

# Binomial Heaps

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# Last Week...

- Priority Queue Abstract Data Type



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**Object:** Set  $S$  of elements with “keys” (“priority”) that can be compared



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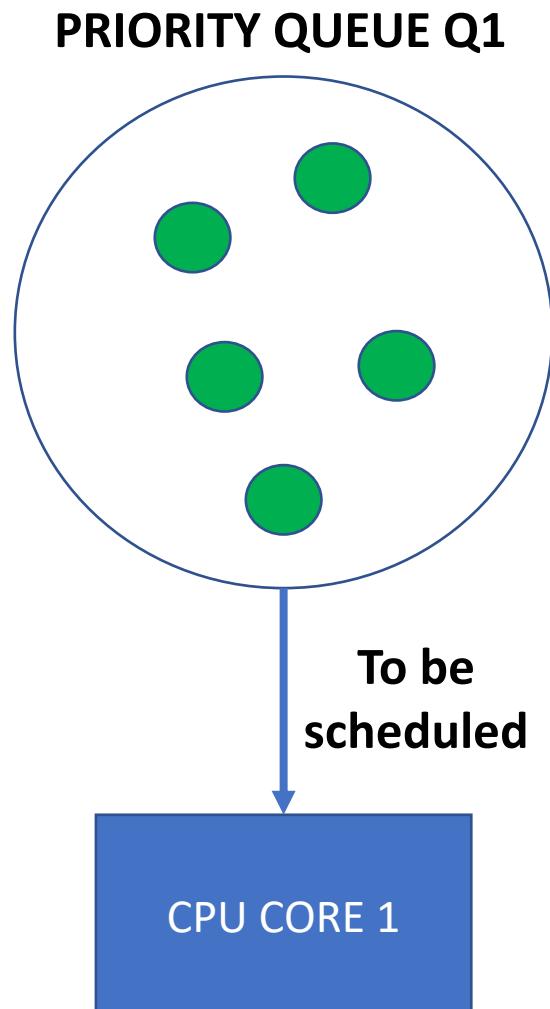
- Priority Queue Abstract Data Type

**Object:** Set  $S$  of elements with “keys” (“priority”) that can be compared

**Operations:**  $\text{Insert}(S, x)$ ,  $\text{Max}(S)$ ,  $\text{Extract\_Max}(S)$

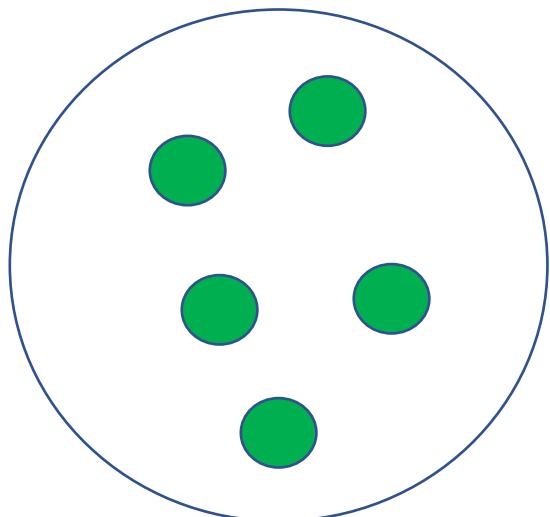


# Application: Job Scheduling by OS



# Consider the following scenario

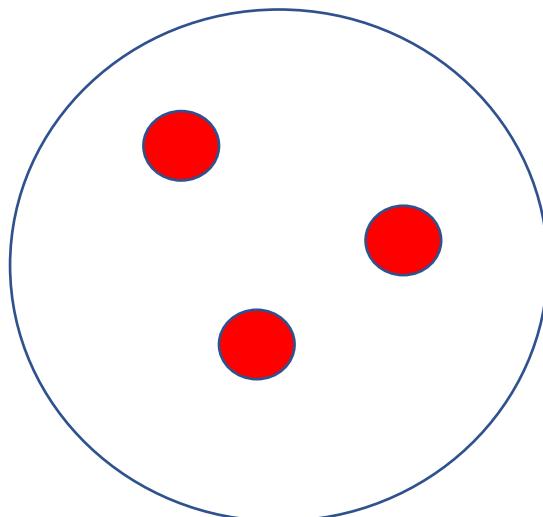
PRIORITY QUEUE Q1



To be  
scheduled



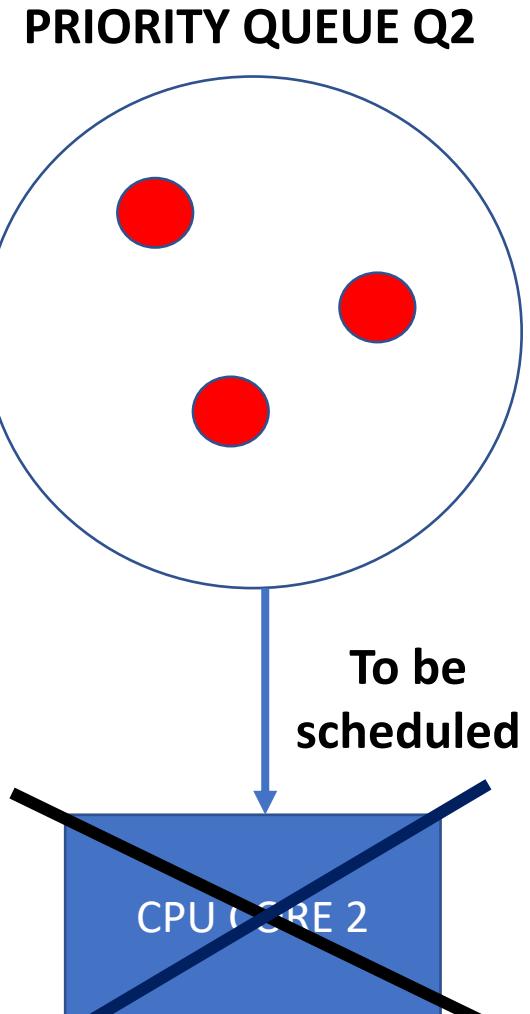
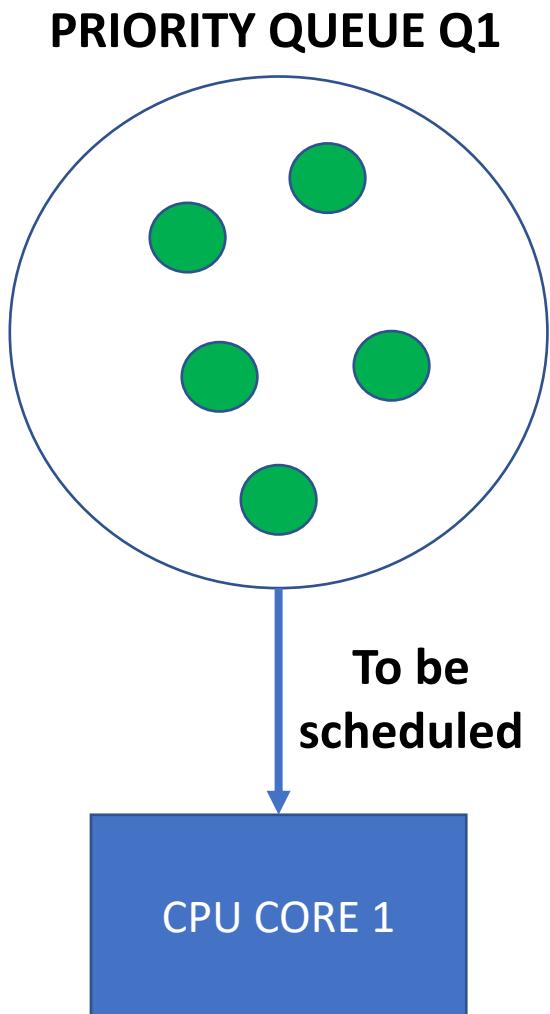
PRIORITY QUEUE Q2



