

Lecture 17: Minimum Spanning Trees

Michael Dinitz

October 29, 2024

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

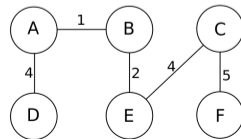
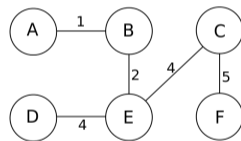
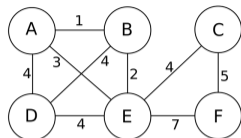
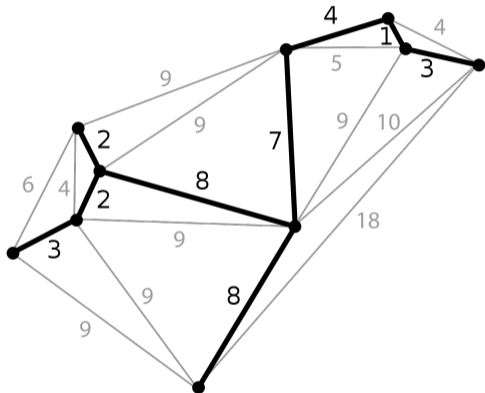
Minimum Spanning Tree problem (MST):

- ▶ 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} .

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} .

```
Generic-MST {  
     $\mathbf{A} = \emptyset$   
    while( $\mathbf{A}$  not a spanning tree) {  
        find an edge  $\mathbf{e}$  safe for  $\mathbf{A}$   
         $\mathbf{A} = \mathbf{A} \cup \{\mathbf{e}\}$   
    }  
    return  $\mathbf{A}$   
}
```

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} .

Theorem

Generic-MST is correct: it always returns an MST.

```
Generic-MST {  
   $\mathbf{A} = \emptyset$   
  while( $\mathbf{A}$  not a spanning tree) {  
    find an edge  $\mathbf{e}$  safe for  $\mathbf{A}$   
     $\mathbf{A} = \mathbf{A} \cup \{\mathbf{e}\}$   
  }  
  return  $\mathbf{A}$   
}
```

Generic Greedy

Definition

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

```
Generic-MST {  
   $\mathbf{A} = \emptyset$   
  while( $\mathbf{A}$  not a spanning tree) {  
    find an edge  $e$  safe for  $\mathbf{A}$   
     $\mathbf{A} = \mathbf{A} \cup \{e\}$   
  }  
  return  $\mathbf{A}$   
}
```

Theorem

Generic-MST is correct: it always returns an MST.

Proof.

Induction.

Claim: \mathbf{A} always a subset of some MST.

Base case: ✓

Inductive step: ✓



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} .

```
Generic-MST {  
   $\mathbf{A} = \emptyset$   
  while( $\mathbf{A}$  not a spanning tree) {  
    find an edge  $\mathbf{e}$  safe for  $\mathbf{A}$   
     $\mathbf{A} = \mathbf{A} \cup \{\mathbf{e}\}$   
  }  
  return  $\mathbf{A}$   
}
```

Theorem

Generic-MST is correct: it always returns an MST.

Proof.

Induction.

Claim: \mathbf{A} always a subset of some MST.

Base case: ✓

Inductive step: ✓

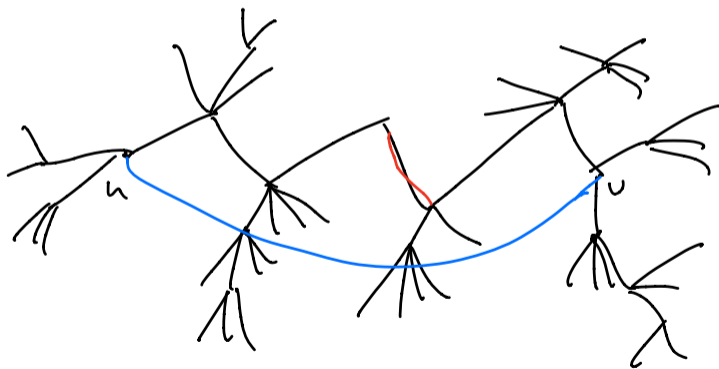


But how to find a safe edge? And which one to add?

