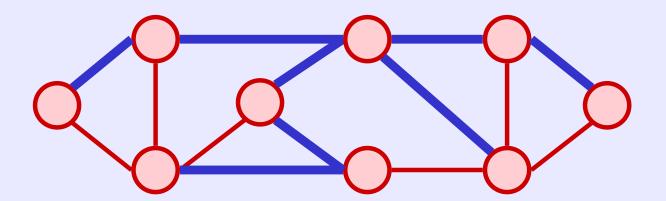
Chapter 23: Minimum Spanning Tree

About this lecture

- What is a Minimum Spanning Tree?
- · The Greedy Choice Lemma
 - Kruskal's Algorithm O(E log V)
 - > Prim's Algorithm O(E log V)

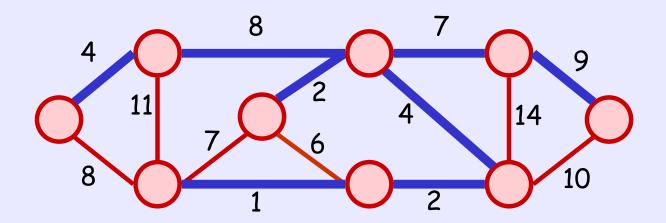
Minimum Spanning Tree

- Let G = (V, E) be an undirected,
 connected graph
- A spanning tree of G is a tree, using only edges in E, that connects all vertices of G



Minimum Spanning Tree

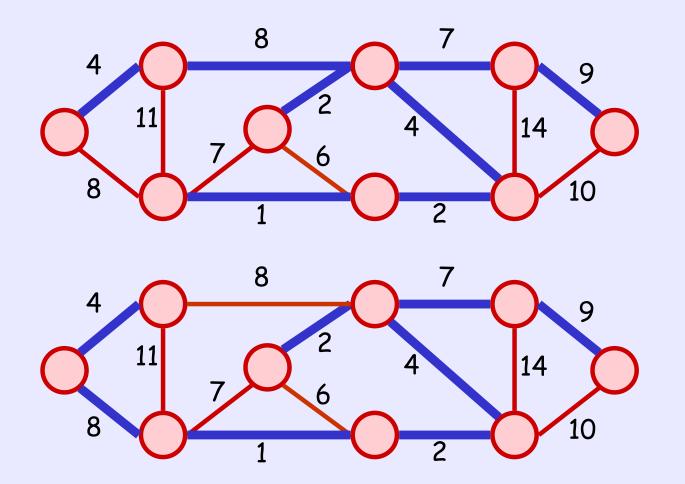
- Sometimes, the edges in G have weights
 - > weight \(\Leftrightarrow \cost of using the edge
- A minimum spanning tree (MST) of a weighted G is a spanning tree such that the sum of edge weights is minimized



Total cost = 4 + 8 + 7 + 9 + 2 + 4 + 1 + 2 = 37

Minimum Spanning Tree

· MST of a graph may not be unique



Designing a greedy algorithm

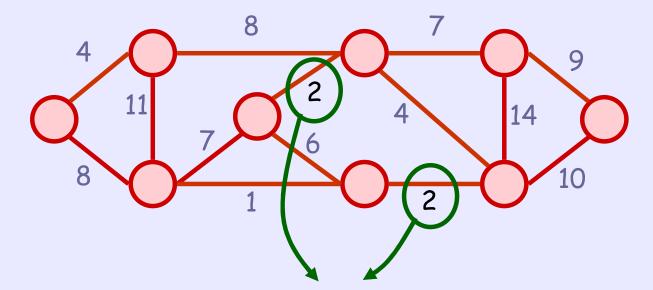
• Greedy-choice property: A global optimal solution can be achieved by making a local optimal (optimal) choice.

• Optimal substructure: An optimal solution to the problem contains its optimal solution to subproblem.

