CPSC 320 2024W1: Spanning Tree Tutorial Problem

A spanning algorithm

Let G = (V, E) denote a connected, undirected graph with $n \ge 2$ nodes and m weighted edges. Let $\operatorname{wt}(e)$ denote the weight of edge e of G. The following algorithm is similar but not identical to Kruskal's minimum spanning tree algorithm. (This version of the algorithm is interesting because it can be implemented efficiently on a multi-processor computer. Roughly this is because the steps for each connected component C can all be handled by different processors.)

Algorithm Spanning(G = (V, E), wt())

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Let G' = (V, E') where E' = \emptyset

While G' is not connected
E\text{-new} = \emptyset
For each connected component C of G' = (V, E')
Find an edge e = (u, v) \in E of minimum weight wt(e) that connects a node u in C to a node v that is not in C
E\text{-new} = E\text{-new} \cup \{e\}
E' = E' \cup E\text{-new}
Return G'
```

- 1. How many iterations of the While loop will be executed in the worst case?
 - $\bigcirc \Theta(1)$ $\bigcirc \Theta(\log n)$
- 2. Describe an input graph with n nodes on which this worst case behaviour can happen, and explain briefly what edge choices would lead to the worst case behaviour.
- 3. Which of the following statements is true? Choose one, and justify your answer briefly.

 $\bigcirc \Theta(n)$

- \bigcirc The algorithm always returns a tree on *all* inputs G.
- \bigcirc The algorithm returns a tree on *some* inputs G but may not return a tree on other inputs.
- \bigcirc The algorithm /never/ returns a tree on any input G.
- 4. How many iterations of the While loop will be executed in the best case?
 - $\bigcirc \Theta(1)$ $\bigcirc \Theta(\log n)$ $\bigcirc \Theta(n)$
- 5. Describe an input graph with n nodes on which this best case behaviour can happen, and explain briefly what edge choices would lead to the best case behaviour.
- 6. Explain why the algorithm always returns a tree on all inputs G = (V, E) where all edges of E have different weights.
- 7. Explain why the tree returned by the algorithm is a minimum spanning tree on all inputs G = (V, E) where all edges of E have different weights.