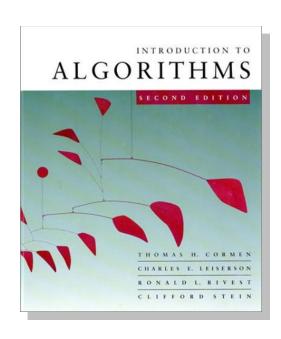
## Introduction to Algorithms 6.046J/18.401J



#### LECTURE 16

### **Greedy Algorithms (and Graphs)**

- Graph representation
- Minimum spanning trees
- Optimal substructure
- Greedy choice
- Prim's greedy MST algorithm

#### Prof. Charles E. Leiserson



### Graphs (review)

#### **Definition.** A directed graph (digraph)

G = (V, E) is an ordered pair consisting of

- a set V of vertices (singular: vertex),
- a set  $E \subseteq V \times V$  of *edges*.

In an *undirected graph* G = (V, E), the edge set E consists of *unordered* pairs of vertices.

In either case, we have  $|E| = O(V^2)$ . Moreover, if G is connected, then  $|E| \ge |V| - 1$ , which implies that  $\lg |E| = \Theta(\lg V)$ .

(Review CLRS, Appendix B.)



# Adjacency-matrix representation

The *adjacency matrix* of a graph G = (V, E), where  $V = \{1, 2, ..., n\}$ , is the matrix A[1 ... n, 1 ... n]given by

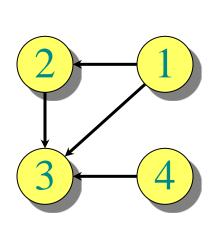
$$A[i,j] = \begin{cases} 1 & \text{if } (i,j) \in E, \\ 0 & \text{if } (i,j) \notin E. \end{cases}$$



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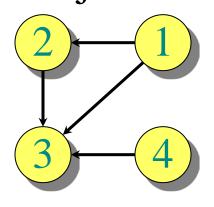


| $\boldsymbol{A}$ | 1 | 2 | 3 | 4 |                       |
|------------------|---|---|---|---|-----------------------|
| 1                | 0 | 1 | 1 | 0 | $\Theta(V^2)$ storage |
| 2                | 0 | 0 | 1 | 0 | $\Rightarrow$ dense   |
| 3                | 0 | 0 | 0 | 0 | representation.       |
| 4                | 0 | 0 | 1 | 0 |                       |



### Adjacency-list representation

An *adjacency list* of a vertex  $v \in V$  is the list Adj[v] of vertices adjacent to v.

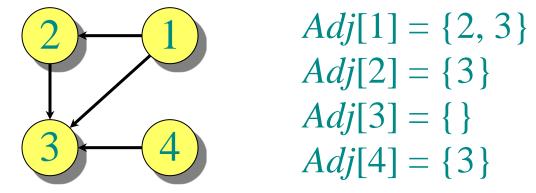


$$Adj[1] = \{2, 3\}$$
  
 $Adj[2] = \{3\}$   
 $Adj[3] = \{\}$   
 $Adj[4] = \{3\}$ 



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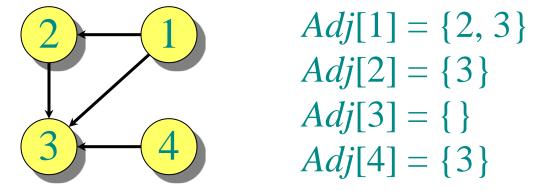


For undirected graphs, |Adj[v]| = degree(v). For digraphs, |Adj[v]| = out-degree(v).



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**Handshaking Lemma:**  $\sum_{v \in V} degree(v) = 2|E|$  for undirected graphs  $\Rightarrow$  adjacency lists use  $\Theta(V + E)$  storage — a *sparse* representation.



### Minimum spanning trees

**Input:** A connected, undirected graph G = (V, E) with weight function  $w : E \to \mathbb{R}$ .

• For simplicity, assume that all edge weights are distinct. (CLRS covers the general case.)



