

CSE 431/531: Algorithm Analysis and Design (Fall 2024)

# Graph Algorithms

Lecturer: Kelin Luo

*Department of Computer Science and Engineering  
University at Buffalo*

- 1 Minimum Spanning Tree
  - Kruskal's Algorithm
  - Reverse-Kruskal's Algorithm
  - Prim's Algorithm

## Minimum Spanning Tree (MST) Problem

**Input:** Graph  $G = (V, E)$  and edge weights  $w : E \rightarrow \mathbb{R}$

**Output:** the spanning tree  $T$  of  $G$  with the minimum total weight

- 1 Minimum Spanning Tree
  - Kruskal's Algorithm
  - Reverse-Kruskal's Algorithm
  - Prim's Algorithm

# Kruskal's Algorithm: Efficient Implementation of Greedy Algorithm

## MST-Kruskal( $G, w$ )

```
1:  $F \leftarrow \emptyset$ 
2:  $\mathcal{S} \leftarrow \{\{v\} : v \in V\}$ 
3: sort the edges of  $E$  in non-decreasing order of weights  $w$ 
4: for each edge  $(u, v) \in E$  in the order do
5:    $S_u \leftarrow$  the set in  $\mathcal{S}$  containing  $u$ 
6:    $S_v \leftarrow$  the set in  $\mathcal{S}$  containing  $v$ 
7:   if  $S_u \neq S_v$  then
8:      $F \leftarrow F \cup \{(u, v)\}$ 
9:      $\mathcal{S} \leftarrow \mathcal{S} \setminus \{S_u\} \setminus \{S_v\} \cup \{S_u \cup S_v\}$ 
10: return  $(V, F)$ 
```

# Running Time of Kruskal's Algorithm

## MST-Kruskal( $G, w$ )

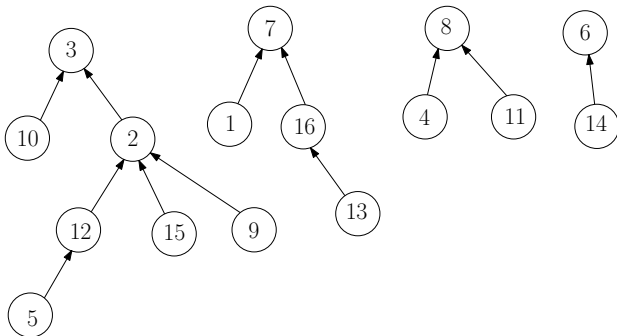
```
1:  $F \leftarrow \emptyset$ 
2:  $\mathcal{S} \leftarrow \{\{v\} : v \in V\}$ 
3: sort the edges of  $E$  in non-decreasing order of weights  $w$ 
4: for each edge  $(u, v) \in E$  in the order do
5:    $S_u \leftarrow$  the set in  $\mathcal{S}$  containing  $u$ 
6:    $S_v \leftarrow$  the set in  $\mathcal{S}$  containing  $v$ 
7:   if  $S_u \neq S_v$  then
8:      $F \leftarrow F \cup \{(u, v)\}$ 
9:      $\mathcal{S} \leftarrow \mathcal{S} \setminus \{S_u\} \setminus \{S_v\} \cup \{S_u \cup S_v\}$ 
10: return  $(V, F)$ 
```

Use **union-find** data structure to support ②, ⑤, ⑥, ⑦, ⑨.

# Union-Find Data Structure

- $V$ : ground set
- We need to maintain a partition of  $V$  and support following operations:
  - Check if  $u$  and  $v$  are in the same set of the partition
  - Merge two sets in partition

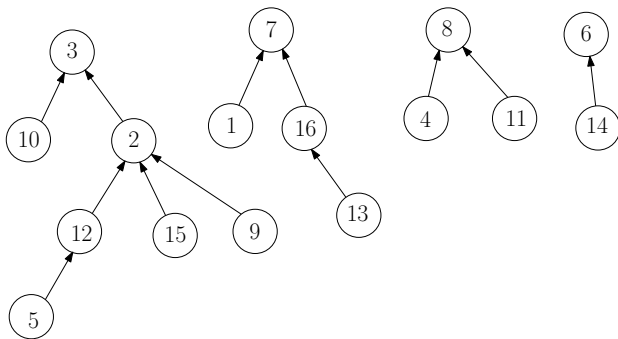
- $V = \{1, 2, 3, \dots, 16\}$
- Partition:  $\{2, 3, 5, 9, 10, 12, 15\}, \{1, 7, 13, 16\}, \{4, 8, 11\}, \{6, 14\}$



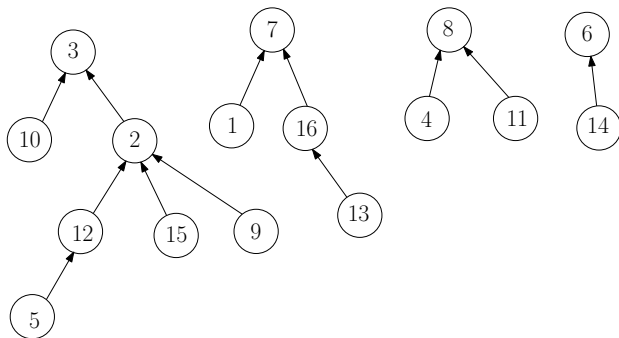
- $par[i]$ : parent of  $i$ , ( $par[i] = \perp$  if  $i$  is a root).



# Union-Find Data Structure

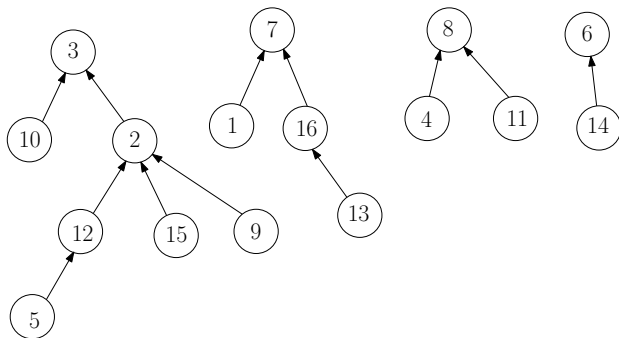


# Union-Find Data Structure



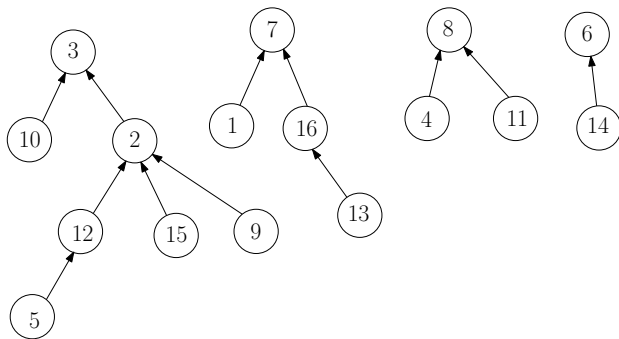
- Q: how can we check if  $u$  and  $v$  are in the same set?

# Union-Find Data Structure



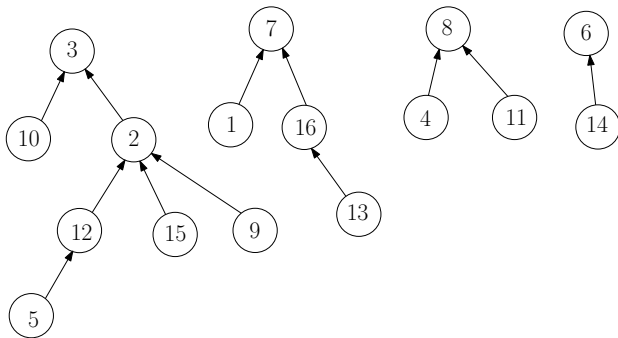
- Q: how can we check if  $u$  and  $v$  are in the same set?
- A: Check if  $\text{root}(u) = \text{root}(v)$ .

