

## Graphs: Minimum Spanning Trees (Chapter 9)

CSE 373  
Data Structures and Algorithms

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### Today's Outline

- **Admin:**
  - Midterm #2 – Friday Nov 18<sup>th</sup>, topic list has been posted
  - HW #5 – Graphs, partners allowed, due after Thanksgiving
- **Graphs**
  - Shortest Paths
  - Minimum Spanning Trees

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### Minimum Spanning Trees

Given an undirected graph  $G=(V,E)$ , find a graph  $G'=(V, E')$  such that:

- $E'$  is a subset of  $E$
- $|E'| = |V| - 1$
- $G'$  is connected

$G'$  is a **minimum spanning tree.**

-  $\sum_{(u,v) \in E'} c_{uv}$  is minimal

**Applications:**

- Example: Electrical wiring for a house or clock wires on a chip
- Example: A road network if you cared about asphalt cost rather than travel time

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### Student Activity

#### Find the MST

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### Two Different Approaches

**Prim's Algorithm**  
Almost identical to Dijkstra's

**Kruskal's Algorithm**  
Completely different!

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### Prim's algorithm

**Idea:** Grow a tree by picking a vertex from the unknown set that has the smallest cost. Here cost = cost of the edge that connects that vertex to the known set. *Pick the vertex with the smallest cost that connects "known" to "unknown."*

**A node-based greedy algorithm**  
Builds MST by greedily adding nodes

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### Prim's Algorithm vs. Dijkstra's

Recall:

Dijkstra picked the unknown vertex with smallest cost where cost = *distance to the source*.

Prim's pick the unknown vertex with smallest cost where cost = *distance from this vertex to the known set* (in other words, the cost of the smallest edge connecting this vertex to the known set)

- Otherwise identical
- Compare to slides in Dijkstra lecture!

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### Prim's Algorithm for MST

1. For each node  $v$ , set  $v.cost = \infty$  and  $v.known = false$
2. Choose any node  $v$ . (this is like your "start" vertex in Dijkstra)
  - a) Mark  $v$  as known
  - b) For each edge  $(v,u)$  with weight  $w$ : set  $u.cost=w$  and  $u.prev=v$
3. While there are unknown nodes in the graph
  - a) Select the unknown node  $v$  with lowest **cost**
  - b) Mark  $v$  as known and add  $(v, v.prev)$  to output (the MST)
  - c) For each edge  $(v,u)$  with weight  $w$ ,
 

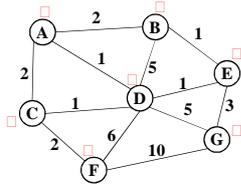
```

                    if(w < u.cost) {
                        u.cost = w;
                        u.prev = v;
                    }
                    
```

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### Example: Find MST using Prim's

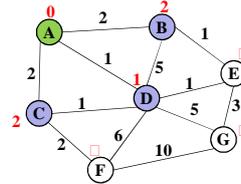


vertex	known?	cost	prev
A		??	
B		??	
C		??	
D		??	
E		??	
F		??	
G		??	

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### Example: Find MST using Prim's

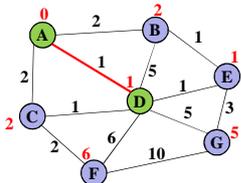


vertex	known?	cost	prev
A	Y	0	
B		2	A
C		2	A
D		1	A
E		??	
F		??	
G		??	

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### Example: Find MST using Prim's

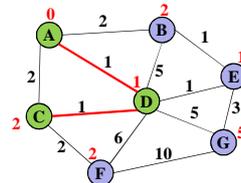


vertex	known?	cost	prev
A	Y	0	
B		2	A
C		1	D
D	Y	1	A
E		1	D
F		6	D
G		5	D

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### Example: Find MST using Prim's

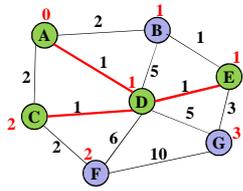


vertex	known?	cost	prev
A	Y	0	
B		2	A
C	Y	1	D
D	Y	1	A
E		1	D
F		2	C
G		5	D

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Example: Find MST using Prim's

