

Algorithms: MINIMUM SPANNING TREES, SHORTEST PATHS

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Lecture 20, 30.04.2025

Recall: Disjoint-set data structures

- ▶ Also known as “union find”
- ▶ Maintain collection $\mathcal{S} = \{S_1, \dots, S_k\}$ of disjoint dynamic (changing over time) sets
- ▶ Each set is identified by a representative, which is some member of the set

Doesn't matter which member is the representative, as long as if we ask for the representative twice without modifying the set, we get the same answer both times

Operations

MAKE-SET(x): make a new set $S_i = \{x\}$, and add S_i to \mathcal{S}

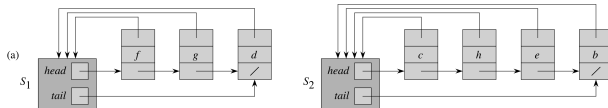
UNION(x, y): if $x \in S_x, y \in S_y$, then $\mathcal{S} = \mathcal{S} - S_x - S_y \cup \{S_x \cup S_y\}$

- ▶ Representative of new set is any member in $S_x \cup S_y$, often the representative of one of S_x and S_y
- ▶ Destroys S_x and S_y (since sets must be disjoint)

FIND(x): return representative of set containing x

List representation

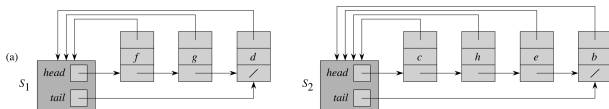
- ▶ Each set is a single linked list represented by a set object that has
 - ▶ a pointer to the *head* of the list (assumed to be the representative)
 - ▶ a pointer to the *tail* of the list
- ▶ Each object in the list has attributes for the *set member*, *pointer to the set object* and *next*



Make-Set and Find

MAKE-SET(x): Create a single ton list in time $\Theta(1)$

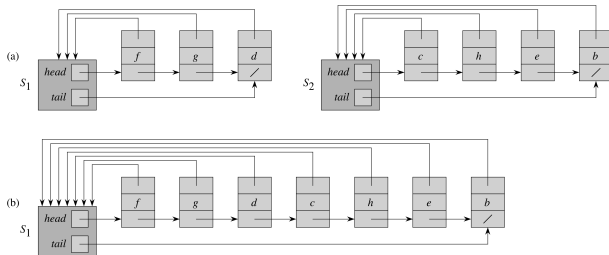
FIND(x): follow the pointer back to the list object, and then follow the *head* pointer to the representative (time $\Theta(1)$)



A couple of ways of doing it

1 Append y 's list onto the end of x 's list. Use x 's tail pointer to find the end.

- Need to update the pointer back to the set object for every node on y 's list.



A couple of ways of doing it

1 Append y 's list onto the end of x 's list. Use x 's tail pointer to find the end.

- ▶ Need to update the pointer back to the set object for every node on y 's list.
- ▶ If appending a large list onto a small list, it can take a while

Operation	Number of objects updated
MAKE-SET(x_1)	1
MAKE-SET(x_2)	1
\vdots	\vdots
MAKE-SET(x_n)	1
UNION(x_2, x_1)	1
UNION(x_3, x_2)	2
UNION(x_4, x_3)	3
\vdots	\vdots
UNION(x_n, x_{n-1})	$n - 1$

Union

A couple of ways of doing it

- 2 **Weighted-union heuristic** Always append the smaller list to the larger list (break ties arbitrarily)

Theorem

With weighted-union heuristic, a sequence of m operations on n elements take $O(m + n \log n)$ time.

Weighted-union heuristic

Theorem

With weighted-union heuristic, a sequence of m operations on n elements take $O(m + n \lg n)$ time.

Proof sketch MAKE-SET and FIND still takes constant time. How many times can each objects' representative pointer be updated? It must be in the smaller set each time

times updated	size of resulting set
1	≥ 2
2	≥ 4
3	≥ 8
\vdots	\vdots
k	$\geq 2^k$
\vdots	\vdots
$\log n$	$\geq n$

Therefore, each representative is updated $\leq \log n$ times

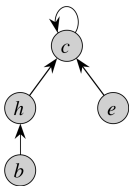
Forest of trees

- ▶ One tree per set. Root is representative
- ▶ Each node only points to its parent

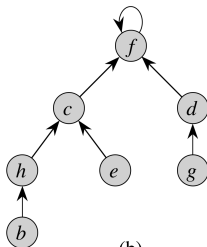
MAKE-SET(x): Make a single-node tree

FIND(x): follow pointers to the root

UNION(x, y): make one root a child of another



(a)