# Union-Find Data Structure



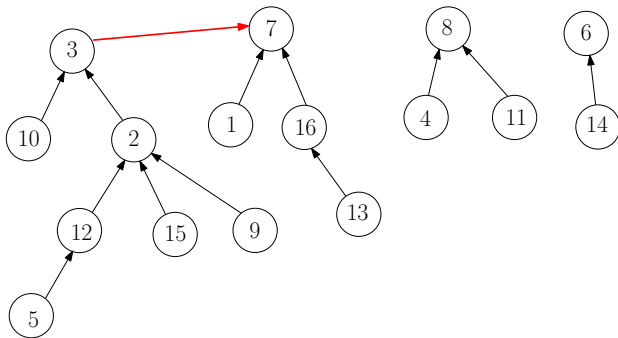
- Q: how can we check if  $u$  and  $v$  are in the same set?
- A: Check if  $\text{root}(u) = \text{root}(v)$ .
- $\text{root}(u)$ : the root of the tree containing  $u$

# Union-Find Data Structure



- Q: how can we check if  $u$  and  $v$  are in the same set?
- A: Check if  $\text{root}(u) = \text{root}(v)$ .
- $\text{root}(u)$ : the root of the tree containing  $u$
- Merge the trees with root  $r$  and  $r'$ :  $\text{par}[r] \leftarrow r'$ .

# Union-Find Data Structure



- Q: how can we check if  $u$  and  $v$  are in the same set?
- A: Check if  $\text{root}(u) = \text{root}(v)$ .
- $\text{root}(u)$ : the root of the tree containing  $u$
- Merge the trees with root  $r$  and  $r'$ :  $\text{par}[r] \leftarrow r'$ .

# Union-Find Data Structure

**root(*v*)**

```
1: if  $par[v] = \perp$  then  
2:   return v  
3: else  
4:   return root( $par[v]$ )
```

# Union-Find Data Structure

**root(*v*)**

```
1: if  $par[v] = \perp$  then  
2:   return  $v$   
3: else  
4:   return  $root(par[v])$ 
```

- Problem: the tree might too deep; running time might be large



# Union-Find Data Structure

**root( $v$ )**

```
1: if  $par[v] = \perp$  then  
2:   return  $v$   
3: else  
4:   return  $root(par[v])$ 
```

- Problem: the tree might too deep; running time might be large
- Improvement: all vertices in the path directly point to the root, saving time in the future.

# Union-Find Data Structure

## root( $v$ )

```
1: if  $par[v] = \perp$  then  
2:   return  $v$   
3: else  
4:   return  $root(par[v])$ 
```

## root( $v$ )

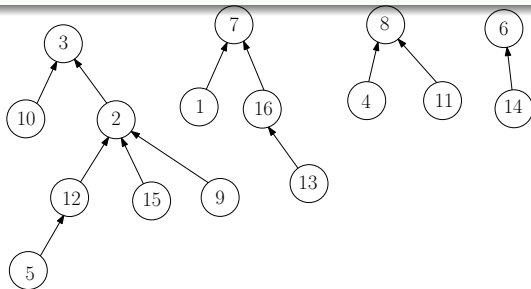
```
1: if  $par[v] = \perp$  then  
2:   return  $v$   
3: else  
4:    $par[v] \leftarrow root(par[v])$   
5: return  $par[v]$ 
```

- Problem: the tree might too deep; running time might be large
- Improvement: all vertices in the path directly point to the root, saving time in the future.

# Union-Find Data Structure

**root(*v*)**

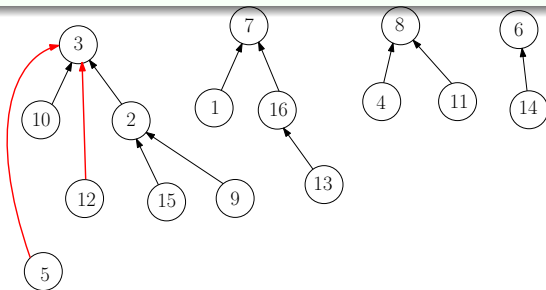
```
1: if  $par[v] = \perp$  then  
2:   return v  
3: else  
4:    $par[v] \leftarrow root(par[v])$   
5:   return  $par[v]$ 
```



# Union-Find Data Structure

**root( $v$ )**

```
1: if  $par[v] = \perp$  then  
2:   return  $v$   
3: else  
4:    $par[v] \leftarrow \text{root}(par[v])$   
5:   return  $par[v]$ 
```



## MST-Kruskal( $G, w$ )

- 1:  $F \leftarrow \emptyset$
- 2:  $\mathcal{S} \leftarrow \{\{v\} : v \in V\}$
- 3: sort the edges of  $E$  in non-decreasing order of weights  $w$
- 4: **for** each edge  $(u, v) \in E$  in the order **do**
- 5:      $S_u \leftarrow$  the set in  $\mathcal{S}$  containing  $u$
- 6:      $S_v \leftarrow$  the set in  $\mathcal{S}$  containing  $v$
- 7:     **if**  $S_u \neq S_v$  **then**
- 8:          $F \leftarrow F \cup \{(u, v)\}$
- 9:          $\mathcal{S} \leftarrow \mathcal{S} \setminus \{S_u\} \setminus \{S_v\} \cup \{S_u \cup S_v\}$
- 10: **return**  $(V, F)$

## MST-Kruskal( $G, w$ )

```
1:  $F \leftarrow \emptyset$ 
2: for every  $v \in V$  do:  $par[v] \leftarrow \perp$ 
3: sort the edges of  $E$  in non-decreasing order of weights  $w$ 
4: for each edge  $(u, v) \in E$  in the order do
5:    $u' \leftarrow \text{root}(u)$ 
6:    $v' \leftarrow \text{root}(v)$ 
7:   if  $u' \neq v'$  then
8:      $F \leftarrow F \cup \{(u, v)\}$ 
9:      $par[u'] \leftarrow v'$ 
10: return  $(V, F)$ 
```

## MST-Kruskal( $G, w$ )

```
1:  $F \leftarrow \emptyset$ 
2: for every  $v \in V$  do:  $par[v] \leftarrow \perp$ 
3: sort the edges of  $E$  in non-decreasing order of weights  $w$ 
4: for each edge  $(u, v) \in E$  in the order do
5:    $u' \leftarrow \text{root}(u)$ 
6:    $v' \leftarrow \text{root}(v)$ 
7:   if  $u' \neq v'$  then
8:      $F \leftarrow F \cup \{(u, v)\}$ 
9:      $par[u'] \leftarrow v'$ 
10: return  $(V, F)$ 
```

- ②, ⑤, ⑥, ⑦, ⑨ takes time  $O(m\alpha(n))$
- $\alpha(n)$  is very slow-growing:  $\alpha(n) \leq 4$  for  $n \leq 10^{80}$ .

