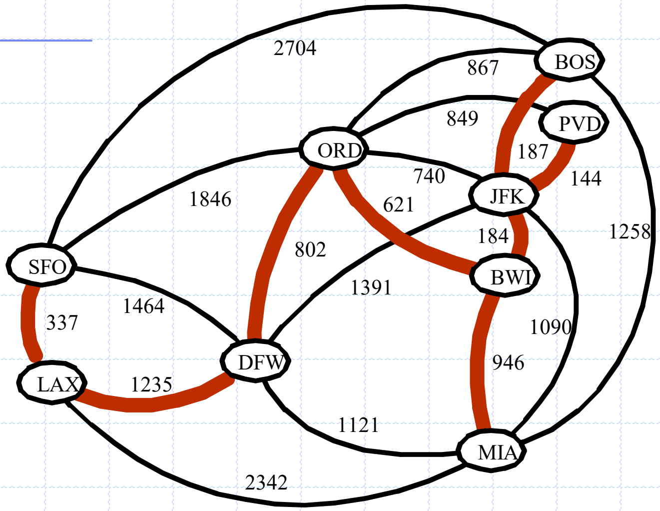
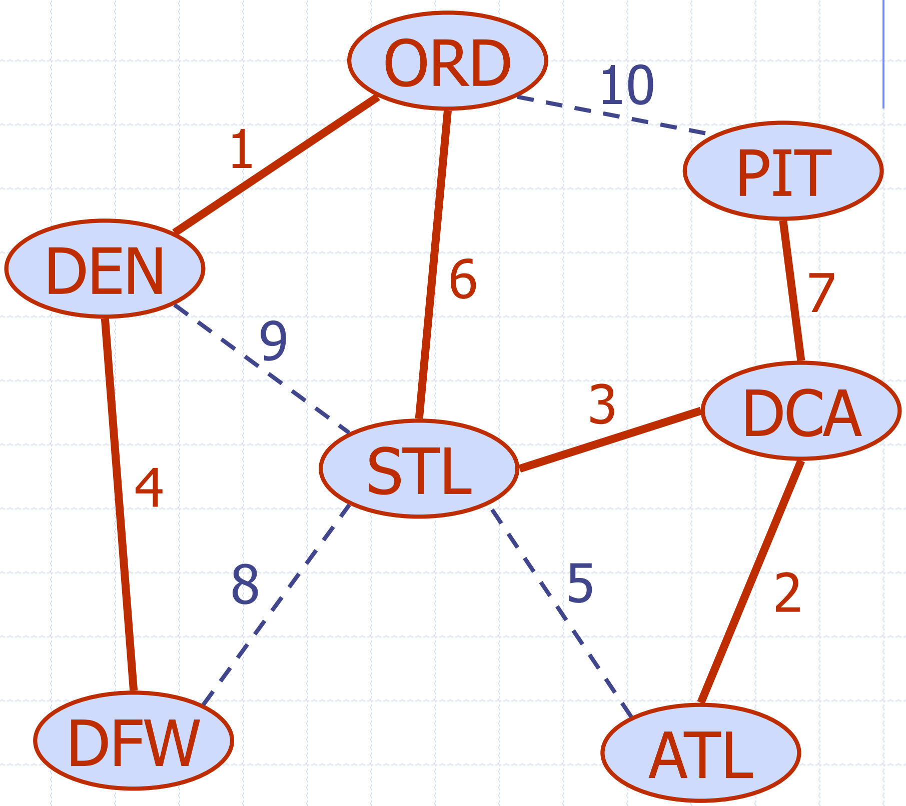
Minimum Spanning Trees



Minimum Spanning Trees

- Spanning subgraph
  - Subgraph of a graph G containing all the vertices of G
- Spanning tree
  - Spanning subgraph that is itself a (free) tree
- Minimum spanning tree (MST)
  - Spanning tree of a weighted graph with minimum total edge weight
- Applications
  - Communications networks
  - Transportation networks



Spanning → Contain all nodes!

