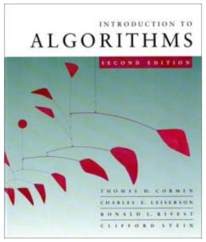
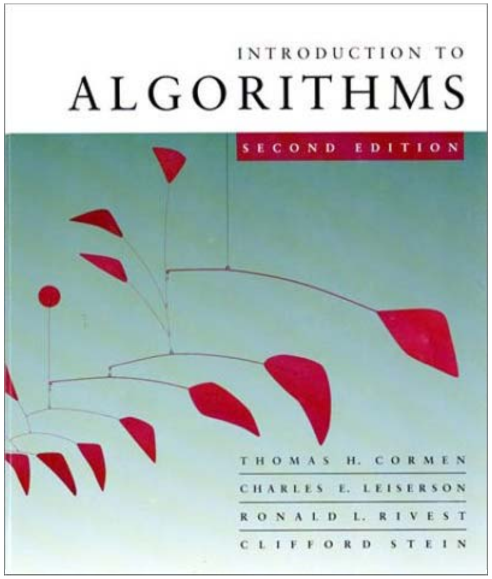


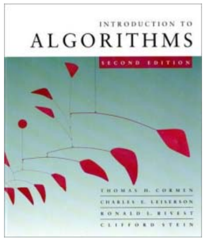
CS 3343 – Fall 2010



Minimum Spanning Trees

Carola Wenk

Slides courtesy of Charles Leiserson with changes and additions by Carola Wenk



Minimum spanning trees

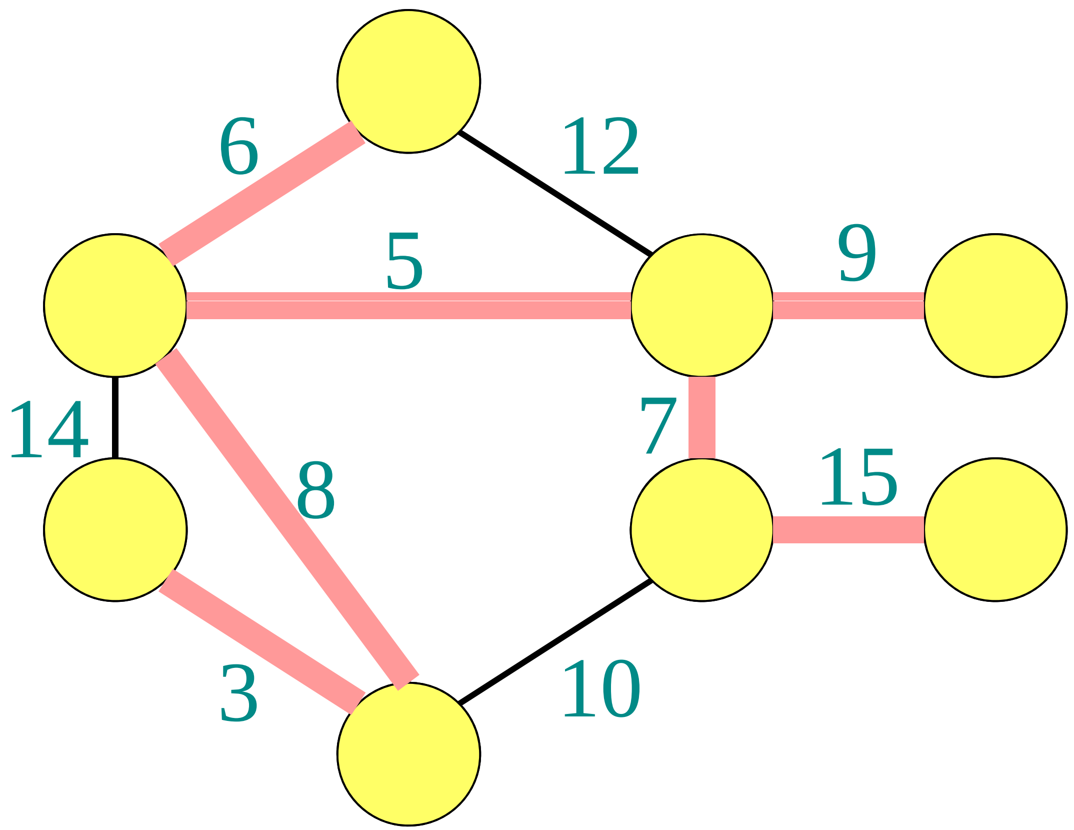
Input: A connected, undirected graph $G = (V, E)$ with weight function $w : E \to \mathbb{R}$.

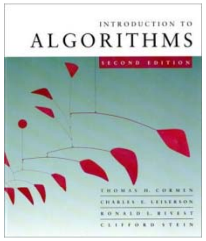
- For simplicity, assume that all edge weights are distinct. (CLRS covers the general case.)

Output: A ***spanning tree*** T — a tree that connects all vertices — of minimum weight:

$$w(T) = \sum_{(u,v) \in T} w(u,v).$$

Example of MST



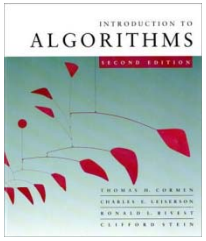


Hallmark for "greedy" algorithms

Greedy-choice property

A locally optimal choice is globally optimal.

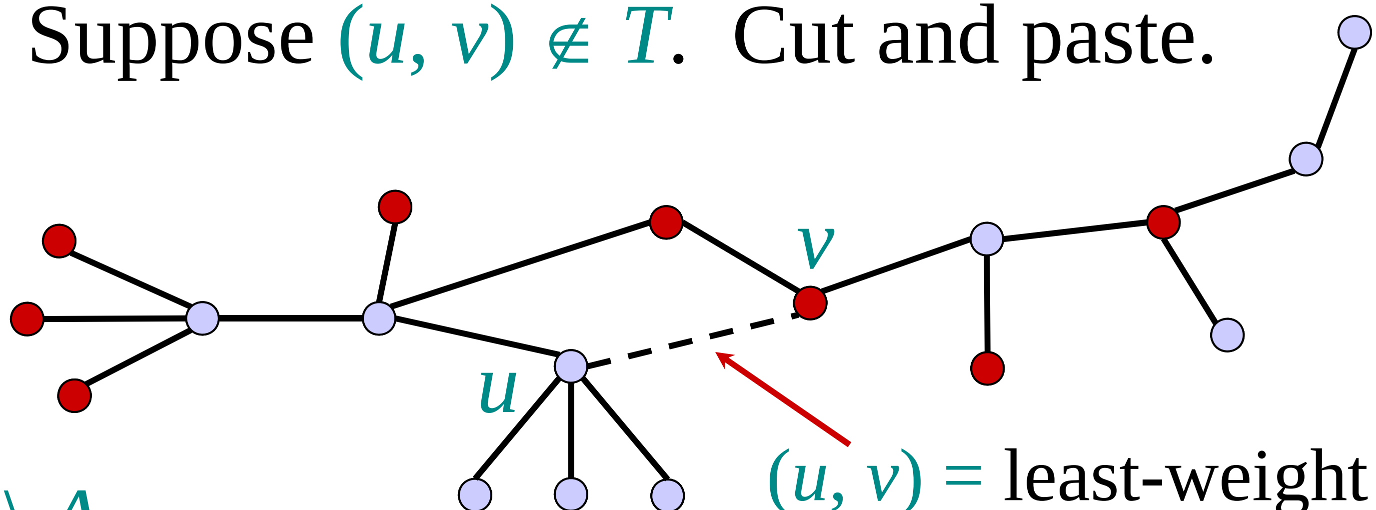
Theorem. Let T be the MST of $G = (V, E)$, and let $A \subseteq V$. Suppose that $(u, v) \in E$ is the least-weight edge connecting A to $V \setminus A$. Then, $(u, v) \in T$.



Proof of theorem

Proof. Suppose $(u, v) \notin T$. Cut and paste.

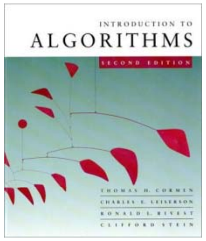
T:



$\in A$

$\in V \setminus A$

(u, v) = least-weight edge connecting A to $V \setminus A$



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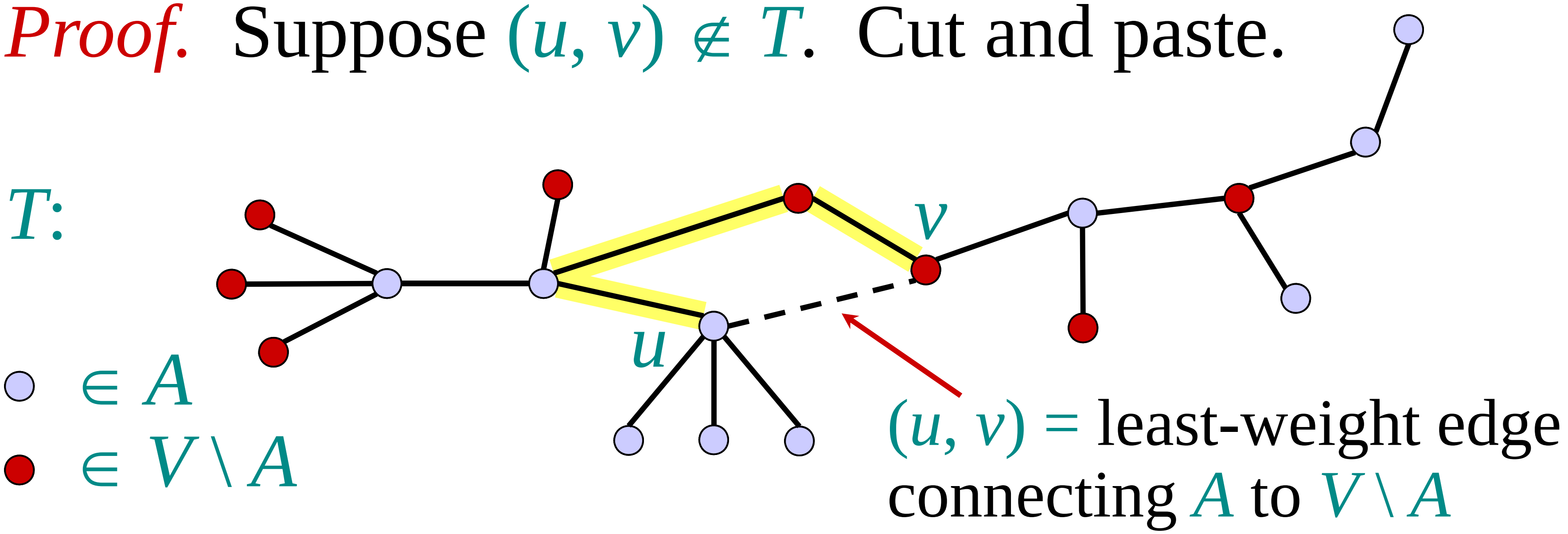
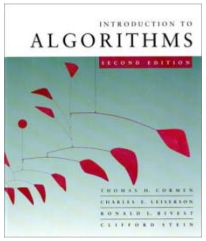


Consider the unique simple path from u to v in T.



