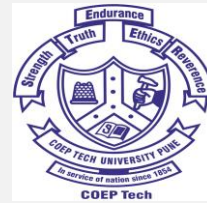
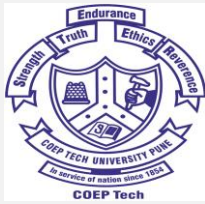


UNIT 3- Heaps



- Binomial Heap
- Operations of Binomial Heap

Binomial Heap



- Classical, Complicated to achieve all heap operations in $O(\log n)$ time
- Invented by Vuillemin(1978)
- Interested in one of the additional operation, **the change of key values**
- Identify the element that we want to change.
- Binomial Heap: set of Binomial trees

Binomial Tree

A binomial tree is an ordered tree defined recursively. Figure 12.28 shows the binomial trees.

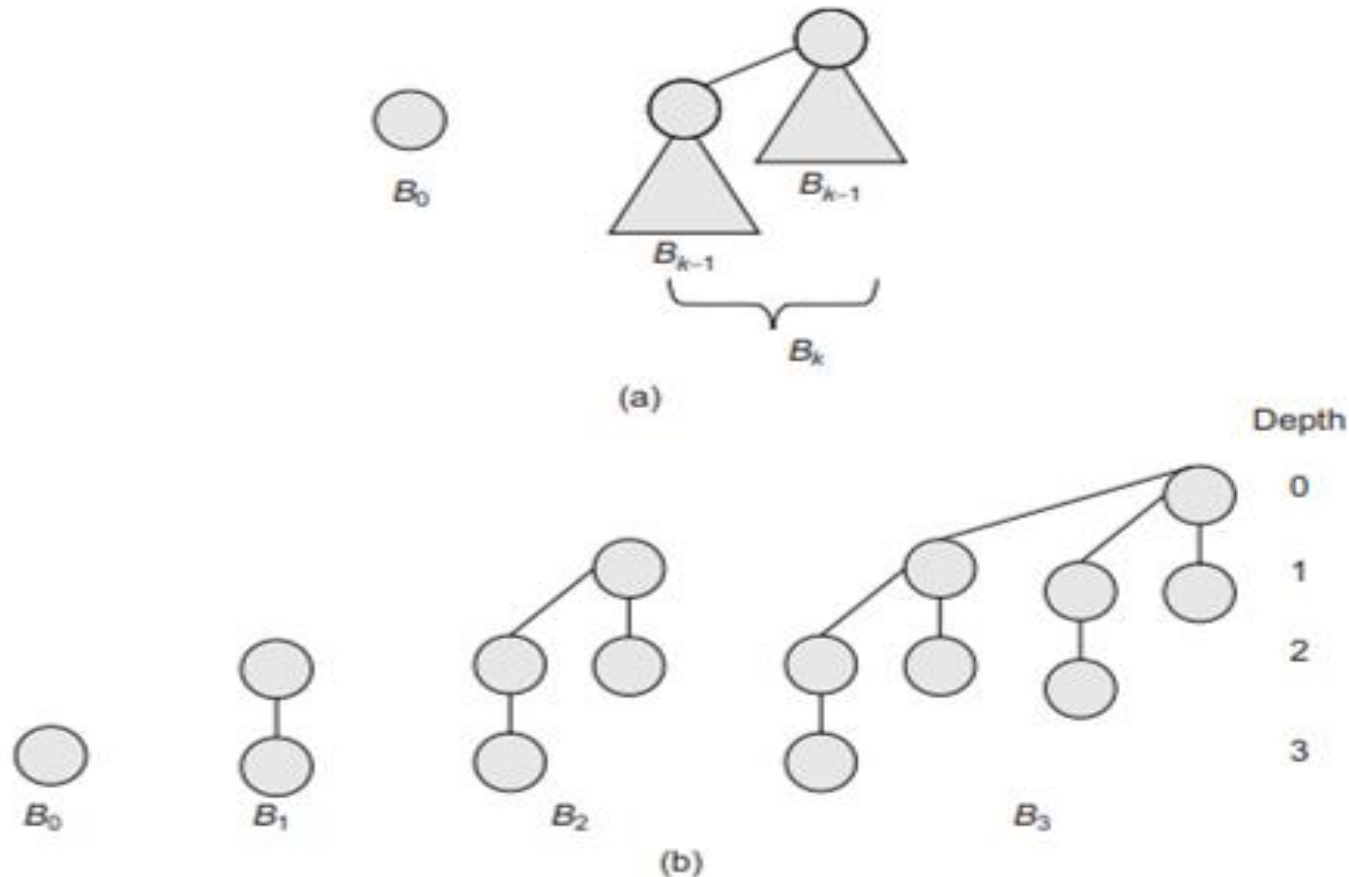
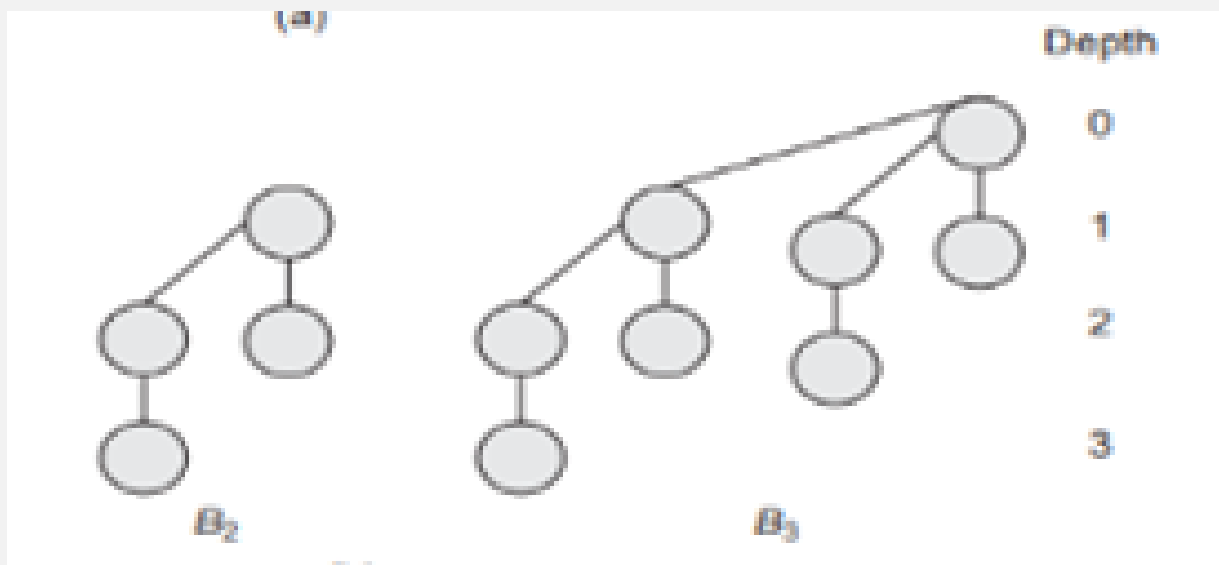


Fig. 12.28 Binomial trees (a) Recursive definition of the binomial tree B_k
(b) Binomial tree B_0 through B_3

Binomial Tree

For the binomial tree B_k ,

1. There are 2^k nodes
2. The height of the tree is k
3. The root has degree k , which is greater than that of any other node; moreover, if the children of the root are numbered from left to right by $k - 1, k - 2, \dots, 0$, the child i is the root of a subtree



