



CS61B Review Session

MST & Algorithms

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Agenda

- Minimum Spanning Trees
 - Quick Graph Definitions
 - Spanning Tree
 - Motivation and Definition
- Algorithms
 - Prim's Algorithm
 - Kruskal's Algorithm
 - Compare with Dijkstra's
 - Union Find and Path Compression
 - Runtime Analysis

GRAPH AND SPANNING TREE

- Graph theory is important in applications such as computer network security, modeling neurons, and social networks
- LinkedList -> Tree -> Graph
- Graph is specified by a set of Nodes V and a set of edges E, (V, E) defines a graph
 - Many ways to represent a graph
- What is a Tree?
 - Undirected, acyclic graph
 - delicate
- Spanning: a tree is spanning if it contains all vertices of the graph
- Why minimize?
 - Let's say I am an energy provider for residents of a city...
- An MST is a spanning tree that minimizes the sum of its edge weights

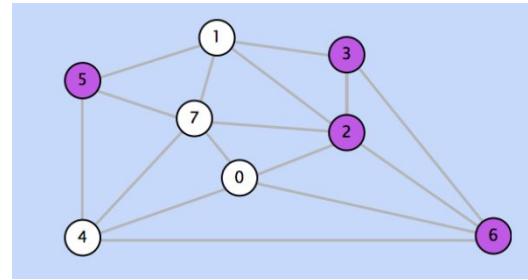
MINIMUM SPANNING TREES

- Idea: Given a set of vertices and weighted edges among them, want to find the set of edges connecting / spanning all vertices such that the total weight is minimized.
 - In order to make a tree (connected, no cycles), each node must have degree 1 $\rightarrow |E| = |V| - 1$
 - MST is not necessarily unique

General Approach:

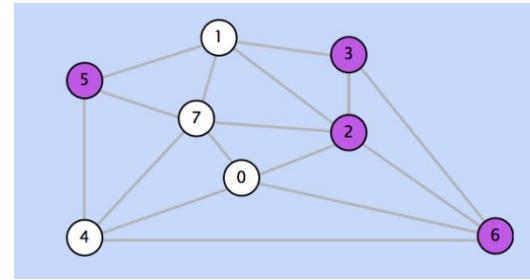
- If the set of vertices is divided into 2 disjoint subsets, then a spanning tree must contain an edge connecting between the 2 sets.
 - Suggestion: start with some arbitrary node, build the MST by finding 2 disjoint sets, grow the tree by connecting them

CUT PROPERTY



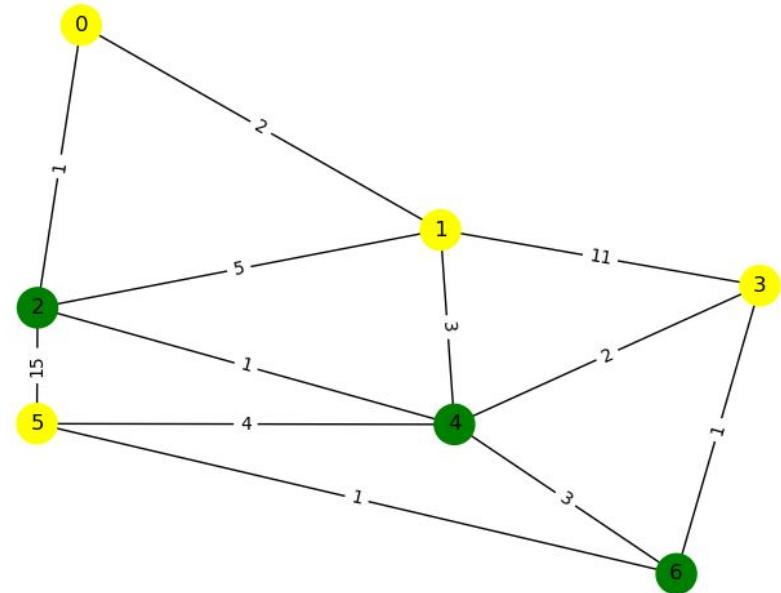
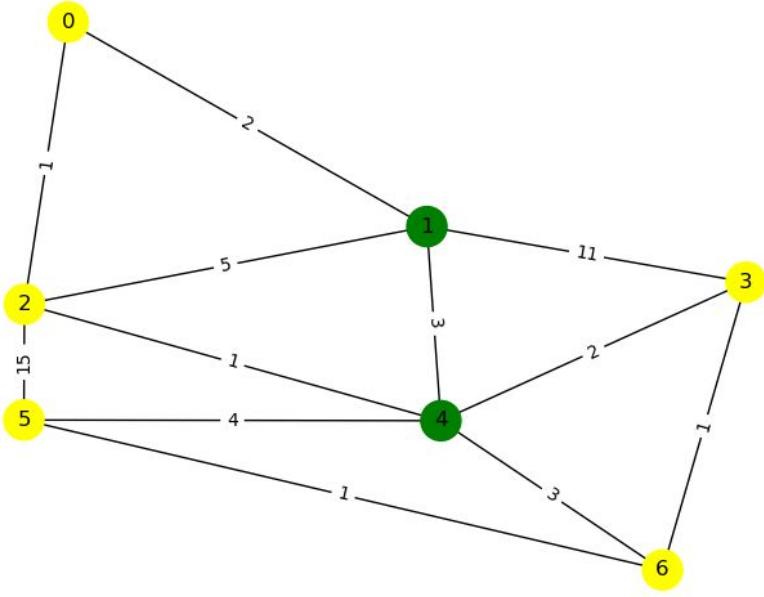
- Idea: start from outside of the graph, draw a line crossing the edges, and dividing the set of vertices into 2 disjoint sets
 - Suppose each disjoint set already contains a “sub”-MST, how to merge them into a single MST?
 - Find the minimum weighted edge crossed by the line, and add it to our MST
 - Minimum weighted edge guaranteed to be contained in MST:
 - Proof by contradiction: suppose there exists an MST, T , that can be divided into 2 nonempty, disjoint sets of vertices that does not include the edge with min weight. By the tree property, adding any more edge would result in a cycle. Denote the min weight edge by e_{min} , adding e_{min} and removing the edge (to avoid violating tree property) connecting the 2 disjoint sets of vertices would result in a new MST!

