

Binomial Heap

Insert Function : (input : head, key)

{

Node *temp = newNode(key);

list <Node*> t;

t.push_back(temp);

t = union BH (head H)

return adjust(t);

}

adjust (list <Node*> heap) {

if (heap.size <= 1) return heap;

list <Node*> newHeap;

auto i+1, i+2, i+3;

i+1 = i+2 = i+3 = heap.begin();

if (heap.size() == 2)

{

i+2 = i+1;

i+2++;

i+3 = heap.end();

} else {

i+2++;

i+3 = i+2;

i+3++;

} while (i+1 != heap.end())

if (i+2 == heap.end()) i+1++;

else if (i+1 -> degree > i+2 -> degree)

i+1++, i+2++;

if (i+3 != heap.end()) i+3++;

}

```

do if (*i+1->degree == *i+2->degree) {

```

```

    Node *temp;

```

```

    *i+1 = merge(*i+1, *i+2);

```

```

    i+2 = heap->erase(i+2);

```

```

    if (i+3 != heap->end()) i++;

```

```

}

```

```

else if (i+3 != heap->end() && *i+1->degree == *i+2->degree
    && *i->degree == *i+3->degree) {

```

```

    *i++, *i+2++, i+3++;

```

```

}

```

```

return heap;

```

```

}

```

```

Function Getmin: (list<Node*> heap) {

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```

    auto it = heap.begin();

```

```

    while (it != heap.end()) {

```

```

        if (*it->data < temp->data) temp = *it;

```

```

        i++;

```

```

    }

```

```

    return temp;

```

```

}

```

```

Function extract min list<Node*> heap {

```

```

    list<Node*> new_heap, to, Node *temp;

```

```

    temp = getmin(heap), auto it = heap.begin();

```

```

    while (it != heap.end()) {

```

```

        if (*it != temp) new_heap.push_back(*it);

```

```

        i++;

```

```

    }

```

```

    to = new_heap;

```

```

    new_heap = unionBHT(to, new_heap);

```

```

    new_heap = adjust(new_heap);

```

```

    return new_heap;

```

```

}

```