

# **Advanced Algorithmic Techniques (COMP523)**

Greedy Algorithms 3

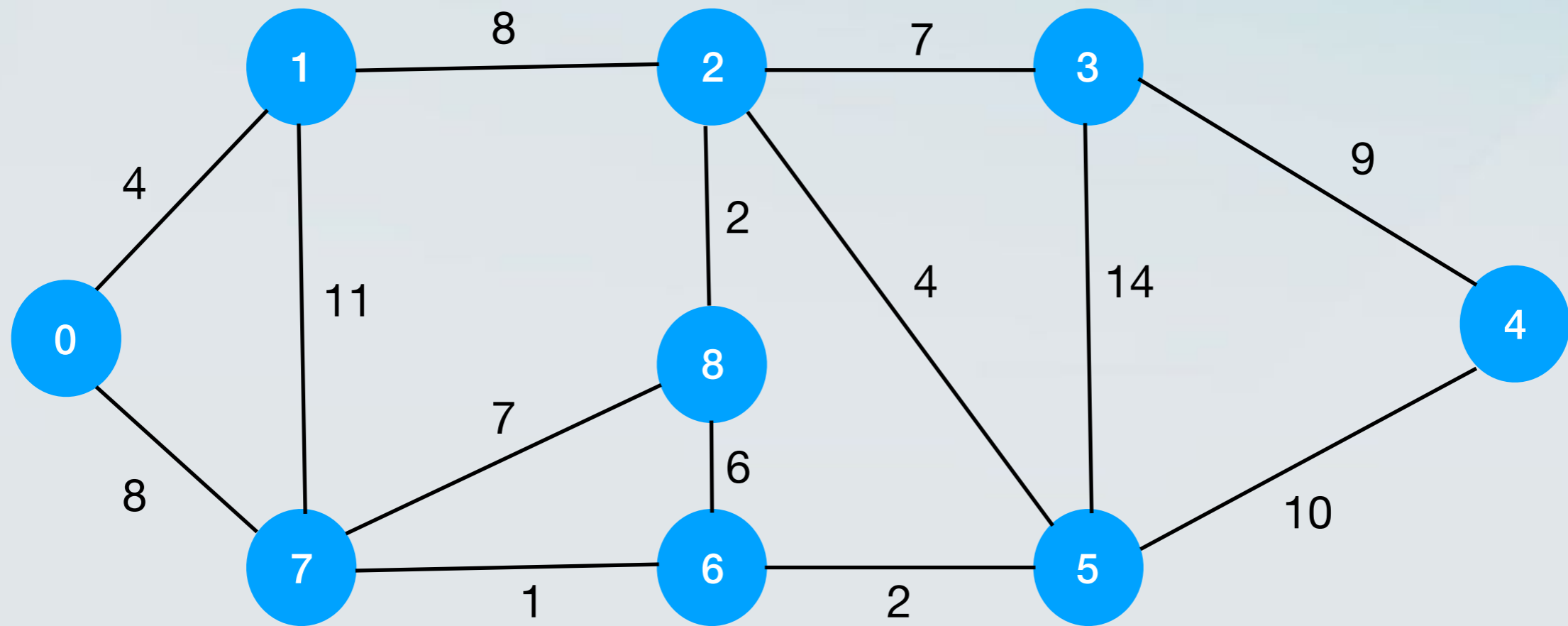
# Recap and plan

- **Last lecture:**
  - Minimum Spanning Tree
  - Kruskal's Algorithm
  - Prim's Algorithm
- **This lecture:**
  - Prim's Algorithm (cont.)
  - Clustering

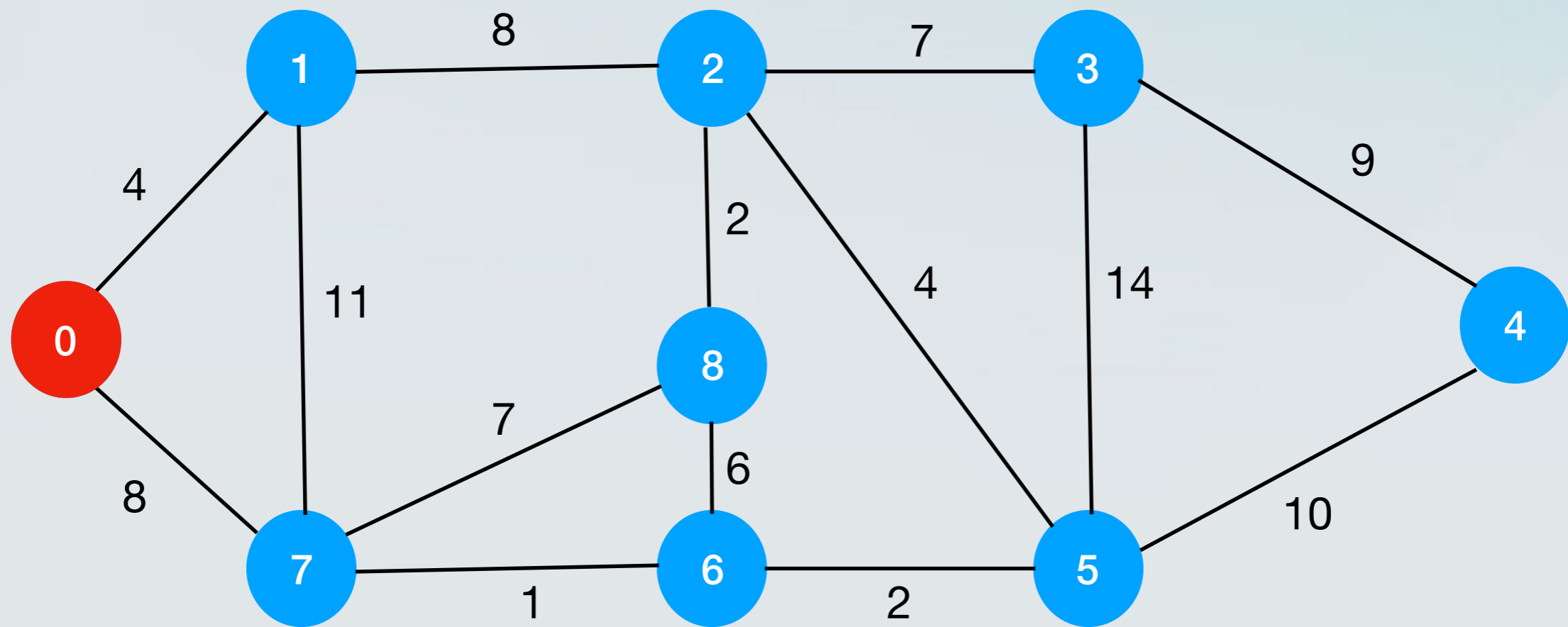
# Prim's Algorithm

- Start with an empty set of edges  $T$ .
- Start with a node  $s$ .
  - Add an edge  $e=(s,w)$  to  $T$ .
  - Which one?
  - The one with the minimum cost  $c_e$ .
- We continue like this.
  - We only consider edges to neighbours that are not in the spanning tree.

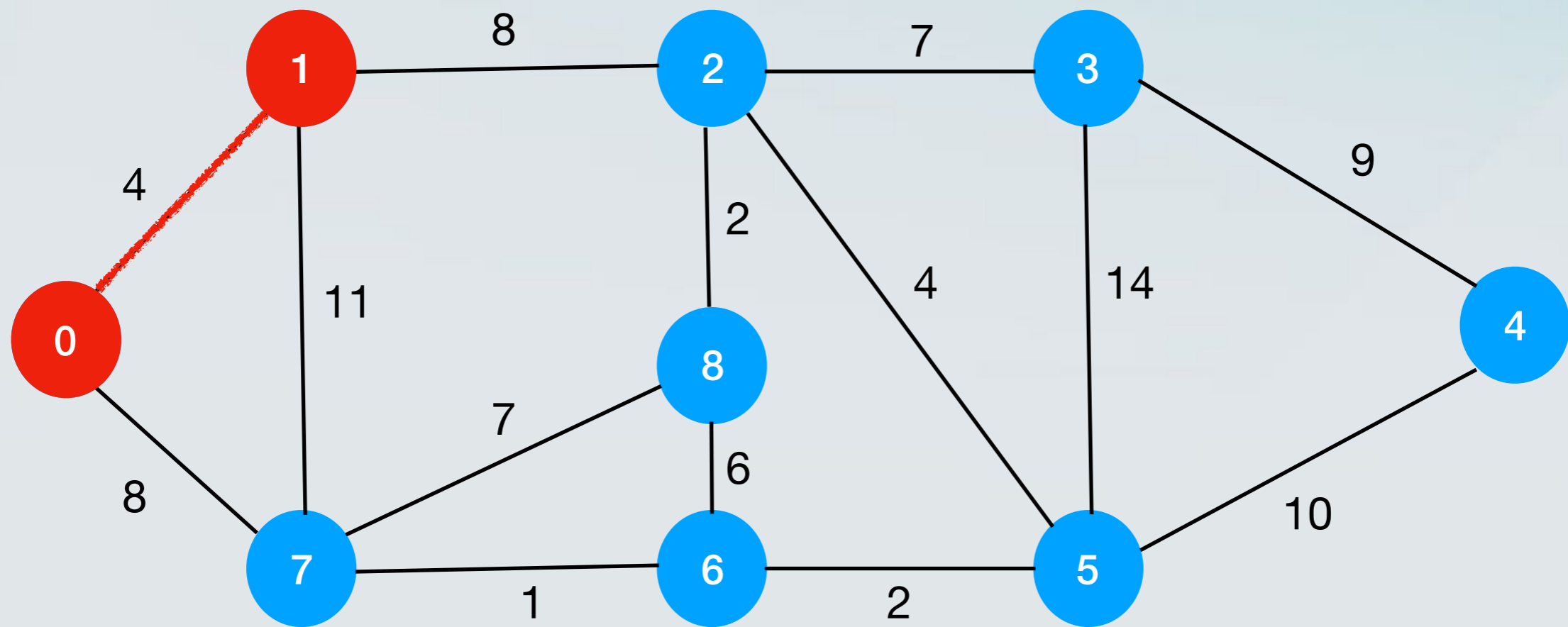
# Example



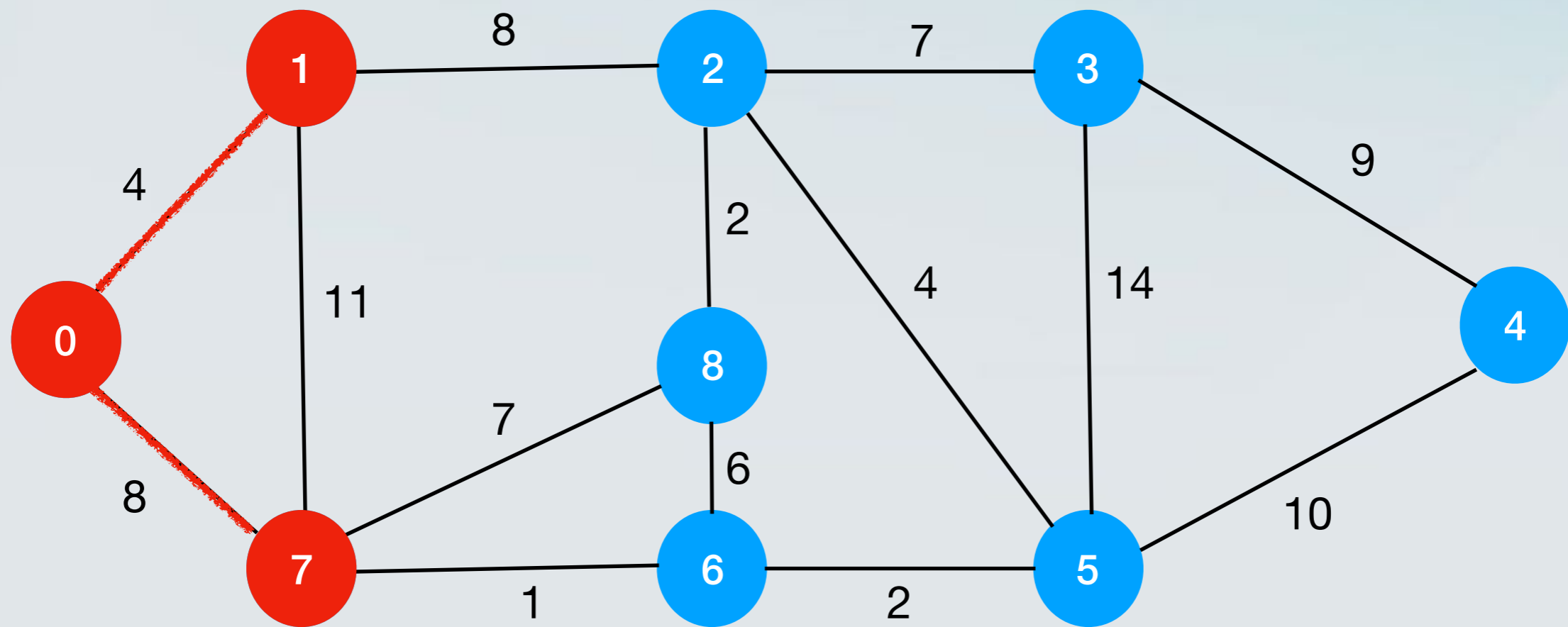
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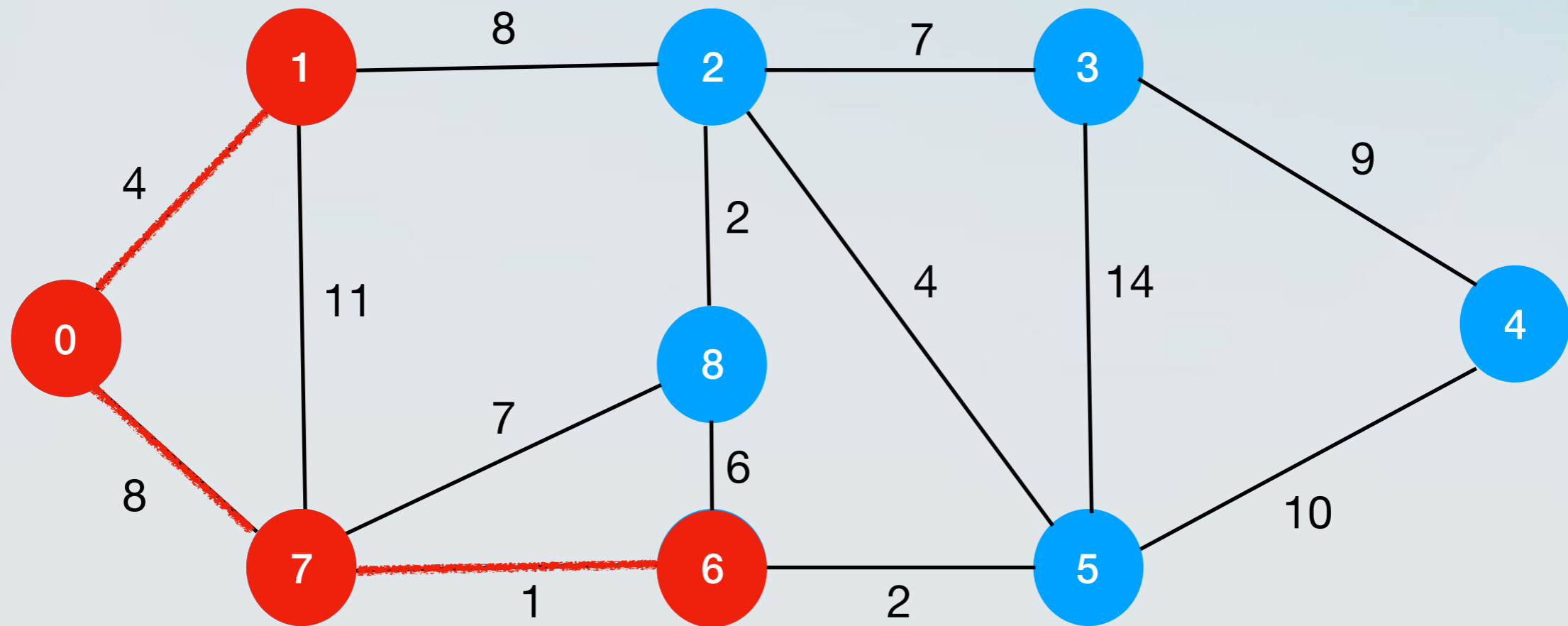
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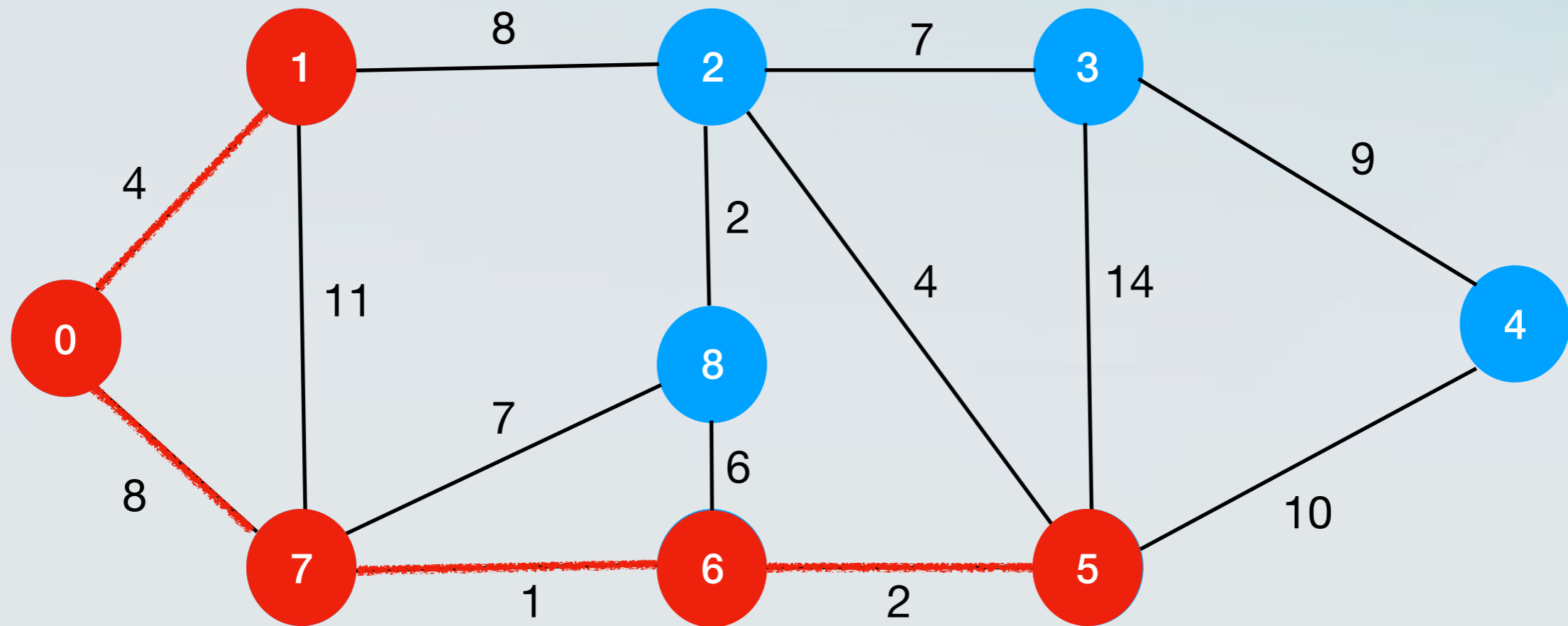


