

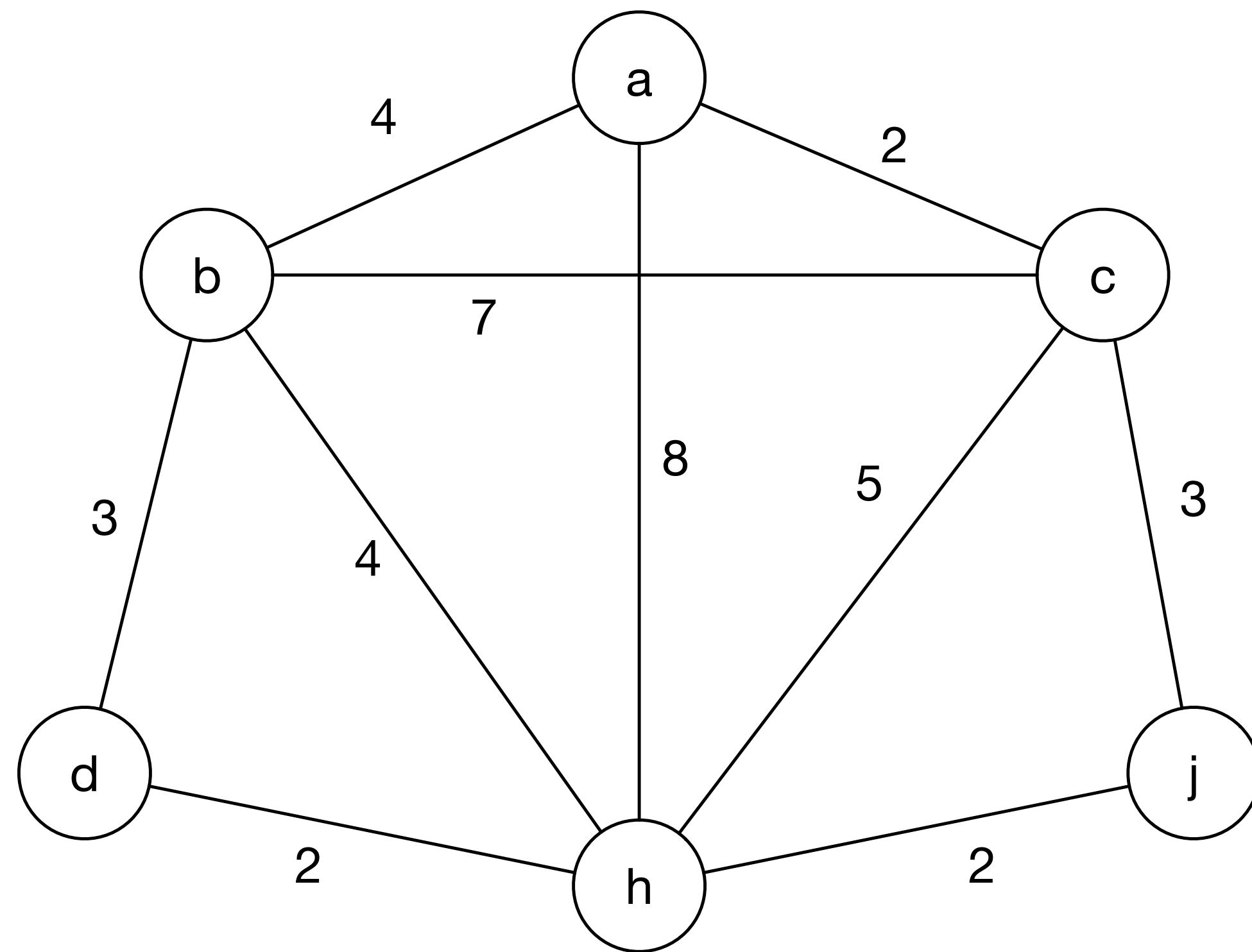


THE UNIVERSITY OF VERMONT  
COLLEGE OF ENGINEERING &  
MATHEMATICAL SCIENCES

# Minimum Spanning Tree

**Kruskal's algorithm**

# Minimum spanning tree



$$G = (V, E)$$

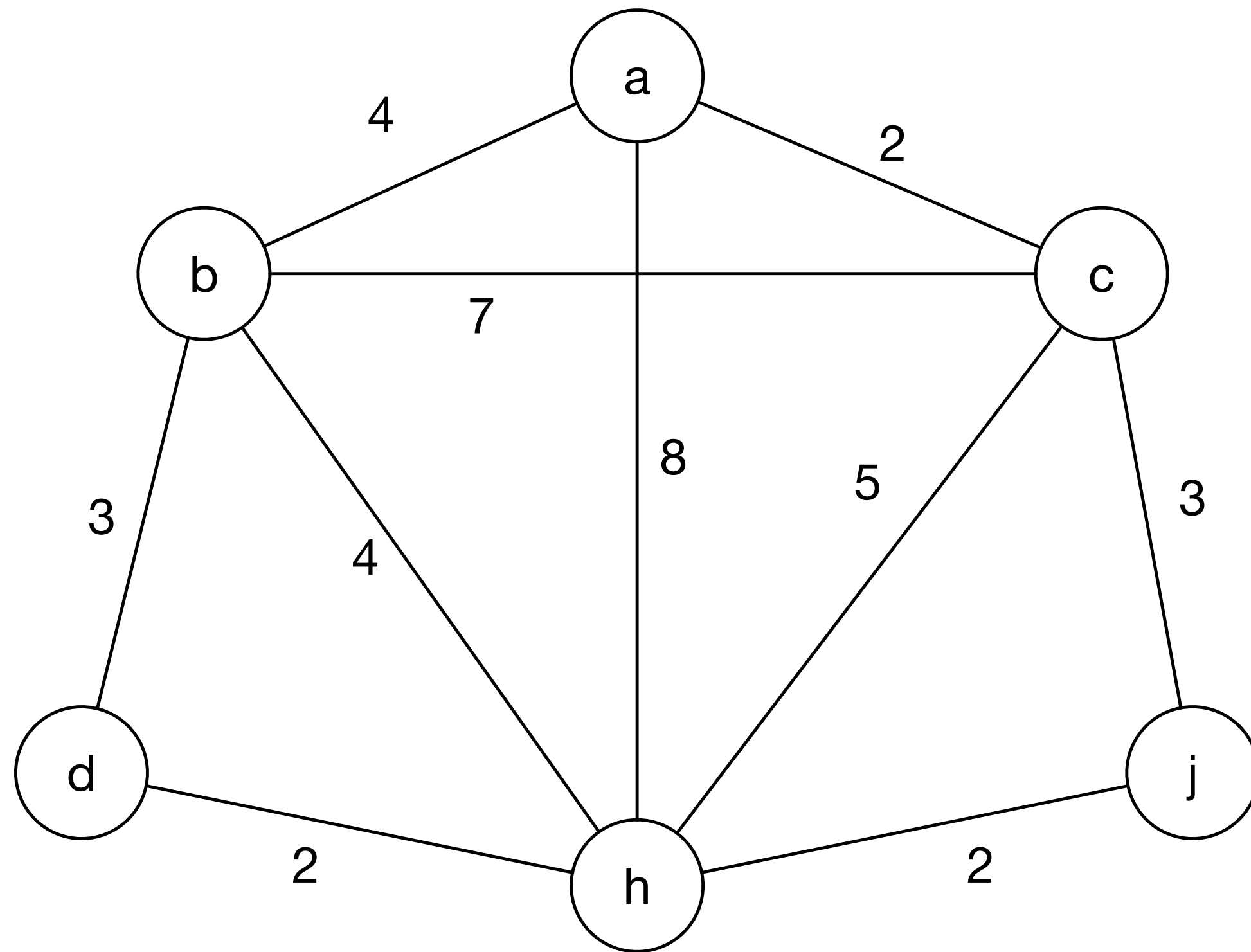
$$G' = (V, E') \text{ with } E' \subseteq E$$

