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PRIM'S ALGORITHM DEMO

- *Prim's algorithm*
- *lazy implementation*
- *eager implementation*

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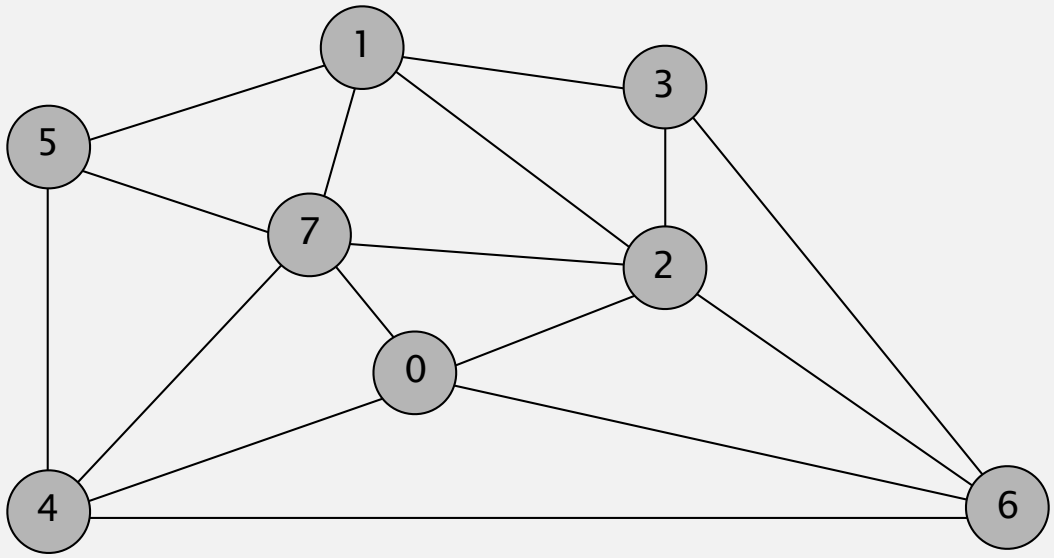
Prim's Algorithm Demo

- *Prim's algorithm*
- *lazy implementation*
- *eager implementation*

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

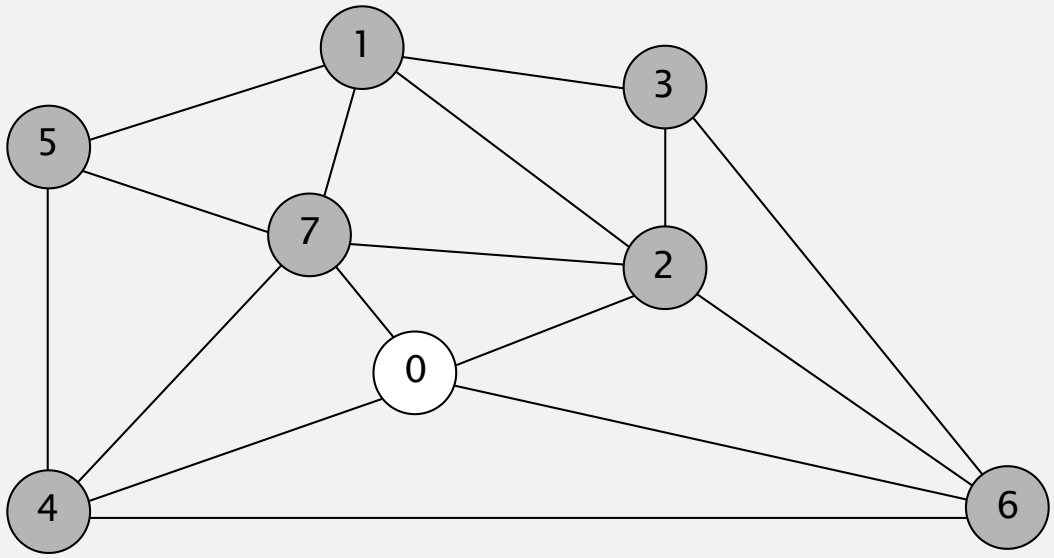


an edge-weighted graph

```
0-7  0.16
2-3  0.17
1-7  0.19
0-2  0.26
5-7  0.28
1-3  0.29
1-5  0.32
2-7  0.34
4-5  0.35
1-2  0.36
4-7  0.37
0-4  0.38
6-2  0.40
3-6  0.52
6-0  0.58
6-4  0.93
```

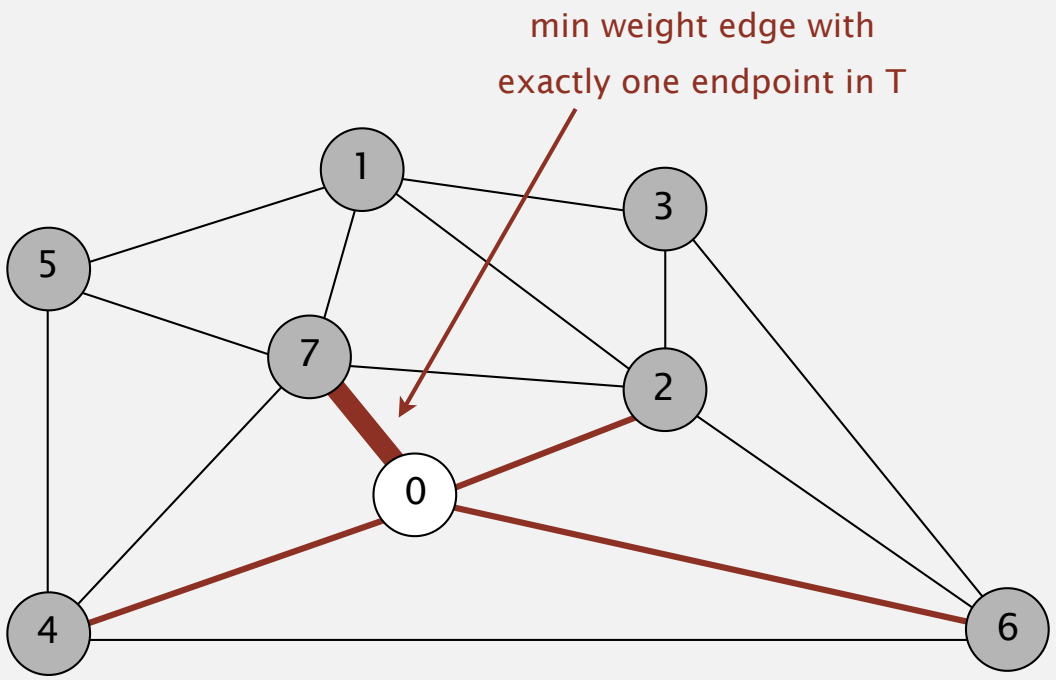
Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

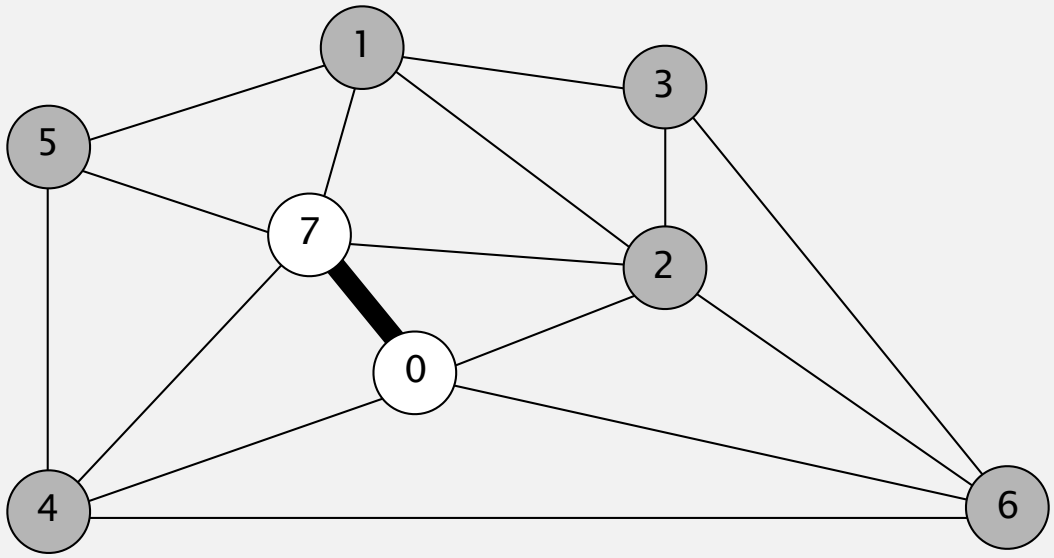


edges with exactly one endpoint in T (sorted by weight)

in MST →	0-7	0.16
	0-2	0.26
	0-4	0.38
	6-0	0.58

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

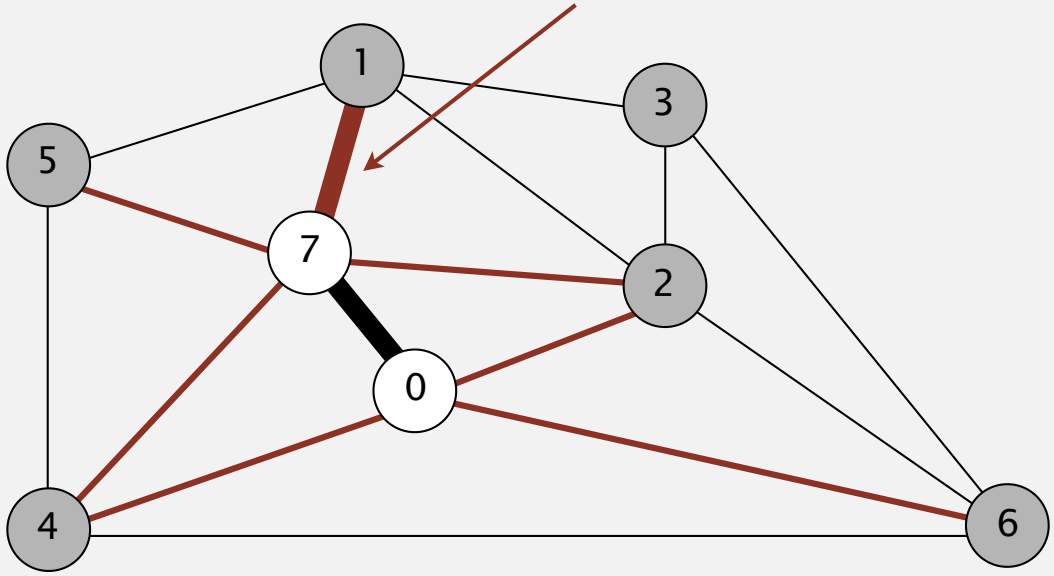


MST edges

0-7

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges with exactly one endpoint in T (sorted by weight)

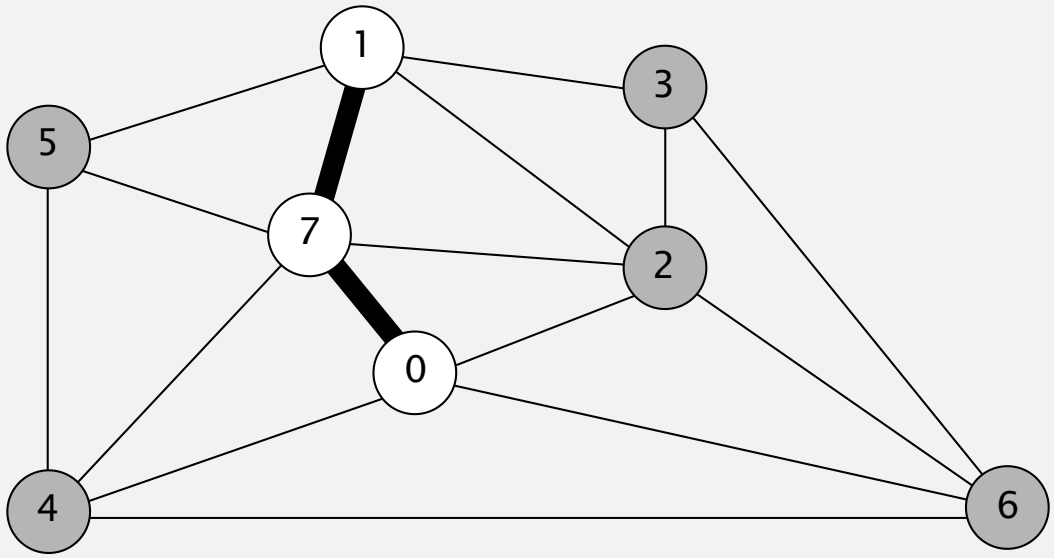
in MST →	1-7	0.19
	0-2	0.26
	5-7	0.28
	2-7	0.34
	4-7	0.37
	0-4	0.38
	6-0	0.58

MST edges

0-7

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

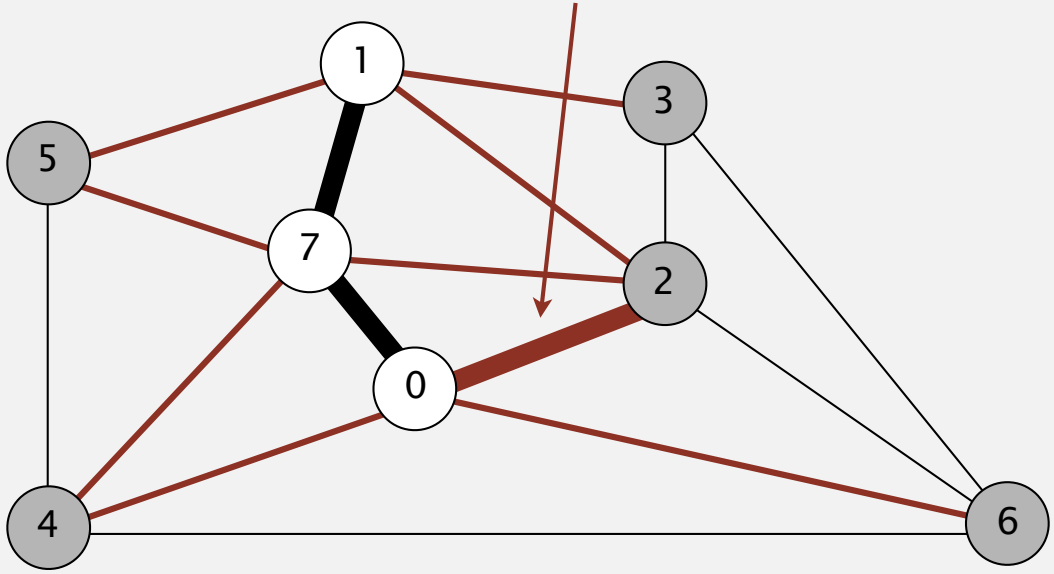


MST edges

0-7 1-7

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges with exactly one endpoint in T (sorted by weight)

in MST →	0-2	0.26
	5-7	0.28
	1-3	0.29
	1-5	0.32
	2-7	0.34
	1-2	0.36
	4-7	0.37
	0-4	0.38
	6-0	0.58

MST edges

0-7 1-7

Prim's algorithm demo

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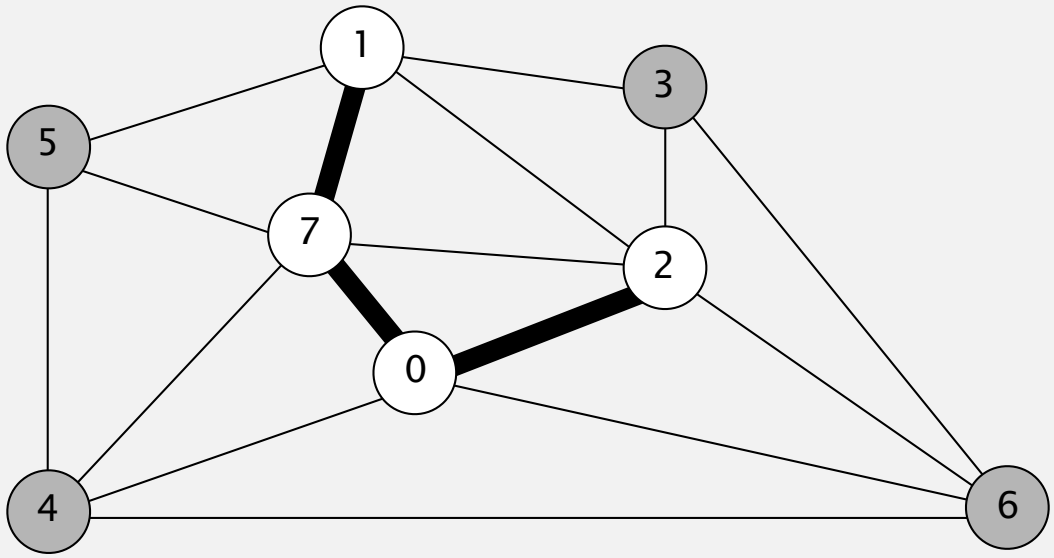
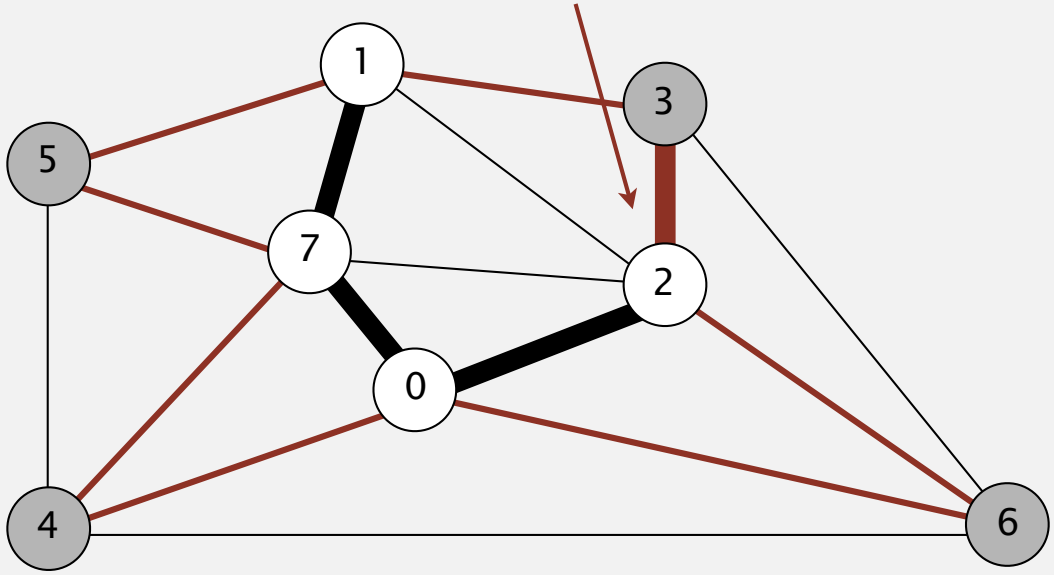


MST edges

0–7 1–7 0–2

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges with exactly one endpoint in T (sorted by weight)