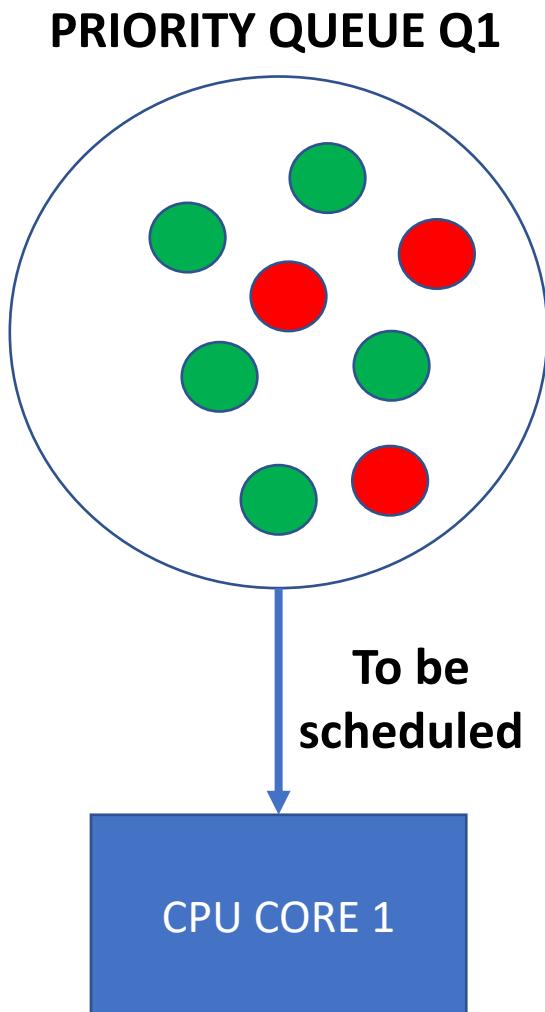
To be  
scheduled



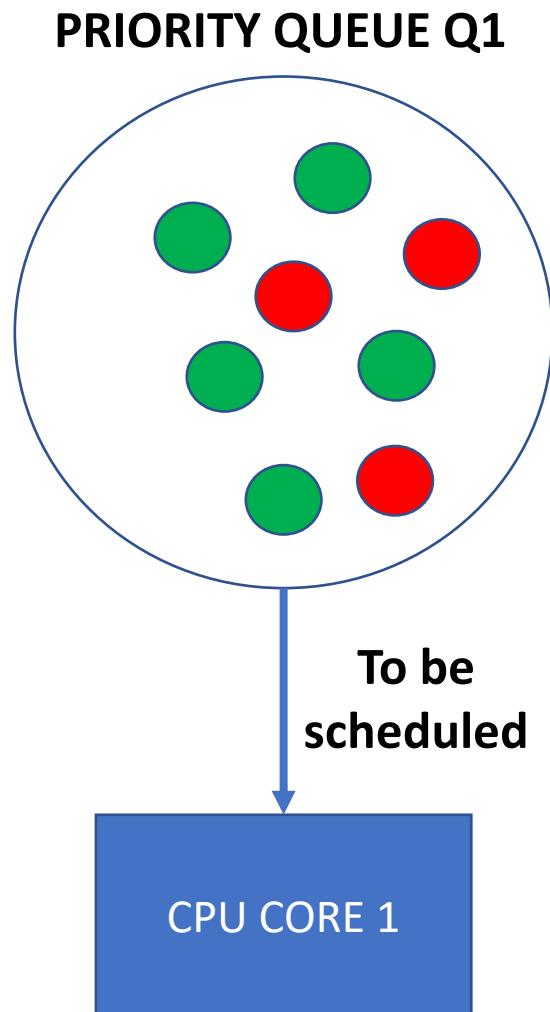
# Consider the following scenario



# Consider the following scenario



# Consider the following scenario



**Goal: Implement  $\text{Union}(Q1, Q2)$**



# Abstract Data Types

Abstract Data Types		Insert	Min	Extract_Min	Union
Priority Queues		✓	✓	✓	X



# Abstract Data Types

Abstract Data Types		Insert	Min	Extract_Min	Union
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Mergeable Priority Queues					



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Abstract Data Types		Insert	Min	Extract_Min	Union
Priority Queues		✓	✓	✓	X
Mergeable Priority Queues		✓	✓	✓	✓



# Data Structures

Abstract Data Types	Data Structures	Insert	Min	Extract_Min	Union
Priority Queues	Min-Heap	✓	✓	✓	X
Mergeable Priority Queues		✓	✓	✓	✓



# Data Structures

Abstract Data Types	Data Structures	Insert	Min	Extract_Min	Union
Priority Queues	Min-Heap	$O(\log n)$	✓	✓	X
Mergeable Priority Queues		✓	✓	✓	✓



# Data Structures

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Priority Queues	Min-Heap	$O(\log n)$	$O(1)$	$O(\log n)$	X
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Priority Queues	Min-Heap	$O(\log n)$	$O(1)$	$O(\log n)$	X
Mergeable Priority Queues	Min Binomial Heap	✓	✓	✓	✓



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Abstract Data Types	Data Structures	Insert	Min	Extract_Min	Union
Priority Queues	Min-Heap	$O(\log n)$	$O(1)$	$O(\log n)$	X
Mergeable Priority Queues	Min Binomial Heap	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$



# Min Binomial Heaps

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# Visualizing Binomial Heaps

Elements are stored in a sequence of **Binomial Trees**.



# Binomial Trees

$B_k$  tree: defined recursively



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$k = 0$

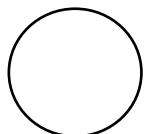


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$B_0$  :

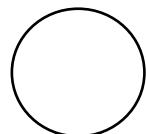


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$B_k$  tree: defined recursively

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$B_0 :$



$k >= 1$

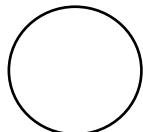


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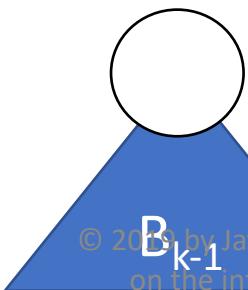
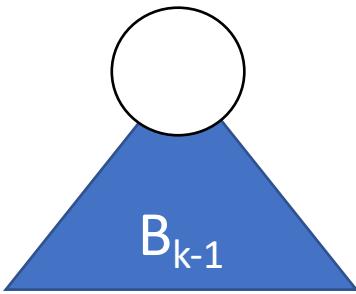
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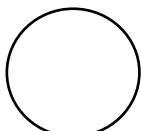


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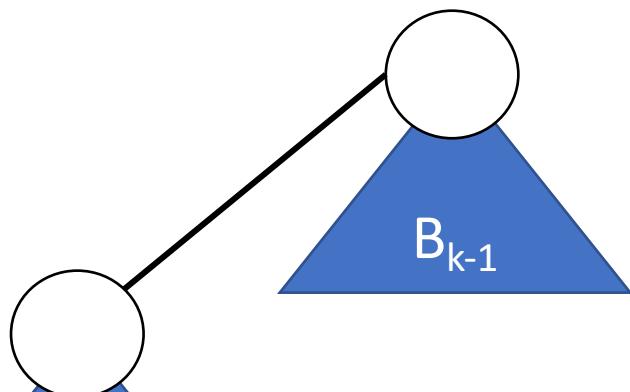
$k = 0$

$B_0 :$



$k >= 1$

$B_k :$

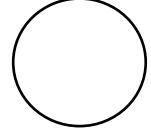


# Binomial Trees (for $k = 0, 1, 2, 3$ )

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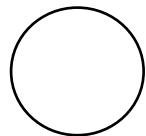
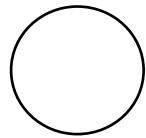
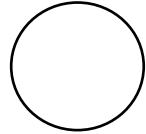
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$B_0$   


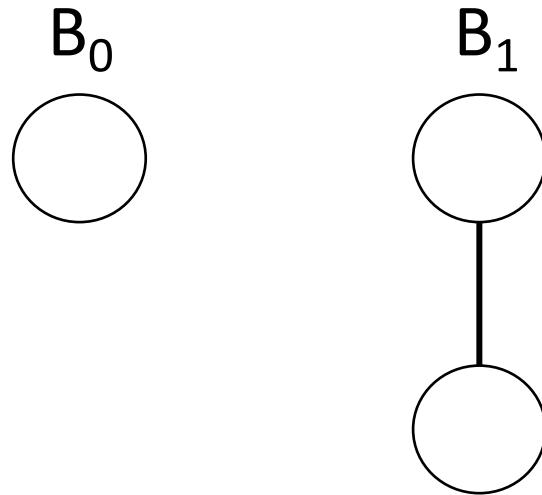


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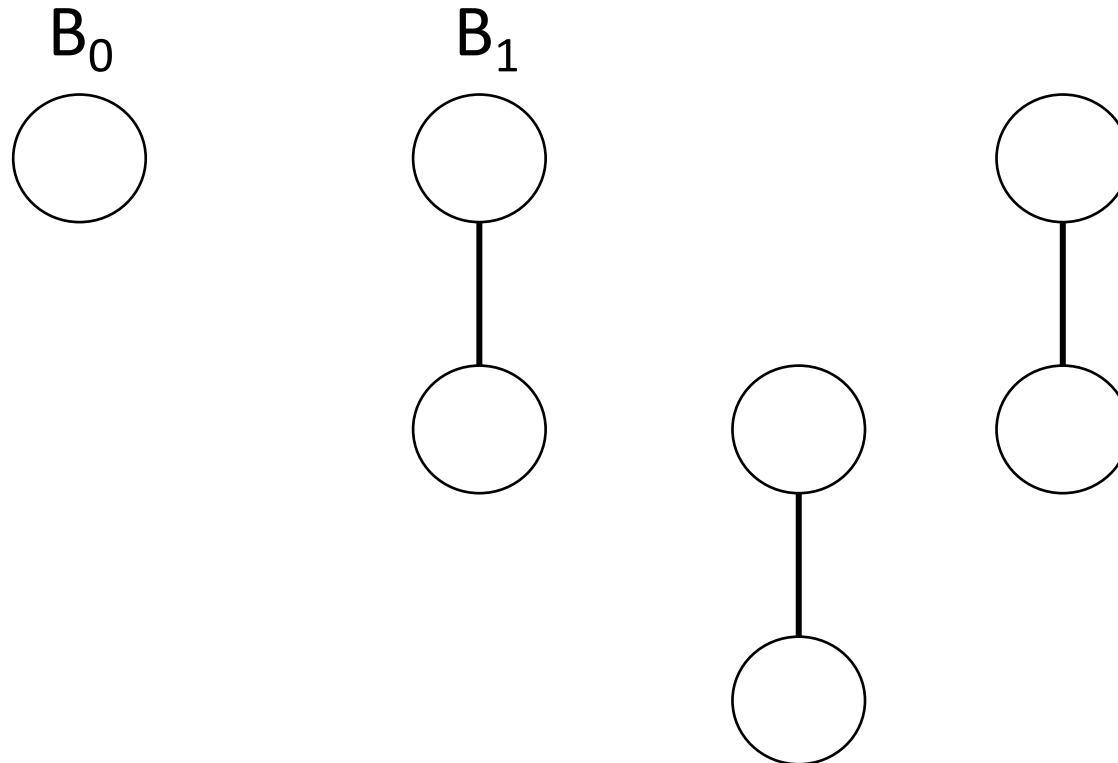
$B_0$



