

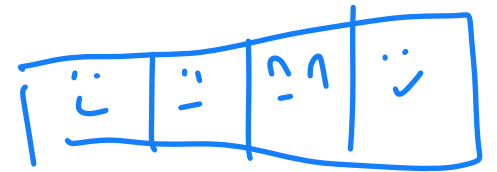
Data Structures

MST 2

CS 225

November 29, 2023

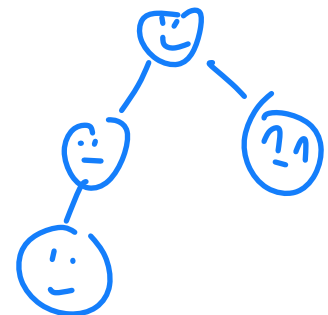
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ILLINOIS
URBANA - CHAMPAIGN

Department of Computer Science

vs



Announcements

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

This week's lab is extra credit lab

Today lecture
is good example
for pseudo-code
runtime

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

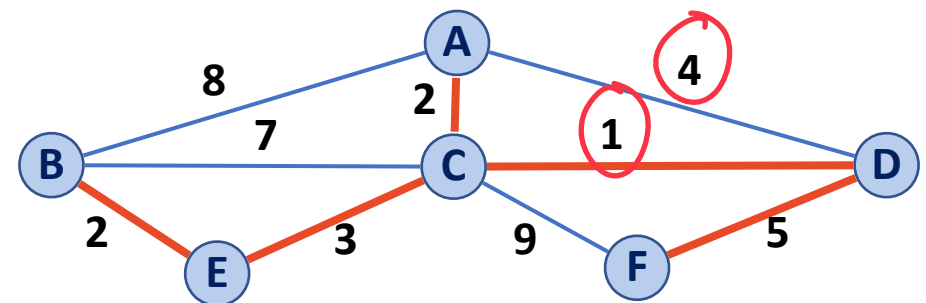
Input: Connected, undirected graph G with edge weights (unconstrained, but must be additive)