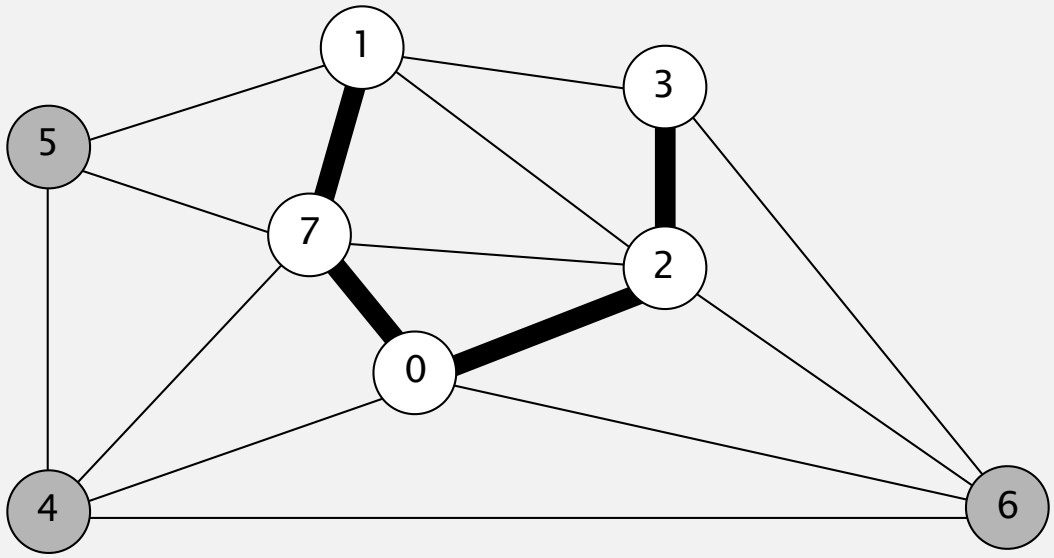
in MST →	2-3	0.17
	5-7	0.28
	1-3	0.29
	1-5	0.32
	4-7	0.37
	0-4	0.38
	6-2	0.40
	6-0	0.58

MST edges

0-7 1-7 0-2

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

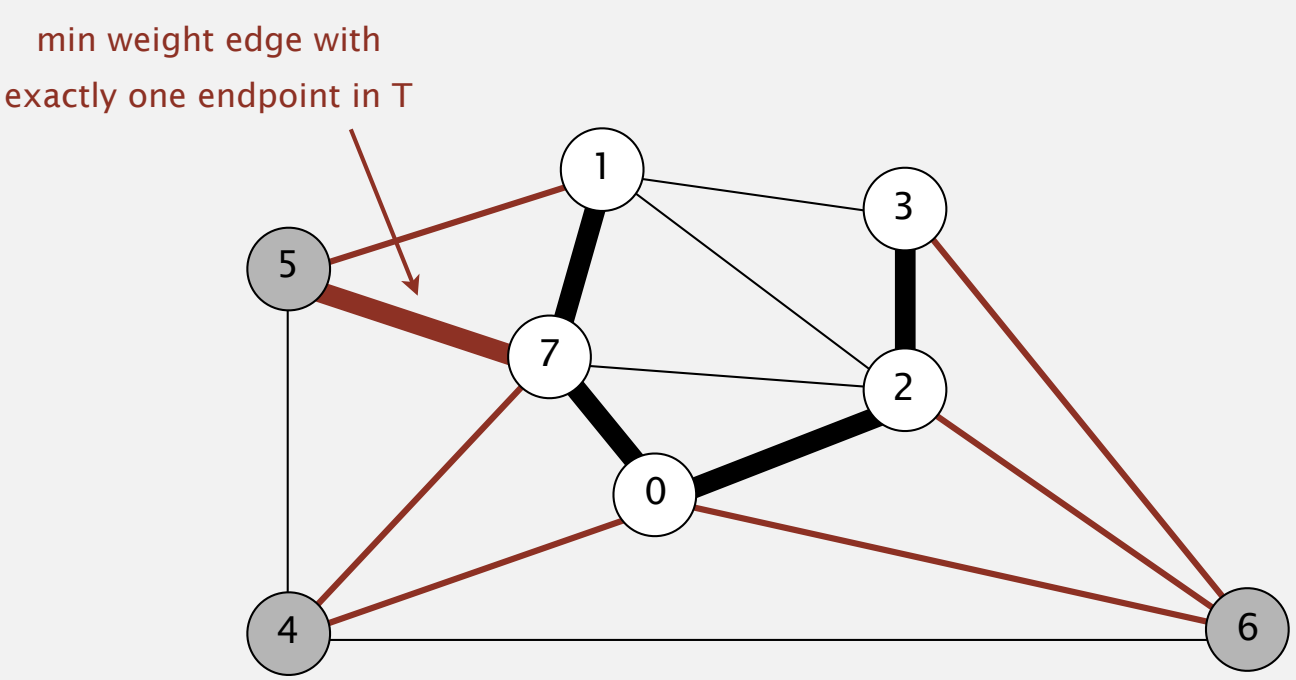


MST edges

0-7 1-7 0-2 2-3

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges with exactly one endpoint in T (sorted by weight)

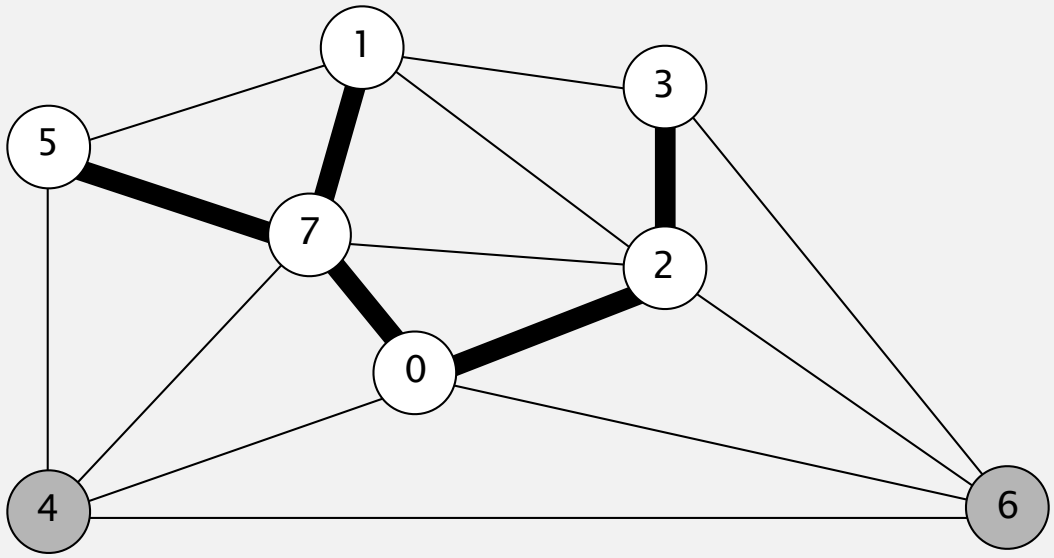
in MST →	5-7	0.28
	1-5	0.32
	4-7	0.37
	0-4	0.38
	6-2	0.40
	3-6	0.52
	6-0	0.58

MST edges

0-7 1-7 0-2 2-3

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
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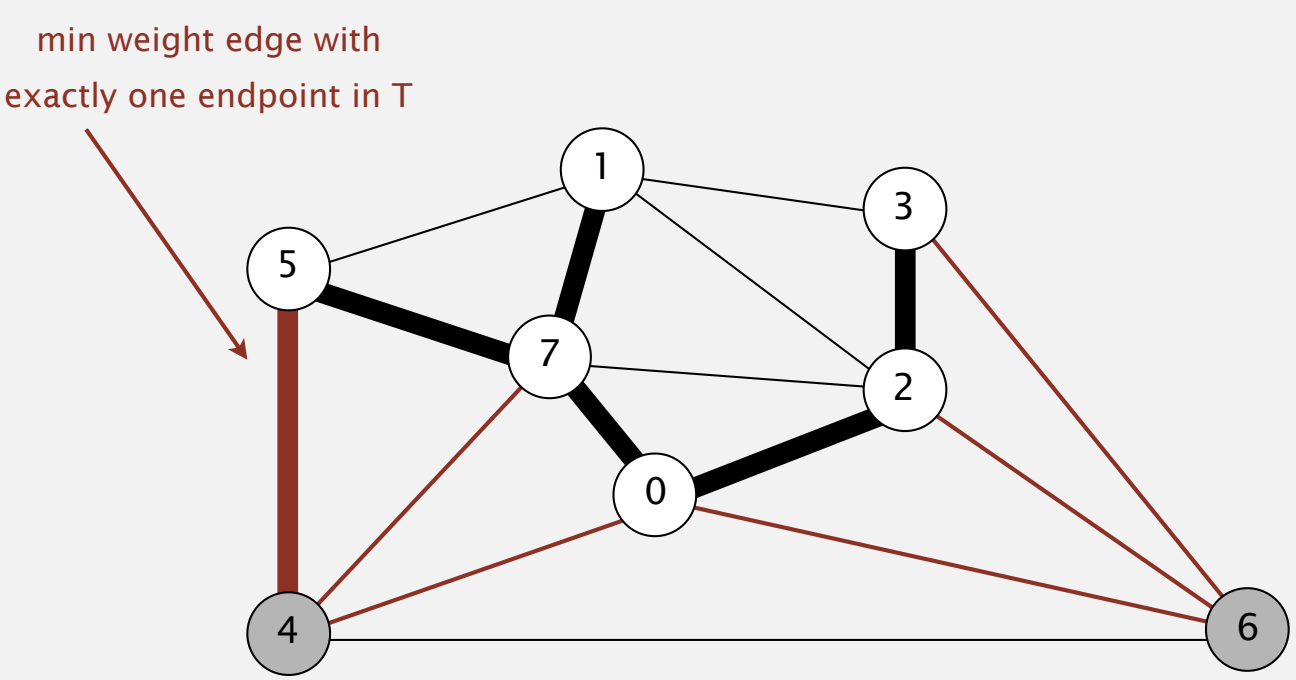

edges with exactly one endpoint in T (sorted by weight)

in MST →	4-5	0.35
	4-7	0.37
	0-4	0.38
	6-2	0.40
	3-6	0.52
	6-0	0.58

MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
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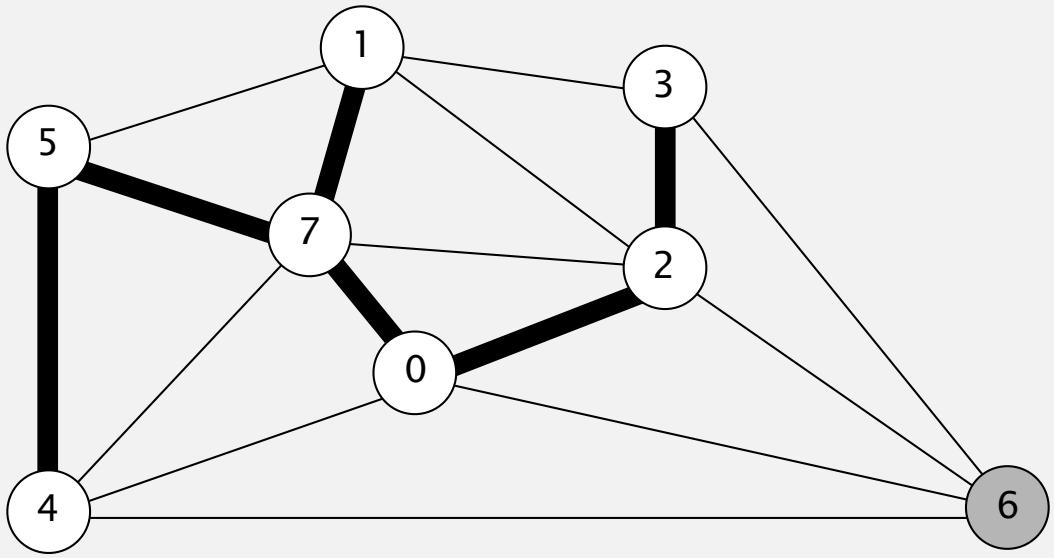

MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
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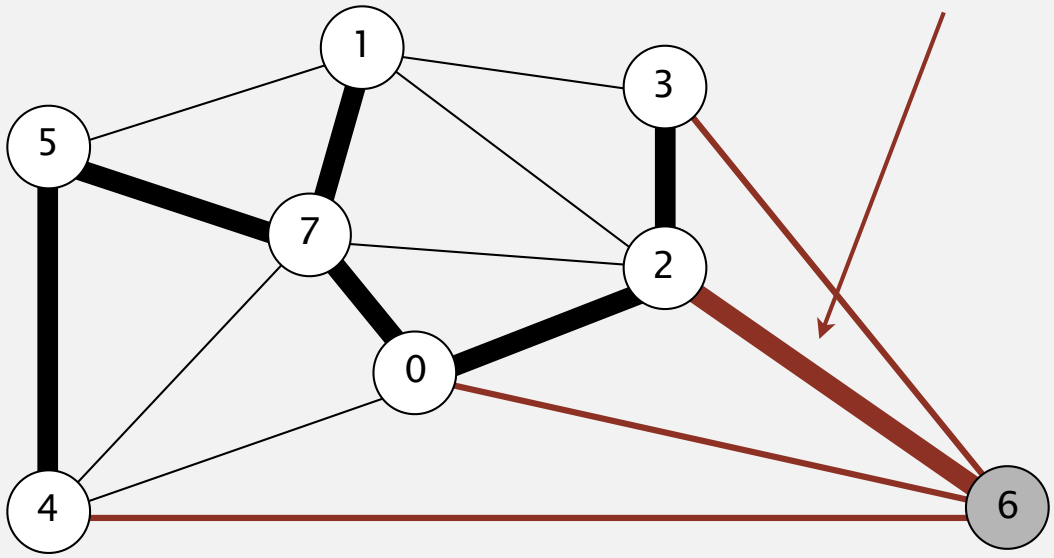


edges with exactly one endpoint in T (sorted by weight)

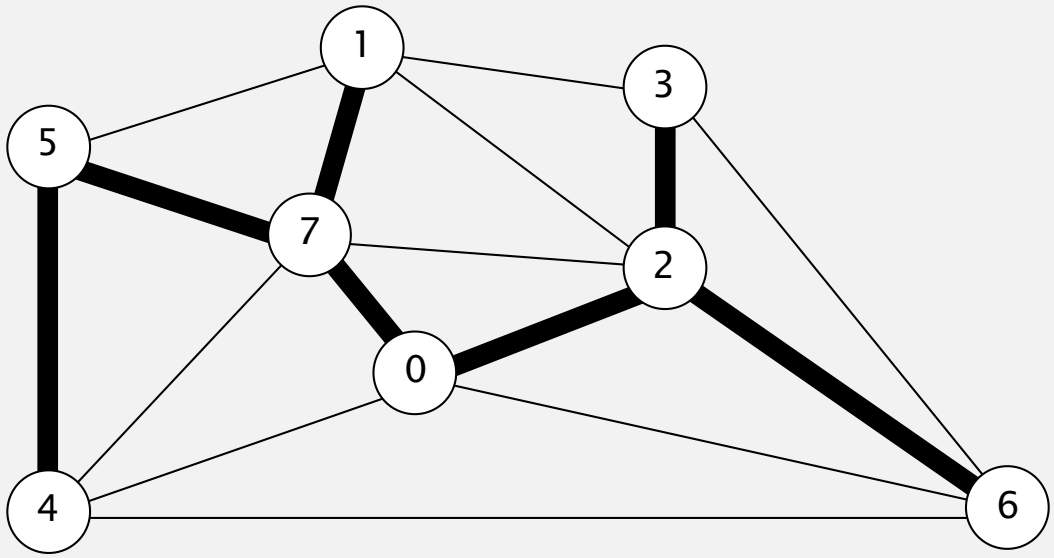
in MST →	6-2	0.40
	3-6	0.52
	6-0	0.58
	6-4	0.93

MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2

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Prim's Algorithm Demo

- *Prim's algorithm*
- *lazy implementation*
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Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
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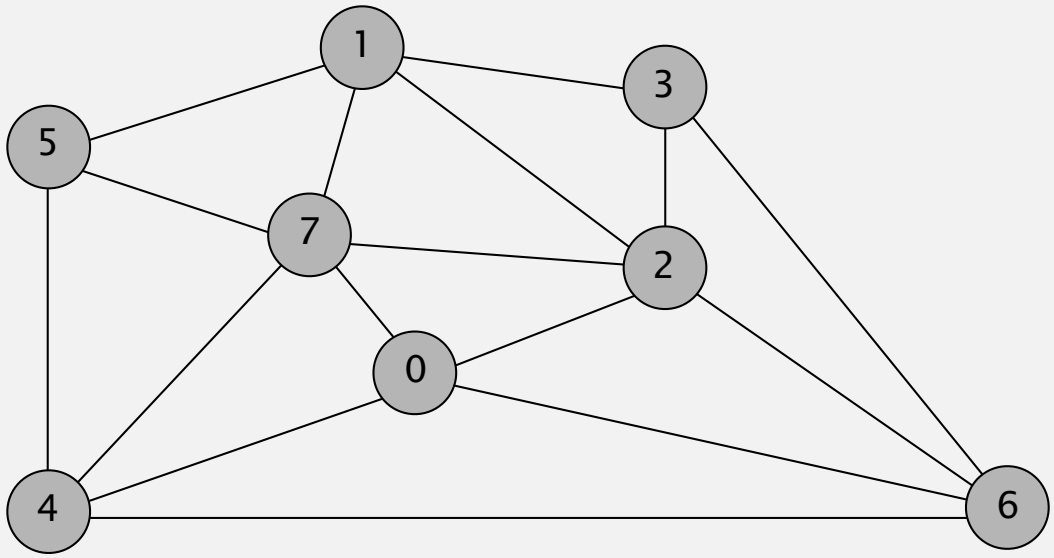
- Repeat until $V - 1$ edges.