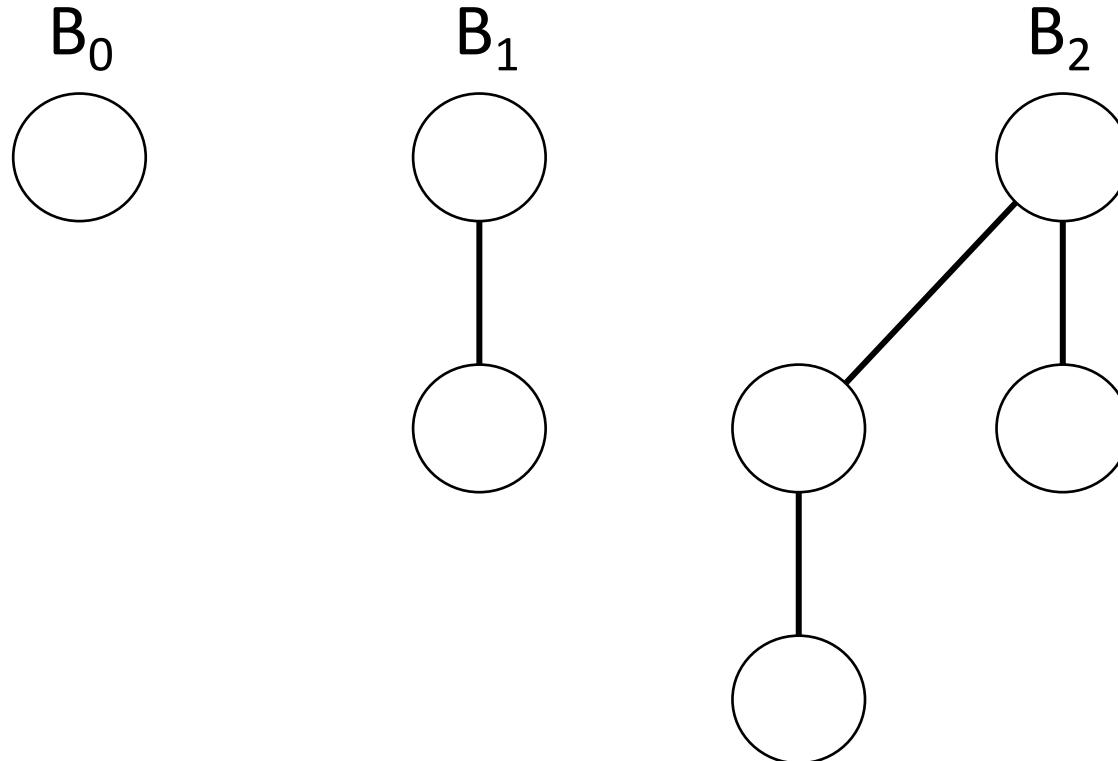
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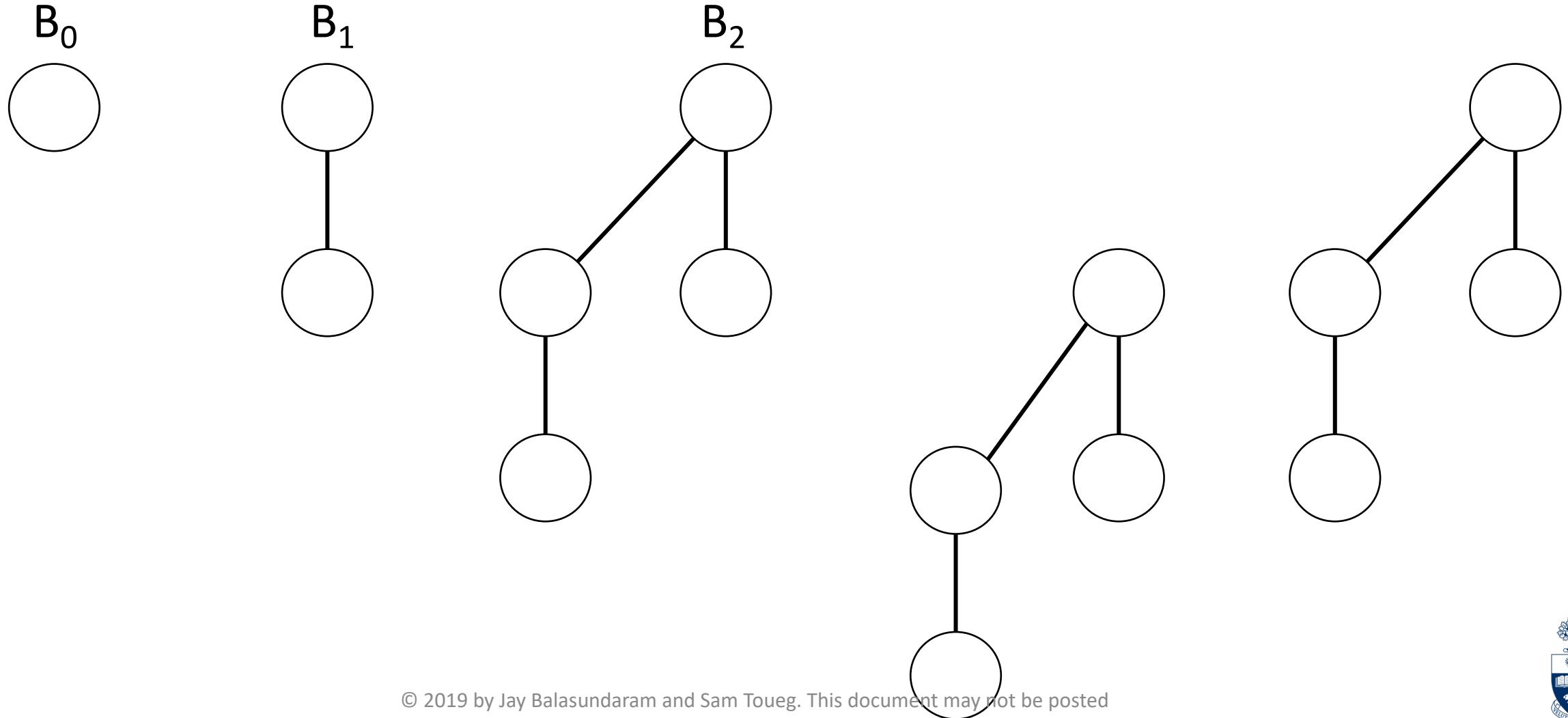
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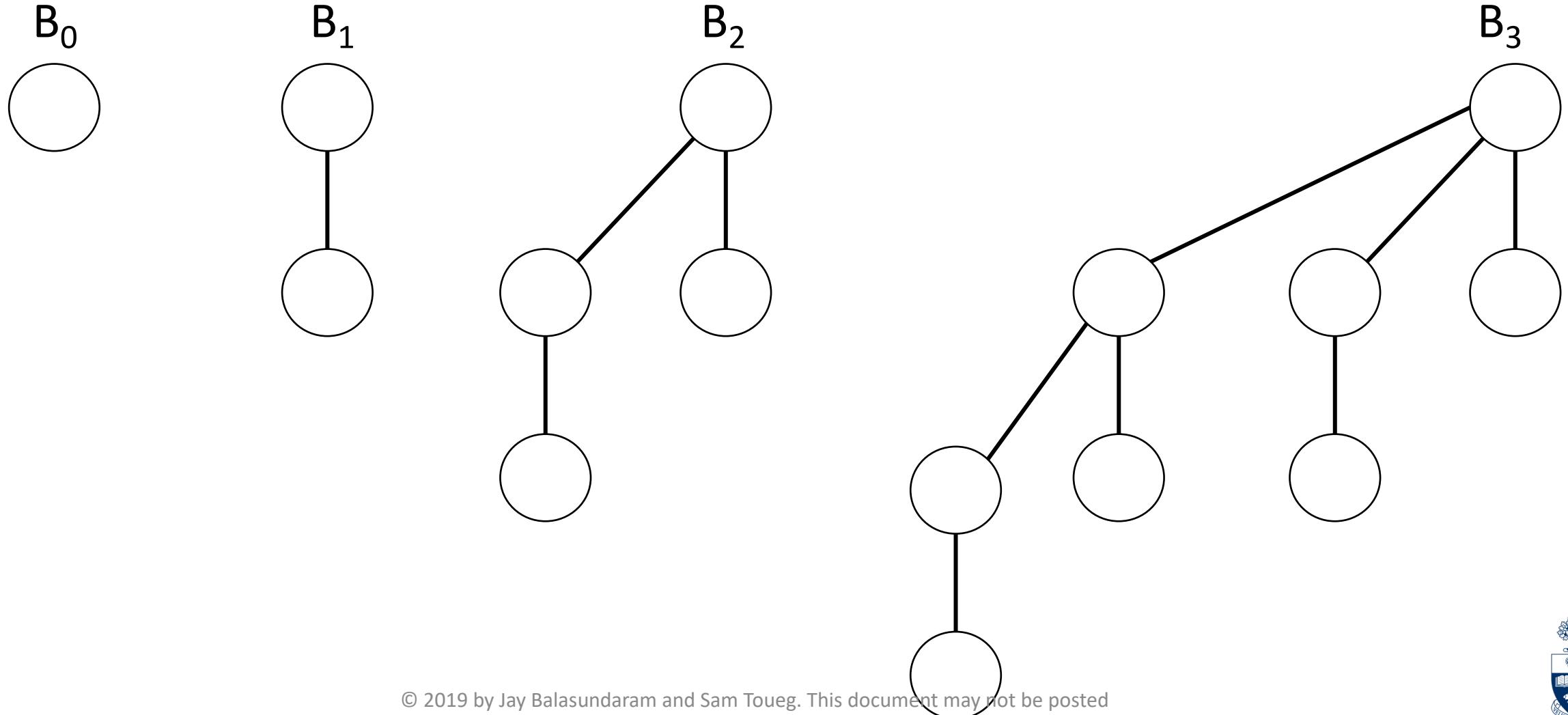
