

# **Algorithms and Data Structures (II)**

Gabriel Istrate

June 2, 2025

# Minimum Spanning Tree

- Given a weighted graph  $G = (V, E)$ 
  - ▶ with “weight” function  $w : E \rightarrow \mathbb{R}$

# Minimum Spanning Tree

- Given a weighted graph  $G = (V, E)$ 
  - ▶ with “weight” function  $w : E \rightarrow \mathbb{R}$
- Find an *acyclic* subset  $T \subseteq E$ 
  - ▶ a *tree*

# Minimum Spanning Tree

- Given a weighted graph  $G = (V, E)$ 
  - ▶ with “weight” function  $w : E \rightarrow \mathbb{R}$
- Find an *acyclic* subset  $T \subseteq E$ 
  - ▶ a *tree*
- $T$  “spans” the entire graph  $G$  (i.e., touches all vertexes)
  - ▶ a *spanning tree*

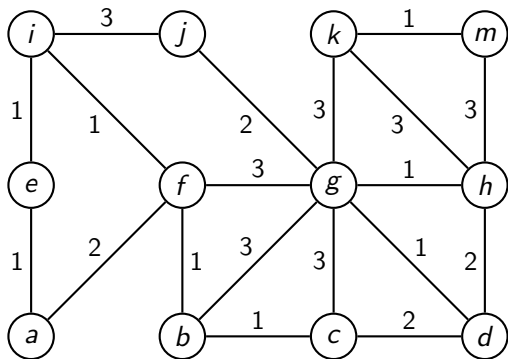
# Minimum Spanning Tree

- Given a weighted graph  $G = (V, E)$ 
  - ▶ with “weight” function  $w : E \rightarrow \mathbb{R}$
- Find an *acyclic* subset  $T \subseteq E$ 
  - ▶ a *tree*
- $T$  “spans” the entire graph  $G$  (i.e., touches all vertexes)
  - ▶ a *spanning tree*
- $T$ ’s total weight of the tree is minimal

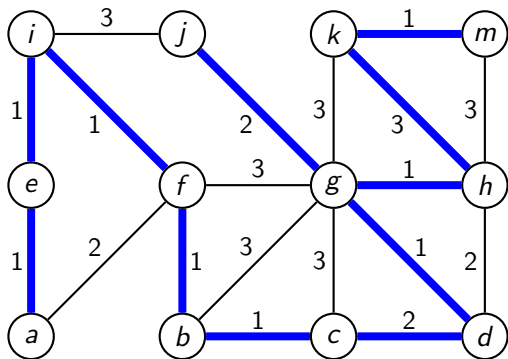
$$w(T) = \sum_{(u,v) \in T} w(u, v)$$

- ▶ a *minimum-weight spanning tree*, or “minimum spanning tree”

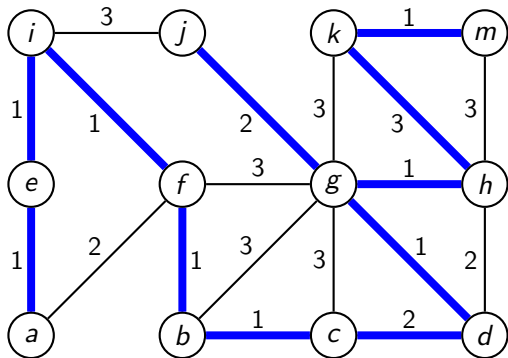
# Example



# Example

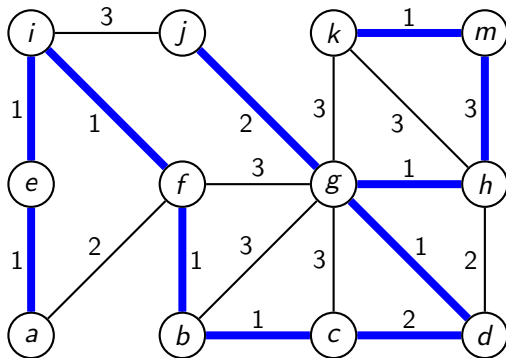


## Example



- There may be more than one minimum spanning tree





- There may be more than one minimum spanning tree



- Build  $T$  by adding one edge at a time

- Build  $T$  by adding one edge at a time
- Each time, add  $e \in E$  such that
  - ▶  $e$  is the *lightest edge*
  - ▶  $e$  *does not create a cycle*
- Stop when we have covered all vertexes

- Build  $T$  by adding one edge at a time
- Each time, add  $e \in E$  such that
  - ▶  $e$  is the *lightest edge*
  - ▶  $e$  *does not create a cycle*
- Stop when we have covered all vertexes
- This is a *greedy algorithm*

- Build  $T$  by adding one edge at a time
- Each time, add  $e \in E$  such that
  - ▶  $e$  is the *lightest edge*
  - ▶  $e$  *does not create a cycle*
- Stop when we have covered all vertexes
- This is a *greedy algorithm*
- Does it work?

```
Generic-MST( $G, w$ )  
1   $A = \emptyset$   
2  while  $A$  is not a spanning tree  
3      find a safe edge  $e = (u, v)$   
4       $A = A \cup \{e\}$ 
```

```

Generic-MST( $G, w$ )
1   $A = \emptyset$ 
2  while  $A$  is not a spanning tree
3      find a safe edge  $e = (u, v)$ 
4       $A = A \cup \{e\}$ 
    
```

- ***Invariant:***  $A$  is a subset of a minimum spanning tree



```
Generic-MST( $G, w$ )
1   $A = \emptyset$ 
2  while  $A$  is not a spanning tree
3      find a safe edge  $e = (u, v)$ 
4       $A = A \cup \{e\}$ 
```

