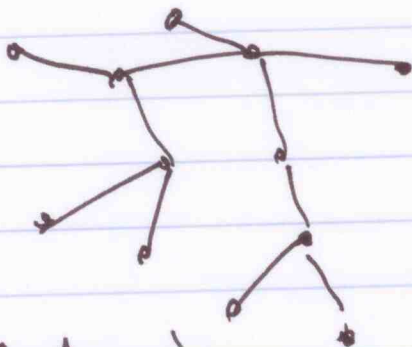


minimize

Spanning Trees (on undirected graphs)



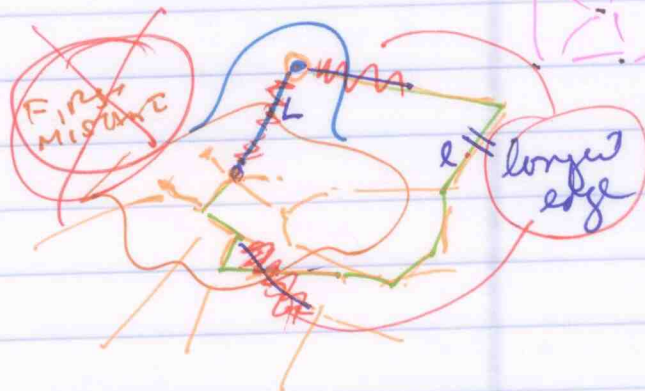
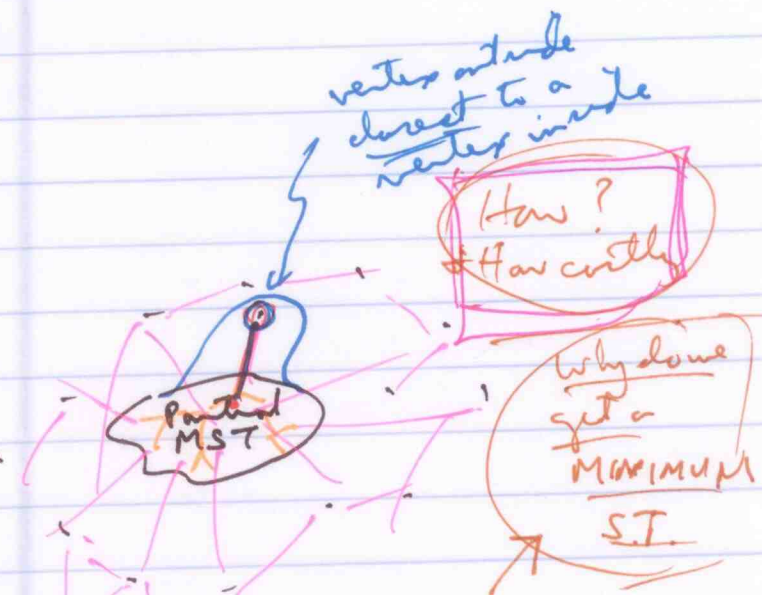
$\left. \begin{matrix} \text{weighted} \\ \text{connected} \\ \text{acyclic} \\ \text{undirected} \end{matrix} \right\} \underline{\underline{\text{Tree}}}$



Simple Greedy Techniques

Prim's Alg ←

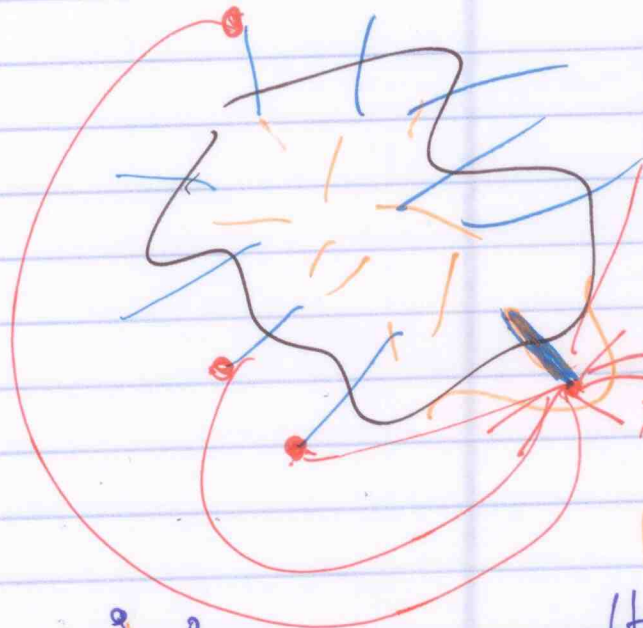
Kruskal's Alg



$\cancel{l > L}$ No
 $l \leq L$



$$\Theta(n \log n)$$



find cheapest?

how to bring it inside?

store edge — vertices Tree heap

Extract min

Decrease key
for every vertex
adjacent to x

Heap maintains cheapest
connector for every vertex
outside P.M.S.T.



$$\Theta(V \log V)$$

$$\Theta(E)$$

$$\Theta(E + V \log V)$$

Kruskal's Alg

Add edges in increasing order by length, provided that edge doesn't cause a cycle.