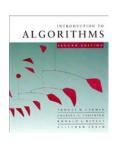
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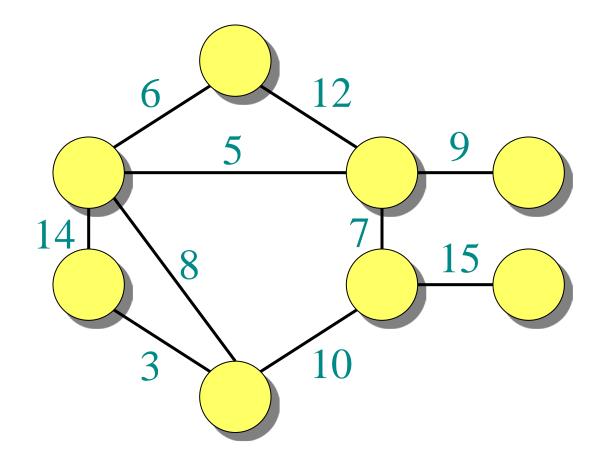
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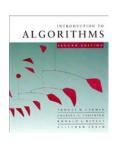
Output: A *spanning tree* T — a tree that connects all vertices — of minimum weight:

$$w(T) = \sum_{(u,v)\in T} w(u,v).$$

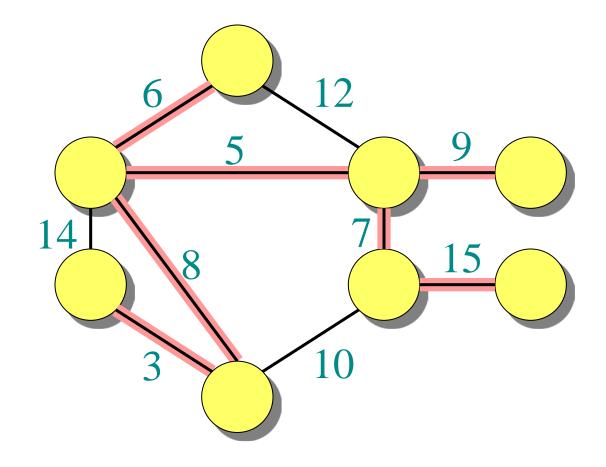


### **Example of MST**





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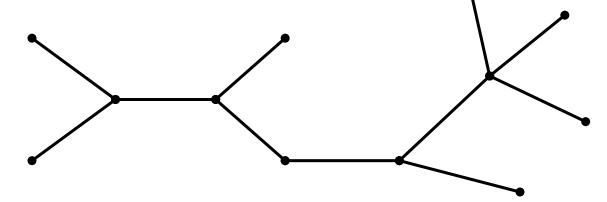


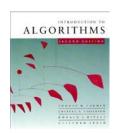


**Optimal substructure** 

MST T:

(Other edges of *G* are not shown.)

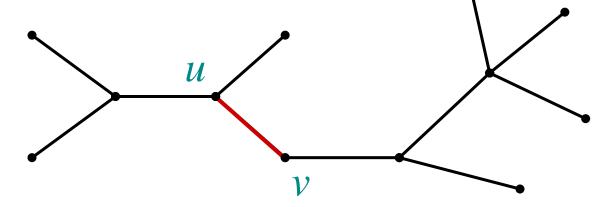




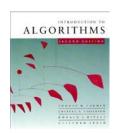
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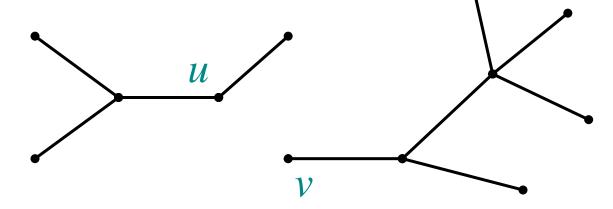
Remove any edge  $(u, v) \in T$ .



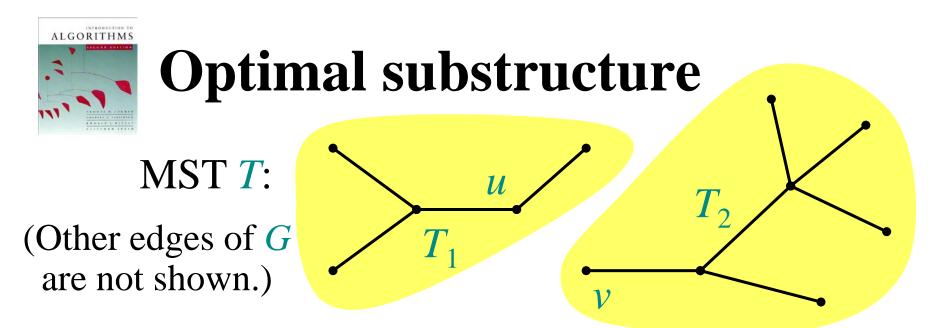
**Optimal substructure** 

MST *T*:

