

Minimum Cost

Spanning

Tree

$$G = (V, E)$$

Tree:  $T = (V', E')$  ;  $V' = V$  ;  $|E'| = |V| - 1$



induced by the graph  $G$

$T$  has no cycles

$T - e + e'$  is also a Tree

↓      ↓  
 $e \in E'$     $e \in E$

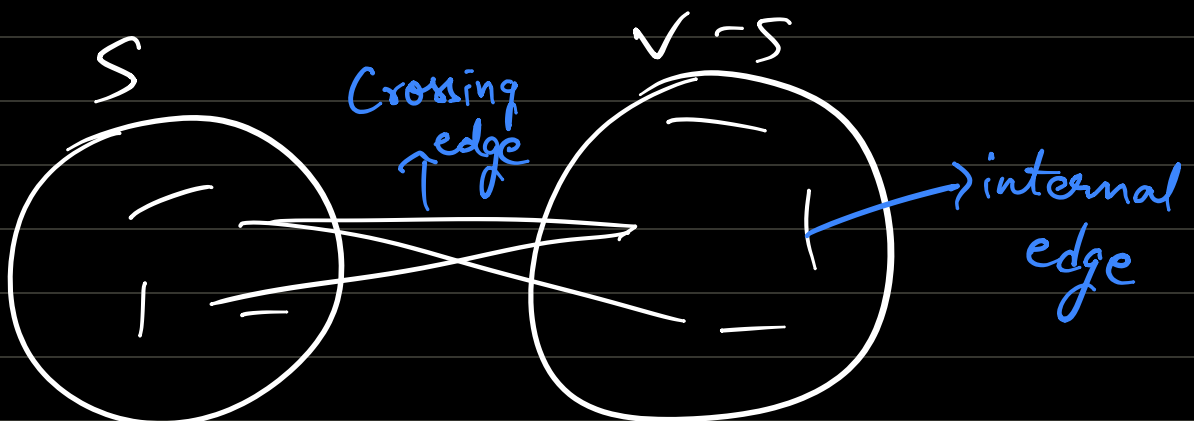
Vertex Set partition in a Graph:

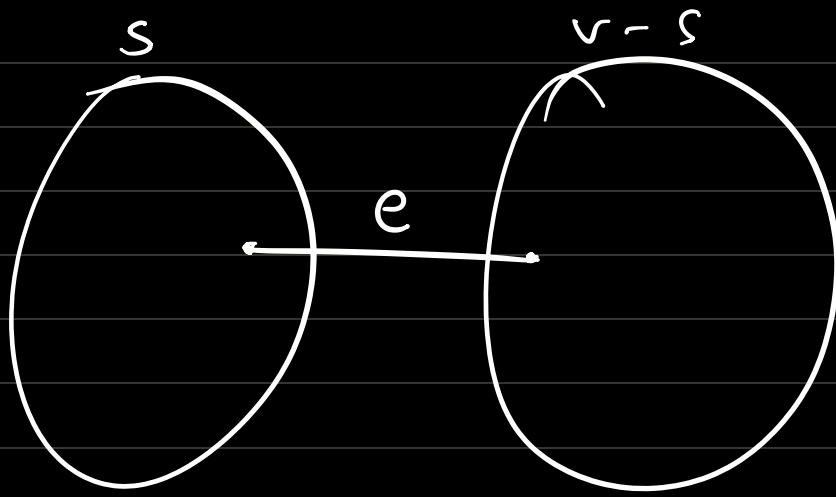
$(S, V-S)$  is a partition and

**Internal edge**  $\Rightarrow (u, v)$  and  $u$  and  $v$ , both belong to exactly one of the partitions

**Crossing edge**  $\Rightarrow (u, v)$  and  $u \in S$  and  $v \in V-S$  (or)  
 $u \in V-S$  and  $v \in S$

Let  $A \subseteq E$ . We say a cut  $(S, V-S)$  is respecting  $A$  iff all the edges in  $A$  are internal w.r.t the cut,  $(S, V-S)$ .