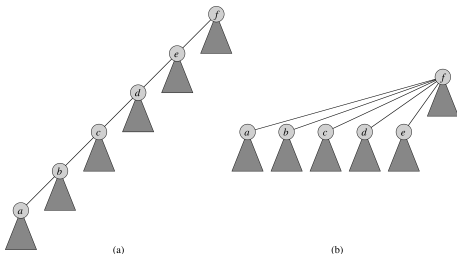
(b)

Great heuristics

Union by rank: make the root of the smaller tree a child of the root of the larger tree

- ▶ Don't actually use size
- ▶ Use rank, which is an upper bound on height of node
- ▶ Make the root with the smaller rank a child of the root with the larger rank

Path compression: Find path = nodes visited during FIND on the trip to the root, make all nodes on the find path direct children to root.



Running time

If use both union by rank and path compression,

$$O(m \cdot \alpha(n))$$

where $\alpha(n)$ is an extremely slowly growing function:

n	$\alpha(n)$
0 – 2	0
3	1
4 – 7	2
8 – 2047	3
2048 – $\gg 10^8$	4

- ▶ $\alpha(n) \leq 5$ for any practical purpose
- ▶ The bound $O(m \cdot \alpha(n))$ is tight



MINIMUM SPANNING TREES

Origin of today's lecture

Otakar Boruvka (1926)

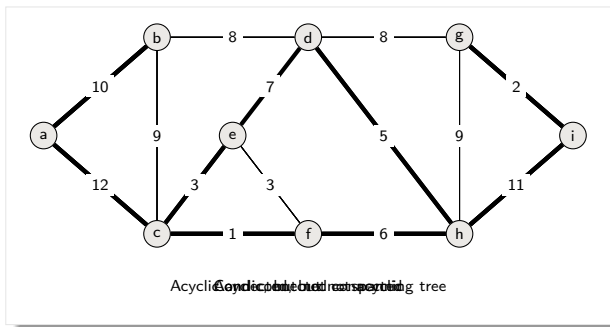
- ▶ Electrical power company in western Moravia in Brno
- ▶ Most economical construction of electrical power network
- ▶ Concrete engineering problem led to what is now a cornerstone problem-solving model in combinatorial optimization



A spanning tree of a graph

A set **T** of edges that is

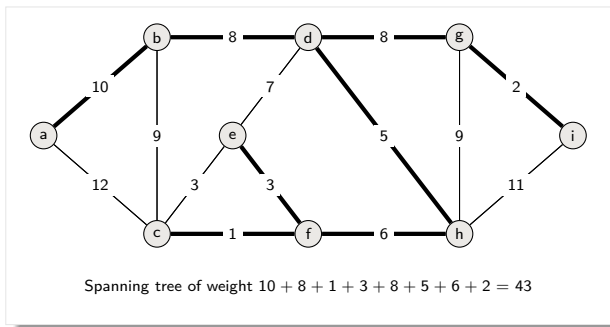
- ▶ Acyclic
- ▶ Spanning (connects all vertices)



Minimum spanning tree (MST)

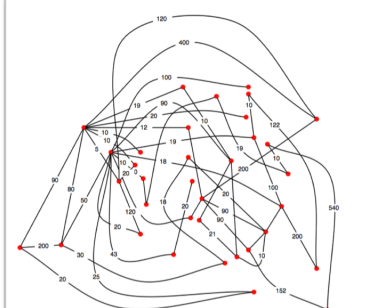
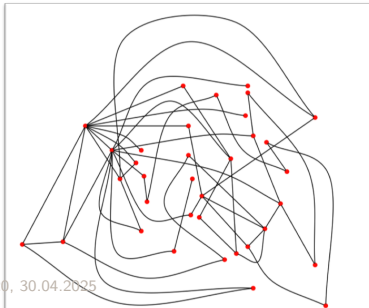
INPUT: an undirected graph $G = (V, E)$ with weight $w(u, v)$ for each edge $(u, v) \in E$