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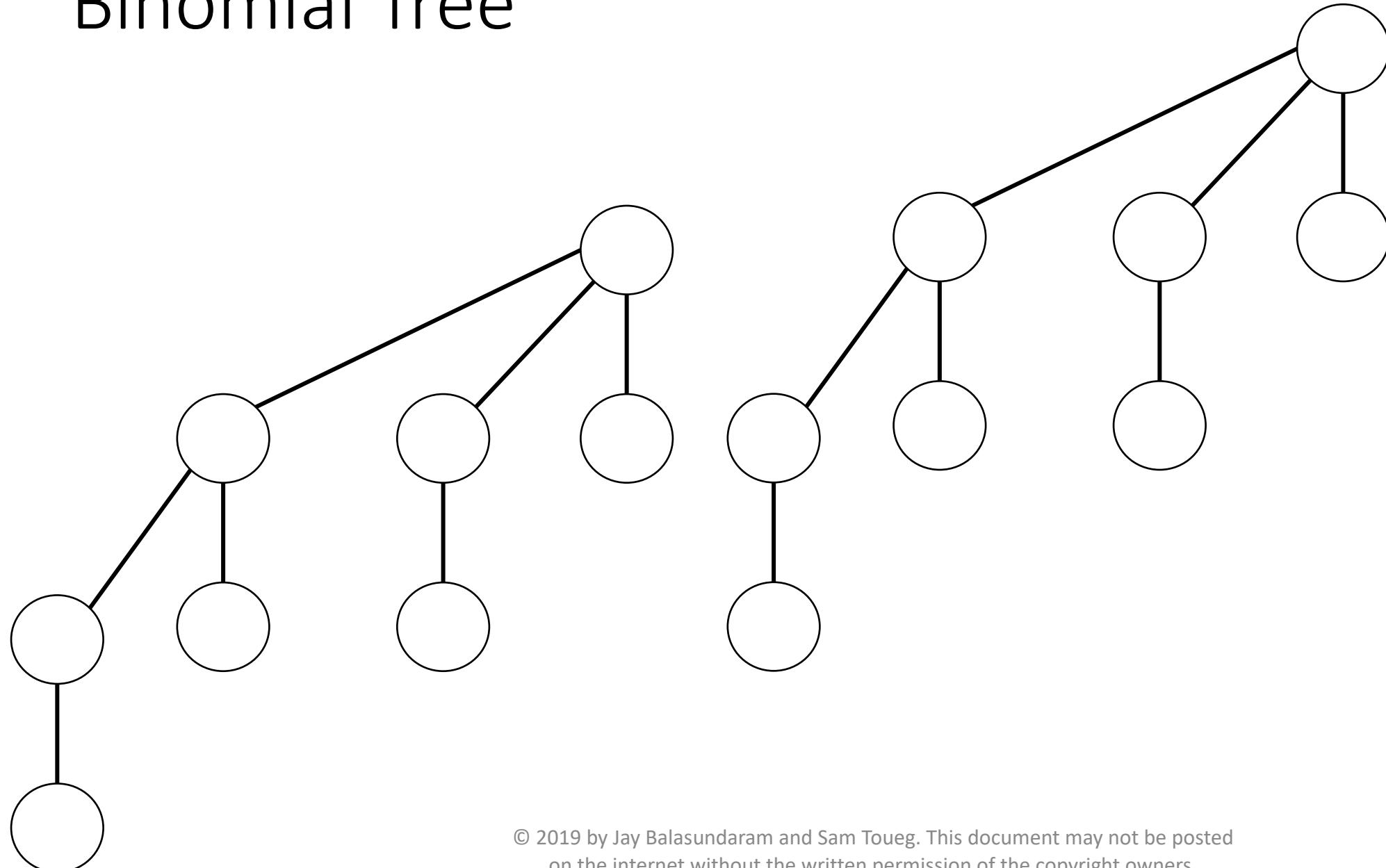
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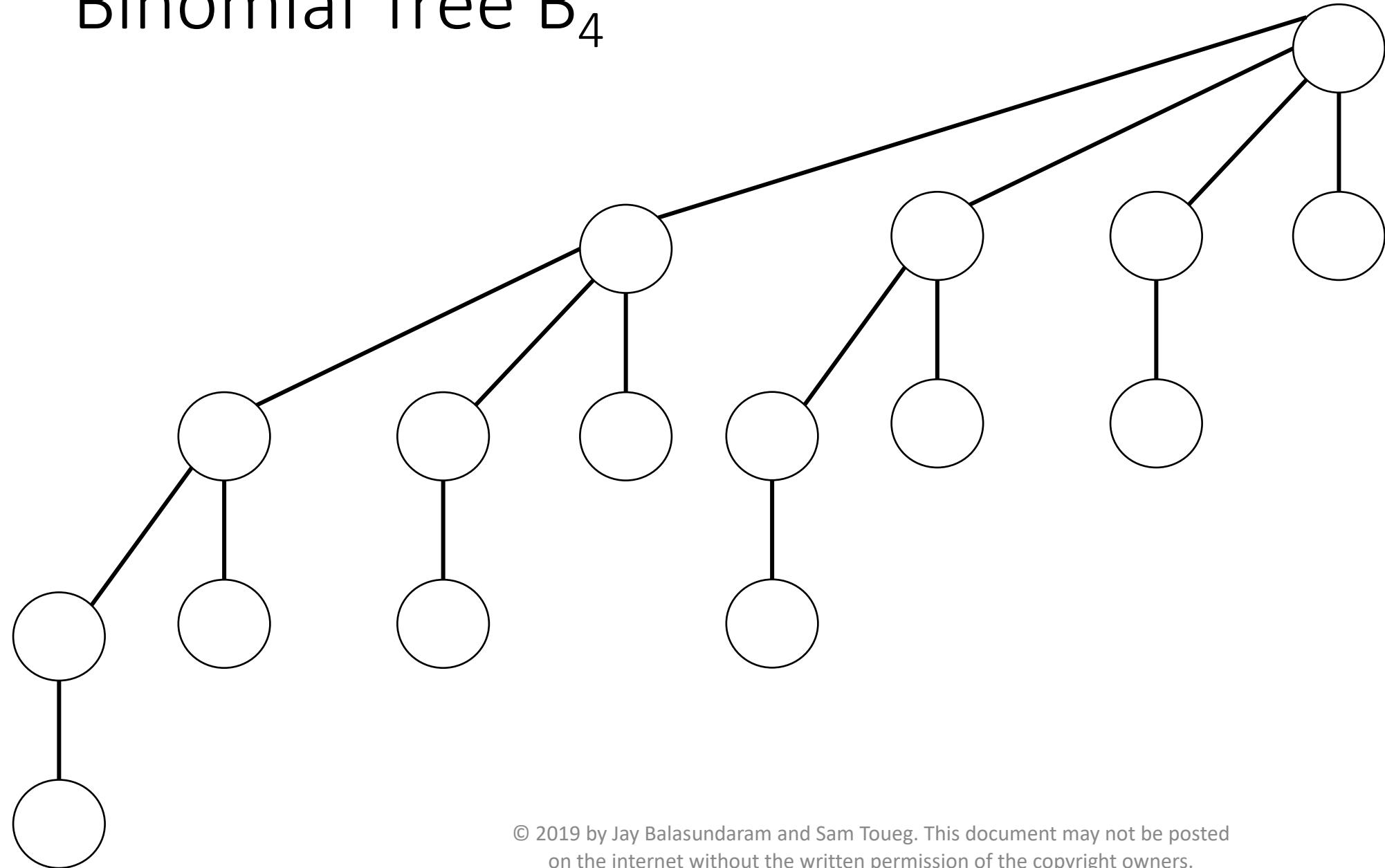
# Binomial Tree



