

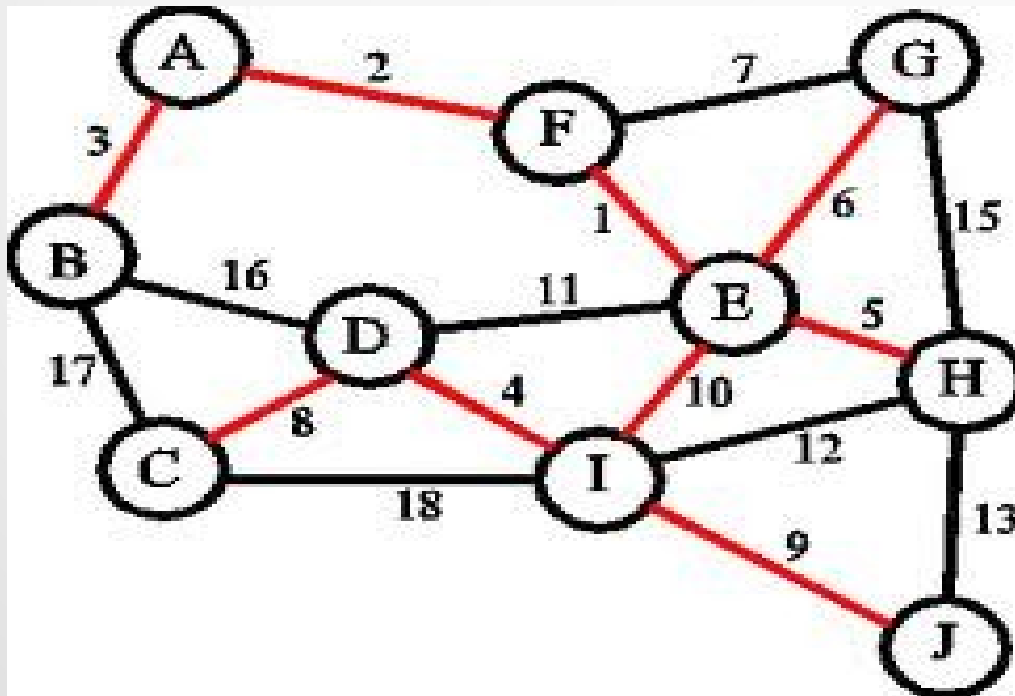
# CSE 201: Data Structures

## Lecture 10: Graphs

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# Minimum Spanning Tree

- Given a weighted undirected graph  $G$ , goal is to find a tree  $T$  such that
  - $T$  contains all vertices in  $G$
  - Sum of weights of edges in  $T$  is minimum



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# Algorithms

- First algorithm to find MST was by a Czech scientist Baruvka
  - Baruvka's algorithm
  - Uses greedy approach
- Other greedy approaches
  - Prim's algorithm
  - Kruskal's algorithm

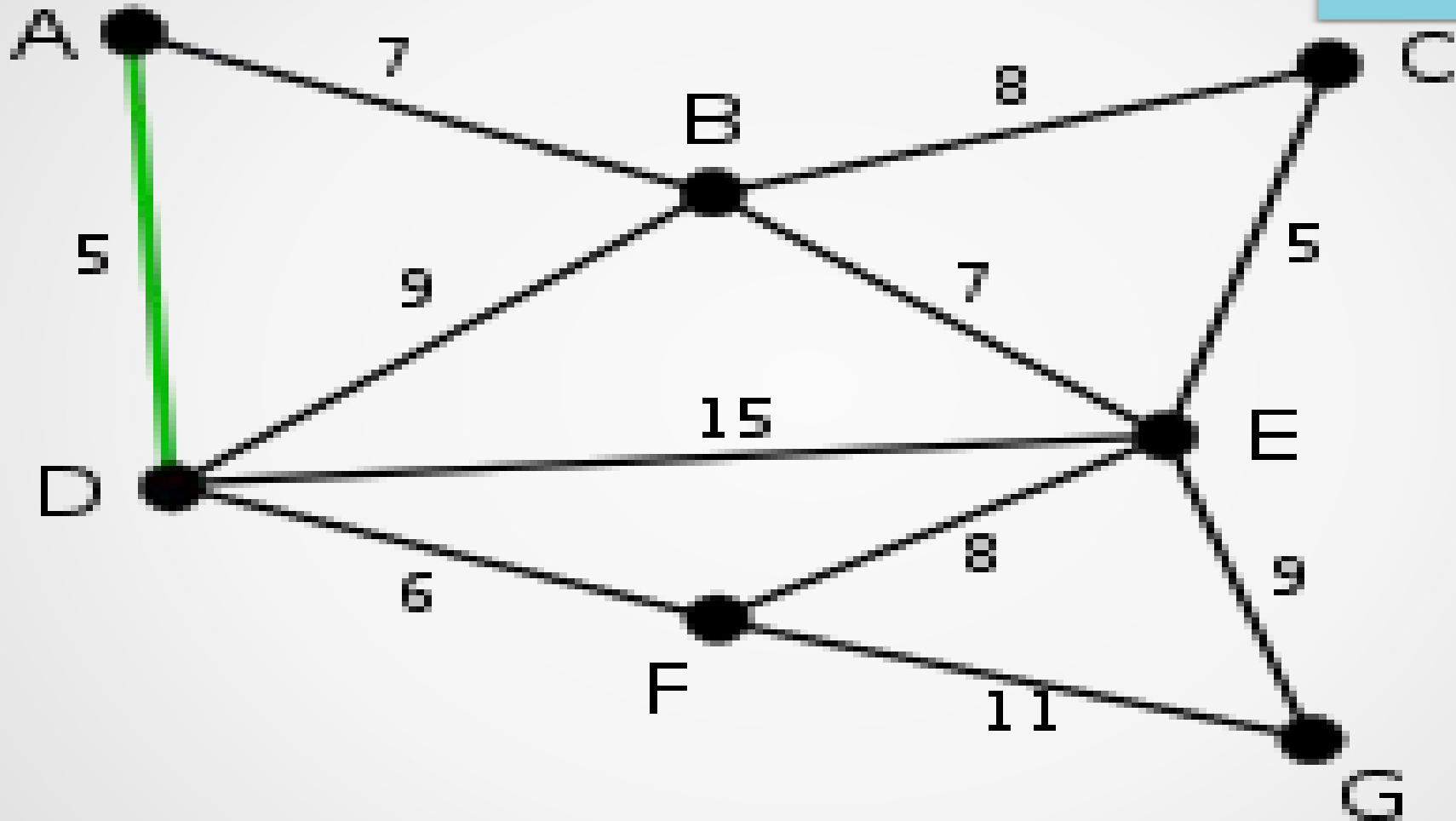
# Kruskal's Algorithm

- Greedy Algorithm
- The algorithm maintains a forest of trees
- An edge is accepted if it connects distinct trees
  - The edge is chosen such that its weight is minimum amongst the edges connecting the two trees
  - The trees are also known as clusters or clouds

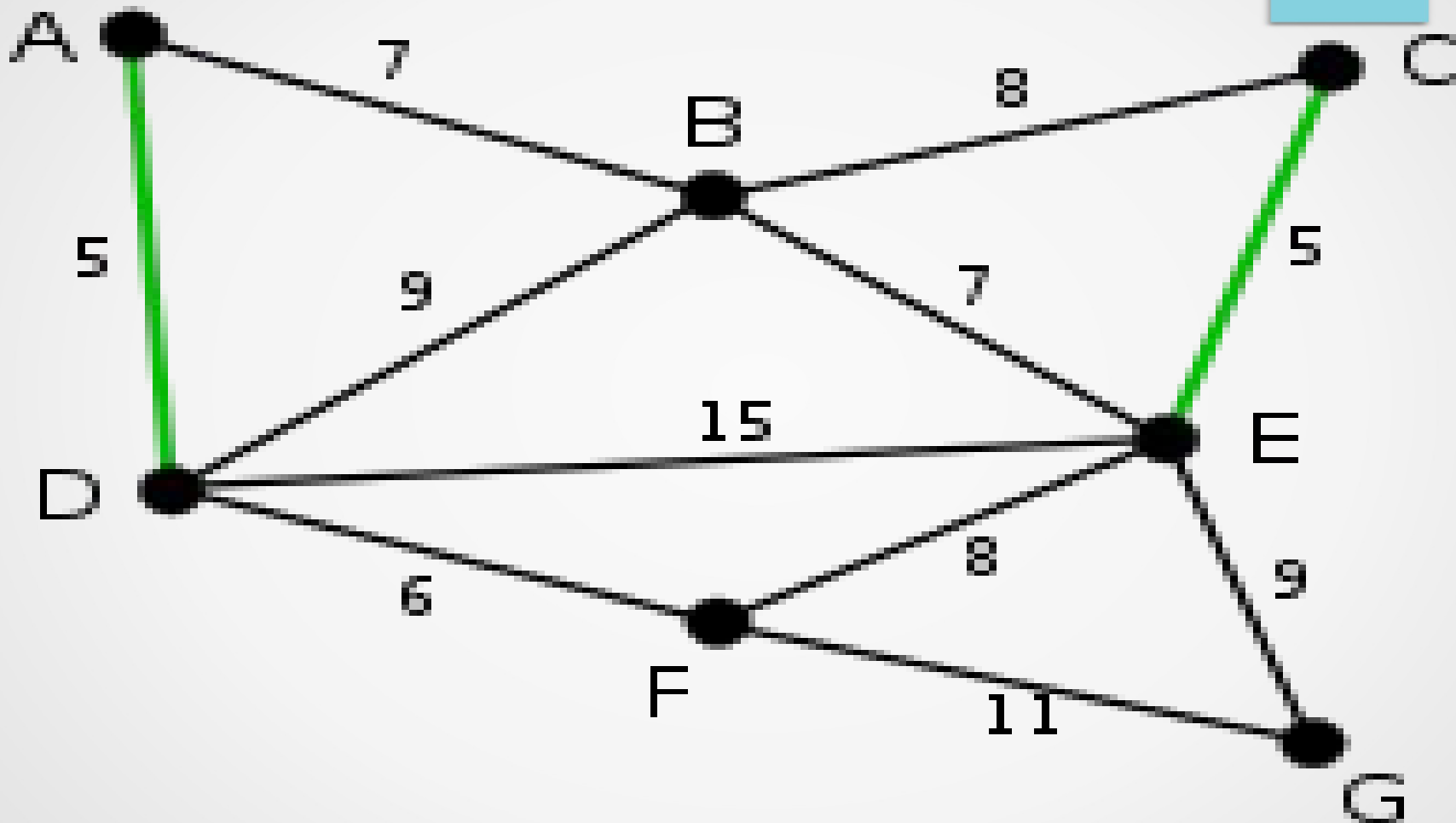
# Kruskal's Algorithm

- Let every node in  $G$  be a cluster  $C(v)$
- Initialize a priority queue  $Q$  with all edges in  $G$  using weights as keys
- Take the minimum weight edge in  $Q$  and if  $C(u) \neq C(v)$ 
  - add the edge to MST  $T$
  - Merge the clusters  $C(u)$  and  $C(v)$
- Repeat till there are no more clusters to merge

