

COL106

Data Structures and Algorithms

Subodh Sharma and Rahul Garg

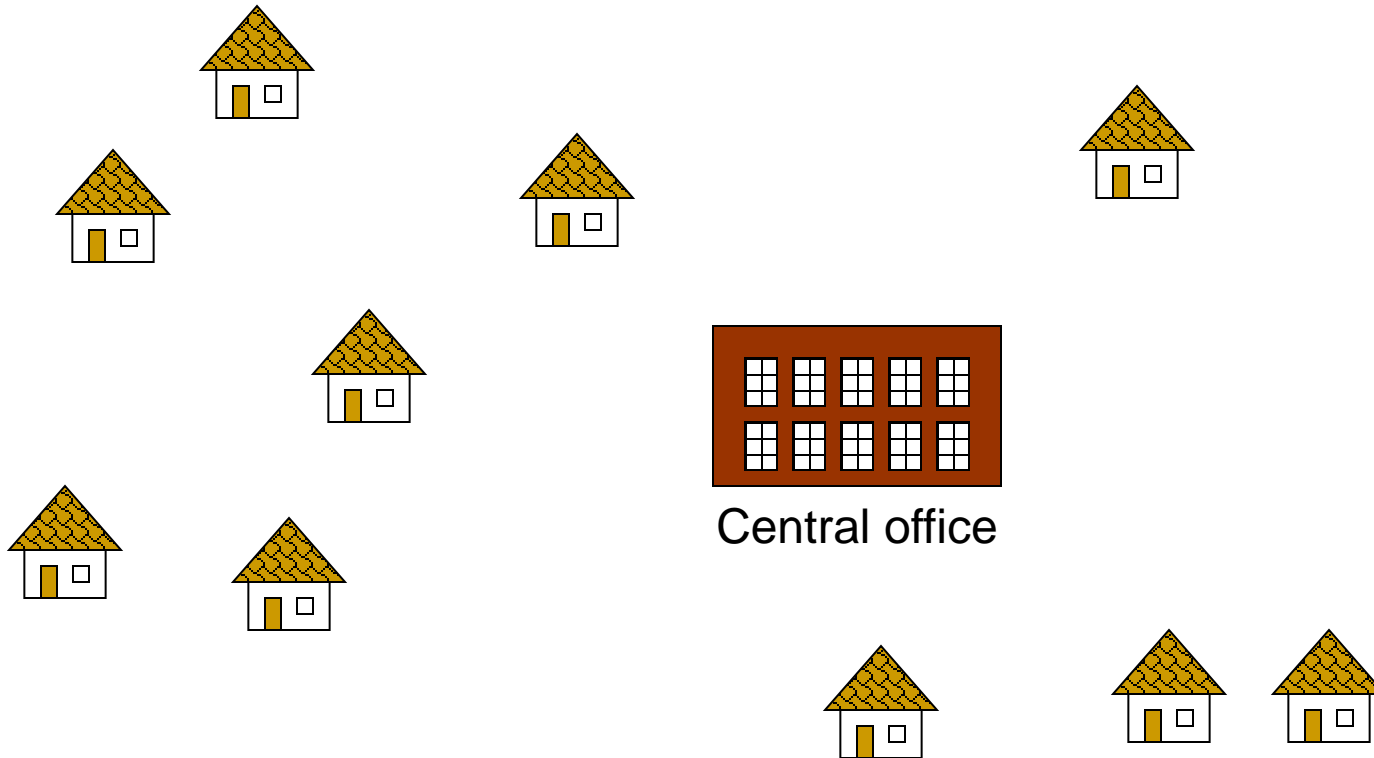
Announcements

- The lab attendance has gone down significantly
- All TAs will not be coming to the labs now
- Instructors will not be coming to the labs anymore
- Use the labs to discuss doubts and help with the assignments

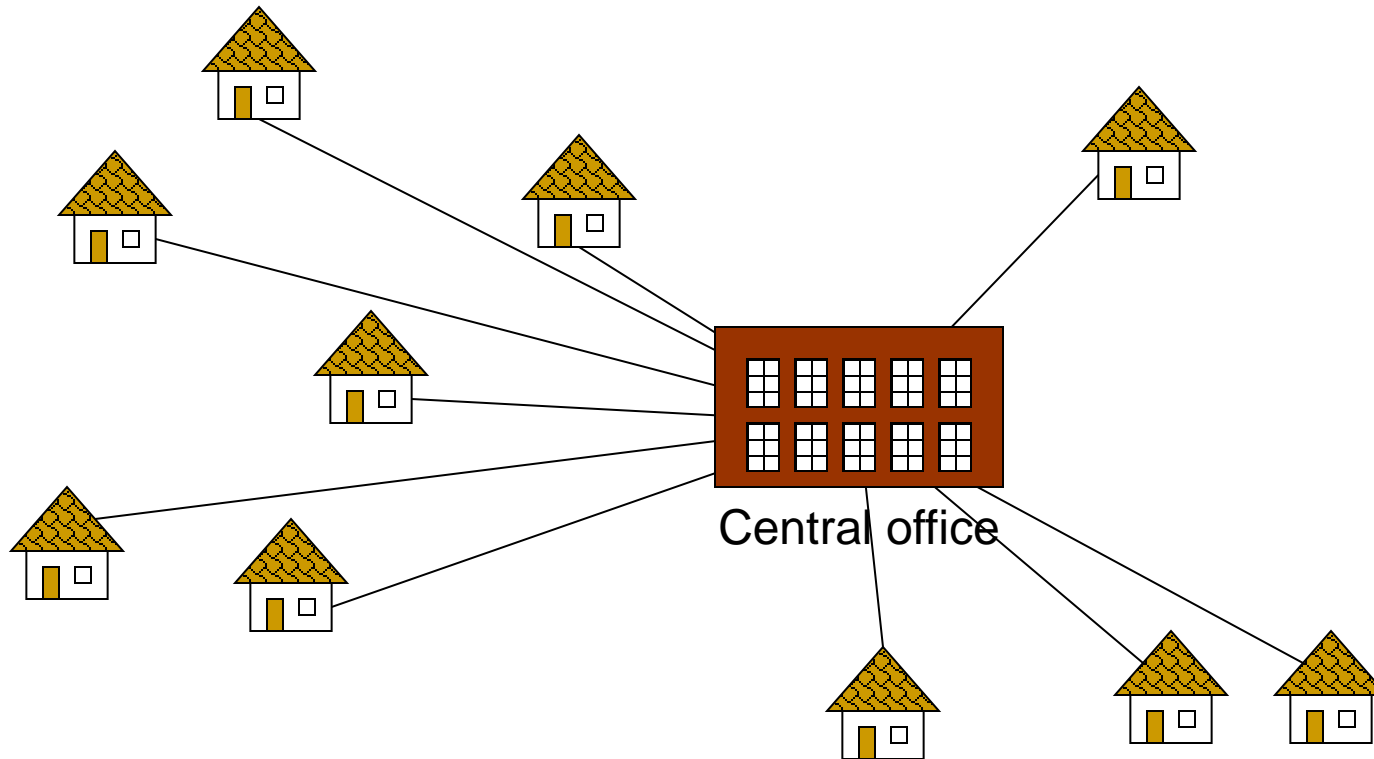
Minimum Spanning Trees

Based on slides by: Longin Jan Latecki, Temple University,
George Bebis, University of Nevada, Reno (UNR)

