CS4102 Algorithms

Spring 2020

Warm up:

Show that the sum of degrees of all nodes in any undirected graph is even

Show that for any graph G = (V, E), $\sum_{v \in V} \deg(v)$ is even

$\sum_{v \in V} \deg(v)$ is always even

- $\deg(v)$ counts the number of edges incident v
- Consider any edge $e \in E$
- This edge is incident 2 vertices (on each end)
- This means $2 \cdot |E| = \sum_{v \in V} \deg(v)$
- Therefore $\sum_{v \in V} \deg(v)$ is even

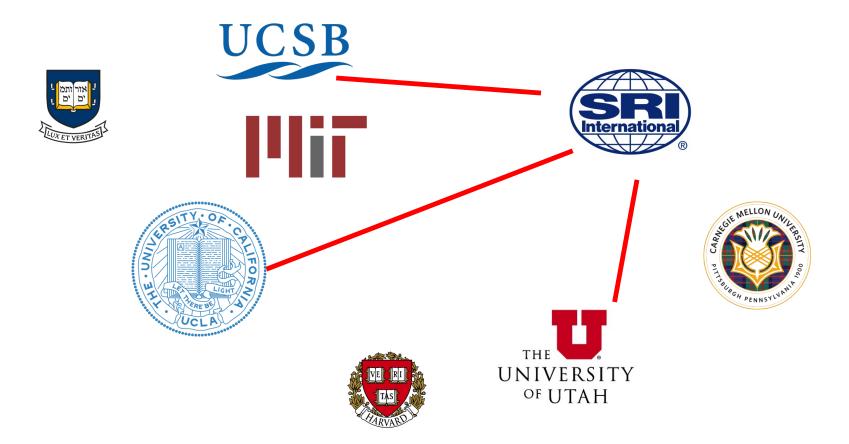
Today's Keywords

- Greedy Algorithms
- Choice Function
- Graphs
- Minimum Spanning Tree
- Kruskal's Algorithm
- Prim's Algorithm
- Cut Theorem

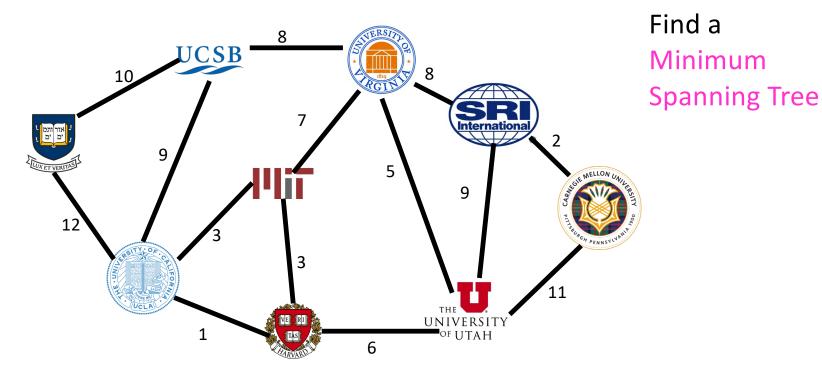
CLRS Readings:

- Chapter 22
- Chapter 23

ARPANET



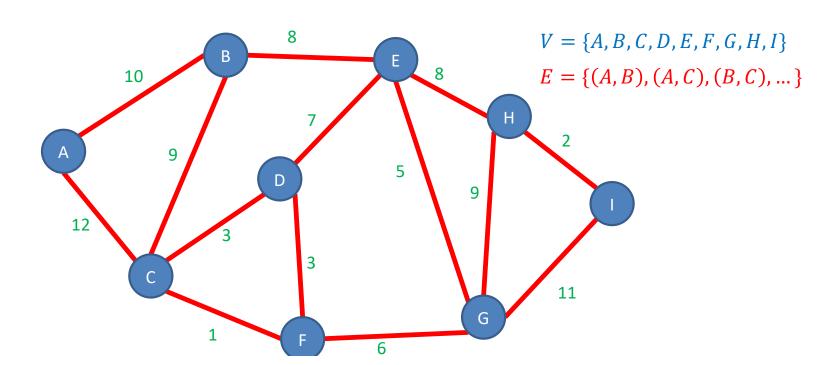
Problem



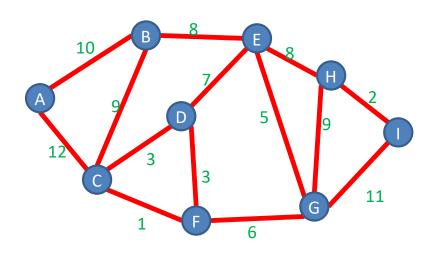
We need to connect together all these places into a network We have feasible wires to run, plus the cost of each wire Find the cheapest set of wires to run to connect all places

Graphs

Definition: G = (V, E) w(e) = weight of edge e



Adjacency List Representation



Tradeoffs

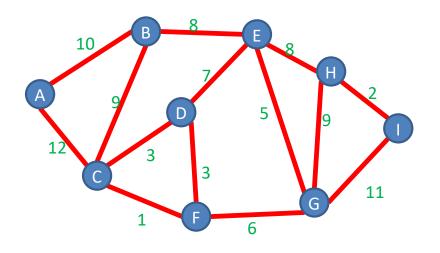
Space: V + E

Time to list neighbors: Degree(A)

Time to check edge (A, B): Degree(A)

А	В	С		
В	А	С	Е	
С	А	В	D	F
D	С	E	F	
Е	В	D	G	Н
F	С	D	G	
G	Е	F	Н	1
Н	Е	G	1	
ı	G	Н		-

Adjacency Matrix Representation



	А	В	С	D	Е	F	G	Н	
Α		1	1						
В	1		1		1				
С	1	1		1		1			
D			1		1	1			
Ε		1		1			1	1	
F			1	1			1		
G					1	1		1	1
Н					1		1		1
							1	1	

Tradeoffs

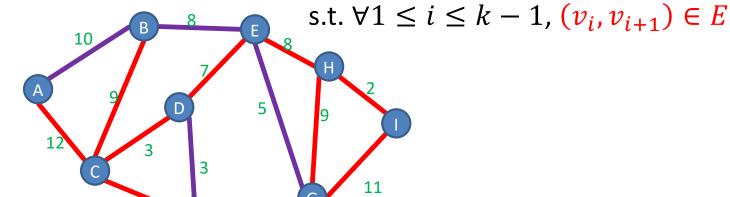
Space: V²

Time to list neighbors: V

Time to check edge (A, B):O(1)

Definition: Path

A sequence of nodes $(v_1, v_2, ..., v_k)$



Simple Path:

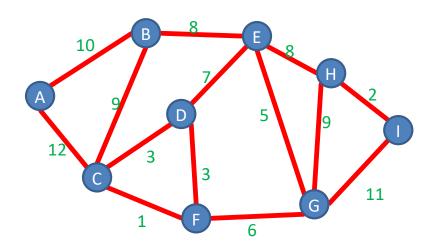
A path in which each node appears at most once

Cycle:

A path of > 2 nodes in which $v_1 = v_k$ and all other nodes appear at most once

Definition: Connected Graph

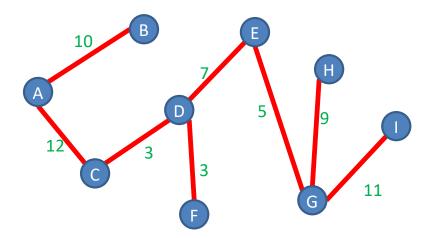
A Graph G=(V,E) s.t. for any pair of nodes $v_1,v_2\in V$ there is a path from v_1 to v_2



Note: we're talking about undirected graphs here. It's a more complex situation for directed graphs (see "strongly connected").

