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CLASS:- SYBTECH-C

BATCH:- C-2

ROLL NO:- 223053

GR NO:- 17U208

ASSIGNMENT NO.5.

Aim :-

You have a business with several offices; you want to lease phone lines to connect them up with each other; and the phone company charges different amounts of money to connect different pairs of cities. You want a set of lines that connects all your offices with a minimum total cost. Solve the problem by suggesting appropriate data structures.

Objective:- To study the use of kruskal's and prims algorithm in given problem.

Theory:- *What is Minimum Spanning Tree?*

Given a connected and undirected graph, a *spanning tree* of that graph is a subgraph that is a tree and connects all the vertices together. A single graph can have many different spanning trees. A *minimum spanning tree (MST)* or minimum weight spanning tree for a weighted, connected and undirected graph is a spanning tree with weight less than or equal to the weight of every other spanning tree. The weight of a spanning tree is the sum of weights given to each edge of the spanning tree.

How many edges does a minimum spanning tree has?

A minimum spanning tree has $(V - 1)$ edges where V is the number of vertices in the given graph.

What are the applications of Minimum Spanning Tree?

See [this](#) for applications of MST.

Below are the steps for finding MST using Kruskal's algorithm

1. Sort all the edges in non-decreasing order of their weight.
2. Pick the smallest edge. Check if it forms a cycle with the spanning tree formed so far. If cycle is not formed, include this edge. Else, discard it.
3. Repeat step#2 until there are $(V-1)$ edges in the spanning tree.

The step#2 uses Union-Find algorithm to detect cycle.

The algorithm is a Greedy Algorithm. The Greedy Choice is to pick the smallest weight edge that does not cause a cycle in the MST constructed so far.

Algorithm:-

- create a forest F (a set of trees), where each vertex in the graph is a separate tree
- create a set S containing all the edges in the graph

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- while S is nonempty and F is not yet spanning
 - remove an edge with minimum weight from S
 - if the removed edge connects two different trees then add it to the forest F , combining two trees into a single tree

At the termination of the algorithm, the forest forms a minimum spanning forest of the graph. If the graph is connected, the forest has a single component and forms a minimum spanning tree.

Program Code:-

```
#include <iostream>
```

```
#include<iomanip>
```

```
using namespace std;
```

```
const int MAX=10;
```

```
class EdgeList; //forward declaration
```

```
class Edge          //USED IN KRUSKAL
```

```
{
```

```
    int u,v,w;
```

```
public:
```

```
    Edge(){} //Empty Constructor
```

```
    Edge(int a,int b,int weight)
```

```
    {
```

```
        u=a;
```

```
        v=b;
```

```
        w=weight;
```

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```
    }

    friend class EdgeList;

    friend class PhoneGraph;

};

//---- EdgeList Class -----

class EdgeList
{
    Edge data[MAX];

    int n;

public:

    friend class PhoneGraph;

    EdgeList()
    { n=0;}

    void sort();

    void print();

};

//----Bubble Sort for sorting edges in increasing weights' order ---//

void EdgeList::sort()
{
    Edge temp;

    for(int i=1;i<n;i++)
```

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```
        for(int j=0;j<n-1;j++)
            if(data[j].w>data[j+1].w)
            {
                temp=data[j];
                data[j]=data[j+1];
                data[j+1]=temp;
            }
    }

    void EdgeList::print()
    {
        int cost=0;
        for(int i=0;i<n;i++)
        {
            cout<<"\n"<<i+1<<" "<<data[i].u<<"--"<<data[i].v<<" = "<<data[i].w;
            cost=cost+data[i].w;
        }

        cout<<"\nMinimum cost of Telephone Graph = "<<cost;
    }

    //----- Phone Graph Class-----

    class PhoneGraph
    {
        int data[MAX][MAX]={0, 28, 0, 0, 0,10,0},
```

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{28,0,16,0,0,0,14},

{0,16,0,12,0,0,0},

{0,0,12,0,22,0,18},

{0,0,0,22,0,25,24},

{10,0,0,0,25,0,0},

{0,14,0,18,24,0,0},

};

int n;

public:

PhoneGraph(int num)

{

n=num;

}

void readgraph();

void printGraph();

int mincost(int cost[],bool visited[]);

int prim();

void kruskal(EdgeList &spanlist);

int find(int belongs[], int vertexno);

void unionComp(int belongs[], int c1,int c2);

};

