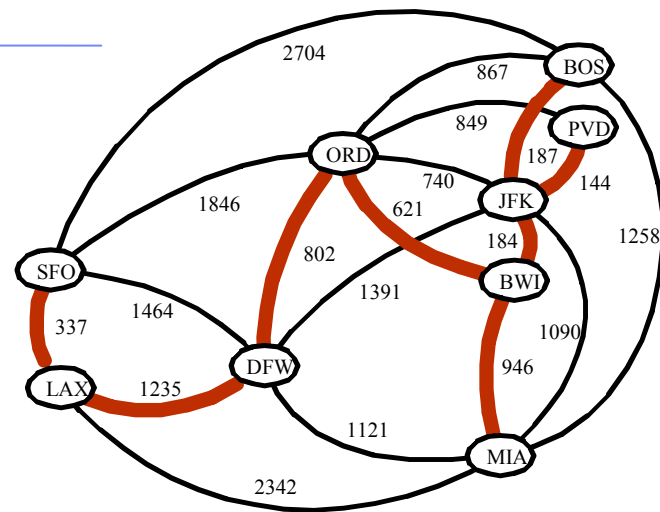


Minimum Spanning Trees



Minimum Spanning Trees (§ 12.7)

Spanning subgraph

- Subgraph of a graph G containing all the vertices of G

Spanning tree

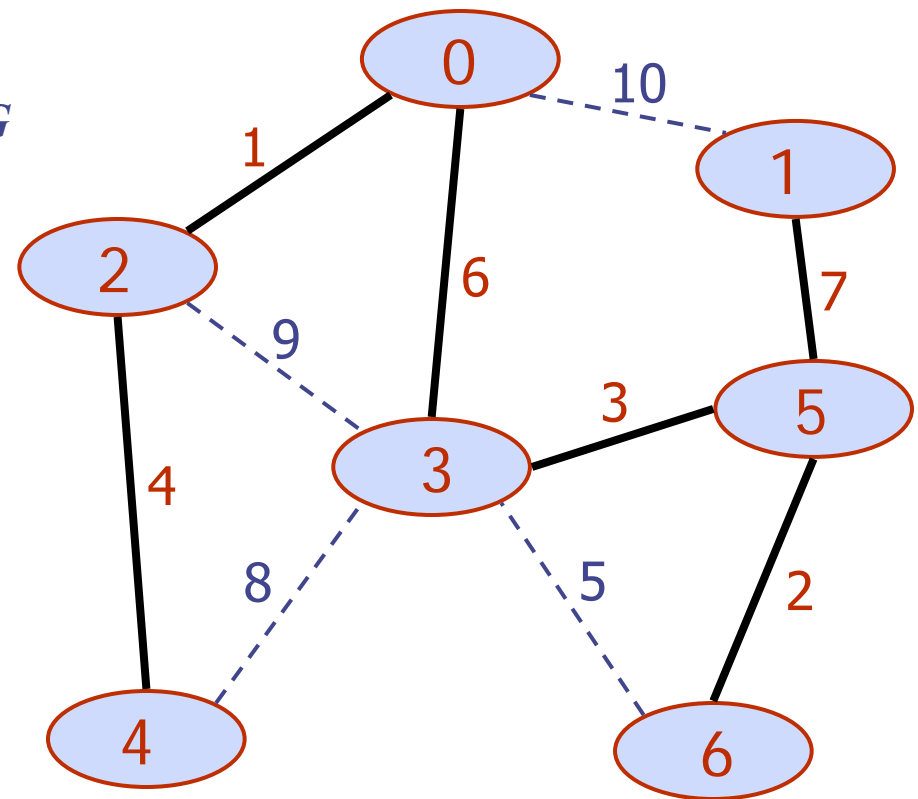
- Spanning subgraph that is itself a (free) tree

Minimum spanning tree (MST)

- Spanning tree of a weighted graph with minimum total edge weight

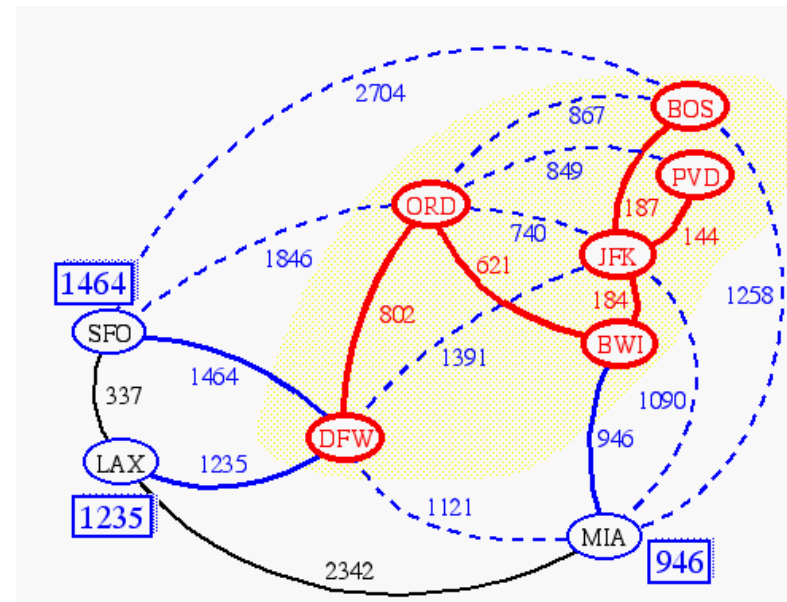
◆ Applications

- Communications networks
- Transportation networks



Prim-Jarnik's Algorithm (§ 12.7.2)

- ◆ Similar to Dijkstra's algorithm (for a connected graph)
- ◆ We pick an arbitrary vertex s and we grow the MST as a cloud of vertices, starting from s
- ◆ We store with each vertex v a label $d(v)$ = the smallest weight of an edge connecting v to a vertex in the cloud
- ◆ At each step:
 - We add to the cloud the vertex u outside the cloud with the smallest distance label
 - We update the labels of the vertices adjacent to u



Prim-Jarnik's Algorithm (cont.)

