DATA STRUCTURES AND ALGORITHMS

LECTURE 27 KRUSKAL'S ALGORITHM

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KRUSKAL'S ALGORITHM

- Kruskal's algorithm sorts the edges by weight and goes through the edges from least weight
 to greatest weight adding the edges to an empty graph so long as the addition does not
 create a cycle
- The halting point is:
 - When |V| 1 edges have been added
 - In this case we have a minimum spanning tree
 - We have gone through all edges, in which case, we have a forest of minimum spanning trees on all connected sub-graphs

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EXAMPLE

- Consider the game of Risk from Parker Brothers
 - A game of world domination
 - The world is divided into 42 connected regions



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EXAMPLE

- Consider the game of Risk from Parker Brothers
 - A game of world domination
 - The world is divided into 42 connected regions
 - The regions are vertices and edges indicate adjacent regions



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