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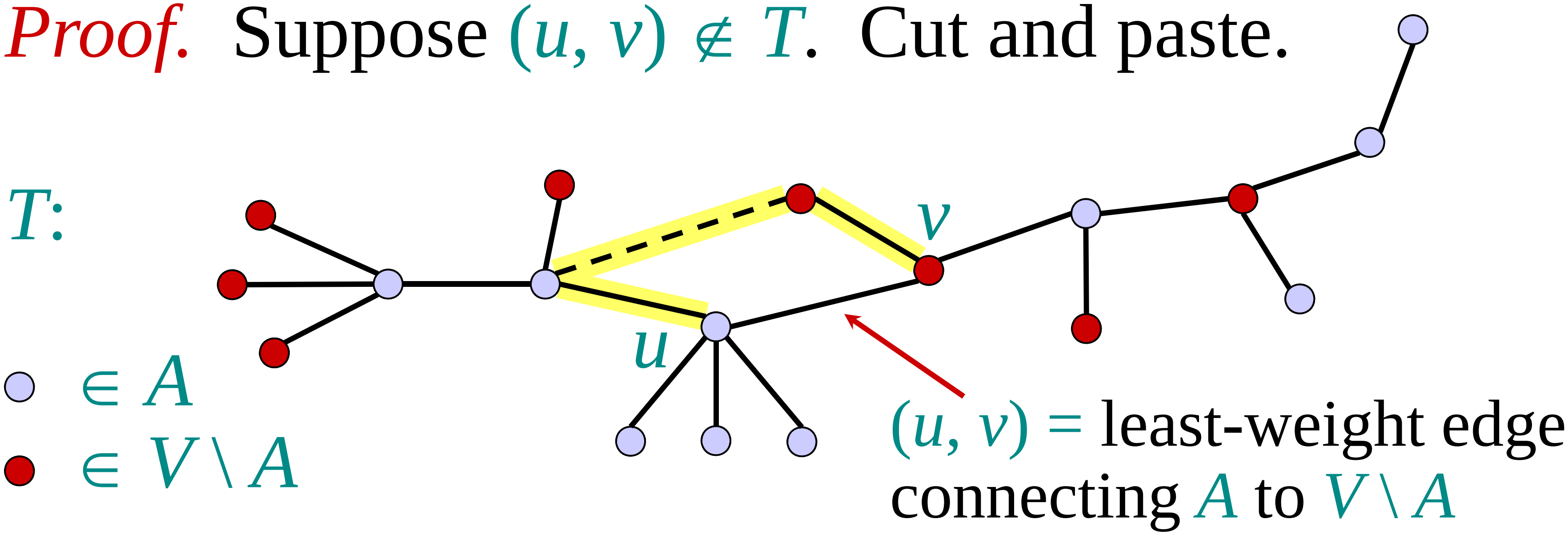
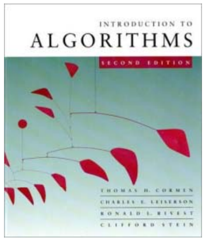


Consider the unique simple path from u to v in T.

Swap (u, v) with the first edge on this path that connects a vertex in A to a vertex in $V \setminus A$.



Proof of theorem

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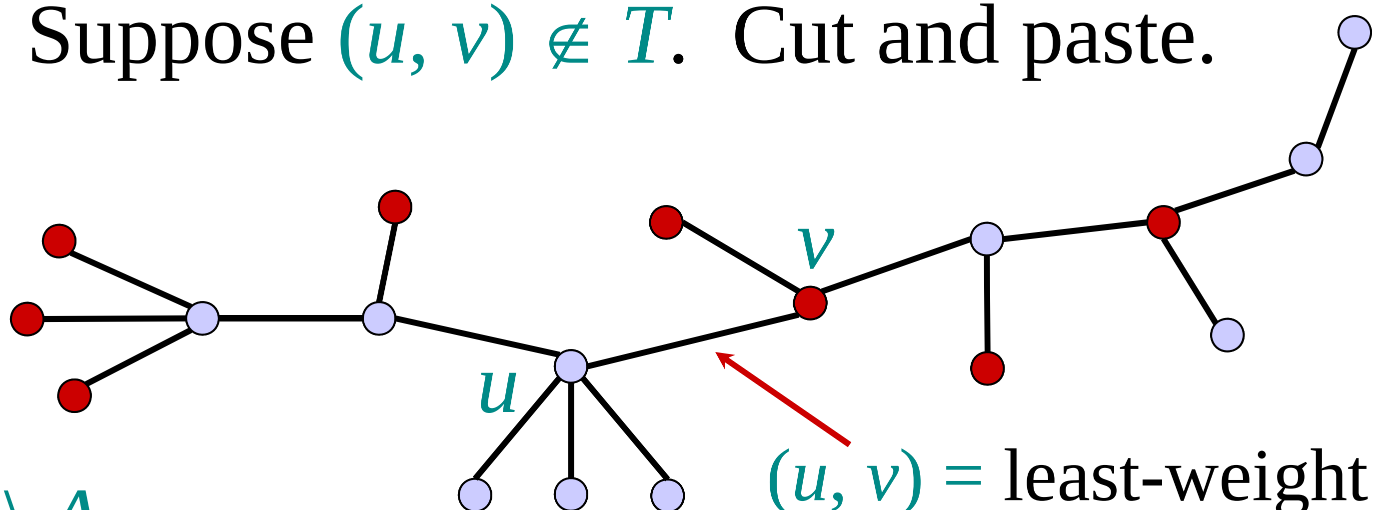


○ $\in A$

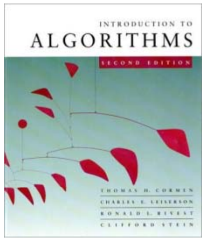
● $\in V \setminus A$

(u, v) = least-weight edge connecting A to $V \setminus A$

Consider the unique simple path from u to v in T.

Swap (u, v) with the first edge on this path that connects a vertex in A to a vertex in $V \setminus A$.

A lighter-weight spanning tree than T results. □

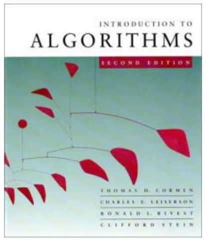


Prim's algorithm

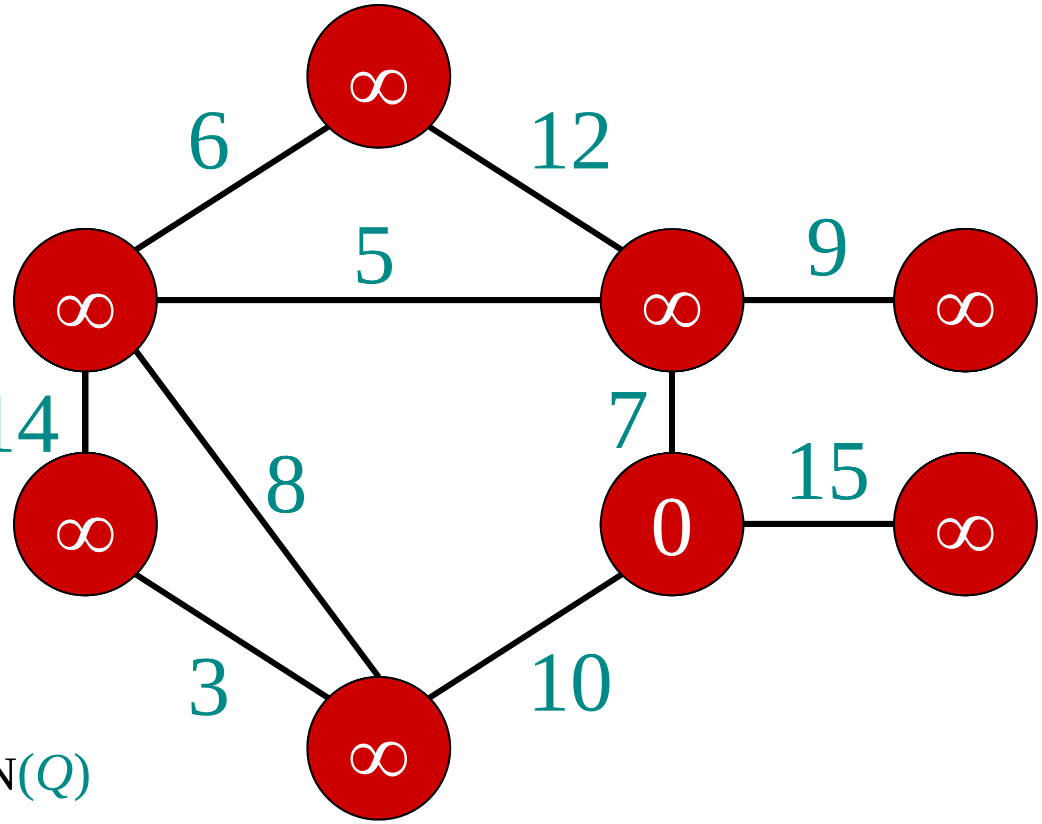
IDEA: Maintain $V \setminus A$ as a priority queue Q. Key each vertex in Q with the weight of the least-weight edge connecting it to a vertex in A.

$Q \leftarrow V$
$key[v] \leftarrow \infty$ for all $v \in V$
$key[s] \leftarrow 0$ for some arbitrary $s \in V$
while $Q \neq \emptyset$
  do $u \leftarrow$ EXTRACT-MIN(Q)
    for each $v \in Adj[u]$
      do if $v \in Q$ and $w(u, v) < key[v]$
        then $key[v] \leftarrow w(u, v)$ ⊳ DECREASE-KEY
          $\pi[v] \leftarrow u$

At the end, $\{(v, \pi[v])\}$ forms the MST.



Example of Prim's algorithm



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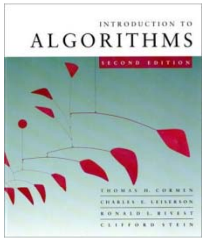
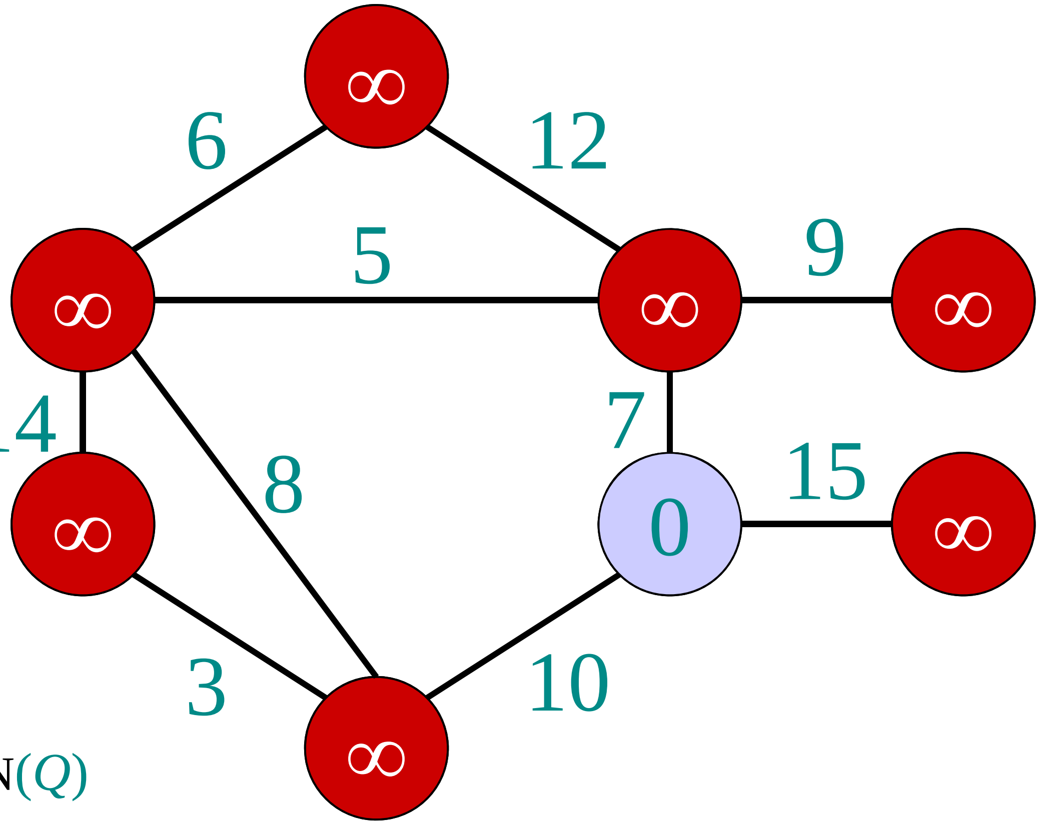