Binomial Tree

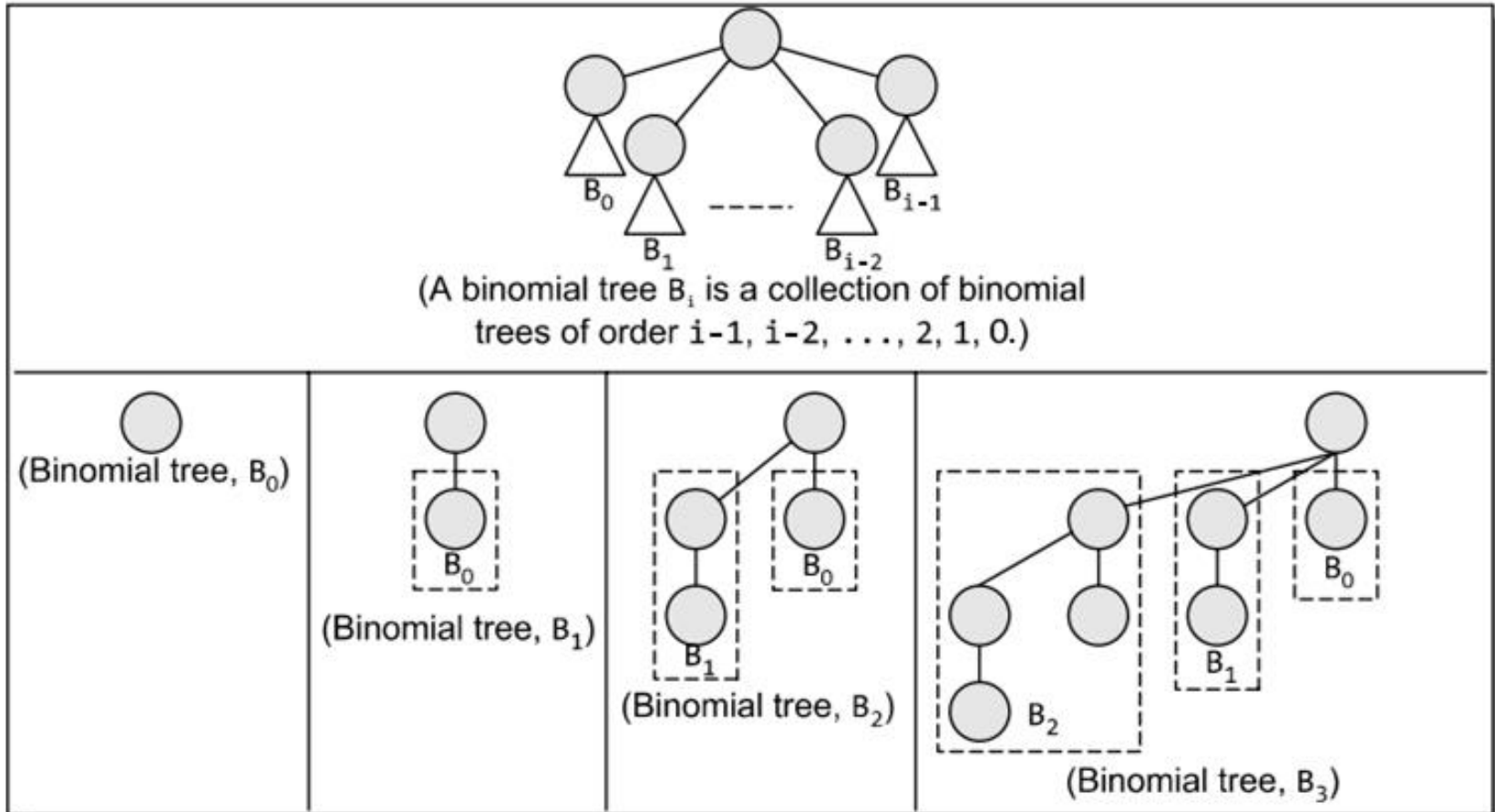


Figure 12.12 Binomial trees

Binomial Heap

Binomial Heap Property:

1. Each binomial tree in H follows the min-heap property. Each tree is min-heap ordered.
2. For any positive integer k , there is at most one binomial tree in H whose root has degree k