OUTPUT: a spanning tree of minimum total weight

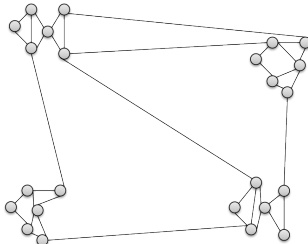


EXAMPLE APPLICATIONS

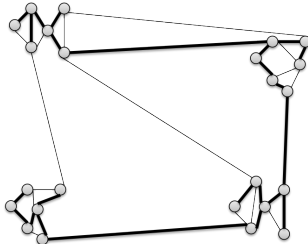
Example 1: Communication networks



Example 2: Clustering



Edge weights equal to distance of nodes

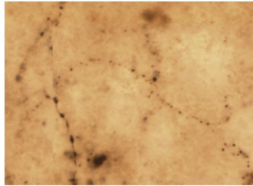


Edge weights equal to distance of nodes

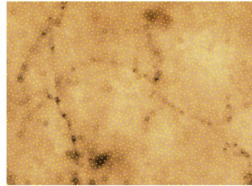


Edge weights equal to distance of nodes

Example 3: Dendritic structures in the brain



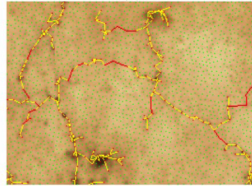
(a)



(b)



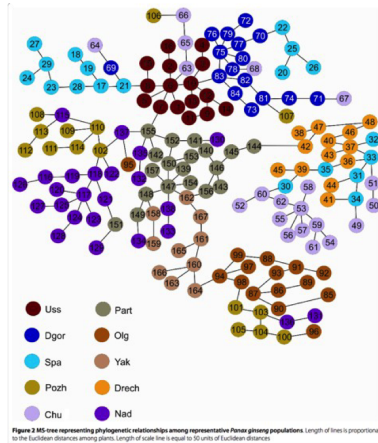
(c)



(d)

Example 4: Phylogenetic trees

Infer evolutionary relationships among various biological species

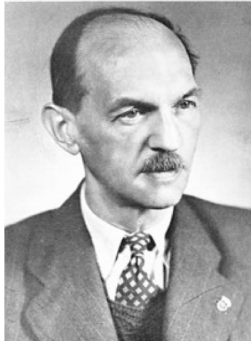




ALGORITHMS FOR MST

“Greed is good. Greed is right. Greed works. Greed clarifies, cuts through and captures the essence of the evolutionary spirit.”
- Gordon Gecko

Prim's algorithm



Vojtech Jarník
1897 - 1970



Robert Prim
1921-



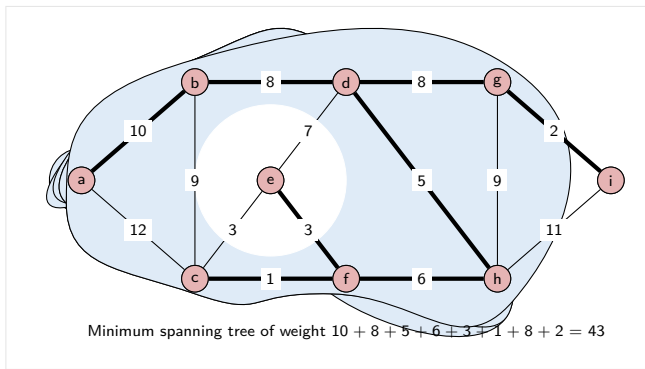
Edsger Dijkstra
1930 - 2002

Prim's algorithm

Start with any vertex v , set tree T to singleton v

Greedily grow tree T :

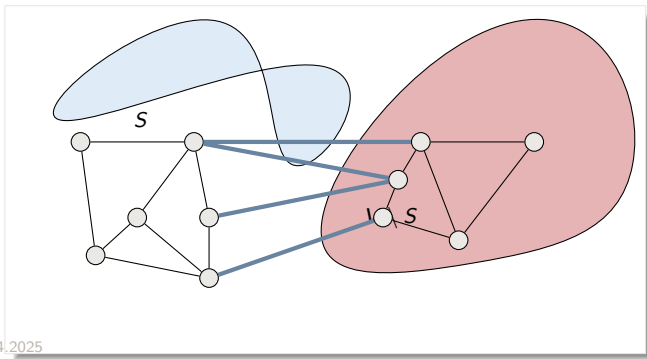
at each step add to T a minimum weight crossing edge with respect to the cut induced by T



Why does it work?

Cuts

- ▶ A **cut** $(S, V \setminus S)$ is a partition of the vertices into two nonempty disjoint sets S and $V \setminus S$
- ▶ A **crossing edge** is an edge connecting vertex S to vertex in $V \setminus S$



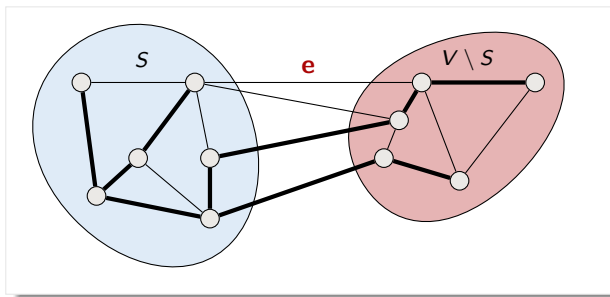
Why does it work?

