中国科学技术大学 计算机科学与技术系
University of Science and Technology of China
Department of Computer Science and Technology

算法基础
Foundation of Algorithms

主讲人　徐云

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Part 1 Foundation

Part 2 Sorting and Order Statistics

Part 3 Data Structure

Part 4 Advanced Design and Analysis Techniques

Part 5 Advanced Data Structures

- chap 18 B-Tree
- chap 19 Fibonacci Heaps (Binomial Heaps in v2)
- chap 20 Van Emde Boas Trees
- chap 21 Data Structures for Disjoint Sets

Part 6 Graph Algorithms

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Chapter 19 Binomial Heap (二项堆, in v2)

19.1 Priority Queue and Union op

19.2 Binomial Trees and Binomial Heap

19.3 Operations on a Binomial Heap

The slides are from Prof. LeongHonWai@NUS and taoli@FIU

19.1 Priority Queue and Union op

- Priority queue
- Various implementations
- Comparison of efficiency
- Union operation

Priority Queue

- *Priority Queue* is an ADT （抽象数据类型） for maintaining a set S of elements, each with a *key* value and supports the following operations:

INSERT(S, x)	*inserts* element x into S (also write as $S \leftarrow S \cup \{x\}$)
MINIMUM(S)	returns element in S with *min* key
EXTRACT-MIN(S)	removes and returns element in S with *min* key
DECREASE-KEY(S, x, k)	*decreases* the value of element x's key to a *new value* k

PQ Implementations…

- Many data structures proposed for PQ:

1964	**Binary Heap**	***J. W. J. Williams***
1972	**Leftist Heap**	***C. A. Crane***
1978	**Binomial Heap**	***J. Vuillemin***
1984	**Fibonacci Heap**	***M. L. Fredman, R. E. Tarjan***
1985	**Skew Heap**	***D. D. Sleator R. E. Tarjan***
1988	**Relaxed Heap**	***Driscoll, Gabow Shrairman, Tarjan***

Binary Min-Heap (as in Heapsort)

- *Binary min-heap* is an *array* $A[1..n]$ that can be viewed as a nearly complete *binary tree.*
- Number the nodes using level order traversal.
  - LEFT(i) = $2i$ and RIGHT(i) = $2i+1$ and
  - PARENT(i) = $\lfloor i/2 \rfloor$
  - Height of tree $\approx \log n$
- Heap Property: (Each node ≥ its parent node)
  - $A[\text{PARENT}(i)] \leq A[i]$

PQ Implementations…

- Time Bounds for different PQ implementations.
  - n is the number of items in the PQ.

Data Str	INSERT	MIN	Extract -MIN	D-KEY	DELETE	Union
Binary H	$O(\lg n)$	$O(1)$	$O(\lg n)$	$O(\lg n)$	$O(\lg n)$	O(n)
Binomial H	$O(\lg n)$	$O(\lg n)$	$O(\lg n)$	$O(\lg n)$	$O(\lg n)$	$O(\lg n)$
Fibonacci	$O(1)$	$O(1)$	$O(\lg n)$	$O(1)$	$O(\lg n)$	$O(1)$

Comparison of Efficiency

Procedure	Binary (worst-case)	Binomial (worst-case)	Fibonacci (amortized)
Make-Heap	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$
Insert	$\Theta(\lg n)$	$O(\lg n)$	$\Theta(1)$
Minimum	$\Theta(1)$	$O(\lg n)$	$\Theta(1)$
Extract-Min	$\Theta(\lg n)$	$\Theta(\lg n)$	$O(\lg n)$
Union	$\Theta(n)$	$O(\lg n)$	$\Theta(1)$
Decrease-Key	$\Theta(\lg n)$	$\Theta(\lg n)$	$\Theta(1)$
Delete	$\Theta(\lg n)$	$\Theta(\lg n)$	$O(\lg n)$

Union Operation

- A *mergeable heap*（可合并堆） is any data structure that supports the basic heap operation *plus union*.
- Union (H1, H2) creates and returns a new heap.

Chapter 19 Binomial Heap (二项堆, in v2)

19.1 Priority Queue and Union op

19.2 Binomial Trees and Binomial Heap

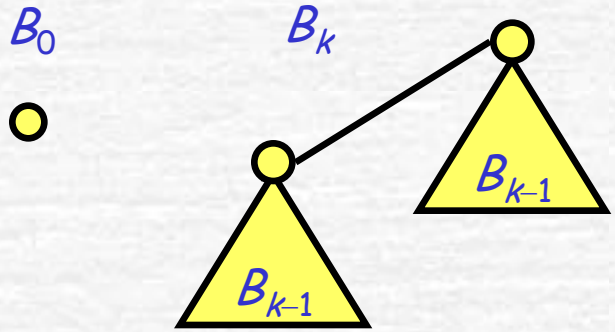
19.3 Operations on a Binomial Heap

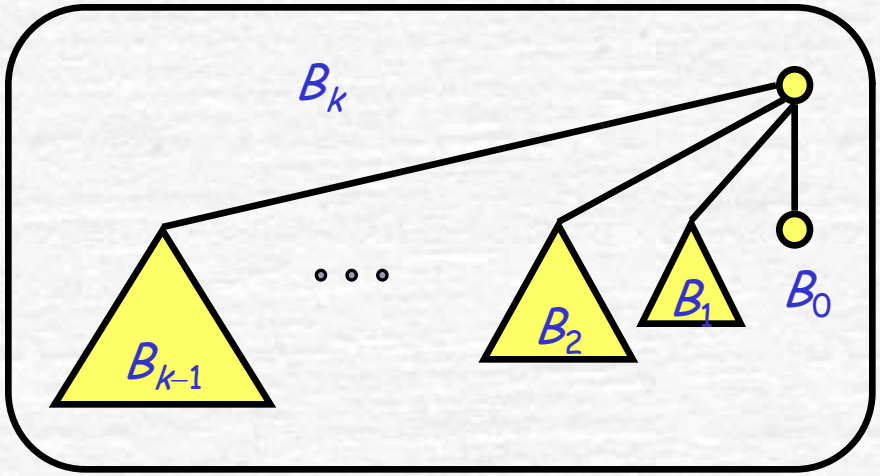
19.2 Binomial Trees and Binomial Heap

- Binomial trees （二项树）
- Properties of binomial trees
- Binomial heaps
- Representing binomial heaps

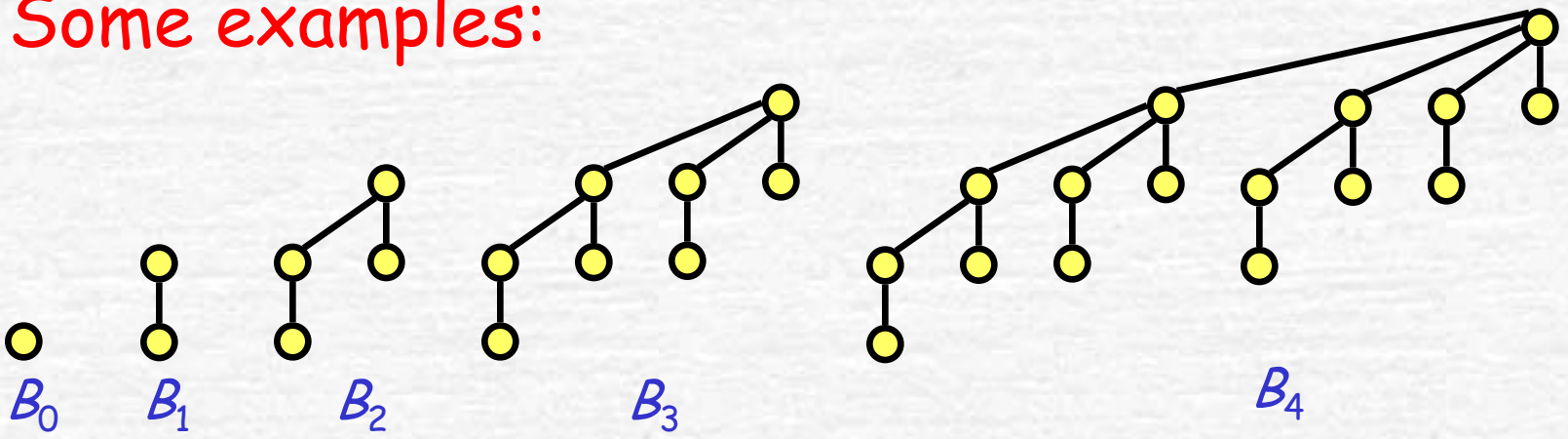
Binomial Trees

Recursive definition:





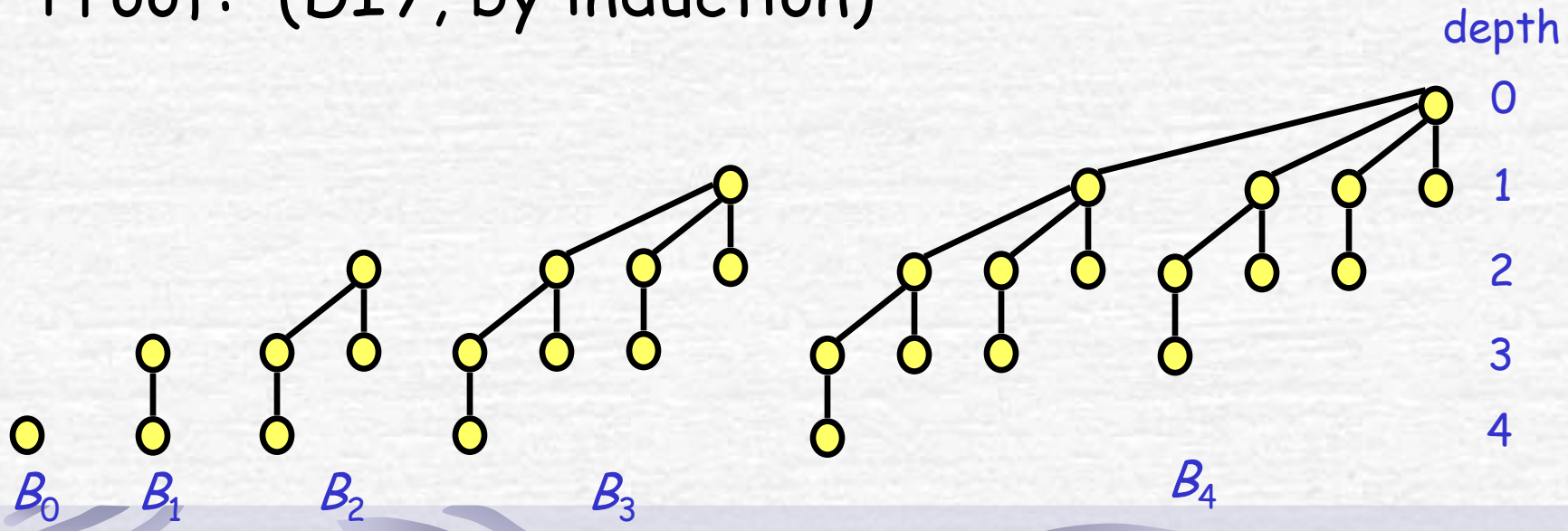
Some examples:



Properties of Binomial Trees

- For a Binomial Tree B_k (of order k)
  1. there are 2^k nodes,
  2. the height of the tree is k,
  3. root has degree k and
  4. deleting the root gives binomial trees $B_0, B_1, \ldots, B_{k-1}$.

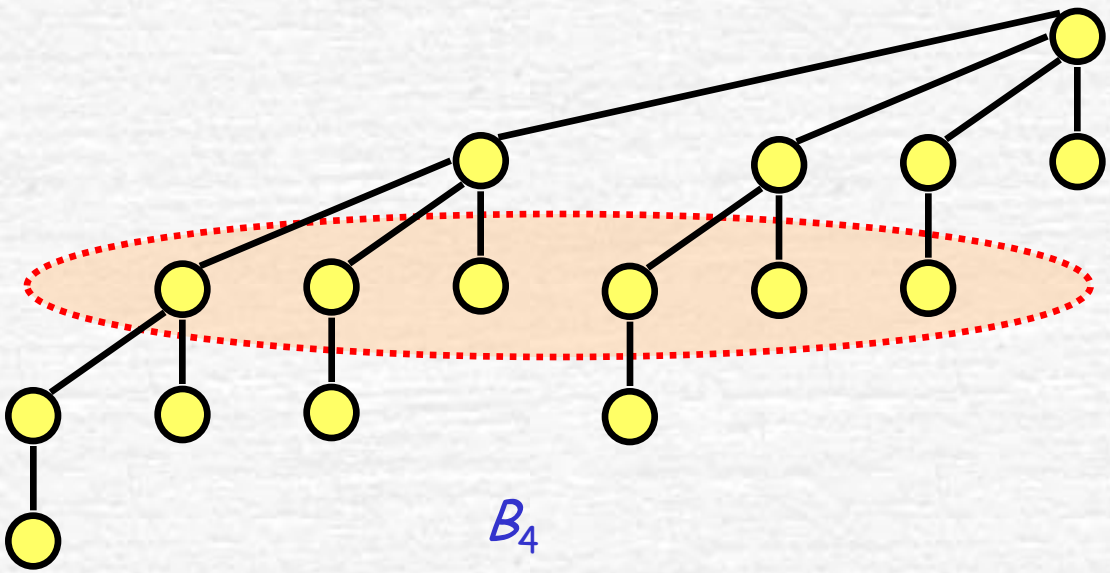
Proof: (DIY, by induction)



Defining Property of Binomial Trees

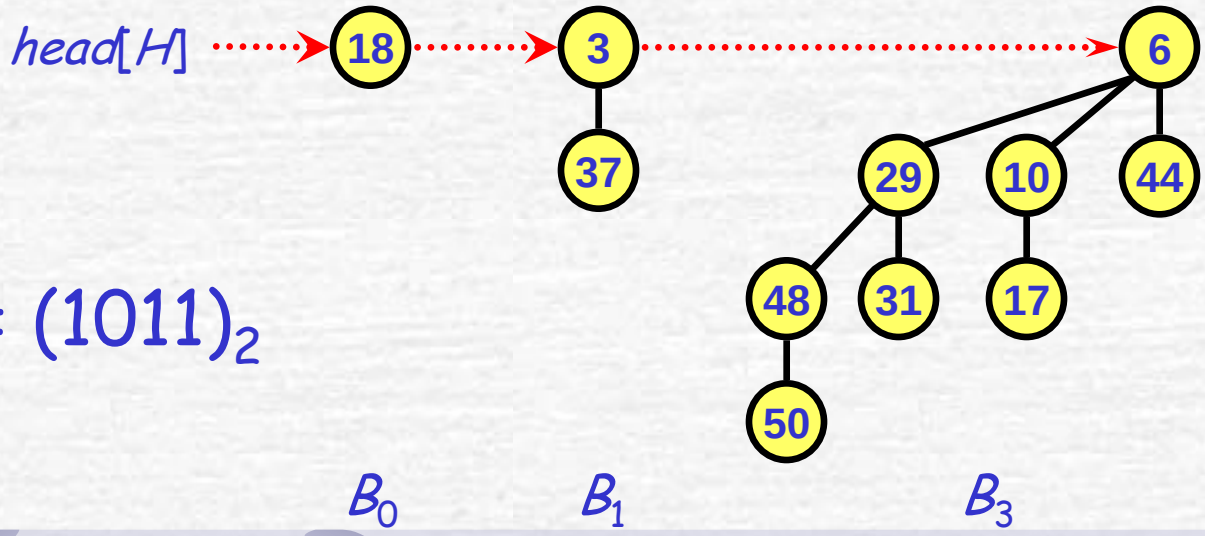
There are exactly $\binom{k}{i}$ nodes at depth i, for B_k

$$(0 \le i \le k)$$



Binomial Heap (Vuillemin, 1978)