Structural Properties

Lemma

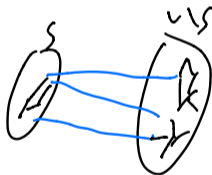
Let T be a spanning tree, let $u, v \in V$, and let P be the $u - v$ path in T . If $\{u, v\} \notin T$, then $T' = (T \cup \{\{u, v\}\}) \setminus \{e\}$ is a spanning tree for all $e \in P$.



Structural Properties

Definition

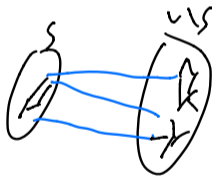
A *cut* $(S, V \setminus S)$ (or (S, \bar{S}) or just S) is a partition of V into two parts. Edge e *crosses* cut (S, \bar{S}) if e has one endpoint in S and one endpoint in \bar{S} .



Structural Properties

Definition

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} .



Definition

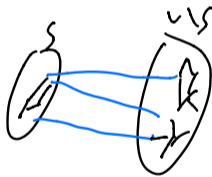
Cut (S, \bar{S}) **respects** $A \subseteq E$ if no edge in A crosses (S, \bar{S})



Structural Properties

Definition

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} .



Definition

Cut (S, \bar{S}) **respects** $A \subseteq E$ if no edge in A crosses (S, \bar{S})



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 $\mathbf{e} = \{\mathbf{u}, \mathbf{v}\}$ be a light edge for $(\mathbf{S}, \bar{\mathbf{S}})$. Then \mathbf{e} is safe for \mathbf{A} .

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 $\mathbf{e} = \{\mathbf{u}, \mathbf{v}\}$ be a light edge for $(\mathbf{S}, \bar{\mathbf{S}})$. Then \mathbf{e} is safe for \mathbf{A} .

Need to show there is an MST containing $\mathbf{A} \cup \{\mathbf{e}\}$.

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 $\mathbf{e} = \{\mathbf{u}, \mathbf{v}\}$ be a light edge for $(\mathbf{S}, \bar{\mathbf{S}})$. Then \mathbf{e} is safe for \mathbf{A} .

Need to show there is an MST containing $\mathbf{A} \cup \{\mathbf{e}\}$.

If $\mathbf{e} \in \mathbf{T}$: ✓

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 $\mathbf{e} = \{\mathbf{u}, \mathbf{v}\}$ be a light edge for $(\mathbf{S}, \bar{\mathbf{S}})$. Then \mathbf{e} is safe for \mathbf{A} .

Need to show there is an MST containing $\mathbf{A} \cup \{\mathbf{e}\}$.

If $\mathbf{e} \in \mathbf{T}$: ✓ Otherwise:

Main Structural Theorem

Theorem

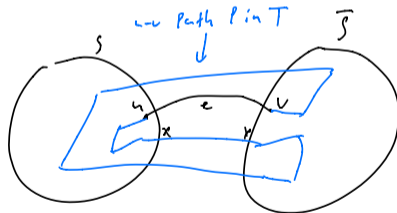
Let $A \subseteq E$ be a subset of some MST T , let (S, \bar{S}) be a cut respecting A , and let $e = \{u, v\}$ be a light edge for (S, \bar{S}) . Then e is safe for A .

Need to show there is an MST containing $A \cup \{e\}$.

If $e \in T$: ✓ Otherwise:

Let $T' = (T \cup \{e\}) \setminus \{\{x, y\}\}$

⇒ T' a spanning tree by first lemma



Main Structural Theorem

Theorem

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

Need to show there is an MST containing $A \cup \{e\}$.

