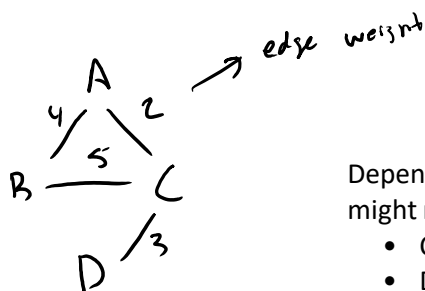
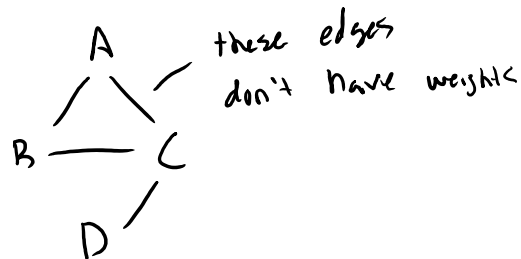


# 2019-04-23 Minimum Spanning Trees

Tuesday, April 23, 2019 9:03 AM

- Goal of an MST: Reduce a graph to just its components such that the graph remains connected in the most efficient manner
- Efficiency is measured by the sum of each edge's weight
- An aside on edge weight...



Depending on application domain, weights might represent

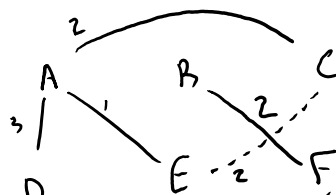
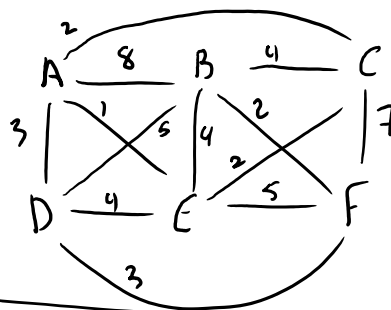
- Cost (\$)
- Distance
- Time
- Throughput

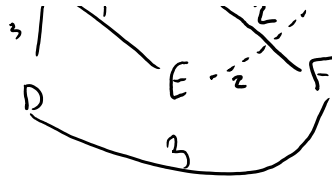
## Aside: How do we represent edge weights programmatically?

- Adjacency matrix: store edge weight in cell rather than always 1
- Edge list: store both edge and edge cost (typically as a HT)
  - Key: edge\*, Value: edge weight

## Back to MSTs...

- Goal of MST is to minimize total edge cost of graph such that all vertices remain somehow connected





### Idea #1: Put all edges into a min PQ

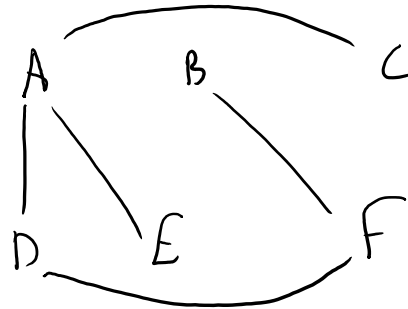
- ✓ 1. AE (1)
- ✓ 2. BF (2)
- ✓ 3. AC (2)
- ✓ 4. EC (2)
- ✓ 5. AD (3)
- ✓ 6. DF (3)

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7. BC (4)
8. DE (4)
9. BE (4)
10. EF (5)
11. DB (5)
12. CF (7)
13. AB (8)

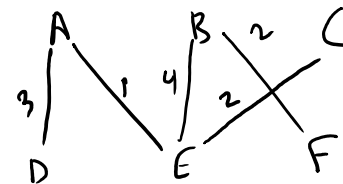
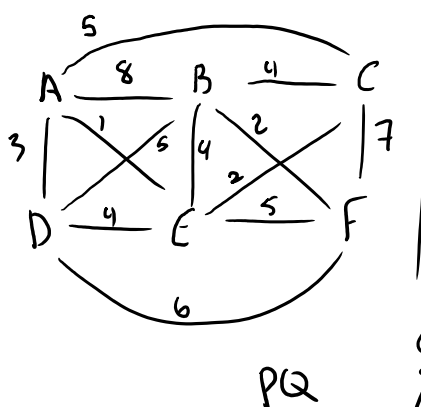
Idea:

1. Pop edge off
2. Check for redundancy. If none, fill graph



- Problem: How do we determine done-ness?
  - When  $\#edges + 1 = \#vertices$ , done.
- And how do we determine if two vertices are connected?
  - Basic approach: graph search (DFS, BFS) -> SLOW
  - Better approach is to use set operations
    - The disjoint set data structure can perform tests of inclusion and unions in almost  $O(1)$  ( $\log^*N$  which is different and much faster than  $\log N$ )
- This algorithm is formally called Kruskal's MST algorithm

### Idea #2: Also uses a min PQ



- |                   |                   |
|-------------------|-------------------|
| <del>AD (3)</del> | CB (4)            |
| AB (8)            | CF (7)            |
| AC (5)            | CA (5)            |
| <del>AE (1)</del> | DB (5)            |
| <del>EB (4)</del> | DE (4)            |
| <del>EC (2)</del> | DF (6)            |
| ED (4)            | BC (4)            |
| EF (5)            | BA (8)            |
|                   | BD (5)            |
|                   | <del>BF (2)</del> |

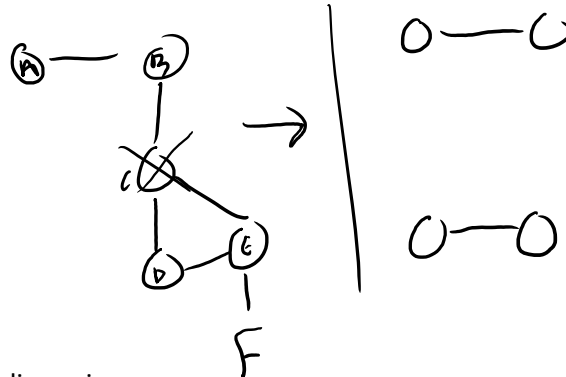
- Idea: Pick some arbitrary starting location, add all outgoing edges into min PQ.
- While  $\#found\ edges + 1 < \#vertices$ 
  - Pop off top item. If node not

visited previously, take edge.  
Add its outgoing edges into  
PQ.

- This algorithm is called Prim's MST

## Articulation Point Analysis

- Defined: An articulation point is a "weak point" in the graph such that removing that vertex would create two disconnected graphs.
- Example:



- Examples from class discussion
  - Network router outage
  - Roads
  - Emergency building exits
  - Internet speeds
- In order to programmatically find an articulation point, we must construct a depth-first search tree from our graph
- From above...