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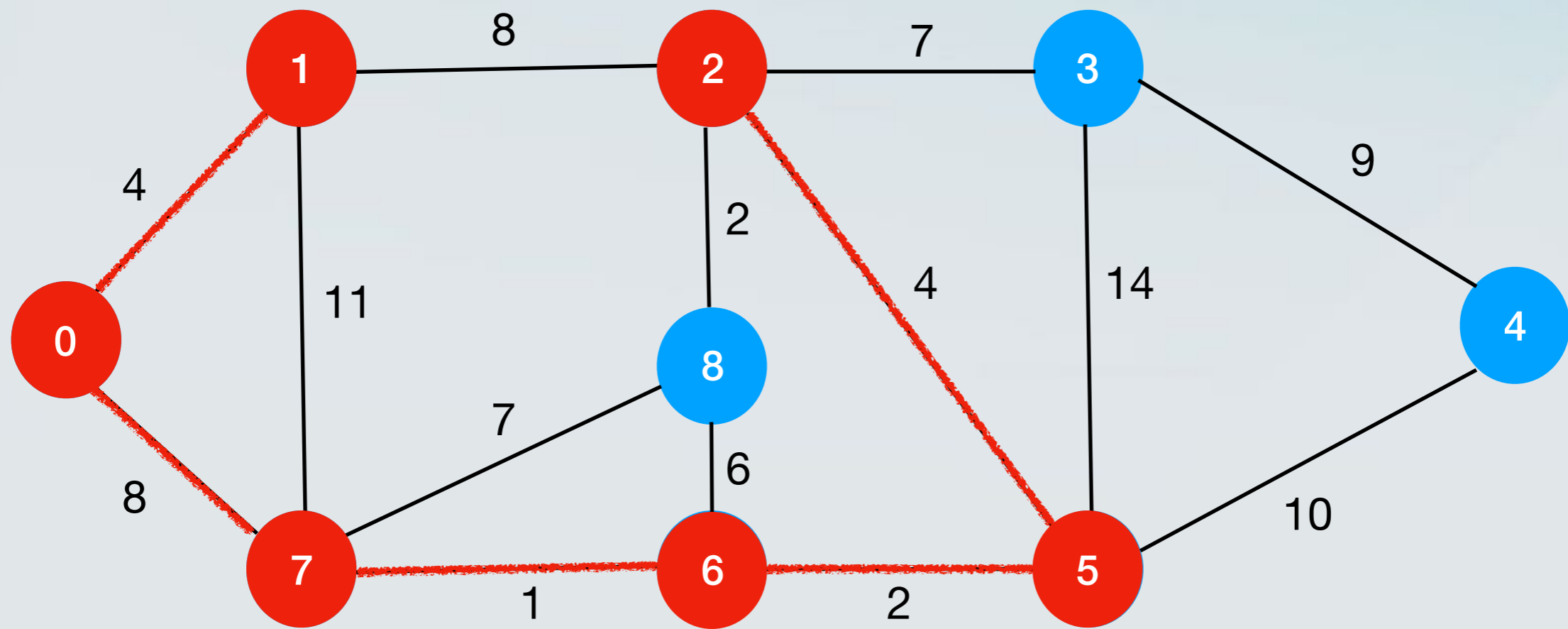




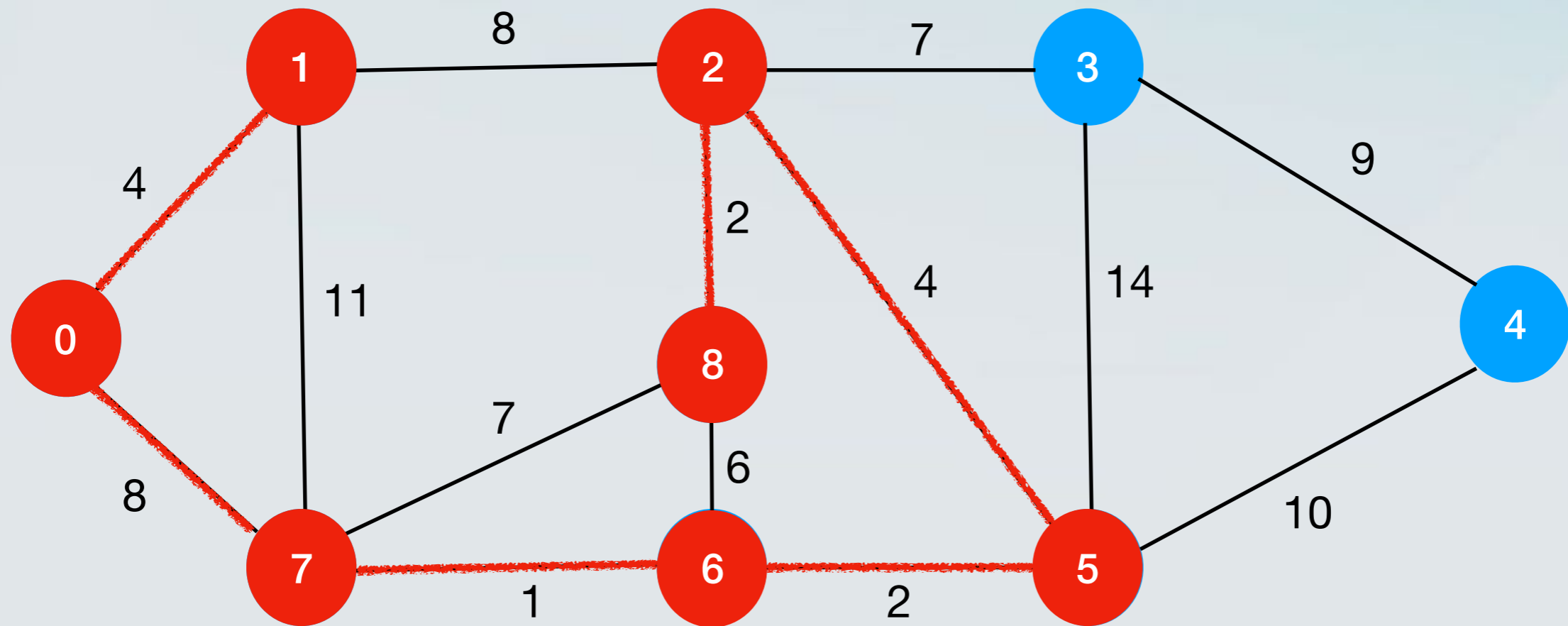
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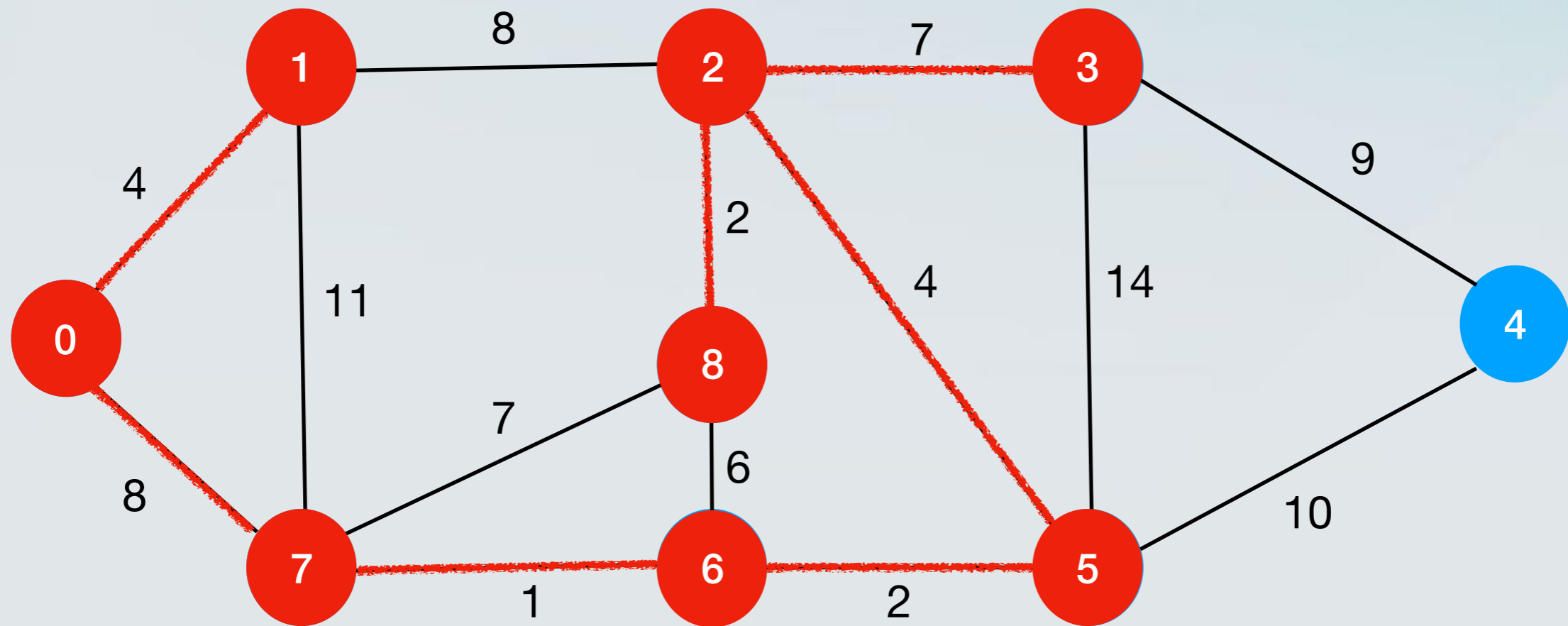
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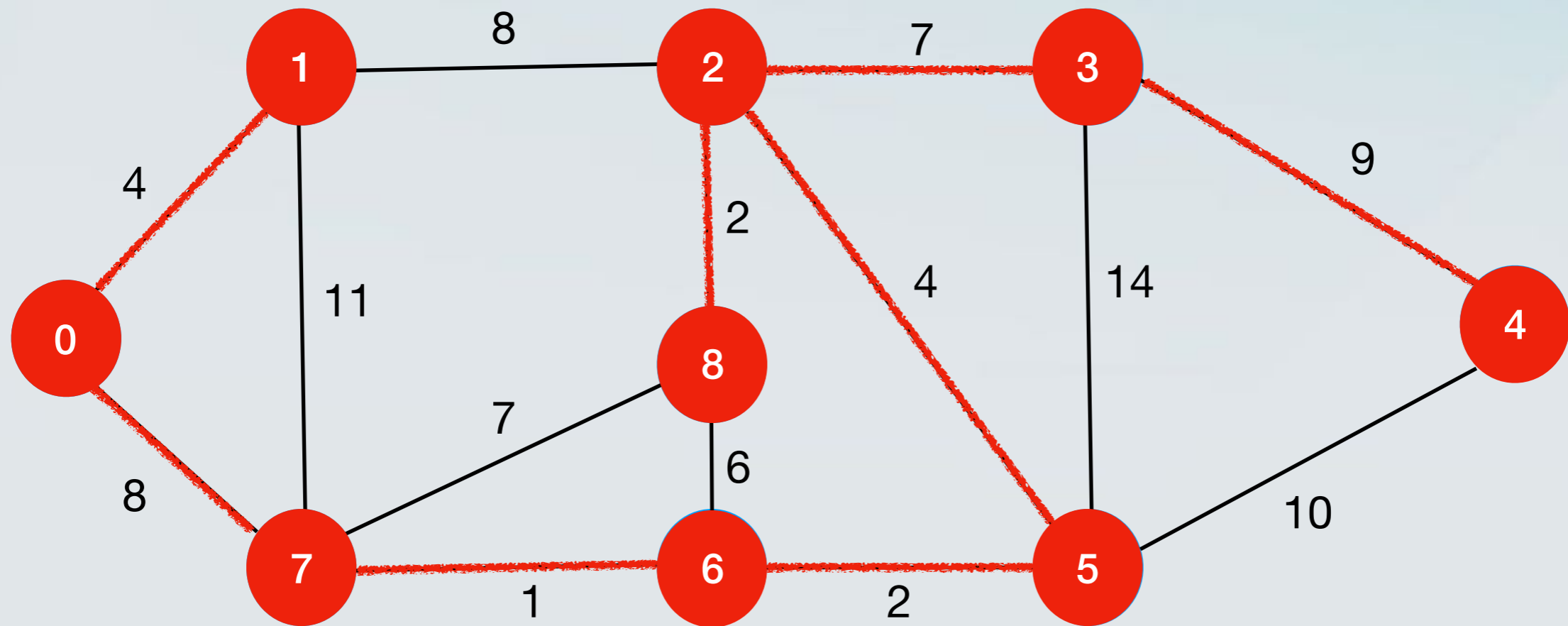
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# Optimality and running time

- Optimality argued in the last lecture.
- Running time?

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  - $O(n^2)$ .

# Data Structures

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- Priority Queue



# Priority Queue

- Maintains
  - A set of elements  $S$ .
  - A *key*  $\text{key}(v)$  for each element  $v$  in  $S$ .
    - The key denotes the *priority* of  $v$ .
- Operations:
  - **Add**( $v$ ) - with priority key.
  - **Delete**( $v$ )
  - **Extract\_Min**( $v$ )
  - **Change\_key**( $v$ )

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  - PQ operations can be implemented in  $O(\log n)$  time.

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  - Run at most once per edge.
- Running time  $O(m \log n)$ .

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  - Objects in a group exhibit high similarity.
- Applications: **Many**, e.g., machine learning.

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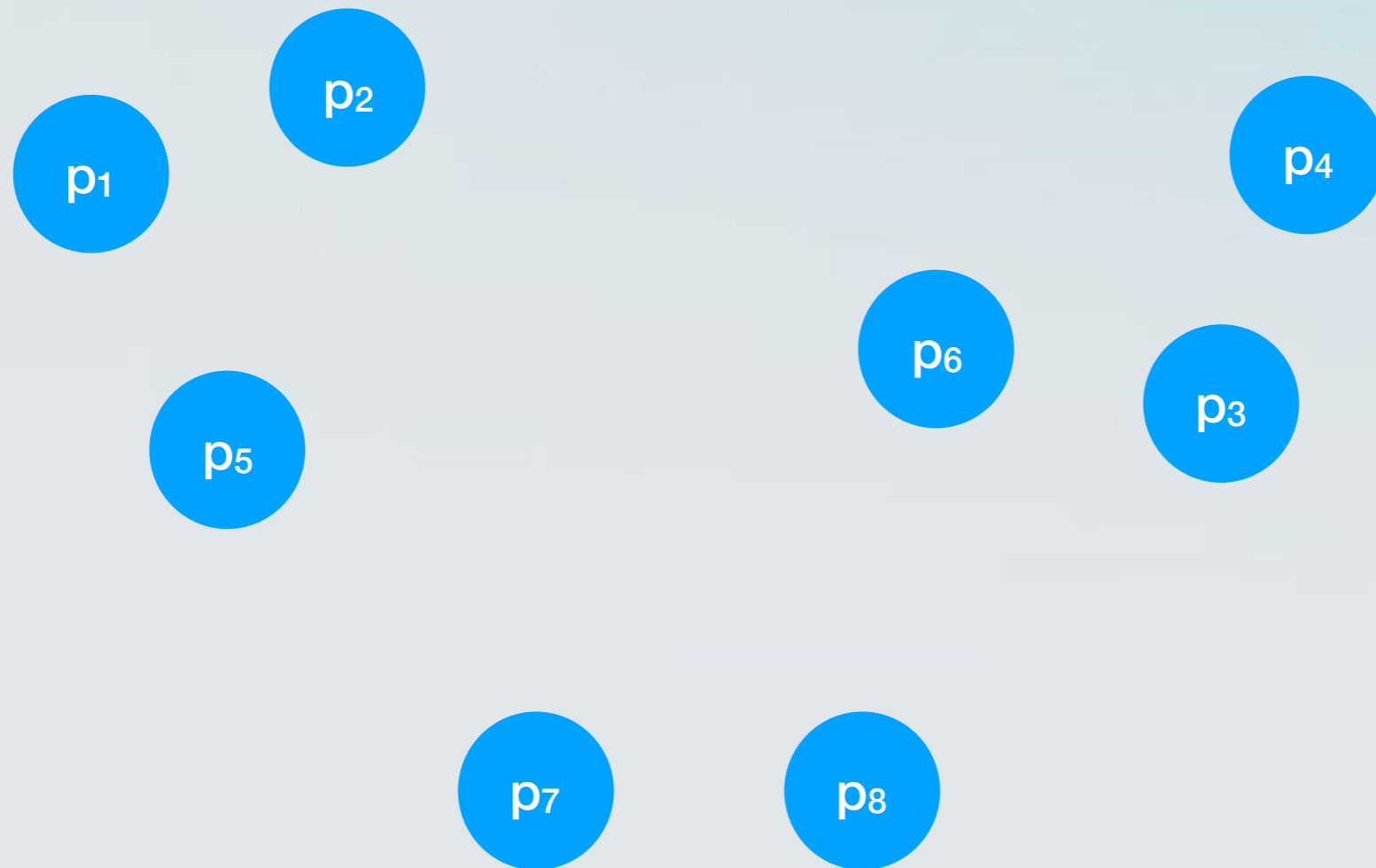
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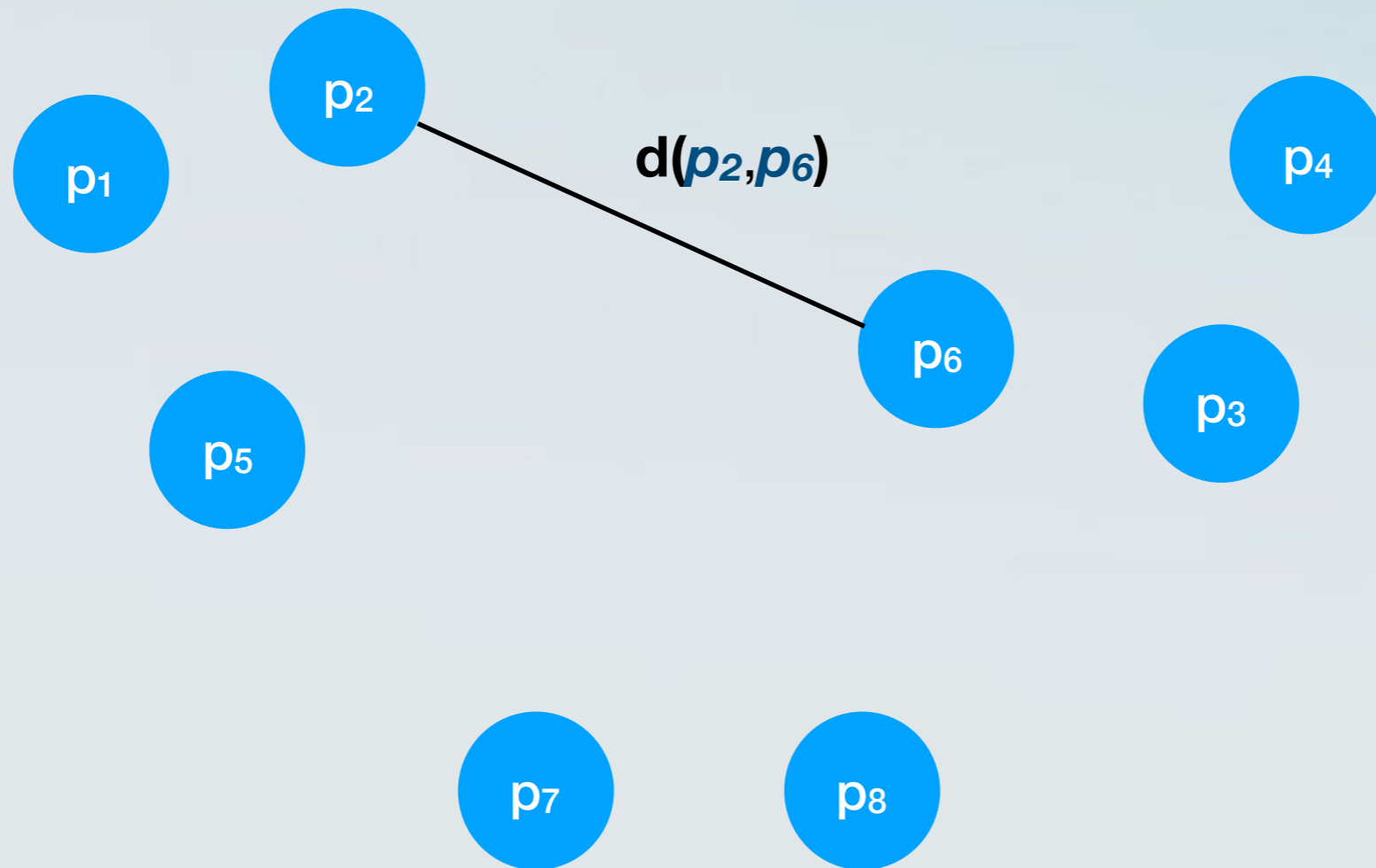
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  - E.g., running time, algorithmic principle.

