

Low stretch spanning tree.

Graph distance: G (un)weighted.

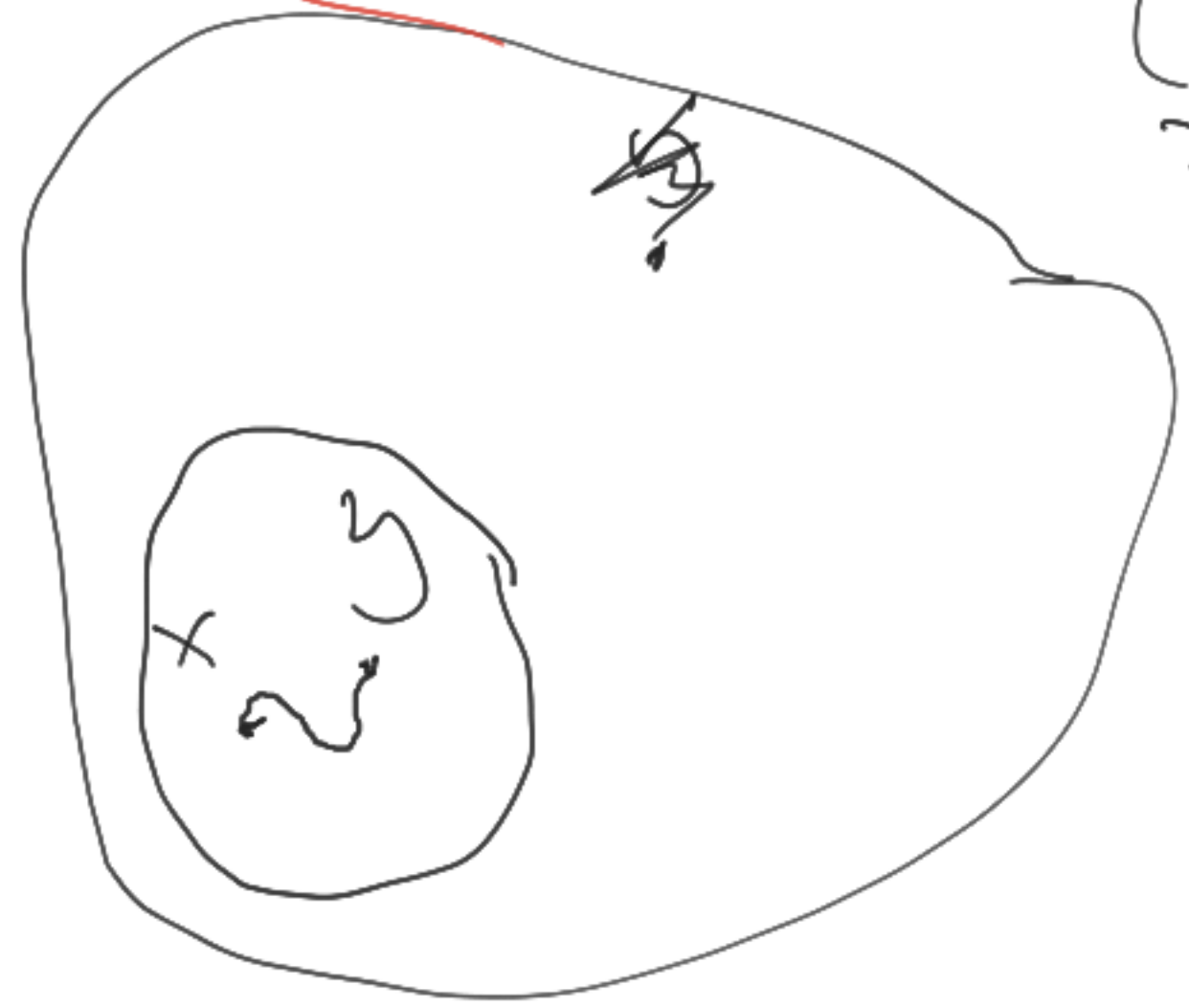
distance $d(x, y) = \min_{\text{paths}} \sum \text{edge weights}$
for all edges in path

Dijkstra's Algo

from x to y

compute ~~shortest~~ path from v to w
(if G has non-negative weights).

Q: Graph is unweighted \rightarrow True.
Can you compute distance $d(x, y)$
in time proportional to $d(x, y)$
 $O(d(x, y))$.