Problem: Laying Telephone Wire

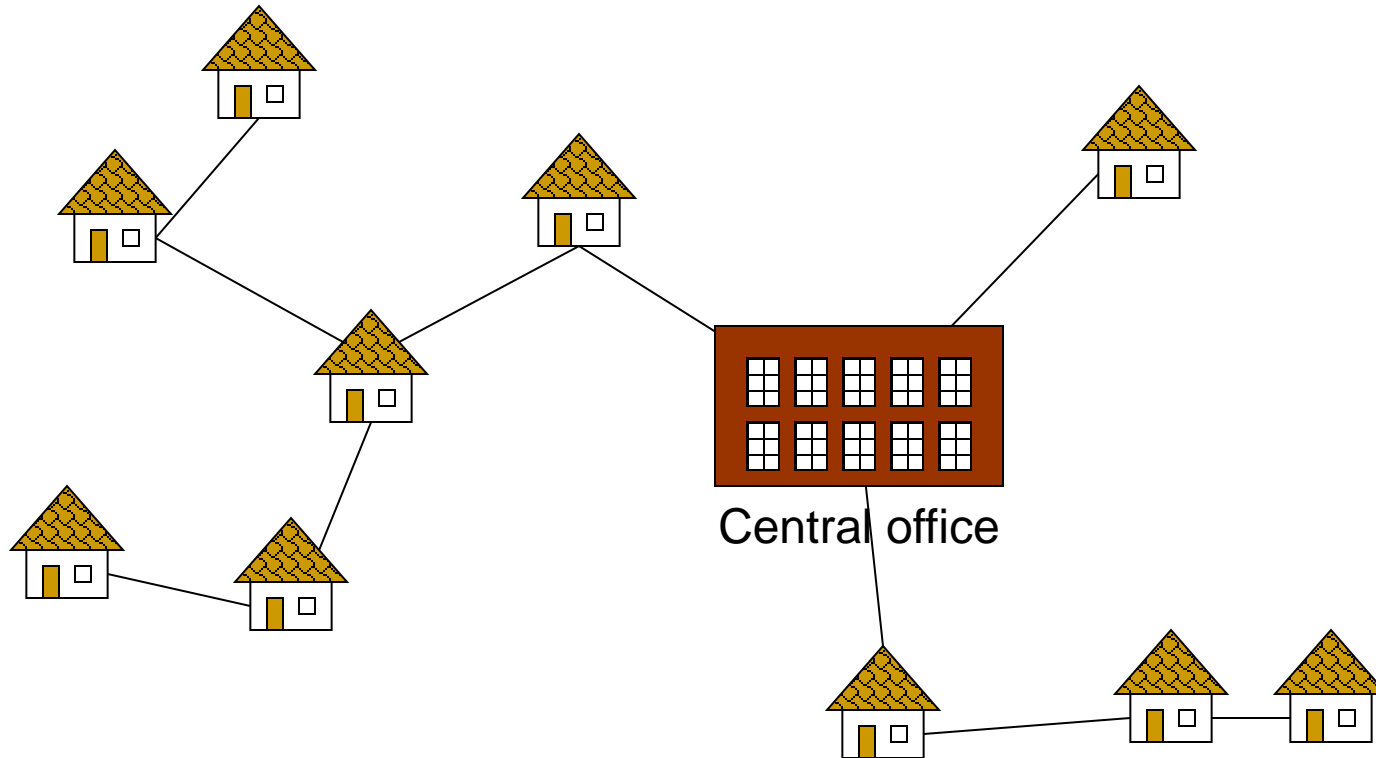


Wiring: Naive Approach



Expensive!

Wiring: Better Approach



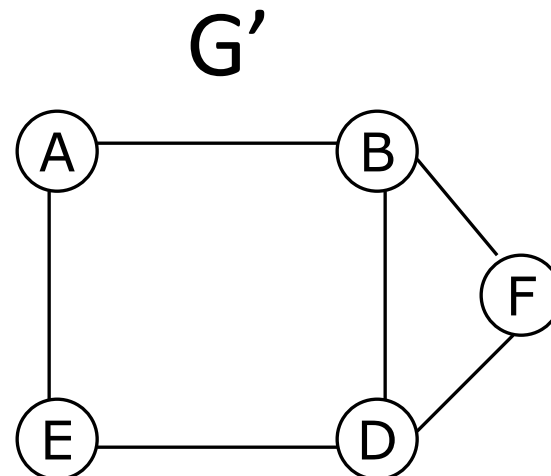
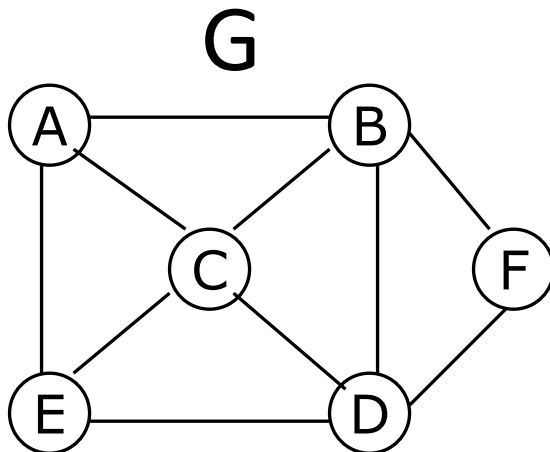
Minimize the total length of wire connecting the customers

Definitions

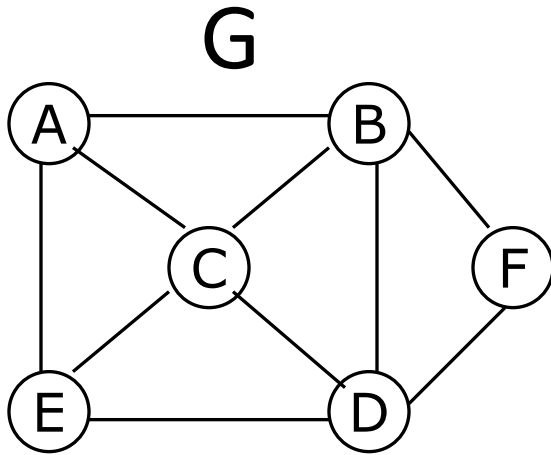
- Given a graph $G = (V, E)$
- A **subgraph** of G is a graph G' with a subset of vertices and a subset of edges
- $G' = (V', E')$ where $V' \subseteq V, E' \subseteq E$

Definitions

- Given a graph $G = (V, E)$
- A **subgraph** of G is a graph G' with a subset of vertices and a subset of edges
- $G' = (V', E')$ where $V' \subseteq V, E' \subseteq E$
- Examples:

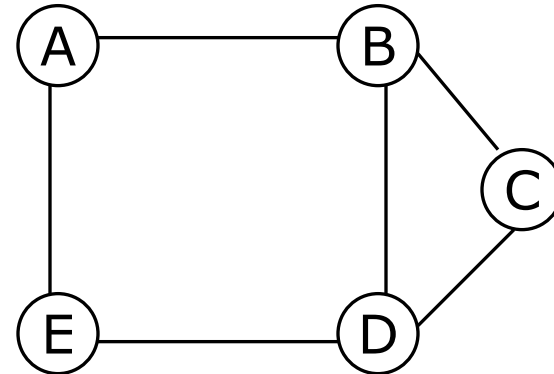


Which Graphs are Subgraphs of G?