an edge-weighted graph

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1-2  0.36
4-7  0.37
0-4  0.38
6-2  0.40
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6-0  0.58
6-4  0.93
```

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
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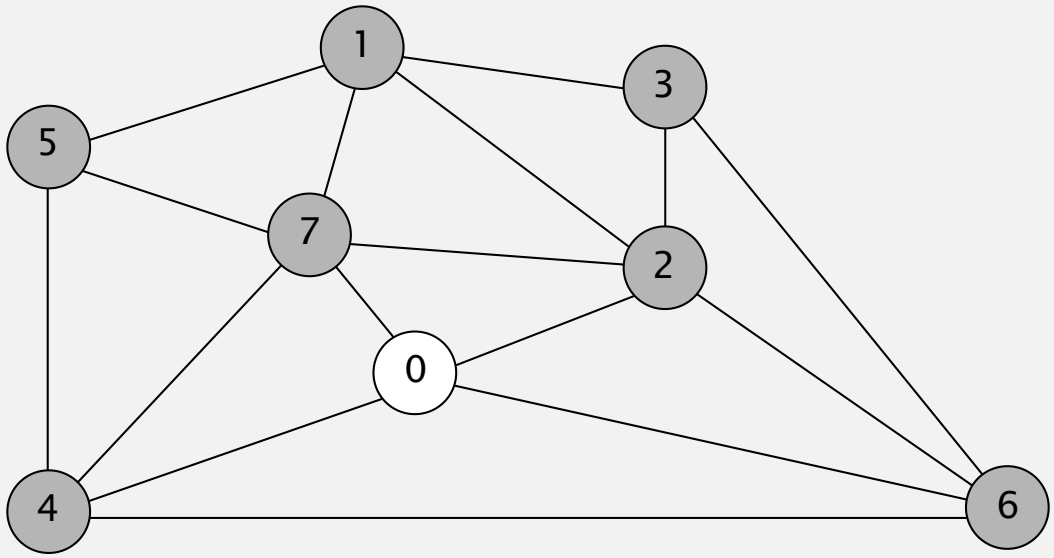
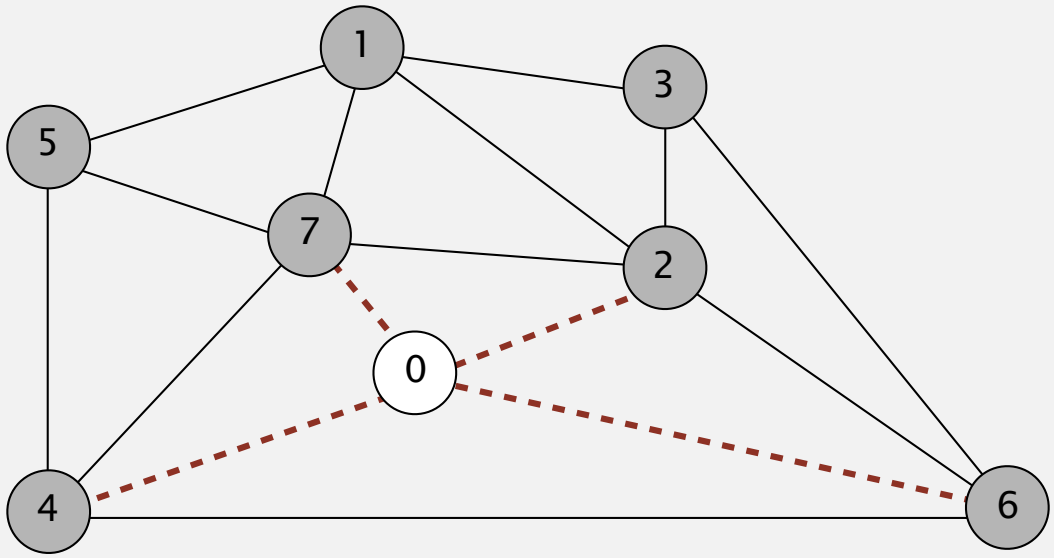


Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 0



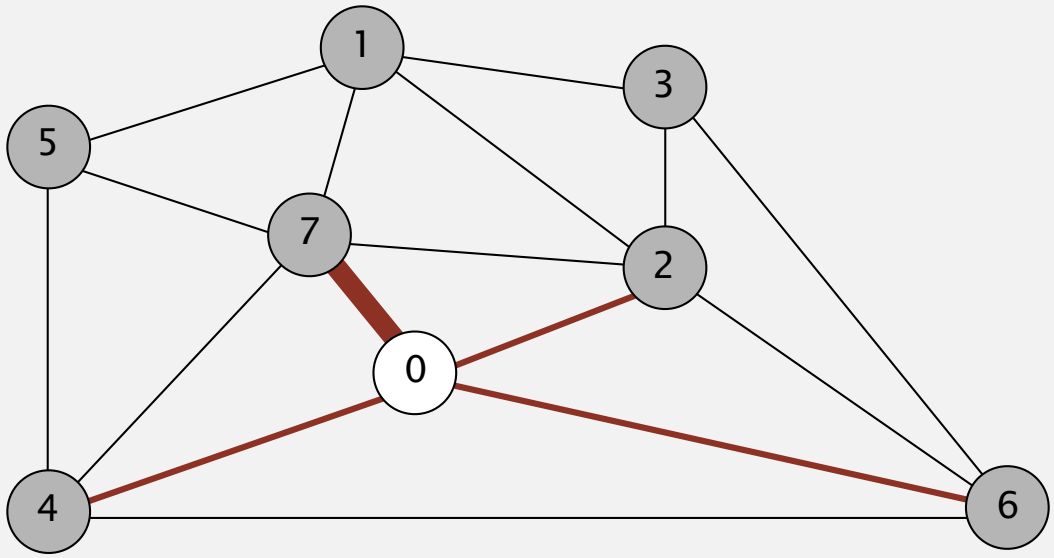
edges on PQ
(sorted by weight)

*	0-7	0.16
*	0-2	0.26
*	0-4	0.38
*	6-0	0.58

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 0-7 and add to MST

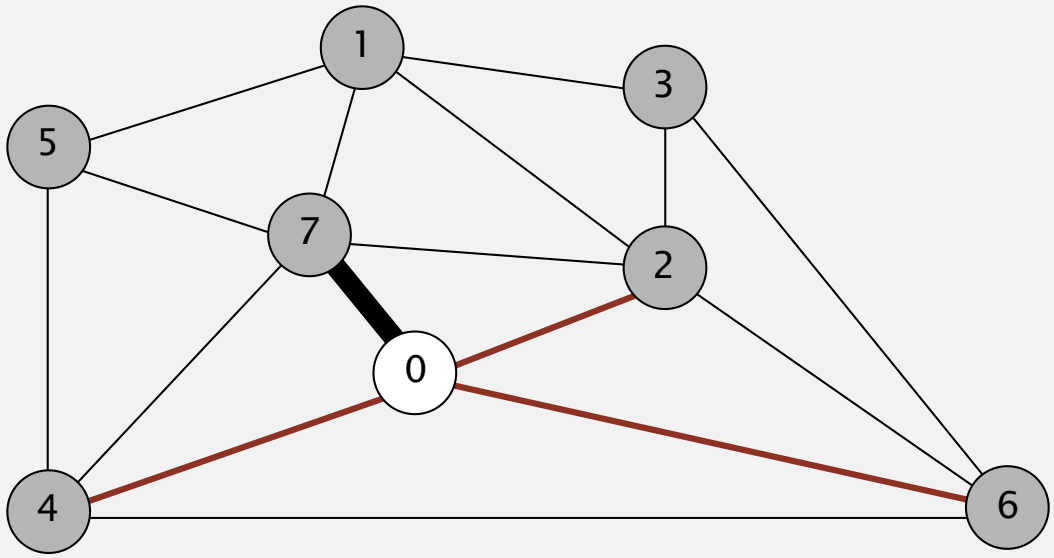


edges on PQ
(sorted by weight)

0-7	0.16
0-2	0.26
0-4	0.38
6-0	0.58

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges on PQ
(sorted by weight)

0-2	0.26
0-4	0.38
6-0	0.58

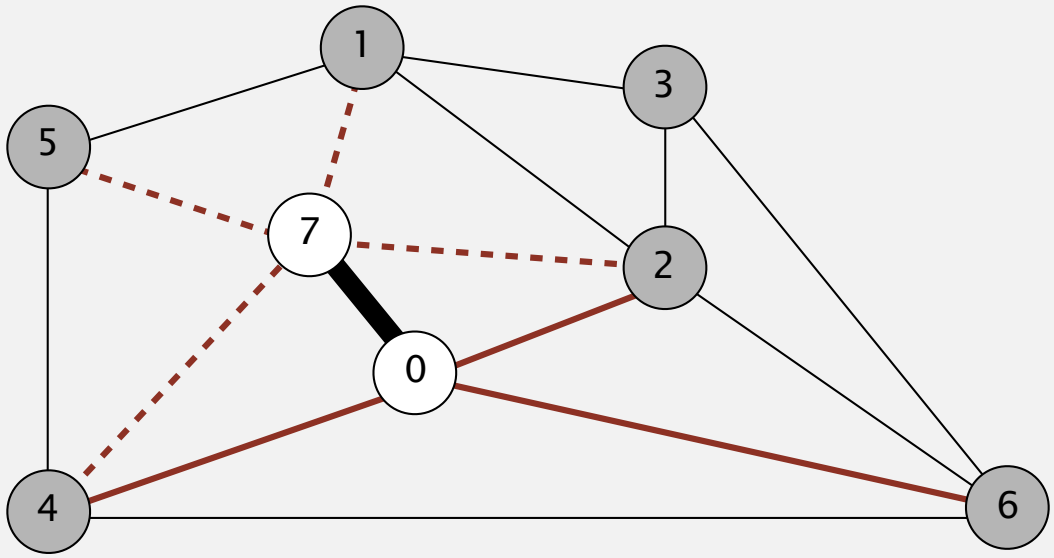
MST edges

0-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 7



edges on PQ (sorted by weight)		
*	1-7	0.19
	0-2	0.26
*	5-7	0.28
*	2-7	0.34
*	4-7	0.37
	0-4	0.38
	6-0	0.58

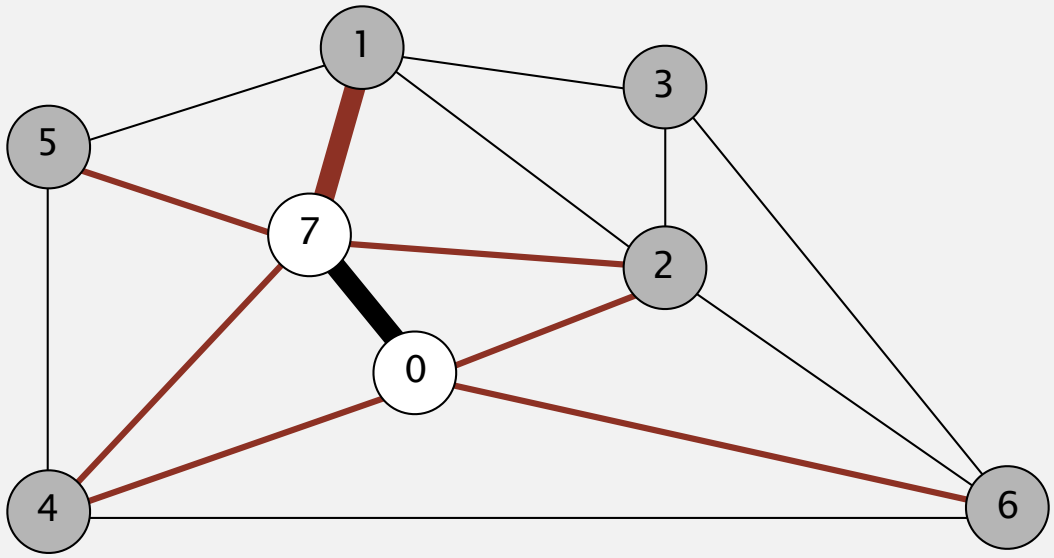
MST edges

0-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 1-7 and add to MST



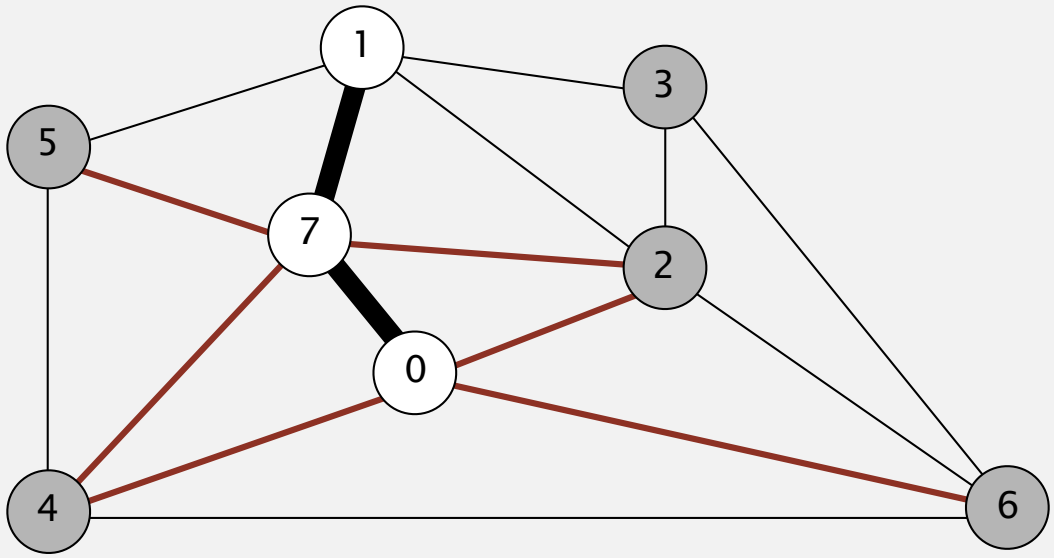
edges on PQ (sorted by weight)	
1-7	0.19
0-2	0.26
5-7	0.28
2-7	0.34
4-7	0.37
0-4	0.38
6-0	0.58

MST edges

0-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges on PQ (sorted by weight)	
0-2	0.26
5-7	0.28
2-7	0.34
4-7	0.37
0-4	0.38
6-0	0.58

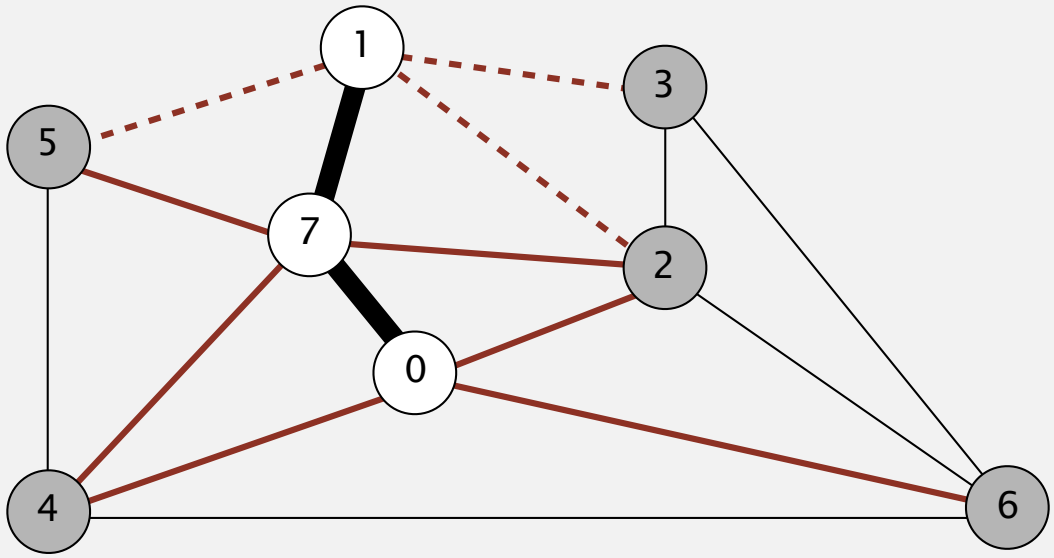
MST edges

0-7 1-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 1



edges on PQ
(sorted by weight)

	0-2	0.26
	5-7	0.28
*	1-3	0.29
*	1-5	0.32
	2-7	0.34
*	1-2	0.36
	4-7	0.37
	0-4	0.38
	6-0	0.58

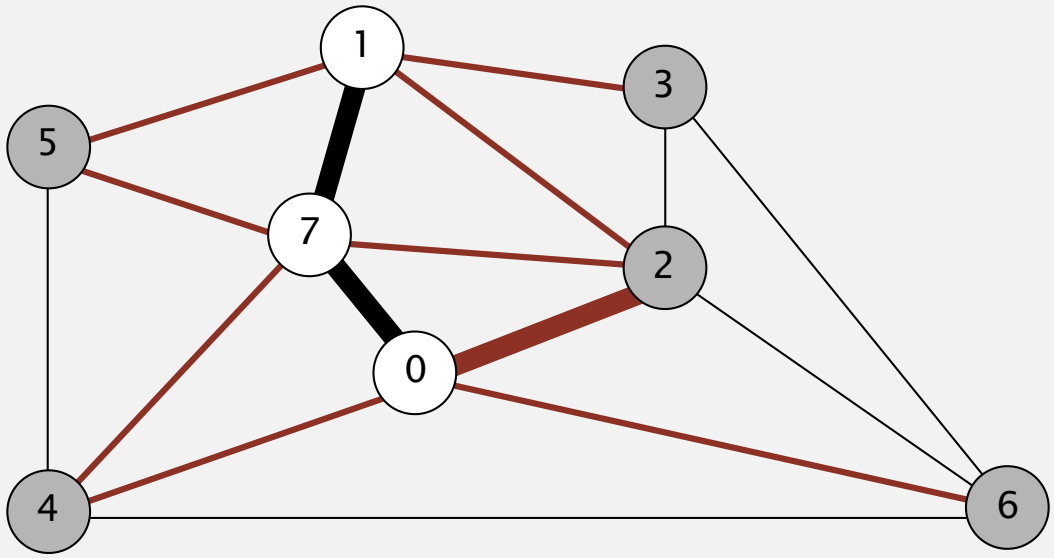
MST edges

0-7 1-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete edge 0-2 and add to MST



edges on PQ
(sorted by weight)

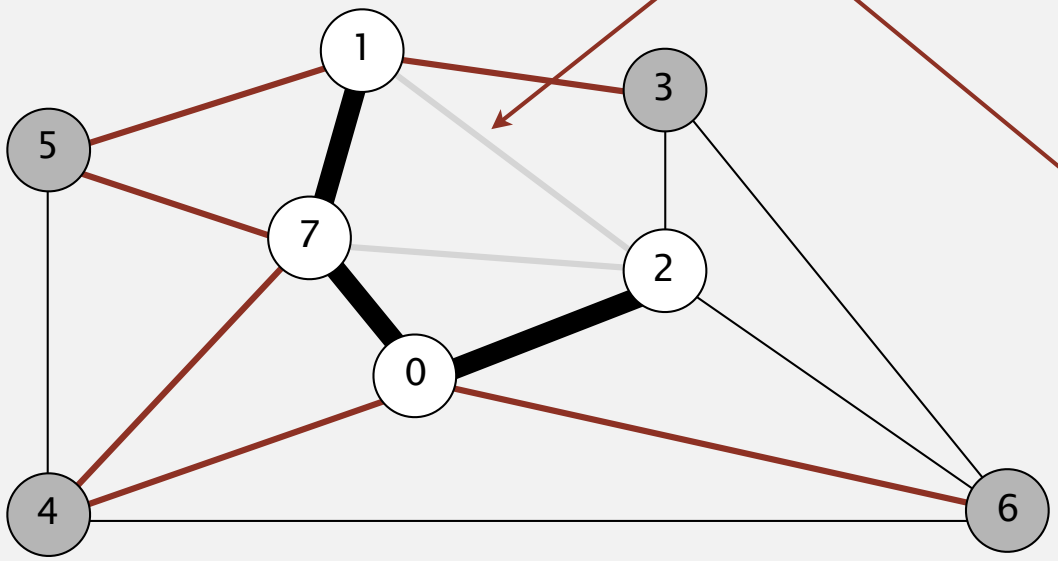
0-2	0.26
5-7	0.28
1-3	0.29
1-5	0.32
2-7	0.34
1-2	0.36
4-7	0.37
0-4	0.38
6-0	0.58

MST edges

0-7 1-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edge becomes obsolete
(lazy implementation leaves on PQ)

edges on PQ
(sorted by weight)

5-7	0.28
1-3	0.29
1-5	0.32
2-7	0.34
1-2	0.36
4-7	0.37
0-4	0.38
6-0	0.58

MST edges

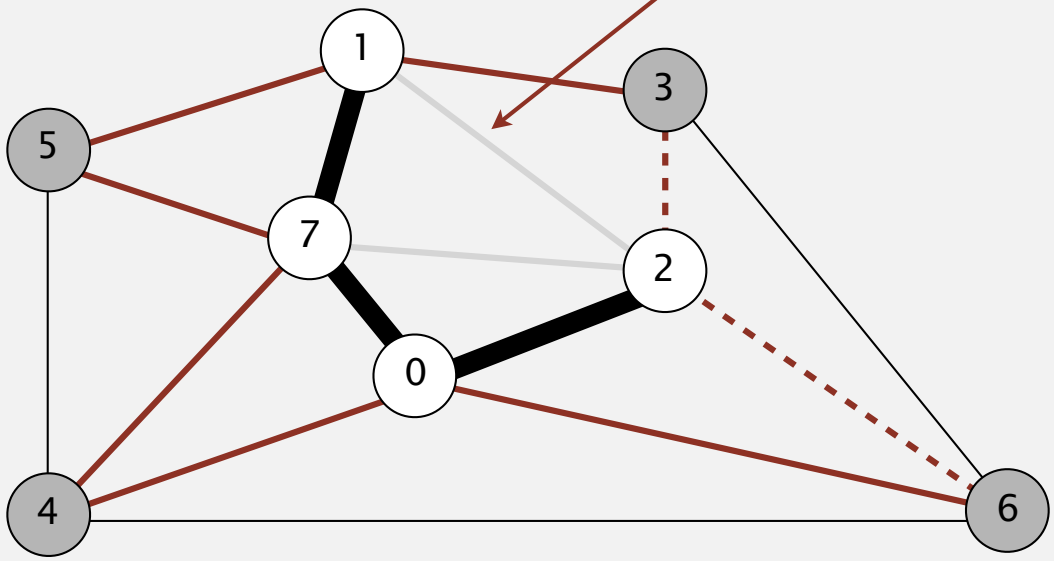
0-7 1-7 0-2

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 2

no need to add edge 1-2 or 2-7