Greedy Choice Lemma

- Suppose all edge weights are distinct
 - If not, we give an arbitrary ordering among equal-weight edges

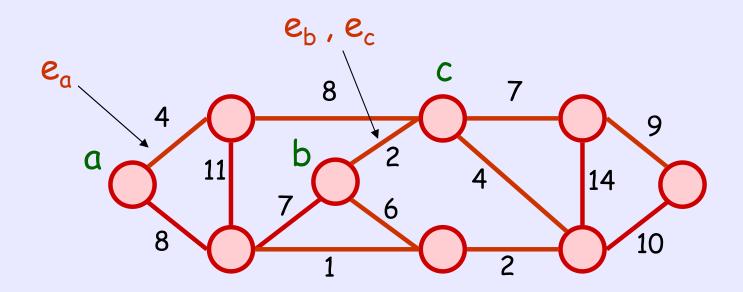




Give an arbitrary ordering among these two edges, so that one costs "fewer" than the other

Greedy Choice Lemma

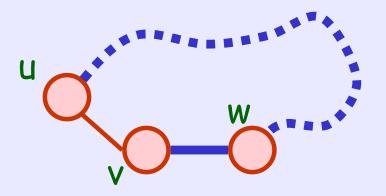
 Let e_v to be the cheapest edge adjacent to v, for each vertex v



Theorem: The minimum spanning tree of G contains every e_v

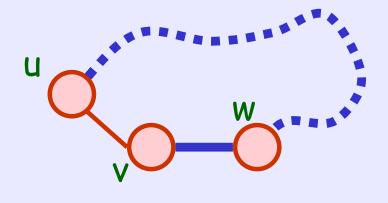
Proof

- · Recall that all edge weights are distinct
- Suppose on the contrary that MST of G does not contain some edge $e_v = (u,v)$
- Let T = optimal MST of G
- By adding $e_v = (u,v)$ to T, we obtain a cycle u, v, w, ..., u [why??]

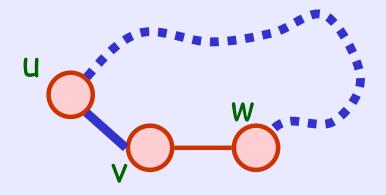


Proof

• By our choice of e_v , we must have weight of (u,v) cheaper than weight of (v,w) to T



 If we delete (v,w) and include e_v, we obtain a spanning tree cheaper than T



contradiction!!

Optimal Substructure

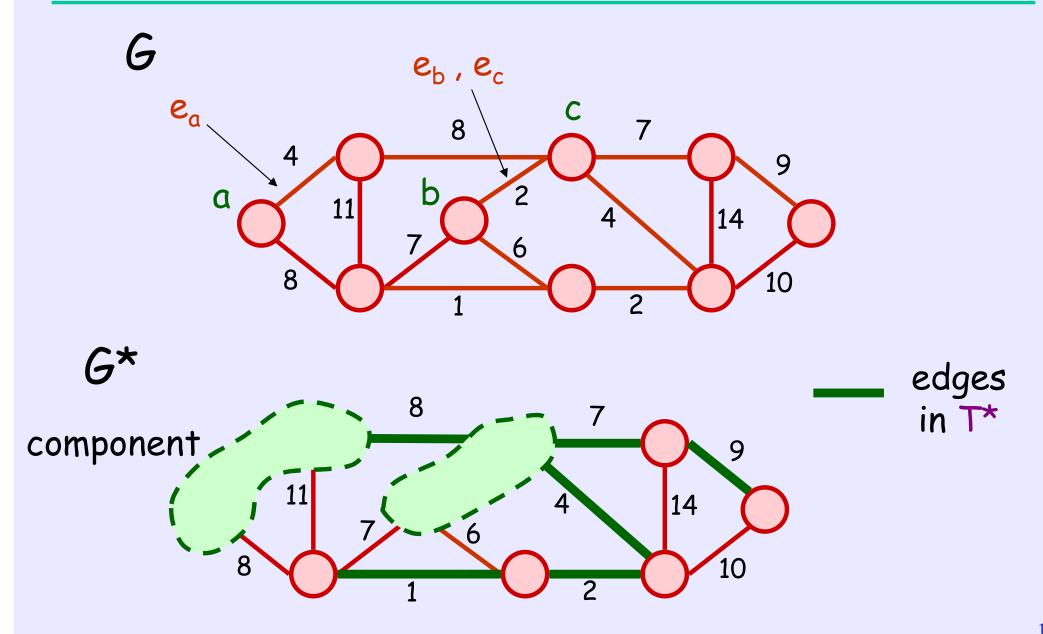
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Let E' = a set of edges which are known to
be in an MST of G = (V, E)
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Let G^* = the graph obtained by contracting each component of G' = (V, E') into a single vertex

