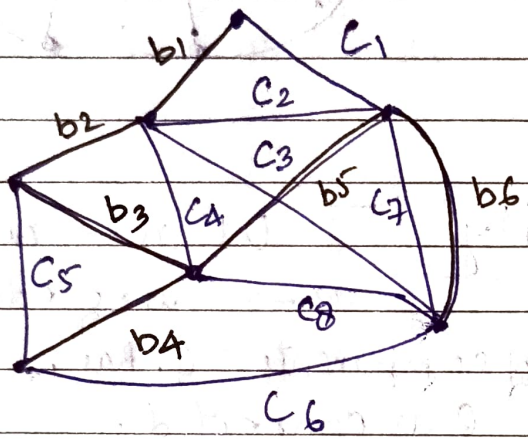


SPANNING TREES: - [skeleton or scaffolding]  
 [maximal tree subgraph or maximal tree of G]

A tree  $T$  is said to be spanning tree of a connected graph  $G$  if  $T$  is subgraph of  $G$  and  $T$  contains all vertices of  $G$ .

→ A disconnected graph with  $k$  components having a spanning forest consisting of  $k$  spanning trees.



Theorem: - Every connected graph has at least one spanning tree.

→ An edge in a spanning tree  $T$  is called branch of  $T$   
 [  $b_1, b_2, b_3, b_4, b_5, b_6$  ]

→ An edge of  $G$  that is not in given spanning tree  $T$  is called a chord [or link or tie]

[  $c_1, c_2, c_3, c_4, c_5, c_6, c_7, c_8$  ] Chord set

$T \cup \bar{T} = G$ ,  $T \rightarrow$  spanning tree  
 $\bar{T} \rightarrow$  Complement of  $T$  in  $G$ .

Theorem: - A connected graph of  $n$  vertices and  $e$  edges has  $n-1$  tree branches &  $e - n + 1$  chords.

$n = 7, e = 14$ , has 6 tree branches & eight chords

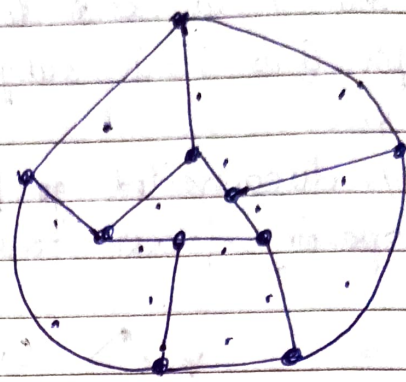
Ex

Here  $n = 10,$   
 $e = 15,$

$$c = n + 1$$

$$= 15 - 10 + 1$$

$$= 6 \text{ [chords]}$$



& 9 branches.

→ Rank And Nullity : → let  $n \rightarrow$  no. of vertices  
 $e \rightarrow$  no. of edges in  $G$ .

Then  $k$ , the no. of components  $G$  has.

If  $k = 1$ ,  $G$  is connected.

→ Since every component of a graph must have at least one vertex,  $n \geq k$ .

Moreover,  $e \geq n - k$ .

Apart from the constraints  $n - k \geq 0$  &

$$e - n + k \geq 0$$

so these three numbers are independent

they are fundamental no. in a graph.

From these numbers are derived two other component numbers called rank & nullity

rank  $r = n - k$

nullity  $\mu = e - n + k$

→ The rank of connected graph is  $n - 1$  & the nullity,  $e = n + 1$ .

rank of  $G =$  no. of branches in any spanning tree (or forest) of  $G$ .

nullity of  $G =$  number of chords in  $G$ .

rank + nullity = number of edges in  $G$ .

The nullity of a graph is also referred to as its cyclomatic number, or first Betti ~~no~~ number.

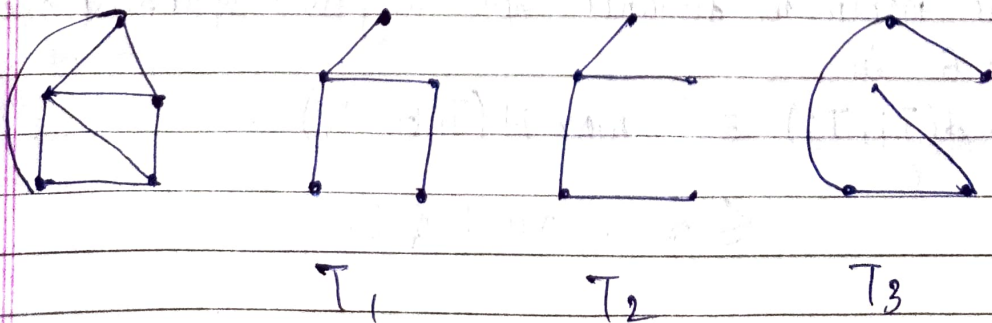
### FUNDAMENTAL CIRCUITS :-

Theorem :- A connected graph  $G$  is a tree if and only if adding an edge between any two vertices in  $G$  creates exactly one circuit.