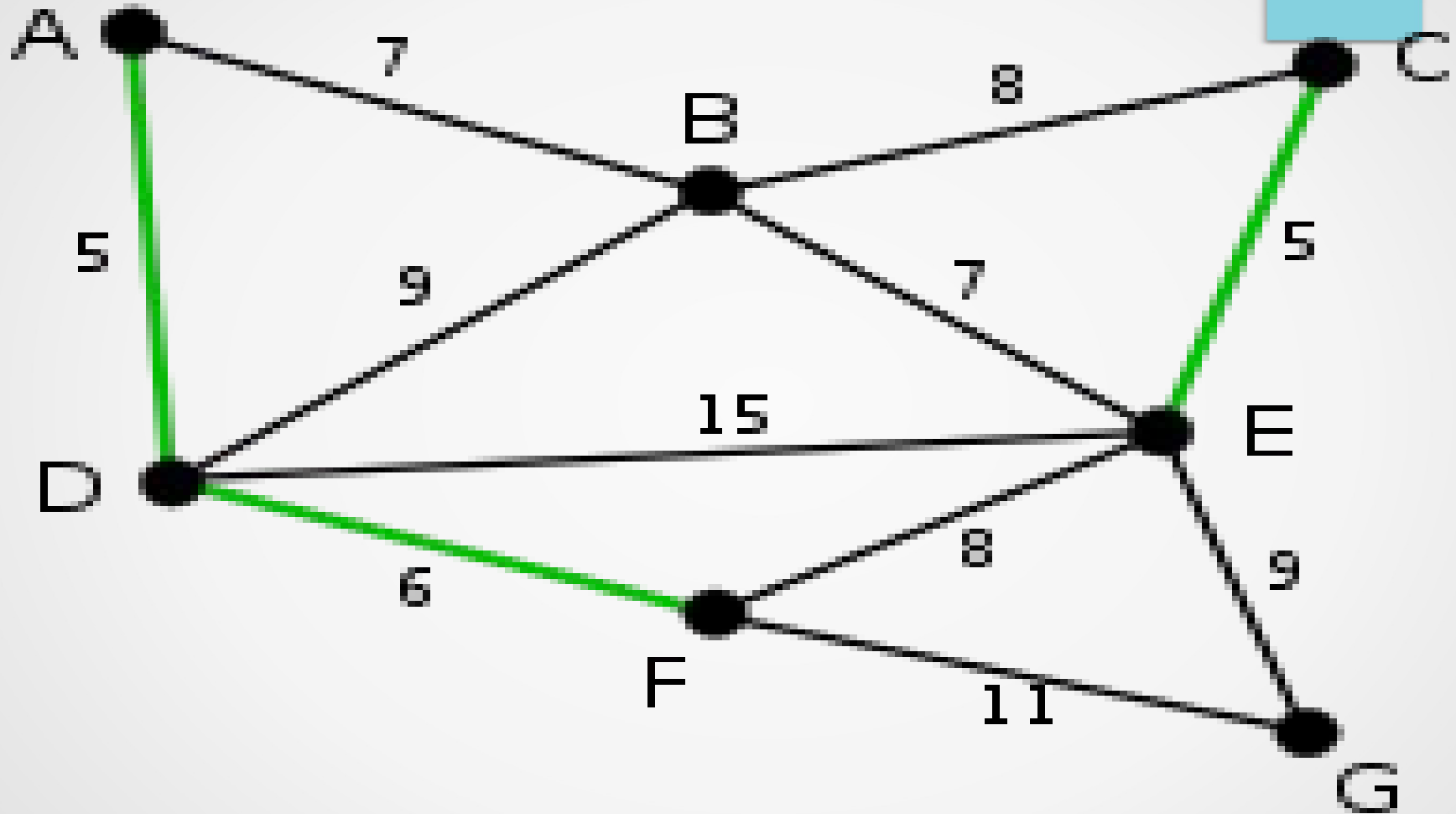
# Kruskal's Algorithm: Example



# Kruskal's Algorithm: Example

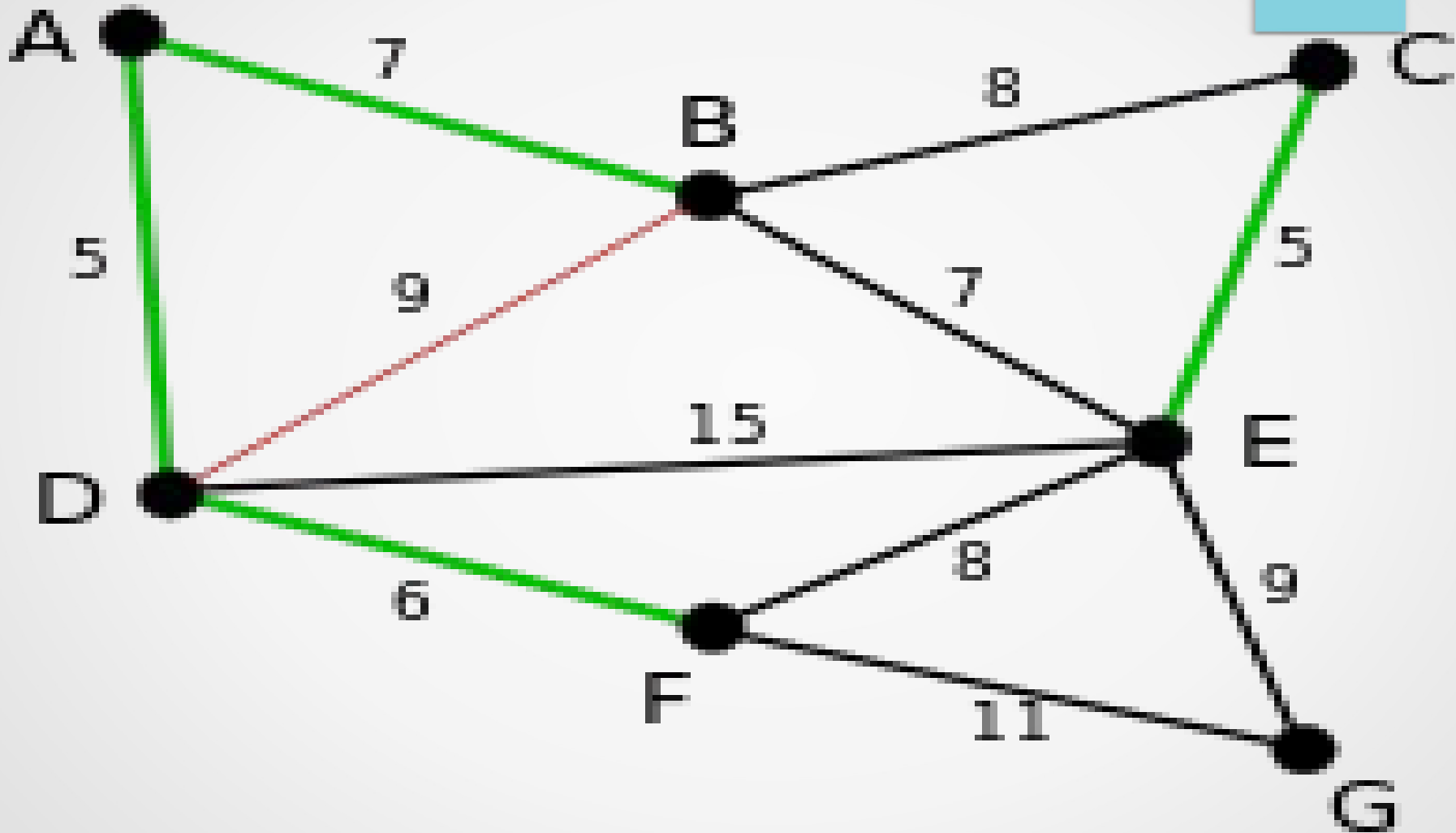


# Kruskal's Algorithm: Example

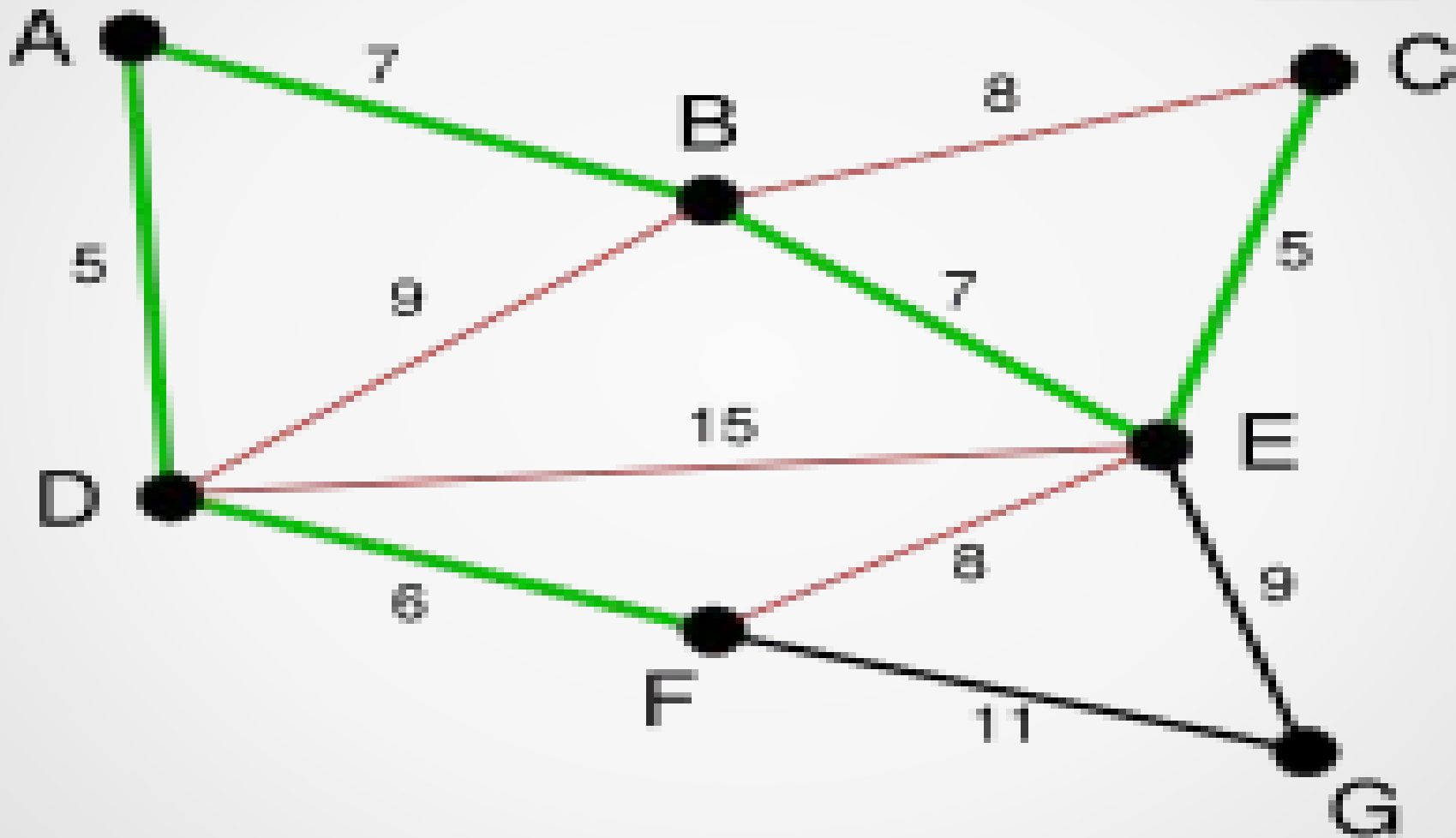