Cut property

Consider a cut $(S, V \setminus S)$ and let

- ▶ T be a tree on S which is part of a MST
- ▶ e be a crossing edge of minimum weight

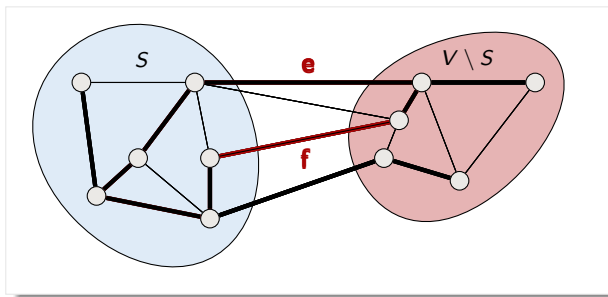
Then there is MST of G containing e and T



Why does it work?

Cut property

Proof. If e is already in MST we are done.
Otherwise add e to the MST
This creates a **cycle**
At least one other crossing edge f in cycle
 $w(f) \geq w(e)$ (actually must be equal)
Replace f by e in MST
This gives new MST which contains T and e



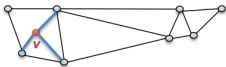
Why does it work?

T is always a subtree of a MST

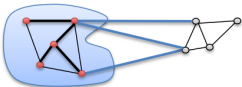
Proof by induction on number of nodes in T . Final T is MST by this result

Base case: trivial

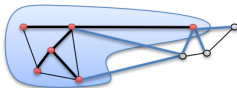
Singleton v is part of a
MST



Inductive step: use cut property



In MST by hypothesis



In MST by cut property

Implementation challenge

How do we find minimum crossing edge at every iteration?

Check all outgoing edges:

- ▶ $O(E)$ comparisons at every iteration
- ▶ $O(E V)$ running time in total

More clever solution:

- ▶ For every node w , keep value $dist(w)$ that measures the “distance” of w from current tree
- ▶ When a new node u is added to tree, check whether neighbors of u decreases their distance to tree; if so, decrease distance
- ▶ Maintain a min-priority queue for the nodes and their distances

Implementation and Analysis

```
PRIM( $G, w, r$ )  
   $Q = \emptyset$   
  for each  $u \in G.V$   
     $u.key = \infty$   
     $u.\pi = \text{NIL}$   
    INSERT( $Q, u$ )  
  DECREASE-KEY( $Q, r, 0$ )    //  $r.key = 0$   
  while  $Q \neq \emptyset$   
     $u = \text{EXTRACT-MIN}(Q)$   
    for each  $v \in G.Adj[u]$   
      if  $v \in Q$  and  $w(u, v) < v.key$   
         $v.\pi = u$   
        DECREASE-KEY( $Q, v, w(u, v)$ )
```

- ▶ Initialize Q and first **for** loop: $O(V \lg V)$
- ▶ Decrease key of r : $O(\lg V)$
- ▶ **while** loop: V EXTRACT-MIN calls $\Rightarrow O(V \lg V)$
 $\leq E$ DECREASE-KEY calls $\Rightarrow O(E \lg V)$
- ▶ Total: $O(E \lg V)$ (can be made $O(V \lg V)$ with careful queue implementation)

Kruskal's algorithm

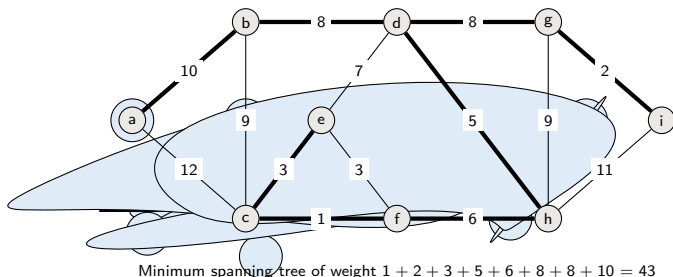
```
KRUSKAL( $G, w$ )  
   $A = \emptyset$   
  for each vertex  $v \in G.V$   
    MAKE-SET( $v$ )  
  sort the edges of  $G.E$  into nondecreasing order by weight  $w$   
  for each  $(u, v)$  taken from the sorted list  
    if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ )  
       $A = A \cup \{(u, v)\}$   
      UNION( $u, v$ )  
  return  $A$ 
```

Kruskal's algorithm

Start from empty forest T

Greedy maintain forest T which will become MST at the end:

at each step add cheapest edge that does not create a cycle



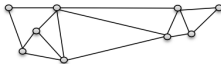
Why does it work?

