

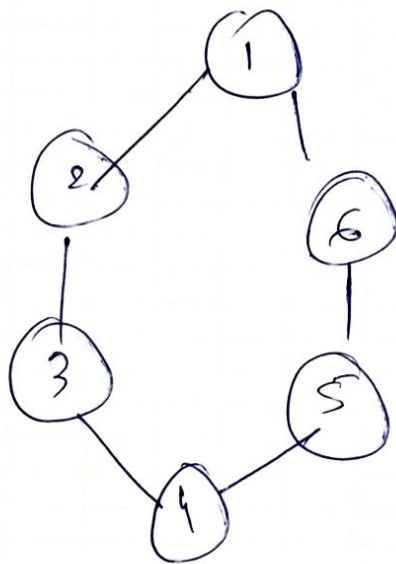
⇒ Spanning Tree.

①

⇒ Minimum Cost Spanning Tree

Assume example =

Graph G



$$G = (V, E)$$

$$V = \{1, 2, 3, 4, 5, 6\}$$

$$E = \{(1, 2), (2, 3), \dots\}$$

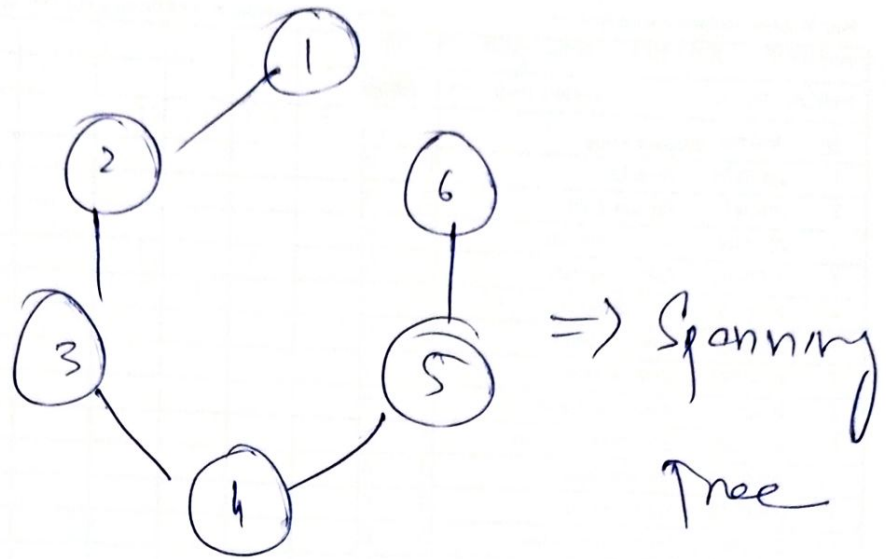
So

Spanning tree is subset of graph, with some vertices & some edges.

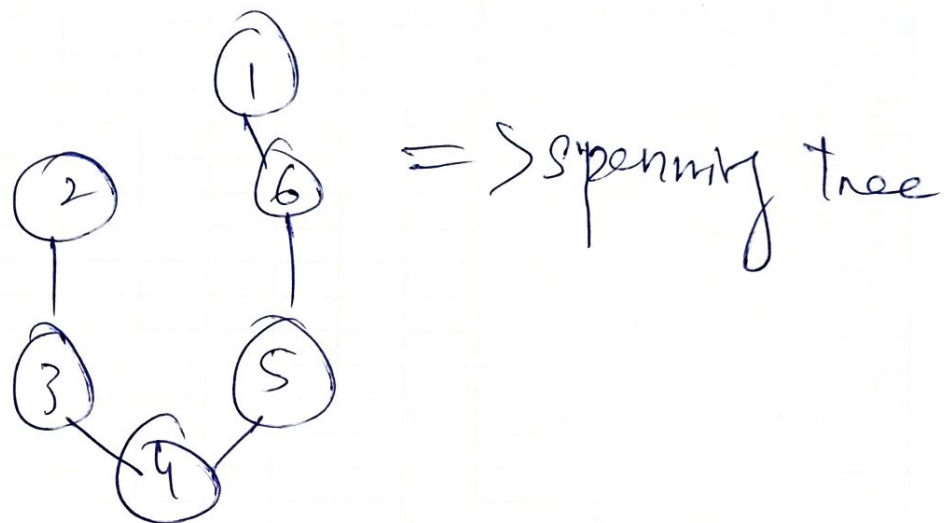
$$\text{So } E = |V| - 1$$

So

②



Another spanning tree,



Spanning tree has no cycle.