because it's already obsolete



MST edges

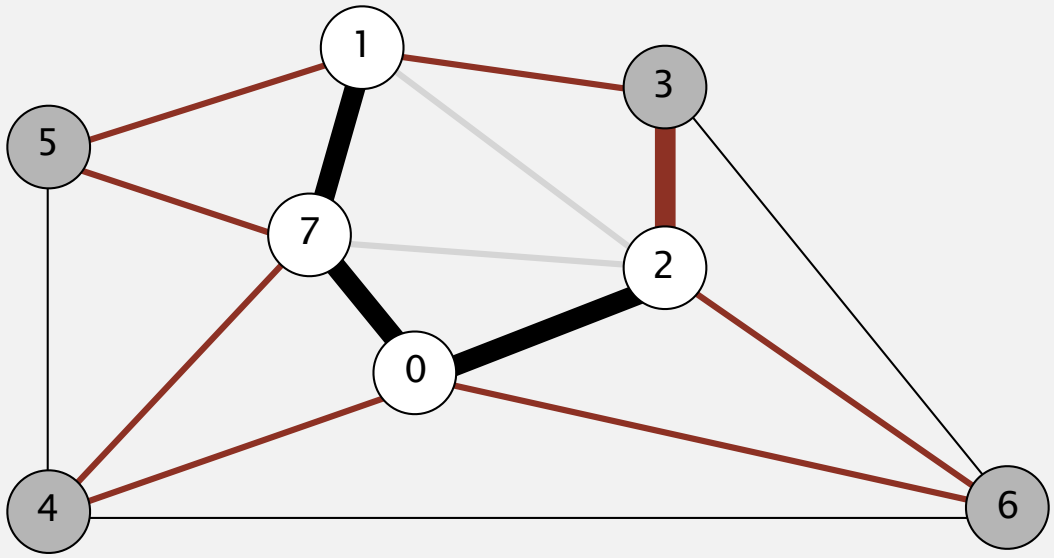
0-7 1-7 0-2

edges on PQ (sorted by weight)		
*	2-3	0.17
	5-7	0.28
	1-3	0.29
	1-5	0.32
	2-7	0.34
	1-2	0.36
	4-7	0.37
	0-4	0.38
*	6-2	0.40
	6-0	0.58

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 2-3 and add to MST



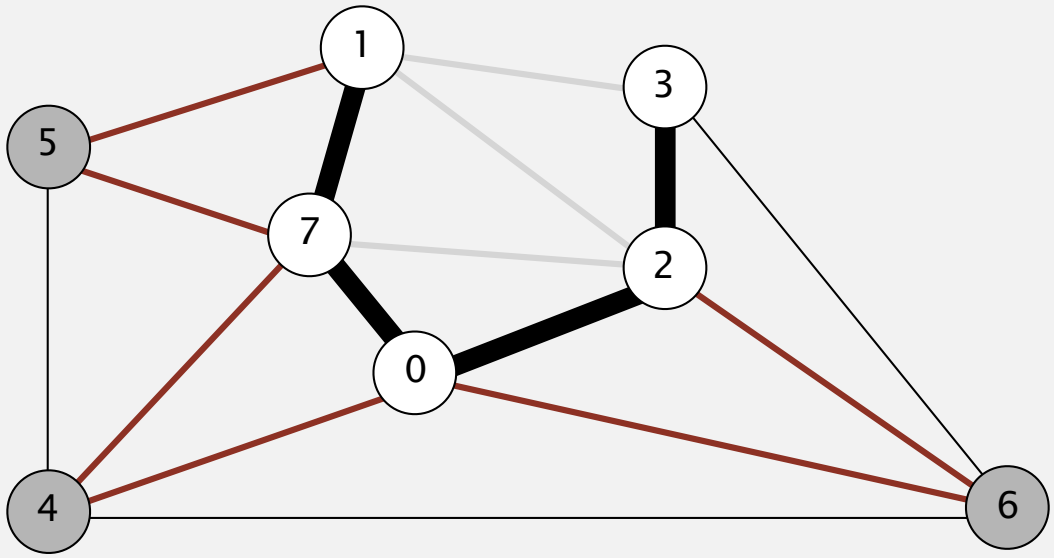
MST edges

0-7 1-7 0-2

	edges on PQ (sorted by weight)	
*	2-3	0.17
	5-7	0.28
	1-3	0.29
	1-5	0.32
	2-7	0.34
	1-2	0.36
	4-7	0.37
	0-4	0.38
*	6-2	0.40
	6-0	0.58

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges on PQ
(sorted by weight)

5-7	0.28
1-3	0.29
1-5	0.32
2-7	0.34
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
6-0	0.58

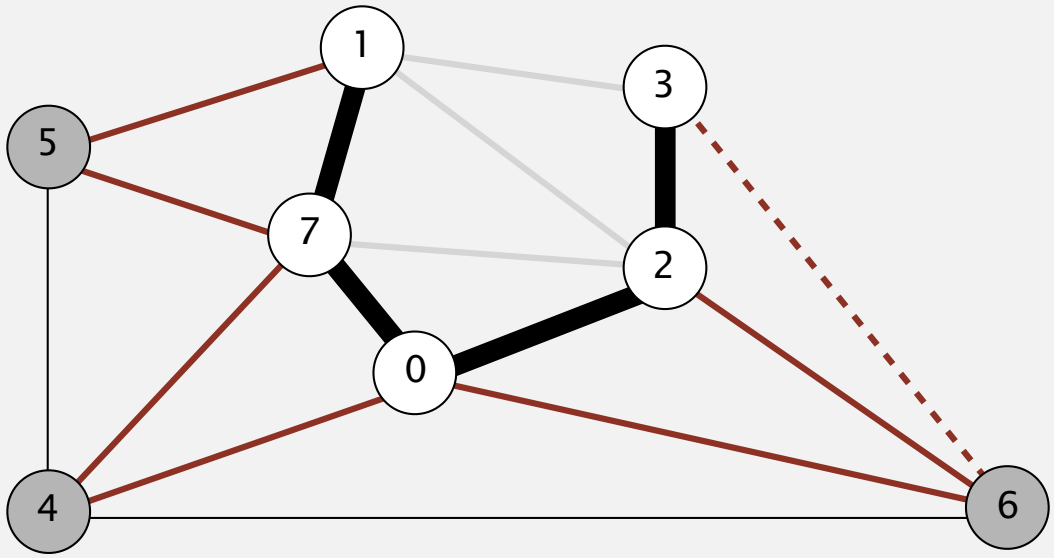
MST edges

0-7 1-7 0-2 2-3

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 3



MST edges

0-7 1-7 0-2 2-3

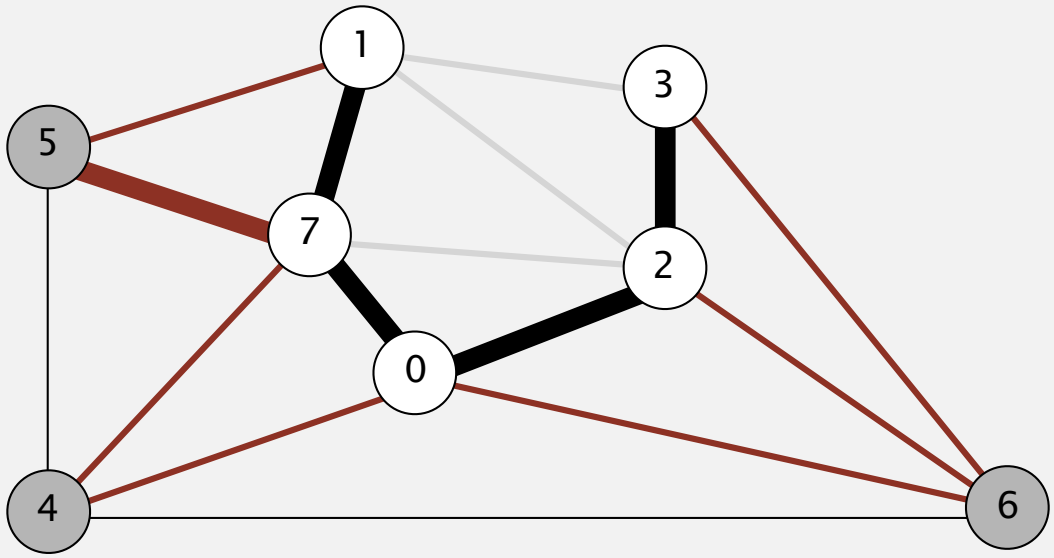
edges on PQ
(sorted by weight)

	5-7	0.28
	1-3	0.29
	1-5	0.32
	2-7	0.34
	1-2	0.36
	4-7	0.37
	0-4	0.38
	6-2	0.40
*	3-6	0.52
	6-0	0.58

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 5-7 and add to MST



edges on PQ
(sorted by weight)

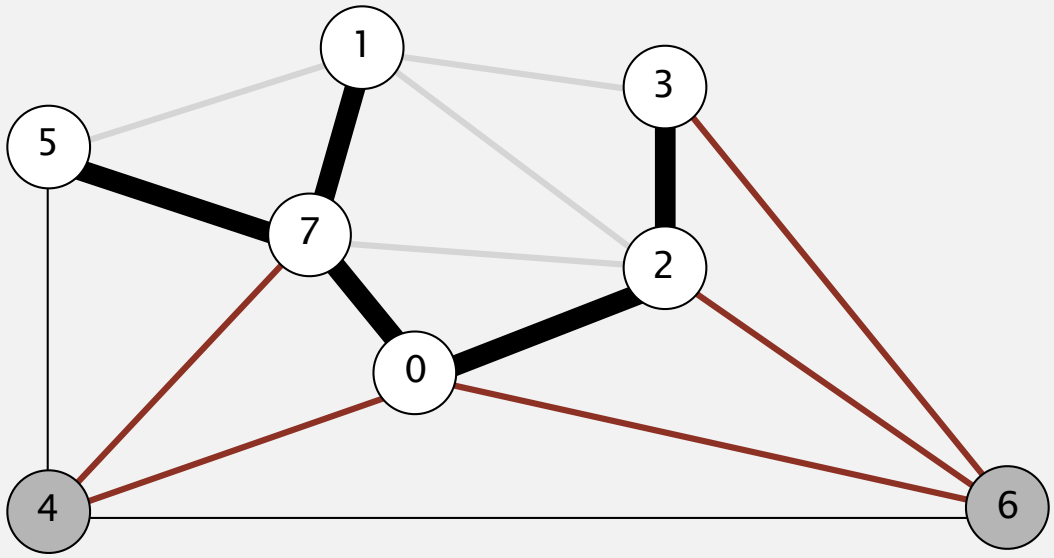
5-7	0.28
1-3	0.29
1-5	0.32
2-7	0.34
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

MST edges

0-7 1-7 0-2 2-3

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges on PQ
(sorted by weight)

1-3	0.29
1-5	0.32
2-7	0.34
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

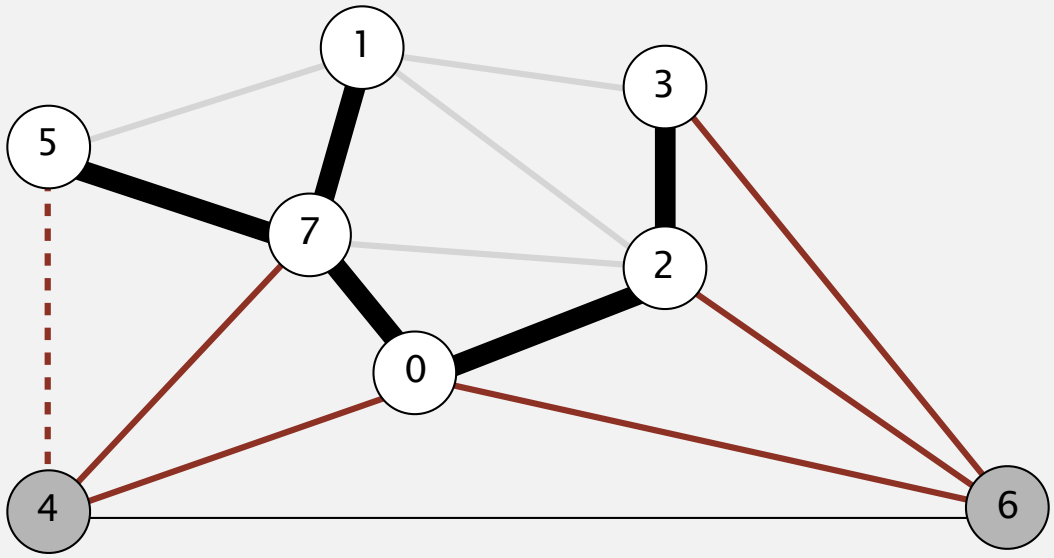
MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 5



edges on PQ
(sorted by weight)

	1-3	0.29
	1-5	0.32
	2-7	0.34
*	4-5	0.35
	1-2	0.36
	4-7	0.37
	0-4	0.38
	6-2	0.40
	3-6	0.52
	6-0	0.58

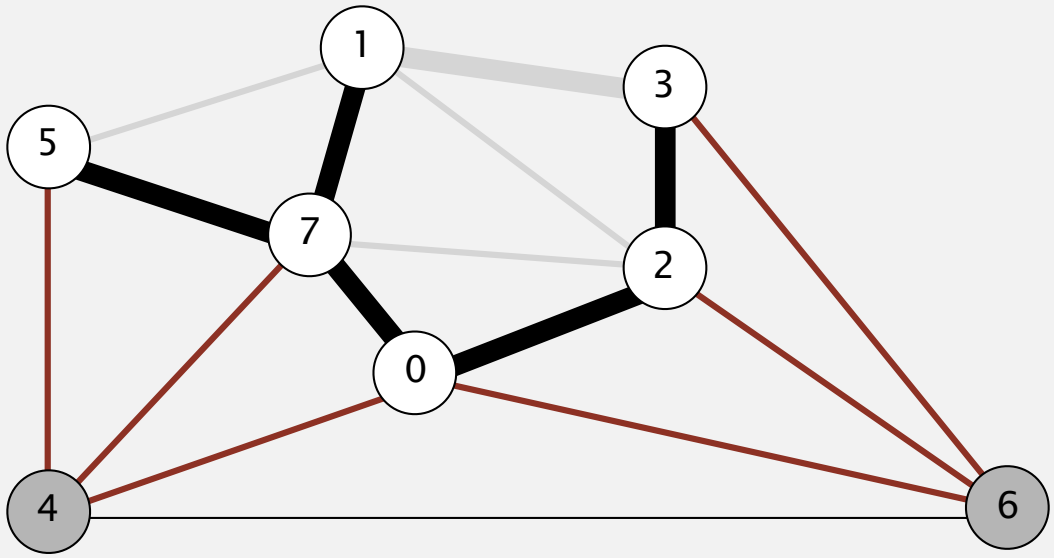
MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 1-3 and discard obsolete edge



edges on PQ
(sorted by weight)

1-3	0.29
1-5	0.32
2-7	0.34
4-5	0.35
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

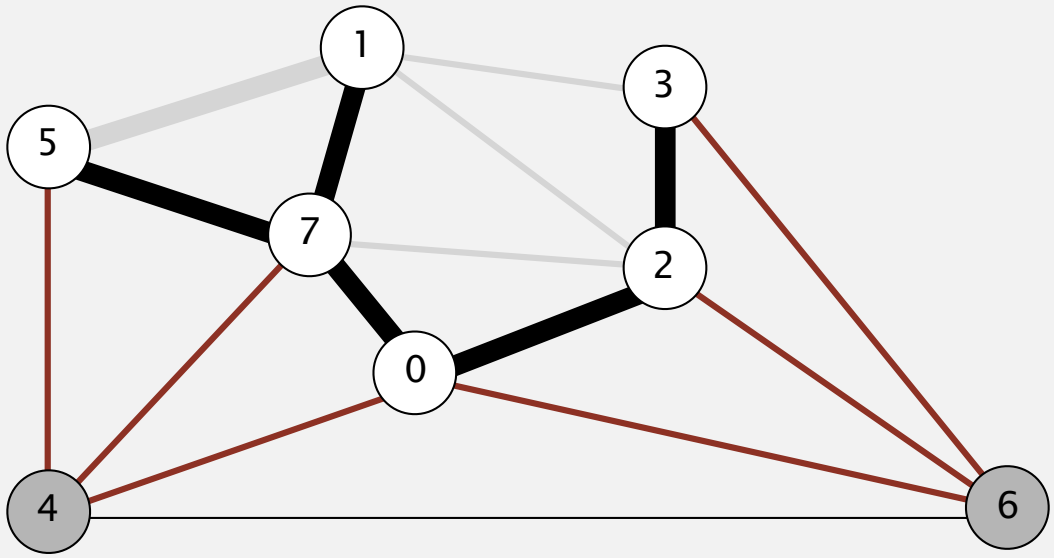
MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 1-5 and discard obsolete edge



edges on PQ
(sorted by weight)

1-5	0.32
2-7	0.34
4-5	0.35
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

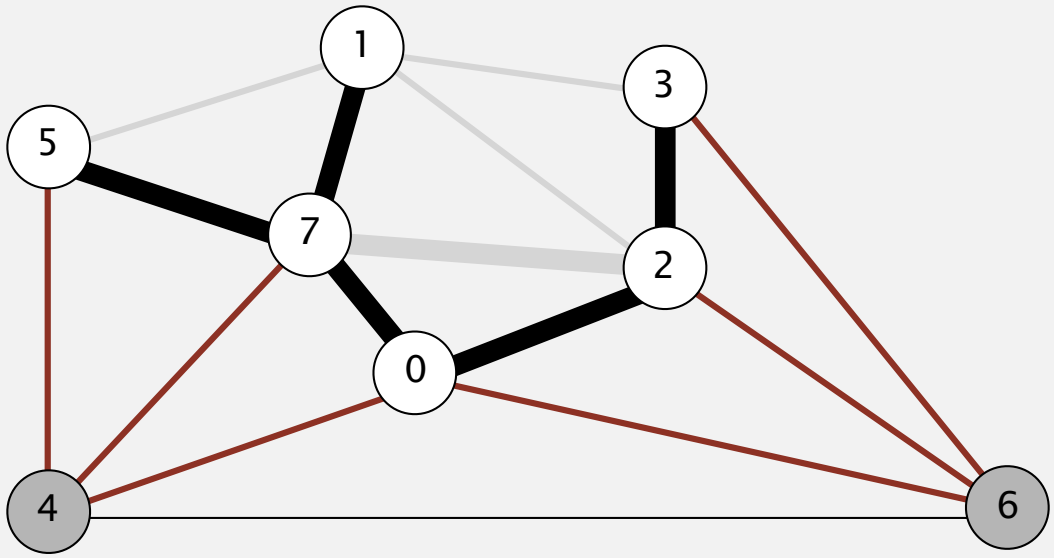
MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 2-7 and discard obsolete edge



edges on PQ (sorted by weight)	
2-7	0.34
4-5	0.35
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

