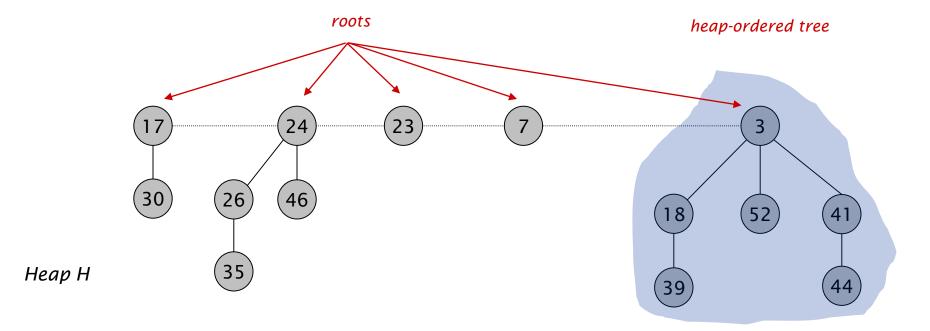
Fibonacci Heaps from Princeton

Fibonacci Heaps: Structure

Fibonacci heap.

each parent smaller than its children

- Set of heap-ordered trees.
- . Maintain pointer to minimum element.
- Set of marked nodes.

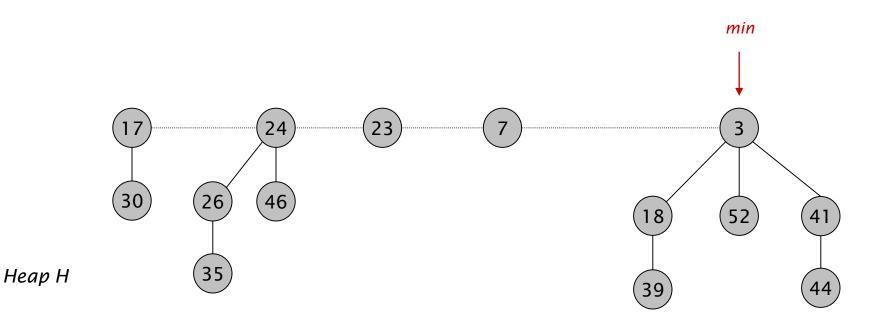


Fibonacci Heaps: Structure

Fibonacci heap.

- Set of heap-ordered trees.
- Maintain pointer to minimum element.
- Set of marked nodes.

find-min takes O(1) time

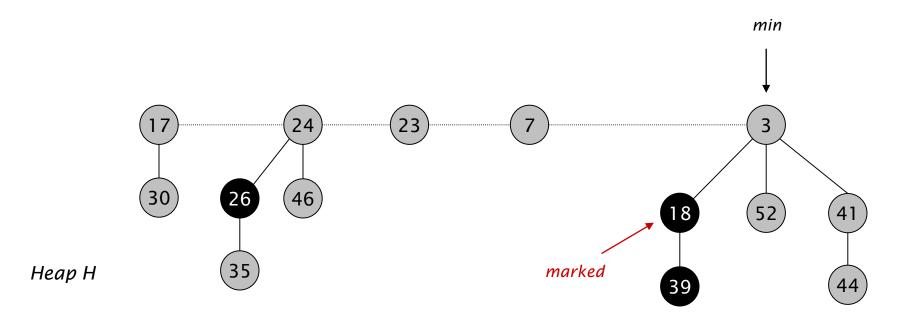


Fibonacci Heaps: Structure

Fibonacci heap.

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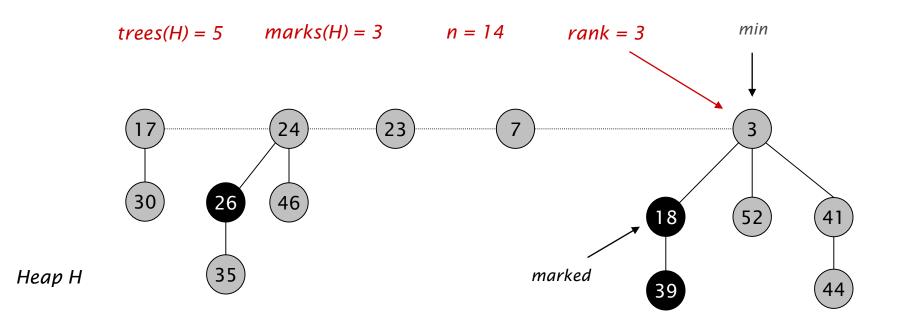
use to keep heaps flat (stay tuned)



Fibonacci Heaps: Notation

Notation.

- n = number of nodes in heap.
- rank(x) = number of children of node x.
- $_{n}$ rank(H) = max rank of any node in heap H.
- trees(H) = number of trees in heap H.
- marks(H) = number of marked nodes in heap H.



Insert

Fibonacci Heaps: Insert

Insert.

Неар Н

- . Create a new singleton tree.
- Add to root list; update min pointer (if necessary).