Claim: T is always a sub-forest of a MST

Proof by induction on the number of components/edges in T

Base case: trivial

T is a union of singleton vertices



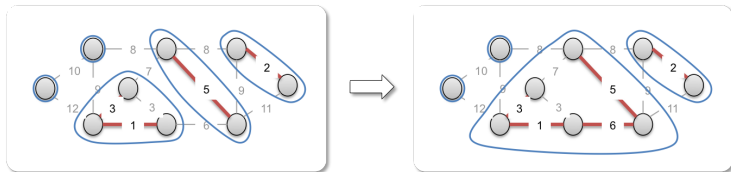
Implementation challenge

In each iteration, we need to check whether cheapest edge creates a cycle

This is the same thing as checking whether its endpoints belong to the same component \Rightarrow **use disjoint sets (union-find) data structure**

Let the connected components denote sets

- ▶ Initially each singleton is a set
- ▶ When edge (u, v) is added to T , make union of the two connected components/sets



Implementation and Analysis

```
KRUSKAL( $G, w$ )  
   $A = \emptyset$   
  for each vertex  $v \in G.V$   
    MAKE-SET( $v$ )  
  sort the edges of  $G.E$  into nondecreasing order by weight  $w$   
  for each  $(u, v)$  taken from the sorted list  
    if FIND-SET( $u$ )  $\neq$  FIND-SET( $v$ )  
       $A = A \cup \{(u, v)\}$   
      UNION( $u, v$ )  
  return  $A$ 
```

- ▶ Initialize A : $O(1)$
- ▶ First **for** loop: V MAKE-SETs
- ▶ Sort E : $O(E \lg E)$
- ▶ Second **for** loop: $O(E)$ FIND-SETs and UNIONS
- ▶ Total time: $O((V + E)\alpha(V)) + O(E \lg E) = O(E \lg E) = O(E \lg V)$
If edges already sorted time is $O(E\alpha(V))$ which is almost linear

Summary

- ▶ Greedy is good (sometimes)
- ▶ Prim's algorithm
 - Min-priority queue for implementation
- ▶ Kruskal's algortihm
 - Union-Find for implementation
- ▶ Many applications



Satellite



this class room

THE SHORTEST PATH PROBLEM

Problem variants

Single-source: Find shortest paths from **source** vertex to every vertex

Single-destination: Find shortest paths to given **destination** vertex

Can be solved by single-source by reversing edge directions

Single-pair: Find shortest path from u to v

No algorithm known that is better in worst case than solving single-source

All-pairs: Find shortest path from u to v for all pairs u, v of vertices

Can be solved by solving single-source for each vertex. Better algorithms known

NEGATIVE WEIGHTS AND APPLICATIONS

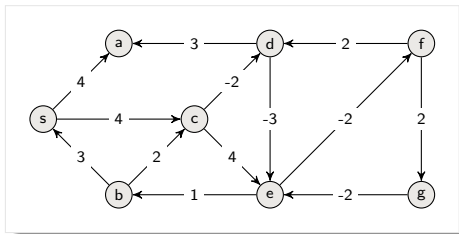
Negative-weight edges

We will allow **negative weights**

OK, as long as no negative-weight cycle is reachable from source:

- ▶ Then we can just keep going around it to have paths of length $-\infty$

Some algorithms only work with positive weights (Dijkstra's algorithm)



Why negative weights?

Example: Buying and selling currency

Input: table of exchange rates

	Euro	Dollar	RMB	CHF
Euro	1.0	1.3	8	1.2
Dollar	0.77	1.0	6.2	0.93
RMB	0.14	0.16	1.0	0.15
CHF	0.83	1.07	6.67	1.0

Input: table of exchange rates

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	Euro	Dollar	RMB	CHF
Euro	1.0	1.3	8	1.2



BELLMAN-FORD ALGORITHM

Algorithm

Input: directed graph with edge weights, a source s , no negative cycles

For each vertex v keep track of

- ▶ $l(v)$ = current *upper estimate* of length of shortest path to v
- ▶ $\pi(v)$ = is the predecessor of v in this shortest path