Cycle Property

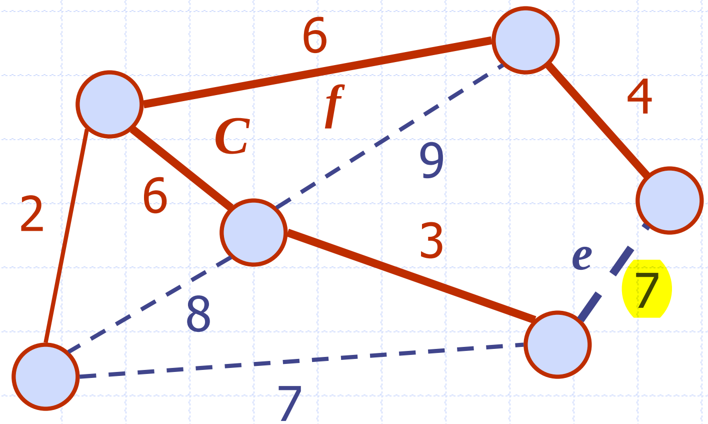
➔ Edge e must be in MST
if weight(e) is the smallest among all.

Cycle Property:

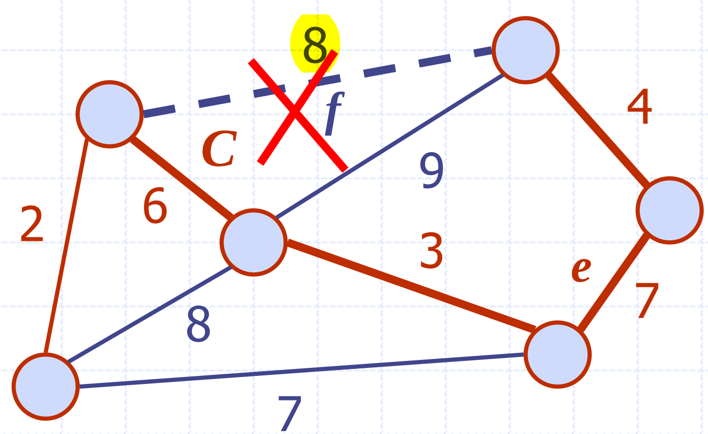
- Let T be a minimum spanning tree of a weighted graph G
- Let e be an edge of G that is not in T and let C be the cycle formed by e with T
- For every edge f of C, $weight(f) \leq weight(e)$

Proof by contradiction:

- If $weight(f) > weight(e)$ we can get a spanning tree of smaller weight by replacing f with e ➔ Contradiction!



Replacing f with e yields a better spanning tree



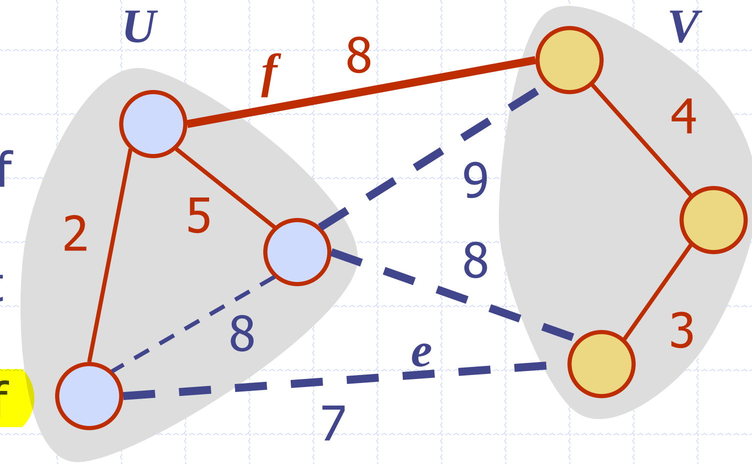
Partition Property

Partition Property:

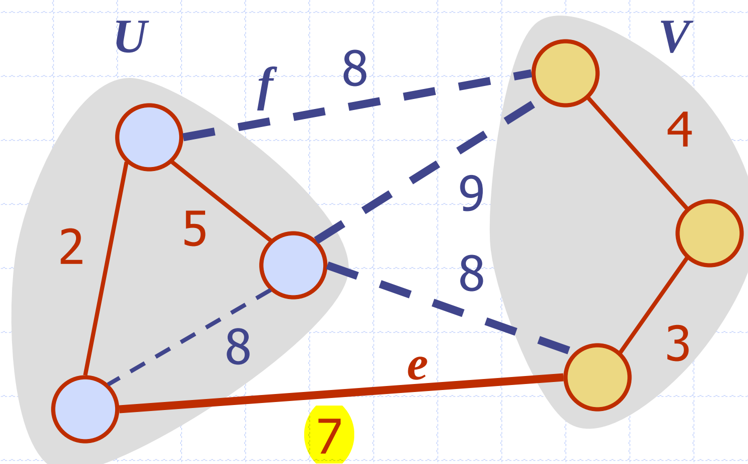
- Consider a partition of the vertices of G into subsets U and V
- Let e be an edge of minimum weight across the partition
- There is a minimum spanning tree of G containing edge e

Proof by contradiction:

- Let T be an MST of G
- If T does not contain e, consider the cycle C formed by e with T and let f be an edge of C across the partition.
- Since $weight(f) > weight(e)$, T is not a MST ➔ Contradiction!



Replacing f with e yields another MST



Kruskal's Algorithm

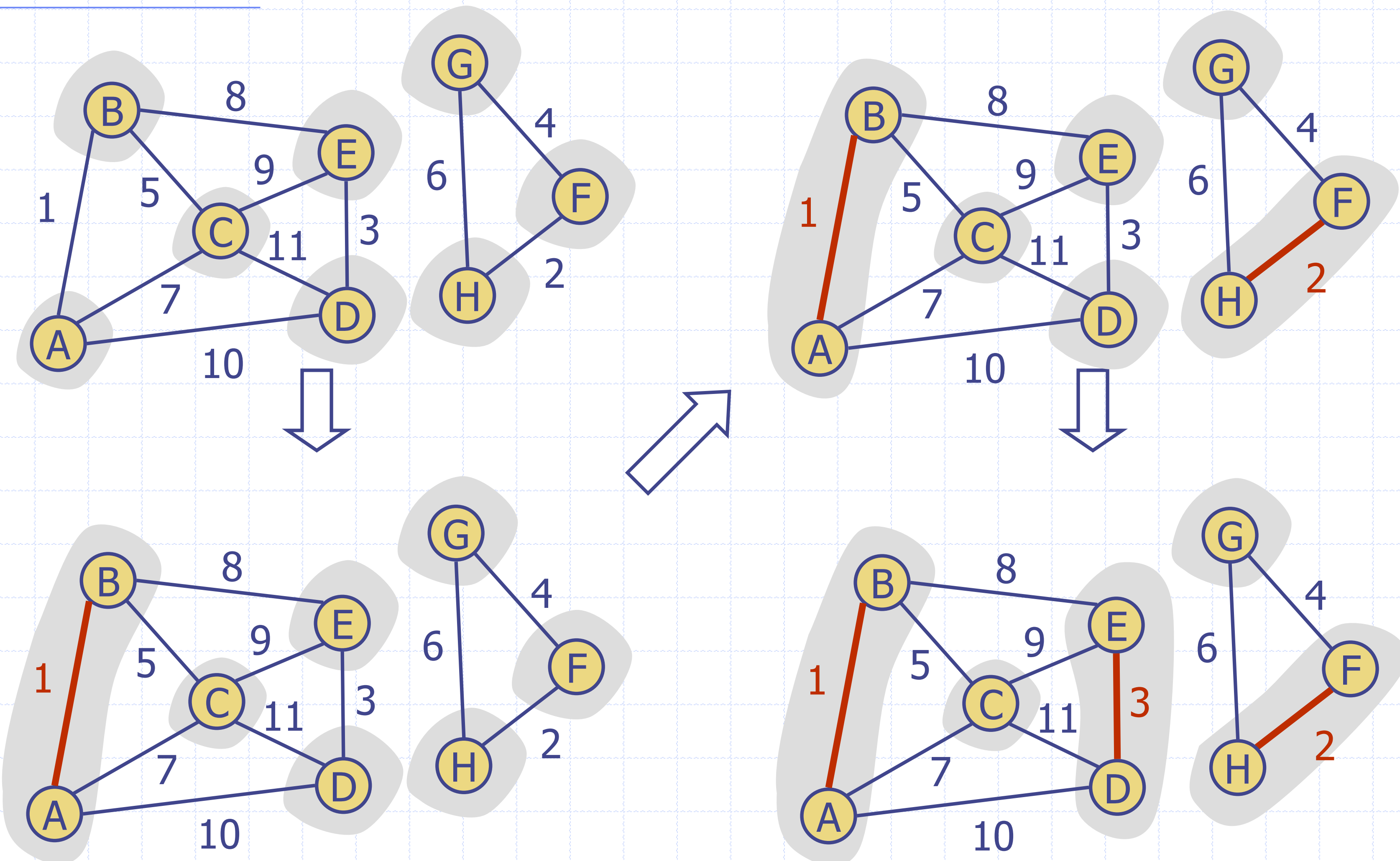
Based on the concept that
edge e must be in MST
if weight(e) is the smallest among all.