Let T* be (the edges of) an MST of G*

Theorem: T* UE' is an MST of G

Proof: (By contradiction)



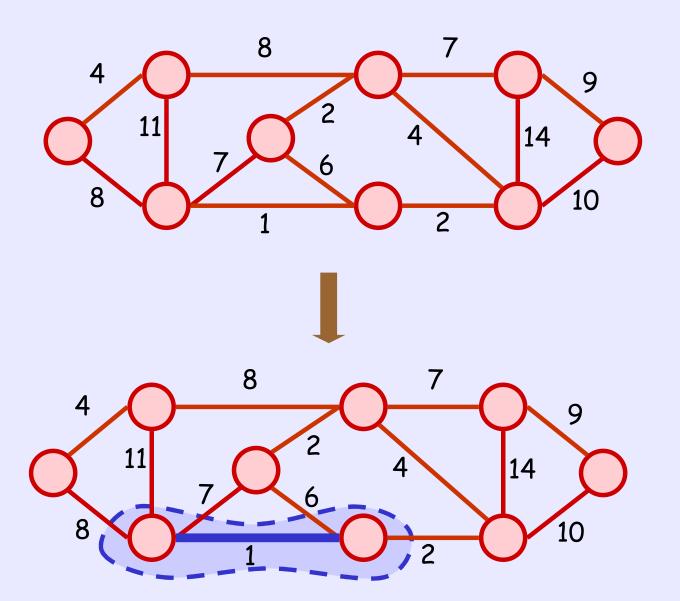
Proof

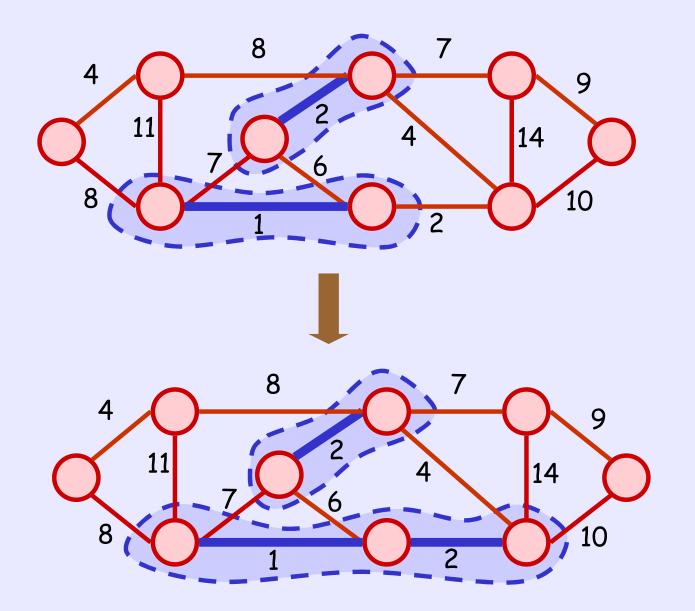
- Let T and W(T) denote the MST of G and its corresponding cost, respectively
- If $T^* \cup E'$ is not an MST of G, then $W(T) < W(T^*) + W(E')$
- Since E' is a set of edges in MST of G,
 It implies that W(T)-W(E') = W(T*)
 because T* be the edges of an MST of G*
- → Contradiction