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void PhoneGraph::readgraph()

```
{  
    cout<<"Enter Adjacency(Cost) Matrix: \n";  
    for(int i=0;i<n;i++)  
    {  
        for(int j=0;j<n; j++)  
            cin>>data[i][j];  
    }  
}
```

void PhoneGraph::printGraph()

```
{  
    cout<<"\nAdjacency (COST) Matrix: \n";  
    for(int i=0;i<n;i++)  
    {  
        for(int j=0;j<n;j++)  
        {  
            cout<<setw(3)<<data[i][j];  
        }  
        cout<<endl;  
    }  
}
```

int PhoneGraph::mincost(int cost[],bool visited[]) //finding vertex with minimum cost

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```
{
    int min=9999,min_index; //initialize min to MAX value(ANY) as temporary
    for(int i=0;i<n;i++)
    {
        if(visited[i]==0 && cost[i]<min)
        {
            min=cost[i];
            min_index=i;
        }
    }

    return min_index; //return index of vertex which is not visited and having
    minimum cost

}

int PhoneGraph::prim()
{
    bool visited[MAX];
    int parents[MAX]; //storing vertices
    int cost[MAX]; //saving minimum cost
    for(int i=0;i<n;i++)
    {
        cost[i]=9999; //set cost as infinity/MAX_VALUE
        visited[i]=0; //initialize visited array to false
    }
}
```

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}

cost[0]=0; //starting vertex cost

parents[0]=-1; //make first vertex as a root

for(int i=0;i<n-1;i++)

{

int k=mincost(cost,visited); //minimum cost elements index

visited[k]=1; //set visited

for(int j=0;j<n;j++)//for adjacent vertices comparison

{

if(data[k][j] && visited[j]==0 && data[k][j] < cost[j])

{

parents[j]=k;

cost[j]=data[k][j];

}

}

}

cout<<"Minimum Cost Telephone Map:\n";

for(int i=1;i<n;i++)

{

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```
        cout<<i<<" -- "<<parents[i]<<" = "<<cost[i]<<endl;

    }

    int mincost=0;

    for (int i = 1; i < n; i++)

        mincost+=cost[i];                //data[i][parents[i]];

    return mincost;

}

//----- Kruskal's Algorithm

void PhoneGraph::kruskal(EdgeList &spanlist)

{

    int belongs[MAX]; //Separate Components at start (No Edges, Only vertices)

    int cno1,cno2;      //Component 1 & 2

    EdgeList elist;

    for(int i=1;i<n;i++)

        for(int j=0;j<i;j++)

        {

            if(data[i][j]!=0)

            {

                elist.data[elist.n]=Edge(i,j,data[i][j]); //constructor for

initializing edge

                elist.n++;

            }

        }

    }
```

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```
        elist.sort(); //sorting in increasing weight order

        for(int i=0;i<n;i++)

            belongs[i]=i;


        for(int i=0;i<elist.n;i++)

        {

            cno1=find(belongs,elist.data[i].u); //find set of u

            cno2=find(belongs,elist.data[i].v); //find set of v

            if(cno1!=cno2) //if u & v belongs to different sets

            {

                spanlist.data[spanlist.n]=elist.data[i]; //ADD Edge to spanlist

                spanlist.n=spanlist.n+1;

                unionComp(belongs,cno1,cno2); //ADD both components to same

set

            }

        }

    }

void PhoneGraph::unionComp(int belongs[],int c1,int c2)

{

    for(int i=0;i<n;i++)

    {

        if(belongs[i]==c2)

            belongs[i]=c1;

    }

}
```

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```
    }
}

int PhoneGraph::find(int belongs[],int vertexno)
{
    return belongs[vertexno];
}

//----- MAIN PROGRAM-----

int main() {
    int vertices,choice;
    EdgeList spantree;
    cout<<"Enter Number of cities: ";
    cin>>vertices;
    PhoneGraph p1(vertices);
    //p1.readgraph();
    do
    {
        cout<<"\n1.Find Minimum Total Cost(By Prim's Algorithm)"
            <<"\n2.Find Minimum Total Cost(by Kruskal's Algorithms)"
            <<"\n3.Re-Read Graph(INPUT)"
            <<"\n4.Print Graph"
            <<"\n0. Exit"
```

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```
        <<"\nEnter your choice: ";

    cin>>choice;

    switch(choice)
    {
    case 1:

        cout<<" Minimum cost of Phone Line to cities is: "<<p1.prim();

        break;

    case 2:

        p1.kruskal(spantree);

        spantree.print();

        break;

    case 3:

        p1.readgraph();

        break;

    case 4:

        p1.printGraph();

        break;

    default:

        cout<<"\nWrong Choice!!!";