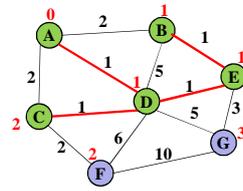


vertex	known?	cost	prev
A	Y	0	
B		1	E
C	Y	1	D
D	Y	1	A
E	Y	1	D
F		2	C
G		3	E

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Example: Find MST using Prim's

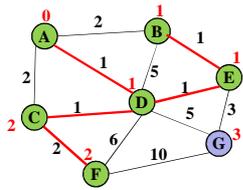


vertex	known?	cost	prev
A	Y	0	
B	Y	1	E
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D	Y	1	A
E	Y	1	D
F		2	C
G		3	E

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Example: Find MST using Prim's

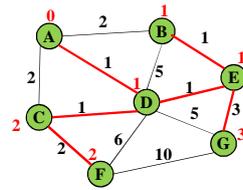


vertex	known?	cost	prev
A	Y	0	
B	Y	1	E
C	Y	1	D
D	Y	1	A
E	Y	1	D
F	Y	2	C
G		3	E

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Example: Find MST using Prim's



vertex	known?	cost	prev
A	Y	0	
B	Y	1	E
C	Y	1	D
D	Y	1	A
E	Y	1	D
F	Y	2	C
G	Y	3	E

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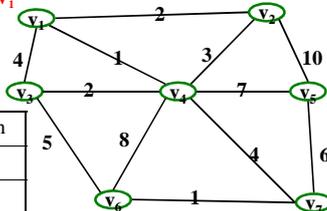
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Student Activity

Start with  $V_1$

Find MST using Prim's

V	Kwn	Distance	path
v1			
v2			
v3			
v4			
v5			
v6			
v7			



Order Declared Known:  
 $V_1$

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Prim's Analysis

- Correctness ??
  - Intuitively similar to Dijkstra
- Run-time
  - Same as Dijkstra
  - $O(|E| \log |V|)$  using a priority queue

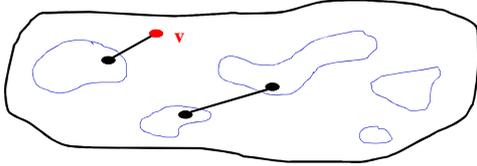
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### Kruskal's MST Algorithm

Idea: Grow a forest out of edges that do not create a cycle. Pick an edge with the smallest weight.

$G=(V,E)$



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### Kruskal's Algorithm for MST

An edge-based greedy algorithm  
Builds MST by greedily adding edges

1. Initialize with
  - empty MST
  - all vertices marked unconnected
  - all edges unmarked
2. While there are still unmarked edges
  - a. Pick the lowest cost edge  $(u,v)$  and mark it
  - b. If  $u$  and  $v$  are not already connected, add  $(u,v)$  to the MST and mark  $u$  and  $v$  as connected to each other

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### Kruskal's pseudo code

```
void Graph::kruskal(){
    int edgesAccepted = 0;
    DisjSet s(NUM_VERTICES);

    while (edgesAccepted < NUM_VERTICES - 1){
        e = smallest weight edge not deleted yet;
        // edge e = (u, v)
        uset = s.find(u);
        vset = s.find(v);
        if (uset != vset){
            edgesAccepted++;
            s.unionSets(uset, vset);
        }
    }
}
```

$|E|$  heap ops

$2|E|$  finds

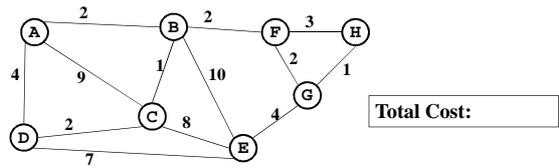
$|V|$  unions

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### Student Activity

### Find MST using Kruskal's

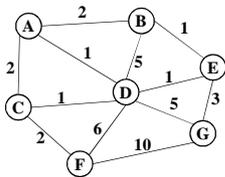


- Now find the MST using Prim's method.
- Under what conditions will these methods give the same result?

