

Welcome ☺

Agenda: Bridge construction

MST

Kruskal's algo

Prim's algo

Dijkstra's algo.

Q Given N islands & cost of construction of a bridge b/w multiple pair of islands. (cost > 0)

Find min. cost of construction req. s.t it is possible to travel from one island to any other island. via bridges.

If not possible return -1

$N = 7$

1 3 2

1 5 3

2 1 4

2 5 5

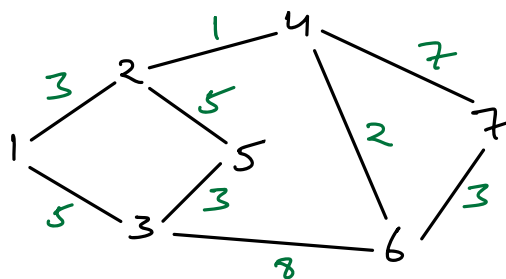
3 3 5

4 2 6

3 7 6

4 5 7

6 3 7

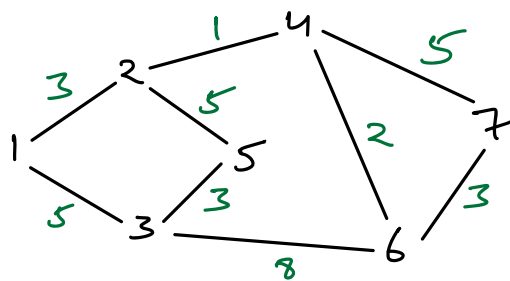


$\Rightarrow \underline{\underline{\text{ans} = -1}} \rightarrow$ if graph is disconnected.
(check using DSU)

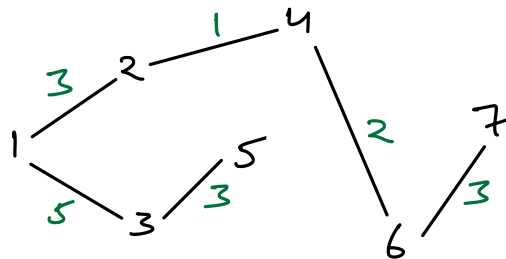
Q In a connected graph with N nodes, what is min # edges possible?

ans = $N-1$
(Trees)

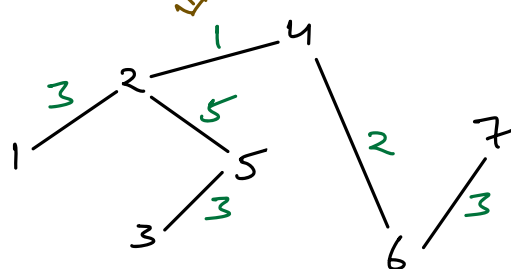
Minimum Spanning Tree \Rightarrow Tree generated from a connected weighted graph s.t all nodes are connected & sum of weights of all selected edges is minimum.



MST →



Sum of wt. = 17



Sum of wt. = 17

⇒ multiple MST possible for any graph.

⇒ Graph with unique weights ⇒ unique MST.

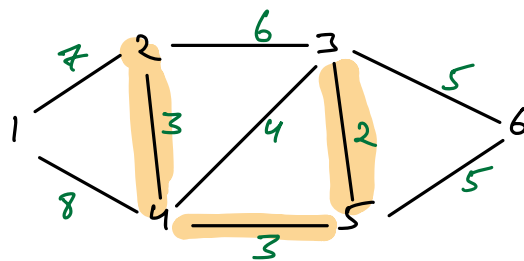
Algo. to find MST →

- 1) Kruskal's algo.
- 2) Prim's algo.

} greedy algo.

Kruskal's algo

⇒ Select edges with min weight if it is not forming a cycle, till the complete graph is connected.



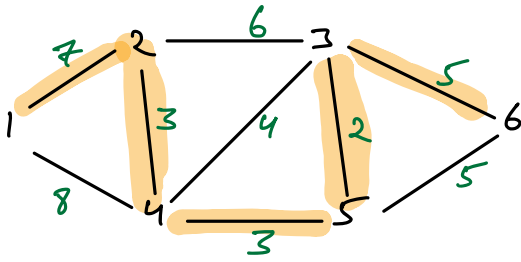
Steps

1) Sort edges w.r.t weight T.C ⇒ $O(E \log E)$

2) Consider each node as a set i.e. parent[i] = i (DSU) (visited array won't work)

3) Travel all edges (u,v) & take union.

If disjoint \rightarrow add in ans



$$3 \text{ --- } 2 \text{ --- } 5 \quad \checkmark$$

$$2 \text{ --- } 3 \text{ --- } 4 \quad \checkmark$$

$$4 \text{ --- } 3 \text{ --- } 5 \quad \checkmark$$

$$3 \text{ --- } 4 \quad \times$$

$$3 \text{ --- } 5 \text{ --- } 6 \quad \checkmark$$

$$5 \text{ --- } 6 \quad \times$$

$$2 \text{ --- } 3 \quad \times$$

$$1 \text{ --- } 7 \text{ --- } 2 \quad \checkmark$$

$$1 \text{ --- } 4 \quad \times$$

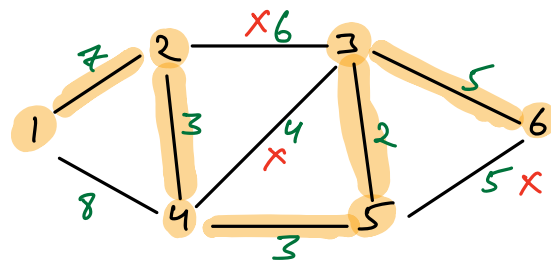
$$\underline{\underline{\text{Ans}}} = 2 + 3 + 3 + 5 + 7 = \underline{\underline{20}}$$