    }

    }while(choice!=0);
```

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```
        return 0;

}

/*      Sample INPUT: vertices =7
*          {{0, 28, 0, 0, 0, 10, 0},
            {28, 0, 16, 0, 0, 0, 14},
            {0, 16, 0, 12, 0, 0, 0},
            {0, 0, 12, 0, 22, 0, 18},
            {0, 0, 0, 22, 0, 25, 24},
            {10, 0, 0, 0, 25, 0, 0},
            {0, 14, 0, 18, 24, 0, 0},
            };

        Minimum Cost: 99

*/
```

Output Screenshots:-

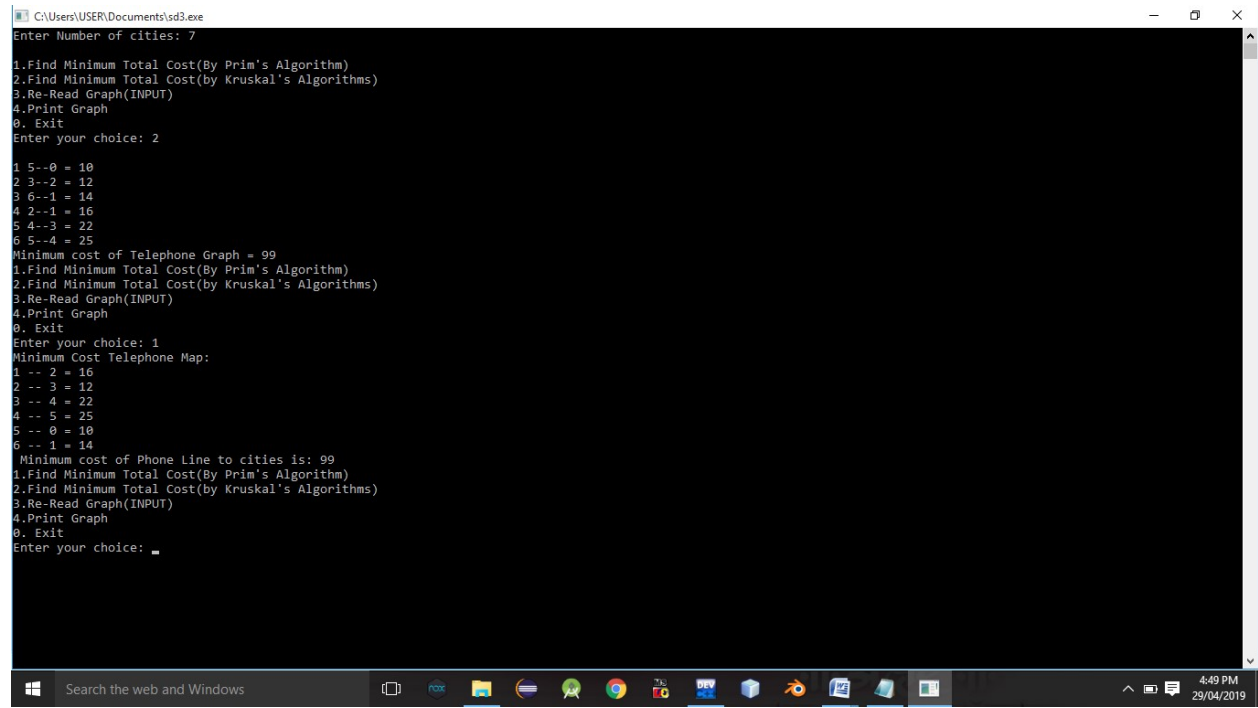
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```
C:\Users\USER\Documents\sd3.exe
Enter Number of cities: 7
1.Find Minimum Total Cost(By Prim's Algorithm)
2.Find Minimum Total Cost(by Kruskal's Algorithms)
3.Re-Read Graph(INPUT)
4.Print Graph
0. Exit
Enter your choice: 2
1 5--0 = 10
2 3--2 = 12
3 6--1 = 14
4 2--1 = 16
5 4--3 = 22
6 5--4 = 25
Minimum cost of Telephone Graph = 99
1.Find Minimum Total Cost(By Prim's Algorithm)
2.Find Minimum Total Cost(by Kruskal's Algorithms)
3.Re-Read Graph(INPUT)
4.Print Graph
0. Exit
Enter your choice: 1
Minimum Cost Telephone Map:
1 -- 2 = 16
2 -- 3 = 12
3 -- 4 = 22
4 -- 5 = 25
5 -- 0 = 10
6 -- 1 = 14
Minimum cost of Phone Line to cities is: 99
1.Find Minimum Total Cost(By Prim's Algorithm)
2.Find Minimum Total Cost(by Kruskal's Algorithms)
3.Re-Read Graph(INPUT)
4.Print Graph
0. Exit
Enter your choice: _
```

Conclusion:- Thus,we have studied implementation of kruskal's algorithm.