Let  $e$  be a crossing edge and  $e$  be of minimum weight among the crossing edges existing w.r.t cut  $(S, V-S)$ .

$\Rightarrow A \cup \{e\} \subseteq \text{Some Spanning Tree}$

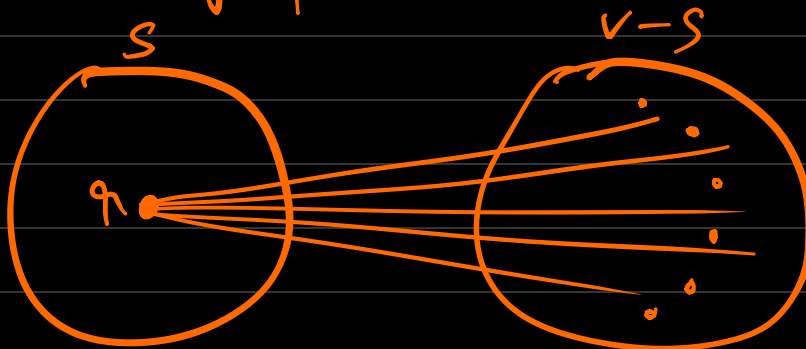
$A \subseteq \text{Some Spanning Tree}$

$e$  is a min. weight crossing edge of a cut respecting  $A$ .

Then,  $A \cup \{e\} \subseteq \text{Some Spanning Tree}$

$A = \emptyset$  (initialization)

So, initially, the cut can have any vertex in the graph in the vertex set  $S$ .



$S = \{q\}$

$V-S = V - \{q\}$

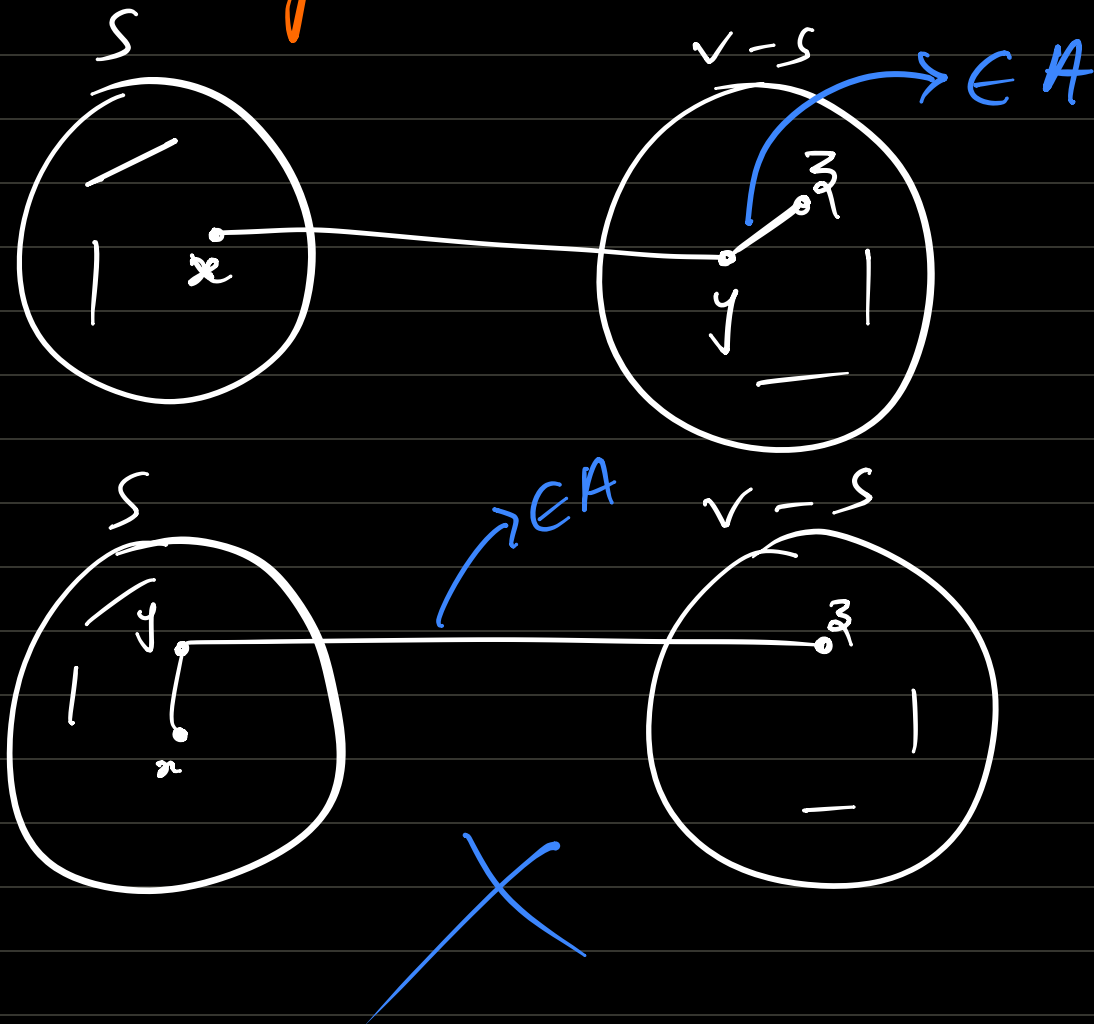
Look at the  $\text{adjList}(q)$  and get the minimum edge weight