Start by trivial initialization:

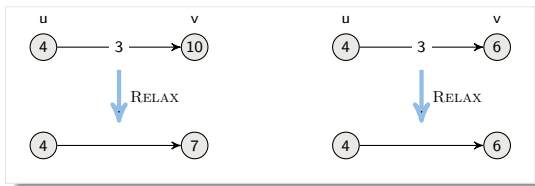
```
INIT-SINGLE-SOURCE( $G, s$ )  
  for each  $v \in G.V$   
     $v.d = \infty$   
     $v.\pi = \text{NIL}$   
   $s.d = 0$ 
```


Improving the shortest-path estimate

Can we improve the shortest path estimate for v by going through u and taking (u, v) ?

RELAX (u, v, w)

if $v.d > u.d + w(u, v)$
 $v.d = u.d + w(u, v)$
 $v.\pi = u$



Bellman-Ford updates shortest-path estimates iteratively by using RELAX

Bellman-Ford Algorithm

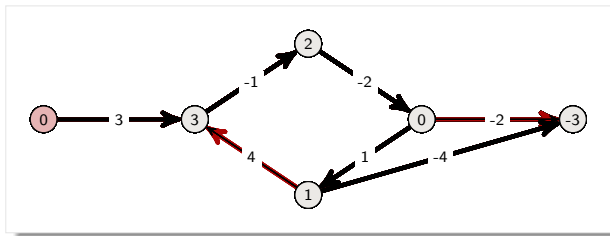
BELLMAN-FORD(G, w, s)

INIT-SINGLE-SOURCE(G, s)

for $i = 1$ to $|G.V| - 1$

for each edge $(u, v) \in G.E$

RELAX(u, v, w)



Bellman-Ford Algorithm

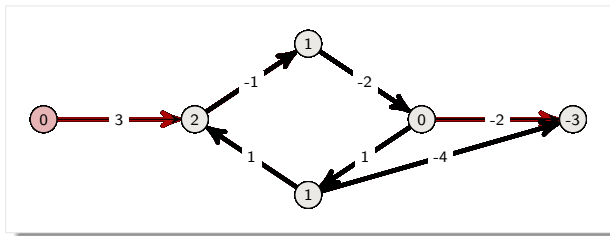
BELLMAN-FORD(G, w, s)

INIT-SINGLE-SOURCE(G, s)

for $i = 1$ to $|G.V| - 1$

for each edge $(u, v) \in G.E$

RELAX(u, v, w)



Only guaranteed to work if no negative cycles!

As we shall see later, it can also be used to detect negative cycles

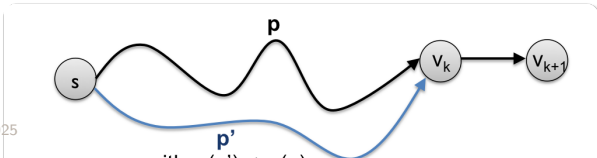
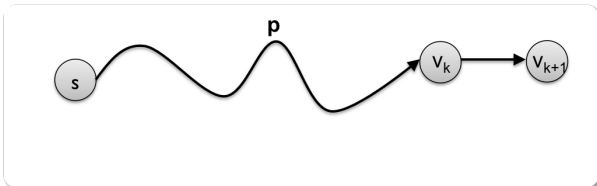
Optimal substructure

If $\langle s, v_1, \dots, v_k, v_{k+1} \rangle$ is a shortest path from s to v_{k+1}

Then $\langle s, v_1, \dots, v_k \rangle$ is a shortest path from s to v_k

Proof:

- ▶ Suppose toward contradiction: there exists **shorter path** p' from s to v_k
- ▶ Then weight of $p' + (v_k, v_{k+1})$ is smaller than $p + (v_k, v_{k+1})$ which contradicts that $p + (v_k, v_{k+1})$ was a shortest path from s to v_{k+1}



Proof of correctness

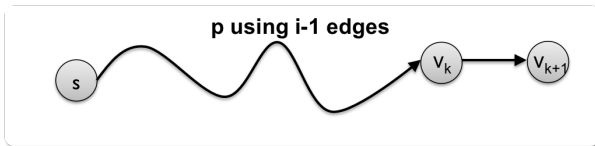
Invariant: $\ell(v)$ is at most the length of the shortest path from s to v using at most i edges after the i 'th iteration

Proof by induction:

Base case trivial: when 0 iterations $\ell(s) = 0$ and all other equal to infinity

Inductive step: consider any shortest path from s to v_{k+1} using at most i edges