positive

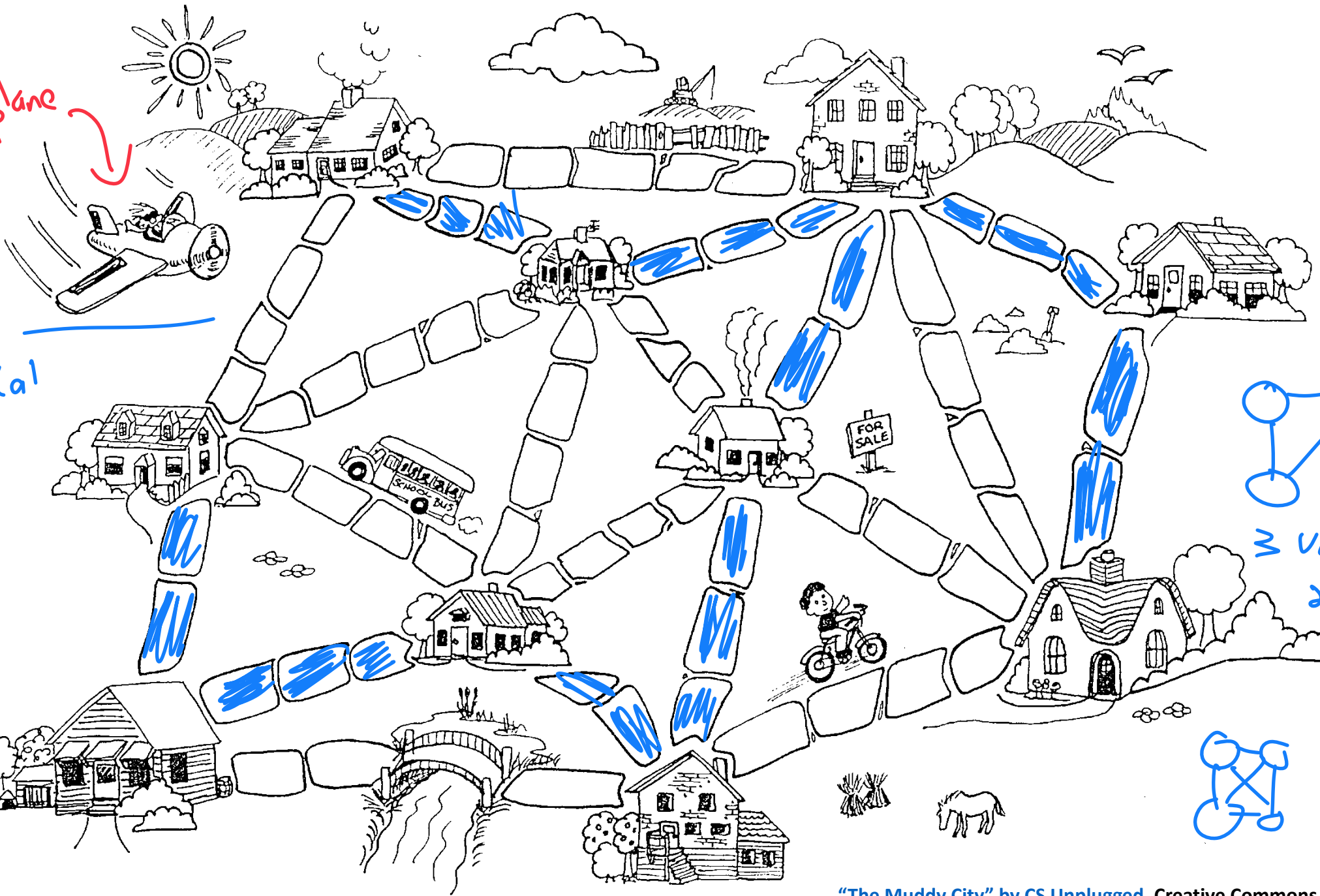
DFS/BFS otherwise

Output: A graph G' with the following properties:

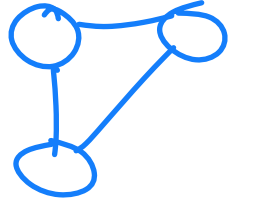
- G' is a spanning graph of G — *every node connected*
- G' is a tree (connected, acyclic) ↙
- G' has a minimal total weight among all spanning trees



Has
air plane



Kruskal



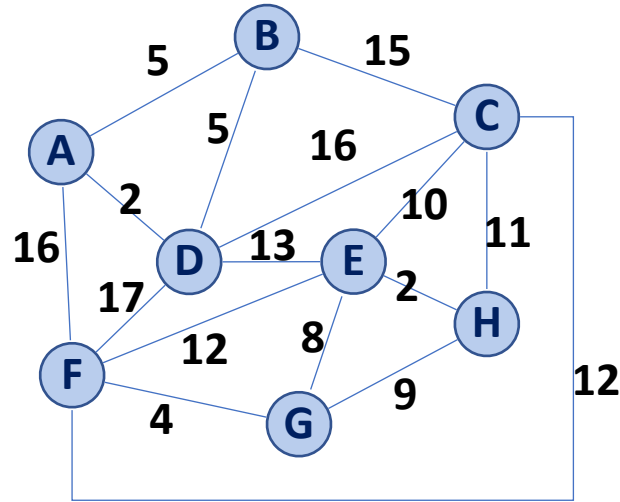
$\geq \text{vert.}$
 $2+1$



$\geq 2+2+1$
 $\frac{1}{2}(n-1)$

Kruskal's Algorithm

What graph info do we need?



1) Min weights on edges

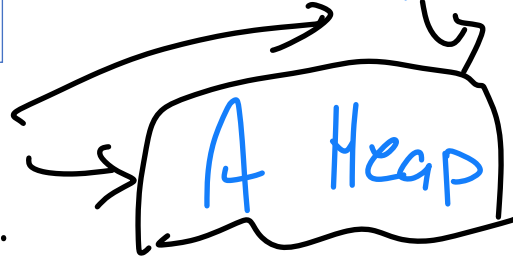
↳ Some data structure on edges

An array?

Edge list (unsorted list of edges)

A **sorted array**

Priority queue.



