

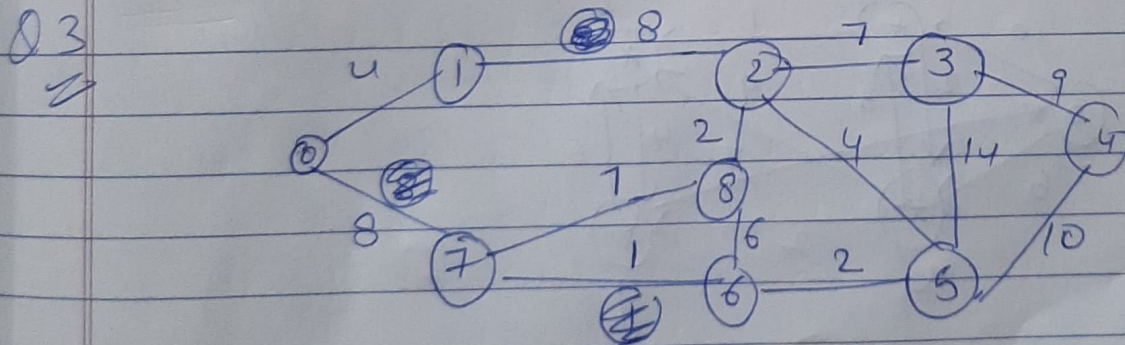
Tutorial - 6

Q1 Minimum Spanning Tree

It is spanning tree which has minimum total cost. If we have a linked ~~to~~ undirected graph with weight combine with each edge then cost of spanning tree would be the sum of cost of its edge.

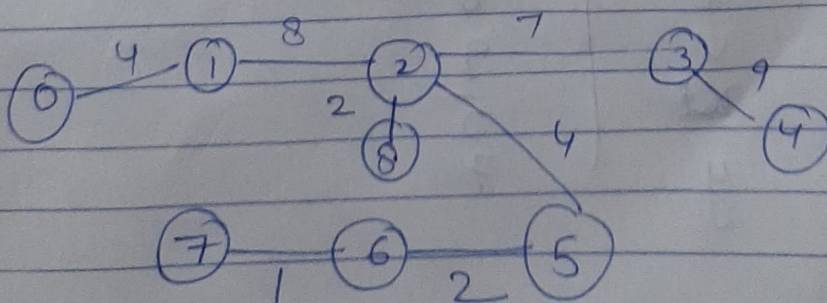
Application - In design of networks including computer networks, transportation networks

Q2	Prim	Dijkstra	Bellman Ford
Time complexity	$O((V+E) \log V)$	$O(E \log V)$	$O(VE)$
Space	$O(V+E)$	$O(V^2)$	$O(N)$