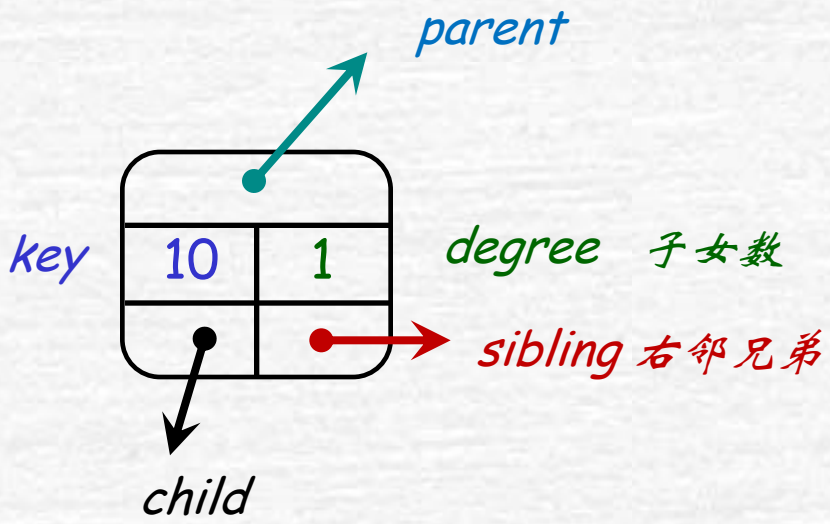
- A sequence of binomial trees that satisfy
  - binomial heap property (each tree B_k is a min-heap)
  - 0 or 1 binomial tree B_k of order k,
- There are at most $\lfloor \log n \rfloor + 1$ binomial trees.
- Eg: A binomial heap H with n = 11 nodes.



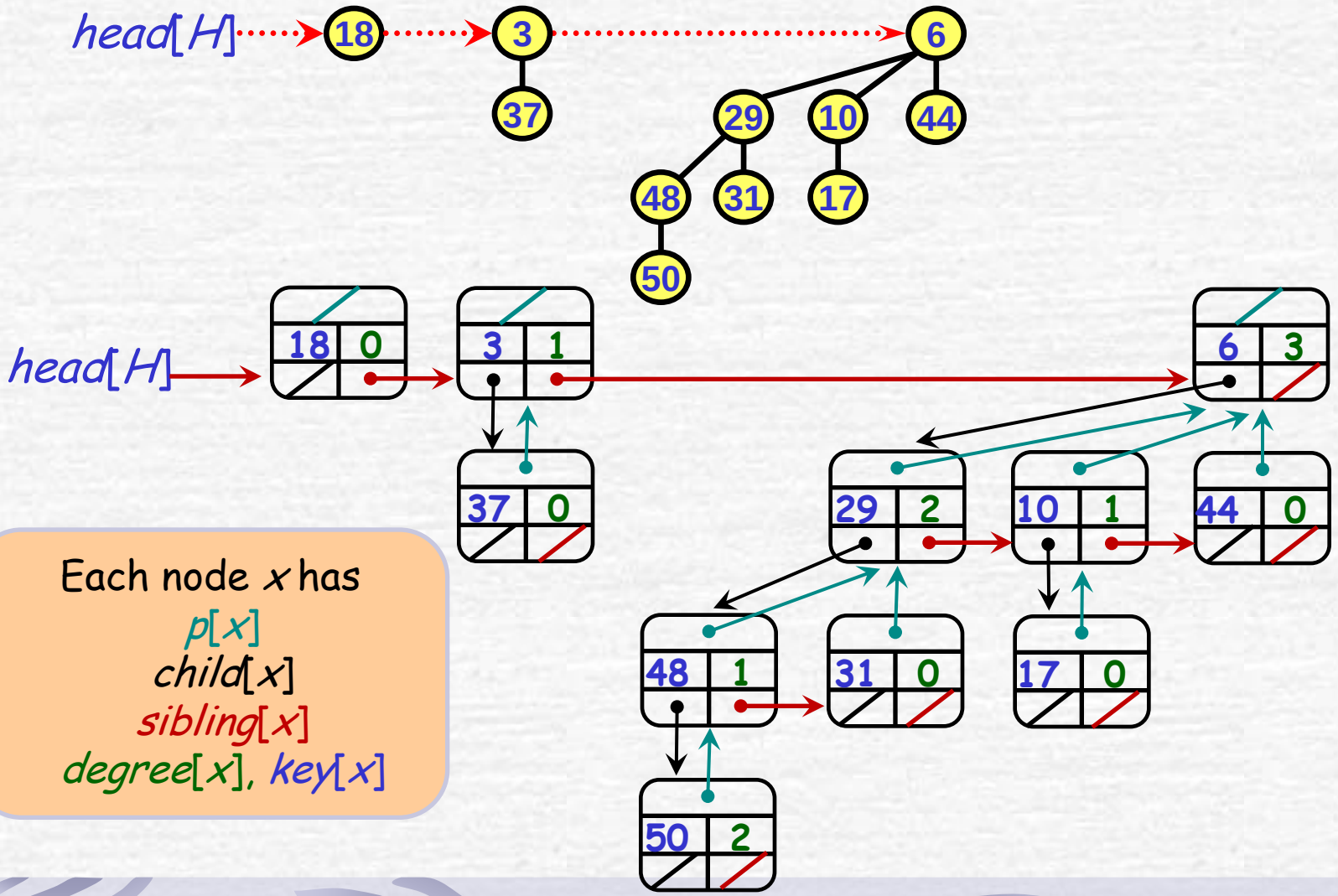
$11 = (1011)_2$

Representing Binomial Heaps (1)

- Each node x stores
  - $key[x]$
  - $degree[x]$
  - $p[x]$
  - $child[x]$
  - $sibling[x]$
- (3 pointers per node)



Representing Binomial Heaps (2)



Each node x has
$p[x]$
$child[x]$
$sibling[x]$
$degree[x]$, $key[x]$

Chapter 19 Binomial Heap (二项堆, in v2)

19.1 Priority Queue and Union op

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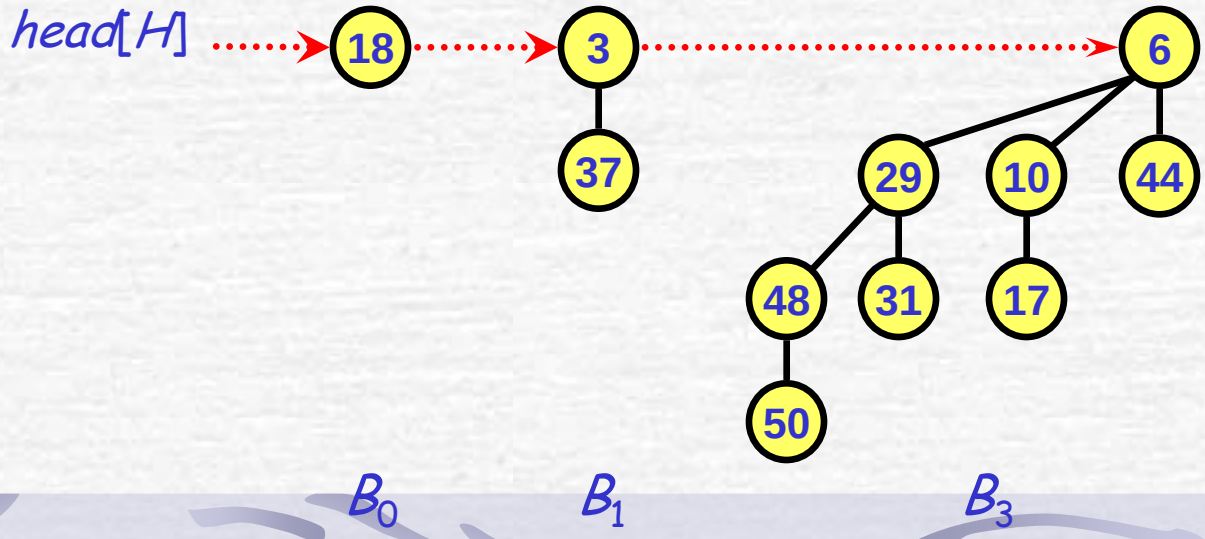
19.3 Operations on a Binomial Heap