## MST-Kruskal( $G, w$ )

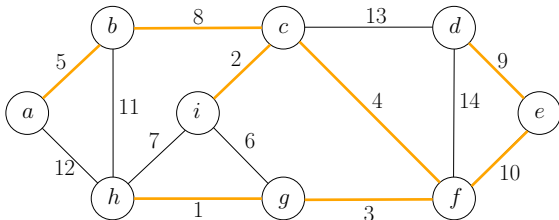
```
1:  $F \leftarrow \emptyset$ 
2: for every  $v \in V$  do:  $par[v] \leftarrow \perp$ 
3: sort the edges of  $E$  in non-decreasing order of weights  $w$ 
4: for each edge  $(u, v) \in E$  in the order do
5:    $u' \leftarrow \text{root}(u)$ 
6:    $v' \leftarrow \text{root}(v)$ 
7:   if  $u' \neq v'$  then
8:      $F \leftarrow F \cup \{(u, v)\}$ 
9:      $par[u'] \leftarrow v'$ 
10: return  $(V, F)$ 
```

- ②, ⑤, ⑥, ⑦, ⑨ takes time  $O(m\alpha(n))$
- $\alpha(n)$  is very slow-growing:  $\alpha(n) \leq 4$  for  $n \leq 10^{80}$ .
- Running time = time for ③ =  $O(m \lg n)$ .



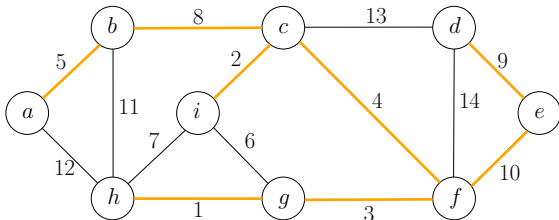
**Assumption** Assume all edge weights are different.

**Lemma** An edge  $e \in E$  is **not** in the MST, if and only if there is cycle  $C$  in  $G$  in which  $e$  is the heaviest edge.



**Assumption** Assume all edge weights are different.

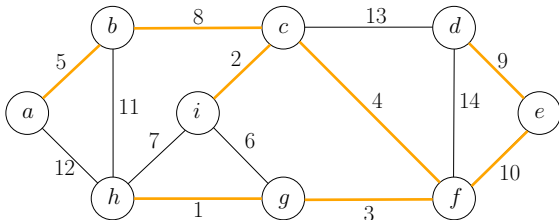
**Lemma** An edge  $e \in E$  is **not** in the MST, if and only if there is cycle  $C$  in  $G$  in which  $e$  is the heaviest edge.



- $(i, g)$  is not in the MST because of cycle  $(i, c, f, g)$

**Assumption** Assume all edge weights are different.

**Lemma** An edge  $e \in E$  is **not** in the MST, if and only if there is cycle  $C$  in  $G$  in which  $e$  is the heaviest edge.



- $(i, g)$  is not in the MST because of cycle  $(i, c, f, g)$
- $(e, f)$  is in the MST because no such cycle exists

- 1 Minimum Spanning Tree
  - Kruskal's Algorithm
  - Reverse-Kruskal's Algorithm
  - Prim's Algorithm

## Two Methods to Build a MST

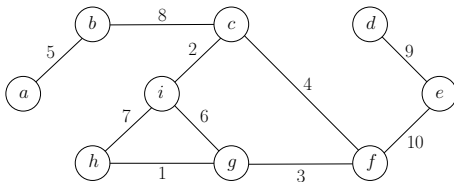
- 1 Start from  $F \leftarrow \emptyset$ , and add edges to  $F$  one by one until we obtain a spanning tree

## Two Methods to Build a MST

- 1 Start from  $F \leftarrow \emptyset$ , and add edges to  $F$  one by one until we obtain a spanning tree
- 2 Start from  $F \leftarrow E$ , and **remove** edges from  $F$  one by one until we obtain a spanning tree

## Two Methods to Build a MST

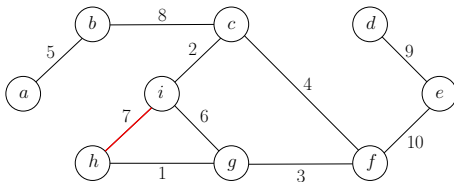
- 1 Start from  $F \leftarrow \emptyset$ , and add edges to  $F$  one by one until we obtain a spanning tree
- 2 Start from  $F \leftarrow E$ , and **remove** edges from  $F$  one by one until we obtain a spanning tree



**Q:** Which edge can be safely **excluded** from the MST?

## Two Methods to Build a MST

- 1 Start from  $F \leftarrow \emptyset$ , and add edges to  $F$  one by one until we obtain a spanning tree
- 2 Start from  $F \leftarrow E$ , and **remove** edges from  $F$  one by one until we obtain a spanning tree



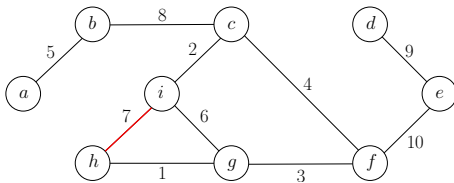
**Q:** Which edge can be safely **excluded** from the MST?

**A:** The heaviest non-**bridge** edge.



## Two Methods to Build a MST

- 1 Start from  $F \leftarrow \emptyset$ , and add edges to  $F$  one by one until we obtain a spanning tree
- 2 Start from  $F \leftarrow E$ , and **remove** edges from  $F$  one by one until we obtain a spanning tree



**Q:** Which edge can be safely **excluded** from the MST?

**A:** The heaviest non-**bridge** edge.

**Def.** A **bridge** is an edge whose removal disconnects the graph.

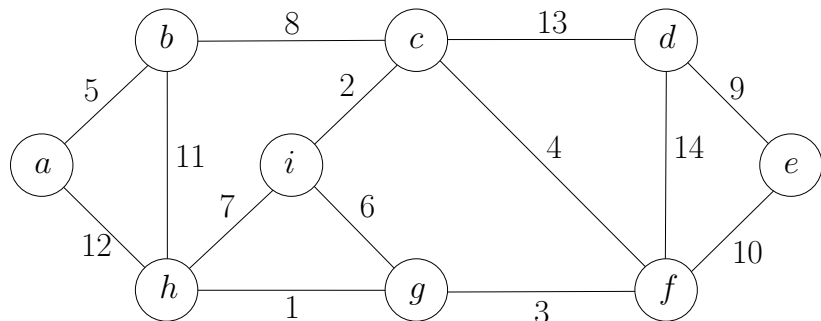
**Lemma** It is safe to exclude the heaviest non-bridge edge: there is a MST that does not contain the heaviest non-bridge edge.

# Reverse Kruskal's Algorithm

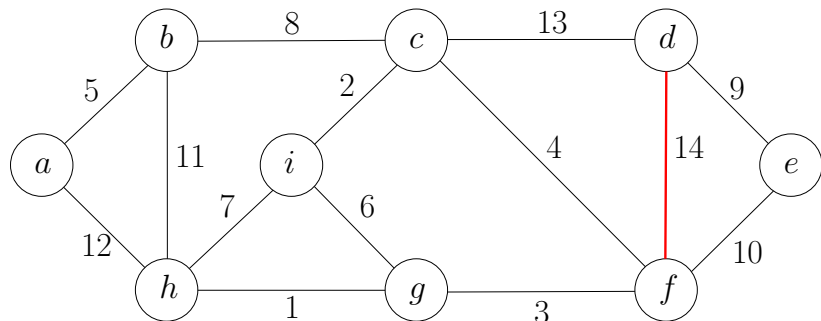
## MST-Greedy( $G, w$ )

- 1:  $F \leftarrow E$
- 2: sort  $E$  in non-increasing order of weights
- 3: **for** every  $e$  in this order **do**
- 4:     **if**  $(V, F \setminus \{e\})$  is connected **then**
- 5:          $F \leftarrow F \setminus \{e\}$
- 6: **return**  $(V, F)$