$G' = (V', E')$ is a subgraph of $G = (V, E)$ if $V' \subseteq V, E' \subseteq E$

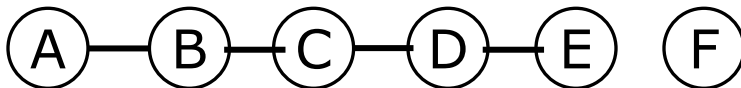
G1



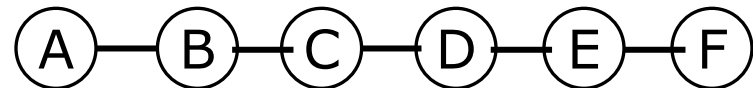
G2



G3



G4



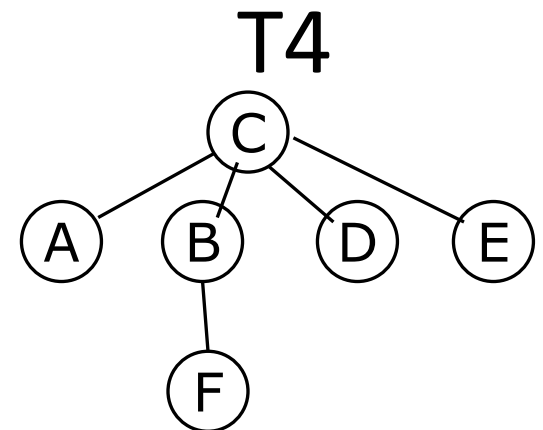
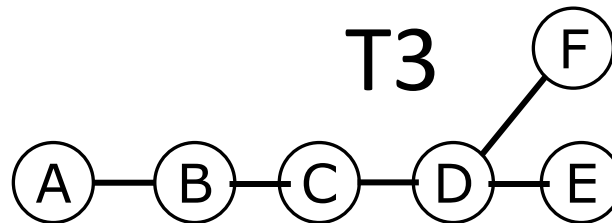
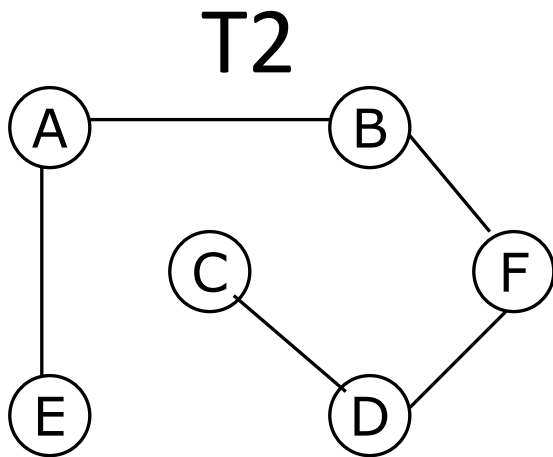
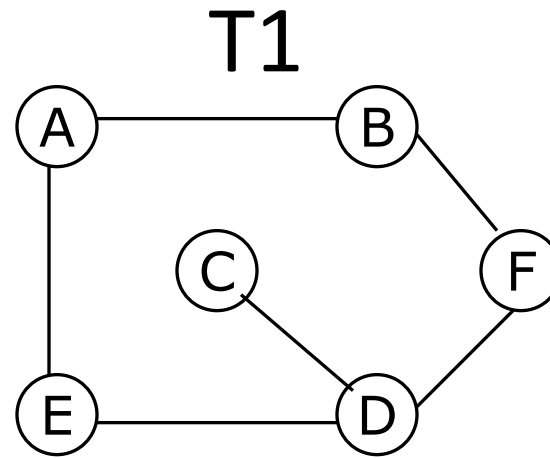
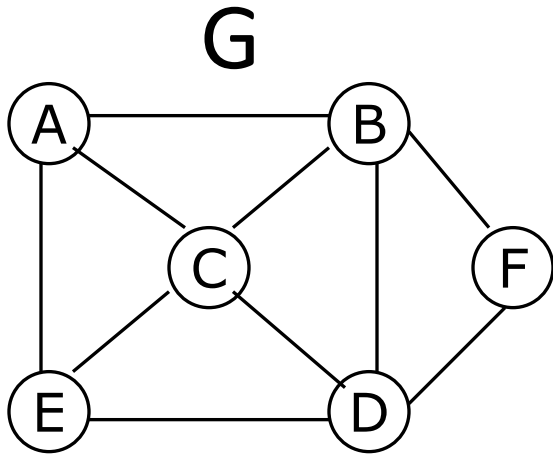
Spanning Tree of a Graph

- T is a **spanning tree** of a graph $G = (V, E)$ if
 - It is a **subgraph** of G
 - It has **all** the vertices V of G
 - All the vertices are **connected**
 - It has **no cycles**

Claim: If T is a spanning tree of G, then it has exactly $|V| - 1$ edges

Proof: A tree with n vertices has n-1 edges

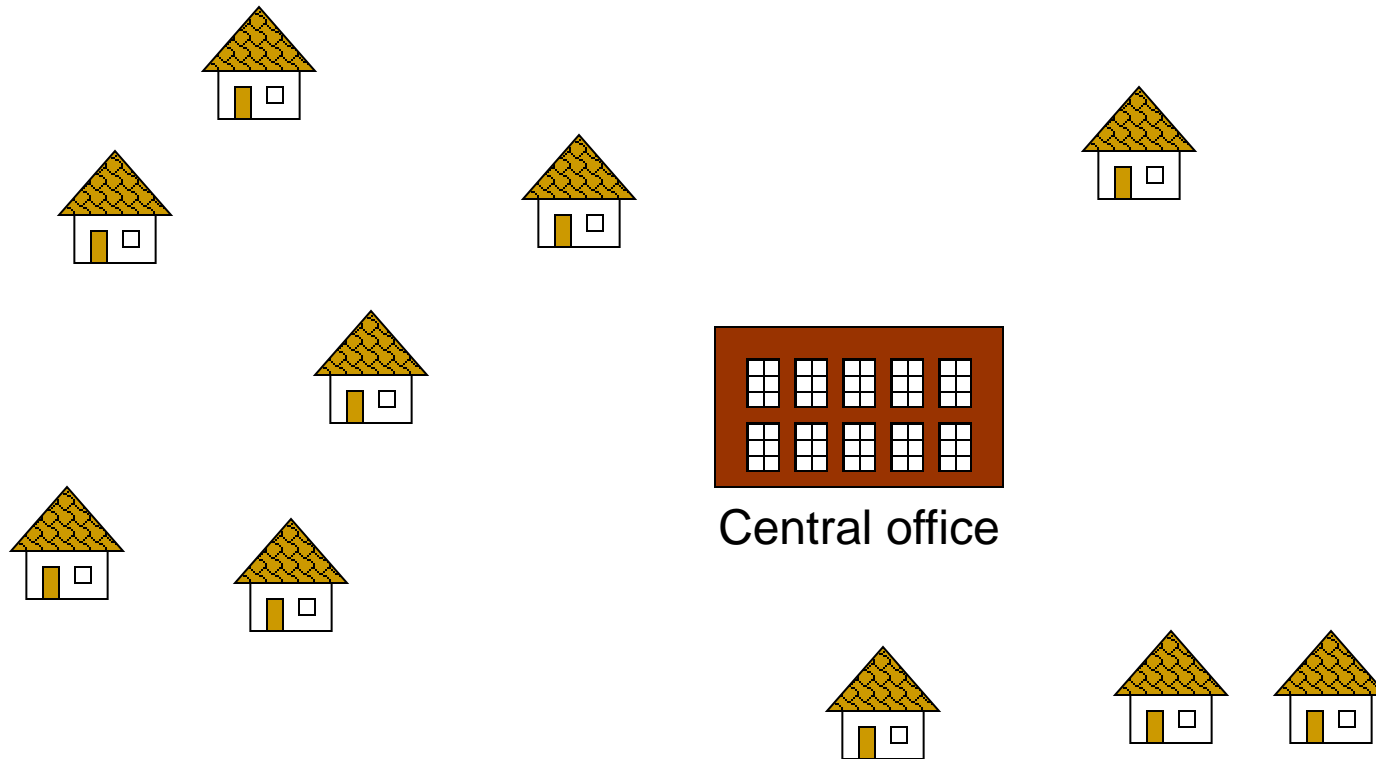
Which are Spanning Trees of G?