- MAKE and MINIMUM
- Linking Step: Fundamental Op
- Binomial Heap Union
- More Operations
- Summary

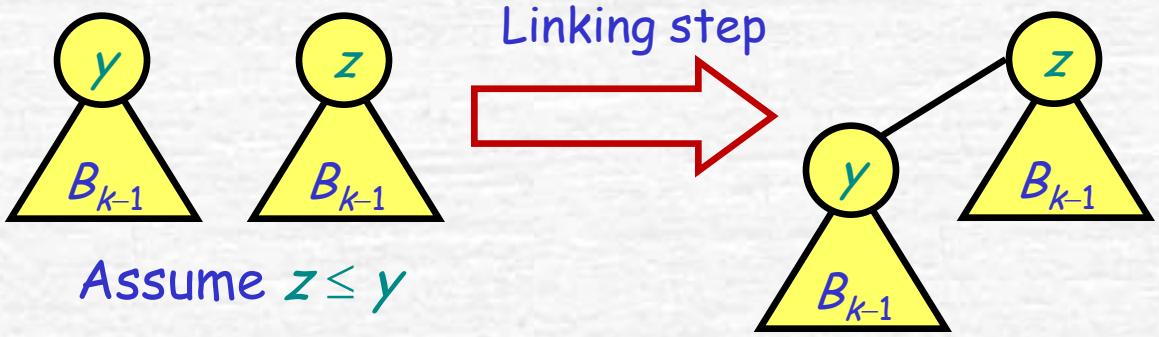
MAKE and MINIMUM

- MAKE-BINOMIAL-HEAP(H)
  - Allocate object H, make $head[H]$ = NIL. $\Theta(1)$.
- BINOMIAL-HEAP-MINIMUM(H)
  - Search the root list for minimum. $O(\log n)$.



Linking Step: Fundamental Op

- BINOMIAL-LINK (y, z)

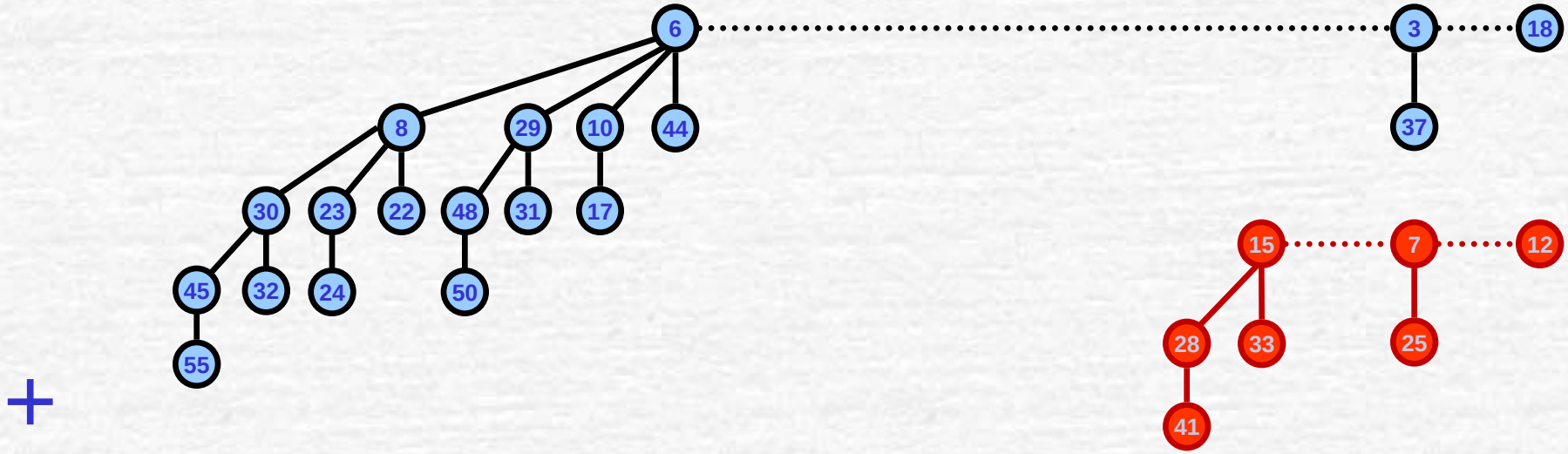



```
BINOMIAL-LINK (y, z)        ▷ Assume z ≤ y
 p[y] ← z
 sibling[y] ← child[z]
 child[z] ← y
 degree[z] ← degree[z] + 1
```

Constant time $O(1)$

Binomial Heap Union (1)

Let us look at the procedure of an example:



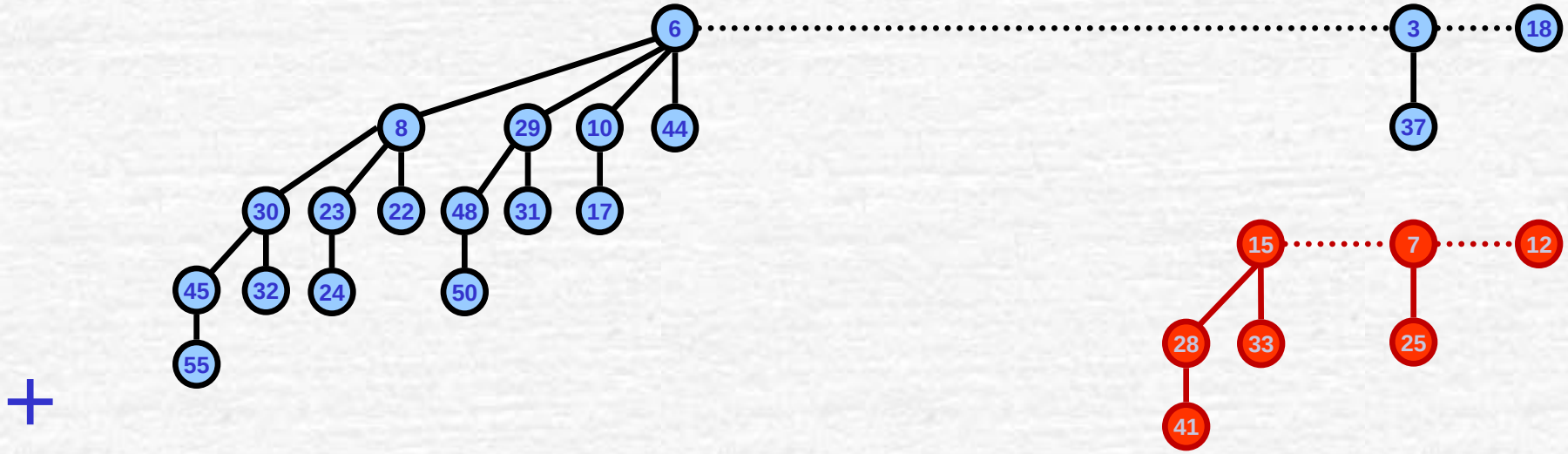
19 + 7 = 26

		1	1	1	
	1	0	0	1	1
+	0	0	1	1	1
	1	1	0	1	0

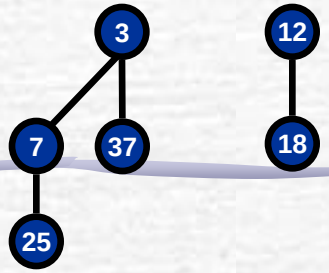
The binomial trees in the Binomial Heap at last: B_1, B_3, B_4

