

Data Structures

MST 2

CS 225

November 29, 2023

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Announcements

Project teams be sure to schedule your mid-project checkin soon!

This week's lab is extra credit lab

ICES Evaluations are open! If enough students submit, extra credit!

Learning Objectives

Review the minimum spanning tree (with weights)

Discuss Kruskal's MST Algorithm

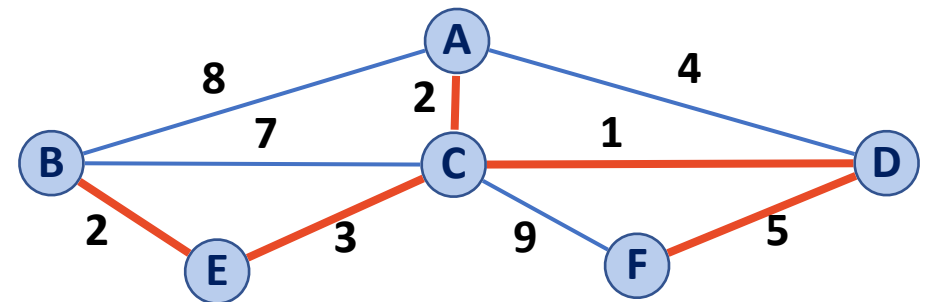
Discuss Prim's MST Algorithm

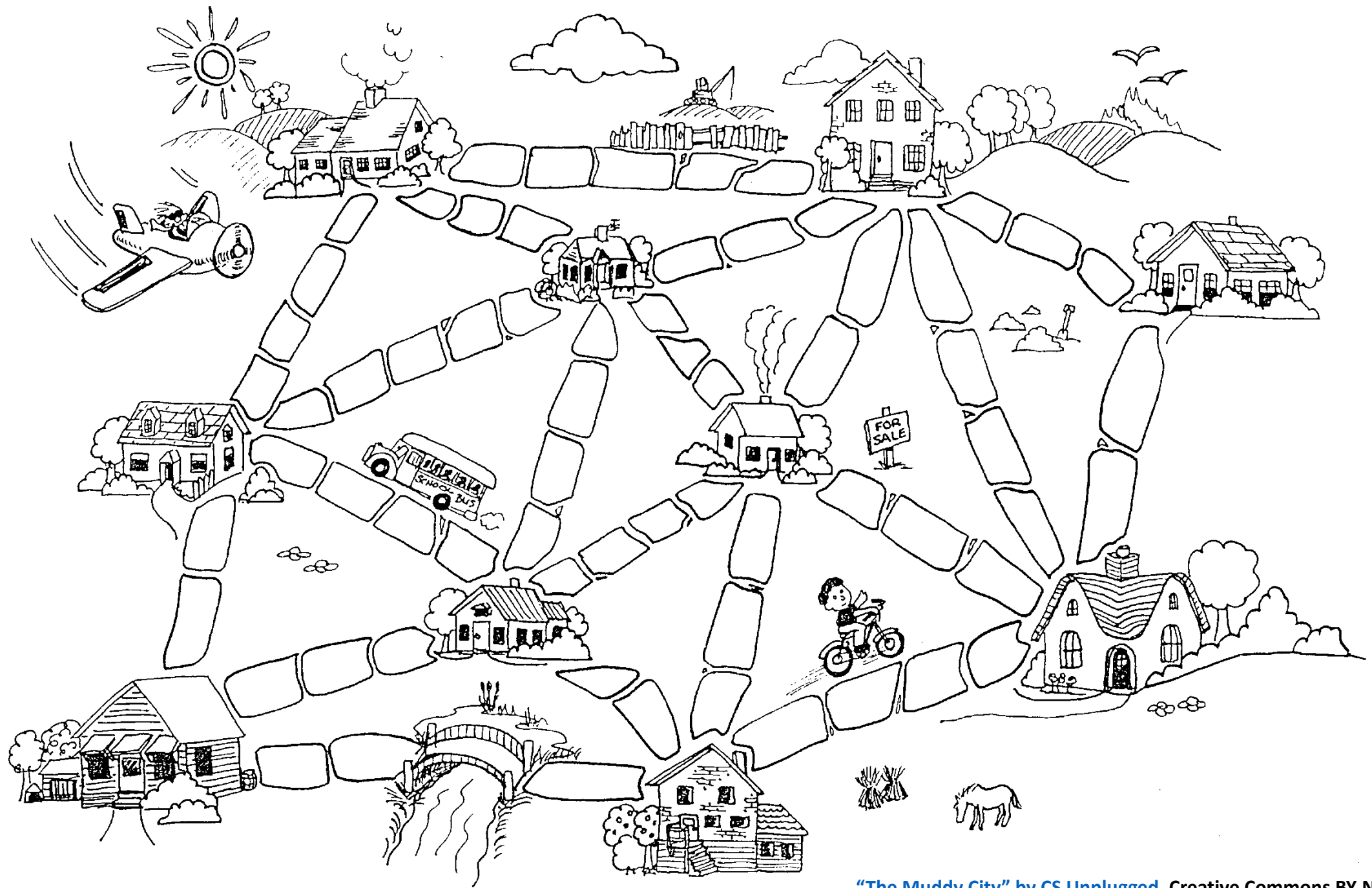
Minimum Spanning Tree Algorithms

Input: Connected, undirected graph G with edge weights (unconstrained, but must be additive)

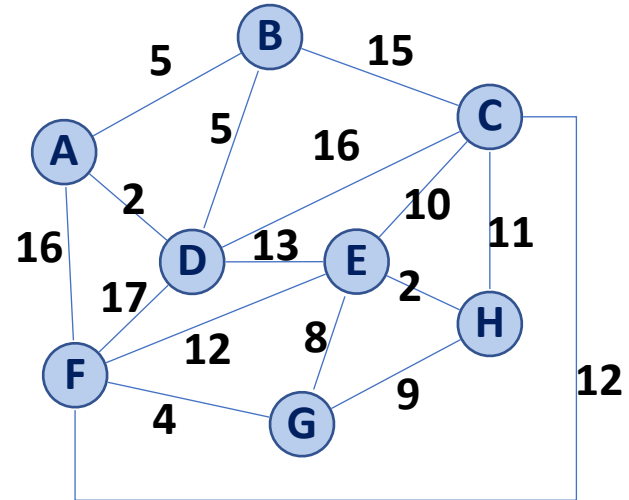
Output: A graph G' with the following properties:

- G' is a spanning graph of G
- G' is a tree (connected, acyclic)
- G' has a minimal total weight among all spanning trees