$G'$  is a tree

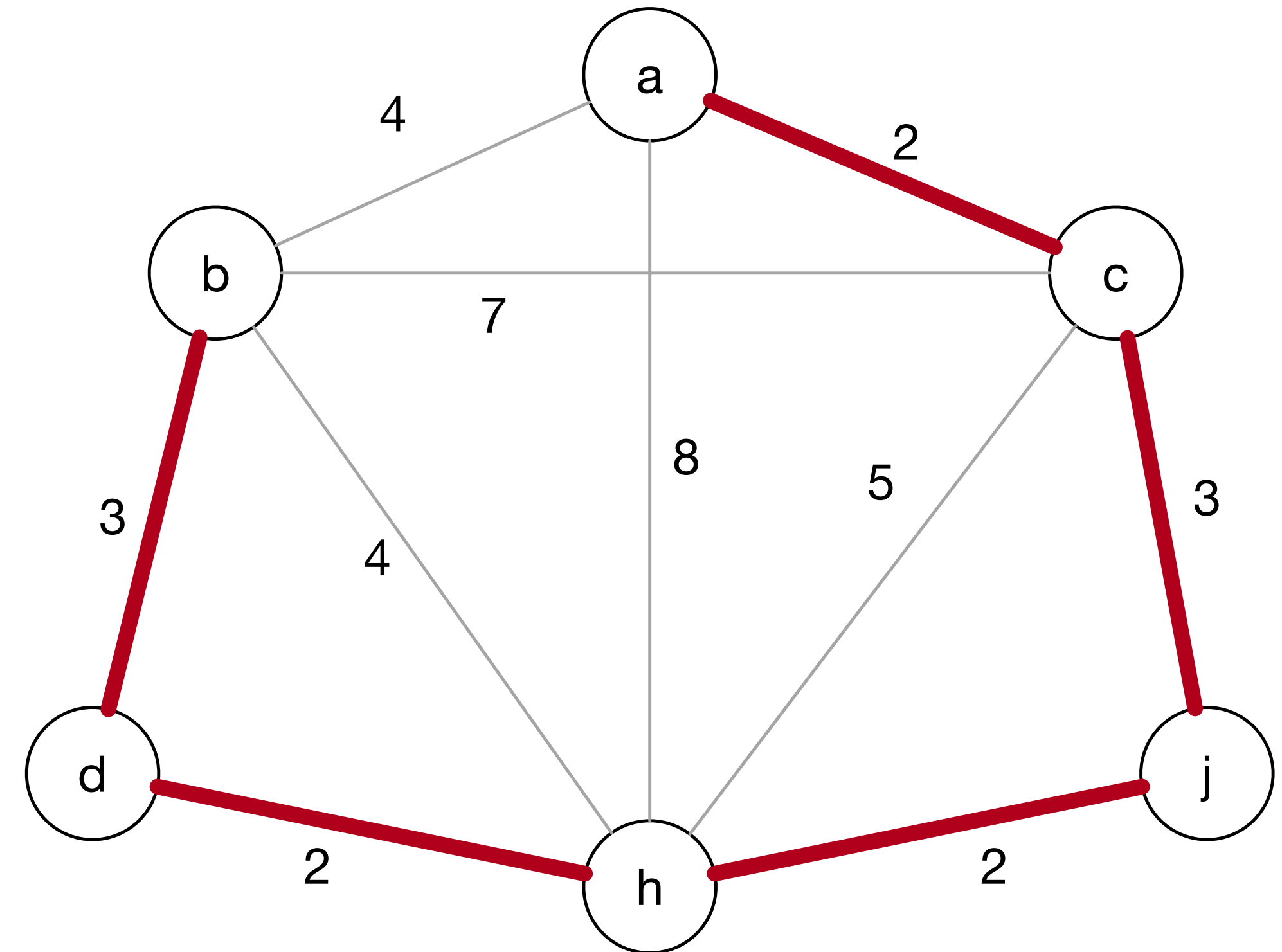
$$\operatorname{argmin} \sum_{(u,v) \in E'} w_{u,v}$$

# Minimum spanning tree

$$\sum_{(u,v) \in E'} w_{u,v} = 12$$



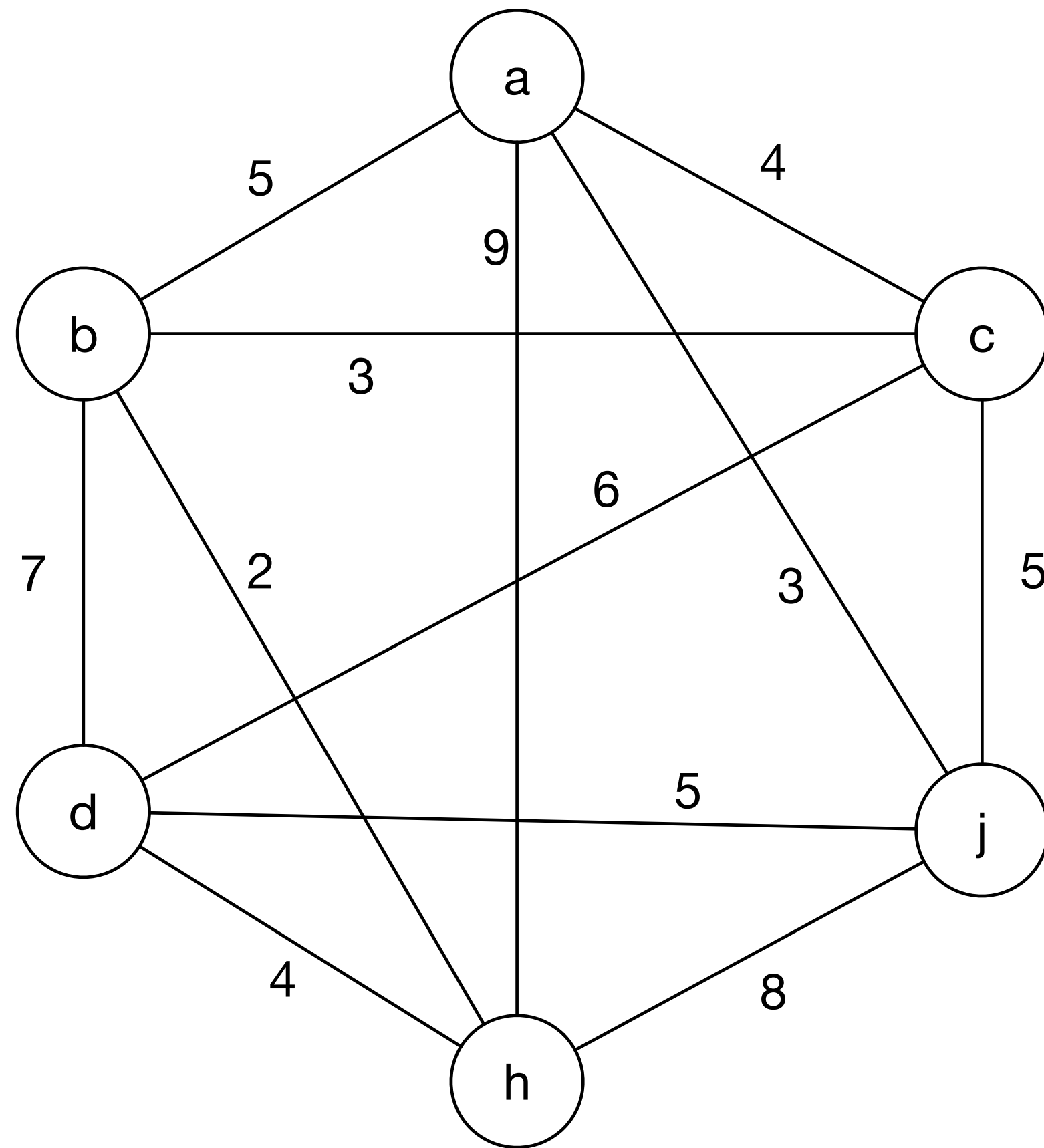
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# Minimum spanning tree