Binomial Heap Union

Temporary area:



Stable area:



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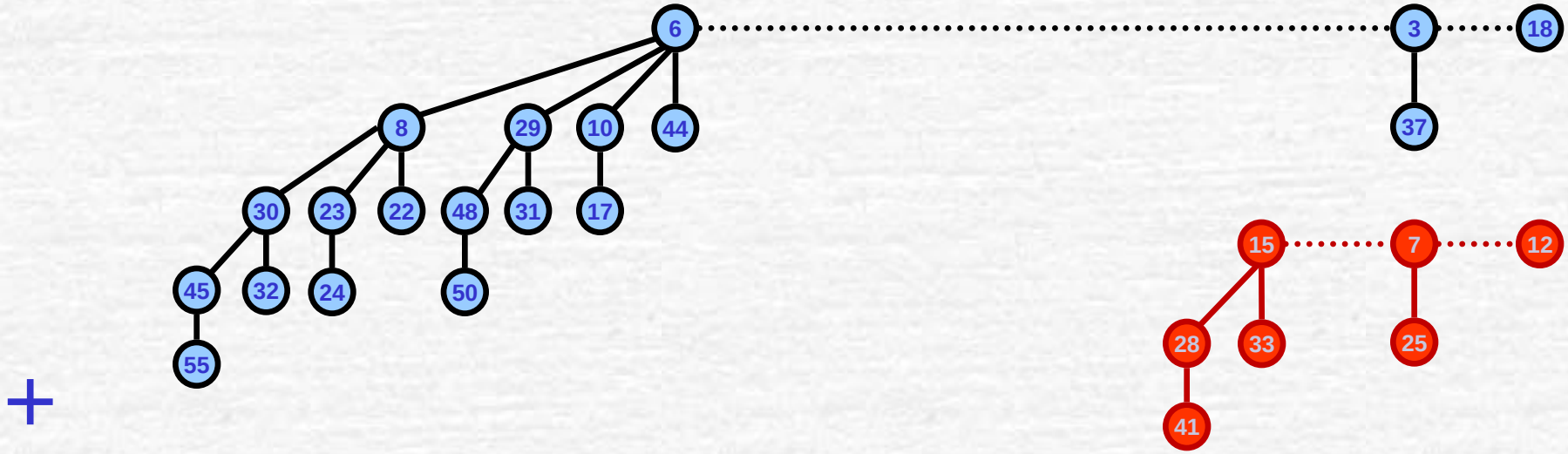

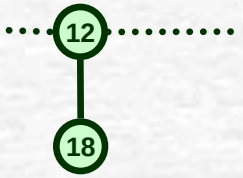

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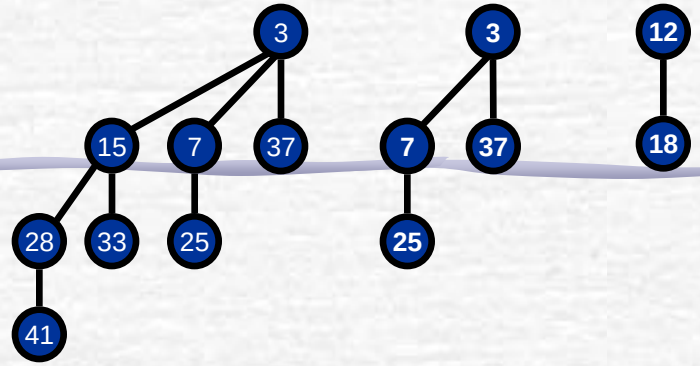

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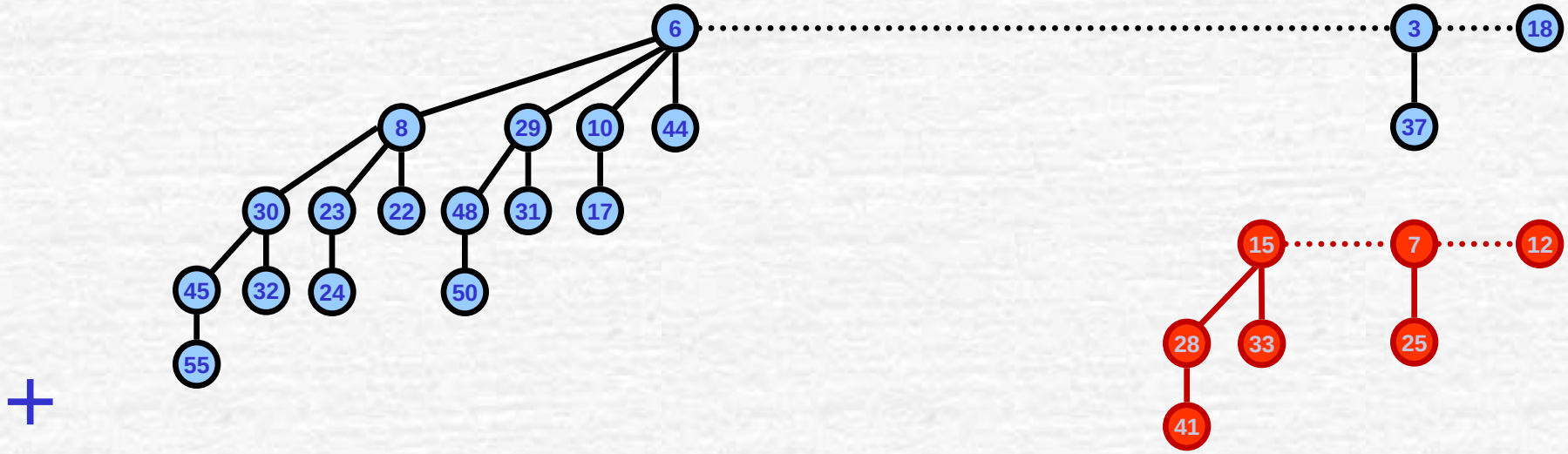
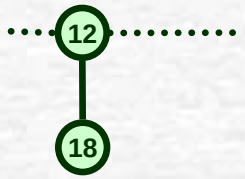
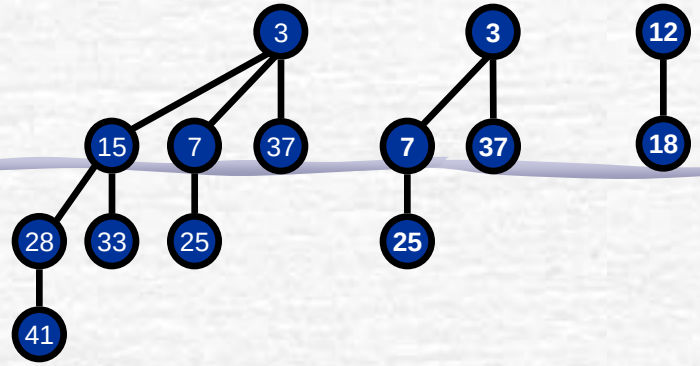




Stable area:



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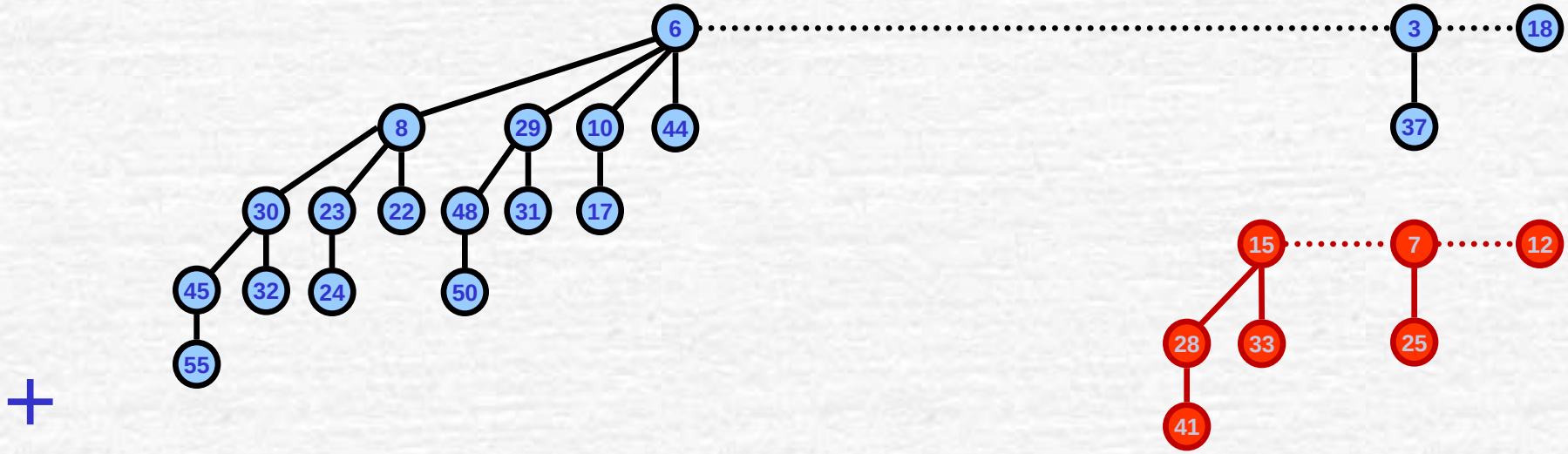
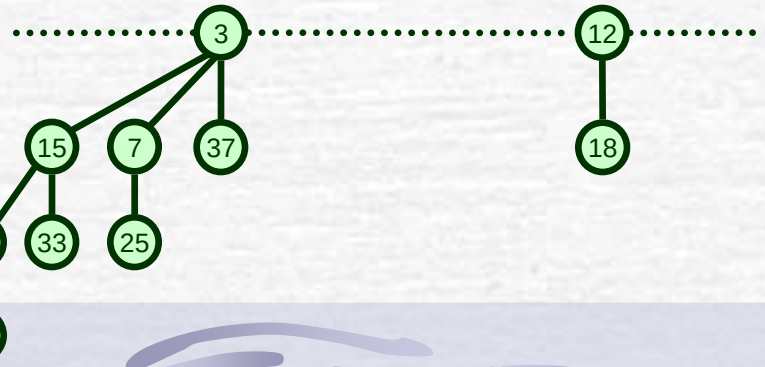
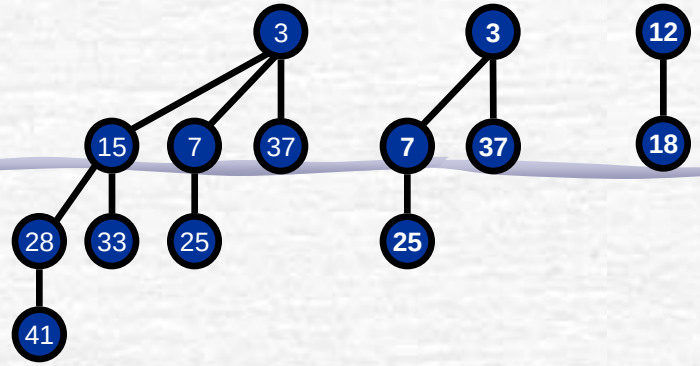




Stable area:



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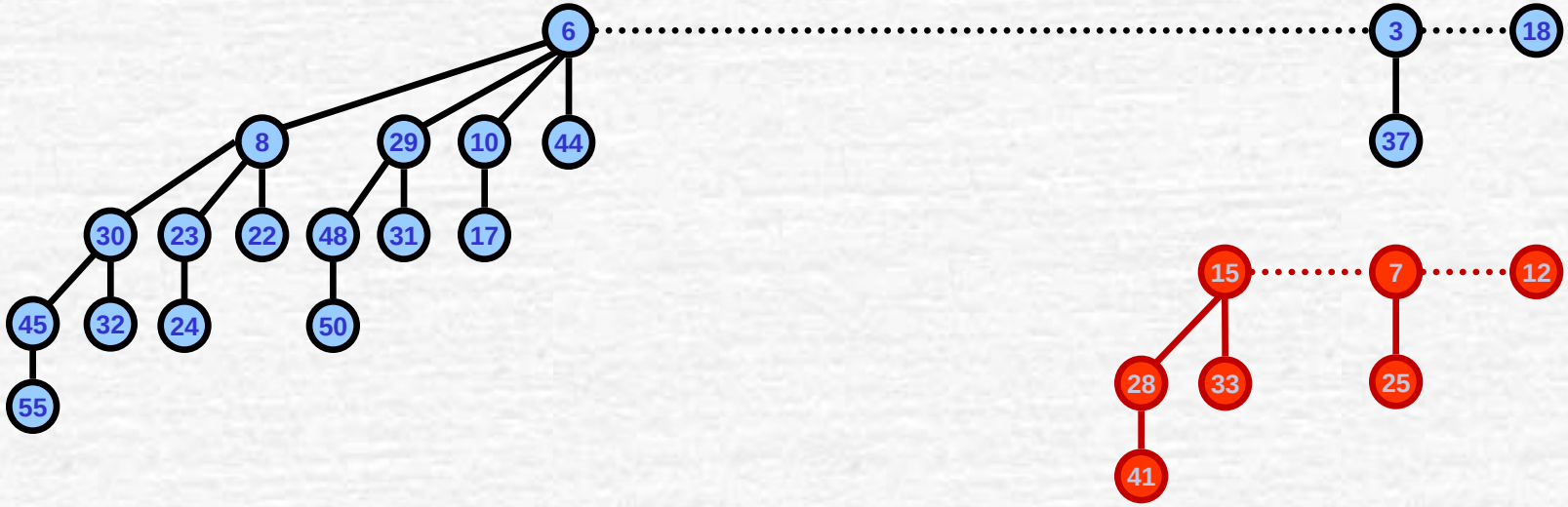

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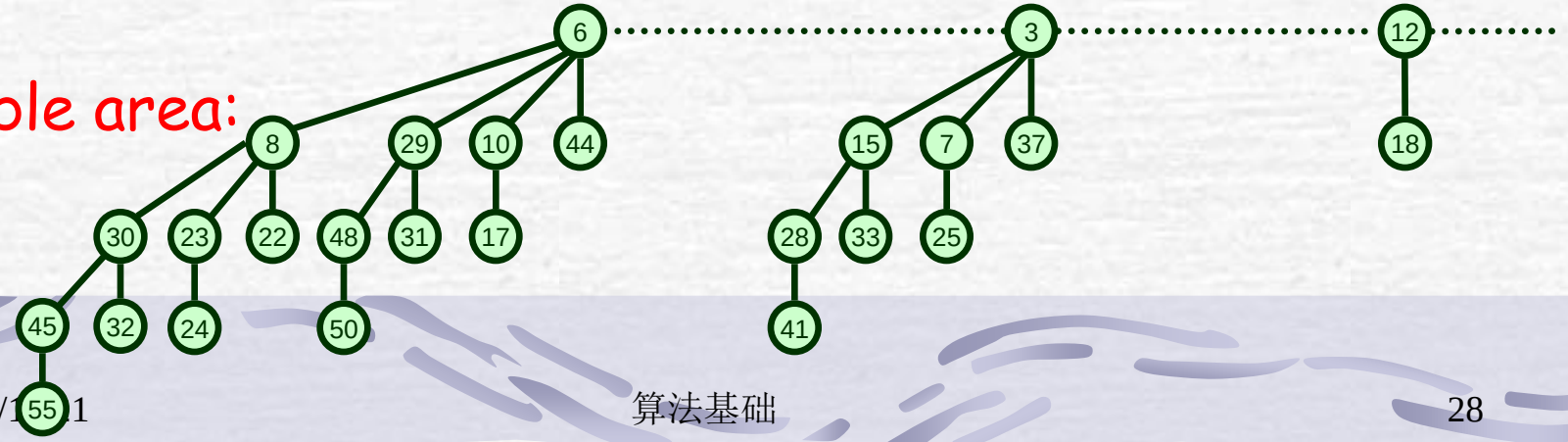
Stable area:



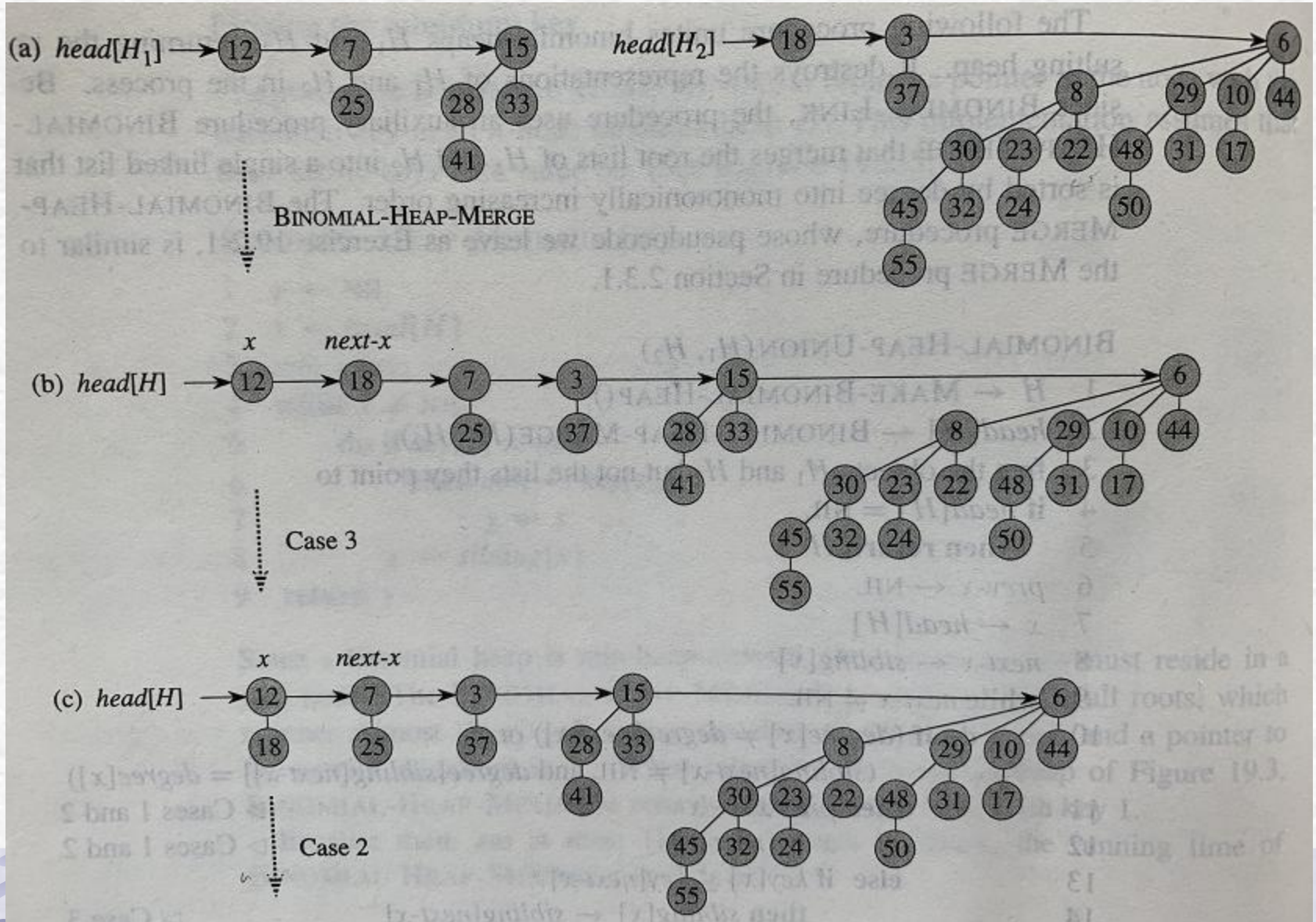
```
BINOMIAL-HEAP-UNION(H1, H2)
 1  H ← MAKE-BINOMIAL-HEAP()
 2  head[H] ← BINOMIAL-HEAP-MERGE(H1, H2)
 3  free the objects H1 and H2 but not the lists they point to
 4  if head[H]=NIL
 5     then return H
 6  prev-x ← NIL
 7  x ← head[H]
 8  next-x ← sibling[x]
 9  while next-x≠NIL
10        do if(degree[x]≠degree[next-x])or
                (sibling[next-x]≠NIL and degree[sibling[next-x]]=degree[x])
11              then prev-x ← x                                  ▷ Cases 1 and 2
12                   x ← next-x                                  ▷ Cases 1 and 2
13              else if key[x]≤key[next-x]
14                      then sibling[x] ← sibling[next-x]        ▷ Case 3
15                           BINOMIAL-LINK(next-x, x)            ▷ Case 3
16              else if prev-x=NIL                               ▷ Case 4
17                      then head[H] ← next-x                    ▷ Case 4
18                      else sibling[prev-x] ← next-x            ▷ Case 4
19                   BINOMIAL-LINK(x, next-x)                    ▷ Case 4
20                   x ← next-x                                  ▷ Case 4
21           next-x ← sibling[x]
22  return H
```

Binomial Heap Union（3）

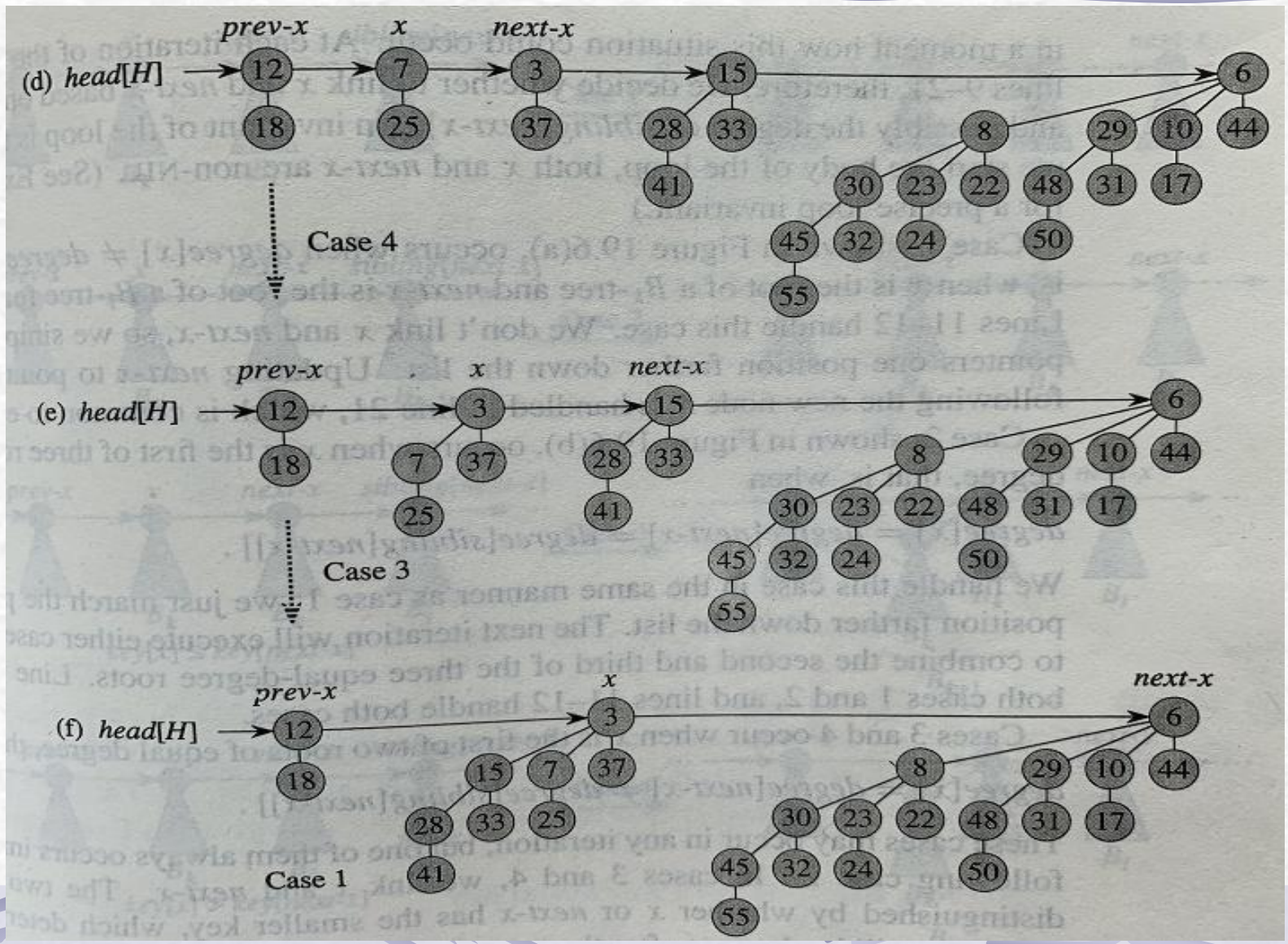
Case classification :