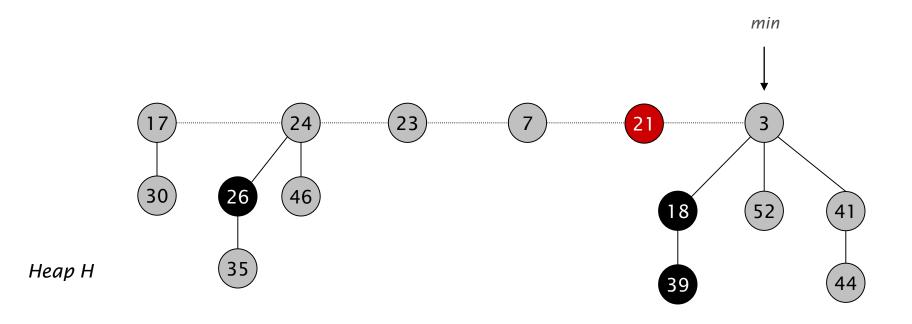
insert 21 21 min 17 24 23 7 30 26 41 44

Fibonacci Heaps: Insert

Insert.

- . Create a new singleton tree.
- Add to root list; update min pointer (if necessary).

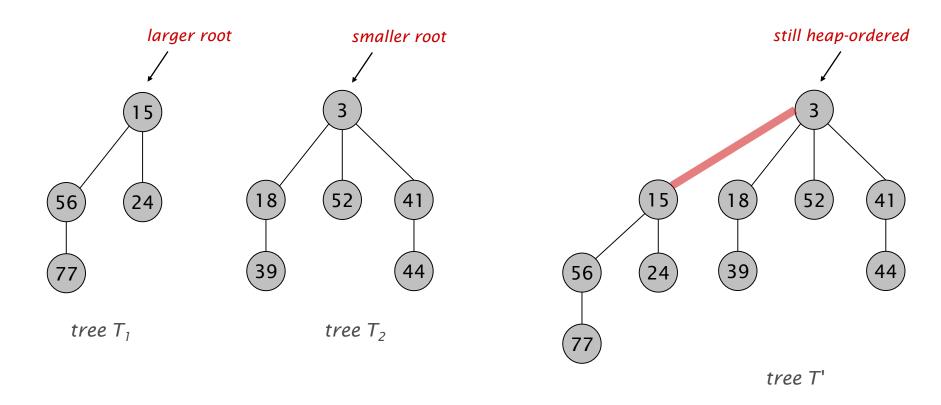
insert 21



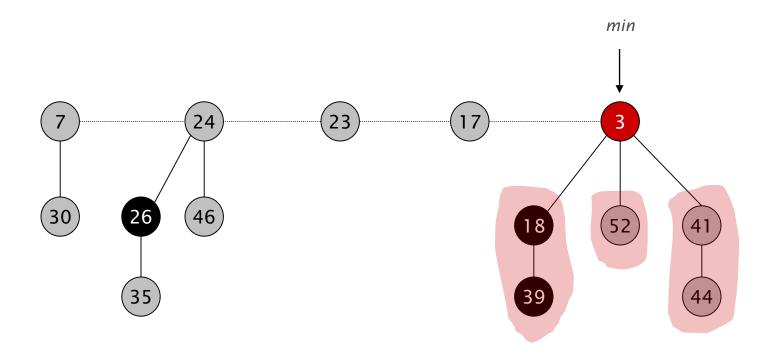
Delete Min

Linking Operation

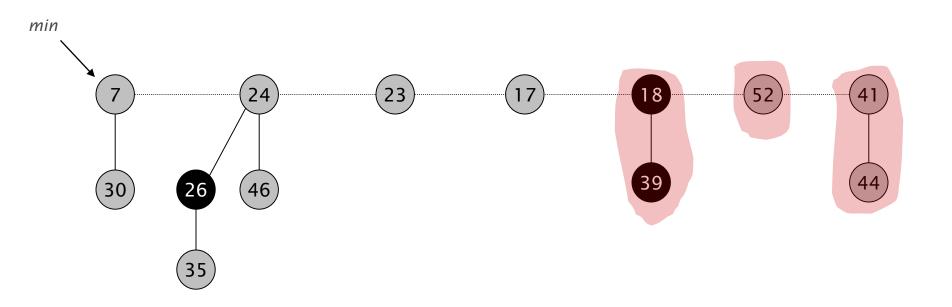
Linking operation. Make larger root be a child of smaller root.



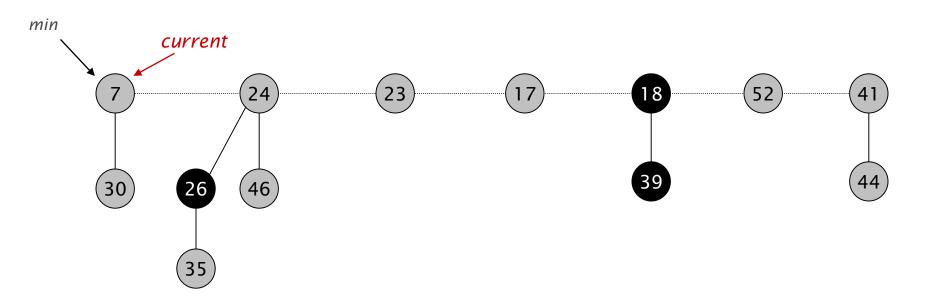
- Delete min; meld its children into root list; update min.
- Consolidate trees so that no two roots have same rank.