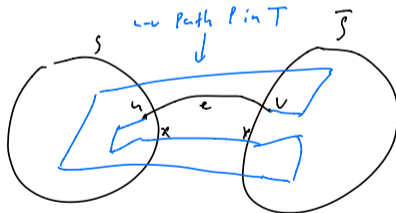
If $e \in T$: ✓ Otherwise:

Let $T' = (T \cup \{e\}) \setminus \{\{x, y\}\}$

⇒ T' a spanning tree by first lemma

$\{x, y\} \notin A$, since (S, \bar{S}) respects A

⇒ $A \cup \{e\} \subseteq T'$



Main Structural Theorem

Theorem

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

Need to show there is an MST containing $A \cup \{e\}$.

If $e \in T$: ✓ Otherwise:

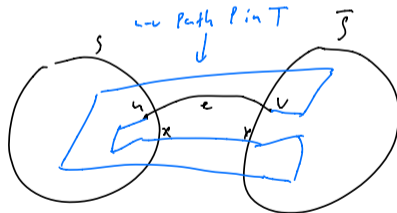
Let $T' = (T \cup \{e\}) \setminus \{x, y\}$

⇒ T' a spanning tree by first lemma

$\{x, y\} \notin A$, since (S, \bar{S}) respects A

⇒ $A \cup \{e\} \subseteq T'$

$$w(T') = w(T) + w(e) - w(x, y) \leq w(T)$$



Main Structural Theorem

Theorem

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

Need to show there is an MST containing $A \cup \{e\}$.

If $e \in T$: ✓ Otherwise:

Let $T' = (T \cup \{e\}) \setminus \{x, y\}$

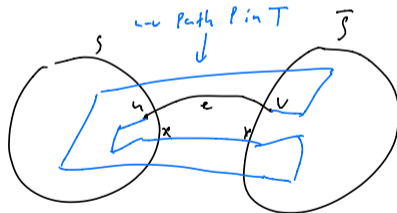
⇒ T' a spanning tree by first lemma

$\{x, y\} \notin A$, since (S, \bar{S}) respects A

⇒ $A \cup \{e\} \subseteq T'$

$w(T') = w(T) + w(e) - w(x, y) \leq w(T)$

⇒ T' an MST containing $A \cup \{e\}$



Prim's Algorithm

Prim's Algorithm

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

$A = \emptyset$

Let u be an arbitrary node, and let $S = \{u\}$

while(A is not a spanning tree) {

 Find an edge $\{x, y\}$ with $x \in S$ and $y \notin S$ that is light for (S, \bar{S})

$A \leftarrow A \cup \{\{x, y\}\}$

$S \leftarrow S \cup \{y\}$

}

return A

Prim's Algorithm

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

$A = \emptyset$

Let u be an arbitrary node, and let $S = \{u\}$

while(A is not a spanning tree) {

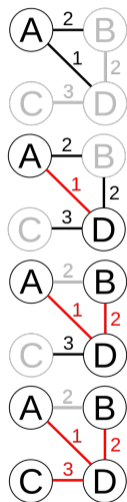
 Find an edge $\{x, y\}$ with $x \in S$ and $y \notin S$ that is light for (S, \bar{S})

$A \leftarrow A \cup \{\{x, y\}\}$

$S \leftarrow S \cup \{y\}$

}

return A



Correctness

Theorem

Prim's algorithm returns an MST.

Correctness

Theorem

Prim's algorithm returns an MST.

Proof.

Just Generic-MST!

Correctness

Theorem

Prim's algorithm returns an MST.

Proof.

Just Generic-MST!

- ▶ $(\mathbf{S}, \bar{\mathbf{S}})$ always respects \mathbf{A} (induction).
- ▶ If edge \mathbf{e} added then light for $(\mathbf{S}, \bar{\mathbf{S}})$
- ▶ 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 $O(mn)$

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 $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

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 $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across (S, \bar{S})

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 $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across (S, \bar{S})

Heap of *vertices* in \bar{S} . Key of v is min-weight edge from v to S .