Example of Prim's algorithm

○ $\in A$

● $\in V \setminus A$



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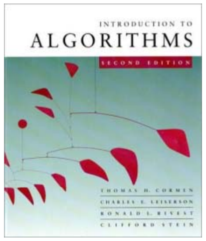
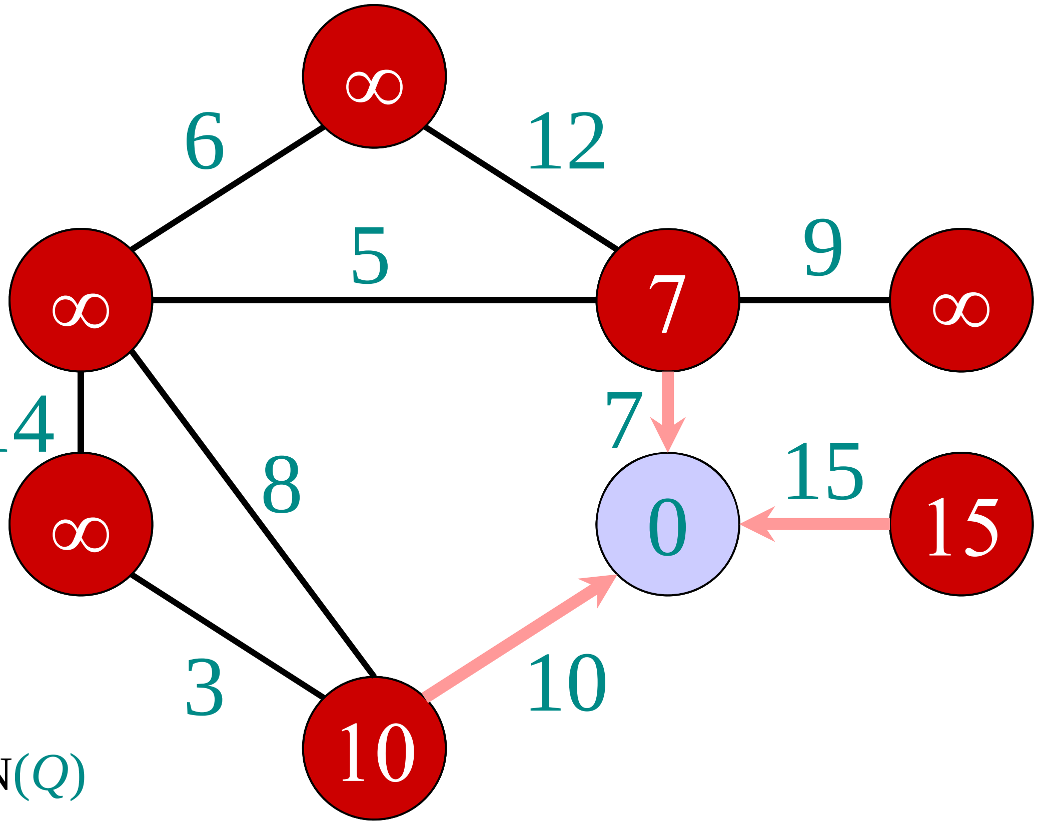


Example of Prim's algorithm

- ○ $\in A$
- ● $\in V \setminus A$



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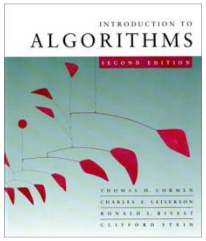
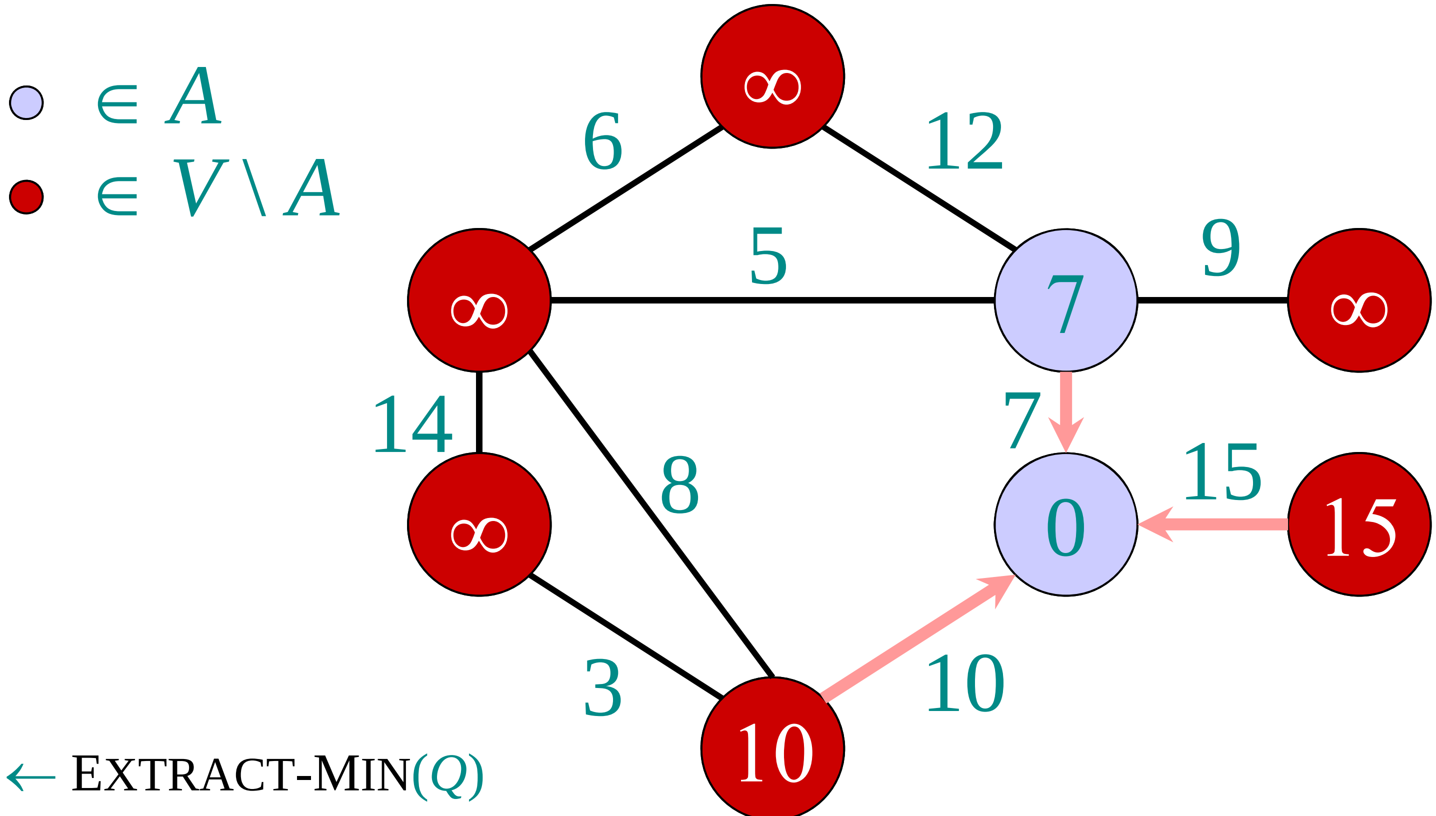
Example of Prim's algorithm





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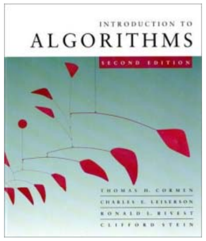

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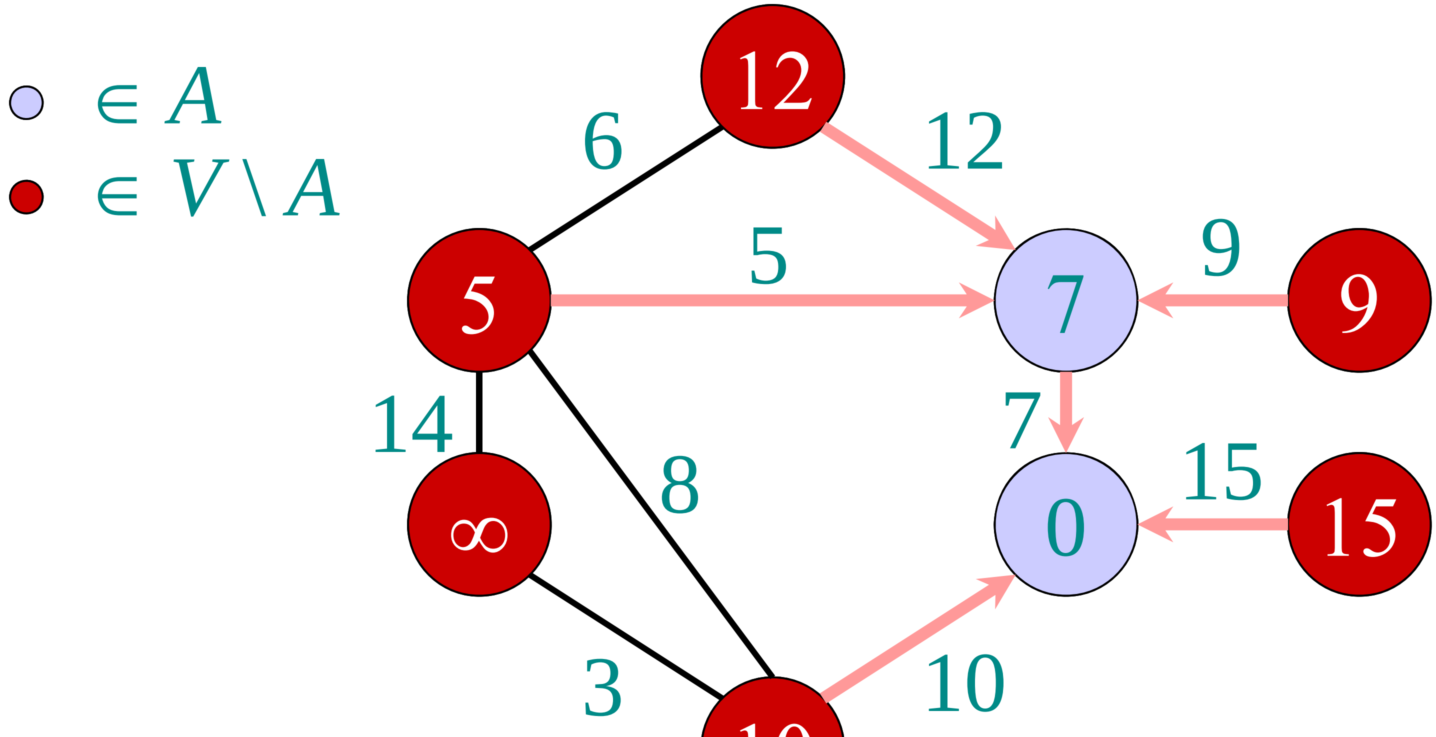

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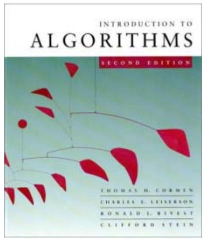

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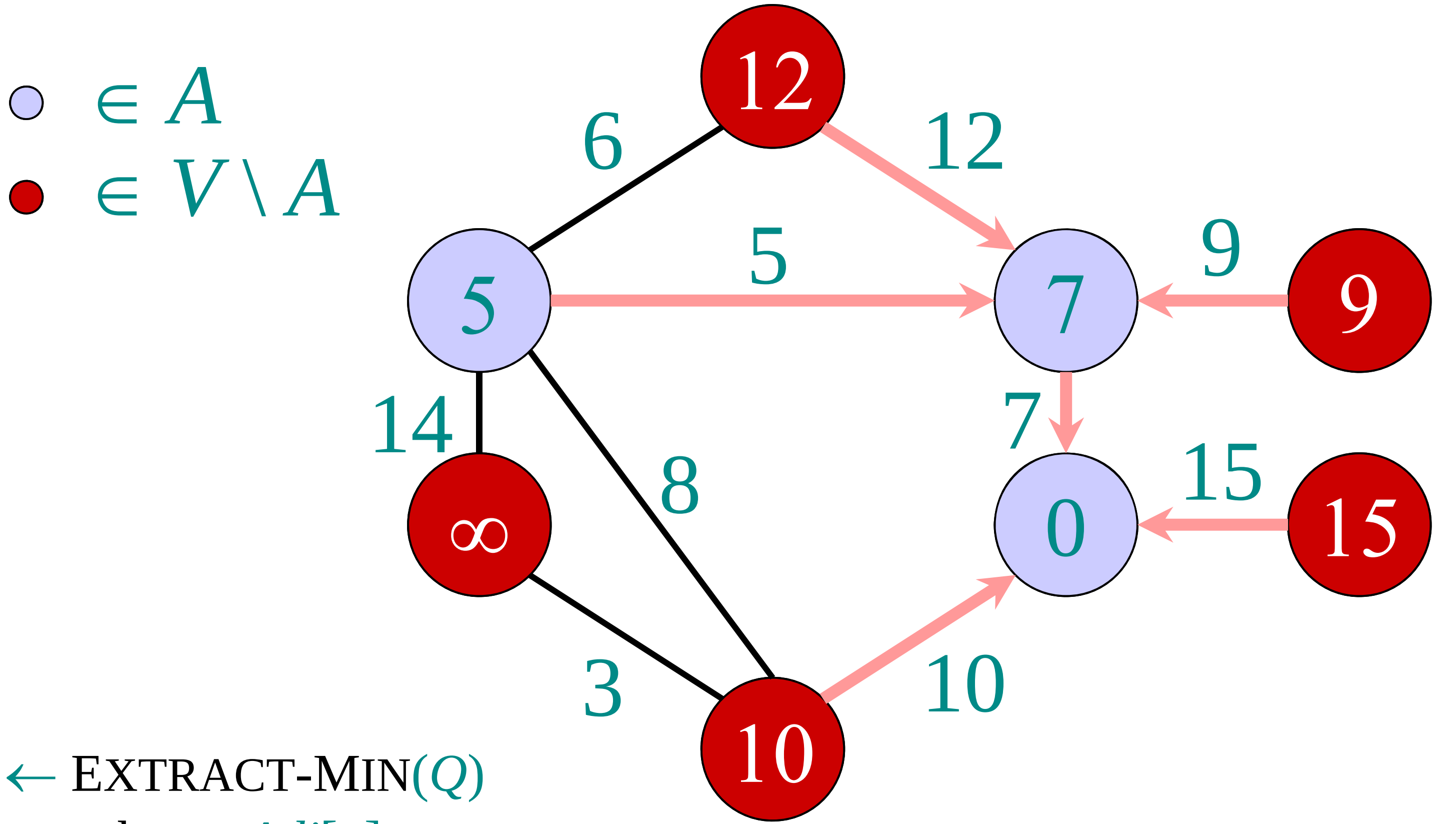