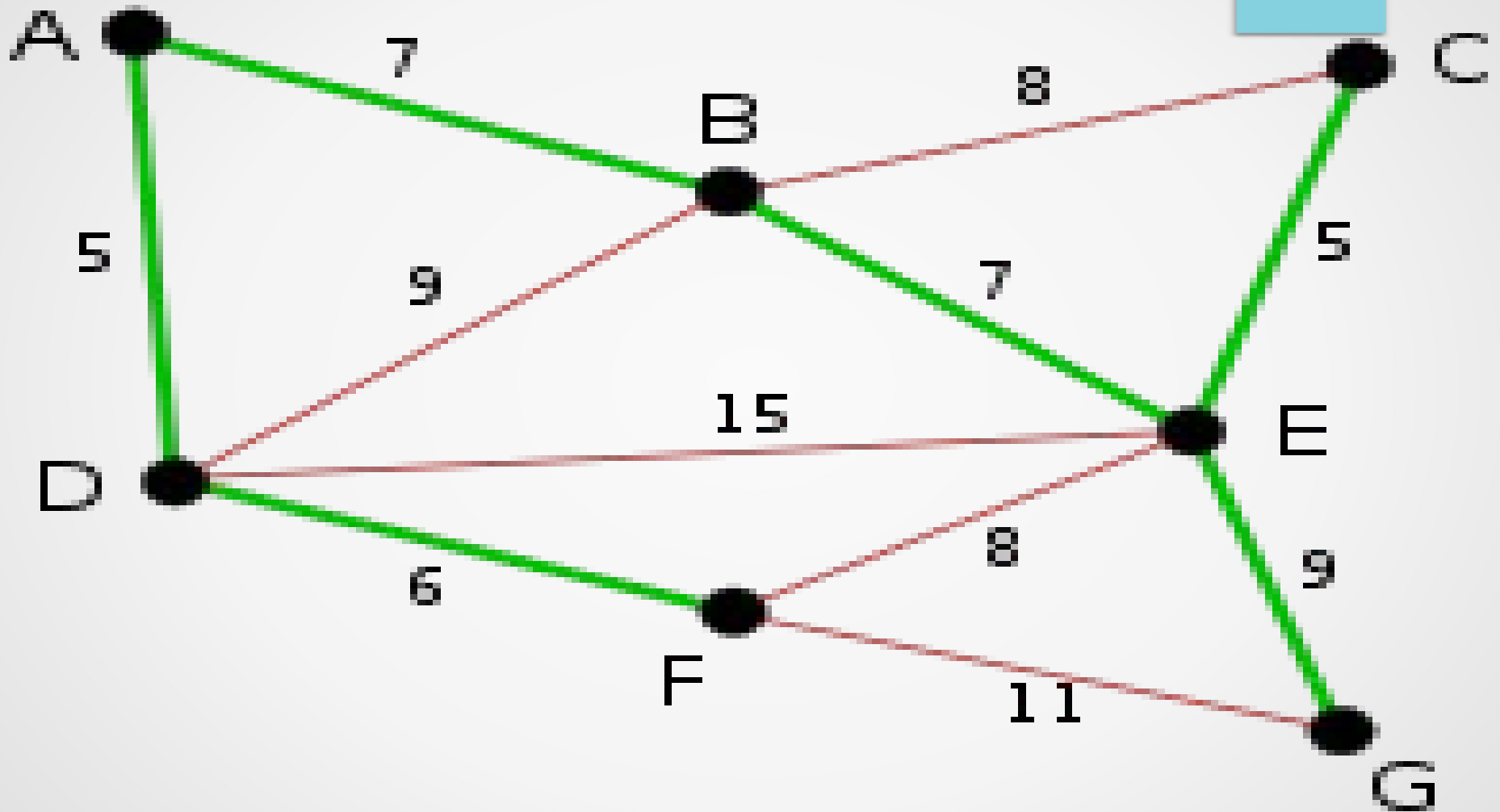
# Kruskal's Algorithm: Example



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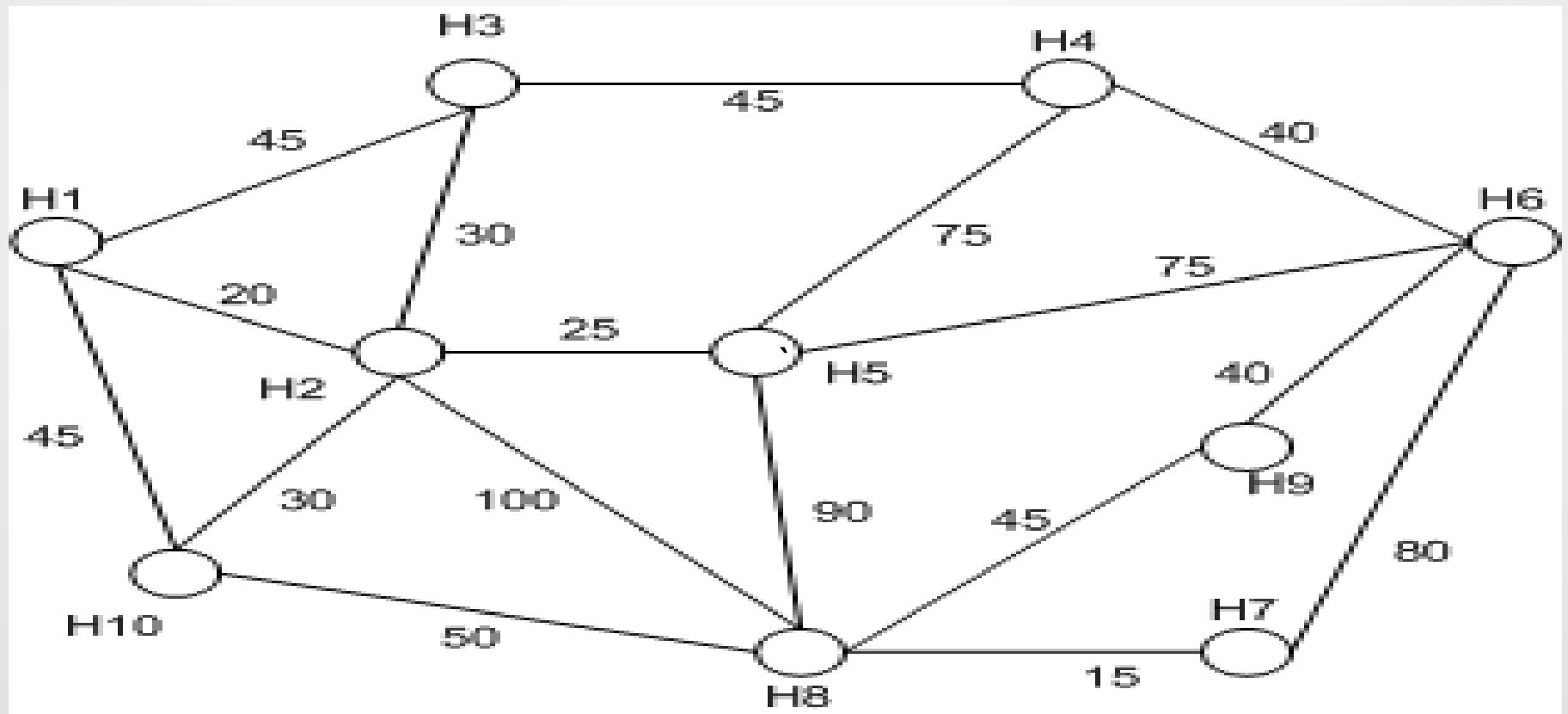


