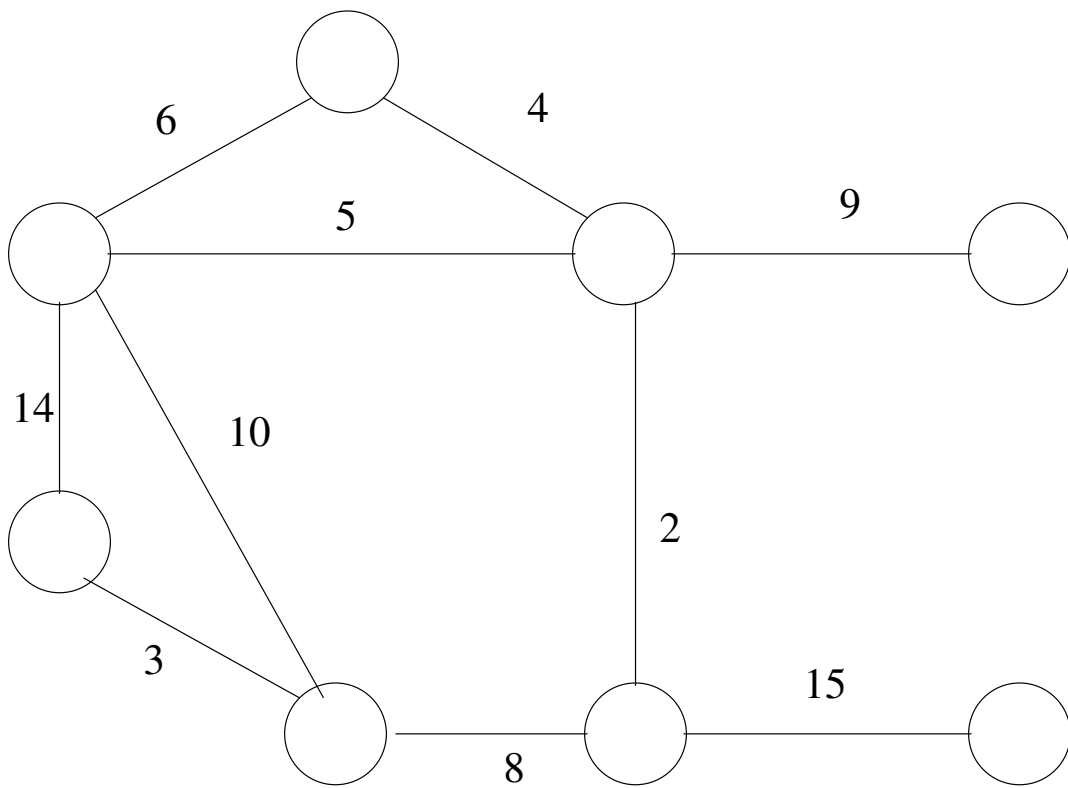


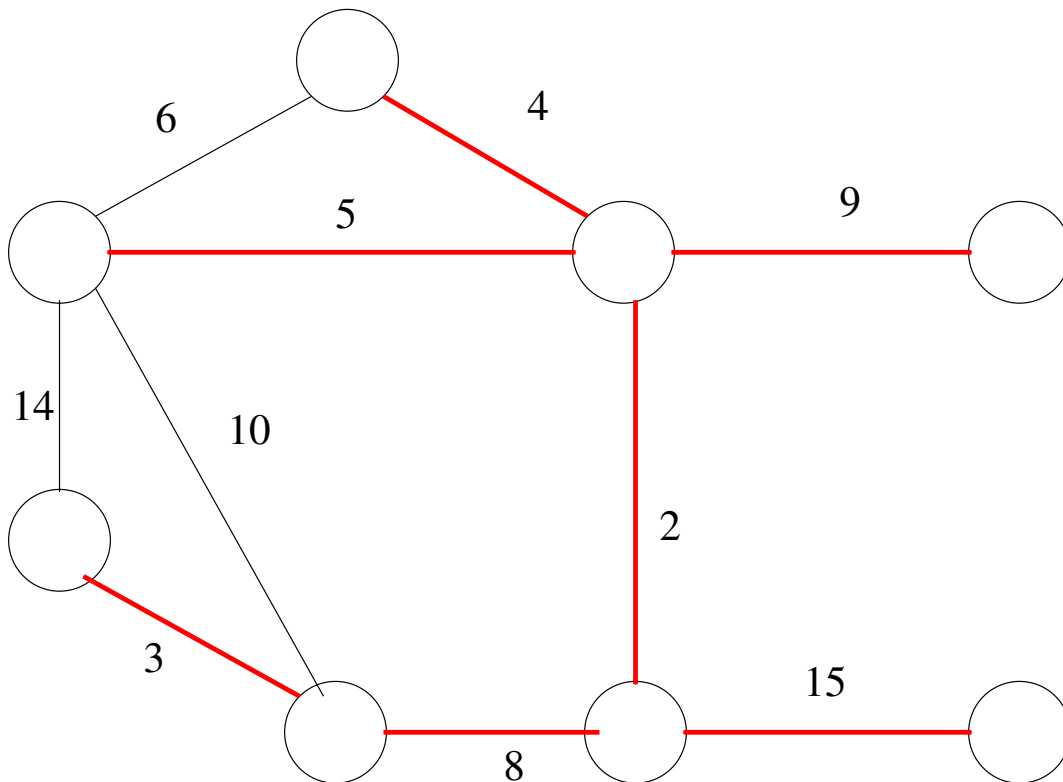
# Minimum Spanning Trees

- $G = (V, E)$  is an undirected graph with non-negative edge weights  $w : E \rightarrow \mathbb{Z}^+$
- We assume wlog that edge weights are distinct
- A **spanning tree** is a tree with  $V - 1$  edges, i.e. a tree that connects all the vertices.
- The total cost (weight) of a spanning tree  $T$  is defined as  $w(T) = \sum_{e \in T} w(e)$
- A **minimum spanning tree** is a tree of minimum total weight.