- **Invariant:**  $A$  is a subset of a minimum spanning tree
- A **safe edge** is an edge that maintains the invariant
  - ▶  $e$  is such that, if  $A$  is a subset of a minimum spanning tree, then  $A \cup \{e\}$  is also a subset of a minimum spanning tree

```
Generic-MST( $G, w$ )
1   $A = \emptyset$ 
2  while  $A$  is not a spanning tree
3      find a safe edge  $e = (u, v)$ 
4       $A = A \cup \{e\}$ 
```

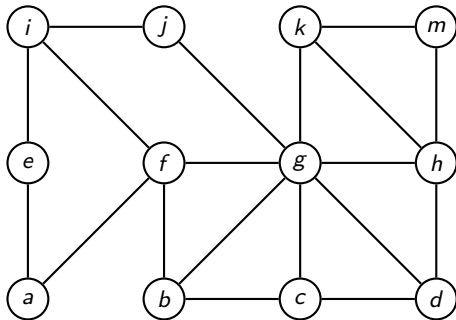
- **Invariant:**  $A$  is a subset of a minimum spanning tree
- A **safe edge** is an edge that maintains the invariant
  - ▶  $e$  is such that, if  $A$  is a subset of a minimum spanning tree, then  $A \cup \{e\}$  is also a subset of a minimum spanning tree
  - ▶ more or less the *definition* of a greedy algorithm

# Preliminary Definitions

- A *cut*  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$

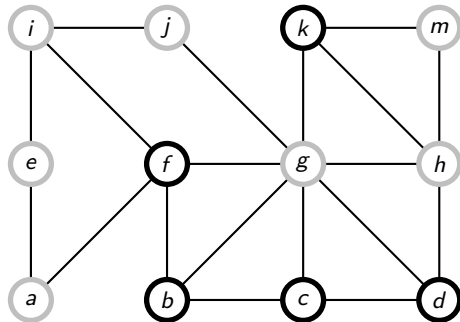
# Preliminary Definitions

- A **cut**  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$



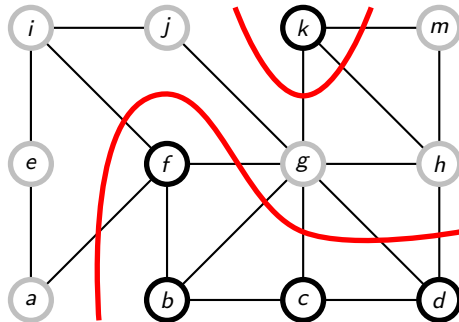
# Preliminary Definitions

- A **cut**  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$



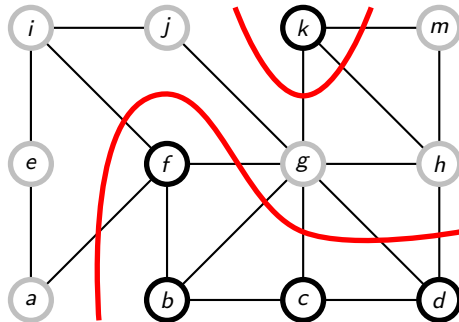
# Preliminary Definitions

- A **cut**  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$



# Preliminary Definitions

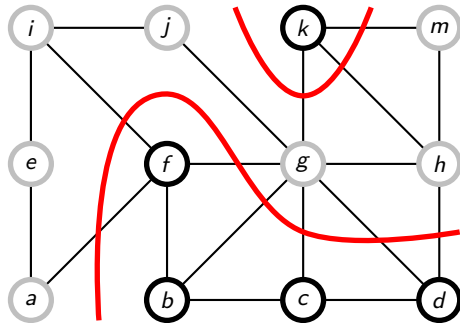
- A **cut**  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$



- An edge  $e = (u, v)$  *crosses* the cut  $(S, V - S)$  if  $u \in S$  and  $v \in V - S$ , or vice-versa

# Preliminary Definitions

- A **cut**  $(S, V - S)$  of an undirected graph  $G = (V, E)$  is a *partition* of  $V$



- An edge  $e = (u, v)$  *crosses* the cut  $(S, V - S)$  if  $u \in S$  and  $v \in V - S$ , or vice-versa
- A cut  $(S, V - S)$  *respects* a set of edges  $A$  if no edge in  $A$  crosses the cut



# Finding a Safe Edge

```
Generic-MST( $G, w$ )  
1   $A = \emptyset$   
2  while  $A$  is not a spanning tree  
3      find a safe edge  $e = (u, v)$   
4       $A = A \cup \{e\}$ 
```

# Finding a Safe Edge

```
Generic-MST( $G, w$ )  
1   $A = \emptyset$   
2  while  $A$  is not a spanning tree  
3      find a safe edge  $e = (u, v)$   
4       $A = A \cup \{e\}$ 
```

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$

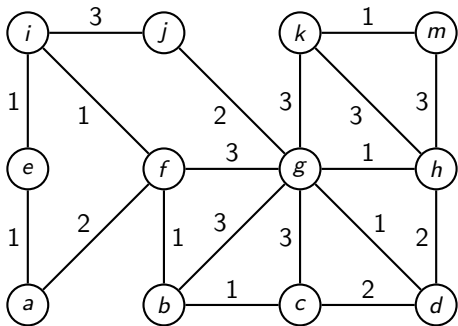
# Finding a Safe Edge

```
Generic-MST( $G, w$ )  
1   $A = \emptyset$   
2  while  $A$  is not a spanning tree  
3      find a safe edge  $e = (u, v)$   
4       $A = A \cup \{e\}$ 
```

