

# Greedy Technique

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## Greedy Technique

Minimum Spanning Tree of a Graph

Prime's algorithm

Kruskal's algorithm

Dijkstra's algorithm

Huffman code

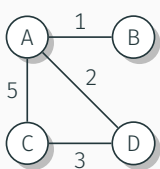
# Greedy Technique

Minimum Spanning Tree of a Graph

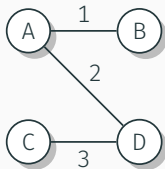
# Minimum Spanning Tree of a Graph

# Minimum Spanning Tree – Example

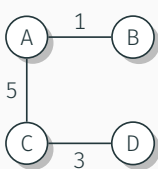
Graph  $G$  has a total of 4 spanning trees



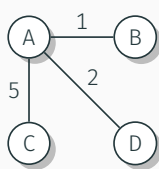
Graph  $G$



$w(K_1) = 6$



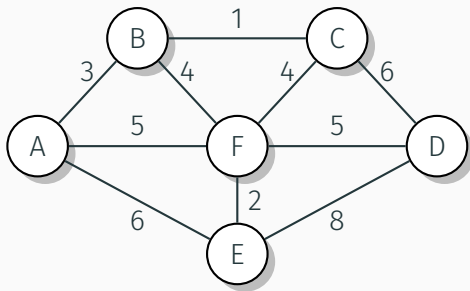
$w(K_2) = 9$



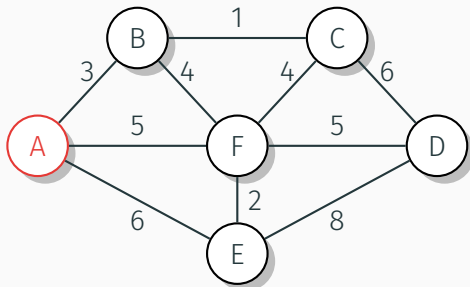
$w(K_3) = 8$

The minimum spanning tree is spanning tree  $K_1$ .

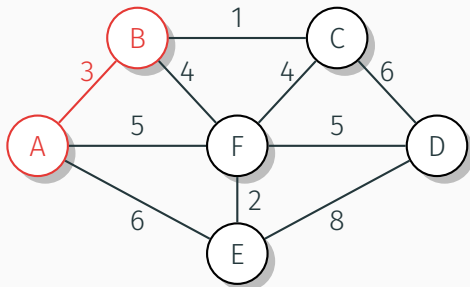
## Minimum spanning tree of a graph



## Minimum spanning tree of a graph (cont.)

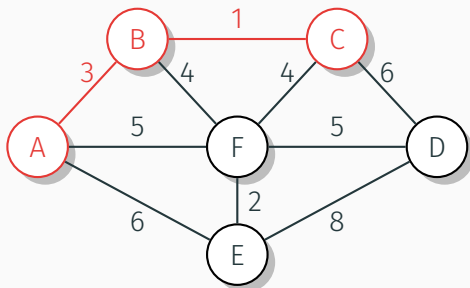


## Minimum spanning tree of a graph (cont.)

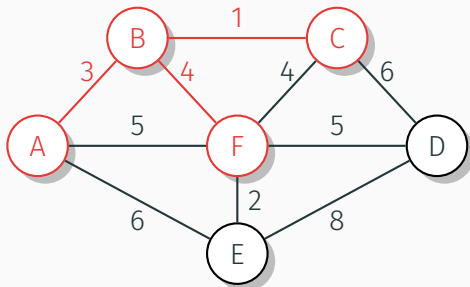




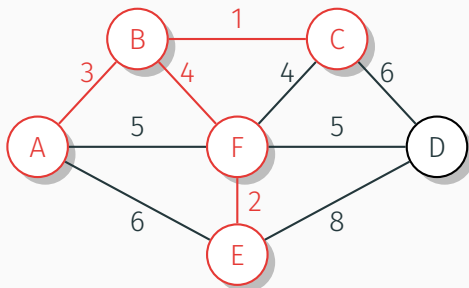
## Minimum spanning tree of a graph (cont.)



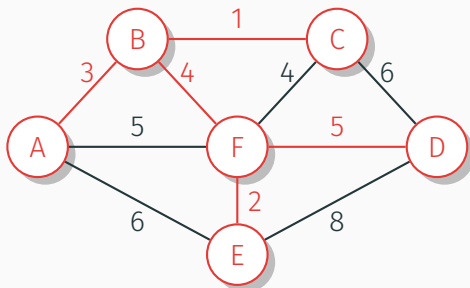
## Minimum spanning tree of a graph (cont.)



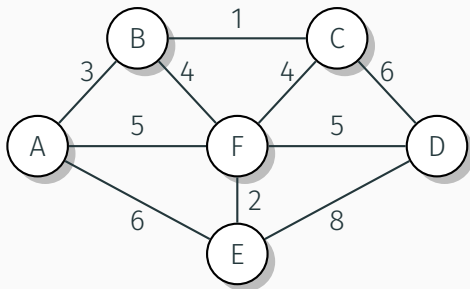
## Minimum spanning tree of a graph (cont.)



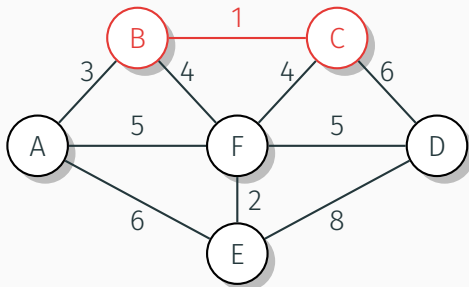
## Minimum spanning tree of a graph (cont.)



