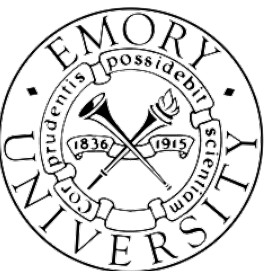
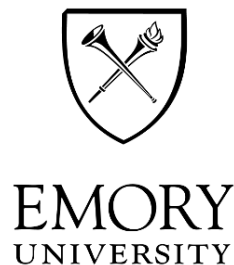


# Minimum Spanning Tree: Undirected Graphs

Data Structures and Algorithms

Emory University

Jinho D. Choi



# Types of Graphs

$$G = (V, E)$$

Undirected

Weighted

Directed

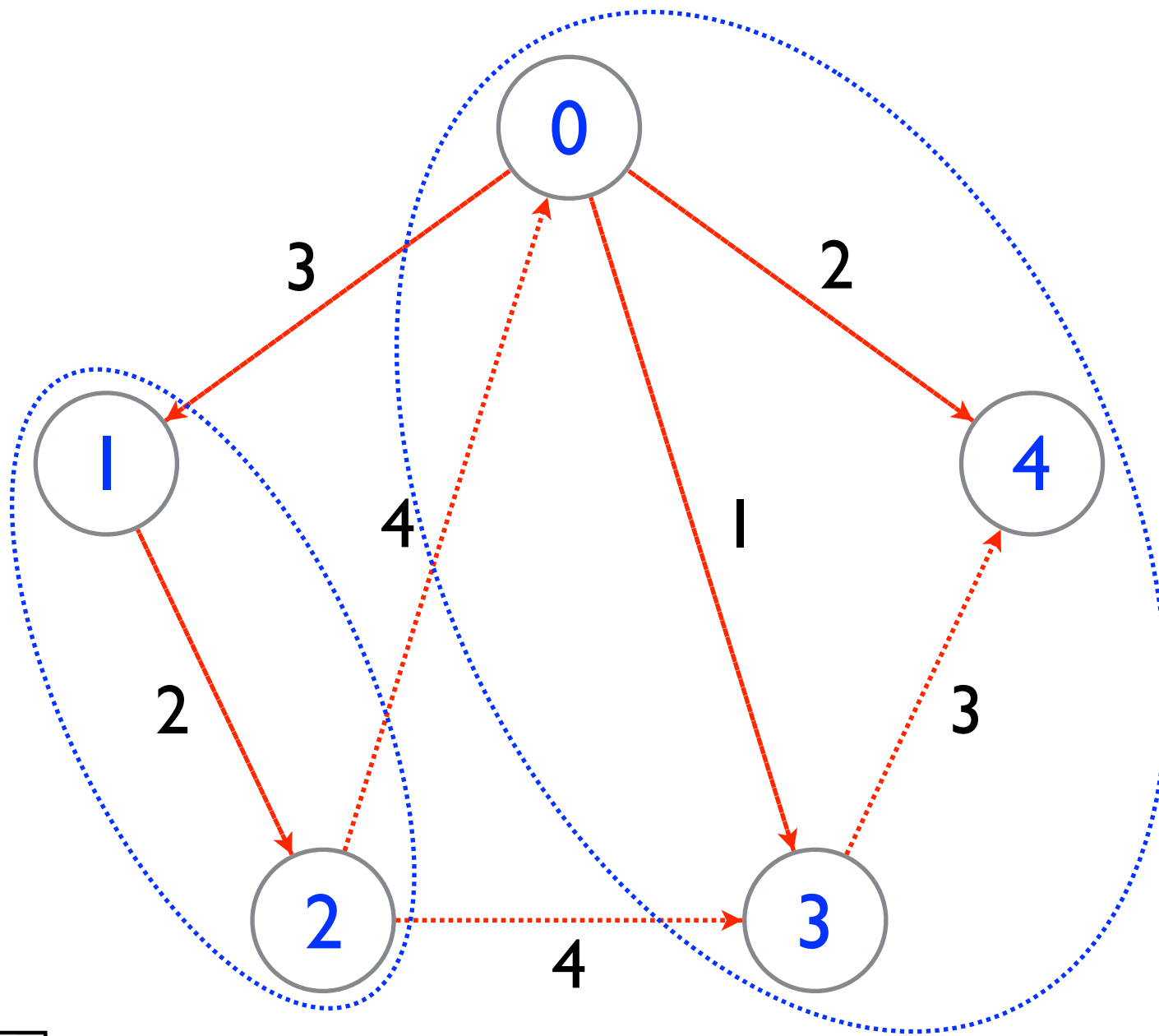
Acyclic

Tree

Forest

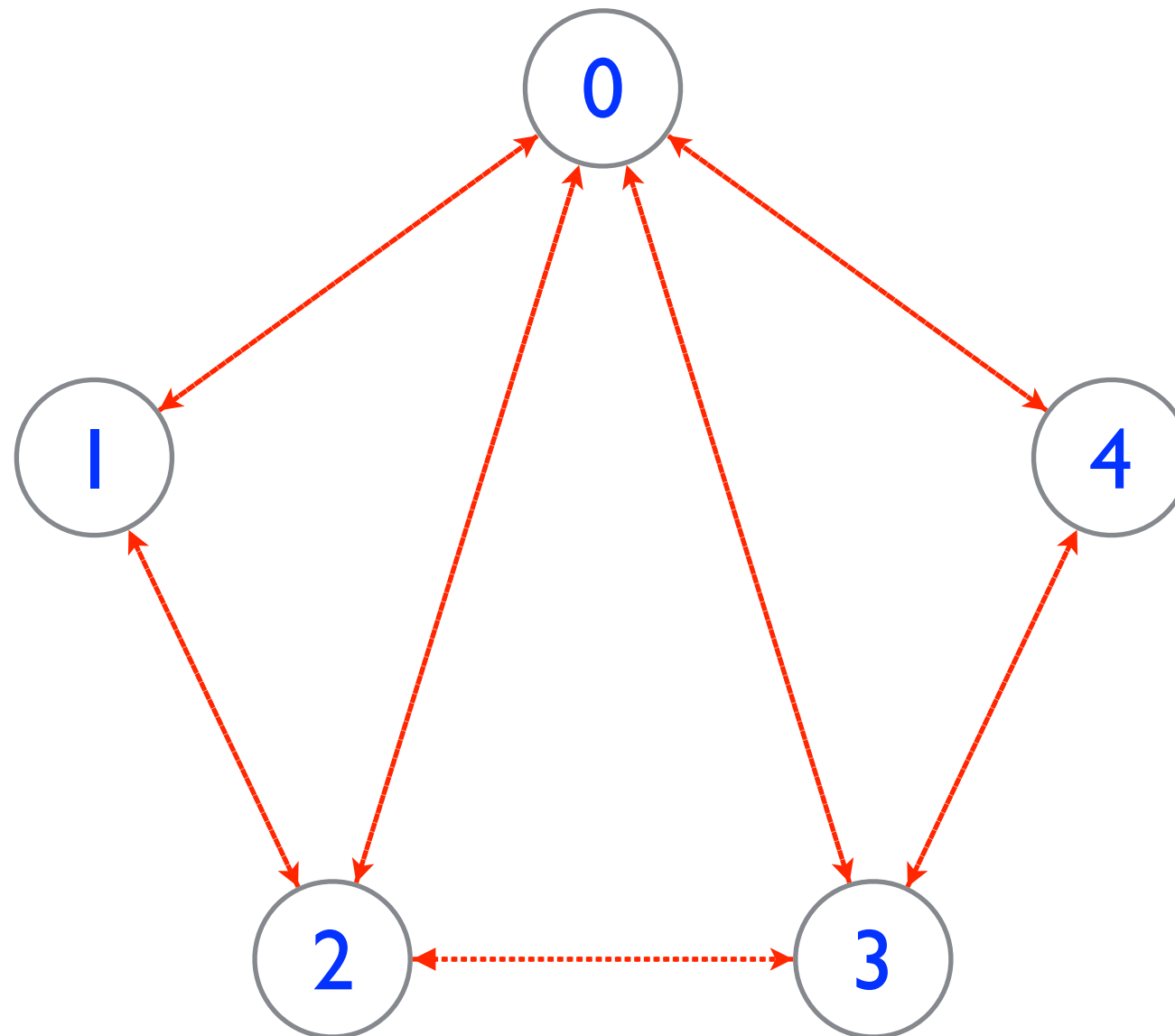
Every **node** except for the root must have exactly one **incoming edge**.

Every **node** must be reachable from the **root**.

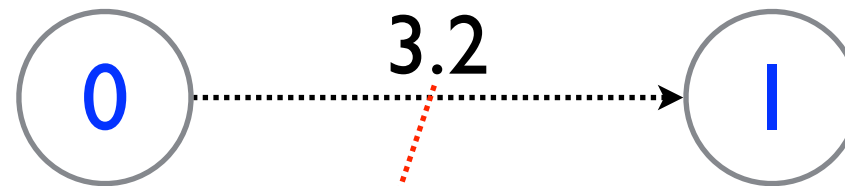


# Undirected vs. Directed Graph

Can we represent **undirected** graphs  
using **directed** graphs?



# Edge



public class Edge implements Comparable<Edge> by weight

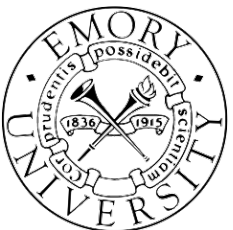
```
{  
    private int source;  
    private int target;  
    private double weight;  
}
```

```
public Edge(int source, int target, double weight)
```

```
{  
    setSource(source);  
    setTarget(target);  
    setWeight(weight);  
}
```

```
public int compareTo(Edge edge)
```