min. Cost crossing edge is an edge  $(u, v)$   
 Such that  
 $w(u, v) \leq w(u, x) \quad \forall x \in \text{adjList}(u)$

Update :  $A \leftarrow A \cup \{(u, v)\} = \phi \cup \{(u, v)\}$   
 $= \{(u, v)\}$

move :  $S \leftarrow S \cup \{v\}$   
 $V-S \leftarrow V-S$

*\* an internal edge will become a crossing edge when we move  $v$  to  $S$ .*



Idea: make sure that no edge in  $A$  is in  $V-S$ .

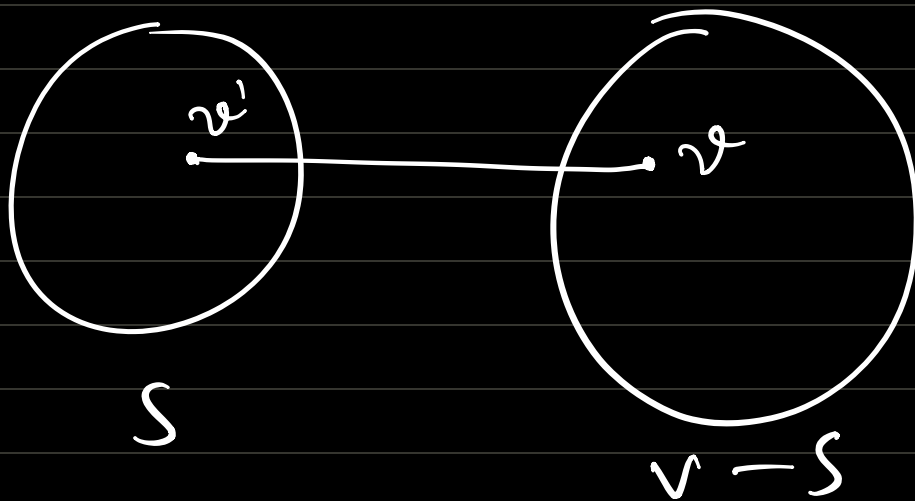
i.e., we maintain all edges of  $A$  as internal to  $S$ .