CYCLE PROPERTY

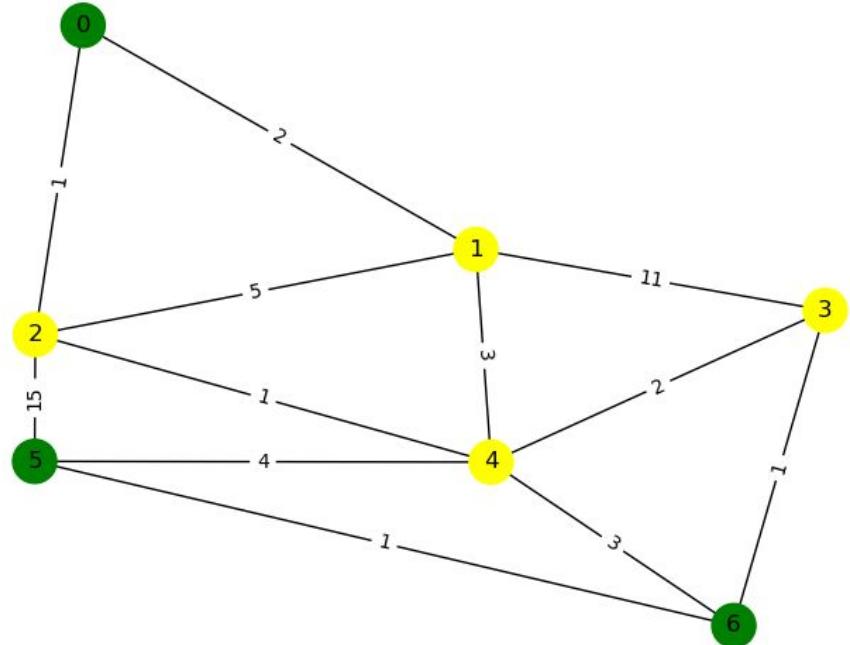
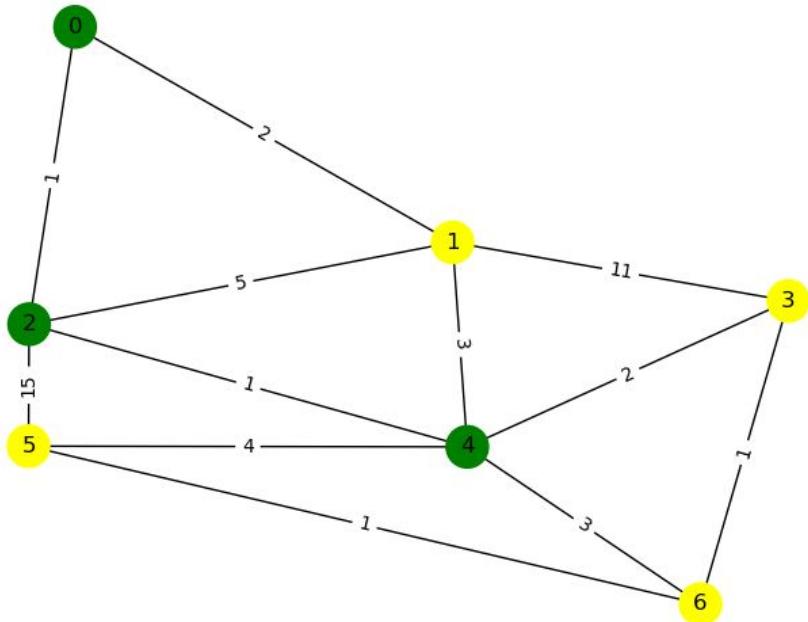