Minimum Spanning Tree

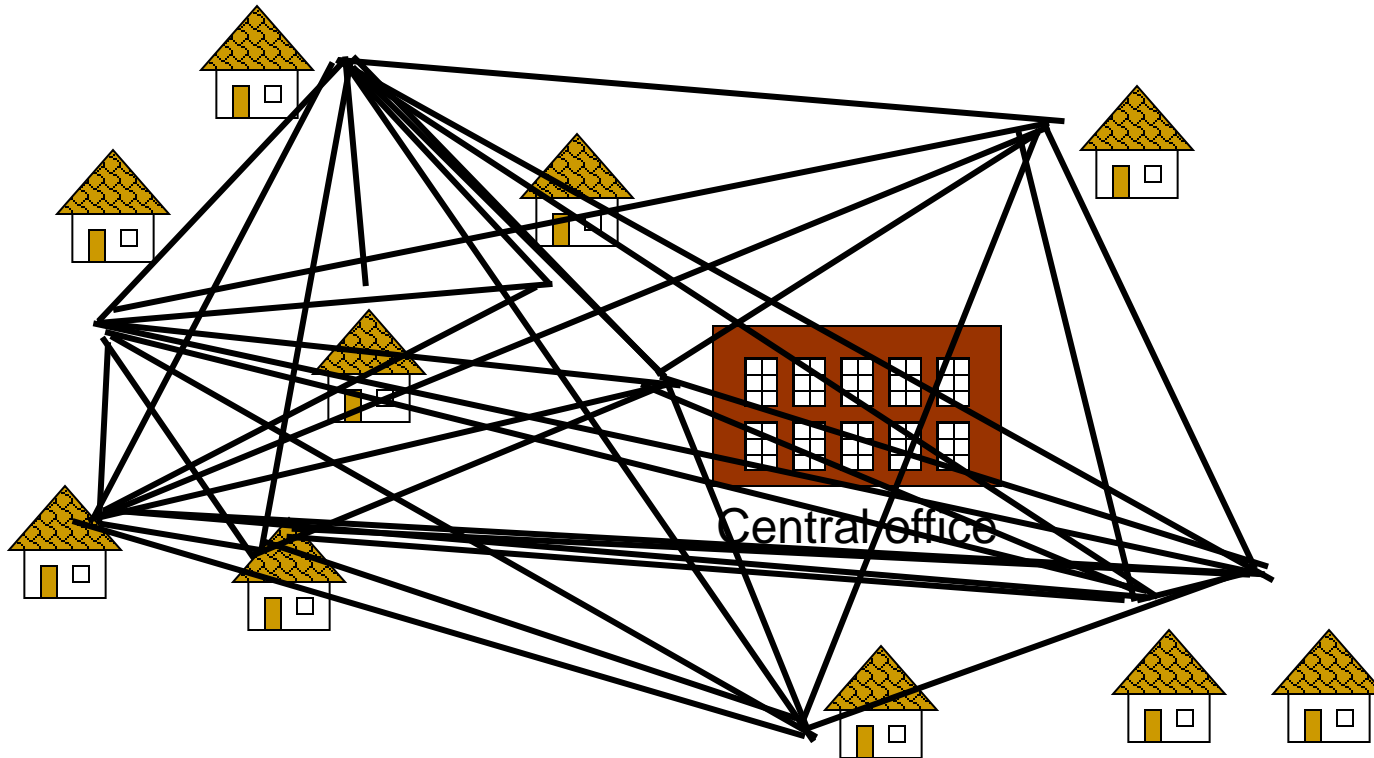
- Given a undirected weighted graph $G = (V, E, W)$ where $W: E \rightarrow R^+$
- Cost of a spanning tree $T = (V, E')$ is given by $W(T) = \sum_{e \in E'} W(e)$
- T is the minimum cost spanning tree if and only iff T is a spanning tree of G and has the minimum cost

Problem: Laying Telephone Wire



Can it be formulated as a MST problem?
What will be the corresponding graph?

Problem: Laying Telephone Wire



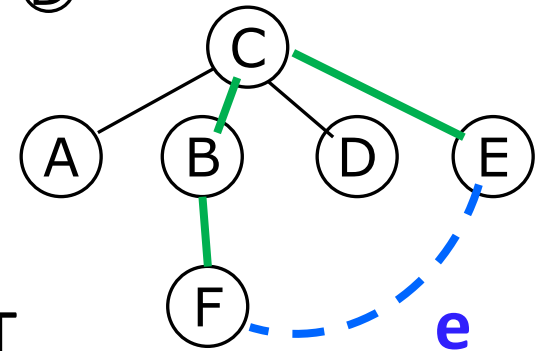
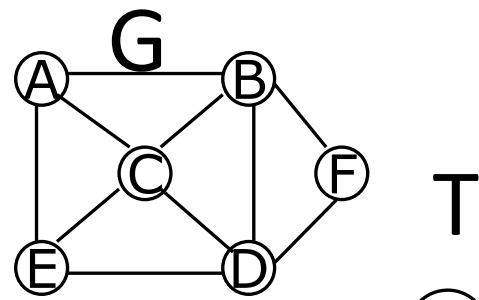
Can it be formulated as a MST problem?
What will be the corresponding graph?

How to Find a MST?

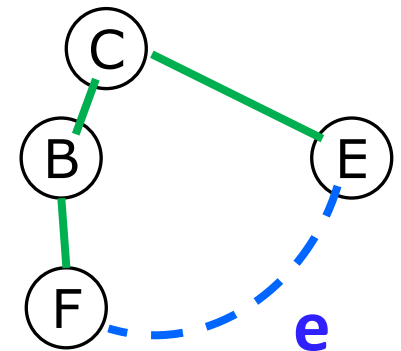
- MST need not be unique
- If the graphs is unweighted, all spanning trees are MSTs
- Why?
- Before trying to find MST let us examine some of their properties

Cycle Property

- Let **T** be a MST of a weighted undirected weighted graph **G**
- Let **e** be an edge of **G** that is not in **T**
- Let **U** be the cycle formed by adding **e** in **T**
- For every edge **f** of **U**, $W(f) \leq W(e)$
- Why?

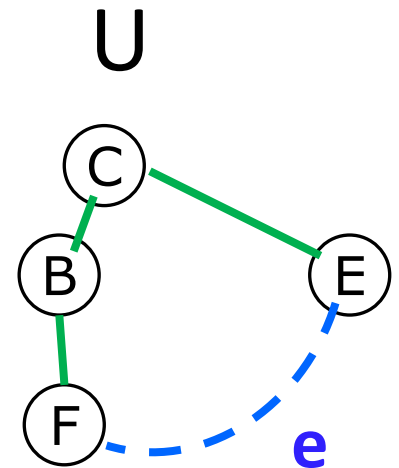
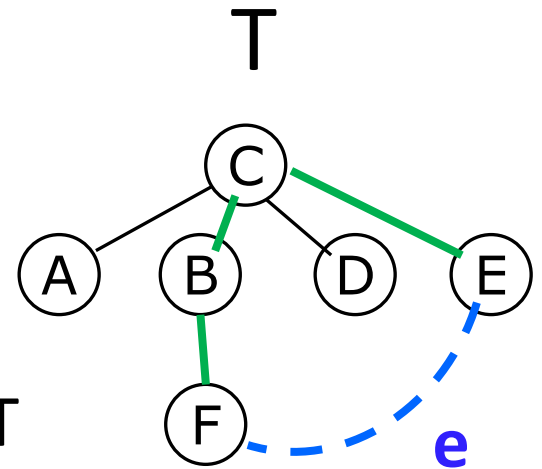


