

Binomial Queues

- Binomial queues support all three priority queue operations Merge, Insert and DeleteMin in $O(\log N)$ time
- Idea: Maintain a collection of heap-ordered trees
 - *Forest of binomial trees*
- Recursive Definition of Binomial Tree (based on height k):
 - Only one binomial tree for a given height
 - Binomial tree of height 0 = single root node
 - Binomial tree of height $k = B_k = \text{Attach } B_{k-1} \text{ to root of another } B_{k-1}$

Building a Binomial Tree

- To construct a binomial tree B_k of height k :
 1. Take the binomial tree B_{k-1} of height $k-1$
 2. Place another copy of B_{k-1} **one level below the first**
 3. Attach the root nodes
- **Binomial tree of height k has exactly 2^k nodes (by induction)**

B_0

B_1

B_2

B_3



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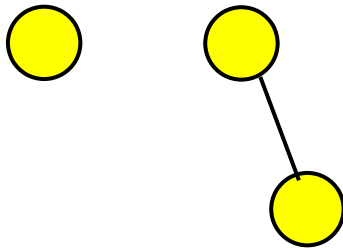
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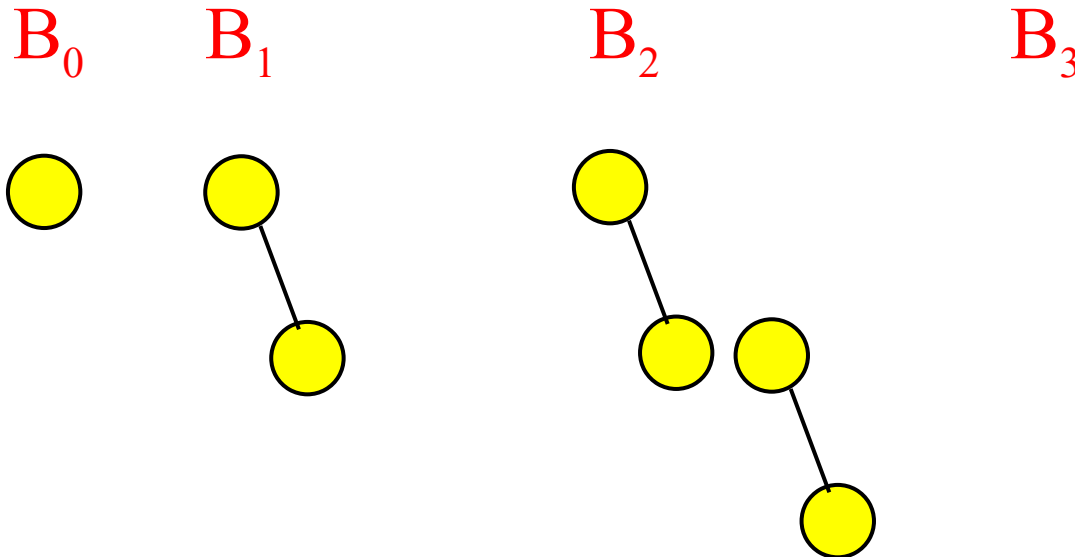
B_2

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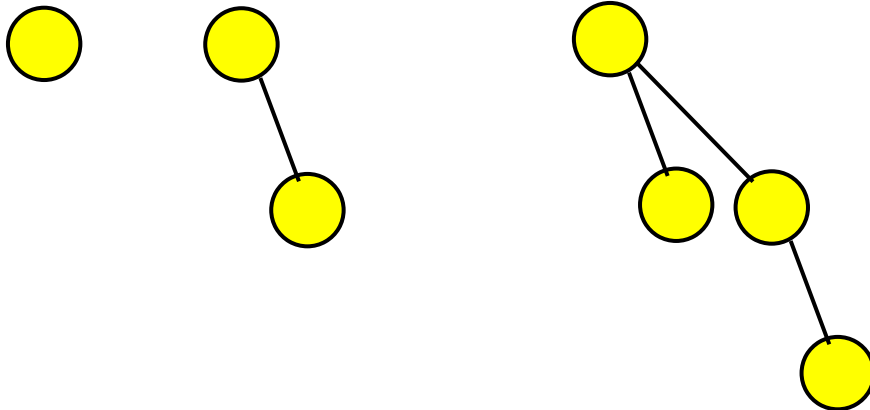
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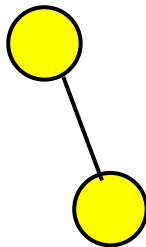
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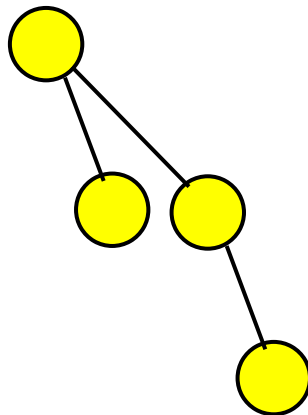
B_0



