CS 341: Algorithms
Module 7: Graph Algorithms

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Based on lecture notes by many previous CS 341 instructors

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Minimum spanning tree

- Problem: In an undirected graph with non-negative weights on edges, find a spanning tree of minimum total weight

- Motivation: cheapest interconnection (electrical circuit, computer network, highway system)

- Important subroutine for network optimization problems
Example of MST

Blue edges with any two of red edges give an MST
MST approaches

- Solution is not necessarily unique
- There are many algorithms
- General idea of greedy algorithms:

\[ A \leftarrow \emptyset \]

while \( A \) is not a spanning tree

find edge \( e \) of least weight with "certain properties"

add \( e \) to \( A \)
Finding an edge to add

- **Cut**: partition of $V = (S, V - S)$
- **Crossing edge**: has endpoint in each set

![Graph Diagram](image-url)
Correctness of MST algorithm

**Theorem 1**

If $A$ can be extended to a MST, and no edge in $A$ crosses $(S, V - S)$, then the edge of minimum weight crossing this cut can be added to $A$. 

![Diagram of a graph with weighted edges and nodes.](image-url)
Proof of Theorem 1

Suppose we can find $A$, $S$, and edge $e$ contradicting this. Then $A \cup \{e\}$ cannot be extended to a MST.

Let $T$ be a MST extending $A$.

Adding $e$ to $T$ creates a unique cycle.
Proof of Theorem 1

\[ S \]

\[ V - S \]
Proof of Theorem 1

- Adding $e$ to $T$ creates unique cycle
- Some other edge $e'$ in this cycle also crosses the cut defined by $S$
- $e'$ is not in $A$ since it crosses the cut
- Weight of $e'$ is at least weight of $e$
- $T \cup \{e\} - \{e'\}$ is also a spanning tree and must have weight no greater than $T$
- This is a MST extending $A \cup \{e\}$. 
Kruskal’s algorithm

- “certain property” = can be added to A without forming a cycle
Correctness of Kruskal’s algorithm

During the algorithm, $A$ is a forest of trees (stops when it is a single tree)

What is the cut we can use in Theorem 1?

$e = (u, v)$ is lightest edge that can be added without forming a cycle

Let $S$ be the vertices in the tree in $A$ containing $u$

$v$ must be in $V - S$ (or $e$ would form cycle)

$e$ must be lightest edge crossing this cut
Running time of Kruskal’s algorithm

- Maintain components of $A$
- Presort edges, run through them in order
- Given $e = (u, v)$, it can be added to $A$ if and only if $u, v$ are in different components
- Adding $e$ to $A$ merges these components
- Need union-find data structure
- Loop executed $n - 1$ times
- Sequence of $n - 1$ unions and $2m$ finds can be done in $O(m \log n)$ time
- Algorithm takes $\Theta(m \log n)$ time
Prim’s algorithm

- “certain property” = one endpoint shared with edge in $A$, one is not (i.e. leaves $A$)
Correctness of Prim’s algorithm

- A is always a single tree (stops when it is a spanning tree)
- What is the cut we can use in Thm 1?
- $S =$ endpoints of edges in $A$ (or starting vertex $s$ if $A$ is empty)
- Implementation is not so obvious: how do we find lightest edge crossing cut $(S, V - S)$?
Implementation of Prim’s algorithm

- For each vertex $v$ in $V - S$, maintain $\text{near}[v] = a \in S$ such that edge $(v, a)$ is lightest edge from $v$ to $S$
- Initially $\text{near}[v] = s$
- Add to $S$ the vertex $w$ minimizing weight of $(\text{near}[w], w)$ [takes $\Theta(n)$ time]
- When $w$ added to $S$, update $\text{near}[v]$ if $(w, v)$ is lighter than $(\text{near}[v], v)$ [takes $\Theta(n)$ time]
- Total running time $\Theta(n^2)$
Better implementation

- Keep vertices not in \( S \) in heap, ordered by near values
- Removing min or updating single near value takes \( \Theta(\log n) \) time
- \( n - 1 \) removals, \( m \) updates
- Running time is \( \Theta(m \log n) \)
- Even better improvement uses Fibonacci heaps to get time of \( \Theta(m + n \log n) \).
Single-source shortest path