# Clustering (concretely)



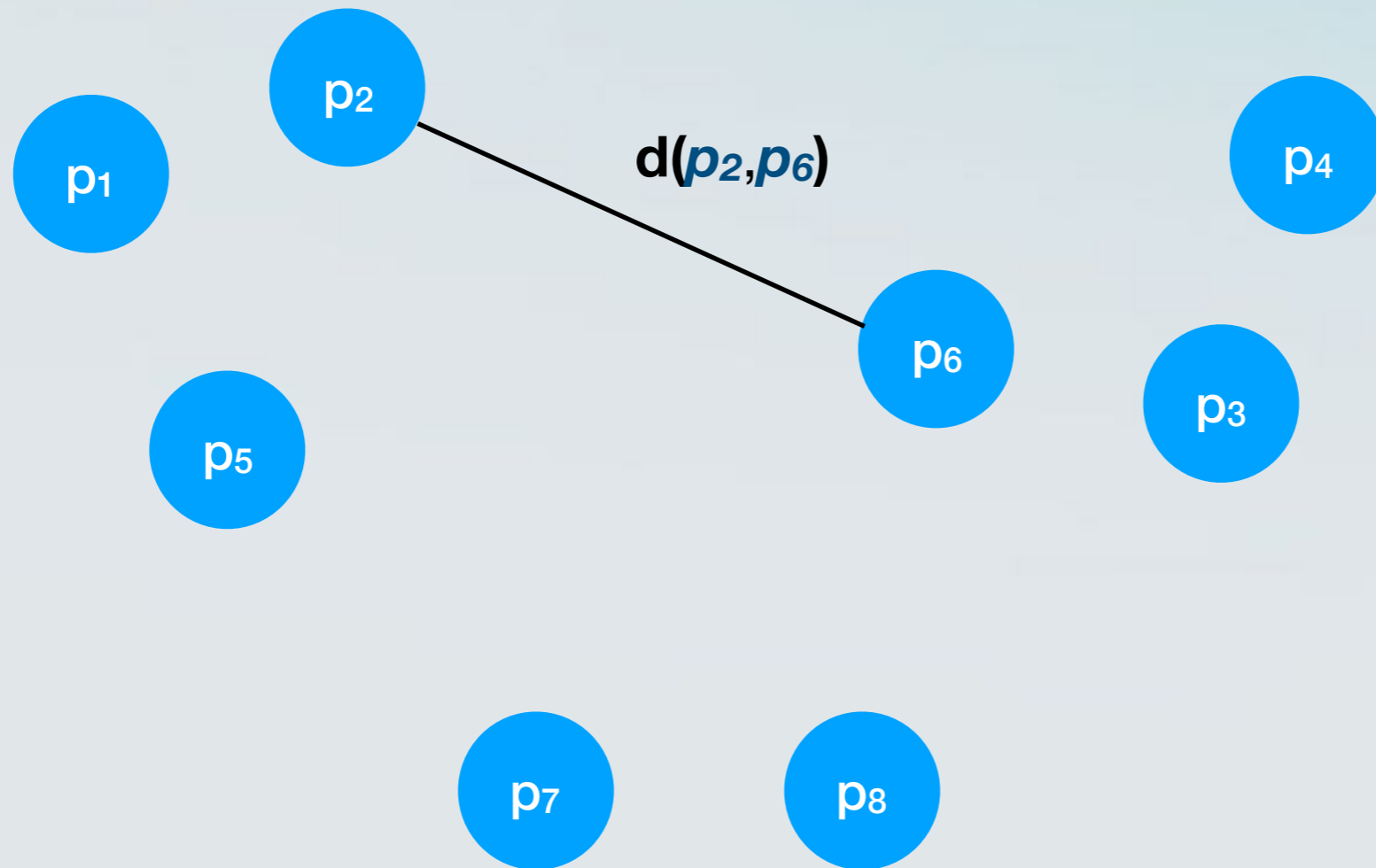
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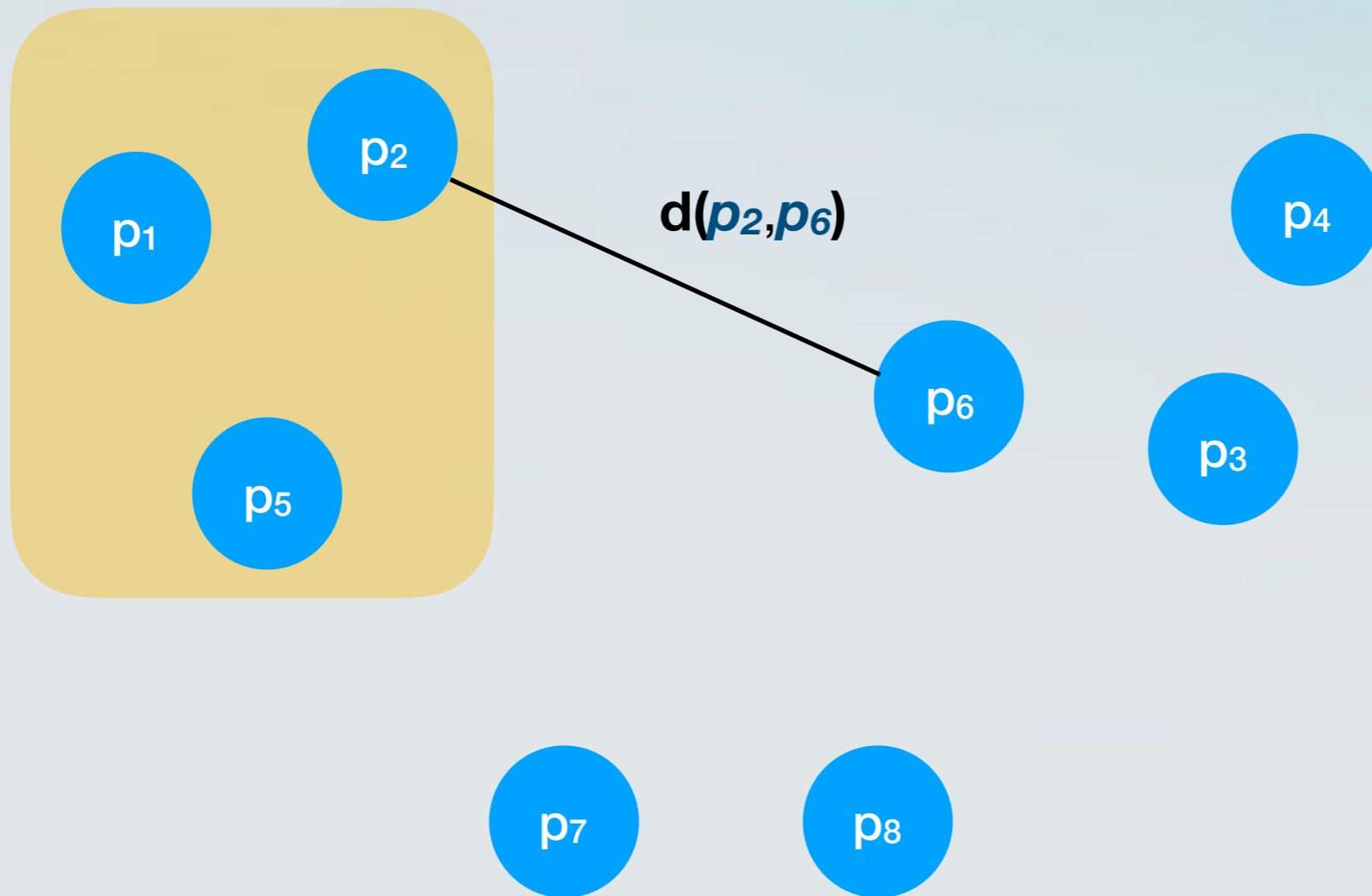
# Properties of distance

- $d(p_i, p_i) = 0$  for any  $i = 1, \dots, n$
- $d(p_i, p_j) > 0$  for any  $i \neq j$
- $d(p_i, p_j) = d(p_j, p_i)$  for any  $i, j$

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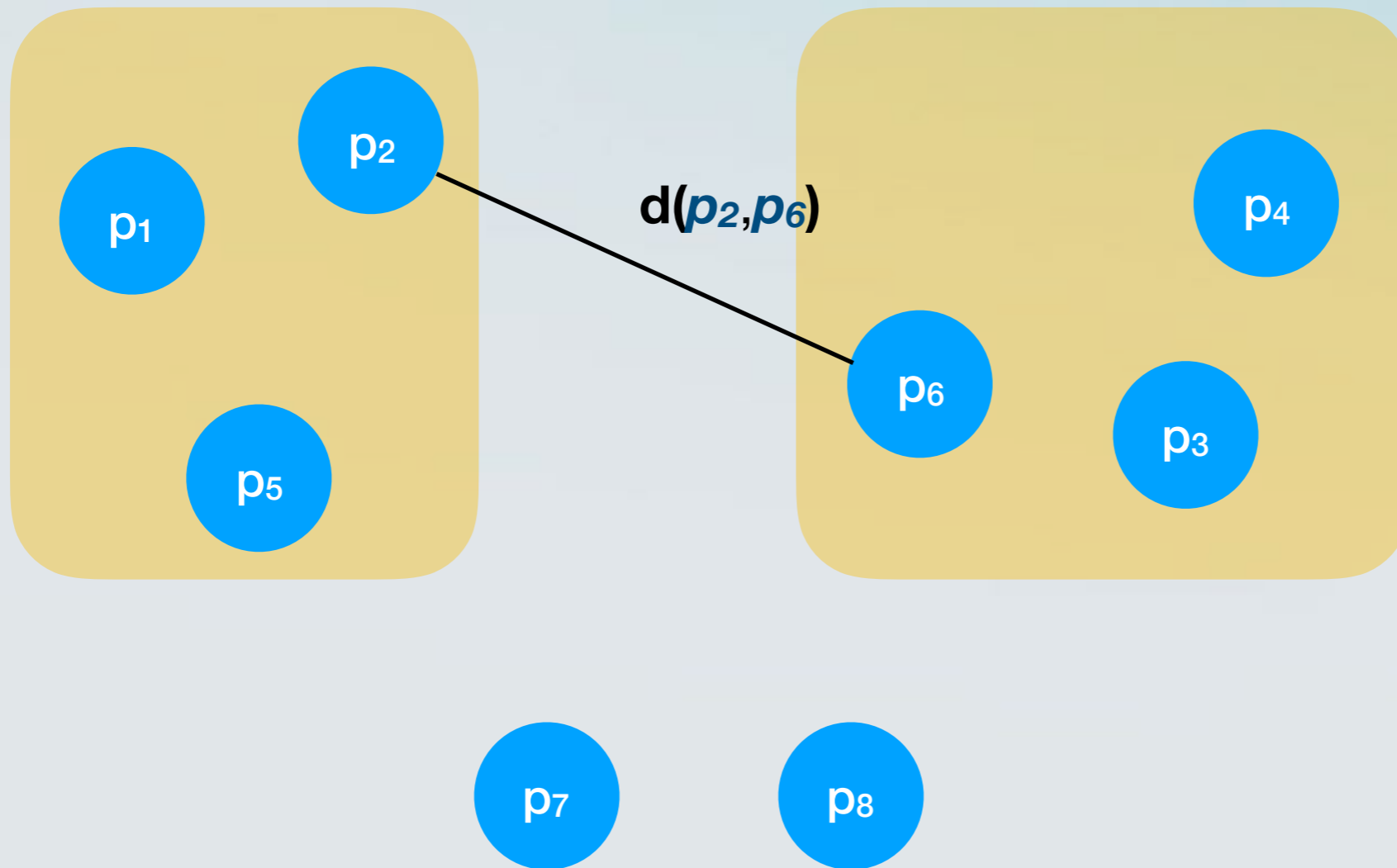


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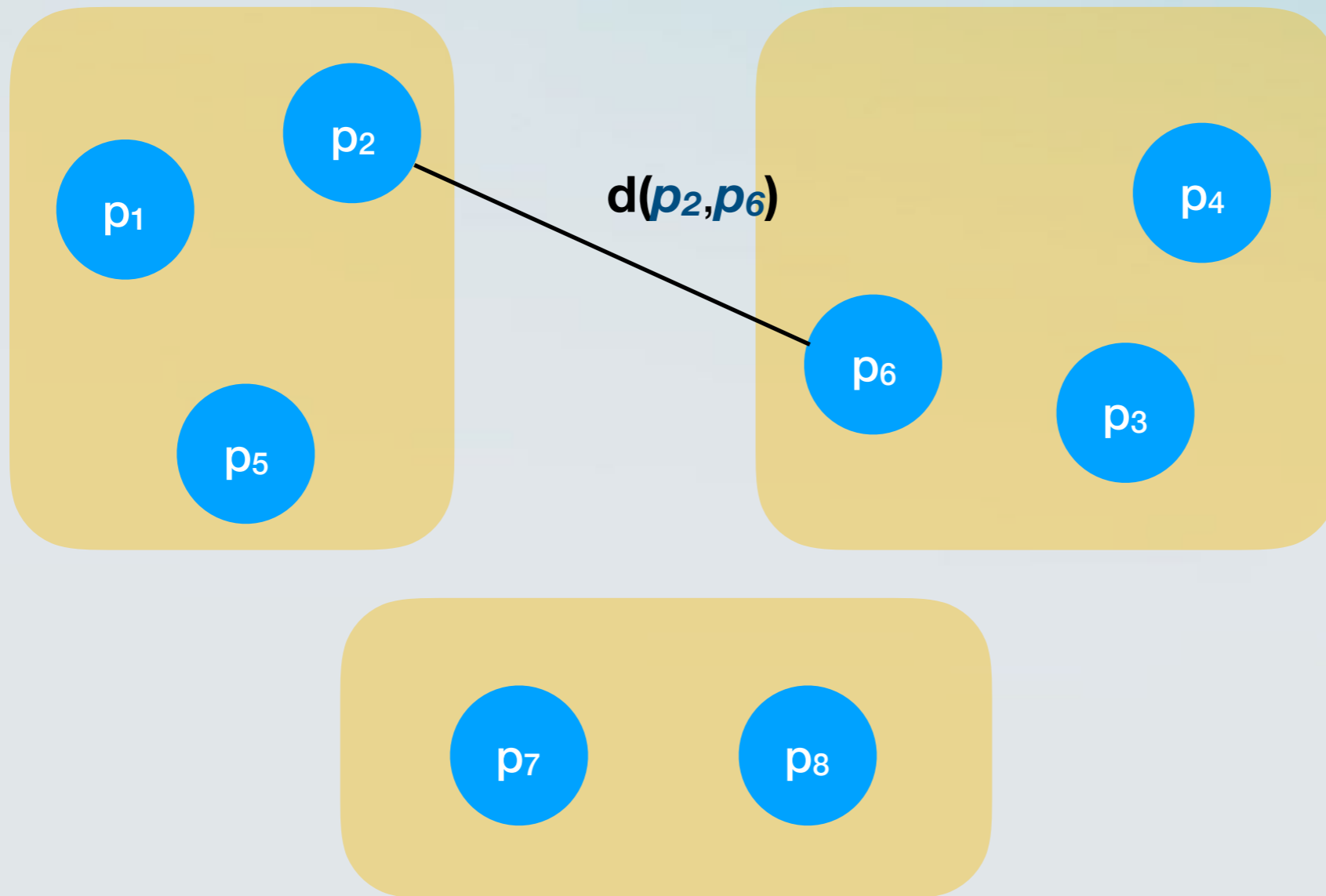