# Development of Prims Algorithm:

$$\begin{array}{c|c} S & V-S \\ \hline \{s_1\} & V - \{s_1\} \end{array}$$

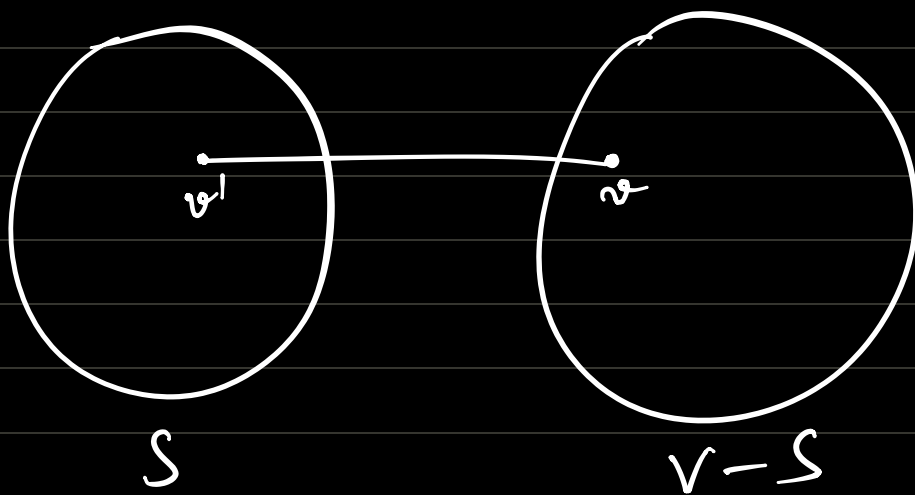
\* for every  $v \in V-S$ , we maintain a minimum weight crossing edge  $(v, v')$  such that  $v' \in S$ .

Then, the overall min. weight crossing edge can be identified by only looking at the type of edges  $(v, v')$   $\forall v \in V-S$ .



$\Rightarrow$  By examining only  $|V-S|$  edges, we identify the minimum crossing edge

$\therefore |V-S| \leq n-1$ , this is a significant improvement.



$(v, v')$  : min. weight crossing edge incident on  $v$ .

$$\Rightarrow \omega(v, v') \leq \omega(v, u) \quad \forall u \in S$$

i.e.,  $\forall$  crossing edges  $(v, u)$

$v' = p(v)$  (partner of  $v$ )

$$c(v) = \omega(v, p(v))$$

$\therefore$  for each  $v \in V-S$ , we maintain  $p(v)$  and  $c(v)$  arrays.

Let  $v \in V-S$  such that

$$c(v) \leq c(u) \quad \forall u \in V-S$$

Then, clearly  $(v, p(v))$  is the min. wt. crossing edge.

Hence, add  $(v, p(v))$  to  $A$   
 move  $v$  to  $S$  and  $p(u), c(u)$   
 values must be updated  $\forall u \in V-S$

$p(u)$  is updated only if  $\exists (v, u) \in E$   
and  $w(v, u) < w(u, p(u))$   
 $p(u) \leftarrow v$ .

## High Level pseudocode

$A = \emptyset$   
 $V-S = V - \{s\}$

For all  $v \in V$ ,  
 $p(v) = \text{NULL}$ ,  
 $c(v) = \infty$

For each  $u \in V-S$   
if  $(s, u) \in E$   
     $p(u) = s$ ;  
     $c(u) = w(s, u)$ ;

while  $(V-S \neq \emptyset)$   
{

    Find a vertex  $v \in V-S$   
    with minimum  $c(v)$

    move  $v$  to  $S$  and add  $(v, p(v))$  to  $A$

    Update  $c(u)$  and  $p(u) \forall u \in V-S$

}

# Detailed Pseudocode for Prim's MST Algorithm

$\Sigma$   $\text{primMST}(V, E)$

$S = \emptyset$

$p(v) = \text{NULL} \quad \forall v \in V$

$c(v) = \infty \quad \forall v \in V$

$S = \{s\}$

For all  $u \in V - S$

$\Sigma$

if  $(u, v) \in E$

$p(u) = s$

$c(u) = w(u, s)$

}

while  $(V - S \neq \emptyset)$

$\Sigma$

Find  $v \in V - S$  such that

$c(v) \leq c(u) \quad \forall u \in V - S$

move  $v$  to  $S$

For each  $u \in V - S$

if  $(u, v) \in E$  &&  $w(u, v) < c(u)$

$p(u) = v$

$c(u) = w(u, v)$

}

Return  $p(v)$

}

$\parallel T = (V, A)$  is an MST

$\parallel A = \{(v, p(v)), v \in V - \{s\}\}$