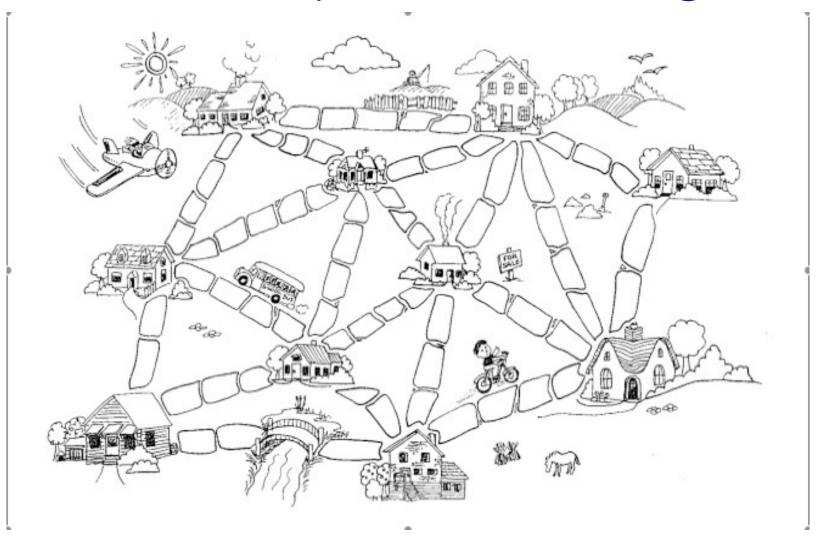
Today's announcements:

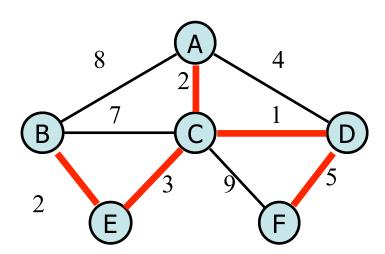
MP7 available. Due 12/8, 11:59p.

Final exam: 12/14, 7-10p, conflict: email ramais@illinois.edu

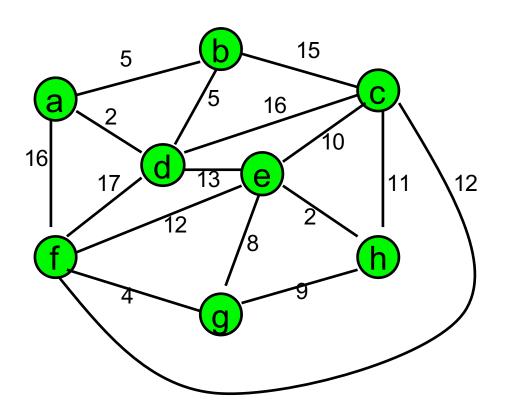


Minimum Spanning Tree Algorithms:

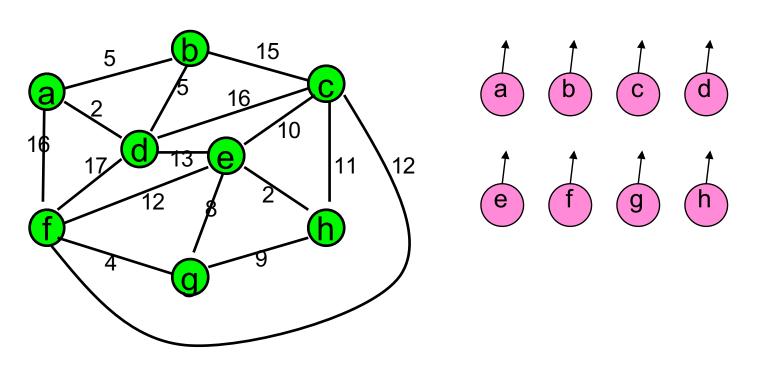
- •Input: connected, undirected graph G with unconstrained edge weights
- Output: a graph G' with the following characteristics -
 - •G' is a spanning subgraph of G
 - •G' is connected and acyclic (a tree)
 - •G' has minimal total weight among all such spanning trees -