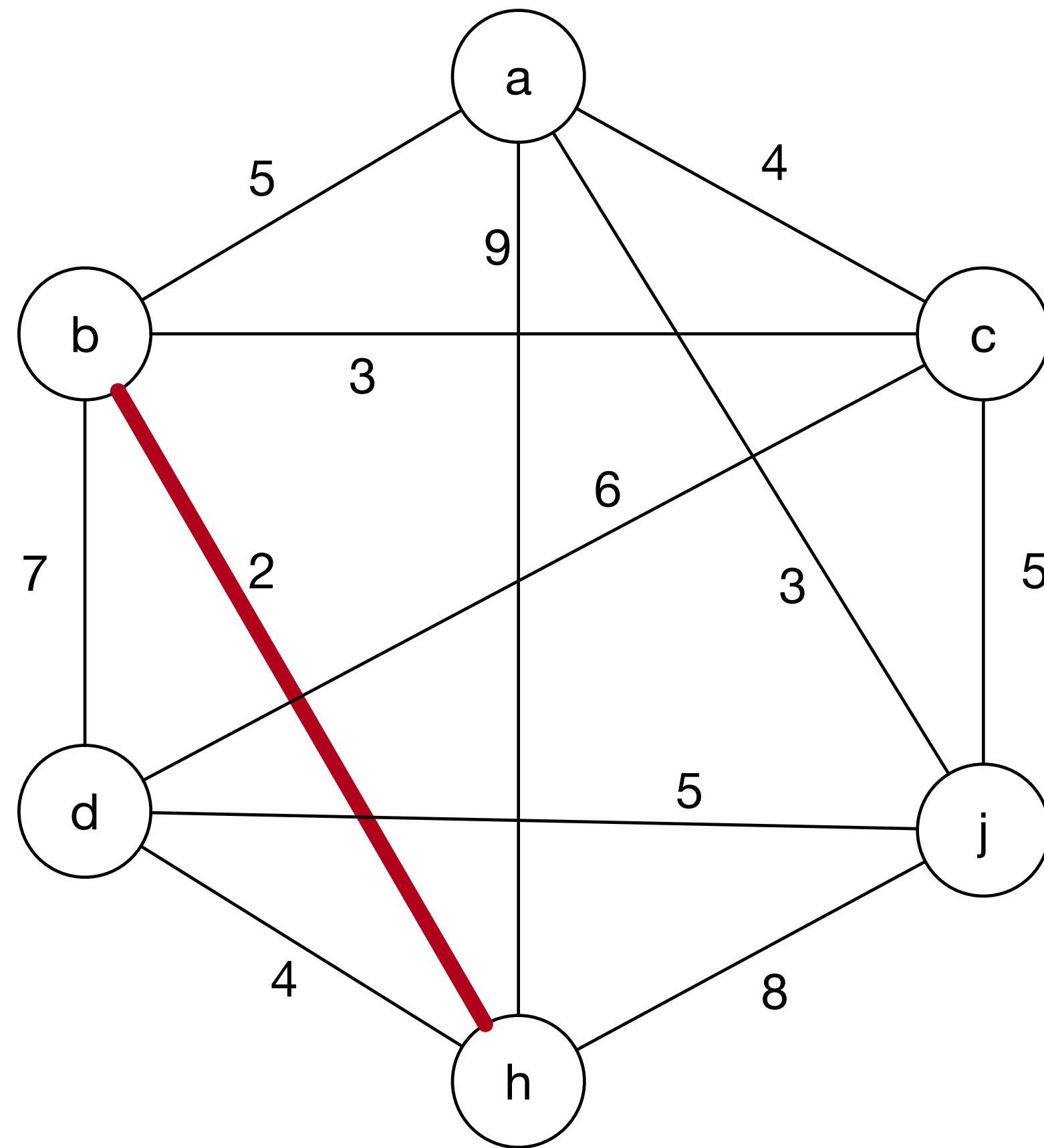
## Kruskal's algorithm



edge	weight
bh	2
aj	3
bc	3
ac	4
dh	4
ab	5
cj	5
dj	5
cd	6
bd	7
jh	8
ah	9

# Minimum spanning tree

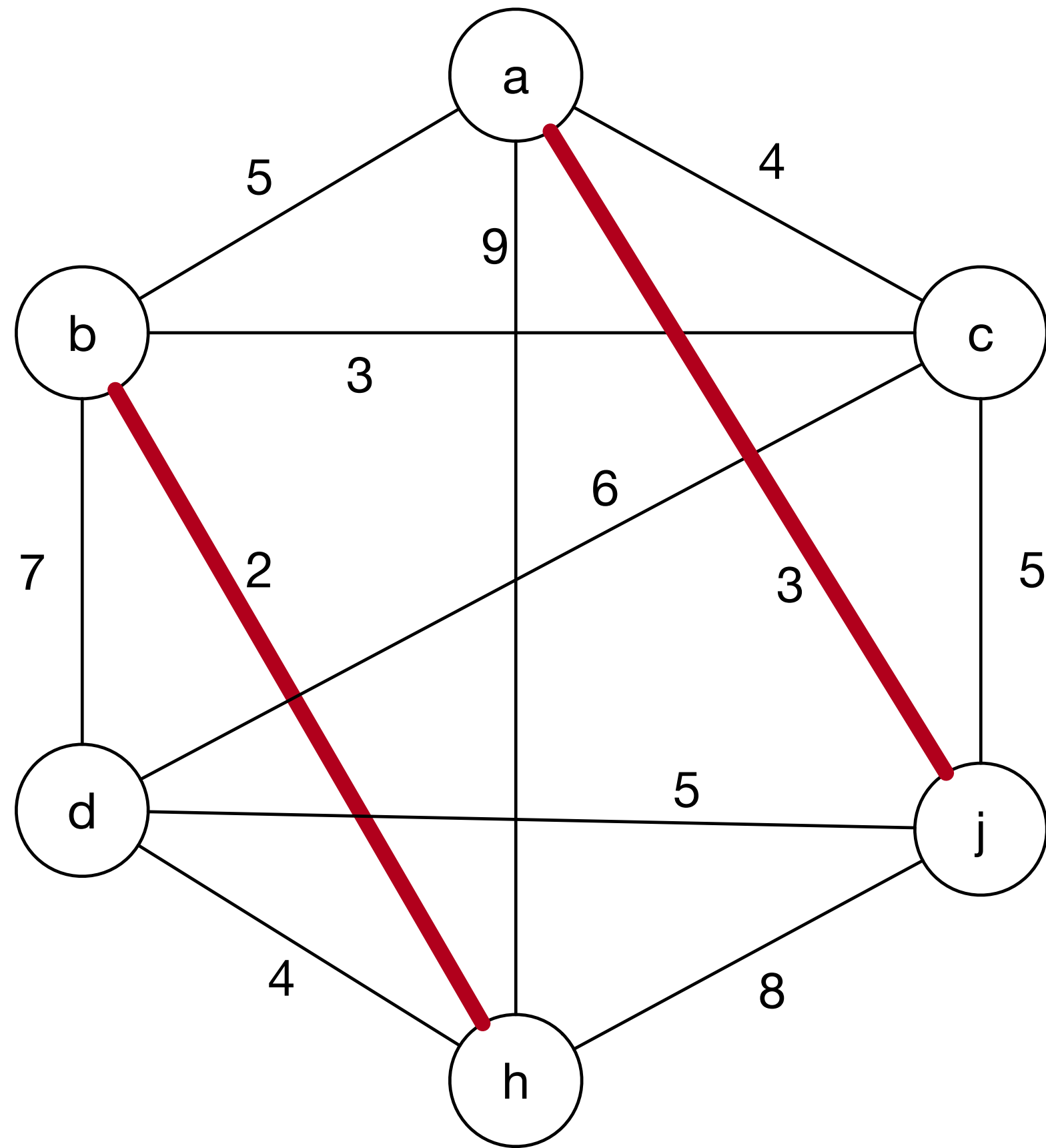
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