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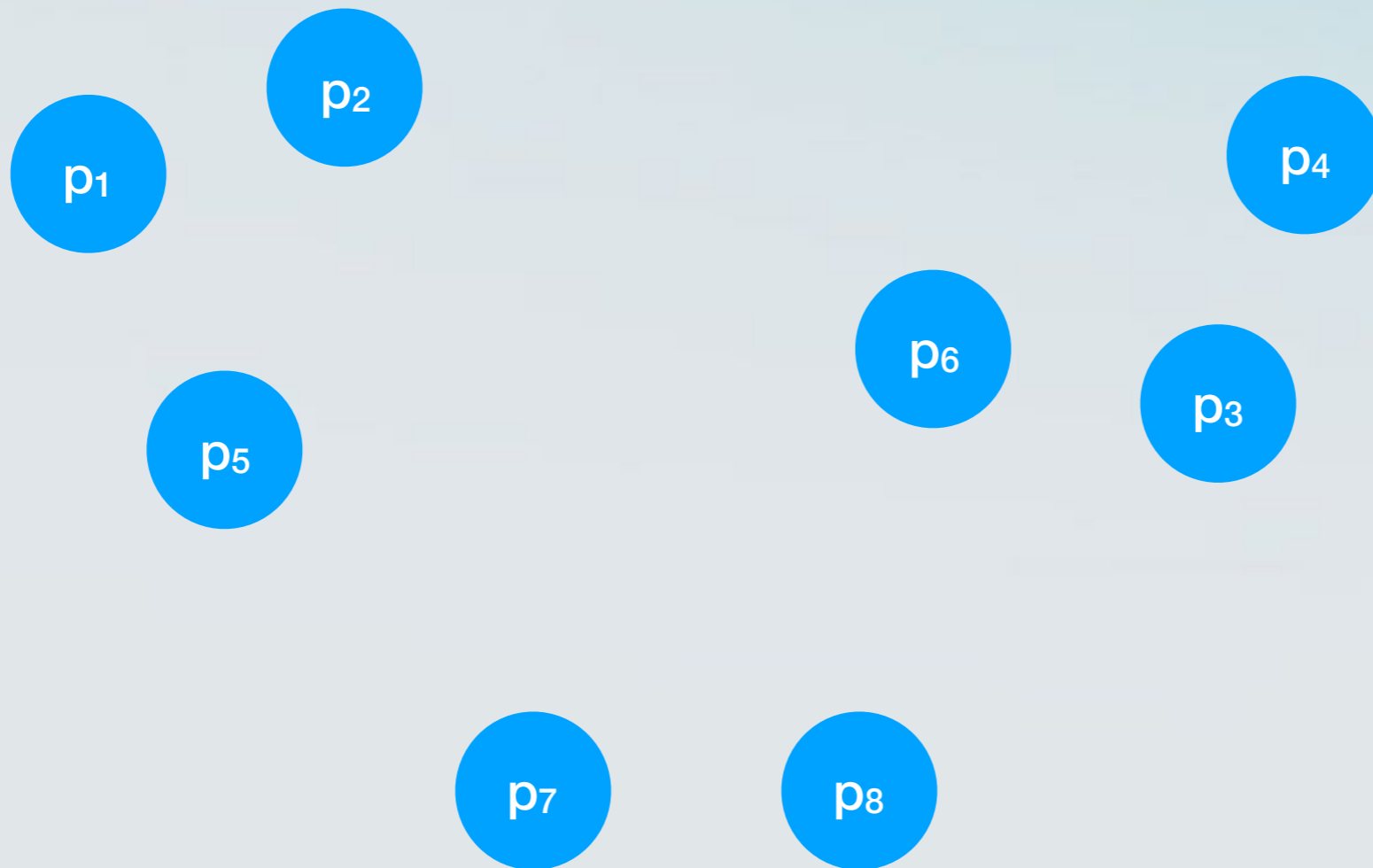
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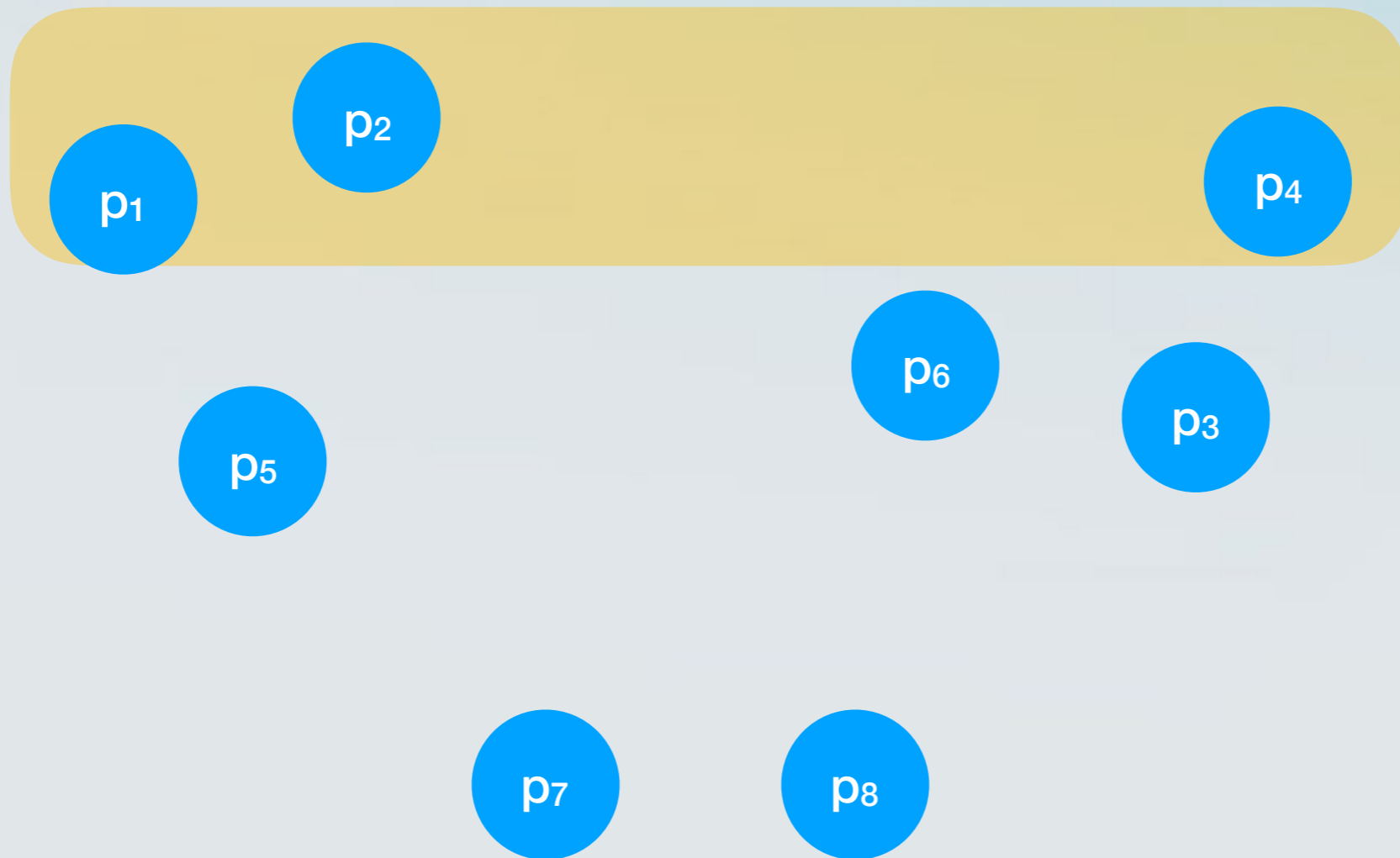
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- **Definition:** The *spacing* of a  $k$ -clustering is the minimum distance between any pair of points in different clusters.
- **Goal:** Among all possible  $k$ -clusterings, find one with the *maximum possible spacing*.

# Clustering (concretely)

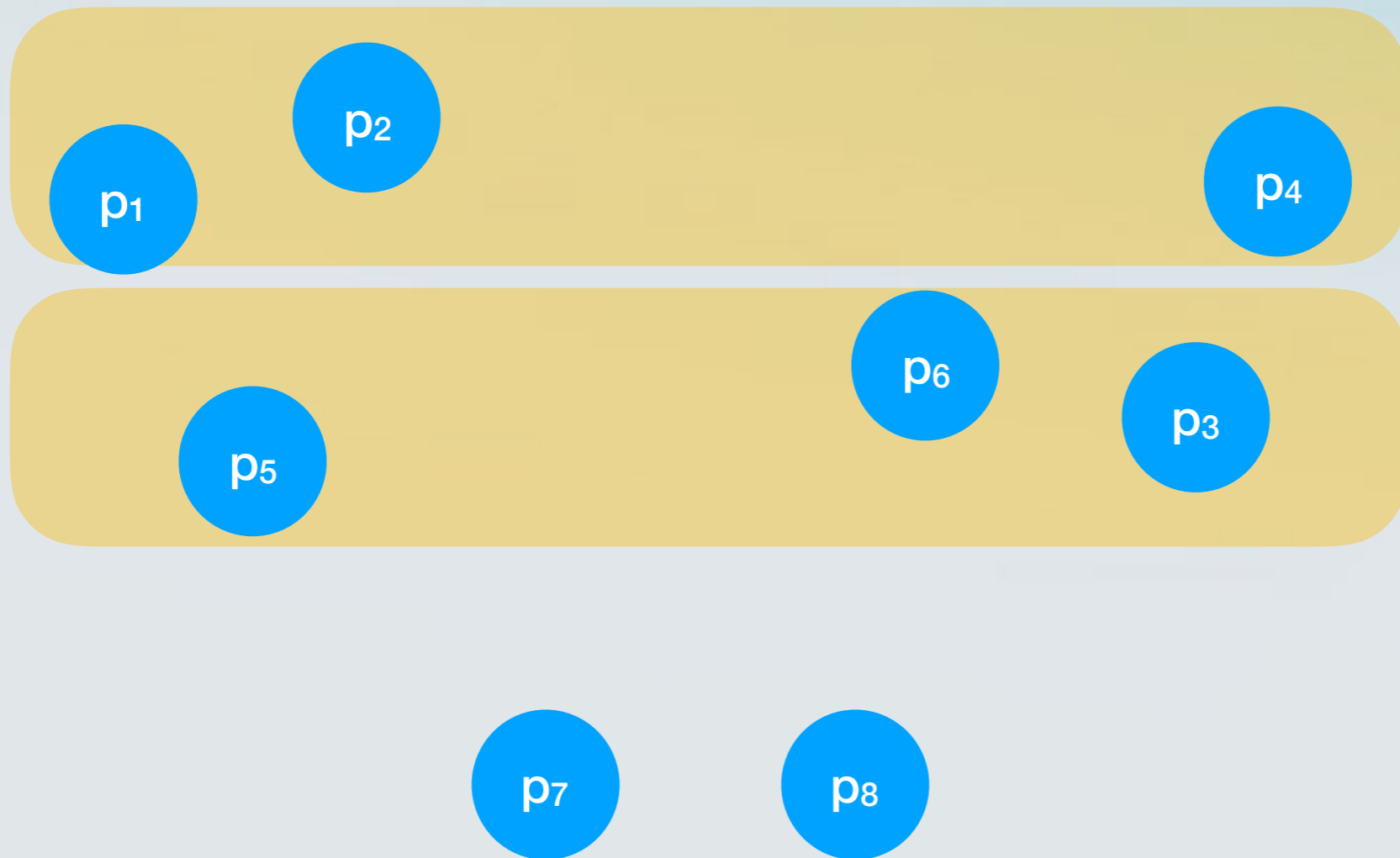


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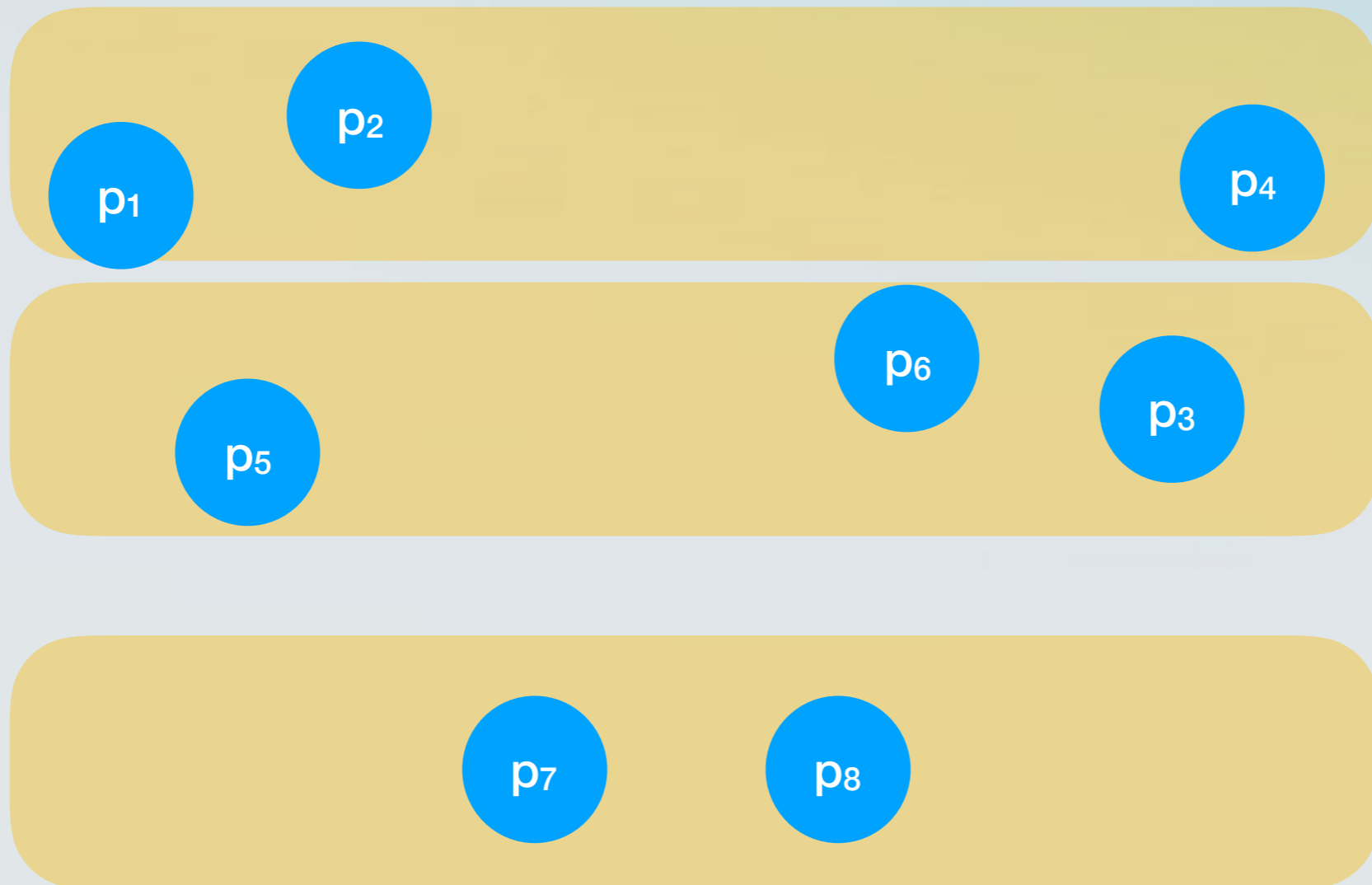