$$S \subseteq G$$

\downarrow
subgraph

$$S = (V' E')$$

$$V' = V \quad \& \quad E' = |V'| - 1$$

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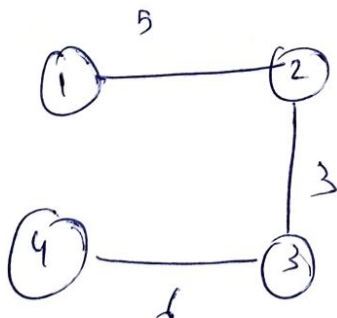
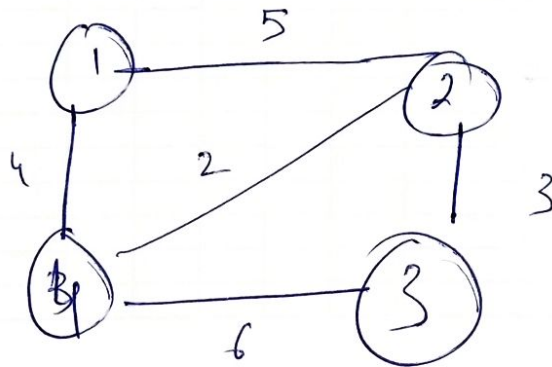
⇒ How many ~~sub~~ spanning tree can be generated

$$|S| = |E| C_{|V|-1} - \text{no. of cycles}$$

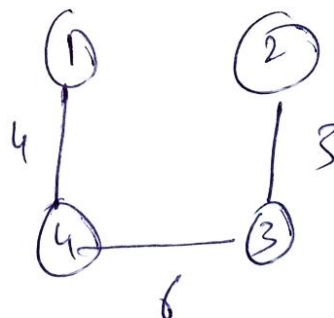
So $6 C_5 - 0$

$$nC_r = \frac{n!}{r!(n-r)!}$$

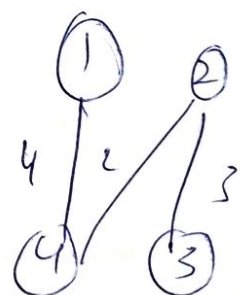
Cost
Minimum Spanning Tree



Cost = 14



13



9

⇒ All spanning tree have diff. cost.

So can we find ~~min~~ MST?

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Yes

① method, find all spanning tree
? find the smallest,

And

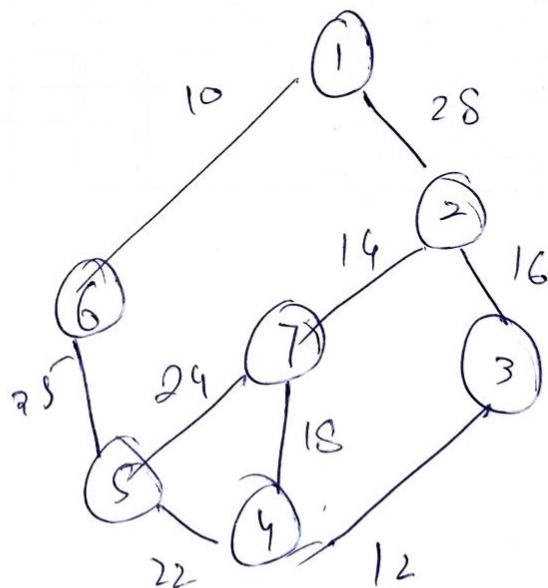
Greedy Algos, which will help
finding MST without finding all

① → Prim's Algo

② → Kruskal's Algo.