- Think of weights as lengths of edges
- Given a weighted graph and source $s$, $\delta(s, v) =$ length of shortest $s - v$ path
- We wish to compute all $\delta(s, v)$ [and the corresponding paths]
- If edge weights are nonnegative, a greedy algorithm will work (Dijkstra’s algorithm)
- General proof in book simplified here
Dijkstra’s algorithm

- Looks similar to Prim’s MST algorithm
- Start with source $s$ in set $S$
- For vertices $v$ not in $S$, maintain quantities
  - $\pi[v]$, a vertex in $S$
  - $d[v]$ which is $\delta(s, \pi[v]) + w(\pi[v], v)$
- Intuition: $d[v]$ is the length of the shortest path to $v$ using vertices in $S$ only (call this an $S$-internal path), and $\pi[v]$ is the last vertex in $S$ on this path
Dijkstra’s algorithm

- Initially $S \leftarrow \{s\}$, $d[s] \leftarrow 0$ and for all $v$ not in $S$, if $(s, v) \in E$ then $\pi[v] \leftarrow s$ and $d[v] \leftarrow w(s, v)$ otherwise $\pi[v] \leftarrow \text{nil}$ and $d[v] \leftarrow \infty$
- To choose a vertex $u$ to add to $S$, pick one with smallest $d$-value
- Update other $d$-values with

$$d[v] \leftarrow \min\{d[v], d[u] + w(u, v)\}$$
- We prove this works by induction on the size of $S$
Pseudocode for Dijkstra’s algorithm

Initialize $S, d, \pi$
while $S \neq V$
    $u \leftarrow v \notin S$ minimizing $d[v]$
    add $u$ to $S$
for $v \notin S$
    $d[v] \leftarrow \min\{d[v], d[u] + w(u, v)\}$
    (if $d[v]$ changes, $\pi[v] \leftarrow u$)

Running time of algorithm is $\Theta(n^2)$
Example of Dijkstra’s alg’m
Proof of Dijkstra’s algorithm

- Prove by induction on $|S|$ that
  1. For all $v \in S$, $d[v] = \delta(s, v)$
  2. For all $w \not\in S$, $d[w]$ = length of minimum $S$- internal $s - w$ path (so $d[w] \geq \delta(s, w)$ ) and $\pi[w] = \text{last vertex on such a path}$
  3. For any $v \in S$, $w \not\in S$, $d[v] \leq d[w]$

- Base case: $|S| = 1$
  - Since $d[s] = 0$ and for all $v$ not in $S$, $\pi[v] = s$ and $d[v] = w(s, v)$, these are trivially true
Proving statement 1

- Assume statements true for $|S| = k - 1$
- When $k^{th}$ vertex $u$ chosen to be added to $S$, $d[u] = \text{length of a shortest } S\text{-internal path to } u$ (by inductive hypothesis 2)
- Suppose $d[u] > \delta(s, u)$
- Choose any shortest $s - u$ path $P$
- It leaves $S$ for the first time by some edge $(x, y)$ and by ind.hyp. 1, $d[x] = \delta(s, x)$
- The segment of $P$ from $s$ to $y$ has length $d[y]$ (by ind.hyp 2) so $d[y] \leq \delta(s, u) < d[u]$, contradicting the choice of $u$; so statement 1 is true
Thus when $k^{th}$ vertex $u$ added to $S$, $d[u] = \delta(s, u)$, as required

After $u$ added, what do shortest $S$-internal path to $v \notin S$ look like?

If one does not use $u$, then it must be the shortest $(S - \{u\})$-internal path to $v$, and this path has length $d[v] \leq d[u] + w(u, v)$, so the algorithm does not change anything

If one uses $u$ and $(u, v)$ is the last edge, the path has length $\delta(s, u) + w(u, v)$, so the algorithm updates correctly
Proving statements 2 and 3

- If one uses $u$ but some $(y, v)$ is the last edge
  - $d[y] \leq d[u]$ (ind. hyp. 3)
  - $u$ was just added, so the shortest $s - y$ path doesn’t use $u$
  - Adding $(y, v)$ gives a shortest $S$-internal path to $v$ avoiding $u$
  - The algorithm does not change anything

Thus statement 2 is proved

Statement 3 follows because of the choice of $u$ minimizing $d[u]$

Where did we use non-negativity?