- ◆ We store three labels with each vertex:
 - Distance
 - Parent edge in MST
 - Locator in priority queue

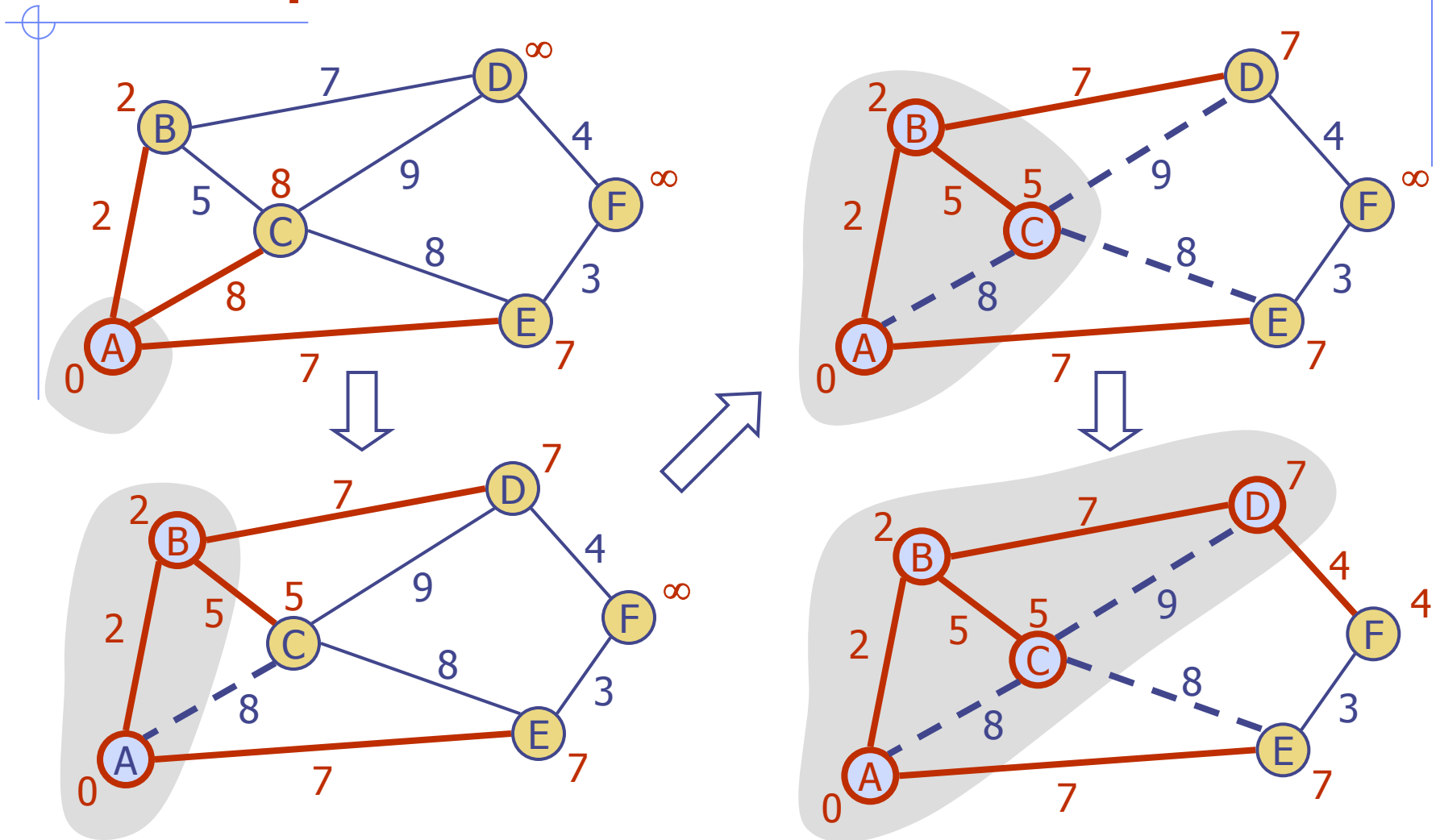


Algorithm *PrimJarnikMST(G)*

```
Q ← new queue
s ← a vertex of G
for all v ∈ G.vertices() {
    if v = s then v.d = 0
    else v.d = ∞
    setParent(v, ∅)
    l ← Q.insert(v)
}

while ¬Q.isEmpty()
    u ← node with smallest d value in Q
    for all e ∈ G.incidentEdges(u) {
        z ← G.opposite(u,e)
        r ← weight(e)
        if r < z.d then {
            z.d = r; setParent(z,e)
        }
    }
```

Example



Example (contd.)

