

Lecture 18: Minimum Spanning Trees

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601.433/633 Introduction to Algorithms

Introduction

Definition

A *spanning tree* of an undirected graph $G = (V, E)$ is a set of edges $T \subseteq E$ such that (V, T) is connected and acyclic.

Definition

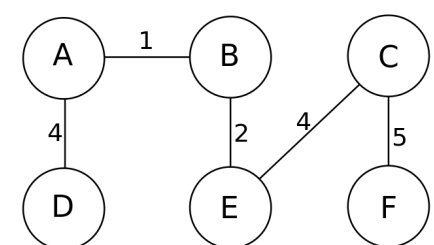
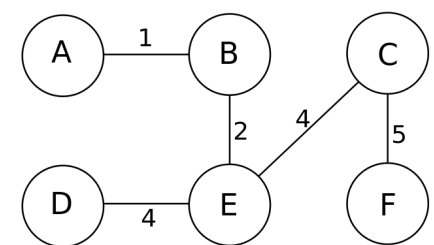
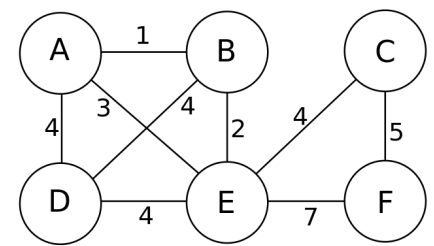
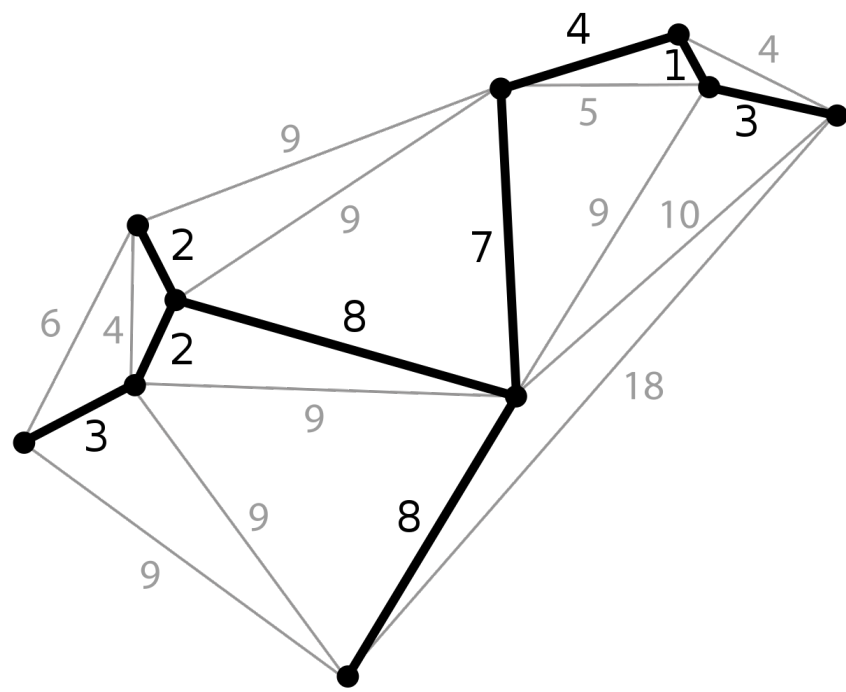
Minimum Spanning Tree problem (MST):

- ▶ Input:
 - ▶ Undirected graph $G = (V, E)$
 - ▶ Edge weights $w : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ Output: Spanning tree minimizing $w(T) = \sum_{e \in T} w(e)$.

Foundational problem in *network design*. Tons of applications.

Today: one “recipe”, two different algorithms from recipe. Main idea: greedy.

Examples



Generic Algorithm

Generic Greedy

Definition

Suppose that $\mathbf{A}$ is subset of *some* MST. If $\mathbf{A} \cup \{\mathbf{e}\}$ is also a subset of some MST, then $\mathbf{e}$ is *safe* for $\mathbf{A}$.

