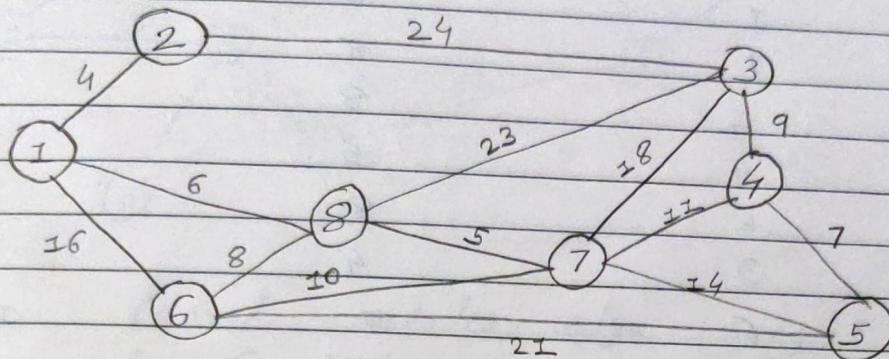


Assignment - 2

~~Ques~~ Construct the minimum spanning tree:



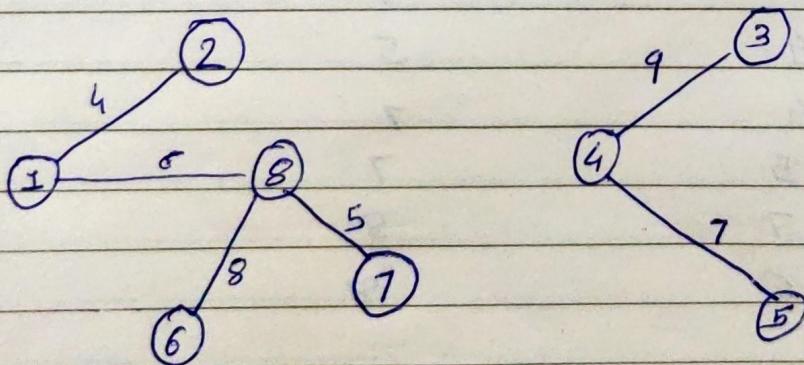
(a) Kruskal's Algo. :-

Node A	Node B	Weight
1	2	4
1	6	16
2	3	24
1	8	6
6	7	10
5	6	21
3	4	9
3	8	23
3	7	18
4	5	7
4	7	11
5	7	14
7	8	5
6	8	8

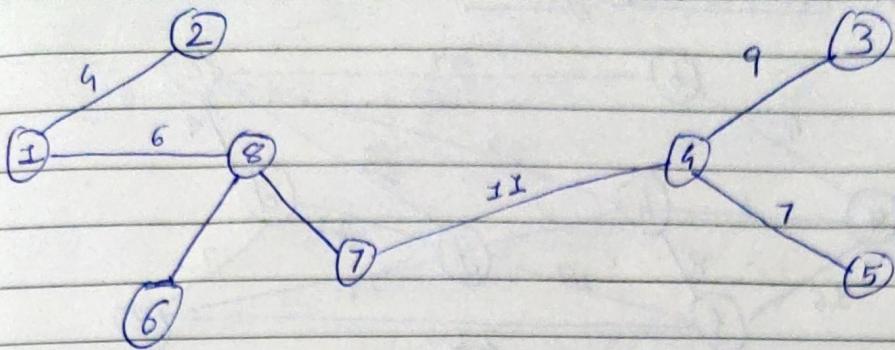
Step-1 :- Sort all the edges in ascending order of their weight.

Node A	Node B	Weight
1	2	4
7	8	5
1	8	6
4	5	7
6	8	8
3	4	9
6	7	10 X
4	7	11
5	7	14 X
1	6	16 X
3	7	18 X
5	6	21 X
3	8	23 X
2	3	24 X

step - 2 ~ Draw all the edges according to the ascending order of their weight & include those edges which do not create a cycle.



