

(1) A minimum spanning tree is a tree in which the sum of weights of the edges is as minimum as possible, connecting all the vertices of the tree.

Applications:

1. Telephone wiring system through different housing.
2. Electrical network designing.
3. Travelling salesman problem.

(2) • Kruskal's algorithm

$$T.C = O(|E| \log |E|).$$

$$S.C = O(|V|).$$

• Dijkstra's Algorithm.

$$T.C = O(V^2)$$

$$T.C = O(E + V \log V) \text{ (Fibonacci heap as PQ)}$$

$$T.C = O(E \log V) \text{ (Binary heap as PQ)}$$

$$S.C = O(V^2)$$

• Bellman ford's Algorithm

$$T.C = O(V^2 E)$$

$$T.C = O(V^3)$$

Complete Graph

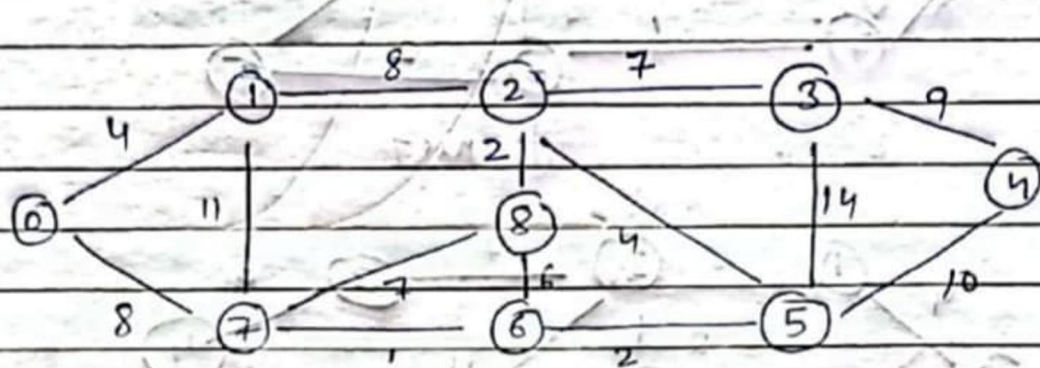
$$S.C = O(V)$$

(4) Prim's Algorithm

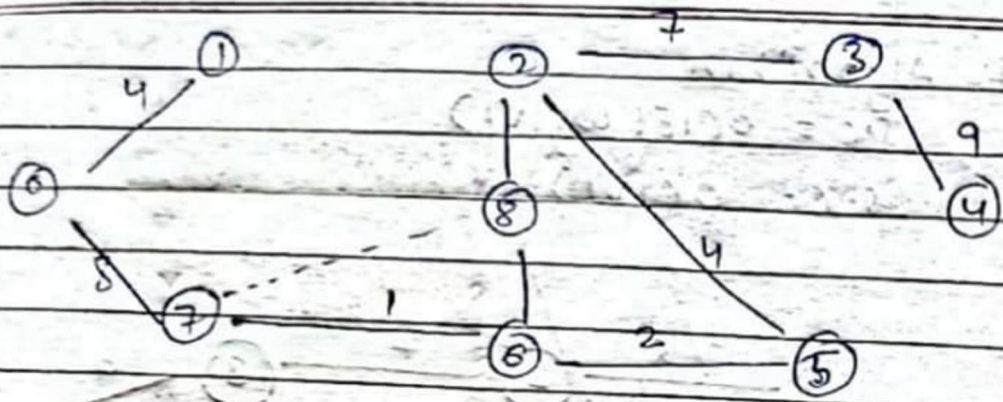
$$T.C = O(|E| \log |V|)$$

$$S.C = O(|V|)$$

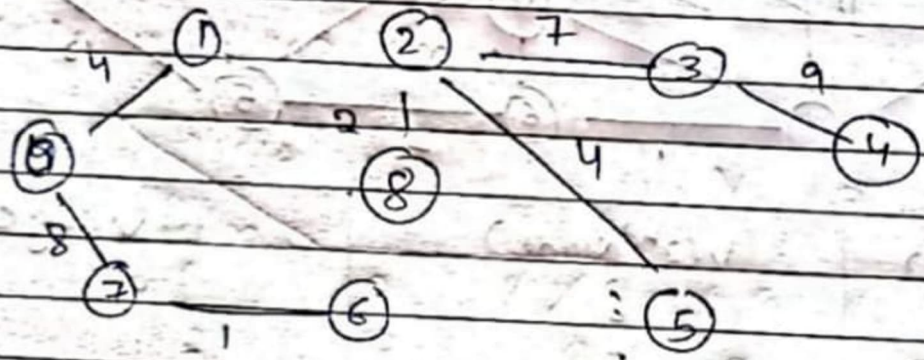
Ans (3)