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Inductive step: ✓



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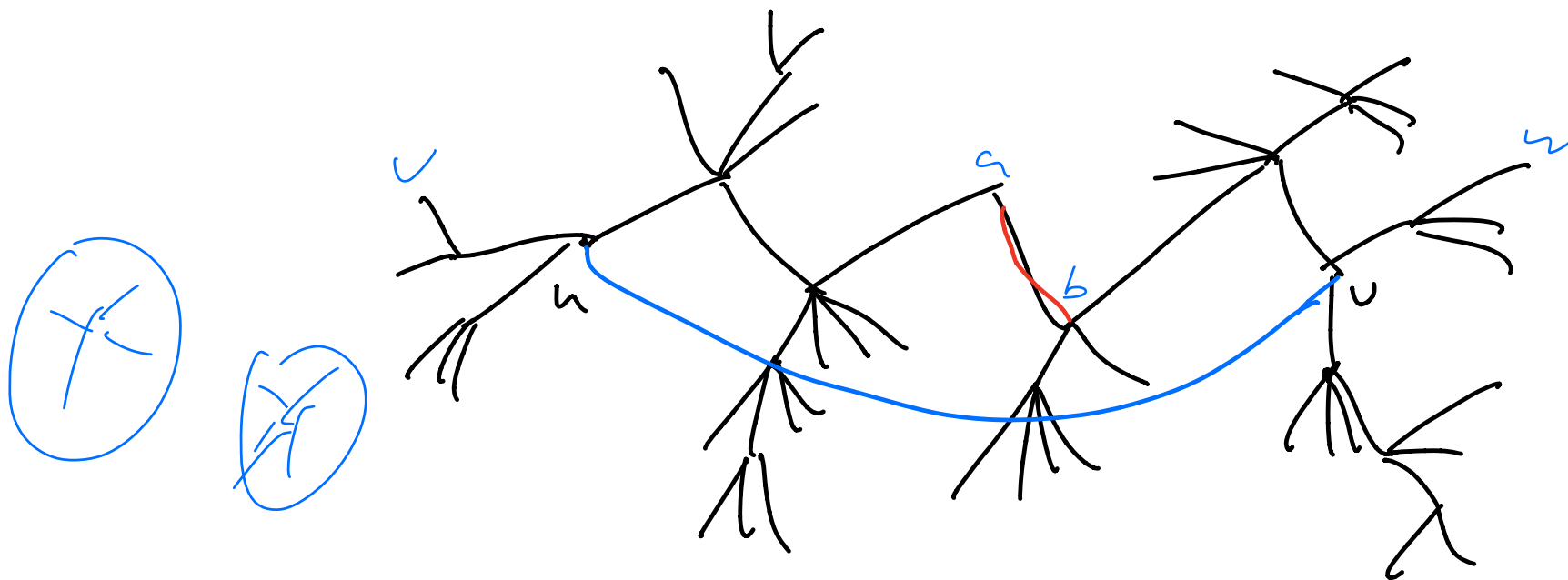


But how to find a safe edge? And which one to add?

Structural Properties

Lemma

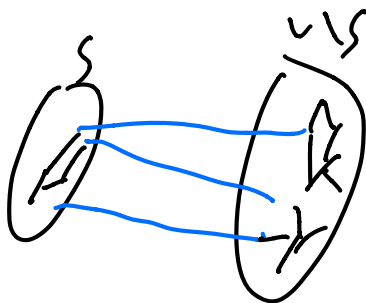
Let T be a spanning tree, let $u, v \in V$, and let P be the $u - v$ path in T . If $\{u, v\} \notin T$, then $T' = (T \cup \{\{u, v\}\}) \setminus \{e\}$ is a spanning tree for all $e \in P$.