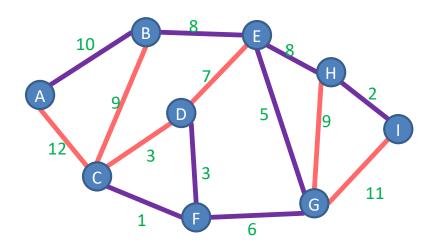
Definition: Tree

A connected graph with no cycles



Definition: Spanning Tree

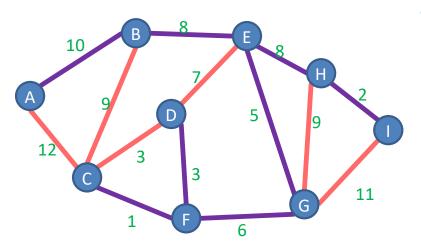
A Tree $T = (V_T, E_T)$ which connects ("spans") all the nodes in a graph G = (V, E)



How many edges does T have? V-1

Definition: Minimum Spanning Tree

A Tree $T = (V_T, E_T)$ which connects ("spans") all the nodes in a graph G = (V, E), that has minimal cost



$$Cost(T) = \sum_{e \in E_T} w(e)$$

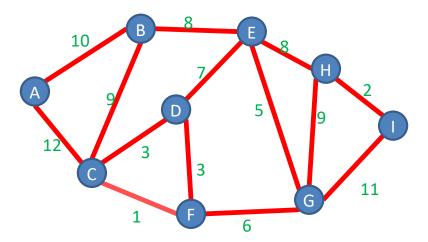
How many edges does T have? V - 1

Greedy Algorithms

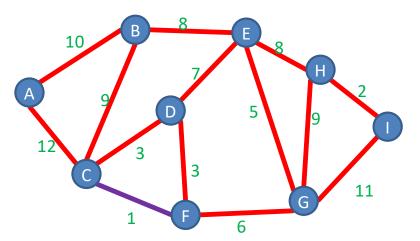
- Require Optimal Substructure
 - Optimal solution to a problem contains optimal solutions to subproblems
 - Only one subproblem to consider!
- Idea:
 - 1. Identify a greedy choice property
 - How to make a choice guaranteed to be included in some optimal solution
 - 2. Repeatedly apply the choice property until no subproblems remain

We want a tree, but we'll start an empty forest A (set of trees). A will eventually become just one tree.

Add to A the lowest-weight edge that does not create a cycle

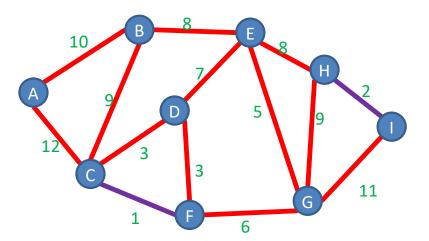


Start with an empty forest A Add to A the lowest-weight edge that does not create a cycle.

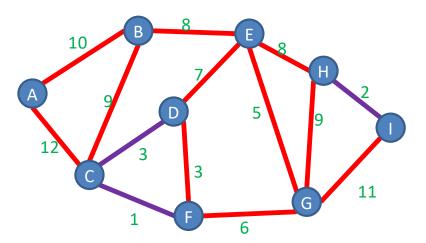


Question: what organization of info about the graph do we need to be able to add an edge?

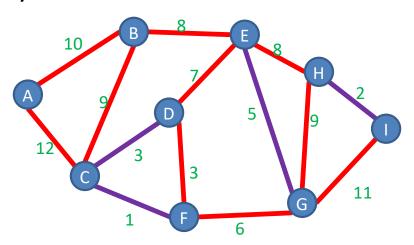
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Start with an empty forest A Add to A the lowest-weight edge that does not create a cycle

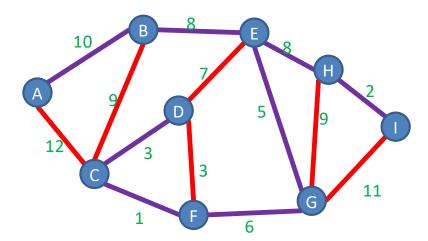


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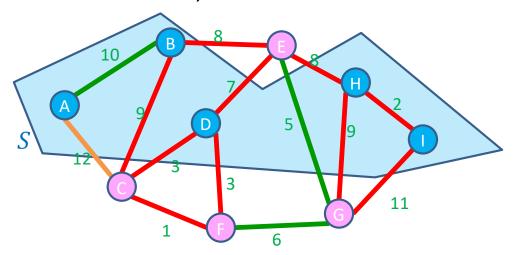
Each edge added either "grows" a tree or combines two. Can you complete this process until we have just one tree?

