

BFS, DFS, and MST

Dr. Danny Nguyen

Transcribed by Thomas Cohn

9/6/2018

Defn: Breadth-First Search (or BFS) is an algorithm which produces a spanning tree of a connected graph.

Did we define it to be connected? Did we discuss the behavior of BFS on graphs which are not connected?

BFS starts out at a specific defined vertex R in the graph $G = (V, E)$, and begins building up "layers". $L_0 = \{R\}$, and $L_{i+1} = N(L_i) \setminus \bigcup_{j=0}^i L_j$. Each time we add a vertex w , which is a neighbor of vertex $v \in L_i$, to a layer L_{i+1} , we add the edge (v, w) to our tree. The algorithm ends when $L_d = \emptyset$.

Observations:

1. $\bigcup_{i=0}^{d-1} L_i = V$.
2. The tree obtained from BFS is not unique.
3. $x \in L_i \leftrightarrow d(x, R) = i$ (we could formally prove this with induction).
4. For every edge $(v, w) \in G$, one of the following is true for some i :
 - (a) $v, w \in L_i$.
 - (b) $v \in L_{i+1}, w \in L_i$.
 - (c) $v \in L_i, w \in L_{i+1}$.

Proof of (4):

Because v and w are adjacent, $d(w, R) - 1 \leq d(v, R) \leq d(w, R) + 1$.
So if $v \in L_i$, then $d(v, R) = i$, so $d(w, R) \in \{i - 1, i, i + 1\}$. \square

Defn: Depth-First Search (or DFS) is an algorithm which produces a spanning tree of a connected graph.

Ditto the definition for BFS.

DFS starts out at a specific defined vertex R in the graph $G = (V, E)$. We also have a stack $S = \{R\}$, and are building up our tree T . While $S \neq \emptyset$, we look at the top item of S (denoted v). If $\exists w \in N(v) \setminus T$, we add (w, v) to T and push w onto S . If no such w exists, we remove v from S .

Defn: Given a rooted tree T with root R and distinct vertexes a and b , we say a is an ancestor of b if the unique path from b to R passes through a .

This is *my* working definition, since we never received a clear one. I'm happy to replace this with a better definition if somebody (or the textbook, which I don't have yet) has one.

Thm: For all edges $e = (a, b) \in G \setminus T$, a is an ancestor of b in T or vice-versa.

Proof: WOLOG assume the DFS algorithm sees a before b . Then $b \in T_a$, where T_a is the DFS subtree of a . \square

Another argument from picture.

Defn: An edge in a connected graph is called a bridge if its removal would make the graph not connected.

Thm: If $e = (a, b) \in T$ is not a bridge of G and a is an ancestor of b in T , then $\exists e' \in T$ connecting an ancestor of a to a descendant of b .

Proof: Proof by picture.

Defn: A Minimum Spanning Tree (or MST) is a spanning tree with the smallest possible total weight.

We can write the weight a function, where $w : E \rightarrow \mathbb{R}_{>0}$. Note that if w is a constant function, then any spanning tree is a minimum spanning tree, since every tree with n vertexes has $n - 1$ edges.

Defn: Kruskal's Algorithm is an algorithm to find the MST of a graph.

Kruskal's Algorithm starts with a forest $F = \{\{1\}, \{2\}, \dots, \{n\}\}$. While F is not connected, pick the smallest edge that connects two separate components, and add that edge to the tree. Also merge the two components it connected in F .

Proof of Kruskal's Algorithm: Let T_0 be the edges of the tree obtained from Kruskal's Algorithm, with the edges ordered such that $T_0 = \{e_1 \leq e_2 \leq \dots \leq e_{n-1}\}$. Let $T = \{a_1 \leq a_2 \leq \dots \leq a_{n-1}\}$ be a spanning tree. Our goal is to prove that $\sum_{i=1}^{n-1} w(e_i) \leq \sum_{i=1}^{n-1} w(a_i)$. We will prove the stronger claim that $w(e_i) \leq w(a_i)$ for every $1 \leq i \leq n - 1$.

We know that $w(e_1) \leq w(a_1)$. So assume that $w(e_k) > w(a_k)$ for some $1 < k \leq n - 1$.

Then $w(e_k) \geq w(a_k) \geq w(a_{k-1}) \geq \dots \geq w(a_1)$, i.e., $w(e_k) \geq w(a_j)$ for all $1 \leq j \leq k$.

At step k of Kruskal's Algorithm, since it selected e_k , we know that a_1, \dots, a_k weren't picked even though they're smaller than e_k , so they must each already be in a component. Let $H = \{a_k, \dots, a_1\} \subset F_{k-1}$; H has $n - k$ components. But there are $n - k + 1$ components to F_{k-1} . **How exactly is this a contradiction? How did we get here?** \square