

graph algorithms 2

minimum spanning tree and shortest paths

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- (V, E) undirected graph
- $w: E \rightarrow R^+$ nonnegative edge weights

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$T' \subset E$ *respects* cut C if

no edge in T' crosses the cut

$\{u, v\} \in T' \rightarrow u, v \in V' \vee u, v \in V''$

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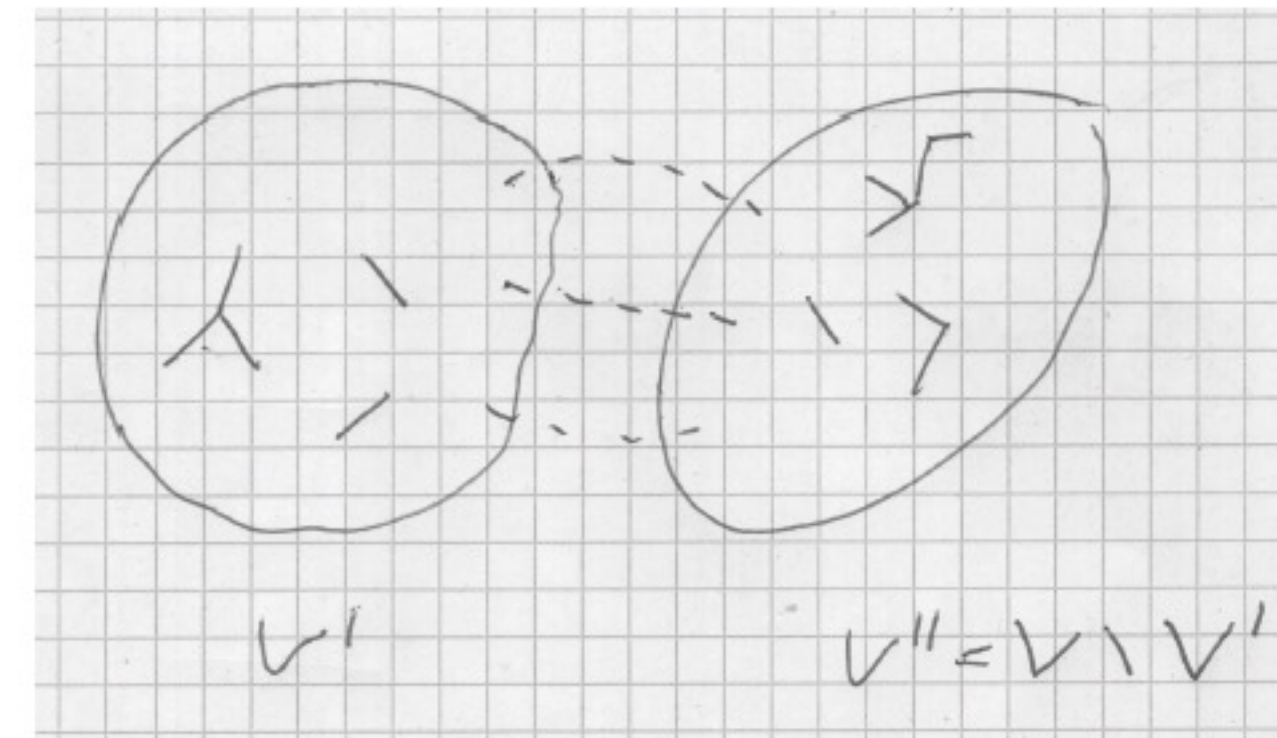


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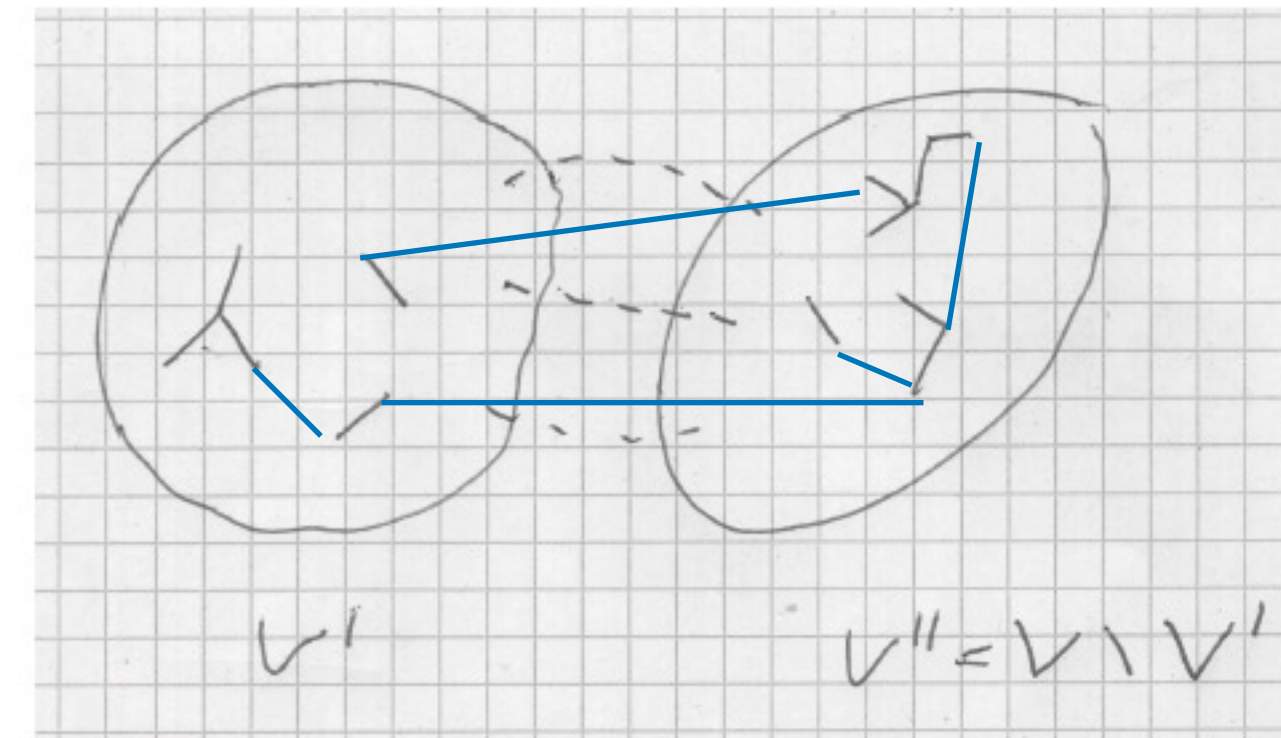


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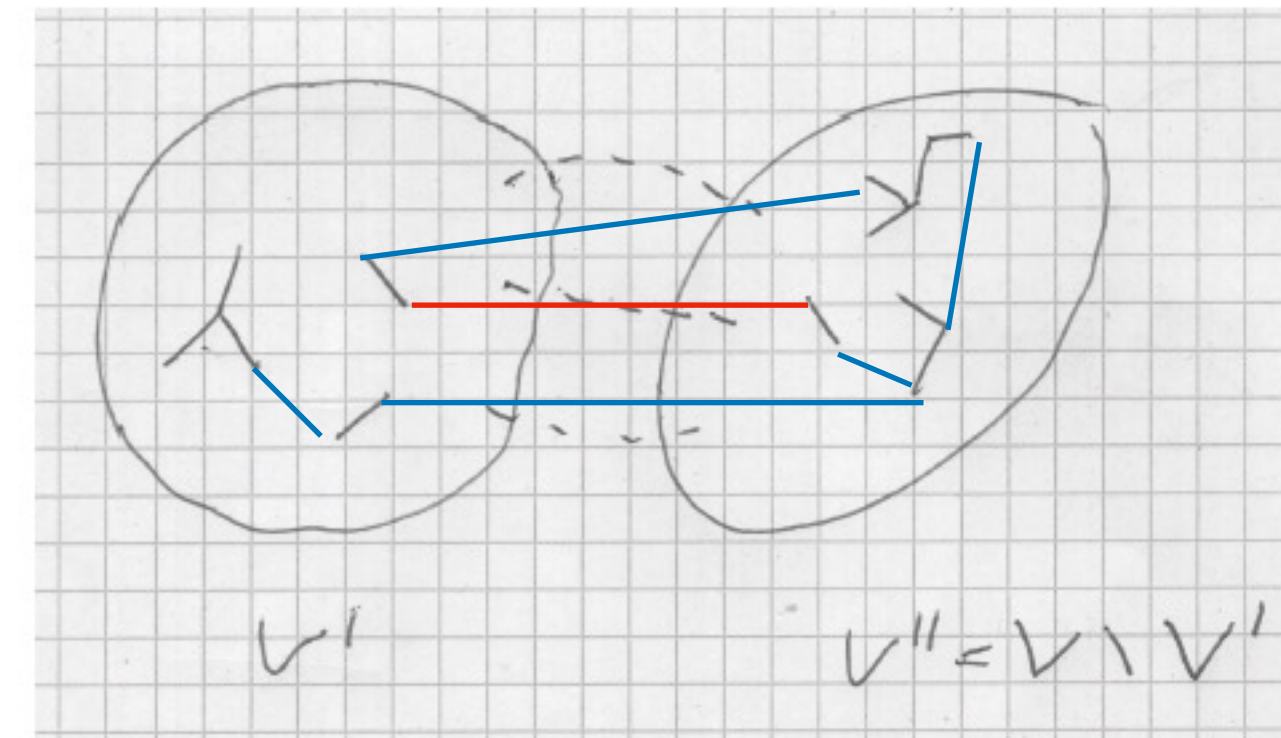