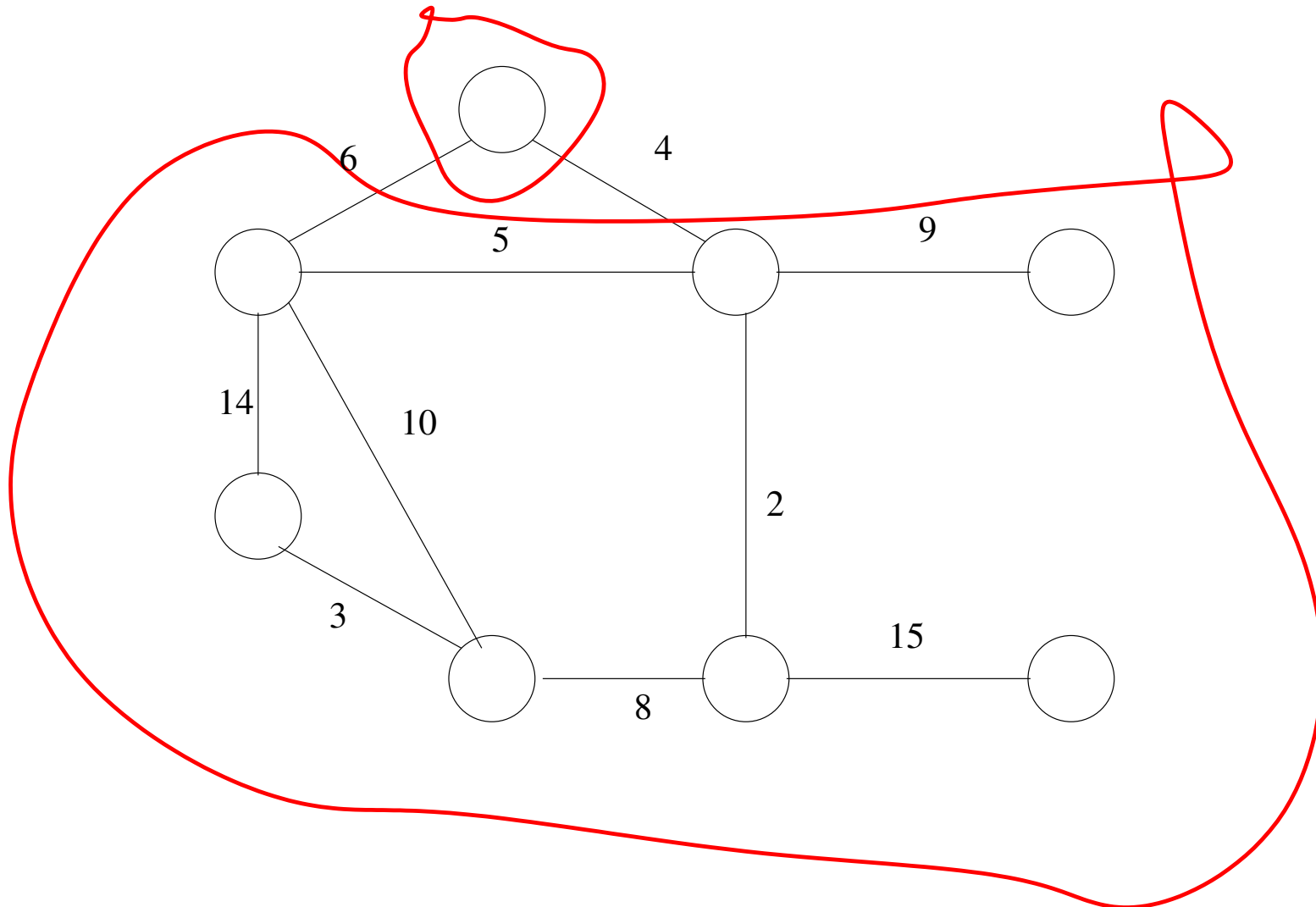
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