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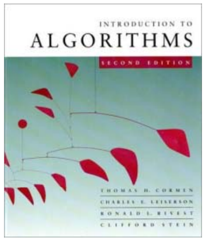
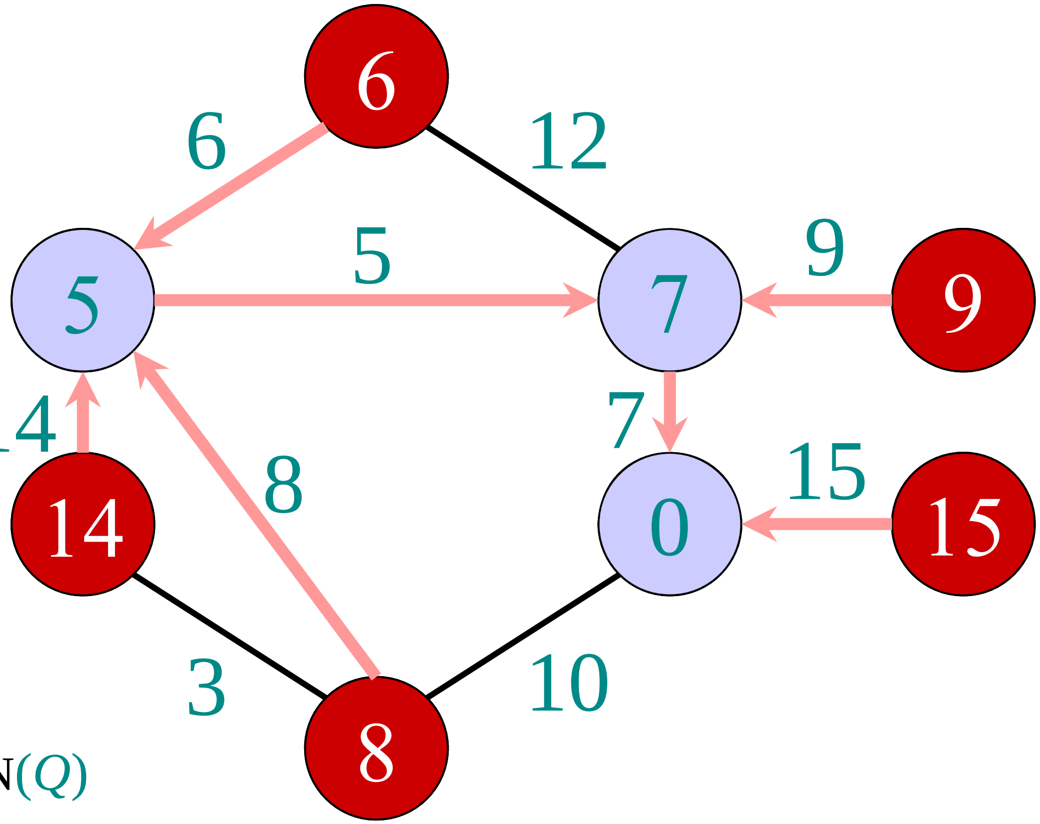


Example of Prim's algorithm

○ $\in A$

● $\in V \setminus A$



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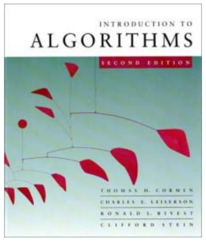

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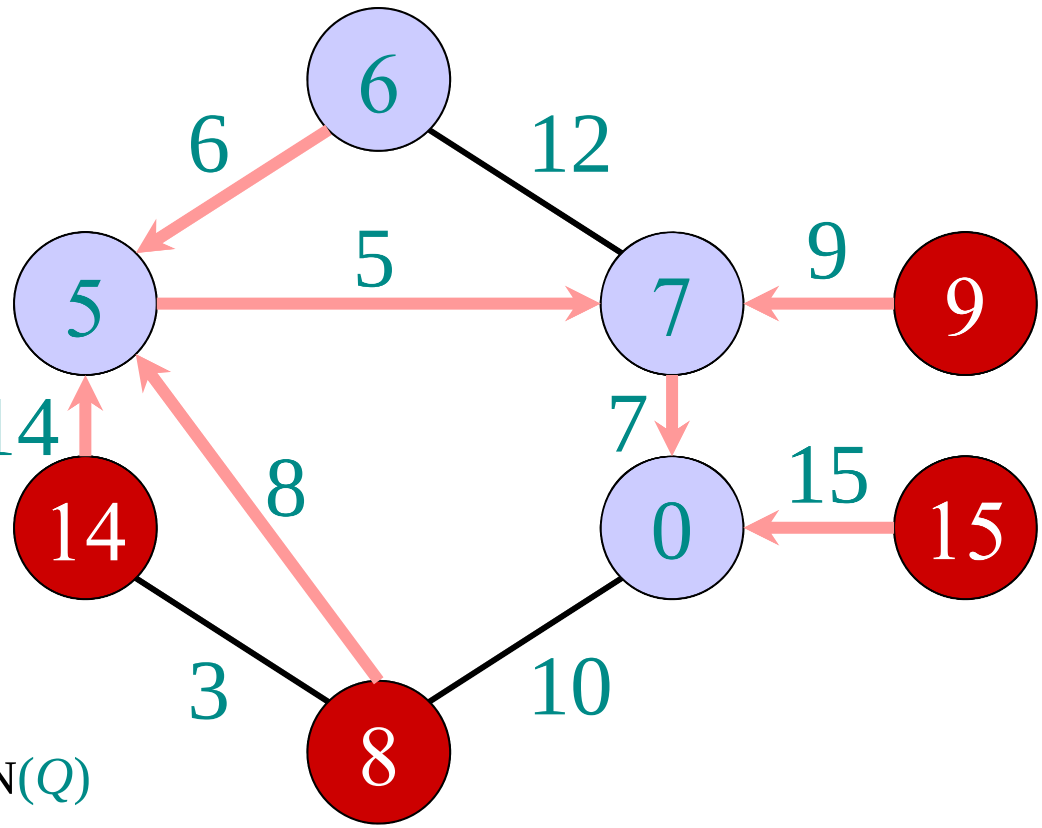

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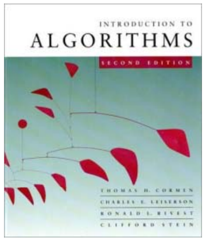

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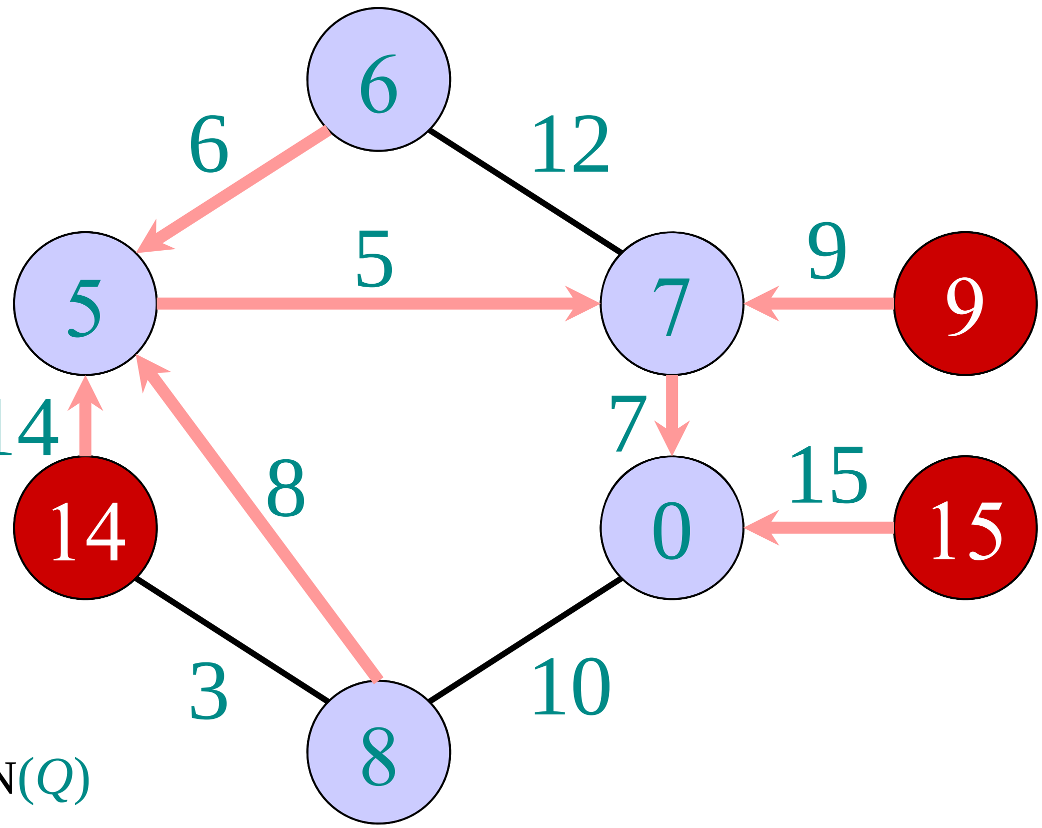

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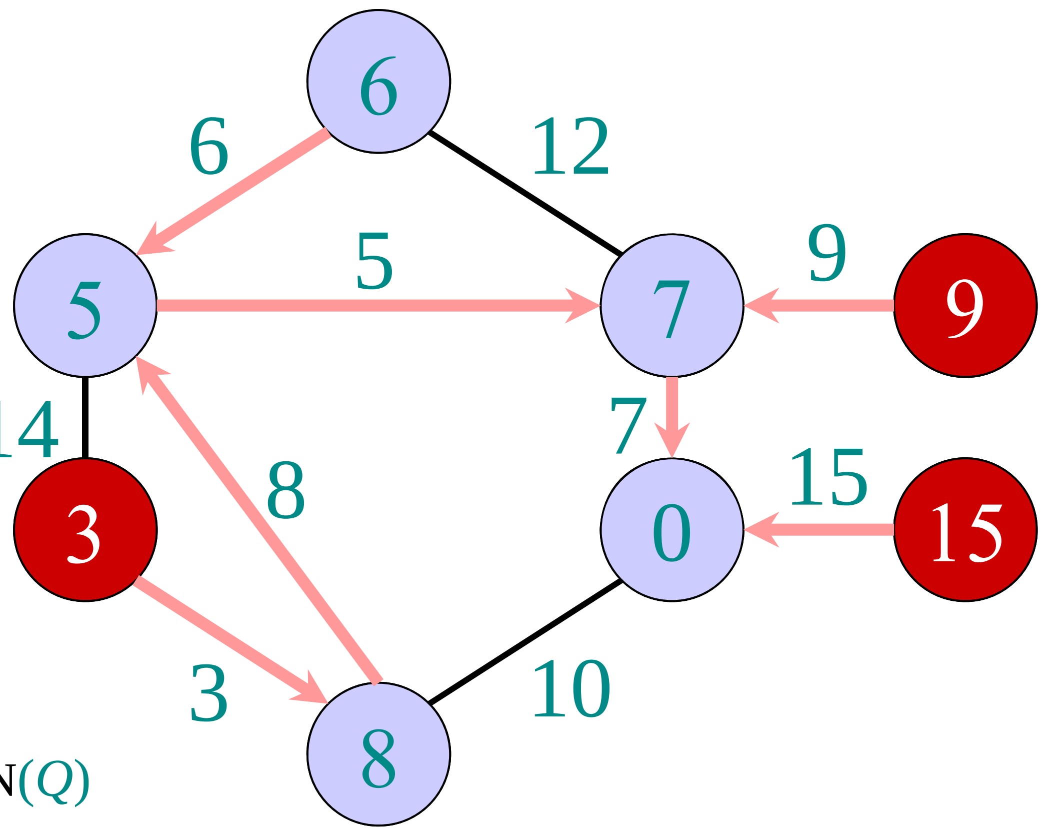