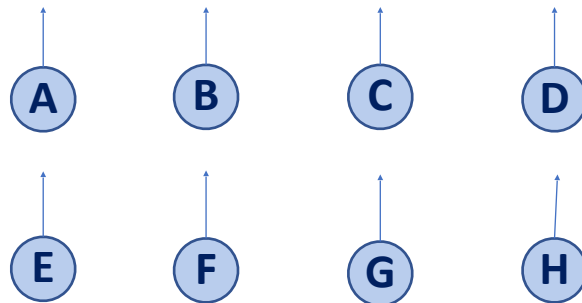
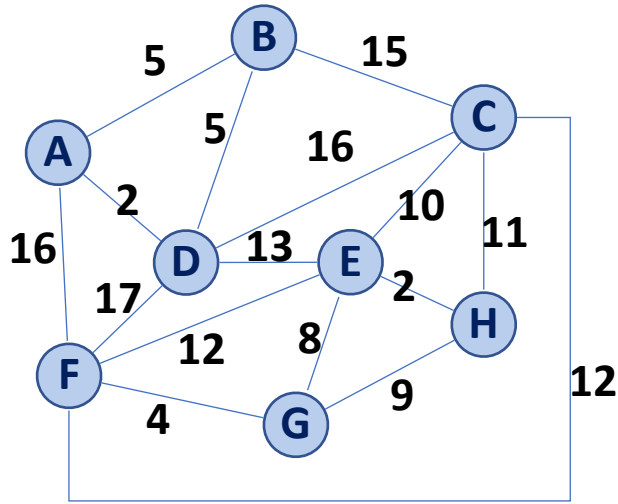
Kruskal's Algorithm



Kruskal's Algorithm

- 1) Build a **priority queue** on edges
- 2) Build a **disjoint set** on vertices

(A, D)
(E, H)
(F, G)
(A, B)
(B, D)
(G, E)
(G, H)
(E, C)
(C, H)
(E, F)
(F, C)
(D, E)
(B, C)
(C, D)
(A, F)
(D, F)



Kruskal's Algorithm

Priority Queue:	Heap	Sorted Array
Building :7		
Each removeMin :12		

```
1 KruskalMST(G):
2   DisjointSets forest
3   foreach (Vertex v : G.vertices()):
4     forest.makeSet(v)
5
6   PriorityQueue Q // min edge weight
7   Q.buildFromGraph(G.edges())
8
9   Graph T = (V, {})
10
11  while |T.edges()| < n-1:
12    Vertex (u, v) = Q.removeMin()
13    if forest.find(u) != forest.find(v):
14      T.addEdge(u, v)
15      forest.union( forest.find(u),
16                  forest.find(v) )
17
18  return T
19
```