- ▶ The path p from s to v_{k+1} 's predecessor v_k is the shortest path using at most $i - 1$ edges (by optimal substructure)
- ▶ By induction hypothesis $\ell(v_k) \leq w(p)$ after previous iteration
- ▶ Hence, $\ell(v_{k+1}) \leq \ell(v_k) + w(p) =$ “length of shortest path from s to v_{k+1} using at most i edges” in the i -th iteration

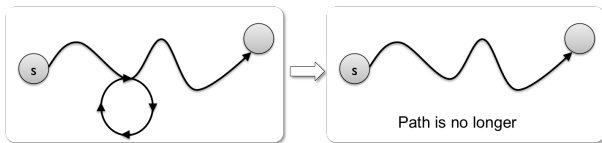


Proof of correctness

Invariant: $\ell(v)$ is at most the length of the shortest path from s to v using at most i edges after the i 'th iteration

If there are no negative cycles reachable from s , then for any v there is a shortest path from s to v using at most $n - 1$ edges

Proof: If there is a path with n or more edges, then there is a cycle and since its weight is non-negative it can be removed



Therefore, Bellman-Ford will return correct answer if no negative cycles after $n - 1$ iterations

Detecting negative cycles

There is a negative cycle reachable from the source if and only if the ℓ -value of at least one node changes if we run one more (n:th) iteration of Bellman-Ford

```
BELLMAN-FORD( $G, w, s$ )  
  INIT-SINGLE-SOURCE( $G, s$ )  
  for  $i = 1$  to  $|G.V| - 1$   
    for each edge  $(u, v) \in G.E$   
      RELAX( $u, v, w$ )  
  for each edge  $(u, v) \in G.E$   
    if  $v.d > u.d + w(u, v)$   
      return FALSE  
  return TRUE
```


Detecting negative cycles

There is no negative cycle reachable from the source if and only if the ℓ -value of no node changes if we run one more (n :th) iteration of Bellman-Ford

From the correctness proof, we have that if there are no negative cycles reachable from the source, then the ℓ values don't change in n :th iteration.

We need to prove: If the ℓ -value of the vertices don't change in the n :th iteration, then there is no negative cycle that is reachable from the source

Proof. In this case $\forall (u, v) \in E : \ell(u) + w(u, v) \geq \ell(v)$.

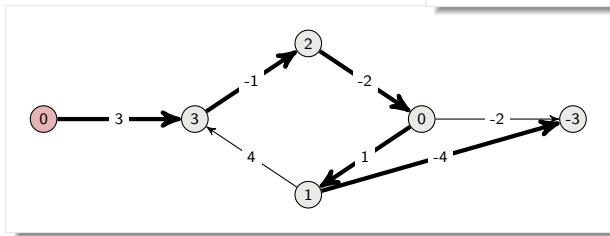
So for a cycle $v_0 - v_1 - \dots - v_{t-1} - v_t = v_0$,

$$\sum_{i=1}^t \ell(v_i) \leq \sum_{i=1}^t (\ell(v_{i-1}) + w(v_{i-1}, v_i)) = \sum_{i=1}^t \ell(v_{i-1}) + \sum_{i=1}^t w(v_{i-1}, v_i)$$

Red sums are the same, hence the cycle is non-negative $0 \leq \sum_{i=1}^t w(v_{i-1}, v_i)$

Example 1

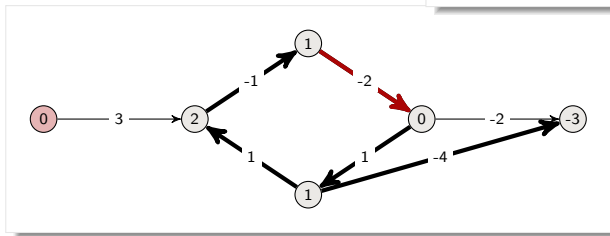
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  INIT-SINGLE-SOURCE( $G, s$ )  
  for  $i = 1$  to  $|G.V| - 1$   
    for each edge  $(u, v) \in G.E$   
      RELAX( $u, v, w$ )  
  for each edge  $(u, v) \in G.E$   
    if  $v.d > u.d + w(u, v)$   
      return FALSE  
  return TRUE
```



No negative cycles, BF returns TRUE

Example 2