# Kruskal's Algorithm: Example



# Exercise

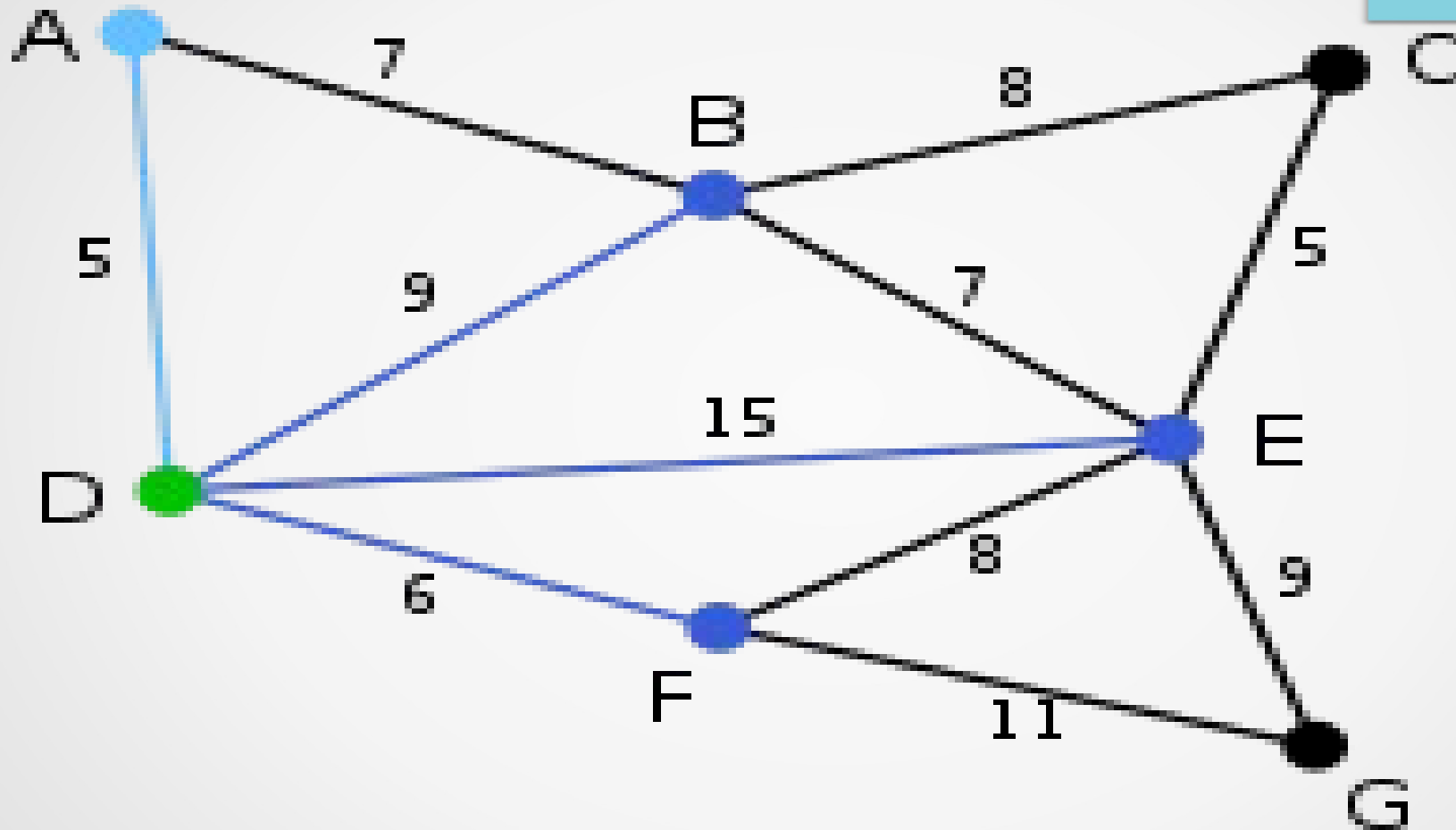
- Find the MST for the following graph using Kruskal's algorithm



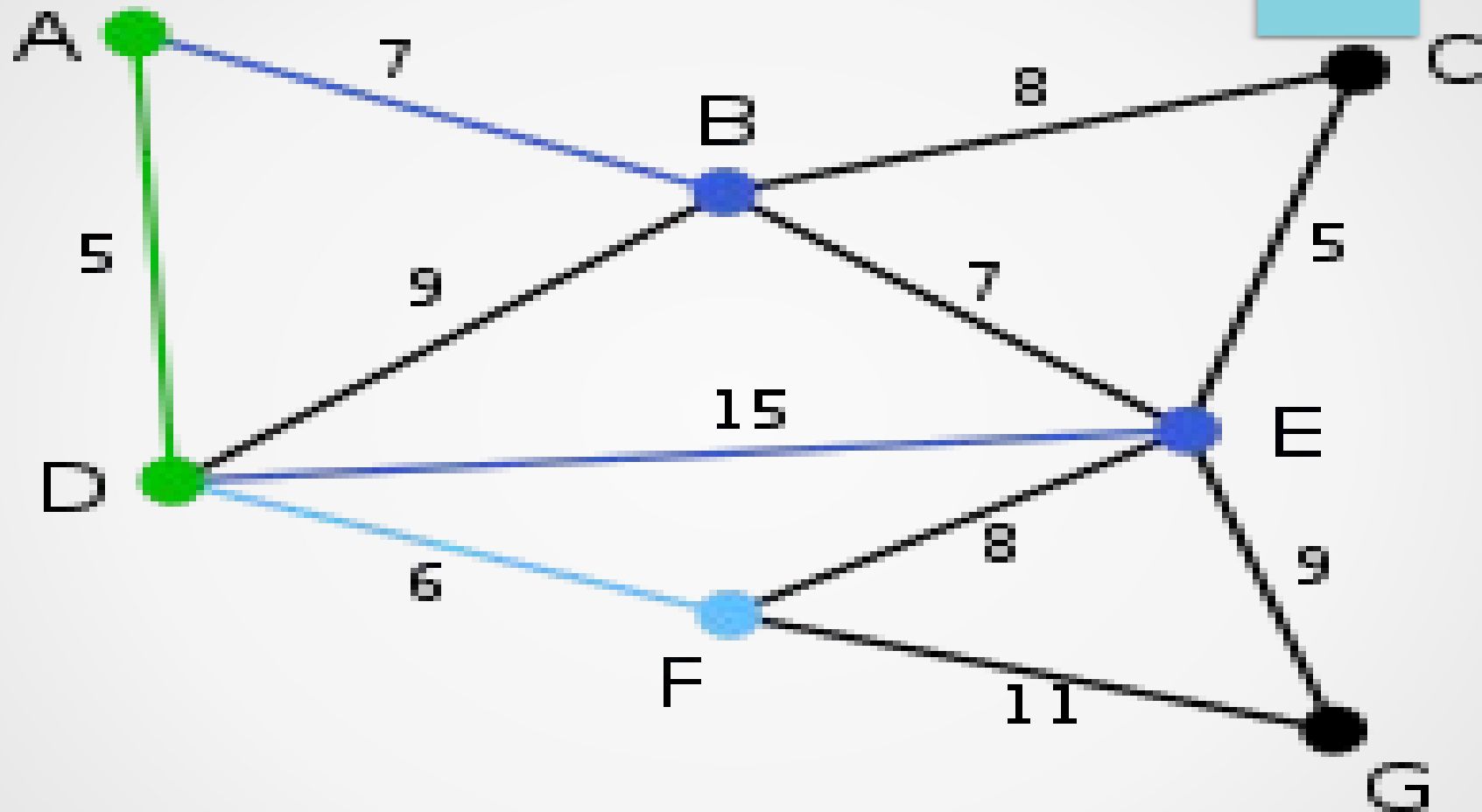
# Prim's Algorithm

- Similar to Dijkstra
- Pick any vertex  $v$  of  $G$
- Initialize for all  $u$  not  $v$ ,  $d[u]$  to infinity and  $d[v]=0$
- Remove from  $Q$   $u$  with minimum  $d[u]$ 
  - Add  $u$  and edge  $(u,v)$  to  $T$
  - For all neighbors  $z$  of  $u$ , do relaxation by finding  $d[z] = w(u,z)$ , and update  $Q$ 
    - If  $d[z] > d(u,z)$ ,  $d[z] = d(u,z)$