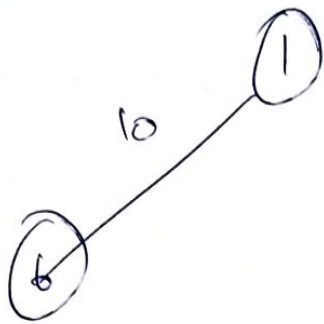
Prim's Algo

How it works



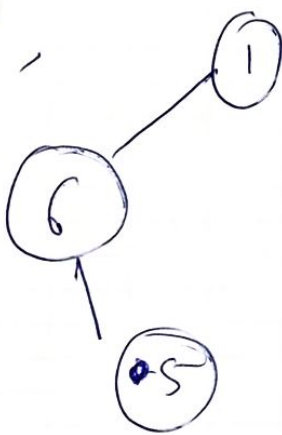
Identify minimum cost edge

⑤

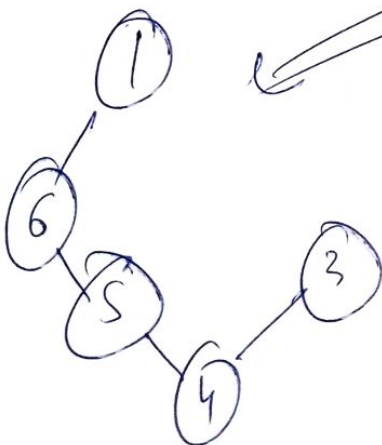
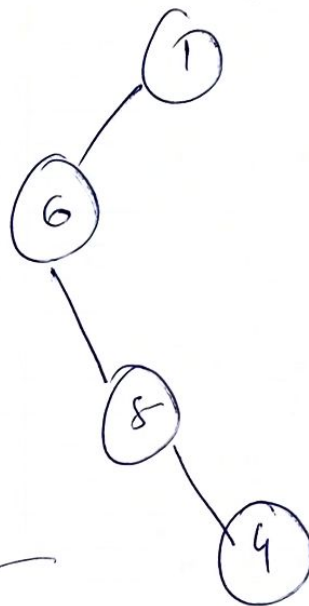


② Find minimum edge connected to already selected vertices.

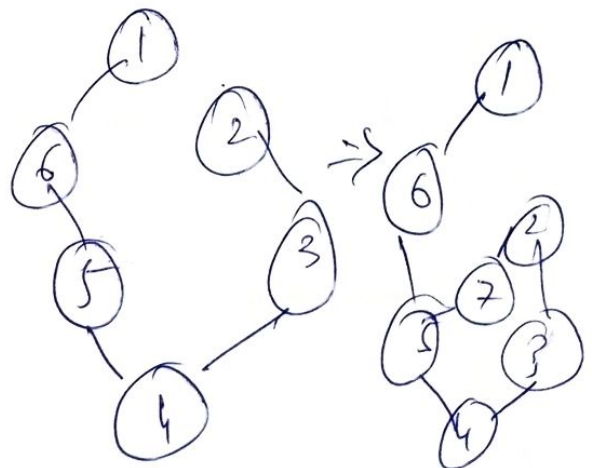
So



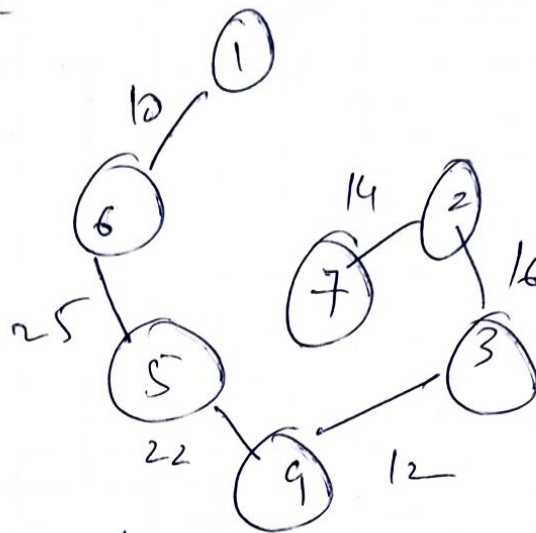
\Rightarrow



\Rightarrow

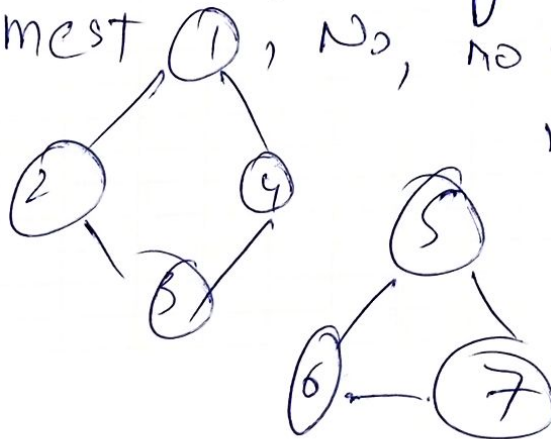


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MST

Cost of
Tree = 99.

if we have following graph can we find mst? No, no algo can because mst must be connected



if we use prim, it will find 1 component spanning tree.