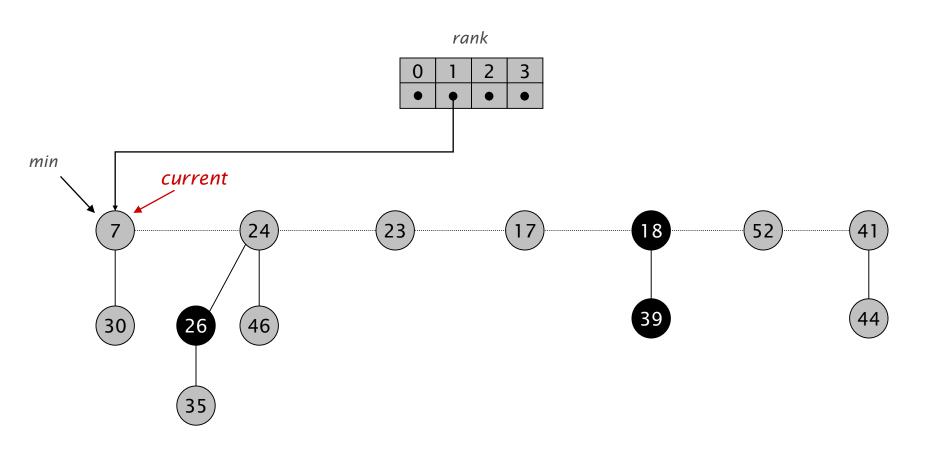
- Delete min; meld its children into root list; update min.
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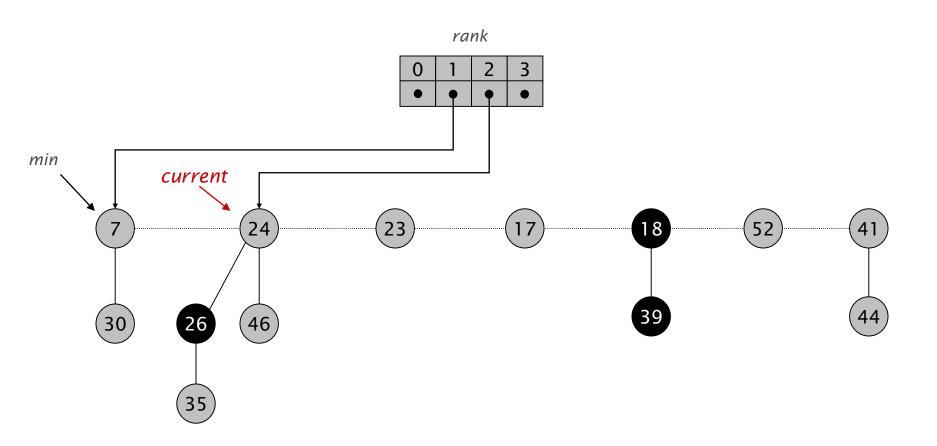
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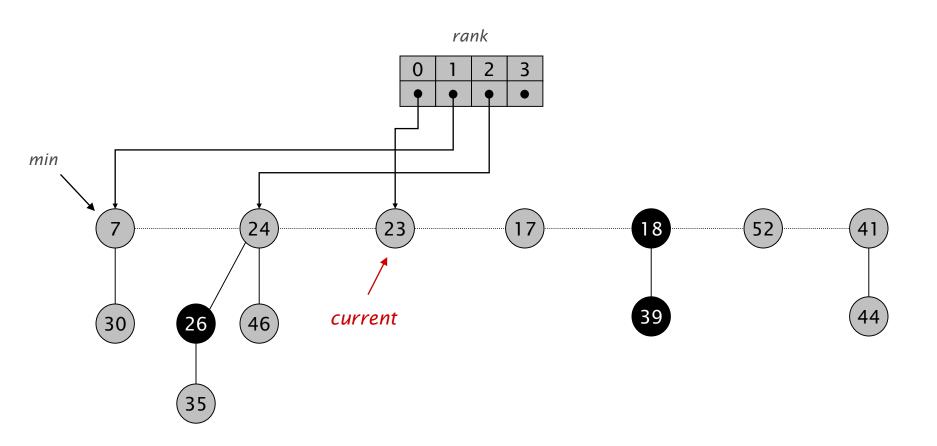
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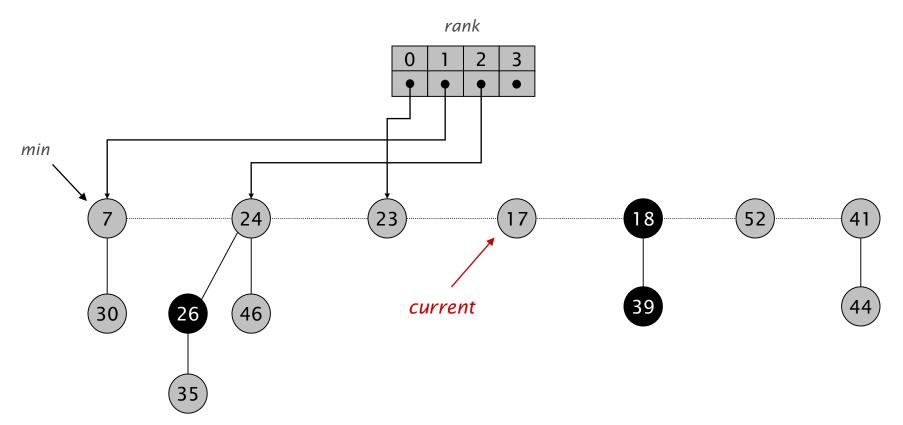