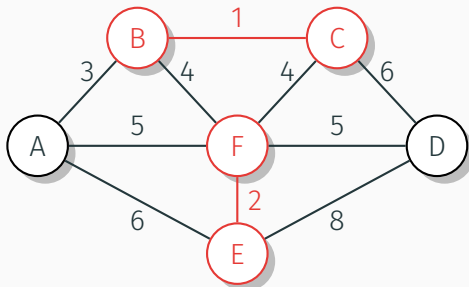
## Minimum spanning tree of a graph



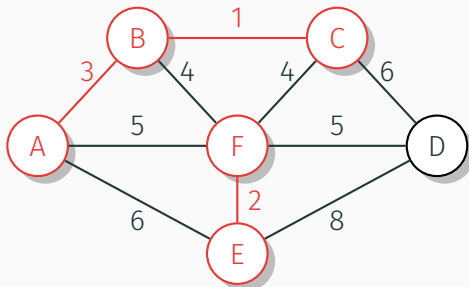
## Minimum spanning tree of a graph (cont.)



## Minimum spanning tree of a graph (cont.)

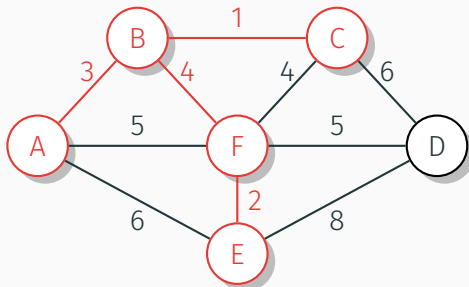


## Minimum spanning tree of a graph (cont.)

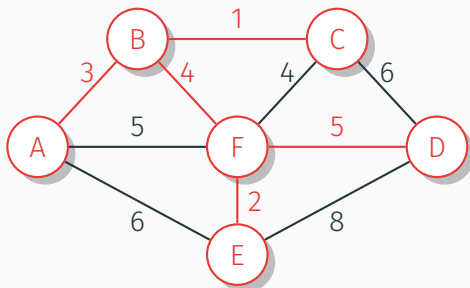




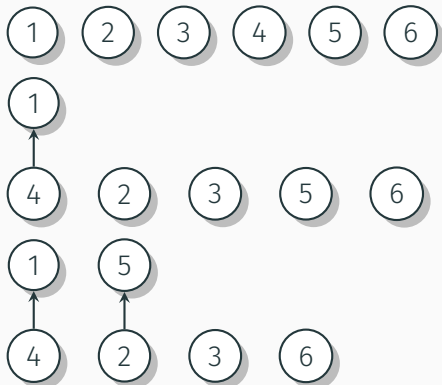
## Minimum spanning tree of a graph (cont.)



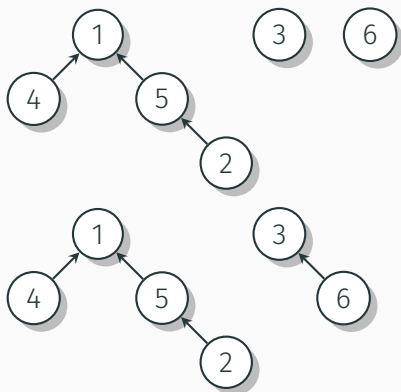
## Minimum spanning tree of a graph (cont.)



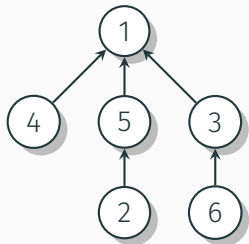
## Quick Union



## Quick Union (cont.)



## Quick Union (cont.)



## QuickUnion, representation of the tree in an array

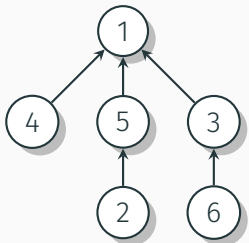
Initial state after performing *makeset*(1), ..., *makeset*(6)



Element	Parent
1	null
2	null
3	null
4	null
5	null
6	null

## QuickUnion, representation of the tree in an array (cont.)

Final state after performing all *union* operations



Element	Parent
1	null
2	5
3	1
4	1
5	1
6	3

# Greedy Technique

Dijkstra's algorithm

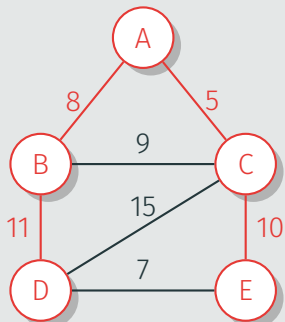


## Shortest path tree vs. minimum spanning tree of the graph

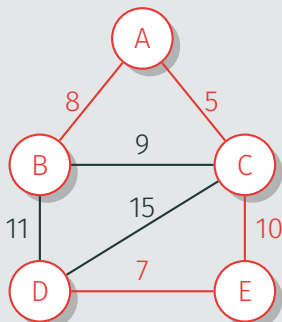
- The result of Dijkstra's algorithm **is not** the minimum spanning tree of the graph.
- The result is **the shortest path tree** from a given initial vertex.
- The shortest path tree is just one of the graph's spans, but it does not have to be minimal.
- The minimum spanning tree of the graph minimizes **the sum of edge weights** in the span.
- The shortest path tree minimizes **path length** from a given initial vertex. The shape of the tree **depends** on the initial vertex.

# Shortest paths tree vs. minimum spanning tree of the graph, example

## Shortest paths tree from A



## Minimum spanning tree of the graph



# Greedy Technique

Huffman code

Thanks for your attention