

CMPSC 465

Data Structures and Algorithms

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Greedy algorithms

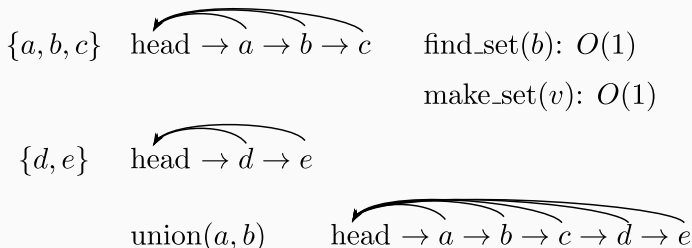
Greedy algorithms

Minimum Spanning Tree

Running time of Kruskal's algorithm (I)

Depends on how we implement `make_set`, `find_set`, and `union`

Using linked list:



Cost of union: $O(\text{length of the shorter list})$

Using an array to implement it:

vertex	1	2	3	4	5	union \rightarrow	1	2	3	4	5
head	1	1	1	4	4		1	1	1	1	1

Running time of Kruskal's algorithm (II)

```
1 def KRUSKAL_MST(undirected  $G = (V, E)$ , weights  $w = (w_e)_{e \in E}$ ):  
2     Set  $A := \{\}$ ;  
3     for  $v \in V$ :  
4         make_set( $v$ ) ;                               //  $O(|V|)$   
5     Sort  $E$  in increasing order of edge weights ;    //  $O(|E| \log |V|)$   
6     for  $(u, v) \in E$ :  
7         if find_set( $u$ )  $\neq$  find_set( $v$ ):  
8              $A := A \cup \{(u, v)\}$ ;  
9             union( $u, v$ );
```

Worst-case cost for union: $O(|V|)$. What about the cost for lines 6-9?

Consider a single $v \in V$. Once it's touched in some union operation, the size of the set at least doubles. Since the maximum size of a set can be $|V|$, each v is touched at most $O(\log |V|)$ times

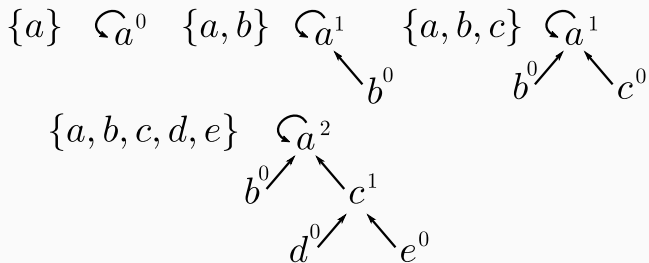
At most $|V|$ vertices are involved in union operations, so the total cost of lines 6-9: $O(|V| \log |V|)$

Total cost of the algorithm: $O(|E| \log |V|)$

Alternative data structure

The linked-list implementation is good enough, but there exist better data structures to improve the **worst-case** cost for union

Directed tree disjoint set:



Definition

$\pi(x)$: parent of x

root node: x s.t. $\pi(x) = x$

$\text{rank}(x)$: number of the edges in the longest simple path from x to a leaf

Operations of direct tree disjoint set (I)

- `make_set(v)`

def `make_set(v):`

$\pi(v) := v;$

$\text{rank}(v) = 0;$

Cost: $O(1)$

- `find_set(v)`

def `find_set(v):`

while $v \neq \pi(v):$

$v := \pi(v);$

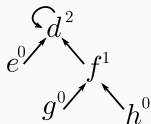
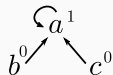
return $v;$

Cost: $O(\text{depth of the node in the tree})$

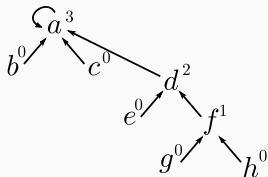
- what about union?

Operations of direct tree disjoint set (II)

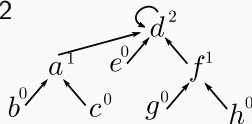
- union:



Option 1



Option 2



better!