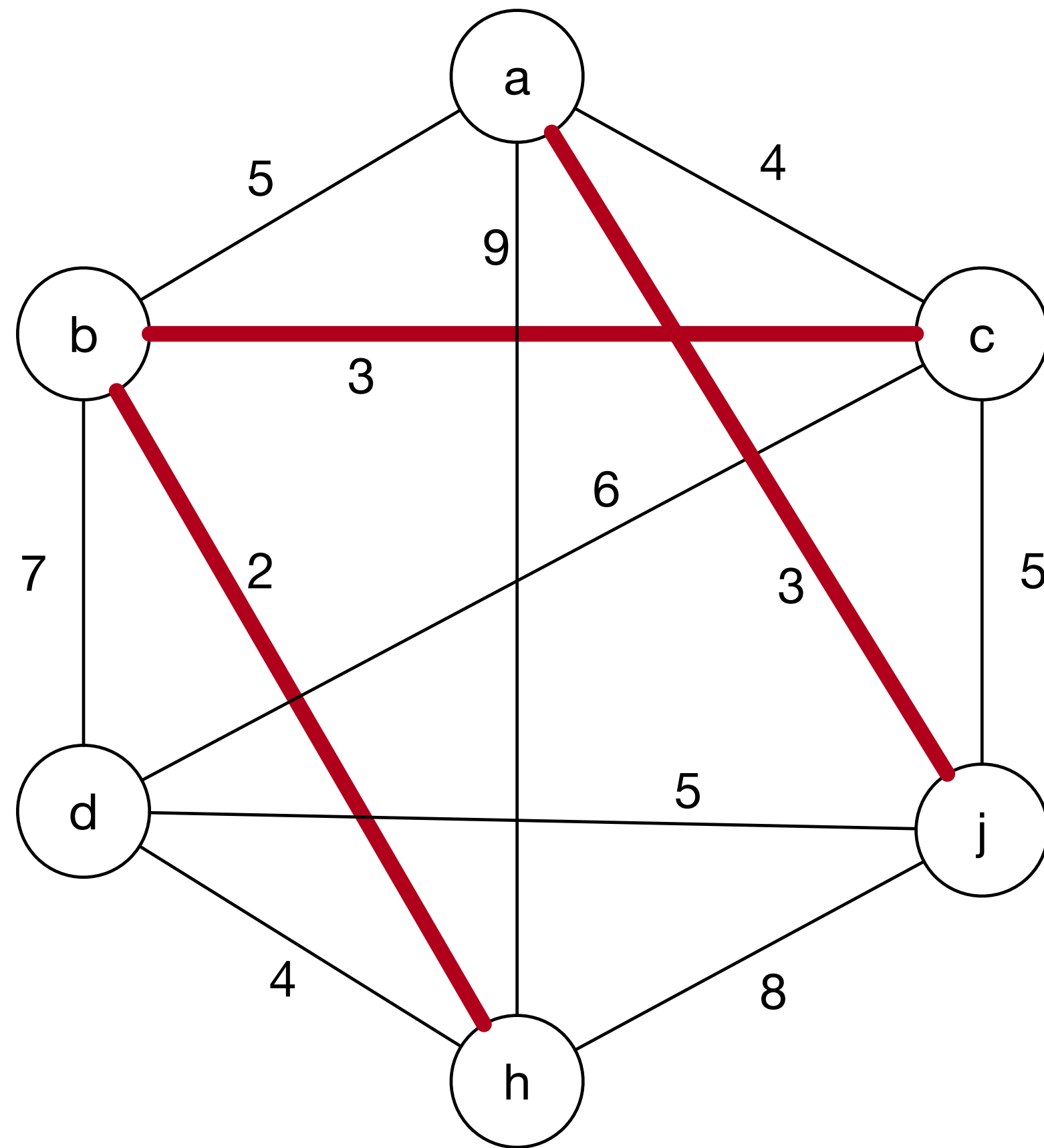
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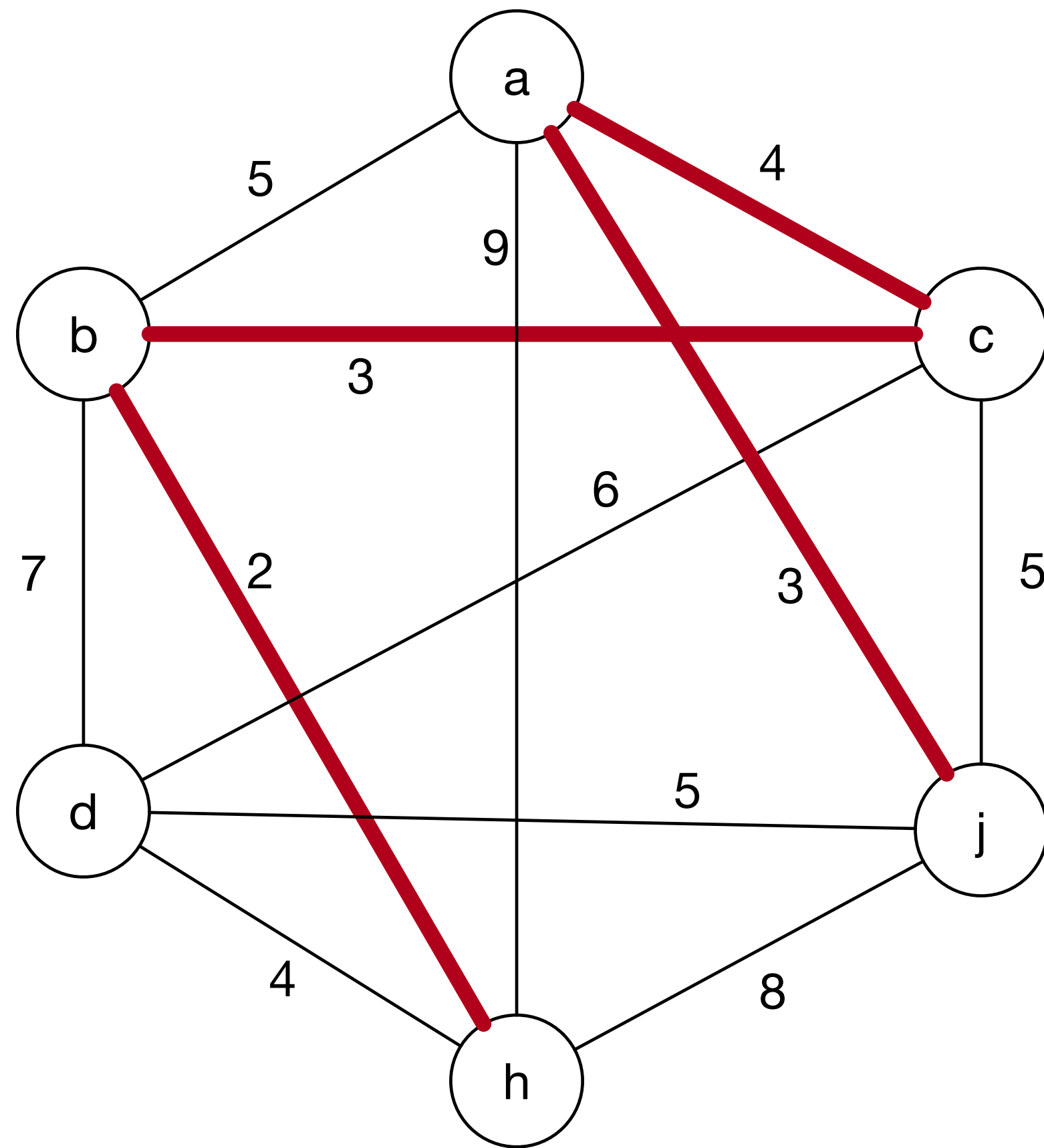
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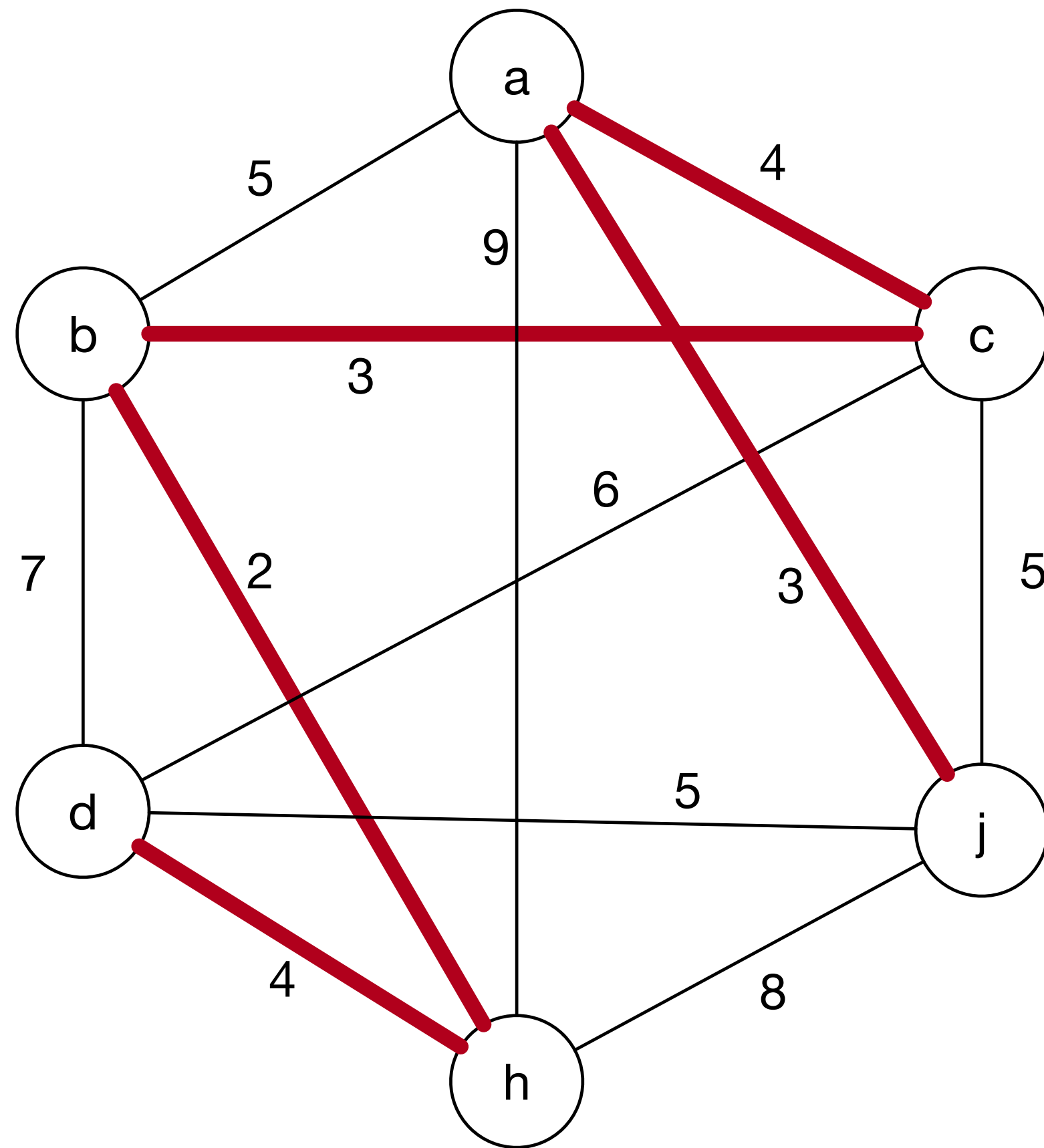