↳ We want the min edge

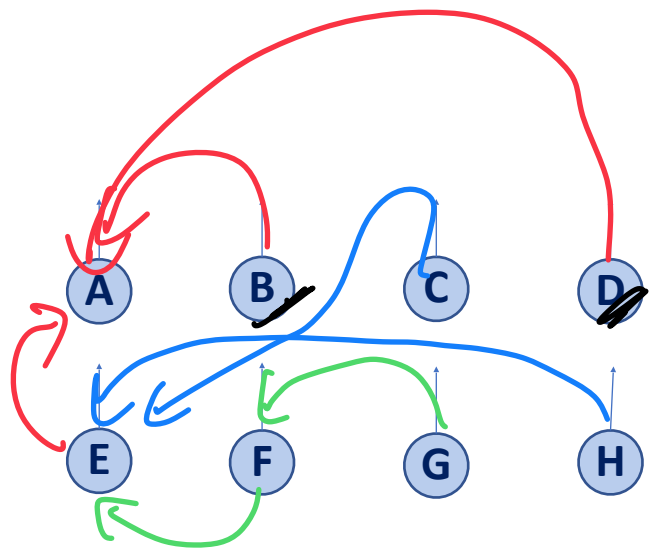
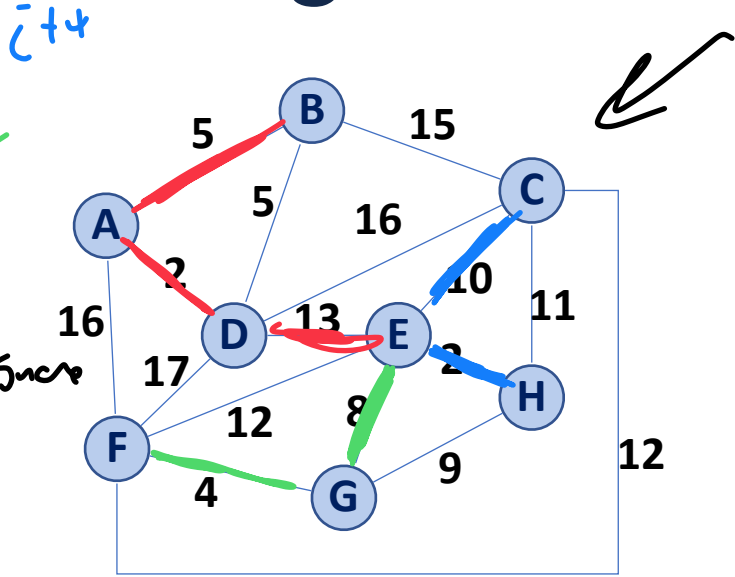
we want min edge quickly

2) Use edges that connect unconnected vertices

↳ Disjoint Set

Kruskal's Algorithm

(A, D)
(E, H)
(F, G)
(A, B)
(B, D) ignore
(G, E)
(G, H)
(F, C)
(C, H)
(E, F)
(F, C)
(D, E)
(B, C)
(C, D)
(A, F)
<u>(D, F)</u>



- 1) Build a **priority queue** on edges
↳ either min heap or sorted array
- 2) Build a **disjoint set** on vertices

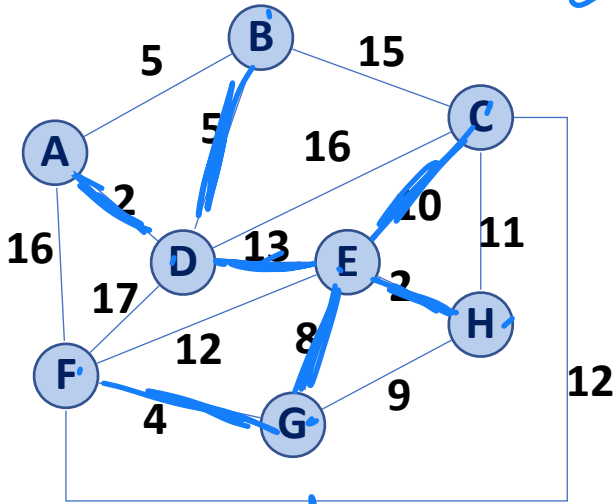
3) Get repeated min edge
'f connects two sets, union sets & record edge

When to stop?
 1) Size disjoint set is size (# of vertices)
 2) Added $n-1$ edges to our "record"