- Maintain a partition of the vertices into clusters
  - Initially, single-vertex clusters
  - Keep an MST for each cluster
  - Merge "closest" clusters and their MSTs
- A priority queue stores the edges outside clusters
  - Key: weight
  - Element: edge
- At the end of the algorithm
  - One cluster and one MST

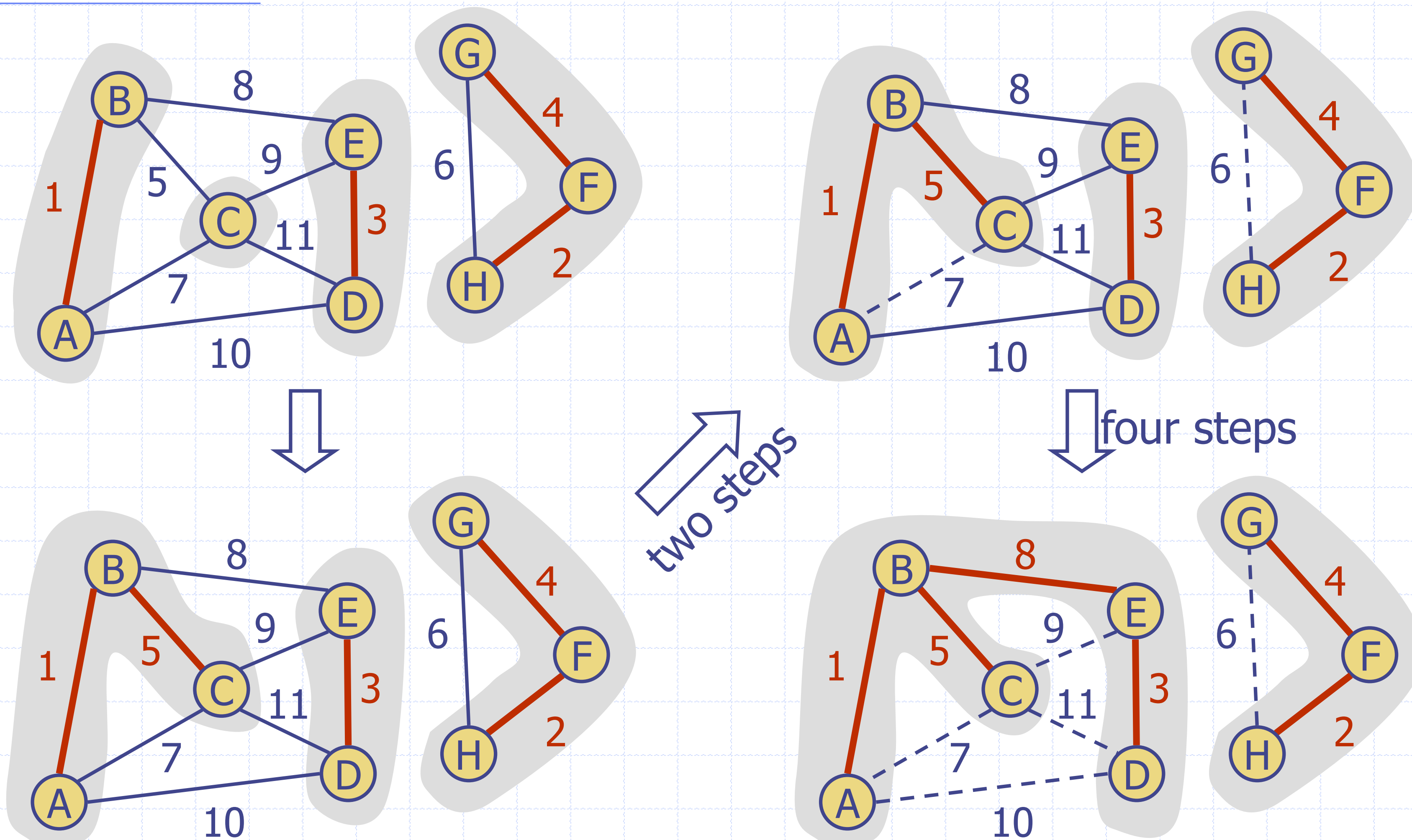
Algorithm *KruskalMST*(G)
  for each vertex v in G **do**
    Create a cluster consisting of v
  let Q be a priority queue.
  Insert all edges into Q
  $T \leftarrow \emptyset$
  {T is the union of the MSTs of the clusters}
  while T has fewer than $n - 1$ edges **do**
  $e \leftarrow Q.removeMin().getValue()$
    $[u, v] \leftarrow G.endVertices(e)$
    $A \leftarrow getCluster(u)$
    $B \leftarrow getCluster(v)$
    if $A \neq B$ **then**
      Add edge e to T
      $mergeClusters(A, B)$
  return T

Example

Quiz!



Example (contd.)

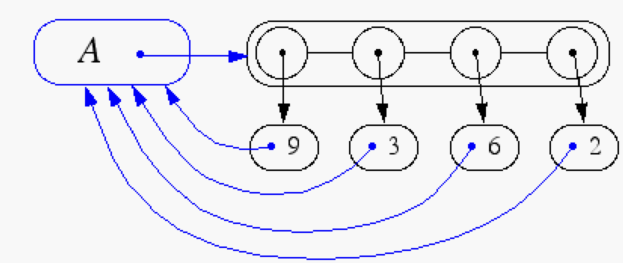


m=n-1

Data Structure for Kruskal's Algorithm

- The algorithm maintains a forest of trees
- A priority queue extracts the edges by increasing weight
- An edge is accepted it if connects distinct trees
- We need a data structure that maintains a partition, i.e., a collection of disjoint sets, with operations:
  - makeSet(u): create a set consisting of u
  - find(u): return the set storing u
  - union(A, B): replace sets A and B with their union

Recall of List-based Partition



- Each set is stored in a sequence
- Each element has a reference back to the set
  - operation find(u) takes O(1) time, and returns the set of which u is a member.
  - in operation union(A,B), we move the elements of the smaller set to the sequence of the larger set and update their references
  - the time for operation union(A,B) is min(|A|, |B|)
- Whenever an element is processed, it goes into a set of size at least double, hence each element is processed at most log n times

