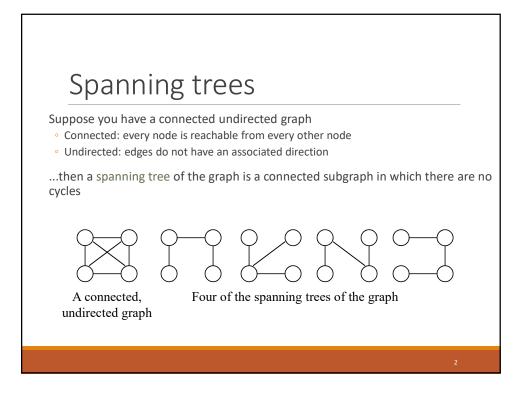
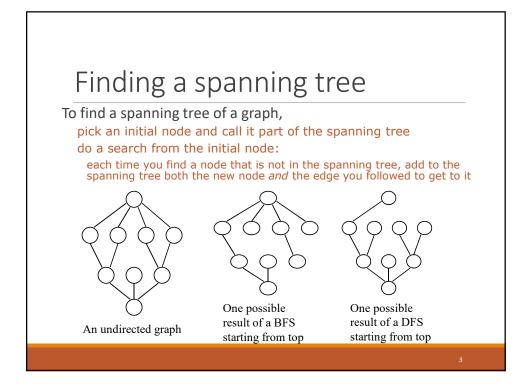
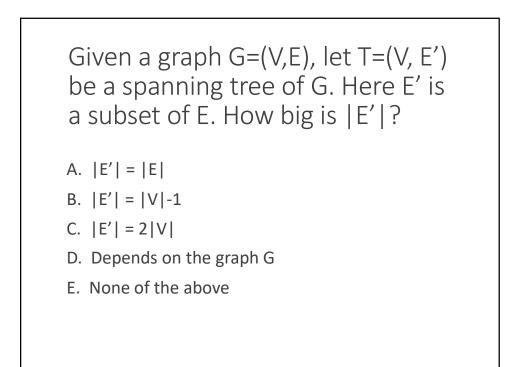
Spanning Trees







Given a connected undirected graph G=(V,E) and its spanning tree T=(V,E'), let (u,v) be an edge in E that is not in E'. If we add (u,v) to E', then

- A. T will have a cycle
- B. T will be a new spanning tree of G
- C. T will no longer be connected
- D. Ensure that T is connected
- E. None of the above

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Properties of Spanning Trees

A connected undirected graph G can have more than one spanning tree.

All spanning trees of G have the same number of vertices and edges.

A spanning tree does not have any cycles.

Removing one edge from a spanning tree T will make T disconnected (a spanning tree is minimally connected).

Adding an edge to a spanning tree T will create a cycle in T (a spanning tree is maximally acyclic).

Minimizing costs

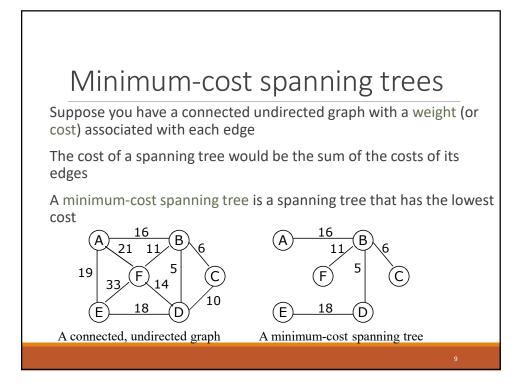
Suppose you want to supply a set of houses (say, in a new subdivision) with:

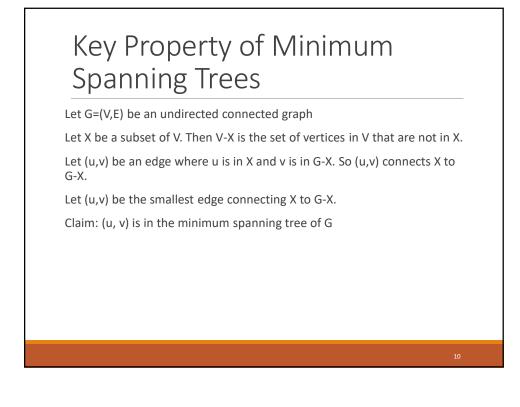
- electric power
- water
- sewage lines
- telephone lines

To keep costs down, you could connect these houses with a spanning tree (of, for example, power lines)

• However, the houses are not all equal distances apart

To reduce costs even further, you could connect the houses with a *minimum-cost* spanning tree





Proof by contradiction

Let T = (V, E') be a spanning tree of G and the edge e = (u, v) is not in T.