- Delete min; meld its children into root list; update min.
- Consolidate trees so that no two roots have same rank.



Delete min.

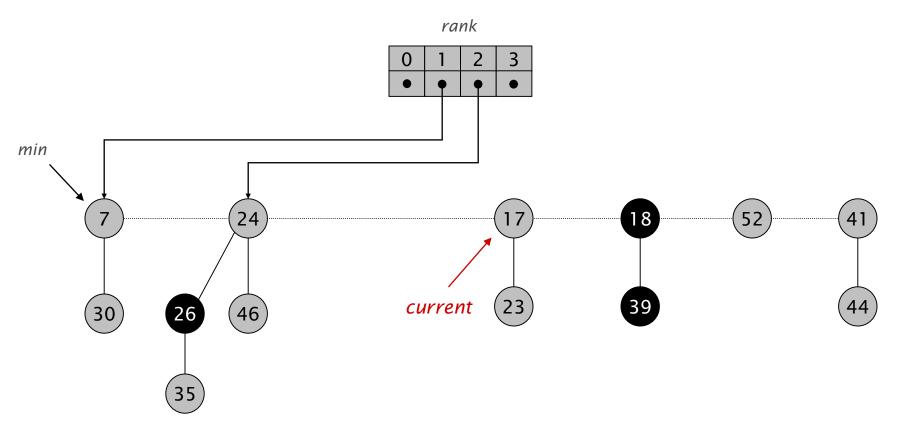
- Delete min; meld its children into root list; update min.
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link 23 into 17

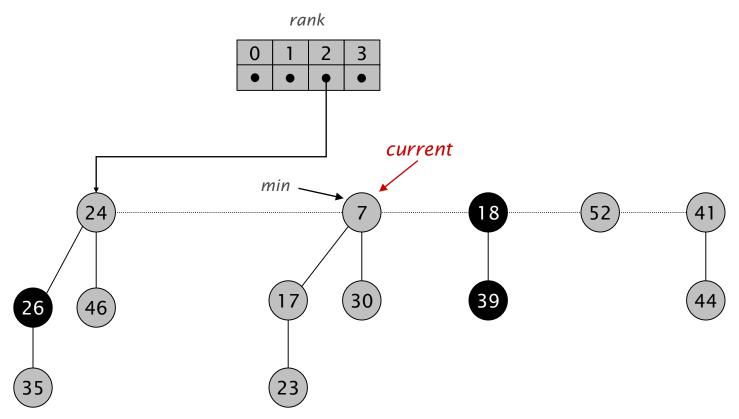
Delete min.

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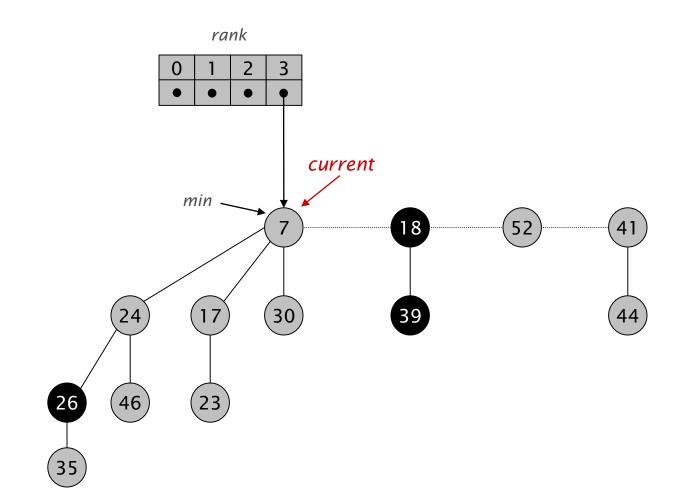
link 17 into 7

- Delete min; meld its children into root list; update min.
- Consolidate trees so that no two roots have same rank.

