

Third Year B. Tech., Sem V 2022-23

Design and Analysis of Algorithm Lab

Lab ESE Assignment / Journal submission

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Title of assignment: kruskal's Algorithm

1. Implement Kruskal's algorithm & Prim's algorithm to find Minimum Spanning Tree (MST) of the given an undirected, connected and weighted graph.

Ans: **Kruskal's Algorithm**

a) Algorithm: (Pseudocode) //Initialize result mst_weight = 0 // Create V single item sets for each vertex v parent[v] = v; rank[v] = 0; Sort all edges into non decreasing order by weight w for each (u, v) taken from the sorted list E do if FIND-SET(u) != FIND-SET(v) print edge(u, v) mst_weight += weight of edge(u, v) UNION(u, v)

a) Code snapshots of implementation

```
#include<bits/stdc++.h>
using namespace std;
typedef pair<int, int> iPair;
struct Graph
{
    int V, E;
    vector< pair<int, iPair> > edges;
    Graph(int V, int E)
    {
        this->V = V;
        this->E = E;
    }
}
```

```

void addEdge(int u, int v, int w)
{
    edges.push_back({w, {u, v}});
}

int kruskalMST();
};

struct DisjointSets
{
    int *parent, *rnk;
    int n;
    DisjointSets(int n)
    {
        this->n = n;
        parent = new int[n+1];
        rnk = new int[n+1];
        for (int i = 0; i <= n; i++)
        {
            rnk[i] = 0;
            parent[i] = i;
        }
    }

    int find(int u)
    {
        if (u != parent[u])
            parent[u] = find(parent[u]);
        return parent[u];
    }

    void merge(int x, int y)
    {
        x = find(x), y = find(y);
        if (rnk[x] > rnk[y])
            parent[y] = x;
        else
            parent[x] = y;
        if (rnk[x] == rnk[y])

```

```

    rnk[y]++;
}
};
int Graph::kruskalMST()
{
    int mst_wt = 0;
    sort(edges.begin(), edges.end());
    DisjointSets ds(V);
    vector< pair<int, iPair> >::iterator it;
    cout<<"Edge\tWeight\n";
    for (it=edges.begin(); it!=edges.end(); it++)
    {
        int u = it->second.first;
        int v = it->second.second;
        int set_u = ds.find(u);
        int set_v = ds.find(v);
        if (set_u != set_v)
        {
            cout << char(u+64) << " - " << char(v+64) << "\t" << it->first << endl;
            mst_wt += it->first;
            ds.merge(set_u, set_v);
        }
    }
    return mst_wt;
}
int main()
{
    int V = 10, E = 19;
    Graph g(V, E);
    g.addEdge(1,2,-3);
    g.addEdge(1,3,1);
    g.addEdge(1,4,4);
    g.addEdge(2,1,-3);
    g.addEdge(2,5,3);
    g.addEdge(2,4,5);

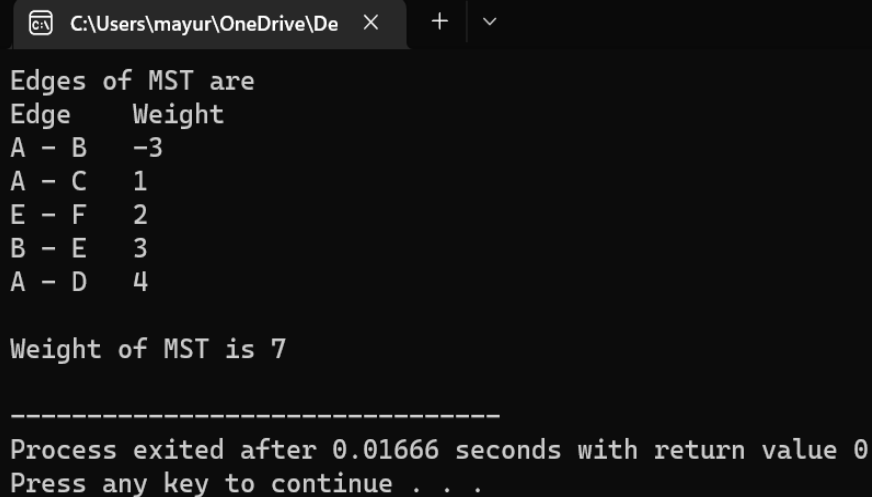
```

```

g.addEdge(3,4,5);
g.addEdge(3,1,1);
g.addEdge(3,6,3);
g.addEdge(4,1,4);
g.addEdge(4,2,5);
g.addEdge(4,3,5);
g.addEdge(4,6,6);
g.addEdge(5,2,3);
g.addEdge(5,6,2);
g.addEdge(6,3,3);
g.addEdge(6,4,6);
g.addEdge(6,5,2);
cout << "Edges of MST are \n";
int mst_wt = g.kruskalMST();
cout << "\nWeight of MST is " << mst_wt << "\n";
return 0;
}

```

Output:



```

C:\Users\mayur\OneDrive\De
Edges of MST are
Edge    Weight
A - B   -3
A - C    1
E - F    2
B - E    3
A - D    4

Weight of MST is 7

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Process exited after 0.01666 seconds with return value 0
Press any key to continue . . .

```

b) **Complexity of proposed algorithm (Time & Space)**

➤ Time Complexity: $O(E \log V)$

➤ Space Complexity: $O(V+E)$ d)

Your comment (How your solution is optimal?)

Code can be optimized to stop the main loop of Kruskal when number of selected edges becomes $V-1$