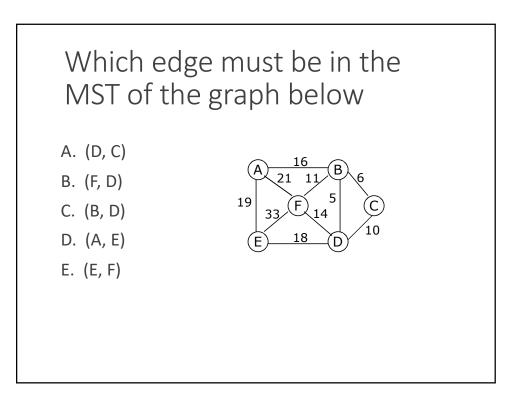
Need to show that T is not a minimum spanning tree.

Since T is a spanning tree, it contains a unique path from u to v.

This path has to include another edge f, connecting X to G-X. If we add edge e to E', then T will have a cycle: edges f and e will be part of that cycle. If we remove edge f, we will break the cycle and will have a tree again.

So We can construct another spanning tree, T' = (V, E'- {f} U {e})

T' has a lower weight. Therefore, T is not a minimum spanning tree. This means that e=(u,v) must be in the minimum spanning tree.



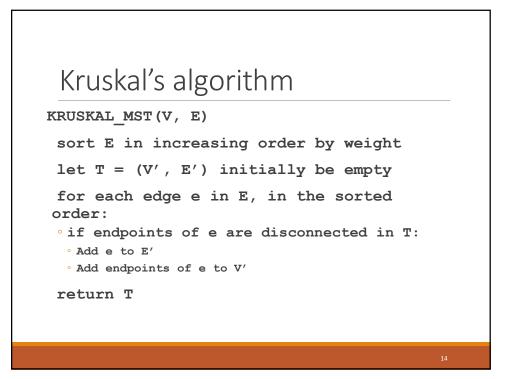
Finding spanning trees

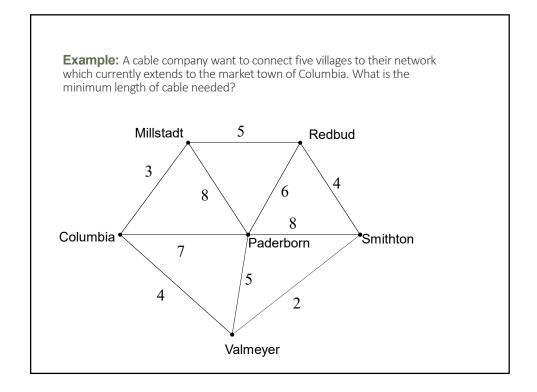
Kruskal's algorithm: Start with *no* nodes or edges in the spanning tree, and repeatedly add the cheapest edge that does not create a cycle

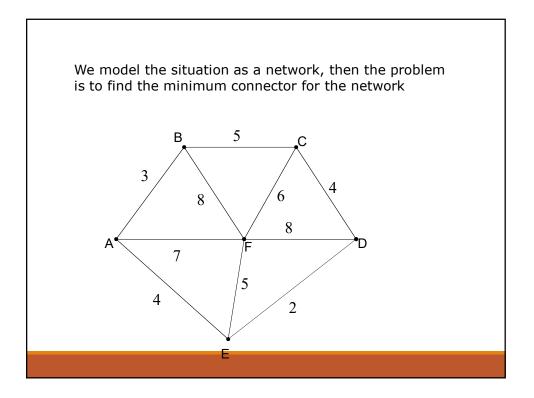
• Here, we consider the spanning tree to consist of edges only

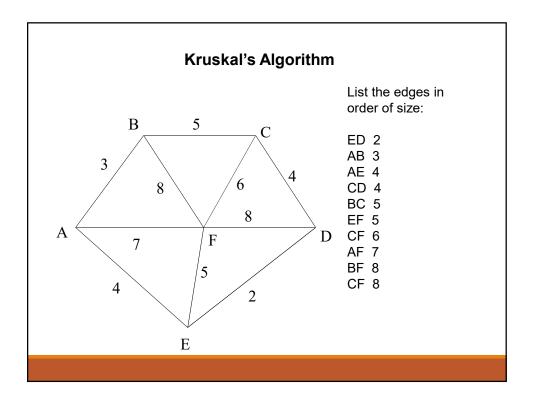
Prim's algorithm: Start with any *one node* in the spanning tree, and repeatedly add the cheapest edge, and the node it leads to, for which the node is not already in the spanning tree.

