

Kruskal's MST Algorithm

CLRS Chapter 23, DPV Chapter 5

Version of November 5, 2014

Main Topics of This Lecture

- Kruskal's algorithm
Another, but different, greedy MST algorithm
- Introduction to **UNION-FIND** data structure.
Used in Kruskal's algorithm
Will see implementation in next lecture.

Idea of Kruskal's Algorithm

Build a forest.

Initially, trees of the forest are the vertices (no edges).

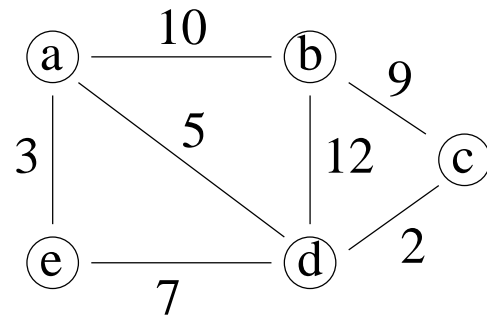
In each step add the cheapest edge that does not create a cycle.

Continue until the forest is a single tree.

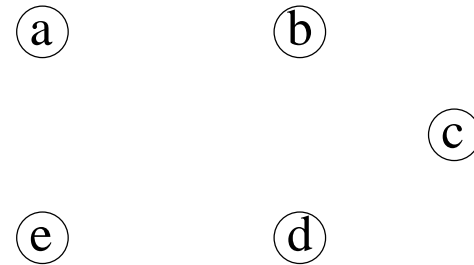
(Why is a single tree created?)

This is a *minimum* spanning tree
(we must prove this).

Outline by Example



original graph



forest \longrightarrow MST

E	edge	weight
	{d, c}	2
	{a, e}	3
	{a, d}	5
	{e, d}	7
	{b, c}	9
	{a, b}	10
	{b, d}	12

Forest (V, A)

A={ }

Outline of Kruskal's Algorithm

Step 0: Set $A = \emptyset$ and $F = E$, the set of all edges.

Step 1: Choose an edge e in F of minimum weight, and check whether adding e to A creates a cycle.

- If “yes”, remove e from F .
- If “no”, move e from F to A .

Step 2: If $F = \emptyset$, stop and output the minimal spanning tree (V, A) . Otherwise go to Step 1.

Remark: Will see later, after each step, (V, A) is a subgraph of a MST.

Outline of Kruskal's Algorithm

Implementation Questions:

- How does algorithm **choose** edge $e \in F$ with minimum weight?
- How does algorithm **check** whether adding e to A creates a cycle?

How to Choose the Edge of Least Weight

Question:

How does algorithm **choose** edge $e \in F$ with minimum weight?

Answer: Start by sorting edges in E in order of increasing weight.

Walk through the edges in this order.

(Once edge e causes a cycle it will always cause a cycle so it can be thrown away.)

How to Check for Cycles

Observation: At each step of the outlined algorithm, (V, A) is acyclic so it is a forest.

If u and v are in the same tree, then adding edge $\{u, v\}$ to A creates a cycle.

If u and v are not in the same tree, then adding edge $\{u, v\}$ to A does not create a cycle.

Question: How to test whether u and v are in the same tree?

High-Level Answer: Use a disjoint-set data structure
Vertices in a tree are considered to be in same set.

Test if $\text{Find-Set}(u) = \text{Find-Set}(v)$?

Low -Level Answer:

The UNION-FIND data structure implements this:

The UNION-FIND Data Structure

UNION-FIND supports three operations on collections of **dis-joint sets**: Let n be the size of the universe.

Create-Set(u): $O(1)$

Create a set containing the single element u .

Find-Set(u): $O(\log n)$

Find the set containing the element u .

Union(u, v): $O(\log n)$

Merge the sets respectively containing u and v into a common set.

For now we treat UNION-FIND as a black box.
Will see implementation in next lecture.