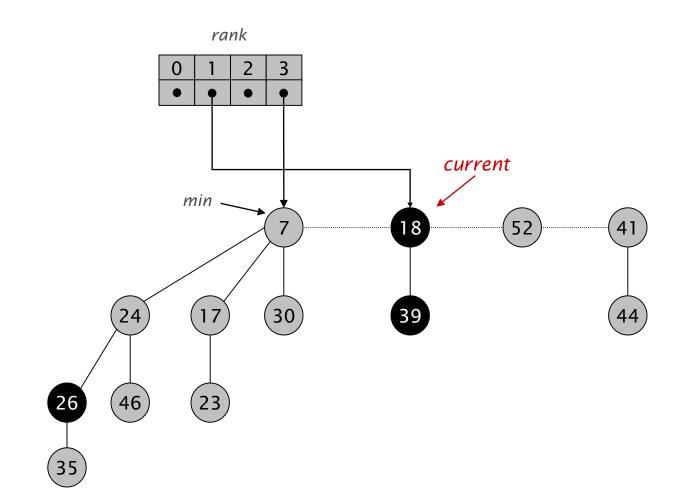


link 24 into 7

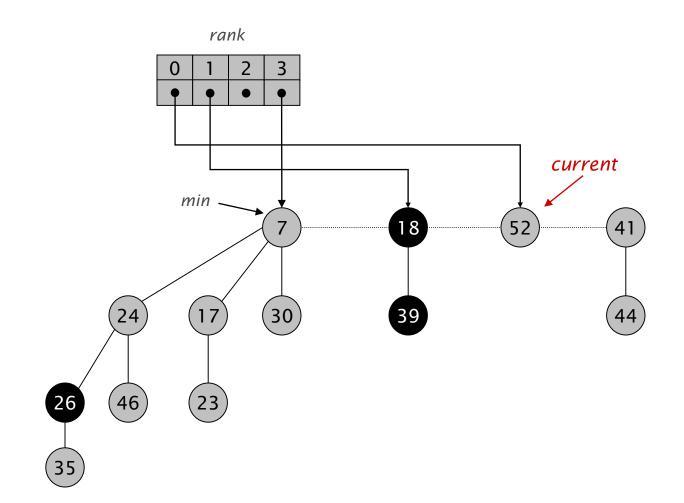
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- Consolidate trees so that no two roots have same rank.



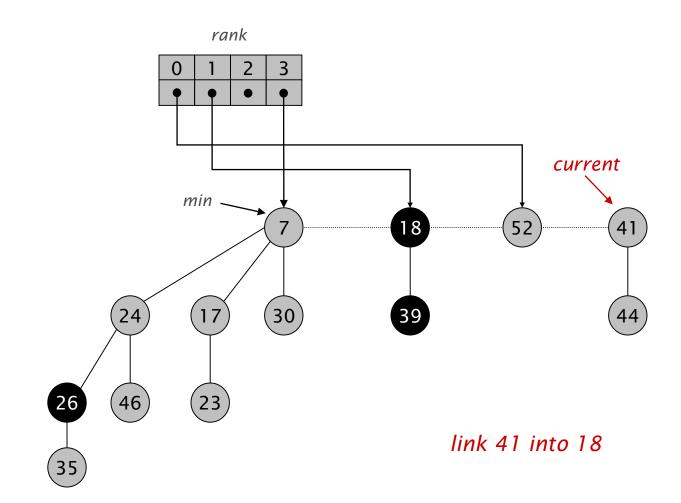
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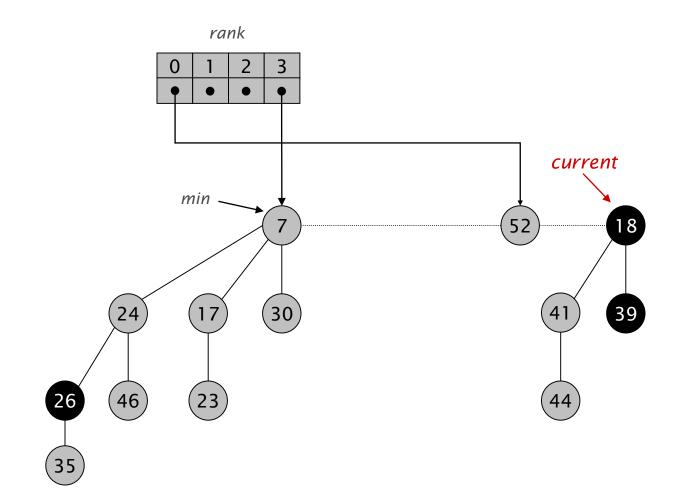
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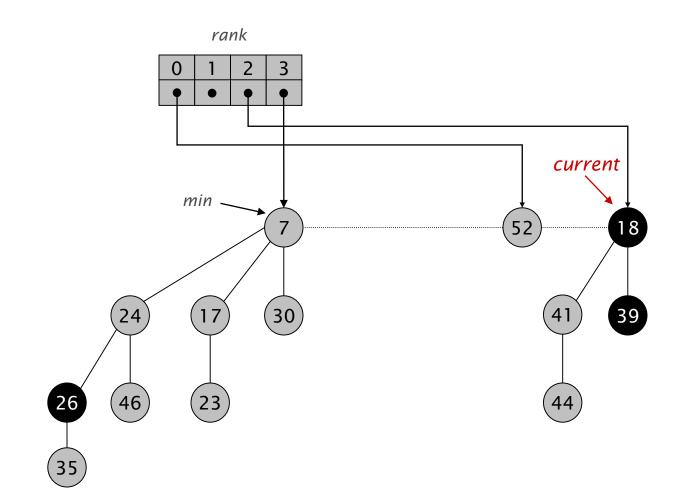
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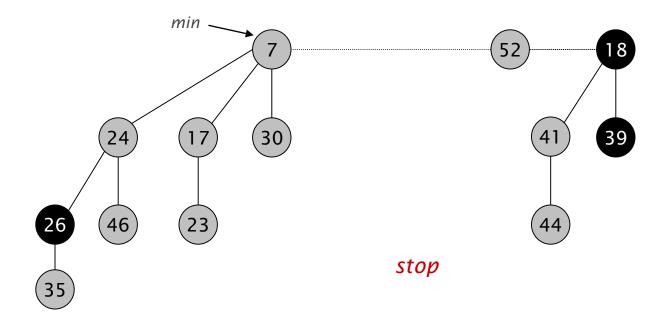
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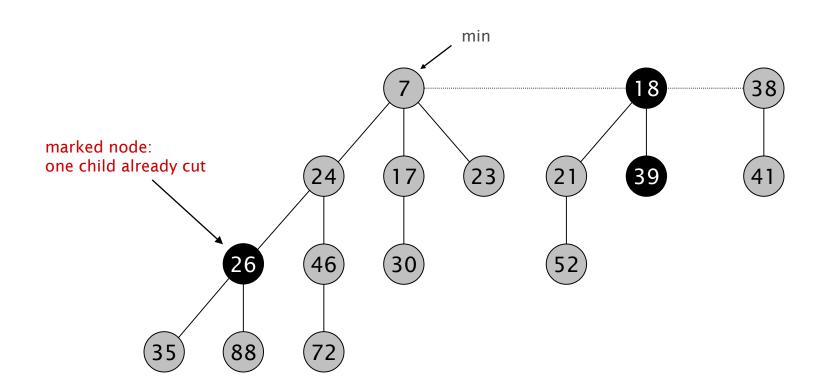
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Decrease Key

