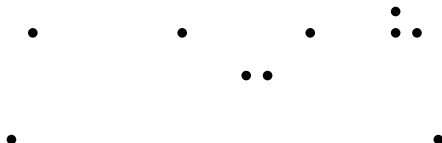


Kruskal Algorithm (1956)

Approach : Maintain a forest. In each step, add an edge of minimum weight that does not create a cycle.

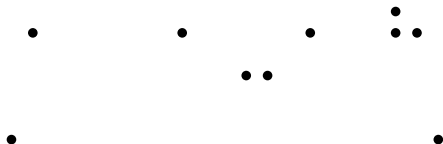
Start : At the beginning, each vertex is a (trivial) tree.



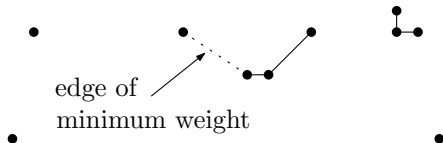
Kruskal Algorithm (1956)

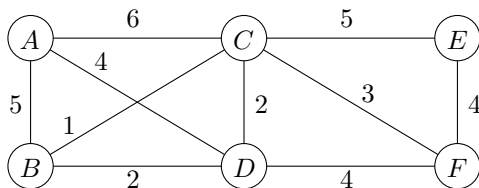
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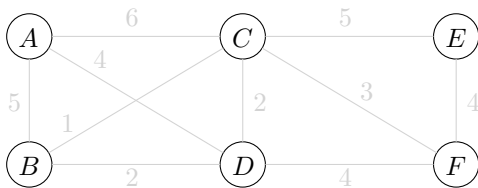
One Iteration : Combine two trees using an edge of minimum weight.

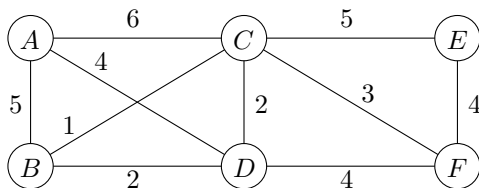




Sort the edges by weight:

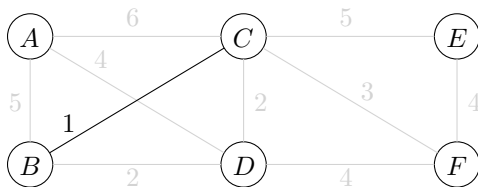
BC, BD, CD, CF, AD, DF, EF, AB, CE, AC

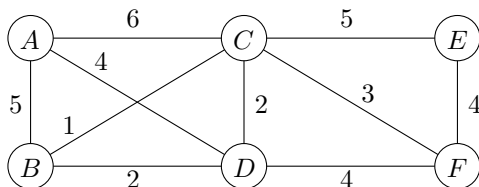




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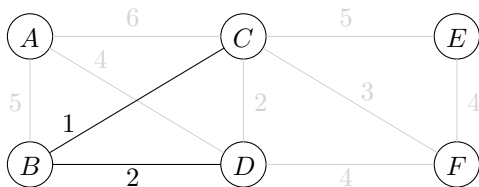
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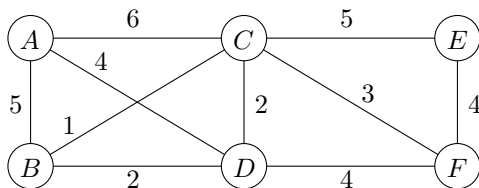




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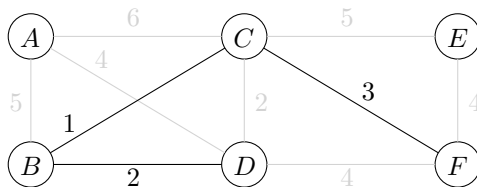
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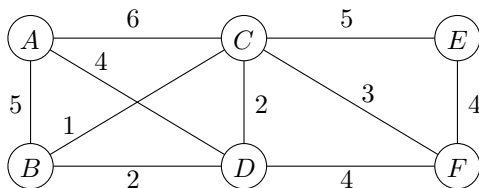




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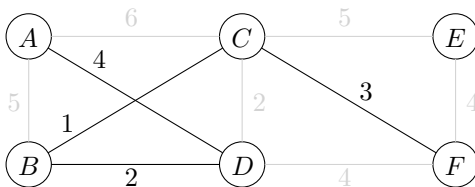
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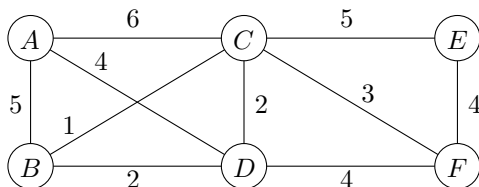




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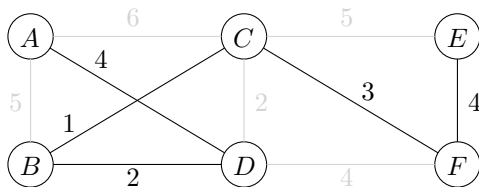
BC, BD, CD, CF, AD, DF, EF, AB, CE, AC





Sort the edges by weight:

BC, BD, CD, CF, AD, DF, EF, AB, CE, AC



Total weight: 14

Algorithm *Kruskal*(G)

Input: $G = (V, E)$, where $V = \{x_1, x_2, \dots, x_n\}$ and $m = |E|$.

Output: A minimum spanning tree of G .

```
1: Sort the edges of  $E$  by weight using Merge Sort:  $e_1, e_2, \dots, e_m$ 
2: for  $i = 1$  to  $n$  do
3:    $V_i = \{x_i\}$ 
4: end for
5:  $T = \{\}$ 
6: for  $k = 1$  to  $m$  do
7:   let  $u_k$  and  $v_k$  be the vertices of  $e_k$ .
8:   let  $i$  be the index such that  $u_k \in V_i$ 
9:   let  $j$  be the index such that  $v_k \in V_j$ 
10:  if  $i \neq j$  then
11:     $V_i = V_i \cup V_j$ 
12:     $V_j = \{\}$ 
13:     $T = T \cup \{e_k\}$ 
14:  end if
15: end for
16: return  $T$ 
```

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- Sorting: $O(m \log(m)) = O(m \log(n))$ time (do you see why?)

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So the total time is

$$O(m \log(n)) + O(n) + O(m + n \log(n)) = O(m \log(n))$$

Do you see why?

Conclusion: Kruskal computes an MST in $O(m \log(n))$ time.