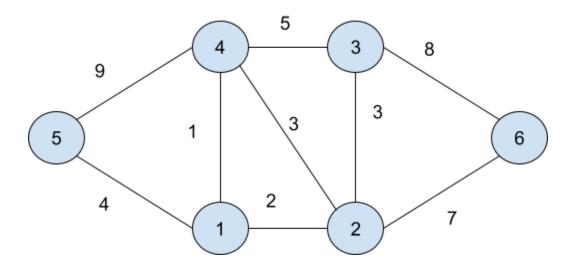
MEDIUM

Kruskal's Algorithm

Intuition

Kruskal's Algorithm is used to Find the Minimum Spanning Tree

eg.



If this graph can be represented in n nodes and n-1 edges there is a possible MST.

Algorithm:

- Sort all the edges according to weights : [weight , u, v]

-	1	1	4
-	2	1	2
-	3	2	3
-	3	2	4
-	4	1	5
-	5	3	4
-	7	2	6
-	8	3	6
-	9	4	5

- Disjoint set provides us with the following options unionByRank() and findParent(), when we will create a DS using these 6 nodes we have initial configuration.

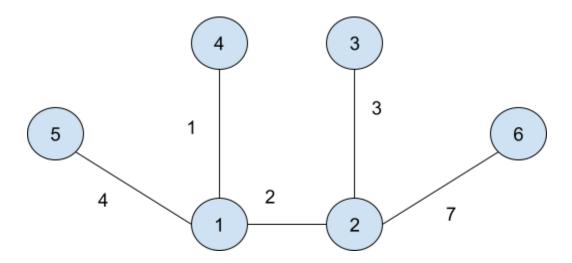
Eg.

1 1 4

1 4 // different parents so can take it

2 1 1 2 // different parents so can take it 2 3 1 3 // different parents so can take it 3 2 1 1 // Not take it same parents 1 4 1 5 // different parents so can take it 5 3 1 1 // Not take it same parents 7 2 6 // different parents so can take it 1 8 3 1 1 // Not take it same parents 9 4 5 1 1 // same parents not take it

MST:



Approach

- Creating an edge vector containing edges as distance, { from, to }
- Sorting the edge vector
- Creating a MSTweight variable initialized with 0
- Traversing the edge vector :
 - Check if parent of the edges are not same :
 - Update MST weight as MSTweight+=edgeweight
 - Update disjoint set with this edge
- Return the MSTweight

Function Code

```
class DisjointSet
{
   private:
   vector<int> parent;
   vector<int> rank;
   public:
   // creating constructor
   DisjointSet(int n)
   {
        // resizing rank and initializing with 0
        rank.resize(n,0);
        // resizing parent and initializing with node itself
        parent.resize(n);
        for(int i=0;i<n;i++)</pre>
        {
            parent[i]=i;
        }
   }
   // creating the find parent function
   int findParent(int node)
        // checking if the node is we reached is already a parent
        if(parent[node]==node)
            // returning the node
            return node;
        // implementing path compression and returning recursive call to
find ultimate parent
        return parent[node] = findParent(parent[node]);
   // implementing union by rank
   void unionbyrank(int u,int v)
   {
        // calculating the ultimate parents
        int pu = findParent(u);
        int pv = findParent(v);
        // checking if the parents are already same
        if(pu==pv)
        {
            return;// parents are same
```

```
// u rank is greater
        if(rank[pu]<rank[pv])</pre>
        {
            parent[pv] = pu;
            rank[pu]+=1;
        else if(rank[pu]==rank[pv])
        {
            parent[pv] = pu;
        else
        {
            parent[pu]=pv;
            rank[pv]+=1;
   }
};
class Solution
     public:
     //Function to find sum of weights of edges of the Minimum Spanning
Tree.
   int spanningTree(int n, vector<vector<int>> adj[])
   {
        // We have to store the edges
        vector<pair<int, pair<int, int>>> edges;
        for(int i=0;i<n;i++)</pre>
        {
      // traversing adjacency list to get edges
            for(auto it : adj[i])
            {
                int adjnode = it[0];
                int weight = it[1];
                int node = i;
                edges.push_back({weight,{node,adjnode}});
            }
        // creating a disjoint set
        DisjointSet ds(n);
        // sorting edges according to weights
        sort(edges.begin(),edges.end());
        int mstweight = 0;
        // traversing through edges to update the MST
```

```
for(auto it:edges)
{
    int weight = it.first;
    int from = it.second.first;
    int to = it.second.second;

// checking if parents are different
    if(ds.findParent(from)!=ds.findParent(to))
    {
        // updating the MST weight and creating the graph using DS
        mstweight+=weight;
        ds.unionbyrank(from,to);
    }
    }
    // returning the weight of the MST
    return mstweight;
}
```

Time Complexity

O(Nlog(N))