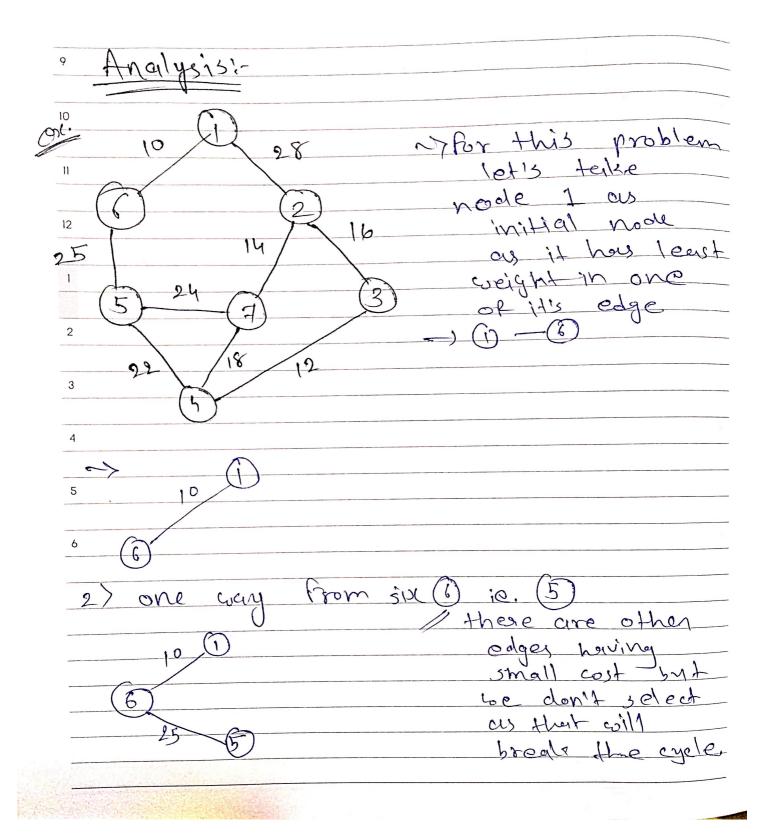
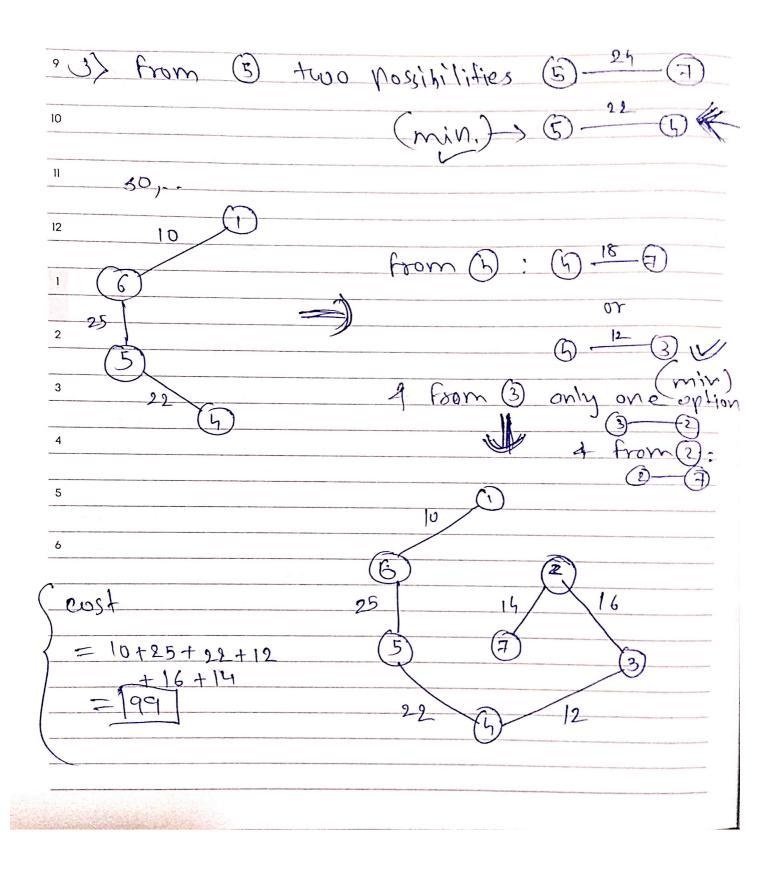
DAA - Paim's Algorithm (Greedy method)
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Paim's Algrorithm (Greedy
method)
It's minimum spanning tree algorithm that takes graph as input t Pinds subset of edges of that graph
that takes graph as input t
Finds subset of edges of that graph
includes & form tree smon include
every vertex + has min. sum of
weight among all trees that can
3 be footmed.
Approach: First select min. cost edge (initially)
but make sure it's connected to
o already selected ventices // always maintain
//tree:
- suppeat above step until we get min.
cost spanning tree.





Algorithm: for spanning free with
WINIMAM COOLDER &
10 given veighted graph
given weighted graph 1 to implement Prim's Algo.
1.> Begin
129.> Create edge list of given graph,
with their weights.
13.) Draw all nodes to create skeleton
by sharping two
24.7 Select an edge sith lovest weight and add it to skeleton and delete
and add it to skeleton and delete
3 elge from elge list.
5.7 Add other edges while adding an
5.7 Add other edges. while adding an edge take care that the one end of
the edge should be always be in the
skeleton tree and its cost should be
minimym
6-> Repeat Step 5 until n-1 edges are added
6-> Repeat Step 5 until n-1 etges are added 18 DAY, 322-043 7.> Return. SUNDAY
Time Complexity:
Prim's Alogo contains two nested loops. Each is having O(n) so,
having O(h) so,
time complexity = O(N2)
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