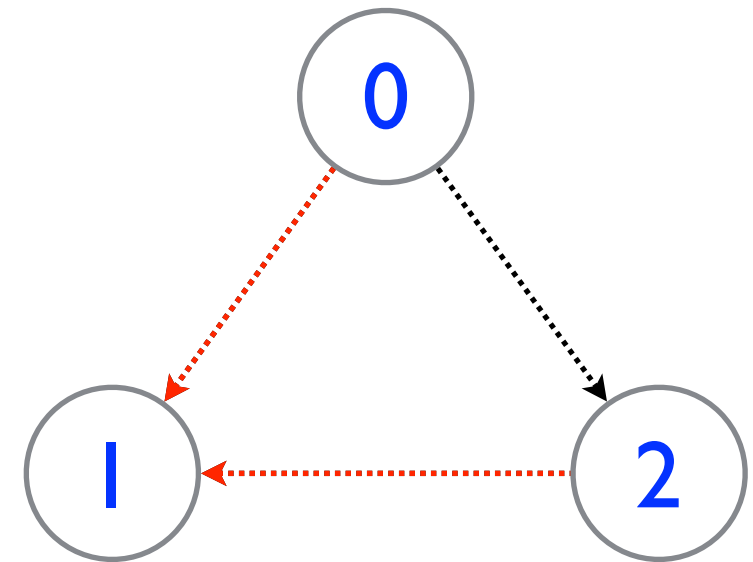
```
{  
    double diff = weight - edge.weight;  
    if (diff > 0) return 1;  
    else if (diff < 0) return -1;  
    else return 0;  
}
```



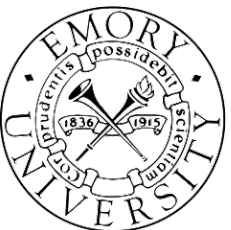
# Graph

```
incoming_edges[0] = {};  
incoming_edges[1] = {1 <- 0, 1 <- 2};  
incoming_edges[2] = {2 <- 0};
```

```
public class Graph  
{  
    private List<Edge>[] incoming_edges;  
  
    public Graph(int size)  
    {  
        incoming_edges = (List<Edge>[])DSUtils.createEmptyListArray(size);  
    }  
  
    public List<Edge> getIncomingEdges(int target)  
    {  
        return incoming_edges[target];  
    }  
}
```



getIncomingEdges(1);