```
BELLMAN-FORD( $G, w, s$ )  
  INIT-SINGLE-SOURCE( $G, s$ )  
  for  $i = 1$  to  $|G.V| - 1$   
    for each edge  $(u, v) \in G.E$   
      RELAX( $u, v, w$ )  
  for each edge  $(u, v) \in G.E$   
    if  $v.d > u.d + w(u, v)$   
      return FALSE  
  return TRUE
```



Negative cycles, BF returns FALSE

```
BELLMAN-FORD( $G, w, s$ )  
  INIT-SINGLE-SOURCE( $G, s$ )  
  for  $i = 1$  to  $|G.V| - 1$   
    for each edge  $(u, v) \in G.E$   
      RELAX( $u, v, w$ )  
  for each edge  $(u, v) \in G.E$   
    if  $v.d > u.d + w(u, v)$   
      return FALSE  
  return TRUE
```

- ▶ INIT-SINGLE-SOURCE updates ℓ, π for each vertex in time $\Theta(V)$
- ▶ Nested **for** loops runs RELAX $V - 1$ times for each edge. Hence total time for these loops is $\Theta(E \cdot V)$
- ▶ Final **for** loop runs once for each edge. Time is $\Theta(E)$

Total time: $\Theta(E \cdot V)$

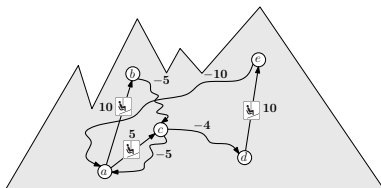
Final comments on Bellman-Ford

- ▶ Can be used to find negative cycles
 - ▶ Run for n -iterations and detect cycles in “shortest path tree” these will correspond to negative cycles
- ▶ Easy to implement in distributed settings: each vertex repeatedly ask their neighbors for the best path
 - ▶ Good for routing and dynamic networks

Problem solving (20 pts, previous exam question)

The famous alpine ski racer Lindsey Vonn has sent her assistant to measure the altitude differences of the ski lifts and slopes of a famous ski resort in Switzerland. The assistant returns after several days of hard work with a map of all ski lifts and all slopes together with the altitude difference between the start station and the end station of each lift and the altitude difference between the start station and end station of each slope. A slope starts from the end station of a lift and ends at the start station of a potentially different lift (see the figure below).

Lindsey wants to verify the map of her assistant by performing the following sanity check: starting from any point A , no matter how we ski (using lifts and slopes), the altitude change when we return to A should be 0 (i.e., neither strictly negative nor strictly positive). Design an algorithm to perform this sanity check and analyze its running time in terms of the number of slopes and ski lifts ($|E|$) and the number of start and end stations ($|V|$). Your algorithm should run in polynomial time (in $|V|$ and $|E|$).



DIJKSTRA'S ALGORITHM

Dijkstra's algorithm

- ▶ Only works when all weights are nonnegative
- ▶ Greedy and faster than Bellman-Ford
- ▶ Similar idea to Prim's algorithm (essentially weighted version of BFS)

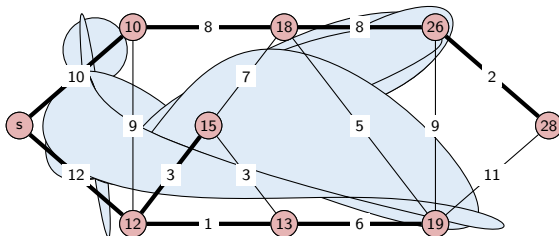
Dijkstra's algorithm

Start with source $S = \{s\}$

Greedily grow S :

at each step add to S the vertex that is closest to S

(minimum over $v \notin S$ of minimum over $u \in S, u.d + w(u, v)$)



Implementation and Running Time

Implementation with priority-queue as Prim's algorithm with shortest path keys:

```
DIJKSTRA( $G, w, s$ )  
  INIT-SINGLE-SOURCE( $G, s$ )  
   $S = \emptyset$   
   $Q = G.V$  // i.e., insert all vertices into  $Q$   
  while  $Q \neq \emptyset$   
     $u = \text{EXTRACT-MIN}(Q)$   
     $S = S \cup \{u\}$   
    for each vertex  $v \in G.Adj[u]$   
      RELAX( $u, v, w$ )
```

Running time Like Prim's dominated by operations on priority queue:

- ▶ If binary heap, each operation takes $O(\lg V)$ time $\Rightarrow O(E \lg V)$
- ▶ More careful implementation time is $O(V \lg V + E)$

Show that Dijkstra's Algorithm is correct by proving the following loop invariant:

“At the start of each iteration, we have for all $v \in S$ that the distance $v.d$ from s to v is equal to the shortest path from s to v ”