Basic idea: attach the smaller ranked tree to a larger one

Operations of direct tree disjoint set (II)

def union(x, y):

$r_x := \text{find_set}(x)$, $r_y := \text{find_set}(y)$;

if rank(r_x) > rank(r_y):

└ $\pi(r_y) := r_x$;

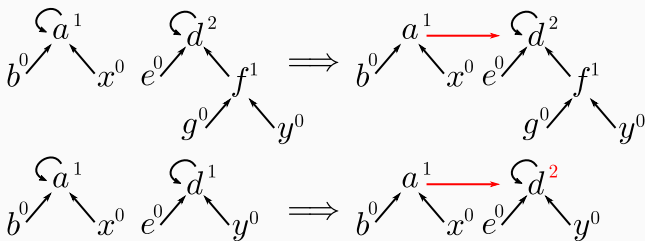
else:

└ $\pi(r_x) := r_y$;

└ **if** rank(r_x) == rank(r_y):

└└ rank(r_y) := rank(r_y) + 1;

Cost: dominated by find_set



Cost of find_set using directed tree disjoint set

Observation

Root node with rank k is formed by the merge of two rank $k - 1$ trees

Lemma

Any root node of rank k has at least 2^k nodes in it

Proof.

By induction: base case has $k = 0$ and $2^0 = 1$.

Assume the statement is true for $k - 1$. By observation: after merging, the number of nodes is $\geq 2^{k-1} + 2^{k-1} = 2^k$ □

By the lemma, if we have $|V|$ nodes, the maximum rank is $\log |V|$. So

- the cost of find_set: $O(\log |V|)$
- the cost of union: $O(\log |V|)$

Total running time of Kruskal using directed tree disjoint set

```
1 def KRUSKAL_MST(undirected  $G = (V, E)$ , weights  $w = (w_e)_{e \in E}$ ):  
2   Set  $A := \{\}$ ;  
3   for  $v \in V$ :  
4     make_set( $v$ ) ;                                //  $O(|V|)$   
5   Sort  $E$  in increasing order of edge weights ;    //  $O(|E| \log |V|)$   
6   for  $(u, v) \in E$ :  
7     if find_set( $u$ )  $\neq$  find_set( $v$ ):  
8        $A := A \cup \{(u, v)\}$ ;  
9       union( $u, v$ );
```

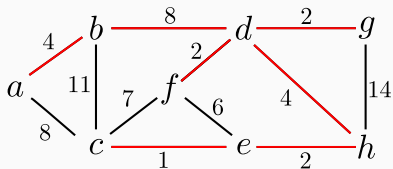
Lines 6-9: $O(|E| \log |V|)$

Total cost: $O(|E| \log |V|)$

Prim's algorithm

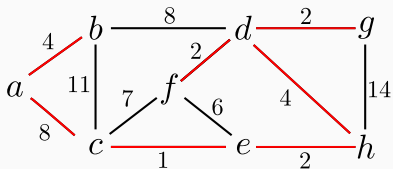
Intuition: iteratively grows the tree

Kruskal



Prim

starting with c



Prim's algorithm: pseudocode

Let S be the set included in the tree so far

$\text{cost}(v) := \min_{e=(u,v) \text{ s.t. } u \in S} w_e$ and $\text{prev}(\cdot)$ is used to keep track of the tree

def PRIM_MST(*undirected* $G = (V, E)$, *weights* $w = (w_e)_{e \in E}$):

for $v \in V$:

$\text{cost}(v) := \infty$;

$\text{prev}(v) := \text{nil}$;

 Pick any initial vertex u_0 ;

$\text{cost}(u_0) := 0$;

$H := \text{make_queue}(V)$;

// keys are $\text{cost}(v)$

while H is not empty:

$v = \text{delete_min}(H)$;

for $e := (v, z) \in E$:

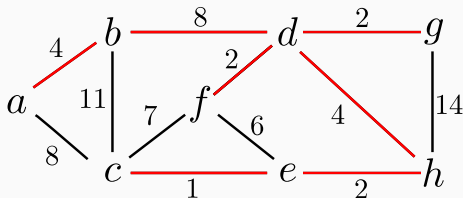
if $\text{cost}(z) > w_e$:

$\text{cost}(z) := w_e$;

$\text{prev}(z) := v$;

Prim's algorithm: a running example

Starting with f



Set S	a	b	c	d	e	f	g	h
$\{\}$	∞/nil	∞/nil	∞/nil	∞/nil	∞/nil	0/ nil	∞/nil	∞/nil
f	∞/nil	∞/nil	7/ f	2/ f	6/ f		∞/nil	∞/nil
f, d	∞/nil	8/ d	7/ f		6/ f		2/ d	4/ d
f, d, g	∞/nil	8/ d	7/ f		6/ f			4/ d
f, d, g, h	∞/nil	8/ d	7/ f		2/ h			
f, d, g, h, e	∞/nil	8/ d	1/ e					
f, d, g, h, e, c	8/ c	8/ d						
f, d, g, h, e, c, b	4/ b							
f, d, g, h, e, c, b, a								