



SHRI VILEPARLE KELAVANI MANDAL'S
DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING
(Autonomous College Affiliated to the University of Mumbai)
NAAC ACCREDITED with "A" GRADE (CGPA : 3.18)



Department of Information Technology

COURSE CODE: DJS22ITL502

DATE: 7-10-2024

COURSE NAME: Advanced Data Structures Laboratory

CLASS: TY B. TECH

NAME: Anish Sharma

DIV: IT 1

ROLL: I011

EXPERIMENT NO. 3

CO/LO: Choose appropriate data structure and use it to design algorithm for solving a specific problem

AIM / OBJECTIVE: To implement various operations on Binomial Heap.

DESCRIPTION OF EXPERIMENT:

Properties of Binomial Heap:

Collection of Binomial Trees: A heap is made of binomial trees, with each tree structured recursively.

Heap Property: Each tree obeys the min-heap property, with the smallest key at the root.

Logarithmic Merging: Merging two heaps takes $O(\log n)$ by combining trees of the same order.

Find Min: Locating the minimum element takes $O(\log n)$ by scanning root nodes.

Delete Min: Deleting the minimum element and restructuring takes $O(\log n)$

TECHNOLOGY STACK USED: C, C++, JAVA

SOURCE CODE:

```
import java.io.*;
class BinomialHeapNode {
    int key, degree;
    BinomialHeapNode parent;
    BinomialHeapNode sibling;
    BinomialHeapNode child;
    public BinomialHeapNode(int k)
    {
        key = k;
        degree = 0;
        parent = null;
        sibling = null;
        child = null;
    }
    public BinomialHeapNode reverse(BinomialHeapNode sibl)
    {
        BinomialHeapNode ret;
        if (sibling != null)
            ret = sibling.reverse(this);
```



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```
        else
            ret = this;
        sibling = sibl;
        return ret;
    }
    public BinomialHeapNode findMinNode()
    {
        BinomialHeapNode x = this, y = this;
        int min = x.key;

        while (x != null) {
            if (x.key < min) {
                y = x;
                min = x.key;
            }

            x = x.sibling;
        }

        return y;
    }
    public BinomialHeapNode findANodeWithKey(int value)
    {
        BinomialHeapNode temp = this, node = null;

        while (temp != null) {
            if (temp.key == value) {
                node = temp;
                break;
            }

            if (temp.child == null)
                temp = temp.sibling;

            else {
                node = temp.child.findANodeWithKey(value);
                if (node == null)
                    temp = temp.sibling;
                else
                    break;
            }
        }
        return node;
    }

    public int getSize()
    {
        return (
```



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```
        1 + ((child == null) ? 0 : child.getSize())
        + ((sibling == null) ? 0 : sibling.getSize()));
    }
}

class BinomialHeap {
    private BinomialHeapNode Nodes;
    private int size;
    public BinomialHeap()
    {
        Nodes = null;
        size = 0;
    }
    public boolean isEmpty() { return Nodes == null; }
    public int getSize() { return size; }
    public void makeEmpty()
    {
        Nodes = null;
        size = 0;
    }
    public void insert(int value)
    {
        if (value > 0) {
            BinomialHeapNode temp
                = new BinomialHeapNode(value);
            if (Nodes == null) {
                Nodes = temp;
                size = 1;
            }
            else {
                unionNodes(temp);
                size++;
            }
        }
    }
    private void merge(BinomialHeapNode binHeap)
    {
        BinomialHeapNode temp1 = Nodes, temp2 = binHeap;

        while ((temp1 != null) && (temp2 != null)) {

            if (temp1.degree == temp2.degree) {

                BinomialHeapNode tmp = temp2;
                temp2 = temp2.sibling;
                tmp.sibling = temp1.sibling;
                temp1.sibling = tmp;
                temp1 = tmp.sibling;
            }
            else {
```



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```

if (temp1.degree < temp2.degree) {

    if ((temp1.sibling == null)
        || (temp1.sibling.degree
            > temp2.degree)) {
        BinomialHeapNode tmp = temp2;
        temp2 = temp2.sibling;
        tmp.sibling = temp1.sibling;
        temp1.sibling = tmp;
        temp1 = tmp.sibling;
    }
    else {
        temp1 = temp1.sibling;
    }
}
else {
    BinomialHeapNode tmp = temp1;
    temp1 = temp2;
    temp2 = temp2.sibling;
    temp1.sibling = tmp;