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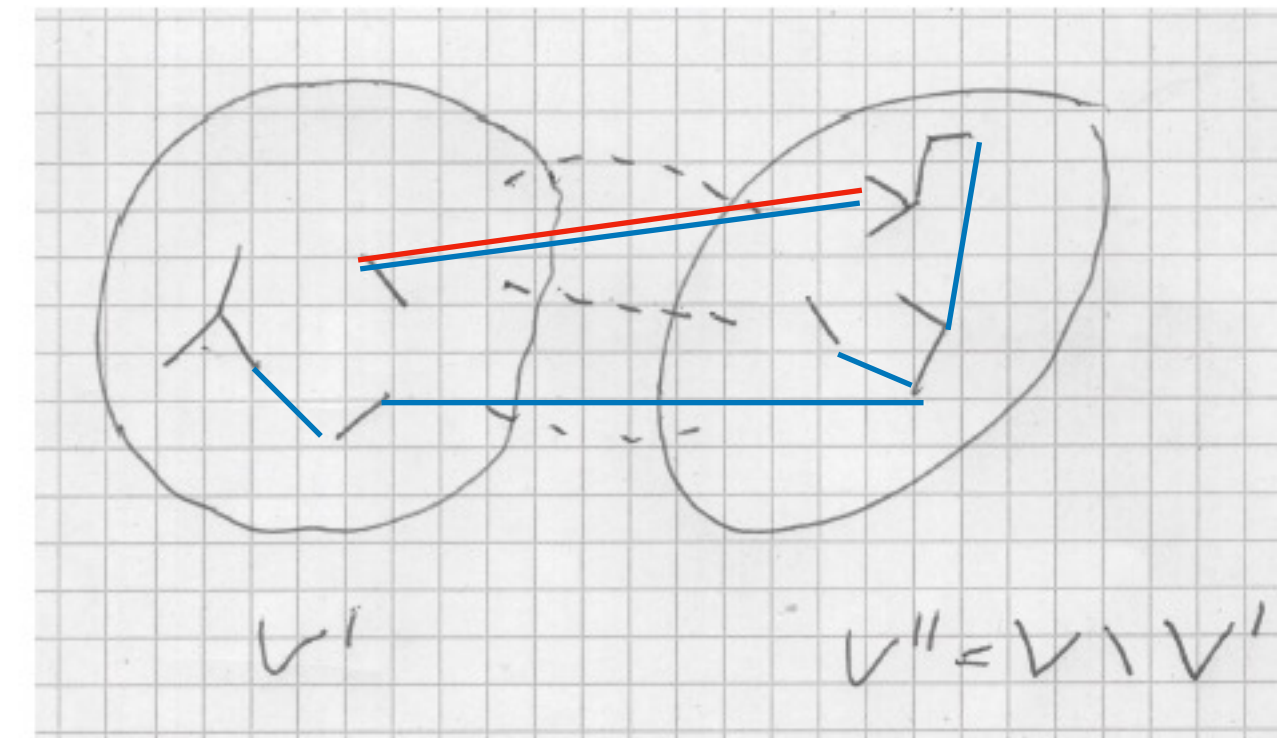


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- otherwise add e to (V, T) . This closes a single cycle.