Structural Properties

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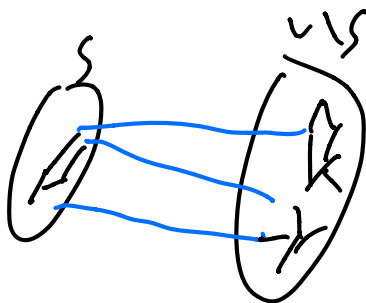
A **cut** $(S, V \setminus S)$ (or $(S, \bar{S})$ or just S) is a partition of V into two parts. Edge e **crosses** cut $(S, \bar{S})$ if e has one endpoint in S and one endpoint in $\bar{S}$.



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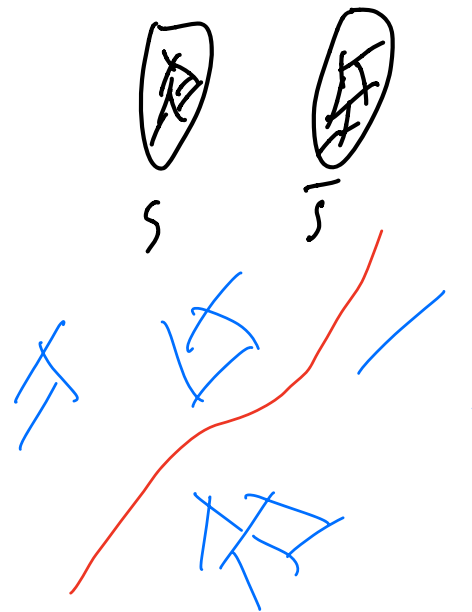
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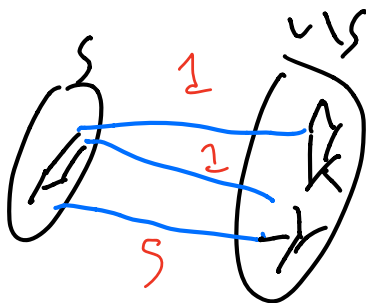
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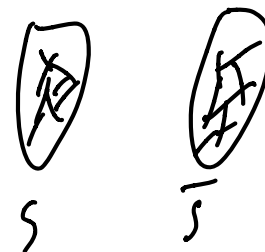
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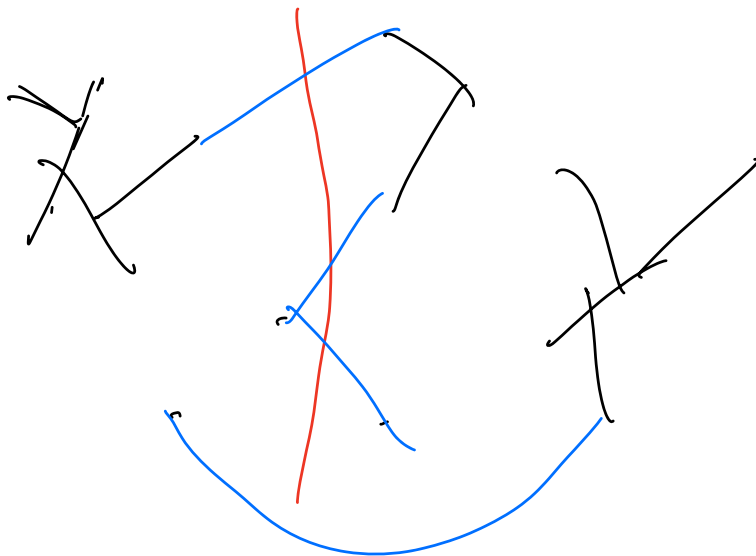
Definition

e is a **light edge** for $(S, \bar{S})$ if e crosses $(S, \bar{S})$ and $w(e) = \min_{e' \text{ crossing } (S, \bar{S})} w(e')$

Main Structural Theorem

Theorem

Let $\mathbf{A} \subseteq \mathbf{E}$ be a subset of some MST $\mathbf{T}$, let $(\mathbf{S}, \bar{\mathbf{S}})$ be a cut respecting $\mathbf{A}$, and let $\mathbf{e} = \{u, v\}$ be a light edge for $(\mathbf{S}, \bar{\mathbf{S}})$. Then $\mathbf{e}$ is safe for $\mathbf{A}$.