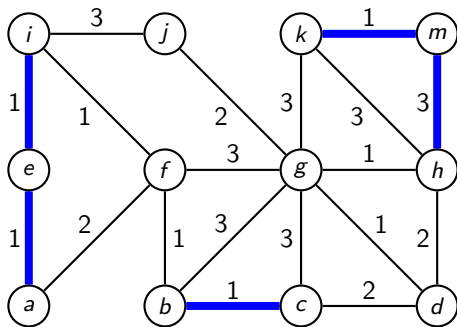
- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge

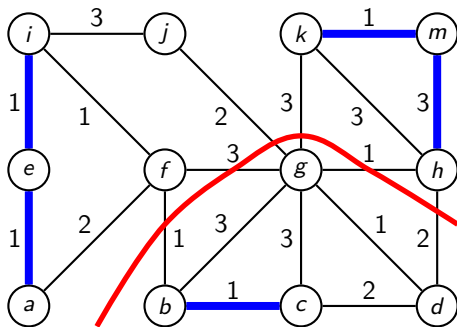


- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



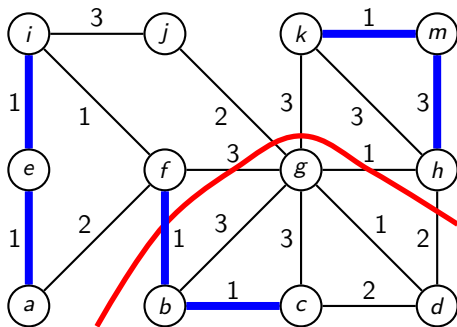
- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$
- Choosing the cut  $(\{a, e, f, h, i, j, k, m\}, \{b, c, d, g\})$

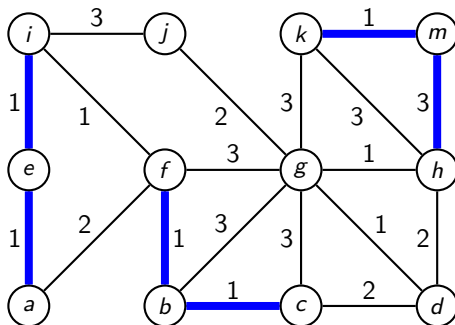
- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$
- Choosing the cut  $(\{a, e, f, h, i, j, k, m\}, \{b, c, d, g\})$
- $(f, b)$  is a safe edge

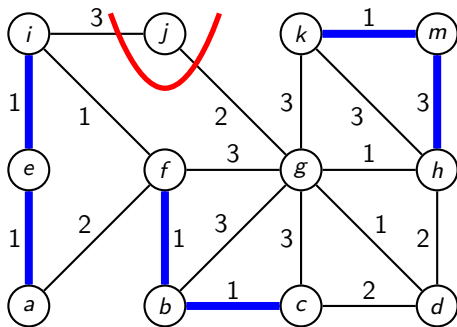


- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



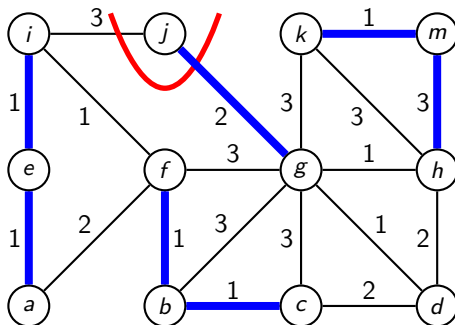
- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$
- Choosing the cut  $(\{a, e, f, h, i, j, k, m\}, \{b, c, d, g\})$
- $(f, b)$  is a safe edge;  $(g, h)$  is a safe edge, too

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$
- Choosing the cut  $(\{a, e, f, h, i, j, k, m\}, \{b, c, d, g\})$
- $(f, b)$  is a safe edge;  $(g, h)$  is a safe edge, too

- Let  $(S, V - S)$  be a cut of  $G$  that respects  $A$
- A minimum-weight edge  $e$  that crosses  $(S, V - S)$  is a safe edge



- $A = \{(a, e), (e, i), (b, c), (k, m), (m, h)\}$
- Choosing the cut  $(\{a, e, f, h, i, j, k, m\}, \{b, c, d, g\})$
- $(f, b)$  is a safe edge;  $(g, h)$  is a safe edge, too

# Concrete Algorithms

- Kruskal's algorithm (1956)
  - ▶ based on the generic minimum-spanning-tree algorithm
  - ▶ incrementally builds a *forest*  $A$

## ■ Kruskal's algorithm (1956)

- ▶ based on the generic minimum-spanning-tree algorithm
- ▶ incrementally builds a *forest*  $A$

## ■ Prim's algorithm (1957)

- ▶ based on the generic minimum-spanning-tree algorithm
- ▶ incrementally builds a *single tree*  $A$

# Disjoint-Set Data Structure

- *Make-Set*( $x$ ) creates a set containing  $x$

# Disjoint-Set Data Structure

- *Make-Set*( $x$ ) creates a set containing  $x$
- *Find-Set*( $x$ ) returns the *representative* of the set containing  $x$ 
  - ▶  $x, y \in S \Rightarrow \text{Find-Set}(x) = \text{Find-Set}(y)$
  - ▶  $x \in S_1 \wedge y \in S_2 \wedge S_1 \neq S_2 \Rightarrow \text{Find-Set}(x) \neq \text{Find-Set}(y)$



