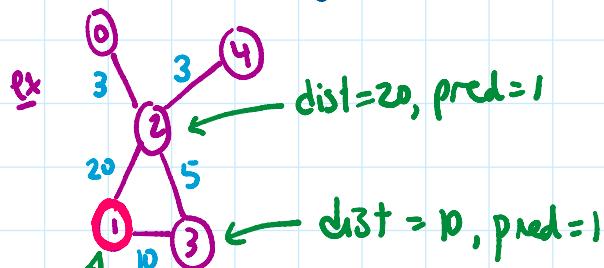


## Prim Continued (to reduce time complexity!)

(B) We start w/ our vertex  $s$ .

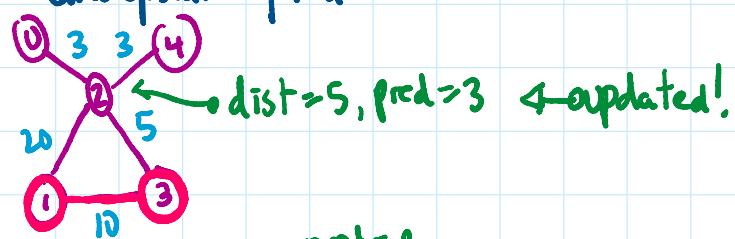
For each vertex  $y$  adj to  $s$ , assign  $\text{dist}[y] = \text{edge weight}$ .  
 $\text{pred}[y] = s$



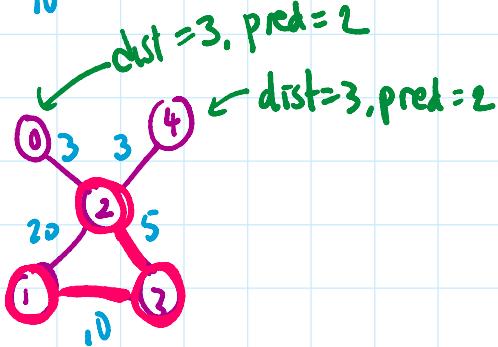
Start  $\leftarrow$  include ① in our tree!

Then: Choose the vertex not in  $T$  w/ min dist, call that  $x$   
 include that, and the edge connecting it to its pred, in  $T$

Then, for all vert adj to  $x$  which are not in  $T$ ,  
 update dist if the dist to  $x$  is shorter. If so,  
 also update pred.



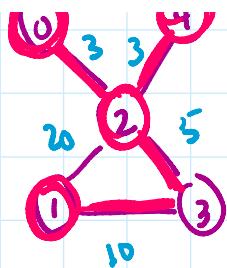
Repeat!



(note: dist is storing distances from the tree to the vertices which are adj. to vert. in the tree.)

Repeat 2x!





done!

Time Complexity: To find the vert. w/ min dist which is not in  $T$  is just  $\Theta(v)$ . Then to update adj. vert. that's  $\Theta(v)$  as well, but those are in series. So that's  $\Theta(v+v) = \Theta(v)$ . But then that's done  $V$  times (to get all vert) for a total of  $\Theta(V^2)$ .

0 \_\_\_\_\_ 0

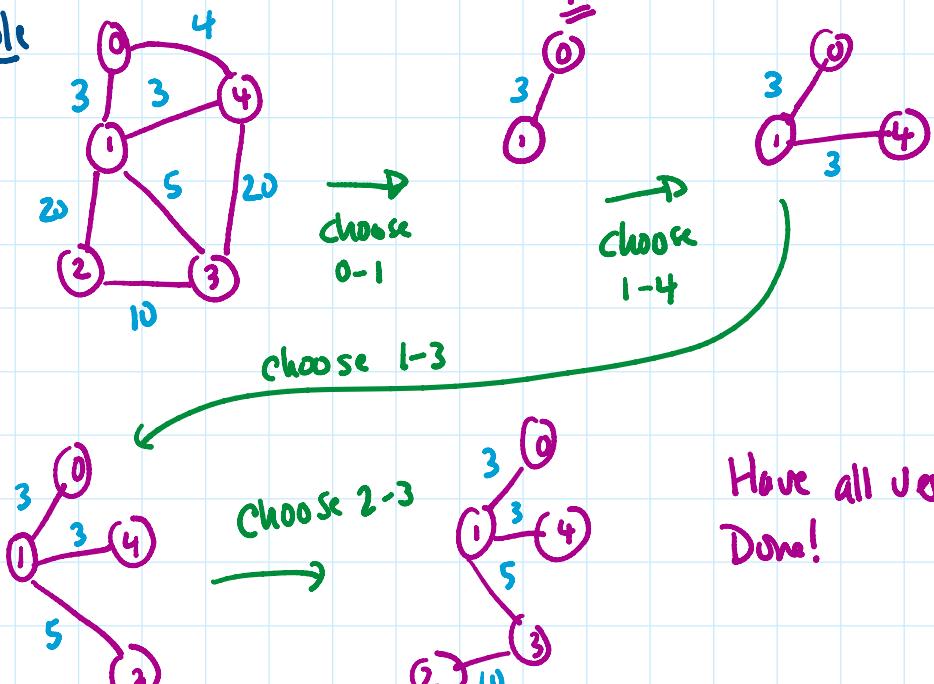
## Kruskal's Algorithm!