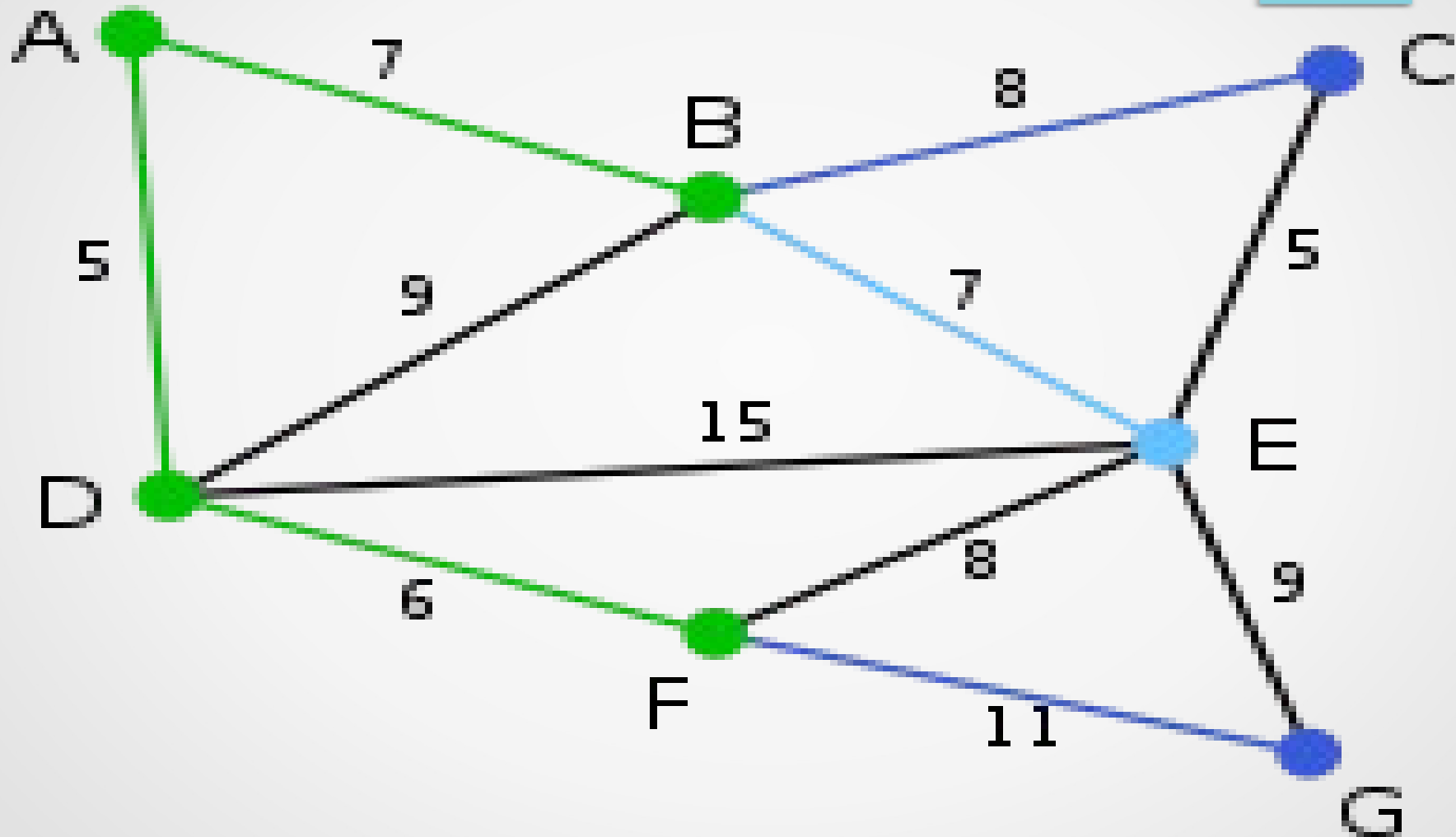
# Prim's Algorithm: Example



# Prim's Algorithm: Example

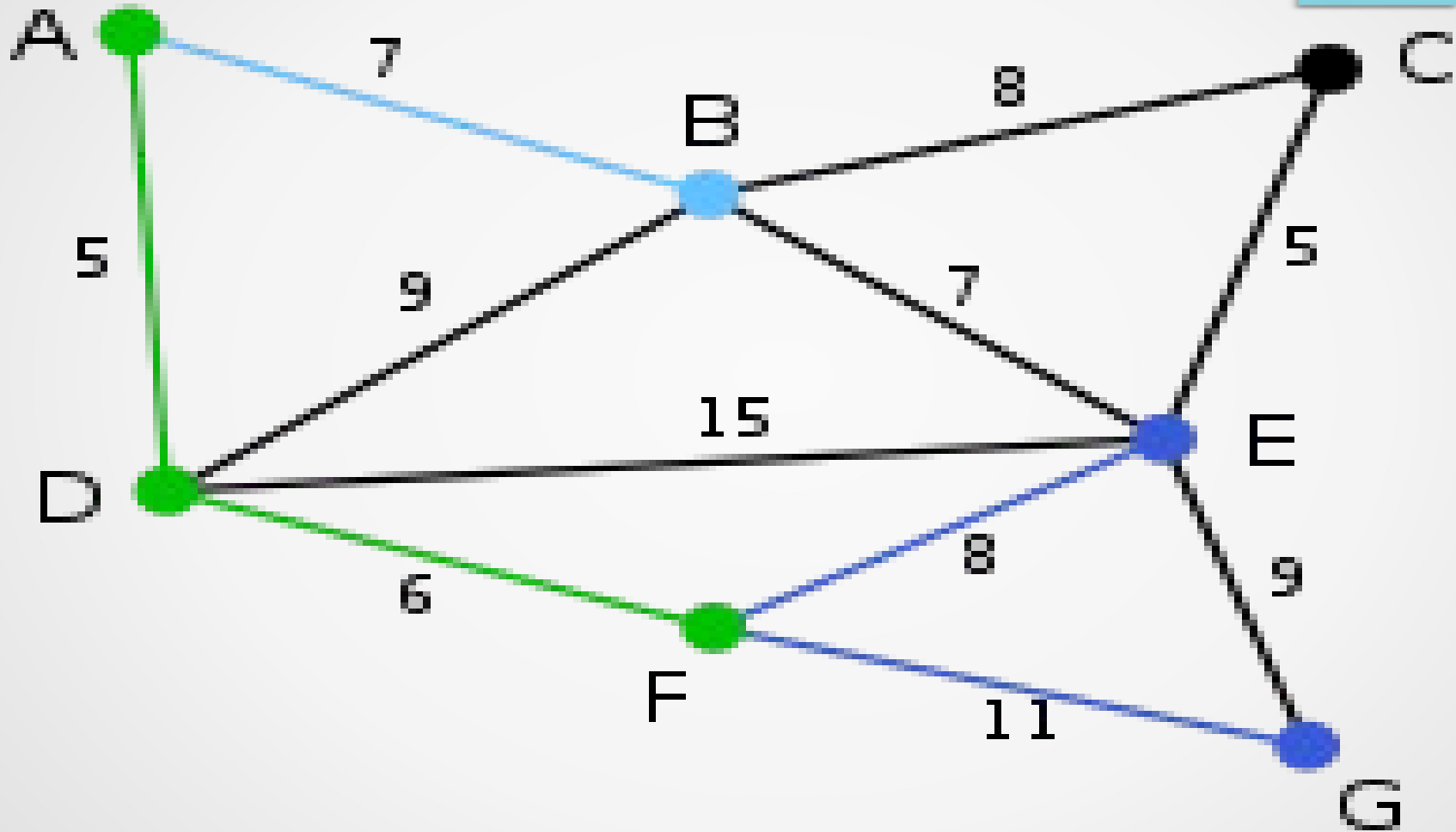


# Prim's Algorithm: Example

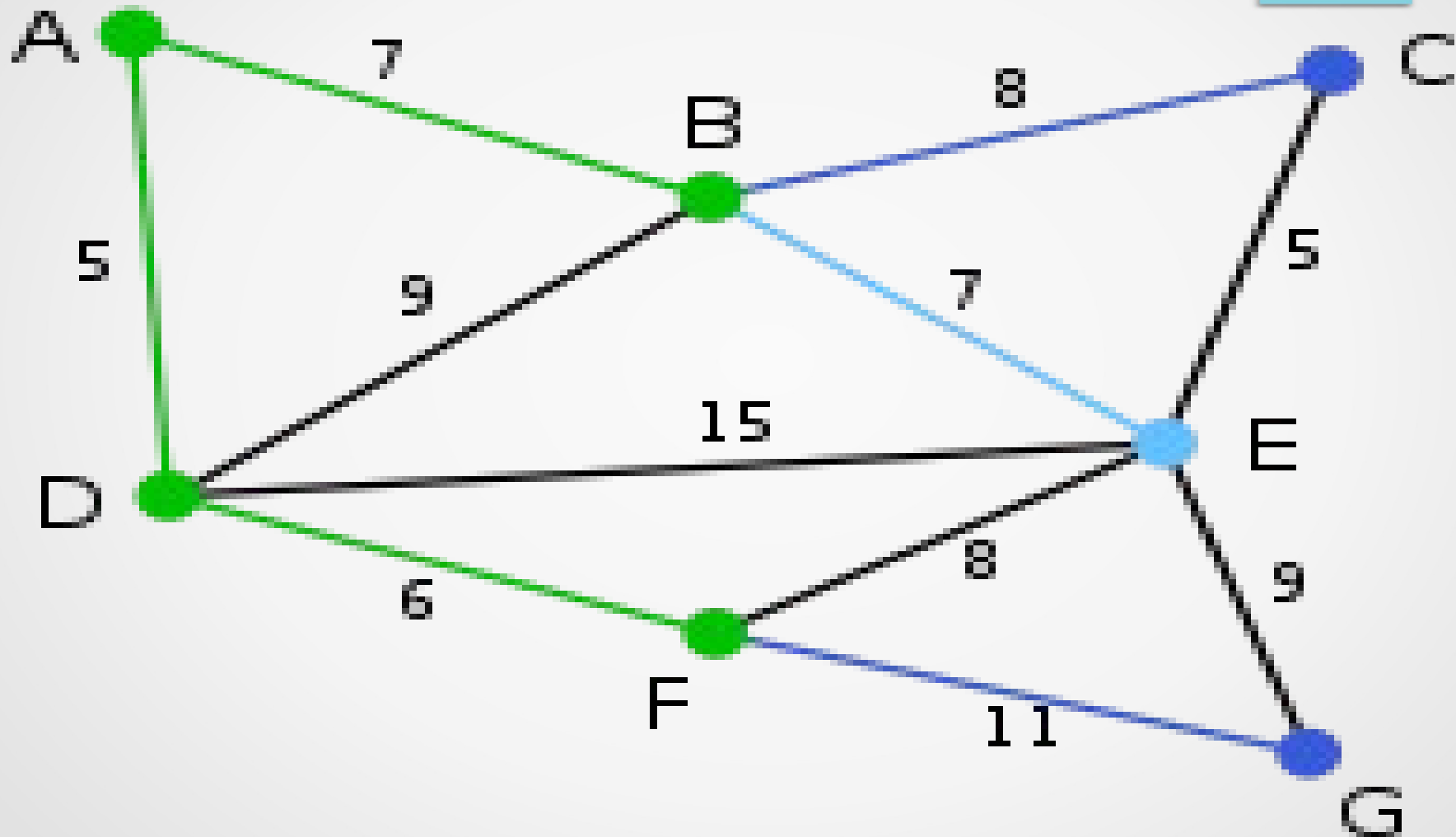




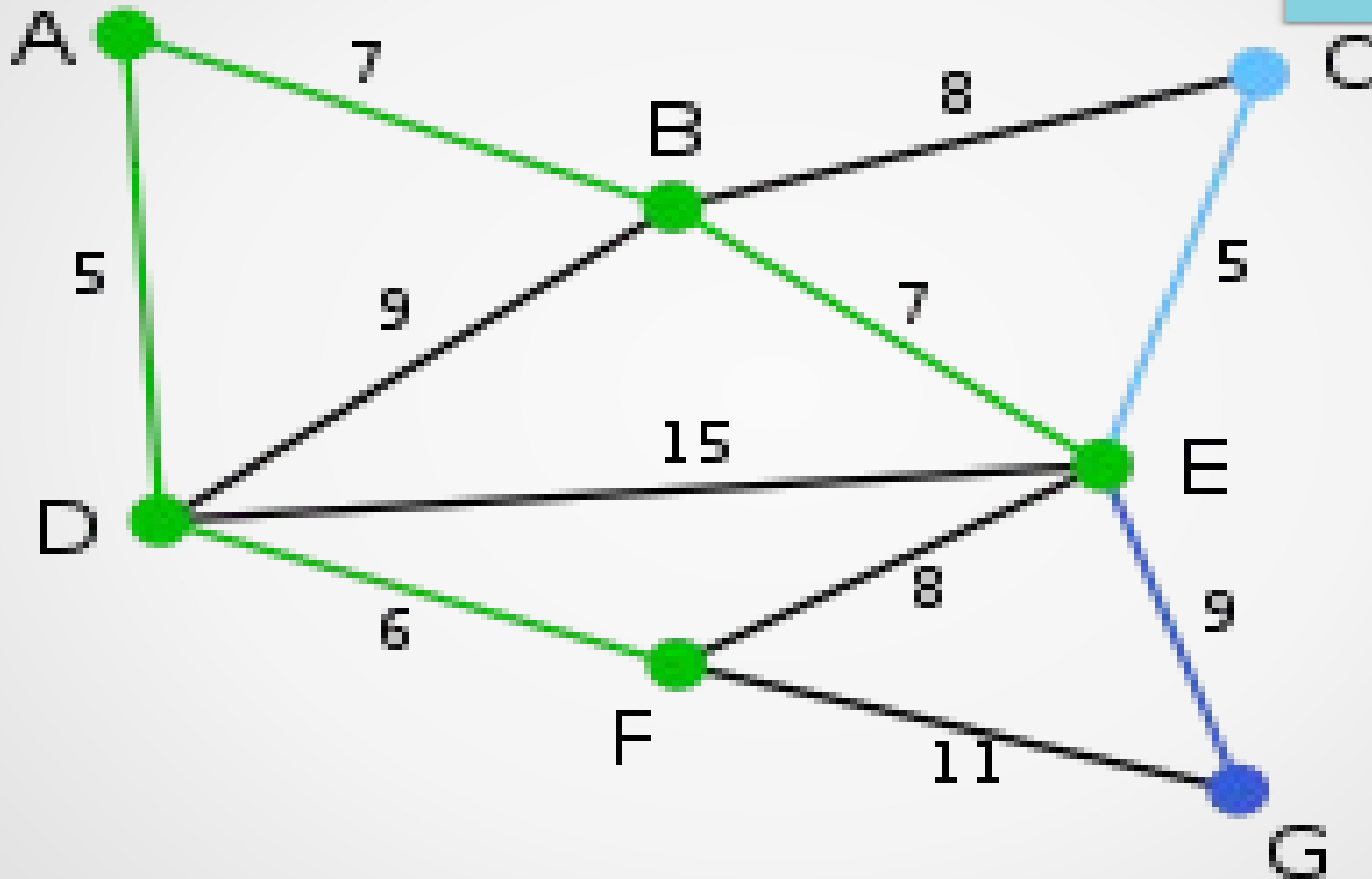
# Prim's Algorithm: Example



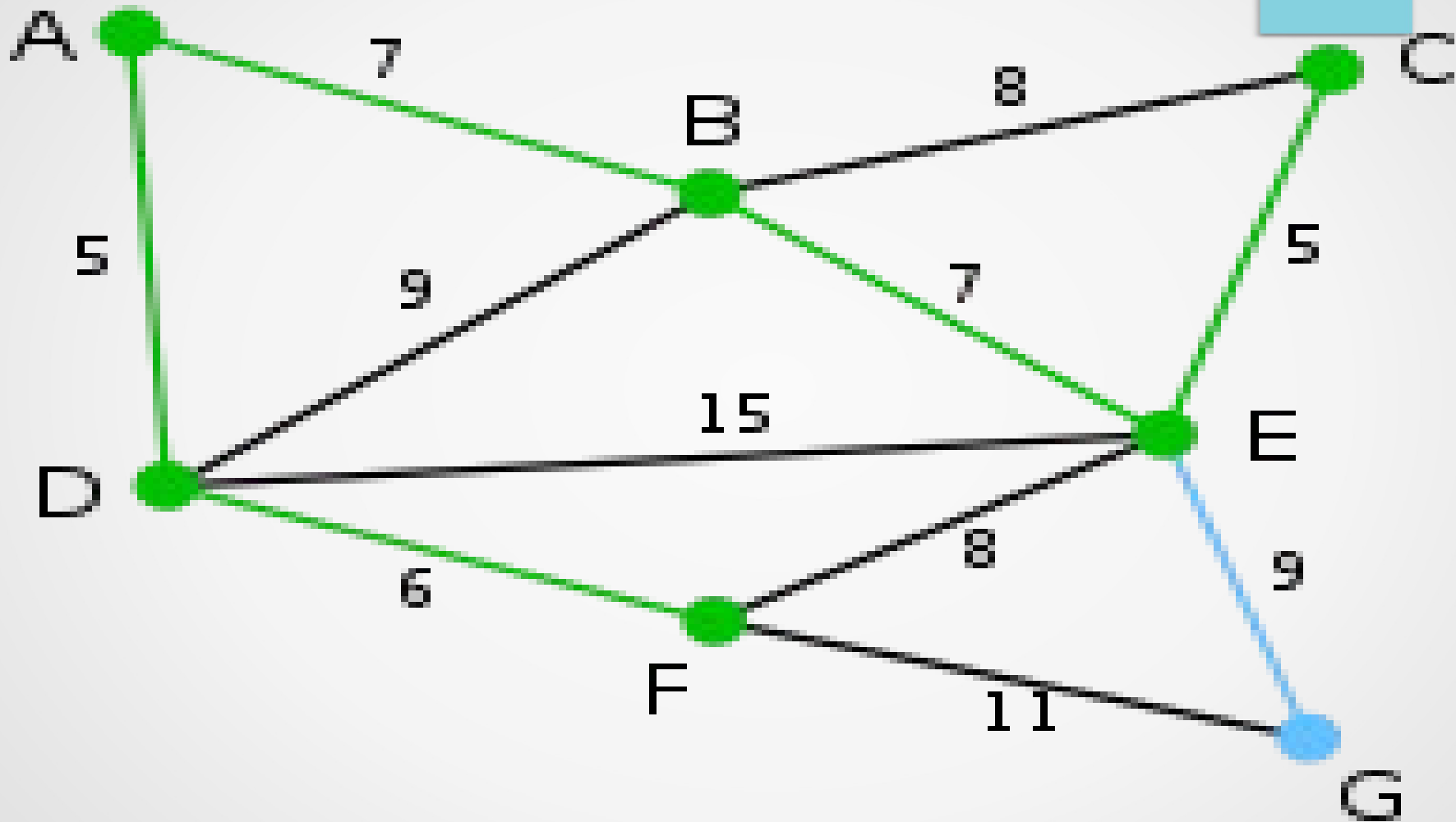
# Prim's Algorithm: Example



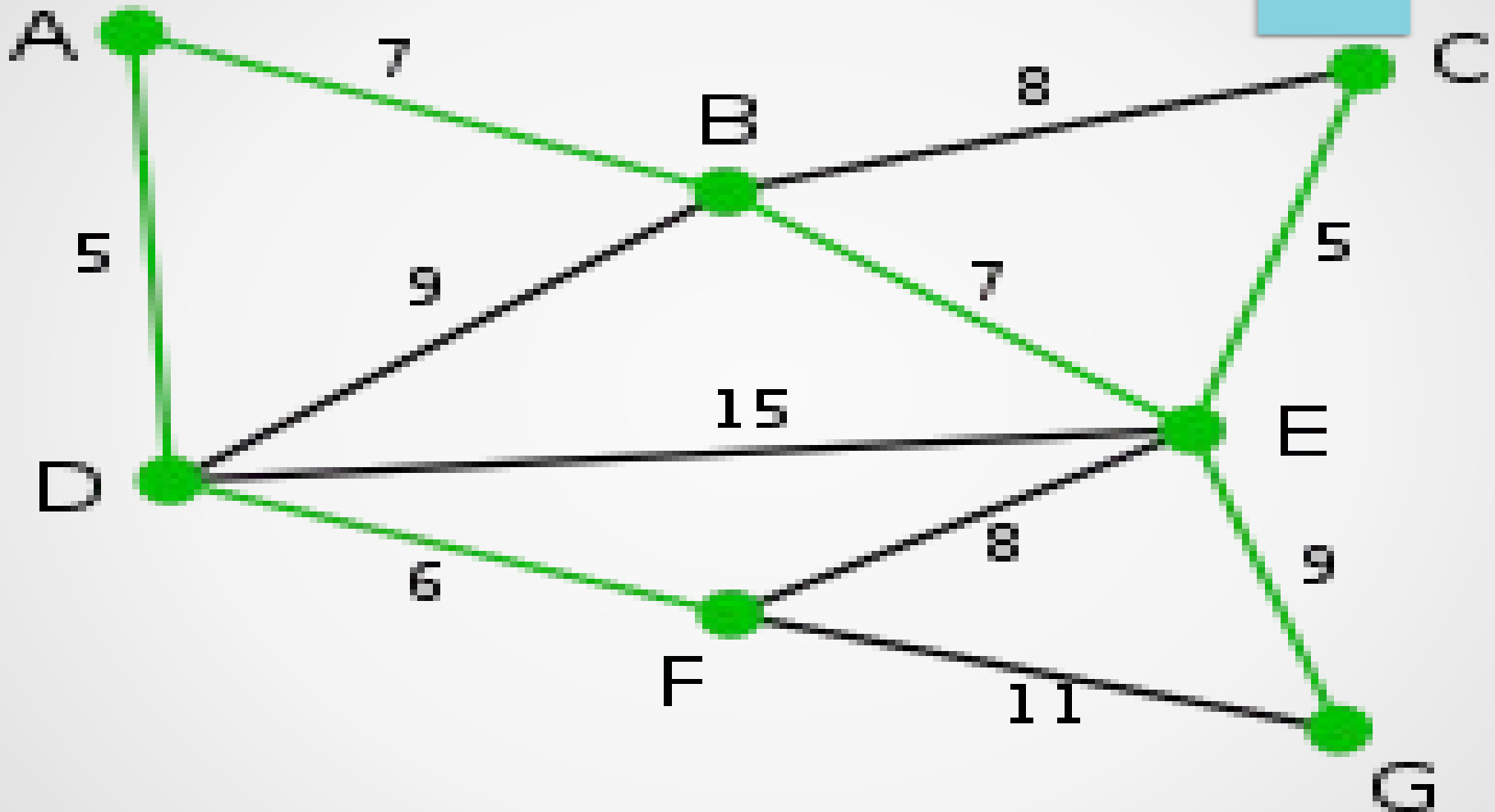