    if (tmp == Nodes) {
        Nodes = temp1;
    }

    else {
    }
}
}
if (temp1 == null) {
    temp1 = Nodes;
    while (temp1.sibling != null) {
        temp1 = temp1.sibling;
    }
    temp1.sibling = temp2;
}
else {
}
}
private void unionNodes(BinomialHeapNode binHeap)
{
    merge(binHeap);
    BinomialHeapNode prevTemp = null, temp = Nodes,
        nextTemp = Nodes.sibling;
    while (nextTemp != null) {
        if ((temp.degree != nextTemp.degree)
            || ((nextTemp.sibling != null)
                && (nextTemp.sibling.degree

```



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```

        == temp.degree))) {
            prevTemp = temp;
            temp = nextTemp;
        }
        else {
            if (temp.key <= nextTemp.key) {
                temp.sibling = nextTemp.sibling;
                nextTemp.parent = temp;
                nextTemp.sibling = temp.child;
                temp.child = nextTemp;
                temp.degree++;
            }

            else {

                if (prevTemp == null) {
                    Nodes = nextTemp;
                }

                else {
                    prevTemp.sibling = nextTemp;
                }

                temp.parent = nextTemp;
                temp.sibling = nextTemp.child;
                nextTemp.child = temp;
                nextTemp.degree++;
                temp = nextTemp;
            }
        }
        nextTemp = temp.sibling;
    }
}

public int findMinimum()
{
    return Nodes.findMinNode().key;
}

public void delete(int value)
{
    if ((Nodes != null)
        && (Nodes.findANodeWithKey(value) != null)) {
        decreaseKeyValue(value, findMinimum() - 1);
        extractMin();
    }
}

public void decreaseKeyValue(int old_value,
                             int new_value)
{
    BinomialHeapNode temp

```



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```
        = Nodes.findANodeWithKey(old_value);
    if (temp == null)
        return;
    temp.key = new_value;
    BinomialHeapNode tempParent = temp.parent;

    while ((tempParent != null)
        && (temp.key < tempParent.key)) {
        int z = temp.key;
        temp.key = tempParent.key;
        tempParent.key = z;

        temp = tempParent;
        tempParent = tempParent.parent;
    }
}

public int extractMin()
{
    if (Nodes == null)
        return -1;

    BinomialHeapNode temp = Nodes, prevTemp = null;
    BinomialHeapNode minNode = Nodes.findMinNode();

    while (temp.key != minNode.key) {
        prevTemp = temp;
        temp = temp.sibling;
    }

    if (prevTemp == null) {
        Nodes = temp.sibling;
    }
    else {
        prevTemp.sibling = temp.sibling;
    }

    temp = temp.child;
    BinomialHeapNode fakeNode = temp;

    while (temp != null) {
        temp.parent = null;
        temp = temp.sibling;
    }

    if ((Nodes == null) && (fakeNode == null)) {
        size = 0;
    }
    else {
        if ((Nodes == null) && (fakeNode != null)) {
```



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```
        Nodes = fakeNode.reverse(null);
        size = Nodes.getSize();
    }
    else {
        if ((Nodes != null) && (fakeNode == null)) {
            size = Nodes.getSize();
        }
        else {
            unionNodes(fakeNode.reverse(null));
            size = Nodes.getSize();
        }
    }
}

return minNode.key;
}
public void displayHeap()
{
    System.out.print("\nHeap : ");
    displayHeap(Nodes);
    System.out.println("\n");
}

private void displayHeap(BinomialHeapNode r)
{
    if (r != null) {
        displayHeap(r.child);
        System.out.print(r.key + " ");
        displayHeap(r.sibling);
    }
}
}

public class GFG {
    public static void main(String[] args)
    {
        BinomialHeap binHeap = new BinomialHeap();
        binHeap.insert(12);
        binHeap.insert(8);
        binHeap.insert(5);
        binHeap.insert(15);
        binHeap.insert(7);
        binHeap.insert(2);
        binHeap.insert(9);
        System.out.println("Size of the binomial heap is "
            + binHeap.getSize());
        binHeap.displayHeap();
        binHeap.delete(15);
        binHeap.delete(8);
    }
}
```



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```
System.out.println("Size of the binomial heap is "  
                    + binHeap.getSize());  
  
binHeap.displayHeap();  
binHeap.makeEmpty();  
System.out.println(binHeap.isEmpty());  
}  
}
```

OUTPUT:

```
Size of the binomial heap is 7  
  
Heap : 9 7 2 12 8 15 5  
  
Size of the binomial heap is 5  
  
Heap : 7 9 5 12 2  
  
true
```

CONCLUSION: In this experiment we understood the implementation of binomial heap.

REFERENCES:

1. Peter Brass, "Advanced Data Structures", Cambridge University Press, 2008
2. Robert Sedgewick & Kevin Wayne, "Algorithms", 4th Edition, Addison-Wesley Professional, 2011.