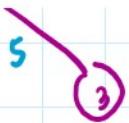
① Idea: Given a graph, we proceed as follows:

Until we have all vertices, do the following. (and \* enough edges)

- pick an edge of min. weight whose inclusion in  $T$  does not form a cycle. include it.

② Example

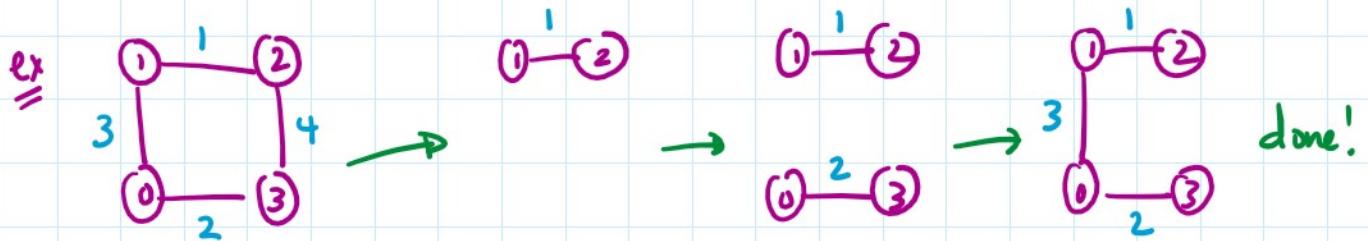




### (3) Note

(A) This is a greedy algorithm.  
Not all greedy algs yield an optimal result (coin change!)  
but this one does! See proof in LaTeX Notes!

(B) The tree is not nec. even a connected graph  
until the end!



### (3) Time Complexity:

Complication: given a graph ( $\text{our } T$ ), how can we tell,  
if a new edge were to be included,  
whether this forms a cycle?!

of course there are ways, which we won't go into detail with  
except to say:

(A) Using some basic data structures such as min heaps, etc.

Kruskal's Alg can be done in  $O(E \lg E)$ .

(B) In addition since  $E \leq C(V, 2)$  (in any simple, conn, undirected graph)  
we have  $E \leq V^2$  so we can also get  $O(E \lg V^2)$   
but  $E \lg V^2 = 2E \lg V$  so it's also  $O(E \lg V)$ .

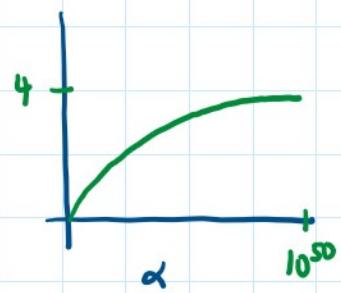
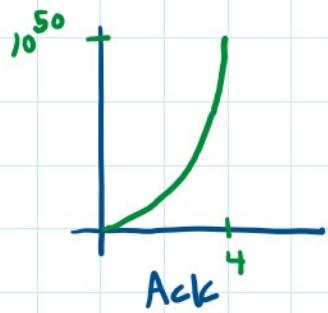
(C) The best way to do cycle detection is w/ a data  
structure called a Disjoint Set Data Structure.

We can bring this to  $O(E \alpha(V))$ .

Note:  $\alpha(n)$  is the inverse Ackermann Function.

We can bring this to  $O(E \alpha(v))$ .

Note:  $\alpha$  is the inverse of the Ackerman Function.



So basically, unless  $v$  is stupidly large,  $\alpha(v) \leq 4$

And so it's "basically constant".

So  $\approx O(E)$ .