

# CS473-Algorithms I

Lecture ?

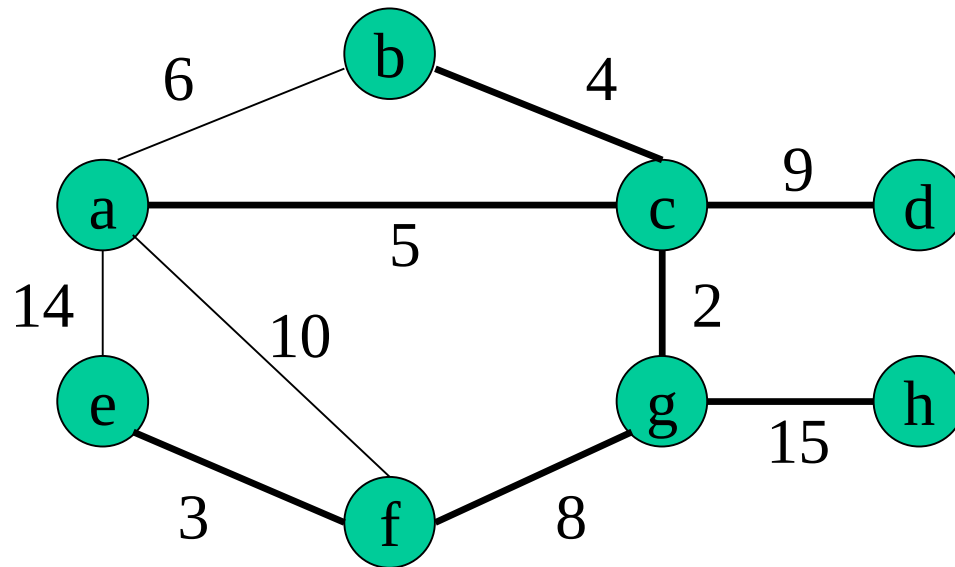
Minimum Spanning Tree

# Minimum Spanning Tree

- One of the most famous **greedy** algorithms.
- **Undirected Graph**      $G = (V, E)$
- **Connected**
- **Weight Function**      $\omega : E \rightarrow \mathbb{R}$
- **Spanning Tree** : Tree that connects all  
vertices

# Minimum Spanning Tree

- MST :  $\omega(T) = \sum_{(u,v) \in T} \omega(u,v)$
- Note : MST is **not unique**.
- Sample :



# Optimal Structure

- **Optimal Structure** : Optimal tree has optimal subtrees.
  - Let  $T$  be an MST of  $G = (V, E)$
  - Removing any edge  $(u, v)$  of  $T$  partitions  $T$  into two subtrees :  $T_1$  &  $T_2$

Where  $T_1 = (V_1, E_{T_1})$  &  $T_2 = (V_2, E_{T_2})$

# Optimal Structure

- Let  $G_1 = (V_1, E_1)$  &  $G_2 = (V_2, E_2)$  be subgraphs induced by  $V_1$  &  $V_2$

i.e.  $E_i = \{ (x, y) \in E : x, y \in V_i \}$

- **Claim** :  $T_1$  &  $T_2$  are MSTs of  $G_1$  &  $G_2$  respectively
- **Proof** :  $\omega(T) = \omega(u, v) + \omega(T_1) + \omega(T_2)$
- There can't be better trees than  $T_1$  &  $T_2$  for  $G_1$  &  $G_2$
- Otherwise,  $T$  would be suboptimal for  $G$

# Generic MST Algorithm

GENERIC-MST ( $G, \omega$  )

$A \leftarrow \emptyset$

**while**  $A$  does not form a spanning tree **do**

    find a **safe edge**  $(u,v)$  for  $A$

$A \leftarrow A \cup \{ (u,v) \}$

**return**  $A$

- $A$  is always a **subset** of some MST(s)
- $(u,v)$  is a **safe edge** for  $A$  if  $A \cup \{ (u,v) \}$  is also a subtree of some MST

# Generic MST Algorithm

- One safe edge must exist at each step since :
  - $A \subset T$  where  $T$  is an MST
  - Let  $(u,v) \in T \quad \exists \quad (u,v) \notin A \Rightarrow (u,v)$  is safe for  $A$
- A **cut**  $(S, V - S)$  of  $G = (V, E)$  is a **Partition** of  $V$
- An edge  $(u,v) \in E$  **crosses** the cut  $(S, V - S)$ 
  - if  $u \in S$  &  $v \in V-S$  or vice versa
- A cut **respects** the set  $A$  of edges if no edge in  $A$  crosses the cut
- An edge is a **light edge** crossing a cut
  - If its weight is the minimum of any edges crossing the cut
  - There can be more than one light edge crossing the cut in the case of ties.