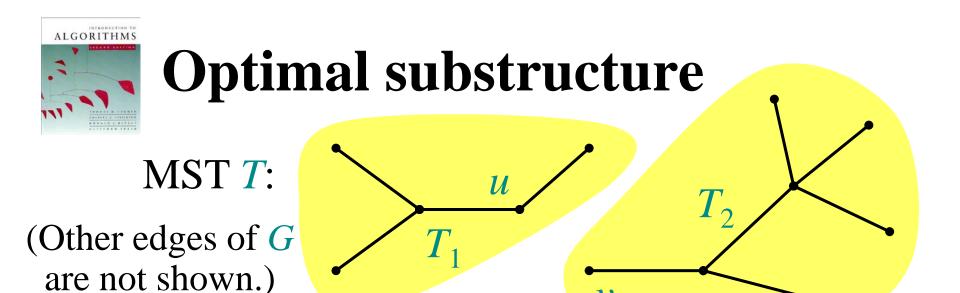
(Other edges of *G* are not shown.)



Remove any edge  $(u, v) \in T$ .



Remove any edge  $(u, v) \in T$ . Then, T is partitioned into two subtrees  $T_1$  and  $T_2$ .



Remove any edge  $(u, v) \in T$ . Then, T is partitioned into two subtrees  $T_1$  and  $T_2$ .

**Theorem.** The subtree  $T_1$  is an MST of  $G_1 = (V_1, E_1)$ , the subgraph of G induced by the vertices of  $T_1$ :

$$V_1 = \text{vertices of } T_1,$$
  
 $E_1 = \{ (x, y) \in E : x, y \in V_1 \}.$ 

Similarly for  $T_2$ .



### Proof of optimal substructure

*Proof.* Cut and paste:

$$w(T) = w(u, v) + w(T_1) + w(T_2).$$

If  $T_1'$  were a lower-weight spanning tree than  $T_1$  for  $G_1$ , then  $T' = \{(u, v)\} \cup T_1' \cup T_2$  would be a lower-weight spanning tree than T for G.



### Proof of optimal substructure

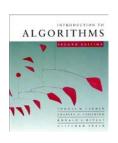
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Do we also have overlapping subproblems?

• Yes.



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Do we also have overlapping subproblems?

• Yes.

Great, then dynamic programming may work!

• Yes, but MST exhibits another powerful property which leads to an even more efficient algorithm.



## Hallmark for "greedy" algorithms



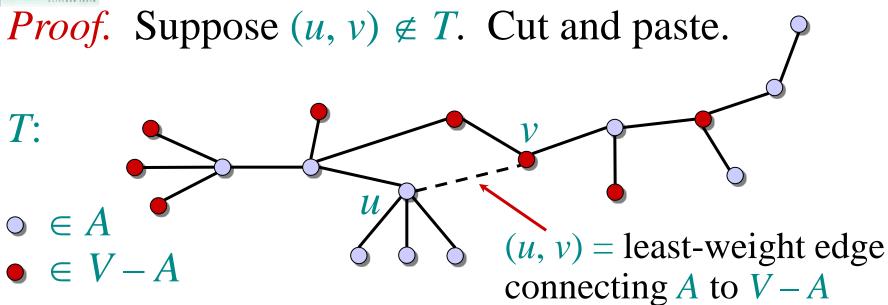


## Hallmark for "greedy" algorithms

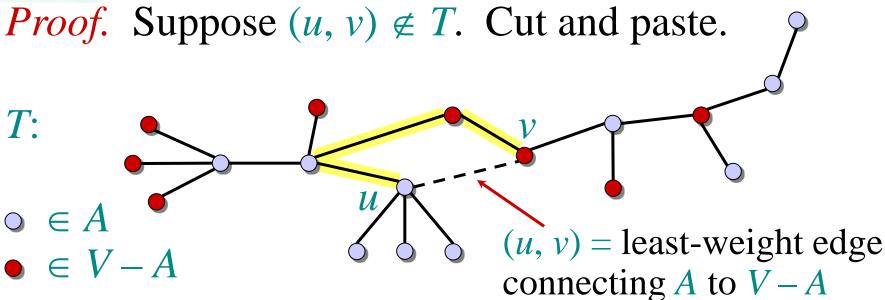
Greedy-choice property
A locally optimal choice
is globally optimal.