Kruskal's Algorithm



Kruskal's Algorithm (1956)



(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)

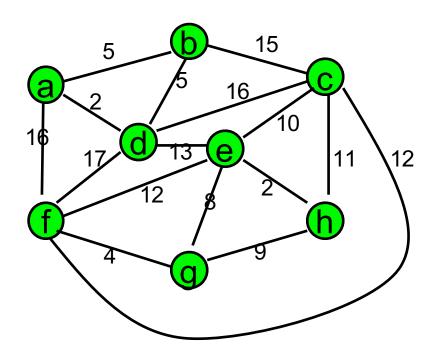
(c,d)

(a,f)

(d,f)

- 1. Initialize graph T whose purpose is to be our output. Let it consist of all n vertices and no edges.
- 2. Initialize a disjoint sets structure where each vertex is represented by a set.
- 3. RemoveMin from PQ. If that edge connects 2 vertices from different sets, add the edge to T and take Union of the vertices' two sets, otherwise do nothing. Repeat until _____ edges are added to T.

Kruskal's Algorithm - preanalysis

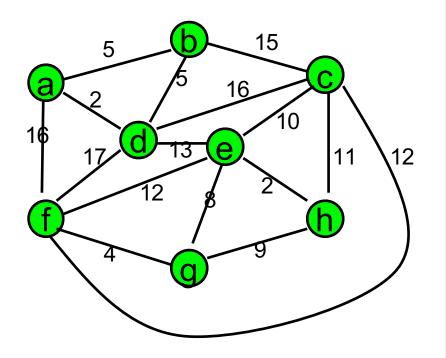


Priority Queue:	Неар	Sorted Array
To build		
Each removeMin		

Algorithm *KruskalMST(G)* disjointSets forest; for each vertex v in V do forest.makeSet(v); priorityQueue Q; Insert edges into Q, keyed by weights *graph T* = (V,E) with $E = \emptyset$; while *T* has fewer than *n*-1 edges do edge e = Q.removeMin()Let u, v be the endpoints of e if $forest.find(v) \neq forest.find(u)$ then Add edge e to Eforest.smartUnion (forest.find(v),forest.find(u))

return T

Kruskal's Algorithm - analysis



Algorithm *KruskalMST(G)*

```
disjointSets forest;
for each vertex v in V do
  forest.makeSet(v);
```

priorityQueue Q; Insert edges into Q, keyed by weights

```
graph T = (V,E) with E = \emptyset;
```

while T has fewer than n-1 edges do
edge e = Q.removeMin()
Let u, v be the endpoints of e
if forest.find(v) ≠ forest.find(u) then
Add edge e to E
forest.smartUnion
(forest.find(v),forest.find(u))

return T

Priority Queue:	Total Running time:
Heap	
Sorted Array	

Prim's algorithms (1957) is based on the Partition Property:

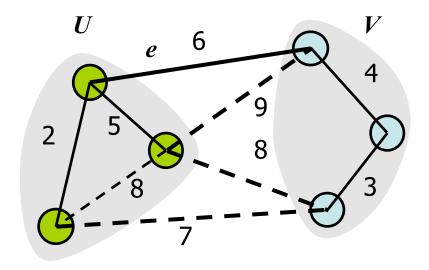
Consider a partition of the vertices of G into subsets U and V.

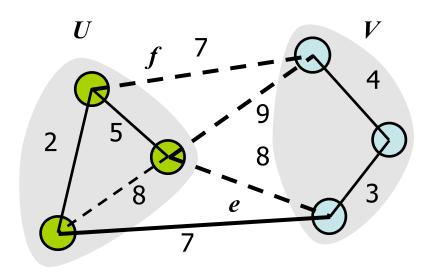
Let e be an edge of minimum weight across the partition.

Then e is part of some minimum spanning tree.

Proof:

See cs374





MST - minimum total weight spanning tree

Theorem suggests an algorithm...