$$\text{T.C} \rightarrow O(E \log E + E)$$

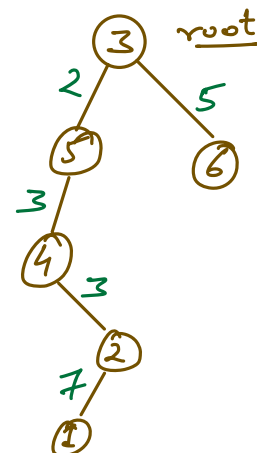
$$\text{S.C} \rightarrow O(N)$$

Prim's algo

1) Start with any node as root of MST & keep adding the other nodes as its children.



2) Give priority to nodes that have less edge weight.

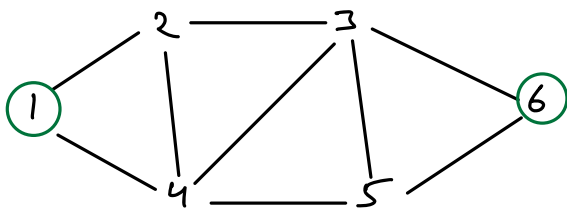


- 1) Start with root, insert its edges in a min. heap (w.r.t to weight)
- 2) Pick min. weight edge from heap \rightarrow if it forms a cycle i.e. connect both visited nodes, repeat step 2 else add the other node as part of tree & insert its connected edges in min. heap.
- 3) Continue step 2 till complete tree is formed.

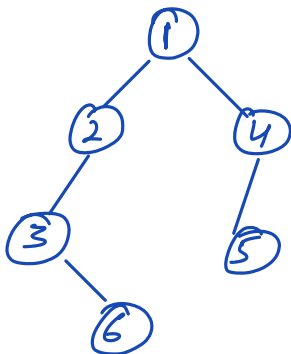
T.C $O(E \log E)$

S.C $O(N + E)$
 $\downarrow \quad \downarrow$
 vis[] heap.

Q. Find min # edges to travel from u to v in undirected simple graph.



$u = 1 \quad v = 6 \quad \underline{\underline{ans = 3}}$



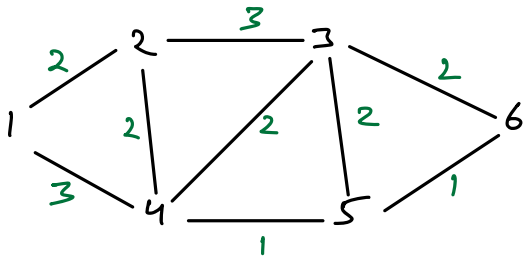
~~1 2 4 3 5 6~~

ans \Rightarrow Start bfs from u & level of v is ans.

T.C $\rightarrow O(N + E)$

S.C $\rightarrow O(N)$

Q Find min distance to travel from u to v in undirected simple graph. ($1 \leq \underline{w.t} \leq 3$)

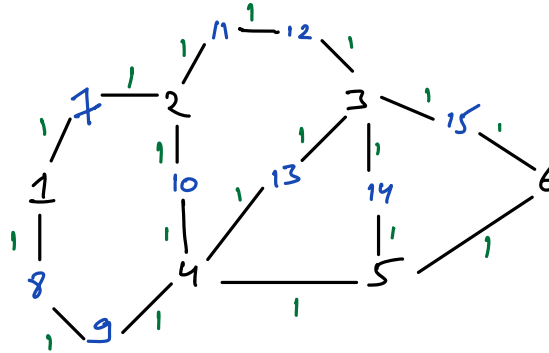


$u = 1$

$v = 6$

Ans = 5

Dummy Nodes



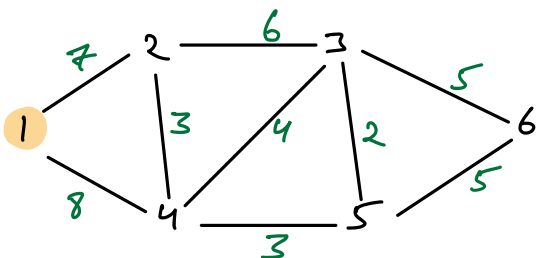
- \Rightarrow Insert dummy nodes s.t weight = 1 \forall edges.
- \Rightarrow Then apply bfs.

T.C $\Rightarrow O(N+E)$

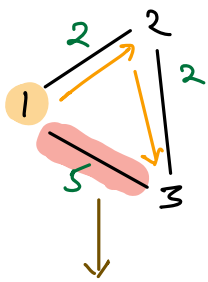
\rightarrow It will not work for larger weights.

Dijkstra's algo \Rightarrow Single source shortest path algo for weighted graph with +ve weights.

Q There are N cities in a country, you are living in city 1. Find min. distance to reach every city from city 1



$d[1] = 0$ (source)



$$d[1] = 0$$

$$d[2] = 2$$

$$d[3] = 2 + 2 = 4$$

Relaxing an edge.

$$\text{if } (d[u \text{---} w] > d[u \text{---} v] + d[v \text{---} w])$$

$$d[u \text{---} w] = d[u \text{---} v] + d[v \text{---} w]$$

To be continued