**Theorem.** Let T be the MST of G = (V, E), and let  $A \subseteq V$ . Suppose that  $(u, v) \in E$  is the least-weight edge connecting A to V - A. Then,  $(u, v) \in T$ .



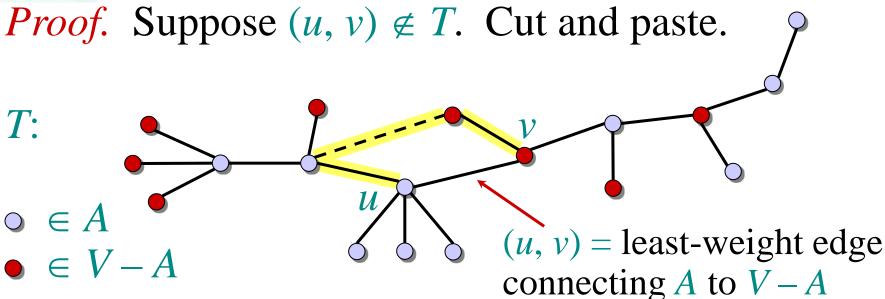






Consider the unique simple path from u to v in T.

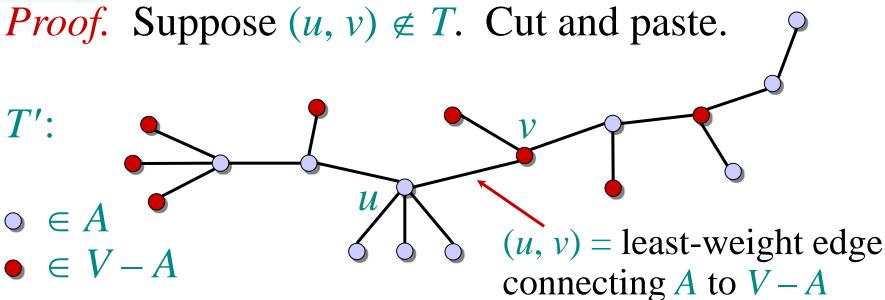




Consider the unique simple path from u to v in T. Swap (u, v) with the first edge on this path that

connects a vertex in A to a vertex in V-A.



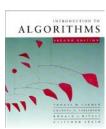


Consider the unique simple path from u to v in T.

Swap (u, v) with the first edge on this path that connects a vertex in A to a vertex in V - A.

A lighter-weight spanning tree than *T* results.





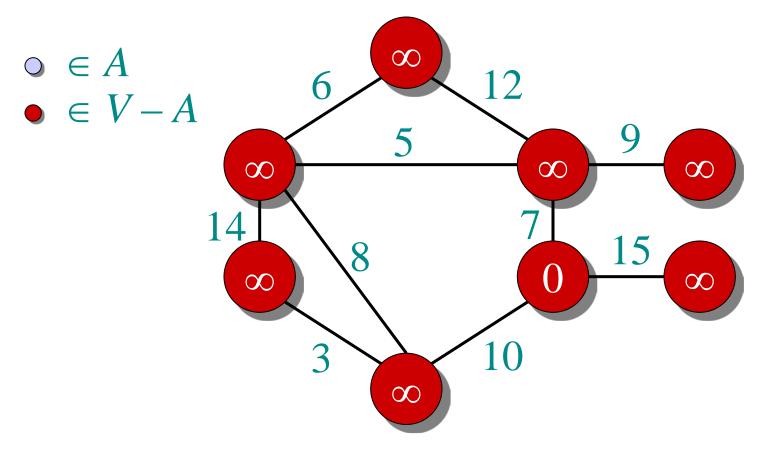
### Prim's algorithm

**IDEA:** Maintain V-A as a priority queue Q. Key each vertex in Q with the weight of the leastweight edge connecting it to a vertex in A.

