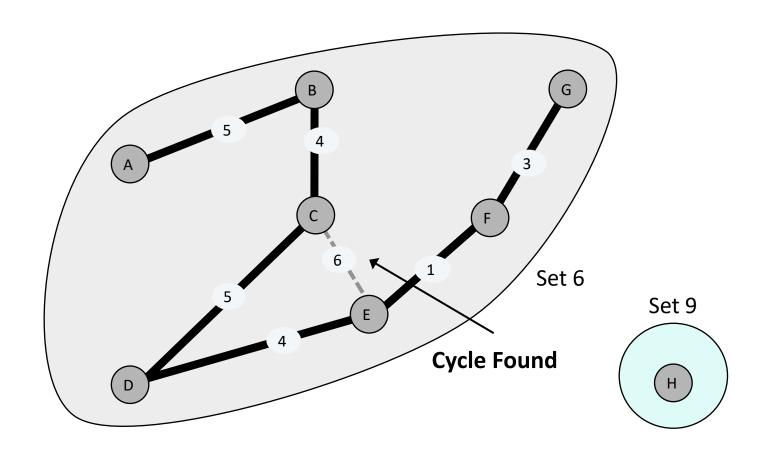












If they belong to the same set, a cycle is detected because adding this edge will create a loop.



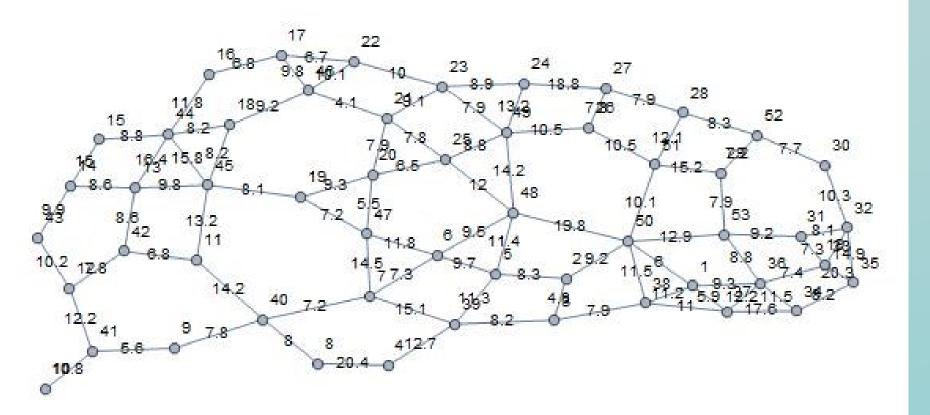
```
Kruskal(G) {
   MST ← empty set
   Sort edges E by weight in non-decreasing order \geq O(ElogE)
    foreach (u \in V) make a set containing singleton u \rangle o(V)
   for i = 1 to m
       (u,v) = e_i
       if (u and v are in different sets) \left\{\right\} o(\alpha V)
           MST \leftarrow MST \cup \{e_i\}
          merge the sets containing u and v \rangle o(1)
                                                            Inverse Ackermann function
   return MST
                                                           which grows extremely
                                                            slow. We can consider it as
```

constant



MST: Live Poll 2

Find the minimum spanning tree for the given weighted graph



Scan the QR or use link to join

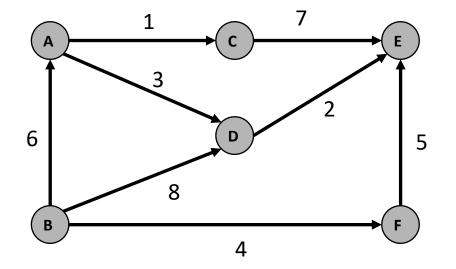


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MST: Live Poll 2

Find the minimum spanning tree for the given weighted directed graph



Scan the QR or use link to join



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Scan the QR or use link to join



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Find the minimum spanning tree for the given directed graph





Thanks a lot



Mathew Perry
"Chandler"
1969 - 2023

If you are taking a Nap, wake up.....Lecture Over