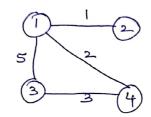
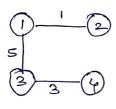
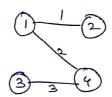
Pocimis algorithm: - Used to obtain minimum Sponning tree.

A minimum spanning tree of a given graph is the minimum acyclic Sub-graft. of given graft.



Spanning trees:





C= 8.

Algorithm .: -.

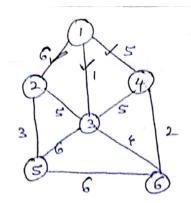
> // Minimum Sharming torce = T 11 Set of sephored modes = U  $T = \phi$ U = { 913 vohore 91 is any orbitrary vertesc.

while  $(U \neq V)$ 

let (u, v) be the lowest cost code. such that u ∈ U and v ∈ V - U T = TU{{u, 03.3 0 = 0 0 {103

and while.

Example: -.

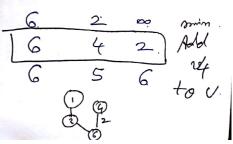


Consider the aubitrary verdex 21 = 1. Cost. 0 V- U 6. 1 3 5 4 1 N=3. to U. S 1  $\infty$ 6 1

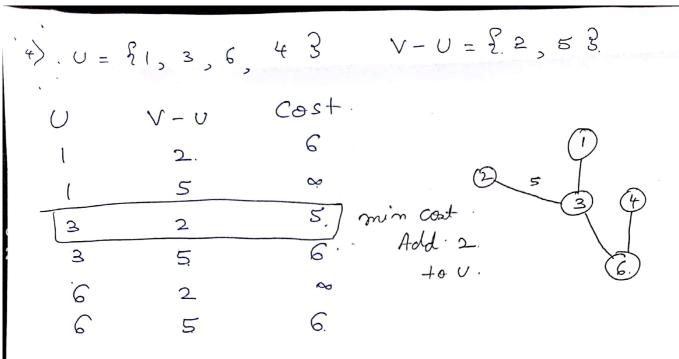
1 2 6. 1 34. 5 3. 2. 5

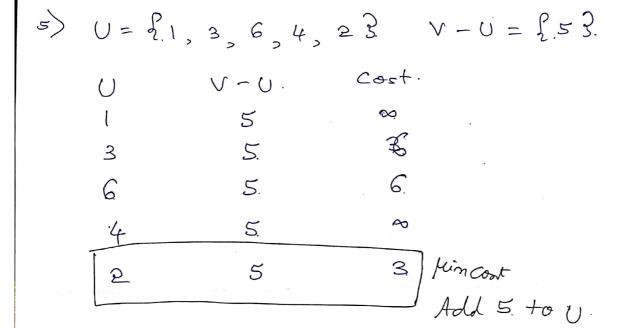
3 4. 5 3 5 6 13 6. 4. min cost. Add v= 6 to U. 1 4

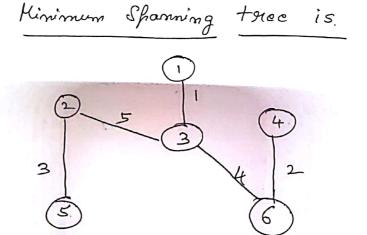
0 1 1 1 3 3 5 6 0 1 1 1 3 3 5 5 6



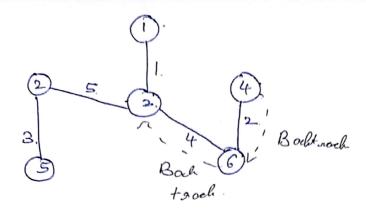
Scanned by CamScanner



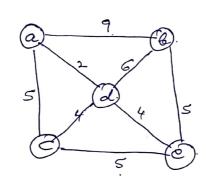




## Shortcut

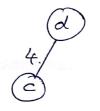


## Example 2.

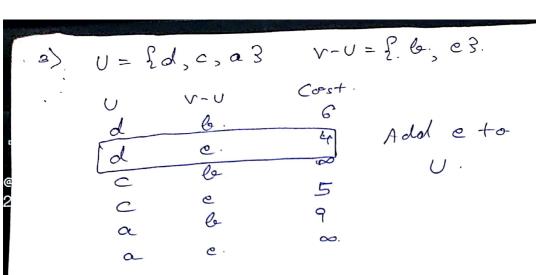


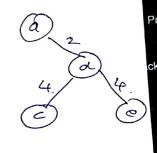
$$V-U$$
 Cost.

•	•	
d.	a	2
d	lo	.6
7		,4
d	C.	4.



$\cup$	V - U	cost	
d	a	. 2	Add a.
d	G.	6	tou.
d	C	4	
_	-0	5	
C	B	<	
0	0	5	





## Min Cost spanning tree