u (1 st node)	v (2 nd Node)	u-v edge
7	6	0
6	5	1
2	8	2
0	1	2
2	5	4
8	6	4
2	3	6
7	8	7
0	7	7
1	2	8
3	4	8
5	4	9
1	7	10
3	5	11

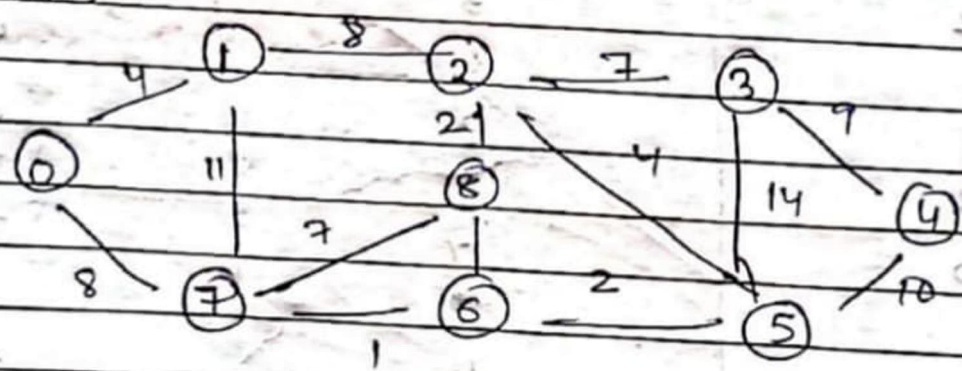


↓ - must



Total weight = 37.

2. Prim's



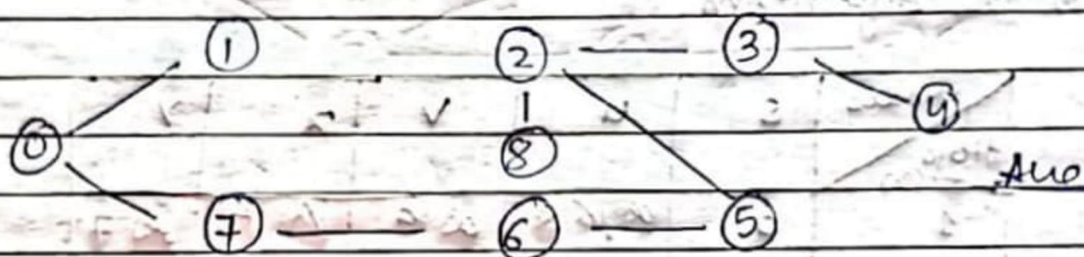
weight table

0	1	2	3	4	5	6	7	8
0	4	8	∞	∞	∞	∞	∞	∞
0	4	8	7	10	4	∞	8	2
			7	∞	4	∞	8	2
			7	10	4	6	7	
			7	10		2	7	
			7	9		1		

