
```
begin
1.    $T \leftarrow \emptyset$ ;
2.    $VS \leftarrow \emptyset$ ;
3.   construct a priority queue  $Q$  containing all edges in  $E$ ;
4.   for each vertex  $v \in V$  do add  $\{v\}$  to  $VS$ ;
5.   while  $\|VS\| > 1$  do
       begin
6.         choose  $(v, w)$ , an edge in  $Q$  of lowest cost;
7.         delete  $(v, w)$  from  $Q$ ;
8.         if  $v$  and  $w$  are in different sets  $W_1$  and  $W_2$  in  $VS$  then
           begin
9.             replace  $W_1$  and  $W_2$  in  $VS$  by  $W_1 \cup W_2$ ;
10.            add  $(v, w)$  to  $T$ 
           end
       end
     end
end
```

Fig. 5.2. Minimum-cost spanning tree algorithm.

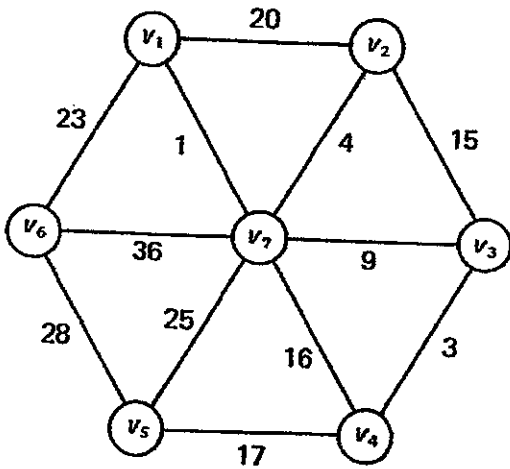


Fig. 5.3 An undirected graph with costs on edges.

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Edge	Action	Sets in V/S (connected components)
(v_1, v_7)	Add	$\{v_1, v_7\}, \{v_2\}, \{v_3\}, \{v_4\}, \{v_5\}, \{v_6\}$
(v_3, v_4)	Add	$\{v_1, v_7\}, \{v_2\}, \{v_3, v_4\}, \{v_5\}, \{v_6\}$
(v_2, v_7)	Add	$\{v_1, v_2, v_7\}, \{v_3, v_4\}, \{v_5\}, \{v_6\}$
(v_3, v_7)	Add	$\{v_1, v_2, v_3, v_4, v_7\}, \{v_5\}, \{v_6\}$
(v_2, v_3)	Reject	
(v_4, v_7)	Reject	
(v_4, v_5)	Add	$\{v_1, v_2, v_3, v_4, v_5, v_7\}, \{v_6\}$
(v_1, v_2)	Reject	
(v_1, v_6)	Add	$\{v_1, \dots, v_7\}$

Fig. 5.4. Sequence of steps for constructing a spanning tree.

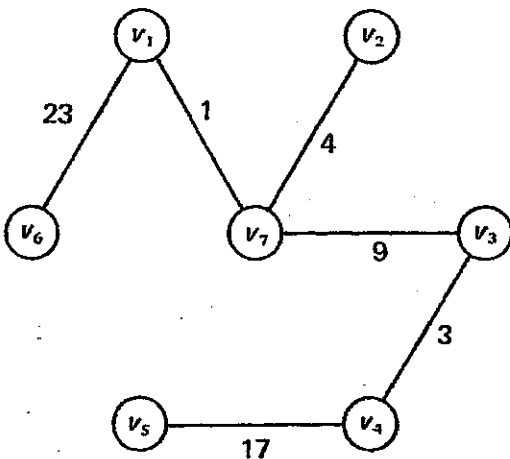


Fig. 5.5 A minimum-cost spanning tree.

```
procedure SEARCH( $v$ ):  
begin  
1.   mark  $v$  "old";  
2.   for each vertex  $w$  on  $L[v]$  do  
3.     if  $w$  is marked "new" then  
       begin  
4.         add  $(v, w)$  to  $T$ ;  
5.         SEARCH( $w$ )  
       end  
end  
end
```

Fig. 5.6. Depth-first search.

```
begin  
6.    $T \leftarrow \emptyset$ ;  
7.   for all  $v$  in  $V$  do mark  $v$  "new";  
8.   while there exists a vertex  $v$  in  $V$  marked "new" do  
9.     SEARCH( $v$ )  
end
```

