

MINIMUM SPANNING TREE : Minimum cost tree which connects all the vertices in a graph

### KRUSKAL'S ALGORITHM

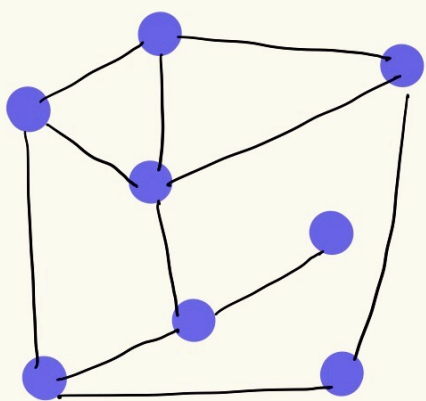
KEY CONCEPT : Repeatedly add the next lightest edge if this doesn't produce a cycle.

### PRIM'S ALGORITHM

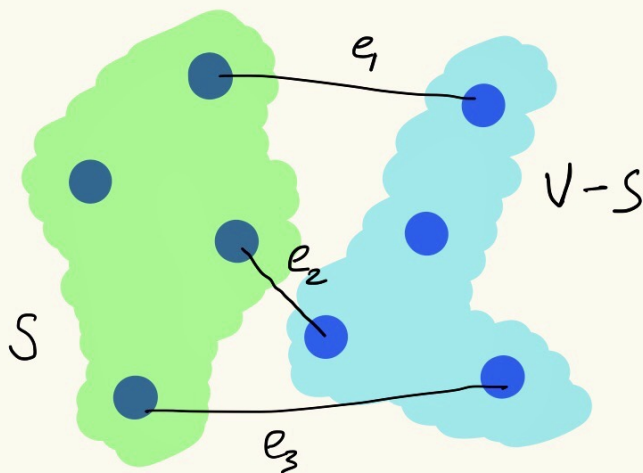
KEY CONCEPT : Repeatedly attach a new vertex to the current tree by a lightest edge

### CUT PROPERTY

Let  $S$  be any subset of vertices and let  $e$  be the min cost edge with exactly one endpoint in  $S$ . Then Minimum spanning tree of the graph contains  $e$ .



$G \rightarrow \text{Graph.}$



$$e = \min(e_1, e_2, e_3)$$

$$\Rightarrow e \in \text{MST}(G)$$

# KRUSKAL'S ALGORITHM

$\forall u \in V :$

MakeSet( $u$ )

$X \leftarrow$  empty set

Sort all edges  $E$  by weight

$\forall \{u, v\} \in E$  in non-decreasing order

if Find( $u$ )  $\neq$  Find( $v$ )

add  $\{u, v\}$  to  $X$

Union( $u, v$ )

Joins connected components

return( $X$ )

checks whether a cycle is forming

## IMPLEMENTATION

### SIMPLE ARRAY

① QuickFind

② weighted Quick Union

	Find	Union
QuickFind	$O(1)$	$O(N)$
weighted Quick Union	$O(\log N)$	$O(\log N)$

### RUNNING TIME

#### ANALYSIS

① Sorting edges =  $O(|E| \log |V|)$

② Processing edges =

$2|E| T(\text{Find}) + |V| \cdot T(\text{Union})$

$= O(|E| \log |V|)$

Running Time =  $O(|E| \log |V|)$

# PRIM'S ALGORITHM

$\forall u \in V:$

$\text{cost}[u] \leftarrow \infty$

$\text{parent}[u] \leftarrow \text{None}$

Pick initial vertex  $u_0$

$\text{cost}[u] \leftarrow 0$

$\text{PrioQ} \leftarrow \text{Make Queue}(V)$

while  $\text{PrioQ}$  is not empty :-

$v \leftarrow \text{ExtractMin}(\text{PrioQ})$

$\forall \{v, z\} \in E:$

if  $z \in \text{PrioQ}$  and  $\text{cost}[z] > w(v, z):$

$\text{cost}[z] \leftarrow w(v, z)$

$\text{parent}[z] \leftarrow v$

$\text{Change Priority}(\text{PrioQ}, z, \text{cost}[z])$

## RUNNING TIME ANALYSIS

$|V| \cdot T(\text{ExtractMin}) + |E| \cdot T(\text{Change Priority})$

ARRAY:  $O(|V|^2)$

BINARY HEAP:  $O(|E| \log |V|)$

## IMPLEMENTATION

$\text{PrioQ} \rightarrow \text{Priority Queue}$

① SIMPLE ARRAY

② BINARY HEAP BASED

	EXTRACT MIN	CHANGE PRIORITY
SIMPLE ARRAY	$O(V)$	$O(1)$
BINARY HEAP	$\log  V $	$\log  V $