

# Minimum Cost Spanning Trees

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Mathematics for Data Science 1  
Week 12

## Roads

- District hit by cyclone, roads are damaged
- Government sets to work to restore roads
- Priority is to ensure that all parts of the district can be reached
- What set of roads should be restored first?

# Examples

## Roads

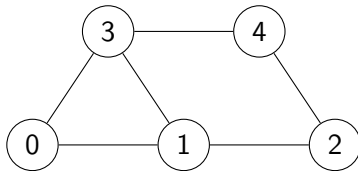
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## Fibre optic cables

- Internet service provider has a network of fibre optic cables
- Wants to ensure redundancy against cable faults
- Lay secondary cables in parallel to first
- What is the minimum number of cables to be doubled up so that entire network is connected via redundant links?

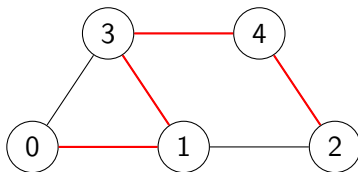
# Spanning trees

- Retain a minimal set of edges so that graph remains connected



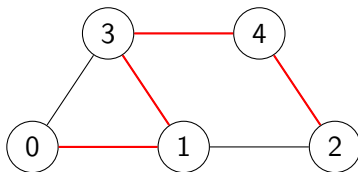
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- Recall that a minimally connected graph is a **tree**
  - Adding an edge to a tree creates a loop
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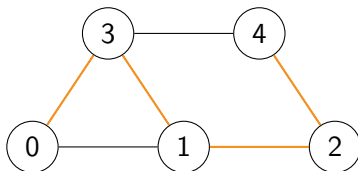
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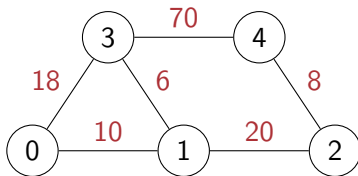
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- More than one spanning tree, in general



# Spanning trees with costs

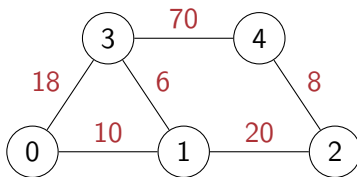
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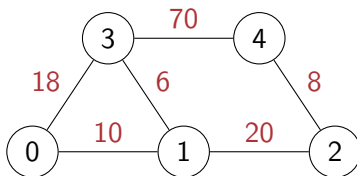
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  - Add the cost of all the edges in the tree
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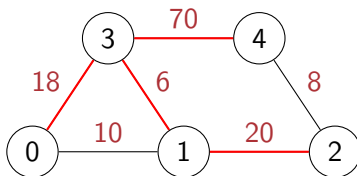
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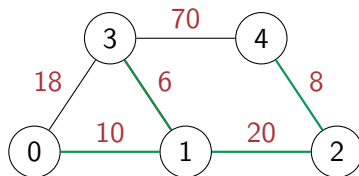
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- **Example**

- Spanning tree, **Cost is 114** — not minimum cost spanning tree
- Another spanning tree, **Cost is 44** — minimum cost spanning tree



# Some facts about trees

**Definition** A tree is a connected acyclic graph.

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Adding an edge to a tree must create a cycle.

- Suppose we add an edge  $(i, j)$
- Tree is connected, so there is already a path from  $i$  to  $j$
- The new edge  $(i, j)$  combined with this path from  $i$  to  $j$  forms a cycle

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## Fact 3

In a tree, every pair of vertices is connected by a unique path.

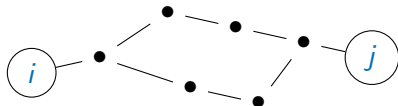
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- If there are two paths from  $i$  to  $j$ , there must be a cycle



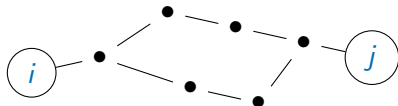
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## Observation

Any two of the following facts about a graph  $G$  implies the third

- $G$  is connected
- $G$  is acyclic
- $G$  has  $n - 1$  edges



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# Building minimum cost spanning trees

- We will use these facts about trees to build minimum cost spanning trees
- Two natural strategies
- Start with the smallest edge and “grow” a tree
  - Prim's algorithm
- Scan the edges in ascending order of weight to connect components without forming cycles
  - Kruskal's algorithm