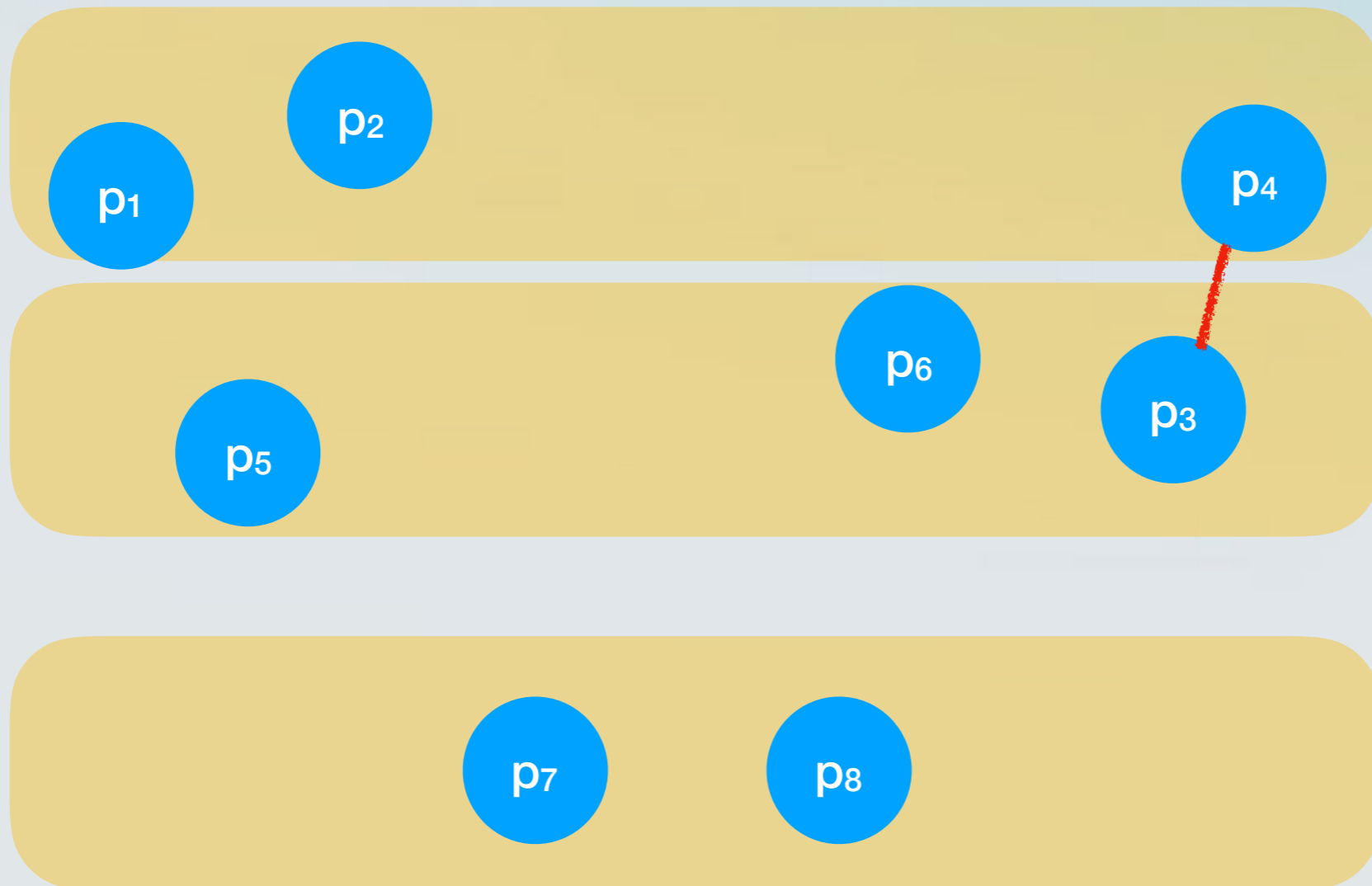
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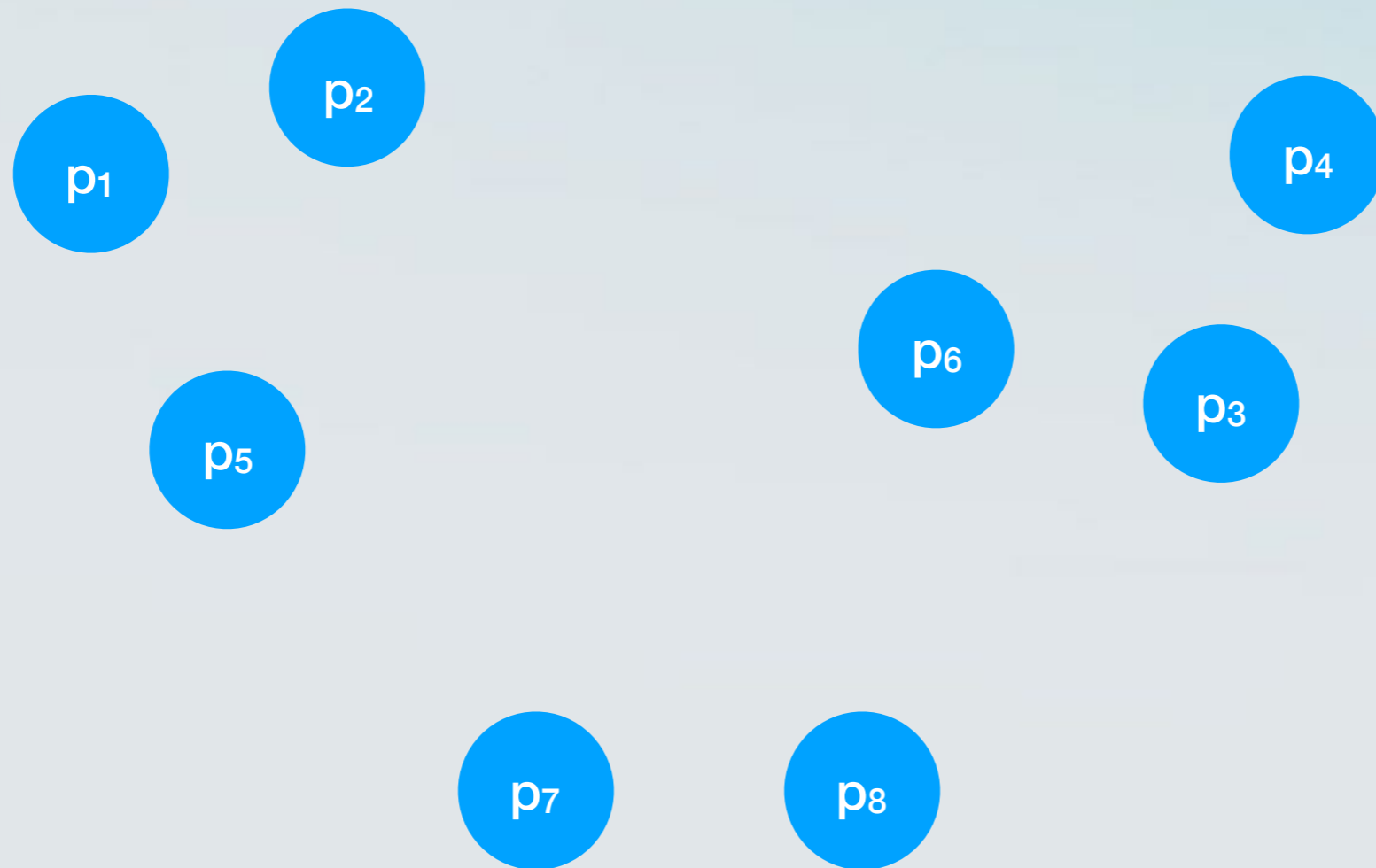
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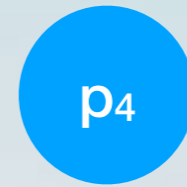
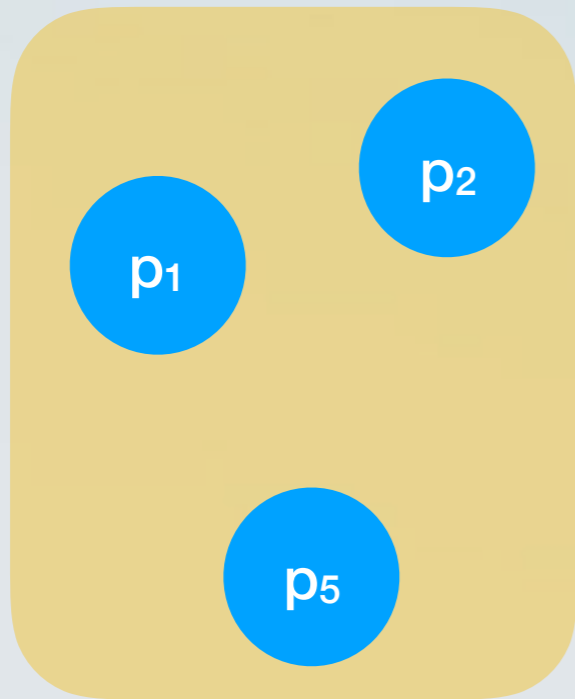
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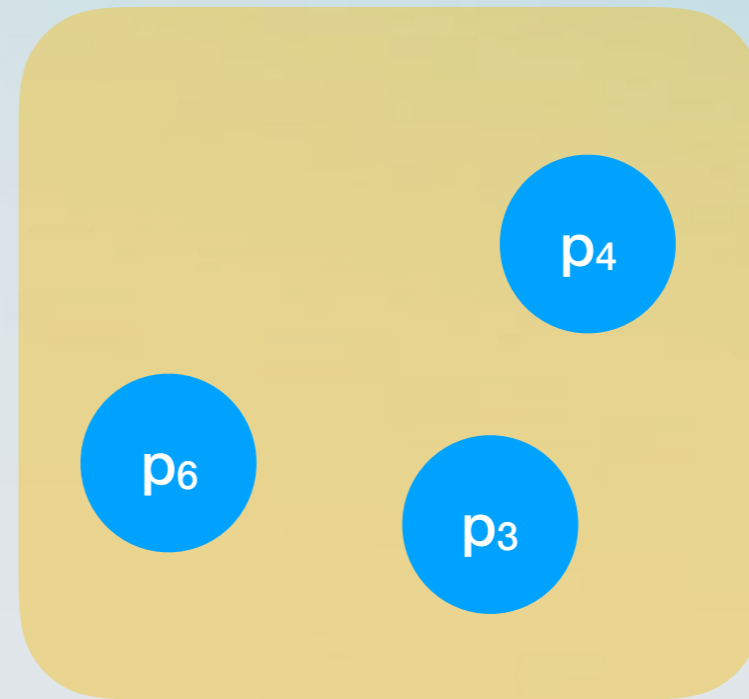
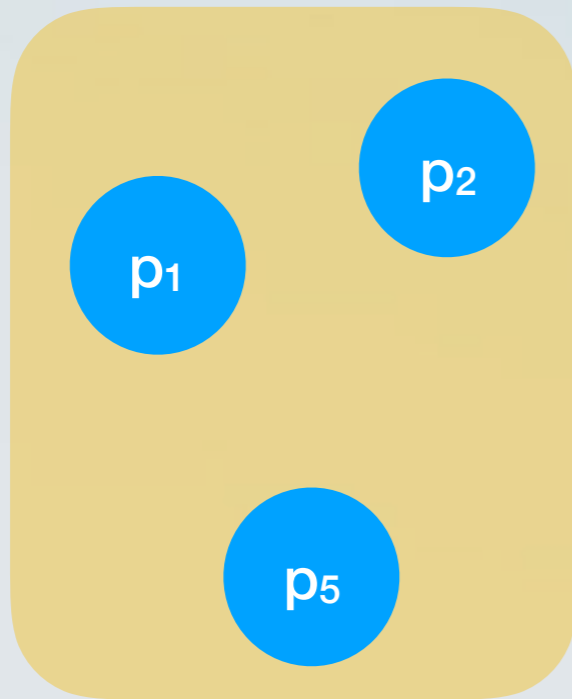
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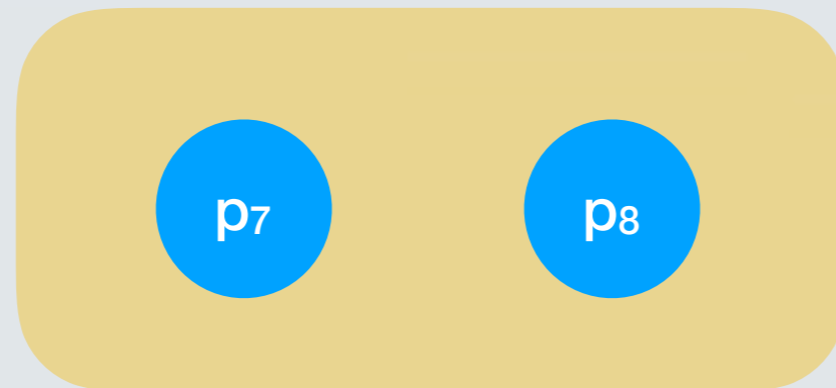
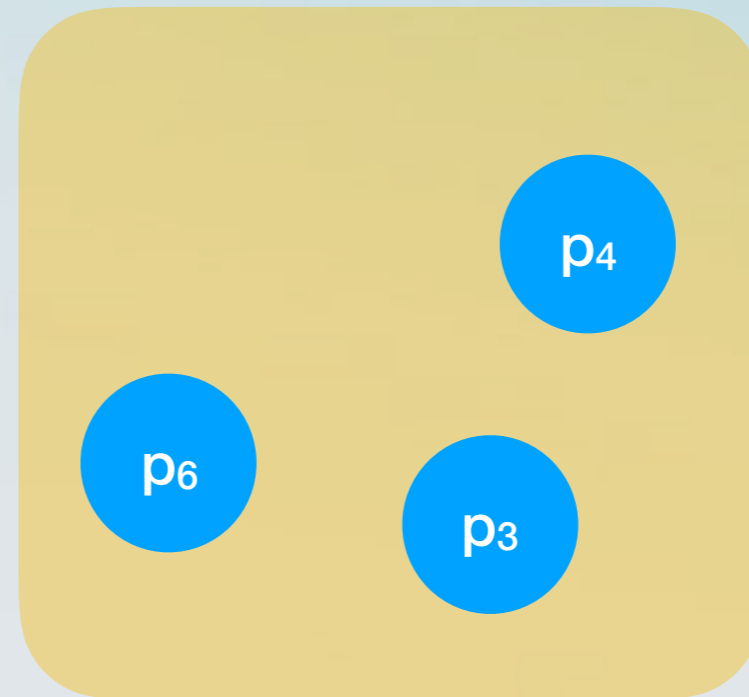
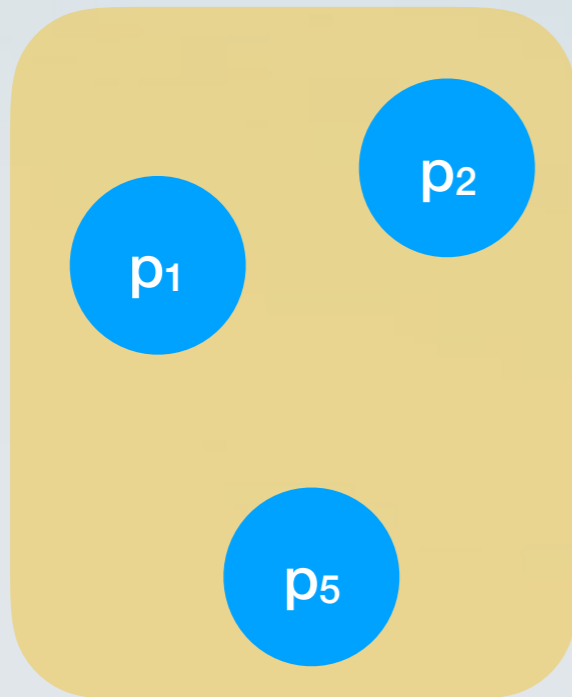
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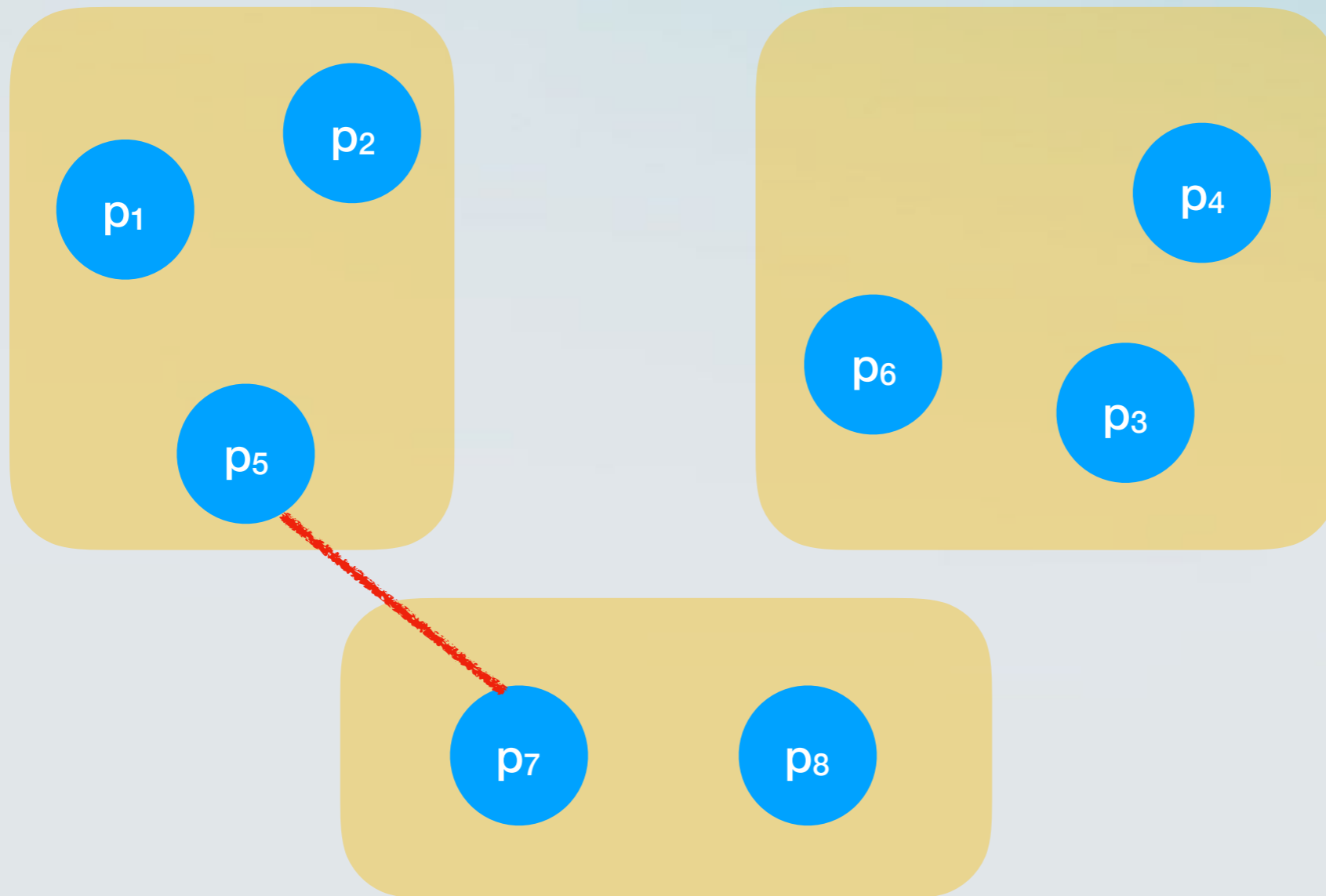
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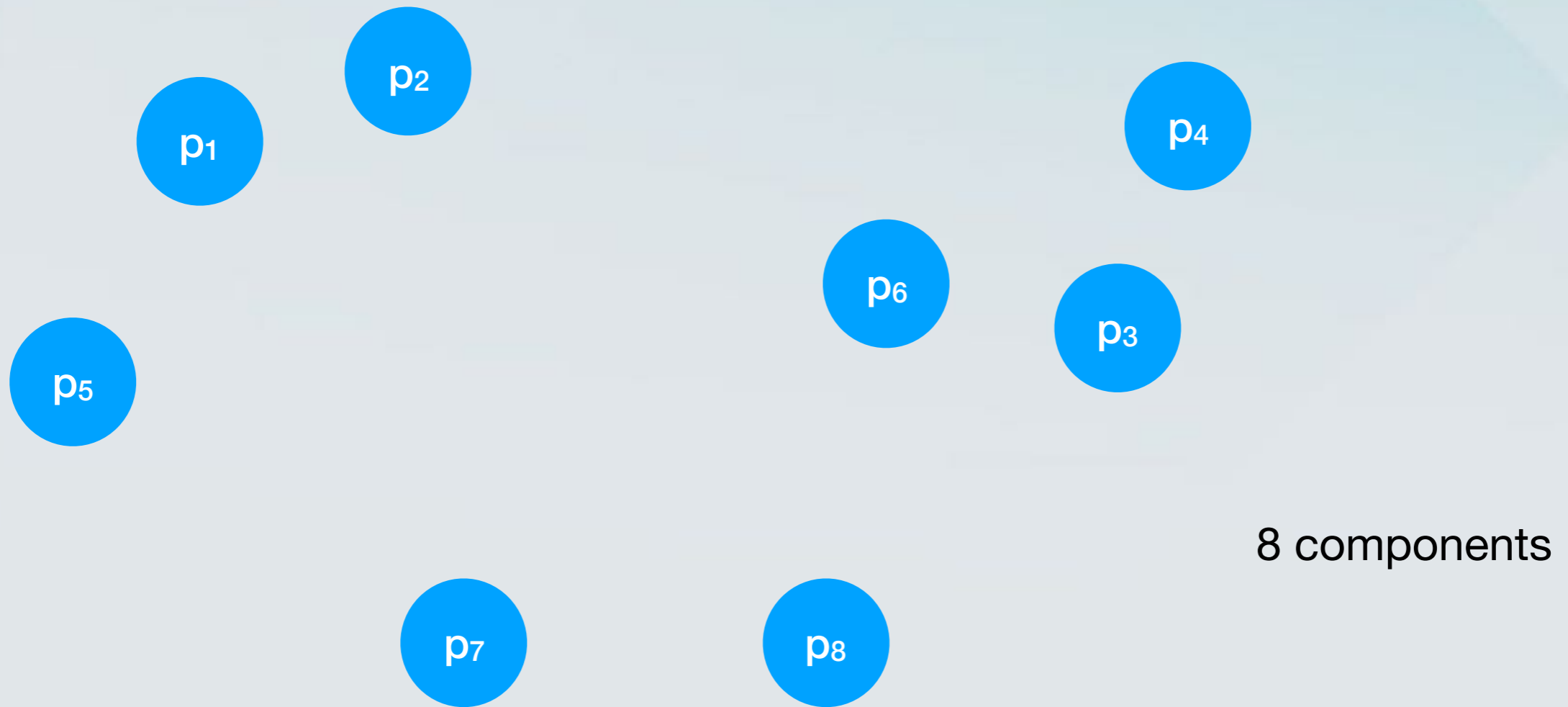
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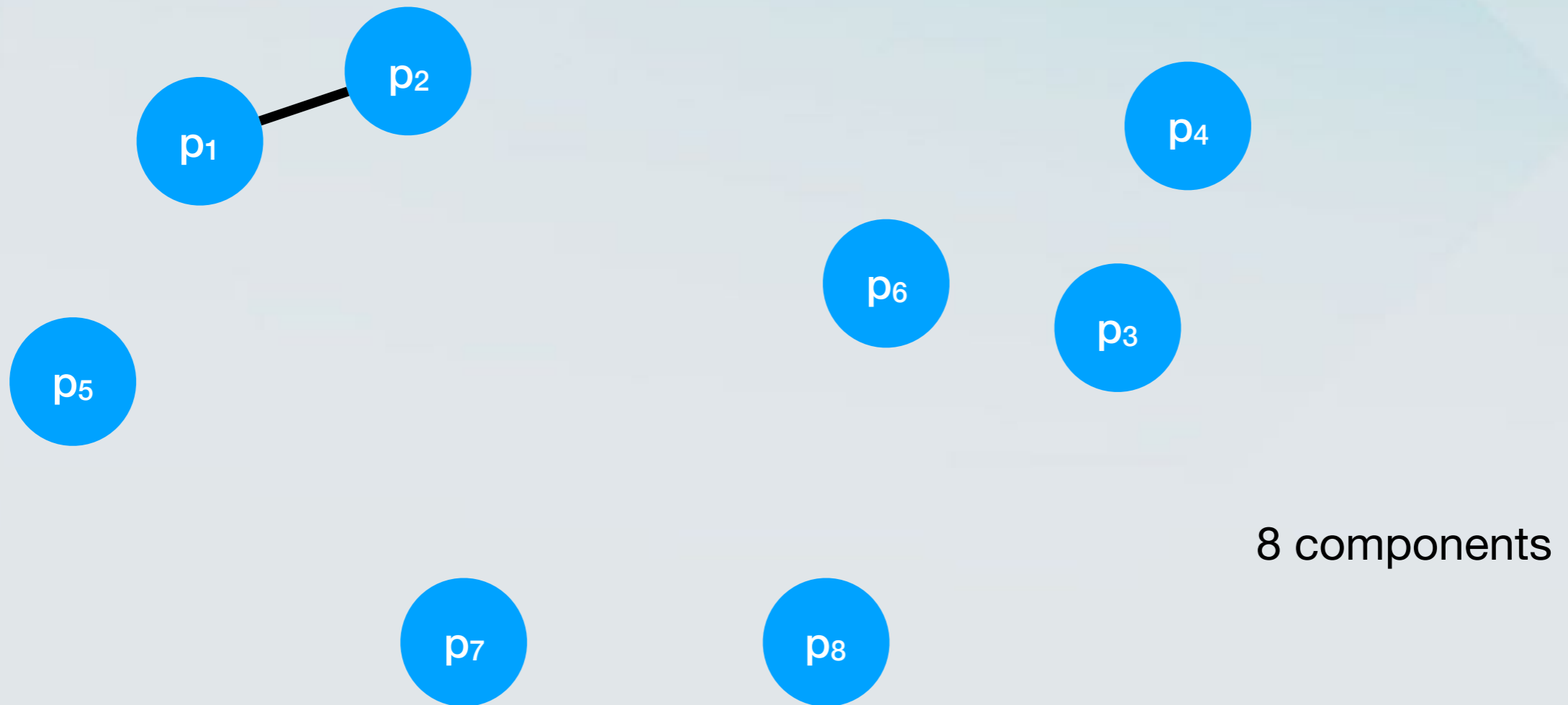
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- Continue like this until we obtain  $k$  clusters.
- If the edge  $e$  under consideration connects two objects  $p_i$  and  $p_j$  already in the same component, skip it.