U



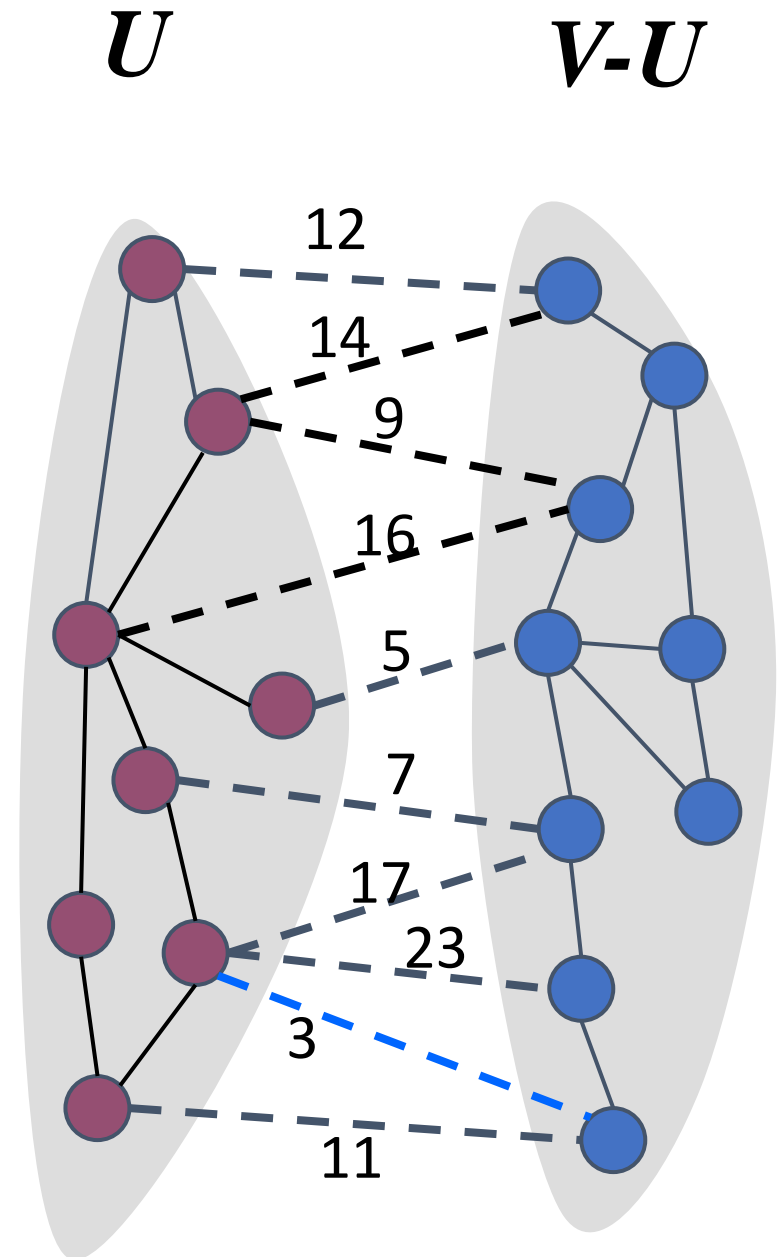
Cycle Property

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- Let **e** be an edge of G that is not in T
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- For every edge **f** of **U**, $W(f) \leq W(e)$
- Why?
- Removing any single edge in U will make it a spanning tree again



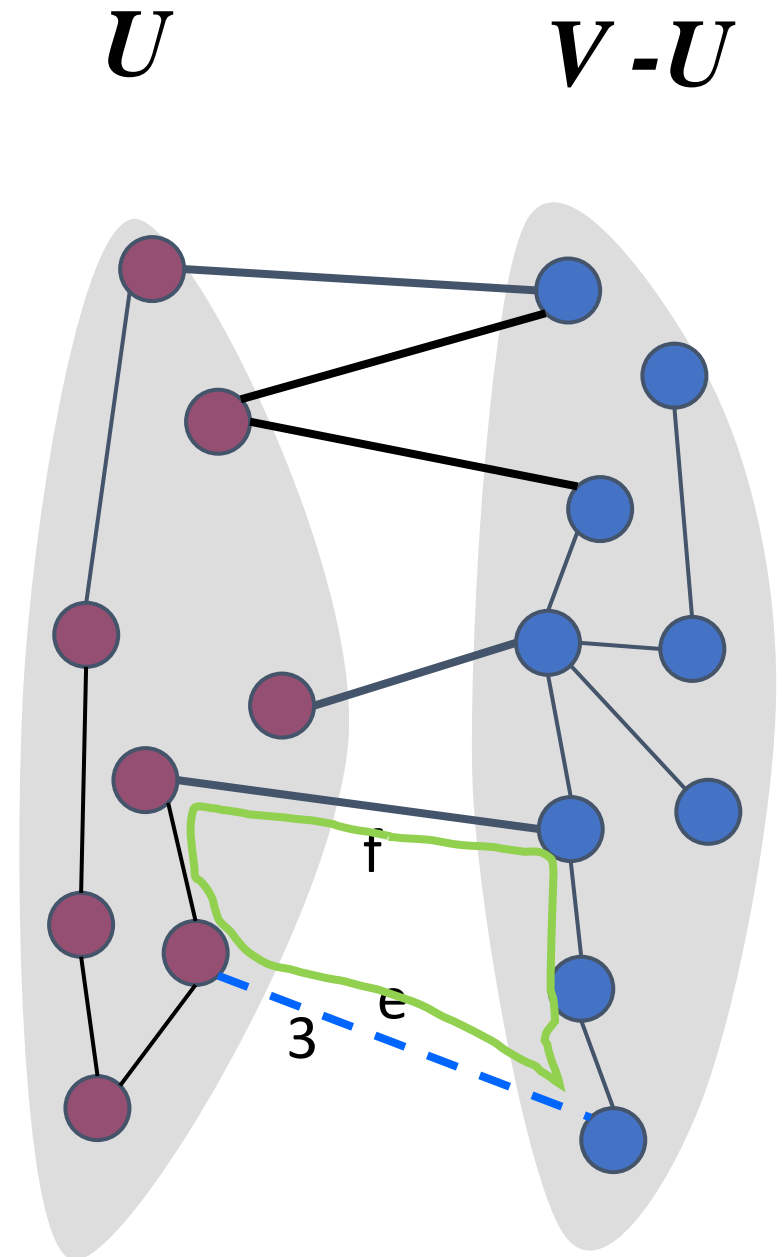
Cut Property

- Consider a partition of the vertices of G into subsets U and $V-U$
- Let e be an edge of minimum weight across $(U, V-U)$
- There is a minimum spanning tree of G containing edge e



Cut Property

- e : an edge of **minimum** weight across $(U, V-U)$ cut
- *Claim:* There is a MST containing edge e
- *Proof:* Let T be an MST of G without e
- Consider the cycle C formed by adding e to T .
- Let f be an edge of C across the cut
- By the cycle property, $W(f) \leq W(e)$
- Thus, $W(f) = W(e)$
- We obtain another MST containing e by replacing f with e



Outline of Prim's Algorithm for MST

- Start with U = a single vertex u
- Algorithm maintains
 - A connected set of vertices U
 - Using a subset of MST edges
- At every step add the smallest cost edge (x, y) in the cut $(U, V-U)$ to the tree
- It cannot induce a cycle
- The newly added edge must be a part of a MST (using the cut property)
- Add the vertex y to U