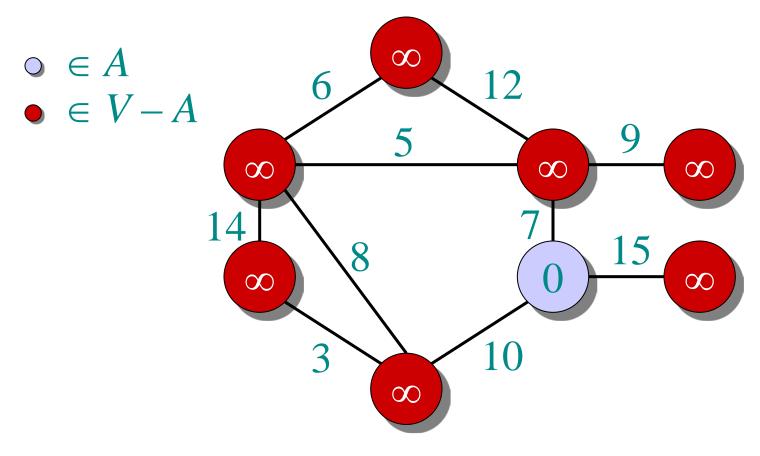
```
Q \leftarrow V
key[v] \leftarrow \infty for all v \in V
key[s] \leftarrow 0 for some arbitrary s \in V
while Q \neq \emptyset
do u \leftarrow \text{EXTRACT-MIN}(Q)
for each v \in Adj[u]
do if v \in Q and w(u, v) < key[v]
then key[v] \leftarrow w(u, v)
\triangleright \text{DECREASE-KEY}
\pi[v] \leftarrow u
```

At the end,  $\{(v, \pi[v])\}$  forms the MST.

