DATA STRUCTURE AND ALGORITHUM

Lab Report

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Experiment # 1
KRUSKAL THEOREM

Objective
To understand and implement the kruskal theorem.

Software Tool
1. Dev C++

1 Theory

Kruskal's algorithm. Kruskal's algorithm is a minimum-spanning-tree algorithm which finds an edge of the least possible weight that connects any two trees in the forest. It is a greedy algorithm in graph theory as it finds a minimum spanning tree for a connected weighted graph adding increasing cost arcs at each step

2 Task

2.1 Procedure: Task 1

2.2 Procedure: Task 2

```
#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)
    {
```

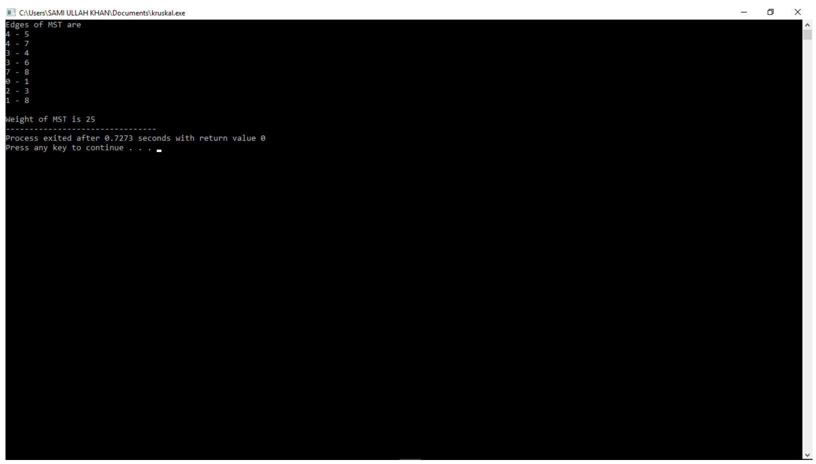

Figure 1: Time Independent Feature Set

```
        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;
    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 << u << " - " << v << endl;
            mst_wt += it->first;
            ds.merge(set_u, set_v);
        }
```

```
    }
    return mst_wt;
}
 int main()
{
   int V = 9, E = 14;
    Graph g(V, E);
    g.addEdge(0, 1, 4);
    g.addEdge(0, 7, 8);
    g.addEdge(1, 2, 8);
    g.addEdge(1, 8,5 );
    g.addEdge(1, 6, 10);
    g.addEdge(2, 6, 4);
    g.addEdge(2, 3, 4);
    g.addEdge(2, 8, 4);
    g.addEdge(2, 5, 4);
    g.addEdge(2, 1, 8);
    g.addEdge(3, 6, 3);
    g.addEdge(3, 2, 4);
    g.addEdge(3, 4, 3);
    g.addEdge(4, 3, 3);

    g.addEdge(4, 6, 6);
    g.addEdge(4, 5, 1);
    g.addEdge(4, 7, 2);
    g.addEdge(5, 2, 4);
    g.addEdge(5, 7, 3);
    g.addEdge(5, 4, 1);

    g.addEdge(6, 1, 10);
    g.addEdge(6, 2, 4);
    g.addEdge(6, 3, 3);
    g.addEdge(6, 4, 6);

    g.addEdge(7, 4, 2);
    g.addEdge(7, 5, 3);
    g.addEdge(7, 8, 3);
    g.addEdge(8, 1, 5);
    g.addEdge(8, 2, 4);
    g.addEdge(8, 5, 3);
```

```
    cout << "Edges of MST are \n";
    int mst_wt = g.kruskalMST();

    cout << "\nWeight of MST is " << mst_wt;

    return 0;
}
```

3 Conclusion

in this we understand about the kruskal theorem and how it is implemented by code.