Prim's MST Algorithm U $V-U$

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

Output: MST T

Initialize: $T = \emptyset$; Pick an arbitrary $u \in V$; $U = \{u\}$

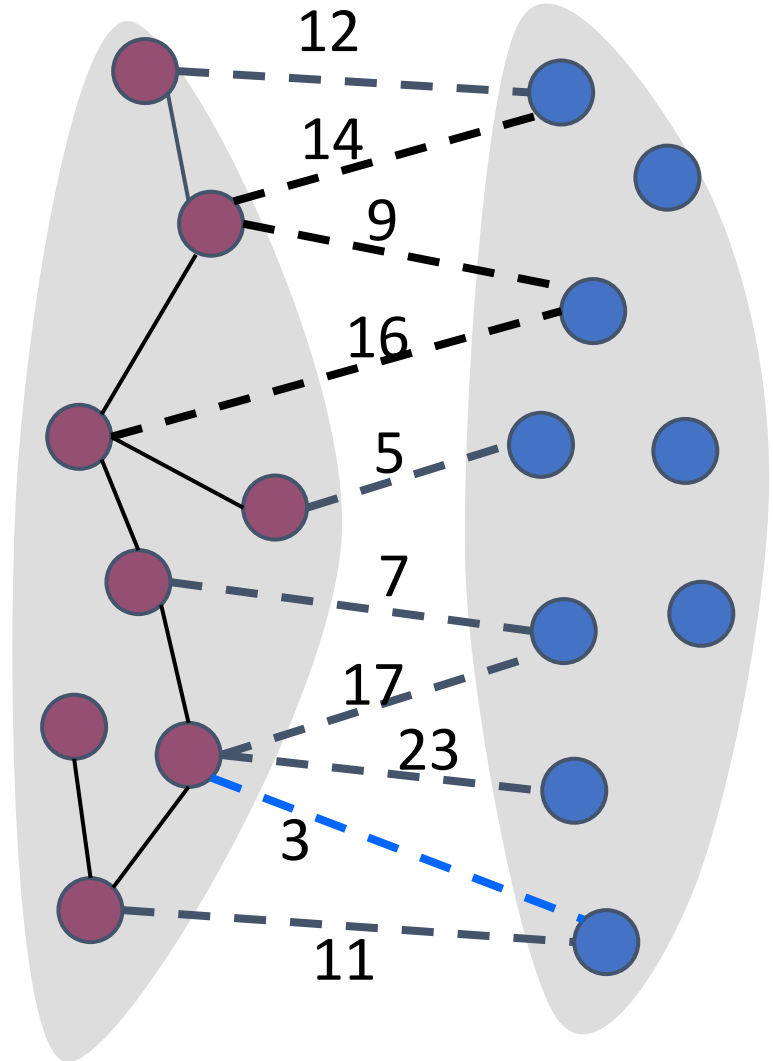
while ($U \neq V$) do

 let (x, y) be smallest weight edge in $(U, V-U)$

$U = U \cup \{y\}$

$T = T \cup (x, y)$

end while



Prim's MST Algorithm: Runtime

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

Output: MST T

Initialize: $T = \emptyset$; Pick an arbitrary $u \in V$; $U = \{u\}$

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end while

$O(|V|)$ Iterations

$O(|E|)$ steps in a naive implementation

$O(|E| |V|)$ time $= O(n^3)$

Can we do better?

Prim's MST Algorithm: Improved

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

Output: MST T

Initialize: $T = \emptyset$; Pick an arbitrary $u \in V$; $U = \{u\}$

while ($U \neq V$) do

 let (x, y) be smallest weight edge in (U, V)

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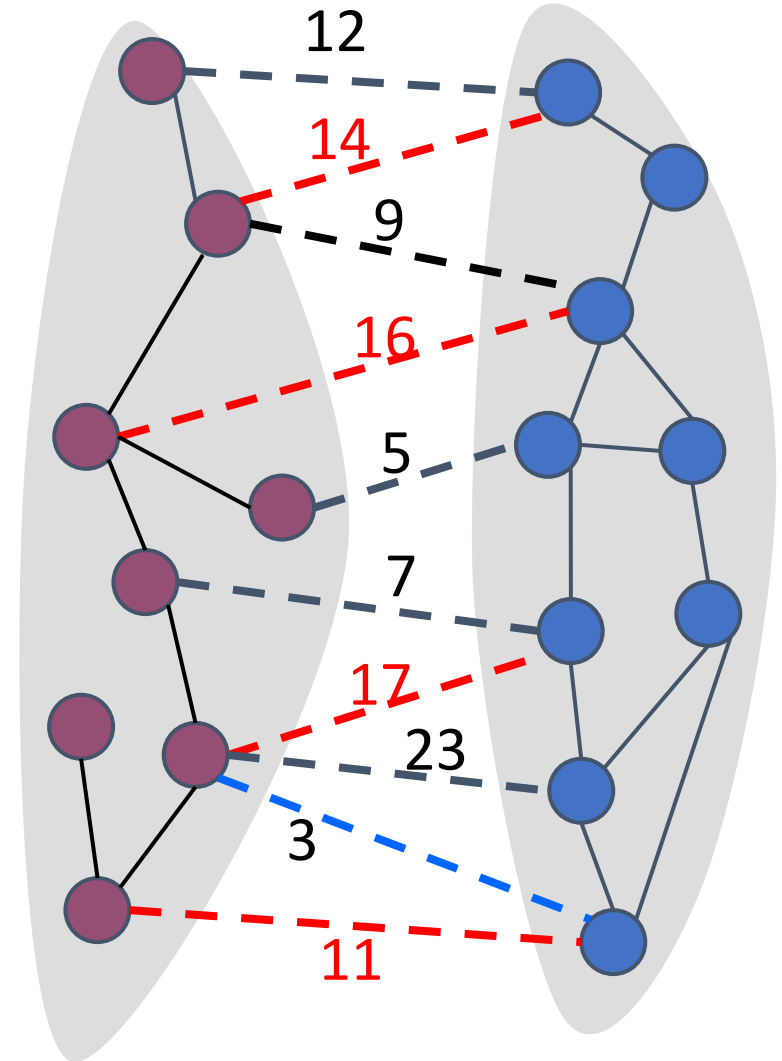
$T = T \cup (x, y)$

end while

- For each vertex in $V - U$, store the min-cost edge to U
- Keep all the vertices in $V - U$ in a priority queue
- Fetch the vertex with lowest edge cost to U
- How to maintain dynamically?