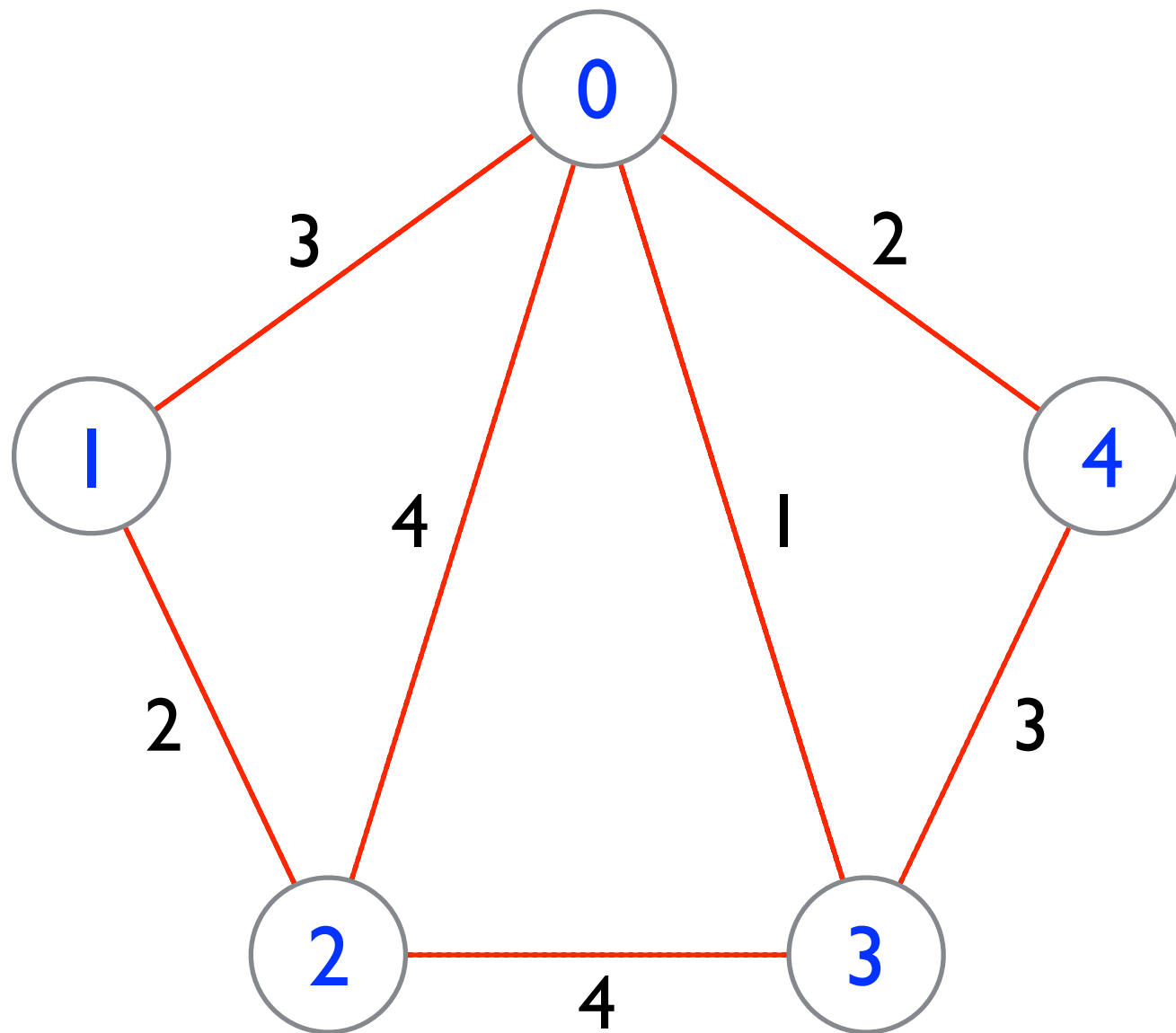
# Graph



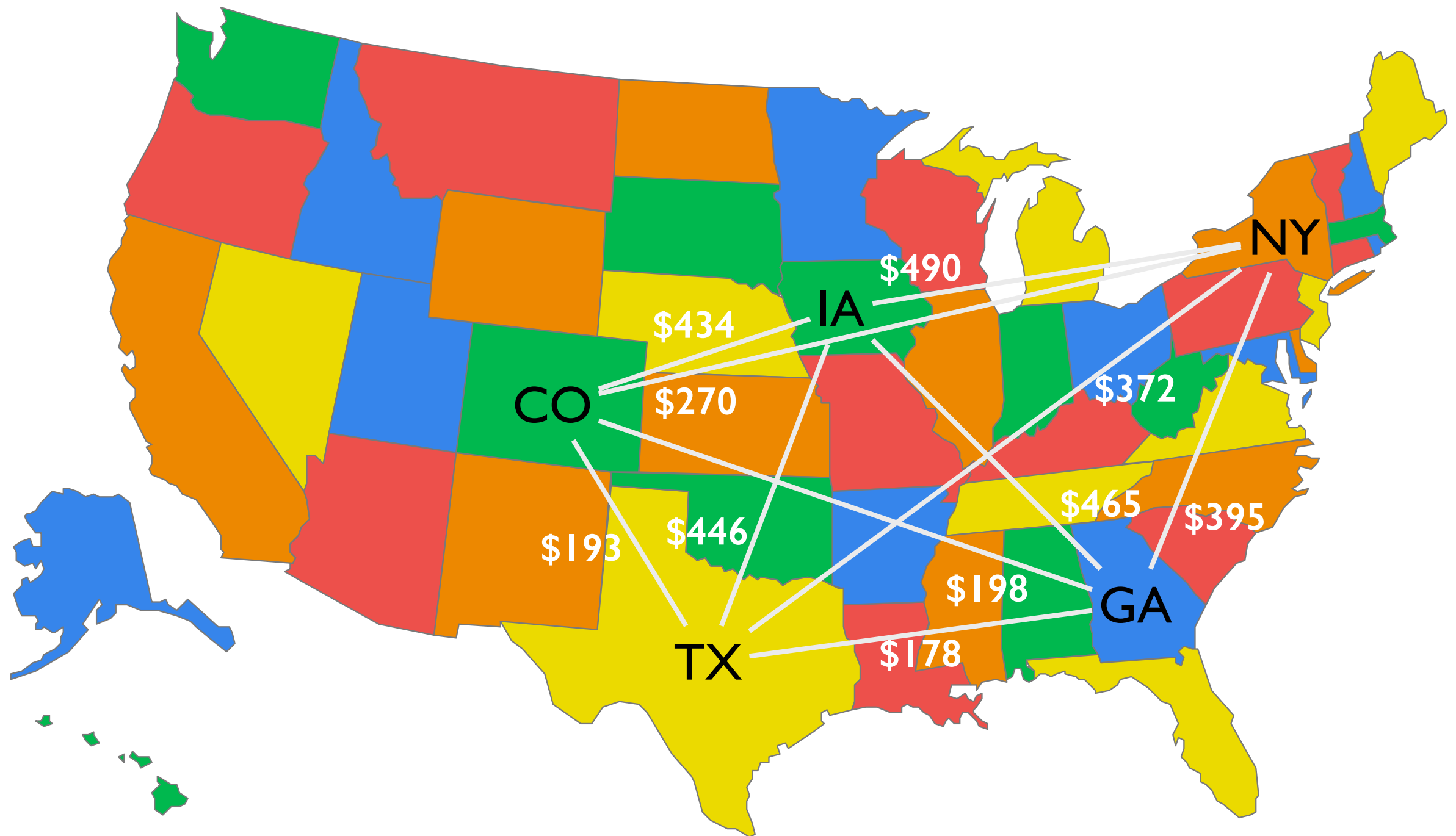
```
public void setDirectedEdge(int source, int target, double weight)
{
    List<Edge> edges = getIncomingEdges(target);
    edges.add(new Edge(source, target, weight));
}
```

```
public void setUndirectedEdge(int source, int target, double weight)
{
    setDirectedEdge(source, target, weight);
    setDirectedEdge(target, source, weight);
}
```