Start with an empty forest A Add to A the lowest-weight edge that does not create a cycle



Definition: Cut

A Cut of graph G = (V, E) is a partition of the nodes into two sets, S and V - S



Edge $(v_1, v_2) \in E$ crosses a cut if $v_1 \in S$ and $v_2 \in V - S$ (or opposite), e.g. (A, C)

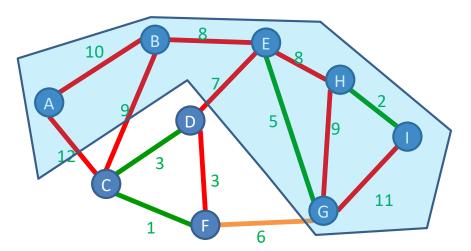
A set of edges R Respects a cut if no edges cross the cut e.g. $R = \{(A, B), (E, G), (F, G)\}$

Exchange argument

- Shows correctness of a greedy algorithm
- Idea:
 - Show exchanging an item from an arbitrary optimal solution with your greedy choice makes the new solution no worse
 - How to show my sandwich is at least as good as yours:
 - Show: "I can remove any item from your sandwich, and it would be no worse by replacing it with the same item from my sandwich"

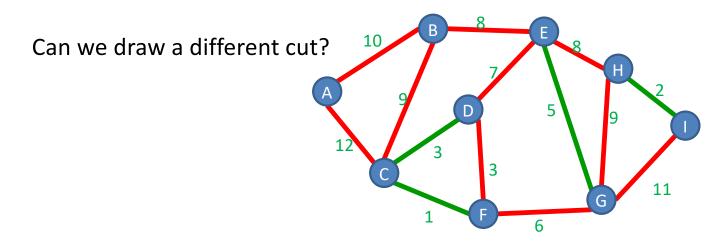
Cut Theorem

If a set of edges A is a subset of a minimum spanning tree T, let (S, V - S) be any cut which A respects. Let e be the least-weight edge which crosses (S, V - S). $A \cup \{e\}$ is also a subset of a minimum spanning tree.



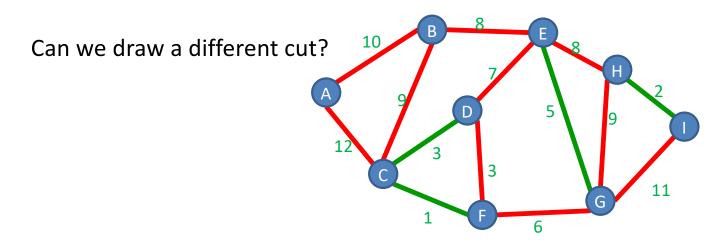
Cut Theorem: Another Example

If a set of edges A is a subset of a minimum spanning tree T, let (S, V - S) be any cut which A respects. Let e be the least-weight edge which crosses (S, V - S). $A \cup \{e\}$ is also a subset of a minimum spanning tree.