Partition-Based Implementation

- Partition-based version of Kruskal's Algorithm
  - Cluster merges as unions
  - Cluster locations as finds
- Running time $O((n + m) \log n)$
  - PQ operations $O(m \log n)$
  - UF operations $O(n \log n)$

```
Algorithm KruskalMST(G)
  Initialize a partition P
  for each vertex v in G do
      P.makeSet(v)
  let Q be a priority queue.
  Insert all edges into Q
  T ← ∅
  {T is the union of the MSTs of the clusters}
  while T has fewer than n − 1 edges do
  e ← Q.removeMin().getValue()
     [u, v] ← G.endVertices(e)
     A ← P.find(u)
     B ← P.find(v)
     if A ≠ B then
        Add edge e to T
        P.union(A, B)
  return T
```

Prim's Algorithm

Based on partition property

- Similar to Dijkstra's algorithm
- We pick an arbitrary vertex s and we grow the MST as a cloud of vertices, starting from s
- We store with each vertex v label $d(v)$ representing the smallest weight of an edge connecting v to a vertex in the cloud
- At each step:
  - We add to the cloud the vertex u outside the cloud with the smallest distance label
  - We update the labels of the vertices adjacent to u

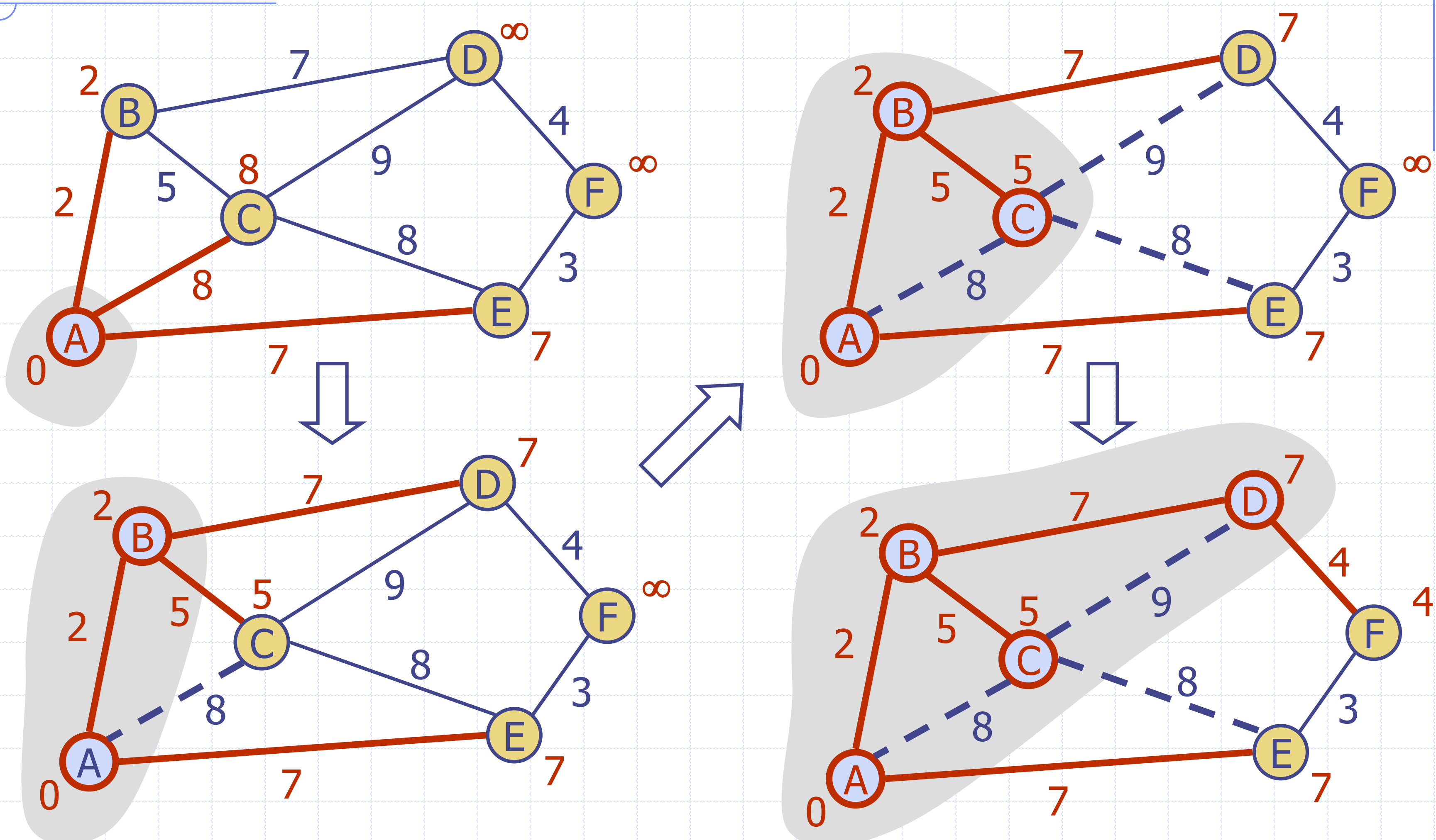
Prim's Algorithm (cont.)