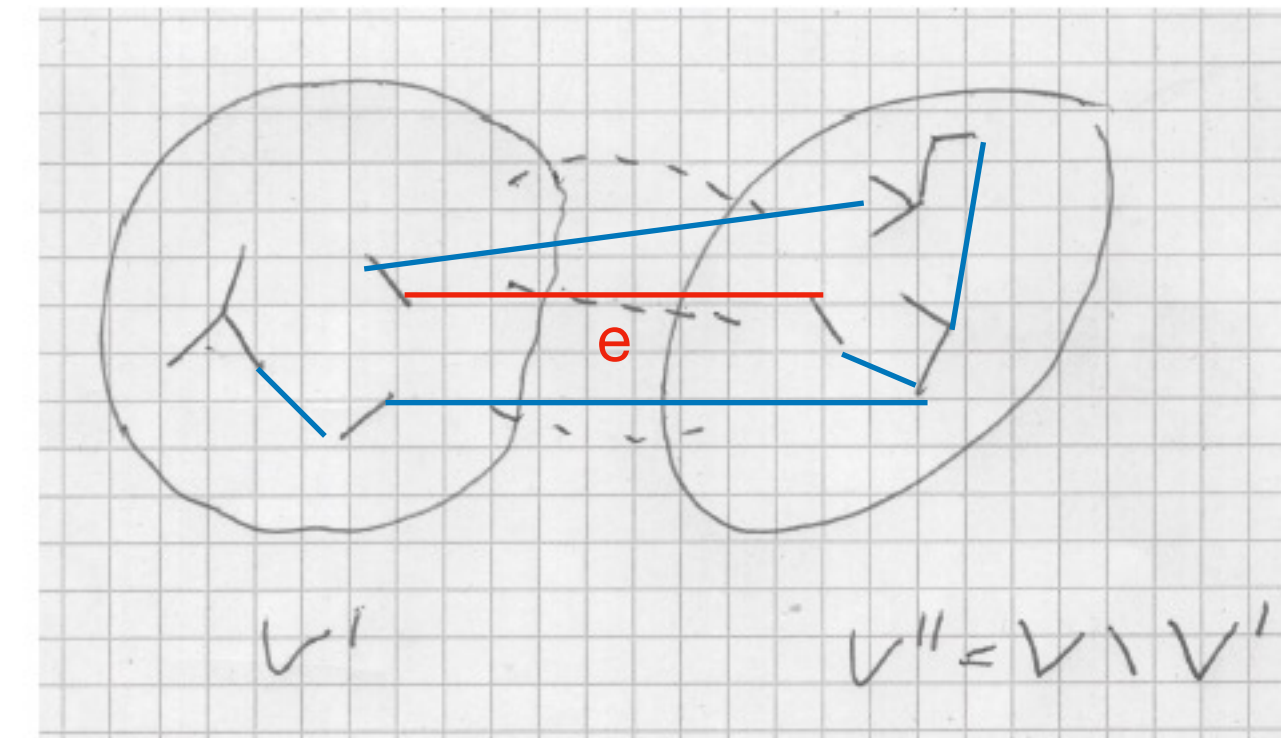


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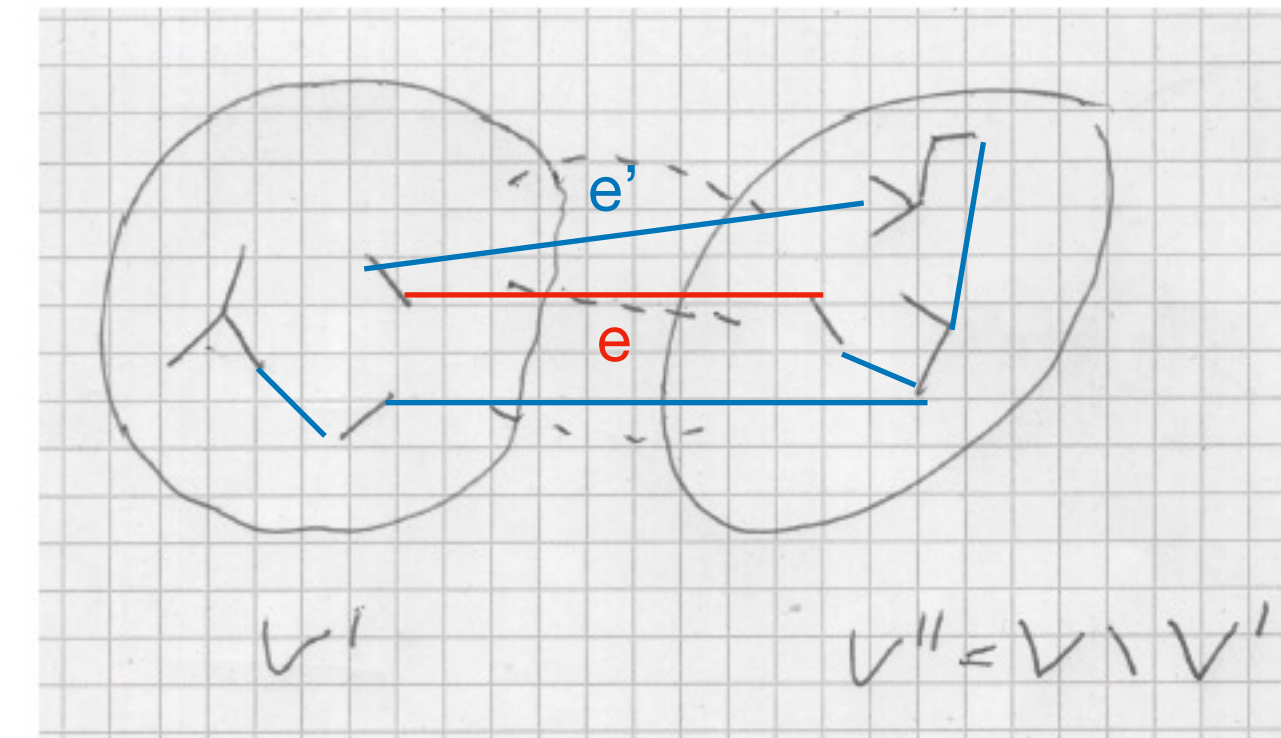


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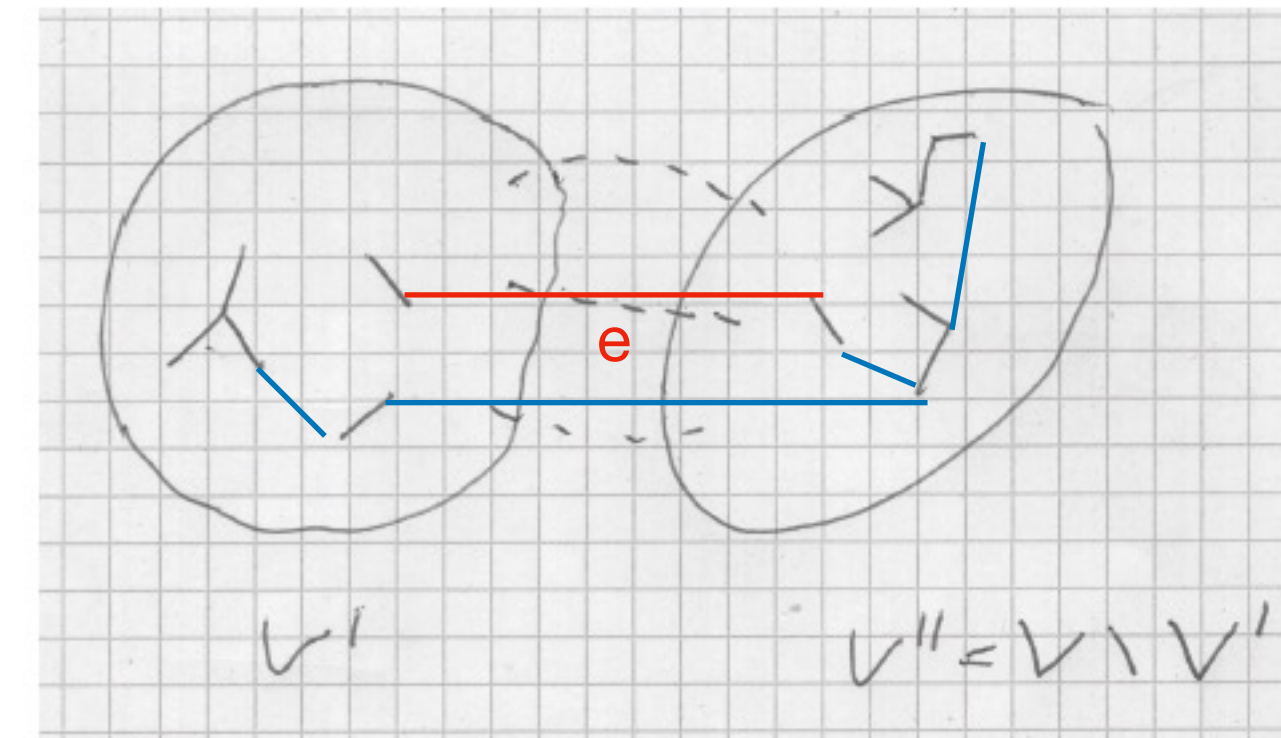


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Kruskal's Algorithm

Algorithm 50 Kruskal-MST

Input: connected weighted undirected graph $G = (V, E, w)$

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correctness:

- T contained in edges of minimum spanning tree
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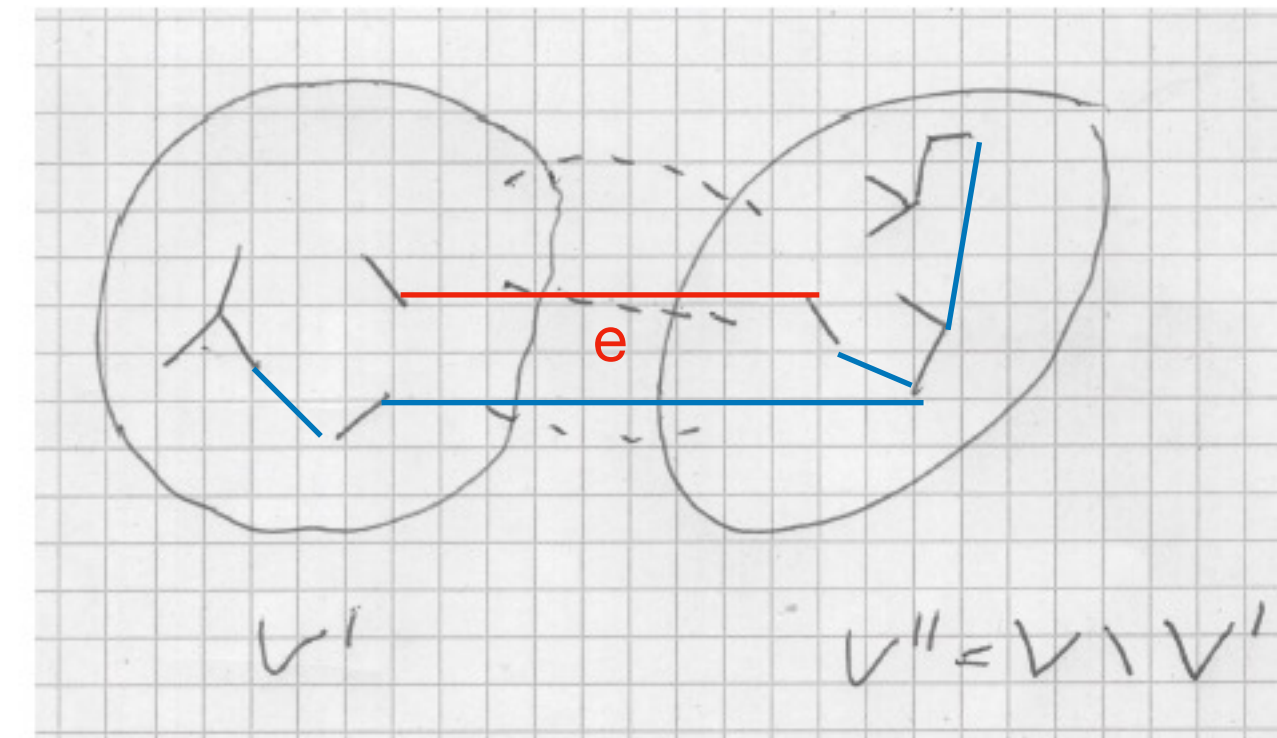


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greedy algorithms:

- go locally for optimum
- hope globally for the best

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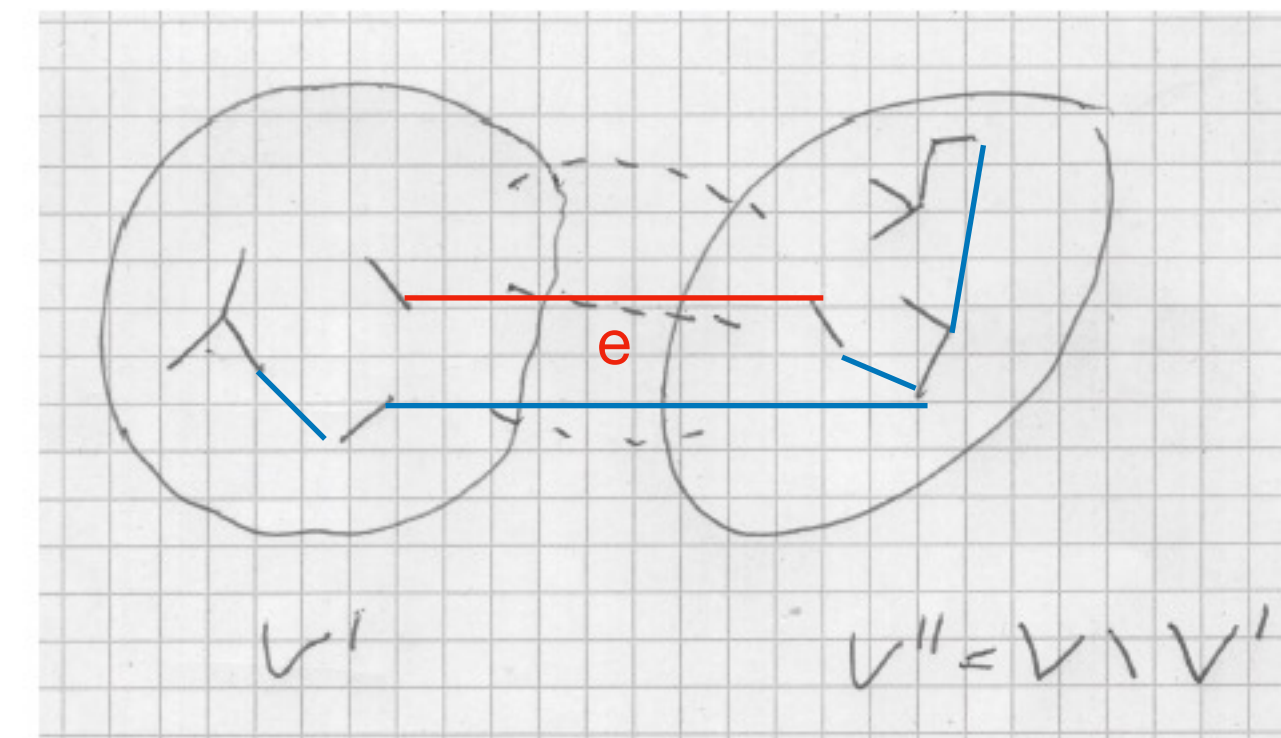


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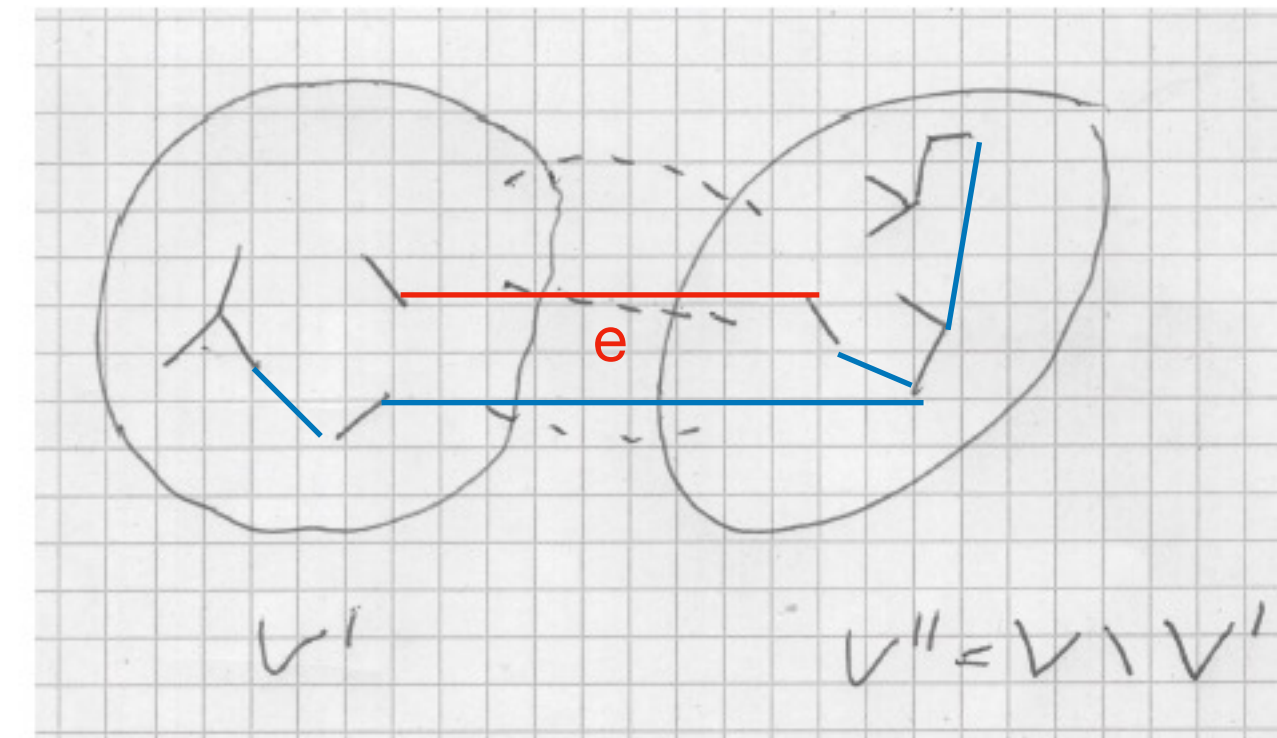


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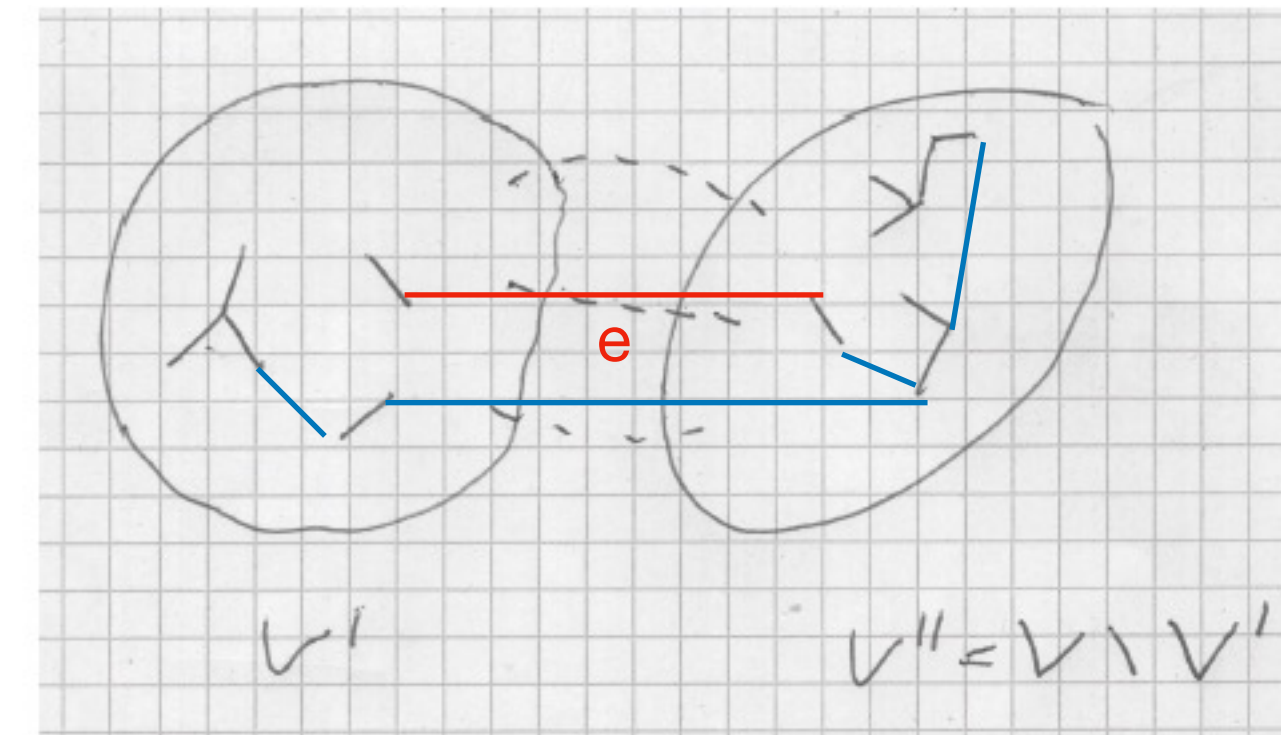


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length of paths

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- (V, E) **directed** graph
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$p = (p_0, \dots, p_\ell)$ path

$\sum_{i=1}^{\ell} w(p_{i-1}, p_i)$ length of path

sum of edge weights

single source shortest path

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algorithm

- input: weighted connected graph, start node $s \in V$
- output: for each node $\delta[v] =$
length of a shortest path from s to v

idea:

- grow set of nodes S
- obtain upper bounds $d[x] \geq \delta(x)$ on length of shortest path
- $d[x]$ length of shortest path found so far, i.e in S or in S plus one further edge.