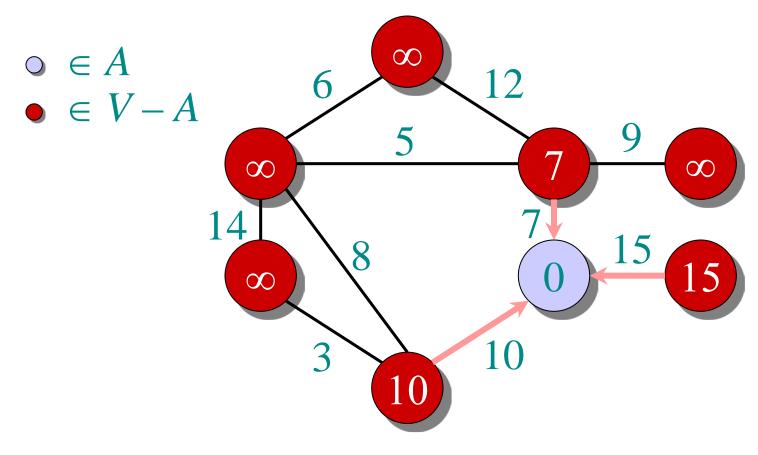




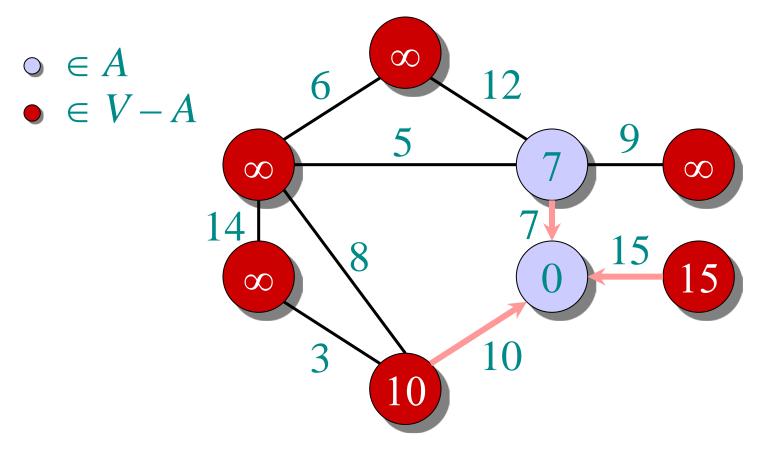


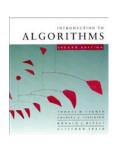


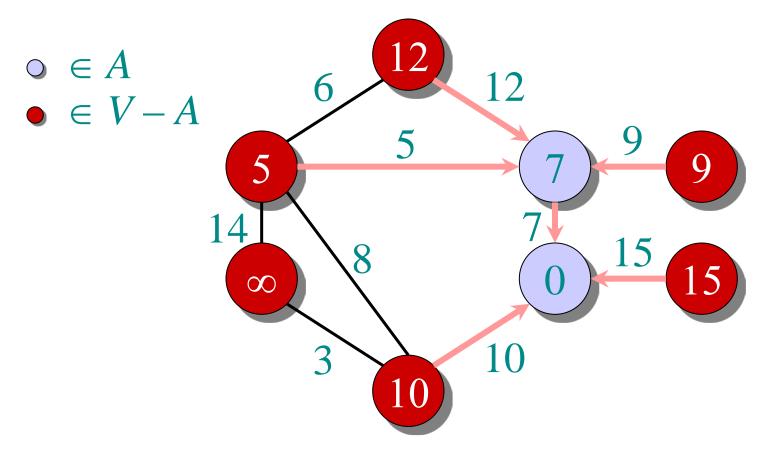




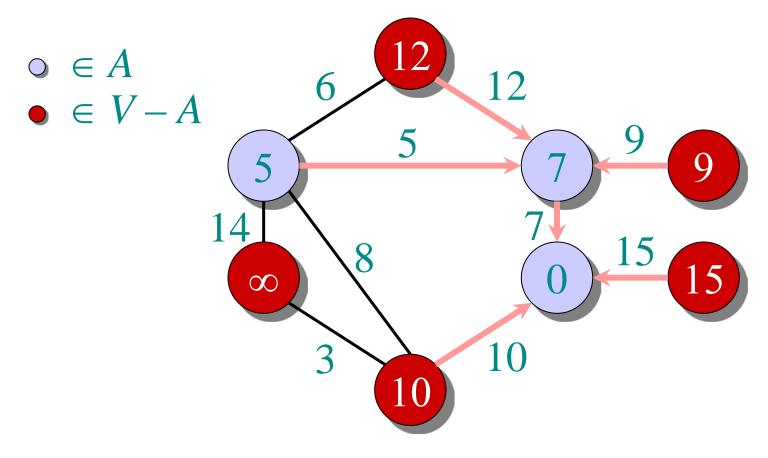




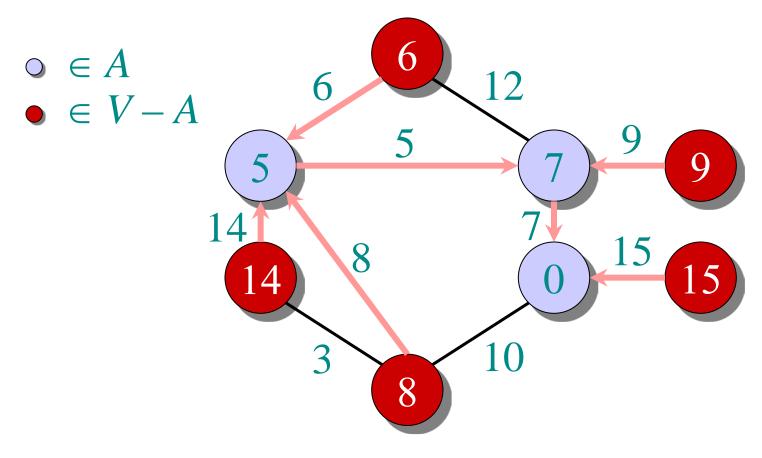




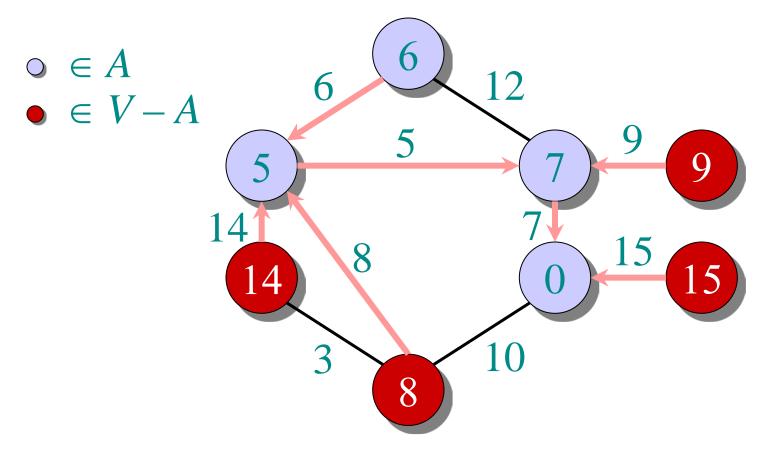




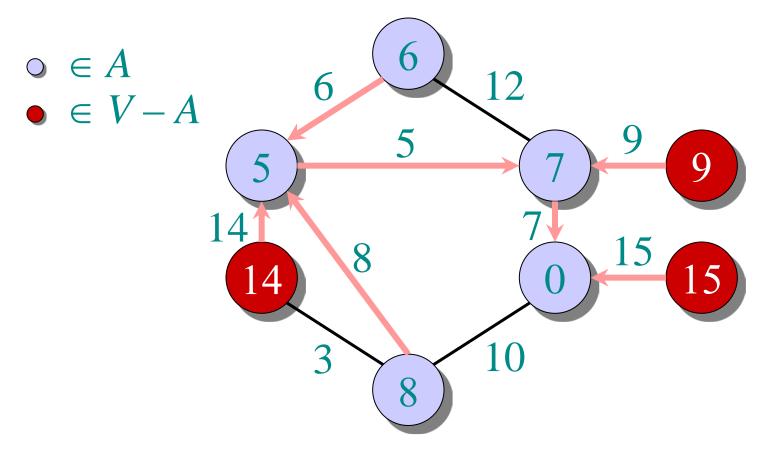




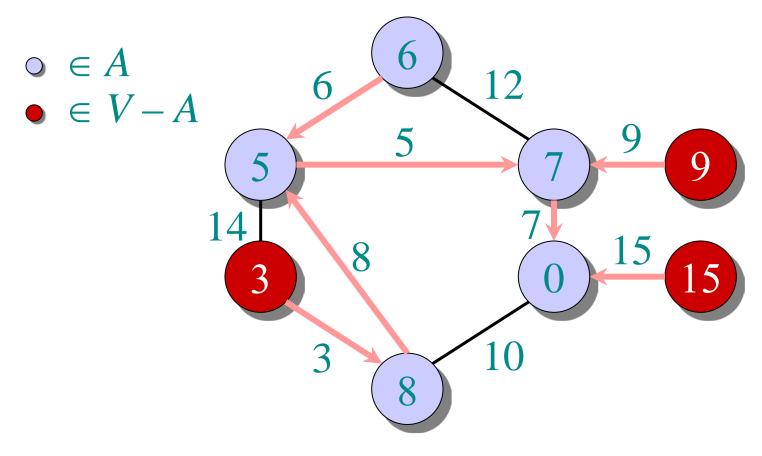






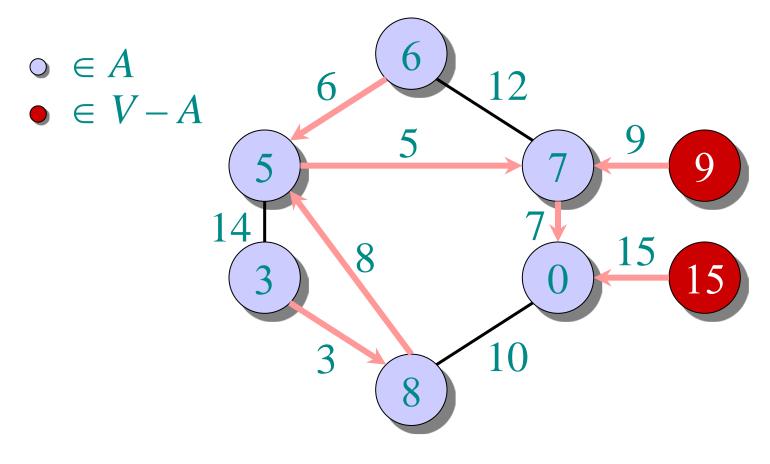


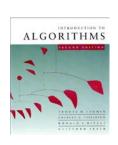




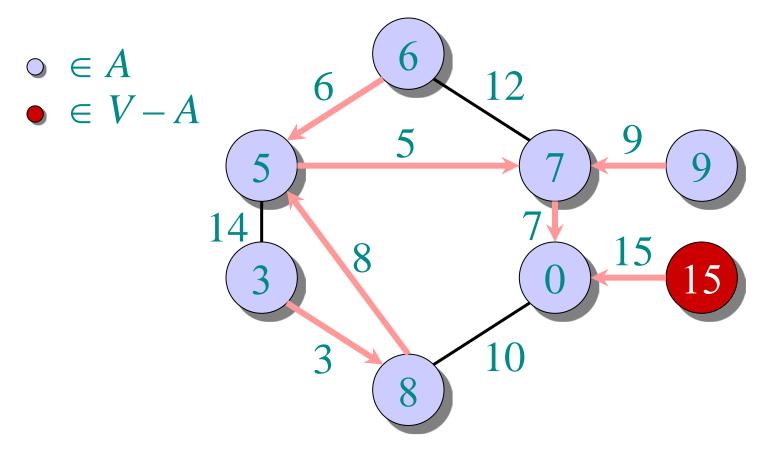


# Example of Prim's algorithm



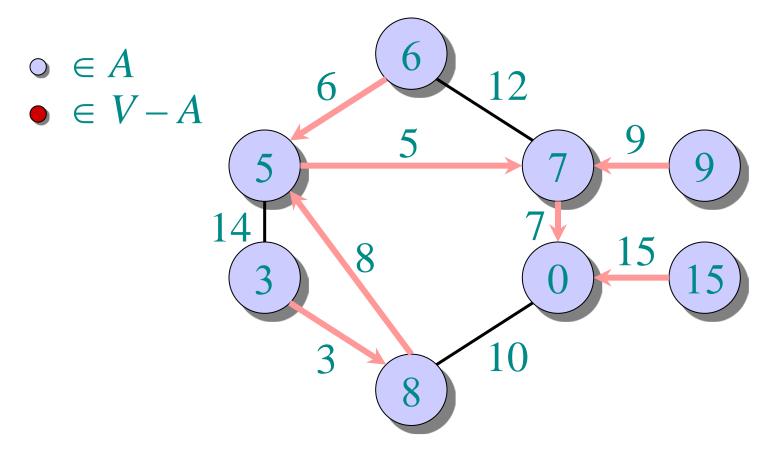


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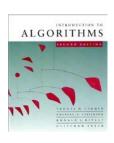


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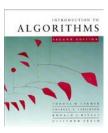




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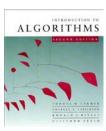


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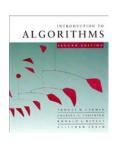
Handshaking Lemma  $\Rightarrow \Theta(E)$  implicit Decrease-Key's.