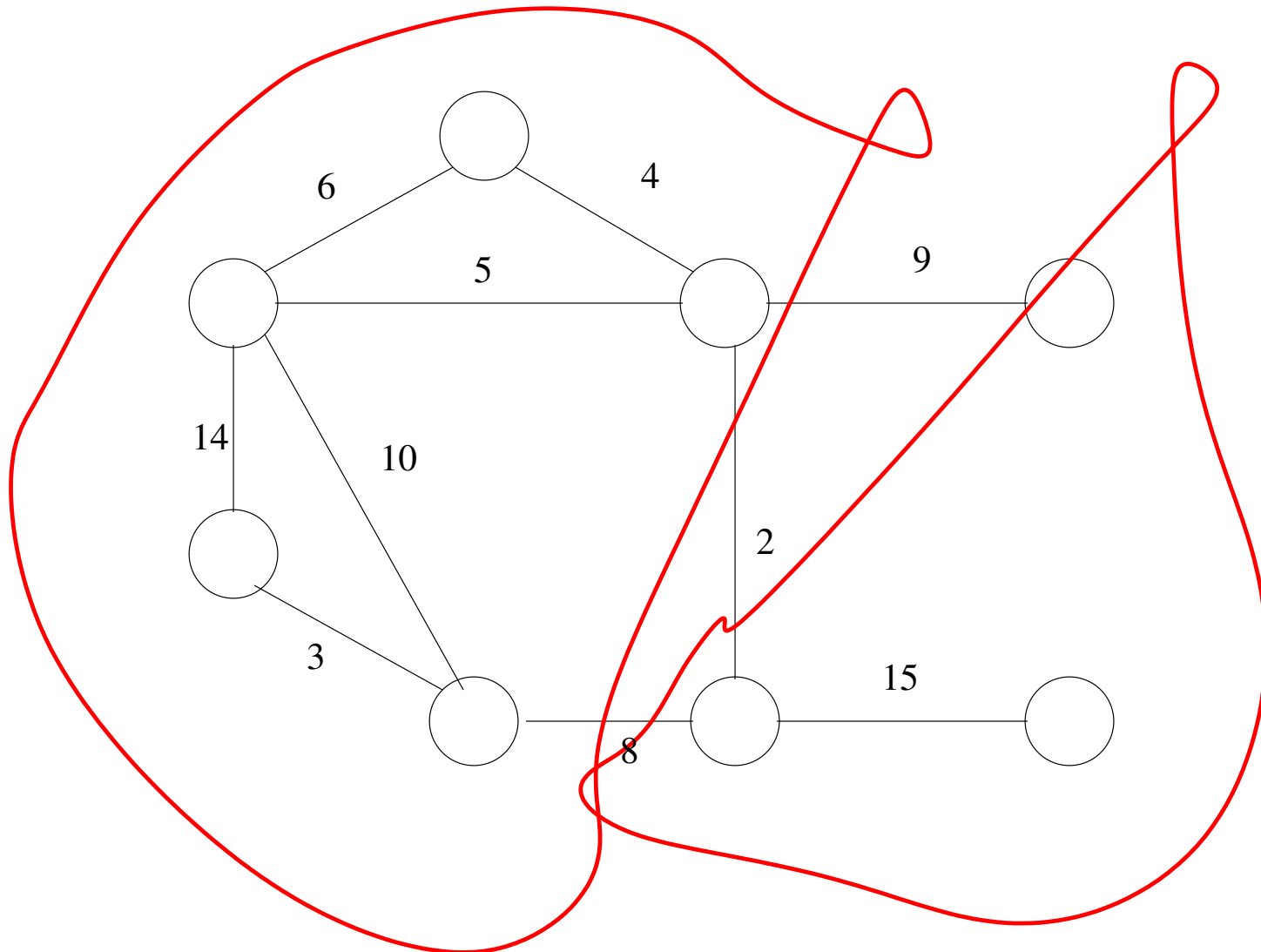
# Cuts