Kruskal's Algorithm: the Details

Sort E in increasing order by weight w ; $O(|E| \log |E|)$

/ After sorting $E = \langle \{u_1, v_1\}, \{u_2, v_2\}, \dots, \{u_{|E|}, v_{|E|}\} \rangle$ */*

$A = \{ \}$;

for (each u in V) CREATE-SET(u); $O(|V|)$

for i from 1 to $|E|$ do $O(|E| \log |E|)$

 if (FIND-SET(u_i) \neq FIND-SET(v_i))

 { add $\{u_i, v_i\}$ to A ;

 UNION(u_i, v_i);

 }

return(A);

Remark: With a proper implementation of UNION-FIND, Kruskal's algorithm has running time $O(|E| \log |E|)$.

Correctness of Kruskal's Algorithm

Sort the graph edges in nondecreasing order so that

$$w(e_1) \leq w(e_2) \leq \cdots \leq w(e_m)$$

Let A_i be A in Kruskal's algorithm after processing e_i .

Set $A_0 = \emptyset$. Then

If e_{i+1} forms a cycle with A_i , $\Rightarrow A_{i+1} = A_i$

If e_{i+1} doesn't form a cycle with A_i , $\Rightarrow A_{i+1} = A_i \cup \{e_{i+1}\}$

We will prove that, $\forall i, \exists$ MST T_i such that $A_i \subseteq T_i$.

In particular, this means that

$$A_0 \subseteq A_1 \cdots \subseteq A_m \subseteq T_m$$

which implies (why?) Kruskal's algorithm produces MST T_m .

Correctness of Kruskal's Algorithm

Need to prove that $\forall i, \exists \text{ MST } T_i \text{ such that } A_i \subseteq T_i$.

Proof will be by induction on i

Obviously true for base $i = 0$. If $i \geq 0$,

(a) If e_{i+1} forms a cycle with A_i , $\Rightarrow A_{i+1} = A_i$

(b) If e_{i+1} doesn't form a cycle with A_i , $\Rightarrow A_{i+1} = A_i \cup \{e_{i+1}\}$

Claim is true for case (a).

To prove for case (b)

note that T_i is forest on n nodes.

Let C_1, C_2, C_K , be connected components (trees) of forest.

Let V_1, V_2, \dots, V_k , be their vertices.

Without loss of generality,

let V_1 contain one of the endpoints of e_{i+1} .

Note that the other endpoint is *not* in V_1 .

Correctness of Kruskal's Algorithm

Recall Lemma proved previously

- Let $G = (V, E)$ be a connected, undirected graph with a real-valued weight function w defined on E
- A be a subset of E that is included in **some** MST for G .

Let

- $(S, V - S)$ be any cut of G that **respects** A
- e be a **light** edge crossing the cut $(S, V - S)$

Then, $A \cup \{e\}$ is included in some MST for G .

Now plug in the information from previous slide.

Let $S = V_1$, $A = A_i$ and $e = e_{i+1}$

Induction hypothesis is that A_i is in some MST.

Since V_1 is CC of A_i , $(V_1, V - V_1)$ respects A_i .

Easy to see (how?) that e_{i+1} is a light edge crossing the cut.

**So, $A_{i+1} = A_i \cup \{e_{i+1}\}$ is included in some MST for G ,
and laim is proven.**

Odds and Ends

On previous slide we stated that it's easy to see that e_{i+1} is a light edge crossing the cut.

Suppose that this was not true

Then \exists some e_j with $w(e_j) < w(e_{i+1})$ that crosses the cut.

By definition, if edge crosses the cut, its endpoints are in different connected components of T_i (and therefore A_i) so it can't form a cycle with A_i .

$w(e_j) < w(e_{i+1})$ so $j < i + 1$ and e_j is processed *before* e_{i+1} . Since $A_{j-1} \subseteq A_i$ and e_j doesn't form a cycle with A_i , e_j also doesn't form a cycle with A_{j-1} .

Thus, e_j would have been added to A_j by Kruskal's algorithm! But this contradicts fact that e_j *can not* be in A_i since it connects two items that are not connected in A_i .