# Disjoint-Set Data Structure

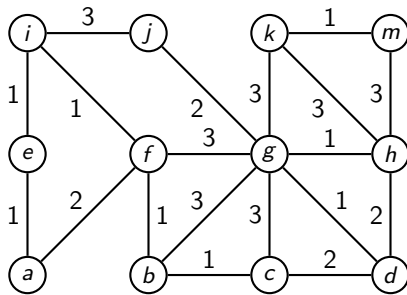
- *Make-Set*( $x$ ) creates a set containing  $x$
- *Find-Set*( $x$ ) returns the *representative* of the set containing  $x$ 
  - ▶  $x, y \in S \Rightarrow \text{Find-Set}(x) = \text{Find-Set}(y)$
  - ▶  $x \in S_1 \wedge y \in S_2 \wedge S_1 \neq S_2 \Rightarrow \text{Find-Set}(x) \neq \text{Find-Set}(y)$
- *Union*( $x, y$ ) joins the sets containing  $x$  and  $y$

# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

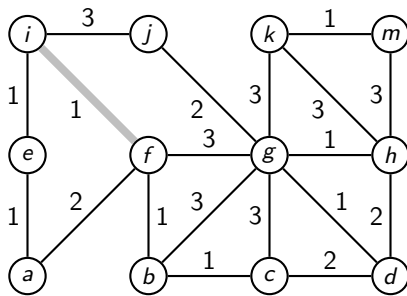
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



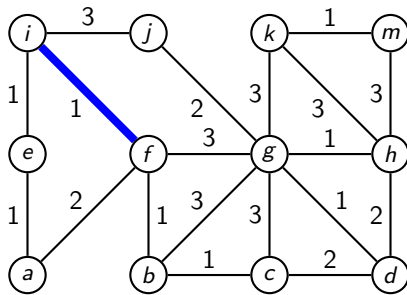
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```



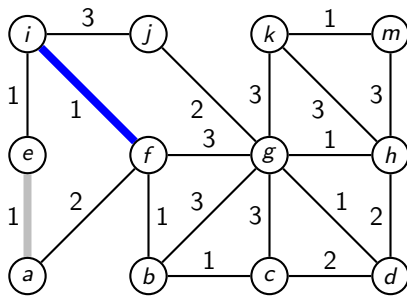
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



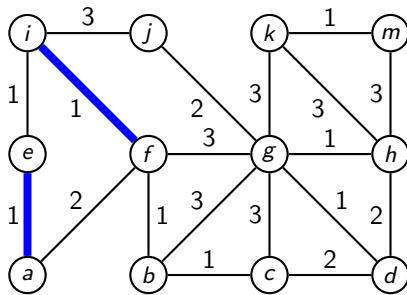
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



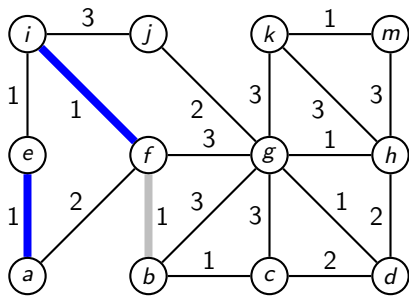
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



# Kruskal's Algorithm

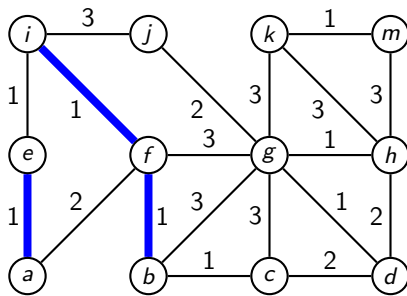
```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```





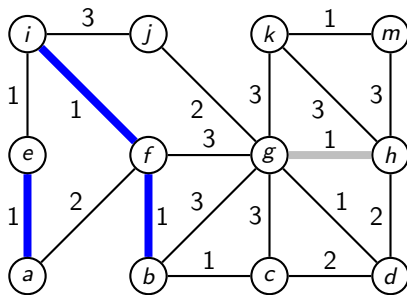
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



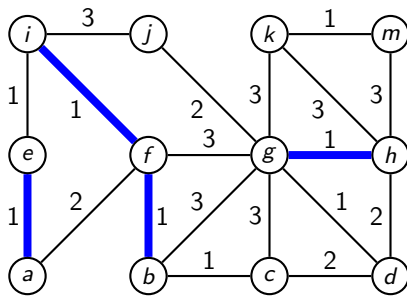
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



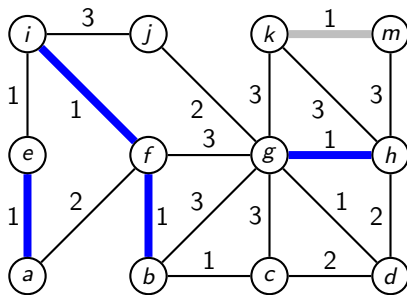
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



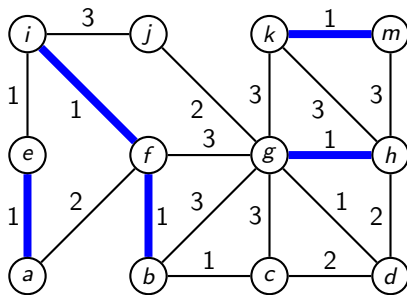
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



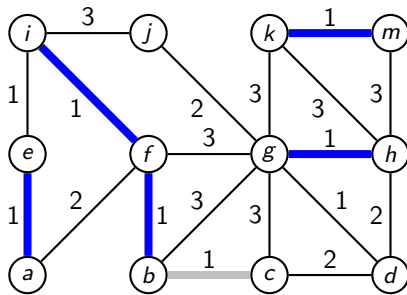
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



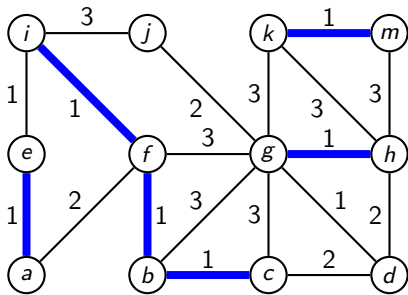
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



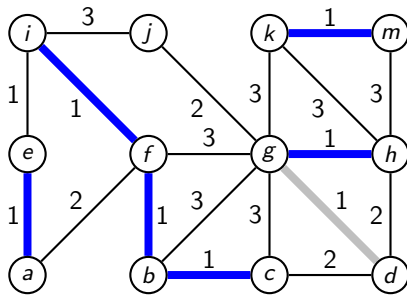
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



# Kruskal's Algorithm

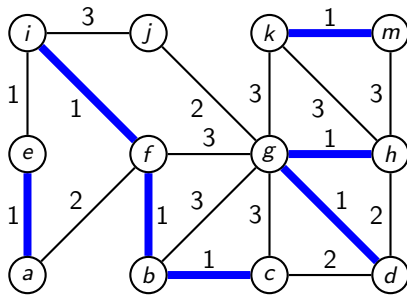
```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```