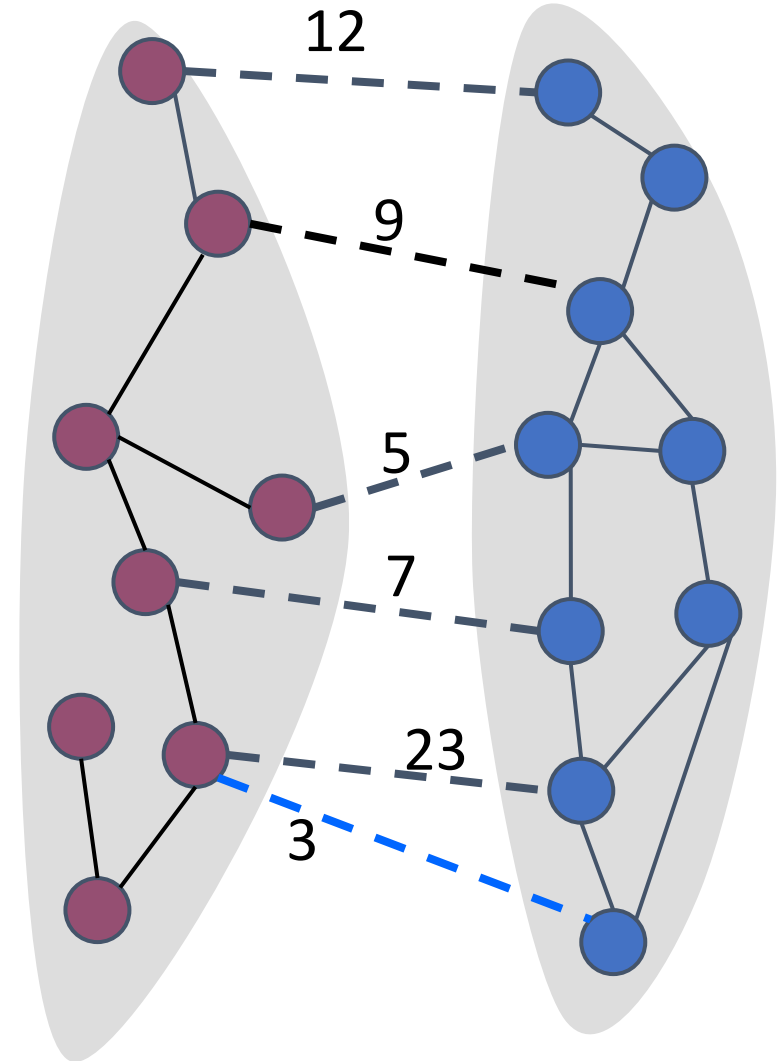
Prim's MST: Improved U $V-U$

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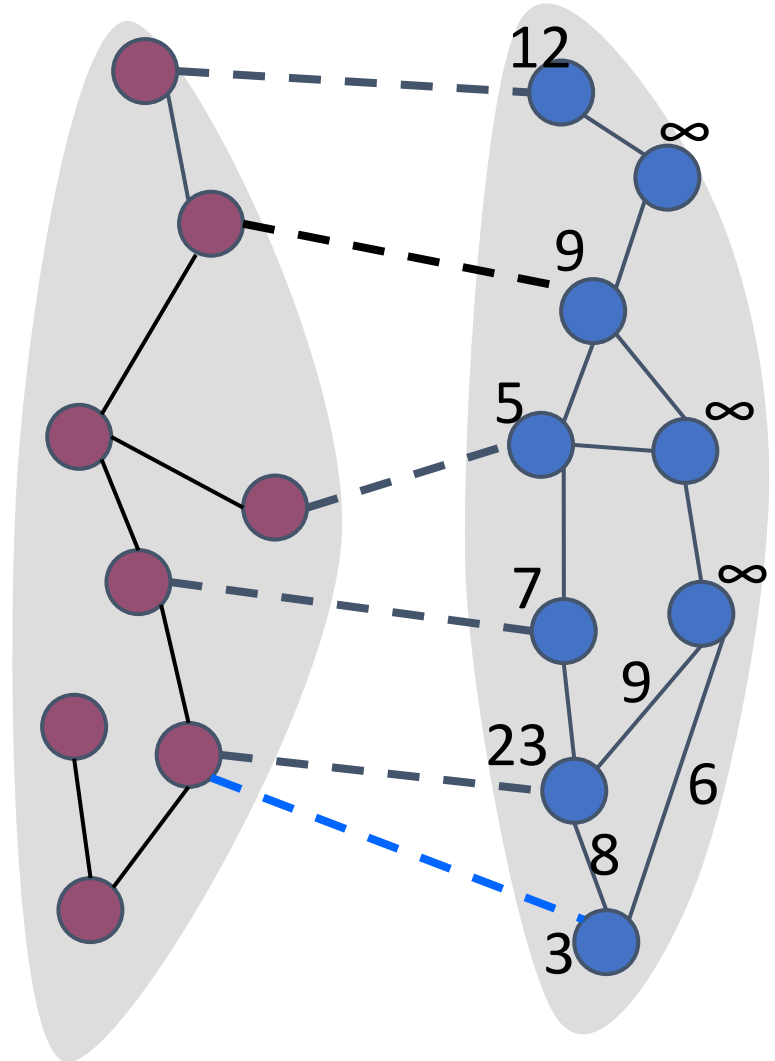
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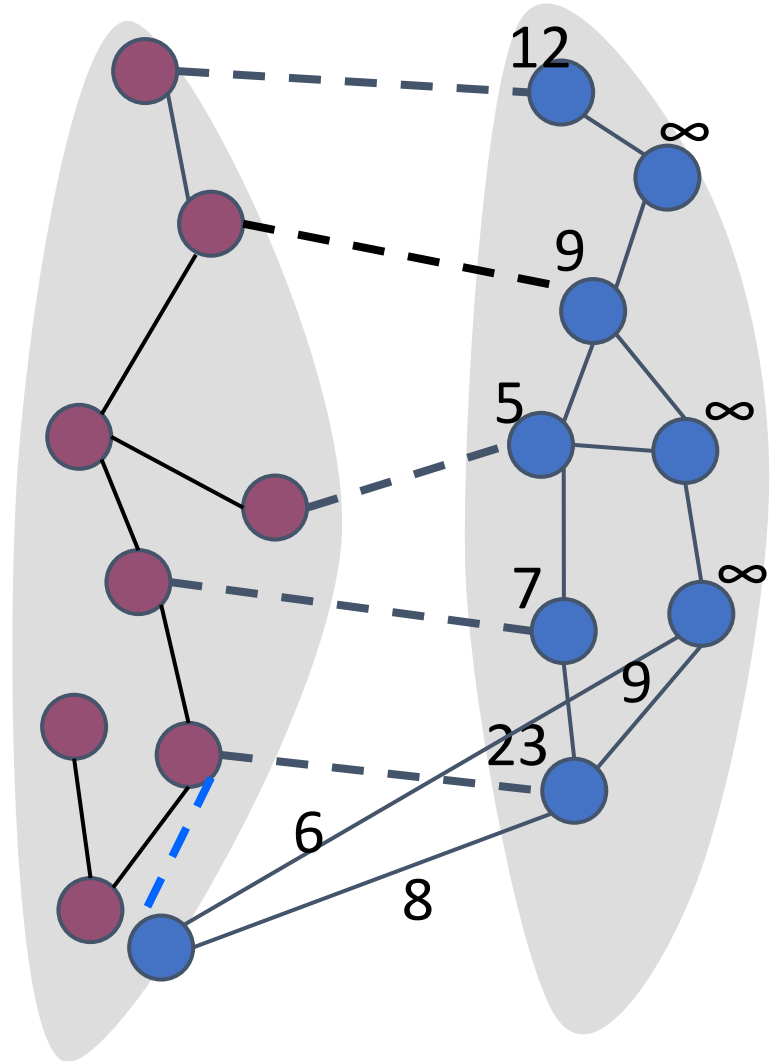
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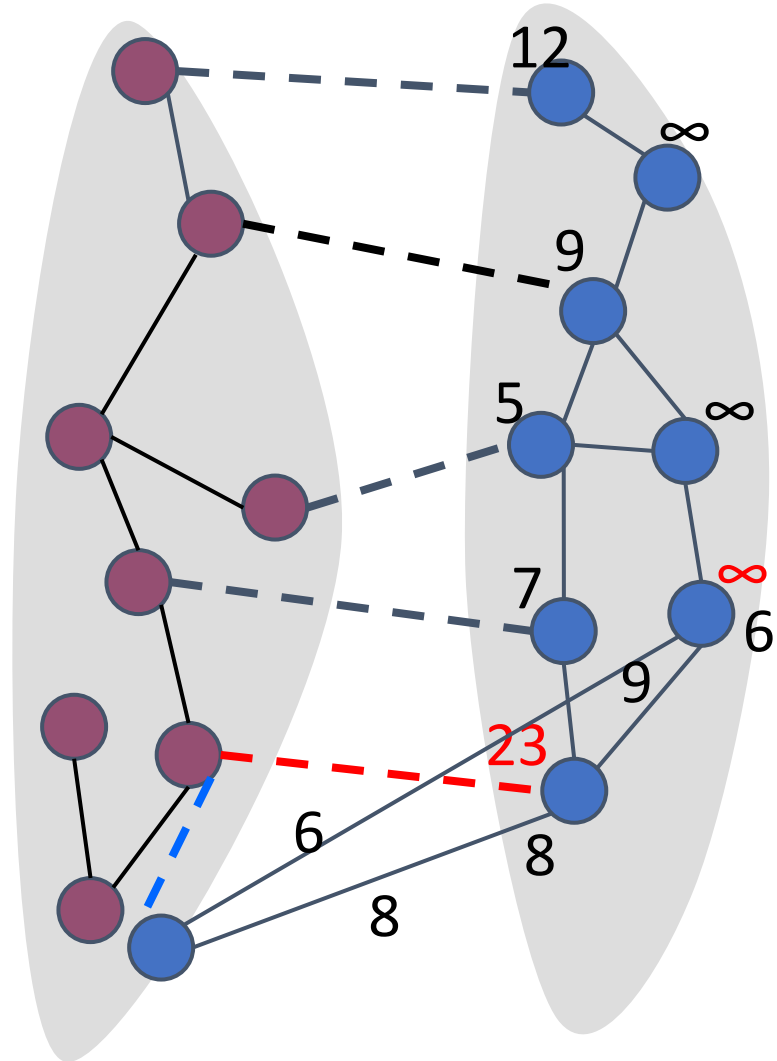
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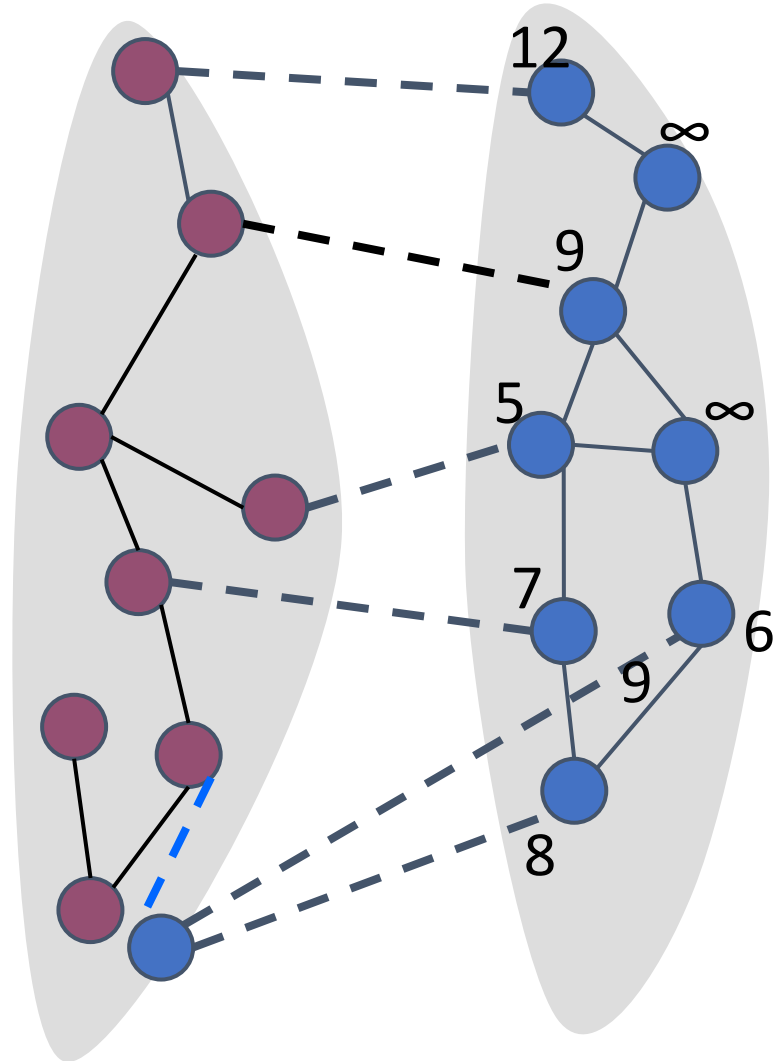
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Prim's MST: Improved U $V-U$