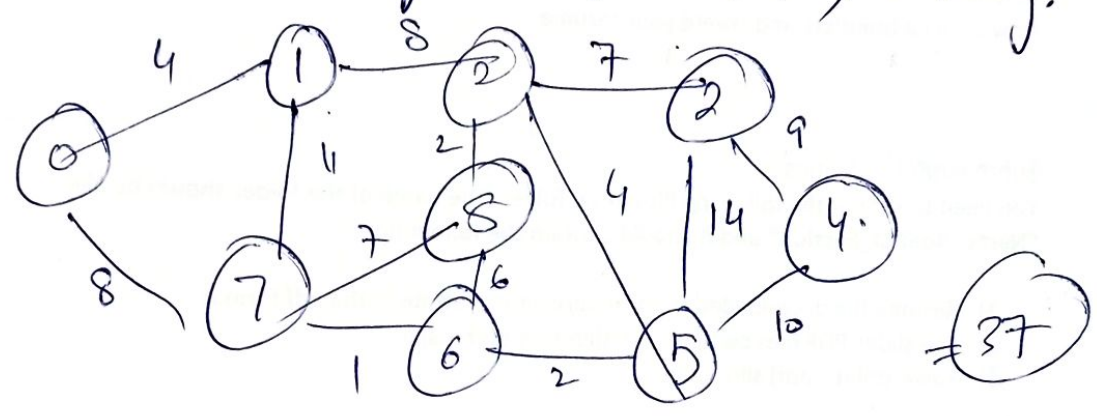
Prim's algorithm

(2.8)

① → select a Vset (empty list) to contain MST vertices.

② → use infinite key for all \neq zero for starting

③ → pick vertex included to Vset. update keys. if $w(u,v) < key_v$.



(37)

vertex 0 1 2 3 4 5 6 7 8

key 0 ∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞

0	✓							
0	4						8	0
0	4	2	∞	∞	∞	∞	8	11
0	4	8	∞	∞	∞	1	8	7
0	4	8	∞	∞	2	1	8	6
0	4	4	14	10	2	1	8	6
0	4	4	7	10	2	1	8	2
0	4	4	7	9	2	1	8	2

6.8.8

If adjacency matrix

$$O = V^2$$

If l is the $E \log V$ with
binary heap.

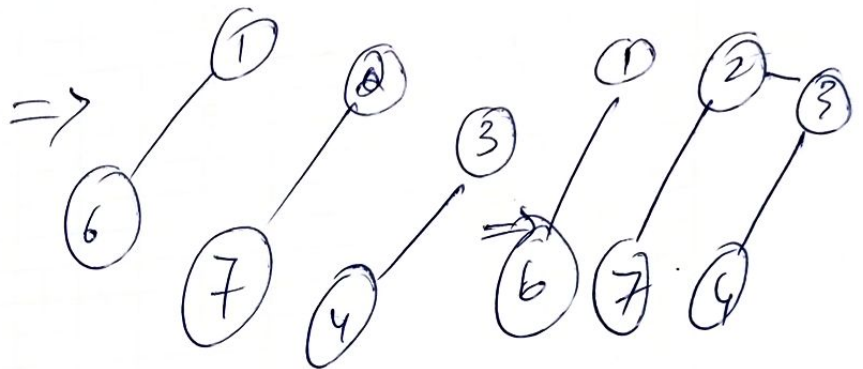
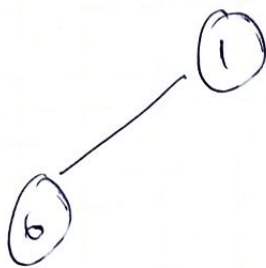
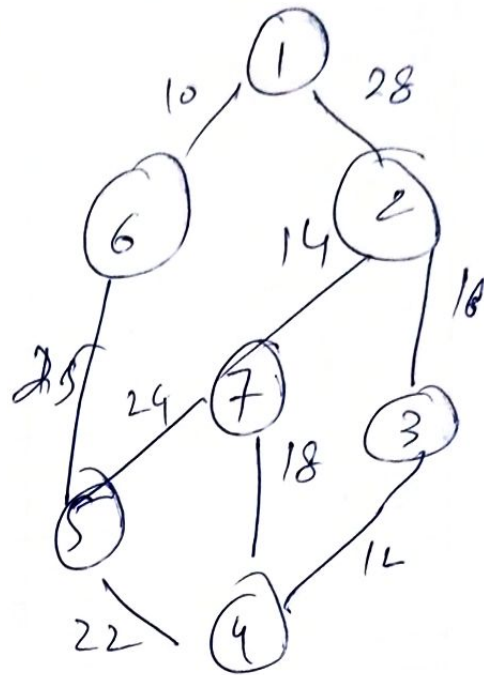
Kruskal's Algo

Also Greedy

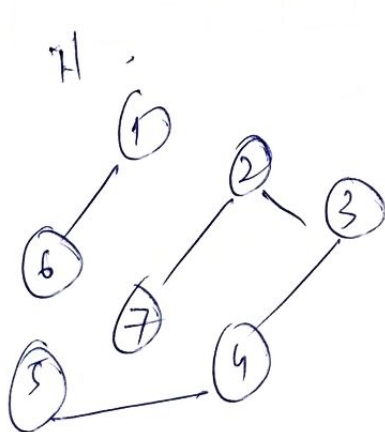
(7)

⇒ Always select minimum cost edge.