- A **cut** in a graph is a partition of the vertices into two sets  $S$  and  $T$ .
- An edge  $(u, v)$  with  $u \in S$  and  $v \in T$  is said to **cross the cut**.



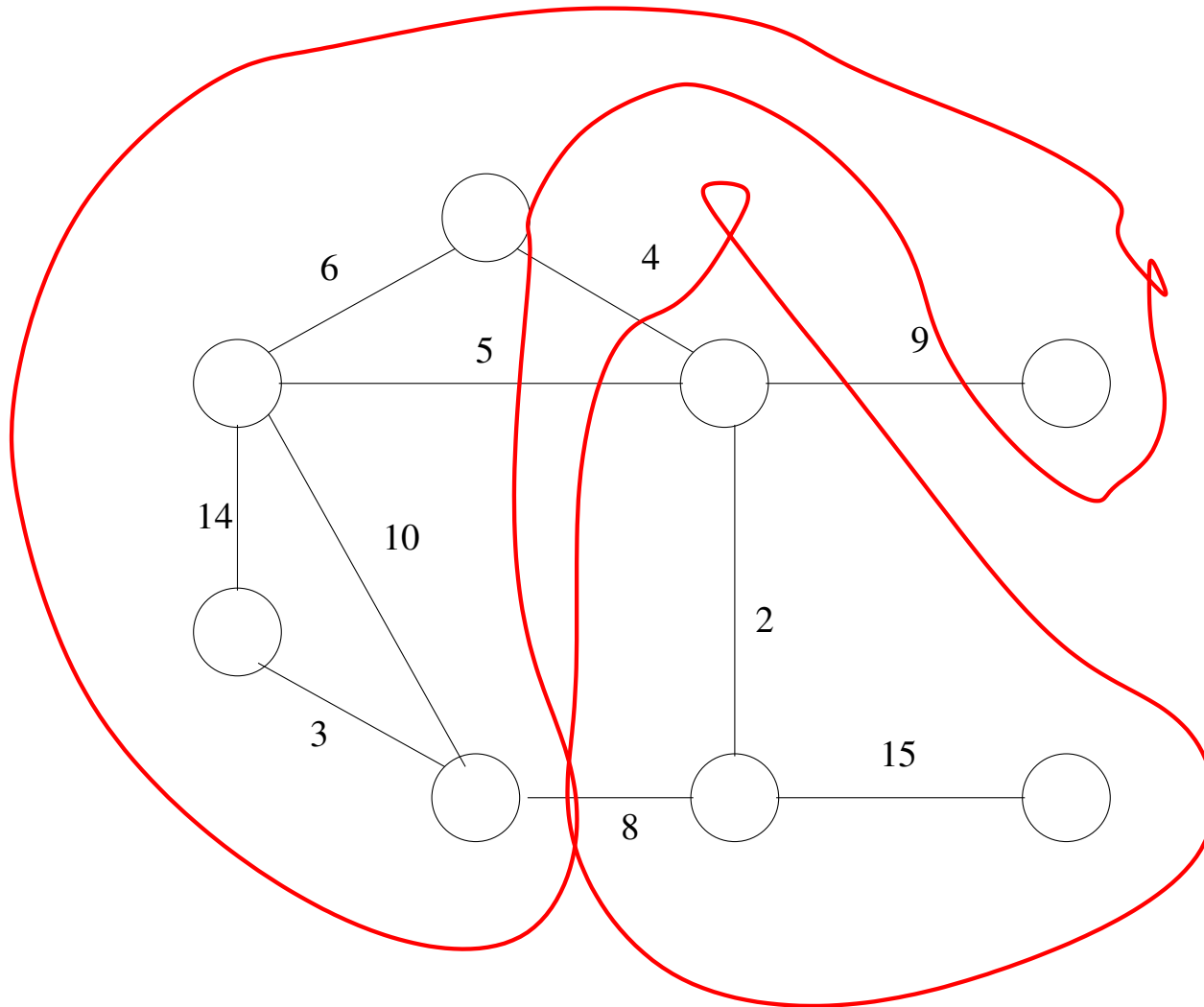
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# Greedy Property