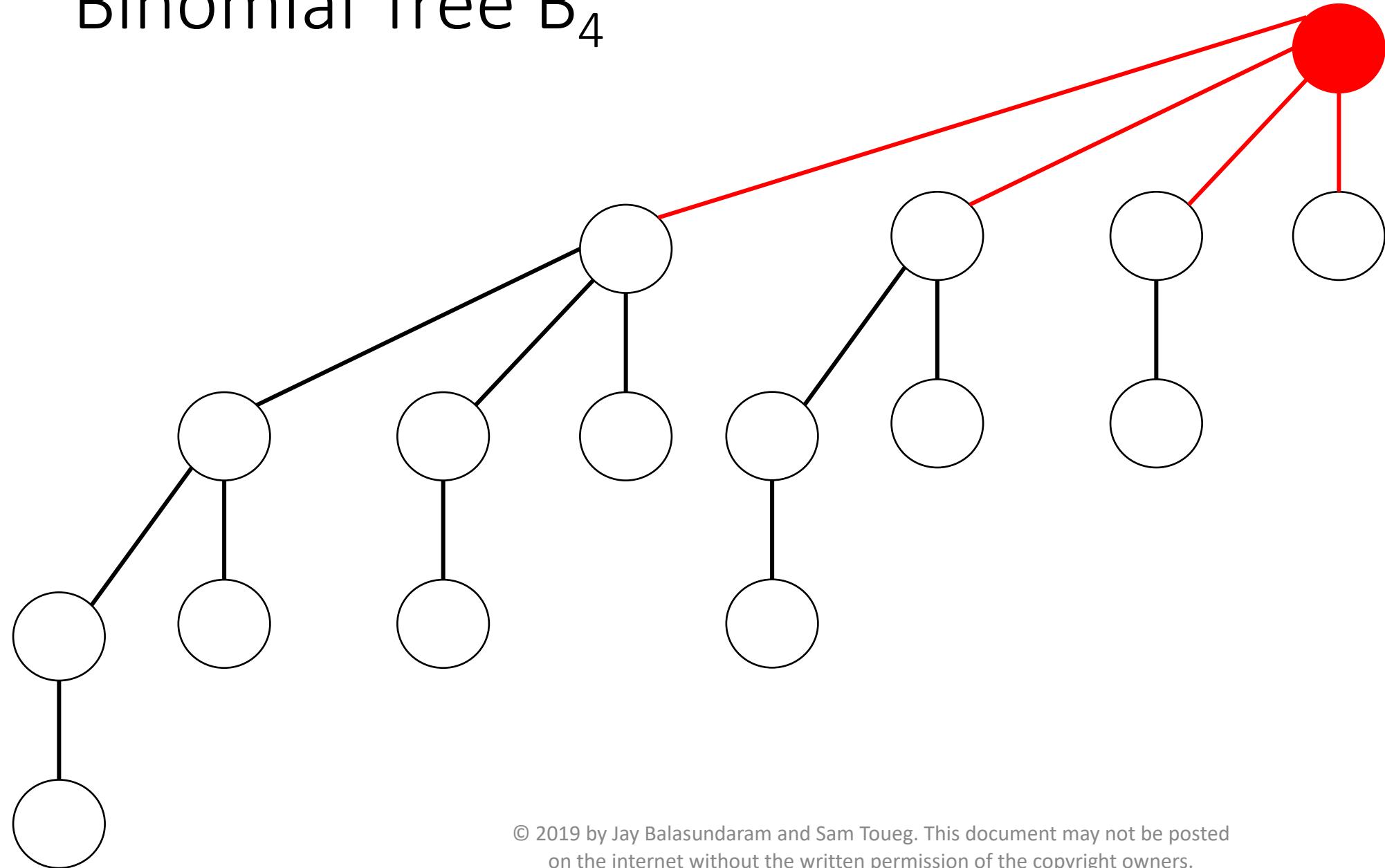
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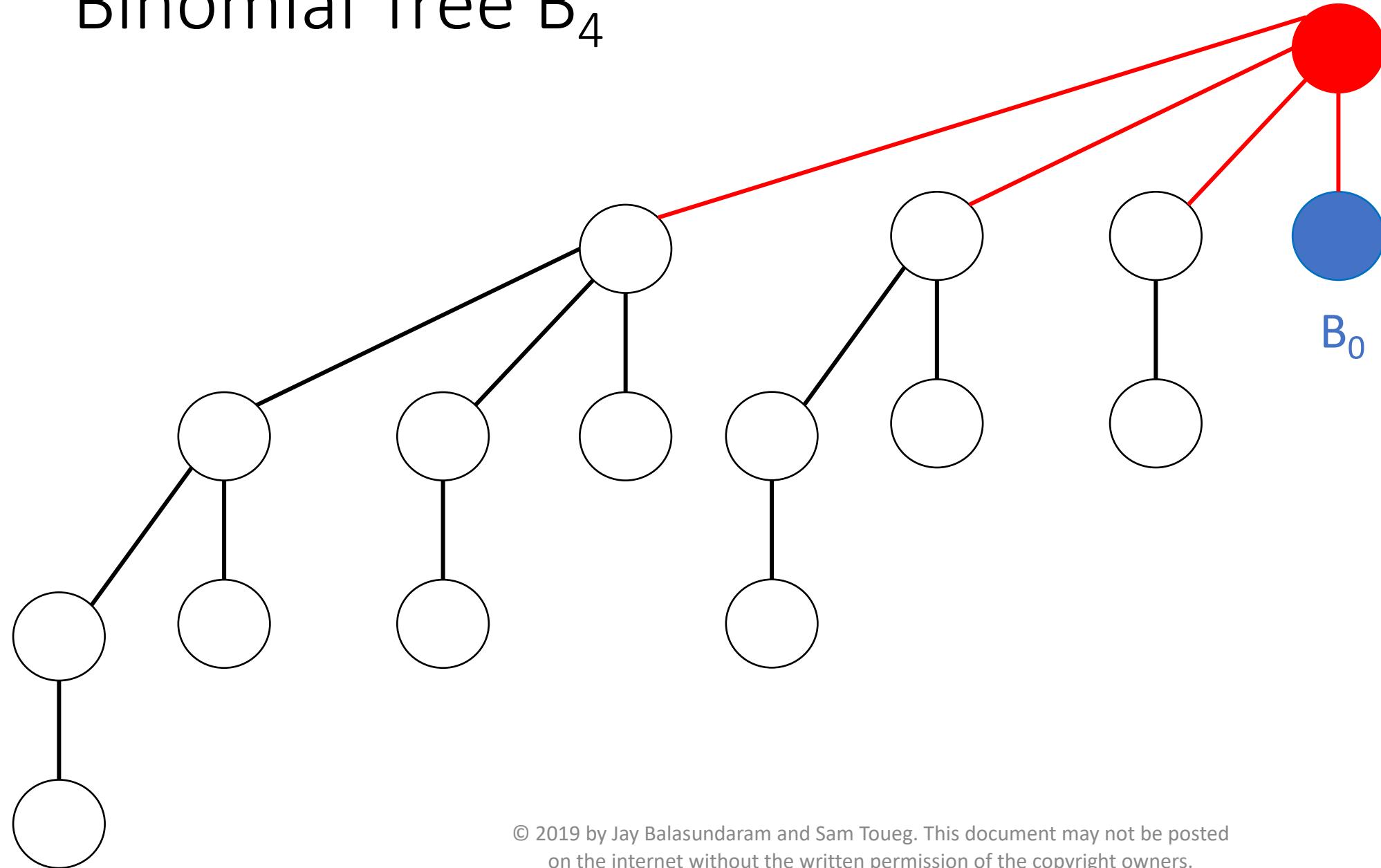
# Binomial Tree $B_4$



