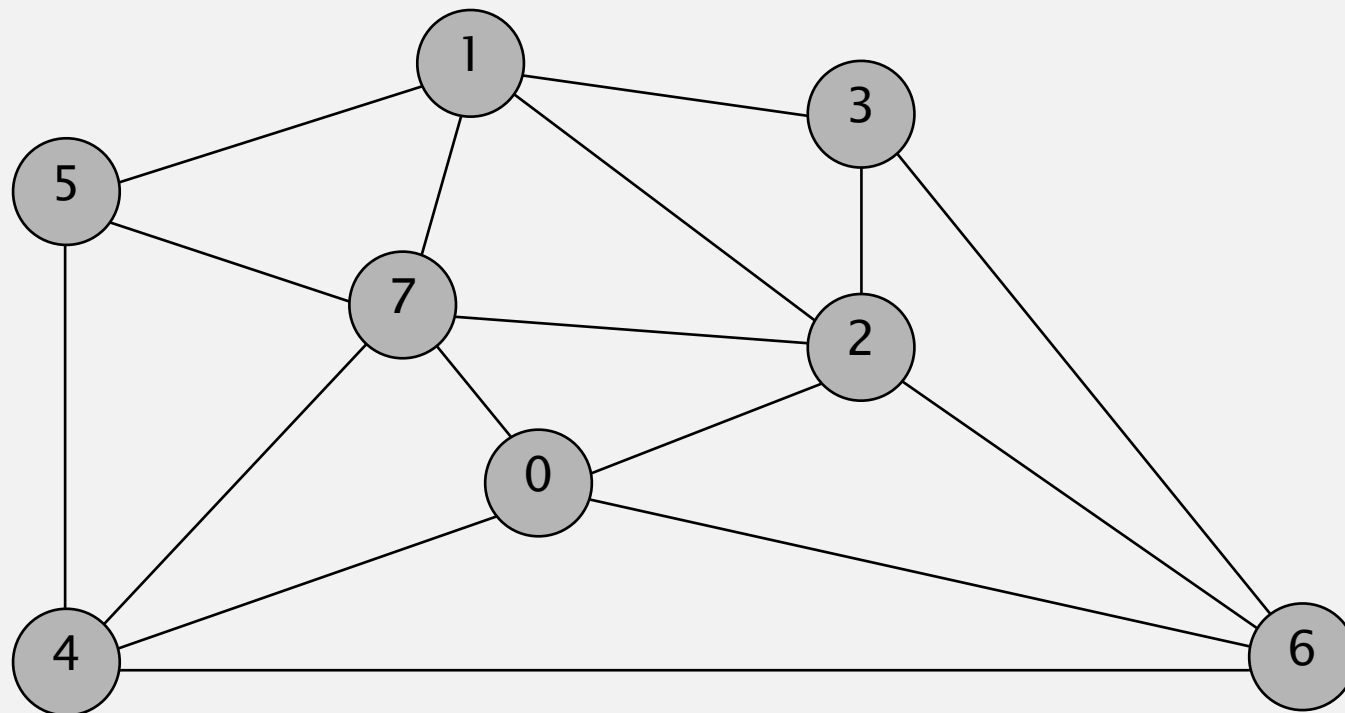


# Prim's algorithm demo

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- Start with vertex 0 and greedily grow tree  $T$ .
- Add to  $T$  the min weight edge with exactly one endpoint in  $T$ .
- Repeat until  $V - 1$  edges.



an edge-weighted graph

0-7	0.16
2-3	0.17
1-7	0.19
0-2	0.26
5-7	0.28
1-3	0.29
1-5	0.32
2-7	0.34
4-5	0.35
1-2	0.36
4-7	0.37
0-4	0.38
6-2	0.40
3-6	0.52
6-0	0.58
6-4	0.93