

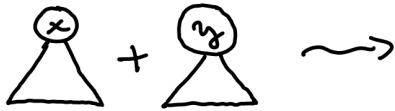
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606 Binomial Heaps

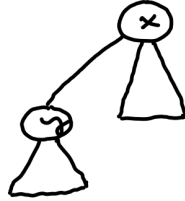
This Lecture: Ch 3.2

## Binomial Trees, Heaps with higher priorities.

Link  
Operation

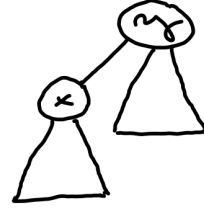


Case 1  $x \leq y$



Heap Property  
Satisfied

Case 2  $x > y$



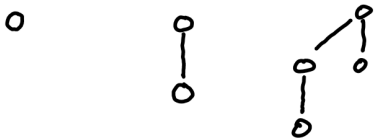
Heap Property  
Satisfied

$O(1)$  time!

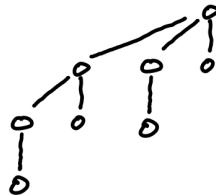
Def: A Binomial tree of rank  $r$  is

- a singleton node if  $r=0$ , and
- composed of two binomial trees of rank  $r-1$ , where one tree is the leftmost child of the other tree.

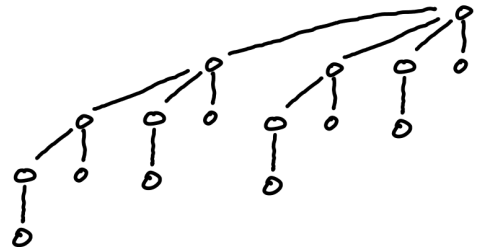
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3



4



### LEMMA

The tree of rank  $r$  has

- size  $2^r$
- depth  $r$
- $r$  children

Proof: By induction

Def A Binomial Heap is a collection of Binomial Trees st.

- each tree is a min heap
- for any  $r \in \mathbb{N}$ , there exists at most one tree of rank  $r$



### Lemma

In a Binomial Heap with  $n$  elements

- the largest rank is no more than  $\log n$
- the largest depth  $d$  is no more than  $\log n$

### Proof

Clearly for any tree, including the largest, we have

$$2^i \leq n, \quad \text{so} \quad i \leq \log n, \quad \text{and} \quad d \leq \log n.$$

### Operations

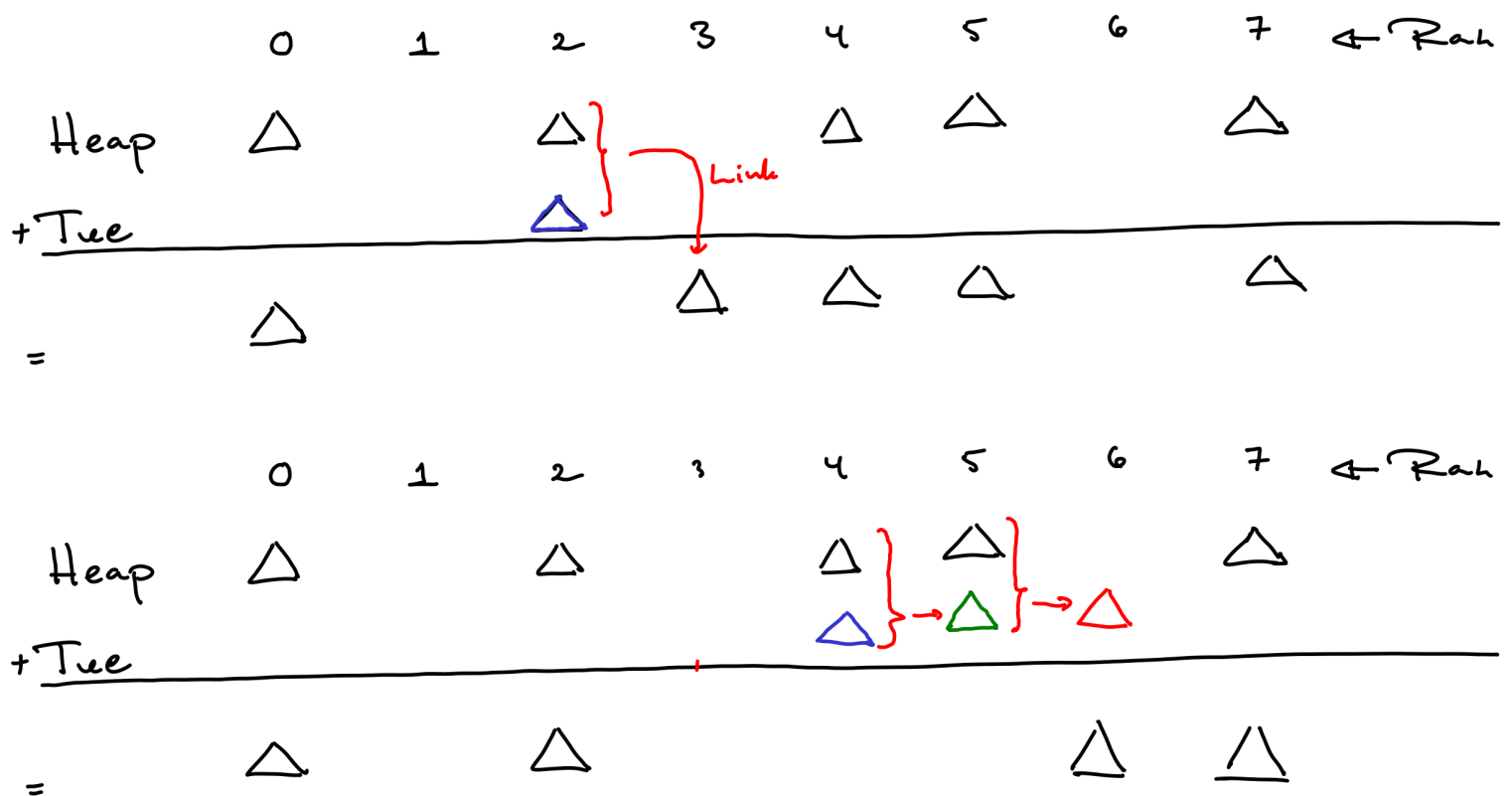
insTree - insert a new tree into the heap