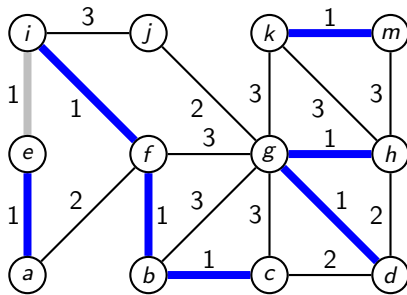
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



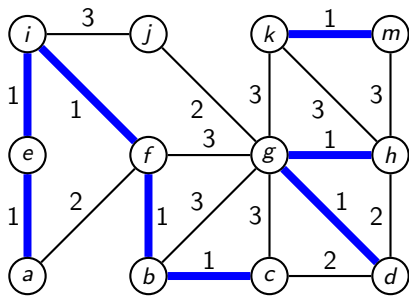
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



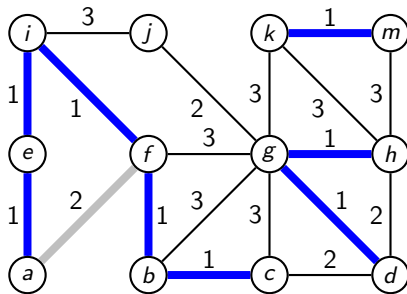
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



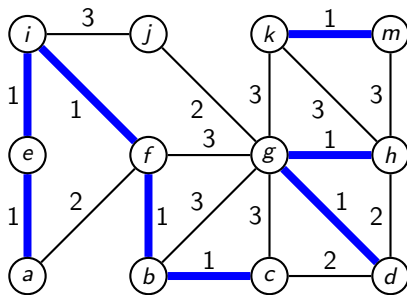
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```



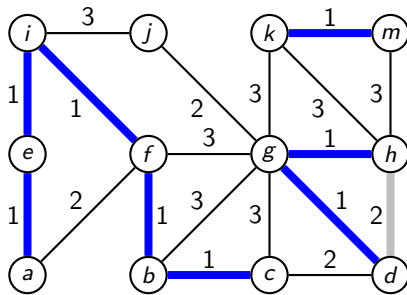
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



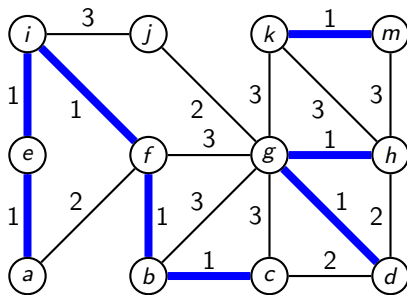
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



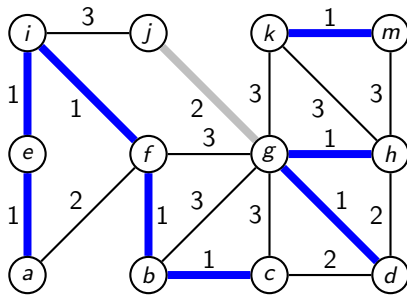
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



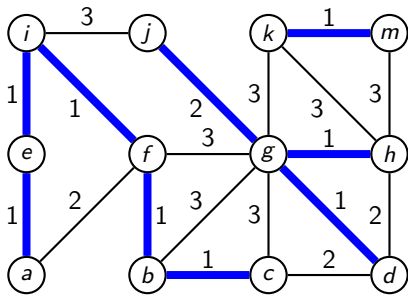


## Kruskal's Algorithm

```

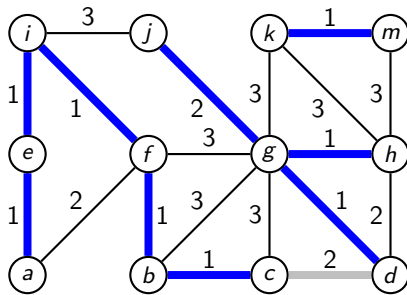
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )