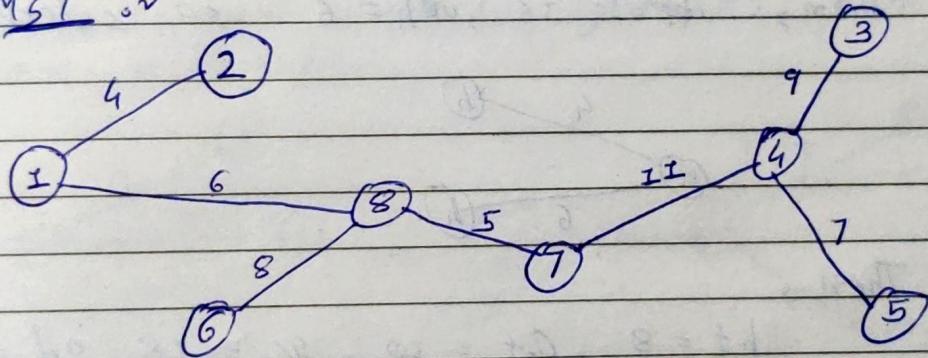
→ Can't take edge 6-7 because it creates a cycle.



→ Cannot include edge 5-7, it create a cycle. Similarly edge 1-6, 3-7, 5-6, 3-8, 2-3 cannot be included, because these edges create a cycle.

$$\rightarrow \text{No. of edges in MST} = n-1 \\ = 8-1 = 7$$

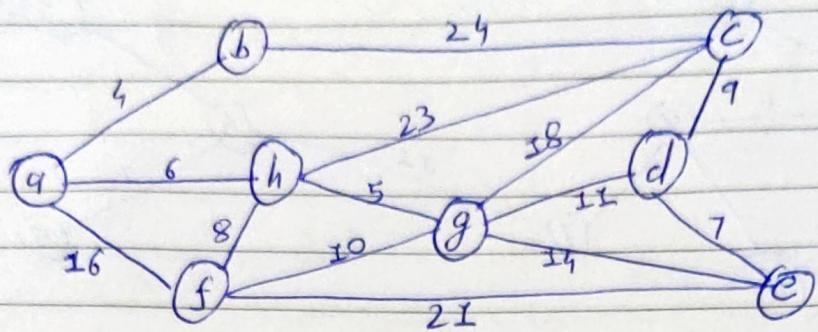
→ MST is



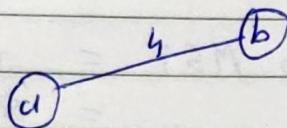
Node A	Node B	Weight
1	2	4
7	8	5
1	8	6
4	5	7
6	8	8
3	4	9
4	7	11

$$\text{Weight} = 4 + 6 + 8 + 5 + 11 + 9 + 7 = 50$$

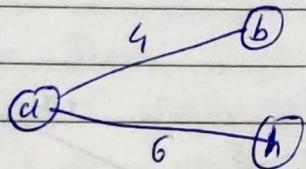
(b) Prim's Algo. :-



→ Step-I :- Pick a node,  
Suppose, node a,  $ab = 4$ ,  
then, chose  $ab = 4$ . As it has  
the minimum weight ( $\because af = 16 \neq ab = 4$ ).