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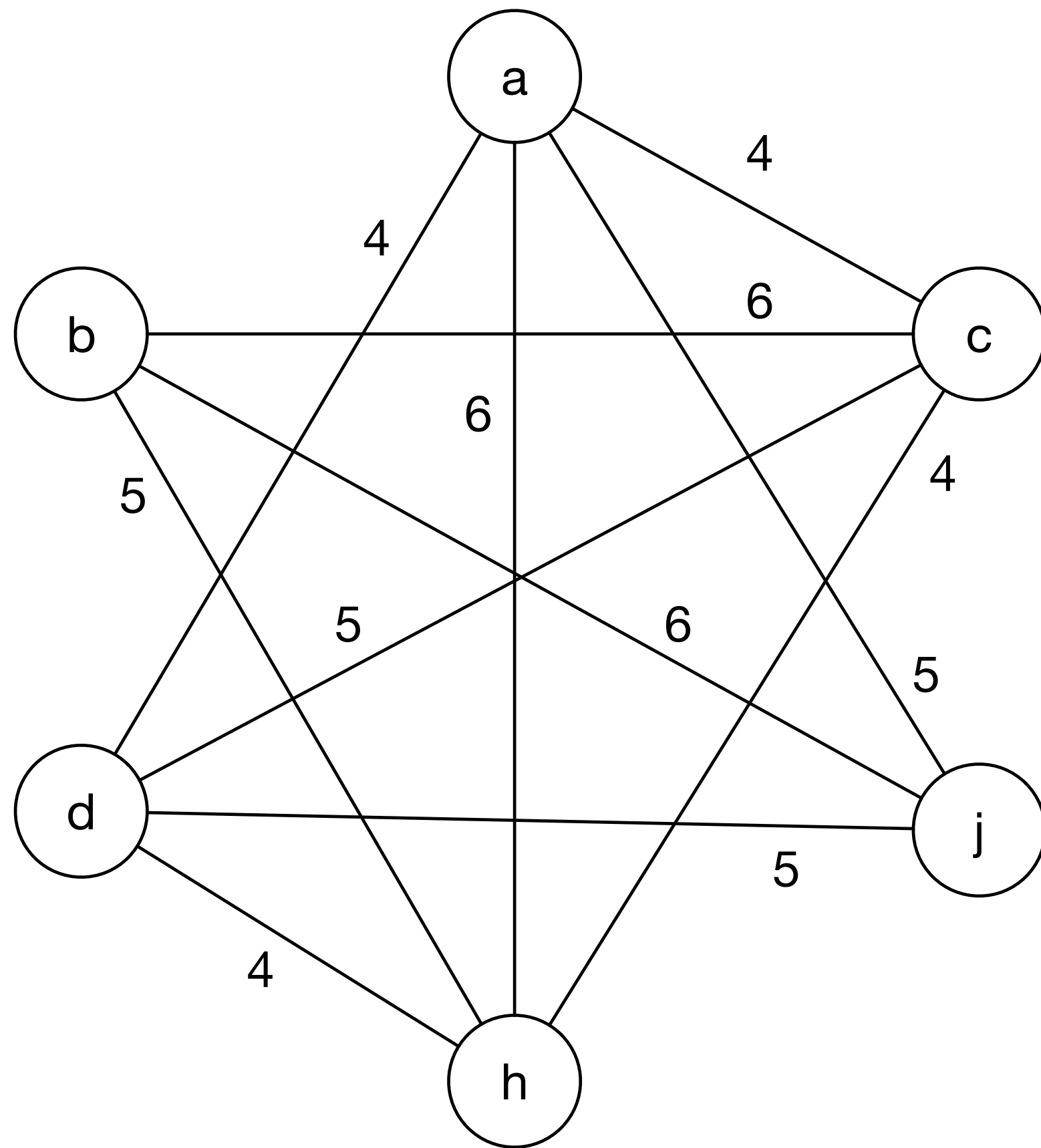
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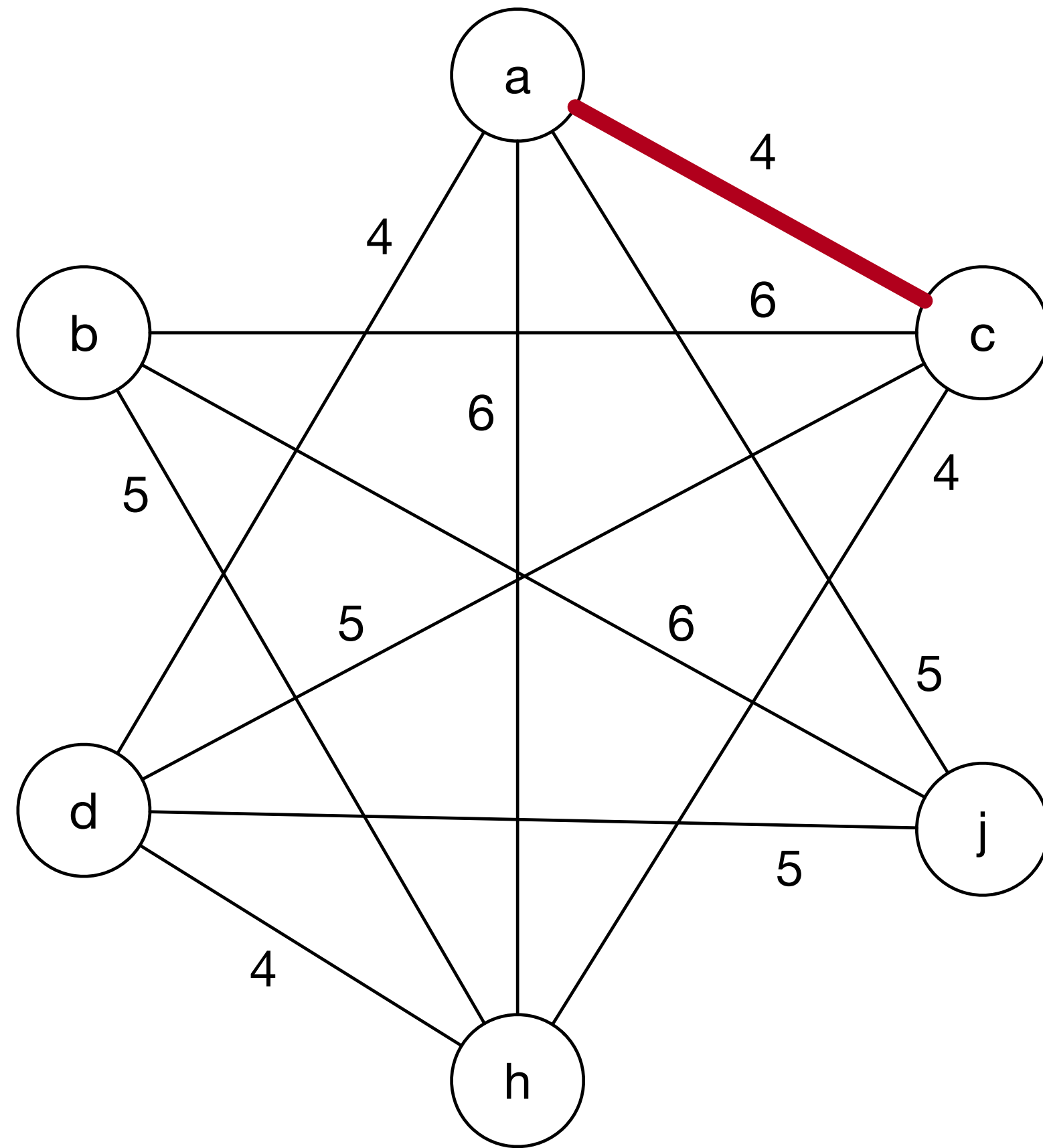
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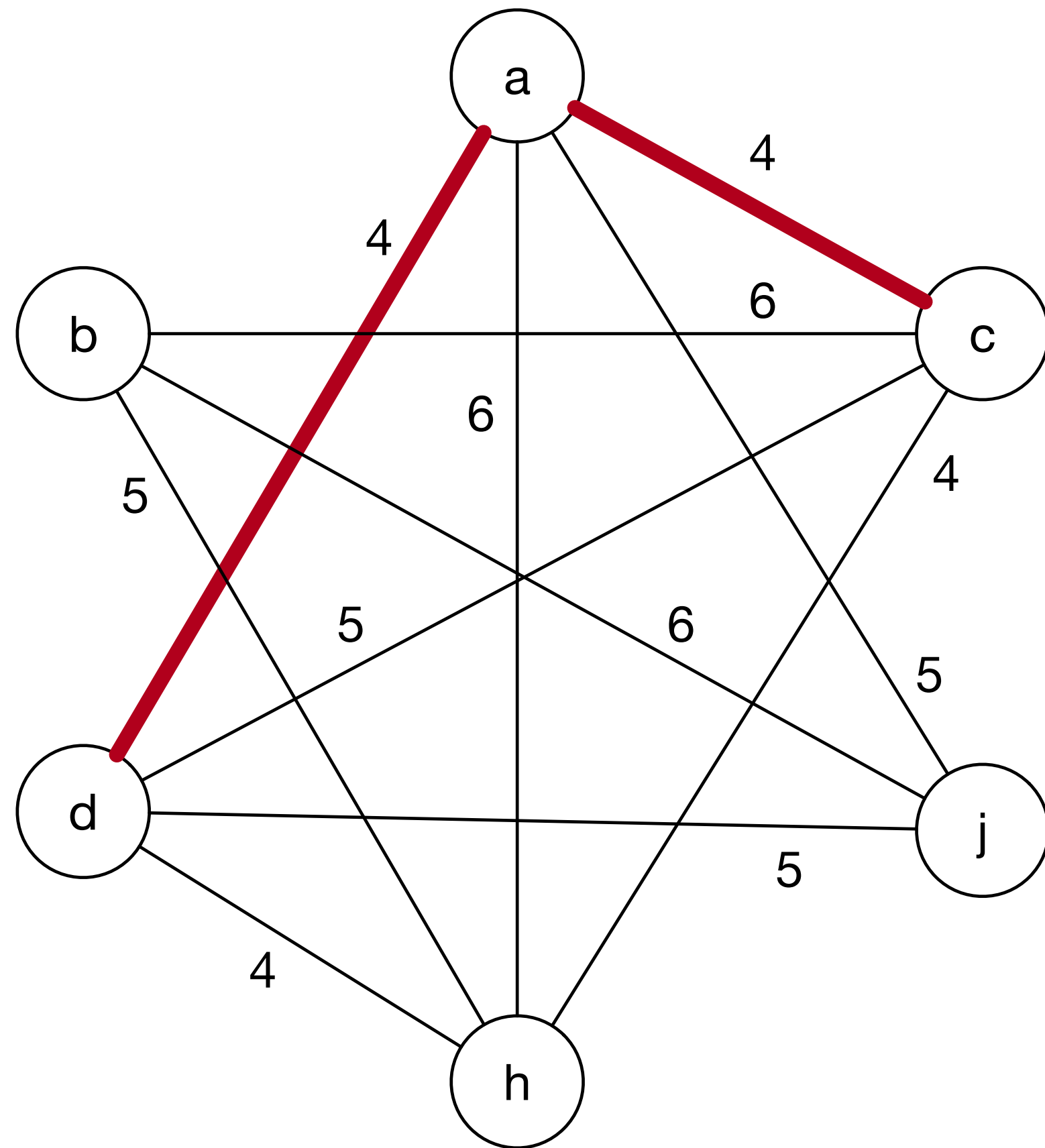