```



# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```

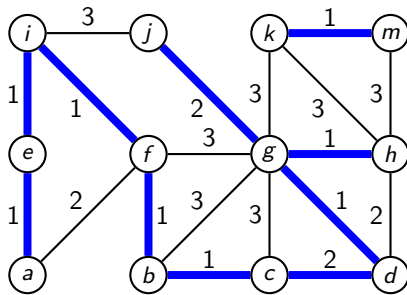


## Kruskal's Algorithm

```

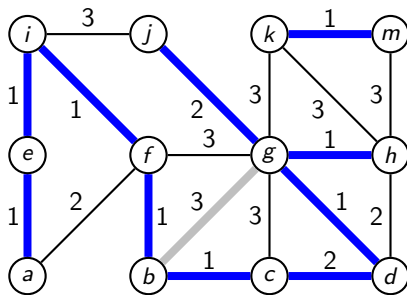
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )

```



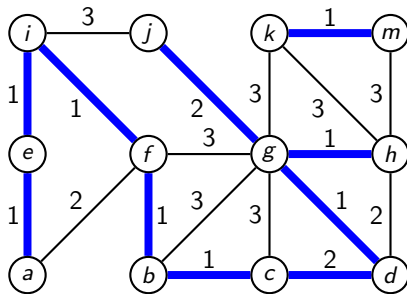
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



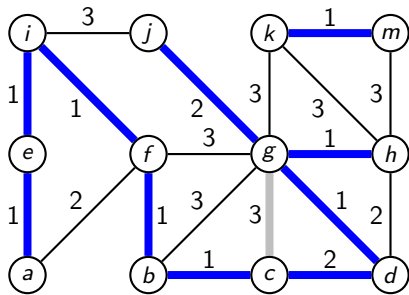
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```



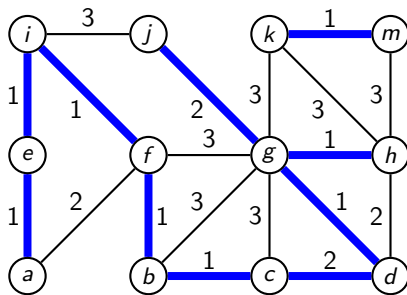
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```



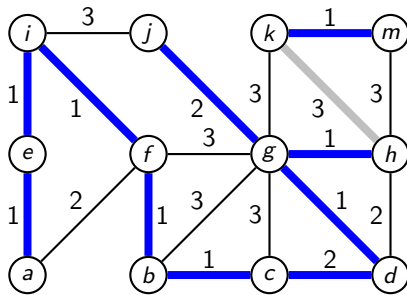
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8      Union( $u, v$ )
```



# Kruskal's Algorithm

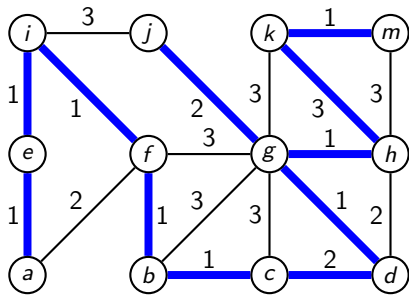
```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```





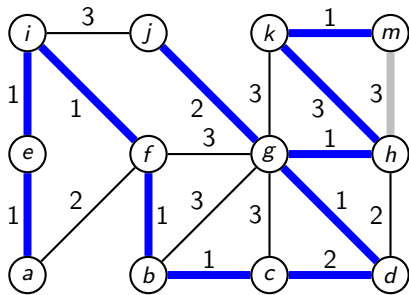
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



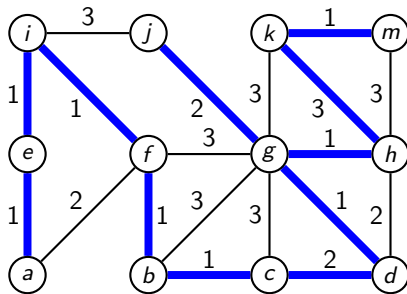
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



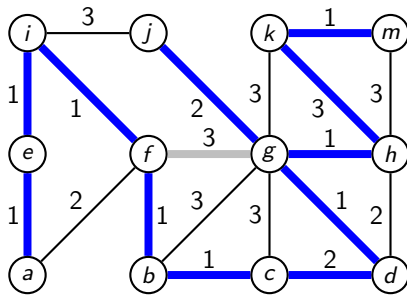
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



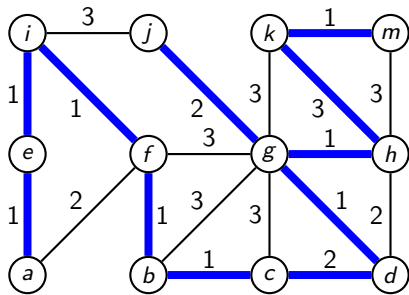
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



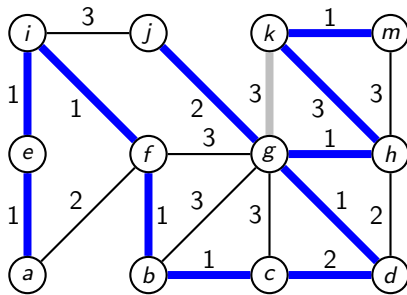
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



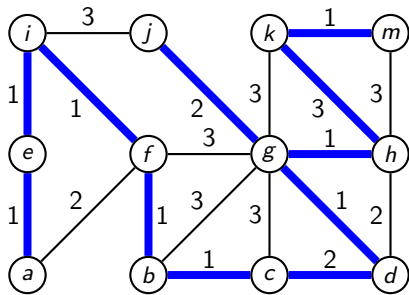
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