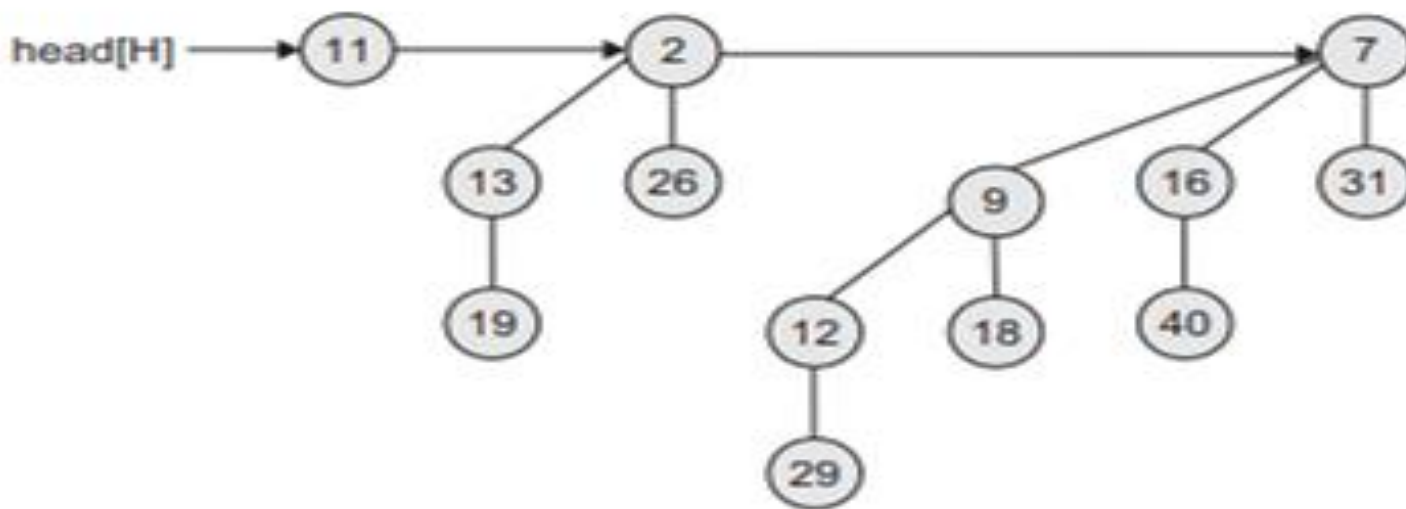


Fig. 12.29 A binomial heap with 13 nodes

Representation of Binomial Heap

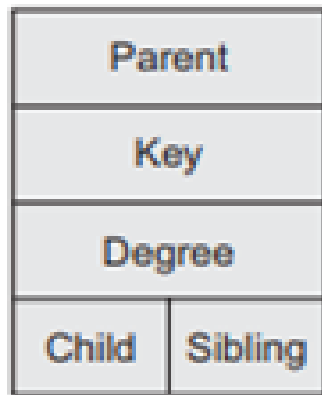


Fig. 12.30 Representation of a node of binomial heap

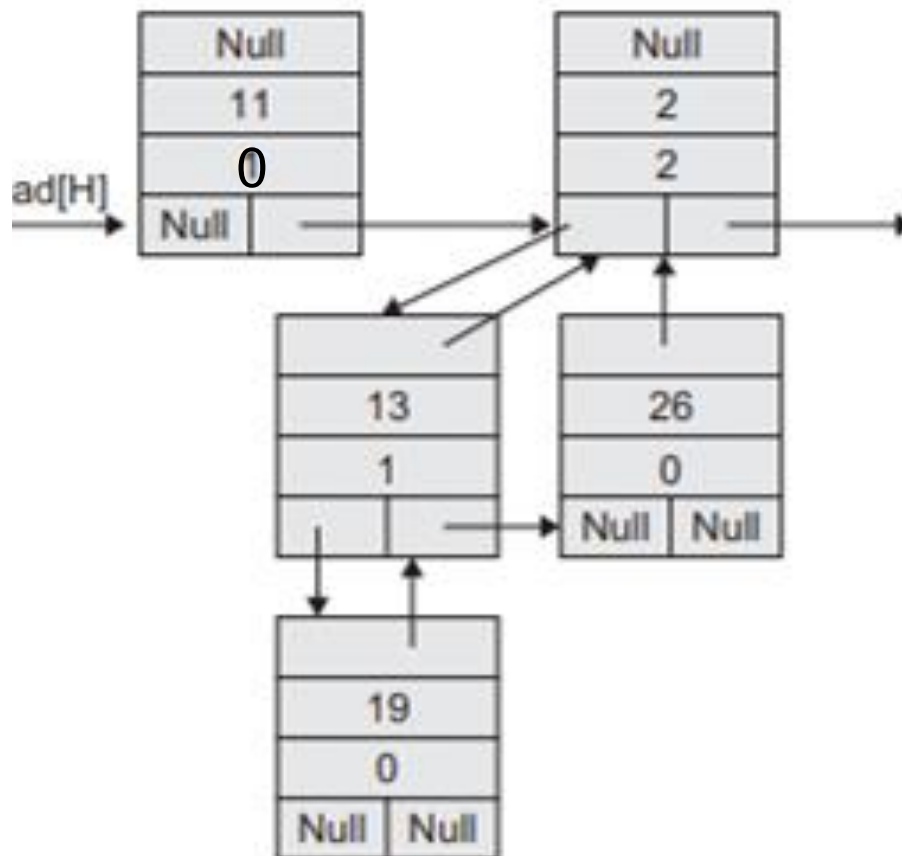


Fig. 12.31 Representation of binomial heap of Fig. 12.29 using five-tuple node

Representation of Binomial Heap

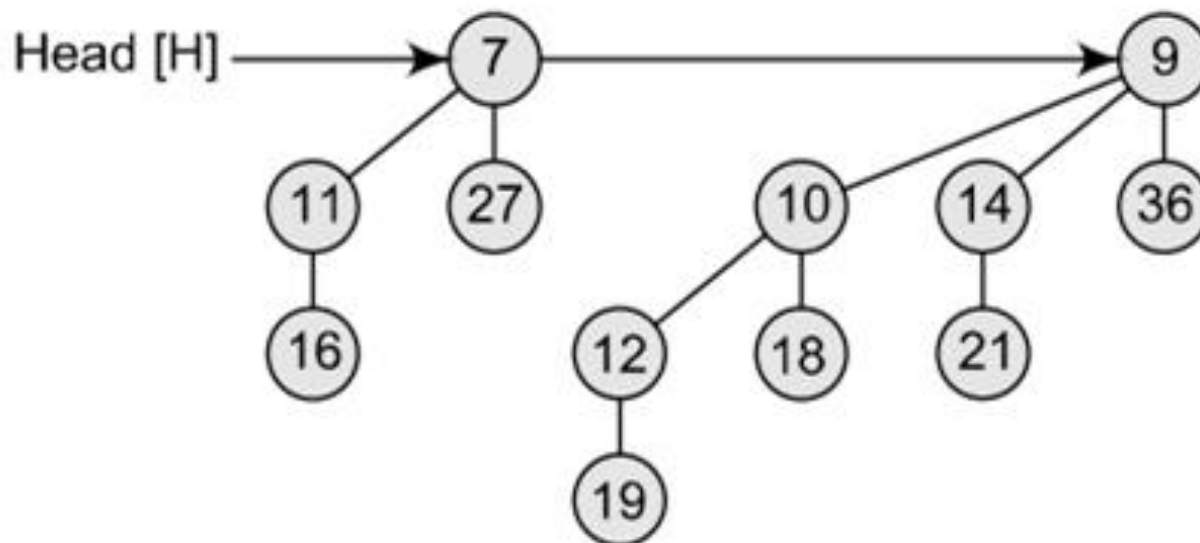


Figure 12.13 Binomial heap

Representation of Binomial Heap

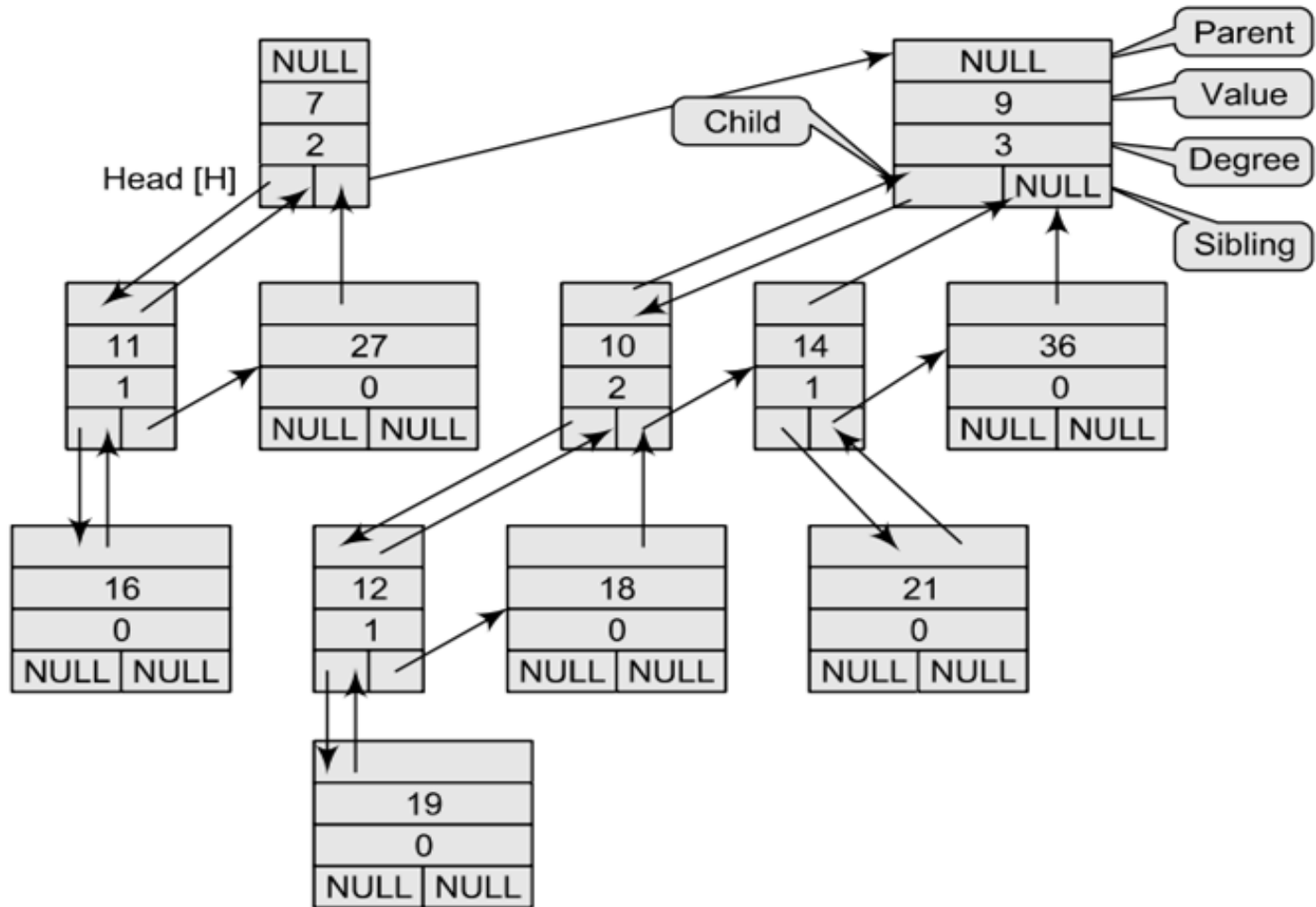
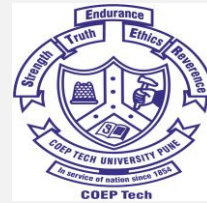


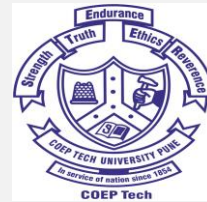
Figure 12.14 Linked representation of the binomial tree shown in Fig. 12.13

Operations on Binomial Heaps



1. **CreateBHeap**— simply allocates and returns an object H, where head[H] = null. $O(1)$ time
2. **FindMinimumKey**—Returns a pointer to the node with the minimum key in an n-node binomial heap H.
3. **UnitingTwoBHeap**—Takes the union of the two binomial heaps.
4. **InsertNode**—Inserts a node into binomial heap H.
5. **ExtractMinimumKeyNode**—returns the pointer to the extracted node.
6. **DecreaseKey**—Decreases the key of a node in a binomial heap H to a new value k.
7. **DeleteKey**—Deletes the specified key from binomial heap H.

Operations on Binomial Heaps



1. **FindMinimumKey:** Returns a pointer to the node with the minimum key in an n -node binomial heap H .
2. There are atmost $\log(n+1)$ roots to check, $O(\log n)$ time

Min_Binomial-Heap(H)

```
Step 1: [INITIALIZATION] SET Y = NULL, X = Head[H] and Min =  $\infty$ 
Step 2: REPEAT Steps 3 and 4 While X  $\neq$  NULL
Step 3:     IF Val[X] < Min
              SET Min = Val[X]
              SET Y = X
              [END OF IF]
Step 4:     SET X = Sibling[X]
              [END OF LOOP]
Step 5: RETURN Y
```

Figure 12.15 Algorithm to find the node with minimum value

Operations on Binomial Heaps

1. **FindMinimumKey**: Returns a pointer to the node with the minimum key in an n -node binomial heap H .
2. There are atmost $\log(n+1)$ roots to check, $O(\log n)$ time

Example 12.4 Consider the binomial heap given below and see how the procedure works in this case.

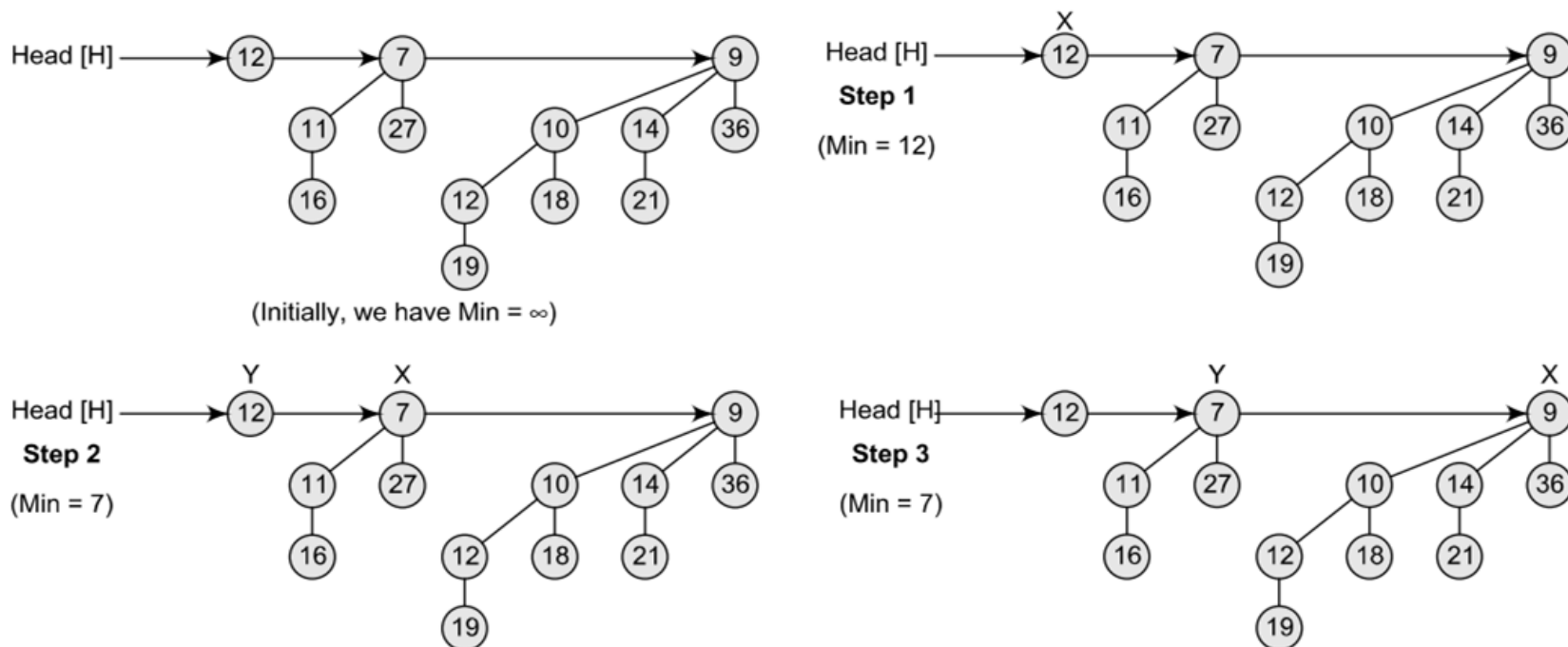


Figure 12.16 Binomial heap

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

Example 12.5 Unite the binomial heaps given below.