# Minimum Spanning Tree



# Minimum Spanning Tree





# Spanning Tree

```
public class SpanningTree implements Comparable<SpanningTree>
{
    private List<Edge> edges;
    private double total_weight;

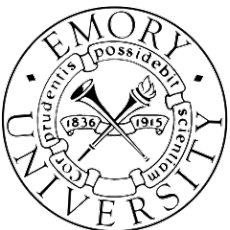
    public SpanningTree()
    {
        edges = new ArrayList<>();
    }

    public void addEdge(Edge edge)
    {
        edges.add(edge);
        total_weight += edge.getWeight();
    }

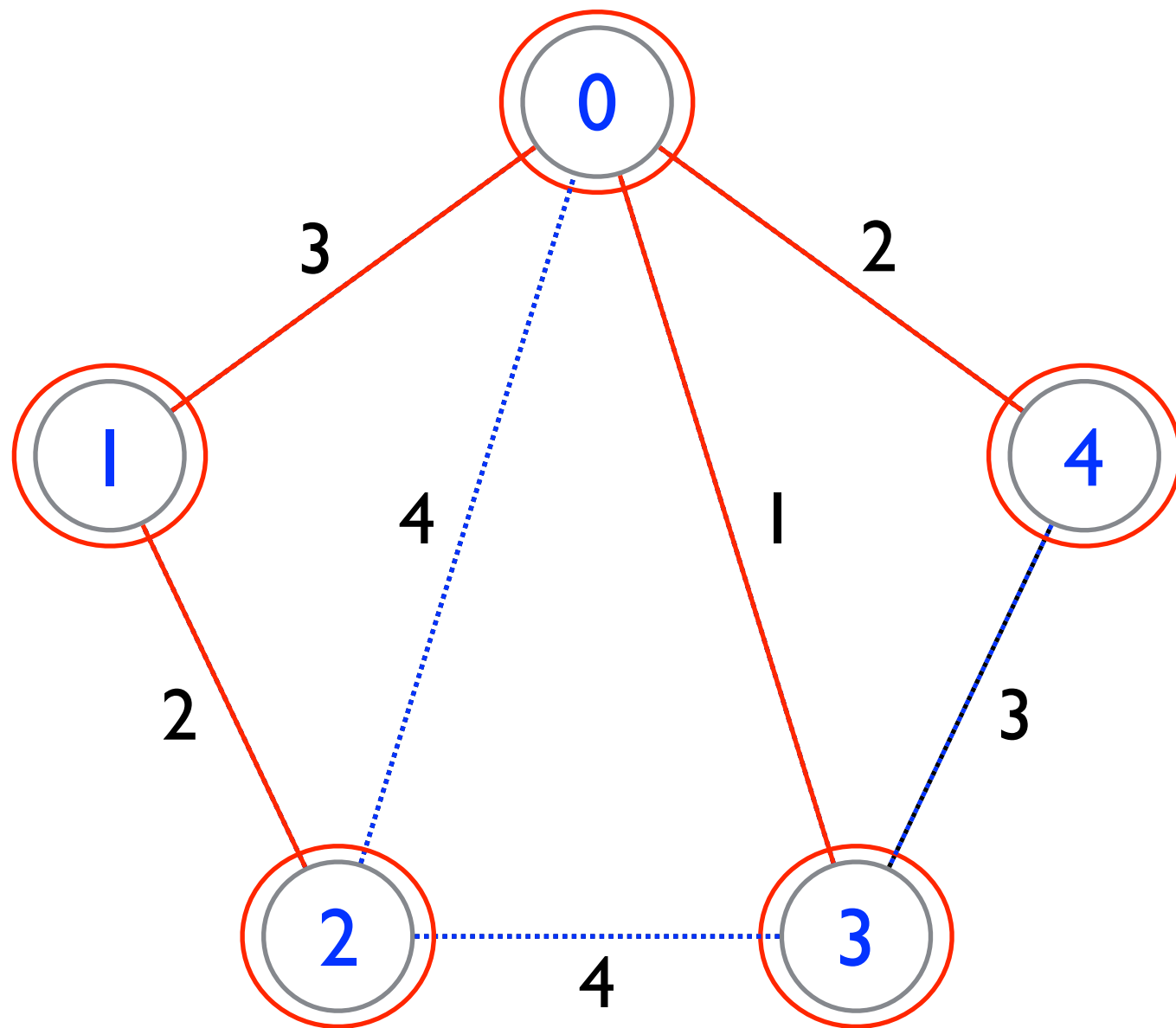
    public int size()
    {
        return edges.size();
    }

    public double getTotalWeight()
    {
        return total_weight;
    }

    public int compareTo(SpanningTree tree)
    {
        double diff = total_weight
                      - tree.total_weight;
        if (diff > 0) return 1;
        else if (diff < 0) return -1;
        else return 0;
    }
}
```



# Prim's Algorithm



0  $\leftarrow$  3

0  $\leftarrow$  4

0  $\leftarrow$  1

1  $\leftarrow$  2

A spanning tree is found!