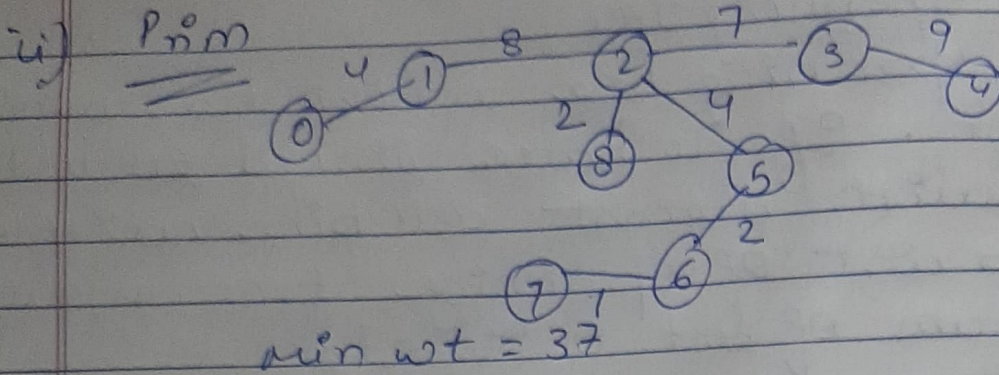


i) Kruskals

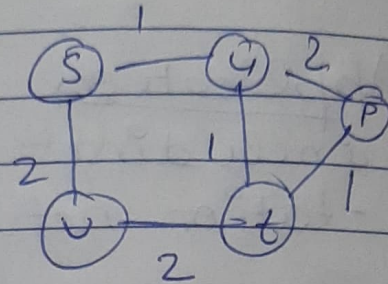
1, 2, 2, 4, 4, 6, 7, 7, 8, 8, 9, 10, 11, 14



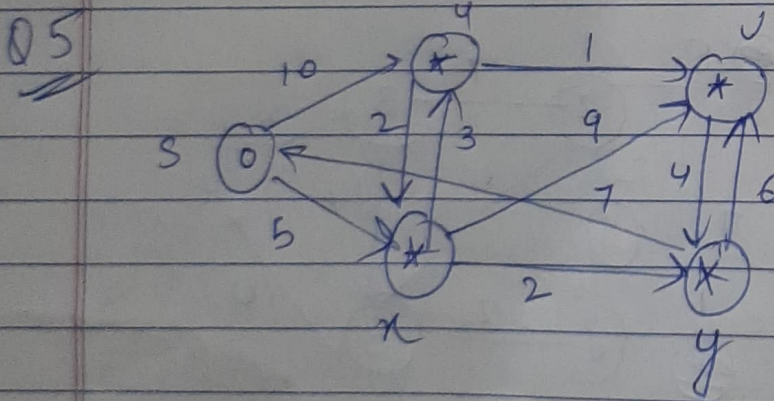
Min wt = 37



Q4 Let we have
initial shortest path
 $S \rightarrow v \rightarrow t$

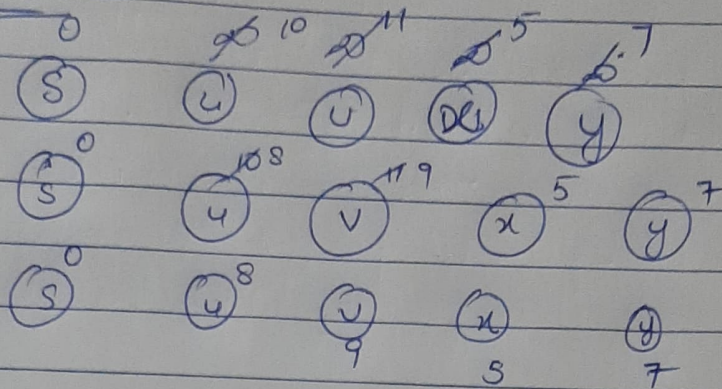


- a) if we increase every edge by 10 units
then also shortest path is same
- b) if we multiplied every edge by 10 units
then also shortest path is same



Dijkstra

Node	Dist froms
u	8
v	9
x	5
y	7

Belmon

$$Q6 \quad A_0 = \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & \infty & \infty & \infty \\ \infty & \infty & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 4 & \infty & 2 & 0 \end{bmatrix}$$

$$A_1 = \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 4 & \infty & 2 & 0 \end{bmatrix}$$

$$A_2 = \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 4 & 13 & 2 & 0 \end{bmatrix}$$

$$A_3 = \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 4 & 13 & 2 & 0 \end{bmatrix}$$

$$A_4 = \begin{bmatrix} 0 & 4 & 4 & 3 & \infty \\ 3 & 0 & 7 & 6 & \infty \\ \infty & 3 & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 3 & 3 & 2 & 0 \end{bmatrix}$$

$$A_5 = \begin{bmatrix} 0 & 4 & 4 & 3 & \infty \\ 3 & 0 & 7 & 6 & \infty \\ \infty & 3 & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 3 & 3 & 2 & 0 \end{bmatrix}$$