- A heap-based adaptable priority queue with location-aware entries stores the vertices outside the cloud
  - Key: distance
  - Value: vertex
  - Recall that method ***replaceKey***(***l***,***k***) changes the key of entry ***l***
- We store three labels with each vertex:
  - Distance
  - Parent edge in MST
  - Entry in priority queue

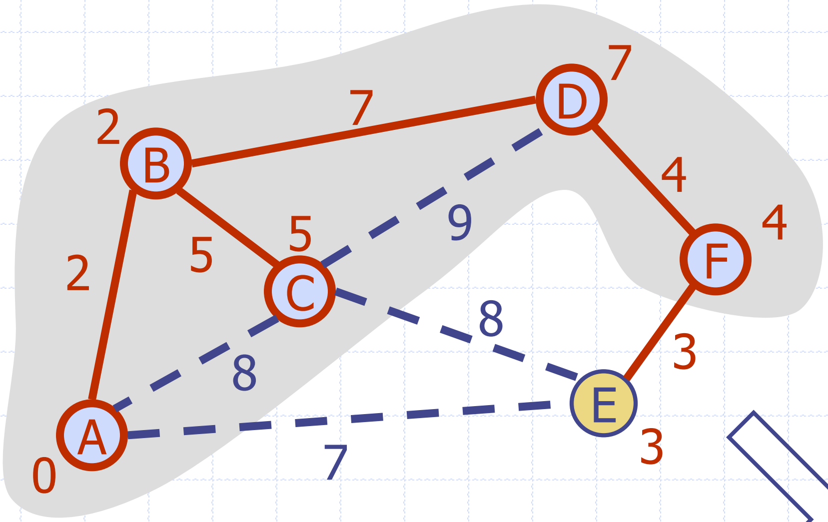
Algorithm $\textbf{\textit{PrimJarnikMST}}(\textbf{\textit{G}})$
$\quad \textbf{\textit{Q}} \leftarrow$ new heap-based priority queue
$\quad \textbf{\textit{s}} \leftarrow$ a vertex of $\textbf{\textit{G}}$
$\quad$ **for all** $\textbf{\textit{v}} \in \textbf{\textit{G.vertices}}()$
$\quad\quad$ **if** $\textbf{\textit{v}} = \textbf{\textit{s}}$
$\quad\quad\quad \textbf{\textit{v.setDistance}}(0)$
$\quad\quad$ **else**
$\quad\quad\quad \textbf{\textit{v.setDistance}}(\infty)$
$\quad\quad \textbf{\textit{v.setParent}}(\varnothing)$
$\quad\quad \textbf{\textit{l}} \leftarrow \textbf{\textit{Q.insert}}(\textbf{\textit{v.getDistance}}(), \textbf{\textit{v}})$
$\quad\quad \textbf{\textit{v.setLocator}}(\textbf{\textit{l}})$
$\quad$ **while** $\neg \textbf{\textit{Q.empty}}()$
$\quad\quad \textbf{\textit{l}} \leftarrow \textbf{\textit{Q.removeMin}}()$
$\quad\quad \textbf{\textit{u}} \leftarrow \textbf{\textit{l.getValue}}()$
$\quad\quad$ **for all** $\textbf{\textit{e}} \in \textbf{\textit{u.incidentEdges}}()$
$\quad\quad\quad \textbf{\textit{z}} \leftarrow \textbf{\textit{e.opposite}}(\textbf{\textit{u}})$
$\quad\quad\quad \textbf{\textit{r}} \leftarrow \textbf{\textit{e.weight}}()$
$\quad\quad\quad$ **if** $\textbf{\textit{r}} < \textbf{\textit{z.getDistance}}()$
$\quad\quad\quad\quad \textbf{\textit{z.setDistance}}(\textbf{\textit{r}})$
$\quad\quad\quad\quad \textbf{\textit{z.setParent}}(\textbf{\textit{e}})$
$\quad\quad\quad\quad \textbf{\textit{Q.replaceKey}}(\textbf{\textit{z.getEntry}}(), \textbf{\textit{r}})$