Kruskal's Algorithm



Priority Queue:	Total Running Time
Heap	
Sorted Array	

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16                  forest.find(v) )
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18  return T
19
```

Kruskal's Algorithm



Priority Queue:	Total Running Time
Heap	$O(n + m + m \log(n))$
Sorted Array	$O(n + m \log(n) + m)$

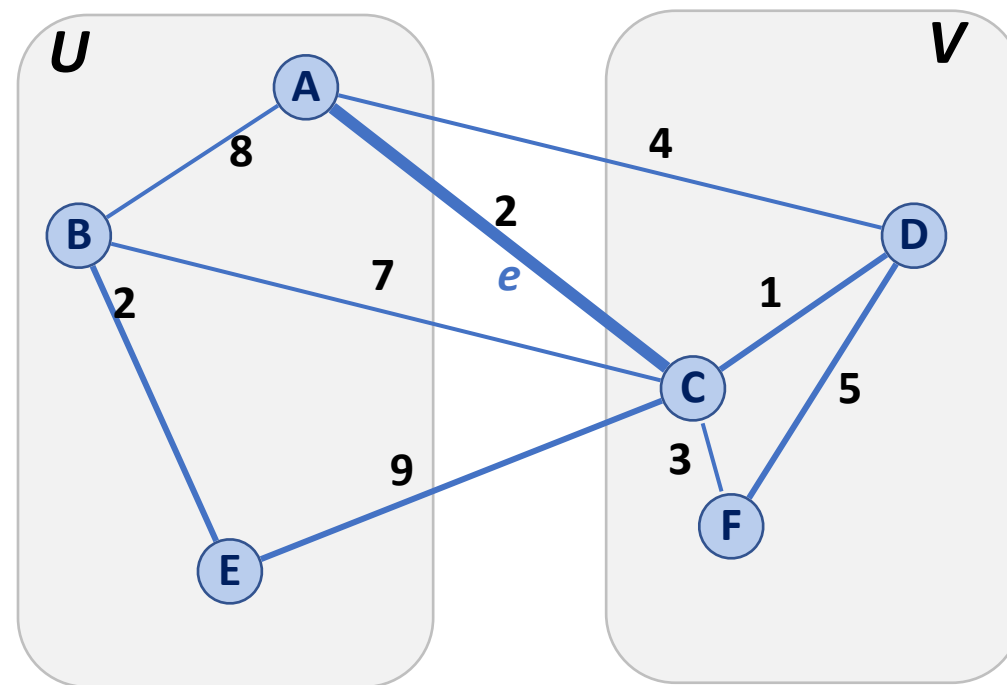
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```

Partition Property

