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AIM: To find the minim(or ) shortest path by using the Boruvka's Algorithm
PROGRAM:
class Graph:
  def __init__(self, vertices):
    self.V = vertices
    self.graph = []
  def add_edge(self, src, dest, weight):
    self.graph.append([src, dest, weight])
  def boruvka_mst(self):
    parent = [-1] * self.V
    cheapest = [[-1, -1, float('inf')]] * self.V
    result = []
    def find(subsets, i):
       if subsets[i] == -1:
         return i
       subsets[i] = find(subsets, subsets[i]) # Path compression
       return subsets[i]
    def union(subsets, x, y):
       xroot = find(subsets, x)
       yroot = find(subsets, y)
       if xroot != yroot:
         if subsets[xroot] < subsets[yroot]:</pre>
           subsets[xroot] = yroot
         else:
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subsets[yroot] = xroot

96.Boruvka's Algorithm

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num_trees = self.V
    while num_trees > 1:
       for i in range(len(self.graph)):
         src, dest, weight = self.graph[i]
         set1 = find(parent, src)
         set2 = find(parent, dest)
         if set1 != set2:
           if weight < cheapest[set1][2]:</pre>
              cheapest[set1] = [src, dest, weight]
           if weight < cheapest[set2][2]:</pre>
              cheapest[set2] = [src, dest, weight]
       for node in range(self.V):
         if cheapest[node][0] != -1:
           set1 = find(parent, cheapest[node][0])
           set2 = find(parent, cheapest[node][1])
           if set1 != set2:
              result.append([cheapest[node][0], cheapest[node][1], cheapest[node][2]])
              union(parent, set1, set2)
              num_trees -= 1
       parent = [-1] * self.V
    return result
g = Graph(4)
g.add_edge(0, 1, 10)
g.add_edge(0, 2, 6)
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g.add_edge(0, 3, 5)
g.add_edge(1, 3, 15)
g.add_edge(2, 3, 4)

print("Edges in MST:")
print(g.boruvka_mst())

Edges in MST:
    [[0, 3, 5], [0, 1, 10], [2, 3, 4]]
OUTPUT:
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TIME COMPLEXITY: O(V^2 proportional to V)