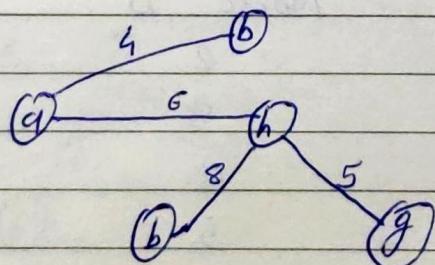


Then,  ~~$af = 16, ah = 6$~~  so select ah



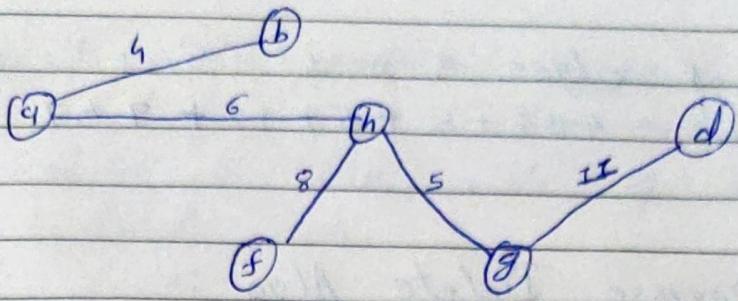
Then,

$ht = 8, gf = 10, gc = 18, gd = 11$   
Select  $ht = 8$

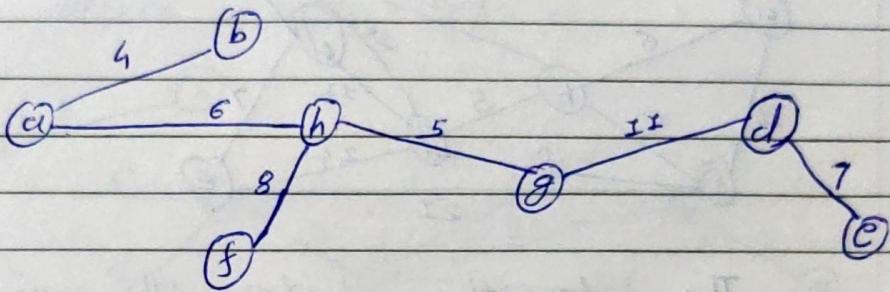


Then,

$gf = 10, gd = 11, gc = 18, ge = 14$ .  
Cannot select gf 'coz it creates a cycle.  
So, select  $gd = 11$ .

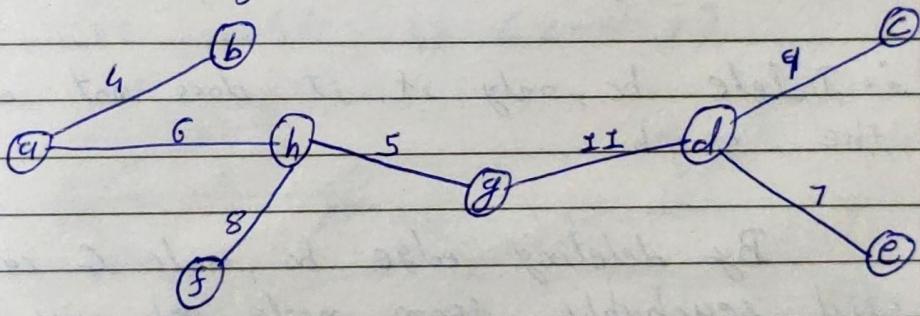


$de = 7$ ,  $dc = 9$  So, select  $de$ .



$$cg = 14, cf = 21,$$

Cannot select  $cg$  &  $cf$  both as they form a cycle.

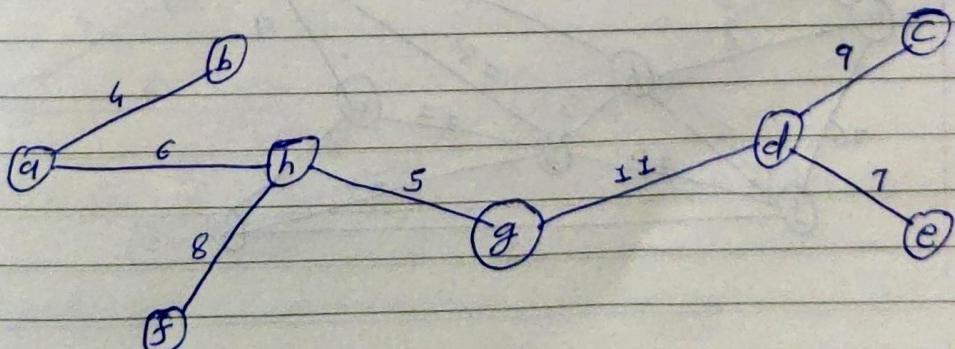


Then,

$$cg = 18, cb = 24, ch = 23.$$

Not able to select any of these edges, as all the three edges, forms cycle.