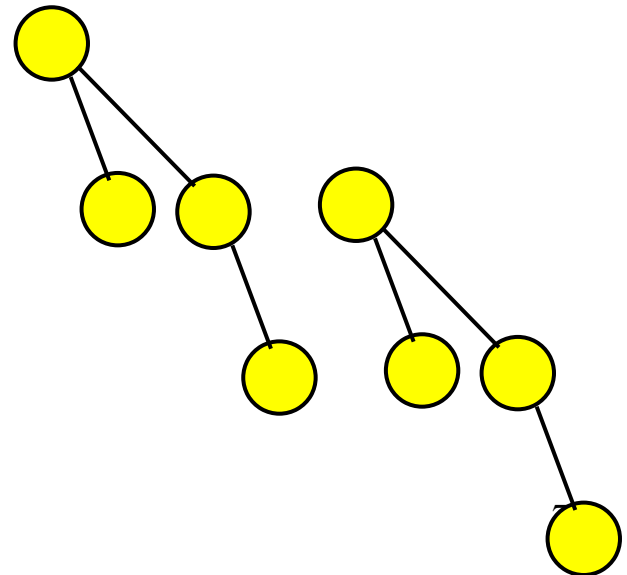
B_1



B_2



B_3



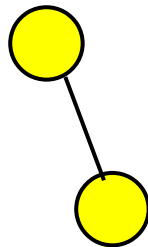
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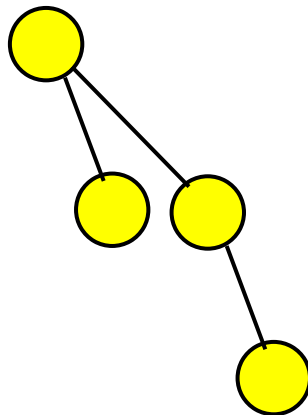
B_0



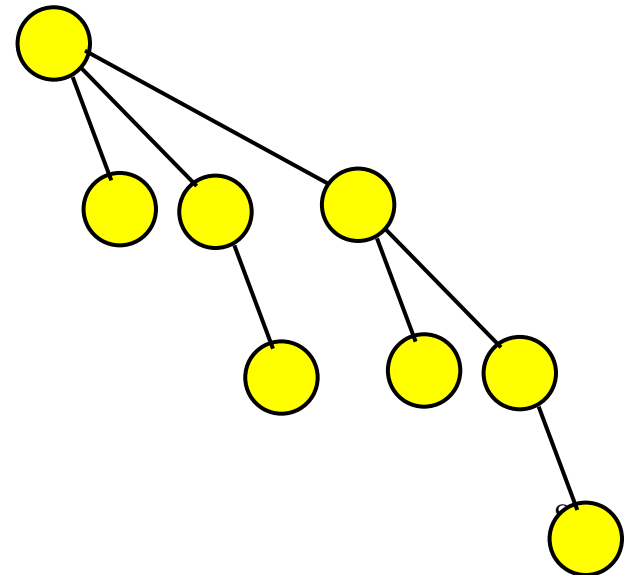
B_1



B_2



B_3



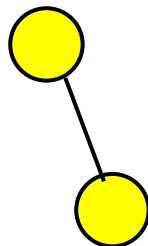
Why Binomial?

- Why are these trees called binomial?
 - Hint: how many nodes at depth d ?

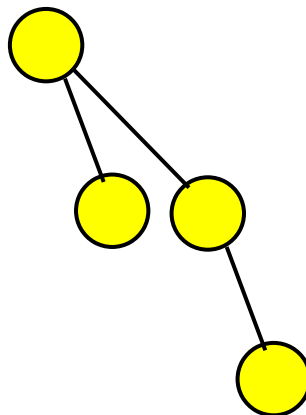
B_0



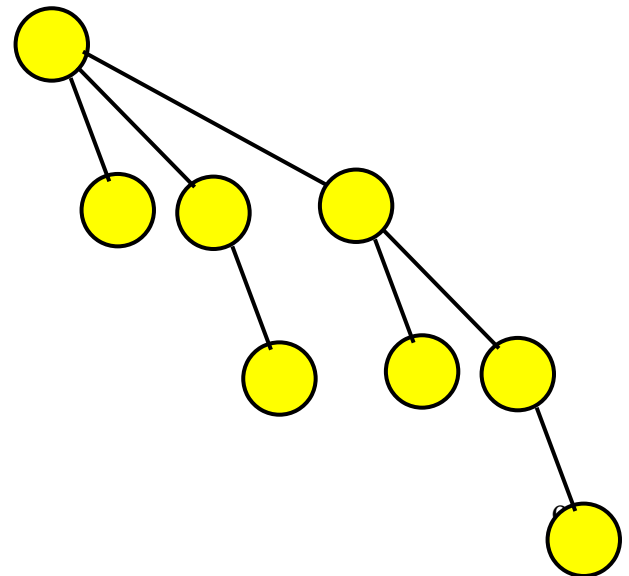
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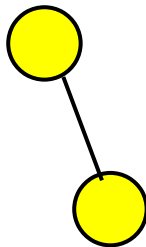
Number of nodes at different depths d for $B_k =$
[1], [1 1], [1 2 1], [1 3 3 1], ...