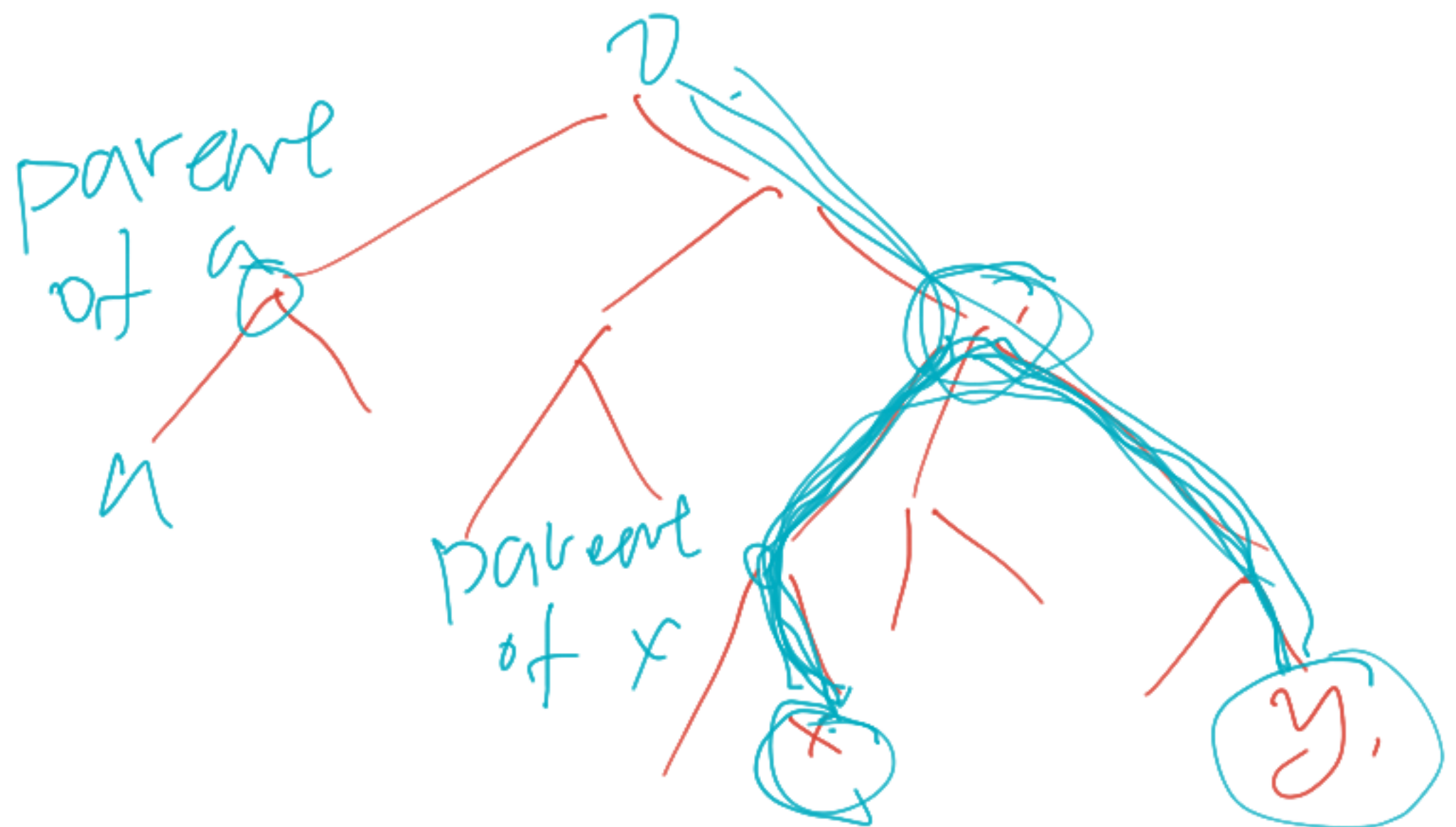


BFS

~~X~~

$O(n)$





rooted.

each vertex
knows its
parent in
the tree.



Alternatively find path from x
to root and path from y
to root. $O(d(x, y))$

General Graph

IDEA: Process general graph,

produce a tree s.t.