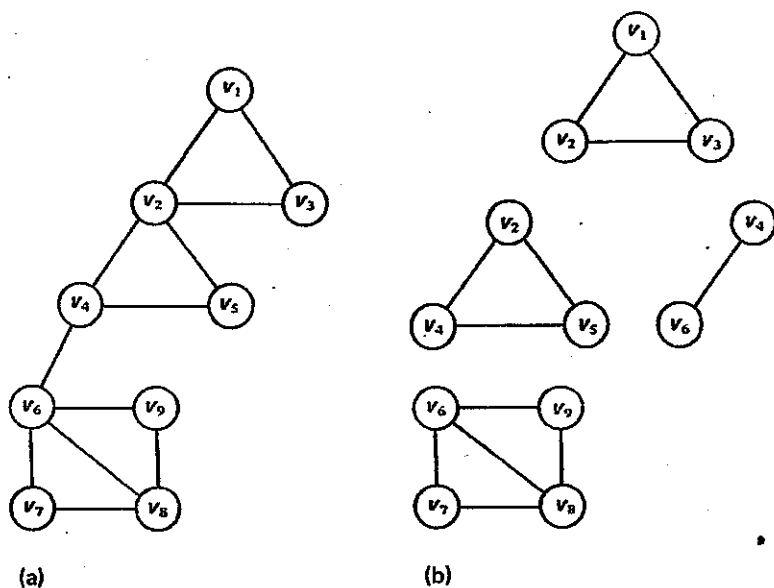


Fig. 5.8 (a) An undirected graph and (b) its biconnected components.

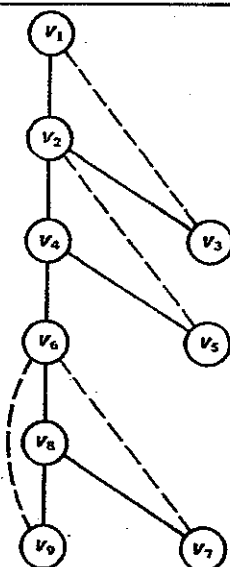


Fig. 5.9 A depth-first spanning tree.

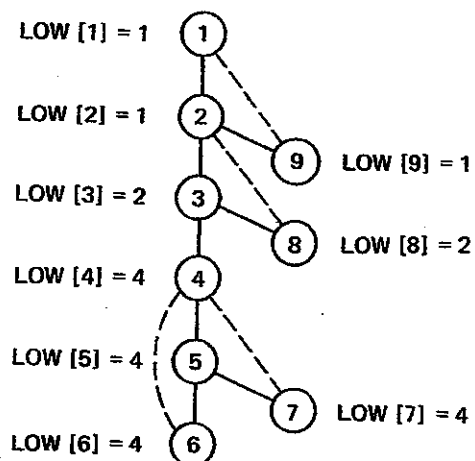


Fig. 5.12 Spanning tree of Fig. 5.9, with values of LOW .

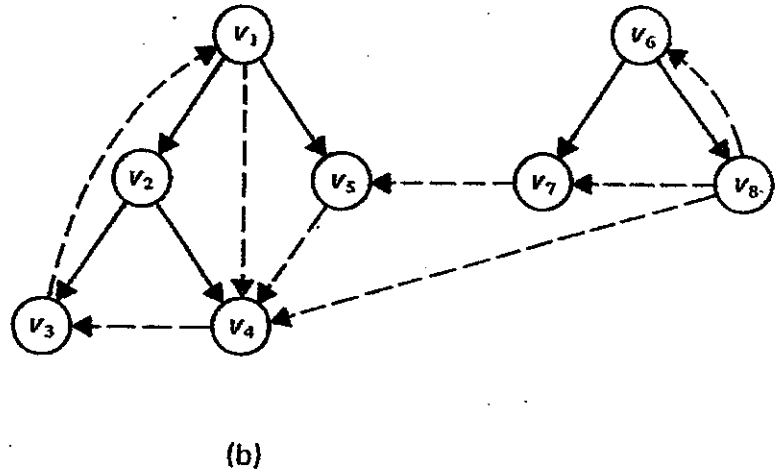
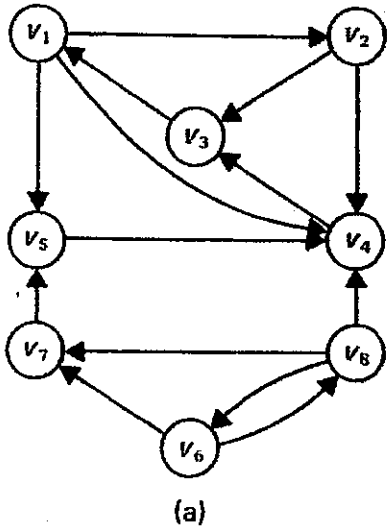


Fig. 5.13 Depth-first search of a directed graph: (a) directed graph; (b) spanning forest.