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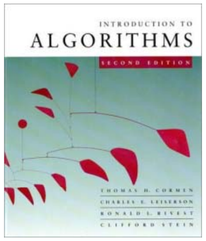

Example of Prim's algorithm

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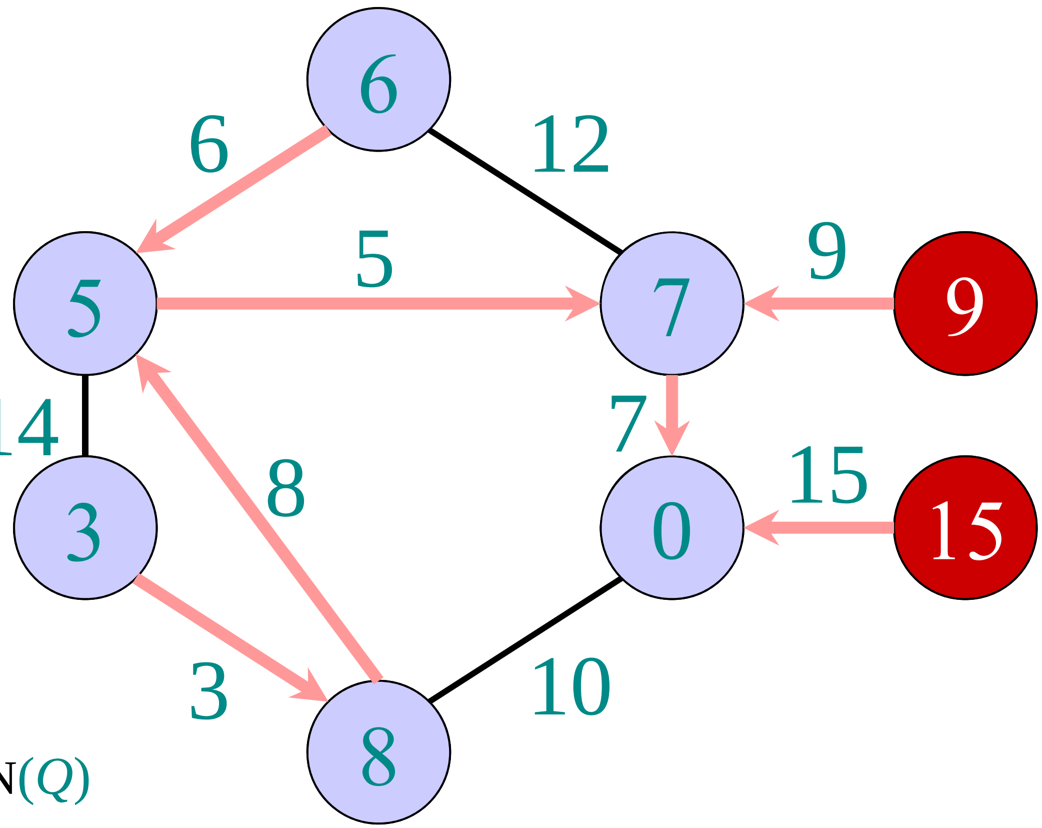

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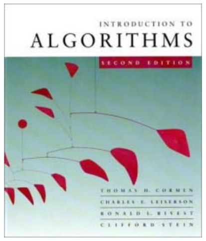

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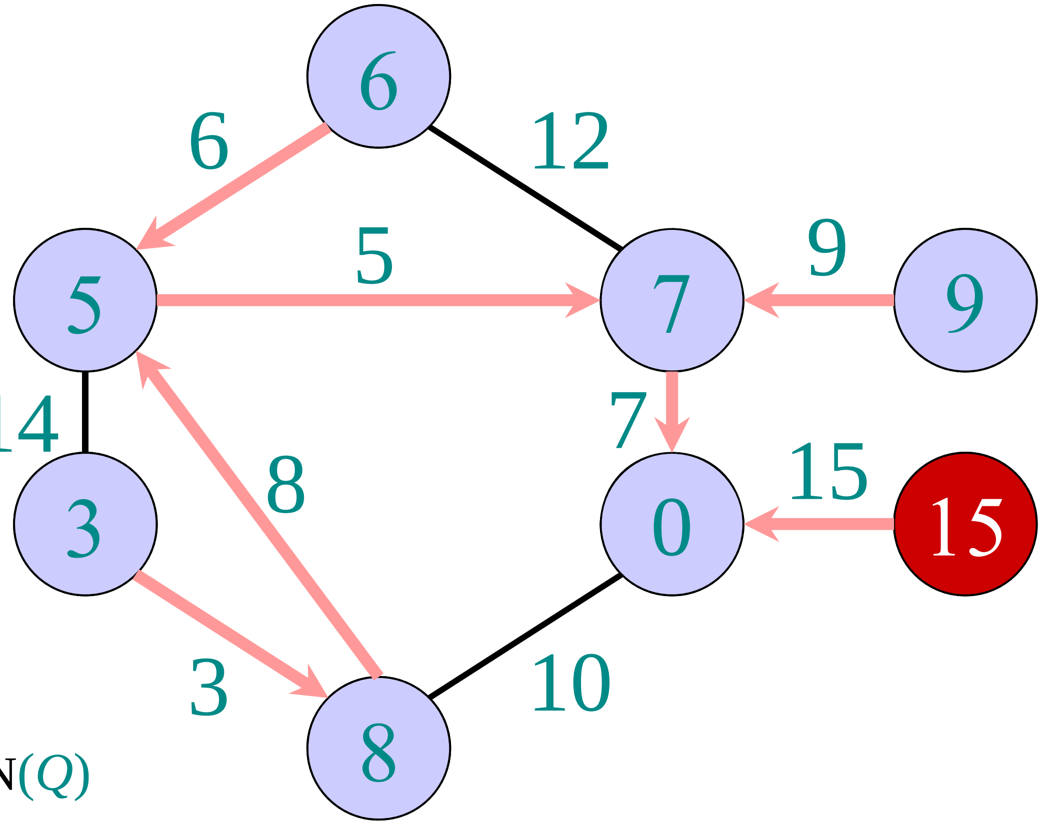

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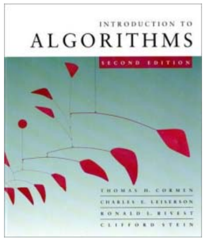

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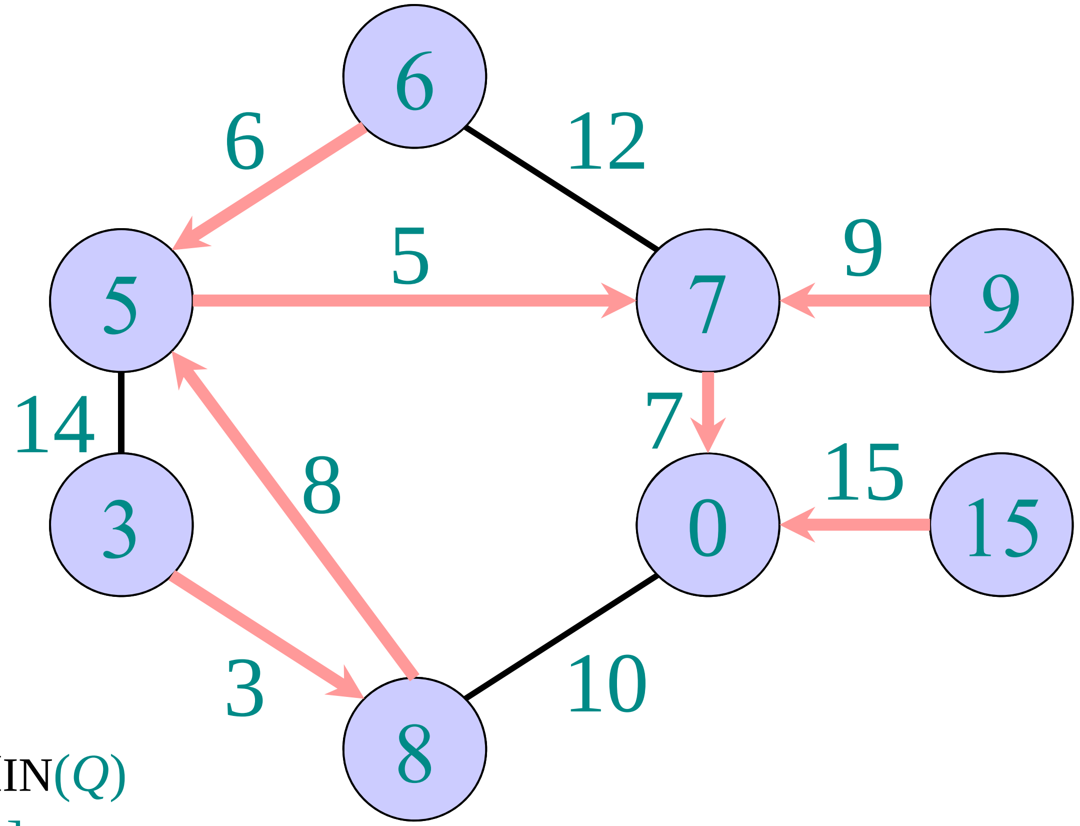
● $\in V \setminus A$



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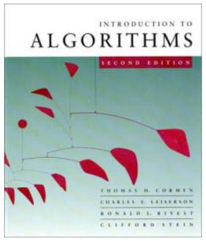


Analysis of Prim

$\Theta(|V|)$ total:

$Q \leftarrow V$
$key[v] \leftarrow \infty$ for all $v \in V$
$key[s] \leftarrow 0$ for some arbitrary $s \in V$

$|V|$ times:

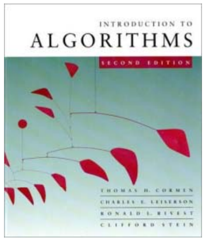
while $Q \neq \emptyset$
  do $u \leftarrow$ EXTRACT-MIN(Q)

$degree(u)$ times:

  for each $v \in Adj[u]$
    do if $v \in Q$ and $w(u, v) < key[v]$
      then $key[v] \leftarrow w(u, v)$
        $\pi[v] \leftarrow u$

Handshaking Lemma $\Rightarrow \Theta(|E|)$ implicit DECREASE-KEY's.

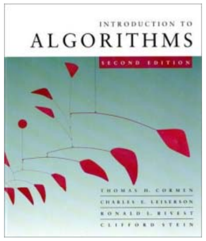
Time $= \Theta(|V|) \cdot T_{\text{EXTRACT-MIN}} + \Theta(|E|) \cdot T_{\text{DECREASE-KEY}}$



Analysis of Prim (continued)

Time = $\Theta(|V|) \cdot T_{\text{EXTRACT-MIN}} + \Theta(|E|) \cdot T_{\text{DECREASE-KEY}}$

Q	$T_{\text{EXTRACT-MIN}}$	$T_{\text{DECREASE-KEY}}$	Total
array	$O(\|V\|)$	$O(1)$	$O(\|V\|^2)$
binary heap	$O(\log \|V\|)$	$O(\log \|V\|)$	$O(\|E\| \log \|V\|)$
Fibonacci heap	$O(\log \|V\|)$ amortized	$O(1)$ amortized	$O(\|E\| + \|V\| \log \|V\|)$ worst case



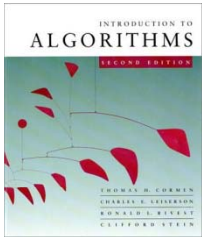
Kruskal’s algorithm

IDEA (again greedy):

Repeatedly pick edge with smallest weight as long as it does not form a cycle.

- The algorithm creates a set of trees (a **forest**)
- During the algorithm the added edges merge the trees together, such that in the end only one tree remains

- The correctness of this greedy strategy is not obvious and needs to be proven. (Proof skipped here.)

