

# Minimum Spanning Trees

Hengfeng Wei

Institute of Computer Software  
Nanjing University

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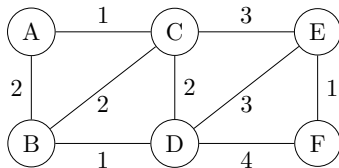
- 1 The MST Problem
- 2 The Generic MST Algorithm
- 3 Kruskal's and Prim's Algorithms

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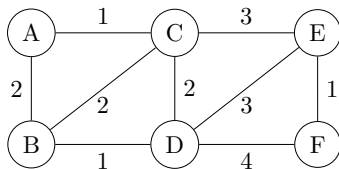
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$G = (V, E)$ : connected, undirected, weighted graph ( $w(e)$ )



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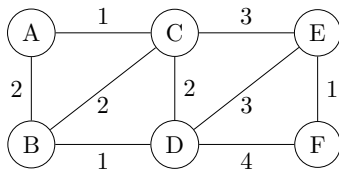
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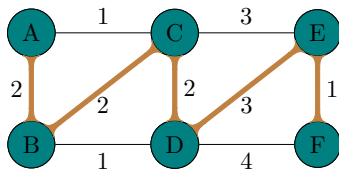
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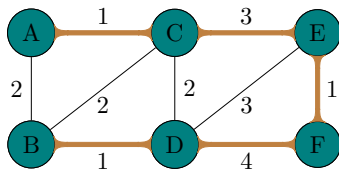
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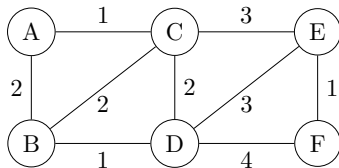


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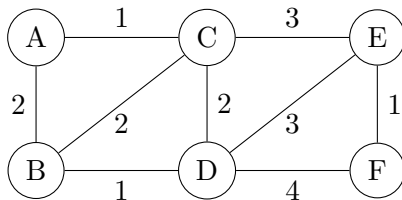


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$$w(T) = \sum_{e \in E'} w(e)$$

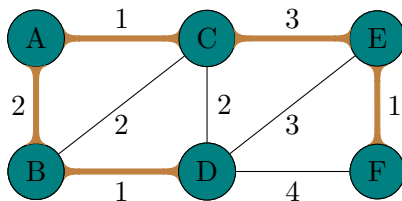
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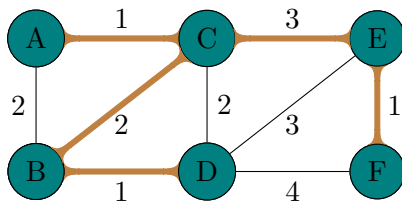
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Wrong divide-and-conquer algorithm for MST

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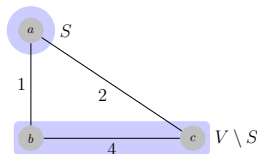
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Input:  $G = (V, E, w)$

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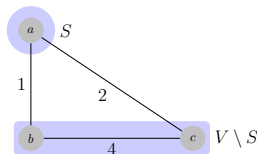
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**Conquer:**  $T_1$ : an MST of  $S$ ;  $T_2$ : an MST of  $V \setminus S$



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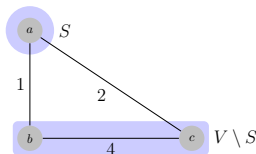
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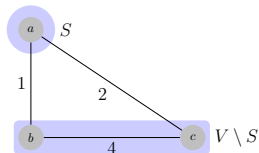
**Combine:**  $T_1 + T_2 + \{e\}$ :  $e$  is a **lightest** edge across  $(S, V \setminus S)$





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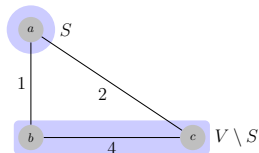
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What if:

**Invariant:** Manages a set of edges  $X$  which is a subset of **some** MST.

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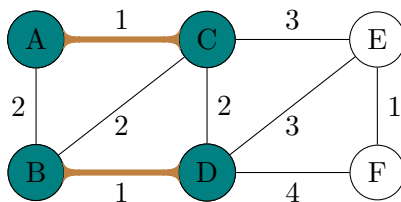
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How to find a safe  $e$  for  $X$  in each iteration?