Dijkstra's Algorithm

idea:

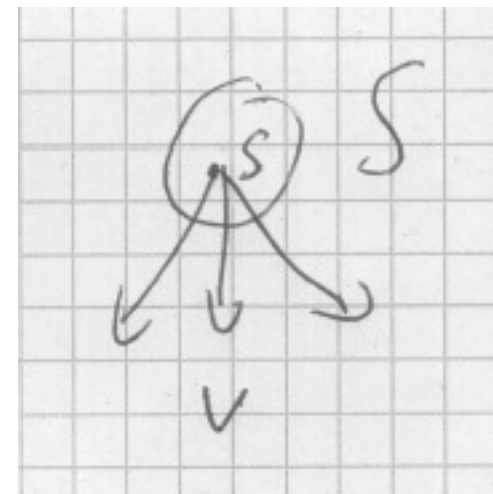
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initialization

$S = \{s\}; d[s] = 0;$

for all $v \neq s$

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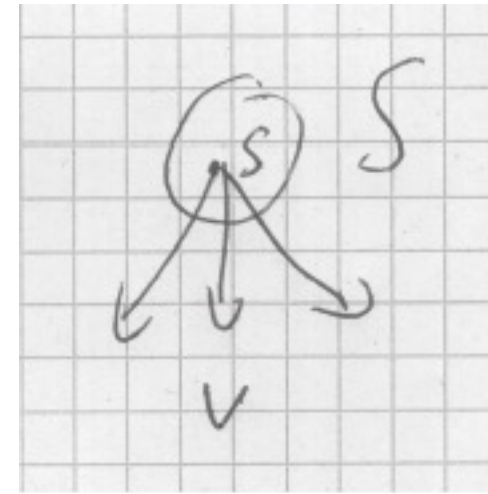
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iteration:

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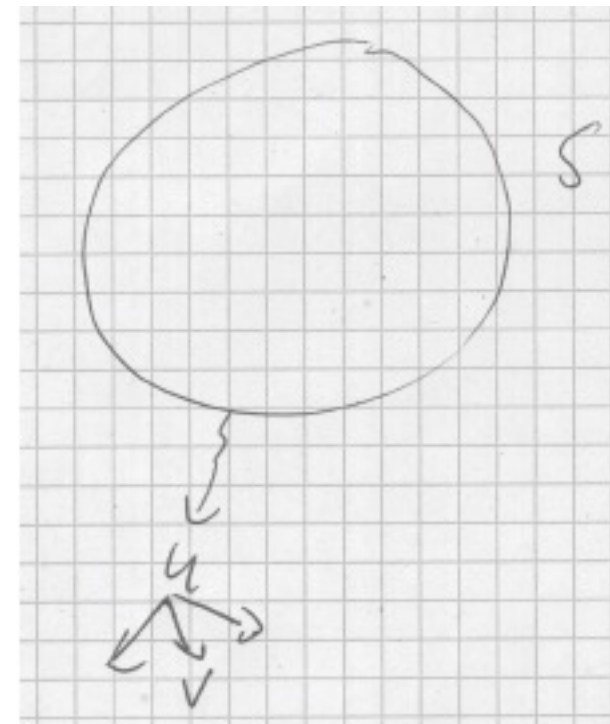
choose $u \in V \setminus S$ with minimal $d[u];$

$S = S \cup \{u\};$

for all v with $(u, v) \in E$, ~~$v \notin S$~~

$\{d[v] = \min\{d[v], d[u] + w(u, v)\}\}$

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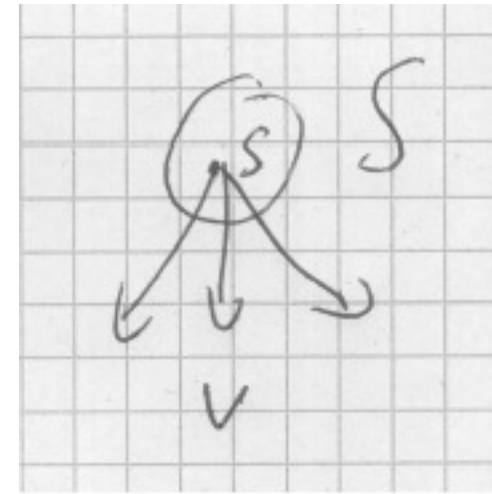
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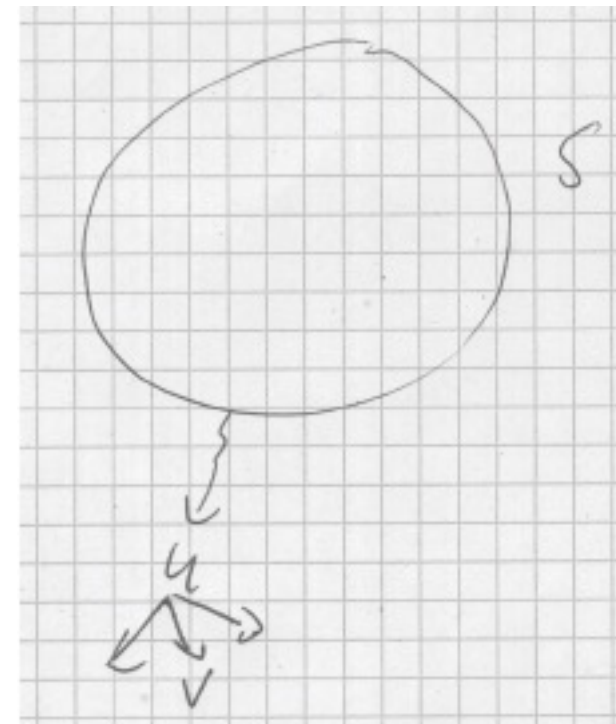
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Dijkstra's Algorithm

primed notation

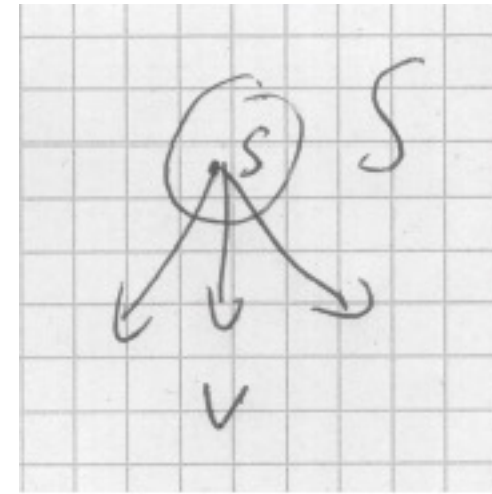
- S^t and d^t : set S and distance bound d before iteration t of the while loop.
- in statements which hold for all t : drop superscript t
- in statement involving only t and $t + 1$ (e.g. induction steps): replace X^t by X and X^{t+1} by X' ; here for $X \in \{S, d\}$