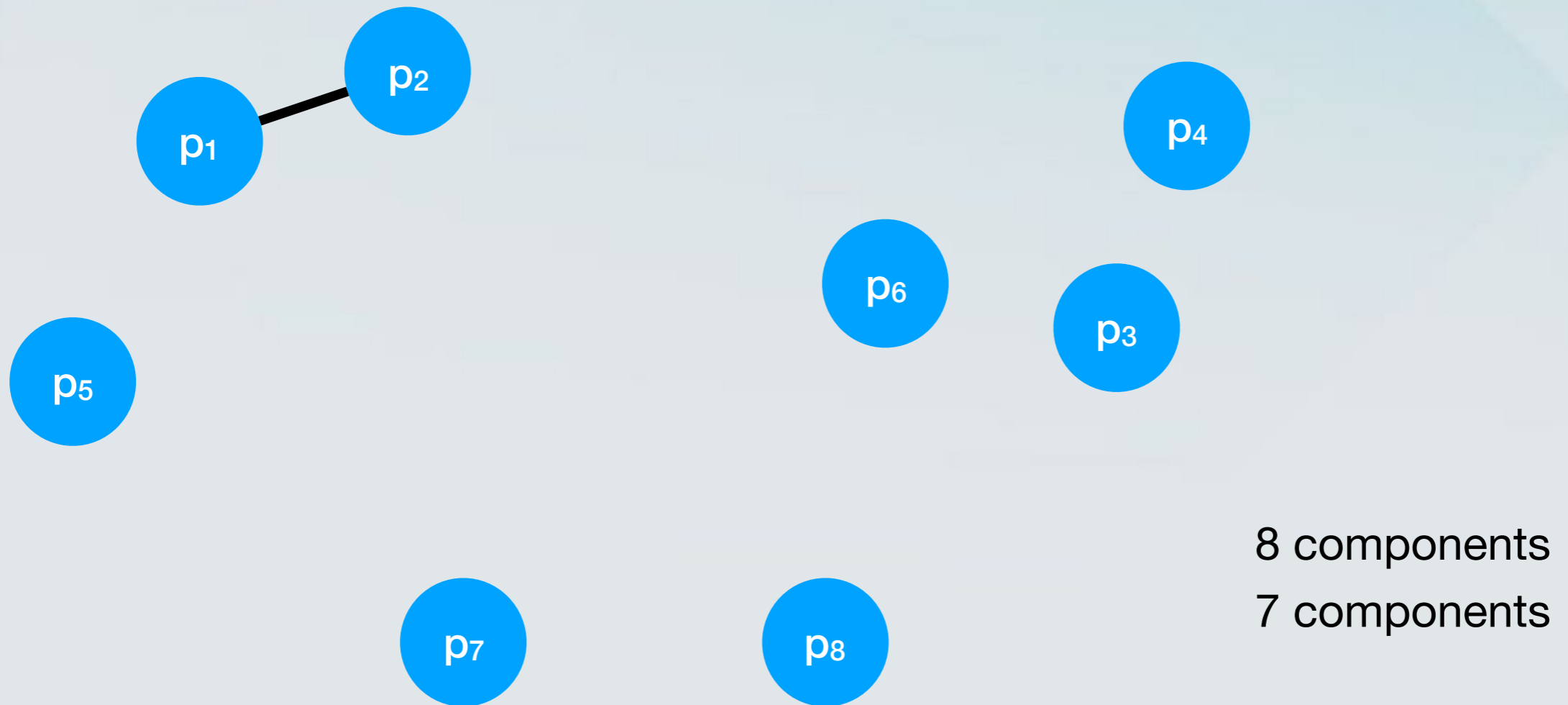
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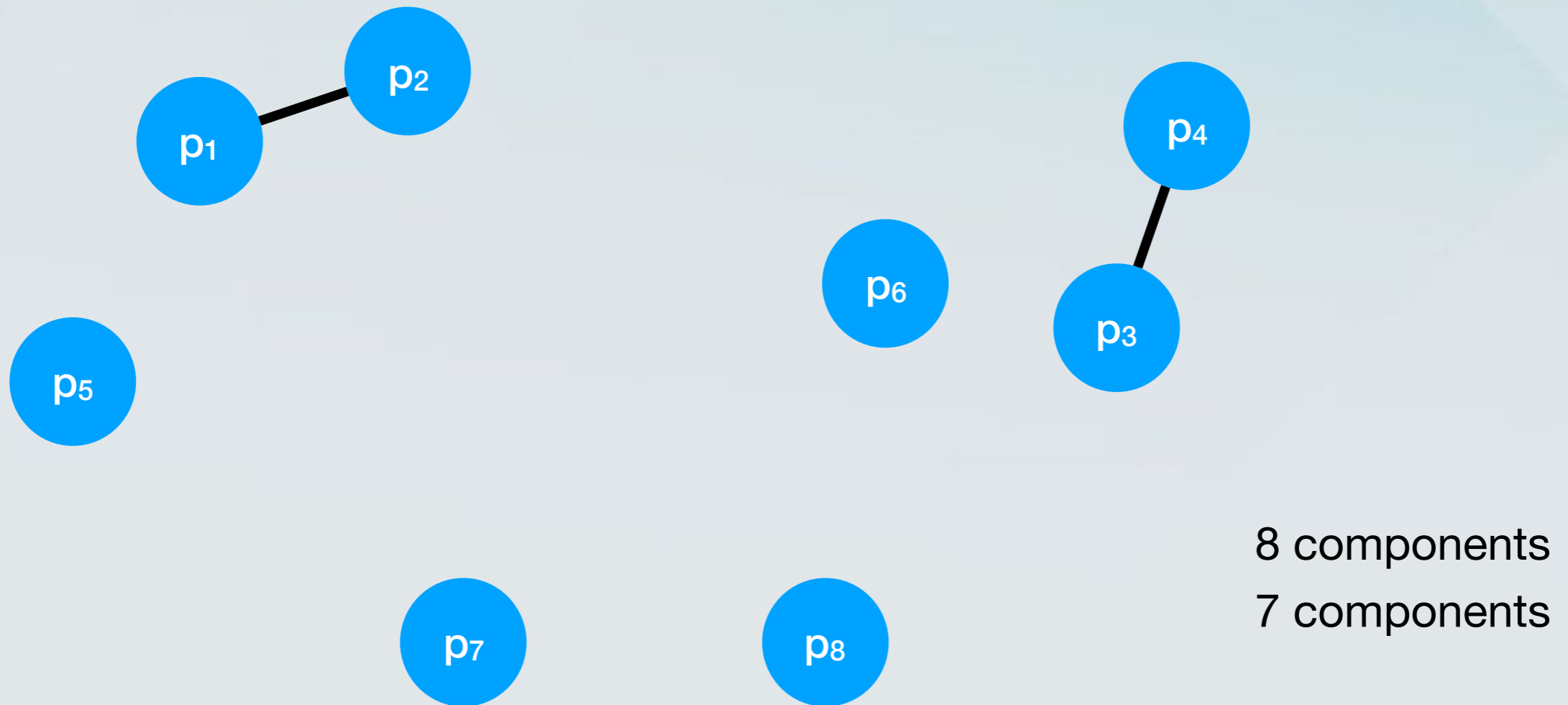


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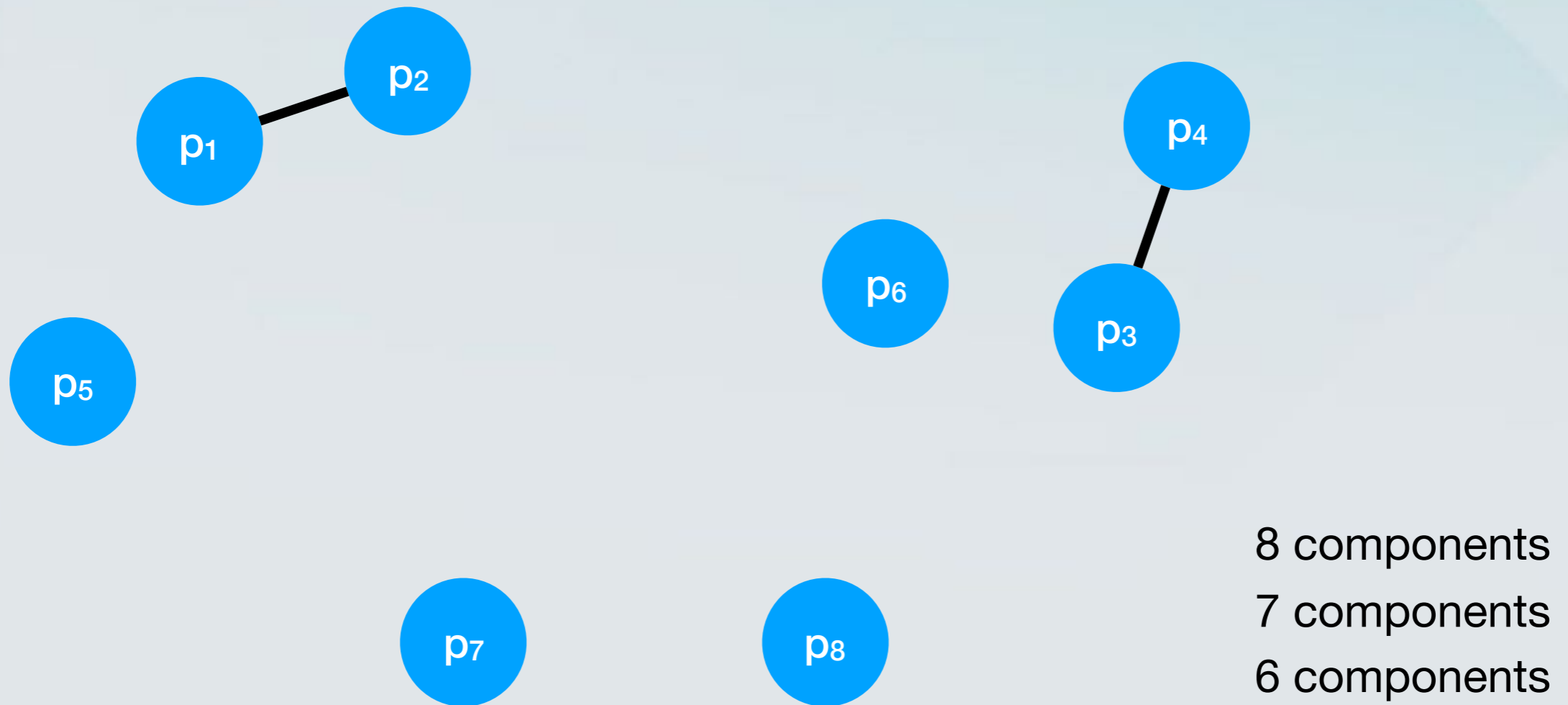




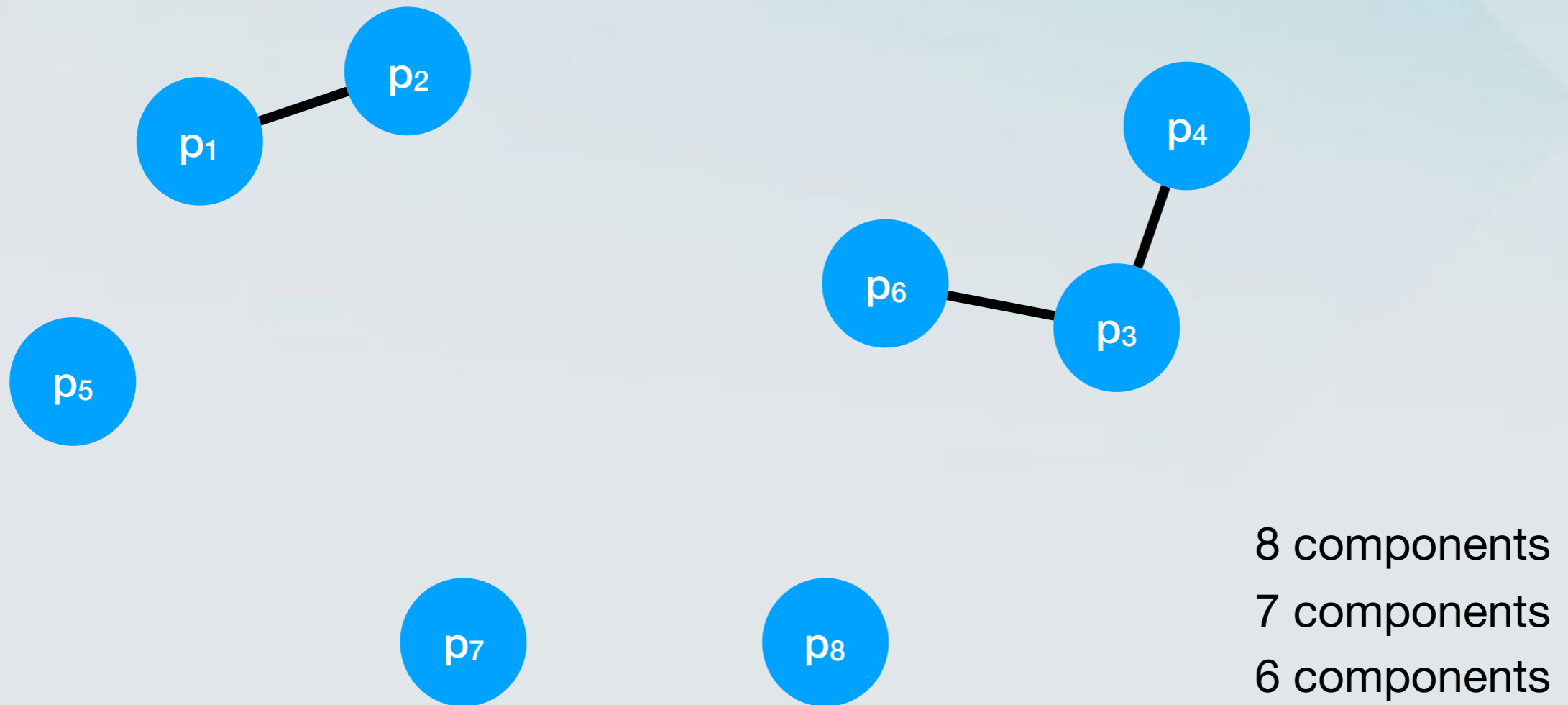
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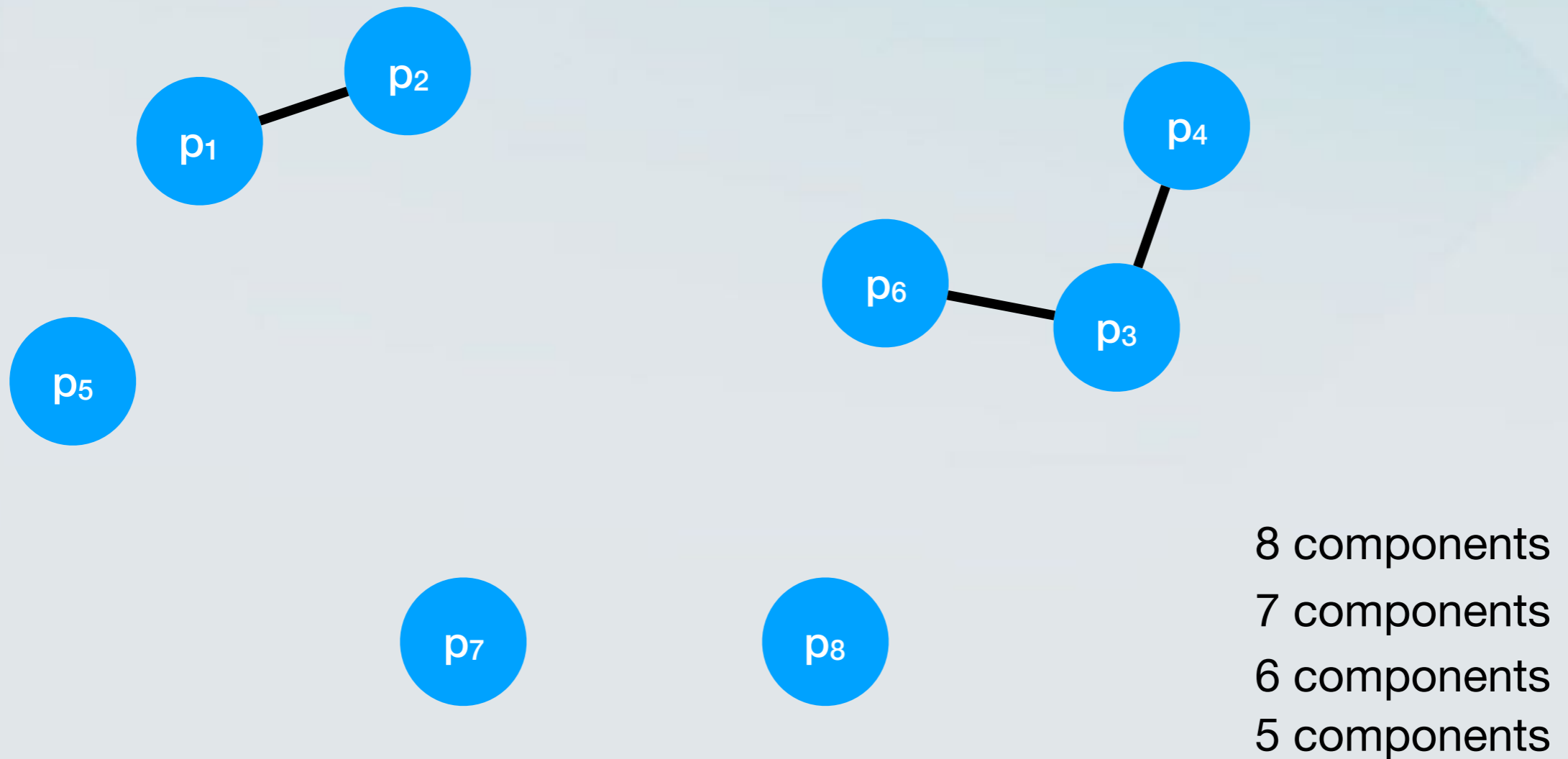
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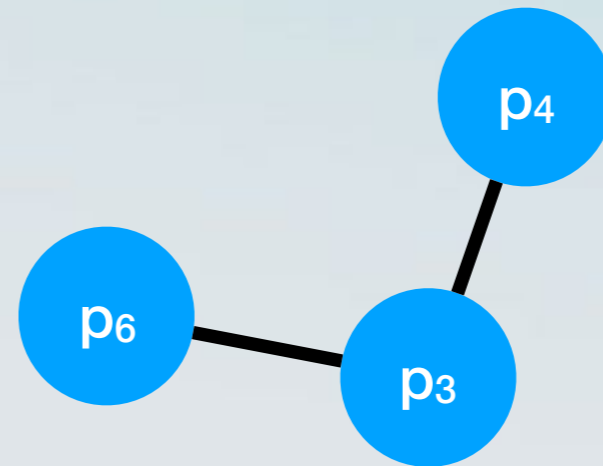
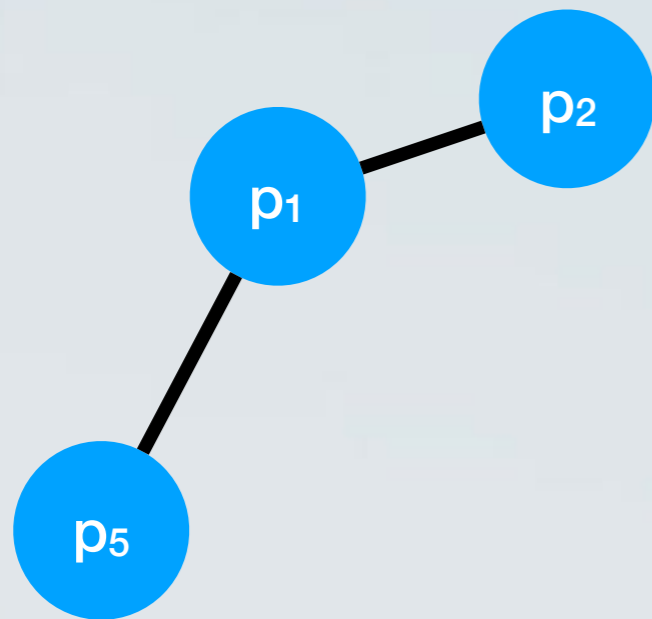
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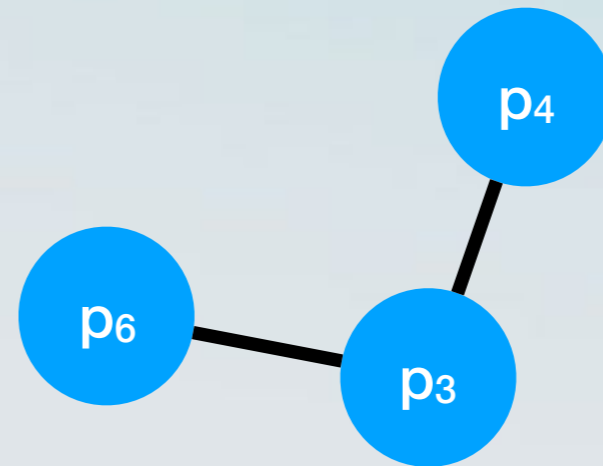
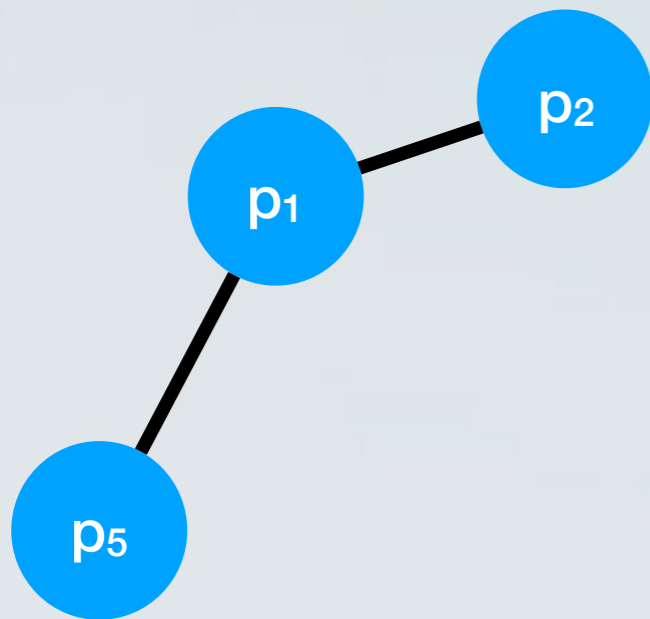