merge - merge two heaps

findMin - find minimal value in heap

deleteMin - delete the minimal value from heap

insTree :: BinTree a → BinHeap a → BinHeap a



insTree t [] = t

insTree t (h:hs)

| rank t < rank h = t:h:hs

| rank t ≡ rank h = insTree (link t h) hs

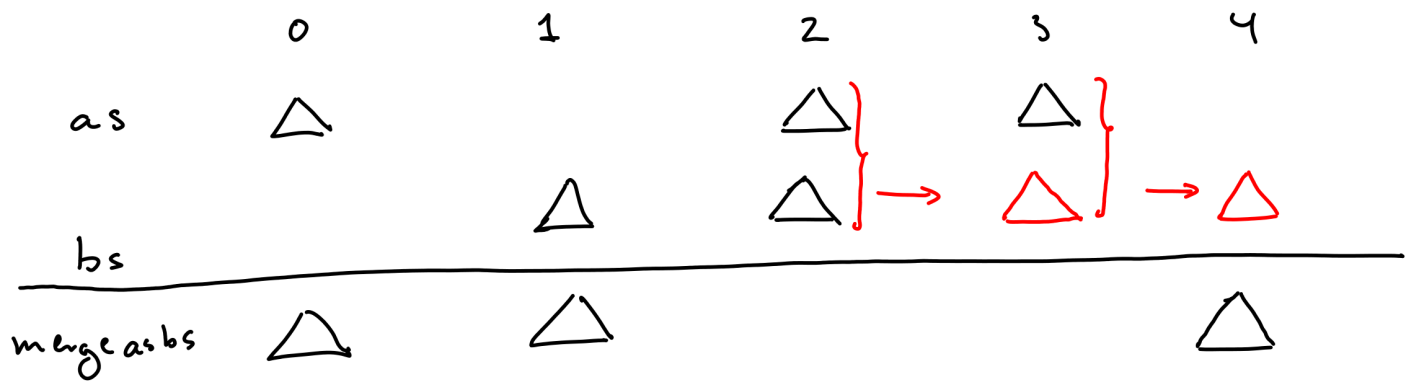
| rank t > rank h = h:(insTree t hs)

The runtime of insTree t hs when length hs = k is

$$T(k) = \begin{cases} O(1) & \text{if } k = 0 \\ T(k-1) + O(1) & \text{if } k > 0 \end{cases}$$

Runtime independent of tree depths!