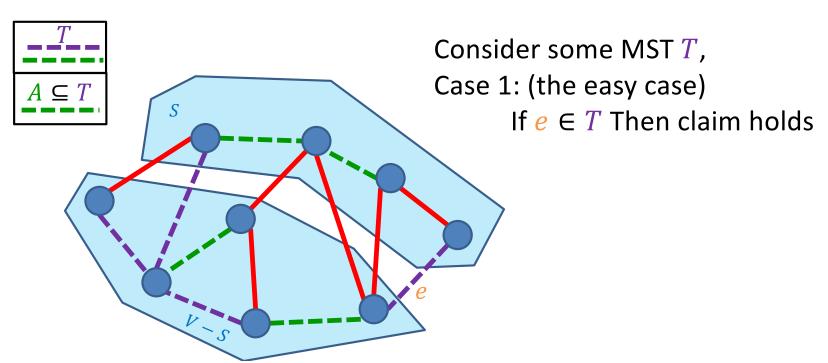
Cut Theorem: Yet Another Example

If a set of edges A is a subset of a minimum spanning tree T, let (S, V - S) be any cut which A respects. Let e be the least-weight edge which crosses (S, V - S). $A \cup \{e\}$ is also a subset of a minimum spanning tree.



Proof of Cut Theorem

Claim: If A is a subset of a MST T, and e is the least-weight edge which crosses cut (S, V - S) (which A respects) then $A \cup \{e\}$ is also a subset of a MST.



Proof of Cut Theorem

Claim: If A is a subset of a MST T, and e is the least-weight edge which crosses cut (S, V - S) (which A respects) then $A \cup \{e\}$ is also a subset of a MST.

Consider Case 2: $A \subseteq T$

Consider some MST *T*,

Consider if $e = (v_1, v_2) \notin T$

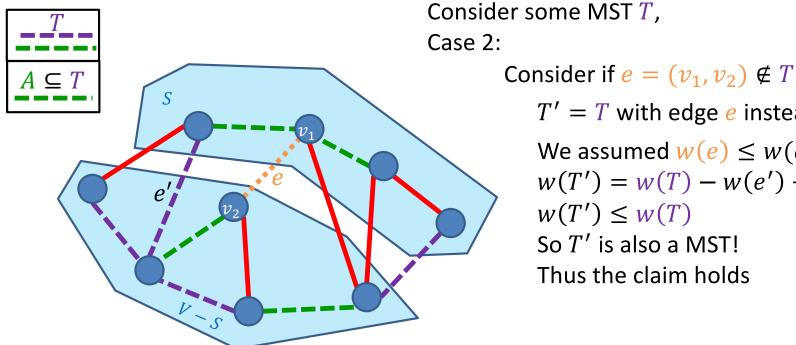
Since T is a MST, there is some path from v_1 to v_2 .

Let e' be the first edge on this path which crosses the cut

Build tree T' by exchanging edge e for e'

Proof of Cut Theorem

Claim: If A is a subset of a MST T, and e is the leastweight edge which crosses cut (S, V - S) (which A respects) then $A \cup \{e\}$ is also a subset of a MST.



Consider some MST T,

T' = T with edge e instead of e'

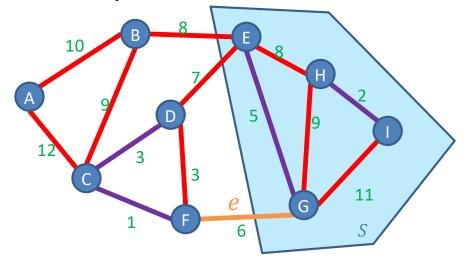
We assumed $w(e) \le w(e')$ w(T') = w(T) - w(e') + w(e) $w(T') \leq w(T)$ So T' is also a MST!

Thus the claim holds

Kruskal's Algorithm: Time Complexity?

Start with an empty forest ARepeat V-1 times:

Add the min-weight edge that doesn't cause a cycle



First, need to sort edges. At each step:

- Does edge connect nodes in same tree?
- If not, "union" nodes in two trees to make one.