- Idea: Take any cycle in our graph, consider the edge in the cycle with the maximum weight, then this edge is not in any MST of the graph
 - Proof by contradiction: suppose that this edge is in some MST of the graph. Since it is a MST, if we delete the edge from it, we get two disjoint sets of nodes. But the cycle must have some other edges in the MST, and by assumption, they have lower weights, replace the max edge with any of the edges results in a contradiction that we had an MST

DEMO: CUT PROPERTY



CUT PROPERTY



- The minimal cut property needs to hold on every part of the graph

PRIM'S ALGORITHM

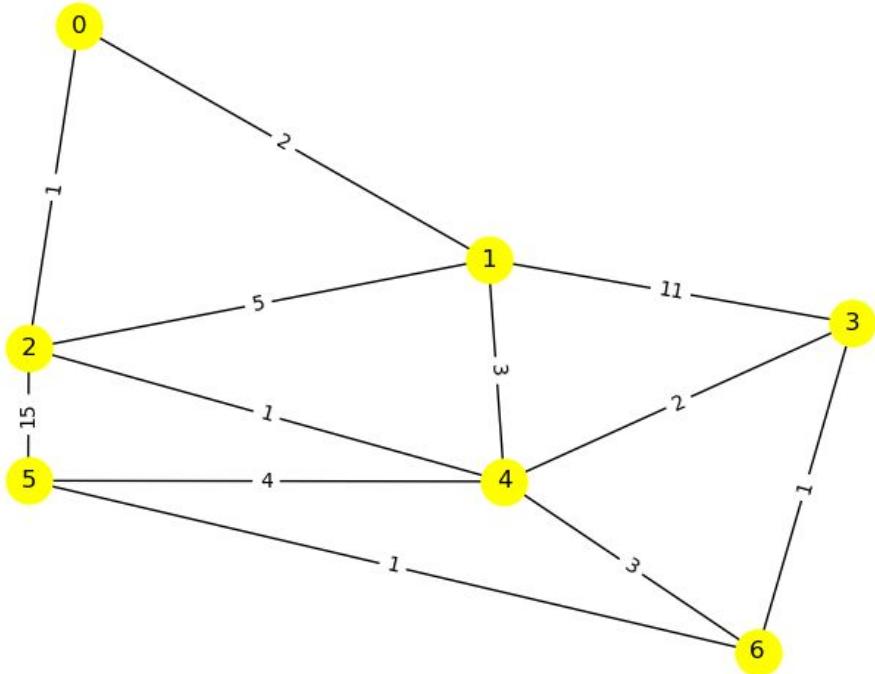
- Start with arbitrary node, grow MST from empty graph, keep track of 2 disjoint sets: the set of vertices that are in the MST, and the set of vertices that are not in the MST
- Pseudocode:

```
PriorityQueue fringe;
For each node v { v.dist() = ∞; v.parent() = null; }
Choose an arbitrary starting node, s;
s.dist() = 0;
fringe = priority queue ordered by smallest .dist();
add all vertices to fringe;
while (!fringe.isEmpty()) {
    Vertex v = fringe.removeFirst();

    For each edge(v,w) {
        if (w ∈ fringe && weight(v,w) < w.dist())
            { w.dist() = weight(v, w); w.parent() = v; }
    }
}
```

DEMO!

