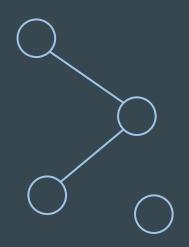
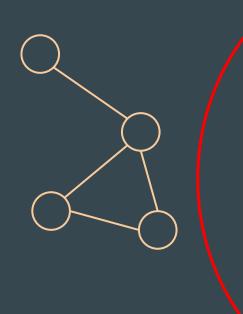


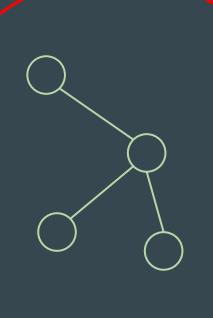
Reminder: what is a tree?



acyclic graph



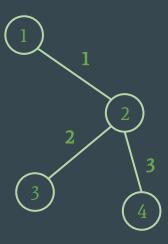
connected graph



tree = connected + acyclic

Some properties of trees...

- A tree has N-1 edges for N vertices
- A tree is a connected & acyclic graph
- Remove any edge from the tree and it disconnects the graph
- In the general case vertice can have any degree
 - Some trees are more specific : binary trees, k-trees



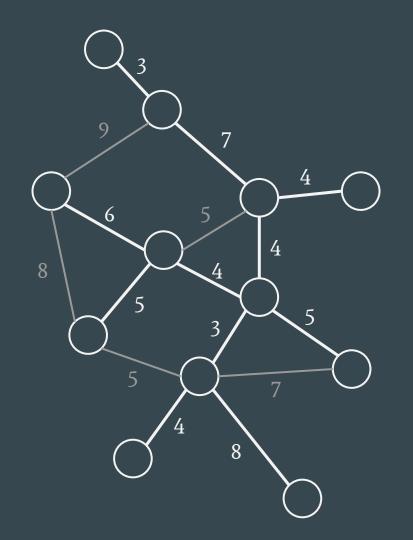
Minimum spanning tree

We are given a connected graph with weighted edges

→ what is the minimum cost to connect all the nodes?

(on this graph: 53)

/!\ Multiple MST are possible



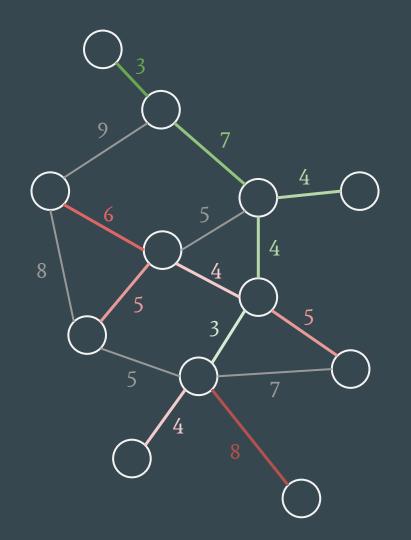
Prim's algorithm

Greedy algorithm:

- put a random starting node in the tree
- while the tree doesn't have all the nodes:
 - select the node closest to the tree
 - o add the corresponding edge in the tree

Implemented with a heap (remember Djikstra last week?)

→ Complexity : O((|V| + |E| log |E|) see hq op complexity)
(on the right, from green to red, order of addition in the tree)



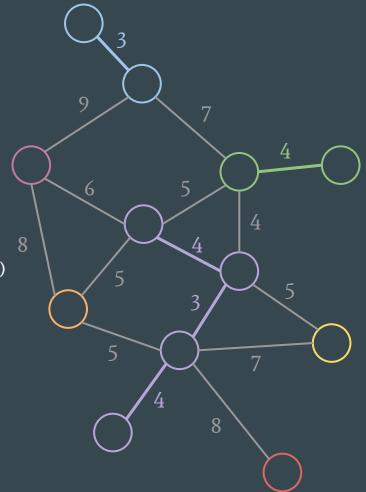
Kruskal's algorithm

Greedy algorithm:

- create a trivial forest (all nodes are alone)
- as long as we can, we use the smallest edge that creates a bridge between two trees

(on the right, example of a forest at some point during execution)

How to avoid making cycles?

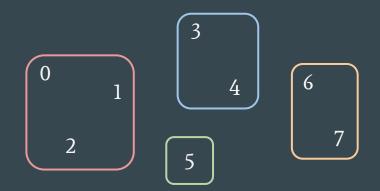


Disjoint sets (union-find d.s.)