Consider an arbitrary partition of the vertices on G into two subsets U and V .

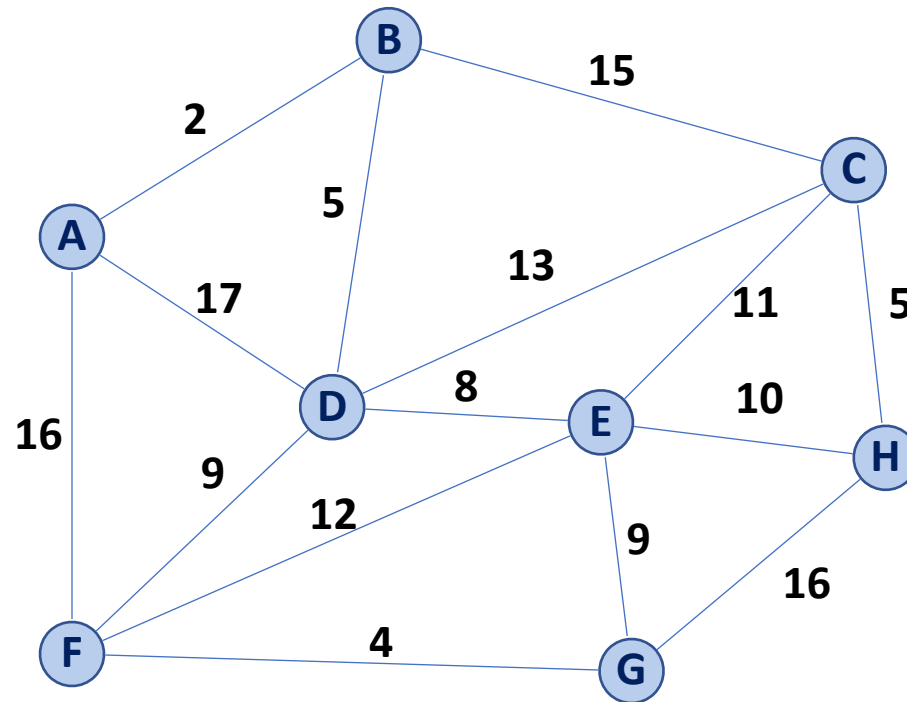
Let e be an edge of minimum weight across the partition.

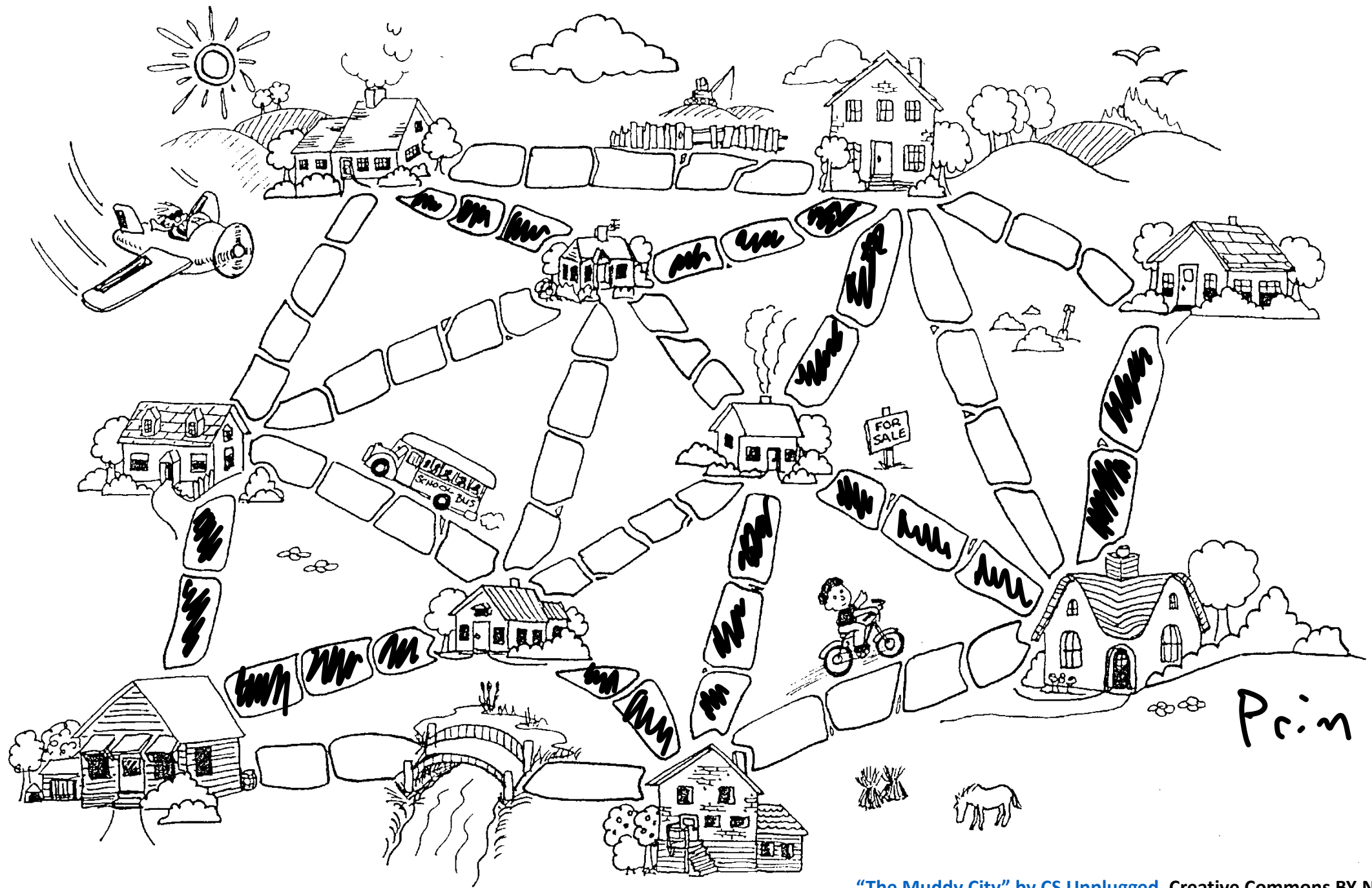
Then e is part of some minimum spanning tree.



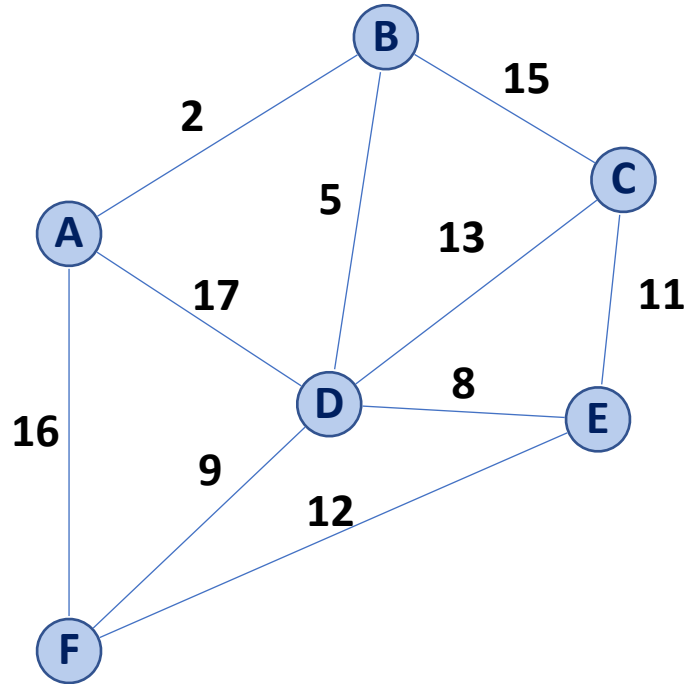
Partition Property

The partition property suggests an algorithm:





Prim's Algorithm

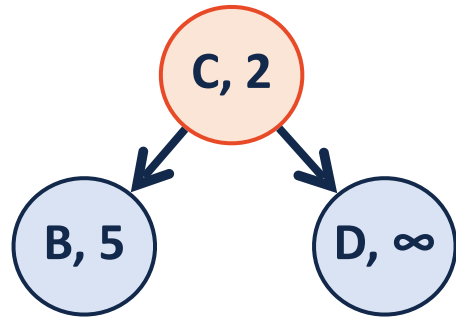
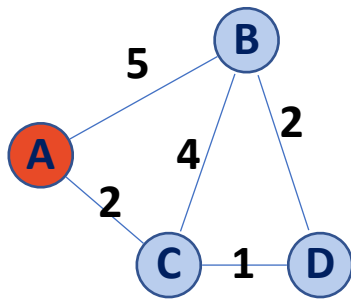


A	B	C	D	E	F

