

Binomial Heap (Write-up)

Amber Mishra
18M18CS01

```
class Node
```

```
{  
    int data, deg;
```

```
    Node child, sibling, parent;
```

```
}
```

```
Node* newNode(int k)
```

```
{
```

```
    Node t = new Node();
```

```
    t->data = k;
```

```
    t->deg = 0;
```

```
    t->child = t->sibling = t->parent = NULL;
```

```
    return t;
```

```
}
```

```
List<Node> insert (head, key)
```

```
{  
    Node t = newNode(key)
```

```
    List temp;
```

```
    temp->add(t)
```

```
    temp = unionBinomial (head, temp);  
    return adjust(temp);
```


List <Node> union_Binomial (List l1, List l2)

List <Node> new;

while (l1 != null && l2 != null)

{
if (l1->deg <= l2->deg)

{
new->add(l1);
l1 = l1->next;
}

else

{
new->add(l2);
l2 = l2->next;
}

{
while (l1 != null)
{
new->add(l1);
l1 = l1->next;
}

while (l2 != null)
{
new->add(l2);
l2 = l2->next;
}

return new;
}

List < Node > adjust (List < Node > heap)

{

if (heap.size() <= 1)

return heap;

List new_heap;

List < Node > iterator it1, it2, it3;

if (heap.size() == 2)

{ it2 = it1

it2++;

it3 = heap.end();

}

~~else~~ else

{ it2++;

it3 = it2

it3++;

}

while (it1 != null)

{

if (it2 == null)

it1++;

else if (it1.deg < it2.deg)

{ it1++

it2++

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18M18 (S013)

```
if (it3 != null)
    it3++;
}
else if (it3 != null && it1.deg == it2.deg && it1.deg
        == it3.deg)
{
    it1++;
    it2++;
    it3++;
}
return head;
}
Node getMin (List head)
{
    List <Node> it;
    Node temp = it;
    while (it != null)
    {
        if (it.data < temp.data)
            temp = it;
        it = it.next;
    }
    return temp;
}
```


List < Node > extractMin (List < Node > heap)

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1. List < Node > new_heap, la;

IBM 18 (Sol 13)

Node temp;

temp = getMin(-heap)

List < Node > it;

while (it != null)

1 if (it != temp)

new_heap.add(it)

it = it.next();

2

~~new_heap~~ new_heap = insertMinHeap (new_heap, la)

new_heap = adjust (new_heap)

return new_heap;

3

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