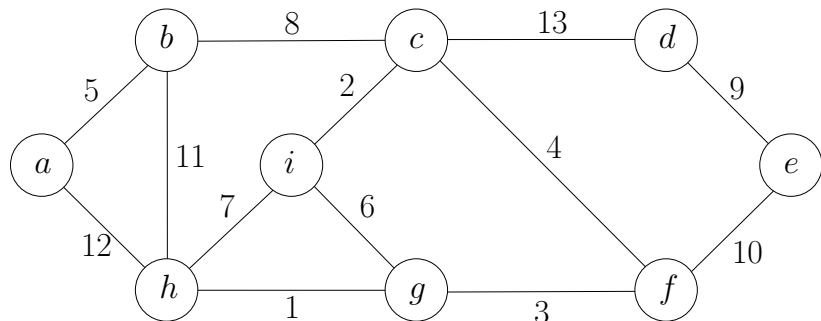
# Reverse Kruskal's Algorithm: Example



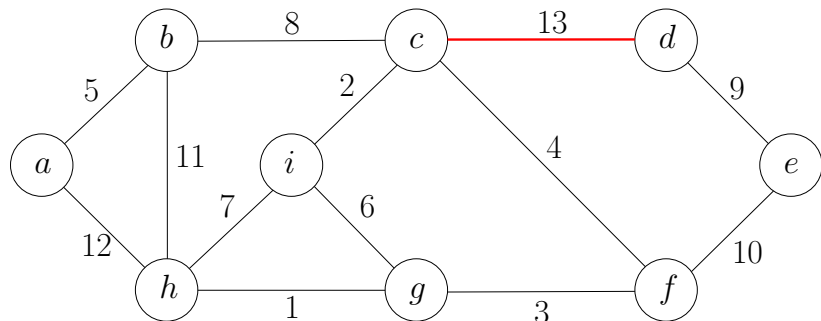
# Reverse Kruskal's Algorithm: Example



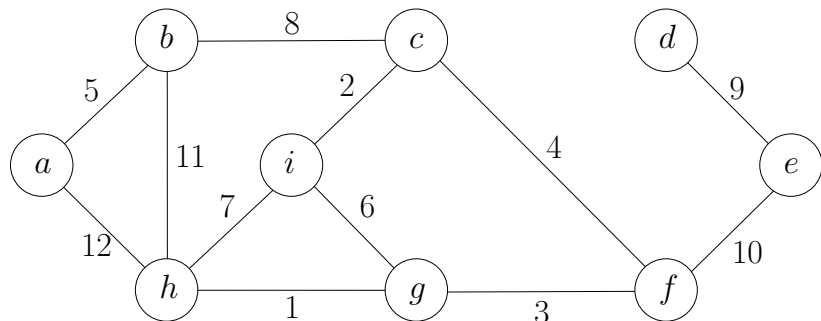
# Reverse Kruskal's Algorithm: Example



# Reverse Kruskal's Algorithm: Example

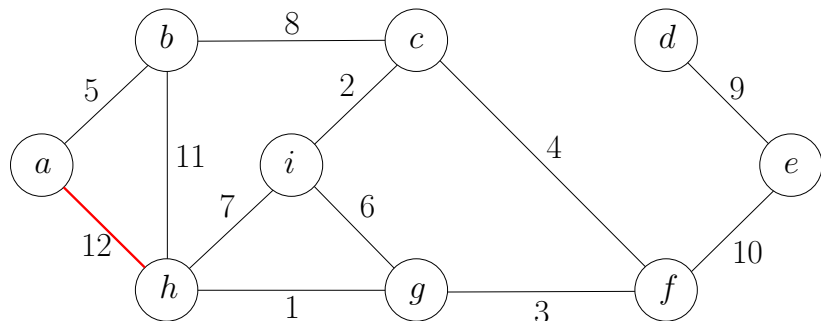


# Reverse Kruskal's Algorithm: Example

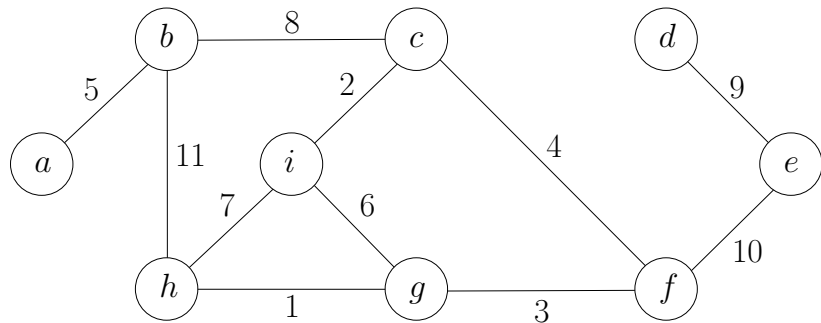




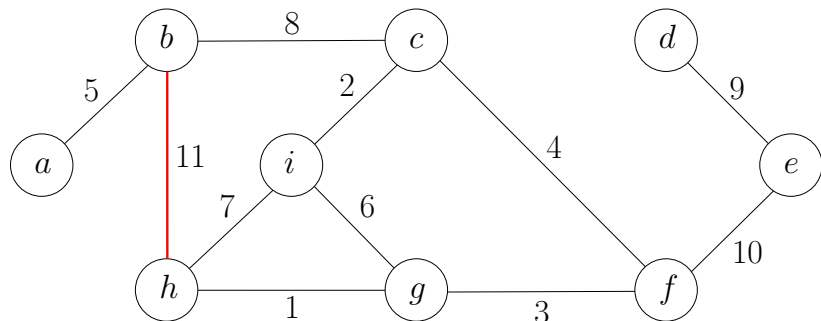
# Reverse Kruskal's Algorithm: Example



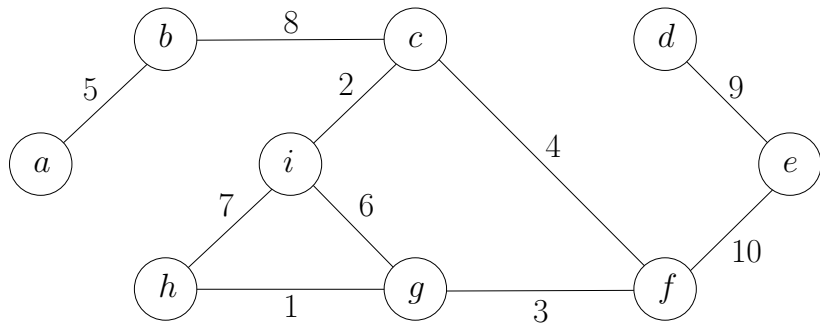
# Reverse Kruskal's Algorithm: Example



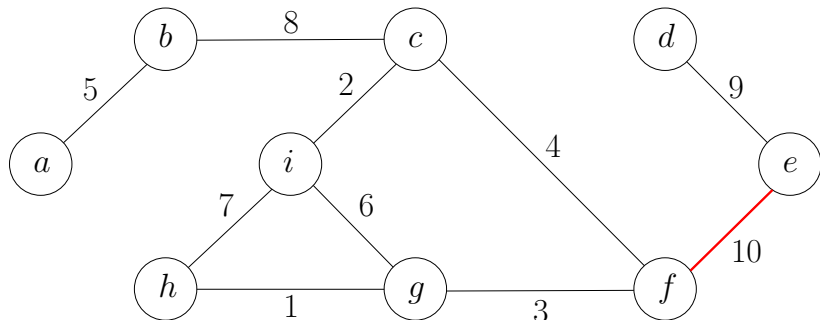
# Reverse Kruskal's Algorithm: Example



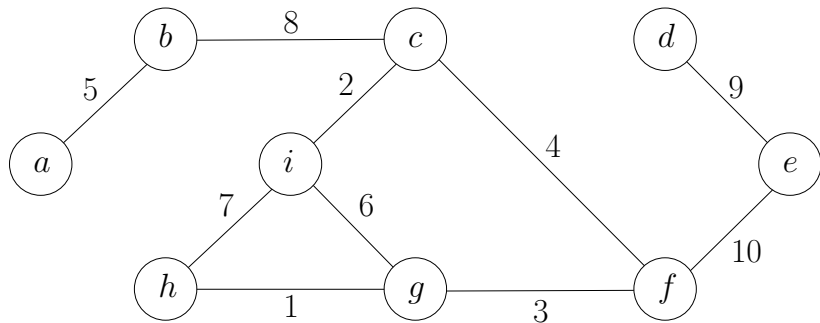
# Reverse Kruskal's Algorithm: Example



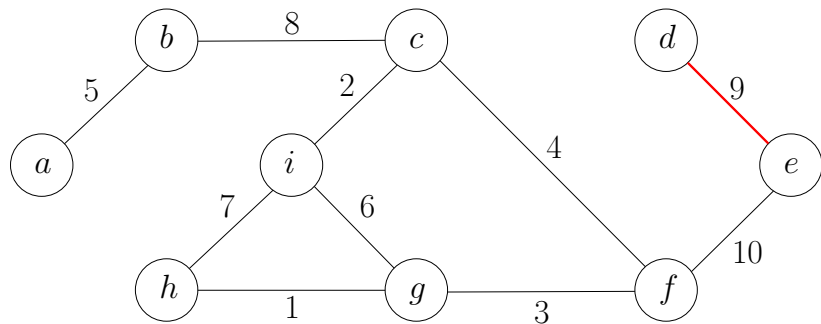
# Reverse Kruskal's Algorithm: Example



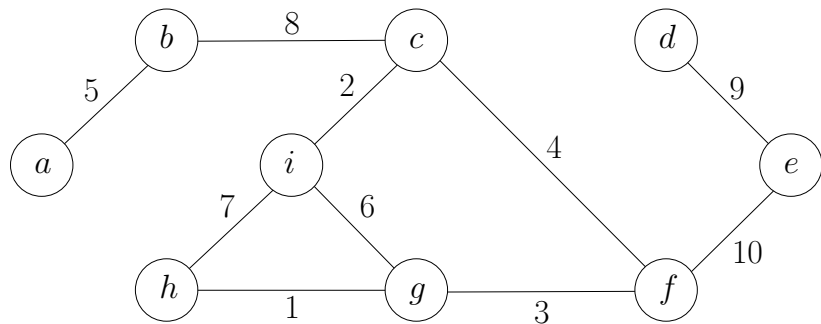
# Reverse Kruskal's Algorithm: Example



# Reverse Kruskal's Algorithm: Example

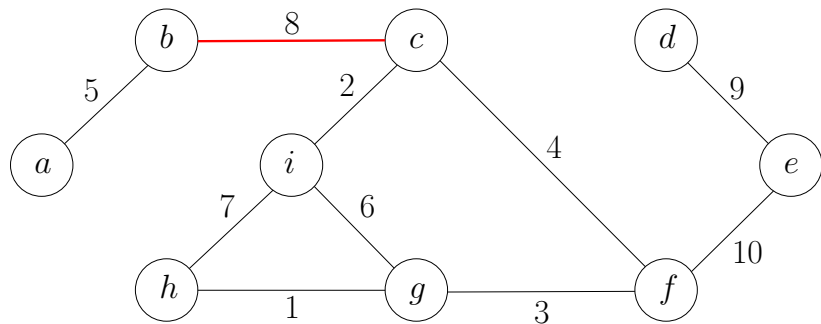


# Reverse Kruskal's Algorithm: Example

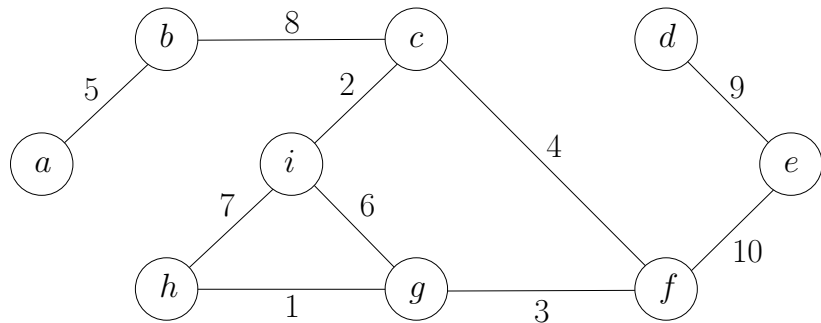




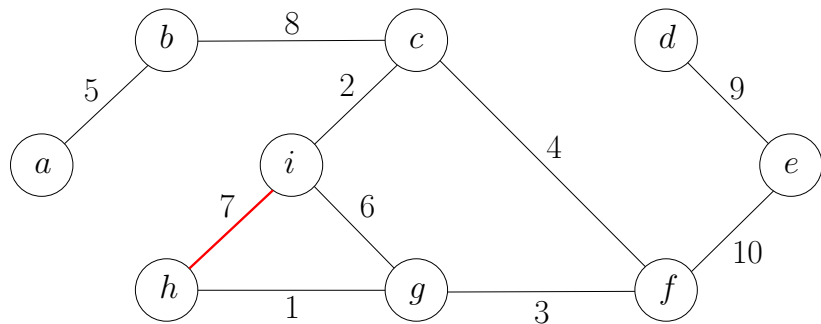
# Reverse Kruskal's Algorithm: Example



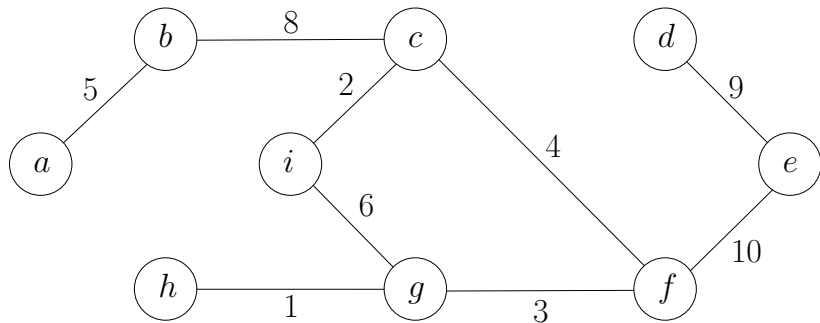