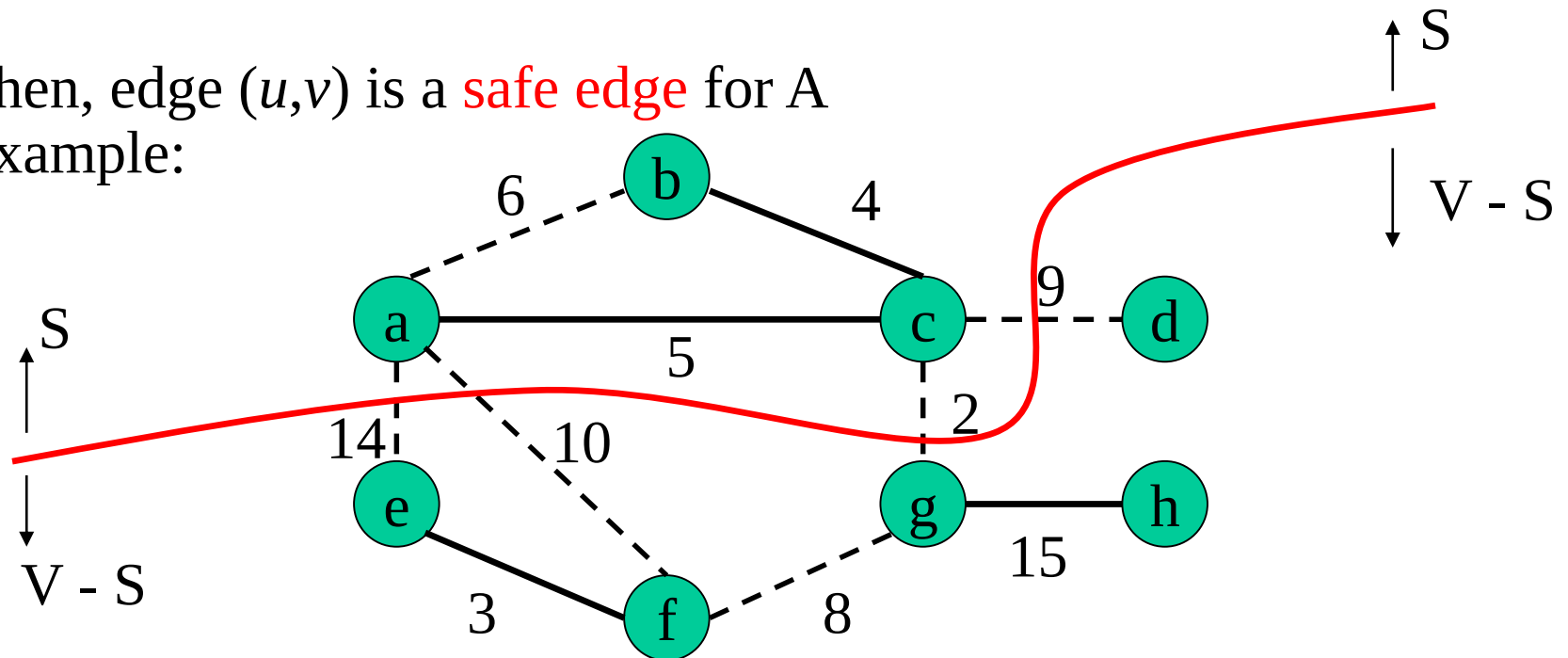
# Properties of Generic MST Algorithm

THM1 :