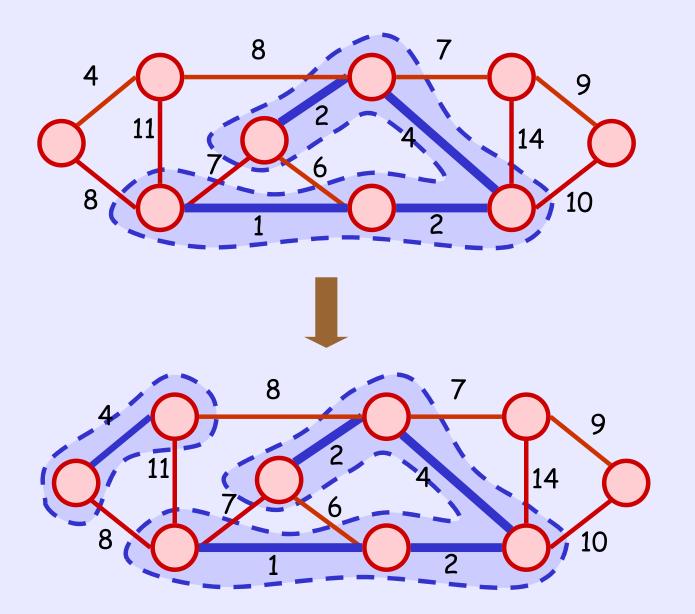
Kruskal's Algorithm

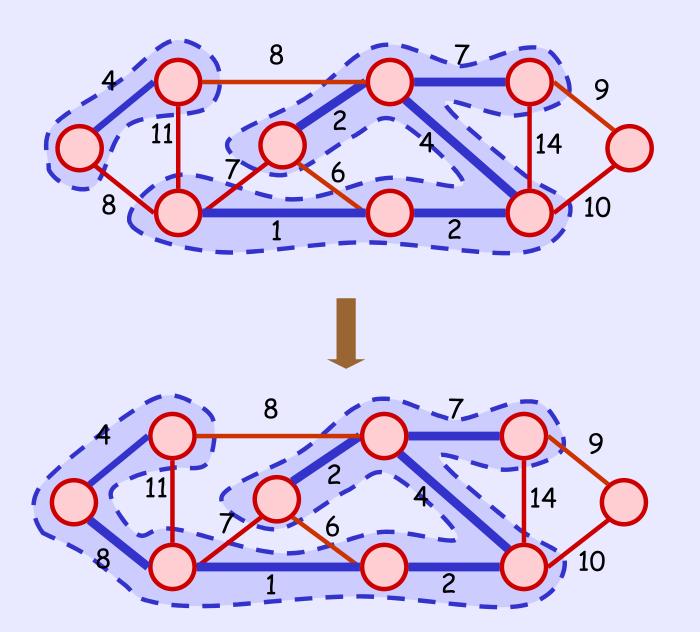
Kruskal-MST(G)

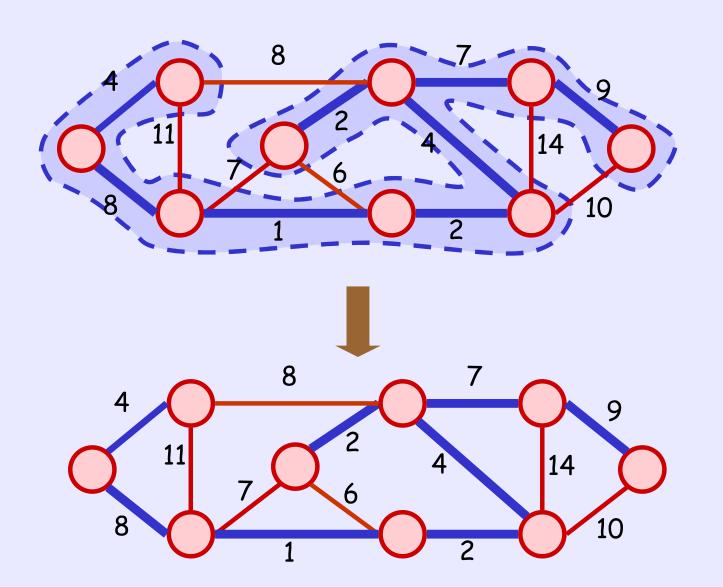
- Find the cheapest (non-self-loop) edge (u,v) in G
- Contract (u,v) to obtain G*
- Kruskal-MST(G*)