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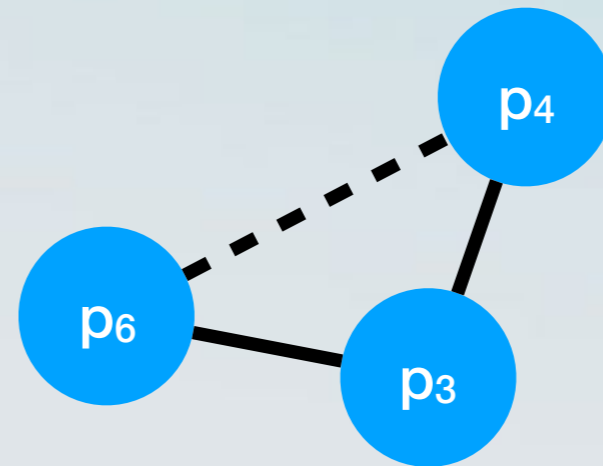
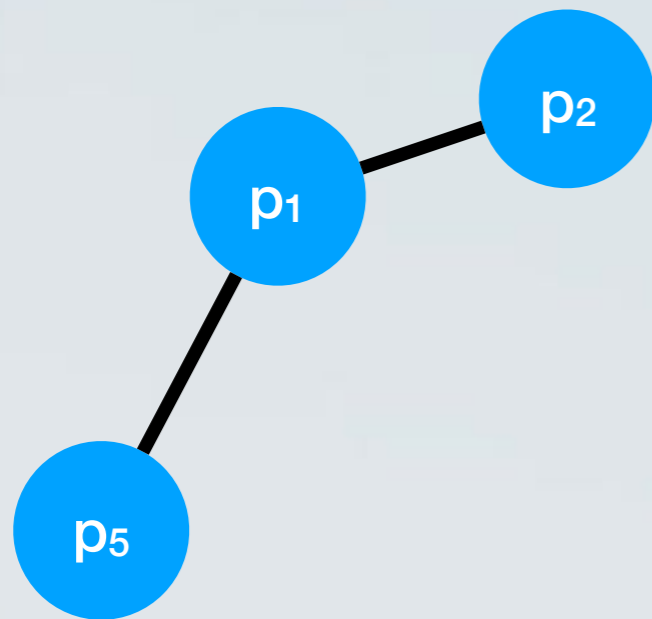
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7 components  
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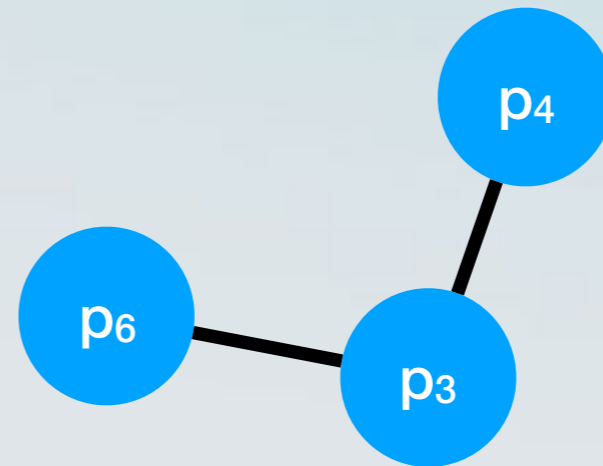
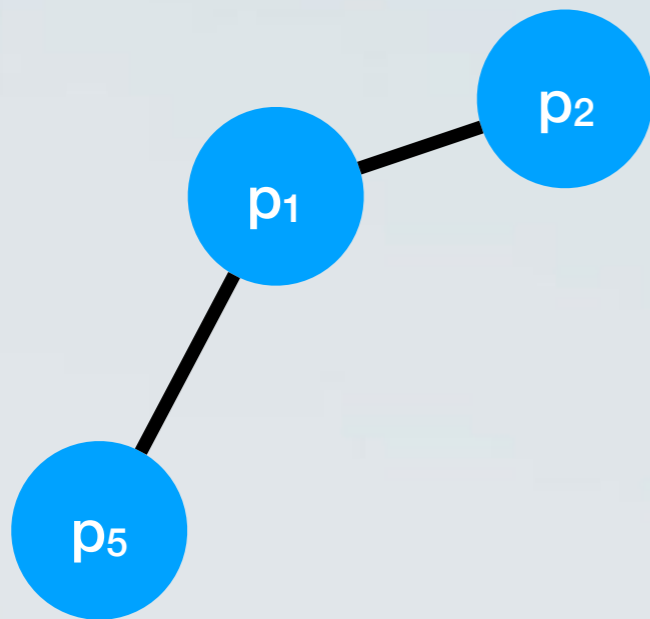
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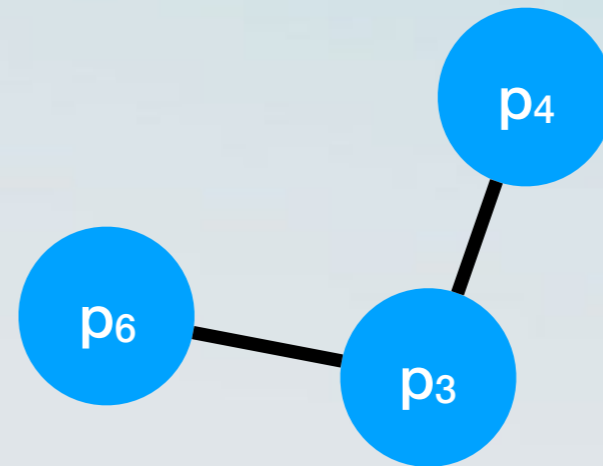
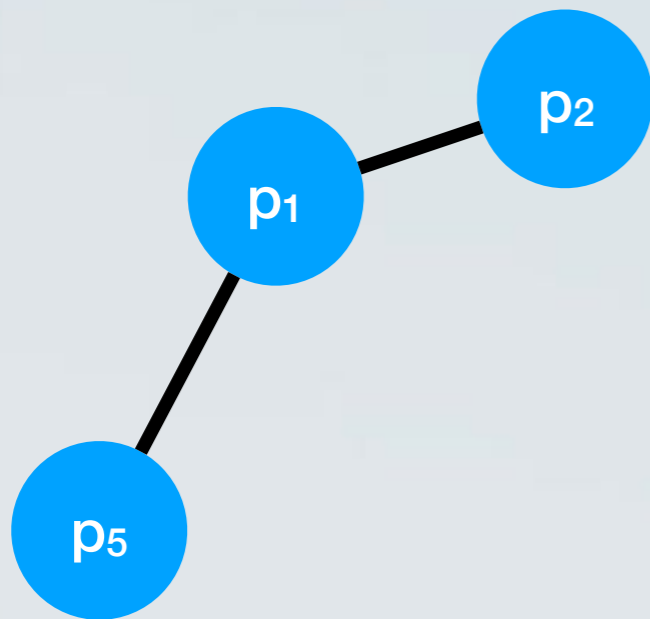
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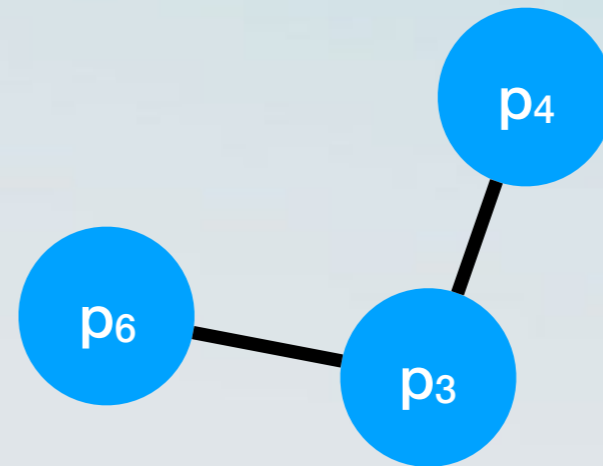
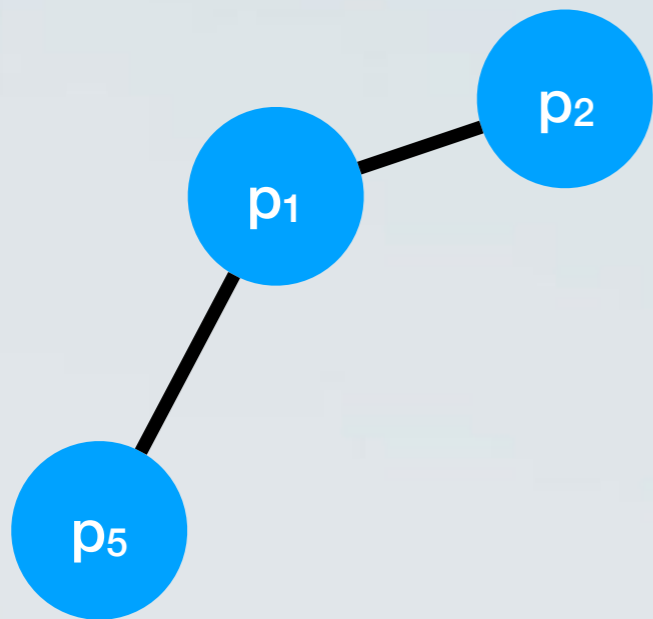


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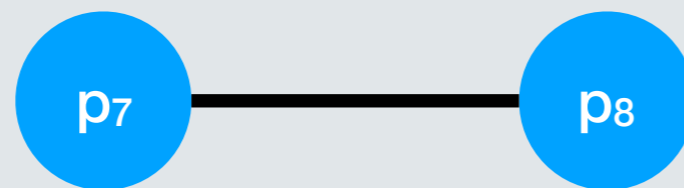
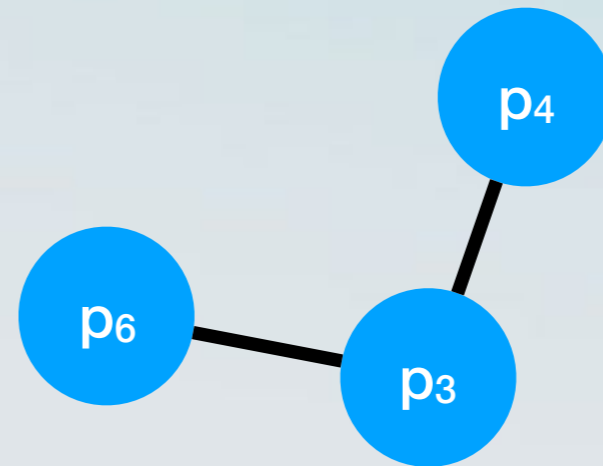
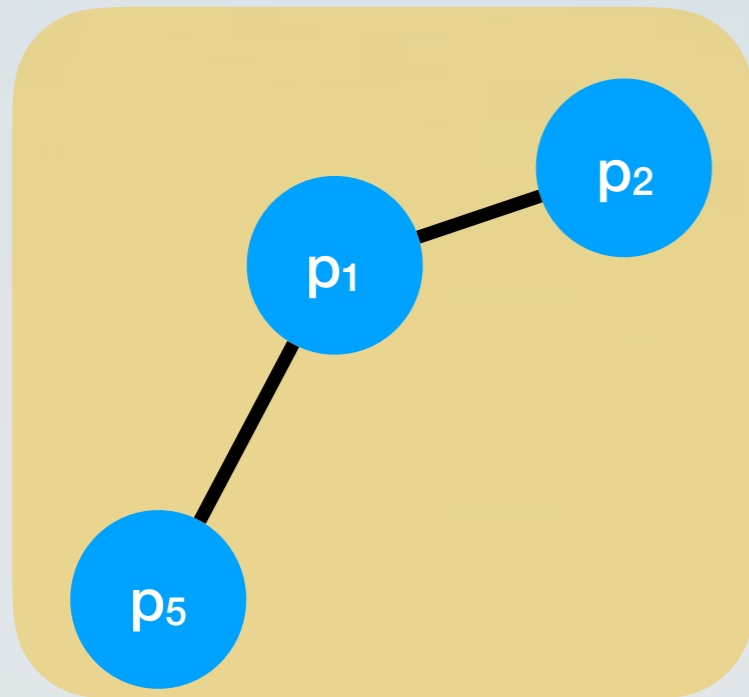
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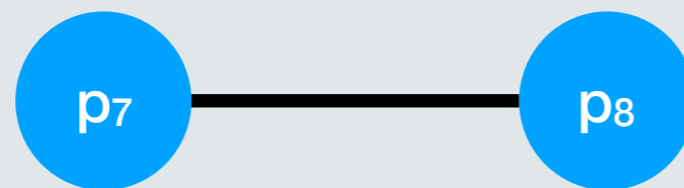
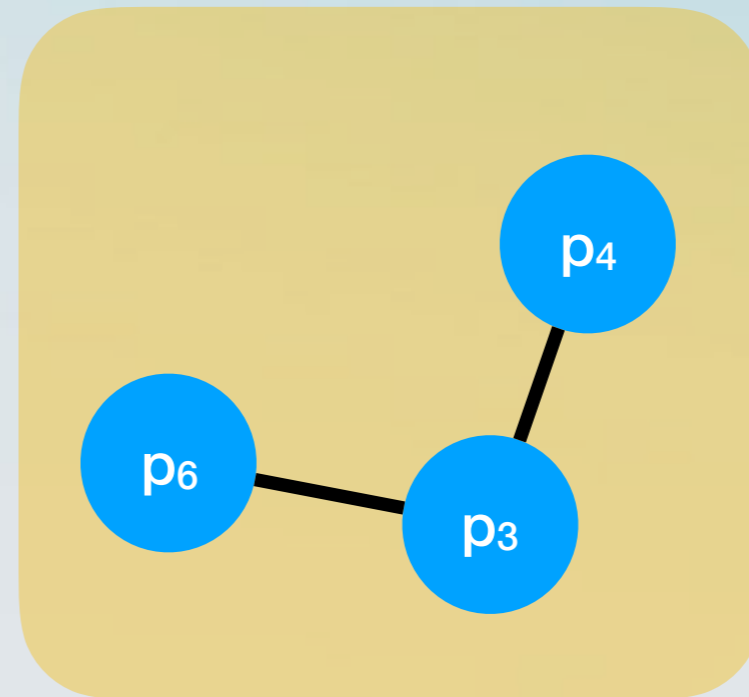
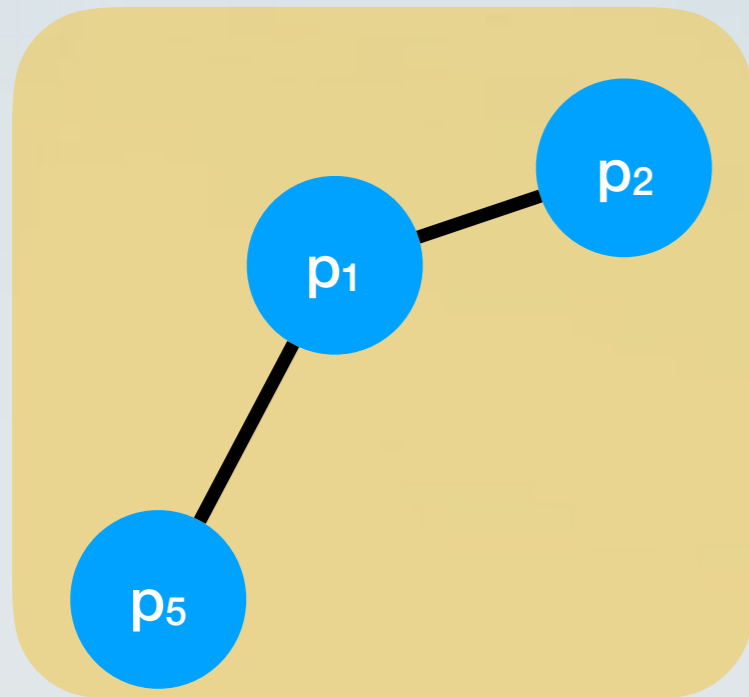
3 components