# The Cut Property

Given that  $X$  is part of some MST:

Then,  $X + \{e\}$  is also a part of some MST.

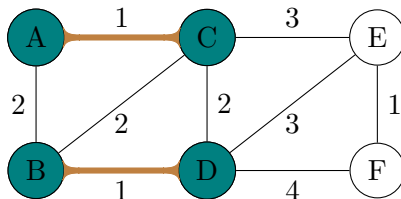


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Given that  $X$  is part of some MST:

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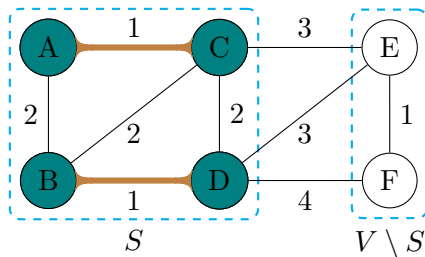


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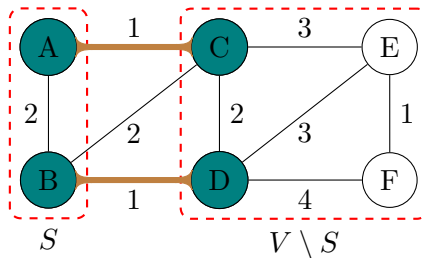


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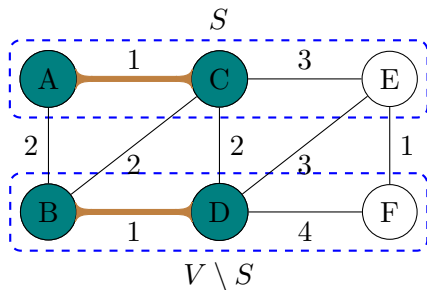


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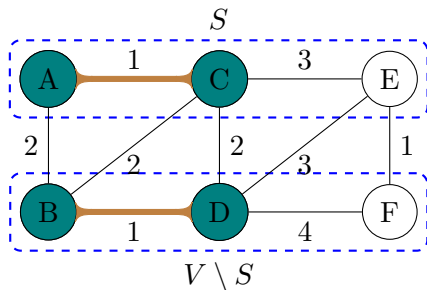


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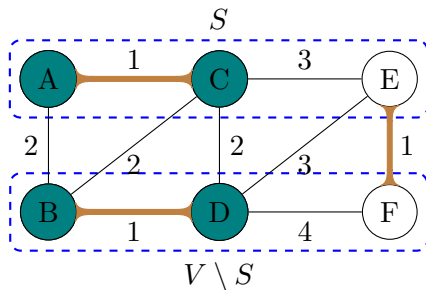


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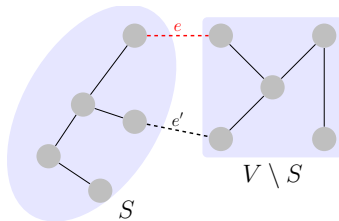
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# The Cut Property



Basic idea:  $e \notin T \Rightarrow e \in T'$ .