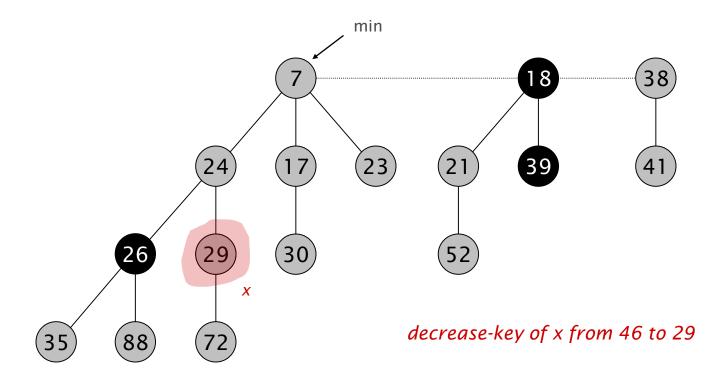
Intuition for decreasing the key of node x.

- If heap-order is not violated, just decrease the key of x.
- . Otherwise, cut tree rooted at x and meld into root list.
- To keep trees flat: as soon as a node has its second child cut, cut it off and meld into root list (and unmark it).



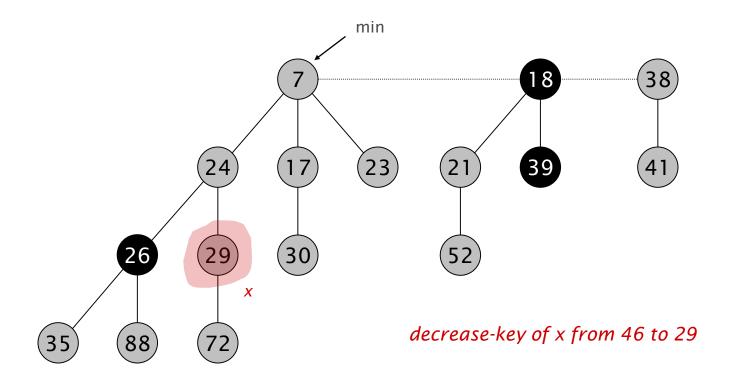
Case 1. [heap order not violated]

- Decrease key of x.
- . Change heap min pointer (if necessary).

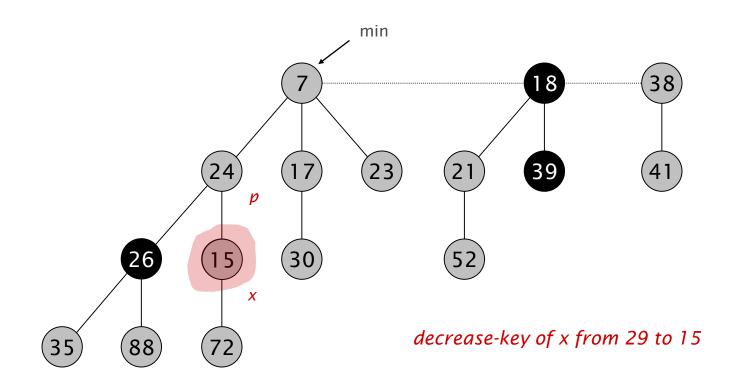


Case 1. [heap order not violated]