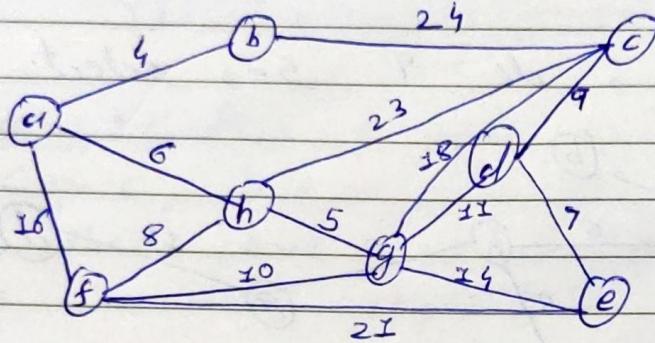
→



$$\text{No. of edges} = n - 1 = 8 - 1 = 7.$$

$$\text{Weight} = 4 + 6 + 8 + 5 + 11 + 9 + 7 = 50.$$

(c) Reverse Delete Algo. :-



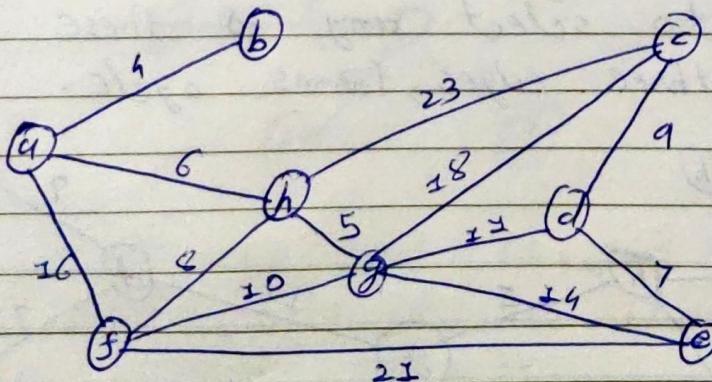
→ The algorithm starts with max. weighted edge in the graph.

→ In this graph bc = 24 is the max. weighted edge.

∴ Delete bc, only if it does not disconnects the graph.

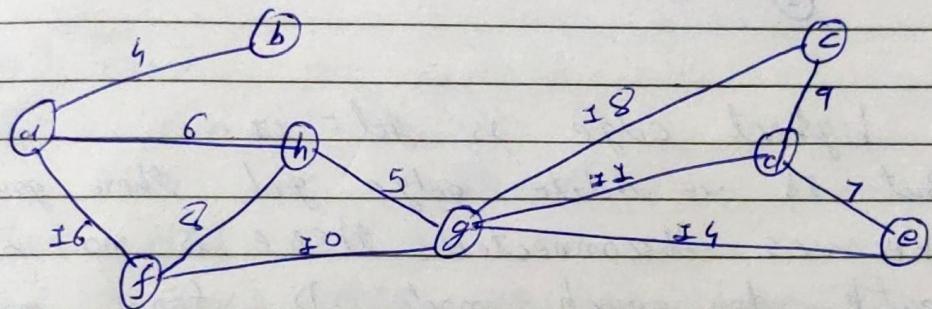
By deleting edge bc, node c can be still reachable from node b via node a and h.

∴ Delete bc.

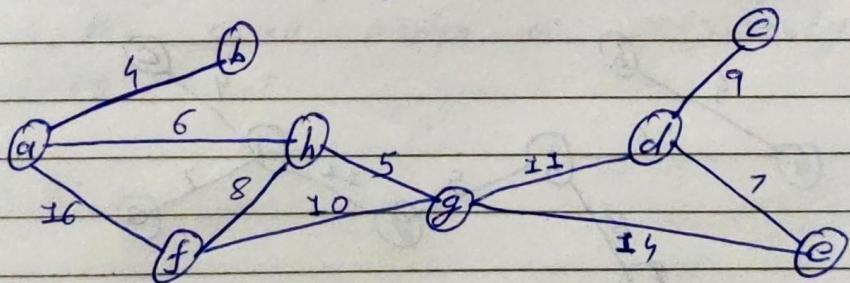


$\therefore$  Next max-weighted edge is  $ch = 23$  by deleting this edge. we can reach to node h via node g. ( $c - g - h$ ) So, delete ch.

$\rightarrow$  Next highest weight edge is  $ef = 21$ . we can reach node f via node g. ( $e - g - f$ ) So, delete edge ef.