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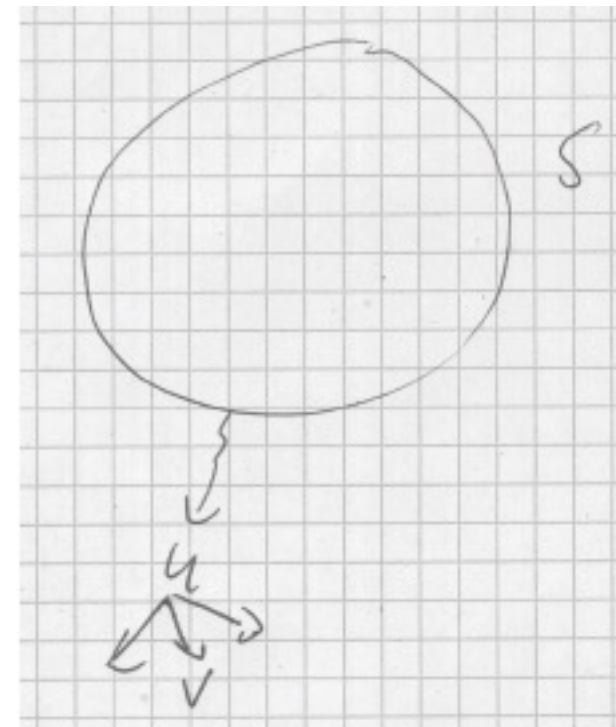
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properties

1. shortest discovered distances nonincreasing; stable for nodes $u \in S$

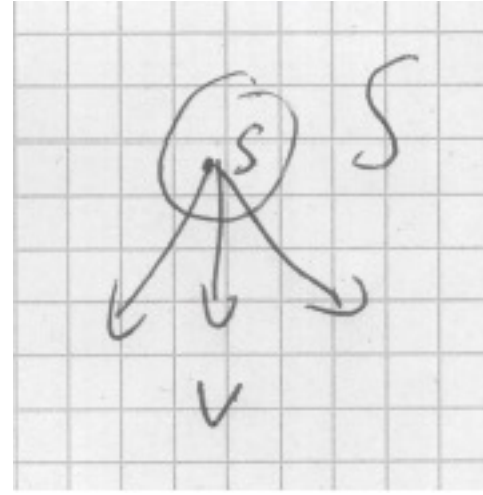
$$d'[u] \leq d[u], u \in S \rightarrow d'[u] = d[u]$$

2. $d[u]$ is upper bound on length of real shortest paths

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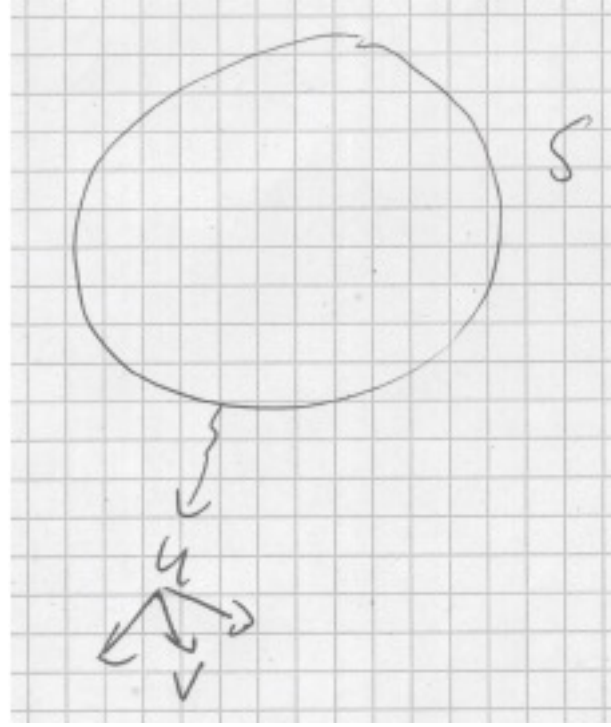
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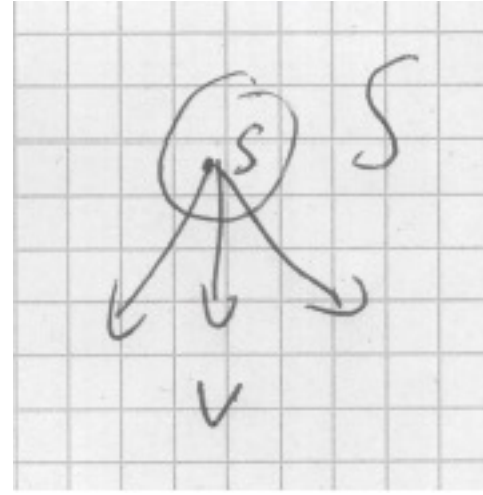
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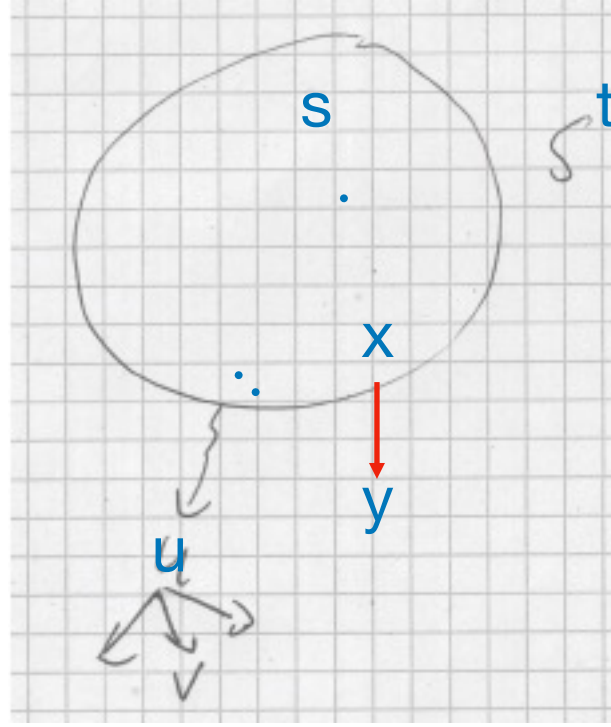
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$u = s$ trivial. For $u \neq s$ assume in some iteration of while loop:

$$u \in S^{t+1} \setminus S^t, \delta[u] < d^t[u]$$

Consider *first* such t and u . Let P be shortest path from s to u .

$$s \in S^t \wedge u \notin S^t \rightarrow \exists \text{ edge } (x, y) \text{ on } P. x \in S^t \wedge y \notin S^t$$

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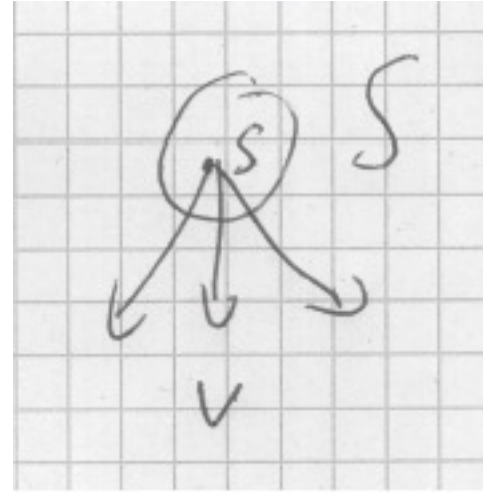
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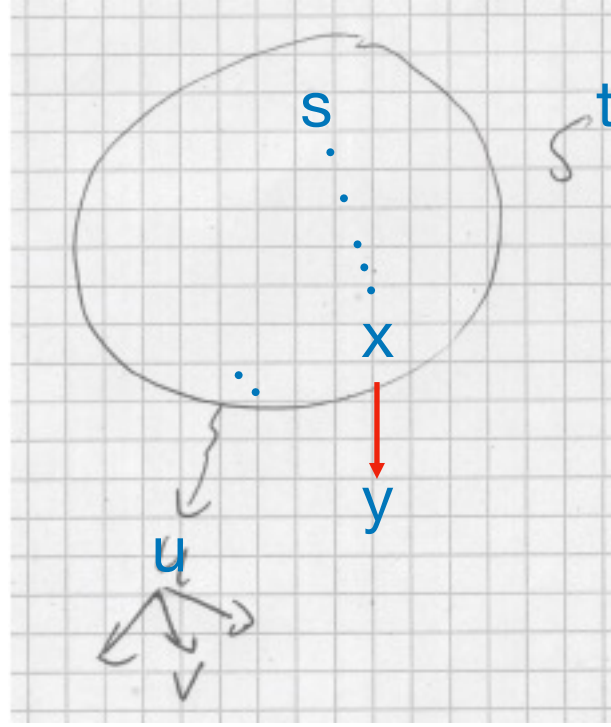
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$$u = s \vee u \in S' \setminus S \rightarrow d[u] = \delta[u]$$

