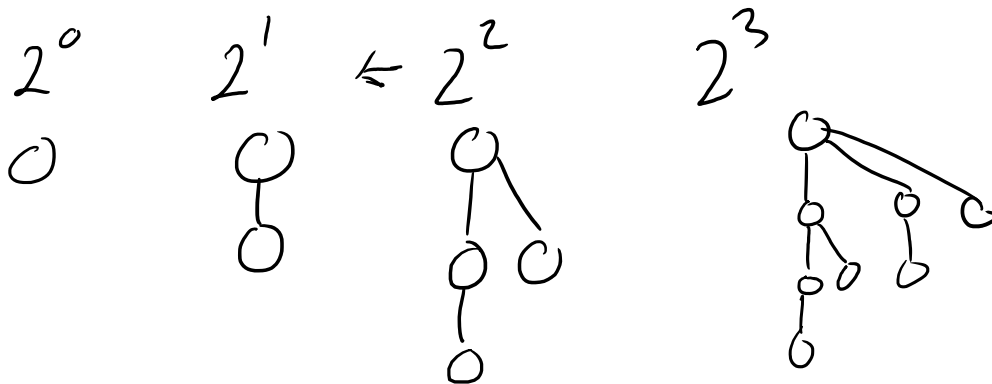


# 2018-10-04 Binomial & Skew Heaps

Thursday, October 4, 2018 3:01 PM

## Binomial Heaps

- Are "forests" of mini heap trees
- Each heap tree is a power of 2 in size and is recursively constructed from prior heap sizes

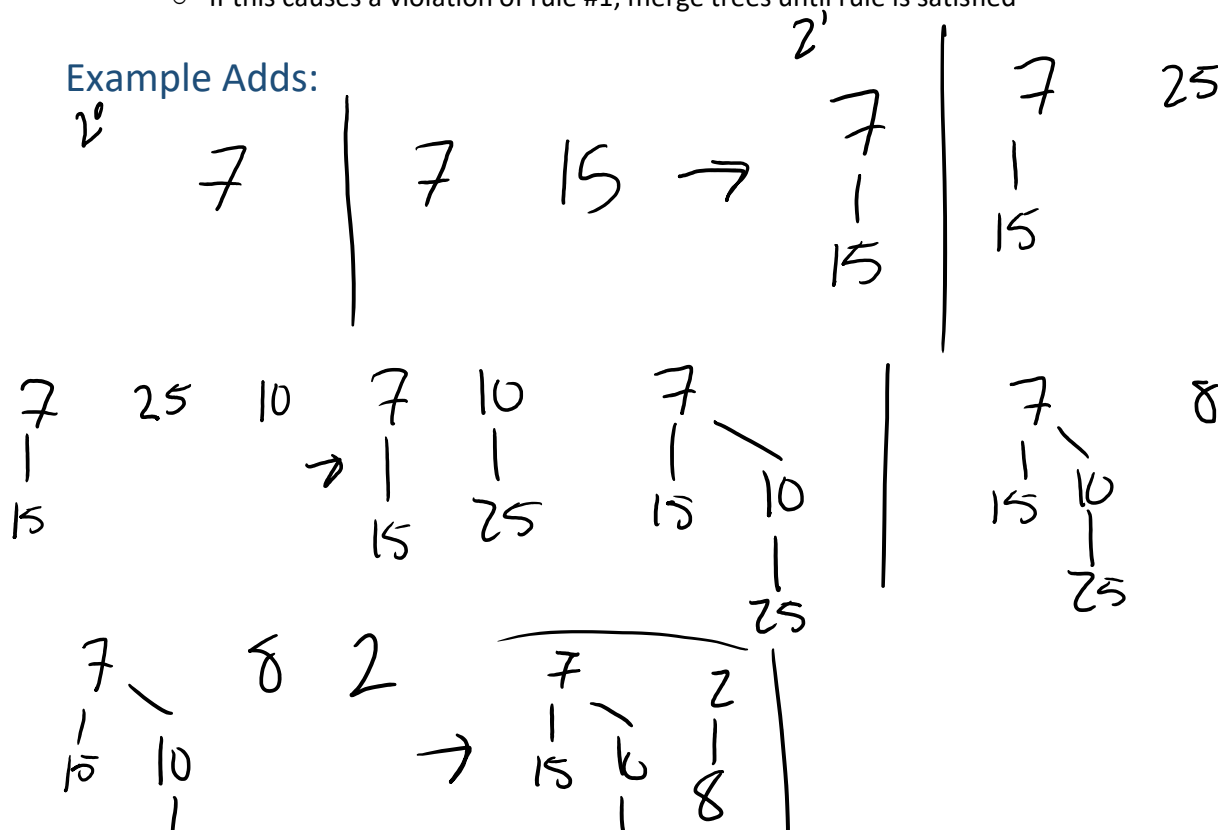


- Thus, a binomial heap has multiple "root" values.