# Prim's Algorithm

```
public SpanningTree getMinimumSpanningTree(Graph graph)
{
    PriorityQueue<Edge> queue = new PriorityQueue<>();
    SpanningTree tree = new SpanningTree();
    Set<Integer> set = new HashSet<>();
    Edge edge;

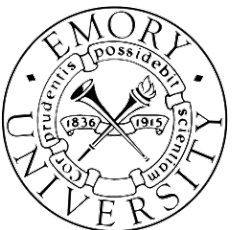
    add(queue, set, graph, 0);

    while (!queue.isEmpty())
    {
        edge = queue.poll();

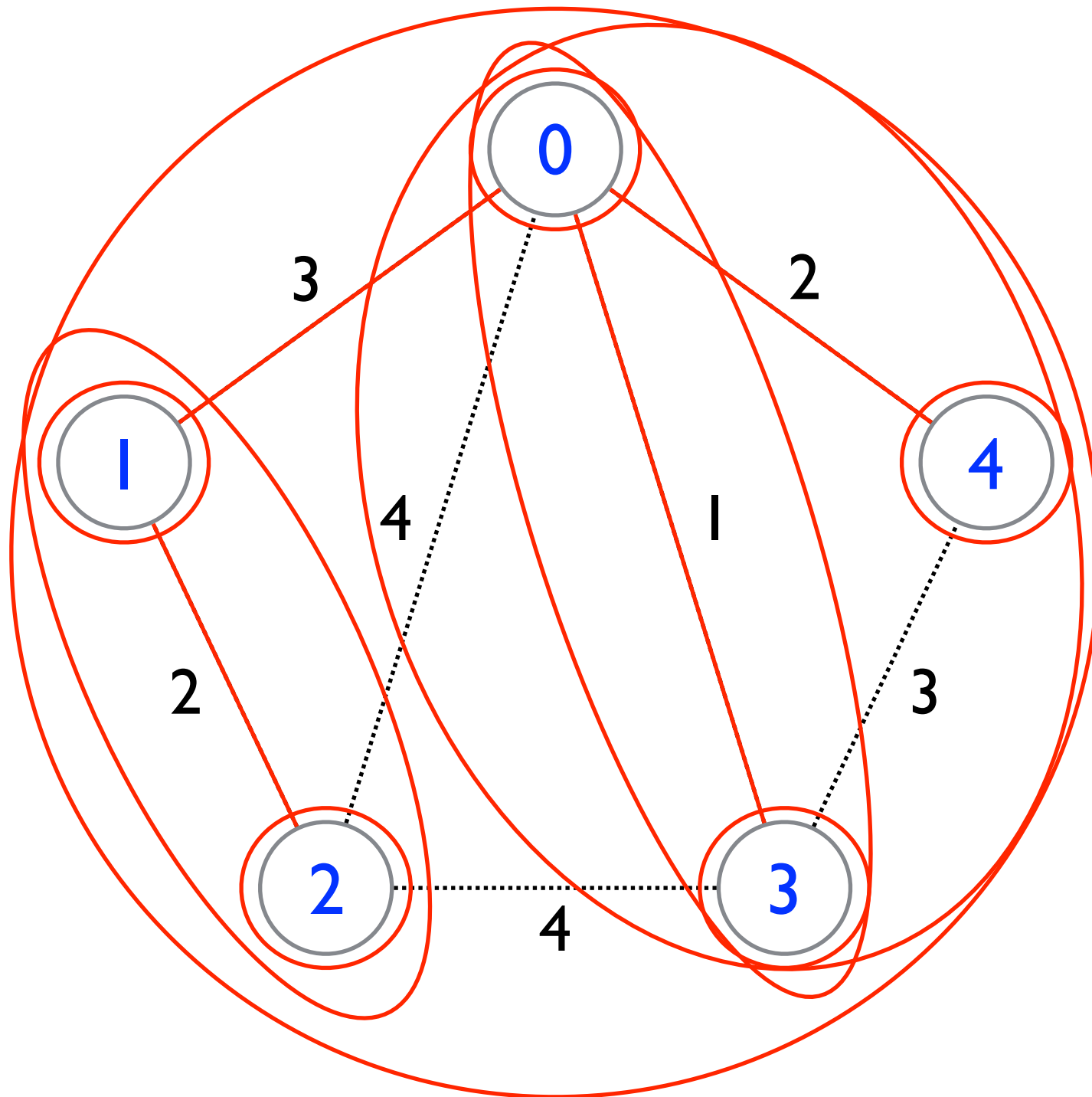
        if (!set.contains(edge.getSource()))
        {
            tree.addEdge(edge);
            if (tree.size()+1 == graph.size()) break;
            add(queue, set, graph, edge.getSource());
        }
    }

    return tree;
}
```

Complexity?