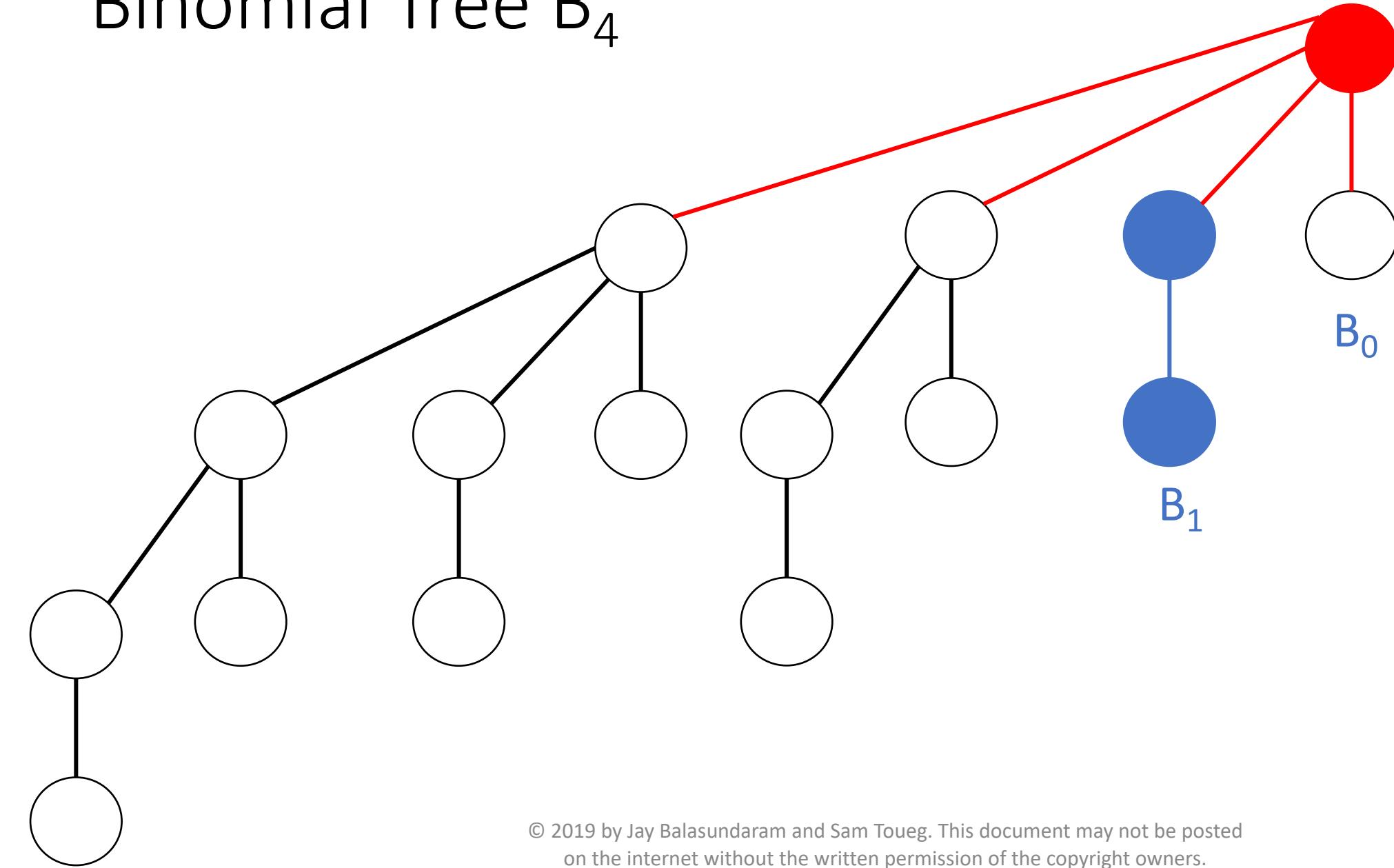
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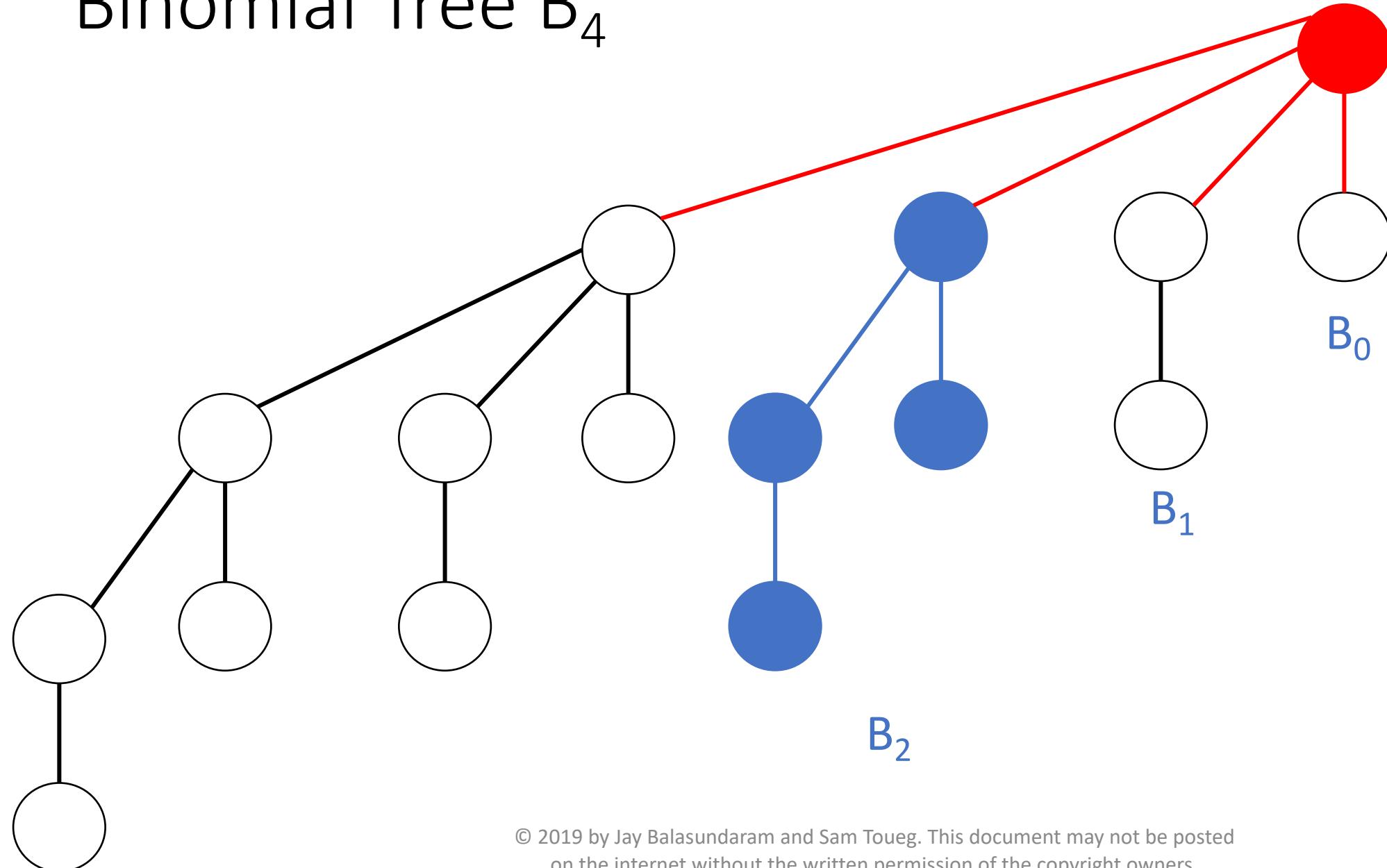
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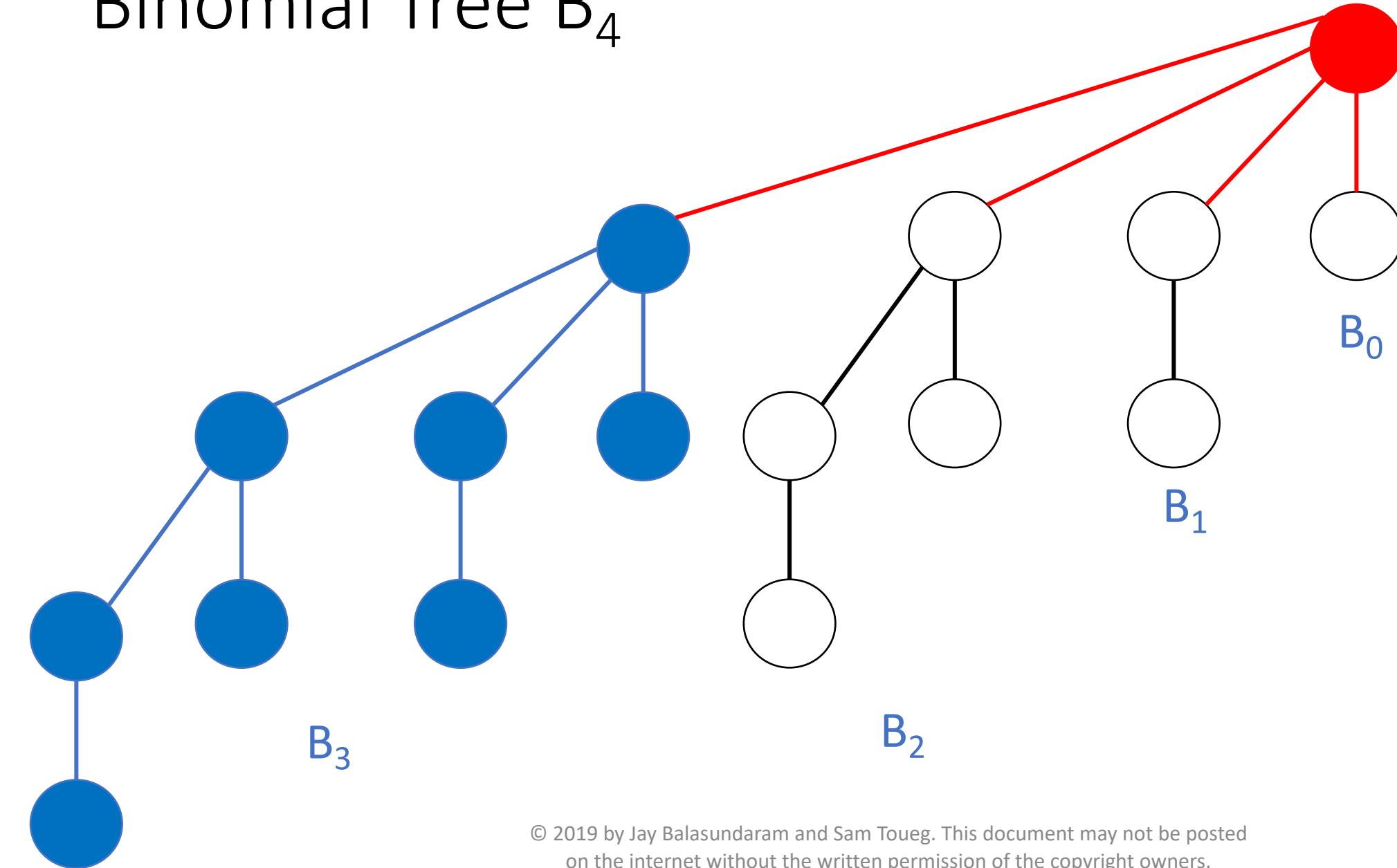
# Binomial Tree B<sub>4</sub>



