

Time Complexity

initialization $O(1)$ or $O(n)$

initialize
the PQ to
have space
for all n
vertices

Each vertex

placed in Q at most once
+ removed at most once

$O(n(T_I(n) + T_E(n)))$
time to
insert in
 Q time
for
extractMax
in Q

For each edge

all constant time except
update (increase Priority)

$O(mT_U(n))$
time to update

Dijkstra's + Prim's Algorithm

Note Title

11/29/2007

Greedy
Tree
Builder

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$$O(n T_I(n) + n T_E(n) + m T_U(n))$$

} Adj List rep.
 }

max # vertices in PQ
 insert extract Max update (increase Priority)

Binary heap

$$T_I(n), T_E(n), T_U(n) \quad O(\log n)$$

Time $O(m \log n)$ assume $m \geq n$

Fibonacci heap

$T_I(n) + T_U(n)$ when increase priority $O(1)$ amortized

WORST-case cost of $O(m + n \log n)$