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$$\begin{aligned} \delta[x] &= d^r[x] && \text{(minimality of } t) \\ &= d^t[x] && \text{(property 1)} \end{aligned}$$

properties

1. shortest discovered distances nonincreasing; stable for nodes $u \in S$

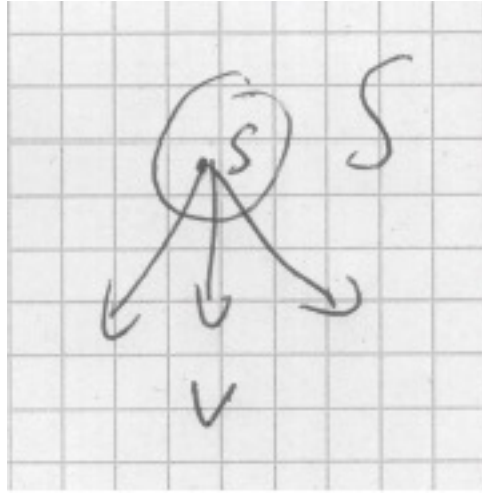
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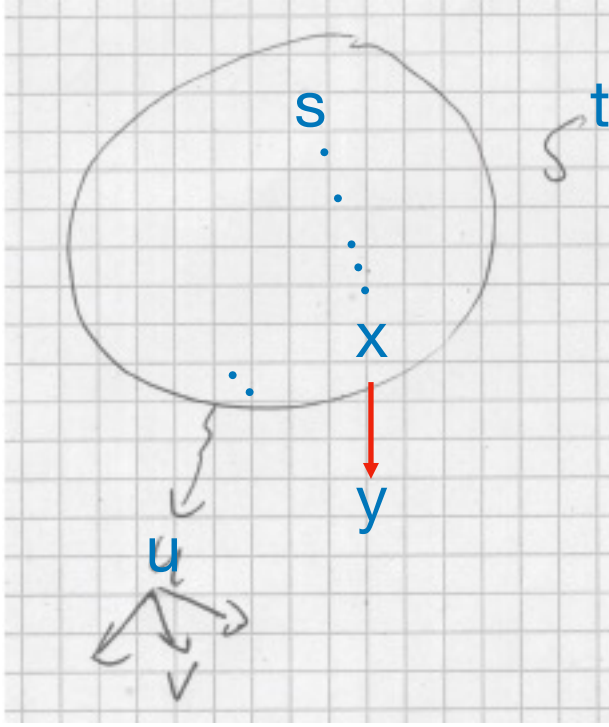
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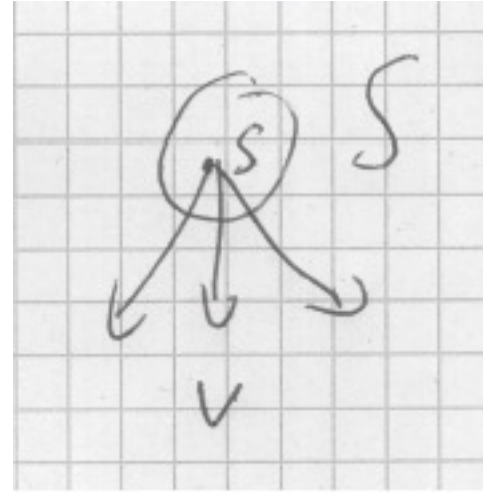
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$$\begin{aligned} d^t[y] &\leq d^r[y] \quad (\text{property 1}) \\ &\leq d^r[x] + w(x, y) \quad (\text{algorithm}) \\ &= \delta[x] + w(x, y) \quad (\text{above}) \\ &= \delta[y] \quad ((x, y) \text{ on shortest path } P) \\ &\leq d^t[y] \quad (\text{property 2}) \end{aligned}$$

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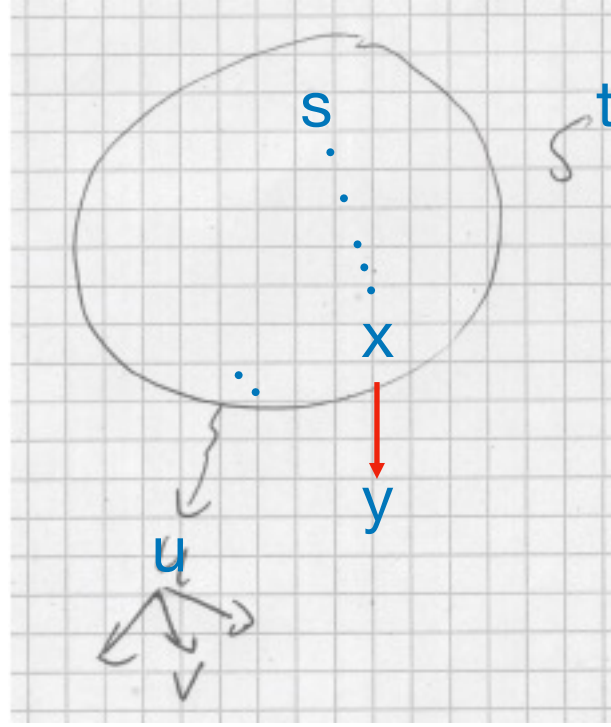
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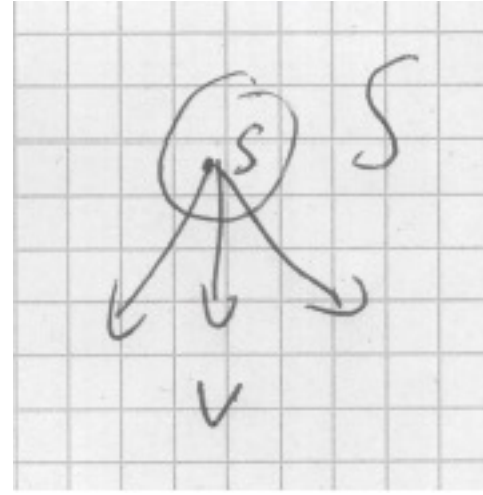
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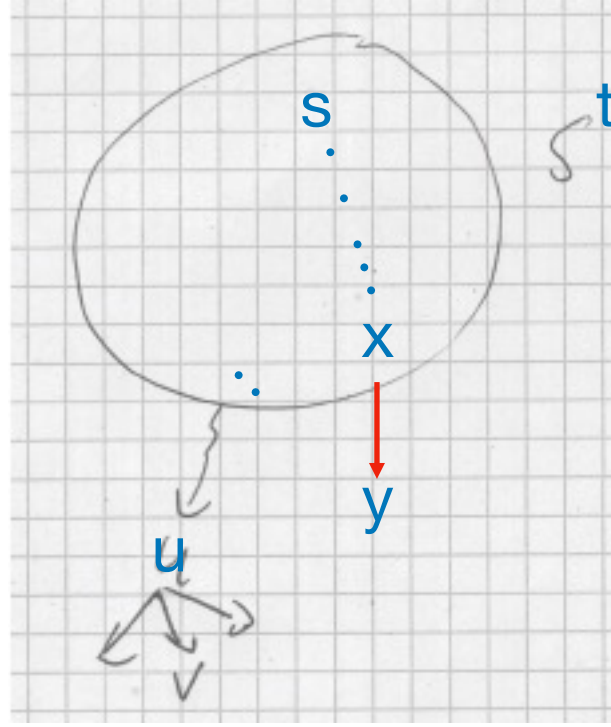
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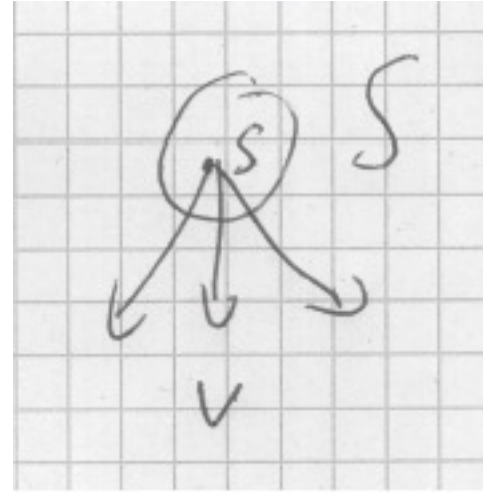
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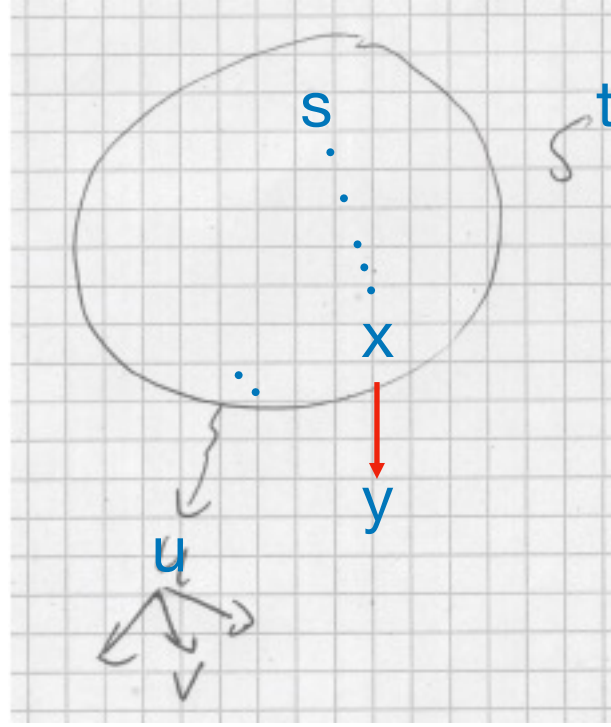
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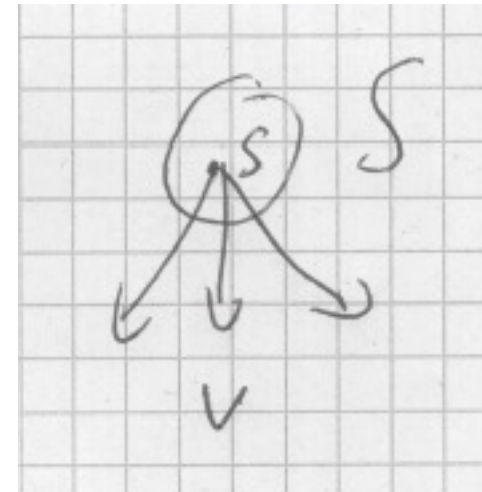
As $u \notin S^t$ is chosen in pass t with minimal $d[u]$