distance with in the tree

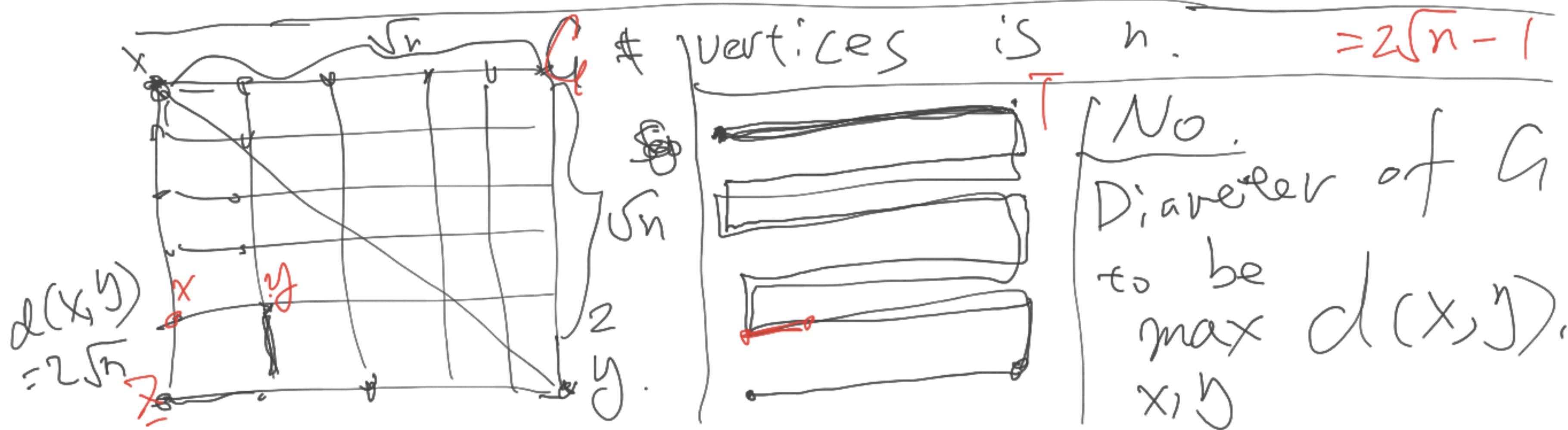
is close to the general graph.