Solution

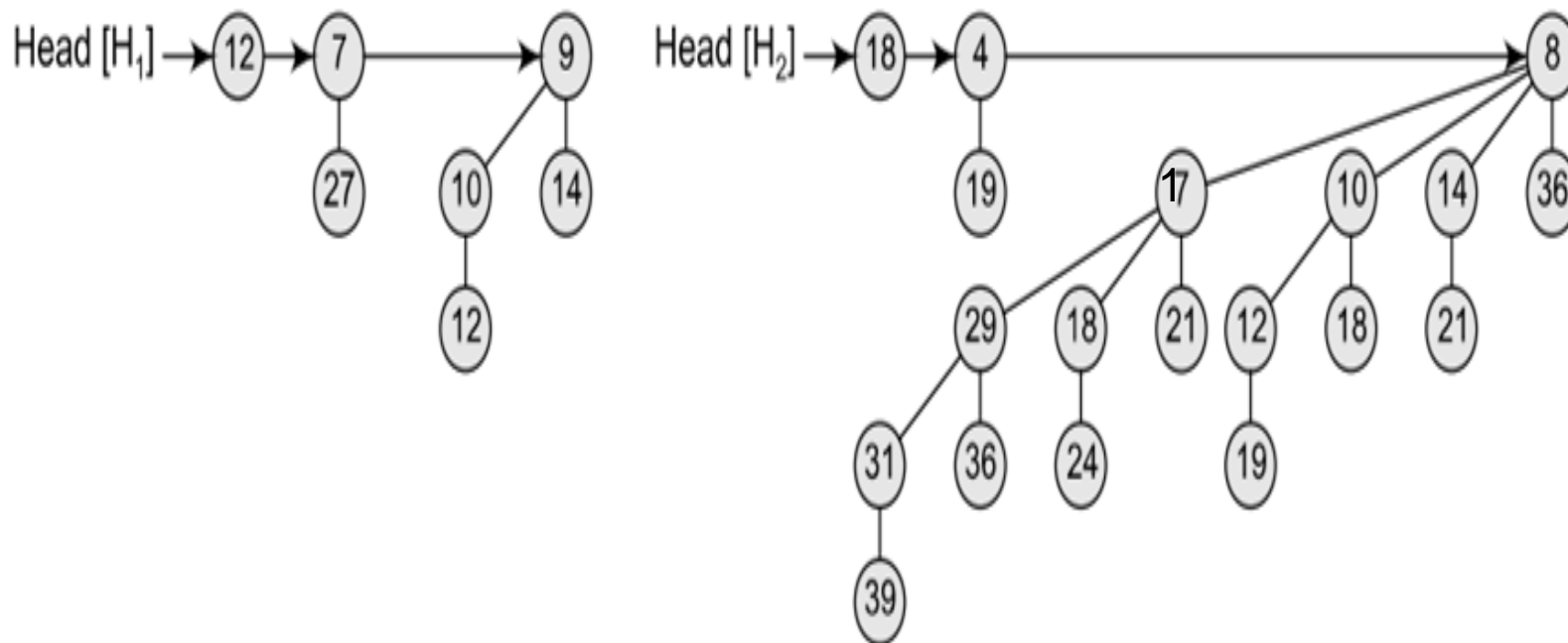


Figure 10.10(a)

Operations on Binomial Heaps

Union_Binomial-Heap(H1, H2)

```

Step 1: SET H = Create_Binomial-Heap()
Step 2: SET Head[H] = Merge_Binomial-Heap(H1, H2)
Step 3: Free the memory occupied by H1 and H2
Step 4: IF Head[H] = NULL, then RETURN H
Step 5: SET PREV = NULL, PTR = Head[H] and NEXT =
        Sibling[PTR]
Step 6: Repeat Step 7 while NEXT ≠ NULL
Step 7:     IF Degree[PTR] ≠ Degree[NEXT] OR
        (Sibling[NEXT] ≠ NULL AND
        Degree[Sibling[NEXT]] = Degree[PTR]), then
        SET PREV = PTR, PTR = NEXT
    ELSE IF Val[PTR] ≤ Val[NEXT], then
        SET Sibling[PTR] = Sibling[NEXT]
        Link_Binomial-Tree(NEXT, PTR)
    ELSE
        IF PREV = NULL, then
            Head[H] = NEXT
        ELSE
            Sibling[PREV] = NEXT
            Link_Binomial-Tree(PTR, NEXT)
            SET PTR = NEXT
        SET NEXT = Sibling[PTR]
Step 8: RETURN H

```

Figure 12.18 Algorithm to unite two binomial heaps

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

After Merge_Binomial-Heap(), the resultant heap can be given as follows:

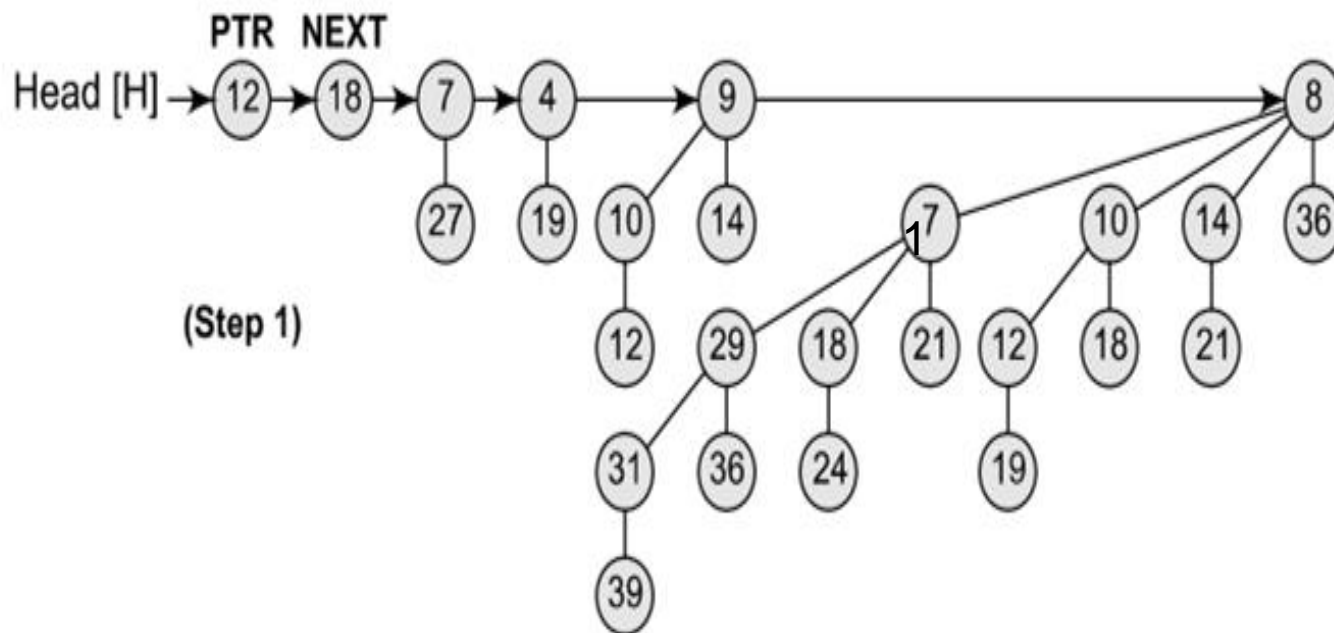


Figure 12.19(b)

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

Link NEXT to PTR, making PTR the parent of the node pointed by NEXT.

