



# CS 201 Data Structure II (L2 / L5)

## Meldable Heaps

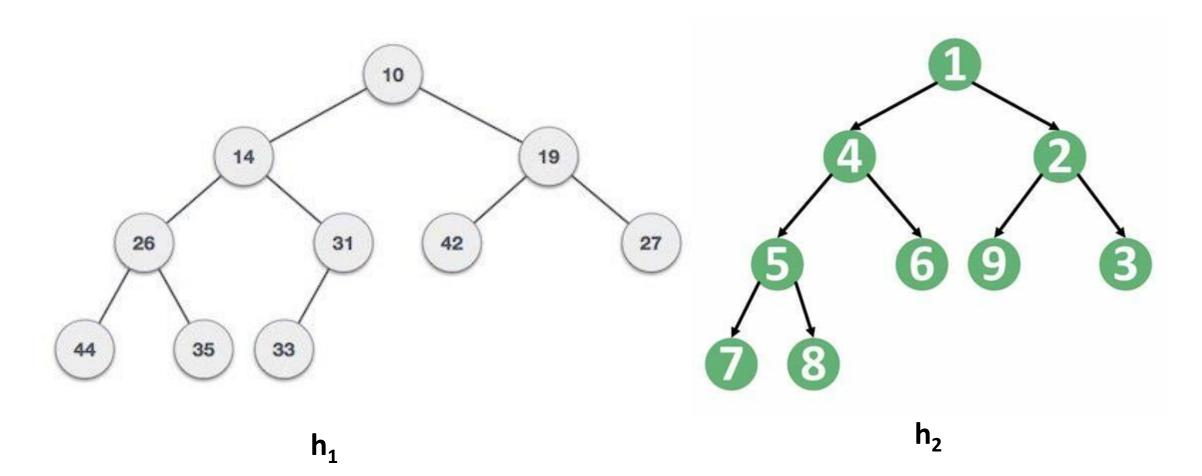
**Chapter 10, Open Data Structures** 

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## How to merge two heaps?





### Melding two heaps:



merge (h1, h2)

IF h1 is nothing THEN return h2

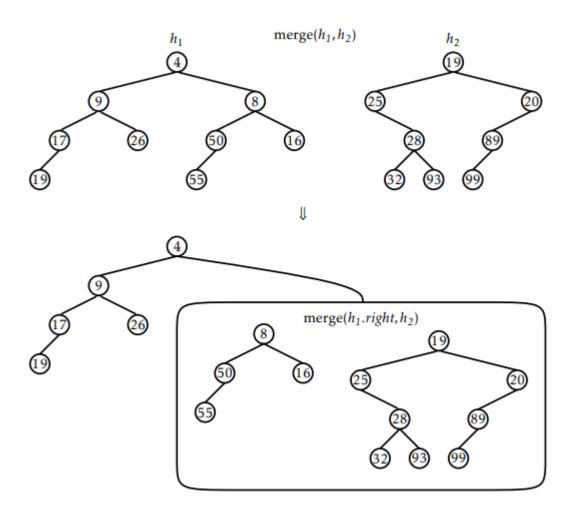
IF h2 is nothing THEN return h1

IF h2.x < h1.x THEN (h1, h2) = (h2, h1)

h1.right = merge(h1.right, h2)

h1.right.parent = h1

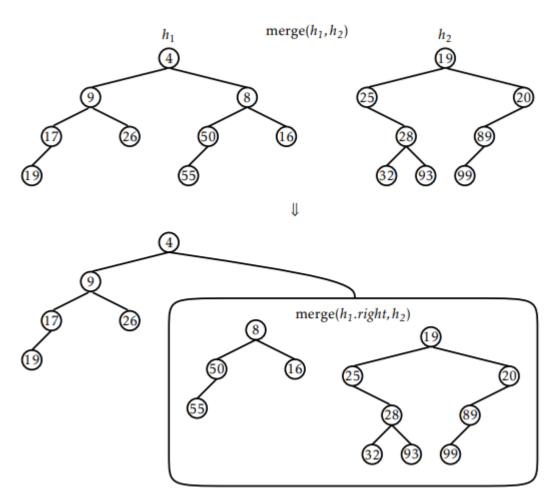
RETURN h1



#### Without biasness!



```
merge(h_1, h_2)
   if h_1 = nil then return h_2
   if h_2 = nil then return h_1
    if h_2.x < h_1.x then (h_1, h_2) \leftarrow (h_2, h_1)
    if random_bit() then
       h_1.left \leftarrow merge(h_1.left,h_2)
       h_1.left.parent \leftarrow h1
    else
       h_1.right \leftarrow merge(h_1.right, h_2)
       h_1.right.parent \leftarrow h1
    return h<sub>1</sub>
```



### Add/Remove:

#### Add a new element:

Merge the new element with existing heap

```
add(x)
u \leftarrow new\_node(x)
r \leftarrow merge(u,r)
r.parent \leftarrow nil
n \leftarrow n + 1
return true
```

#### Remove an element:

 Remove the root node by merging left and right sub trees

```
remove()
x \leftarrow r.x
r \leftarrow \text{merge}(r.left, r.right)
\text{if } r \neq nil \text{ then } r.parent \leftarrow nil
n \leftarrow n-1
\text{return } x
```

## Other Operations:



• Decrease Key: change the value of an element

-How?

• Delete an element:

-How?

#### **Analysis**



**Theorem 10.2.** A MeldableHeap implements the (priority) Queue interface. A MeldableHeap supports the operations add(x) and remove() in O(log n) expected time per operation.

**Lemma 10.1.** The expected length of a random walk in a binary tree with n nodes is at most  $\log(n+1)$ .

$$E[W] = 1 + \frac{1}{2}\log(n_1 + 1) + \frac{1}{2}\log(n_2 + 1)$$

$$\leq 1 + \log((n-1)/2 + 1)$$

$$= 1 + \log((n+1)/2)$$

$$= \log(n+1).$$