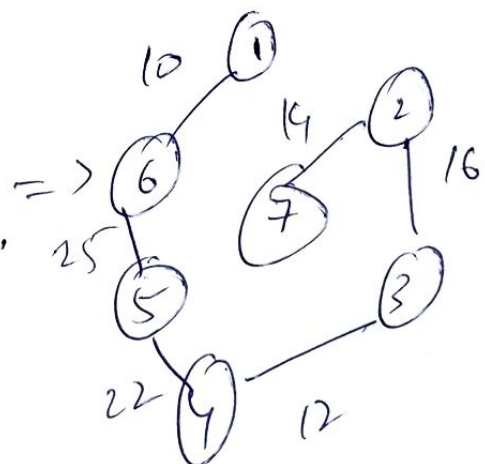
So



After this, the edge is 7-4 but it creates cycle, so avoid it, discard it.



7-5
discarded



Cost = 99.

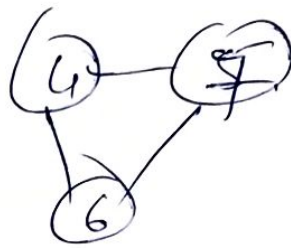
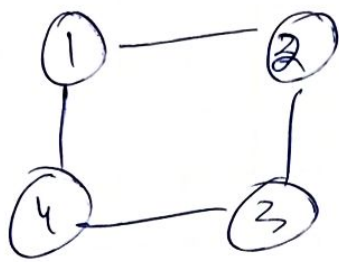
time by kruskal = $\frac{V}{m} \times n = N^2$. 8
can be improved

How?

with min heap. Always have sorted edges.

$n \log n$

If graph is not connected



Spanning tree is not possible
but it is possible. ~~edges~~ trees
for components

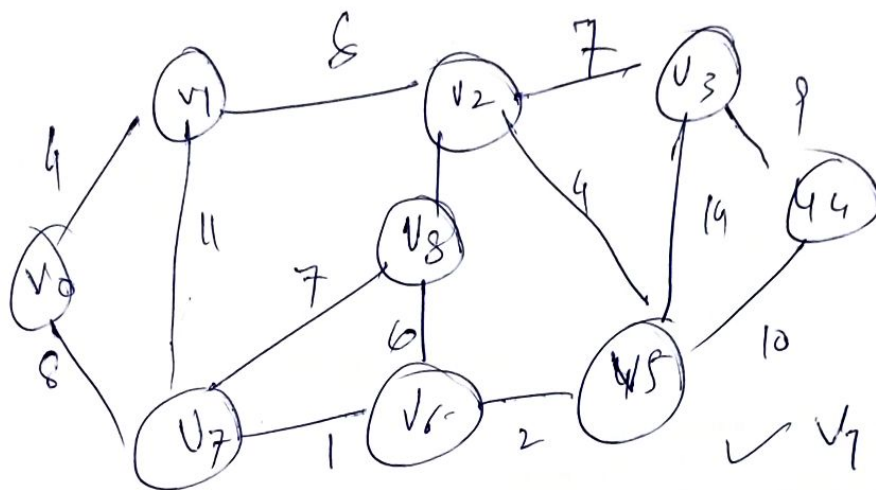
Both ~~works~~ work with -ve
weights

9

sort all edges

→ pick smallest edge, if cycle not created, add it.

→ Repeat until $V-1$ edge.



Cost 37

- ✓ $V_7 V_6$
- ✓ $V_8 V_2$
- ✓ $V_6 V_5$
- ✓ $V_0 V_1$
- ✓ $V_2 V_5$

X $V_8 V_1$

✓ $V_2 V_8$

X $V_7 V_8$

✓ $V_0 V_7$

X $V_1 V_2$

✓ $V_3 V_4$

$V_5 V_4$

$V_1 V_7$

$V_3 V_5$

Permissible