Binomial coefficients of $(a + b)^k = k!/((k-d)!d!)$

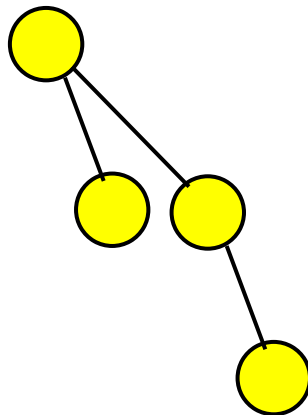
B_0



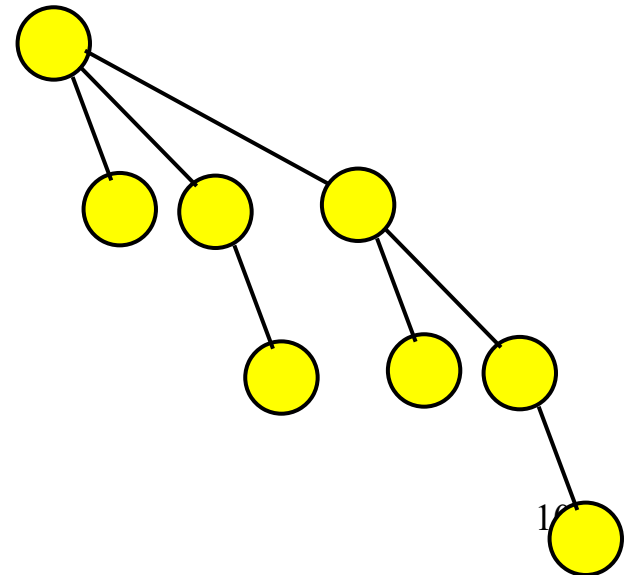
B_1



B_2

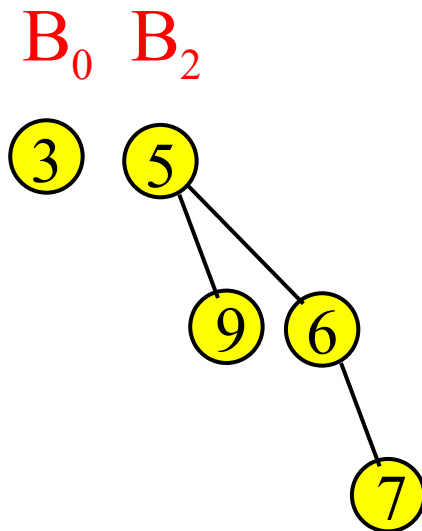


B_3

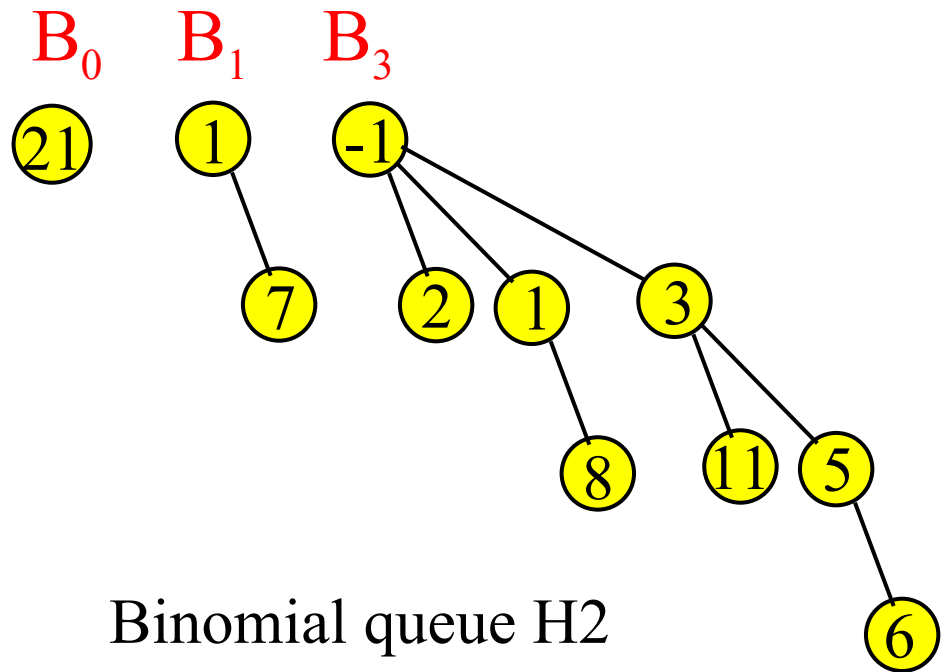


Definition of Binomial Queues

Binomial Queue = “forest” of **heap-ordered** binomial trees



Binomial queue H1
5 elements = 101 base 2
→ $B_2 B_0$



Binomial queue H2
11 elements = 1011 base 2
→ $B_3 B_1 B_0$

Binomial Queue Properties

Suppose you are given a binomial queue of N nodes

1. There is a **unique set** of binomial trees for N nodes
2. What is the maximum number of trees that can be in an N-node queue?
 - 1 node \rightarrow 1 tree B_0 ; 2 nodes \rightarrow 1 tree B_1 ; 3 nodes \rightarrow 2 trees B_0 and B_1 ; 7 nodes \rightarrow 3 trees B_0 , B_1 and B_2 ...
 - Trees B_0, B_1, \dots, B_k can store up to $2^0 + 2^1 + \dots + 2^k = 2^{k+1} - 1$ nodes = N.
 - Maximum is when all trees are used. So, solve for (k+1).
 - **Number of trees is $\leq \log(N+1) = O(\log N)$**