```
1 PrimMST(G, s):
2   Input: G, Graph;
3         s, vertex in G, starting vertex
4   Output: T, a minimum spanning tree (MST) of G
5
6   foreach (Vertex v : G.vertices()):
7     d[v] = +inf
8     p[v] = NULL
9   d[s] = 0
10
11   PriorityQueue Q // min distance, defined by d[v]
12   Q.buildHeap(G.vertices())
13   Graph T // "labeled set"
14
15   repeat n times:
16     Vertex m = Q.removeMin()
17     T.add(m)
18     foreach (Vertex v : neighbors of m not in T):
19       if cost(v, m) < d[v]:
20         d[v] = cost(v, m)
21         p[v] = m
22
23   return T
```

```
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23
```


A	B	C	D
0	5	2	∞

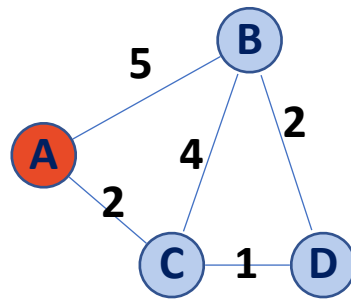


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23
  
```

	Adj. Matrix	Adj. List
Heap		

(A, 0)
(D, ∞)
(C, 2)
(B, 5)



```

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23
  
```

	Adj. Matrix	Adj. List
Heap	$O(n^2 + m \lg(n))$	$O(n \lg(n) + m \lg(n))$
Unsorted Array		

Prim's Algorithm

Sparse Graph:

Dense Graph:

```
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22        p[v] = m
23
```



	Adj. Matrix	Adj. List
Heap	$O(n^2 + m \lg(n))$	$O(n \lg(n) + m \lg(n))$
Unsorted Array	$O(n^2)$	$O(n^2)$

MST Algorithm Runtime:

Kruskal's Algorithm:
 $O(n + m \log(n))$

Prim's Algorithm:
 $O(n \log(n) + m \log(n))$

Sparse Graph:

Dense Graph:

Suppose I have a new heap:

	Binary Heap	Fibonacci Heap
Remove Min	$O(\lg(n))$	$O(\lg(n))$
Decrease Key	$O(\lg(n))$	$O(1)^*$

What's the updated running time?

```
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