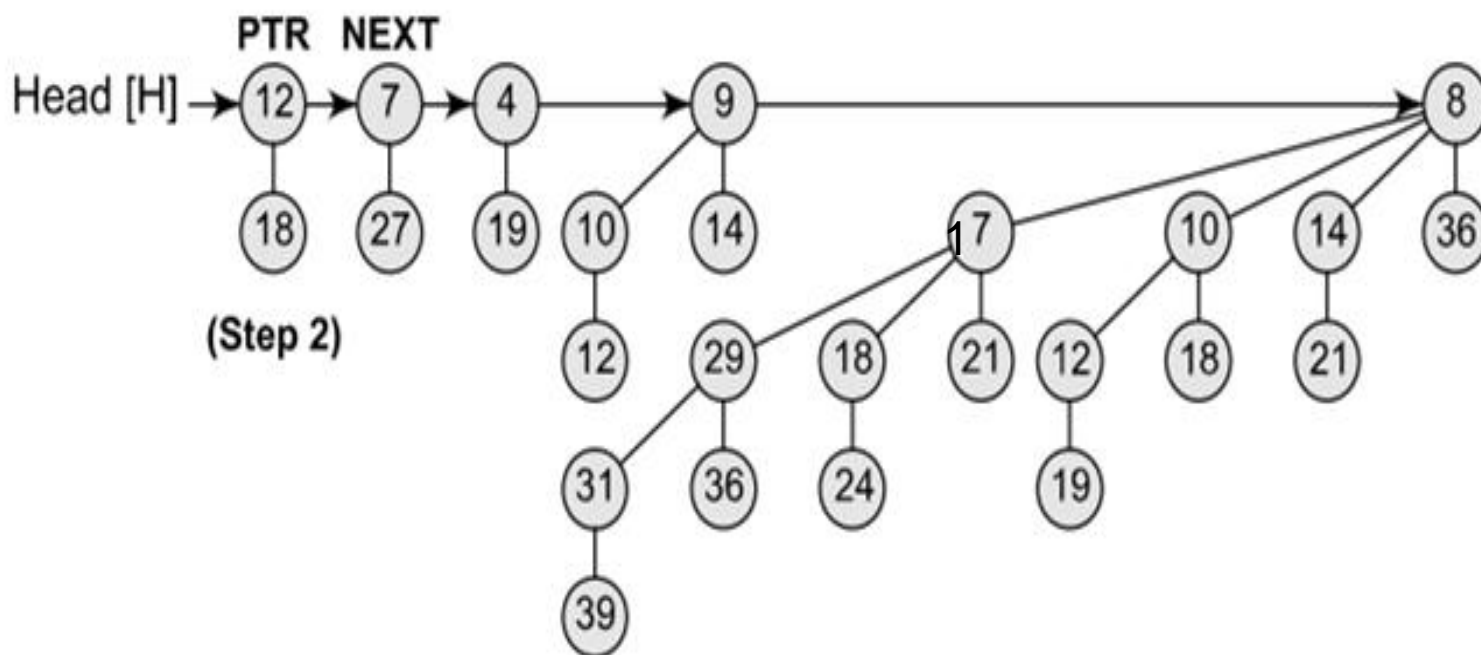


Figure 12.19(c)

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

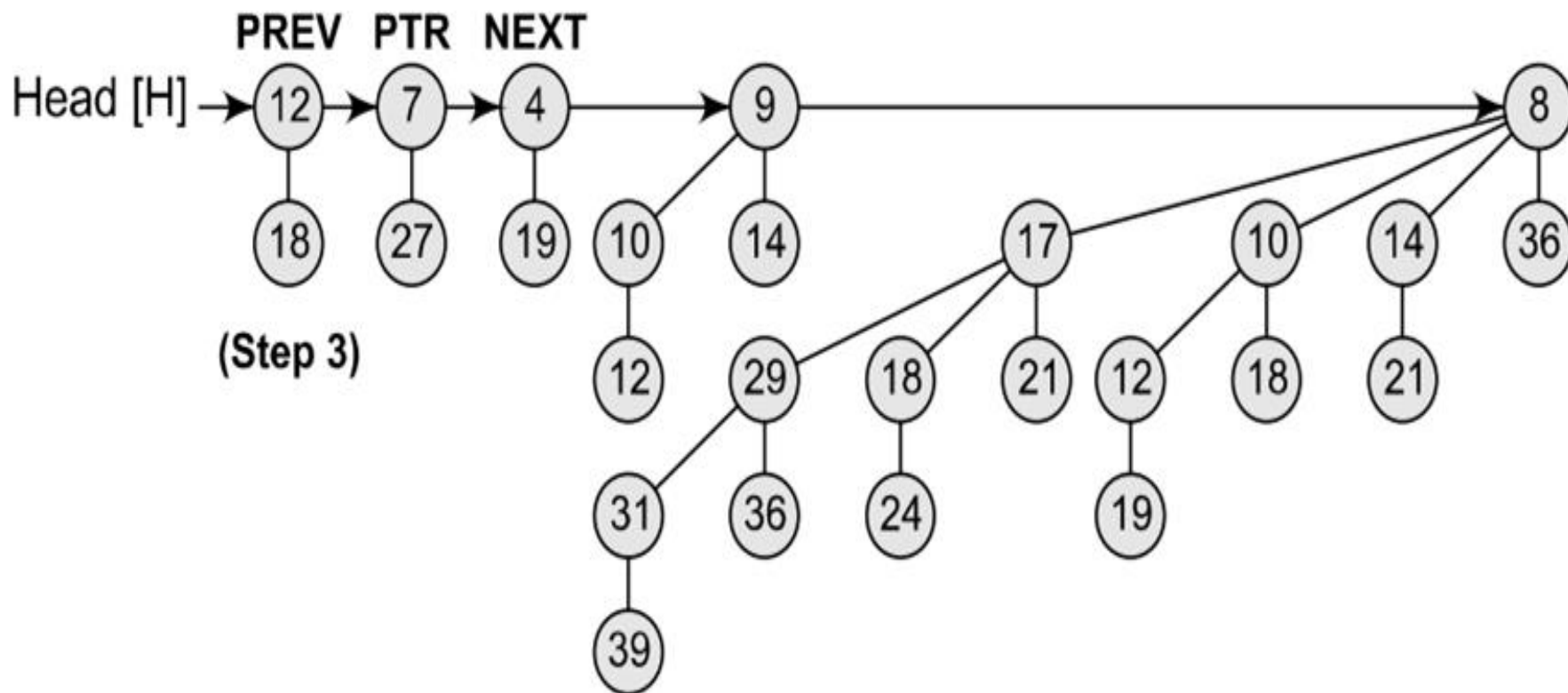


Figure 12.19(d)

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

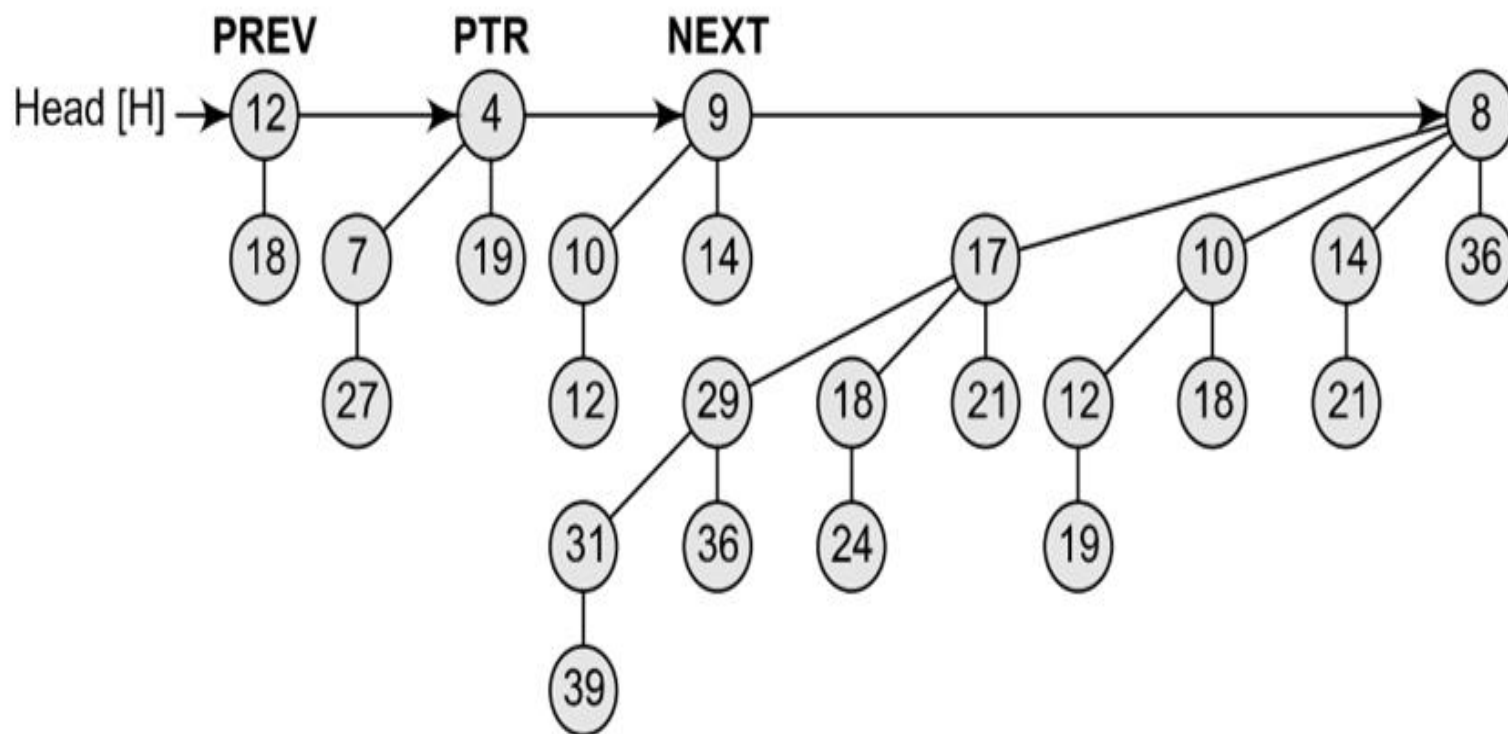


Figure 12.19(e)

Operations on Binomial Heaps

UnitingTwoBHeap—Takes the union of the two binomial heaps.