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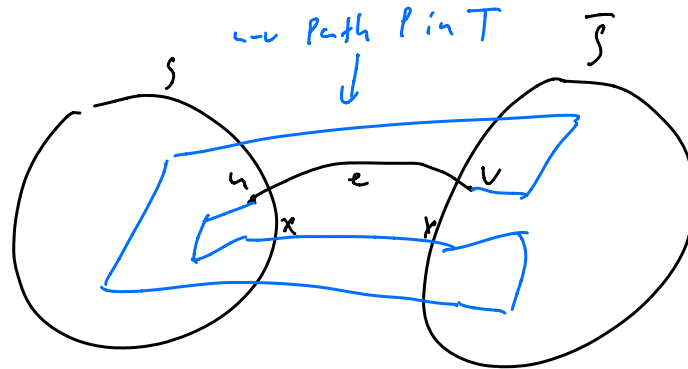
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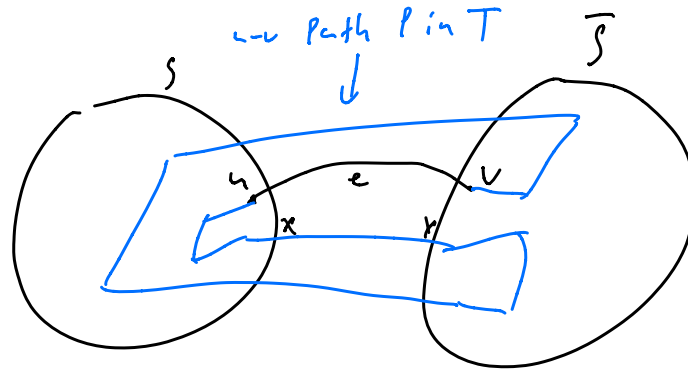
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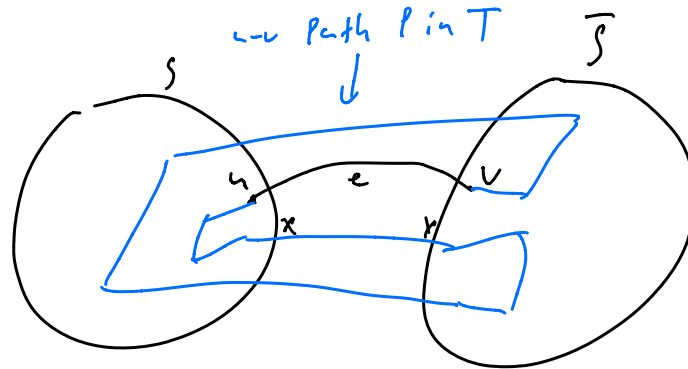
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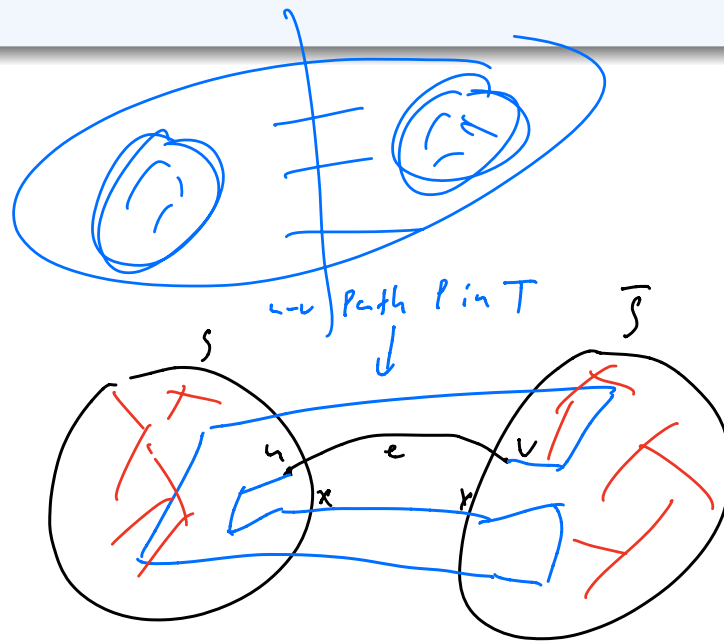
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Idea: start at arbitrary node u . Greedily grow MST out of u .