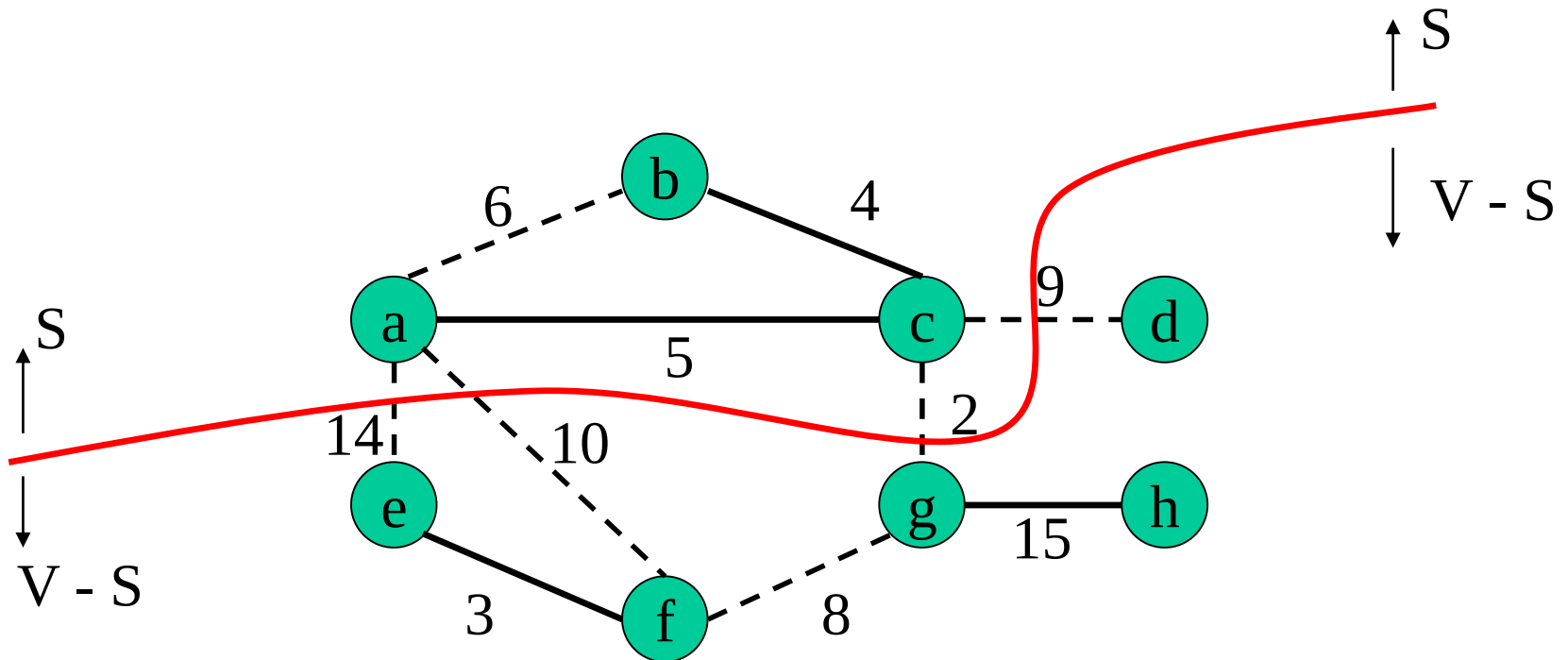
- Let  $A \subset E$  be a subset of some MST  $T$  of  $G$  (i.e.  $A \subset T$ )
- Let  $(S, V - S)$  be any cut of  $G$  that **respects**  $A$
- Let  $(u,v) \in E$  be a **light edge** crossing  $(S, V - S)$

➤ Then, edge  $(u,v)$  is a **safe edge** for  $A$

➤ Example:



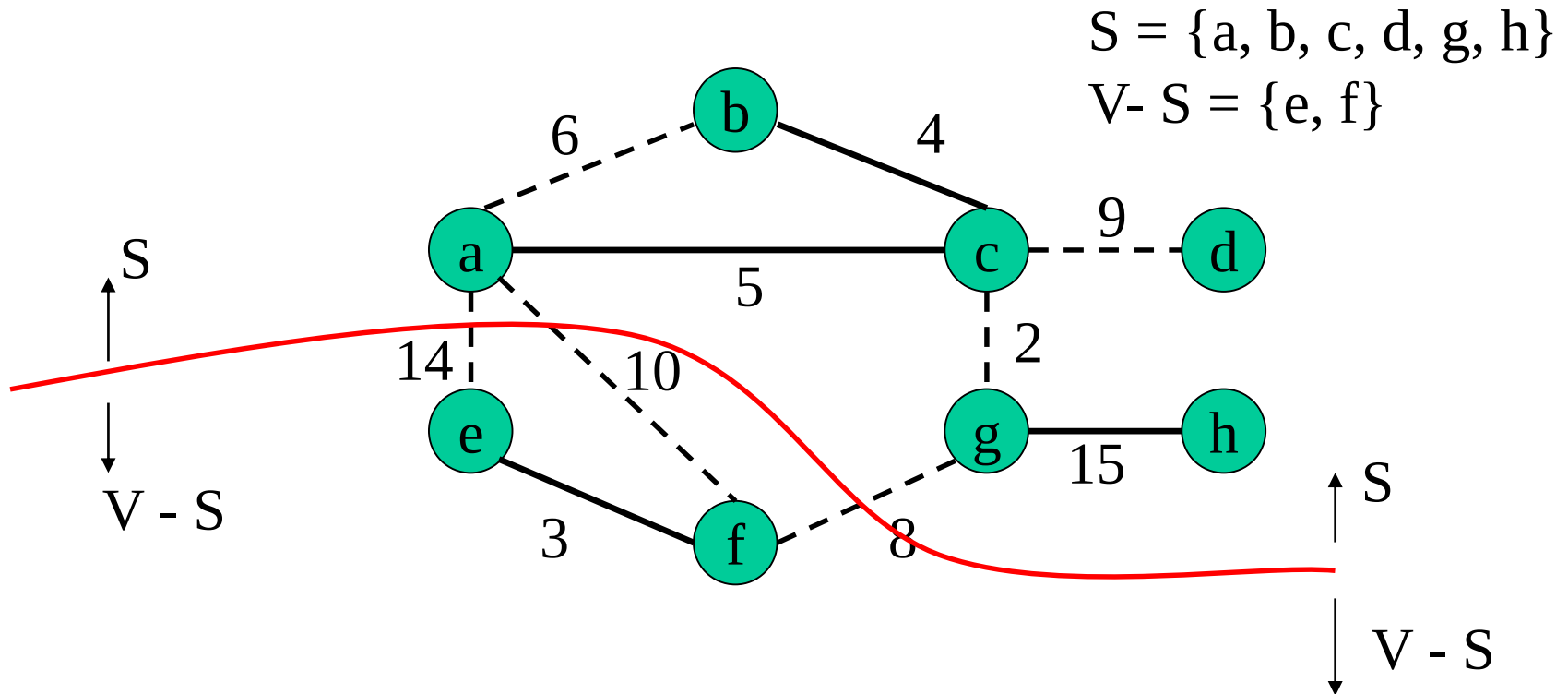
# Properties of Generic MST Algorithm



- $S = \{ a, b, c \}$
- $V - S = \{ d, e, f, g, h \}$
- $A = \{ (a,c), (b,c), (e,f), (g,h) \}$
- $CUT(S, V - S)$  respects  $A$
- Edge  $(c,g) \in E$  is the **light edge** crossing the cut
- Edge  $(c,g)$  is a **safe edge** for  $A$