# Kruskal's Algorithm

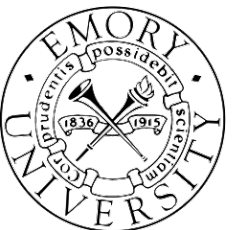


0  $\leftarrow$  3

1  $\leftarrow$  2

0  $\leftarrow$  4

0  $\leftarrow$  1



# Kruskal's Algorithm

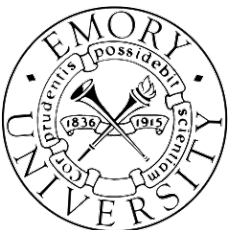
```
public SpanningTree getMinimumSpanningTree(Graph graph)
{
    DisjointSet forest = new DisjointSet(graph.size());
    PriorityQueue<Edge> queue = createEdgePQ(graph);
    SpanningTree tree = new SpanningTree();
    Edge edge;

    while (!queue.isEmpty())
    {
        edge = queue.poll();

        if (!forest.inSameSet(edge.getTarget(), edge.getSource()))
        {
            tree.addEdge(edge);
            if (tree.size()+1 == graph.size()) break;
            forest.union(edge.getTarget(), edge.getSource());
        }
    }

    return tree;
}
```

```
Set<Integer>[] forest = DSUtils.createEmptySetArray(size);
for (int i=0; i<size; i++) forest[i].add(i);
return forest;
```



# Proof by Induction

$$\sum_{n=0}^k = \frac{k(k+1)}{2}$$

# Proof by Induction

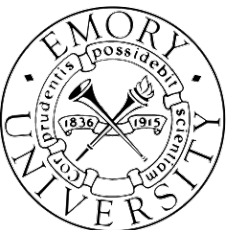
Base

$$\sum_{n=0}^0 = \frac{0 \cdot 1}{2} = 0$$

Induction

Assume  $\sum_{n=0}^k = \frac{k(k+1)}{2}$  Then,

$$\sum_{n=0}^k + (k+1) = \frac{k(k+1)}{2} + (k+1) = \frac{k^2 + 3k + 2}{2} = \frac{(k+1)(k+2)}{2}$$



# Proof by Contradiction

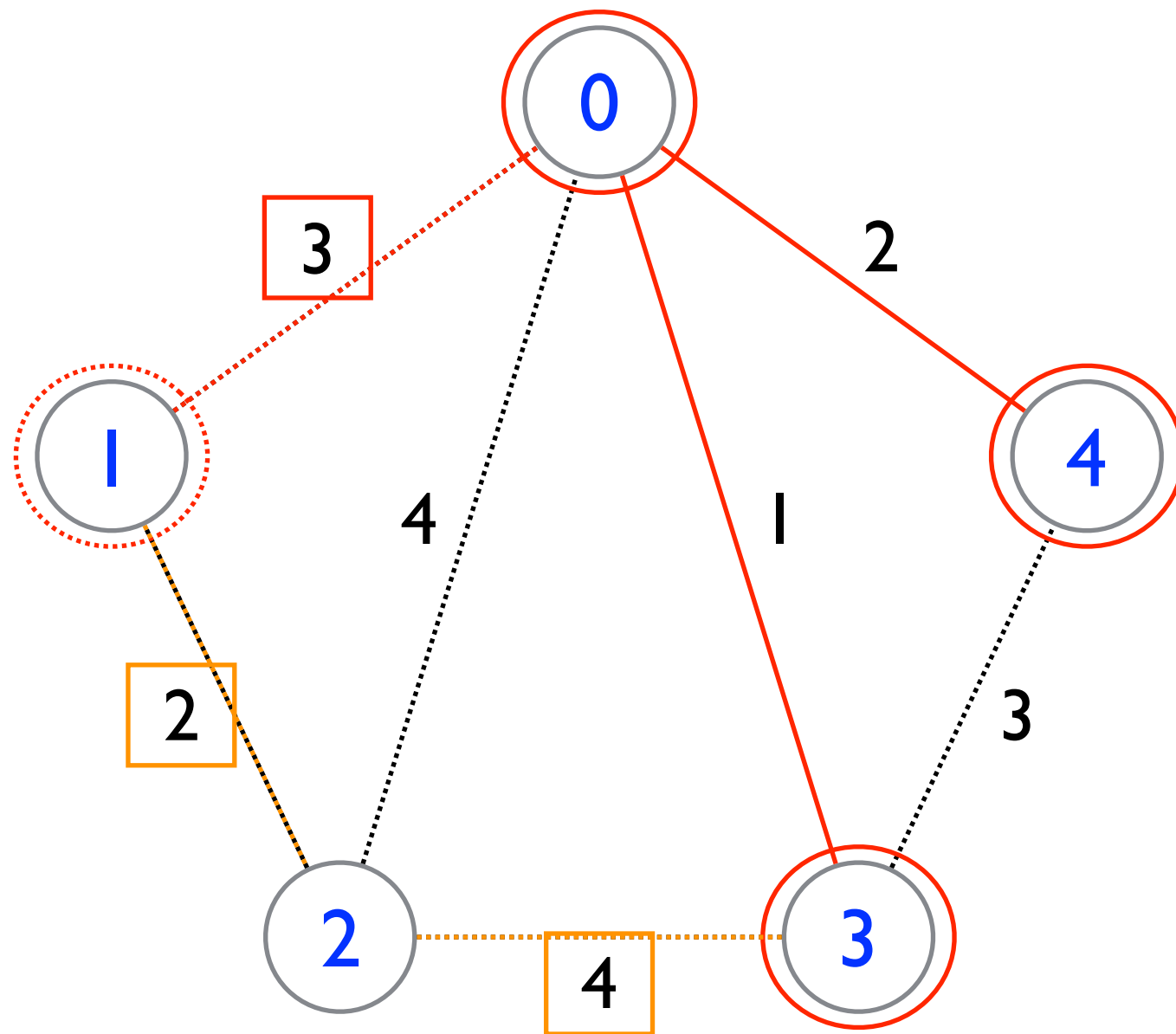
$$n^2 = n \cdot n = 2k \cdot 2k = 2(2 \cdot 2k^2)$$

Contradiction



# Correctness of Prim's Algorithm

# Correctness of Prim's Algorithm



Prim's algorithm finds  $e$ .