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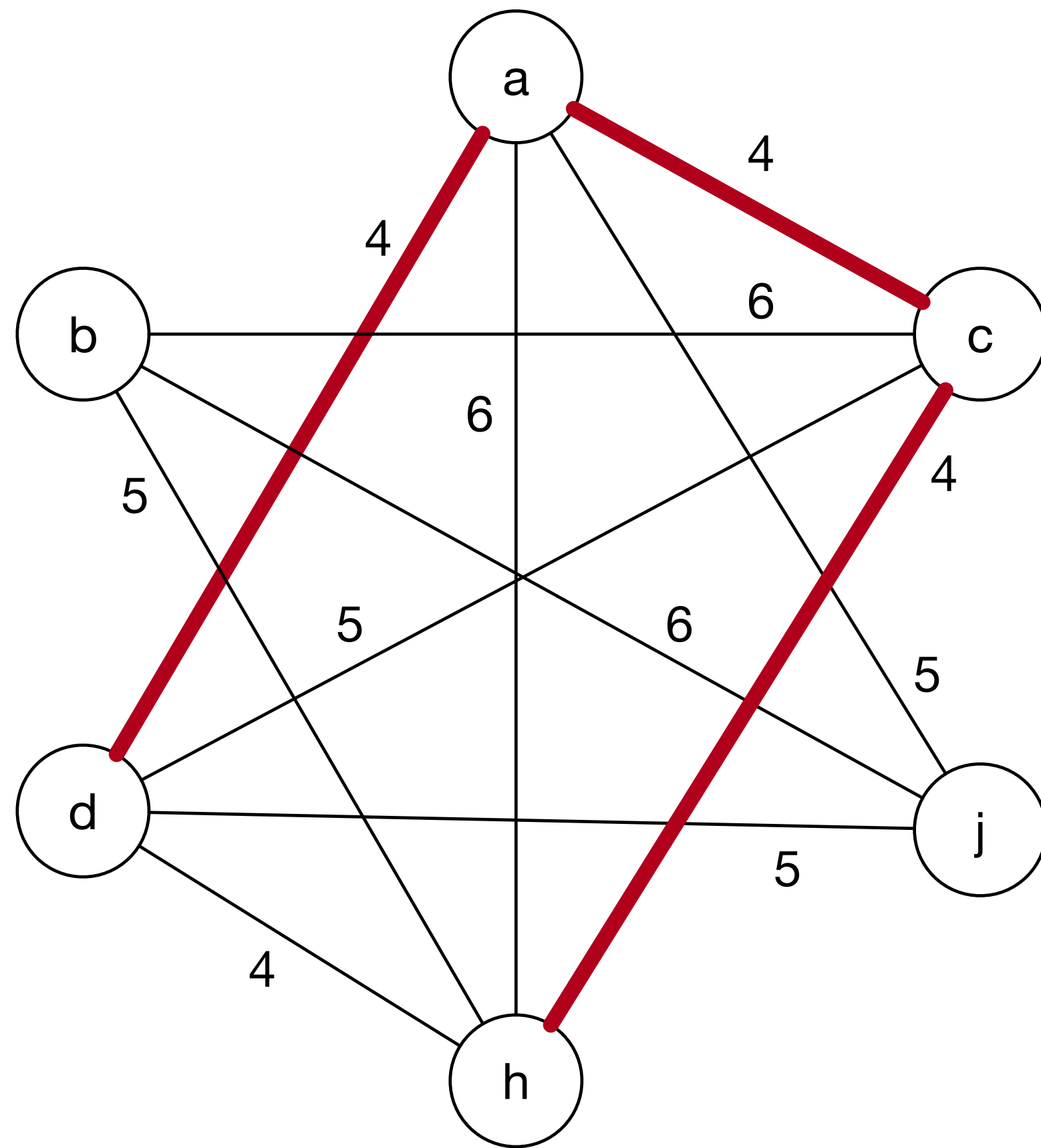
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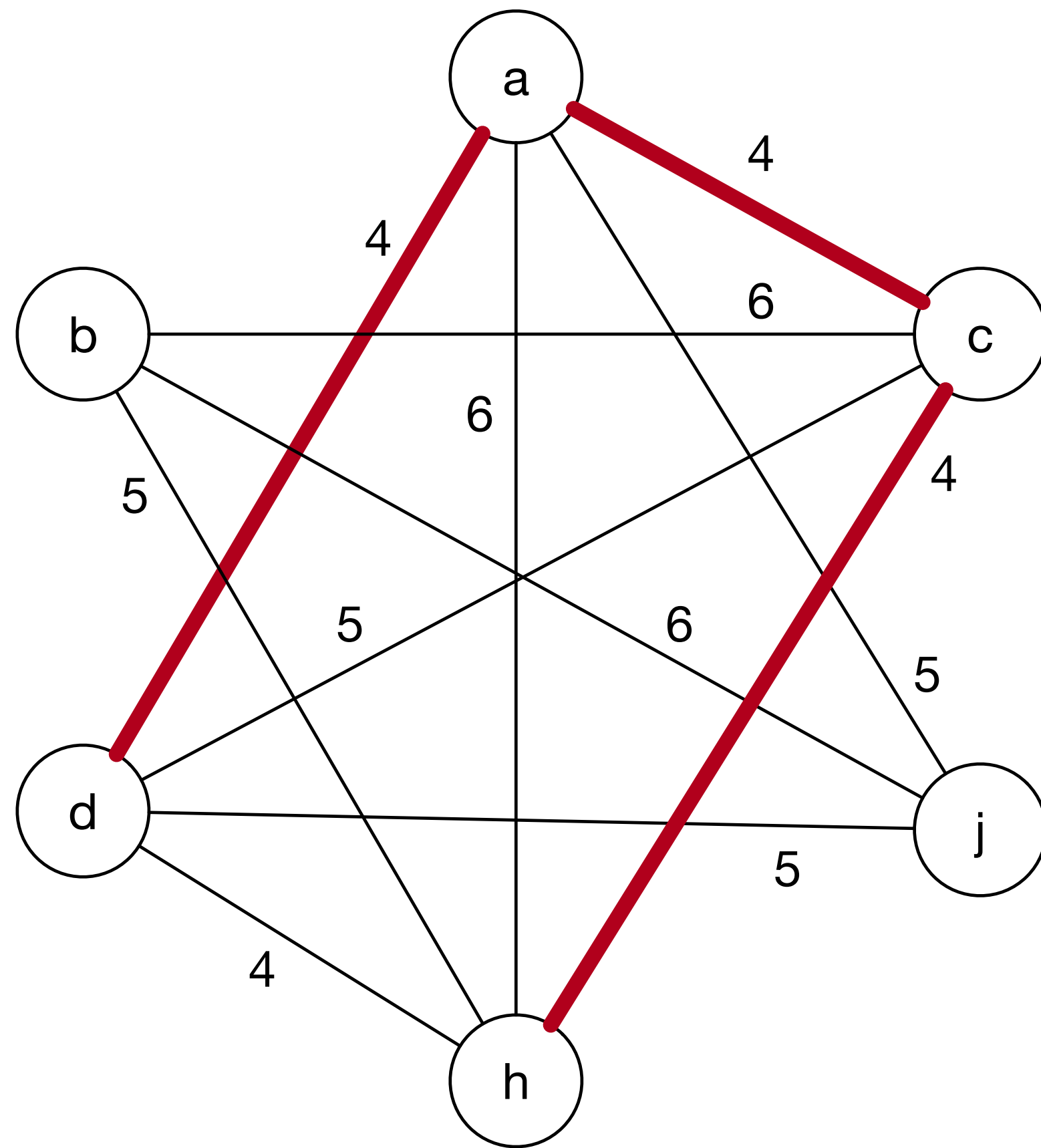