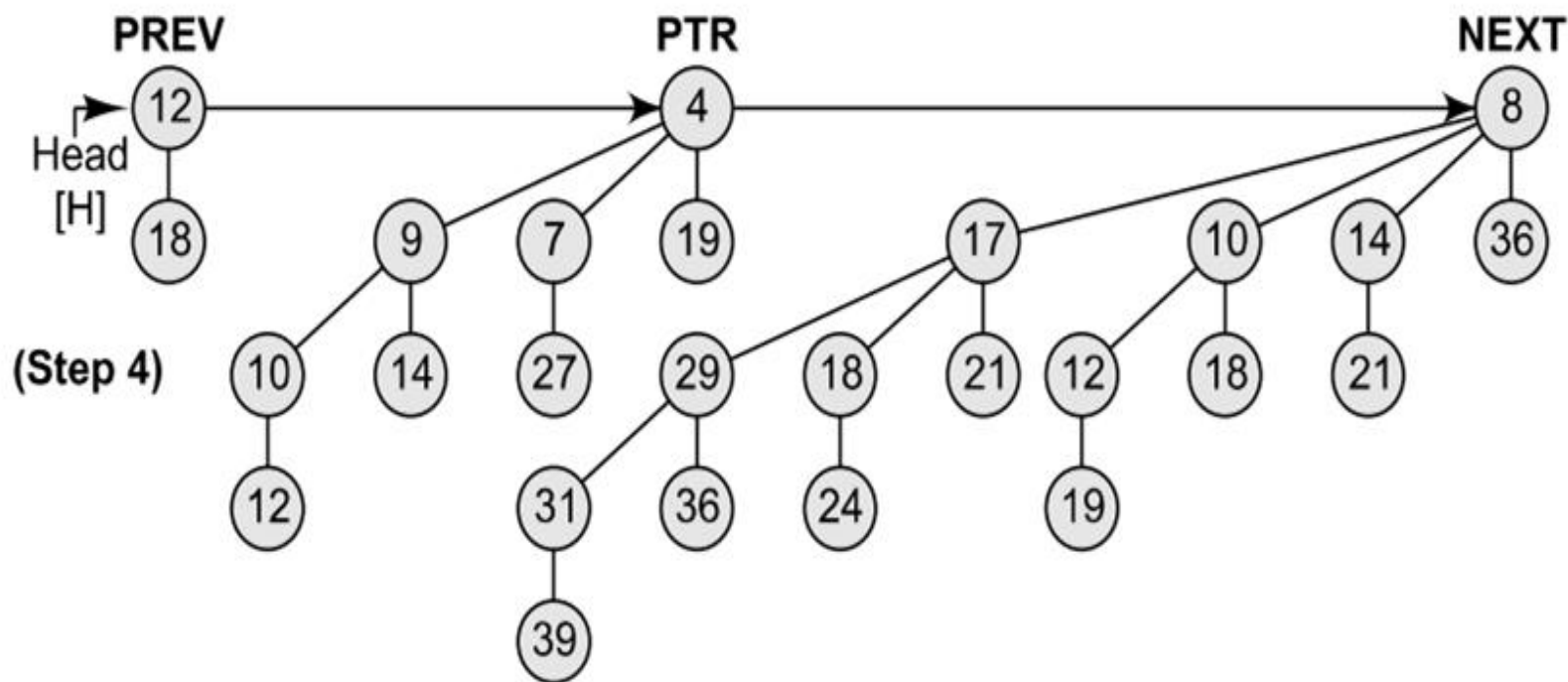


Figure 12.19(f) Binomial heap

Operations on Binomial Heaps

2. InsertNode—Inserts a node into binomial heap H.

To create H' needs $O(1)$ time. To unite H' with H requires $O(\log n)$ time.

Insert_Binomial-Heap(H, x)

Step 1: SET $H' = \text{Create_Binomial-Heap}()$

Step 2: SET $\text{Parent}[x] = \text{NULL}$, $\text{Child}[x] = \text{NULL}$ and
 $\text{Sibling}[x] = \text{NULL}$, $\text{Degree}[x] = \text{NULL}$

Step 3: SET $\text{Head}[H'] = x$

Step 4: SET $\text{Head}[H] = \text{Union_Binomial-Heap}(H, H')$

Step 5: END

Figure 12.20 Algorithm to insert a new element in a binomial heap

Operations on Binomial Heaps

ExtractMinimumKeyNode—returns the pointer to the extracted node.

Min-Extract_Binomial Heap (H)

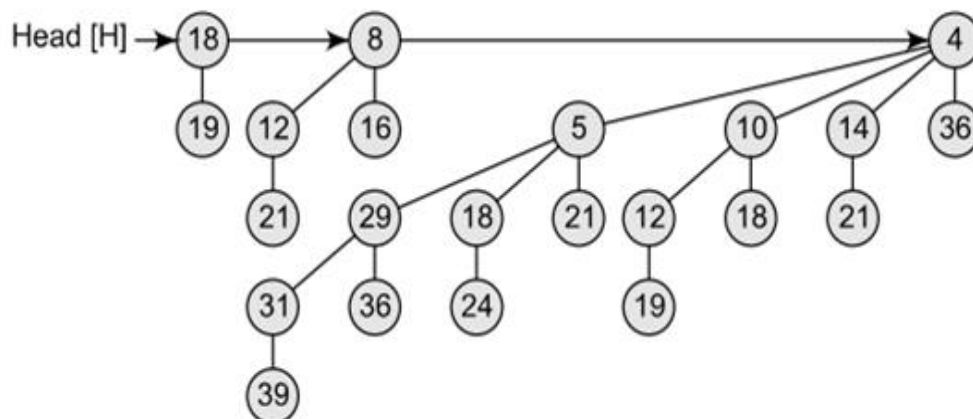
- Step 1: Find the root R having minimum value in the root list of H
- Step 2: Remove R from the root list of H
- Step 3: SET $H' = \text{Create_Binomial-Heap}()$
- Step 4: Reverse the order of R's children thereby forming a linked list
- Step 5: Set head[H'] to point to the head of the resulting list
- Step 6: SET $H = \text{Union_Binomial-Heap}(H, H')$

Figure 12.21 Algorithm to extract the node with minimum key from a binomial heap

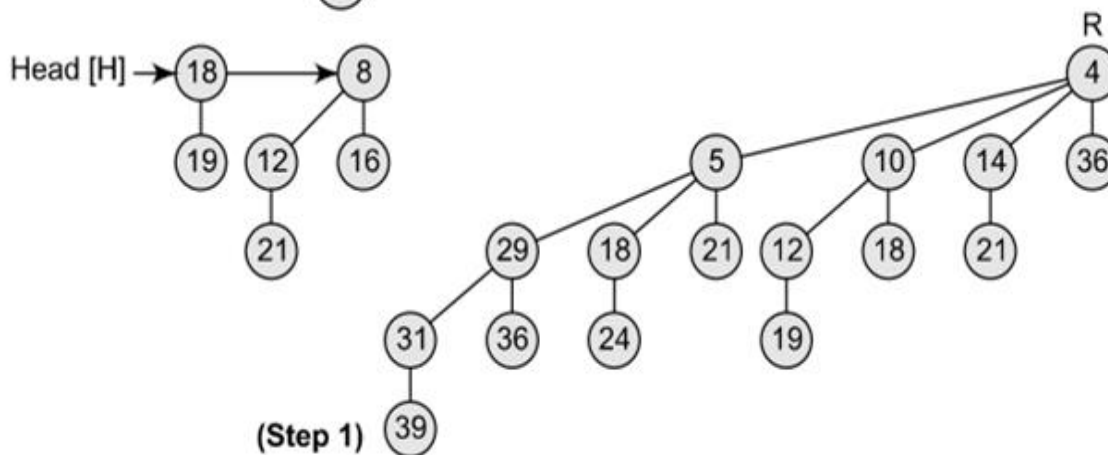
Operations on Binomial Heaps

ExtractMinimumKeyNode—returns the pointer to the extracted node.

Example 12.6 Extract the node with the minimum value from the given binomial heap.



Solution



Operations on Binomial Heaps

ExtractMinimumKeyNode—returns the pointer to the extracted node.