$\text{merge} :: \text{BinHeap } a \rightarrow \text{BinHeap } a \rightarrow \text{BinHeap } a$



If  $\text{length } as \leq k$  and  $\text{length } bs \leq k$ , then  
 $T(n) = O(k) = O(\log n)$

$\text{merge } bs [] = bs$

$\text{merge } [] bs = bs$

$\text{merge } (x:xs) (y:ys)$

|  $\text{rank } x < \text{rank } y = x : (\text{merge } xs (y:ys))$

|  $\text{rank } x > \text{rank } y = y : (\text{merge } (x:xs) ys)$

|  $\text{rank } x = \text{rank } y = \text{insert}(\text{join } xy) (\text{merge } xs \text{ } ys)$

**removeMinTree** :: BinHeap a  $\rightarrow$  (BinTree a, BinHeap a)

removeMinTree [t] = (t, [])

removeMinTree (t:ts) =

if minTree t  $\leq$  minTree x then (t, ts) else (x, t:xs)

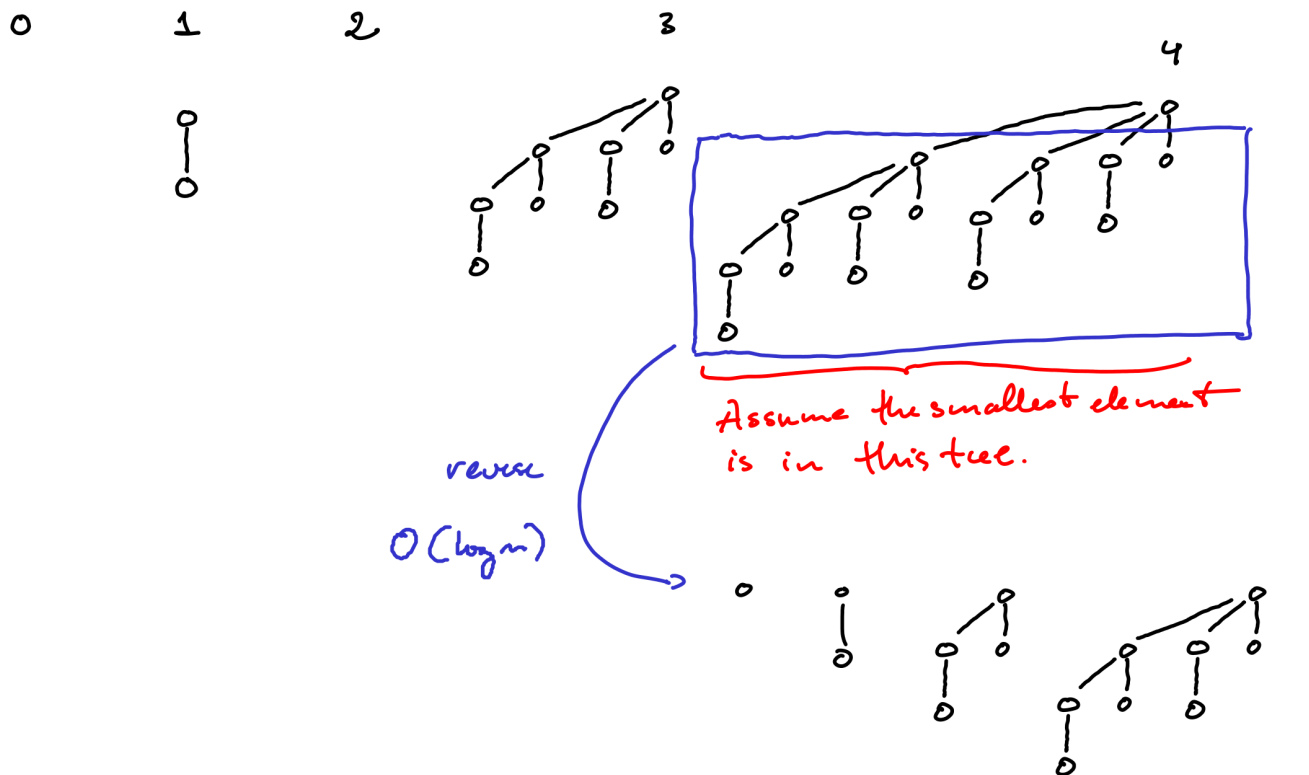
where (x, xs) = removeMinTree ts

$$\left. \begin{array}{l} T(k) = T(k-1) + O(1) \\ T(1) = O(1) \end{array} \right\} T(k) = O(k) = O(\log n)$$

**findMin** :: BinHeap a  $\rightarrow$  a

findMin ts = minTree t where (t, \_) = removeMinTree ts.

deleteMin :: BinHeap  $\alpha \rightarrow$  BinHeap  $\alpha$



merge  $O(\log n)$  A Binomial Heap !

deleteMin  $hs =$

merge (reverse children) rest

where (B \_ \_ children, rest) = removeMinTree  $hs$

	Leftist Heaps	Binomial Heaps	
findMin	$O(1)$	$O(\log n)$	(*)
merge	$O(\log n)$	$O(\log n)$	
insert	$O(\log n)$	$O(\log n)$	(**)
delMin	$O(\log n)$	$O(\log n)$	

(\*) Can be implemented in  $O(1)$  time. *Store min-value separately.*

(\*\*) Has  $O(1)$  amortized time.