Scratch Work:



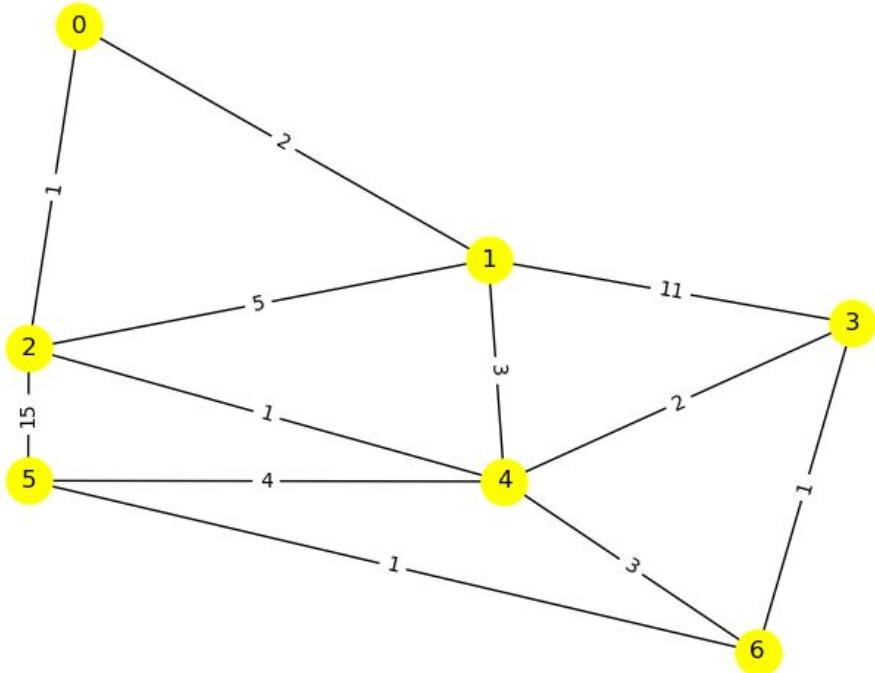
KRUSKAL'S ALGORITHM

- Start with all nodes being isolated, sort all edges by weights,
 - Repeat adding edges with smallest weights if edge does not create a cycle, until we have $|V| - 1$ edges
 - Implicitly using the cut property → connecting 2 disjoint sets with min weighted edge → to add (v, w) , check if there is already a path $v \rightarrow w$
- Pseudocode:

```
MST = {};  
  
for each edge(v,w), in increasing order of weight {  
    if ( (v,w) connects two different subtrees ) {  
        Add (v,w) to MST;  
        Combine the two subtrees into one;  
    }  
}
```

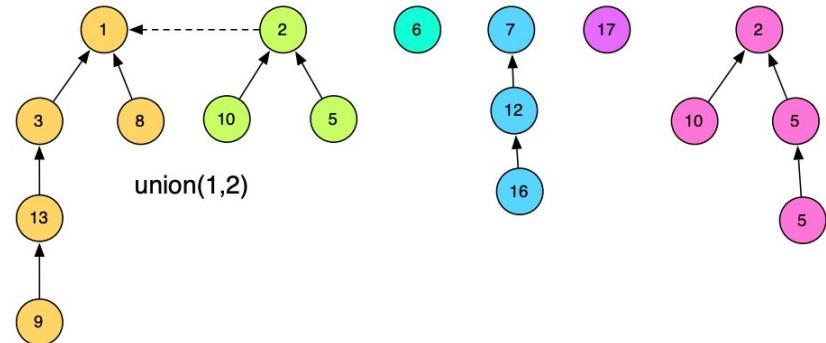
DEMO!

Scratch Work:



UNION FIND

- The key to Kruskal's algorithm is checking that adding a proposed edge does not create a cycle
 - How do we achieve this efficiently?
 - Assign disjoint sets of vertices "names" (representatives)
- An edge will create a cycle if the adjacent neighbors are in the same component



- find(elem) costs $O(\log N)$ if we use Weighted Quick Union
- union(set1, set2) costs $O(\log N) \rightarrow \text{find}(\text{root2})$
- parent(elem): *Path compression*: "flatten" all nodes "on the way" to find root

COMPARE RUNTIME ANALYSIS

- Both Prim's and Kruskal's algorithm rely on sorting weights by increasing weights
 - P: sort all vertices / K: sort all edges
 - P: uses PQ / K: uses UF

