

## Chapter 23: Minimum Spanning Trees

Given a connected, undirected graph  $G = \langle V, E \rangle$ , each edge  $(u, v) \in E$  has a weight  $w(u, v)$ . The minimum spanning tree  $T$  is an acyclic subset of  $E$  that connects all vertices of  $V$  and whose weight  $w(T) = \sum_{(u,v) \in T} w(u, v)$  is minimized.

Since  $T$  is acyclic and connects all vertices, it is a tree. We call it minimum spanning tree.

### • Growing a Minimum Spanning Tree:

- The generic algorithm:

Manage a set  $A$  of edges that is always a subset of some minimum spanning tree.

Initially  $A = \emptyset$ . At each step, we add an edge  $(u, v) \in E$  into  $A$ , where  $(u, v)$  is **safe** to  $A$ . An edge  $(u, v)$  is safe to  $A$  if  $A \cup \{(u, v)\}$  is still a subset of some minimum spanning tree.

Generic-MST( $G, w$ )

```
1.  A ← {}
2.  while A does not form a minimum spanning tree
3.      do find an edge (u,v) that is safe to A
5.      A ← A ∪ {(u,v)}    // U: union
6.  return A
```

- What kind of edges are safe to  $A$ ?

- \* Let a **cut**  $(S, V - S)$  of an undirected graph  $G = \langle V, E \rangle$  is a partition of  $V$ .
- \* An edge  $(u, v) \in E$  **crossing the cut**  $(S, V - S)$  if one of its end points is in  $S$  and the other one is in  $V - S$ .
- \* A **cut respects a set  $A$  of edges** if no edge in  $A$  crosses the cut.
- \* An edge is a **light edge crossing a cut** if its weight is the minimum among all edges crossing the cut.

**Theorem:** If  $A$  is a subset of  $E$  that is included in some minimum spanning tree for  $G$ . Let  $(S, V - S)$  be any cut of  $G$  that respects  $A$ , and let  $(u, v)$  be a light edge crossing  $(S, V - S)$ . Then, the edge  $(u, v)$  is safe to  $A$ .

We ignore the proof of the theorem. The above theorem suggests us a way to find a minimum spanning tree.

Ex:

It is easy for human with eye vision to find a sequence of cuts that respects  $A$ . But for a computer algorithm, it is not easy. Any minimum spanning tree algorithm tries to suggest a sequence of cuts respects the growing  $A$ .

### – Kruskal's Algorithm:

The safe edge added to  $A$  at each step is always the least-weight edge in the graph that

connects two distinct components.

The algorithm is greedy because at each step it adds to  $A$  an edge with the least possible weight.

MST-Kruskal( $G, w$ )

```
1.  A  $\leftarrow \{\}$ 
2.  for each vertex  $v$  in  $V[G]$ 
3.      do Make-Set( $v$ )
4.  sort the edges of  $E$  by non-decreasing weight  $w$ 
5.  for each edge  $(u,v)$  in  $E$ , in order by non-decreasing 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
```

Ex:

## - Prim's Algorithm:

The set  $A$  maintained is a growing tree.

The safe edge added to  $A$  at each step is always the least-weight edge crossing the cut  $(B, V - B)$ , where  $B$  is the set of vertices connected by edges in  $A$ .

The algorithm is greedy because the tree is augmented at each step with an edge that contributes the minimal amount of possible weight.

```
MST-Prim( $G, w, r$ ) //  $r$ : source vertex
1.  $Q \leftarrow V[G]$  //  $Q$ : priority queue
2. for each  $u$  in  $Q$ 
3.     do  $key[u] \leftarrow \text{infinity}$ 
4.  $key[r] \leftarrow 0$ 
5.  $p[r] \leftarrow \text{nil}$ 
6. while  $Q \neq \{\}$ 
7.     do  $u \leftarrow \text{Extract-Min}(Q)$ 
8.         for each  $v$  in  $\text{Adj}[u]$ 
9.             do if  $v$  in  $Q$  and  $w(u,v) < key[v]$ 
10.                 then  $p[v] \leftarrow u$ 
11.                      $key[v] \leftarrow w(u,v)$ 
```

Prim's algorithm uses a priority queue  $Q$  based on a key field.

The queue  $Q$  maintains all vertices that are still not in the growing tree.

The key field for each vertex  $v$  in  $Q$ ,  $key[v]$ , is the weight of the light edge connecting  $v$  to the tree.

Ex:

Actually, the sequence of cuts suggested by Prim is the sequence of cuts that separate the growing tree from the rest of vertices at each step.