→ Adding any one chord to  $T$  will create exactly one circuit. Such circuit, is called a fundamental circuit.  
no. of fundamental ~~circ~~ circuit = no. of chords  
=  $e - n + k$ .

### FINDING ALL SPANNING TREES :-

The distance b/w two spanning trees  $T_i$  &  $T_j$  of a graph  $G$  is defined as the ~~no~~ number of edges of  $G$  present in one tree but not in other.



$$d(T_2, T_3) = 3.$$

$$\textcircled{\bullet} d(T_i, T_j) = \frac{1}{2} N(T_i \oplus T_j)$$

$N(g) \rightarrow$  no. of edge in a graph  $G$ .

$T_i \oplus T_j \rightarrow$  subgraph of  $G$  containing all edges of  $G$  that are either in  $T_i$  or  $T_j$  but not in both.

$$T_i \oplus T_j = 3$$

$$N(g) = 4$$

$$\therefore d(T_i, T_j) = \frac{1}{2} \times 4 \times 3 =$$

## SPANNING TREE IN A WEIGHTED GRAPH! -

A spanning tree or shortest-distance spanning tree or minimal spanning tree with the smallest weight in a weighted graph.

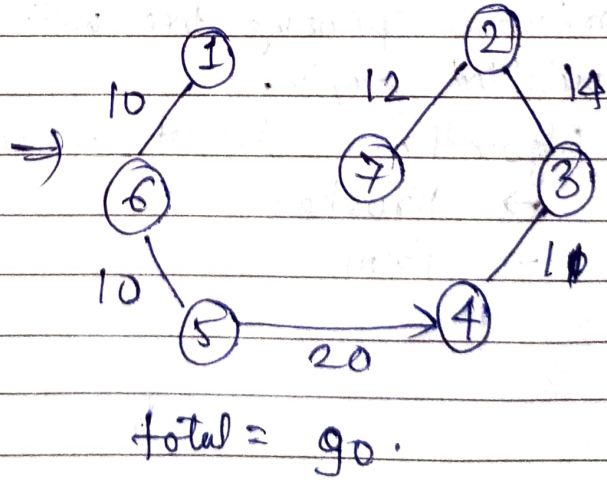
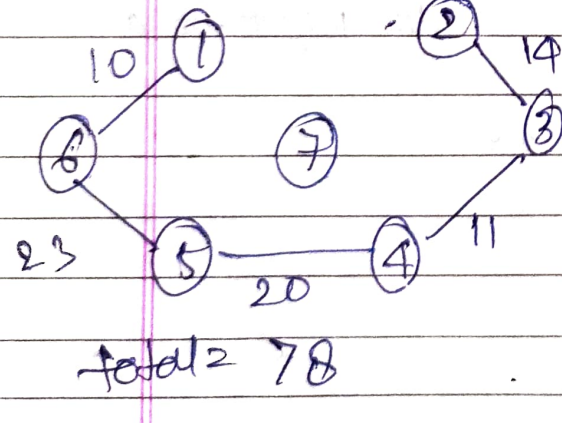
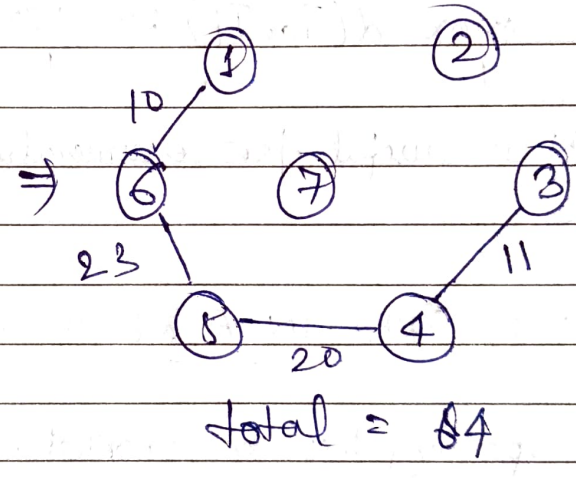
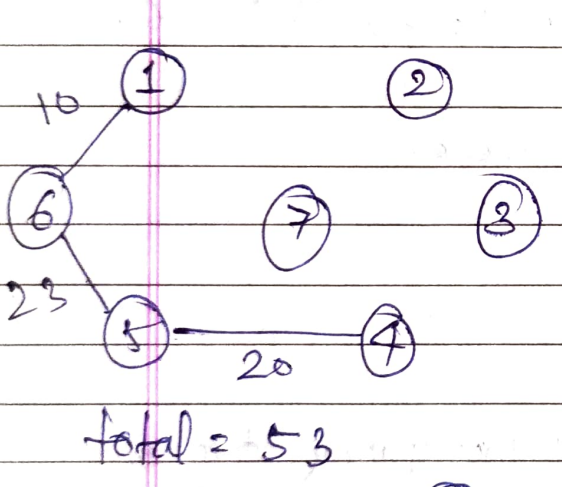
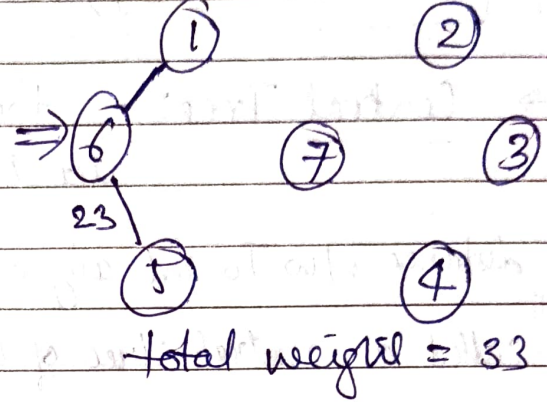
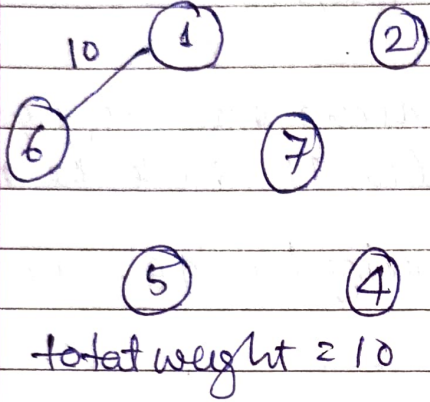
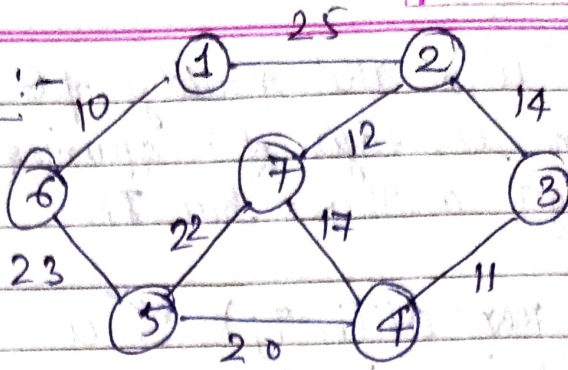
Algorithm shortest spanning tree