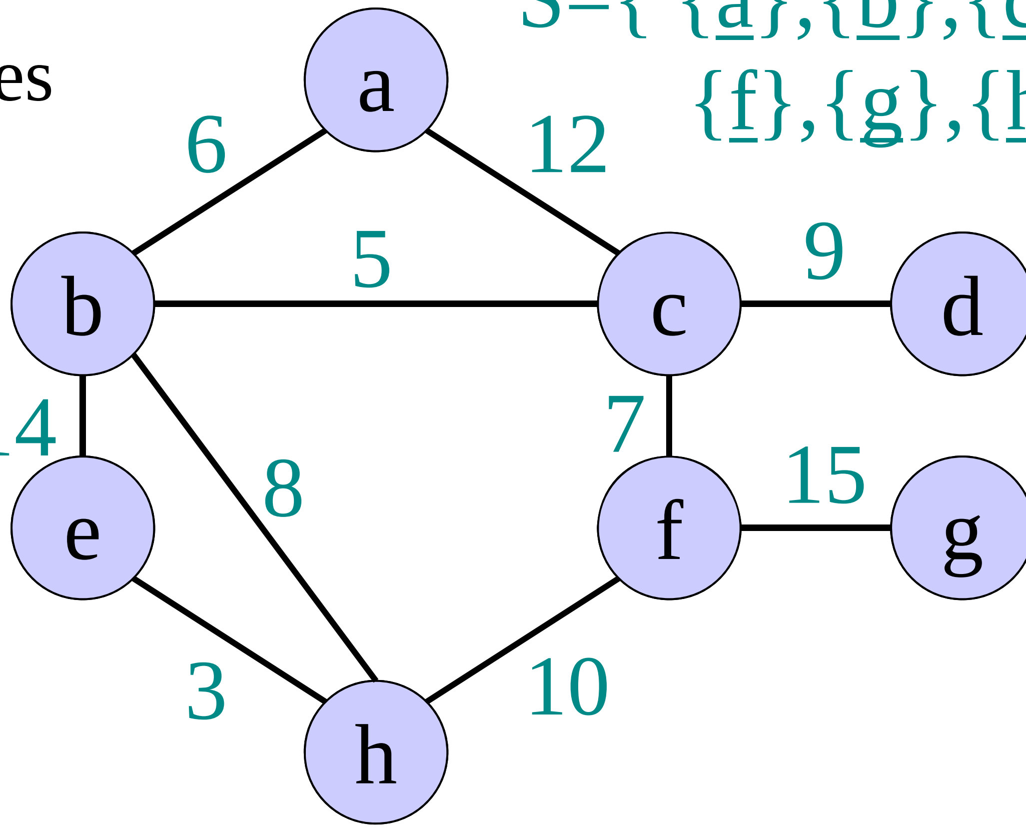


Example of Kruskal's algorithm

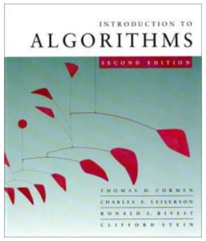
MST edges

a set repr.

S={ {a},{b},{c},{d},{e}
{f},{g},{h} }



Every node is a single tree.

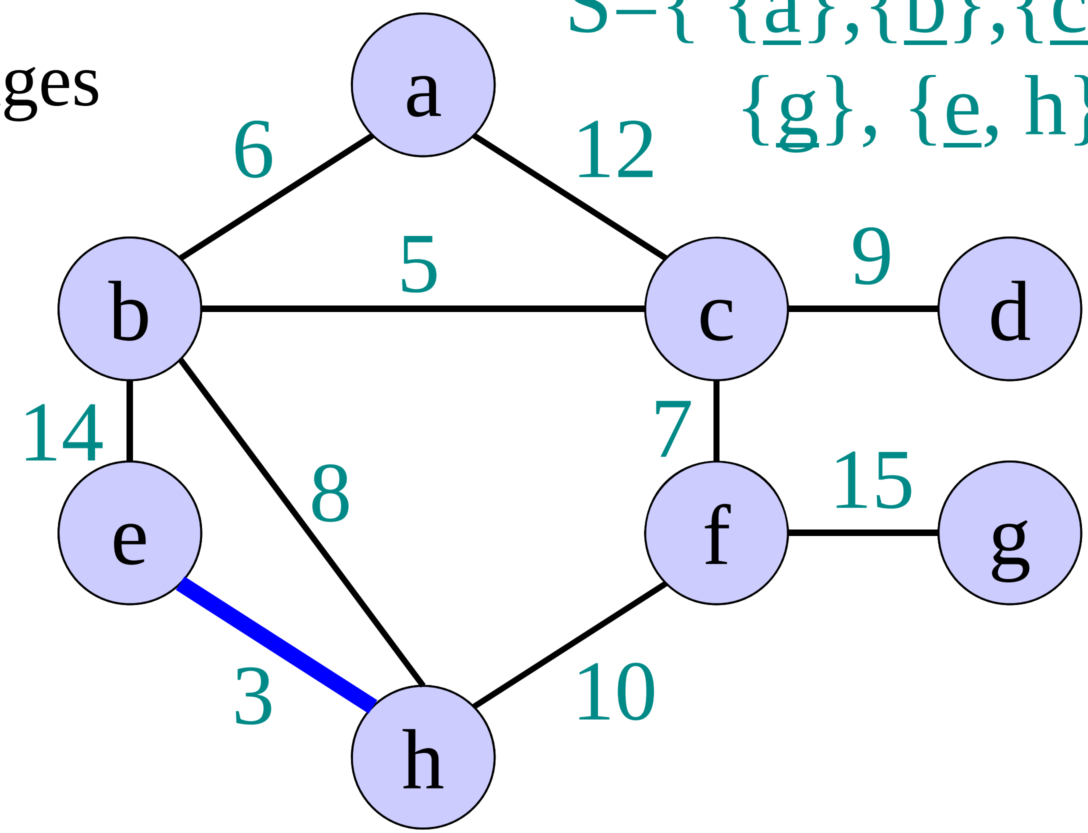


Example of Kruskal's algorithm

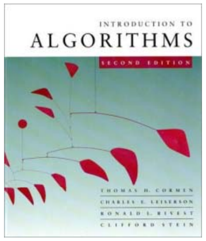
MST edges

a set repr.

S={ {a},{b},{c},{d},{f}
{g}, {e, h} }



Edge 3 merged two singleton trees.

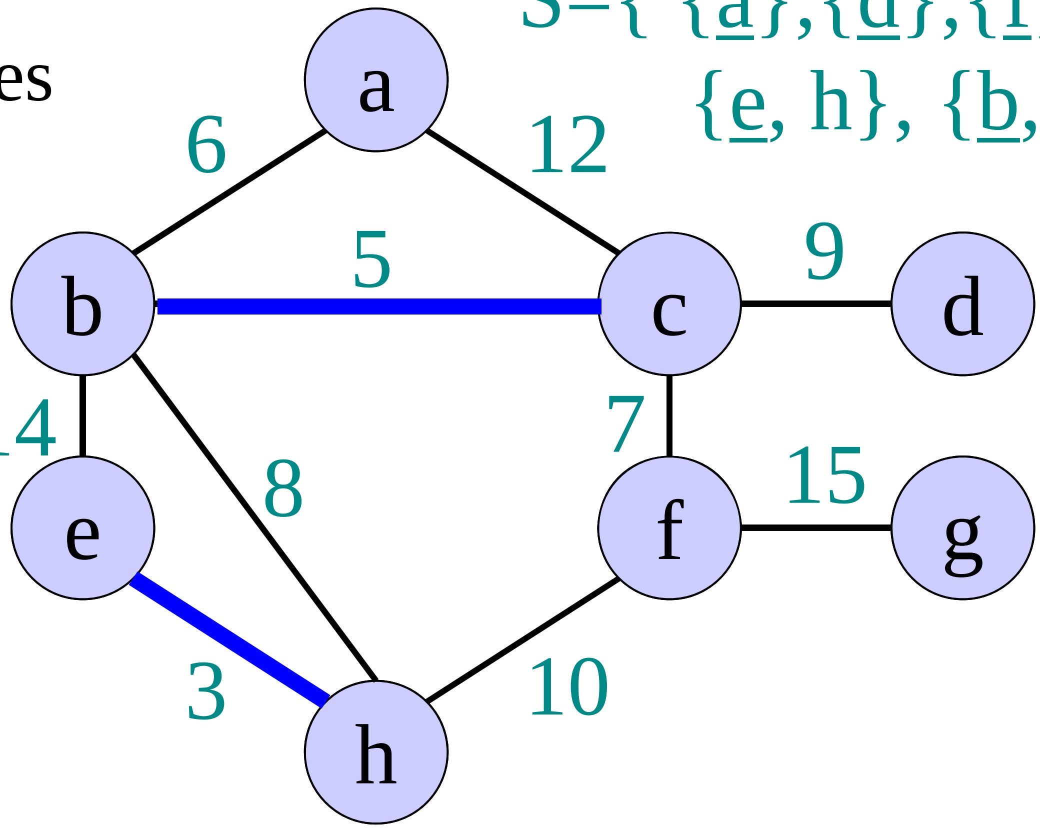


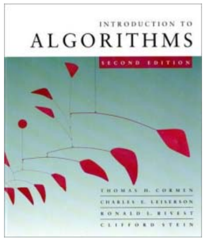
Example of Kruskal's algorithm

MST edges

a set repr.

S={ {a},{d},{f}, {g}
{e, h}, {b, c} }



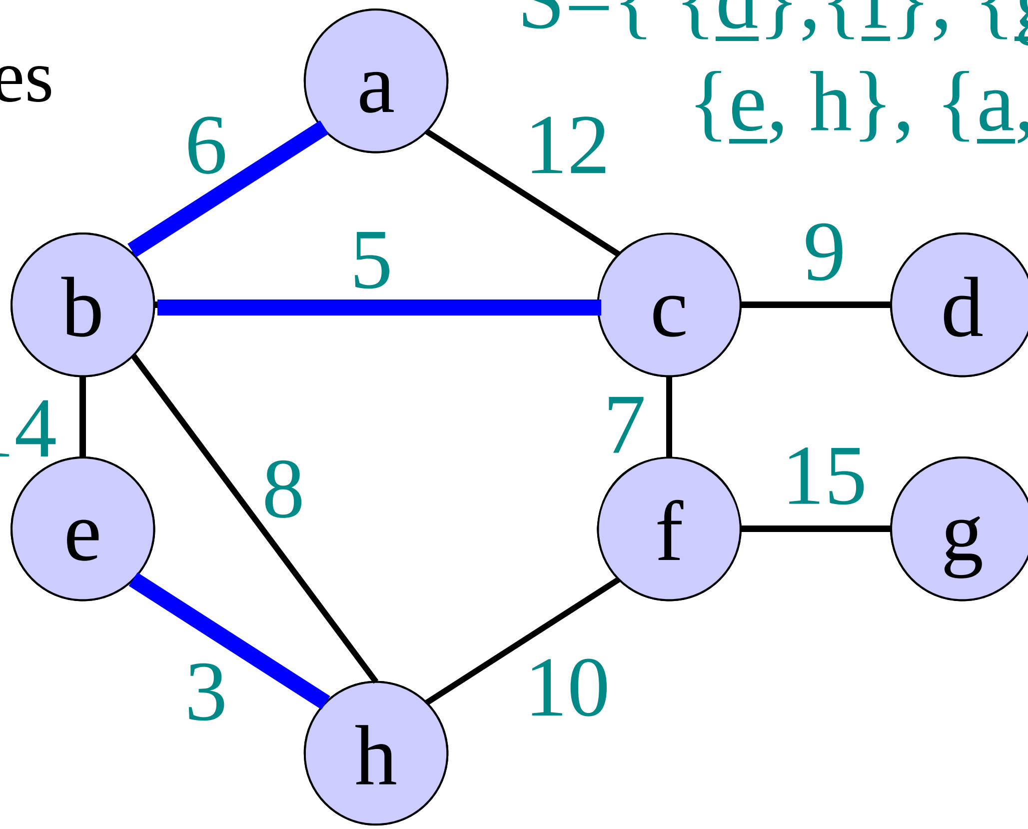


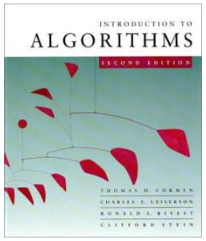
Example of Kruskal's algorithm

MST edges

a set repr.