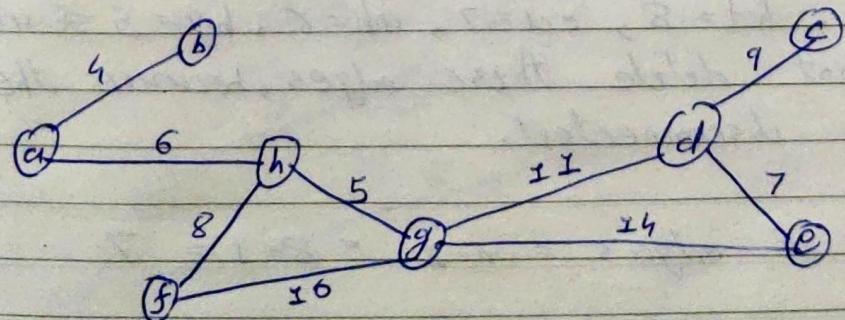


$\therefore$  Now, edge  $cg = 18$  the graph is still connected if, we delete cg ( $c - d - g$ ).

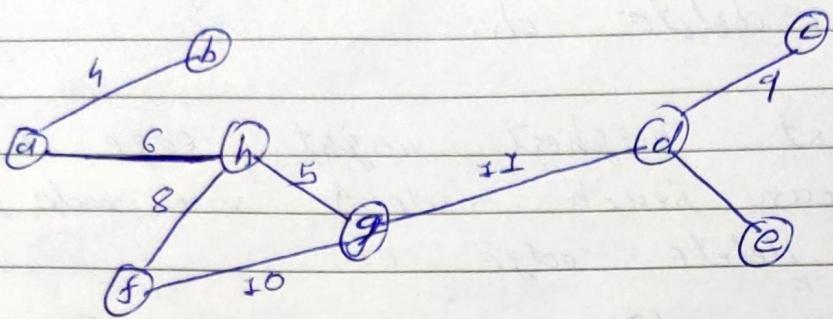


Now, delete edge  $af = 16$ .

We can reach node f from node A via node h.



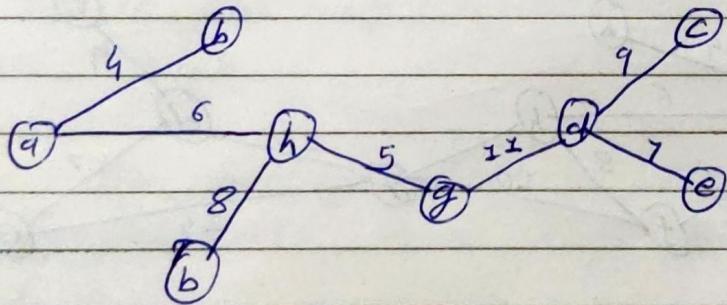
Now, next max. weighted edge is  $eg = 15$  by path  $e-d-g$  the graph remains connected, so delete  $eg$ .



→ highest edge is  $gd = 11$ .

But if we delete edge  $gd$  then graph becomes disconnected there is no other path to reach node D from node g.

→ So,  $fg = 10$  connected through path  $f-h-g$ .  
∴ Delete edge  $fg$ .

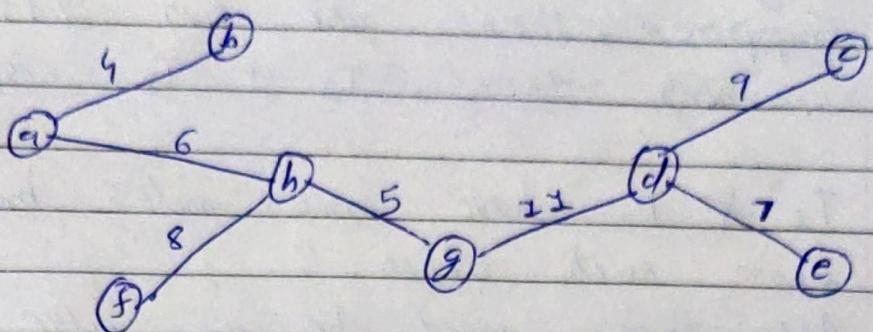


→ Next, max weighted edge  $cd = 9$   
But cannot delete  $cd$ , graph becomes disconnected.  
Then,  $hf = 8$ ,  $cd = 7$ ,  $ah = 6$ ,  $hg = 5$  &  $gb = 4$  we cannot delete these edges, because the graph gets disconnected.