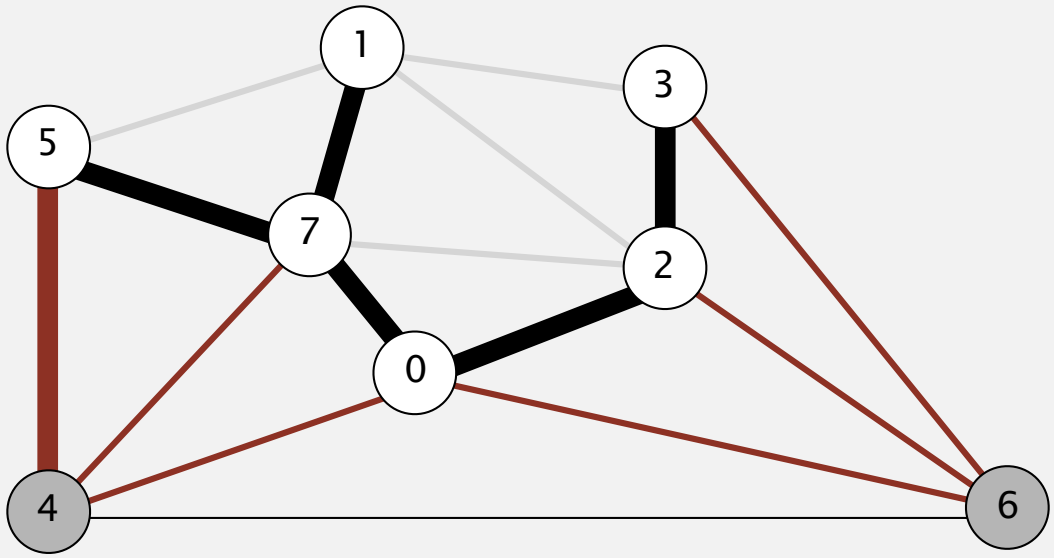
MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 4-5 and add to MST



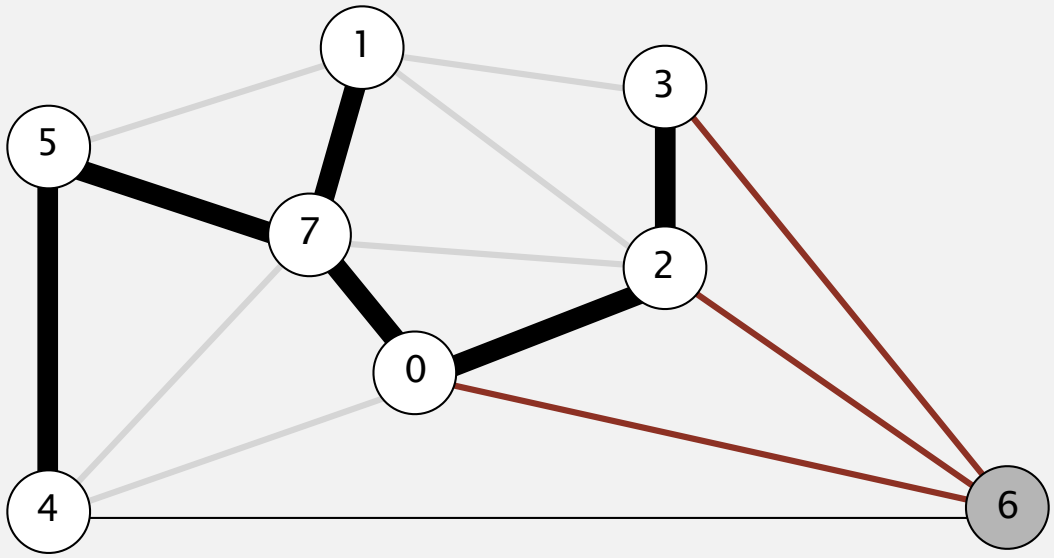
edges on PQ (sorted by weight)	
4-5	0.35
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

MST edges

0-7 1-7 0-2 2-3 5-7

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



edges on PQ (sorted by weight)	
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58

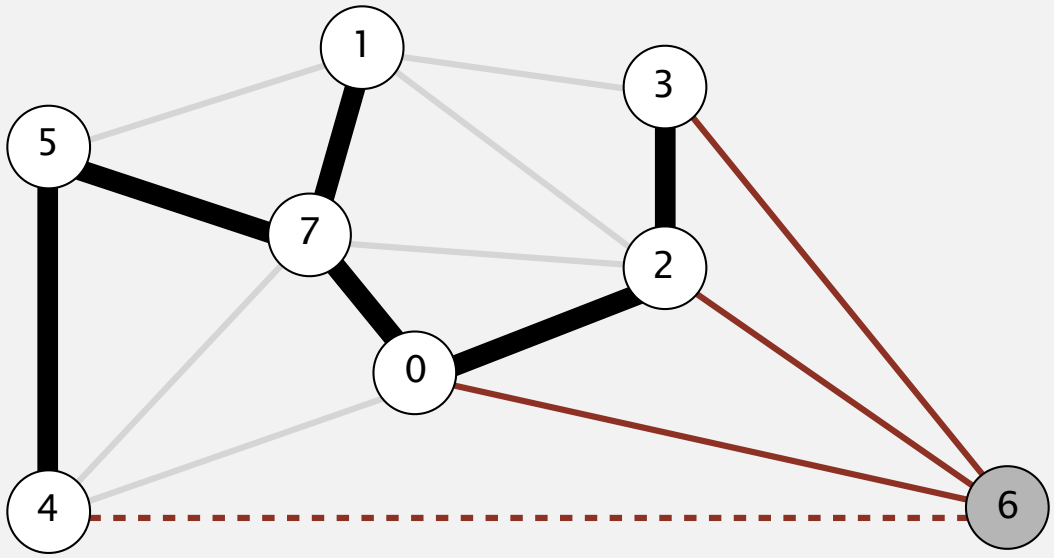
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

add to PQ all edges incident to 4



edges on PQ
(sorted by weight)

	1-2	0.36
	4-7	0.37
	0-4	0.38
	6-2	0.40
	3-6	0.52
	6-0	0.58
*	6-4	0.93

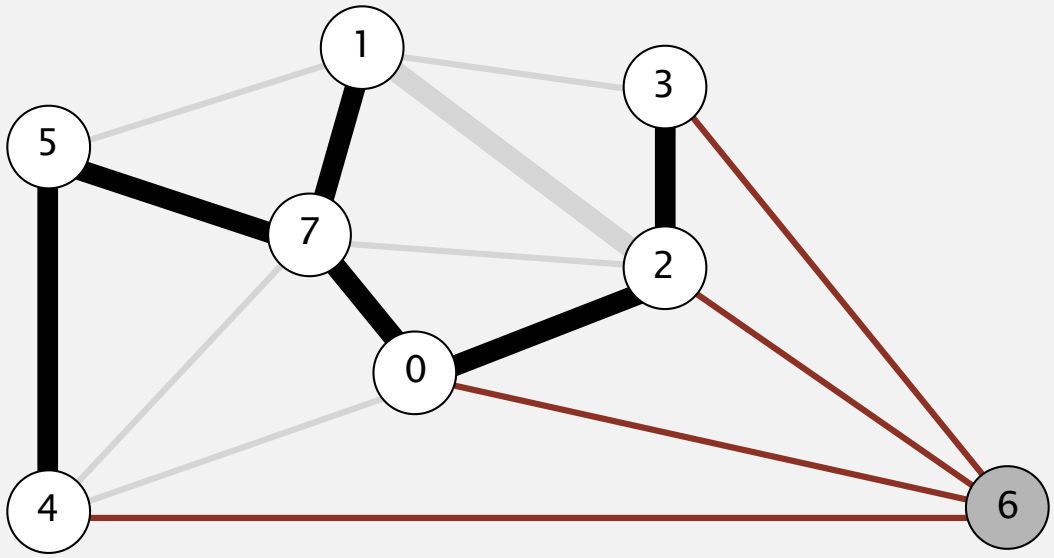
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 1-2 and discard obsolete edge



edges on PQ
(sorted by weight)

1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58
6-4	0.93

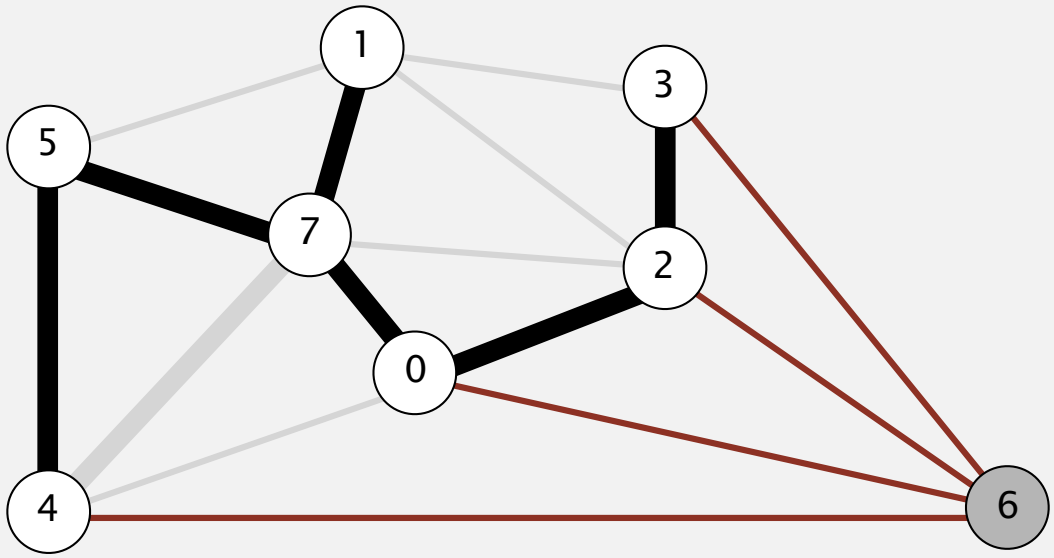
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 4-7 and discard obsolete edge



edges on PQ
(sorted by weight)

4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58
6-4	0.93

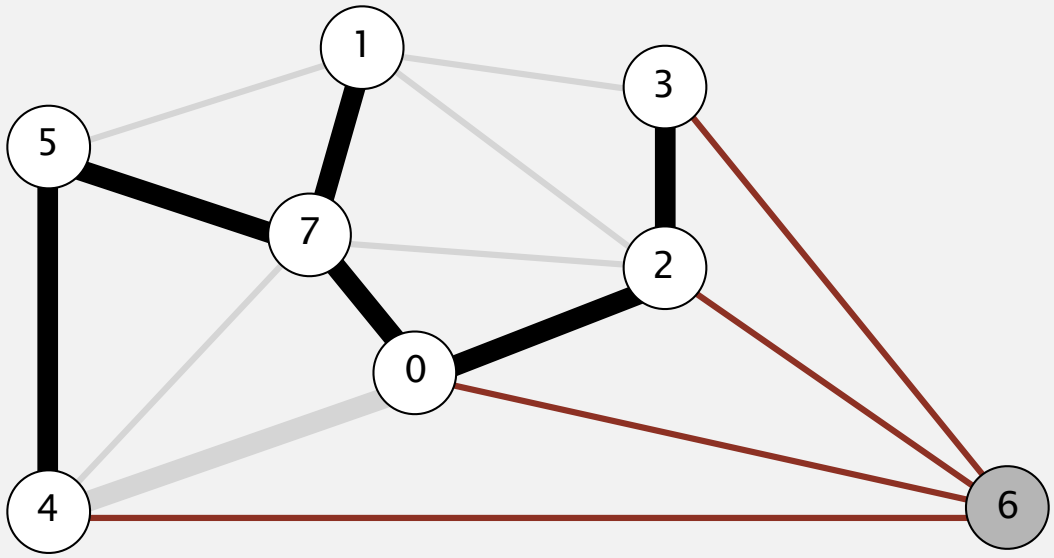
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 0-4 and discard obsolete edge



edges on PQ
(sorted by weight)

0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58
6-4	0.93

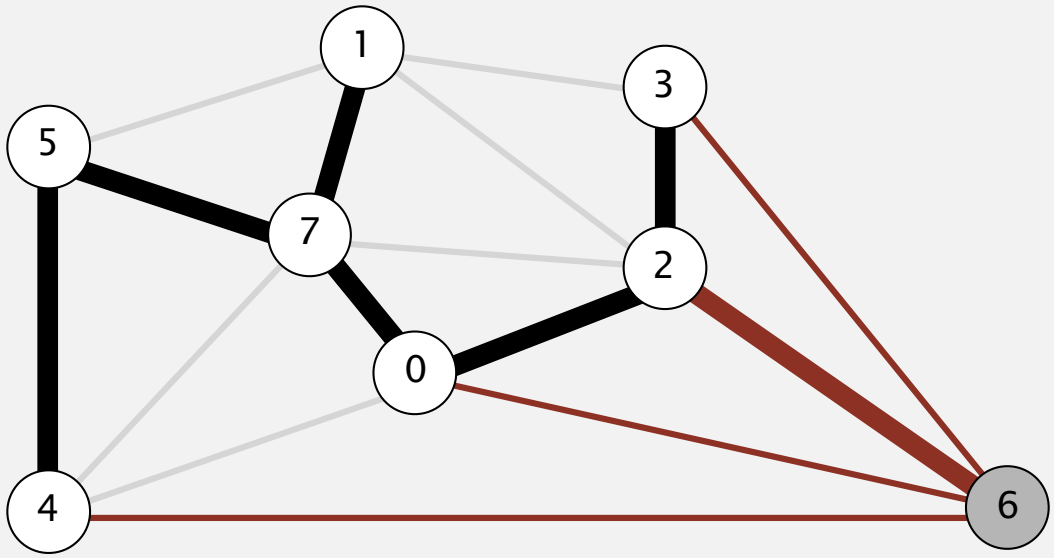
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 6-2 and add to MST



edges on PQ
(sorted by weight)

6-2	0.40
3-6	0.52
6-0	0.58
6-4	0.93

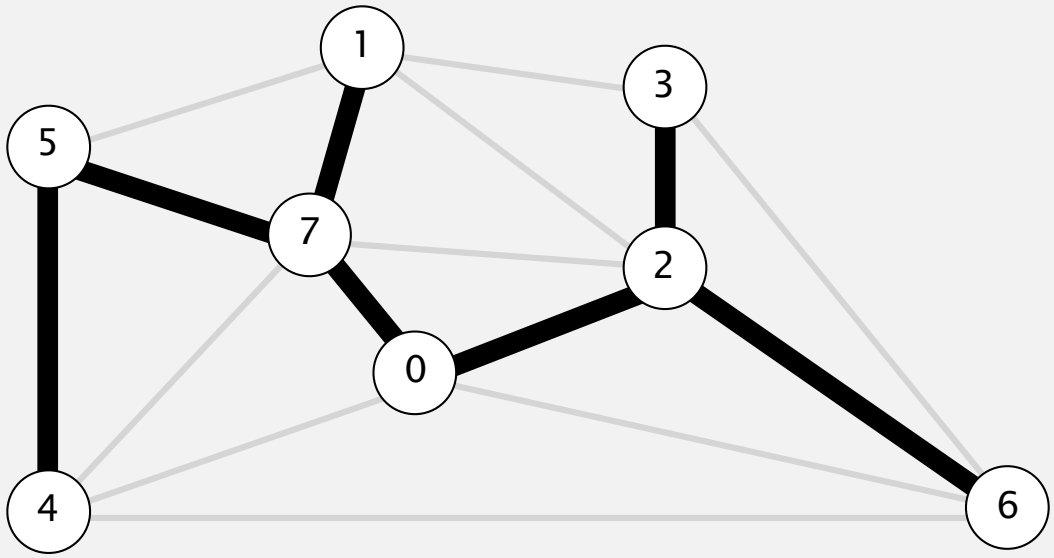
MST edges

0-7 1-7 0-2 2-3 5-7 4-5

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

delete 6-2 and add to MST



edges on PQ
(sorted by weight)

3-6 0.52
6-0 0.58
6-4 0.93

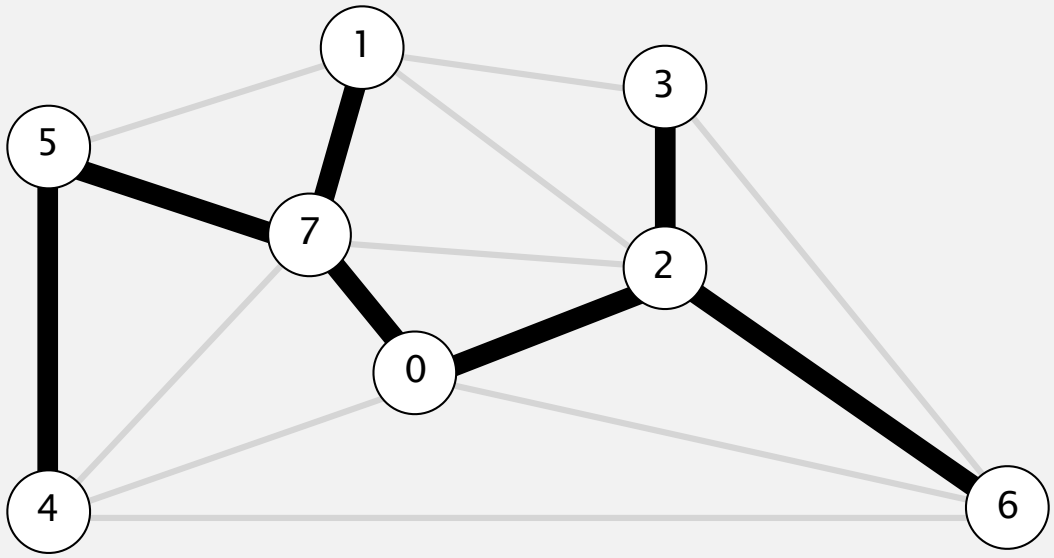
MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

stop since V-1 edges



edges on PQ
(sorted by weight)

3-6 0.52

6-0 0.58

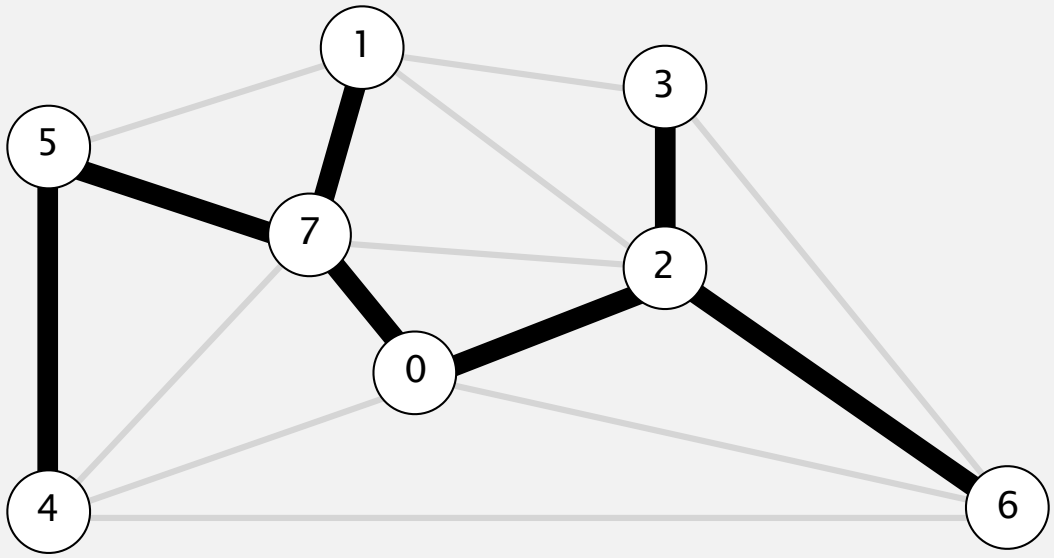
6-4 0.93

MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2

Prim's algorithm: lazy implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2

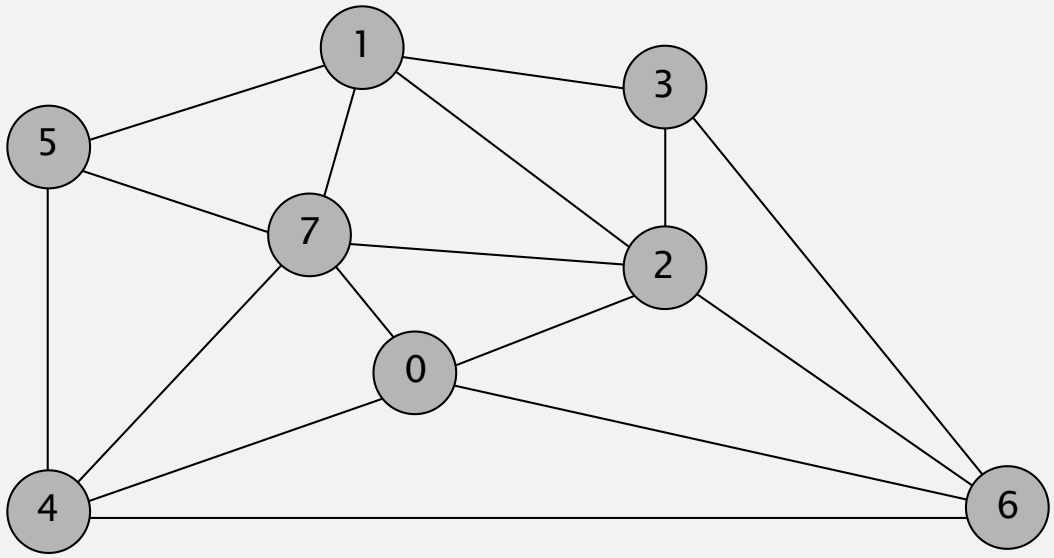
http://algs4.cs.princeton.edu

Prim's Algorithm Demo

- *Prim's algorithm*
- *lazy implementation*
- *eager implementation*

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

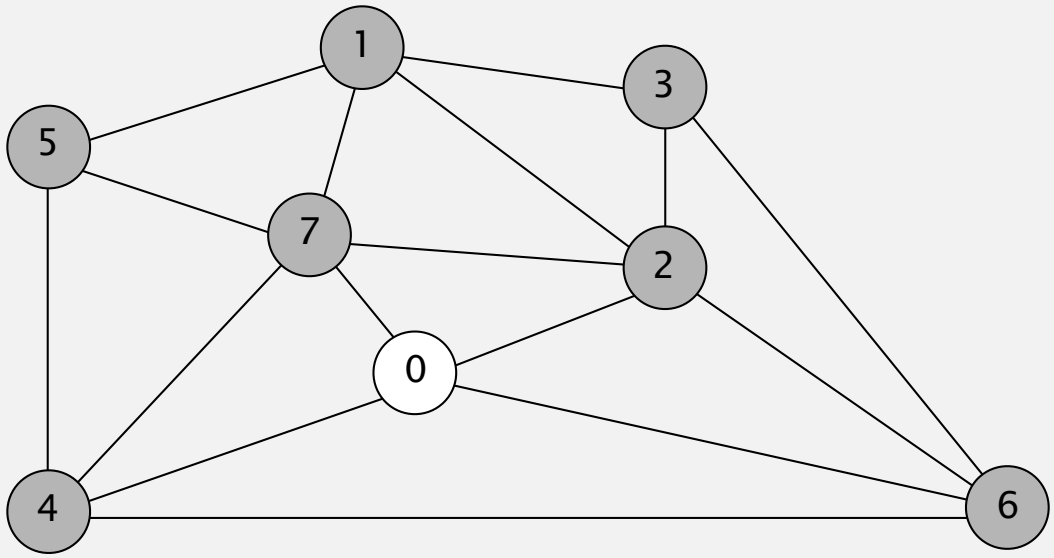


an edge-weighted graph