# Properties of Generic MST Algorithm

Example : Consider another cut respecting the same A



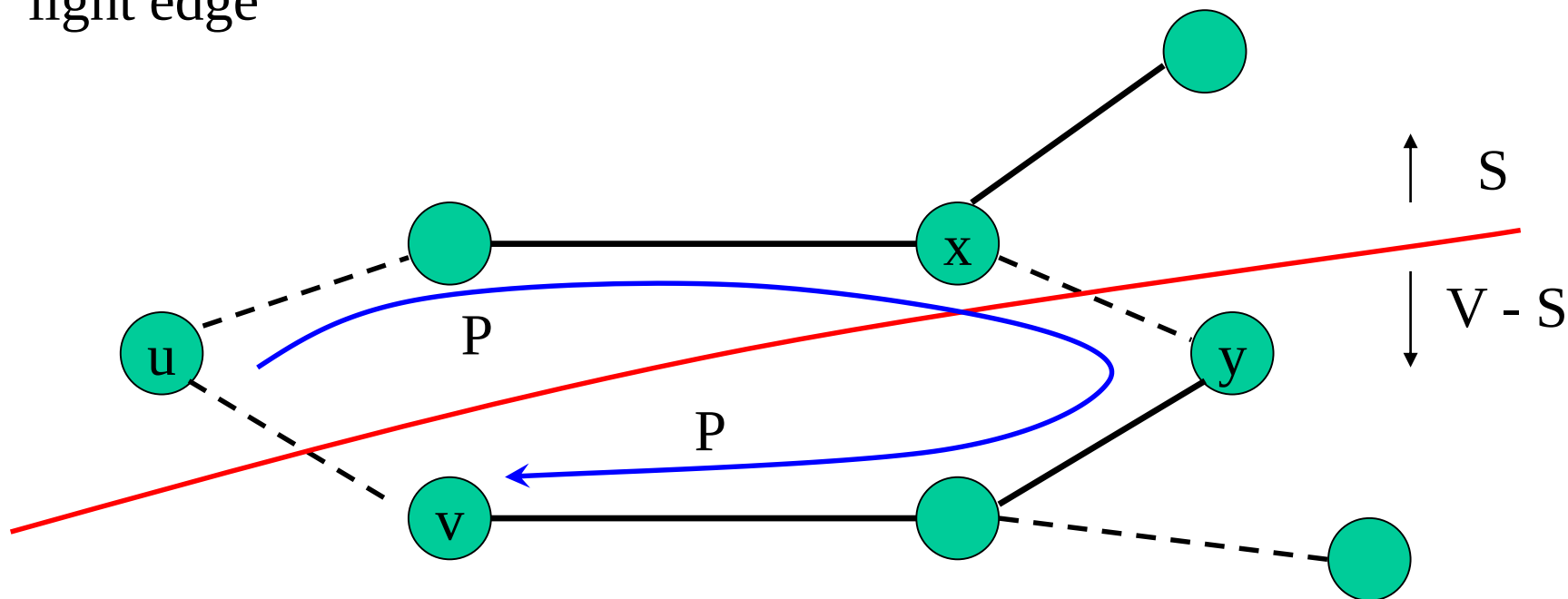
- Edge (g,f) is the light edge

# Properties of Generic MST Algorithm

THM1 displays the **greedy-choice** property

Proof of THM1 :

- Consider an MST  $T \ni A \subset T$  and  $(u,v) \notin T$
- Try to construct another MST  $T' \ni A \cup \{(u,v)\} \subset T'$ ,  $(u,v)$  is a light edge



# Properties of Generic MST Algorithm

- Consider the **unique** path  $P$  between  $u$  &  $v$  in  $T$
- Since  $u$  &  $v$  are on opposite sides of the cut
  - $\exists$  at least one edge on  $P$  that crosses the cut
  - Let  $(x,y)$  be any such edge
- Removing  $(x,y)$  breaks  $T$  into two components  $T_1$  &  $T_2$ 
  - $T_1$  &  $T_2$  are MST's of  $G_1$  &  $G_2$  (**Optimal Substructure Prop.**)

# Properties of Generic MST Algorithm

- Therefore,  $T' = T - \{(x,y)\} \cup \{(u,v)\}$  is also a spanning tree of  $G$
- Since  $(u,v)$  is a **light edge** crossing the cut and  $(x,y)$  also crosses the cut
  - $\omega(u,v) \leq \omega(x,y)$
  - $\omega(T') = \omega(T) - \omega(x,y) + \omega(u,v) \leq \omega(T)$
- Since  $T$  is an MST,  $T'$  is also an MST  $\square$

# Properties of Generic MST Algorithm

- **Lemma:** At any point in the execution of the generic algorithm
  - Graph  $G_A = (V, A)$  is a **forest**
  - Each **connected component** of  $G_A$  is a **tree**
- **Corollary:** Let  $A \subsetneq E$  be a subtree of some MST  $T$  of  $G$  (i.e.,  $A \subsetneq T$ )  
Let  $C$  be a **connected component** in forest  $G_A = (V, A)$ 
  - **If**  $(u, v)$  is a light edge connecting  $C$  to some other component in  $G_A$  **then**  $(u, v)$  is a safe edge for  $A$
- Algorithms of **Kruskal** and **Prim** :
  - Both algorithms use a specific rule:
    - To determine a **safe-edge** in the **Generic MST** algorithm.

# Properties of Generic MST Algorithm

- In **Kruskal's** algorithm
  - **Set A : A forest**
  - **Safe-Edge : Least-Weight** edge connecting two components (trees).
- In **Prim's** algorithm
  - **Set A : A single tree**
  - **Safe-Edge : Least-Weight** edge connecting tree to a vertex not in the tree.