→ No. of edges =  $n-1 = 8-1 = 7$

→ Total weight =  $4+6+8+5+12+9+7 = 50$

→ Final MST :-



~~(a)~~ True.

$$\text{If } C_e = C_e^2$$

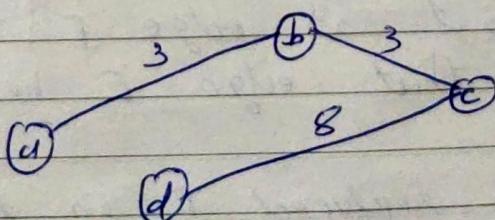
then we construct MST from that graph  
Then MST will be the same as that of  
the previous MST as we haven't changed  
anything just made all the edges squared.

∴ After sorting the squared edges it will  
be in the same order as previously if Kruskals  
algo. is used.

(b) False

In the given graph the shortest path is the  
edge (c,d)

But, after squaring the costs the shortest path  
would go through b.



~~2/3~~

By contradiction,  
Suppose, there are two different min.  
spanning trees.  $T_1$  &  $T_2$  respectively.

$T_1$  &  $T_2$  have some nodes but diff.  
from each other.

Also, there must be an edge that belongs  
to any one of them, either  $T_1$  or  $T_2$ .

Let this edge be with the min cost & named  
as  $E$ .

Let us assume now that the unique edge  $E$   
is present in MST  $T_2$ .

As  $T_1$  is also a MST, if edge  $E$  is added  
to the  $T_1$ , then a cycle will be formed in  
the  $T_1$  tree.

As tree  $T_2$  is a ~~MST~~ MST it do not have  
any cycles in it Therefore, there must be an  
edge  $V$  which is not present in  $T_2$  but  
it is present in the cycle formed in tree  
 $T_1$ . when edge  $E$  is added.

$\therefore$  The cost of edge  $V$  should be greater  
than the cost of edge  $E$ , because as  
stated above that edge  $E$  has the min. cost.

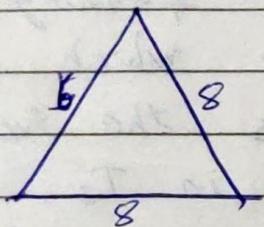
If  $V$  is replaced  $E$  in the tree  $T_1$ ,  
then will create a spanning tree with the least  
cost.

Thus, by contradiction to our assumption that  $T_i$  is also a MST.

Hence, proved that the MST for the connected graph  $G$ , whose edge are all distinct will be unique.

~~(a)~~ Every min.-bottleneck tree of  $G$  is not a MST of  $G$ .

Eg.: (Counter Example)

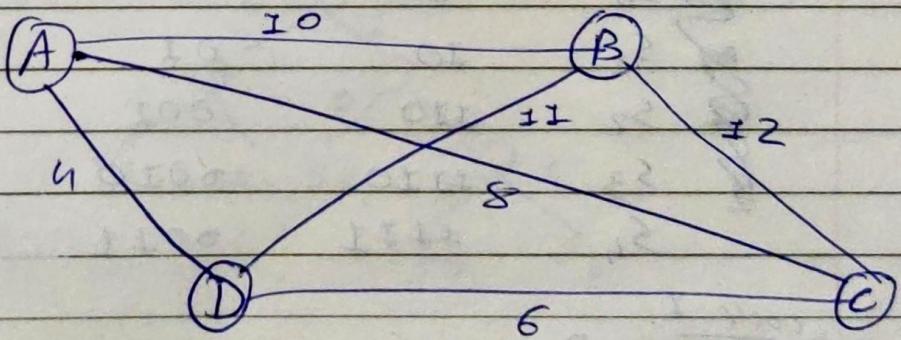


A MST must pick the edge with weight 6.

But a min-bottleneck spanning tree might not pick the edge with weight 6.

A spanning tree  $T$  of graph  $G$  is a minimum bottleneck tree which considers only the most expensive edge.

Eg.: ~



For MST of  $G$  is  
 $(A, B), (A, C), (C, D)$ .

(b) Suppose,

$T_1 = \text{MST}$

$T_2 = \text{Min. bottleneck spanning tree.}$

$T_1 \neq T_2$ .