# Clustering (concretely)



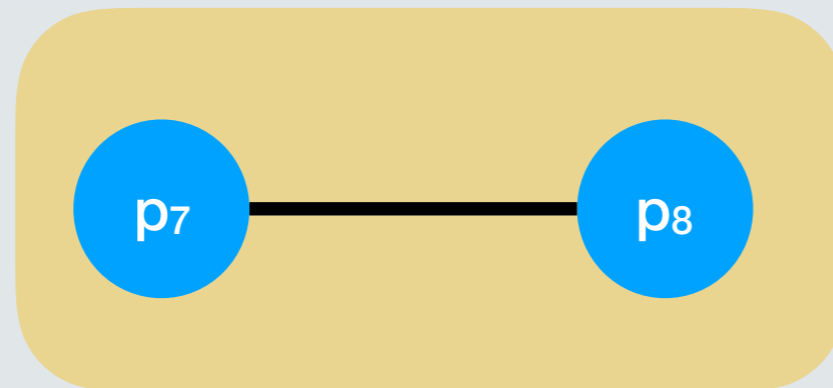
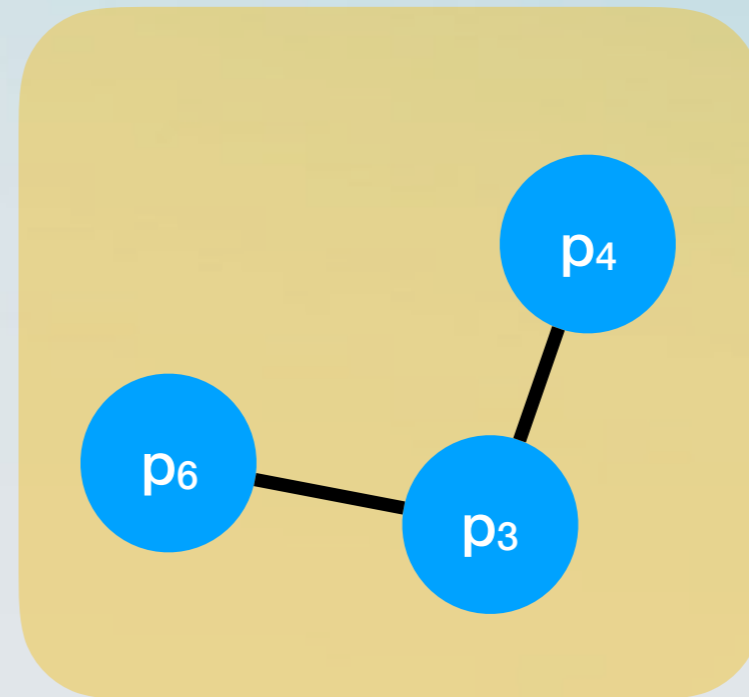
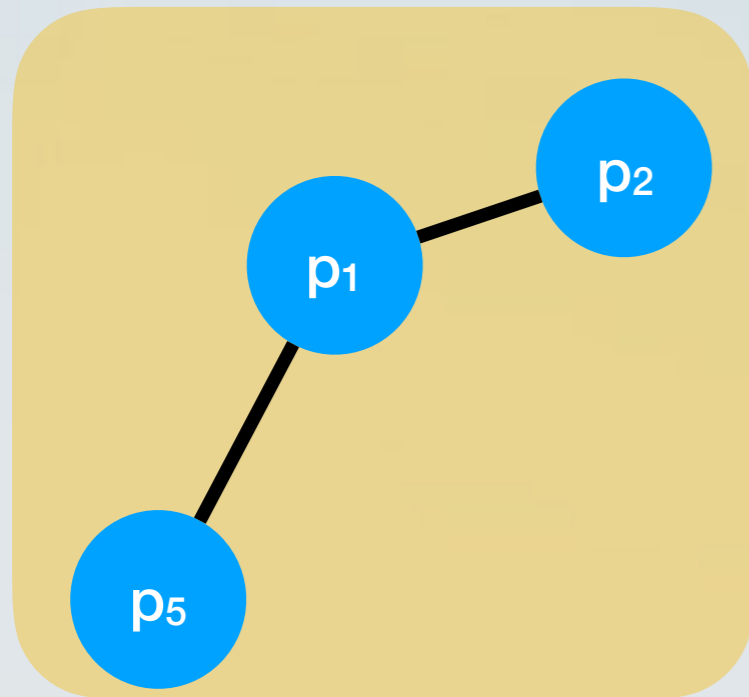
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# Correctness

- **Lemma:** Let  $C_1, C_2, \dots, C_k$  be the  $k$  connected components formed by deleting the  $k-1$  most expensive edges from a minimum spanning tree  $T$ .

These are a  $k$ -clustering of maximum spacing.

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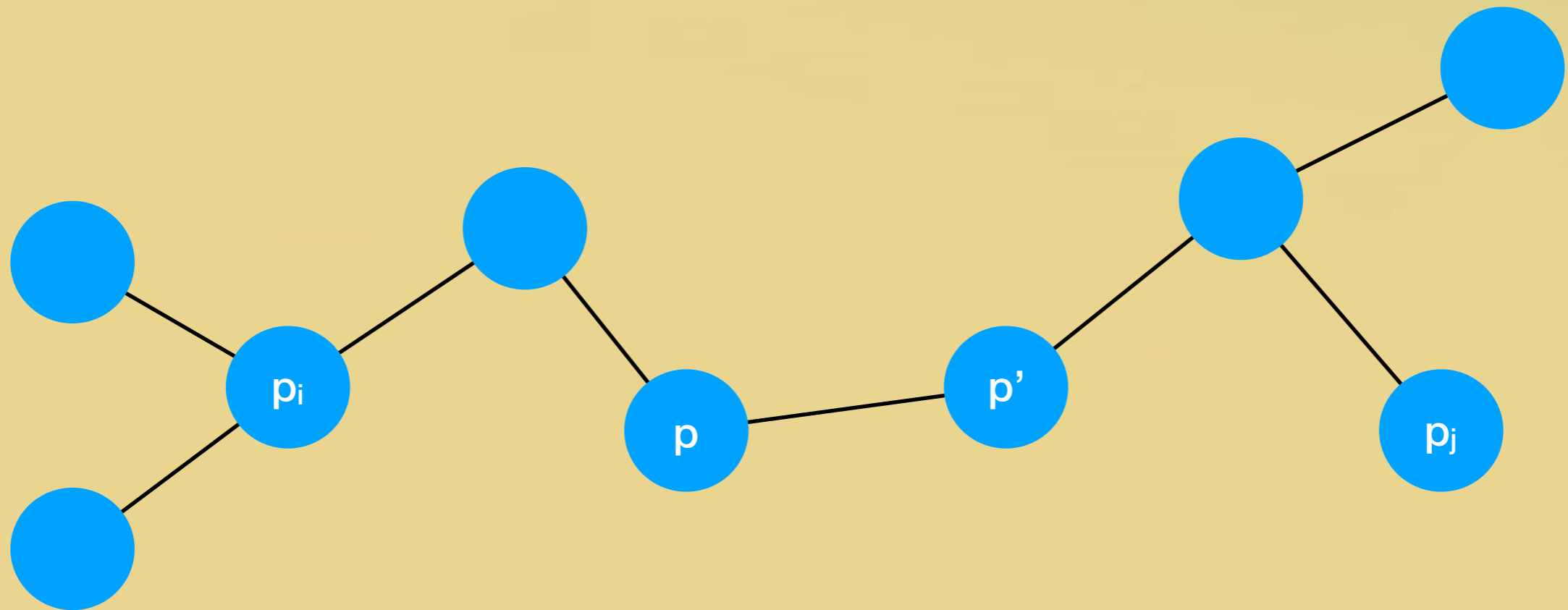
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  - Let  $C'_i$  and  $C'_j$  denote these clusters respectively.



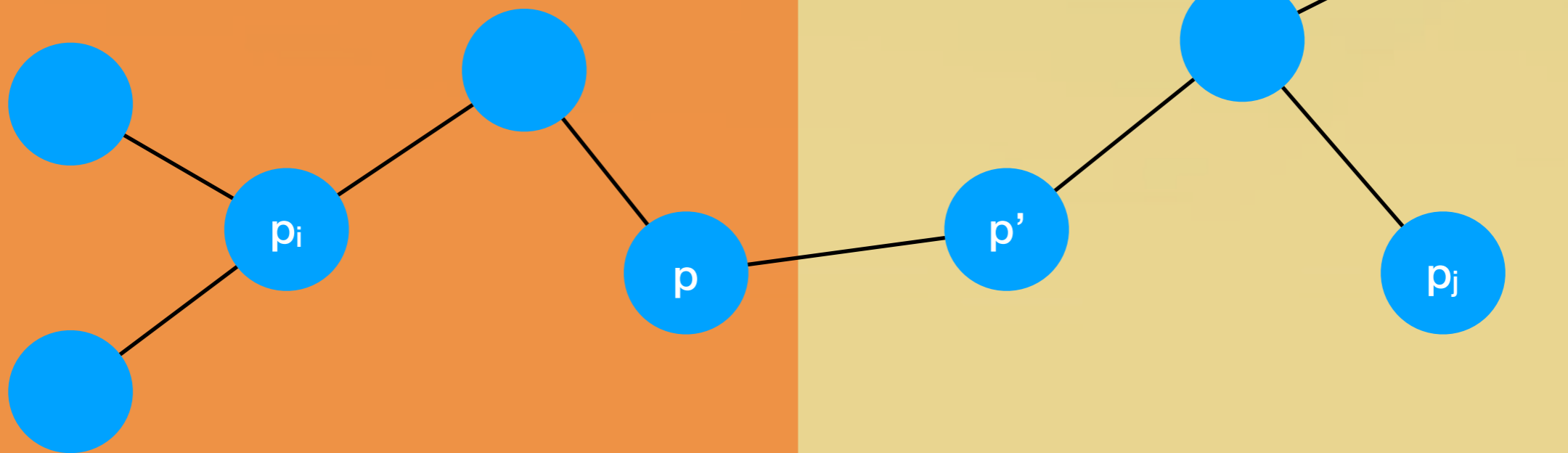
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$C_r$



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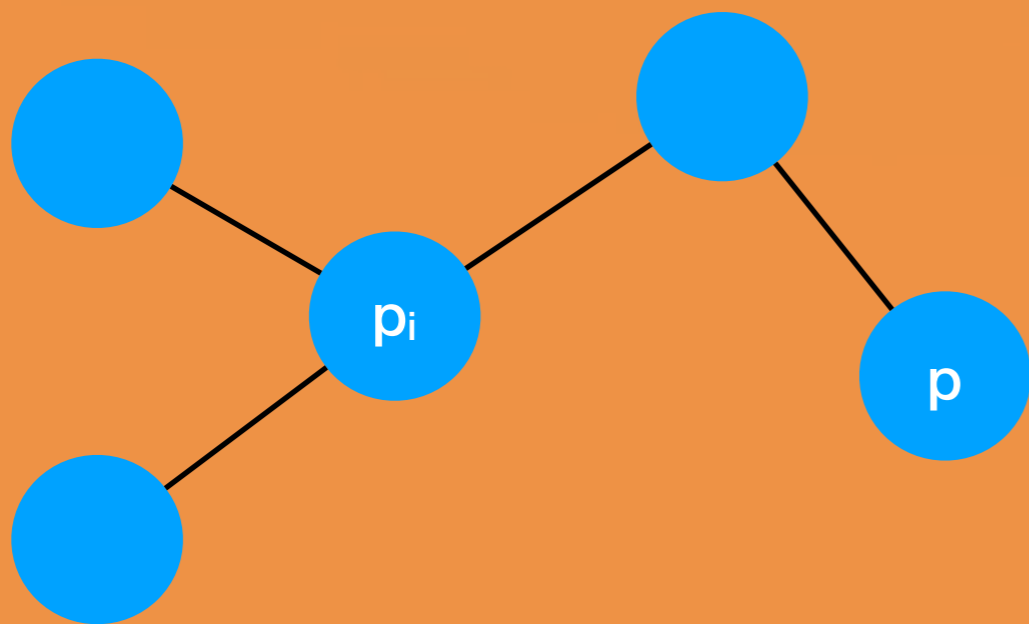
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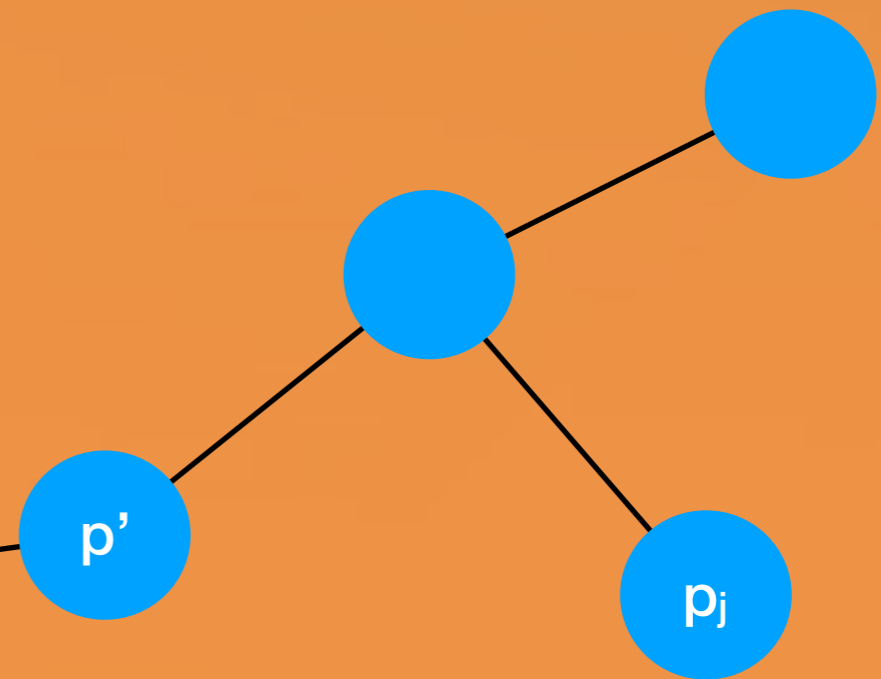
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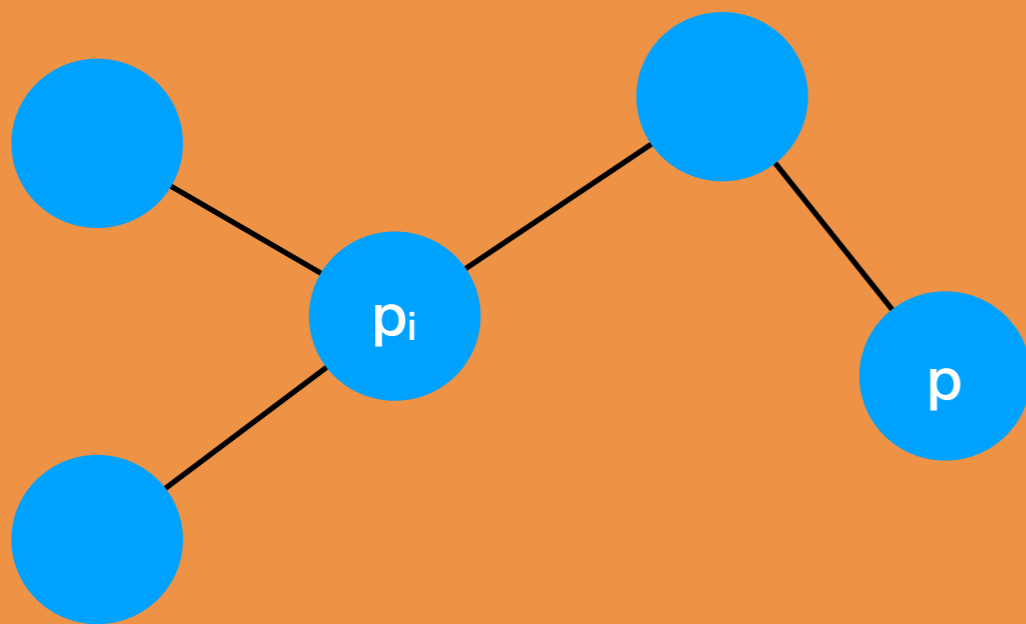
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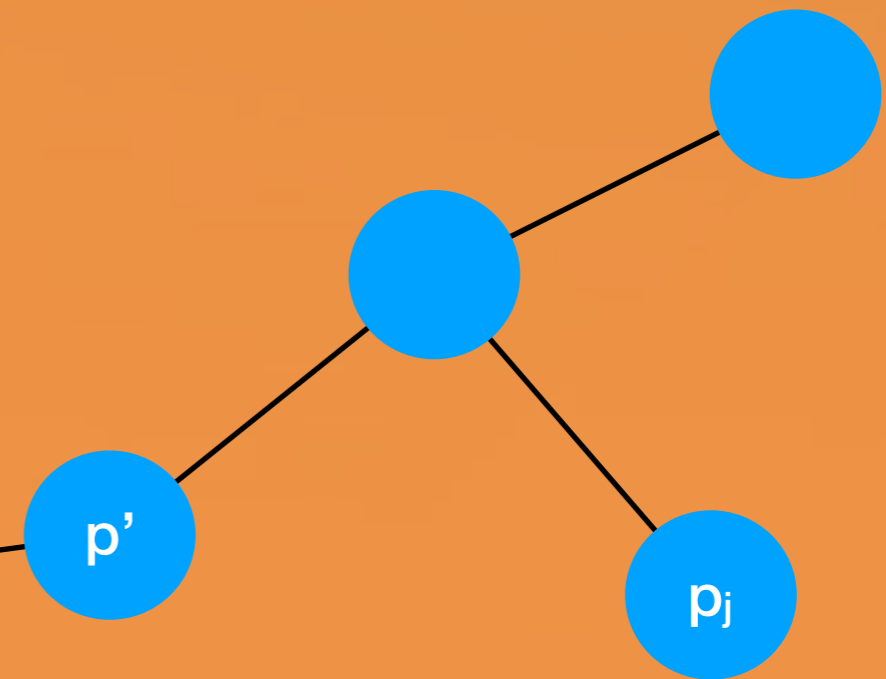
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  - The spacing of  $C'$  is not smaller.

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