```
0-7  0.16
2-3  0.17
1-7  0.19
0-2  0.26
5-7  0.28
1-3  0.29
1-5  0.32
2-7  0.34
4-5  0.35
1-2  0.36
4-7  0.37
0-4  0.38
6-2  0.40
3-6  0.52
6-0  0.58
6-4  0.93
```

Prim's algorithm: eager implementation demo

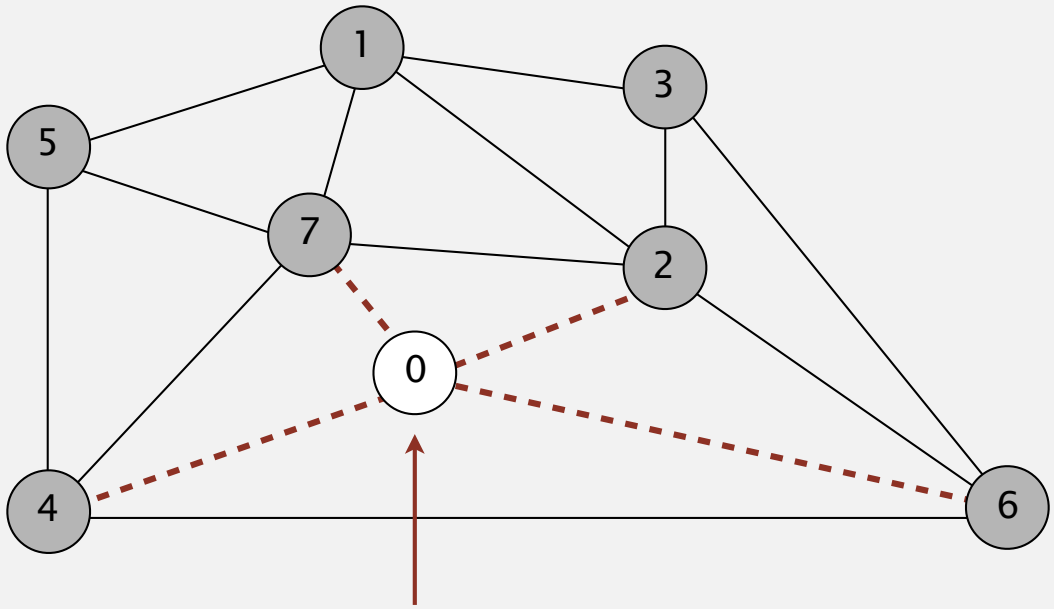
- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
→ 0	-	-

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



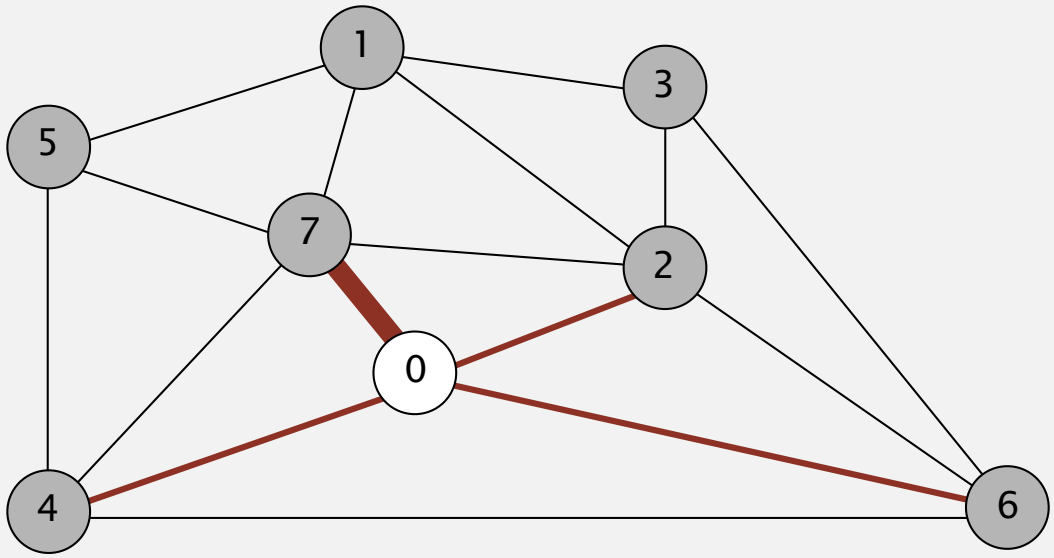
add vertices 7, 2, 4, and 6 to PQ

v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
2	0-2	0.26
4	0-4	0.38
6	6-0	0.58

vertices on PQ
(sorted by weight)

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.

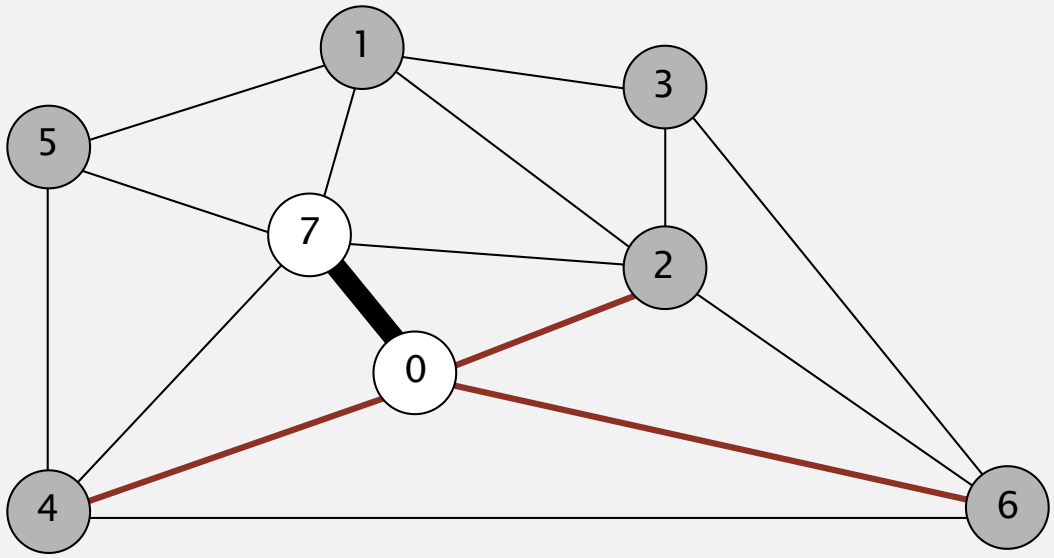


	v	edgeTo[]	distTo[]
	0	-	-
→	7	0-7	0.16
	2	0-2	0.26
	4	0-4	0.38
	6	6-0	0.58

vertices on PQ
(sorted by weight)

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



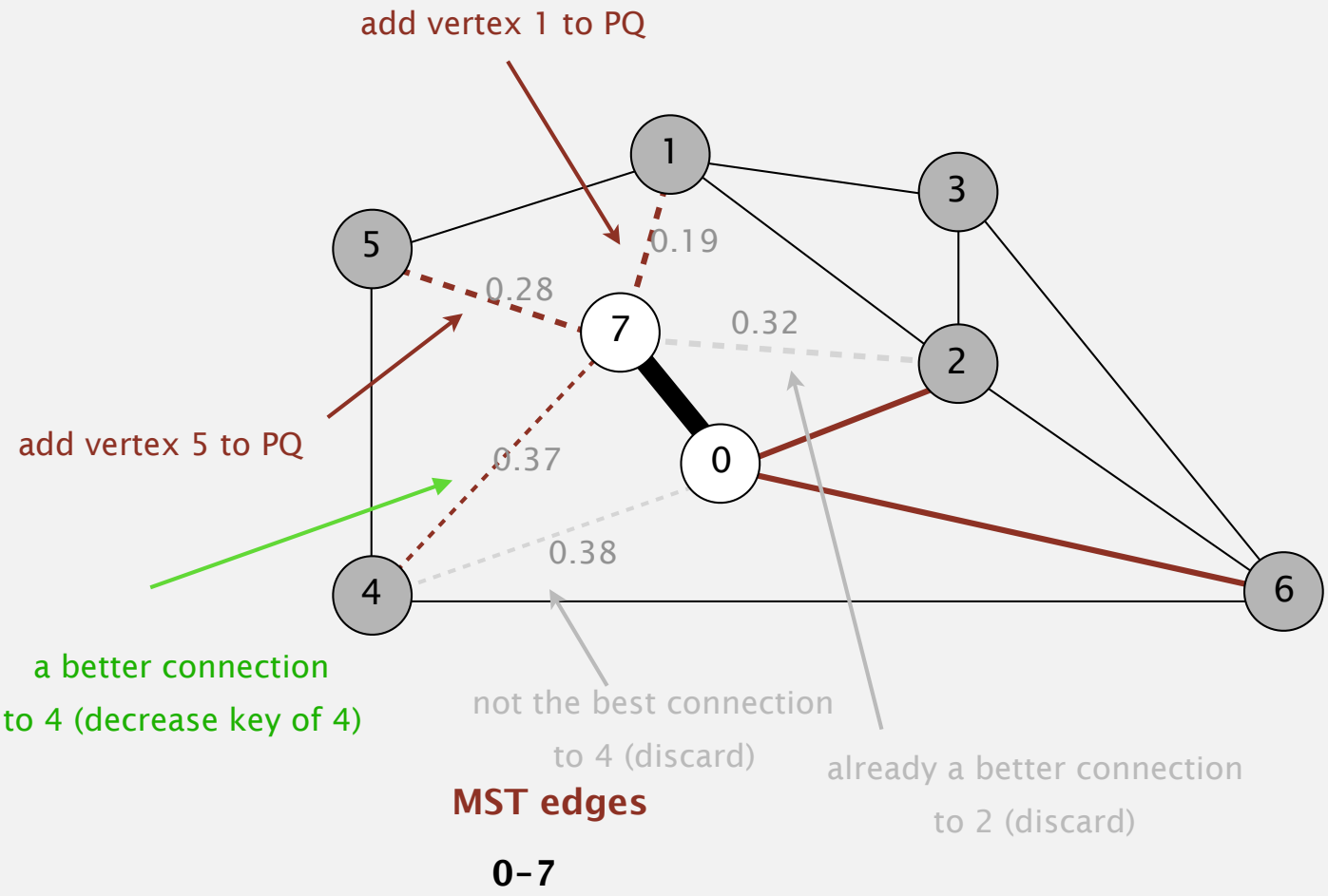
v	edgeTo[]	distTo[]
0	-	-
→ 7	0-7	0.16
2	0-2	0.26
4	0-4	0.38
6	6-0	0.58

MST edges

0-7

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
→ 7	0–7	0.16
1	1–7	0.19
2	0–2	0.26
5	5–7	0.28
4	0–4 (4-7)	0.38 (0.37)
6	6–0	0.58

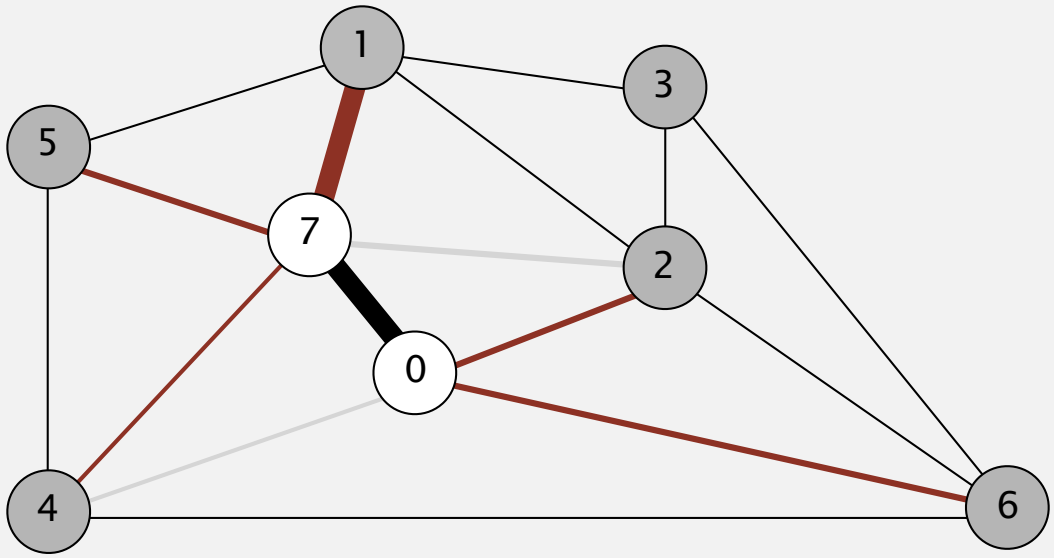
vertices on PQ
(sorted by weight)

MST edges

0–7

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
→ 1	1-7	0.19
2	0-2	0.26
5	5-7	0.28
4	4-7	0.37
6	6-0	0.58

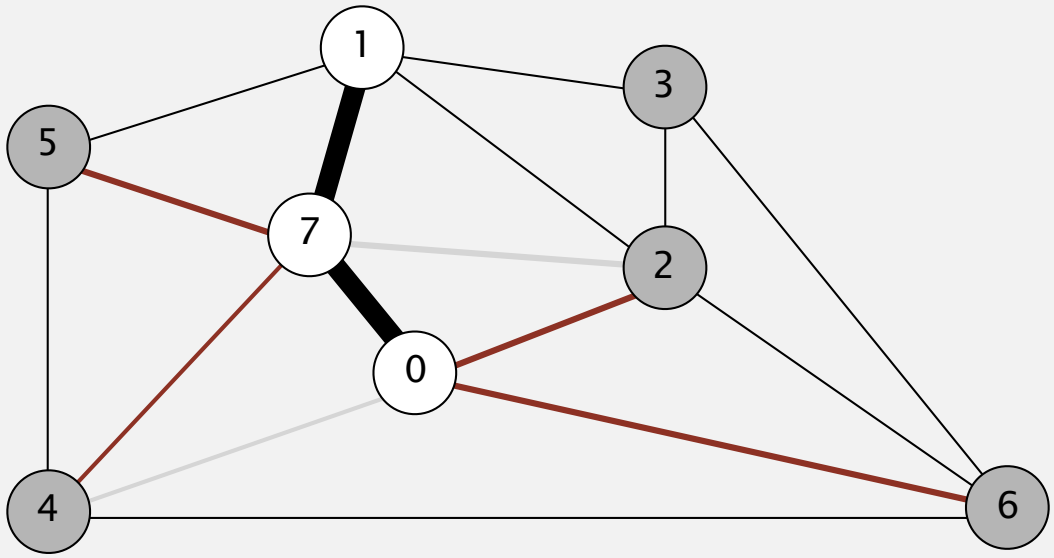
vertices on PQ
(sorted by weight)

MST edges

0-7 1-7

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
→ 1	1-7	0.19
2	0-2	0.26
5	5-7	0.28
4	0-4	0.38
6	6-0	0.58

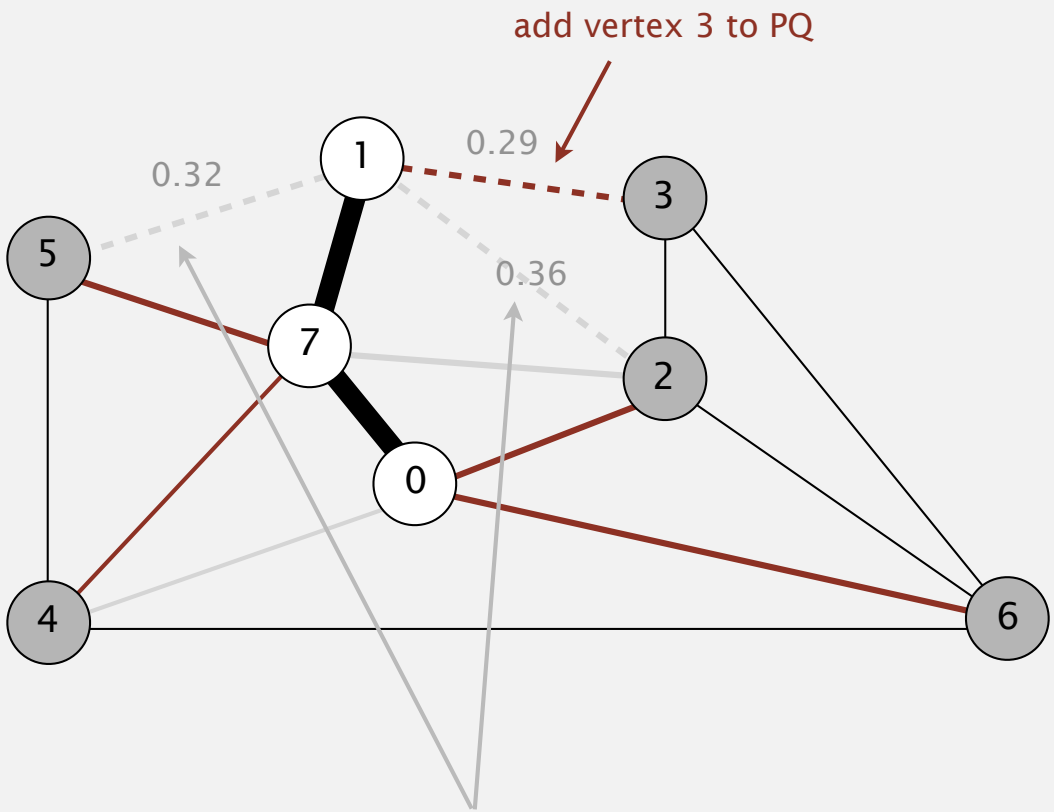
vertices on PQ
(sorted by weight)

MST edges

0-7 1-7

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
→ 1	1-7	0.19
2	0-2	0.26
5	5-7	0.28
(3)	1-3	0.29
4	4-7	0.37
6	6-0	0.58

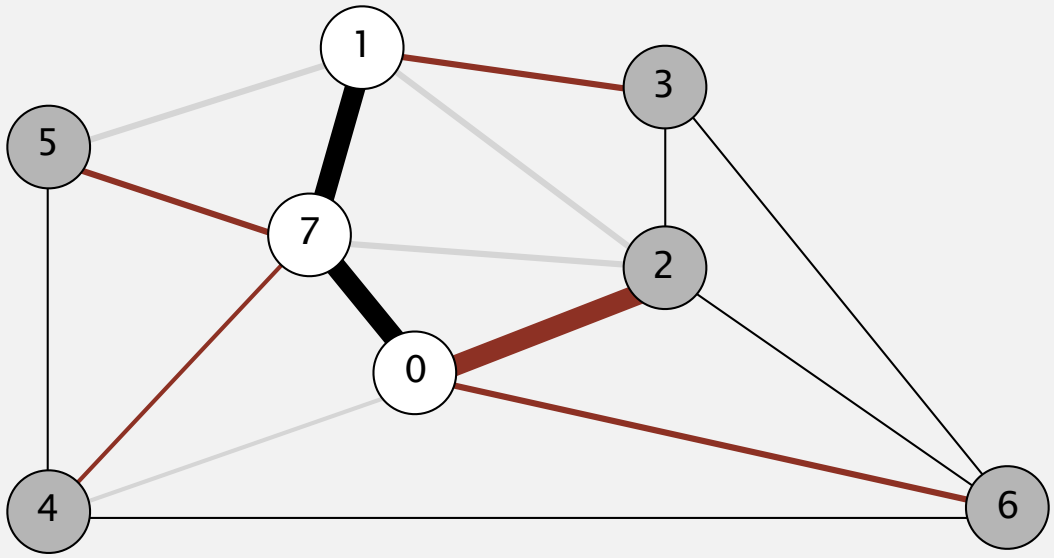
MST edges

0-7 1-7

already a better connection to 5 and 2 (discard)