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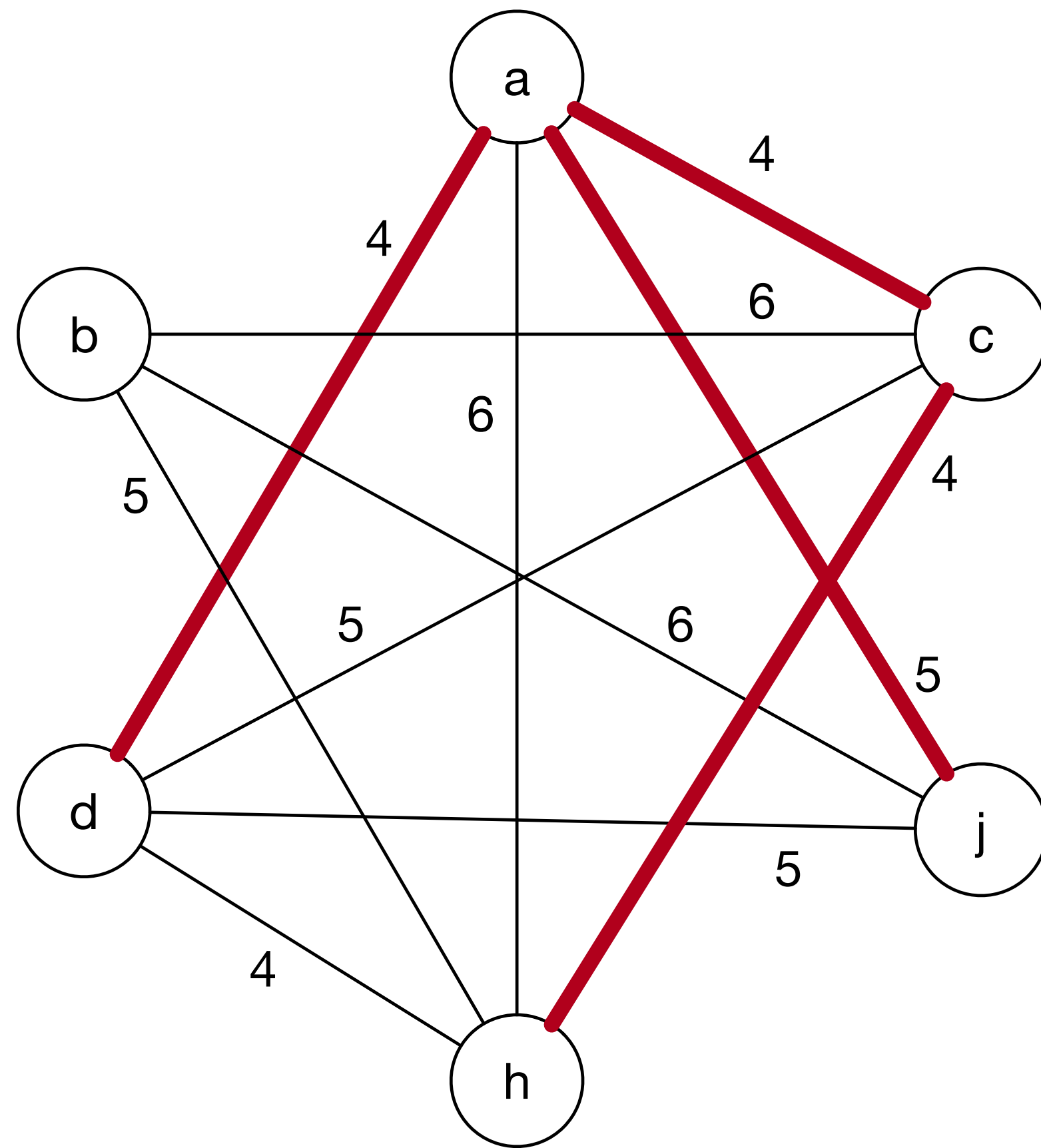
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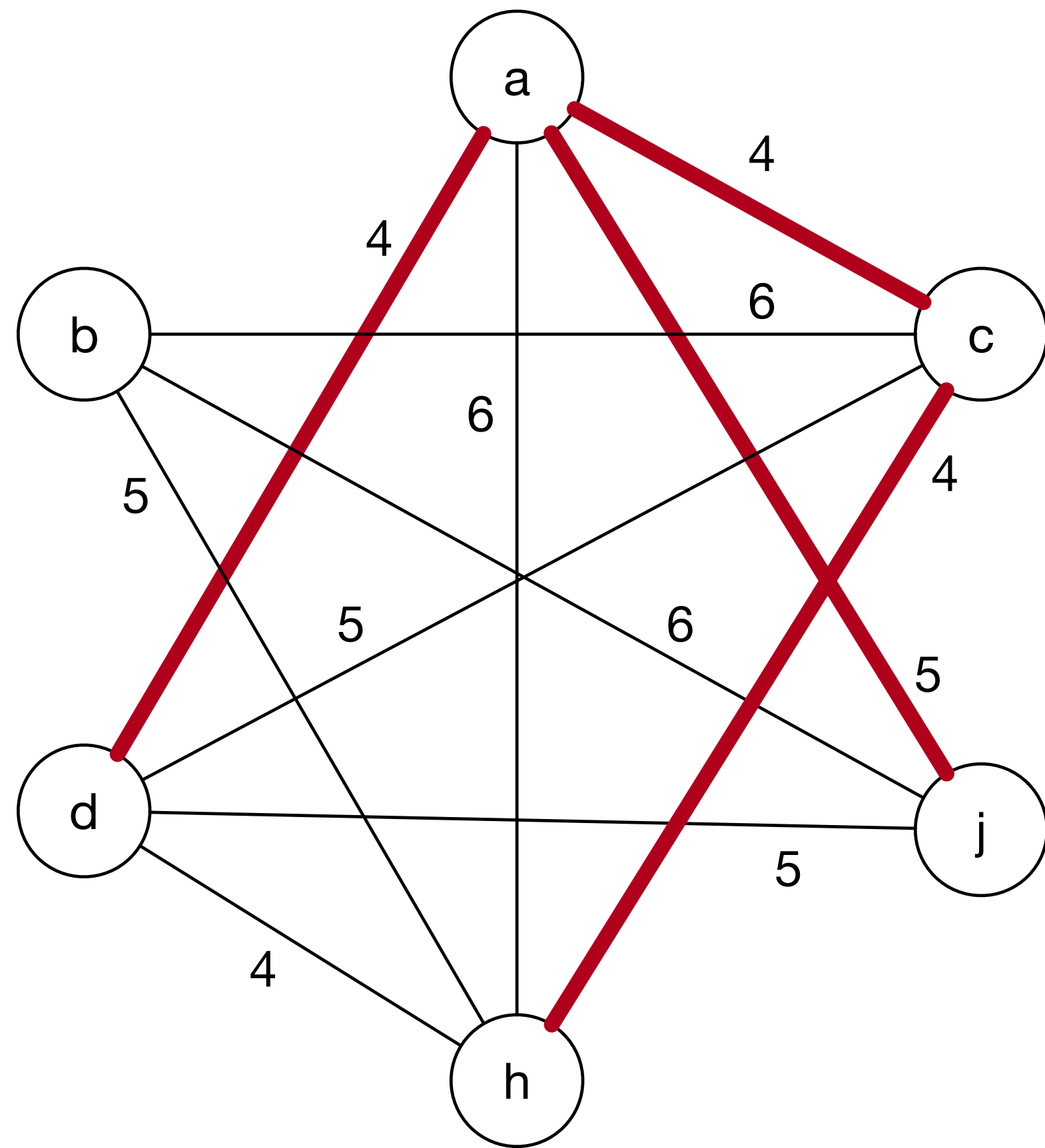
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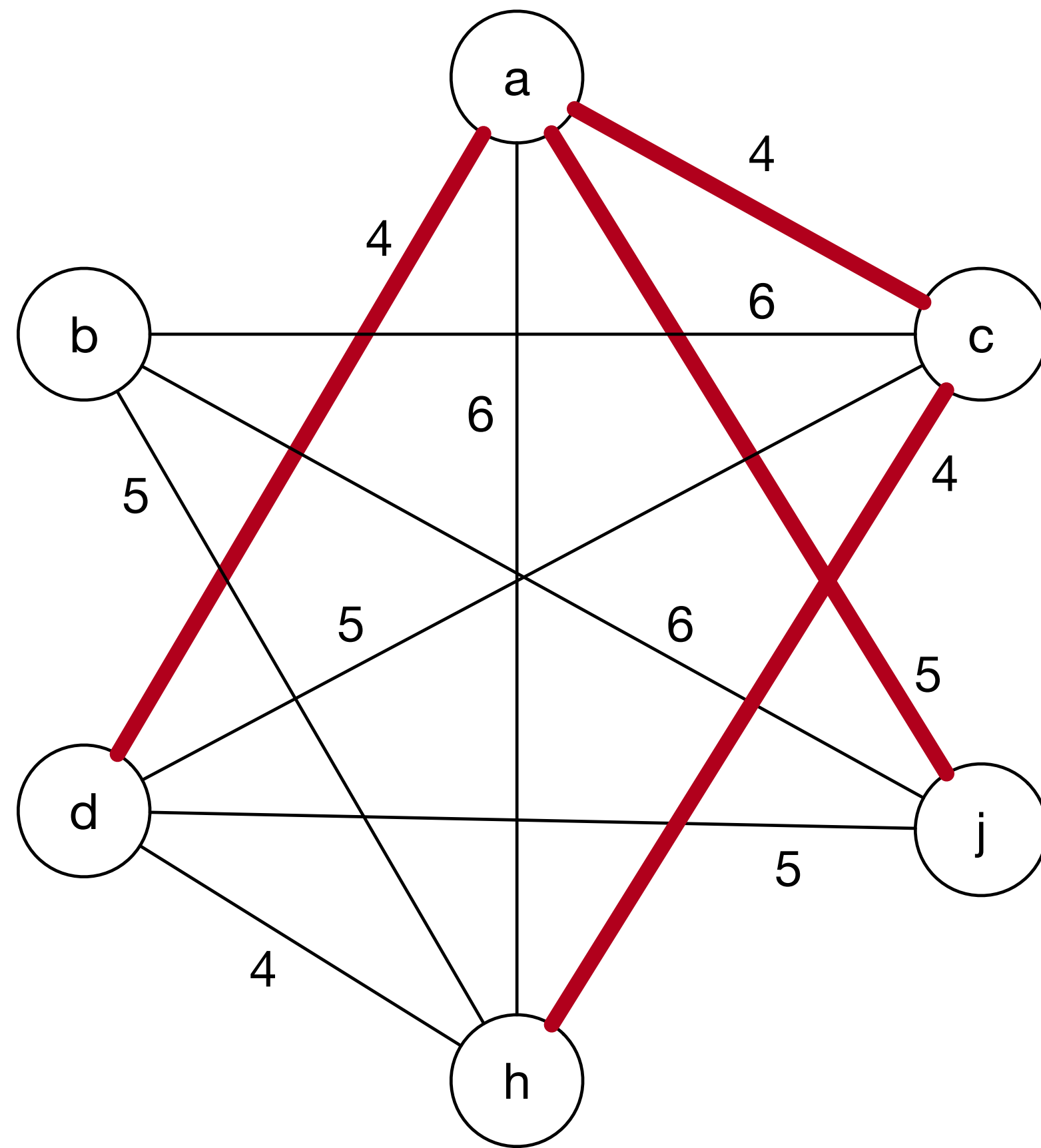