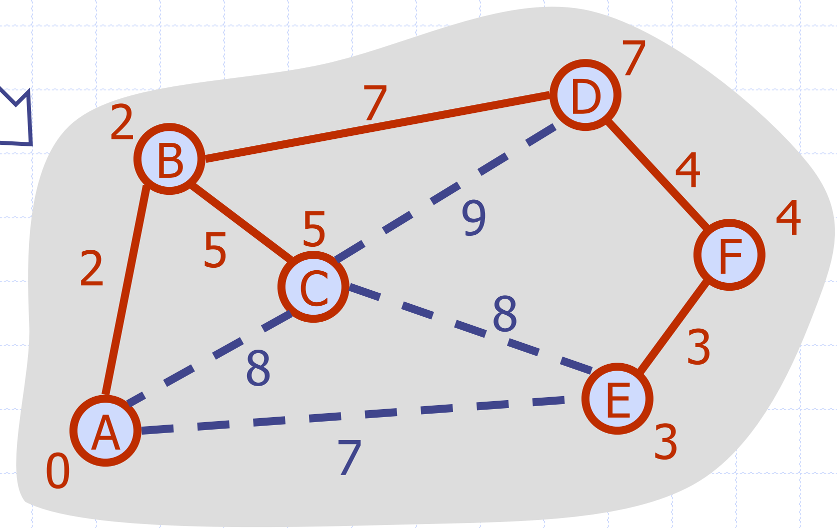
Example

Quiz!



Example (contd.)





Analysis

- Graph operations
  - Method incidentEdges is called once for each vertex
- Label operations
  - We set/get the distance, parent and locator labels of vertex z $O(\deg(z))$ times
  - Setting/getting a label takes $O(1)$ time
- Priority queue operations
  - Each vertex is inserted once into and removed once from the priority queue, where each insertion or removal takes $O(\log n)$ time
  - The key of a vertex w in the priority queue is modified at most $\deg(w)$ times, where each key change takes $O(\log n)$ time
- Prim's algorithm runs in $O((n + m) \log n)$ time provided the graph is represented by the adjacency list structure
  - Recall that $\sum_v \deg(v) = 2m$
- The running time is $O(m \log n)$ since the graph is connected

Baruvka's Algorithm (Exercise)

- Like Kruskal's Algorithm, Baruvka's algorithm grows many clusters at once and maintains a forest T
- Each iteration of the while loop halves the number of connected components in forest T
- The running time is $O(m \log n)$

Algorithm *BaruvkaMST*(G)
    $T \leftarrow V$ {just the vertices of G}
  while T has fewer than $n - 1$ edges **do**
    for each connected component C in T **do**
      Let edge e be the smallest-weight edge from C to another component in T
      if e is not already in T **then**
        Add edge e to T
  return T

Example of Baruvka's Algorithm (animated)

Slide by Matt Stallmann included with permission.