

补充定义

辨认安全边

Kruskal算法

并查集---判断连接连通分量

Prim算法

优先队列---维持存储最近权

Boruvka---升级Prim

MIN Spanning Tree

补充定义

- 循环不变式：在每遍循环之前，A是某个MST的一个子集。
- 安全边safe：这条边加入A，不违反循环不变式
- 割cut

把点集分成两份

也会把连接两部分的边叫做cut边

- respect边集：不包含cut边
- light edge轻量级边：cut边中权重最小的

辨认安全边

- light edge is safe for A

Kruskal算法

贪心，每次加入light edge

按权重升序判断，连接了不同分量就采用，不维持连通性

```

2  A = ∅
3  Sort edges into weight increasing order
4  for (each edge (u,v) taken in weight increasing order)
5      if (adding edge (u,v) does not form cycle in A)
6          A = A ∪ {(u,v)}
7  return A

```

并查集版本---判断连接连通分量

- FIND-SET (a) == FIND-SET (b)

判断结点是否属于同一棵树

- UNION合并树

```

1  KruskalMST(G,w):
2  A = ∅
3  Sort edges into weight increasing order
4  for (each node u in V(G))
5      MakeSet(u)
6  for (each edge (u,v) taken in weight increasing order)
7      if (Find(u) != Find(v))
8          A = A ∪ {(u,v)}
9          Union(u,v)
10 return A

```

Prim算法

贪心，维持连通性，不断在**现有所有**成员的邻居里扩张
起始点随意

```

1  PrimMST(G,w):
2  A = ∅
3  Cx = {x}
4  while (Cx is not a spanning tree)
5      Find MWOE (u,v) of Cx
6      A = A ∪ {(u,v)}
7      Cx = Cx ∪ {v}
8  return A

```

优先队列---维持存储最近权

```
1  PrimMST(G,w):
2  Pick an arbitrary node x
3  for (each node u)
4      u.dist = INF, u.parent = NIL, u.in = false
5  x.dist = 0
6  Build a priority queue Q based on "dist" values
7  while (Q is not empty)
8      u = Q.ExtractMin()
9      u.in = true
10     for (each edge (u,v))
11         if (v.in==false and w(u,v)<v.dist)
12             v.parent = u, v.dist = w(u,v)
13         Q.Update(v,w(u,v))
```

DFS, BFS, Prim, and others...

DFSiterSkeleton(G,s):

```
Stack Q
Q.push(s)
while (!Q.empty())
    u = Q.pop()
    if (!u.visited)
        u.visited = true
        for (each edge (u,v) in E)
            Q.push(v)
```

BFSSkeletonAlt(G,s):

```
FIFOQueue Q
Q.enqueue(s)
while (!Q.empty())
    u = Q.dequeue()
    if (!u.visited)
        u.visited = true
        for (each edge (u,v) in E)
            Q.enqueue(v)
```

PrimMSTSkeleton(G,x):

```
PriorityQueue Q
Q.add(x)
while (!Q.empty())
    u = Q.remove()
    if (!u.visited)
        u.visited = true
        for (each edge (u,v) in E)
            if (!v.visited and ...)
                Q.update(v,...)
```

GraphExploreSkeleton(G,s):

```
GenericQueue Q
Q.add(s)
while (!Q.empty())
    u = Q.remove()
    if (!u.visited)
        u.visited = true
        for (each edge (u,v) in E)
            Q.add(v)
```

Boruvka---升级Prim

prim是对一个连通分支不断扩张

Boruvka对所有联通分支同时扩张

```

1  BoruvkaMST(G,w):
2  G' = (V,∅)
3  do
4    ccCount = CountCCAndLabel(G')
5    for (i=1 to ccCount)
6      safeEdge[i] = NIL
7    for (each edge (u,v) in E(G))
8      if (u.ccNum != v.ccNum)
9        if (safeEdge[u.ccNum]==NIL or w(u,v)<w(safeEdge[u.ccNum]))
10          safeEdge[u.ccNum] = (u,v)
11        if (safeEdge[v.ccNum]==NIL or w(u,v)<w(safeEdge[v.ccNum]))
12          safeEdge[v.ccNum] = (u,v)
13    for (i=1 to ccCount)
14      Add safeEdge[i] to E(G')
15  while (ccCount > 1)
16  return E(G')

```