

22AIE203 – Data Structures and Algorithm - 2

LAB EXP 3

Kruskal's algorithm

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Code

```
#include <stdio.h>

#define I 32767 // Infinity
#define V 7 // # of vertices in Graph
#define E 9 // # of edges in Graph

void PrintMCST(int T[][V-1], int A[][E]){
    printf("\nMinimum Cost Spanning Tree Edges\n\n");
    for (int i = 0; i < V-1; i++){
        printf("[%d]-----[%d]\n", T[0][i], T[1][i]);
    }
    printf("\n");
}

// Set operations: Union and Find
void Union(int u, int v, int s[]){
    if (s[u] < s[v]){
        s[u] += s[v];
        s[v] = u;
    } else {
        s[v] += s[u];
        s[u] = v;
    }
}

int Find(int u, int s[]){
    int x = u;
    int v = 0;

    while (s[x] > 0){
        x = s[x];
    }

    while (u != x){
        v = s[u];
        s[u] = x;
        u = v;
    }
    return x;
}

void KruskalsMCST(int A[3][9]){
    int T[2][V-1]; // Solution array
    int track[E] = {0}; // Track edges that are included in solution
    int set[V+1] = {-1, -1, -1, -1, -1, -1, -1, -1, -1}; // Array for finding
cycle
```

```

int i = 0;
while (i < V-1){
    int min = I;
    int u = 0;
    int v = 0;
    int k = 0;

    // Find a minimum cost edge
    for (int j = 0; j < E; j++){
        if (track[j] == 0 && A[2][j] < min){
            min = A[2][j];
            u = A[0][j];
            v = A[1][j];
            k = j;
        }
    }

    // Check if the selected min cost edge (u, v) forms a cycle or not
    if (Find(u, set) != Find(v, set)){
        T[0][i] = u;
        T[1][i] = v;

        // Perform union
        Union(Find(u, set), Find(v, set), set);
        i++;
    }
    track[k] = 1;
}

PrintMCST(T, A);
}

int main() {
    int edges[3][9] = {{ 1, 1, 2, 2, 3, 4, 4, 5, 5},
                        { 2, 6, 3, 7, 4, 5, 7, 6, 7},
                        {25, 5, 12, 10, 8, 16, 14, 20, 18}};

    KruskalsMCST(edges);

    return 0;
}

```

Output

```
PS D:\Sem3\Notes\DSA-2\dsa2lab> cd "d:\Sem3\Notes\DSA-2\dsa2lab\week3\" ;
```

Minimum Cost Spanning Tree Edges

```
[1]-----[6]  
[3]-----[4]  
[2]-----[7]  
[2]-----[3]  
[4]-----[5]  
[5]-----[6]
```

```
PS D:\Sem3\Notes\DSA-2\dsa2lab\week3> █
```