# Reverse Kruskal's Algorithm: Example



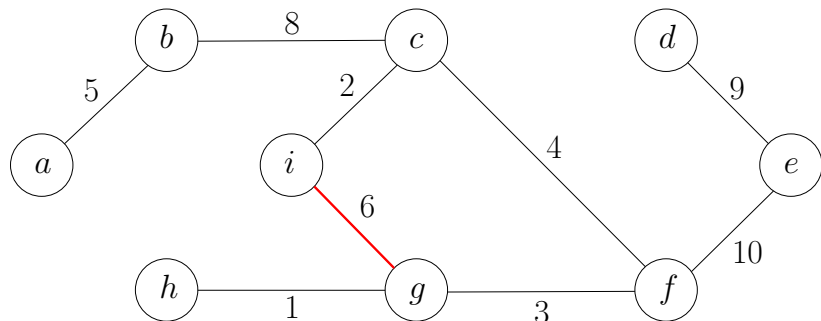
# Reverse Kruskal's Algorithm: Example



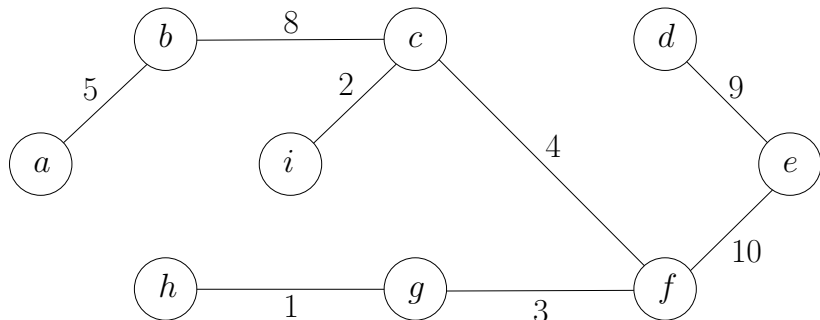
# Reverse Kruskal's Algorithm: Example



# Reverse Kruskal's Algorithm: Example



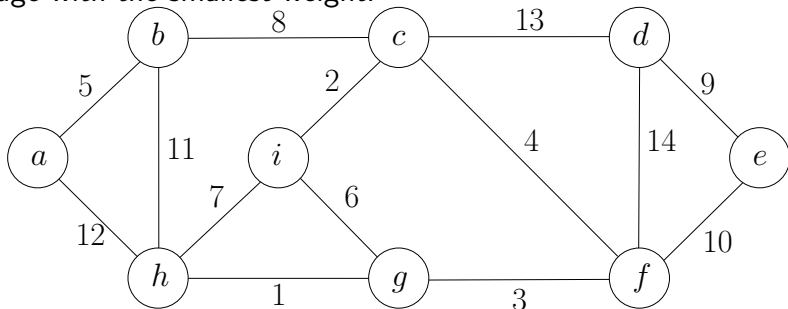
# Reverse Kruskal's Algorithm: Example



- 1 Minimum Spanning Tree
  - Kruskal's Algorithm
  - Reverse-Kruskal's Algorithm
  - Prim's Algorithm

# Design Greedy Strategy for MST

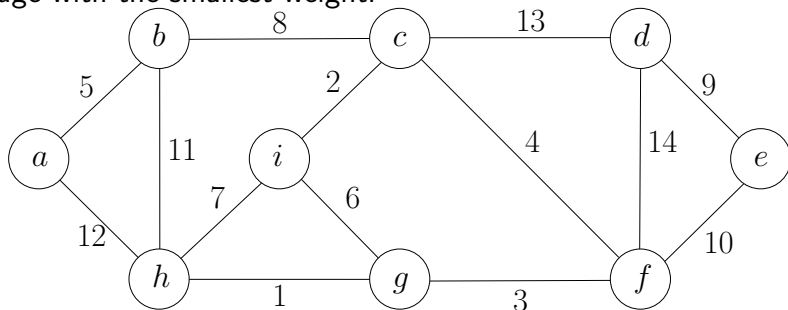
- Recall the greedy strategy for Kruskal's algorithm: choose the edge with the smallest weight.





# Design Greedy Strategy for MST

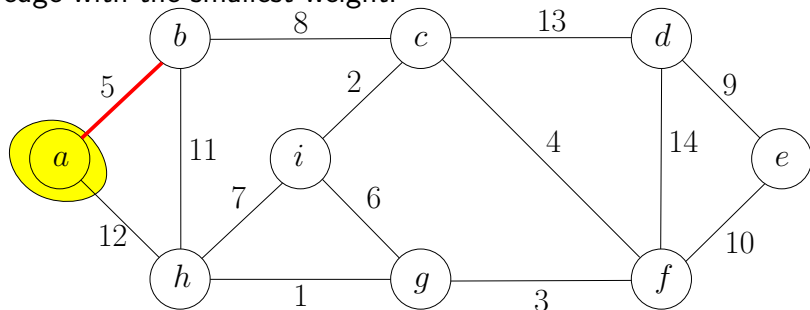
- Recall the greedy strategy for Kruskal's algorithm: choose the edge with the smallest weight.



- Greedy strategy for Prim's algorithm: choose the lightest edge incident to *a*.

# Design Greedy Strategy for MST

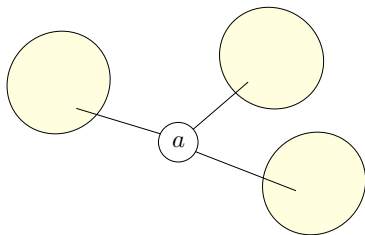
- Recall the greedy strategy for Kruskal's algorithm: choose the edge with the smallest weight.



- Greedy strategy for Prim's algorithm: choose the lightest edge incident to *a*.

**Lemma** It is safe to include the lightest edge incident to  $a$ .

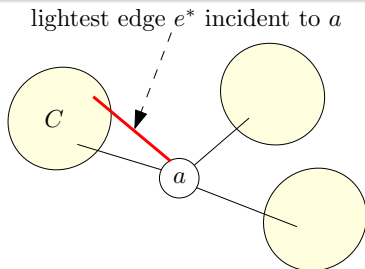
