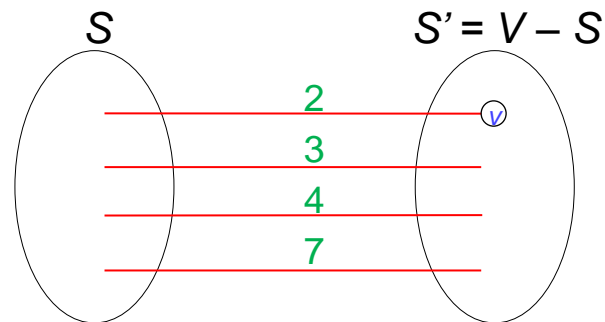




Prim's Algorithm

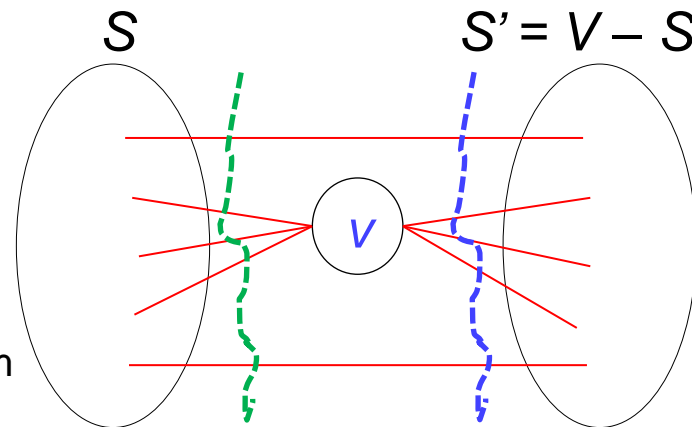
Algorithm

- What we have to maintain for Prim's algorithm?
- At every time instance, we will be having two sets in the cut: (S, S')
 - S will contain the vertices which we have reached already from the **root**
 - S' will contain the remaining vertices
 - This can be maintained by keeping one bit with every vertex (0 or 1)
- What we have to do at each step of Prim's algorithm?
 - We have to investigate all the **edges of the cut**
 - Find the minimum cost
 - How to do this?



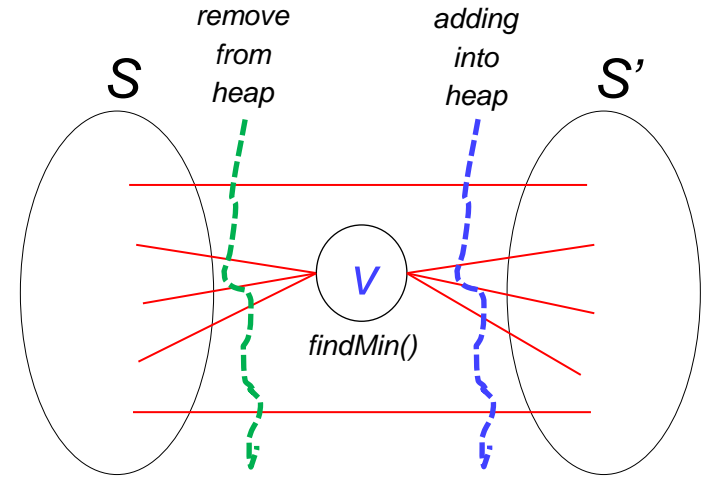
Algorithm

- When v will move from S' to S , there are two types of **edges in the cut**
- At this time instance, we know the minimum cost among the LHS edges (green cross)
 - The minimum has to be an edge incident to vertex v
- After moving v from S to S' , we want to know the minimum cost among the RHS edges (blue cross)
- What data structure to use? Heap?
 - Heap is the data structure in which each of the elements has certain priority or certain key value
 - We can use an *deleteMin()* operation which will remove the minimum element
 - We insert element into the heap, can remove elements from the heap
 - All operations take $\log N$ time
 - The *findMin()* operation takes $O(1)$ time



Algorithm

- Why Heap?
 - Suppose we want to keep a heap which contains the edges of green cross (**edges of the cut**)
 - Then, using *findMin()*, we can find out what is the minimum edge
 - Suppose v is chosen
 - The edges which are going in S , we have to remove them from this heap
 - The edges which are going from v to S' , we have to add them into the heap



- So at any point, what does the heap contain?
 - Exactly the **edges of the cut**
- Time taken by heap operations?
 - $\sum_v \deg(v) \log V + V \cdot O(1)$