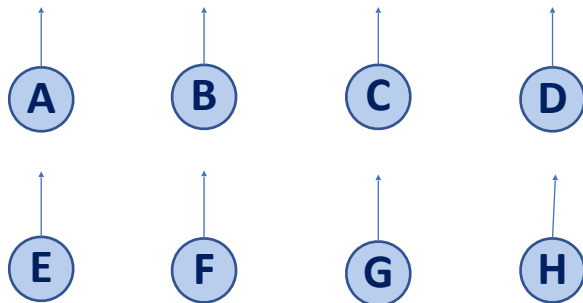
Kruskal's Algorithm

Runtime? $O(n)$ + --- + --- + $O(m)$
 vertices build remove min

(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)



7 total edges



```

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

```

make D.S. $O(n)$
 ???
 MST
 Stop when MST has size $n-1$
 $O(n)$
 $O(m)$ not $o(n)$
 loop runs at most m

Kruskal's Algorithm

Simple connected graph $\rightarrow O(\log n)$
 $O(n) \subseteq O(m) \subseteq O(n^2) \rightarrow O(\log m)$

Priority Queue:	Heap	Sorted Array
Building :7	$O(m)$	$O(m \log m)$
Each removeMin :12	$O(\log m)$	$O(1)$

Heap: $O(m) + O(m \log m)$

Array: $O(m \log m) + O(m)$

$$m \leq C * n^2$$

$$\log(n) \leq C * \log(n^2) \\ \leq C * \log(n)$$

```

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()) ← O(nE)
8
9  Graph T = (V, {})
10
11 while |T.edges()| < n-1:
12     Vertex (u, v) = Q.removeMin() ← m times
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

```

$$n-1 \leq m \approx O(n) \leq O(m)$$

Kruskal's Algorithm



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

```
1 KruskalMST(G):
2   DisjointSets forest
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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	$O(n + m \log(n) + m)$

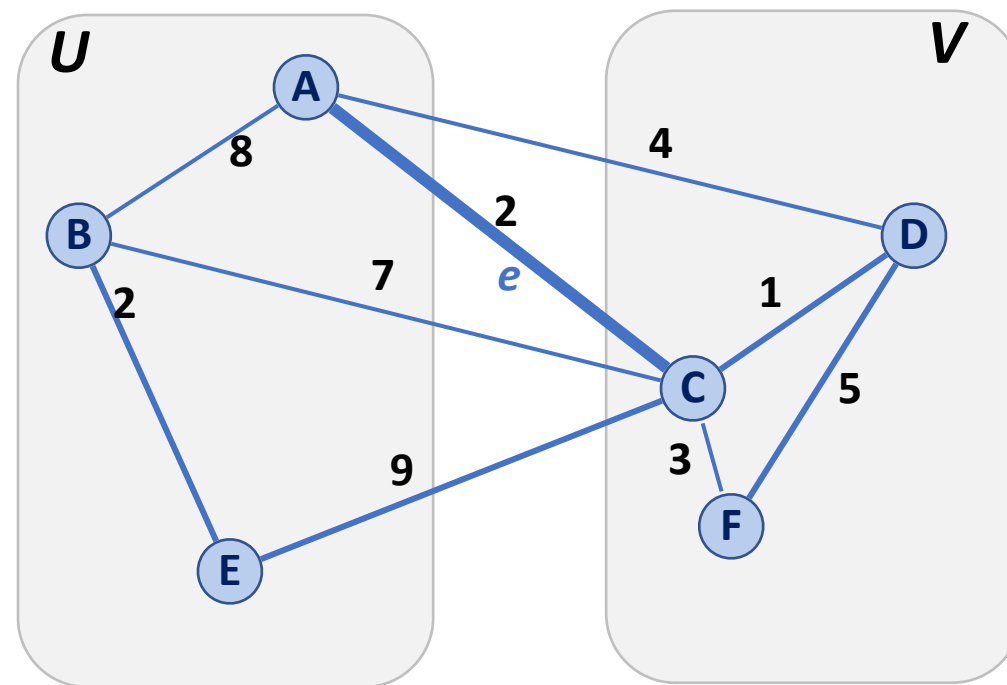
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18  return T
19
```

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.