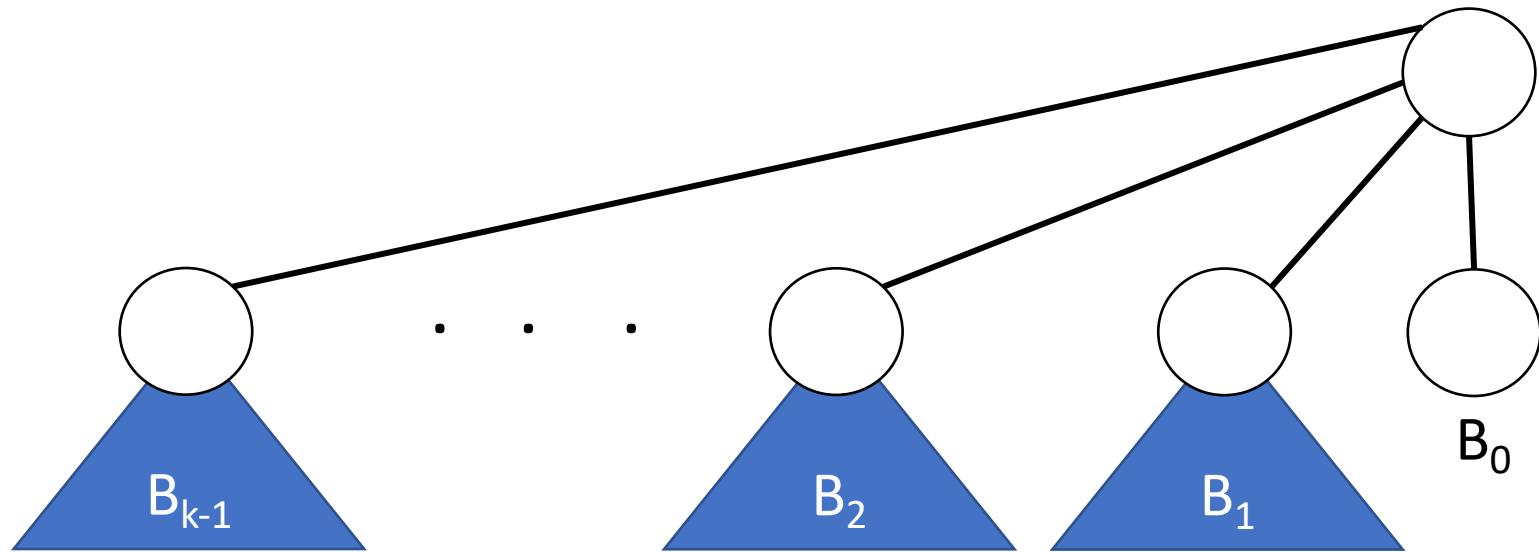
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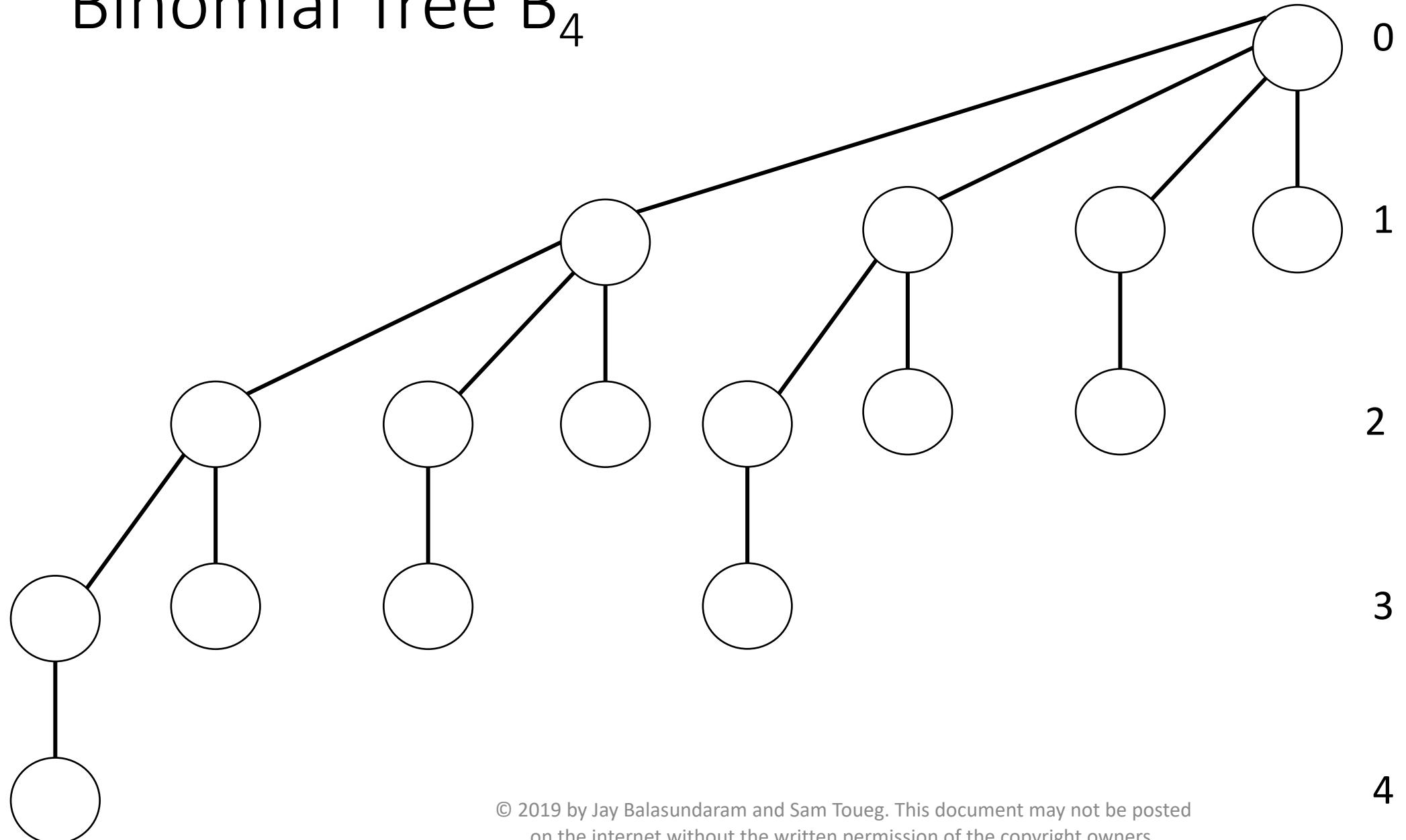


