

Data Structures and Algorithms

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Session: Spanning Tree Algorithm
(Prim's Algorithm)

Prim's Algorithm

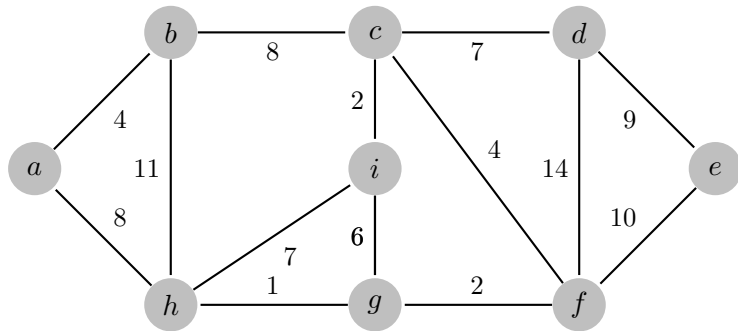
1. Greedy algorithm
2. Finds minimum spanning tree for a weighted undirected graph.

Prim's Algorithm

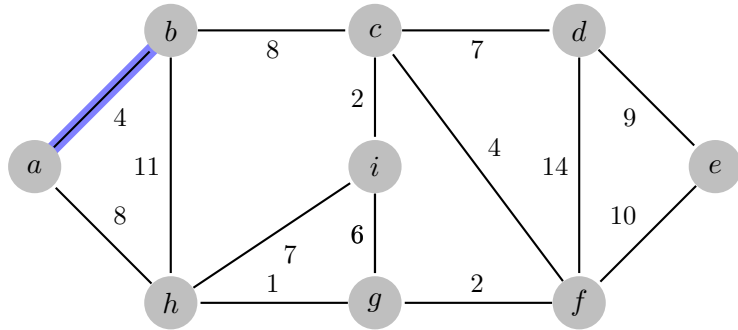
```
Algorithm MST-Prim( $G, w, r$ )  
 $P \leftarrow$  new Min-heap(key)  
for  $u \in G.getVertices()$  do  
     $key[u] = \infty$   
     $predecessor[u] = NULL$   
     $P.insert(u)$   
end for  
 $key[r] = 0$   
while  $P.isNotEmpty()$  do  
     $u \leftarrow P.getMin()$   
    for  $v \in G.adjacentVertex(u)$  do  
        if  $v \in P$  &  $w(u, v) < key[v]$  then  
             $predecessor[v] = u$   
             $key[v] = w(u, v)$   
        end if  
    end for  
end while
```