$$
\begin{cases}
\neq degree[\text{next-}x] & case\ 1 \\
= degree[sibling[\text{next-}x]] & case\ 2 \\
= degree[\text{next-}x] \neq degree[sibling[\text{next-}x]] \text{ and } key[x] \le key[\text{next-}x] & case\ 3 \\
= degree[\text{next-}x] \neq degree[sibling[\text{next-}x]] \text{ and } key[x] > key[\text{next-}x] & case\ 4
\end{cases}
\quad degree[x]
$$

Binomial Heap Union (4)



Binomial Heap Union (5)



Binomial Heap Union (6)

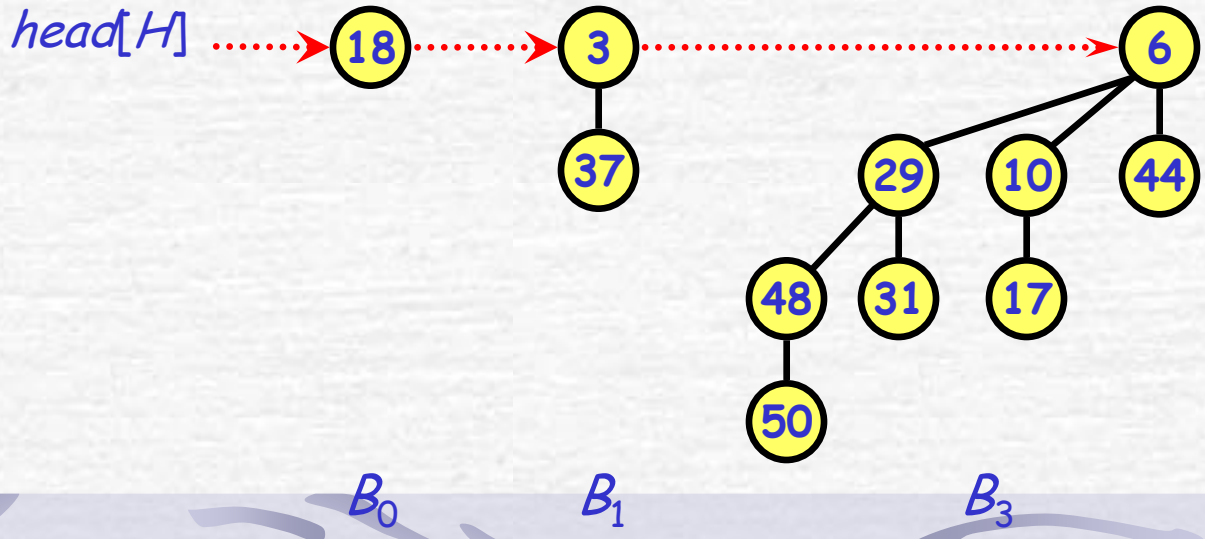
- MAKE-BINOMIAL-HEAP-UNION (H_1, H_2) :
  - Create a heap H that is the union of two heaps H_1 and H_2
  - Analogous to binary addition of n_1 and n_2
- Running time.: $O(\log n)$ $[n = n_1 + n_2]$

19 + 7 = 26

	1	*1*	*1*		
	1	0	0	1	1
+	0	0	1	1	1
	1	1	0	1	0

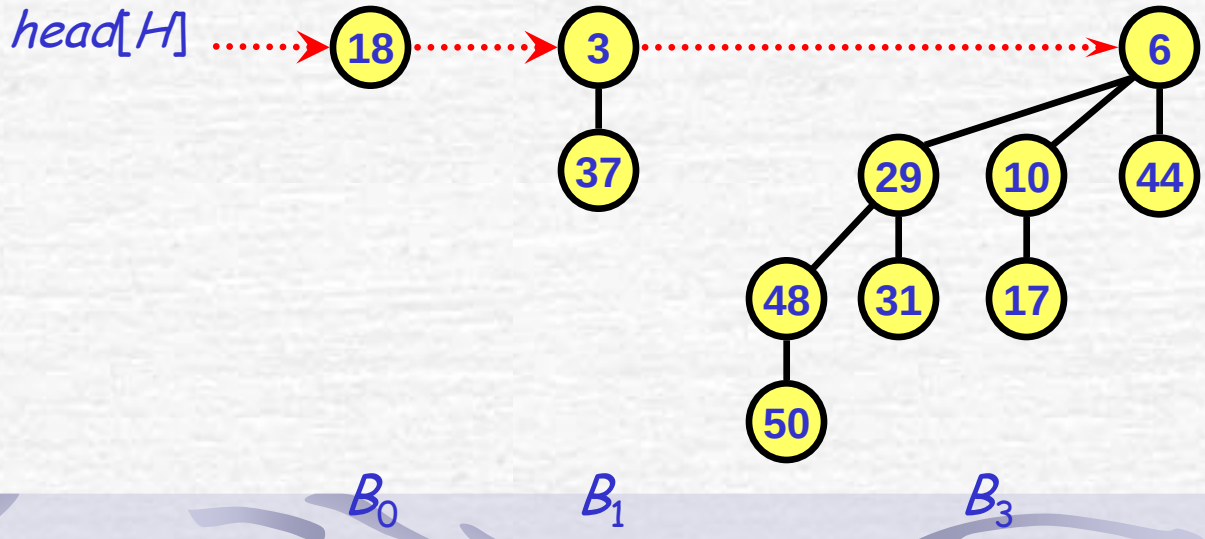
More Operations (1)

- BINOMIAL-HEAP-INSERT(H, x)
  - Create a one-item (x) binomial heap H_1 and then union H and H_1. $O(\lg n)$.
- BINOMIAL-HEAP-EXTRACT-MIN(H)
  - Find minimum, remove root, then union. $O(\lg n)$.



More Operations (2)

- BINOMIAL-HEAP-DECREASE (H, x, k)
- BINOMIAL-HEAP-DELETE (H, x)



Summary

- MINIMUM(H) $O(\lg n)$
- UNION(H_1, H_2) $O(\lg n)$
- INSERT(H, x) $O(\lg n)$
- EXTRACT-MIN(H) $O(\lg n)$
- DECREASE-KEY (H, x, k) $O(\lg n)$
- DELETE (H, x) $O(\lg n)$

End of Ch19