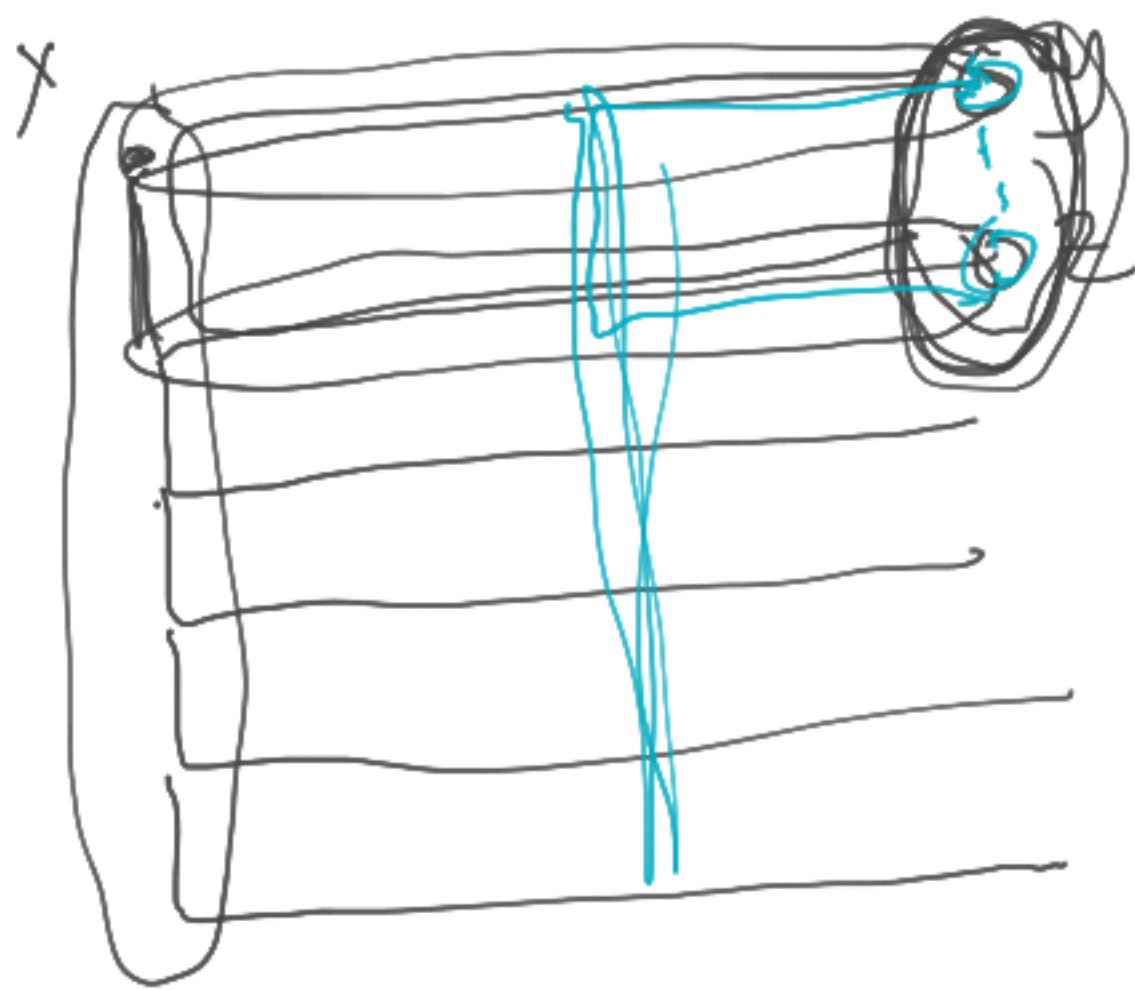


Goal: Find a spanning tree of G

st for "most" vertex pairs (x, y)

$$d_T(x, y) \approx d_G(x, y) \stackrel{\text{Stretch}(x, y)}{=} 1 \stackrel{\text{Stretch}(x, z)}{=} 1$$



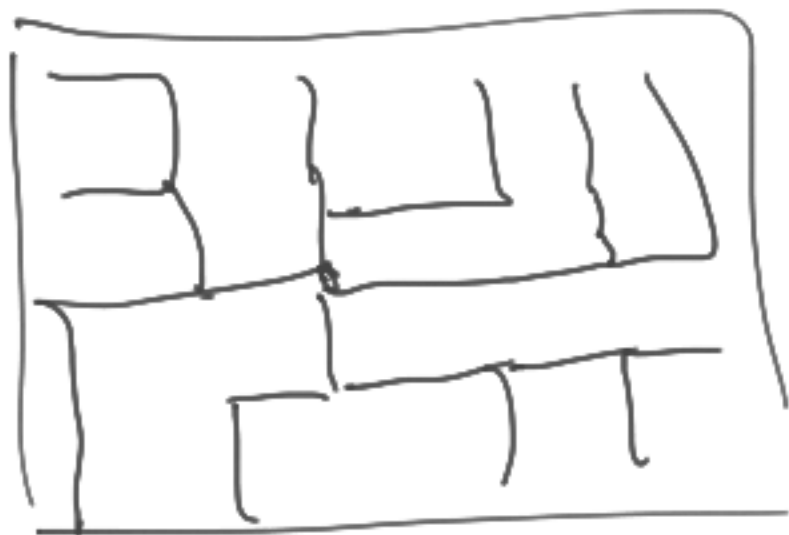


$$\text{diameter}(T) = O(\sqrt{n})$$

$$d_T(y, z) = 2\sqrt{n}$$

$$d_H(y, z) = ?$$

For grid graph: shortest path from a random vertex



Def (stretch), G , spanning tree T ,

G is unweighted, T connected.

Stretch (u, v) = length between u
and v in T .

(u, v) is an
edge of G

G is weighted
Stretch (u, v) = $\frac{\text{Dist}_{T,w}(u, v)}{w(e)}$.

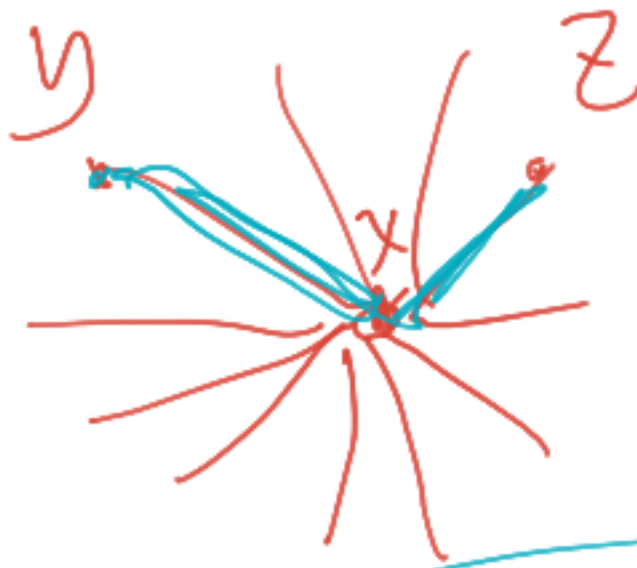
Complete graph.



n vertices
 $\binom{n}{2}$ edges.