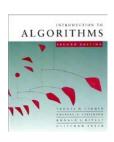
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Handshaking Lemma  $\Rightarrow \Theta(E)$  implicit Decrease-Key's.

$$Time = \Theta(V) \cdot T_{\text{EXTRACT-MIN}} + \Theta(E) \cdot T_{\text{DECREASE-KEY}}$$

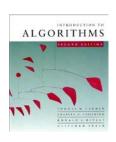


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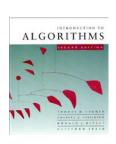
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Q  $T_{\text{EXTRACT-MIN}}$   $T_{\text{DECREASE-KEY}}$  Total



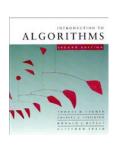
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Q  $T_{
m EXTRACT-MIN}$   $T_{
m DECREASE-KEY}$  Total array O(V) O(1)  $O(V^2)$ 



$$Time = \Theta(V) \cdot T_{\text{EXTRACT-MIN}} + \Theta(E) \cdot T_{\text{DECREASE-KEY}}$$

| Q              | T <sub>EXTRACT-MIN</sub> | T <sub>DECREASE-KEY</sub> | Total        |
|----------------|--------------------------|---------------------------|--------------|
| array          | O(V)                     | <i>O</i> (1)              | $O(V^2)$     |
| binary<br>heap | $O(\lg V)$               | $O(\lg V)$                | $O(E \lg V)$ |



$$Time = \Theta(V) \cdot T_{\text{EXTRACT-MIN}} + \Theta(E) \cdot T_{\text{DECREASE-KEY}}$$

| Q                 | T <sub>EXTRACT-MIN</sub> | T <sub>DECREASE-KEY</sub> | Total                       |
|-------------------|--------------------------|---------------------------|-----------------------------|
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| binary<br>heap    | $O(\lg V)$               | $O(\lg V)$                | $O(E \lg V)$                |
| Fibonacci<br>heap | i O(lg V) amortized      | O(1)<br>amortized         | $O(E + V \lg V)$ worst case |



# MST algorithms

#### Kruskal's algorithm (see CLRS):

- Uses the *disjoint-set data structure* (see CLRS, Ch. 21).
- Running time =  $O(E \lg V)$ .



# MST algorithms

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- Running time =  $O(E \lg V)$ .

#### Best to date:

- Karger, Klein, and Tarjan [1993].
- Randomized algorithm.
- O(V + E) expected time.