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## **Data Structures and algorithms (CS09203)**

### **Lab Report**

Name: Irtaza Kashir Raja  
Registration #: SEU-F16-127  
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Submitted To: Mr. Usman Ahmed

The University of Lahore, Islamabad Campus  
Department of Computer Science & Information Technology

## Experiment # 12

### prim's algorithm

#### Objective

The objective of this session is to show the representation of trees using C++.

#### Software Tool

1. Code Blocks with GCC compiler.

## 1 Theory

Prim's algorithm is a greedy algorithm that finds a minimum spanning tree for a weighted undirected graph. This means it finds a subset of the edges that forms a tree that includes every vertex, where the total weight of all the edges in the tree is minimized. The algorithm operates by building this tree one vertex at a time, from an arbitrary starting vertex, at each step adding the cheapest possible connection from the tree to another vertex.

## 2 Task

### 2.1 Task 1

Implement Prim's algorithm.

### 2.2 Procedure: Task 1

```
// A C / C++ program for Prim's Minimum Spanning Tree (MST) algorithm.  
// The program is for adjacency matrix representation of the graph
```

```

#include <stdio.h>
#include <limits.h>
    using namespace std;
// Number of vertices in the graph
#define V 8

// A utility function to find the vertex with minimum key value, from
// the set of vertices not yet included in MST
int minKey(int key[], bool mstSet[])
{
    // Initialize min value
    int min = INT_MAX, min_index;

    for (int v = 0; v < V; v++)
        if (mstSet[v] == false && key[v] < min)
            min = key[v], min_index = v;

    return min_index;
}

// A utility function to print the constructed MST stored in parent[]
int printMST(int parent[], int n, int graph[V][V])
{
    printf("Edge    Weight\n");
    for (int i = 1; i < V; i++)
        printf("%d - %d    %d \n", parent[i], i, graph[i][parent[i]]);
}

// Function to construct and print MST for a graph represented using adjacent
// matrix representation
void primMST(int graph[V][V])
{
    int parent[V]; // Array to store constructed MST
    int key[V];    // Key values used to pick minimum weight edge in cut
    bool mstSet[V]; // To represent set of vertices not yet included in MST

    // Initialize all keys as INFINITE
    for (int i = 0; i < V; i++)
        key[i] = INT_MAX, mstSet[i] = false;

```

```

// Always include first 1st vertex in MST.
key[0] = 0;      // Make key 0 so that this vertex is picked as first
parent[0] = -1; // First node is always root of MST

// The MST will have V vertices
for (int count = 0; count < V-1; count++)
{
    // Pick the minimum key vertex from the set of vertices
    // not yet included in MST
    int u = minKey(key, mstSet);

    // Add the picked vertex to the MST Set
    mstSet[u] = true;

    // Update key value and parent index of the adjacent vertices of
    // the picked vertex. Consider only those vertices which are not y
    // included in MST
    for (int v = 0; v < V; v++)

        // graph[u][v] is non zero only for adjacent vertices of m
        // mstSet[v] is false for vertices not yet included in MST
        // Update the key only if graph[u][v] is smaller than key[v]
        if (graph[u][v] && mstSet[v] == false && graph[u][v] <
key[v])
            parent[v] = u, key[v] = graph[u][v];
}

// print the constructed MST
printMST(parent, V, graph);
}

// driver program to test above function
int main()
{
    int graph[V][V] = {{1, 8, 0, 0, 0,10,0,5},
                        {8, 0, 4, 0, 4,4,0,4},
                        {0, 4, 0, 3, 0,3,0,0},
                        {0, 0, 3, 0, 1,6,2,0},

```

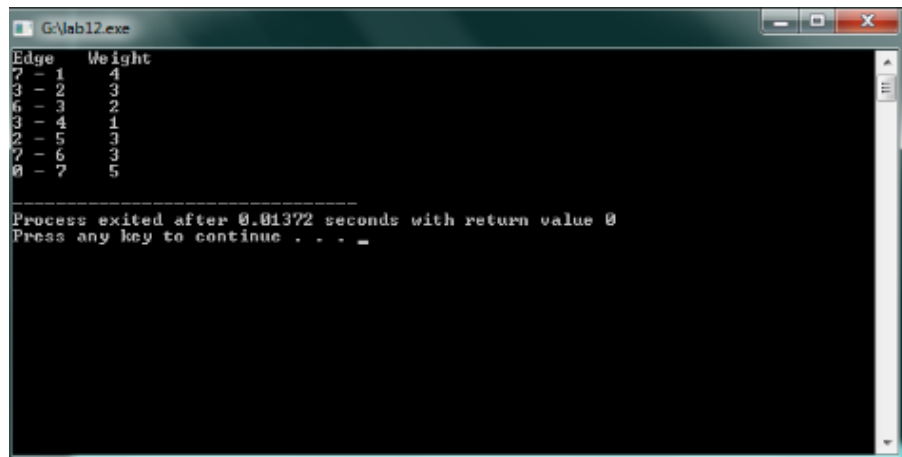


Figure 1: output

```

{0, 4, 0, 1, 0,0,3,0},
  {10, 4, 3, 6, 0,0,0,0},
{0, 0, 0, 2, 3,0,0,3},
{5, 4, 0, 0, 0,0,3,0},

```

```

};

```

```

// Print the solution
primMST(graph);

return 0;
}

```