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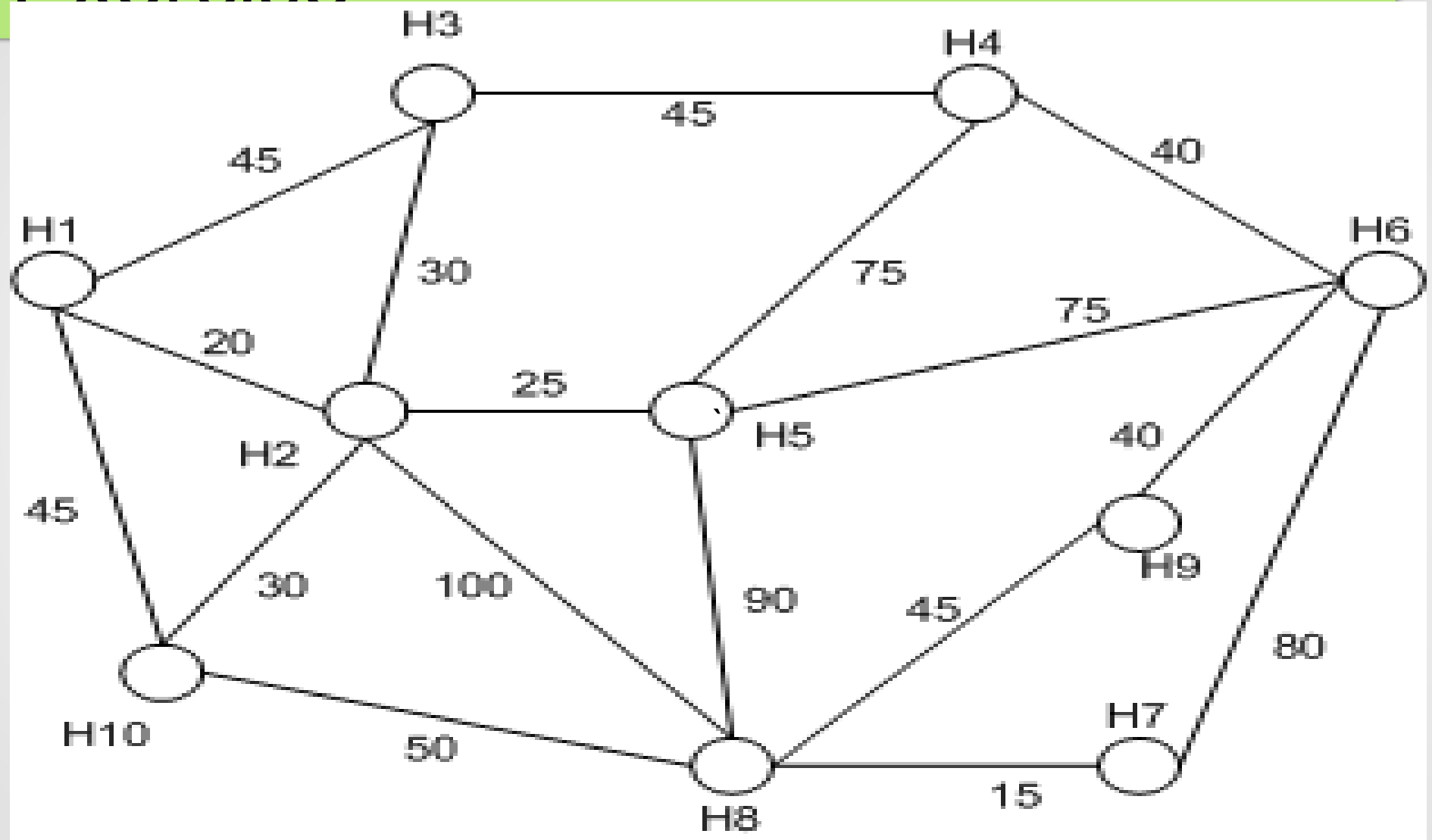
# Prim's Algorithm: Example



# Prim's Algorithm: Example



# Exercise



# Baruvka's Algorithm

- Like Kruskal's this grows many clouds at once
- Initially every vertex is a component  $C_i$
- For each  $C_i$  find the smallest weight edge  $(v,u)$  in  $E$  and add to  $C_i$  such that
  - $v$  is in  $C_i$ ,  $u$  is not in  $C_i$
  - Add  $e$  to  $T$
- Each iteration reduces the number of components by half

# Baruvka's Algorithm

- Algorithm BaruvkaMST( $G$ )

$T \leftarrow V$  {just the vertices of  $G$ }

while  $T$  has fewer than  $n-1$  edges do

for each connected component  $C$  in  $T$  do

Let edge  $e$  be the smallest-weight edge from  $C$  to another component in  $T$ .