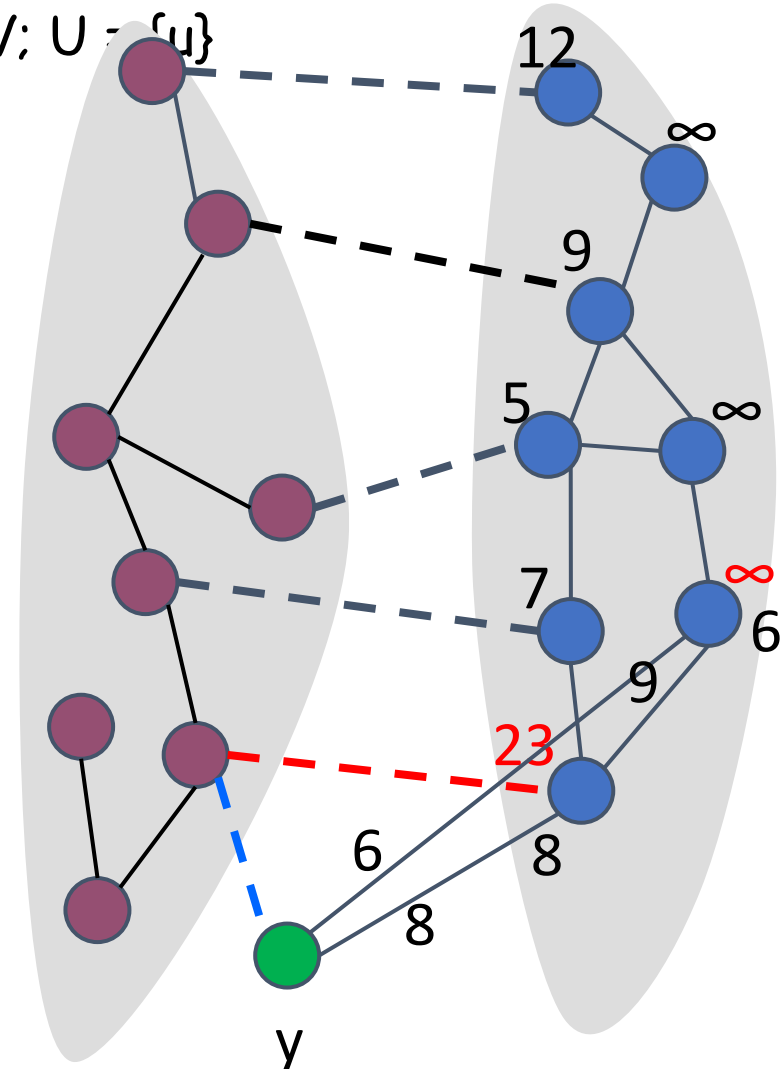
- Fetch the vertex with lowest edge cost to U
- Update the weights of all vertices in $V-U$
- How to maintain dynamically?
- Need the following in priority queues
 - InsertHeap
 - DeleteMin
 - DecreaseWeight



Prim's MST Improved U $V-U$

```

Initialize:  $T = \emptyset$ ; Pick an arbitrary  $u \in V$ ;  $U = \{u\}$ 
for all  $v$ :  $(u, v) \in E$  do
     $e = (u, v)$ ;  $D(v) = w(u, v)$ 
    InsertHeap( $w(u, v)$ ,  $e$ )
while ( $U \neq V$ ) do
     $(x, y) = \text{DeleteMin}()$ 
     $U = U \cup \{y\}$ 
     $T = T \cup (x, y)$ 
    forall  $(y, w)$  in  $E$  st  $w$  in  $V-U$  do
        if  $w(y, w) < D(w)$ 
             $D(w) = w(y, w)$ 
            DecreaseWeight( $w$ )
        endif
    endfor
end while
    
```



Prim's MST Improved: Runtime

Initialize: $T = \emptyset$; Pick an arbitrary $u \in V$; $U = \{u\}$

for all $v: (u, v) \in E$ do

$e = (u, v)$; $D(v) = w(u, v)$

 InsertHeap($w(u, v)$, e)  $O(|V| \log(|V|))$ total

while ($U \neq V$) do

$(x, y) = \text{DeleteMin}()$  $O(|V| \log(|V|))$ total

$U = U \cup \{y\}$

$T = T \cup (x, y)$

 forall $(y, w) \in E$ st $w \in V - U$ do  $O(|E|)$ iterations total

 if $w(y, w) < D(w)$


$D(w) = w(y, w)$

 DecreaseWeight(w)

 endif

 endfor

end while

 $O(|E|)$ iterations total
 $O(\log(V))$ per iteration

Total runtime: $O(|V| \log(|V|) + |E| \log(|V|))$

Using Fibonacci Heaps

Depending on the heap implementation, running time could be improved!

	<u>EXTRACT-MIN</u>	<u>DECREASE-KEY</u>	<u>Total</u>
binary heap	$O(\lg V)$	$O(\lg V)$	$O(E \lg V)$
Fibonacci heap	$O(\lg V)$	$O(1)$	$O(V \lg V + E)$

From $O(|E| \log(|V|))$ to $O(|V| \log |V| + |E|)$

Thank You