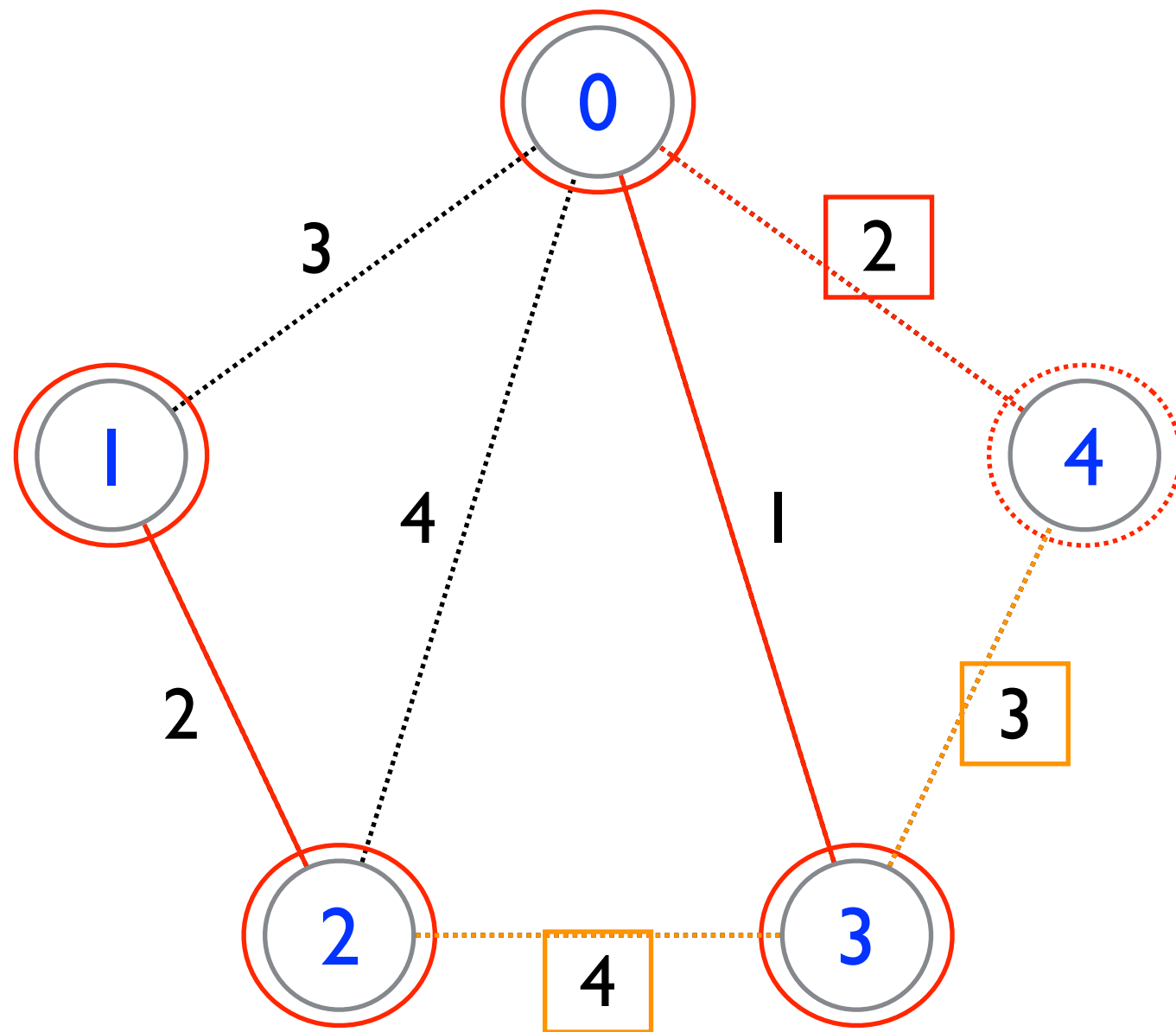
Suppose that there exists another path  $p$  from  $T$  to 1 whose total weight  $< e$ .

Then, all edges in  $p$  must have a weight  $< e$ .

Proof by contradiction!

# Correctness of Kruskal's Algorithm

# Correctness of Kruskal's Algorithm



Kruskal's algorithm finds  $e$ .

Suppose that there exists another path  $p$  from  $T_s$  to  $T_t$  whose total weight  $< e$ .

Then, all edges in  $p$  must have a weight  $< e$ .

Proof by contradiction!