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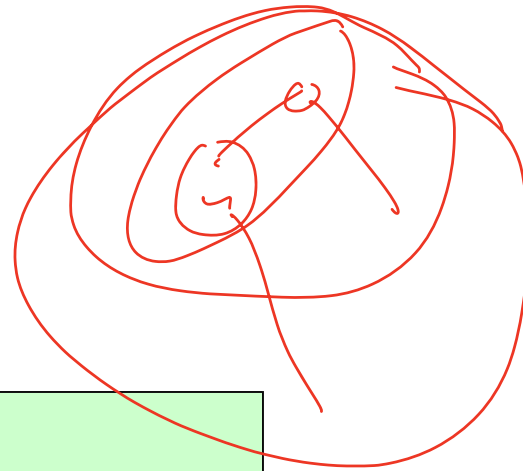
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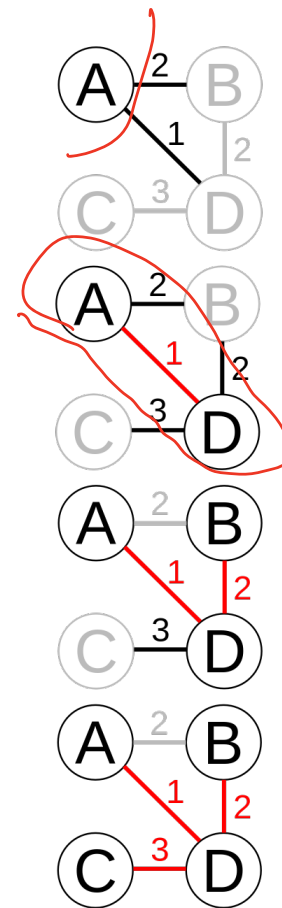
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- ▶ $(\mathcal{S}, \bar{\mathcal{S}})$ always respects $\mathbf{A}$ (induction).
- ▶ If edge $\mathbf{e}$ added then light for $(\mathcal{S}, \bar{\mathcal{S}})$
- ▶ Hence $\mathbf{e}$ safe for $\mathbf{A}$ by main structural theorem.



Running Time

Trivial analysis:

- ▶ Every spanning tree has $n - 1$ edges $\implies n - 1$ iterations
- ▶ In each iteration, look through all edges to find min-weight edge crossing $(S, \bar{S}) \implies O(m)$ time
- ▶ Total $O(mn)$

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$\uparrow$
weight + 14

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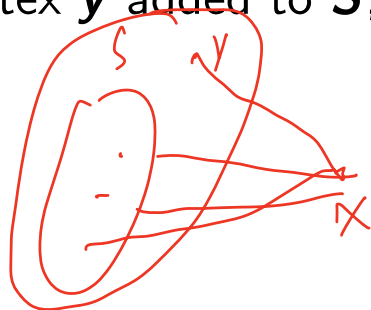
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- ▶ n Inserts, n Extract-Mins, m Decrease-Keys
- ▶ Like Dijkstra, $O(m \log n)$ using binary heap. $O(m + n \log n)$ with Fibonacci heap (only Extract-Min is logarithmic)

Kruskal's Algorithm

Algorithm

Intuition: can we be *even greedier* than Prim's Algorithm?

