

**Broutin, Nicolas; Devroye, Luc; McLeish, Erin**

**Note on the structure of Kruskal's algorithm.** (English) Zbl 1219.05181  
*Algorithmica* 56, No. 2, 141-159 (2010).

Let  $G = (V, E)$  be a connected edge-weighted graph and let  $(V, F)$  be its minimal spanning tree constructed by Kruskal's algorithm [*J.B. Kruskal jun.*, "On the shortest spanning subtree of a graph and the traveling salesman problem," *Proc. Am. Math. Soc.* 7, 48-50 (1956; [Zbl 0070.18404](#))]. We capture the evolution of the spanning forest from  $(V, \emptyset)$  to  $(V, F)$  by a rooted binary tree  $R$  with leaves in  $V$  and internal nodes in  $F$ . Let  $h(G)$  denote the height of  $R$ . In case of Prim's algorithm we would have  $h(G_n) = n - 1$  for every connected graph  $G_n$  on  $n$  vertices. In case of Kruskal's algorithm there is a constant  $c > 0$  such that the probability of  $h(G_n) \geq cn$  tends to 1 for  $n \rightarrow \infty$ , and therefore the expected value of  $h(G_n)$  is in  $\Theta(n)$ , for three choices of random edge-weights:

- (1)  $G_n$  is a complete graph on  $n$  independently uniformly distributed random points in  $[0, 1]^d$  and the edges are weighted by the Euclidean distance,
- (2)  $G_n$  is a complete graph on  $n$  vertices and the edge-weights are independently uniformly distributed in  $[0, 1]$ ,
- (3)  $G_n$  is the Cartesian product of  $d$  paths  $P_k$ ,  $n = k^d$ , and the edge-weights are independently uniformly distributed in  $[0, 1]$ .

Reviewer: [Haiko Müller \(Leeds\)](#)

#### MSC:

- [05C85](#) Graph algorithms (graph-theoretic aspects)
- [05C80](#) Random graphs (graph-theoretic aspects)
- [68R10](#) Graph theory (including graph drawing) in computer science

#### Keywords:

[random tree](#); [minimal spanning tree](#); [Kruskal](#); [height](#); [random graph](#); [percolation](#)

**Full Text:** [DOI](#)

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