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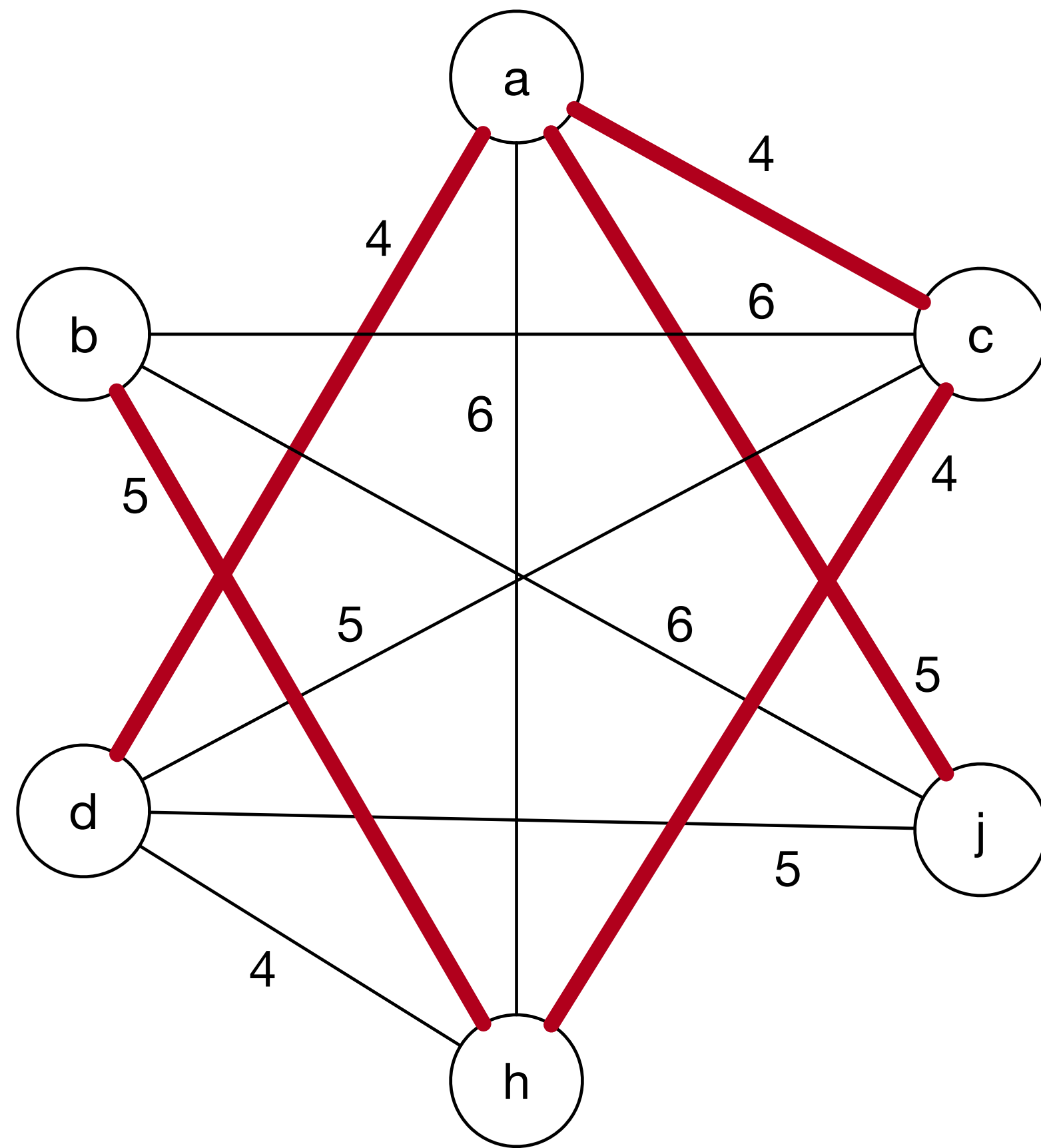
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# Minimum spanning tree

**Kruskal's algorithm, given some connected, weighted graph  $G=(V, E)$**

```
function kruskals(G)
  let E' = {}
  sort edges in E // can sort a vector or use min heap
  while |E'| < |V| - 1
    if next edge in sort (or heap) does not create cycle
      add this edge to E'
  return (V, E')
```

# Minimum spanning tree

**Kruskal's algorithm, given some connected, weighted graph  $G=(V, E)$**

```
function kruskals(G)
    // using disjoint sets, find and union
    let E' = {}
    sort edges in E    // can sort a vector or use min heap
    make singleton sets of all nodes in V
    for each edge, (u,v) in E
        if find(u) != find(v)
            add edge to E'
            union(u, v)
    return (V, E')
```

# Minimum spanning tree

## Kruskal's algorithm

Is it greedy?

# Minimum spanning tree

## Kruskal's algorithm

Is it greedy? Yes!

# Minimum spanning tree

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Is it greedy? Yes!

Worst-case complexity?

# Minimum spanning tree

## Kruskal's algorithm

Is it greedy? Yes!

Worst-case complexity?  $\mathcal{O}(|E| \log |E|)$

The biggest cost is in sorting the edges by weights