Figure: Prim's Algorithm

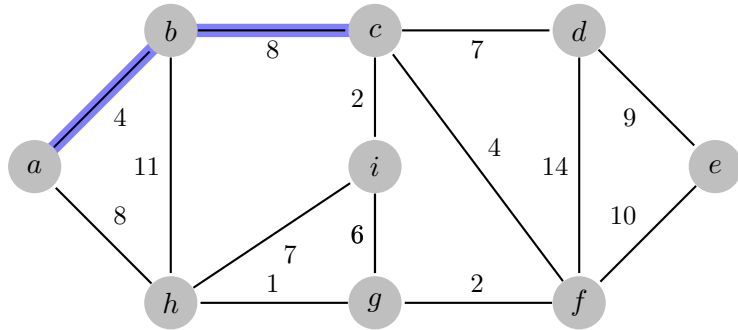
Prim's Algorithm



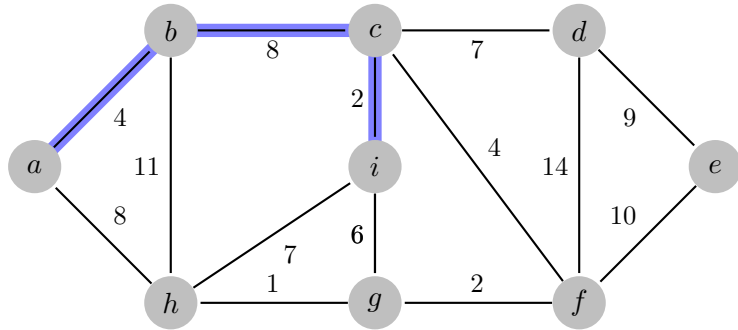
Prim's Algorithm



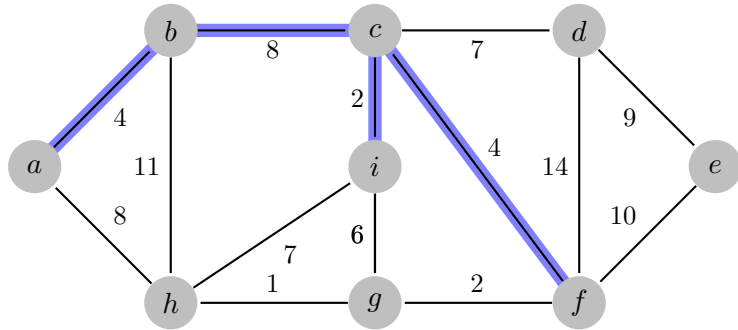
Prim's Algorithm



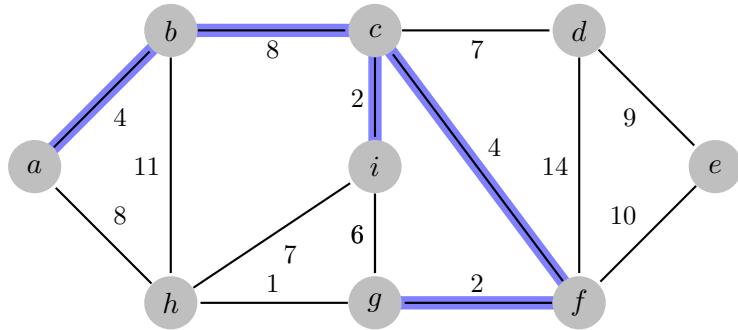
Prim's Algorithm



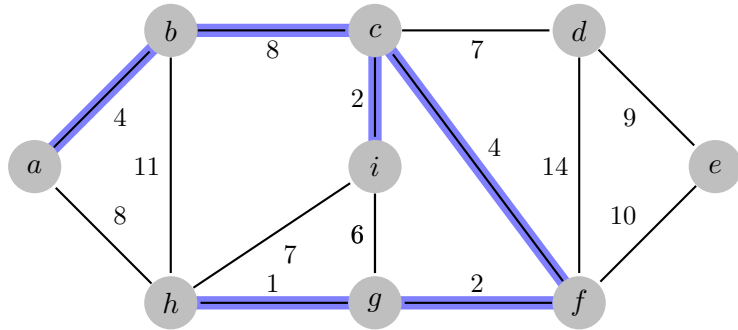
Prim's Algorithm



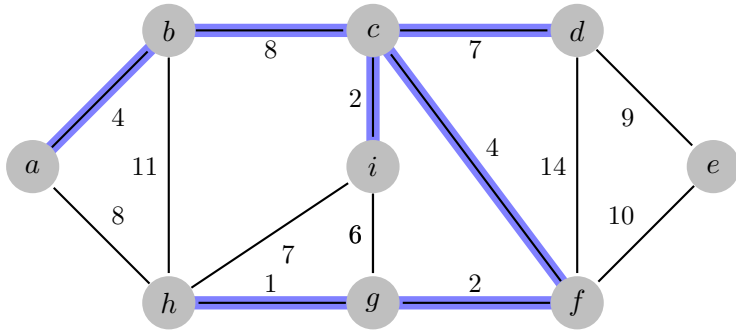
Prim's Algorithm



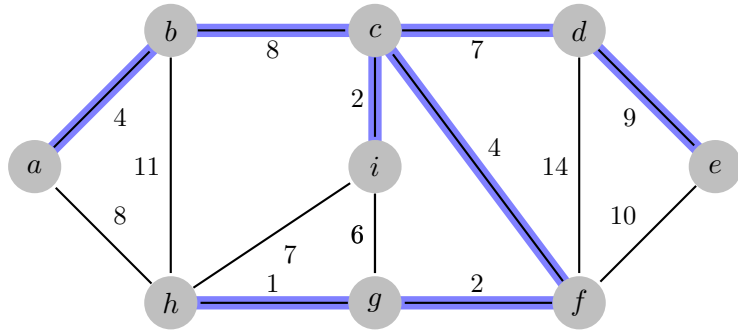
Prim's Algorithm



Prim's Algorithm



Prim's Algorithm



Analysis of Prim's Algorithm

```
Algorithm MST-Prim( $G, w, r$ ) ( $G$ )  
 $P \leftarrow$  new Min-heap(key)  
for  $u \in G.getVertices()$  do  
     $key[u] = \infty$   
     $predecessor[u] = NULL$   
     $P.insert(u) \implies c_1$   
end for  $\implies c_2 \times |V|$  times  
 $key[r] = 0$   
while  $P.isNotEmpty()$  do  
     $u \leftarrow P.getMin() \implies c_3 \times \log|V|$  times  
    for  $v \in G.adjacentVertex(u)$  do  
        if  $v \in P \ \& \ w(u, v) < key[v]$  then  
             $predecessor[v] = u$   
             $key[v] = w(u, v) \implies c_4 \times \log|V|$  times  
        end if  
    end for  $\implies c_5 \times deg(V)$  times  
end while  $\implies c_6 \times |V|$  times
```

Figure: Prim's Algorithm

$$T(n) = c_4 c_5 \log |V| \sum_{v \in V} deg(v) + c_3 c_6 |V| \log |V| + c_1 c_2 |V| = O((|E| + |V|) \log |V|)$$

Thank you