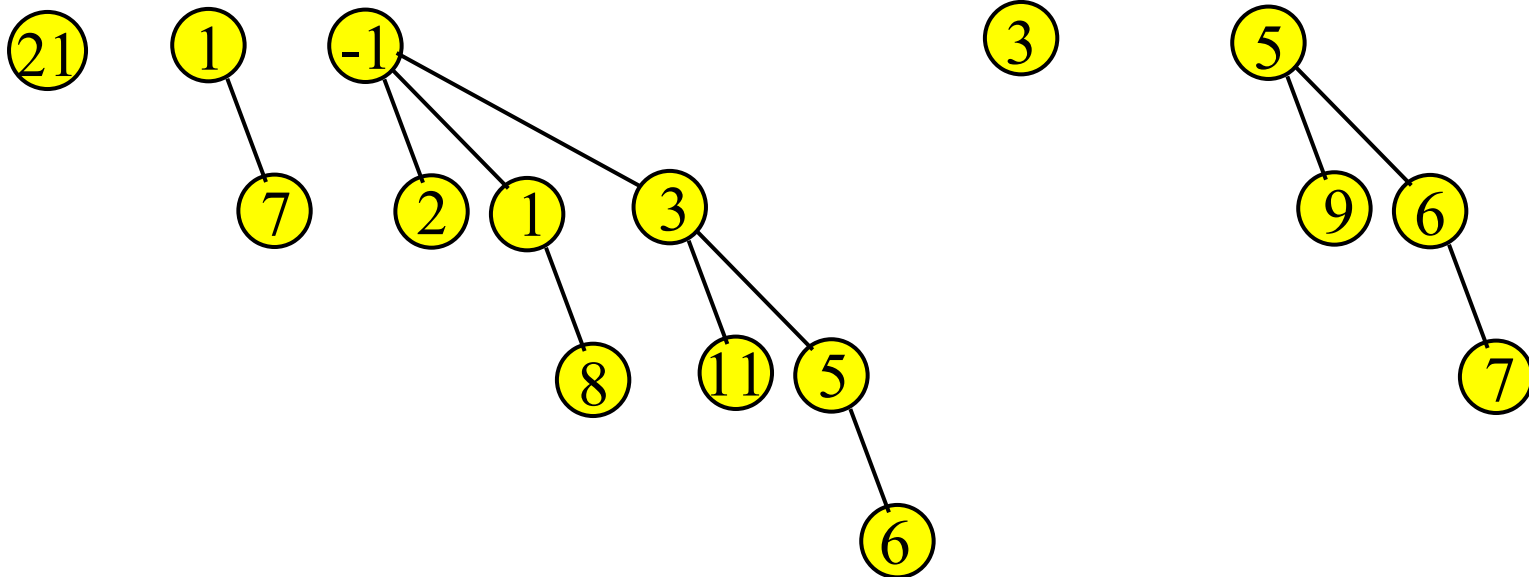
Binomial Queues: Merge

- Main Idea: Merge two binomial queues by **merging individual binomial trees**
 - Since B_{k+1} is just two B_k 's attached together, merging trees is easy
- Steps for creating new queue by merging:
 1. Start with B_k for smallest k in either queue.
 2. If only one B_k , add B_k to new queue and go to next k .
 3. Merge two B_k 's to get new B_{k+1} by **making larger root the child of smaller root**. Go to step 2 with $k = k + 1$.

Example: Binomial Queue Merge

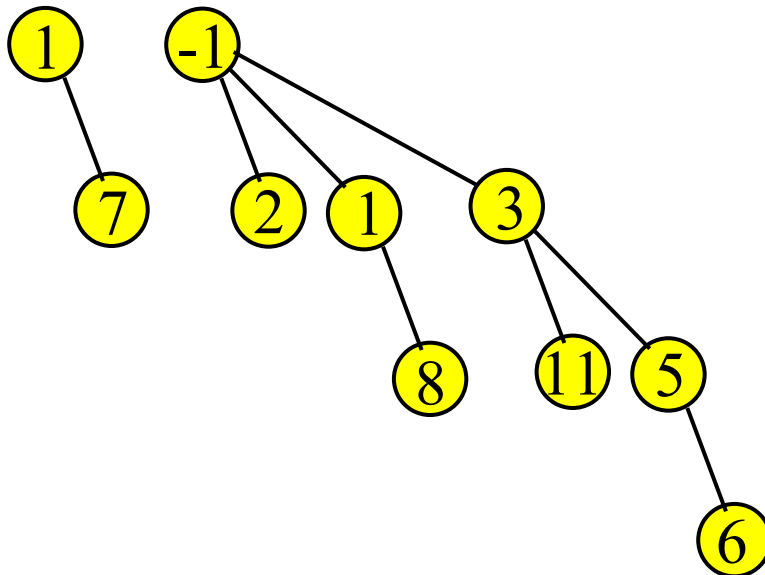
H1:

H2:

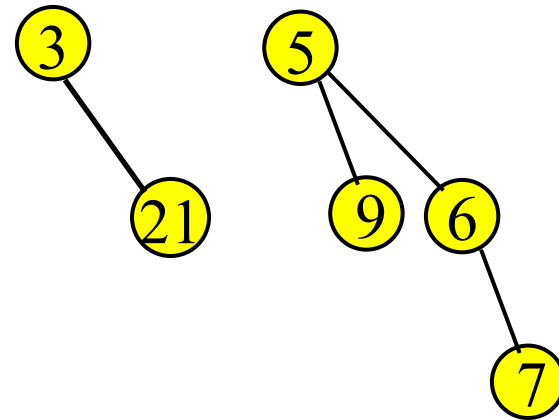


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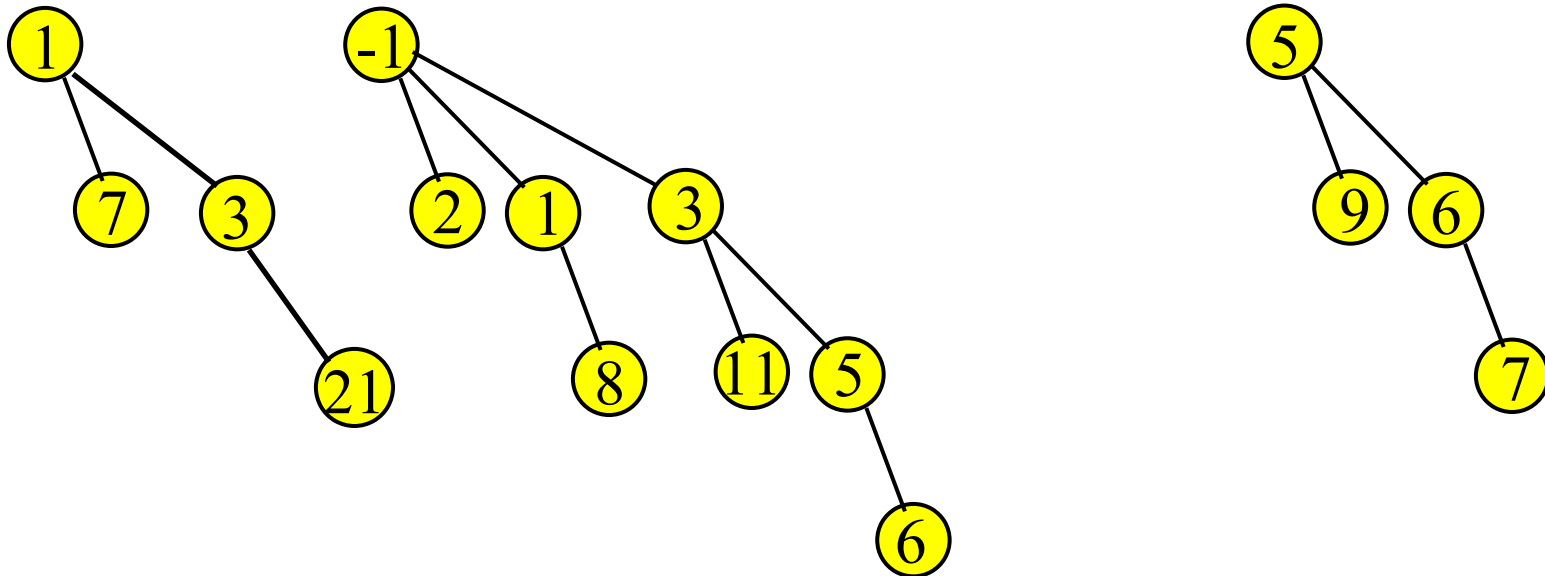
H2:



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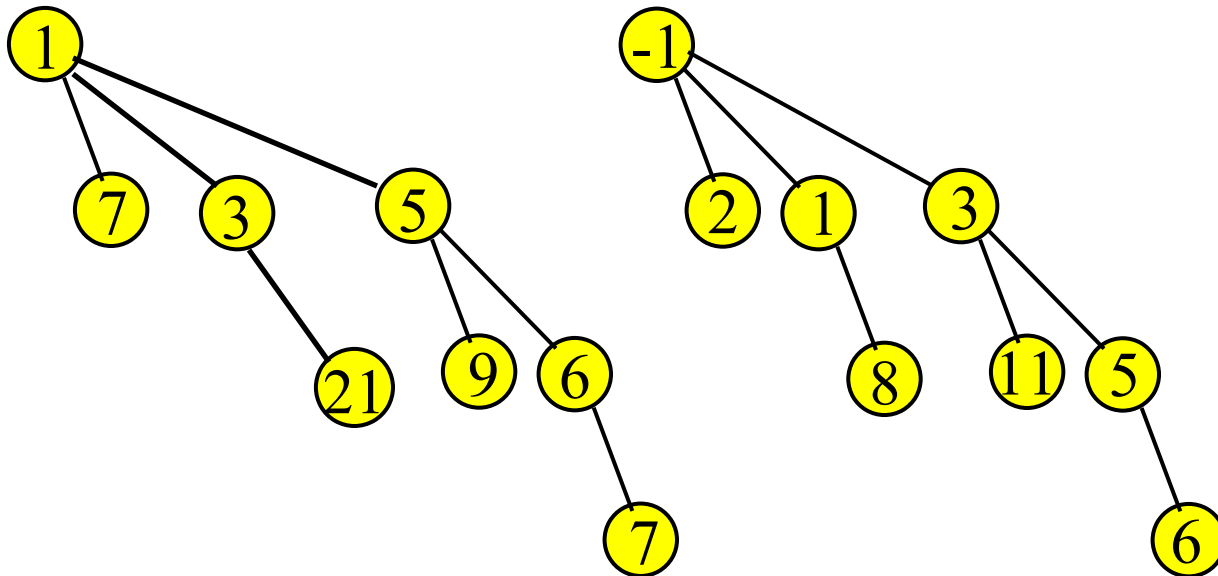
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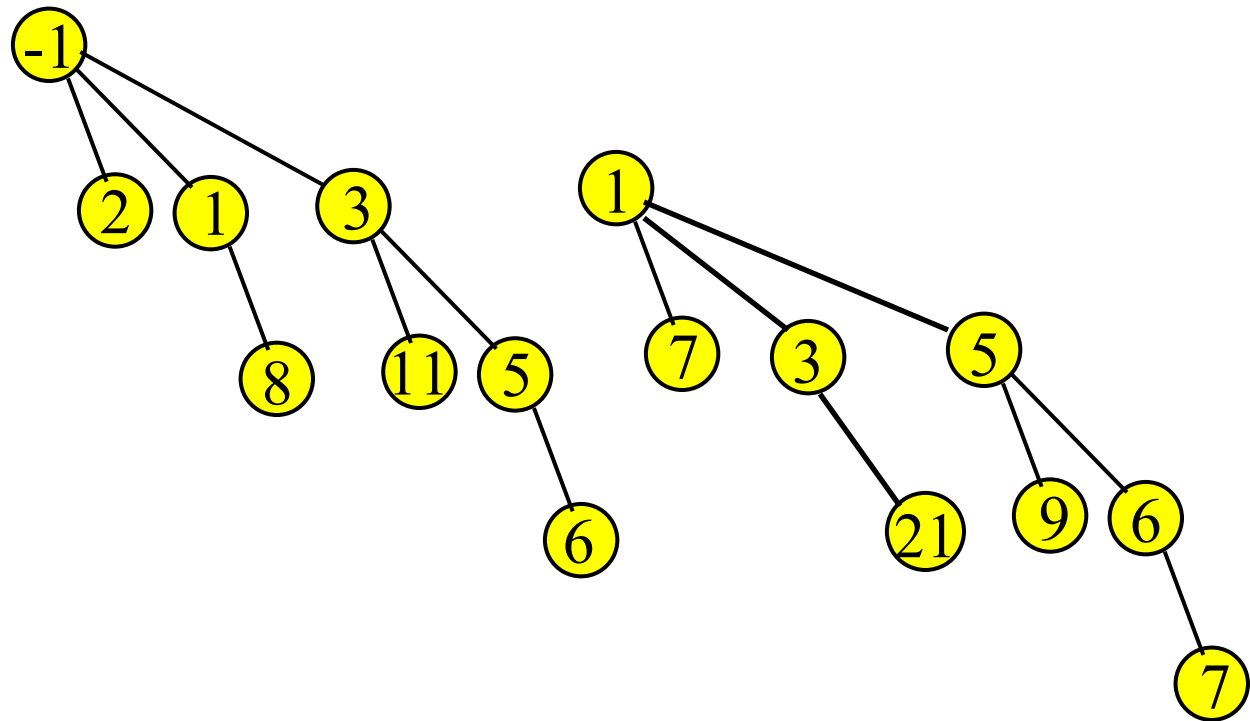
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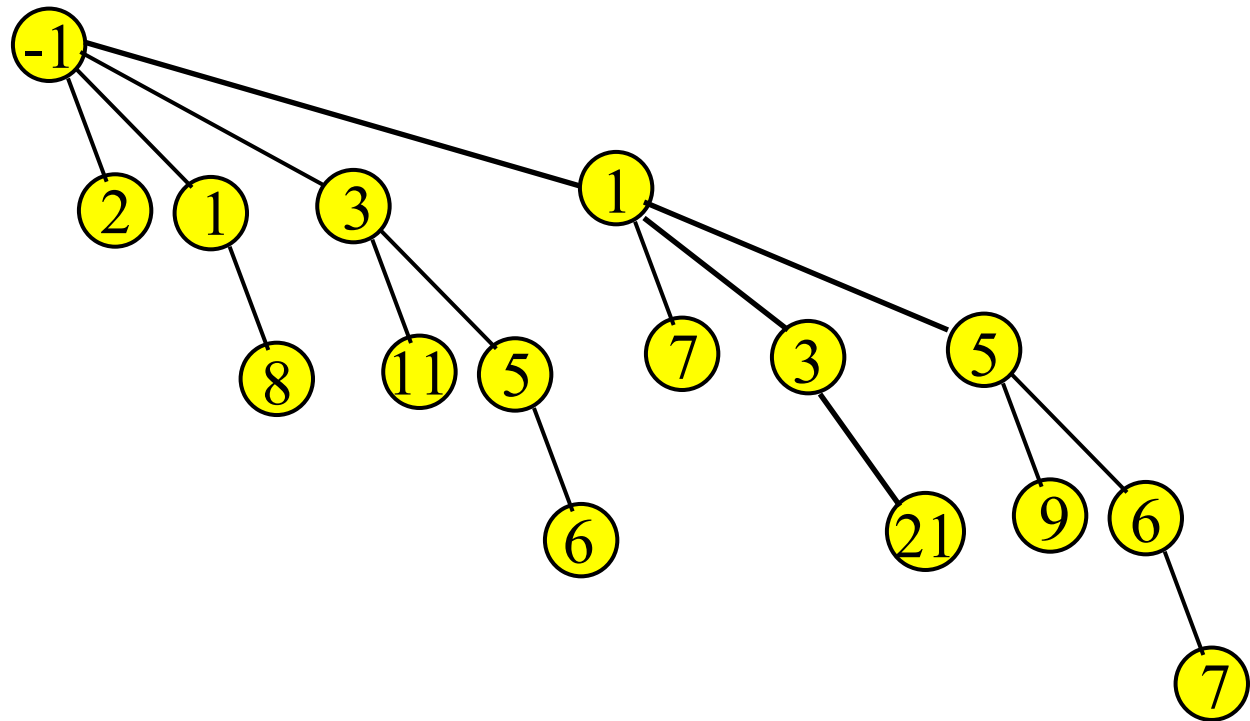
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Example: Binomial Queue Merge

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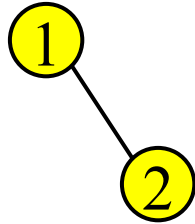
Binomial Queues: Merge and Insert

- What is the run time for Merge of two $O(N)$ queues?
 - $O(\text{number of trees}) = O(\log N)$
- How would you insert a new item into the queue?
 - Create a single node queue B_0 with new item and merge with existing queue
 - Again, $O(\log N)$ time
- Example: Insert 1, 2, 3, ..., 7 into an empty binomial queue