$$d^t[u] \leq d^t[y] \quad \text{contradiction}$$

run time

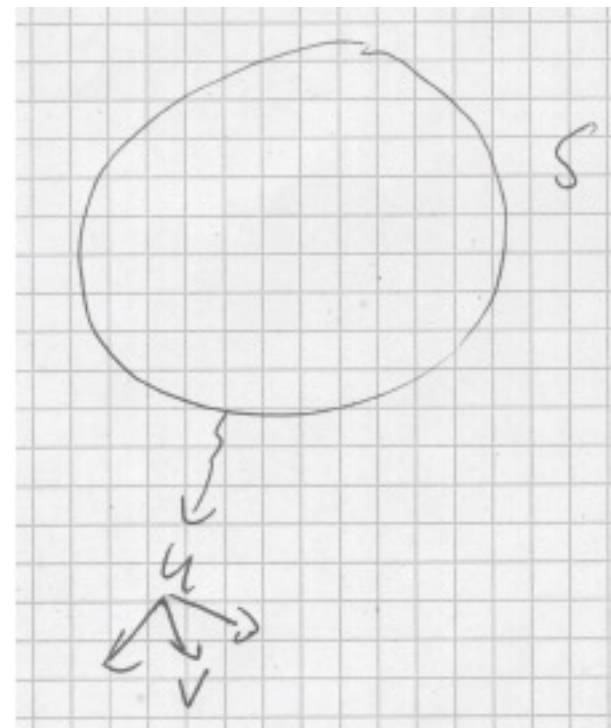
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data structure for $V \setminus S$

balanced search tree: AVL or 2/3

records

u	d[u]	
---	------	--

use $d[u]$ as key;
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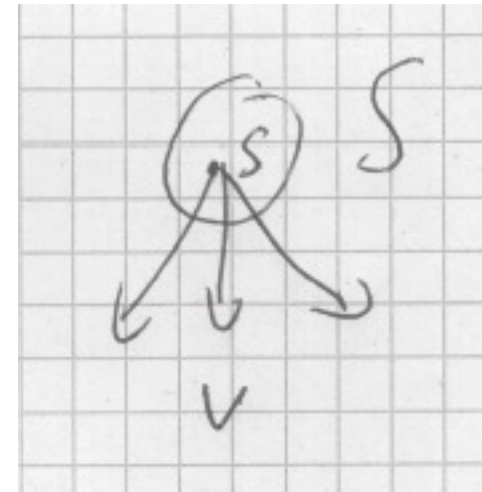
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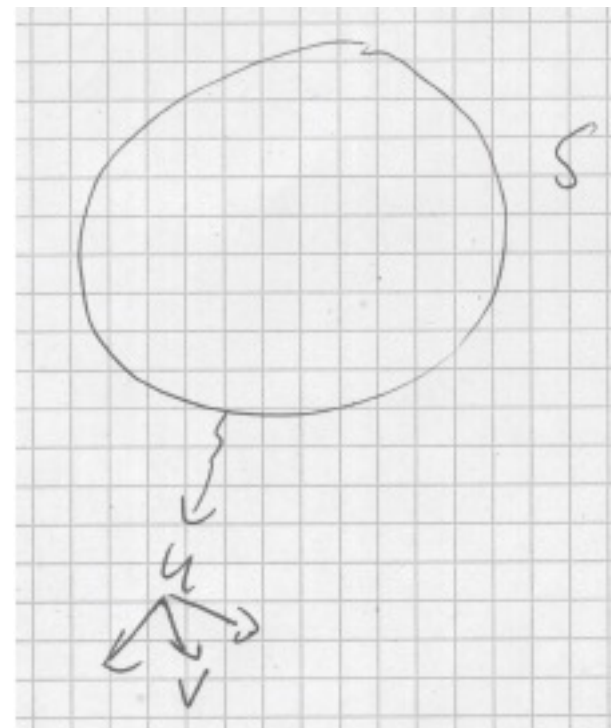
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at most $|V|$ insert operations

iterations

at most $|E|$ operations

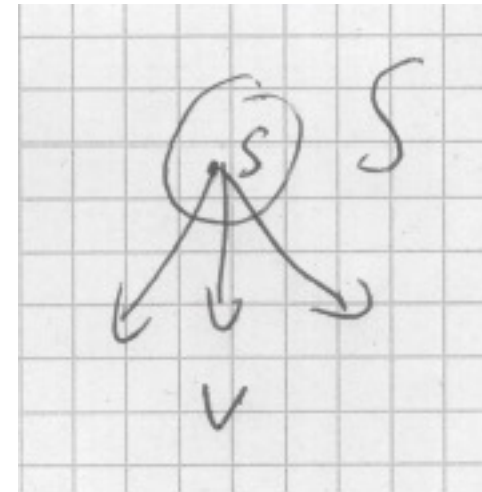
find ~~delete~~ min (go over left edges or sim.)
• delete ~~u~~
• ~~insert v with d'[v]~~
update

run time

initialization

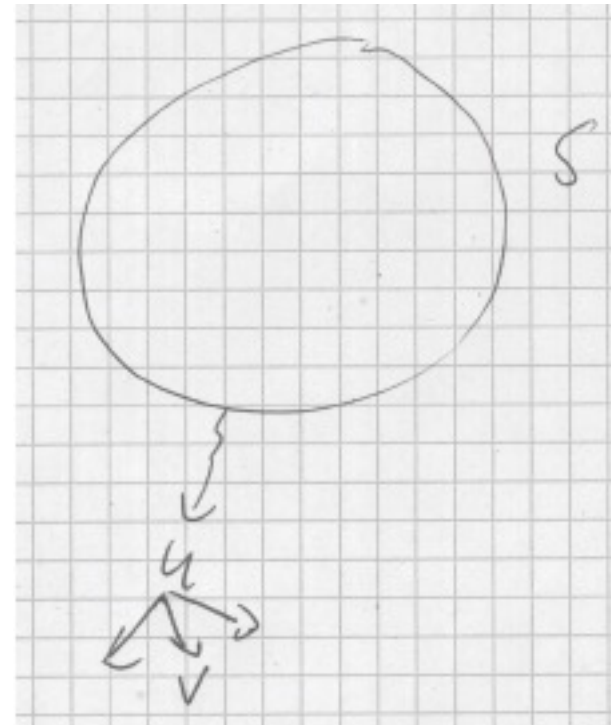
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- delete v
- insert v with $d'[v]$

$$\text{run time} = O(|E| \log |V|)$$

This $\log V$
 time for E
 operat.
 nodes of
 tree maintaining
 vis at
 most V.