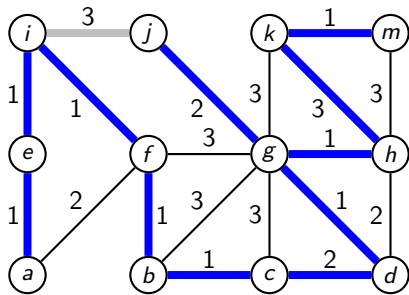
# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



# Kruskal's Algorithm

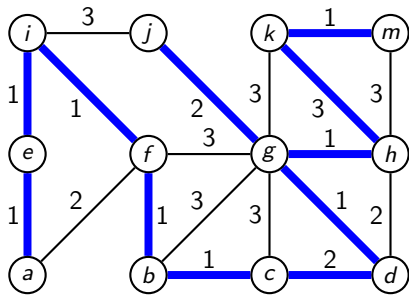
```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```





# Kruskal's Algorithm

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```



# Complexity of MST-Kruskal

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

# Complexity of MST-Kruskal

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

- $|V|$  times **Make-Set** (loop of line 2–3)

# Complexity of MST-Kruskal

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

- $|V|$  times **Make-Set** (loop of line 2–3)
- $O(|E| \log |E|)$  for sorting  $E$  (line 4)

# Complexity of MST-Kruskal

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

- $|V|$  times **Make-Set** (loop of line 2–3)
- $O(|E| \log |E|)$  for sorting  $E$  (line 4)
- $2|E|$  times **Find-Set**

# Complexity of MST-Kruskal

```
MST-Kruskal( $G, w$ )
1   $A = \emptyset$ 
2  for each vertex  $v \in V(G)$ 
3      Make-Set( $v$ )           // disjoint-set data structure
4  sort  $E$  in non-decreasing order by weight  $w$ 
5  for each edge  $(u, v) \in E$ , taken in non-decreasing order by  $w$ 
6      if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7           $A = A \cup \{(u, v)\}$ 
8          Union( $u, v$ )
```

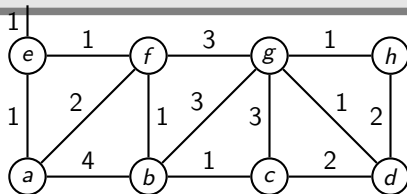
- $|V|$  times **Make-Set** (loop of line 2–3)
- $O(|E| \log |E|)$  for sorting  $E$  (line 4)
- $2|E|$  times **Find-Set**
- $O(|E|)$  times **Union**

# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$ 
2    $key[u] = \infty$ 
3    $\pi(u) = \text{NIL}$ 
4  $key[r] = 0$ 
5  $Q = V(G)$ 
6 while  $Q \neq \emptyset$ 
7    $u = \text{Extract-Min}(Q)$  // min by  $key[u]$ 
8   for each  $v \in Adj[u]$ 
9     if  $v \in Q \wedge w(u, v) < key[v]$ 
10       $\pi(v) = u$ 
11       $key[v] = w(u, v)$ 
```

# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```

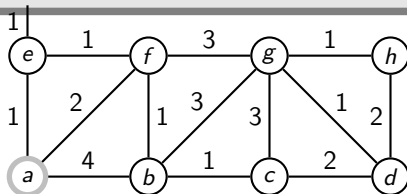


$Q = \{(a, 0, \cdot), (b, \infty, \cdot), (c, \infty, \cdot), (d, \infty, \cdot), (e, \infty, \cdot), (f, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$



# Prim's Algorithm

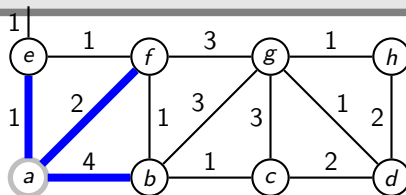
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(b, \infty, \cdot), (c, \infty, \cdot), (d, \infty, \cdot), (e, \infty, \cdot), (f, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

# Prim's Algorithm

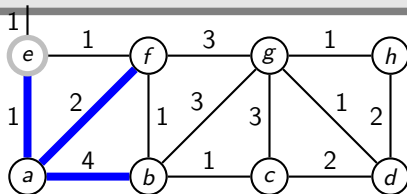
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(e, 1, a), (f, 2, a), (b, 4, a), (c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

# Prim's Algorithm

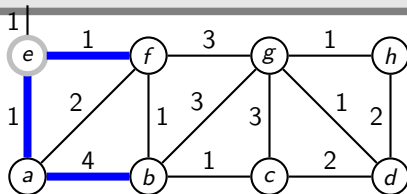
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(f, 2, a), (b, 4, a), (c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

# Prim's Algorithm

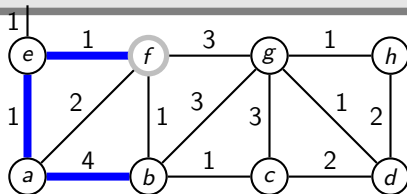
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(f, 1, e), (b, 4, a), (c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

# Prim's Algorithm

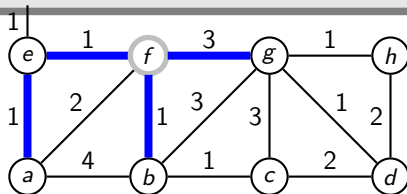
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(b, 4, a), (c, \infty, \cdot), (d, \infty, \cdot), (g, \infty, \cdot), (h, \infty, \cdot)\}$