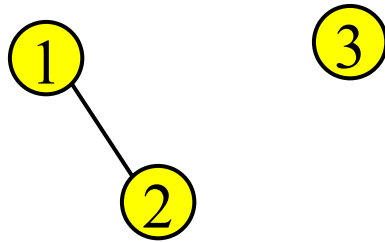
Insert $1, 2, \dots, 7$

①

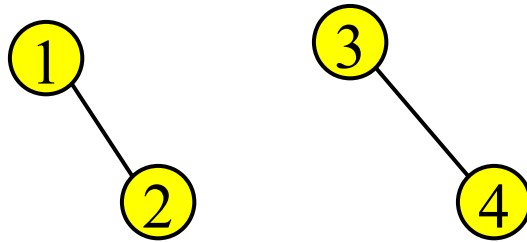
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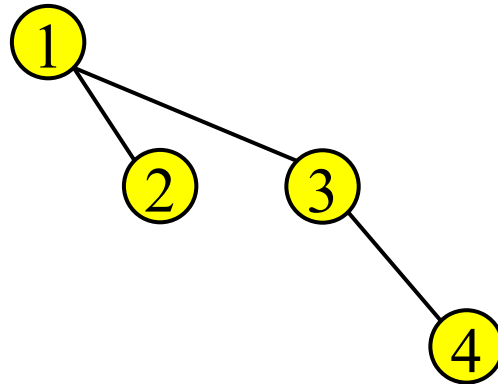
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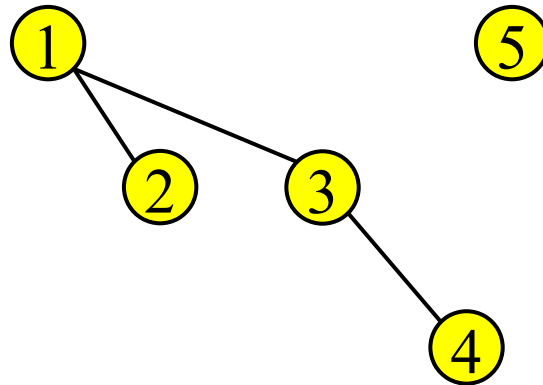
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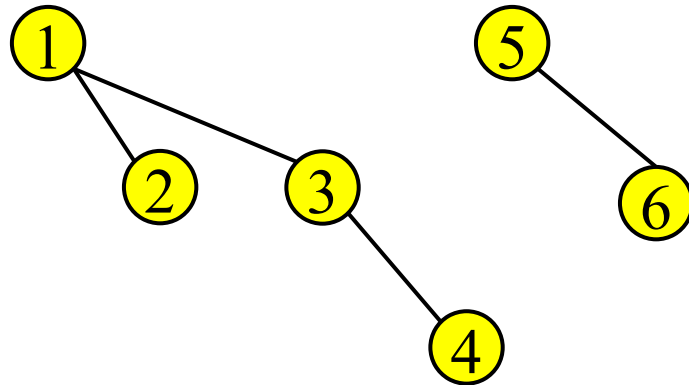
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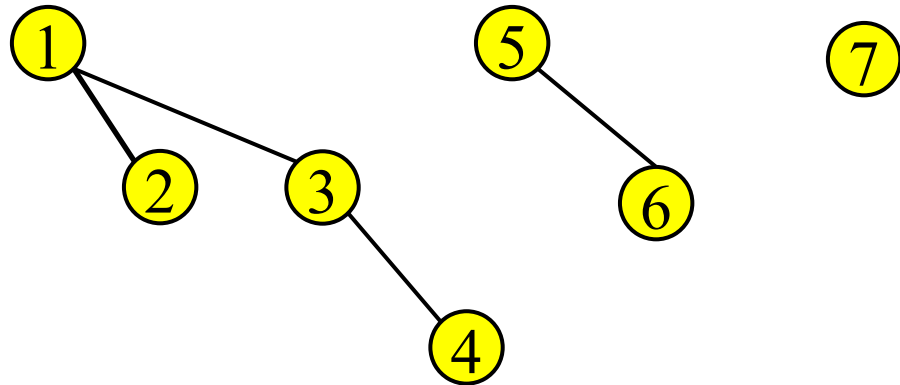
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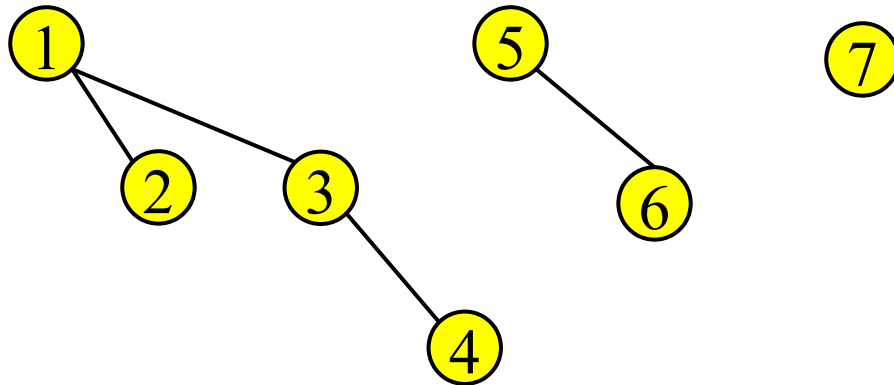
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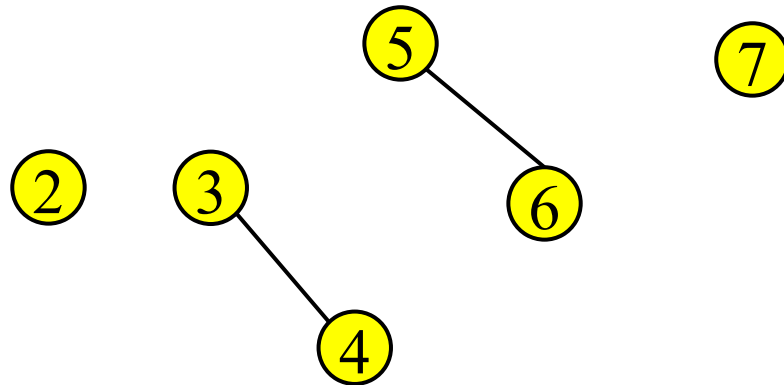
Binomial Queues: DeleteMin