## Binomial Heap Rules

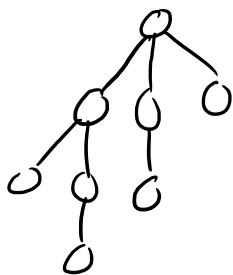
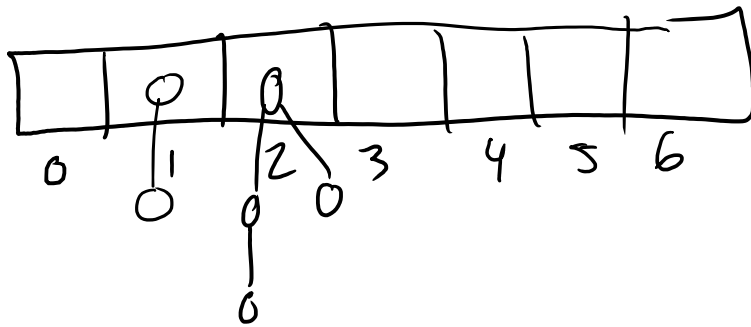
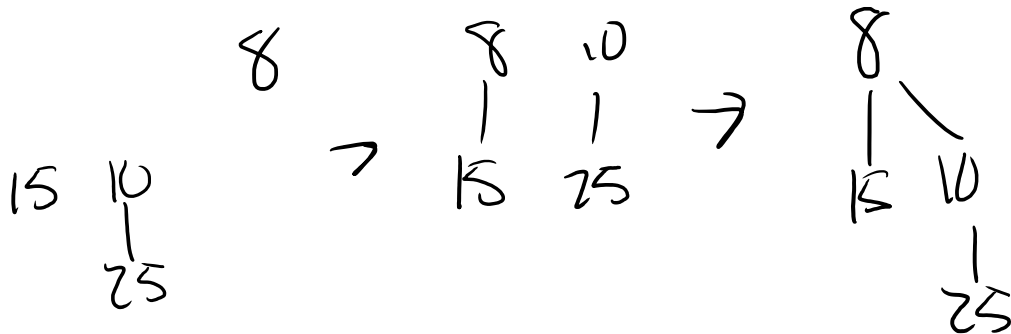
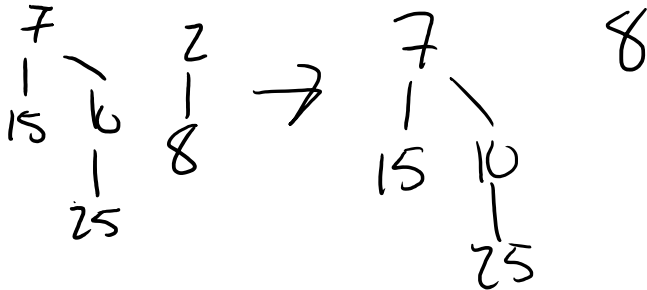
- Each tree in a binomial forest must have a unique size
- All nodes below a given node must be less important than that node
- New values are added to the heap as a singleton (tree size 1)
  - If this causes a violation of rule #1, merge trees until rule is satisfied
- Dequeue removes the most important node in a forest.
  - If this causes a violation of rule #1, merge trees until rule is satisfied