∴ There is an edge  $E$  present in  $T_1$  which is heavier than any other edge in  $T_2$ .

By removing edge  $E$  from  $T_1$ , there must be ~~the~~ two connected components.

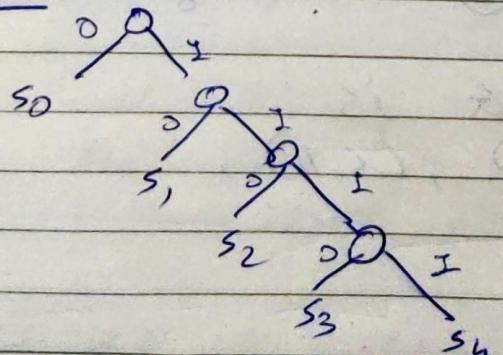
Therefore As  $T_2$  is a spanning tree, it should have an edge which gets thru edge  $E$  & connects the two components.  
Hence, it is added in  $T_2$ .

MST of  $G$  is a min. bottleneck spanning tree of  $G$ .

~~Q-5~~

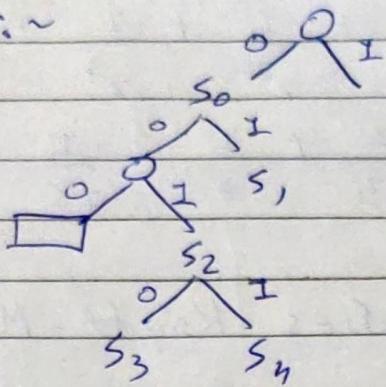
Symbol	Code I	code II	code III	code IV
<del>s<sub>0</sub></del> s <sub>0</sub>	0	0	0	00
<del>s<sub>1</sub></del> s <sub>1</sub>	10	01	01	01
<del>s<sub>2</sub></del> s <sub>2</sub>	110	001	011	10
<del>s<sub>3</sub></del> s <sub>3</sub>	1110	0010	110	110
s <sub>4</sub>	1111	0011	111	111

(4) code-I



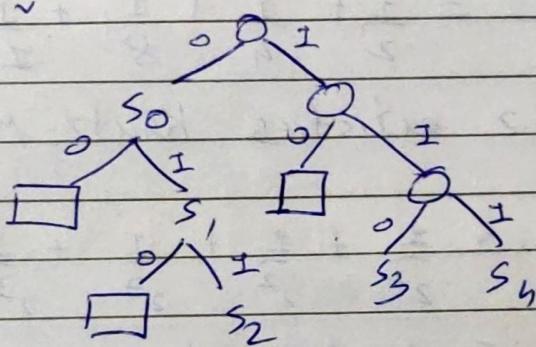
~~prefix~~ prefix code.

→ code - 2 : ~



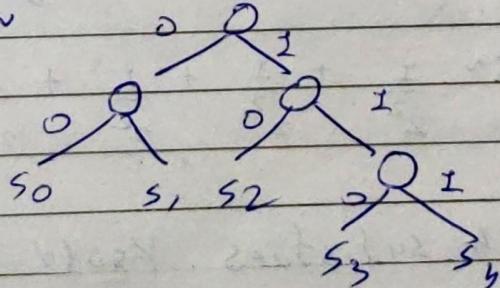
not a prefix code.

→ code - 3 : ~



not a prefix code.

→ code - 4 : ~



prefix code.

(b) For any uniquely decodable code C,

$$\sum_{i=1}^l 2^{-l_i} \leq 1$$

where l is the length of code.

$$\begin{aligned}\text{Code-1} &:= \frac{1}{2^1} + \frac{1}{2^2} + \frac{1}{2^3} + \frac{1}{2^4} + \frac{1}{2^5} \\ &= \frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \frac{1}{16} + \frac{1}{16} = \frac{4}{4} = 1\end{aligned}$$

$\therefore$  code-1 satisfies Kraft-McMillan inequality.

$$\begin{aligned}\text{Code-2} &:= \frac{1}{2^1} + \frac{1}{2^2} + \frac{1}{2^3} + \frac{1}{2^4} + \frac{1}{2^5} \\ &= \frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \frac{1}{16} + \frac{1}{16} = \frac{4}{4} = 1\end{aligned}$$