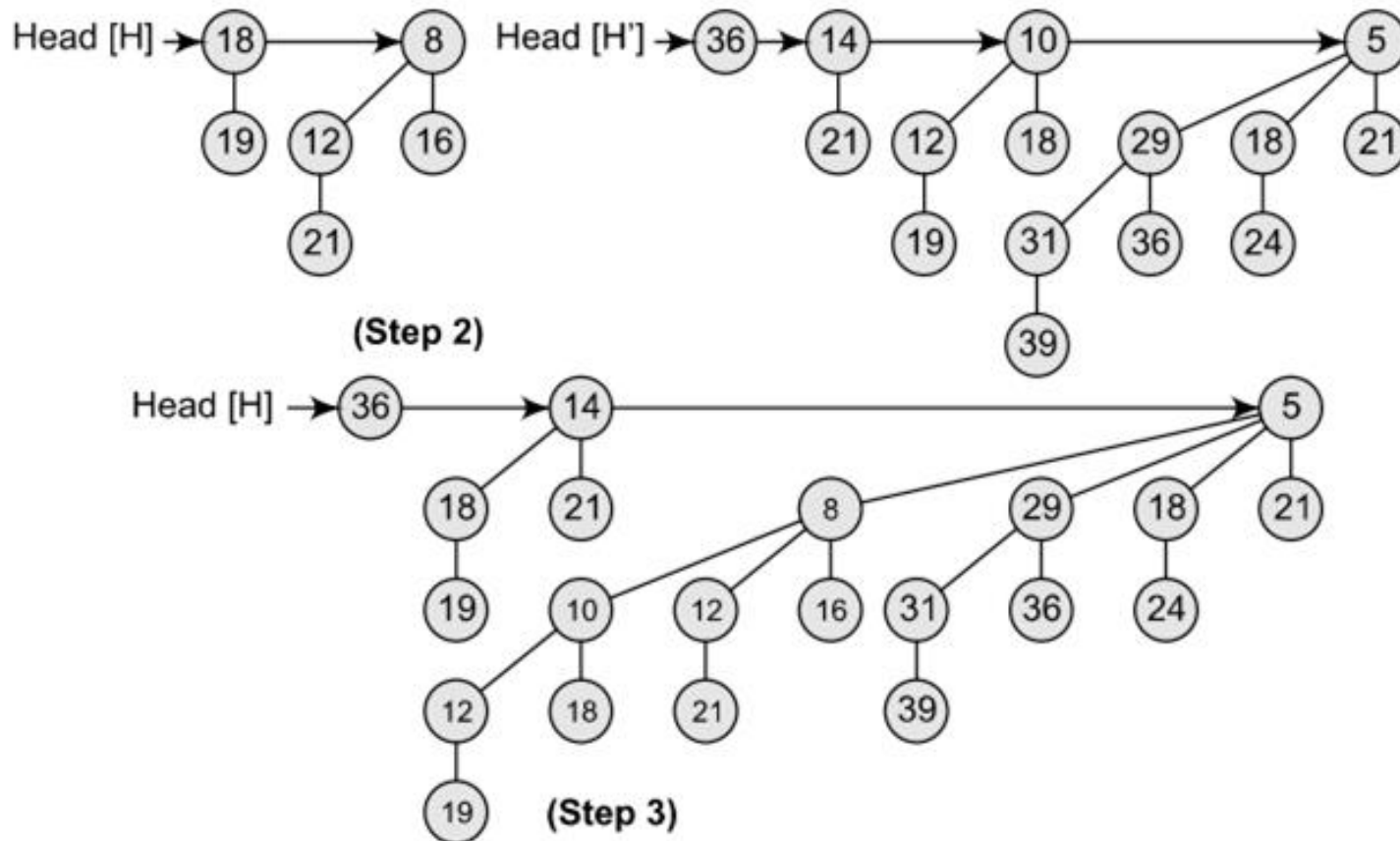


Figure 12.22 Binomial heap

Operations on Binomial Heaps

DecreaseKey—Decreases the key of a node in a binomial heap H to a new value k .

Binomial-Heap_Decrease_Val(H, x, k)

Step 1: IF $\text{Val}[x] < k$, then Print " ERROR"

Step 2: SET $\text{Val}[x] = k$

Step 3: SET $\text{PTR} = x$ and $\text{PAR} = \text{Parent}[\text{PTR}]$

Step 4: Repeat while $\text{PAR} \neq \text{NULL}$ and $\text{Val}[\text{PTR}] < \text{Val}[\text{PAR}]$

Step 5: SWAP ($\text{Val}[\text{PTR}], \text{Val}[\text{PAR}]$)

Step 6: SET $\text{PTR} = \text{PAR}$ and $\text{PAR} = \text{Parent} [\text{PTR}]$

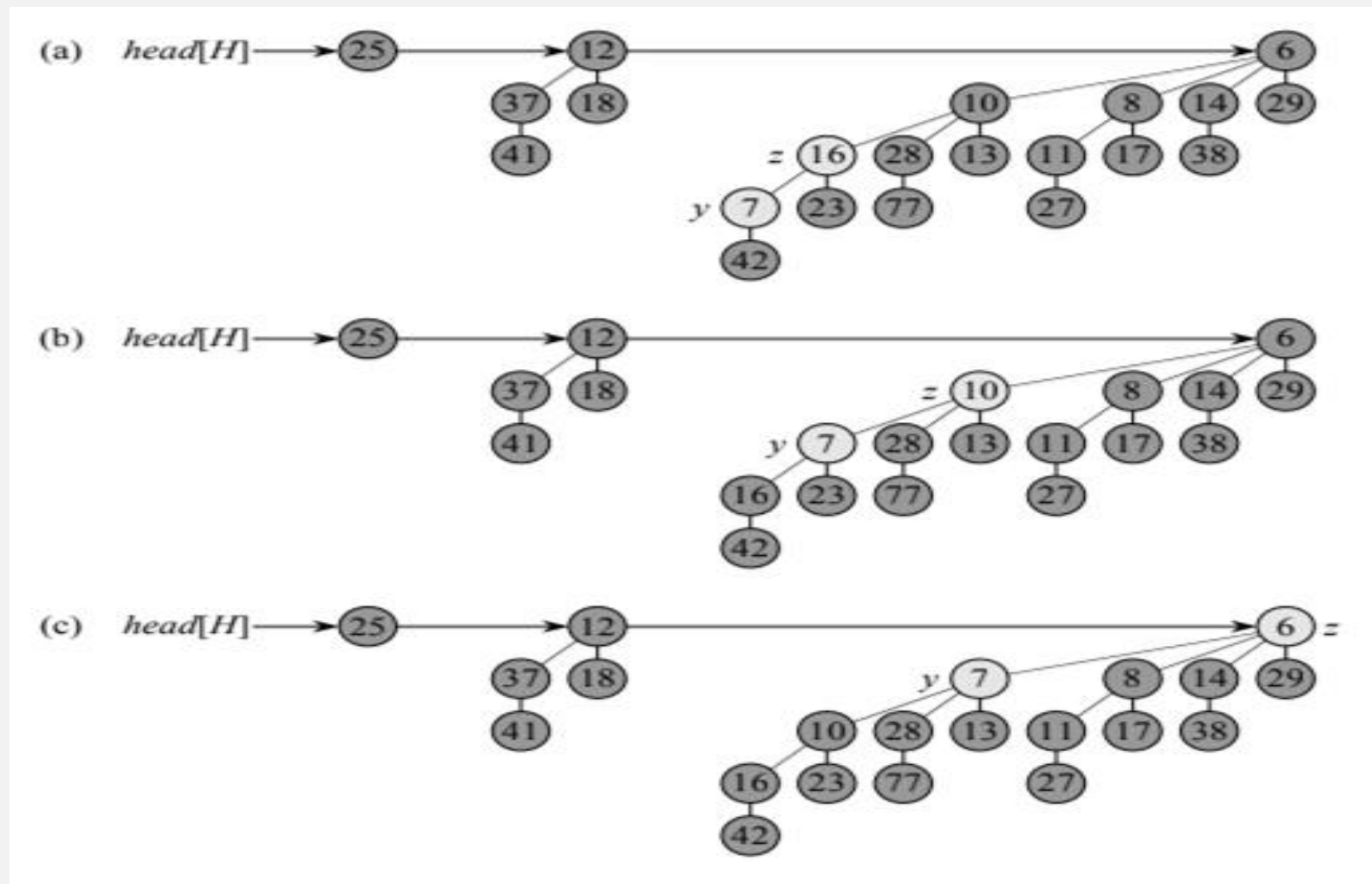
 [END OF LOOP]

Step 7: END

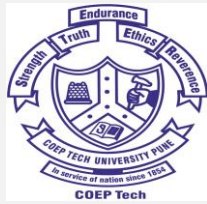
Figure 12.23 Algorithm to decrease the value of a node x in a binomial heap H

Operations on Binomial Heaps

DecreaseKey



Operations on Binomial Heaps



DeleteKey—Deletes the specified key from binomial heap H.

