

# Data Analysis and Algorithm

## Practical 7

Write a program to implement Krushkals algorithm.

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7) Write a program to implement Kruskal's Algorithm.

Theory :- Kruskal's Algorithm is a Minimum Spanning tree algorithm that takes a graph as input & finds the subset of the edge of the graph which

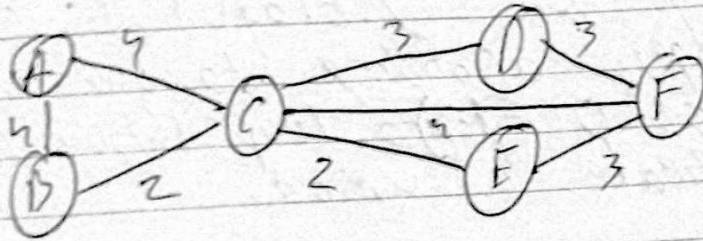
1) forms a tree that includes all vertex

2) has the minimum sum of weights among all the trees that can be formed.

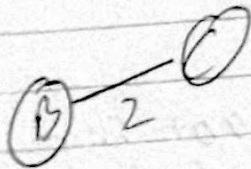
Kruskal's algorithm is a greedy algorithm.

## Example

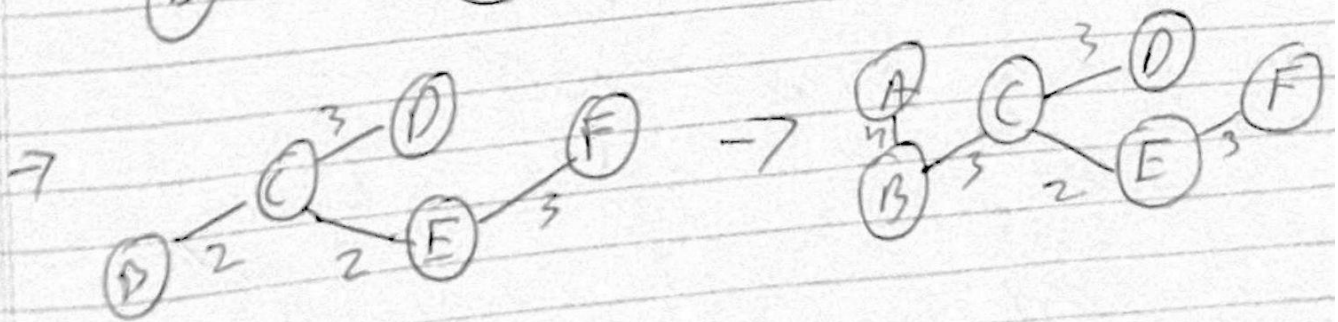
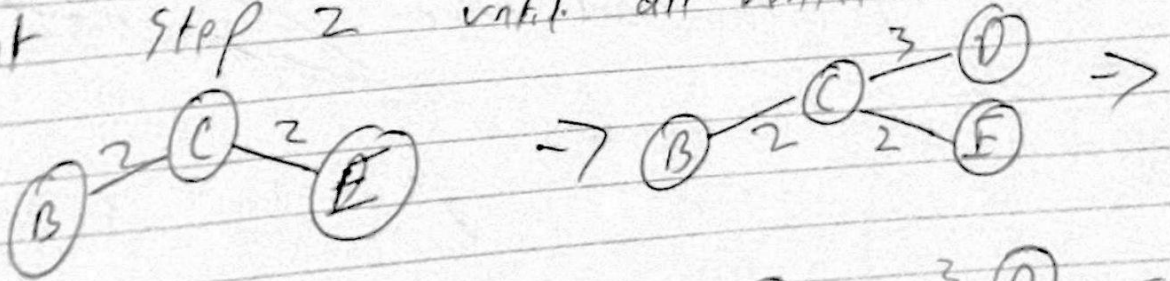
1) Start with a weighted graph.



2) consider the edge with the lowest weight & add to the tree if it forms a cycle then do not add & move on.