→ Kruskal

→ Prim

# Prim's Algorithm :-

we will consider all the vertices first. Then we select edge with minimum weight. The algorithm proceeds by selecting adjacent edges with minimum weight.



Time taken by for loop  $k=1$  to  $n-1$

Analysis  $T(n) = \sum_{k=1}^{node-1} \left( \sum_{i=0}^{node-1} 1 + \sum_{i=0}^{node-1} 1 \right)$

↓  
for  $(i=0$  to  $node-1)$

for  $(j=0$  to  $node-1)$

let  $node = n$

$$T(n) = \sum_{k=1}^{n-1} \left( \sum_{i=0}^{n-1} 1 + \sum_{j=0}^{n-1} 1 \right)$$

$$= \sum_{k=1}^{n-1} [((n-1) + 0 + 1) + ((n-1) + 0 + 1)]$$

$$= \sum_{k=1}^{n-1} 2n = 2n [(n-1) - 1 + 1]$$

$$= 2n^2(n-1) = 2n^2 - 2n$$

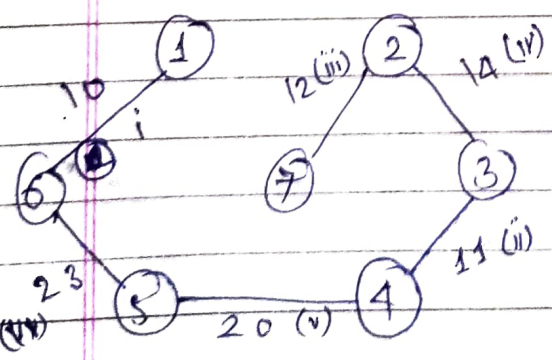
$T(n) = n^2$

$T(n) = \Theta(n^2)$  But  $n \rightarrow$  total no. of nodes or vertices

Time complexity of Prim's Algo =  $\Theta(V^2)$

Kruskal's Algorithms :-

first we will select all the vertices. then an edge with optimum weight is selected from head, even though it's not adjacent to previously selected edge.



$\Rightarrow$  total weight = 90

time complexity =

$\Theta(|E| \log |E|)$

$E \rightarrow$  total no. of edges.

total = 10