Recall that we assume all edges weights are unique.

**Greedy Property:** The minimum weight edge crossing a cut is in the minimum spanning tree.

**Proof Idea:** Assume not, then remove an edge crossing the cut and replace it with the minimum weight edge.

**Restatement Lemma:** Let  $G = (V, E)$  be an undirected graph with edge weights  $w$ . Let  $A \subseteq E$  be a set of edges that are part of a minimum spanning tree. Let  $(S, T)$  be a cut with no edges from  $A$  crossing it. Then the minimum weight edge crossing  $(S, T)$  can be added to  $A$ .

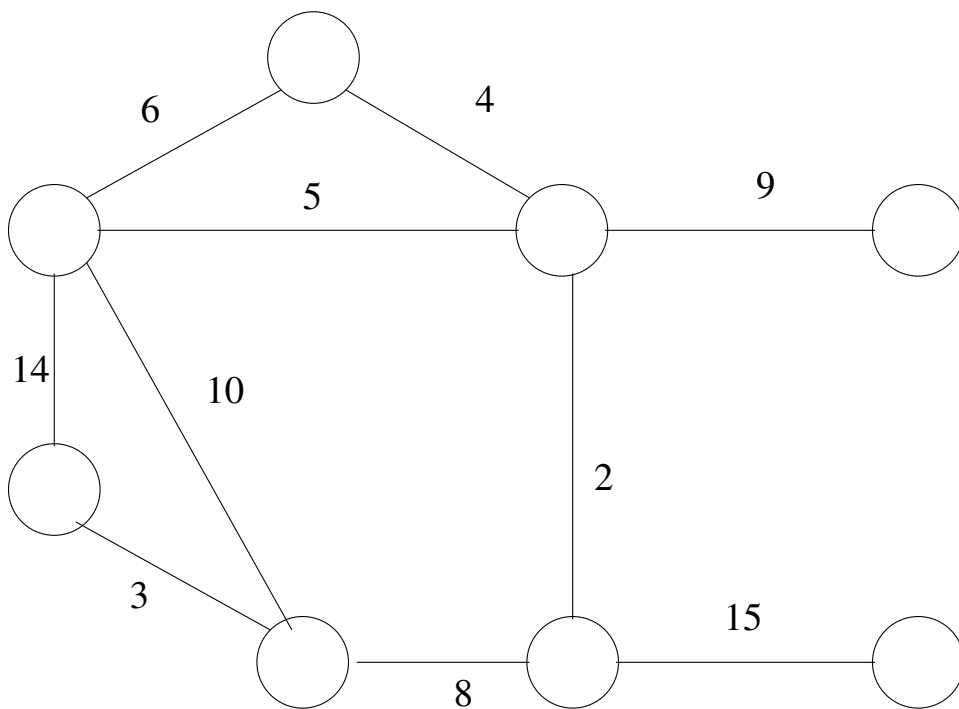
**Algorithm Idea:** Repeatedly choose an edge according to the Lemma, add to MST.

**Challenge:** Finding the edge to add.

**Two standard algorithms:**

- Kruskal - consider the edges in increasing order of weight
- Prim - start at one vertex and grow the tree.