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### Example: Find MST using Kruskal's



- Edges in sorted order:
- 1: (A,D), (C,D), (B,E), (D,E)
  - 2: (A,B), (C,F), (A,C)
  - 3: (E,G)
  - 5: (D,G), (B,D)
  - 6: (D,F)
  - 10: (F,G)

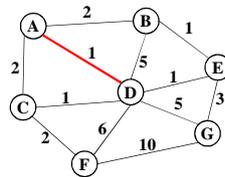
Output:

Note: At each step, the union/find sets are the trees in the forest

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### Example: Find MST using Kruskal's



- Edges in sorted order:
- 1: (A,D), (C,D), (B,E), (D,E)
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  - 6: (D,F)
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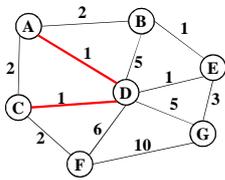
Output: (A,D)

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**Example: Find MST using Kruskal's**



- Edges in sorted order:  
 1: (A,D), (C,D), (B,E), (D,E)  
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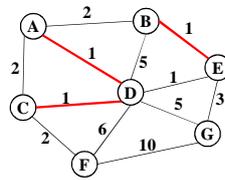
Output: (A,D), (C,D)

Note: At each step, the union/find sets are the trees in the forest

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**Example: Find MST using Kruskal's**



- Edges in sorted order:  
 1: (A,D), (C,D), (B,E), (D,E)  
 2: (A,B), (C,F), (A,C)  
 3: (E,G)  
 5: (D,G), (B,D)  
 6: (D,F)  
 10: (F,G)

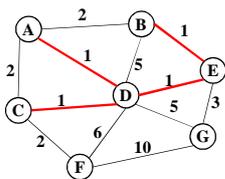
Output: (A,D), (C,D), (B,E)

Note: At each step, the union/find sets are the trees in the forest

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**Example: Find MST using Kruskal's**



- Edges in sorted order:  
 1: (A,D), (C,D), (B,E), (D,E)  
 2: (A,B), (C,F), (A,C)  
 3: (E,G)  
 5: (D,G), (B,D)  
 6: (D,F)  
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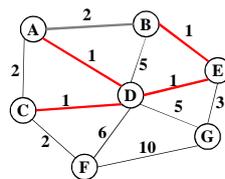
Output: (A,D), (C,D), (B,E), (D,E)

Note: At each step, the union/find sets are the trees in the forest

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**Example: Find MST using Kruskal's**



- Edges in sorted order:  
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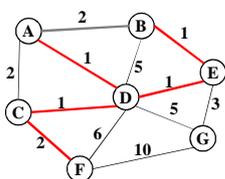
Output: (A,D), (C,D), (B,E), (D,E)

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**Example: Find MST using Kruskal's**



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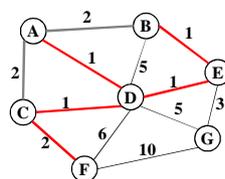
Output: (A,D), (C,D), (B,E), (D,E), (C,F)

Note: At each step, the union/find sets are the trees in the forest

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**Example: Find MST using Kruskal's**



- Edges in sorted order:  
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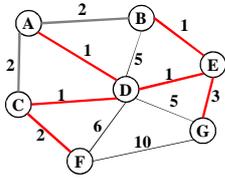
Output: (A,D), (C,D), (B,E), (D,E), (C,F)

Note: At each step, the union/find sets are the trees in the forest

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*Example: Find MST using Kruskal's*



Edges in sorted order:

1: (A,D), (C,D), (B,E), (D,E)

2: (A,B), (C,F), (A,C)

3: (E,G)

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6: (D,F)

10: (F,G)

Output: (A,D), (C,D), (B,E), (D,E), (C,F), (E,G)

Note: At each step, the union/find sets are the trees in the forest