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



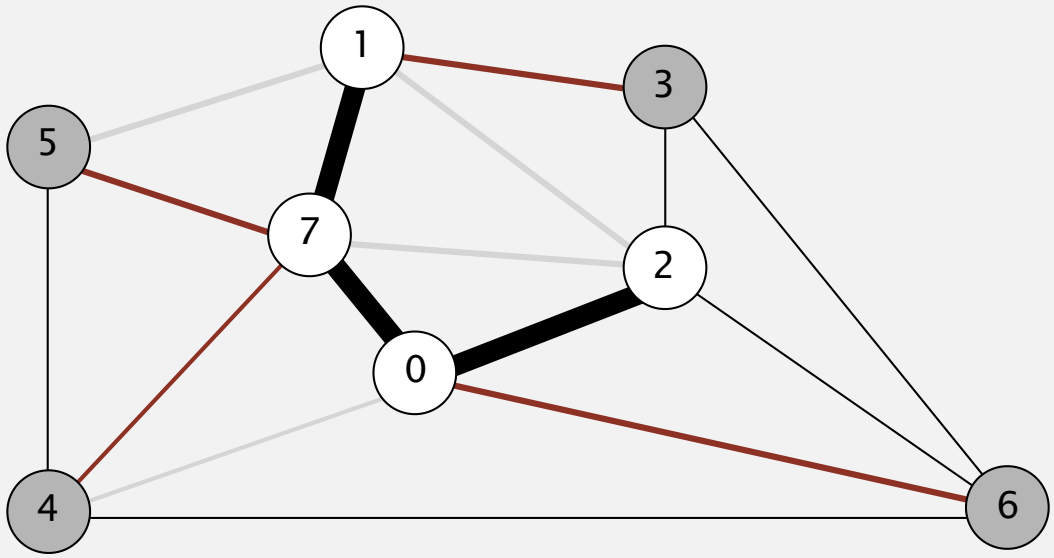
v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
→ 2	0-2	0.26
5	5-7	0.28
3	1-3	0.29
4	4-7	0.37
6	6-0	0.58

MST edges

0-7 1-7

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



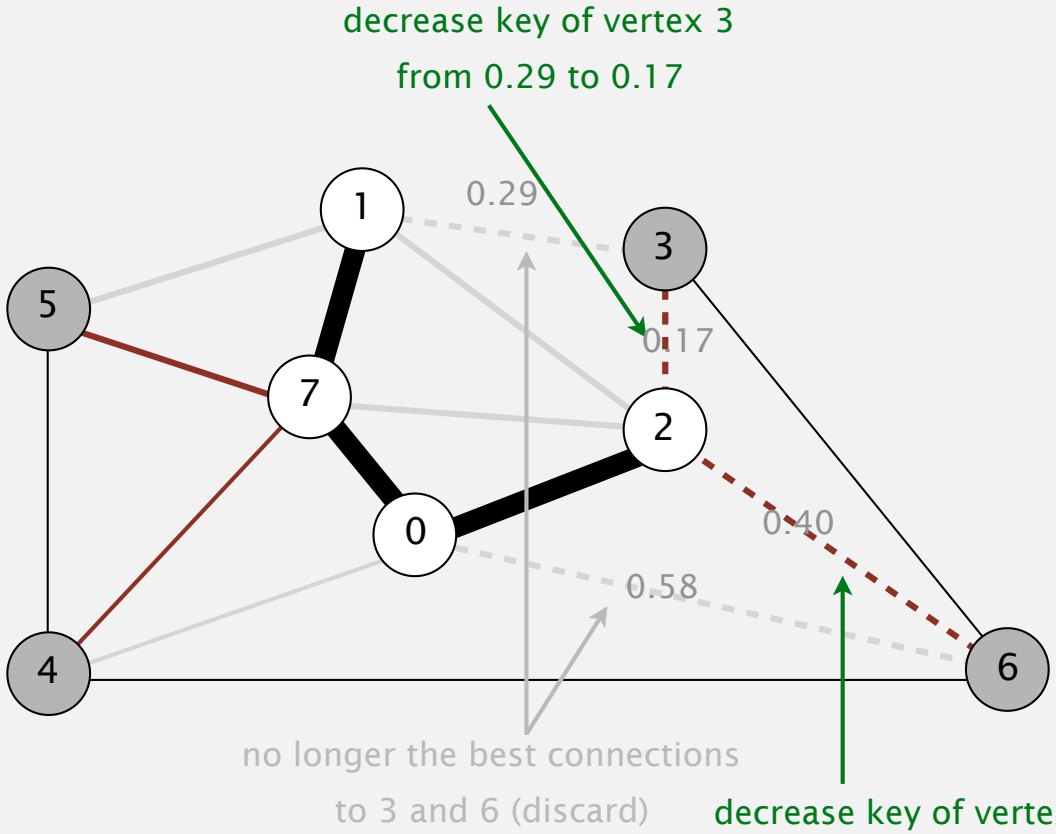
	v	edgeTo[]	distTo[]
	0	-	-
	7	0-7	0.16
	1	1-7	0.19
→	2	0-2	0.26
	5	5-7	0.28
	3	1-3	0.29
	4	4-7	0.37
	6	6-0	0.58

MST edges

0-7 1-7 0-2

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
- Add to T the min weight edge with exactly one endpoint in T.
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
→ 2	0-2	0.26
	2-3	0.17
(3)	~~1-3~~	~~0.29~~
5	5-7	0.28
4	4-7	0.37
(6)	~~6-0~~	~~0.58~~
	6-2	0.40

MST edges

0-7 1-7 0-2

Prim's algorithm: eager implementation demo

- Start with vertex 0 and greedily grow tree T.
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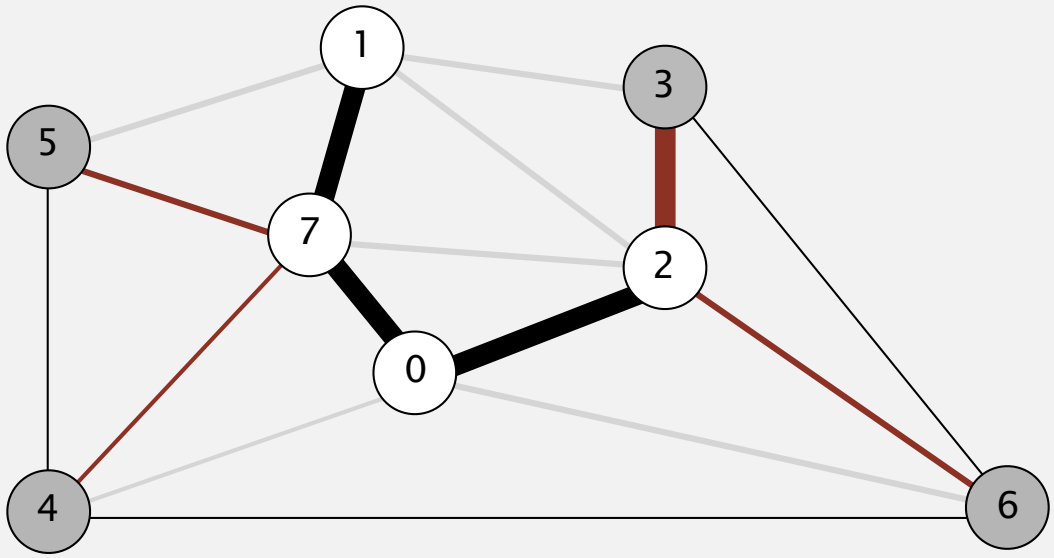
- Repeat until $V - 1$ edges.



	v	edgeTo[]	distTo[]
	0	-	-
	7	0-7	0.16
	1	1-7	0.19
	2	0-2	0.26
→	3	2-3	0.17
	5	5-7	0.28
	4	4-7	0.37
	6	6-2	0.40

MST edges

0-7 1-7 0-2 2-3

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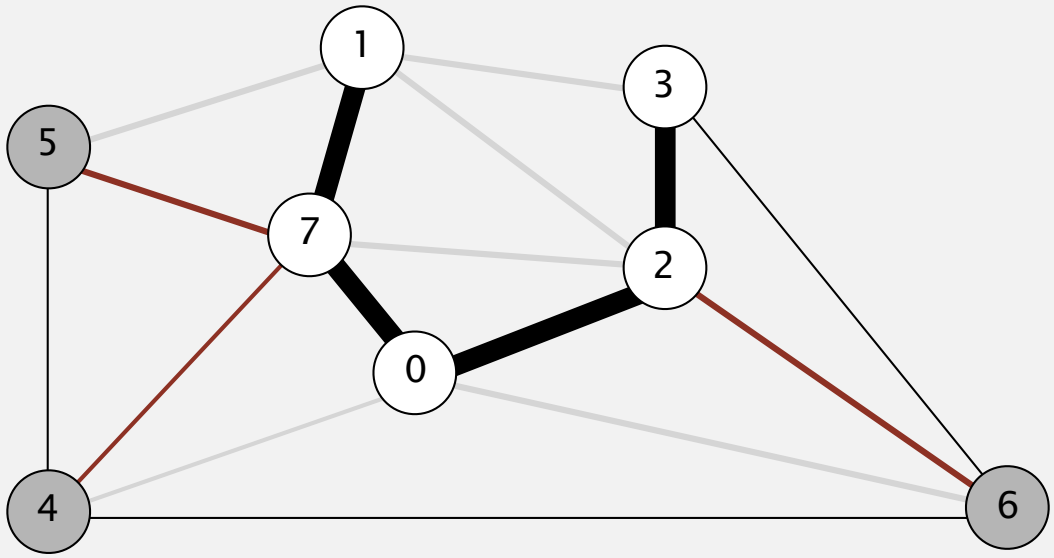

v	edgeTo[]	distTo[]
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7	0-7	0.16
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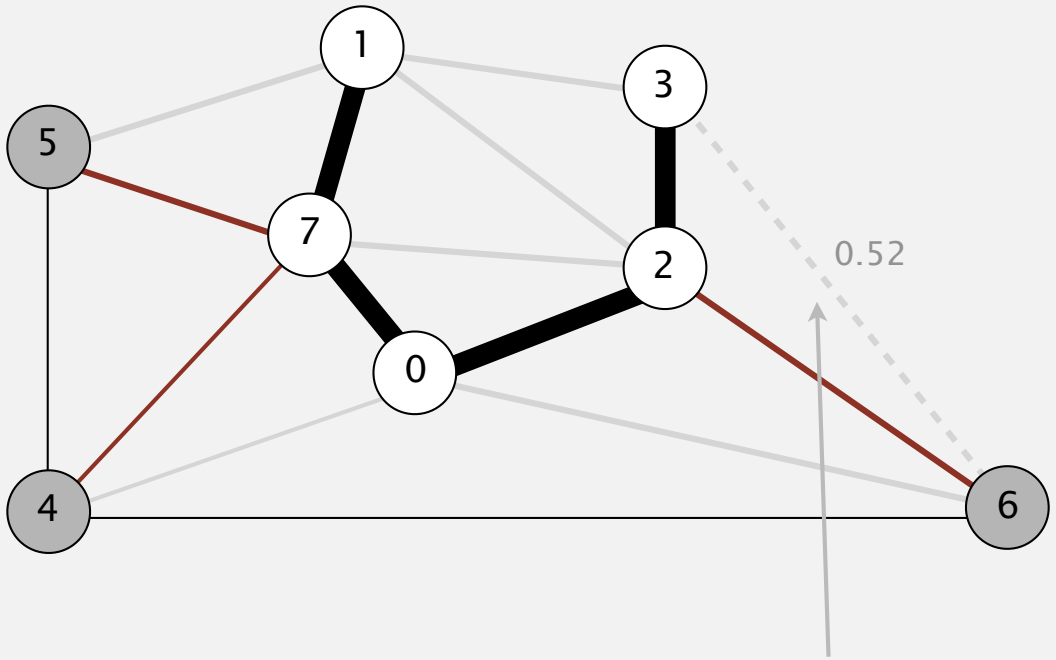

v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
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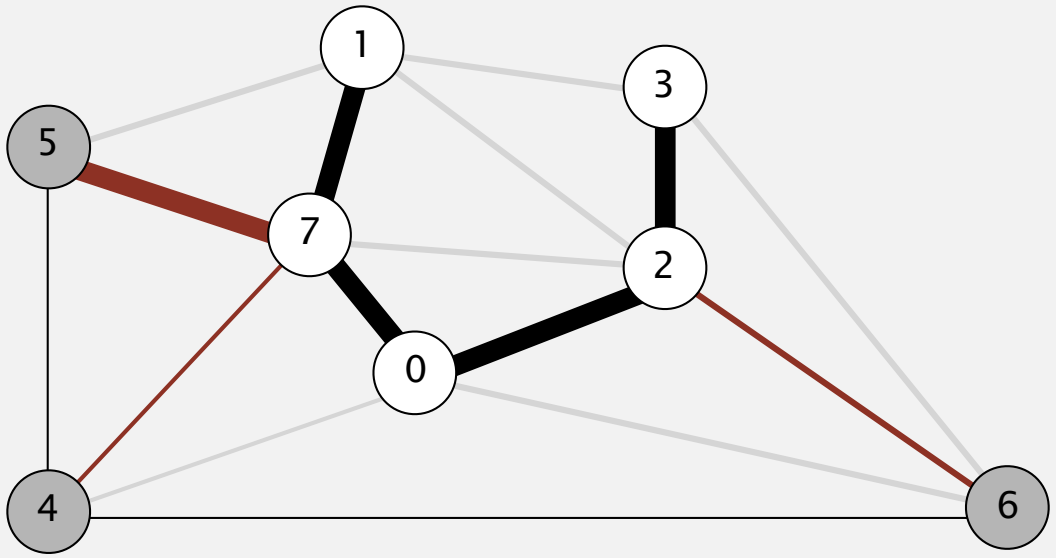

v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
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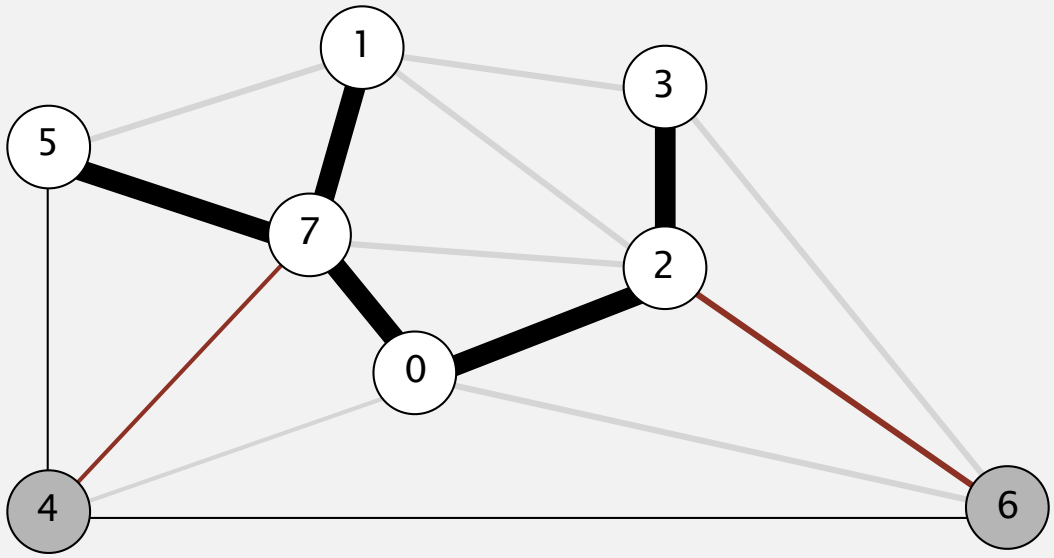

	v	edgeTo[]	distTo[]
	0	-	-
	7	0-7	0.16
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	2	0-2	0.26
	3	2-3	0.17
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	6	6-2	0.40