We need a data structure to store disjoint sets with the following near-constant-time operations:

- add a new set
- merge two sets
- determine whether two elements are in the same set

Naive idea: let's use a list of sets



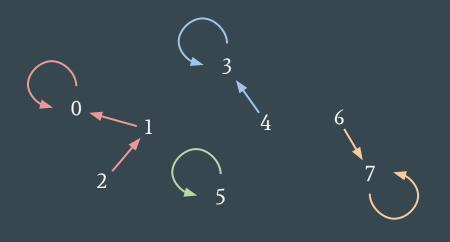
$$[\{0,1,2\}, \{3,4\}, \{5\}, \{6,7\}]$$

Add a new set	0(1)
Merge two sets	0(n)
Determine whether 2 elements are in the same set	0(n)

Disjoint sets (union-find d.s.)

Better idea: let's use a forest

- each node has a parent, the root of every tree is its own parent
- to merge two sets, point the root node of a set to any node of the other (you will usually use the *find* operation before, to check if the two sets are disjoint or the same)
- to determine whether 2 elements are in the same set, find the roots of their trees and compare them



Add a new set	0(1)
Merge two sets	0(s ₁ + s ₂)
Determine whether 2 elements are in the same set	0(s ₁ + s ₂)

Disjoint sets (union-find d.s.)

How to improve complexity?

- \rightarrow try to have shallow trees
- → this is achieved with *union by rank* (or *by size*) and *path compression* (or path *halving* or *splitting*)

Add a new set	0(1)
Merge two sets	0(α(n))*
Determine whether 2 elements are in the same set	O(α(n)) *

^{*} $\alpha(n)$ < 5 for any n that can be written in this physical universe, so that's basically O(1) (see inverse Ackermann function)



path compression on the path from a node to its root during a *find* operation



arbitrary union (left) VS *union by rank* (right)

Union-find in Python

- Bad news: this structure isn't implemented by default in Python
- Good news: Louis Sugy <u>made a library</u> for us 2 years ago!
- Create a Union-find data structure with O(1) approximate complexities
- Use find(element) to get the root of an element
- Use union(el, e2) to merge the sets containing el and e2
- Use is_same_set(e1, e2) to determine whether e1 and e2 are in the same set

Back to Kruskal

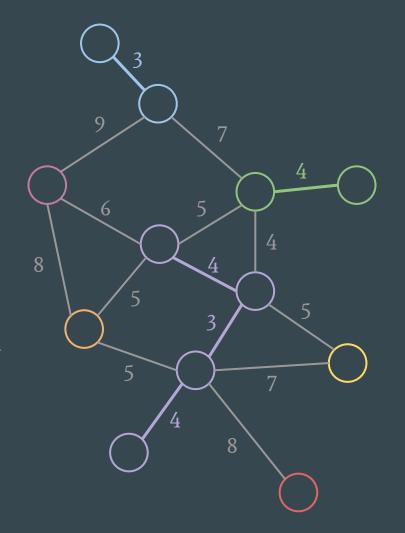
Greedy algorithm:

- create a trivial forest (all nodes are alone)
- as long as we can, we use the smallest edge that creates a bridge between two trees

Complexity?

 \rightarrow 0(|E| log |E|) with an optimized Union-Find data structure and a heap to select the next edge

Note: Bernard Chazelle has found a $O(|E|\alpha(m,n))$ solution based on soft heaps, but that's a story for another time



Your mission, should you choose to accept it...

Implement the Kruskal algorithm

You can use our implementation of the Union-Find data structure or try to implement your own (with or without optimizations). See:

- https://en.wikipedia.org/wiki/Kruskal's_algorithm
- https://en.wikipedia.org/wiki/Disjoint-set_data_structure

Templates and tests on GitHub: INSAlgo/trainings-2018 (W14)

(there is also my solution there)

Credits

Slides: Louis Sugy for INSAlgo

Edited in 2020

Thanks to:

- Cormen, Thomas H.; Leiserson, Charles E.; Rivest, Ronald L.; Stein, Clifford (2009) [1990]. *Introduction to Algorithms* (3rd ed.), chapter 23
- Wikipedia