# Prim's Algorithm

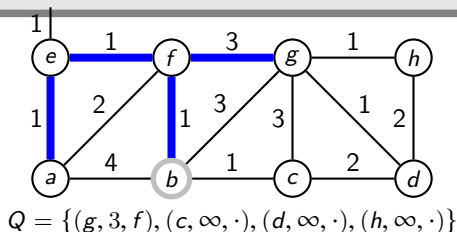
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(b, 1, f), (g, 3, f), (c, \infty, \cdot), (d, \infty, \cdot), (h, \infty, \cdot)\}$

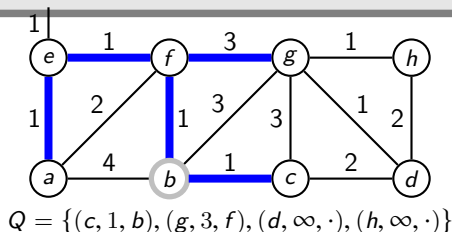
# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



# Prim's Algorithm

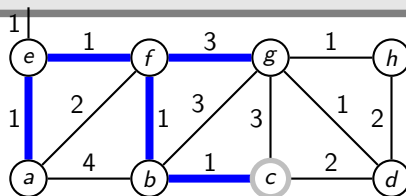
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$ 
                     2    $key[u] = \infty$ 
                     3    $\pi(u) = \text{NIL}$ 
                     4    $key[r] = 0$ 
                     5    $Q = V(G)$ 
                     6   while  $Q \neq \emptyset$ 
                     7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$ 
                     8     for each  $v \in \text{Adj}[u]$ 
                     9       if  $v \in Q \wedge w(u, v) < key[v]$ 
                    10          $\pi(v) = u$ 
                    11          $key[v] = w(u, v)$ 
```





# Prim's Algorithm

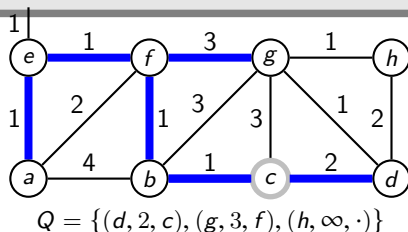
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



$Q = \{(g, 3, f), (d, \infty, \cdot), (h, \infty, \cdot)\}$

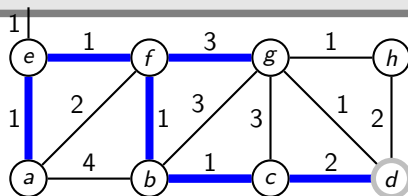
# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



# Prim's Algorithm

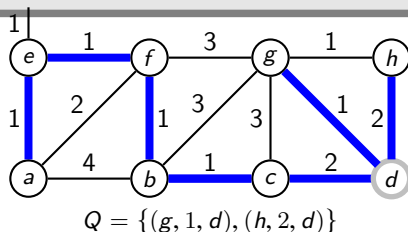
```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$ 
                     2    $key[u] = \infty$ 
                     3    $\pi(u) = \text{NIL}$ 
                     4    $key[r] = 0$ 
                     5    $Q = V(G)$ 
                     6   while  $Q \neq \emptyset$ 
                     7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$ 
                     8     for each  $v \in \text{Adj}[u]$ 
                     9       if  $v \in Q \wedge w(u, v) < key[v]$ 
                    10          $\pi(v) = u$ 
                    11          $key[v] = w(u, v)$ 
```



$Q = \{(g, 3, f), (h, \infty, \cdot)\}$

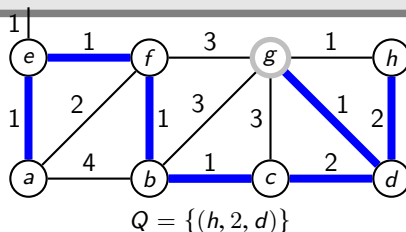
# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



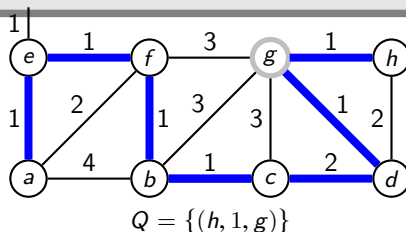
# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



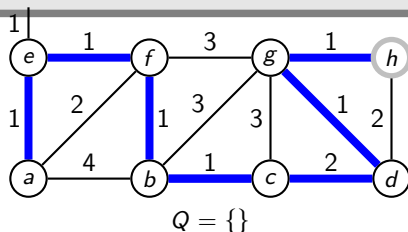
# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$   
2    $key[u] = \infty$   
3    $\pi(u) = \text{NIL}$   
4    $key[r] = 0$   
5    $Q = V(G)$   
6   while  $Q \neq \emptyset$   
7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$   
8     for each  $v \in \text{Adj}[u]$   
9       if  $v \in Q \wedge w(u, v) < key[v]$   
10         $\pi(v) = u$   
11         $key[v] = w(u, v)$ 
```



# Prim's Algorithm

```
MST-Prim( $G, w, r$ ) 1 for each vertex  $u \in V(G)$ 
                     2    $key[u] = \infty$ 
                     3    $\pi(u) = \text{NIL}$ 
                     4    $key[r] = 0$ 
                     5    $Q = V(G)$ 
                     6   while  $Q \neq \emptyset$ 
                     7      $u = \text{Extract-Min}(Q)$  // min by  $key[u]$ 
                     8     for each  $v \in \text{Adj}[u]$ 
                     9       if  $v \in Q \wedge w(u, v) < key[v]$ 
                    10          $\pi(v) = u$ 
                    11          $key[v] = w(u, v)$ 
```

