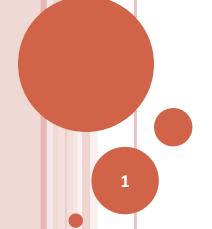
## CS F364 Design & Analysis of Algorithms

# **ALGORITHM DESIGN: GREEDY TECHNIQUE**

Minimum Spanning Trees
Properties and A Greedy Algorithm



#### • Theorem:

- Let G = (V,E,w) be a connected graph. Let V<sub>1</sub> and V<sub>2</sub> form a partition of V i.e. V = V<sub>1</sub> U V<sub>2</sub> and V<sub>1</sub> ∩ V<sub>2</sub> = { }
- If e is the edge with minimum weight among those with one end in V<sub>1</sub> and the other in V<sub>2</sub>,
   other there is a minimum spanning tree with e as one of its edges.

#### • Question:

• What is the implication of the theorem?

- Theorem:
  - Let G = (V,E,w) be a connected graph. Let  $V_1$  and  $V_2$  form a partition of V i.e.  $V = V_1 \cup V_2$  and  $V_1 \cap V_2 = \{ \}$
  - If e is the edge with minimum weight among those with one end in  $V_1$  and the other in  $V_2$ ,
    - other there is a minimum spanning tree with *e* as one of its edges.
- Proof (by contradiction):
  - Let T be an MST without e, the min. edge bet. V<sub>1</sub> and V<sub>2</sub>
    - o Addition of e to T would create a cycle i.e.

 $\exists$  edge f in T with one end in  $V_1$  and the other in  $V_2$ 

- o But  $w(e) \le w(f)$
- o If we remove **f** from T U { **e** } we get a spanning tree T' with total weight no more than that of T.
  - Contradiction unless T' is also an MST.

- Corollary:
  - Minimum Spanning Tree problem satisfies optimal sub-structure property.
    - oi.e. if G = (V,E,w) is partitioned as in the Theorem,
    - o then the MST for G would include the MSTs for  $G_1$  and  $G_2$  induced by  $V_1$  and  $V_2$  respectively, and the minimum edge between  $V_1$  and  $V_2$ .

- Greedy Choice:
  - Given minimum spanning trees for two sub-graphs, (locally) choosing a minimum edge between the subgraphs
    - o will allow the combination of minimum subspanning trees into a minimum spanning tree for the whole graph.

- Kruskal's algorithm:
  - Uses a greedy approach based on the Corollary (last slide)
  - Build the spanning tree in clusters.
    - o Initially each vertex is in its own cluster
    - Consider each edge, in increasing order of weight:
      - o If the edge e connects two different clusters,
      - then add e to the spanning tree and merge the clusters
      - oelse discard e
    - o Algorithm terminates when there are sufficient edges (i.e. the tree spans the graph)

# MINIMUM SPANNING TREES - KRUSKAL'S ALGORITHM

```
Input: simple, connected, weighted graph G = (V,E)
for each u in V define cluster C[u] = { u }
Let Q be a priority queue with all edges in E in increasing
  order of weights.
T = { } // tree represented as a set of edges
while (|T| < n-1) {
   (u,v) = min(Q); Q = deleteMin(Q);
   Let C[u] be the cluster containing u and
       C[v] be the cluster containing v
    if (C[u] != C[v]) then {
       T = T U \{ (u,v) \}
       C[u] = C[v] = C[u] \cup C[v]
return T
```