MST edges

0-7 1-7 0-2 2-3 5-7

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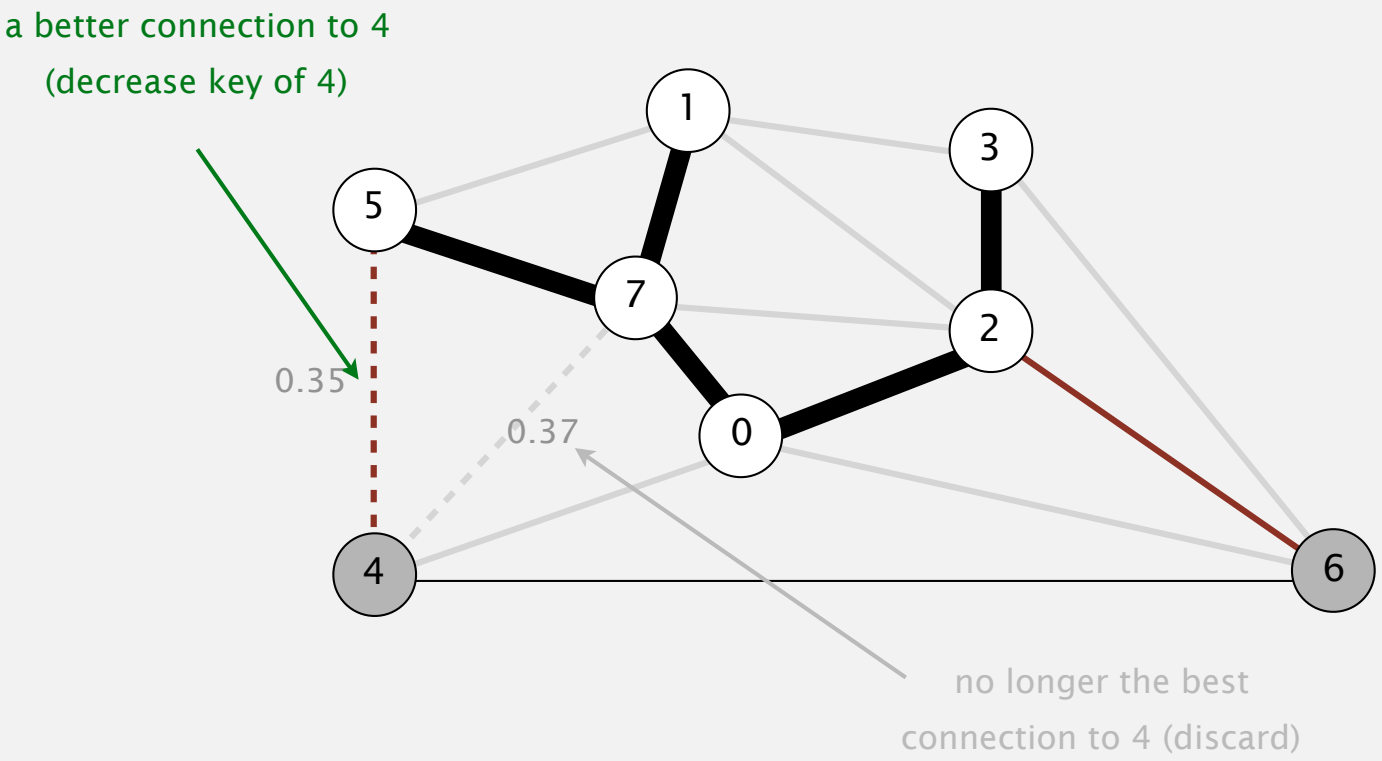

v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
2	0-2	0.26
3	2-3	0.17
→ 5	5-7	0.28
	4-5	0.35
(4)	4-7	0.37
6	6-2	0.40

MST edges

0-7 1-7 0-2 2-3 5-7

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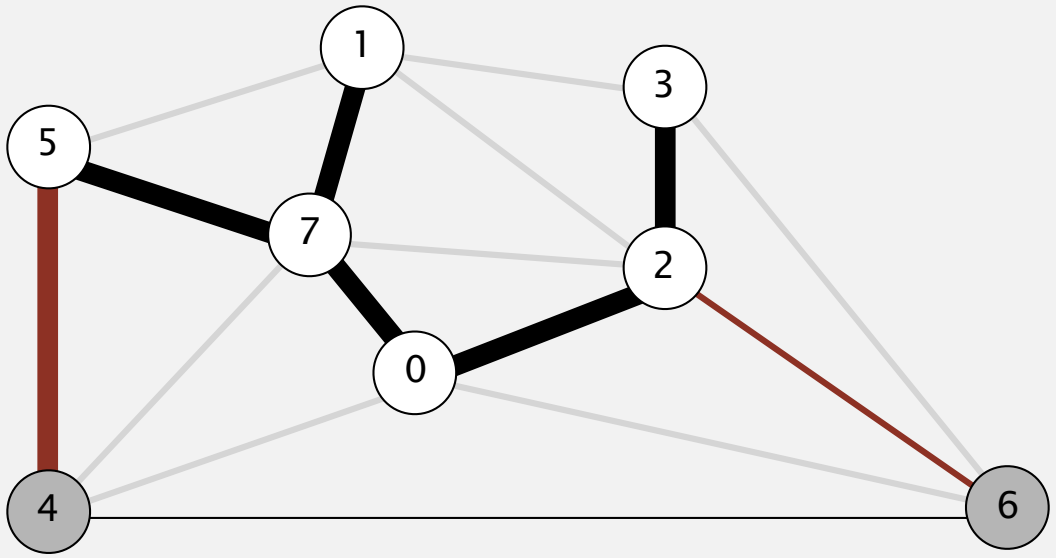

v	edgeTo[]	distTo[]
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7	0-7	0.16
1	1-7	0.19
2	0-2	0.26
3	2-3	0.17
5	5-7	0.28
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6	6-2	0.40

MST edges

0-7 1-7 0-2 2-3 5-7

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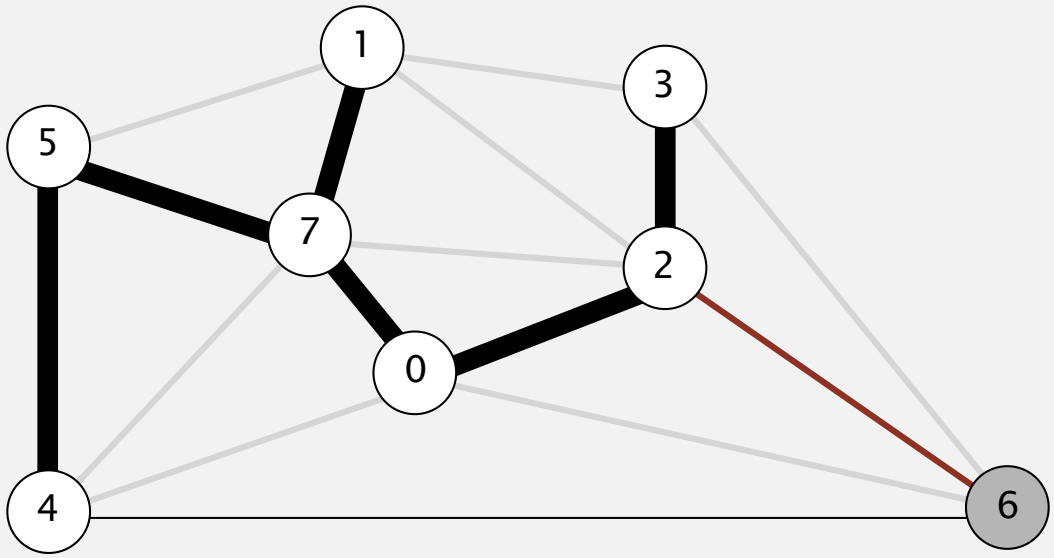

v	edgeTo[]	distTo[]
0	-	-
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2	0-2	0.26
3	2-3	0.17
5	5-7	0.28
→ 4	4-5	0.35
6	6-2	0.40

MST edges

0-7 1-7 0-2 2-3 5-7 4-5

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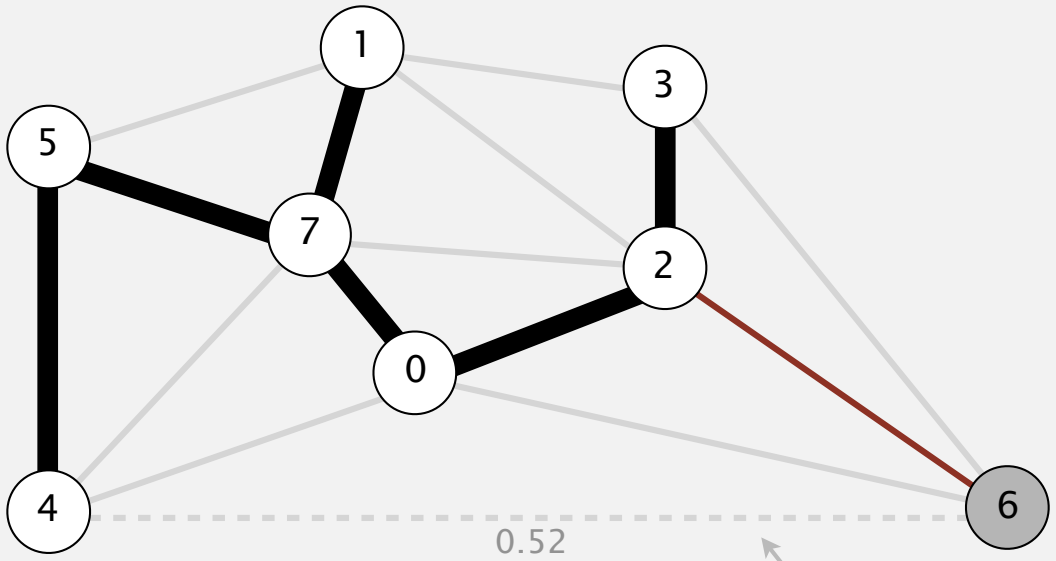
- Repeat until $V - 1$ edges.



v	edgeTo[]	distTo[]
0	-	-
7	0-7	0.16
1	1-7	0.19
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3	2-3	0.17
5	5-7	0.28
→ 4	4-5	0.35
6	6-2	0.40

already a better connection to 6 (discard)

MST edges

0-7 1-7 0-2 2-3 5-7 4-5

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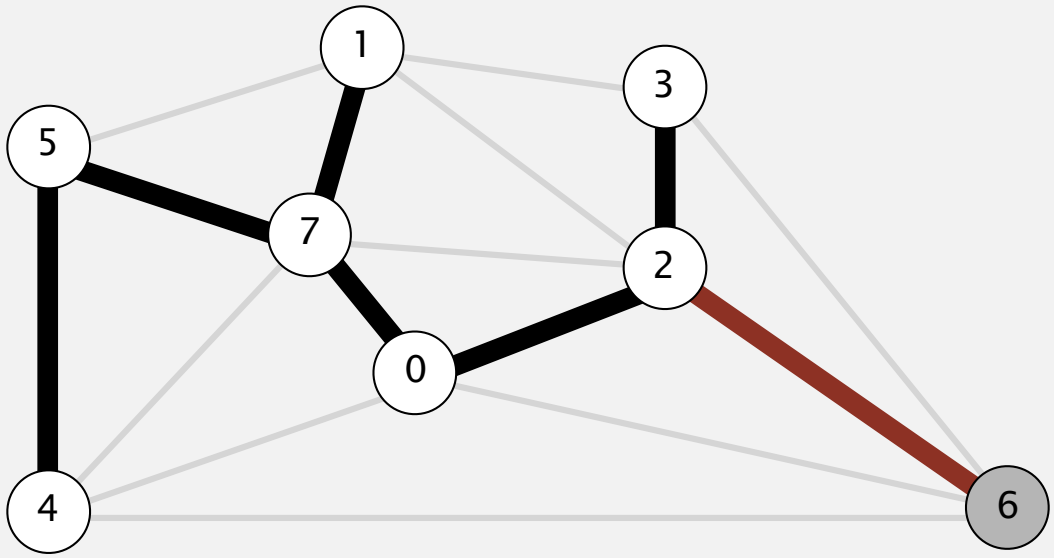

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MST edges

0-7 1-7 0-2 2-3 5-7 4-5

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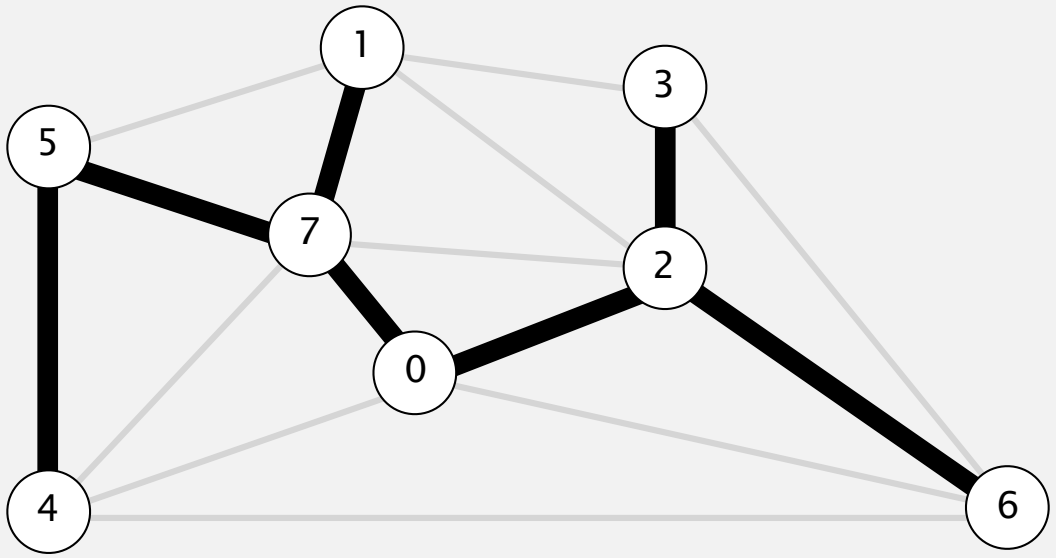

v	edgeTo[]	distTo[]
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MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2

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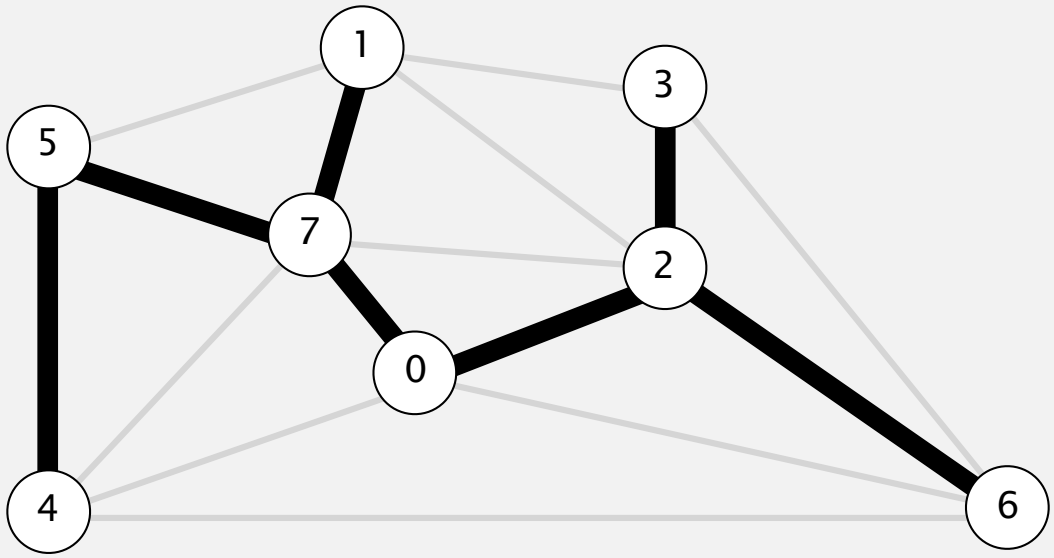

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MST edges

0-7 1-7 0-2 2-3 5-7 4-5 6-2