## **Experiment No.4**

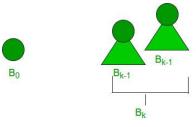
Aim: Implementation of Binomial Heaps and its various operations

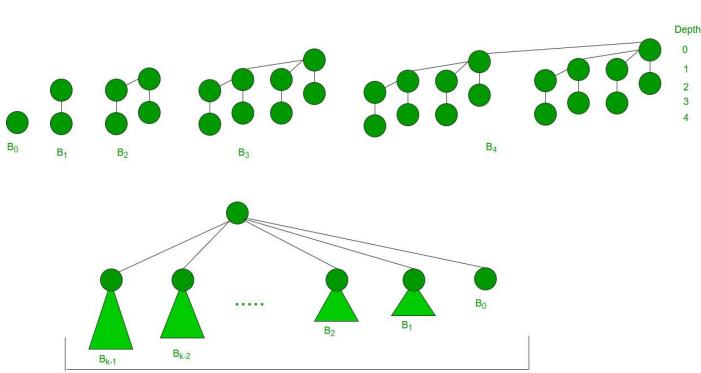
#### Objective:

- Understanding Binomial Trees , Binomial Heap and its operations.
- Implement Binomial Tree and Binomial Heap class.
- Define the Binomial Heap operations under Binomial Heap class.

#### **Methodology:**

- I. A Binomial Tree of order 0 has 1 node. A Binomial Tree of order k can be constructed by taking two binomial trees of order k-1 and making one as leftmost child or other.
- **II.** A Binomial Tree of order k has following properties:
  - a) It has exactly 2<sup>k</sup> nodes.
  - **b)** It has depth as k.
  - c) There are exactly  ${}^kC_i$  nodes at depth i for i = 0, 1, ..., k.
  - **d)** The root has degree k and children of root are themselves Binomial Trees with order k-1, k-2,.. 0 from left to right.





Bk

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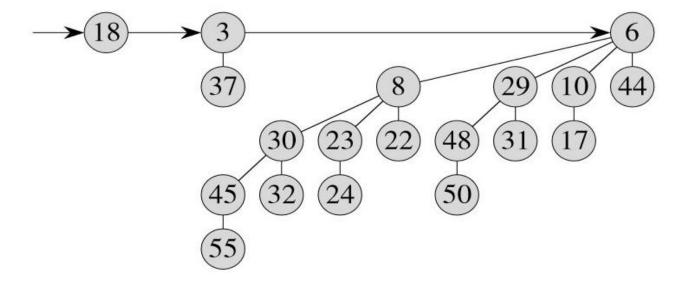
- III. A Binomial Heap is a set of Binomial Trees where each Binomial Tree follows Min Heap property. And there can be at most one Binomial Tree of any degree.
- IV. A Binomial Heap with n nodes has the number of Binomial Trees equal to the number of set bits in the Binary representation of n. For example let n be 13, there 3 set bits in the binary representation of n (00001101), hence 3 Binomial Trees.

### **Implementation:**

- Implemented the class BinomialTree with following members:
  - ♠ key
  - ◆ Children (a list)
  - order
- Implemented the *class BinomialHeap* with following member functions:
  - ◆ def extract min(self)
  - def get\_min(self)
  - def combine\_roots(self, h)
  - def merge(self, h)
  - def insert(self, key)
- Mainly 3 operations are implemented by User view named:
  - ♦ Insert.
  - min get.
  - min extract.

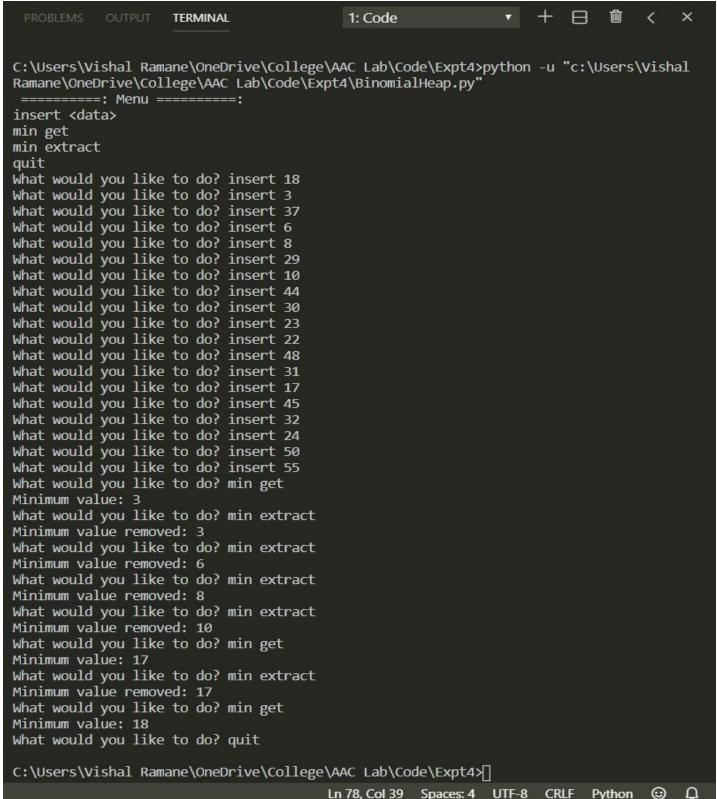
#### **Results:**

Input:



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#### Output:



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## **Conclusions:**

Thus we have successfully implemented Binomial Heap and its various applications.