**Lemma** It is safe to include the lightest edge incident to  $a$ .



**Proof.**

- Let  $T$  be a MST
- Consider all components obtained by removing  $a$  from  $T$

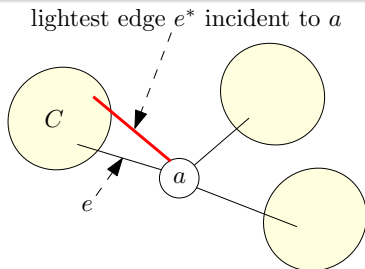
**Lemma** It is safe to include the lightest edge incident to  $a$ .



**Proof.**

- Let  $T$  be a MST
- Consider all components obtained by removing  $a$  from  $T$
- Let  $e^*$  be the lightest edge incident to  $a$  and  $e^*$  connects  $a$  to component  $C$

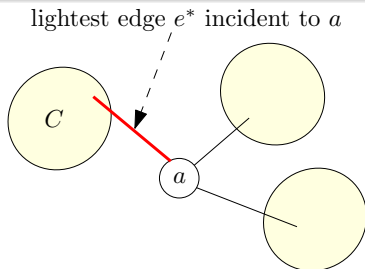
**Lemma** It is safe to include the lightest edge incident to  $a$ .



**Proof.**

- Let  $T$  be a MST
- Consider all components obtained by removing  $a$  from  $T$
- Let  $e^*$  be the lightest edge incident to  $a$  and  $e^*$  connects  $a$  to component  $C$
- Let  $e$  be the edge in  $T$  connecting  $a$  to  $C$

**Lemma** It is safe to include the lightest edge incident to  $a$ .

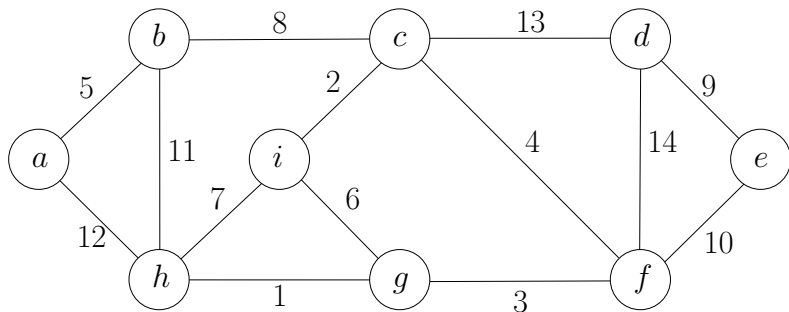


**Proof.**

- Let  $T$  be a MST
- Consider all components obtained by removing  $a$  from  $T$
- Let  $e^*$  be the lightest edge incident to  $a$  and  $e^*$  connects  $a$  to component  $C$
- Let  $e$  be the edge in  $T$  connecting  $a$  to  $C$
- $T' = T \setminus \{e\} \cup \{e^*\}$  is a spanning tree with  $w(T') \leq w(T)$