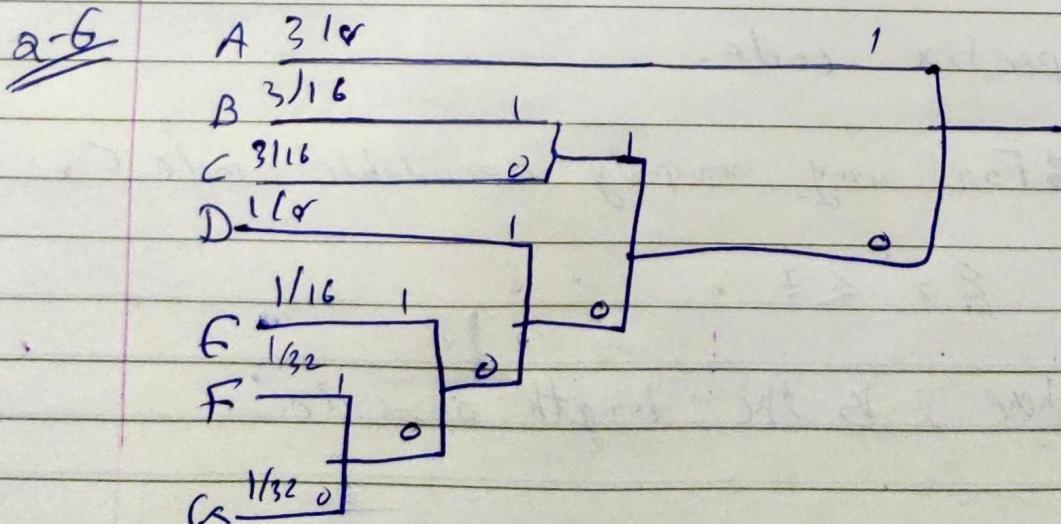
$\therefore$  code-2 satisfies Kraft-McMillan inequality.

$$\begin{aligned}\text{Code-3} &:= \frac{1}{2^1} + \frac{1}{2^2} + \frac{1}{2^3} + \frac{1}{2^3} + \frac{1}{2^3} \\ &= \frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8} = \frac{9}{8} > 1\end{aligned}$$

$\therefore$  code 3 does not satisfy the inequality.

$$\text{Code-4} := \frac{1}{2^2} + \frac{1}{2^2} + \frac{1}{2^2} + \frac{1}{2^3} + \frac{1}{2^3} = \frac{4}{4} = 1.$$

$\therefore$  code-4 satisfies Kraft-McMillan inequality.



code used for G = 00000  
 code used for F = 00001  
 code used for E = 0001  
 code used for D = 001  
 code used for C = 010  
 code used for B = 011  
 code used for A = 1

Symbol	codeword	length
A	1	1
B	011	3
C	010	3
D	001	3
E	0001	4
F	00001	5
G	00000	5

2-7

11101001100010110100

Using Lempel-Ziv algo. to encode this seq.

1	2				Pussed string
0	1				
0, 1, 22		11			11101001100010110100

1	2	3	4		
0	1	11	10		
0, 1, 22, 22		10			101001100010110100

1	2	3	4	5	
0	1	11	10	100	
0, 1, 22, 22, 41		100			1001100010110100

1	2	3	4	5	6	
0	1	11	10	100	110	
0, 1, 22, 21, 41, 31						

← [110] ← 0010001001001001

1	2	3	4	5	6	7	
0	1	11	10	100	110	00	
0, 1, 22, 21, 41, 31, 11							

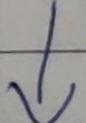
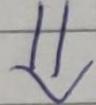
← [00] ← 0010110100

1	2	3	4	5	6	7	8	
0	1	11	10	100	110	00	101	
0, 1, 22, 21, 41, 31, 11, 42								

← [101] ← 10110100

1	2	3	4	5	6	7	8	9	
0	1	11	10	100	110	00	101	1010	
0, 1, 22, 21, 41, 31, 11, 42, 81									

← [1010] ← 10100



Encoded

Seq. → 0, 1, 22, 21, 41, 31, 11, 42, 81

0 will not be passed again.