Performance

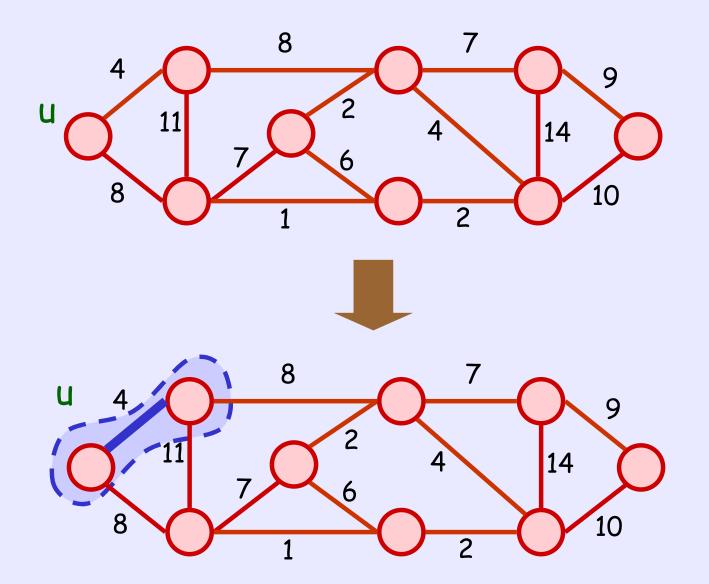
- Kruskal's algorithm can be implemented efficiently using Union-Find (Chapter 21)
- · First, sort edges according to the weights
- · At each step, pick the cheapest edge
 - If end-points are from different component, we perform Union (and include this edge to the MST)
 - \rightarrow Time for Union-Find = $O(E\alpha(E))$

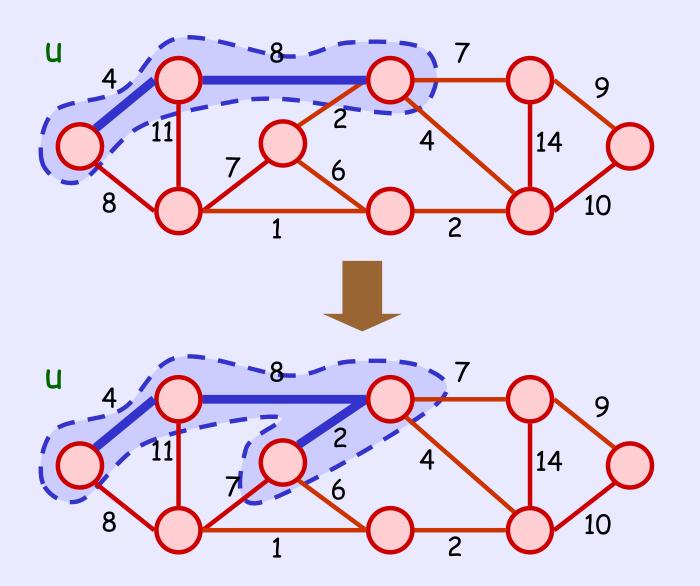
Total Time: $O(E \log E + E \alpha(E)) = O(E \log V)$