Binomial-Heap_Delete-Node(H, x)

Step 1: Binomial-Heap_Decrease_Val(H, x, $-\infty$)

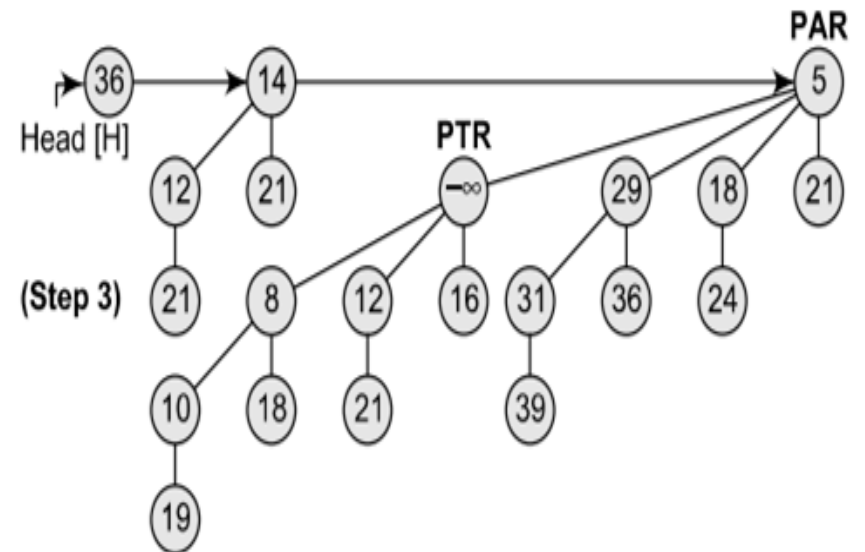
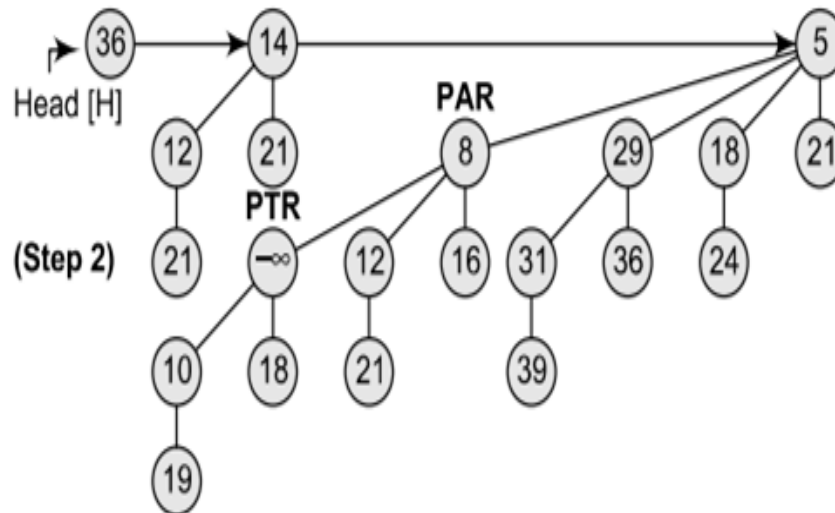
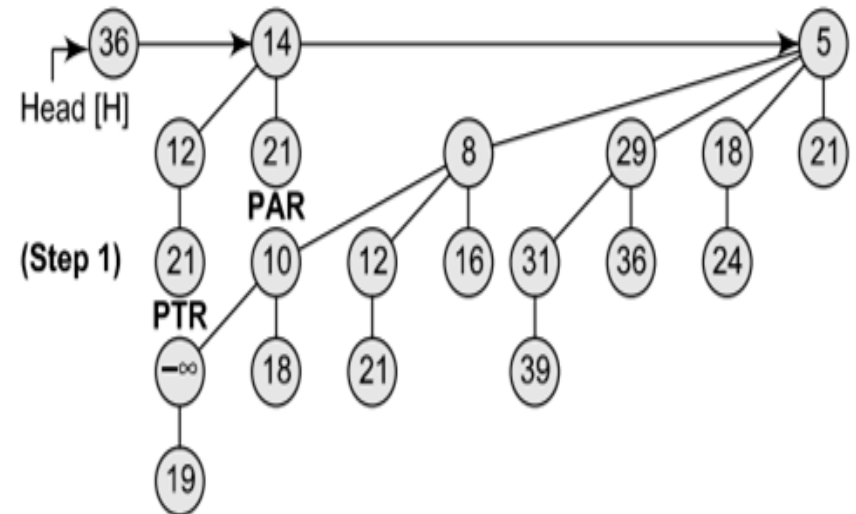
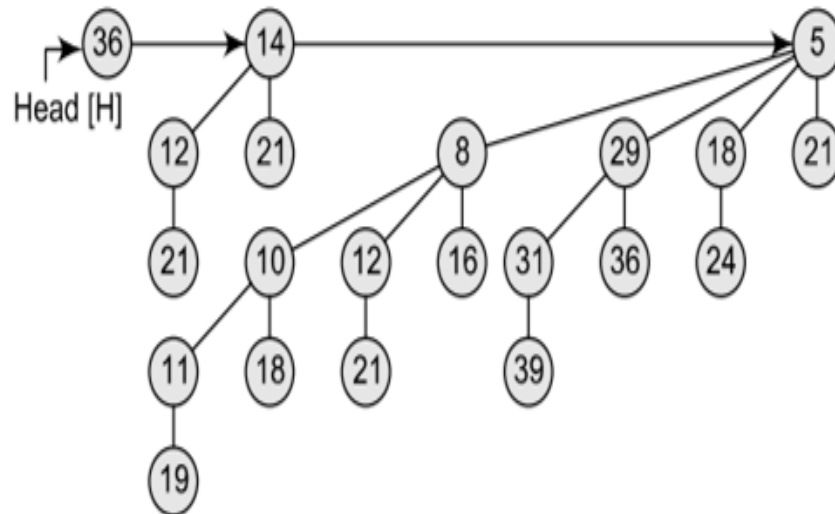
Step 2: Min-Extract_Binomial-Heap(H)

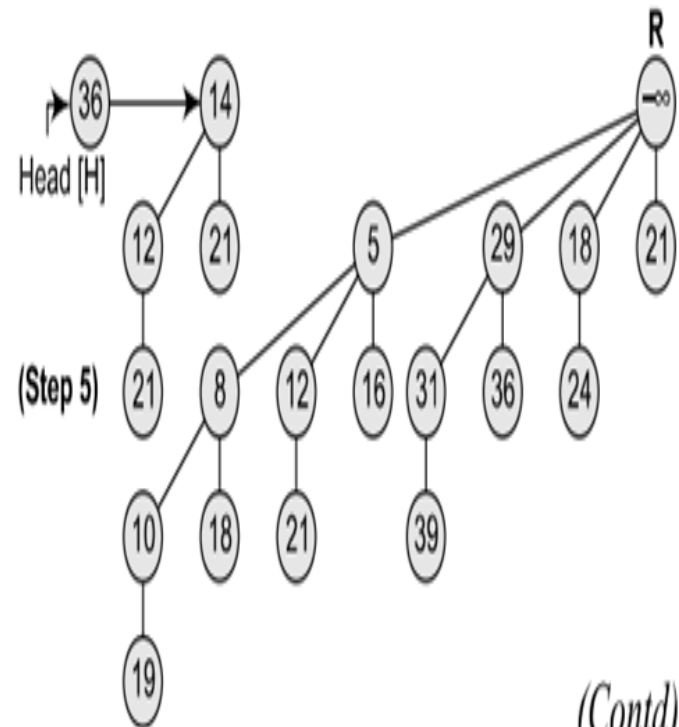
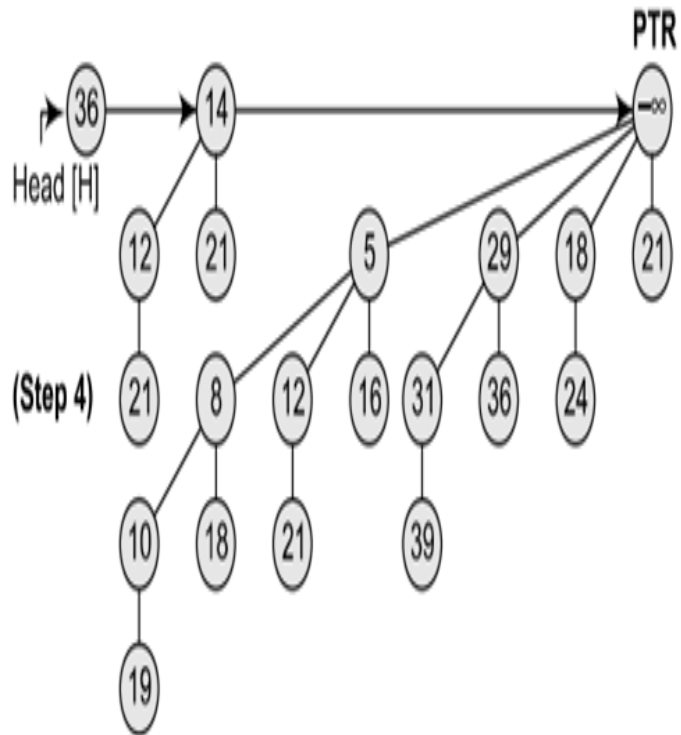
Step 3: END

Figure 12.24 Algorithm to delete a node from a binomial heap

Example 12.7 Delete the node with the value 11 from the binomial heap H .

Solution





(Contd)