Parent table 1

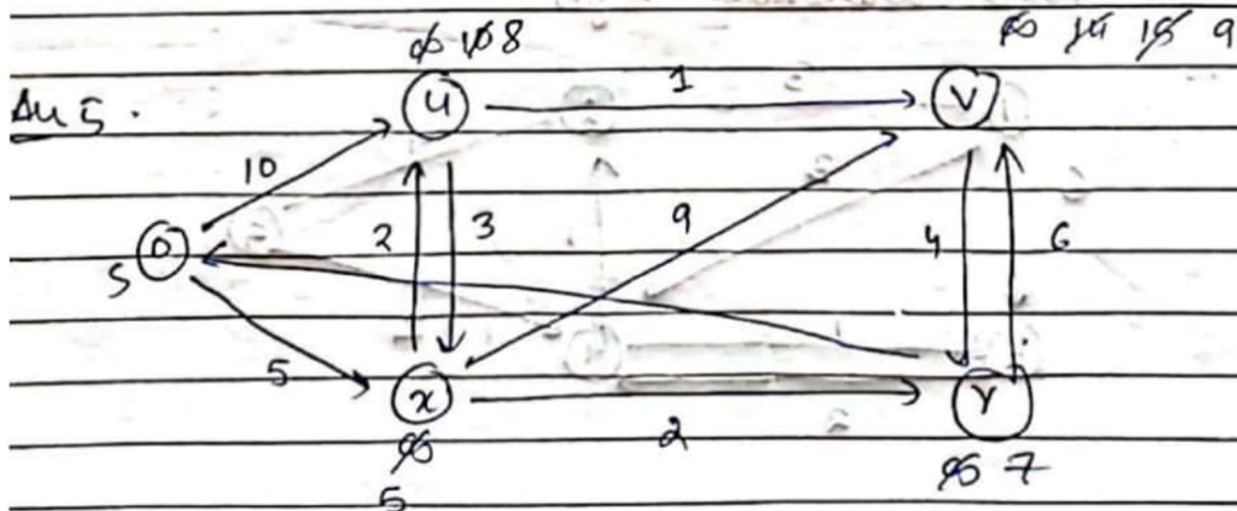
0	1	2	3	4	5	6	7	8
-1	1	2	1	2	1	1	1	1
	0	1	2	3	2	8	8	2
				3		5	8	
						7		

MST



(4) The shortest path may change because there may be different no. of edges in different paths from start.

(2) If all edges weights are multiplied by w , the shortest path will not change because weights of all paths from s to t get multiplied by the same amount. The no. of edges in a path doesn't matter. It is like changing unit of weights.



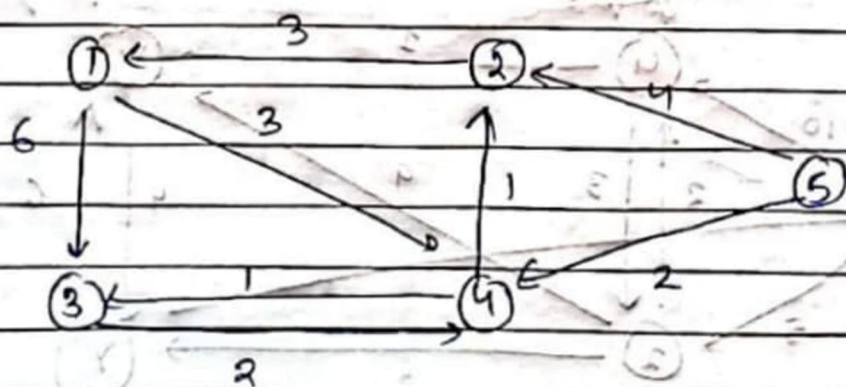
Dijkstra's algo

node	shortest distance from s
u	8
v	9
x	5
y	7

Bellman Algorithm

Nodes	s	u	v	x	y
Iteration					
1	0	8	9	5	7
2	0	8	9	5	7
3					
4					

node	shortest from ③
u	8
v	9
x	5
y	7

Ans 6. Floyd warshall Algo

	1	2	3	4	5
1	0	∞	6	3	∞
2	3	0	∞	∞	∞
3	∞	∞	0	2	∞
4	0	1	1	0	∞
5	∞	4	∞	2	0

dist 1	0	4	4	3	∞
	3	0	∞	∞	∞
	∞	∞	0	2	∞
	0	1	1	0	∞
	∞	4	∞	2	0

dist 2	0	4	4	3	∞
	3	0	7	6	∞
	∞	∞	0	2	∞
	0	1	1	0	∞
	∞	4	∞	2	0

dist 3	0	4	4	3	∞
	3	0	7	6	∞
	2	3	0	2	∞
	0	1	1	0	∞
	∞	4	∞	2	0

dist 4	0	4	4	3	∞
	3	0	7	6	∞
	2	3	0	2	∞
	0	1	1	0	∞
	∞	4	∞	2	0

dist 4	0	4	4	3	∞
	3	0	7	6	∞
	2	3	0	2	∞
	0	1	1	0	∞
	2	3	3	2	0

$$T.C = O(V^3)$$

$$S.C = O(V^2)$$