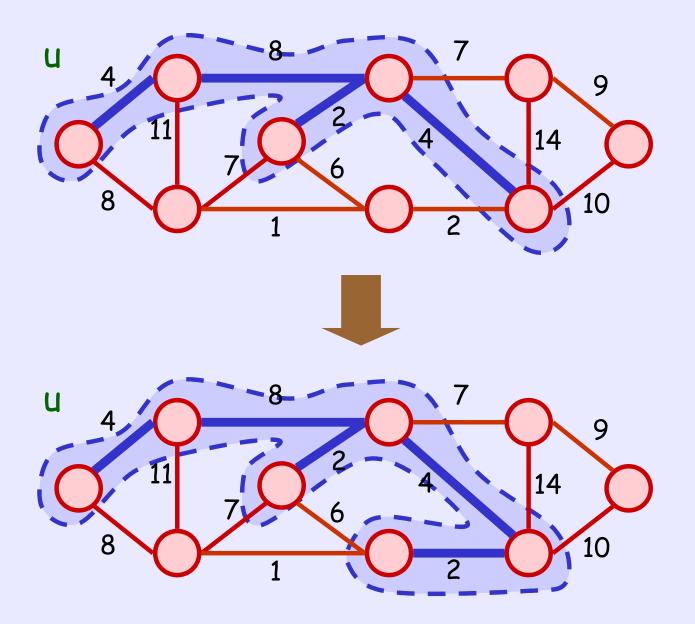
Prim's Algorithm

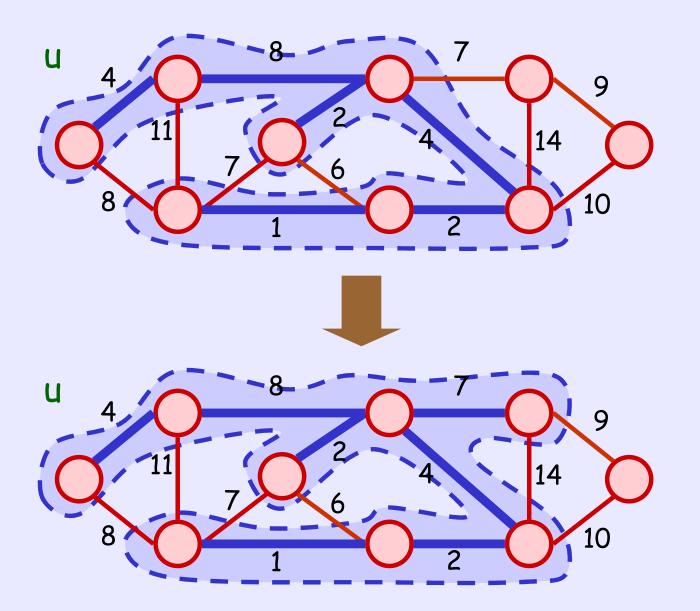
Prim-MST(G, u)

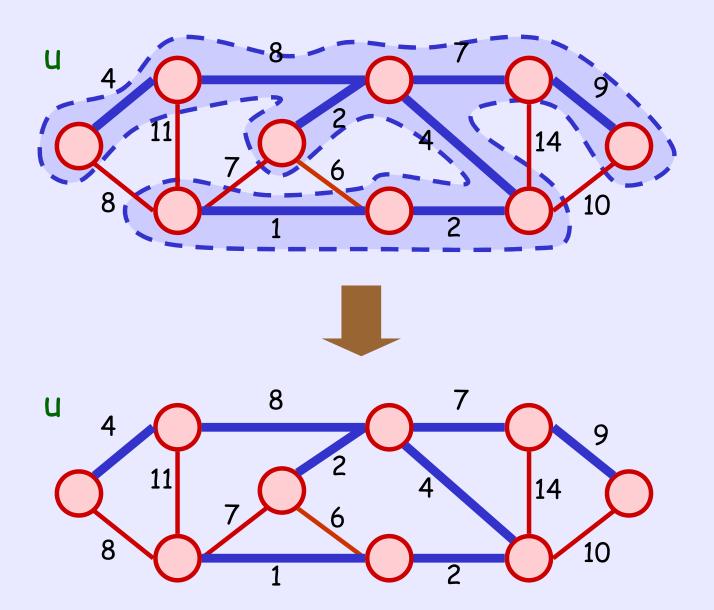
- Set u as the source vertex
- Find the cheapest (non-self-loop) edge from u, say, (u,v)
- Merge v into u to obtain G*
- Prim-MST(G*, u)











Performance

- Prim's algorithm can be implemented efficiently using Binary Heap H:
- · First, insert all edges adjacent to u into H
- · At each step, extract the cheapest edge
 - If an end-point, say v, is not in MST, include this edge and v to MST
 - · Insert all edges adjacent to v into H
- · At most O(E) Insert/Extract-Min
 - \rightarrow Total Time: O(E log E) = O(E log V)

Practice at home

- Exercises: 23.1-2, 23.1-4, 23.1-5, 23.1-7
- Exercises: 23.2-1, 23.2-5, 23.2-8