S={ {d},{f}, {g}
{e, h}, {a, b, c} }



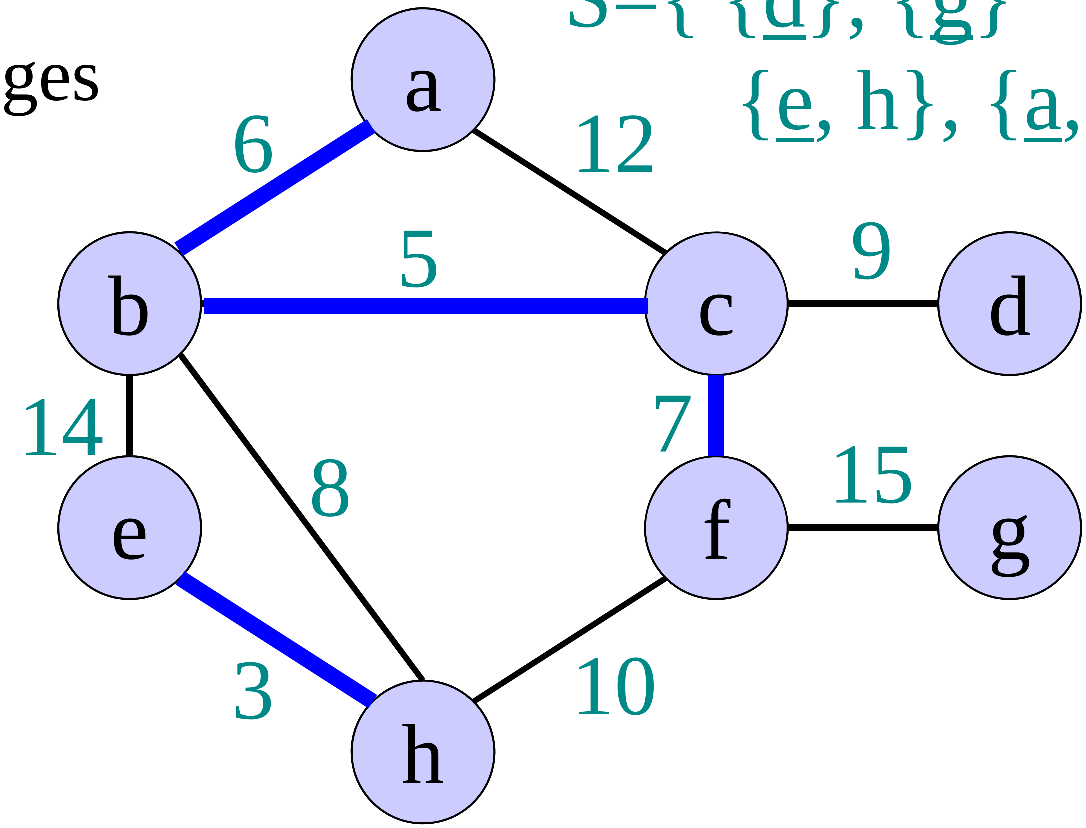


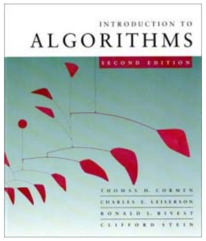
Example of Kruskal's algorithm

MST edges

a set repr.

S={ {d}, {g}
{e, h}, {a, b, c, f} }



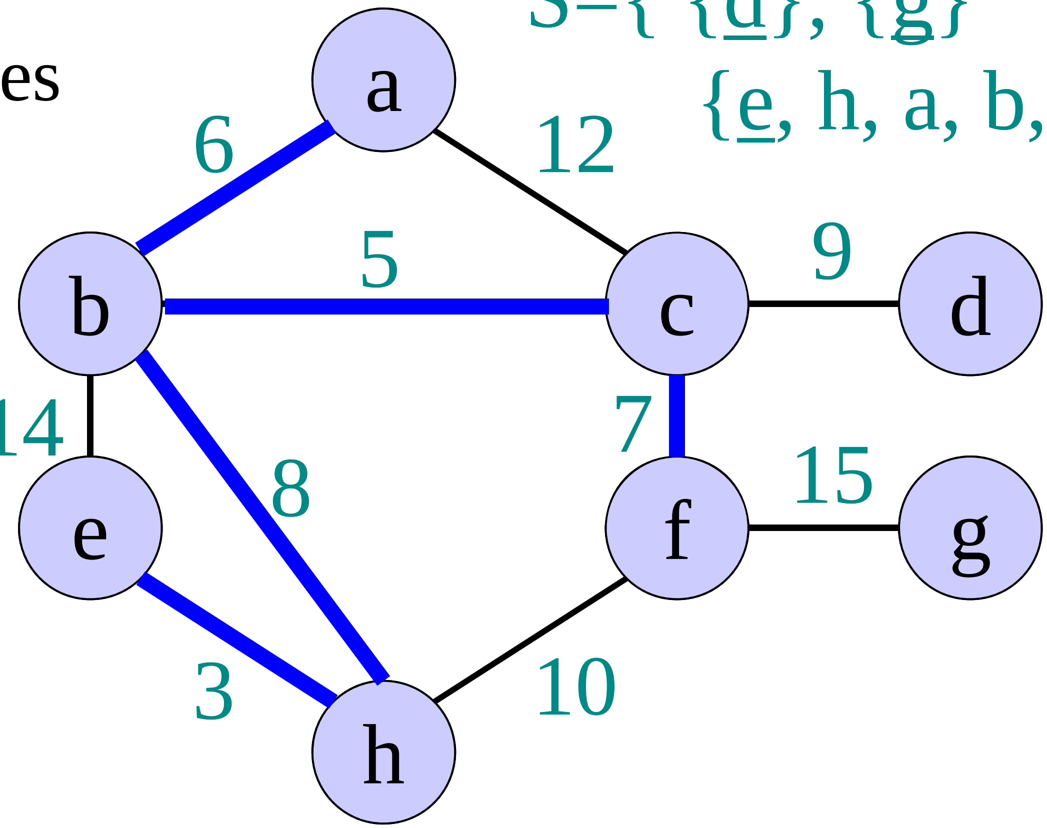


Example of Kruskal's algorithm

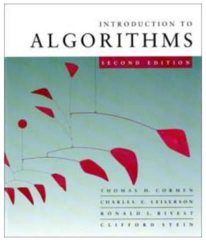
MST edges

<u>a</u> set repr.

S={ {<u>d</u>}, {<u>g</u>}
{<u>e</u>, h, a, b, c, f} }



Edge 8 merged the two bigger trees.

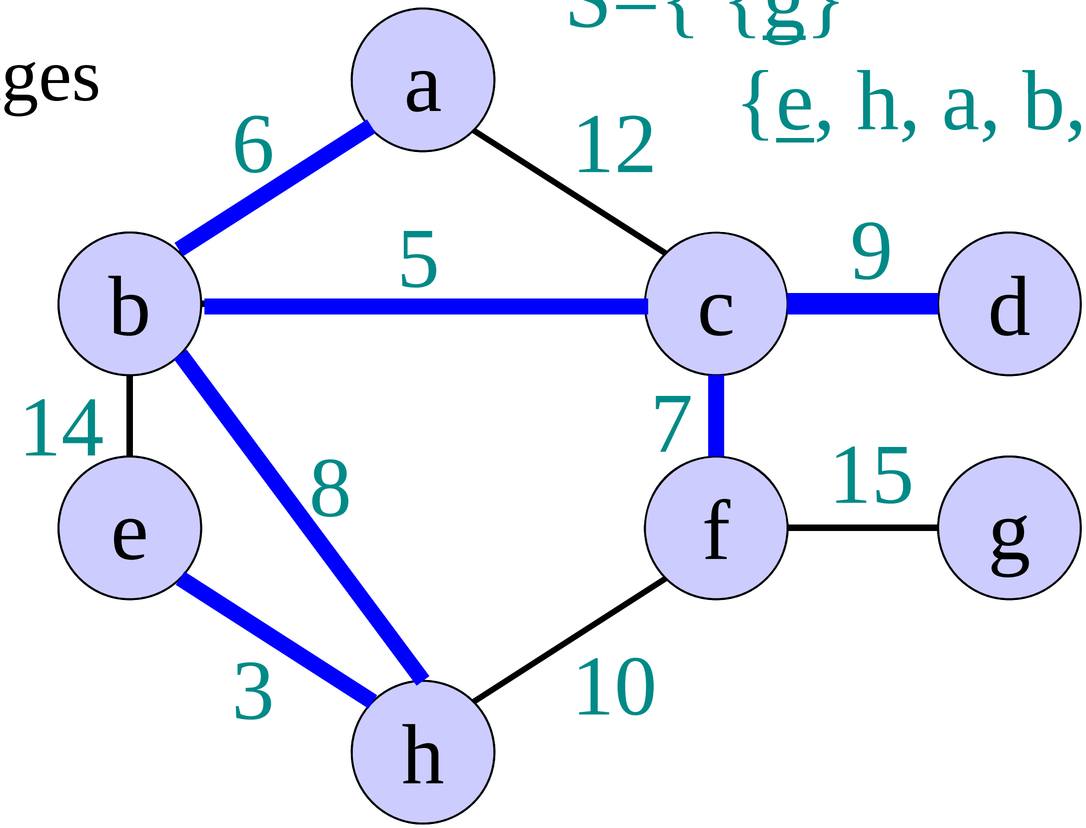


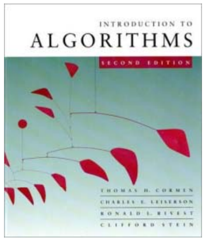
Example of Kruskal’s algorithm

MST edges

a set repr.

S={ {g}
{e, h, a, b, c, f, d} }





Example of Kruskal’s algorithm

MST edges

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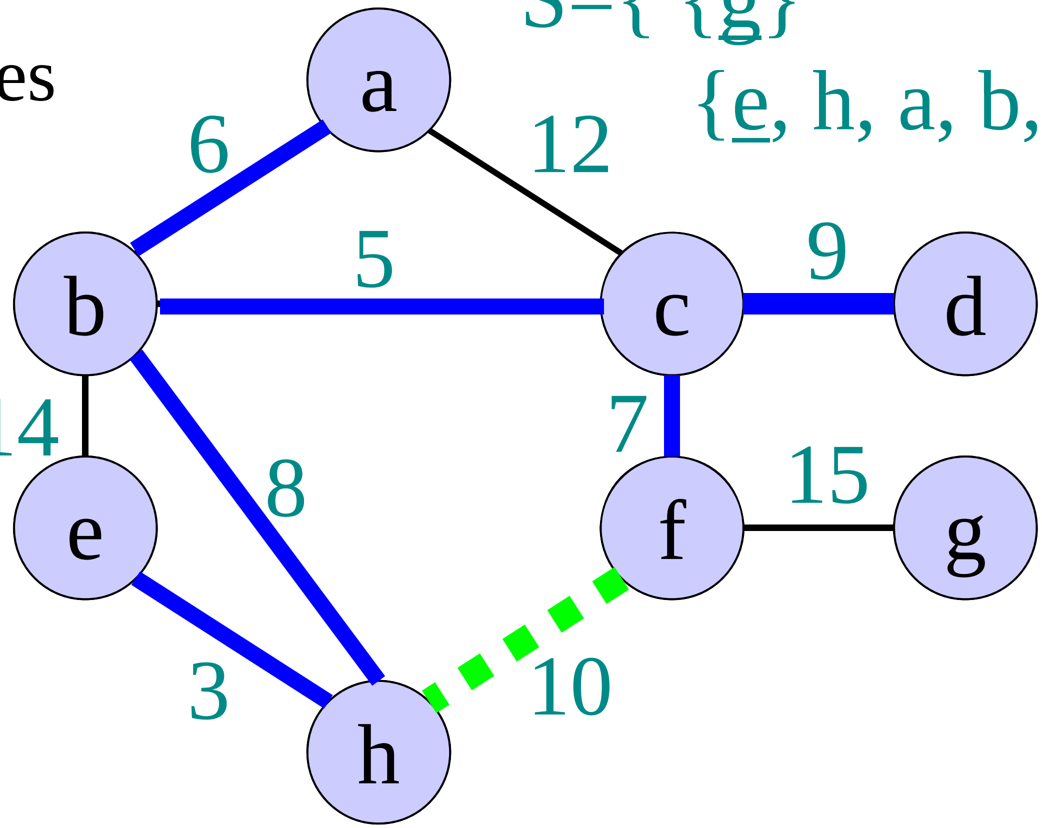
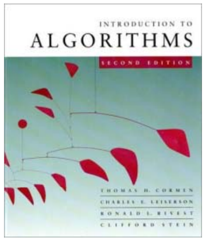


Skip edge 10 as it would cause a cycle.