$\Theta(|E| \log |V|)$

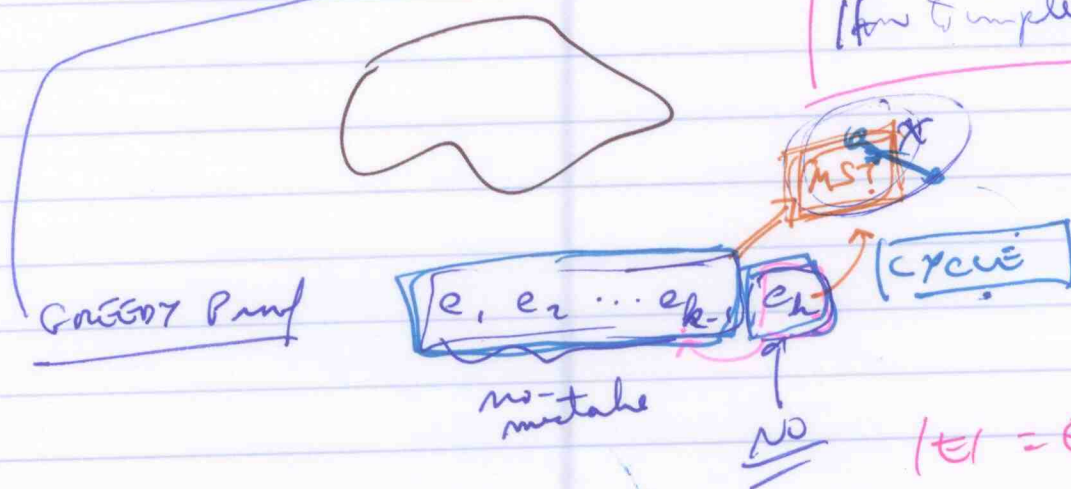
$\Theta(|E| \log |E|)$
sort edges

$e_1 \leq e_2 \leq e_3 \dots \leq e_{|E|}$



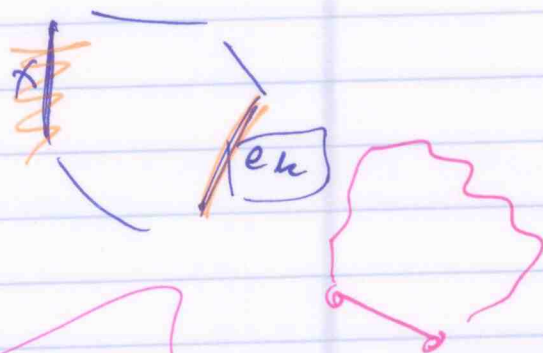
Why is this an MST?

How to implement?



$|E| = \Theta(|V|^2)$

$\log |E| = \Theta(\log |V|)$

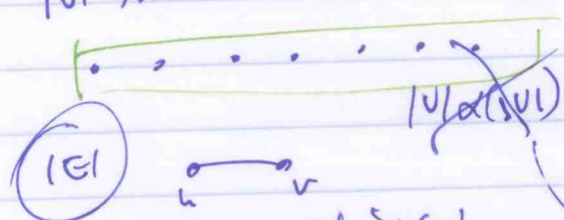


$\Theta(\alpha(n))$

$|V|$ make set

P.M.S.T.

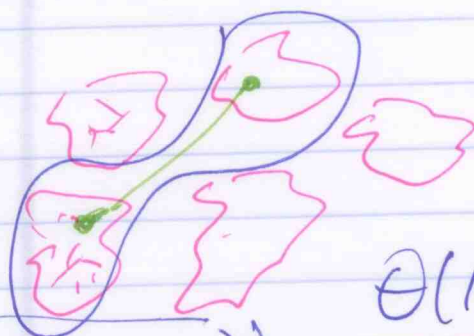
UNION/FIND



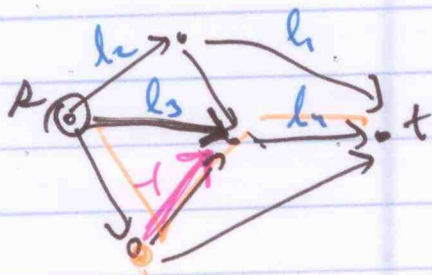
$\text{find}(u) \neq \text{find}(v)$
add edge (union)

$O(|E| \alpha(|V|))$

$\Theta(|E| \log |V|)$



Single Source Shortest Paths



BFS

Dijkstra's Alg

Non neg. edge lengths

PRIORITY QUEUE

0 0 0

EXTRACT MIN
DECREASE KEY

(per edge

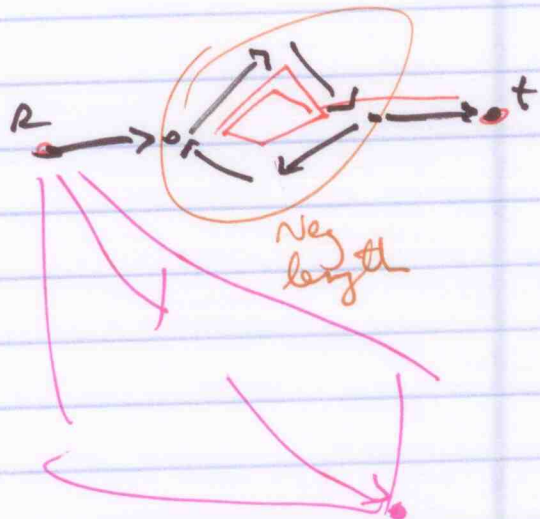
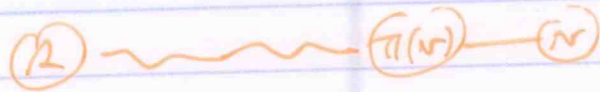
$O(|E|)$

+

$O(|V| \lg |V|)$

$O(|V| + |E|)$

$n \quad \pi(n)$



NEG CYCLES \Rightarrow No S.P.

"RELAXATION"