- **Steps:**
 1. Find tree B_k with the **smallest** root
 2. Remove B_k from the queue
 3. Delete root of B_k (return this value); You now have a new queue made up of the forest B_0, B_1, \dots, B_{k-1}
 4. Merge this queue with remainder of the original (from step 2)
- **Run time analysis:** Step 1 is $O(\log N)$, step 2 and 3 are $O(1)$, and step 4 is $O(\log N)$. **Total time = $O(\log N)$**
- **Example:** Insert 1, 2, ..., 7 into empty queue and DeleteMin

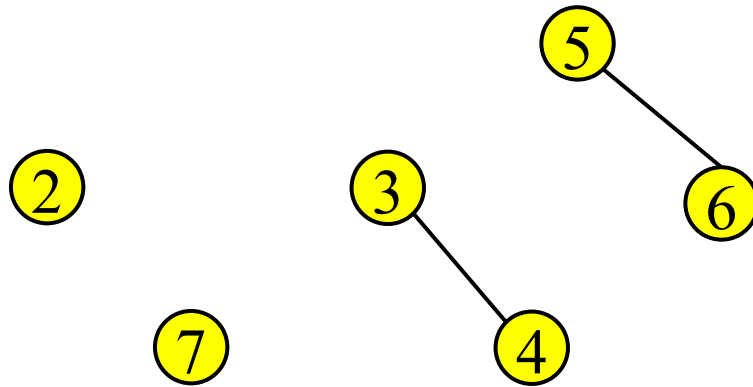
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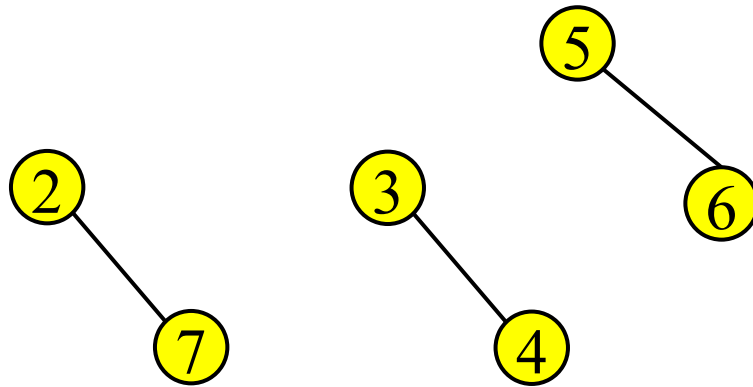
DeleteMin



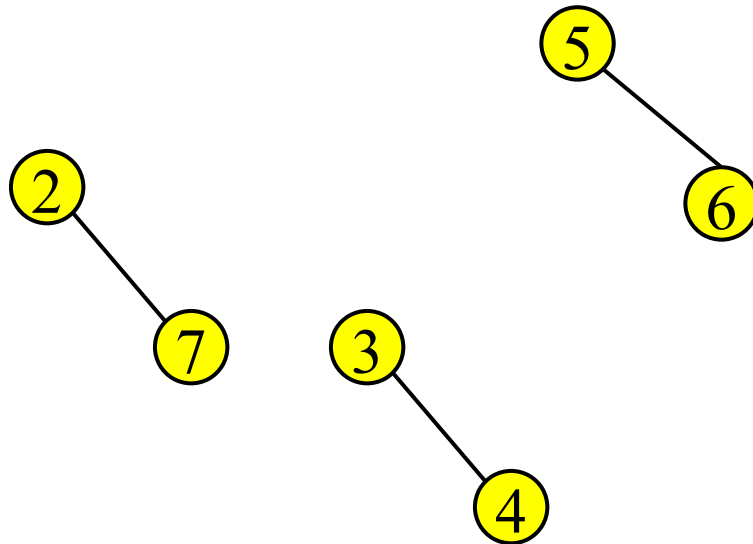
Merge



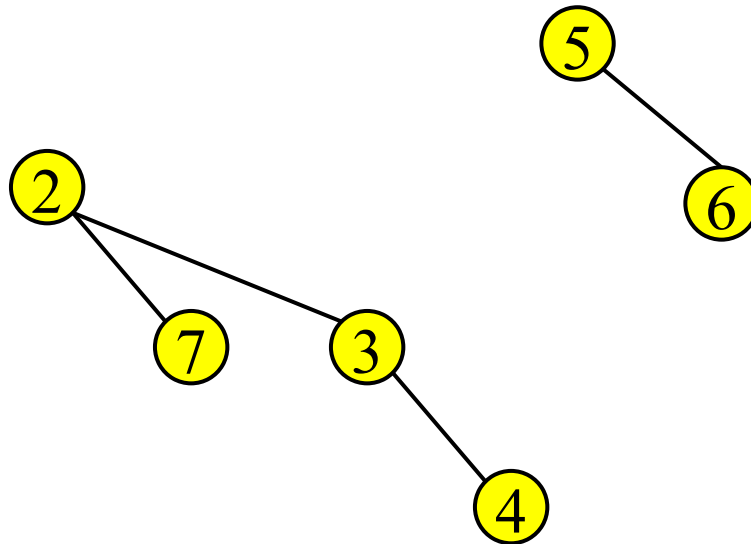
Merge



Merge



Merge



DONE!