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$A = \emptyset$

Sort edges by weight (small to large)

For each edge e in this order {

if $A \cup \{e\}$ has no cycles, $A = A \cup \{e\}$

}

return A



Correctness

Theorem

Kruskal's algorithm computes an MST.

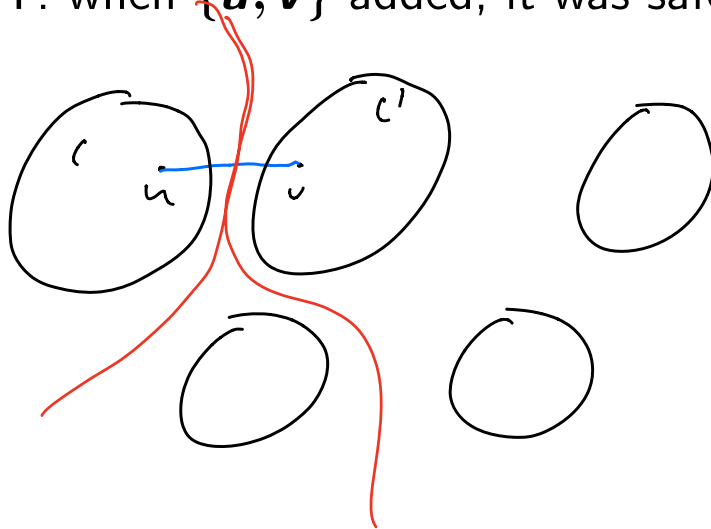
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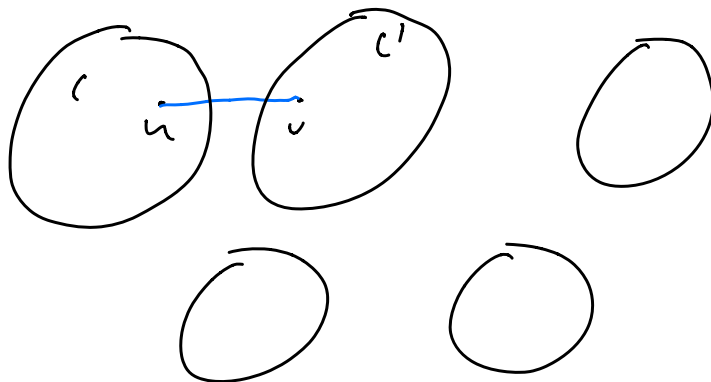


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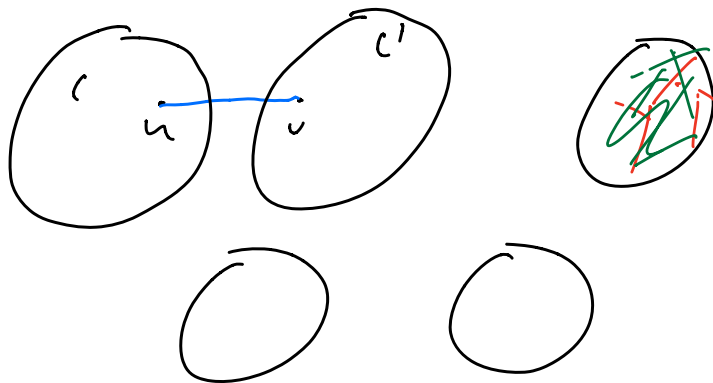
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Main structural theorem $\implies \{u, v\}$ safe for **A**

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Sorting edges: $O(m \log m) = O(m \log n)$

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- ▶ Finds: $2m$
- ▶ Unions: $n - 1$

$O(m \log^* n)$ using union-by-rank + path compression

$O(m + n \log n)$ using list data structure

Running Time

Sorting edges: $O(m \log m) = O(m \log n)$

Easy analysis: m iterations, DFS/BFS in each iteration to check if endpoints already connected.

- ▶ $O(m(m + n)) = O(m^2 + mn)$

Can we speak this up with data structures?

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Sorting dominates! $O(m \log n)$ total.