- $T + \{e\}$  to construct a cycle  $C$
- $\exists e' \in C$  such that  $e'$  across the cut;  $w(e') \geq w(e)$
- $T' = T + \{e\} - \{e'\}$
- $w(T') \leq w(T) \Rightarrow w(T') = w(T) \Rightarrow T'$  is an MST

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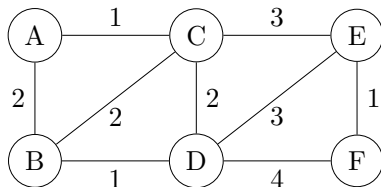
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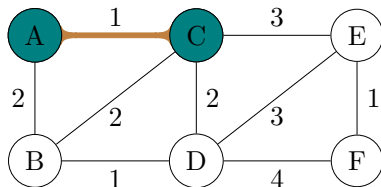


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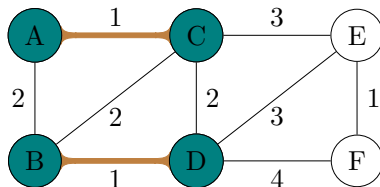
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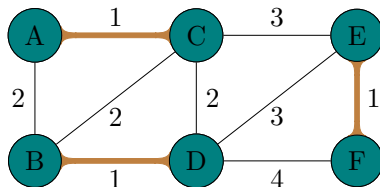
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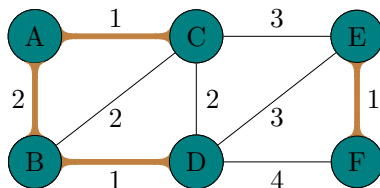
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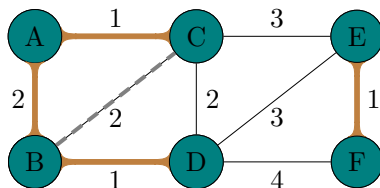
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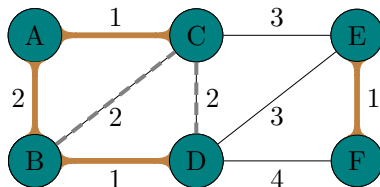
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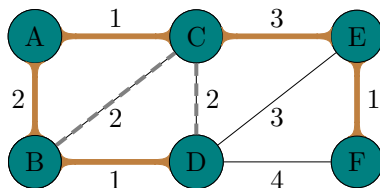
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**State:** forest  $\triangleq$  a collection of connected components

**Ops:** on connected components

- cycle detection
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Using the **disjoint-set** data structure.

# Prim's Algorithm

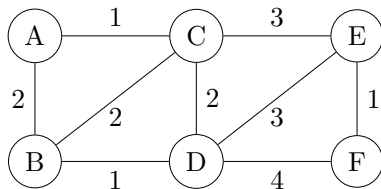
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5       $e = (u, v) \leftarrow$  a lightest edge across  $(S, R)$ 
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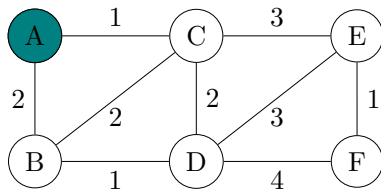
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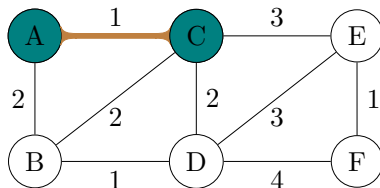
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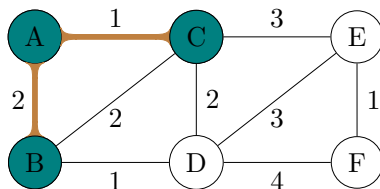
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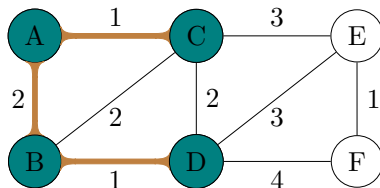
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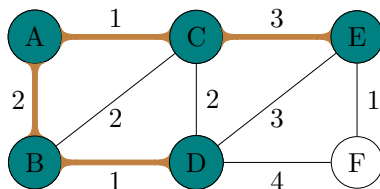
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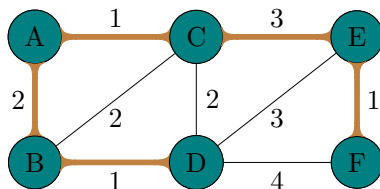
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State: a growing tree (CC)

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Using the **priority-queue (min-heap)** data structure.