## Example Adds:

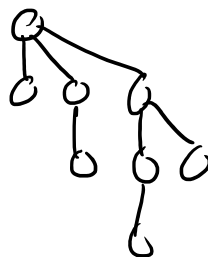




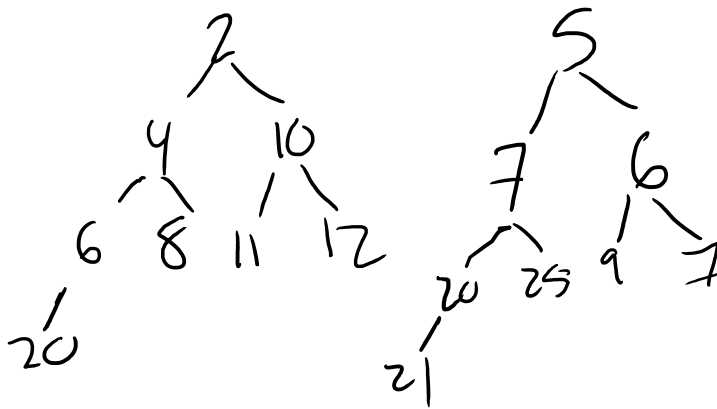
Dequeue



2



5



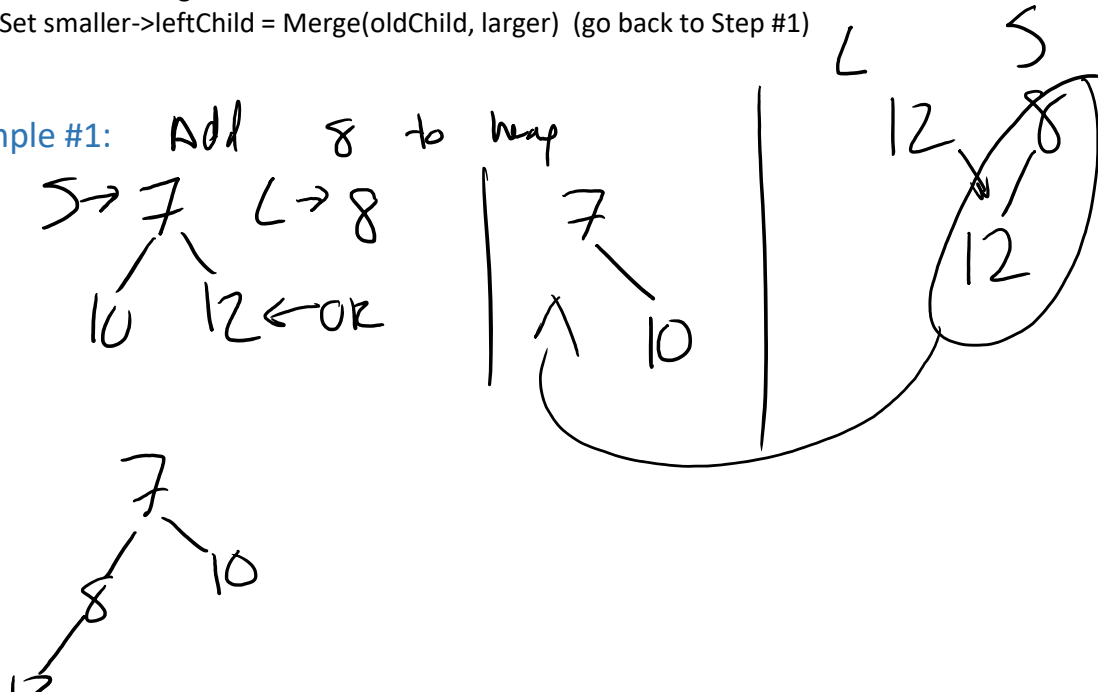
## Skew Heaps

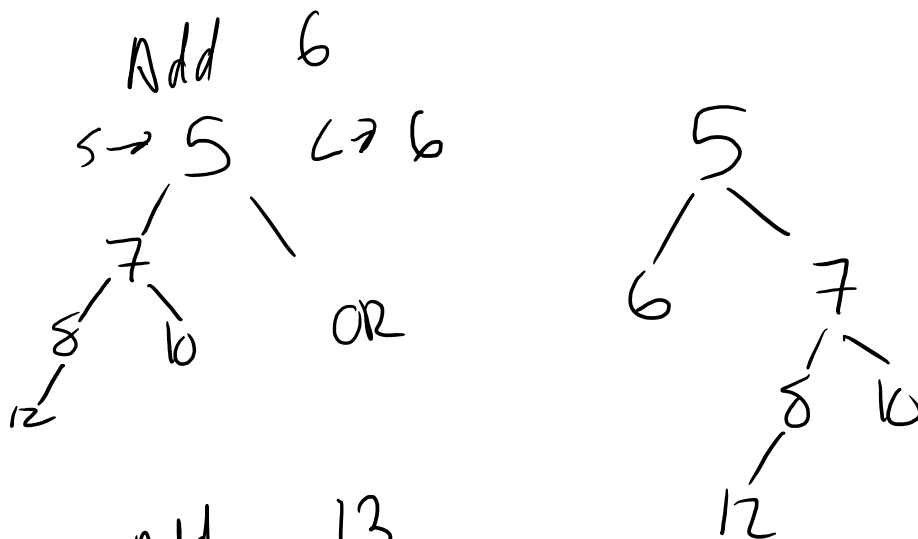
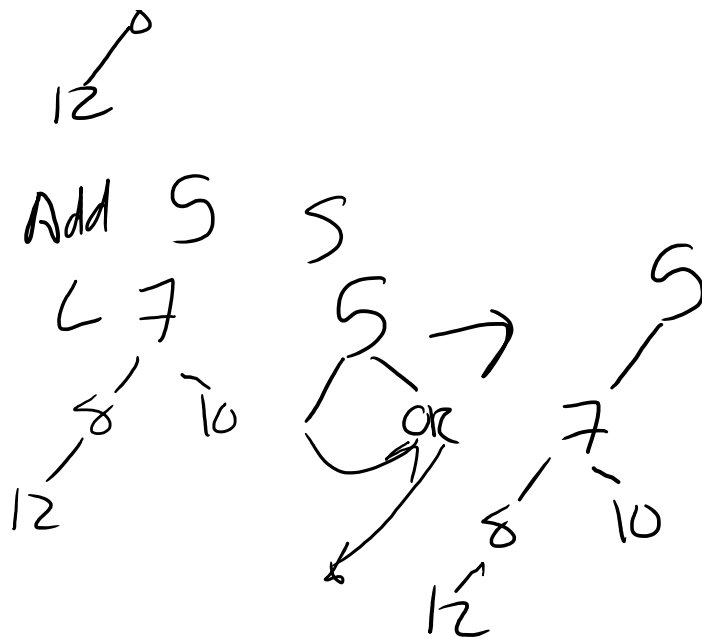
- Recall that binary heaps use vectors. This is required because:
  - We need to get the parent data
  - We need to quickly access bottom-right most element
- What if we wanted to do an LL-based implementation?
  - Different rules are required
- Skew heaps are:
  - LL-based
  - Not guaranteed to be complete
  - Not guaranteed to be balanced
  - Merge better than binary heaps
  - Have on average,  $\log N$  runtime
- Similar to binomial heaps, all Skew Heap operations follow the same basic algorithm