3) Repeat step 2 until all vertices are included



## Complexity Analysis

It takes  $O(V)$  time to make a set of  $V$  vertices &  $O(E \log E)$  time to sort the edges according to the weight & a total of  $O(E \log E)$  loop through all edges & create a union.

thus,  $O(E \log E)$  dominates the time needed

## Conclusion:-

Kruskal's algorithm was used to create a MST & calculate the cost of said tree.

## Program

```
import matplotlib.pyplot as plt
import networkx as nx
import random

class Graph:
    def __init__(self, vertex):
        self.v = vertex
        self.graph = []

    def add_edge(self, source, destination, weight):
        self.graph.append([source, destination, weight])

    def algo(self):
        parent, rank, result = [], [], []
        i, e = 0, 0
        self.graph = sorted(self.graph, key=lambda item: item[2])
        for node in range(self.v):
            parent.append(node)
            rank.append(0)
```



```

    while e < self.v - 1:
        s, d, w = self.graph[i]
        i += 1
        x = self.find(parent, s)
        y = self.find(parent, d)
        if x != y:
            e += 1
            result.append([s, d, w])
            self.union(parent, rank, x, y)
    return result

def find(self, p, i):
    if p[i] == i:
        return i
    return self.find(p, p[i])

def union(self, p, r, x, y):
    s = self.find(p, x)
    d = self.find(p, y)
    if r[s] < r[d]:
        p[s] = d
    elif r[s] > r[d]:
        p[d] = s
    else:
        p[d] = s
        r[s] += 1

def plot(G):

    pos = nx.spring_layout(G, seed=7)
    nx.draw_networkx_nodes(G, pos, node_size=700)

    # edges
    nx.draw_networkx_edges(G, pos, width=6)
    nx.draw_networkx_edges(
        G, pos, width=6, alpha=0.5, edge_color="b", style="dashed"
    )

    # labels
    nx.draw_networkx_labels(G, pos, font_size=20, font_family="sans-serif")

    ax = plt.gca()
    ax.margins(0.08)
    plt.axis("off")
    plt.tight_layout()
    plt.show()

if __name__ == "__main__":

    graph = Graph(10)
    for i in range(0, random.randint(19, 50)):
        graph.add_edge(random.randint(0, 9), random.randint(0, 9), random.randint(0, 9))
    result = graph.algo();

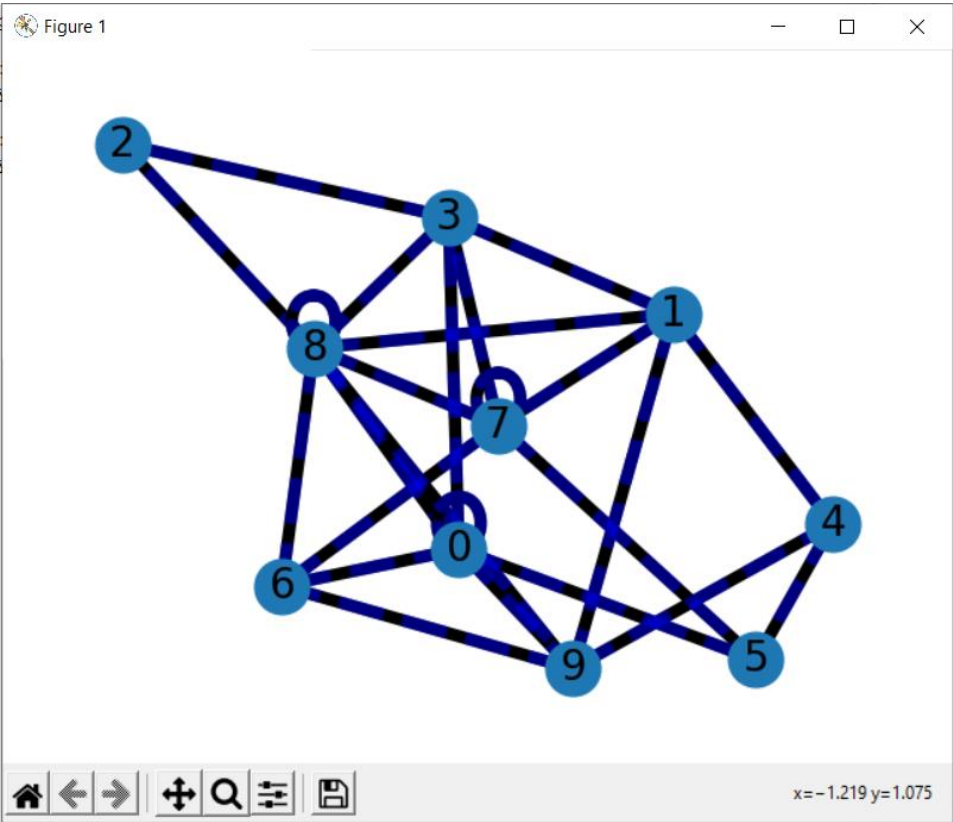
    G = nx.Graph()
    for u, v, w in graph.graph:
        G.add_edge(u, v, weight=w)

    plot(G)

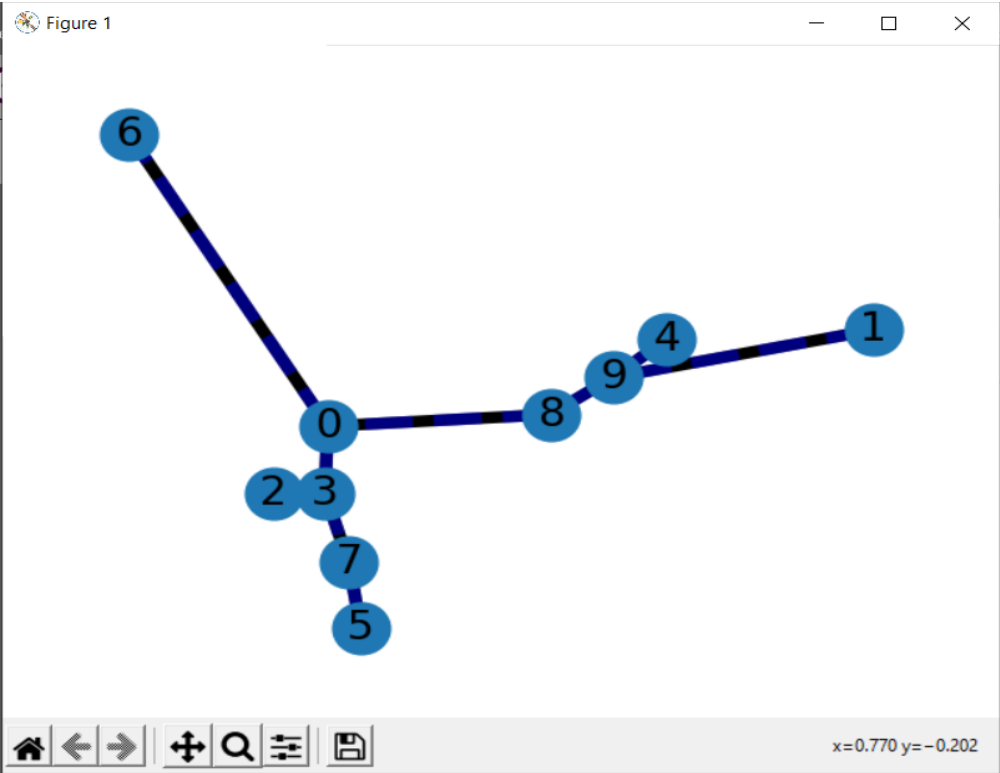
    G = nx.Graph()
    for u, v, w in result:
        G.add_edge(u, v, weight=w)
        print("%d - %d: %d" % (u, v, w))
    plot(G)

```

Output:-  
Original



MST:-



```
ushkals.py
8 - 0: 0
1 - 9: 0
6 - 0: 0
8 - 9: 1
9 - 4: 1
3 - 2: 2
3 - 0: 3
7 - 5: 3
7 - 3: 3
```