## Example: Run both algorithms





# Kruskal's Algorithm: detailed implementation

**Idea:** Consider edges in increasing order.

**Need:** a data structure to maintain the sets of vertices in each component of the current forest

- MAKE-SET( $v$ ) puts  $v$  in a set by itself
- FIND-SET( $v$ ) returns the name of  $v$ 's set
- UNION( $u, v$ ) combines the sets that  $u$  and  $v$  are in

MST-Kruskal( $G, w$ )

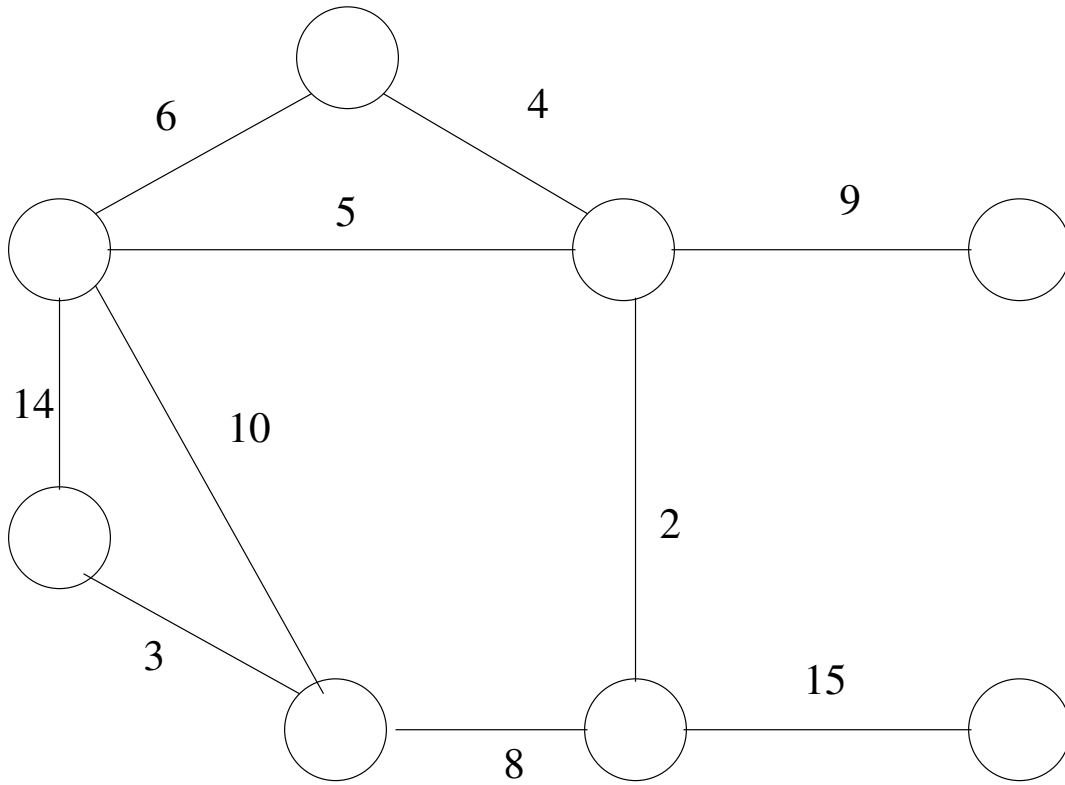
```
1   $A \leftarrow \emptyset$ 
2  for each vertex  $v \in V[G]$ 
3      do MAKE-SET( $v$ )
4  sort the edges of  $E$  into nondecreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in nondecreasing order by weight
6      do if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ )
7          then  $A \leftarrow A \cup \{(u, v)\}$ 
8              UNION( $u, v$ )
9  return  $A$ 
```

# Kruskal Running Time

- $V$  MAKE-SET
- $V$  UNION
- $E$  FIND-SET

**Analysis** After sorting, Kruskal takes  $E \log^* V$  time (actually slightly better inverse Ackerman time).

# Example





# Analysis

	<b>Op</b>	<b>Heap</b>	<b>Fibonacci Heap (amortized)</b>
	$V$ INSERT	$\lg V$	$\lg V$
	$V$ EXTRACT-MAIN	$\lg V$	$\lg V$
	$E$ DECREASE-KEY	$\lg V$	1
	<b>Total</b>	$O(E \lg V)$	$O(E + V \lg V)$

# Example