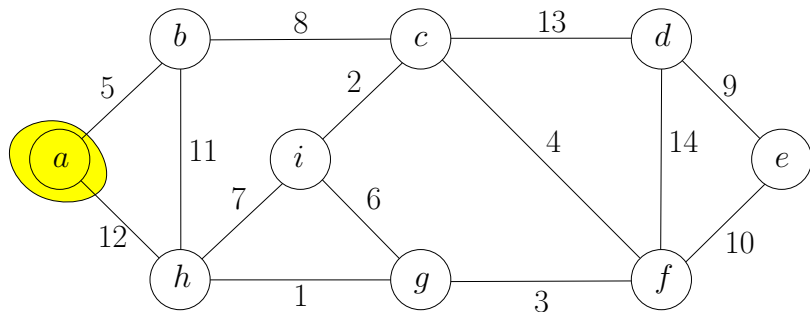


# Prim's Algorithm: Example

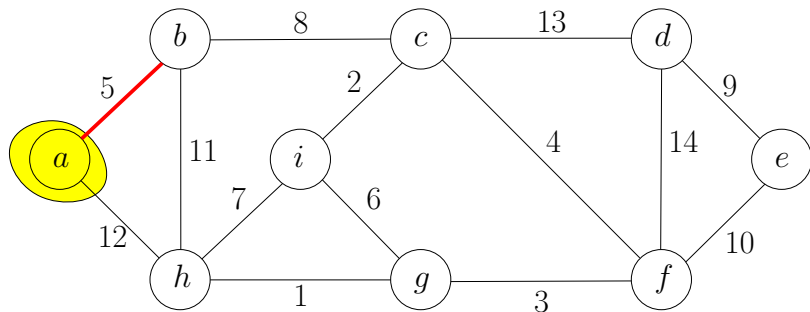




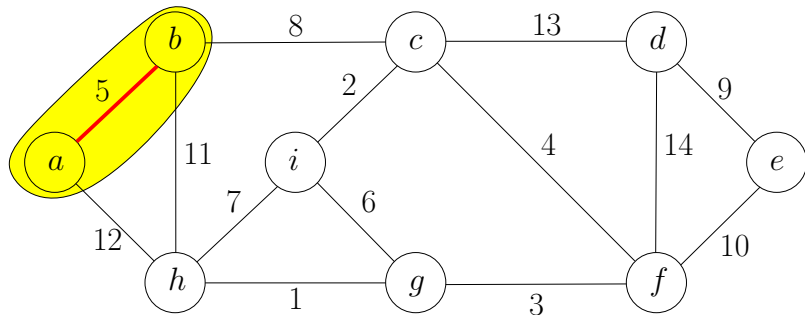
# Prim's Algorithm: Example



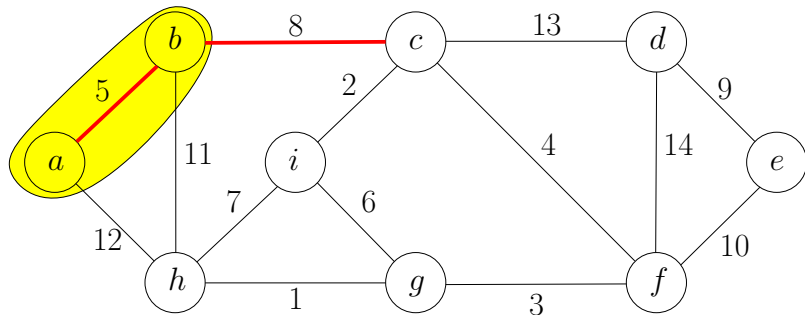
# Prim's Algorithm: Example



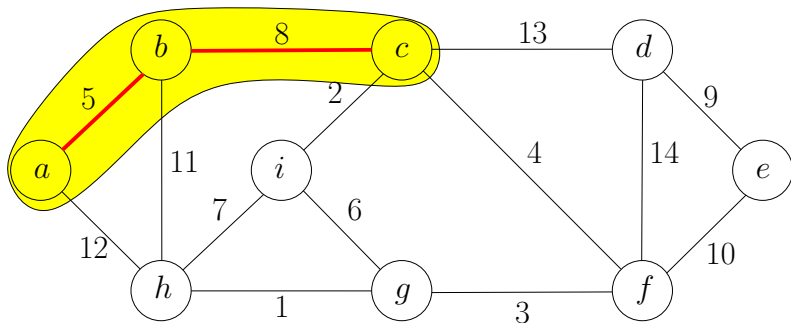
# Prim's Algorithm: Example



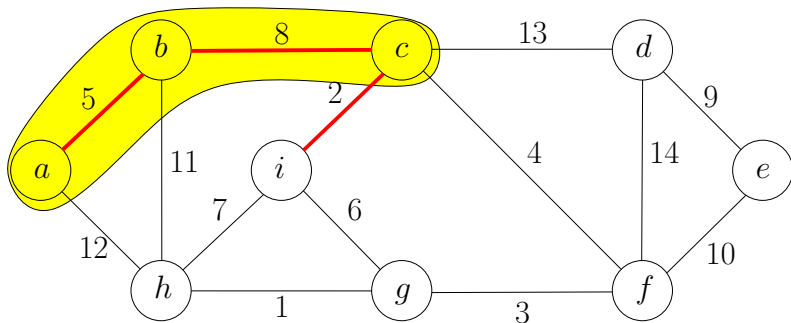
# Prim's Algorithm: Example



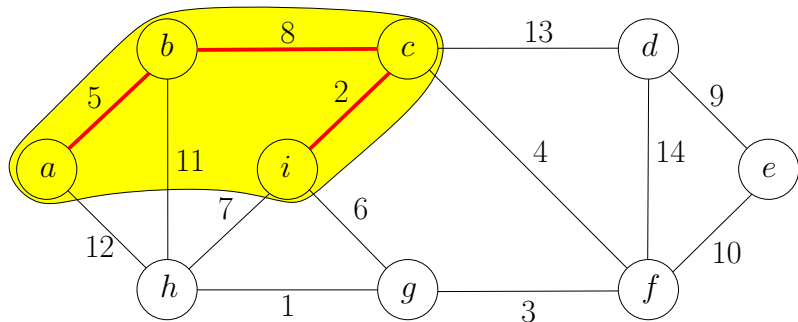
# Prim's Algorithm: Example



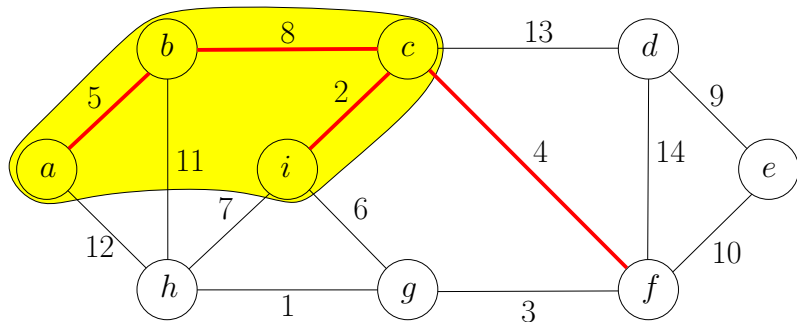
# Prim's Algorithm: Example



# Prim's Algorithm: Example

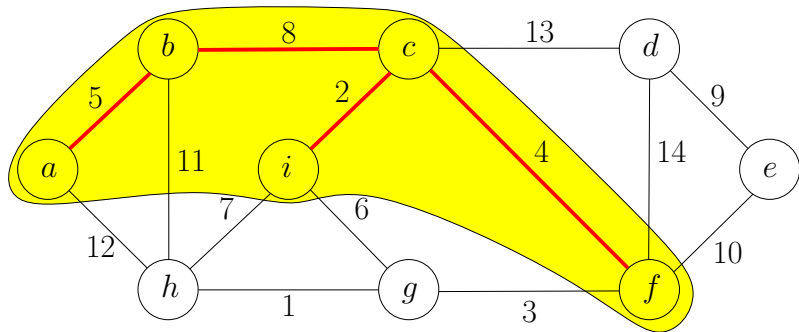