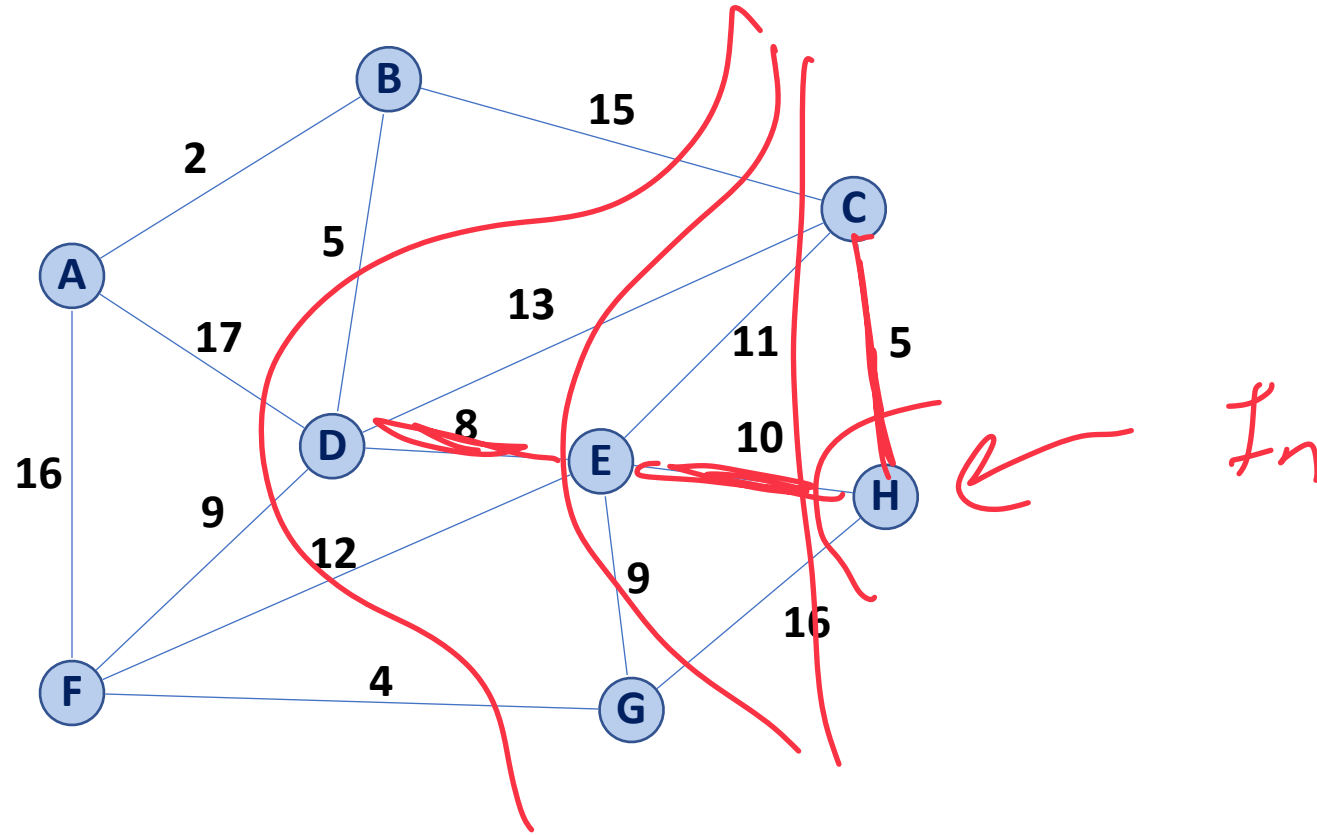
Then e is part of some minimum spanning tree.