Problem: Union/Find for sets Solution: Keep edges in a Disjoint-set data structure (very fancy)

 $O(E \log V)$

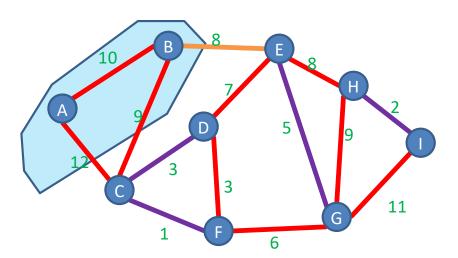
General MST Algorithm

Start with an empty tree A

Repeat V-1 times:

Pick a cut (S, V - S) which A respects

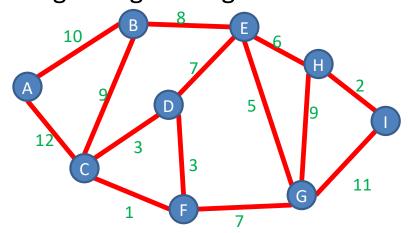
Add the min-weight edge which crosses (S, V - S)



Start with an empty tree ARepeat V-1 times:

> Pick a cut (S, V - S) which A respects Add the min-weight edge which crosses (S, V - S)

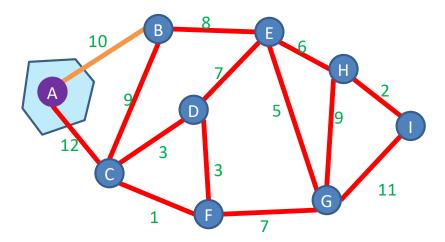
S is set of nodes that are endpoints of edges in Ae is the min-weight edge that grows the tree



Start with an empty tree *A*

Pick a start node

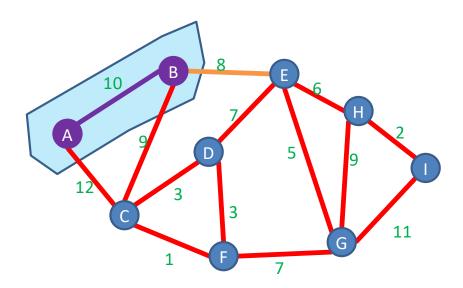
Repeat V-1 times:



Start with an empty tree *A*

Pick a start node

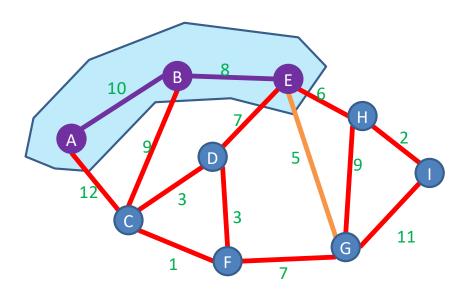
Repeat V-1 times:



Start with an empty tree *A*

Pick a start node

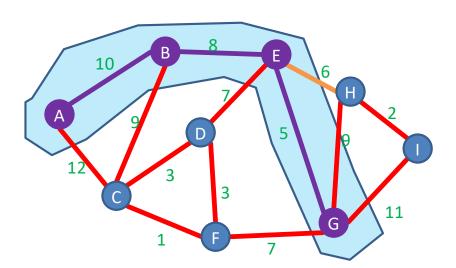
Repeat V-1 times:



Start with an empty tree *A*

Pick a start node

Repeat V-1 times:

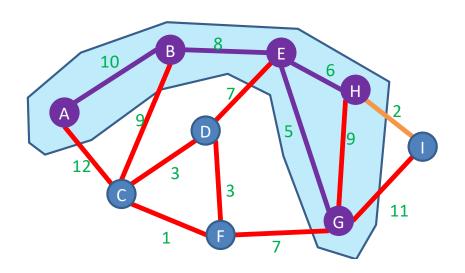


Start with an empty tree *A* Pick a start node

Keep edges in a Heap $O(E \log V)$

Repeat V-1 times:

Add the min-weight edge which connects to node in A with a node not in A



Can you finish this?

Summary of MST results

• Fredman-Tarjan '84: $\Theta(E + V \log V)$

• Gabow et al '86: $\Theta(E \log \log^* V)$

• Chazelle '00: $\Theta(E\alpha(V))$

• Pettie-Ramachandran '02: $\Theta(?)$ (optimal)

• Karger-Klein-Tarjan '95: $\Theta(E)$ (randomized)

- [read and summarize any/all for EC]
- [read and summarize about union/find for sets for EC]