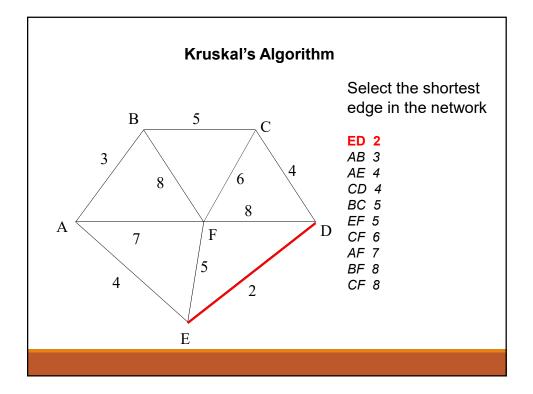
• Here, we consider the spanning tree to consist of both nodes and edges

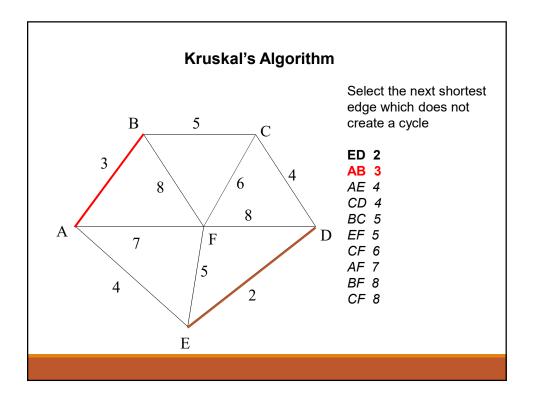


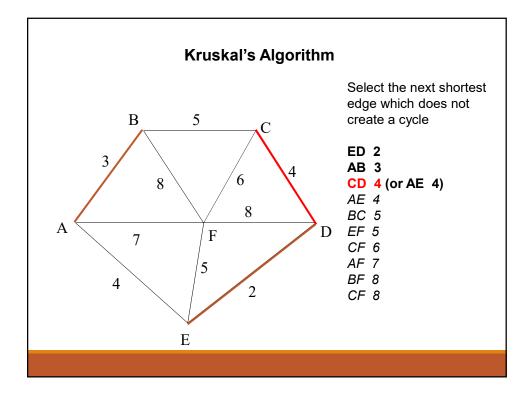


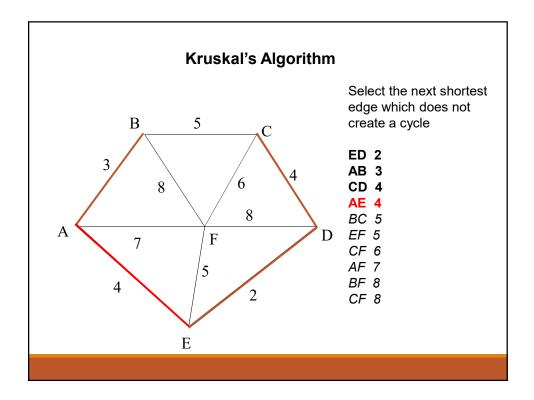


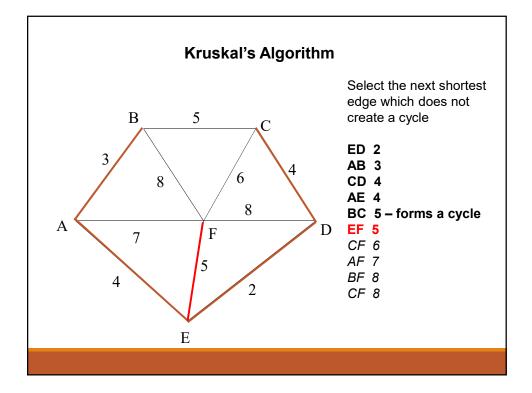


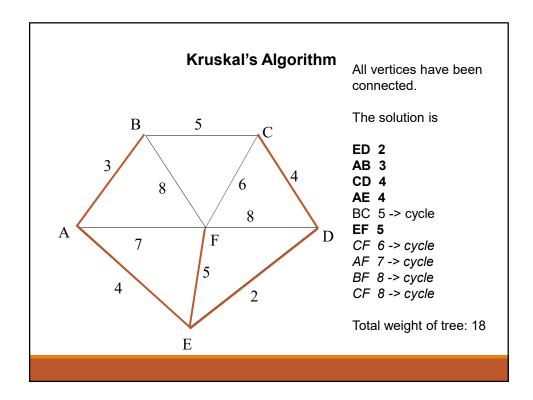


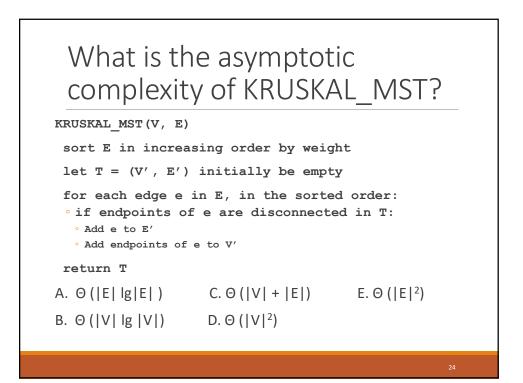












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