$$M \leq \text{Stretch}(G) \leq 2 \cdot m$$

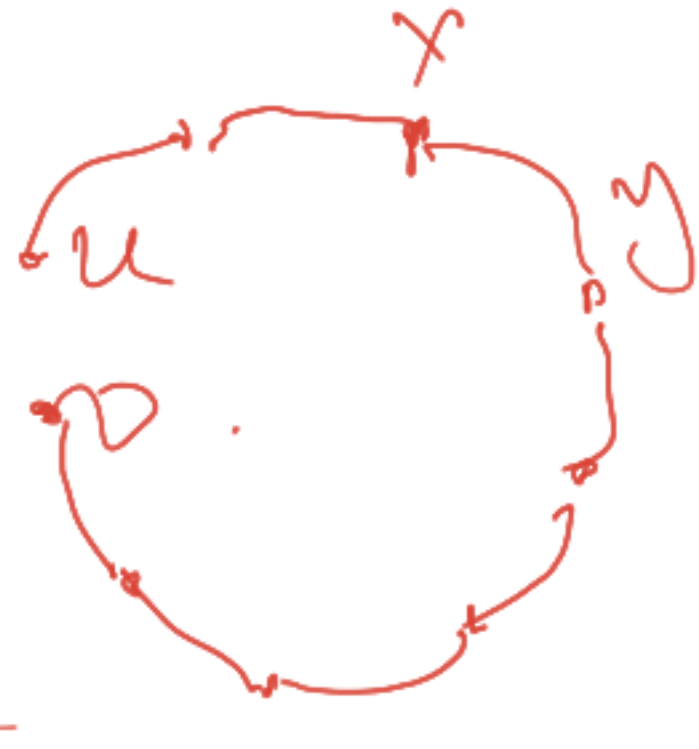
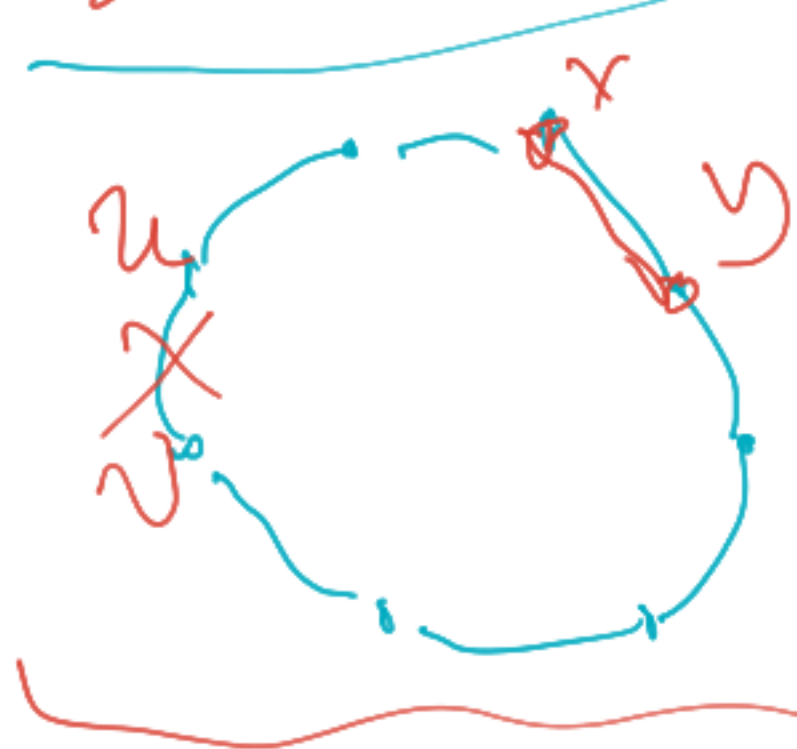
$$\text{Stretch}(x, y) = 2 \quad \begin{matrix} \uparrow \\ \# \text{ edges} \end{matrix}$$



$$\text{Stretch}(y, z) = 2.$$

$$M \leq \text{Stretch}(G) \approx 2M.$$

$$\text{Stretch}(x, y) = ?$$



$$\text{Stretch}(u, v) = n-1$$

Not all the edges
 have good stretch.

Def total stretch: $G = (V, E)$
 $Stretch_T(G) = \sum_{e \in E} Stretch_T(e).$

Goal: Construct spanning tree
~~with~~ with small stretch
ideally $O(m)$.

Best

$$O(m \log n \cdot \log \log n)$$

Polynomial Algorithm.

$$\exists \text{ graph stretch} \geq \Omega(m \log n)$$

Next

Lecture

$$O(m \cdot \sqrt{\log n})$$

~~1.01~~