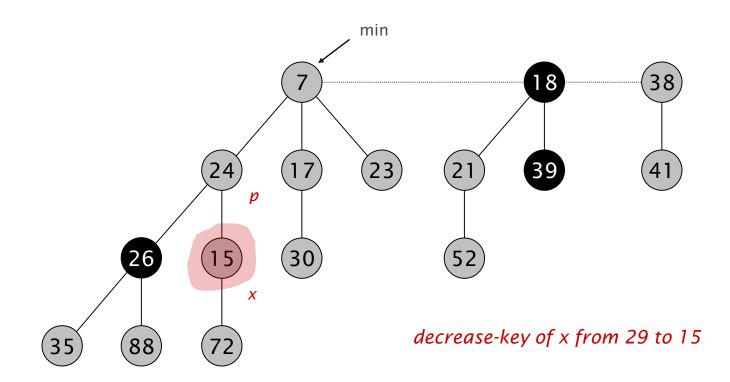
- Decrease key of x.
- Change heap min pointer (if necessary).



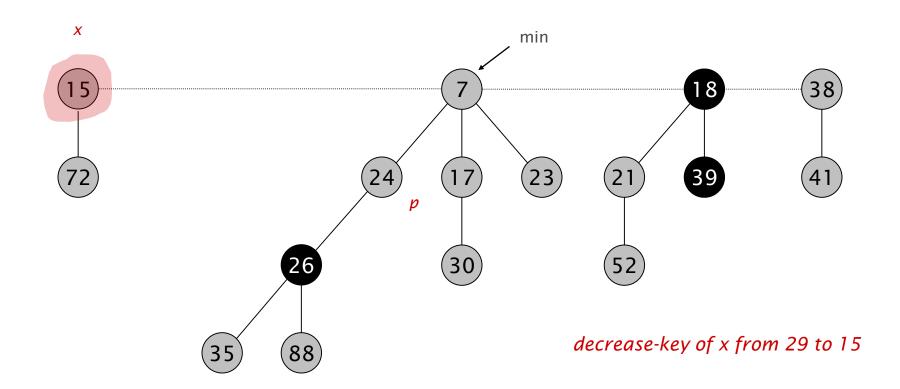
- Decrease key of *x*.
- Cut tree rooted at x, meld into root list, and unmark.
- If parent *p* of *x* is unmarked (hasn't yet lost a child), mark it; Otherwise, cut *p*, meld into root list, and unmark (and do so recursively for all ancestors that lose a second child).