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}
MST = {};
for each edge(v,w), in increasing order of weight {
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}
```

OTHER POINTS

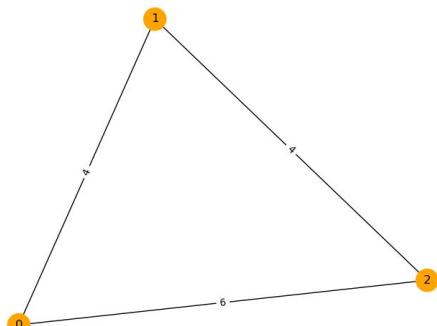
- Prim's Algorithm is similar to Dijkstra's, but not the same
 - Resulting MST is not necessarily a shortest path tree
 - Shortest path tree depends on starting point; MST is unique whenever edge weights are unique.
 - Try: given cycle 0-1-2, with edges (0, 1): 4, (1, 2): 4, (0, 2): 6; Find MST and SPT starting from each of the 3 points

distTo() measure is different

- Prim's only need to track incremental cost at each traversal; while Dijkstra's is tracking the global distance to the start point

Runtime is the same:

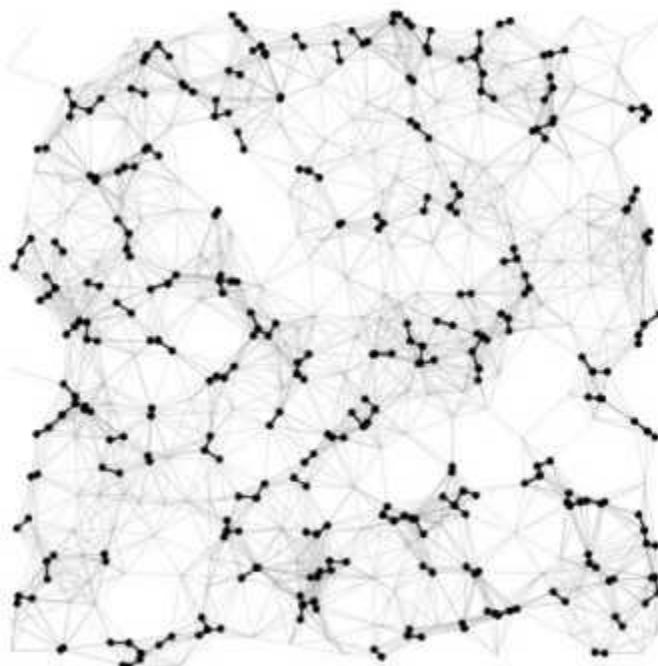
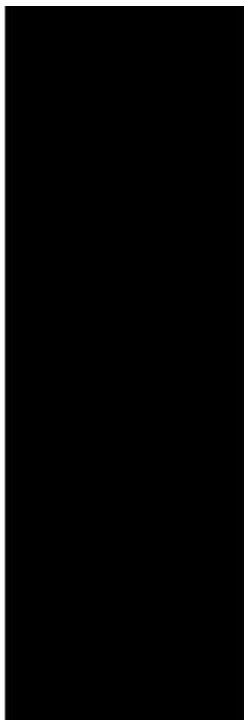
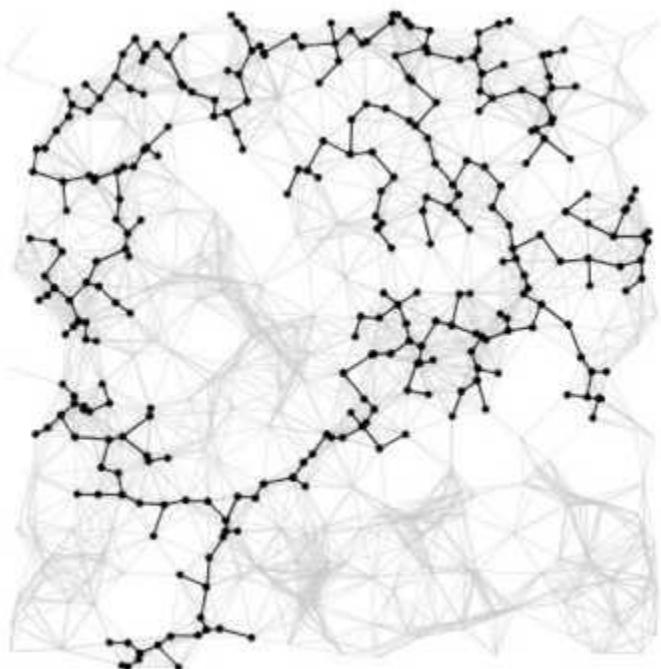
- Using PriorityQueue implementation, overall runtime dominated by reorganizing PQ:
 - $O(|E| \log(|V|))$



OTHER POINTS

- Kruskal's algorithm relies on UnionFind
 - Each iteration, considers an edge in-between 2 disjoint sets, and union the 2 sets into 1
 - Runtime: Asymptotically dominated by sorting edges:
 - $O(|E| \log(|V|))$
- Questions to think about:
 - Distinct edges \rightarrow unique MST
 - Vice versa?
 - Does Prim or Kruskal's algorithm work on negative edges?
 - How do sparsity affect performance?

"GENERAL FEELING" FOR PRIM (LEFT) AND KRUSKAL (RIGHT)



Thank You For Coming!