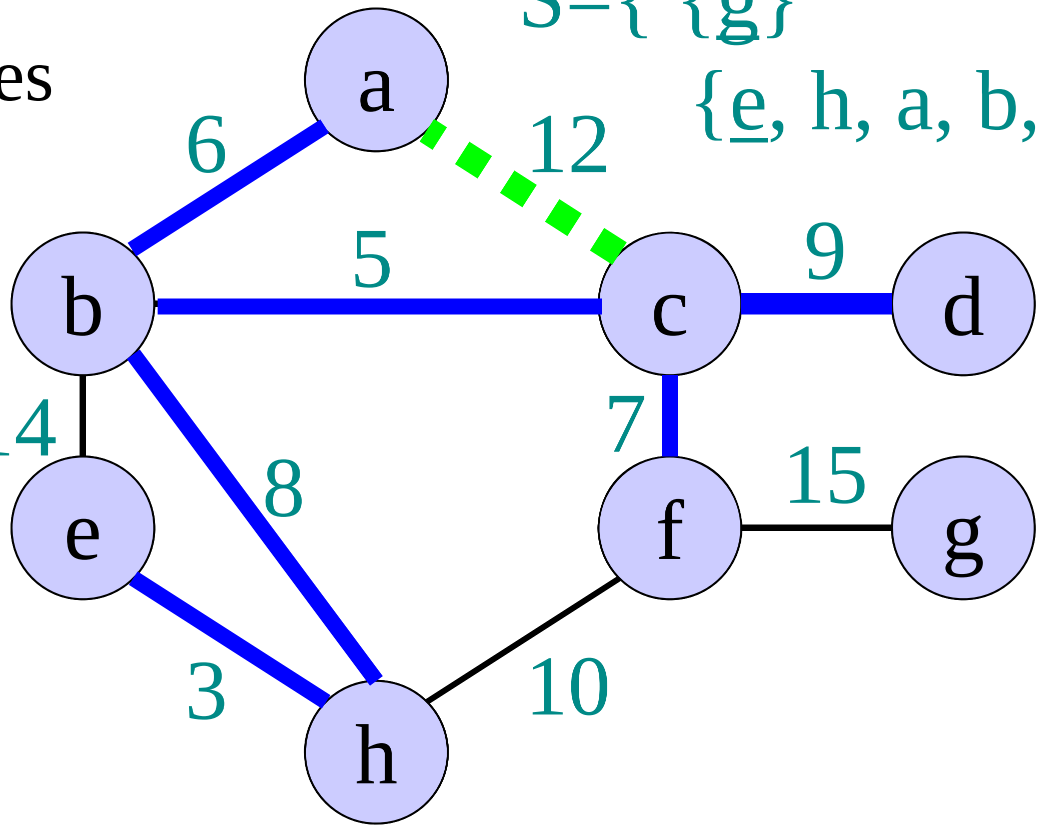


Example of Kruskal's algorithm

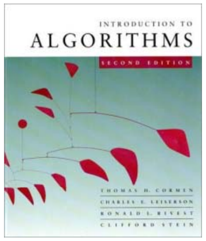
MST edges

a set repr.

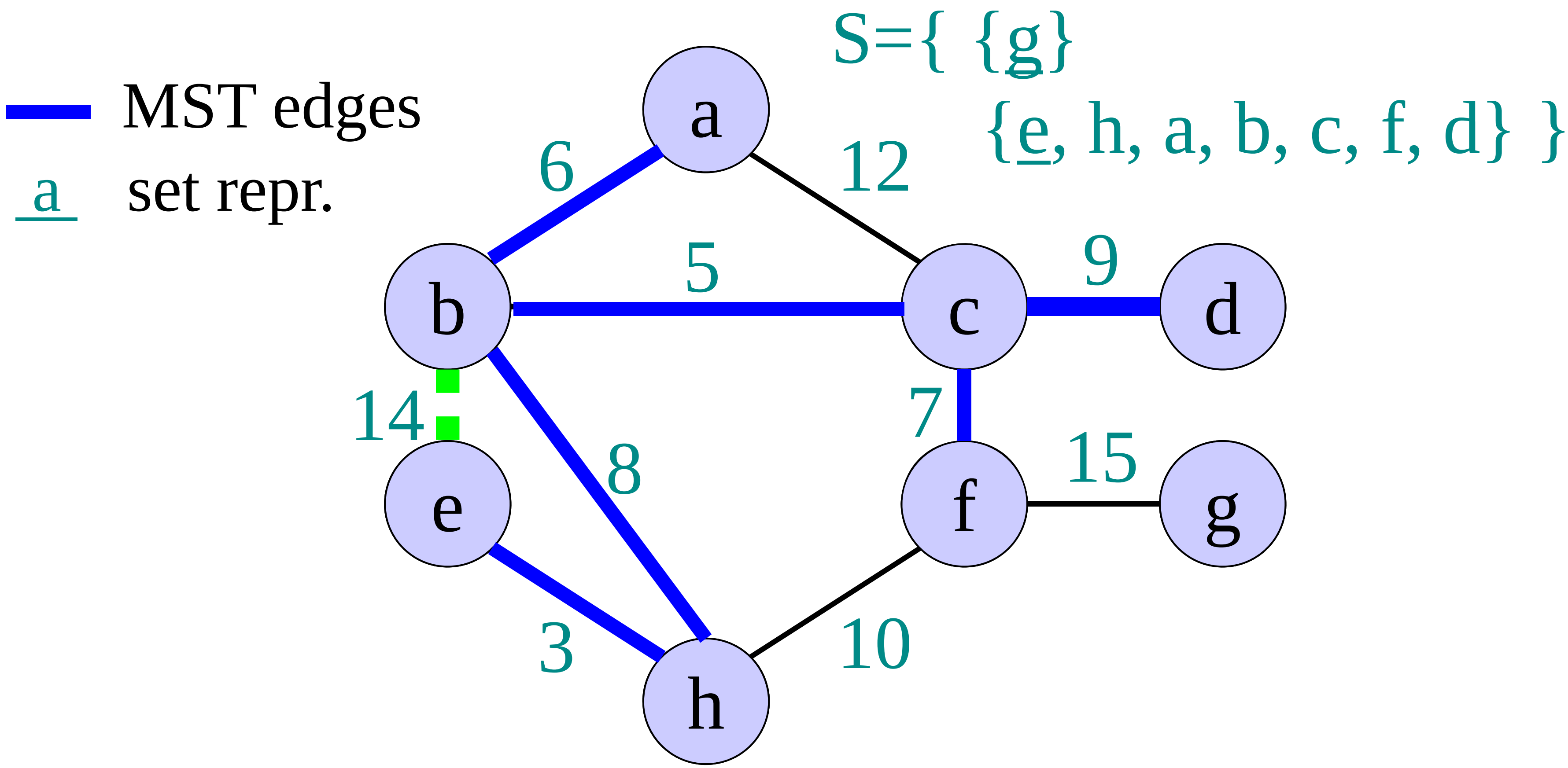
S={ {g}
{e, h, a, b, c, f, d} }



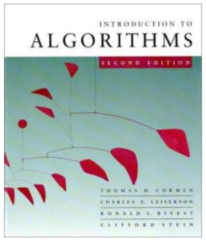
Skip edge 12 as it would cause a cycle.



Example of Kruskal's algorithm



Skip edge 14 as it would cause a cycle.

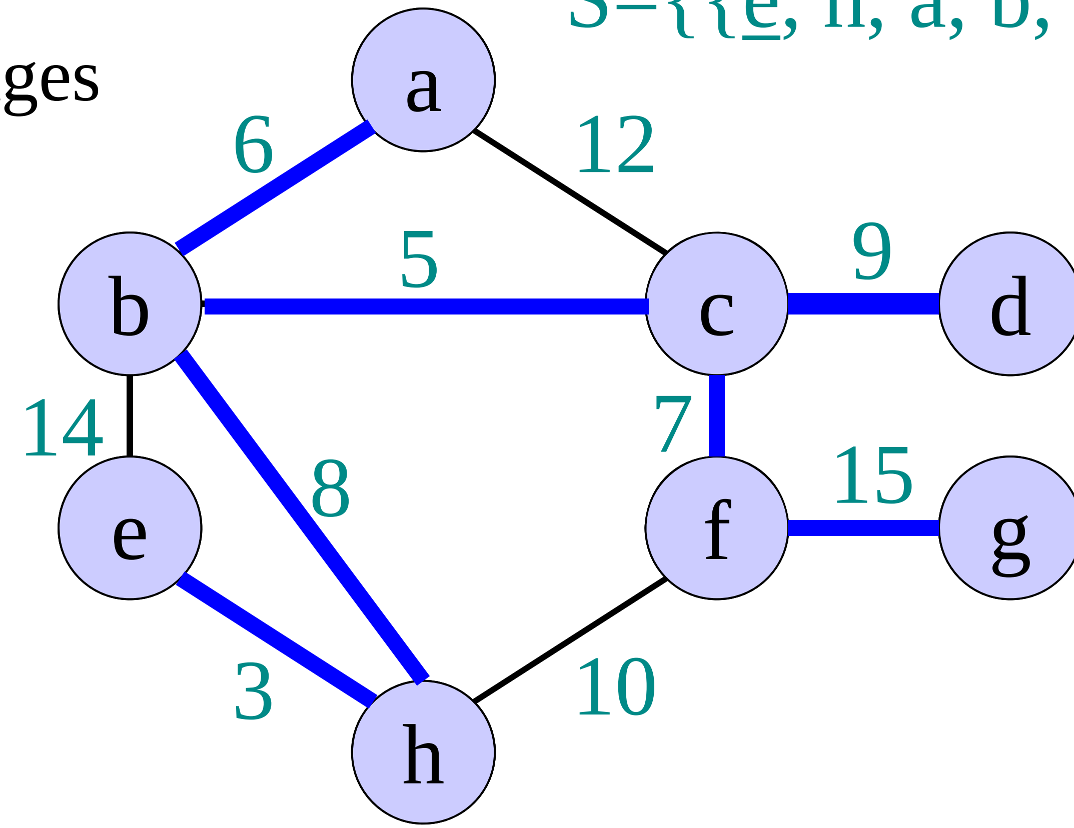


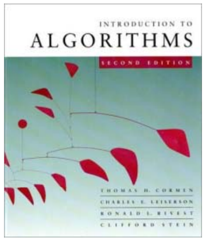
Example of Kruskal's algorithm

S={{e, h, a, b, c, f, d, g} }

MST edges

a set repr.





Disjoint-set data structure (Union-Find)

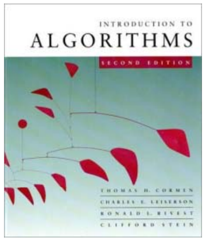
- Maintains a dynamic collection of *pairwise-disjoint* sets $\mathcal{S} = \{S_1, S_2, \ldots, S_r\}$.
- Each set S_i has one element distinguished as the **representative** element.
- Supports operations:

$O(1)$ • MAKE-SET(x): adds new set $\{x\}$ to $\mathcal{S}$

$O(\alpha(n))$ • UNION(x, y): replaces sets S_x, S_y with $S_x \cup S_y$

$O(\alpha(n))$ • FIND-SET(x): returns the representative of the set S_x containing element x

- $1 < \alpha(n) < \log^*(n) < \log(\log(n)) < \log(n)$

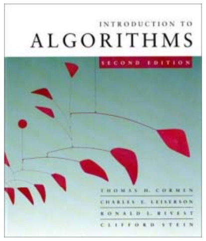


Kruskal's algorithm

IDEA: Repeatedly pick edge with smallest weight as long as it does not form a cycle.

	$S \leftarrow \emptyset$ ⊳ S will contain all MST edges
$O(\lvert V\rvert)$	**for** each $v \in V$ **do** MAKE-SET(v)
$O(\lvert E\rvert\log\lvert E\rvert)$	Sort edges of E in non-decreasing order according to w
$O(\lvert E\rvert)$	**For** each $(u,v) \in E$ taken in this order **do**
$O(\alpha(\lvert V\rvert))$	**if** FIND-SET(u) $\neq$ FIND-SET(v) ⊳ u,v in different trees $S \leftarrow S \cup \{(u,v)\}$ UNION(u,v) ⊳ Edge (u,v) connects the two trees

Runtime: $O(|V|+|E|\log|E|+|E|\alpha(|V|)) = O(|E| \log |E|)$



MST algorithms

- Prim's algorithm:
  - Maintains one tree
  - Runs in time $O(|E| \log |V|)$, with binary heaps.
- Kruskal's algorithm:
  - Maintains a forest and uses the disjoint-set data structure
  - Runs in time $O(|E| \log |E|)$
- Best to date: Randomized algorithm by Karger, Klein, Tarjan [1993]. Runs in expected time $O(|V| + |E|)$