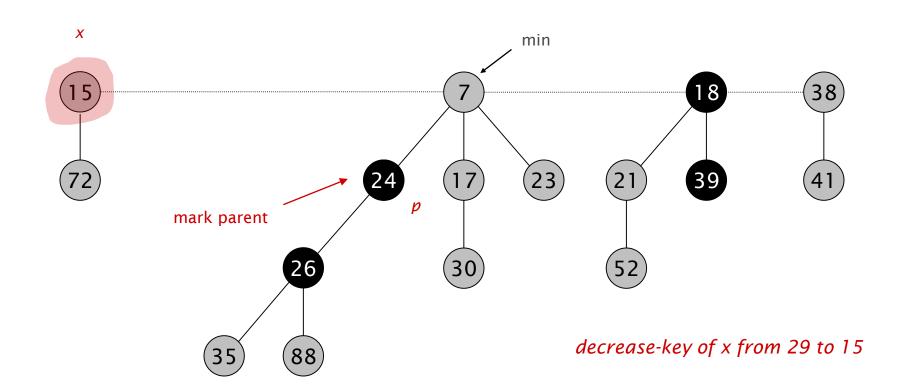
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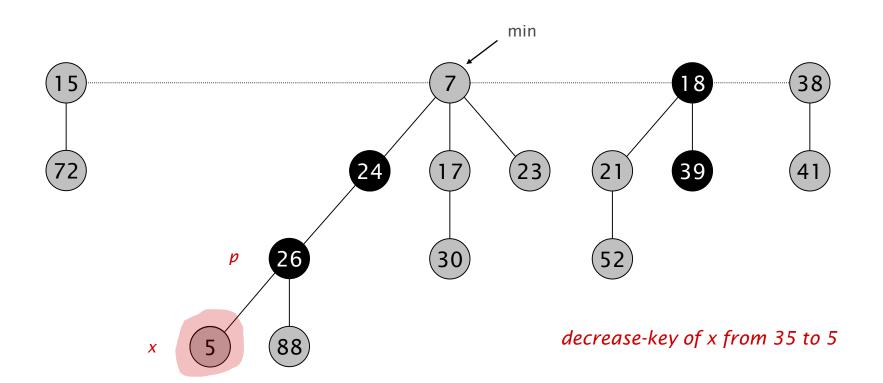
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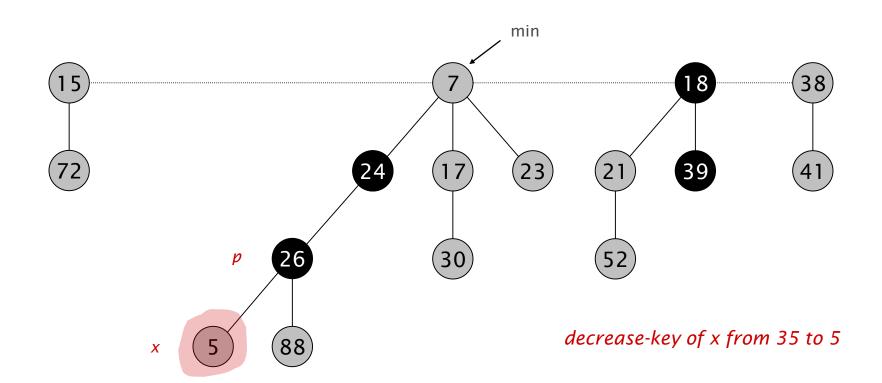
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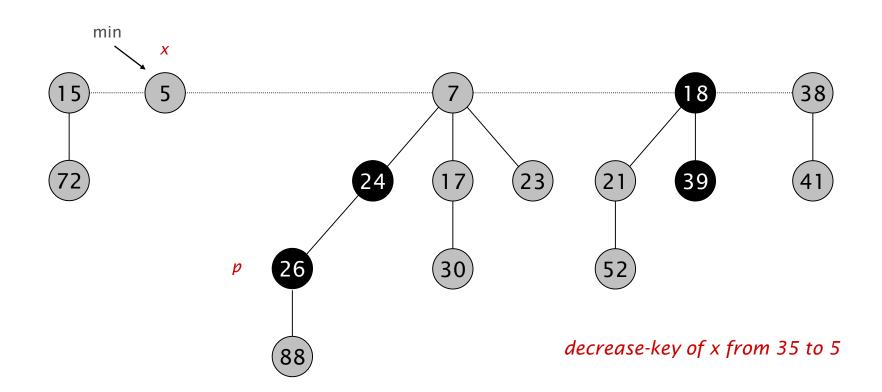
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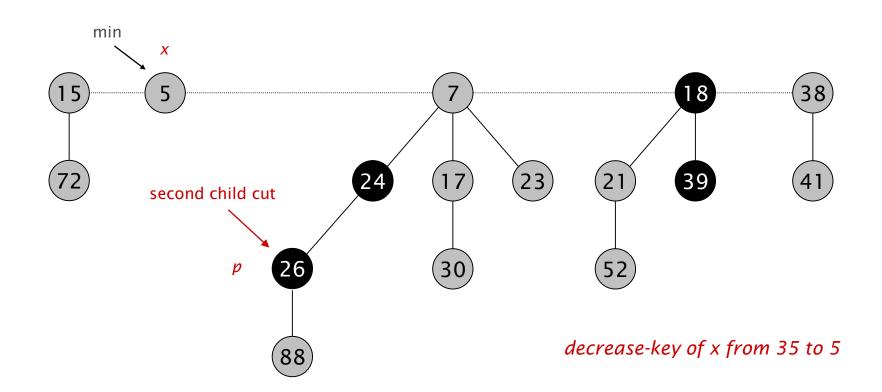
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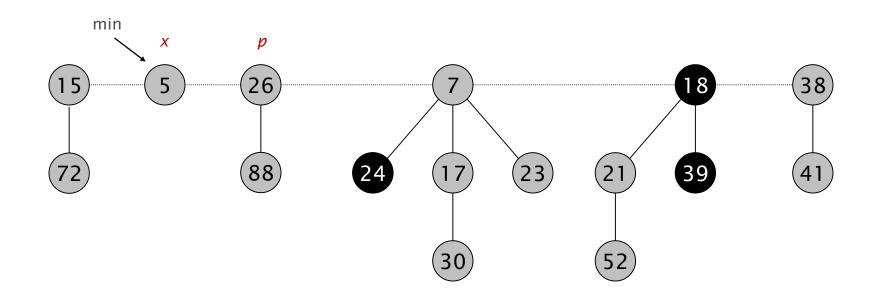
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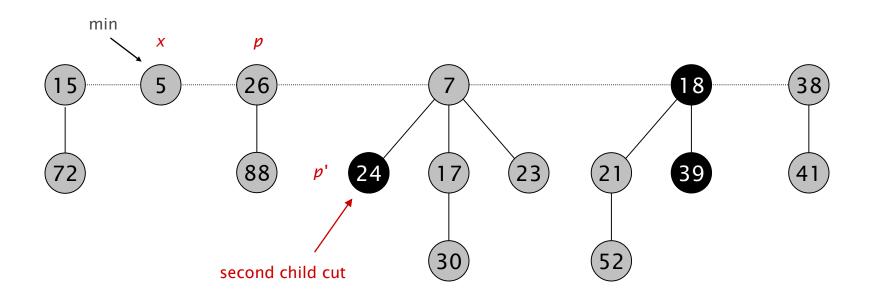
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