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 $(\mathcal{S}, \bar{\mathcal{S}}) \implies O(m)$ time
- ▶ Total $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across $(\mathcal{S}, \bar{\mathcal{S}})$

Heap of *vertices* in $\bar{\mathcal{S}}$. Key of \mathbf{v} is min-weight edge from \mathbf{v} to \mathcal{S} .

- ▶ When new vertex \mathbf{y} added to \mathcal{S} , need to update keys of nodes adjacent to \mathbf{y}

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 $(\mathcal{S}, \bar{\mathcal{S}}) \implies O(m)$ time
- ▶ Total $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across $(\mathcal{S}, \bar{\mathcal{S}})$

Heap of *vertices* in $\bar{\mathcal{S}}$. Key of v is min-weight edge from v to \mathcal{S} .

- ▶ When new vertex y added to \mathcal{S} , need to update keys of nodes adjacent to y
 - ▶ Happens at most m times total

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 $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across (S, \bar{S})

Heap of *vertices* in \bar{S} . Key of v is min-weight edge from v to S .

- ▶ When new vertex y added to S , need to update keys of nodes adjacent to y
 - ▶ Happens at most m times total
- ▶ n Inserts, n Extract-Mins, m Decrease-Keys

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 $O(mn)$

Like Dijkstra's algorithm, do better by using a data structure: heap!

- ▶ Need to be able to get minimum-weight edge across (S, \bar{S})

Heap of *vertices* in \bar{S} . Key of v is min-weight edge from v to S .

- ▶ When new vertex y added to S , need to update keys of nodes adjacent to y
 - ▶ Happens at most m times total
- ▶ 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?

Algorithm

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

```
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.

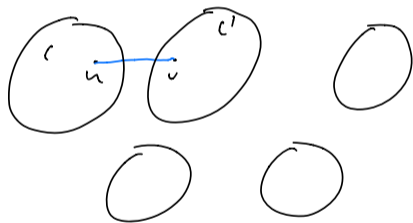
Want to show just Generic-MST: when $\{u, v\}$ added, it was safe for \mathbf{A} .

Correctness

Theorem

Kruskal's algorithm computes an MST.

Want to show just Generic-MST: when $\{u, v\}$ added, it was safe for \mathbf{A} .

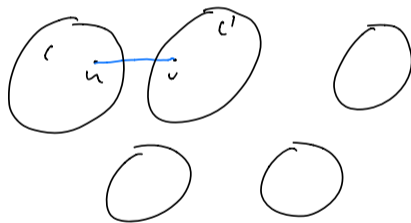


Correctness

Theorem

Kruskal's algorithm computes an MST.

Want to show just Generic-MST: when $\{u, v\}$ added, it was safe for \mathbf{A} .



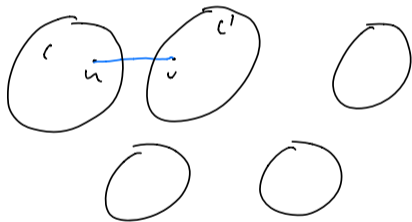
Consider cut (C, \bar{C}) . Respects \mathbf{A} , and $\{u, v\}$ light for it.

Correctness

Theorem

Kruskal's algorithm computes an MST.

Want to show just Generic-MST: when $\{u, v\}$ added, it was safe for \mathbf{A} .



Consider cut (C, \bar{C}) . Respects \mathbf{A} , and $\{u, v\}$ light for it.

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

Running Time

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

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.

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.

- ▶ $O(m(m + n)) = O(m^2 + mn)$

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?

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets:

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ Finds:

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ Finds: $2m$

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ Finds: $2m$
- ▶ Unions:

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 speed this up with data structures?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ Finds: $2m$
- ▶ Unions: $n - 1$

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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ 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?

Union-Find! Connected components of \mathbf{A} are disjoint sets.

- ▶ Make-Sets: n
- ▶ Finds: $2m$
- ▶ Unions: $n - 1$

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

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

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