## Basic Skew Heap Algorithm (min-heap)

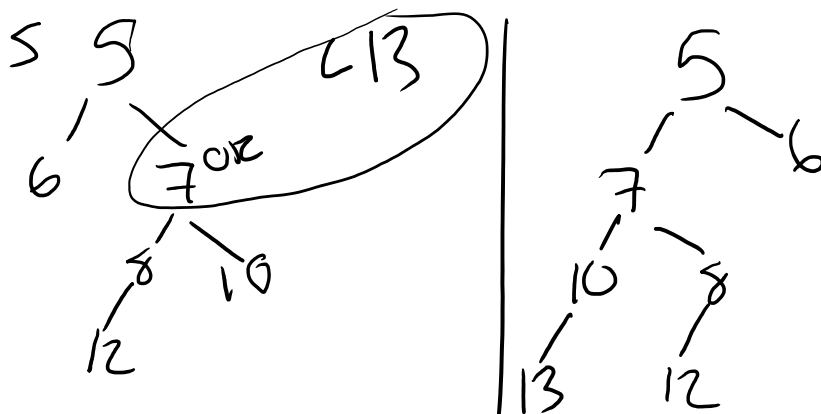
- Given two heaps, A, B
- Let  $\text{smaller} = \text{smaller}(A, B)$
- Let  $\text{larger} = \text{larger}(A, B)$
- Let  $\text{oldRight} = \text{smaller} \rightarrow \text{RightChild}$
- Set  $\text{smaller} \rightarrow \text{RightChild} = \text{smaller} \rightarrow \text{LeftChild}$
- Set  $\text{smaller} \rightarrow \text{leftChild} = \text{Merge}(\text{oldChild}, \text{larger})$  (go back to Step #1)

Example #1: Add 8 to heap





Add 13

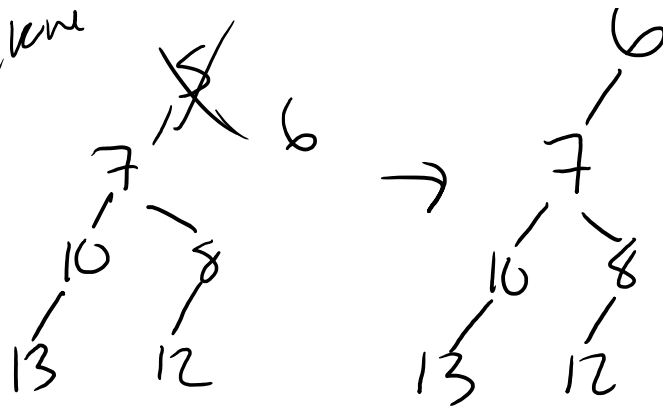


Dequeue

✓

6

Dequeue



Merge



Handout