Partition Property

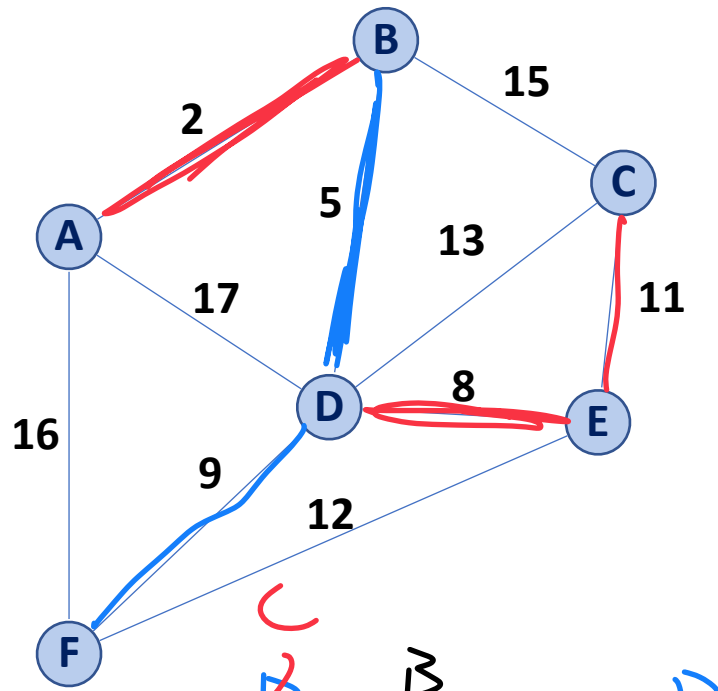
The partition property suggests an algorithm:

Out





Prim's Algorithm



A	B	C	D	E	F
	2	15	5	8	16

```

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
  
```

Init SRP

cost to any member of in-group

A B C D E F

~~A~~ ~~B~~ ~~C~~ ~~D~~ ~~E~~ ~~F~~

~~2~~ ~~15~~ ~~5~~ ~~8~~ ~~16~~

~~9~~

11 5

Choice of Priority Queue

vs minheap
unsorted array ???

Choice of
Graph
Structure

???

```
6 PrimMST(G, s):
7   foreach (Vertex v : G.vertices()):
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20        if cost(v, m) < d[v]:
21          d[v] = cost(v, m)
22          p[v] = m
23
```

$O(n)$

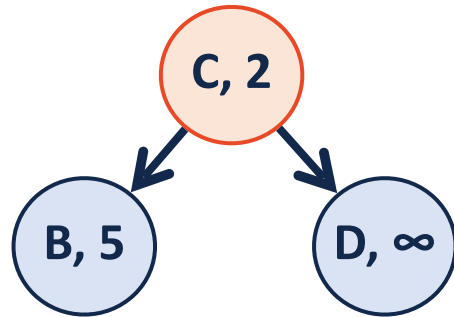
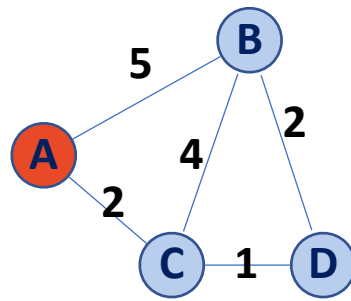
$O(1)$

???

$O(n)$

???

A	B	C	D
0	5	2	∞



On Friday
rebuilding
heap
VS
unsorted
array

```

6 PrimMST(G, s):
7   foreach (Vertex v : G.vertices()):
8     d[v] = +inf
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10  d[s] = 0
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12  PriorityQueue Q // min distance, defined by d[v]
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```

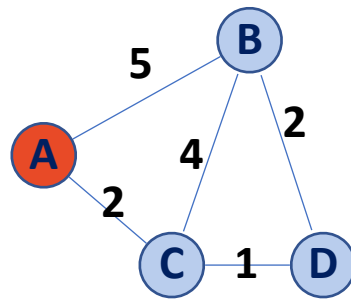
for one vertex is $O(n)$

$$O(\deg(v))$$

$$\sum_v \deg(v) = 2|E| \geq n$$

	Adj. Matrix	Adj. List
Heap	$O(n^2)$ + ???	$O(m)$ + ???

(A, 0)
(D, ∞)
(C, 2)
(B, 5)



```

6 PrimMST(G, s):
7   foreach (Vertex v : G.vertices()):
8     d[v] = +inf
9     p[v] = NULL
10  d[s] = 0
11
12  PriorityQueue Q // min distance, defined by d[v]
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21        d[v] = cost(v, m)
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		

Prim's Algorithm

Sparse Graph:

Dense Graph:

```
6 PrimMST(G, s):
7   foreach (Vertex v : G.vertices()):
8     d[v] = +inf
9     p[v] = NULL
10  d[s] = 0
11
12  PriorityQueue Q // min distance, defined by d[v]
13  Q.buildHeap(G.vertices())
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21        d[v] = cost(v, m)
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?

```
PrimMST(G, s):
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]
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