Agenda:

- Greedy algorithms: elements & properties
- Minimum spanning tree
- 1st algorithm Prim's

Reading:

• Textbook pages 379 – 384, 558 – 579

Minimum spanning tree (MST) problem:

- Input: edge-weighted (simple, undirected) connected graphs (positive weights)
- Notions:
 - subgraph, acyclic, tree
 - spanning subgraph: subgraph including all the vertices
 - spanning tree: spanning subgraph which is a tree acyclic connected subgraph T = (V, E'), where $E' \subset E$

e.g., BFS/DFS (on a connected input graph) tree is a spanning tree of the graph

- minimum spanning tree: minimum weight
- The MST Problem:

Find a minimum spanning tree for the input graph.

For example:



 The minimum spanning forest problem: The given graph is not necessarily connected.
 Find an MST for each connected component.

Greedy algorithms and MST problem:

- Greedy algorithms:
 - greedy each step makes the best choice (locally maximum)
 - iterative algorithms
 - optimal substructure an optimal solution to the original problem contains within it optimal solutions to subproblems
- Greedy solution may NOT be globally optimum e.g., matrix-chain multiplication: $A_{6\times5} \times A_{5\times2} \times A_{2\times5} \times A_{5\times6}$ Greedy: 50 + 150 + 180 = 380 scalar multiplications Dynamic programming: 60 + 60 + 72 = 192 scalar multiplications
- The MST problem:

Two greedy solutions are globally optimum

- Prim's (Prim + Dijkstra + Boruvka's)
 growing the tree to include more vertices
- Kruskal's (Kruskal + Boruvka's) growing the forest to become a tree

Prim's algorithm for the MST problem:

- Input: an edge-weighted (simple, undirected, connected) graph (positive weights)
- Output: an MST
- Idea:
 - suppose we have already an MST T' spanning subset V' of vertices (T' is initialized empty and V' is initialized to contain any one vertex)
 - grow T' to span one more vertex $v \in V V'$
 - v is selected such that there is a vertex $u \in V'$, edge (u, v) is the minimum weighted over all edges of form (u', v') where $u' \in V'$ and $v' \in V V'$
 - when V' becomes V, terminate
- One simplest implementation:

 $\begin{array}{ll} \begin{array}{ll} \mbox{procedure primMST}(G,w,r) & **G = (V,E) \\ S = \{r\} & **S \mbox{ spanned vertex subset} \\ T = \emptyset & **T \mbox{ MST spanning } S \\ \mbox{while } |S| < |V| \mbox{ do} & \\ \mbox{ find a minimum weight edge } (u,v): & u \in S \mbox{ and } v \in V-S \\ S \leftarrow S + v & \\ T \leftarrow T + (u,v) \\ \mbox{ return } T \end{array}$

Running time analysis:

- 1. finding such an edge in $O(n^2)$ (or O(m)) time
- 2. there are n-1 edges in the output MST
- 3. therefore, in total $O(n^3)$ (or O(nm)) time

Prim's algorithm for the MST problem — an example:

• Input graph G:



• primMST(G, w, 1) returns:



- Correctness of Prim's algorithm (next)
- Improvement over the simplest implementation
 Observation: every iteration it looks for minimum weight edge
 heap might help (next lecture)

Prim's algorithm for the MST problem — correctness:

- Input graph G = (V, E): $E = \{e_1, e_2, \dots, e_m\}$
- Suppose edges in the output tree T are $e_{i_1}, e_{i_2}, \ldots, e_{i_{n-1}}$ (in the order picked by Prim's algorithm)
- Want to prove: T is an MST
- Suppose T' is an MST and it contains edges $e_{j_1}, e_{j_2}, \ldots, e_{j_{n-1}}$ (sorted in the way that it maps the edge order in T as much as possible). If $T \neq T'$ (otherwise we are done), then
 - there is a minimum index k, such that $e_{j_k} \neq e_{i_k}$
 - let T_0 denote the tree formed by $\{e_{i_1}, e_{i_2}, \ldots, e_{i_{k-1}}\}$
 - let $V_0 = V(T_0)$ and $V_1 = V V_0$
 - adding e_{i_k} to T' creates a cycle which contains some edge, say e_{j_p} , that has one ending vertex in V_0 and the other in V_1
 - $T'' = T' + e_{i_k} e_{j_p}$ is another spanning tree
 - $T^{\prime\prime}$ is another MST (why ?) sharing one more edge with T
 - repeat this argument to claim that T is also an MST
- Note: this is a proof using 'contradiction' + 'graph theory'.
- Proof can also be done by (while) Loop Invariant: <u>T is an MST on S</u>.
 Exercise !

Have you understood the lecture contents?

well	ok	not-at-all	topic
			minimum spanning tree
			greedy algorithms in general
			Prim's algorithm: idea
			one simplest implementation
			execution, & analysis
			correctness