PRIM's MST algorithm

- Start with an arbitrary vertex r. Grow MST by repeatedly adding the smallest edge connecting a vertex in the tree with a vertex not in the tree
- To find the smallest edge we use a priority queue containing the *vertices* not in the tree yet:
  - The key/priority $d[v]$ of a vertex v is the weight of the smallest edge connecting v to the tree (impl.note: the priority of a vertex will be stored in an array $d[v]$, and also in the priority queue $(v, d[v])$, and we also maintain a pointer from v to v's location in the priority queue)
  - For each vertex v we store the edge that connects it to the tree; we call the other vertex of this edge by $pred(v)$

```
PRIM
/* initialize */
Pick arbitrary vertex r.
For each vertex u ∈ V, u ≠ r: d[u] = ∞, PQ.INSERT(u, ∞)
For vertex r: d[r] = 0, PQ.INSERT(r, 0), pred(r) = NULL
/* main loop */
WHILE PQ not empty
    u = PQ.DELETE-MIN()
    For each (u, v) ∈ E:
        IF v ∈ PQ and w_uv < d[v]:
            pred[v] = u
            PQ.DECREASE-KEY(v, w_uv)
Output the edges (u, pred(u)) as the MST.
```

Kruskal's MST algorithm

```
KRUSKAL
/* initialize */
For each vertex v ∈ V: MAKE-SET(v)
Sort edges of E in increasing order by weight
/* main loop */
FOR each edge e = (u, v) ∈ E in order of weight:
    IF FIND-SET(u) ≠ FIND-SET(v) THEN
        output edge e as part of MST
        UNION-SET(u, v)
```