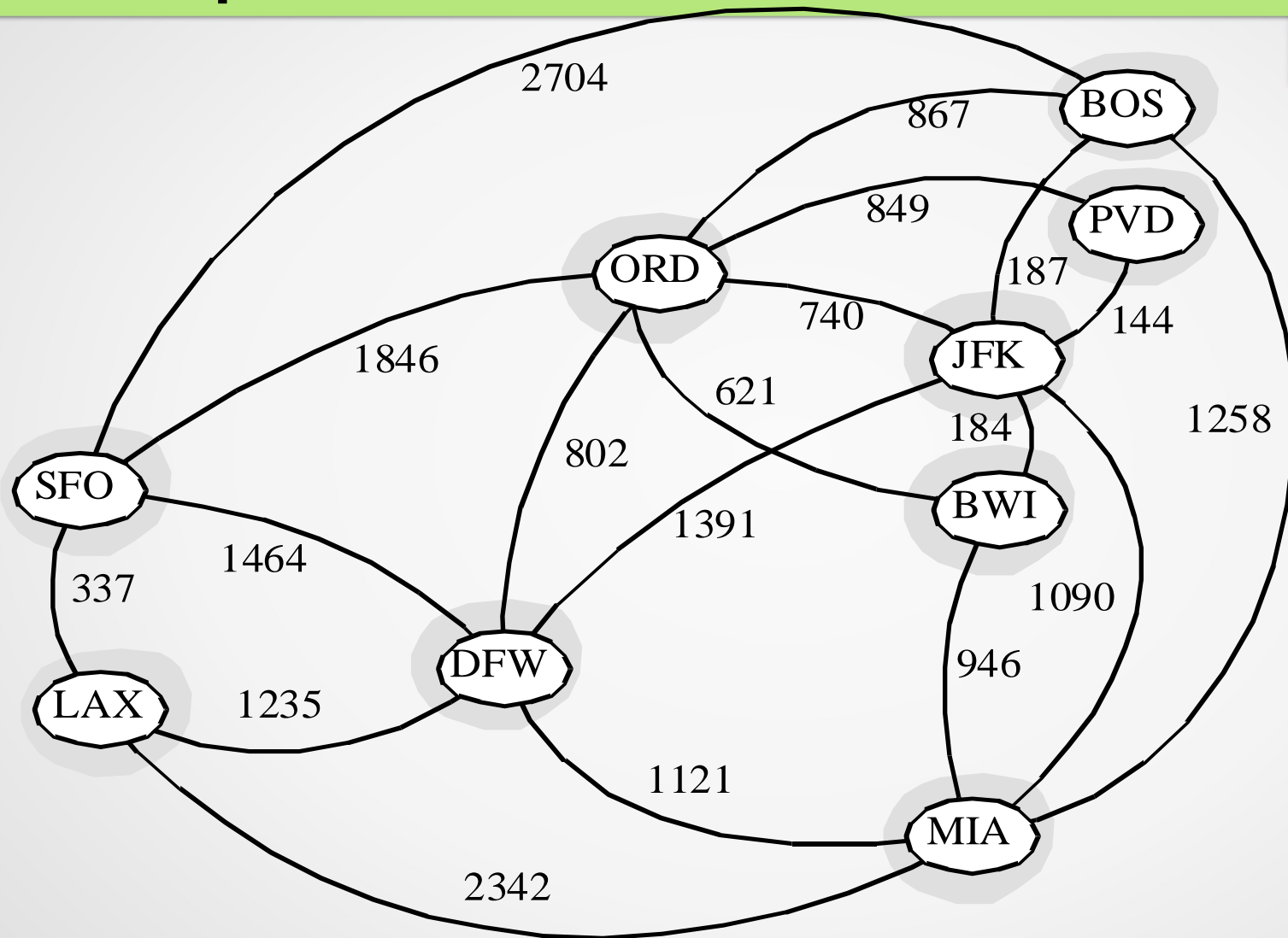
if  $e$  is not already in  $T$  then

Add edge  $e$  to  $T$

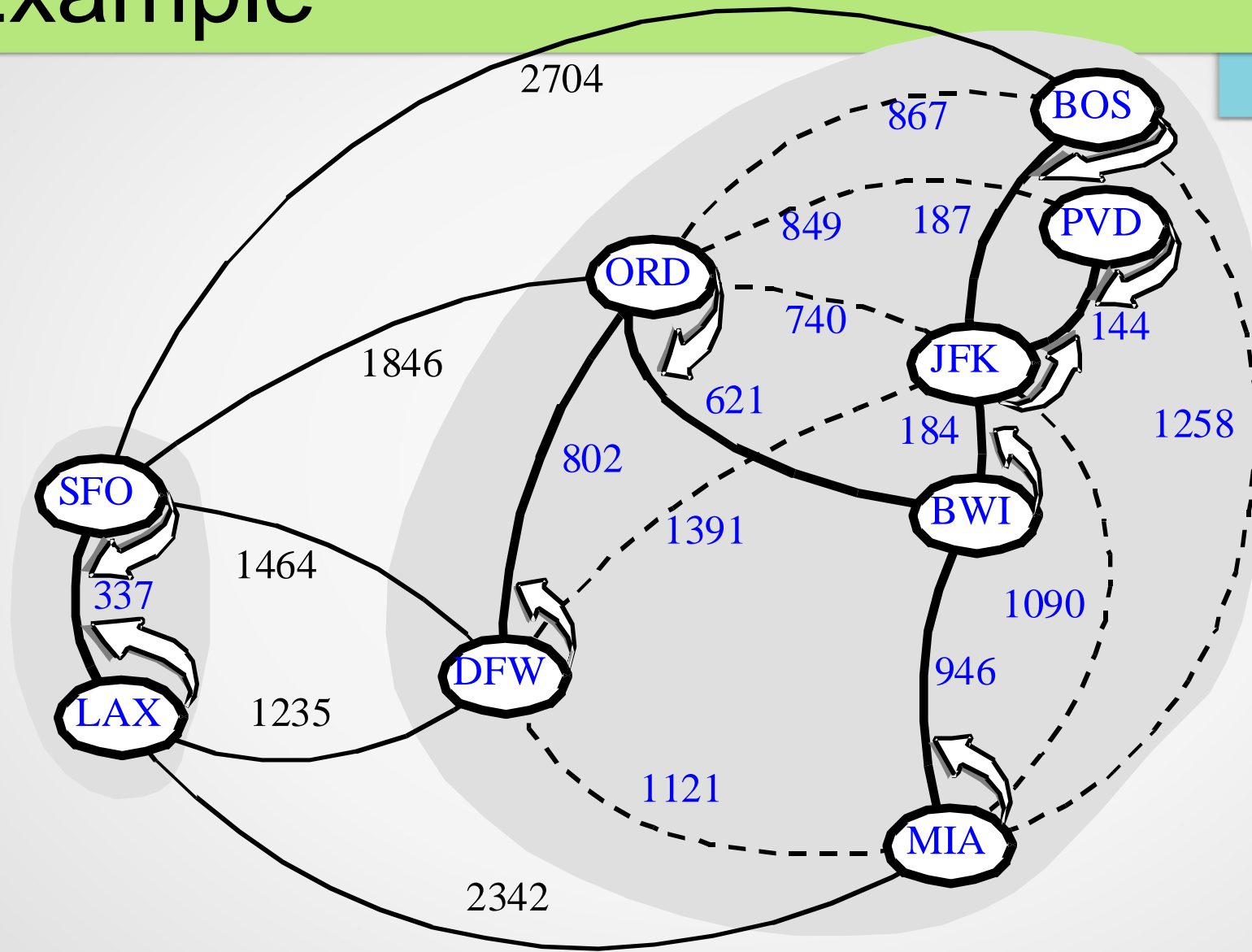
return  $T$



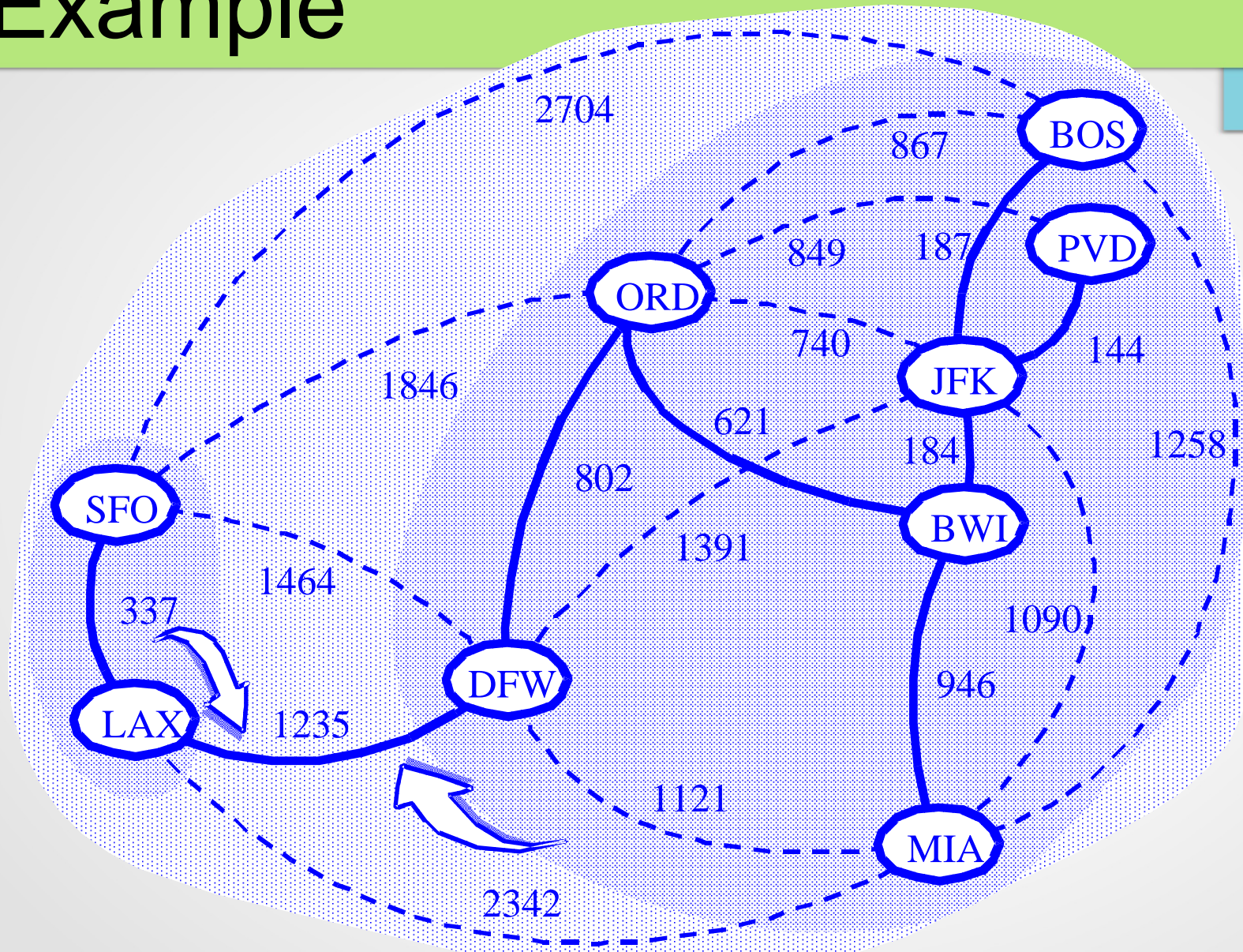
# Example



# Example



# Example



# Properties of MSTs

- There may be multiple minimum spanning trees of same weight having minimum number of edges
- If each edge has a distinct weight then there will be only one, unique minimum spanning tree.
- For any cycle  $C$  in the graph, if the weight of an edge  $e$  of  $C$  is larger than the weights of all other edges of  $C$ , then this edge cannot belong to an MST.

# Shortest Paths

- Single Source Single Destination Shortest Path
  - Given a source and destination find the path between source and destination with minimum cost
- Single Source Shortest Path
  - Find the shortest paths from a given source to all other nodes

# Dijkstra's Algorithm

- Similar to Prim's
- Let  $v$  be the source node
- Initialize for all  $u$  not  $v$ ,  $d[u]$  to infinity and  $d[v]=0$
- Remove from  $Q$   $u$  with minimum  $d[u]$ 
  - Add  $u$  and edge  $(u,v)$  to  $T$
  - For all neighbors  $z$  of  $u$ , do relaxation by finding  $d[z] = d[u] + w(u,z)$ , and update  $Q$ 
    - $d[z] = \min(d[z], d(u,z) + d[u])$
- Terminate when  $Q$  empty

# Shortest Paths

- Single Source Single Destination Shortest Path
  - Given a source and destination find the path between source and destination with minimum cost
- Single Source Shortest Path
  - Find the shortest paths from a given source to all other nodes

# Dijkstra's Algorithm

- Complexity
  - $O(|E| + |V|\log|V|)$
  - Cost of maintaining priority queue plays a major role
- Does not work if there are negative weighted cycles



# Exercise

- Find the shortest path from A to all other nodes

