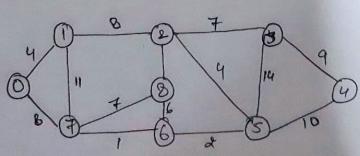
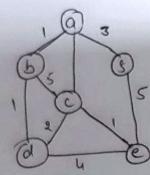
Tutorial -06 Minimum sponning tree: It is a tree subset of edge of Quest a connected edge weighted undirected graph the connects all the vertices together without any cycles and with minimum possible edge weighted. APPLICATION :consider n stations one to be linked using a communication network and lying of link between any two stations involves a cost. The ideal solutions would be to extract a subgraph tremed as minimum cost spanning tree. 2) Designing LAN. Laying pipeline connecting offshore drilling sites, refineries and consumer markets Algorithms Ques 2 Time complexity Space complexity 0((1) 1) Trim's Algorithm O (IElly IVI) 0 (1E1 100g 1E1) 0(111) a) Kruskal Algorithm 0(v2) 3) Dijkstra Algorithm 0(V2) O(e) 4) Bell-mon ford O(VE) Que3_



<u>Prims</u> Algorithm :weight = 4+8+2+4+2+4+9+3 = <u>37</u>

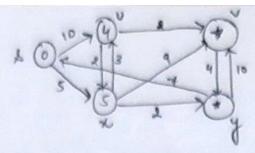
Kruskal's Ay	posithm	-1-	
0	V	W	
5	6	2 -	. 0 0 + 3 a
2	2	a	2 0 4
0	1	4 -	9 2
4	5	4 -	· D · O · Q
b	8	6 X	
7	3	7 ~	weight = 1+2+2+4+4+7
7	8	7 ×	+6+9
0	7	8	= 3+
T	2	3 X	
ч	3	9 ×	
4	7	10 X	
3	5	14 X	

Questy



- The shortest path may change. The reason is that there may be different no. of edges in different paths from 1s' to 't'. for eg-let the shortest path of weight is and has edge. Let there we another path with a edges of total neights. The weight of shortest path is increased by 5 "10 and becomes 15+50 weight of other path is increased by 2 "10 of becomes 21+20 50 the schoolest path changes to other part with weight as 45.
- 2) If we multiply all the edges weight by 10, the shortest path cannot charge The reason is that weights of all path from 's' to 't' gets multiplied by some unit. The no. of edges or path doesn't matter.





Dijkstrels Algorithm :-

Node	snortest distance					
	from dource nede					
u	8					
30	5					
V	9					
1 4	7					

-

Bell man	n fo	ba	Algor	ithm i-	-
1st ->	(A)°	000	08	D'S	(g) 00
and ->			\$ 1	1	F
3rd ->	® B	160	90°	W S	(4)% 7
4+n	s° (b)	60	0	(V)	W +

Ques 6