# Prim's Algorithm: Example

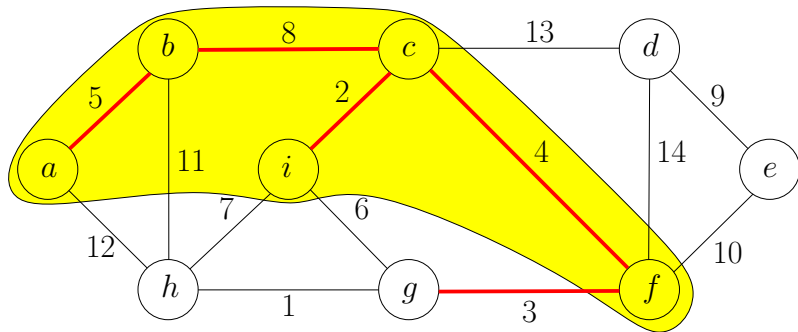




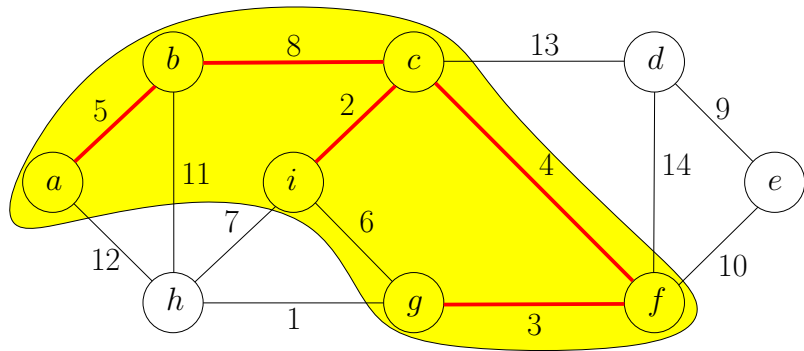
# Prim's Algorithm: Example



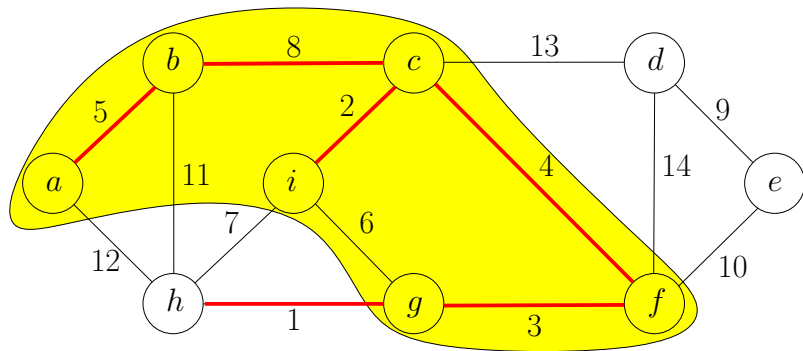
# Prim's Algorithm: Example



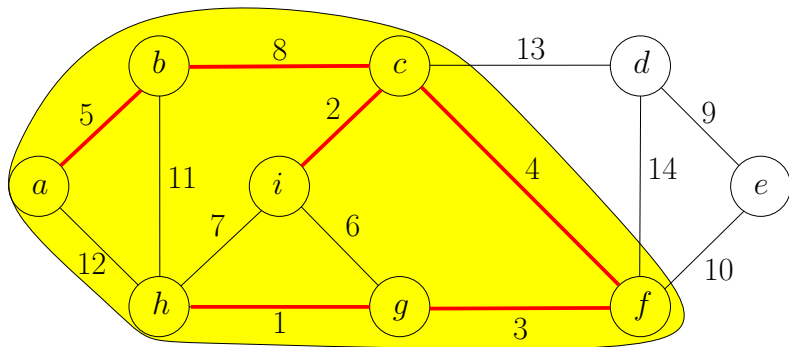
# Prim's Algorithm: Example



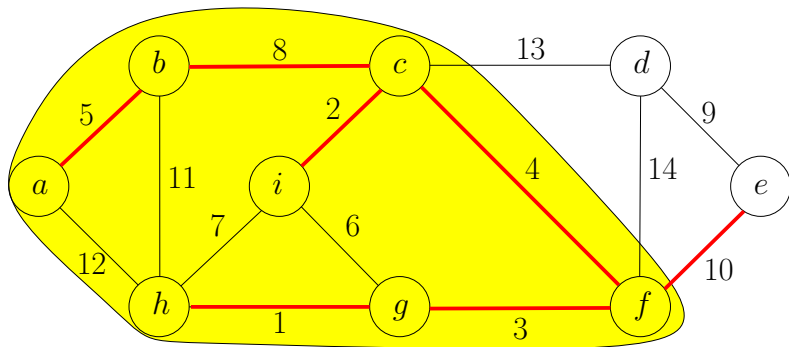
# Prim's Algorithm: Example



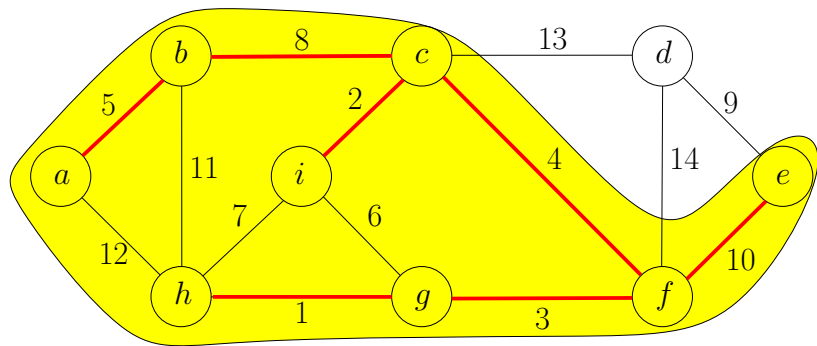
# Prim's Algorithm: Example



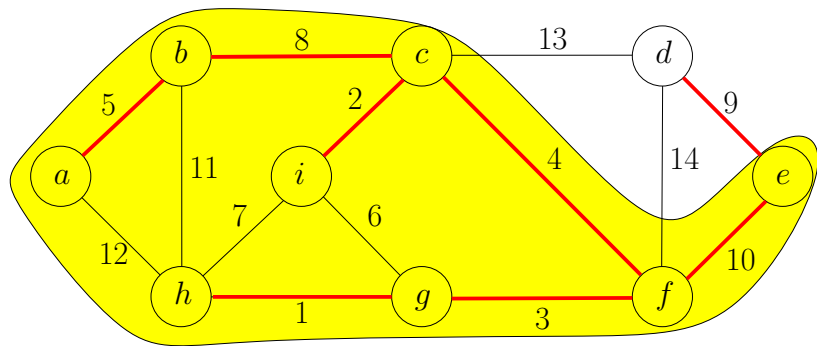
# Prim's Algorithm: Example



# Prim's Algorithm: Example



# Prim's Algorithm: Example





# Prim's Algorithm: Example