PseudoCode

Prims(G, c, root)

for all $v \in G$

$S[v] = 0$

$S[\text{root}] = 1$

for all edge e incident to root **do**

$H.\text{insert}[e]$

while ! $H.\text{empty}()$ **do** {

$f = H.\text{findMin}()$

 Let w be the end vertex of f such that $S[w] = 0$

for all $e = (w, x)$ adjacent to w **do**

if $S[x] == 0$ **then** $H.\text{insert}[e]$

else $H.\text{delete}[e]$

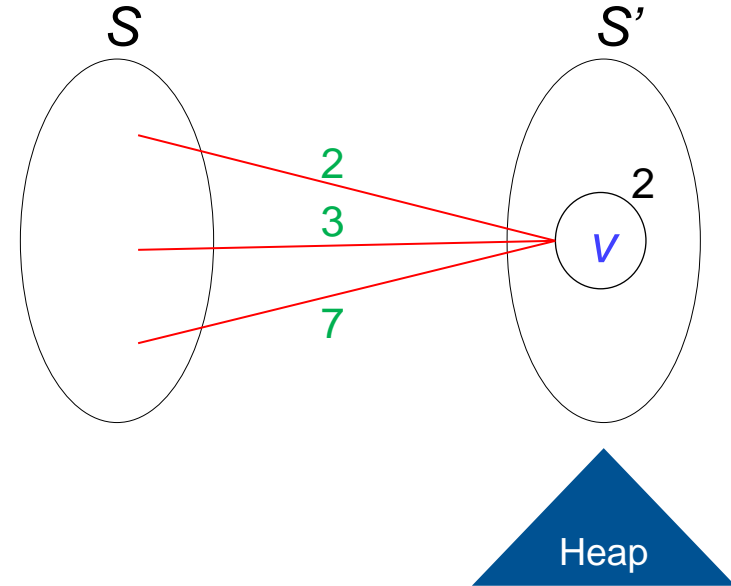
$S[w] = 1$

}

- $S[]$ is an array, H is the heap
- $S[v] = 1$ if $v \in S$
 $= 0$ if $v \in S'$
- How many times the loops are going to be executed?
 - While loop?
 - $V - 1$ times
 - For loop?
 - $\sum_v \text{deg}(v) \log V = E \log V$ times
- Each $H.\text{findMin}()$ takes how much time?
 - $O(1)$ time

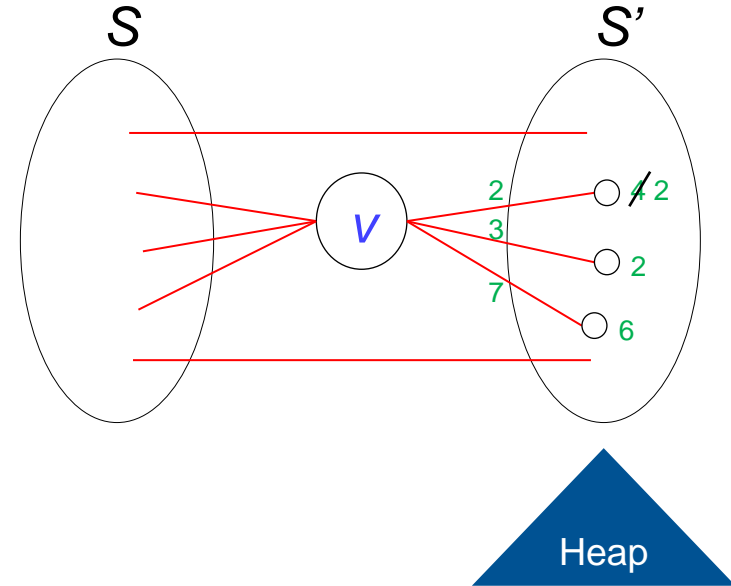
PseudoCode: Another Version

- We have set S and S'
- Each vertex in S' has a label on it
 - The minimum of the costs of the edges from v to any vertex at S set
 - We are going to maintain a heap of vertices in S'
 - One element corresponding to each vertex
 - The priority of the element will be the minimum of the costs of the edges from that vertex to any vertex at S set
 - What will be the minimum element in the heap?
 - The vertex which has the minimum edge incident at it among all the edges in the cut
 - If there is a vertex which has no edge going across the cut, its label will be ∞



PseudoCode: Another Version

- We have set S and S'
- Each vertex in S' has a label on it
 - When we move a vertex across the cut, we have to change the label of the vertices in S' which are adjacent to this recently moved vertex
 - $H.findMin()$
 - $H.decreasePriority()$



PseudoCode: Another Version

Prims(G, c, root)

for all $v \in G$

$S[v] = 0$

$H.\text{insert}[v, \infty]$

$H.\text{decreasePriority}[\text{root}, 0]$

while ! $H.\text{empty}()$ **do** {

$v = H.\text{findMin}()$

for all w adjacent to v **do**

if $S[w] == 0$ **then**

if $\text{label}[w] > c[v, w]$ **then**

$\text{label}[w] = c[v, w]$

$H.\text{decreasePriority}[w, \text{label}[w]]$

$S[w] = 1$

$H.\text{delete}[v]$

}

- $S[]$ is an array, H is the heap
- $S[v] = 1$ if $v \in S$
 $= 0$ if $v \in S'$
- $\text{label}[]$ array is keeping track of the minimum label of each vertex in S'
- How many times the loops are going to be executed?
 - While loop?
 - $V - 1$ times
 - For loop?
 - $\sum_v \text{deg}(v) \log V = E \log V$ times
- Each $H.\text{findMin}()$ takes how much time?
 - $O(1)$ time

Next Lecture

Single Source Shortest Path Algorithms

Thank you for your attention...

Any question?

Contact:

Department of Information Technology, NITK Surathkal, India
6th Floor, Room: 13

Phone: +91-9477678768

E-mail: shrutilipi@nitk.edu.in, shrutilipi.bhattacharjee@tum.de