# Binomial Tree $B_k$



# Binomial Tree $B_4$

Depth



# Binomial Tree $B_4$

Depth	# of nodes
-------	------------

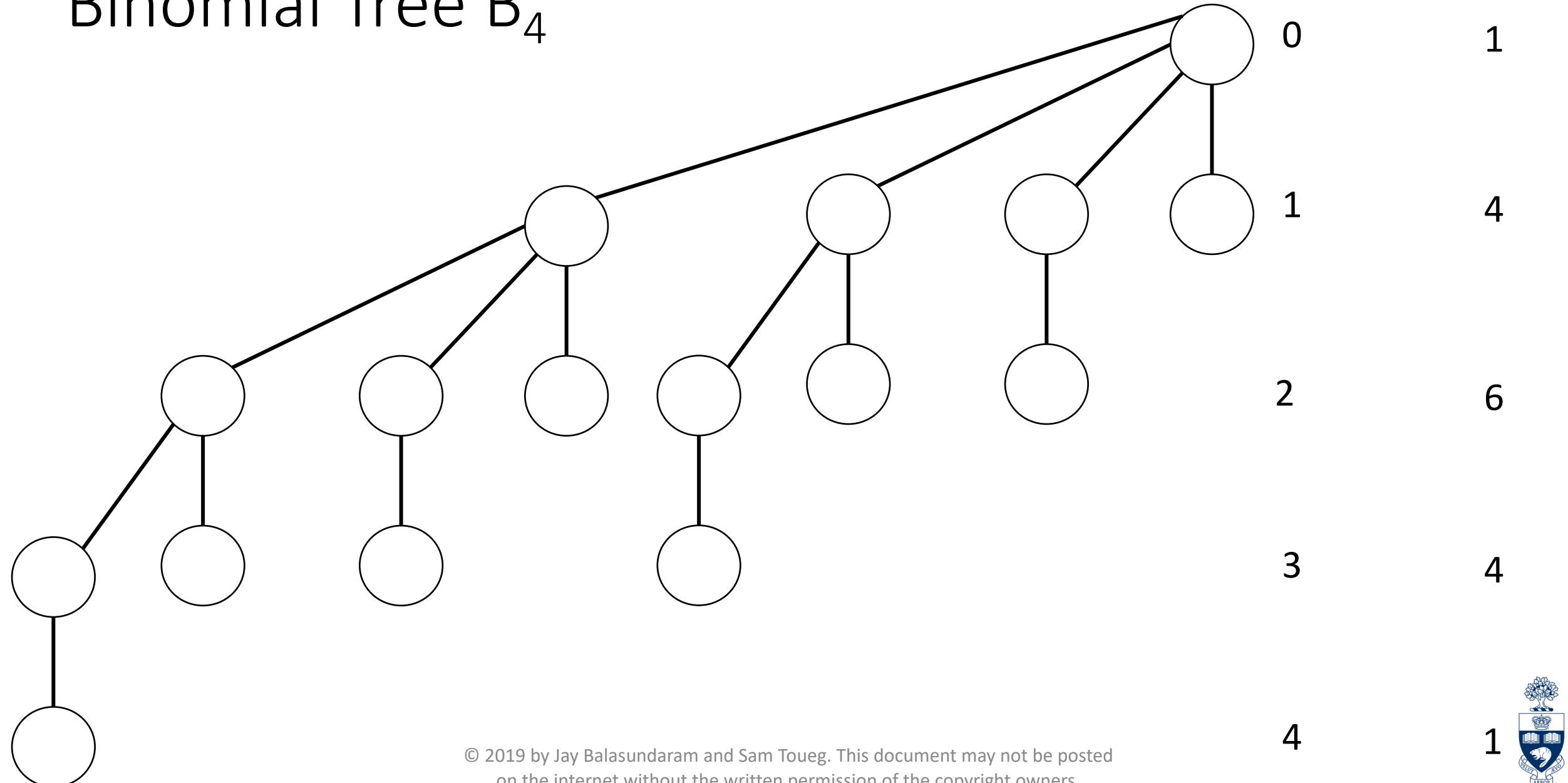
0	1
---	---

1	4
---	---

2	6
---	---

3	4
---	---

4	1
---	---



# Binomial Tree $B_4$

Depth      # of nodes

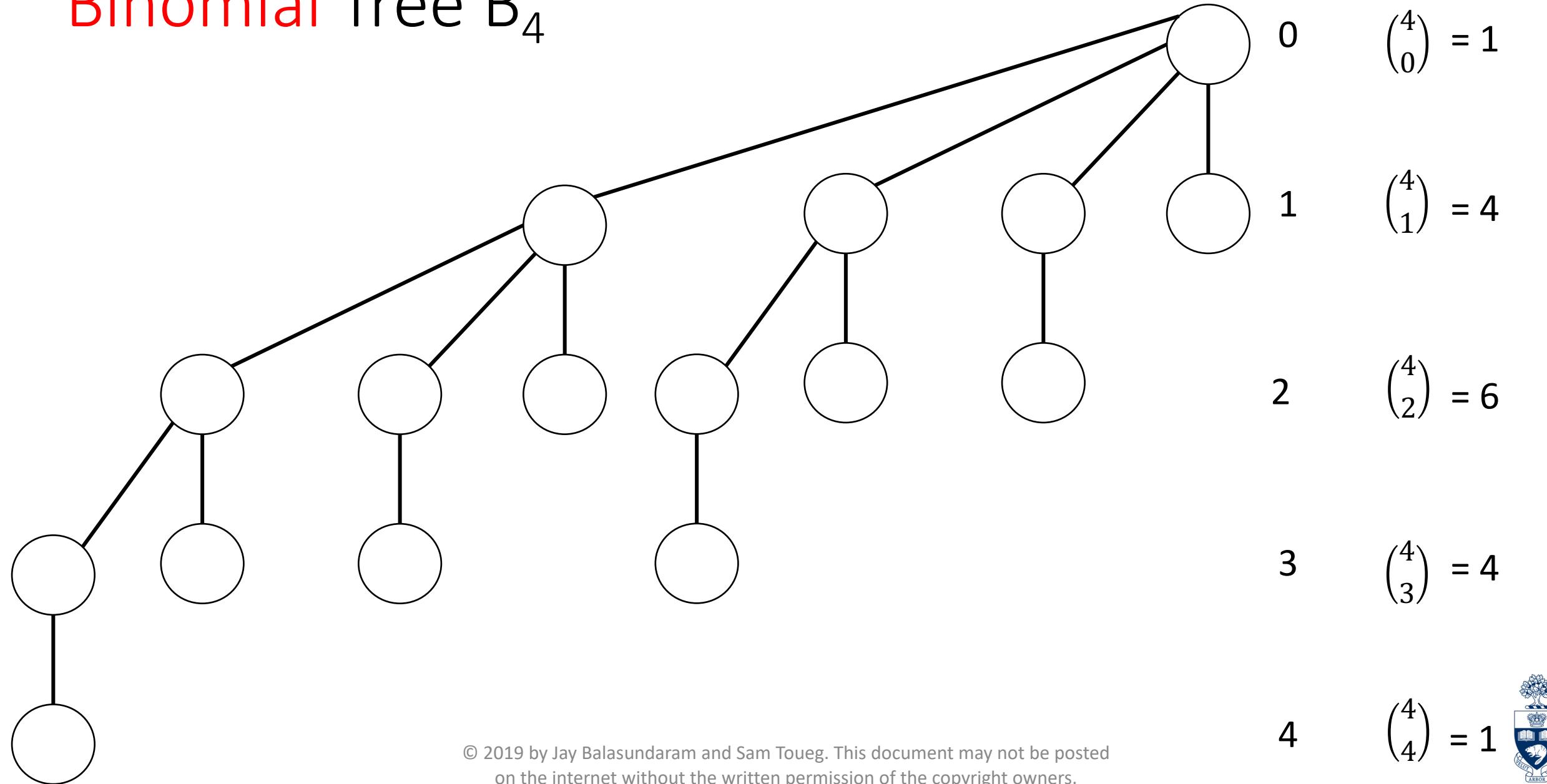
$$\binom{4}{0} = 1$$

$$\binom{4}{1} = 4$$

$$\binom{4}{2} = 6$$

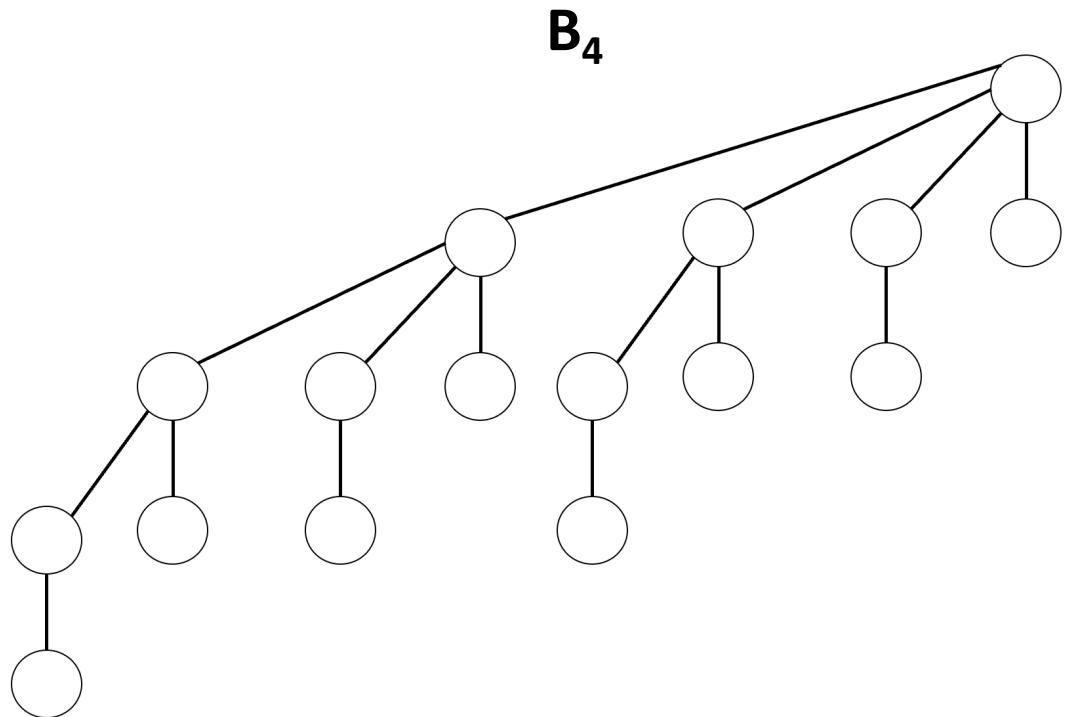
$$\binom{4}{3} = 4$$

$$\binom{4}{4} = 1$$



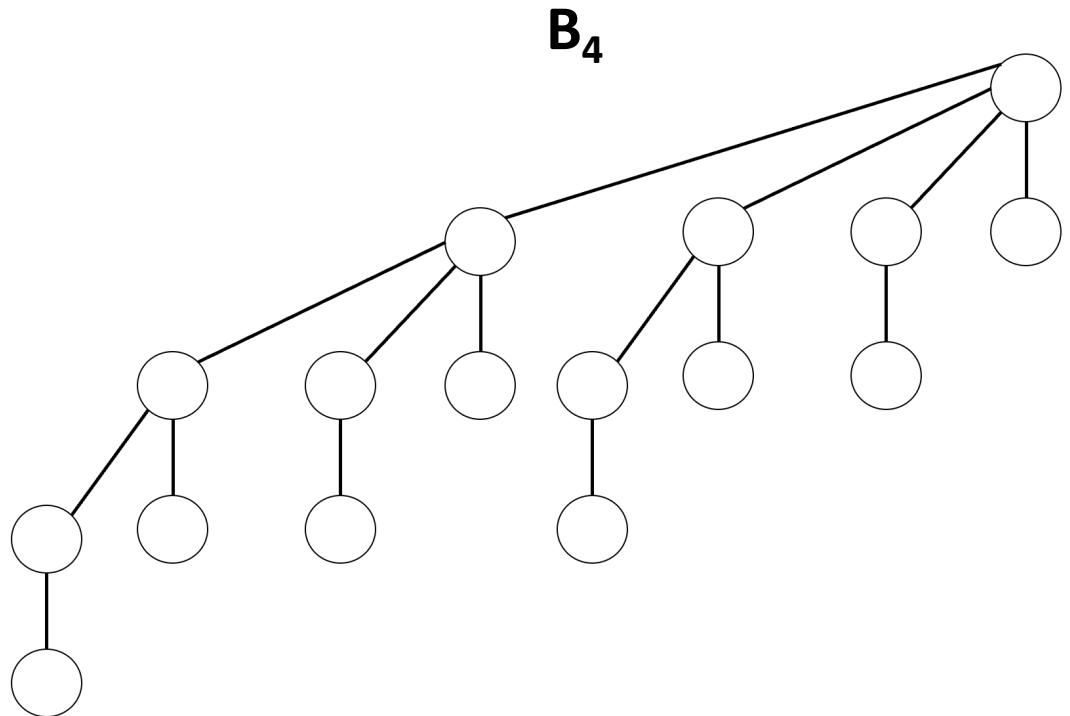
# Binomial Tree properties

- $B_k$  tree has:



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- $B_k$  tree has:
  - Height  $k$

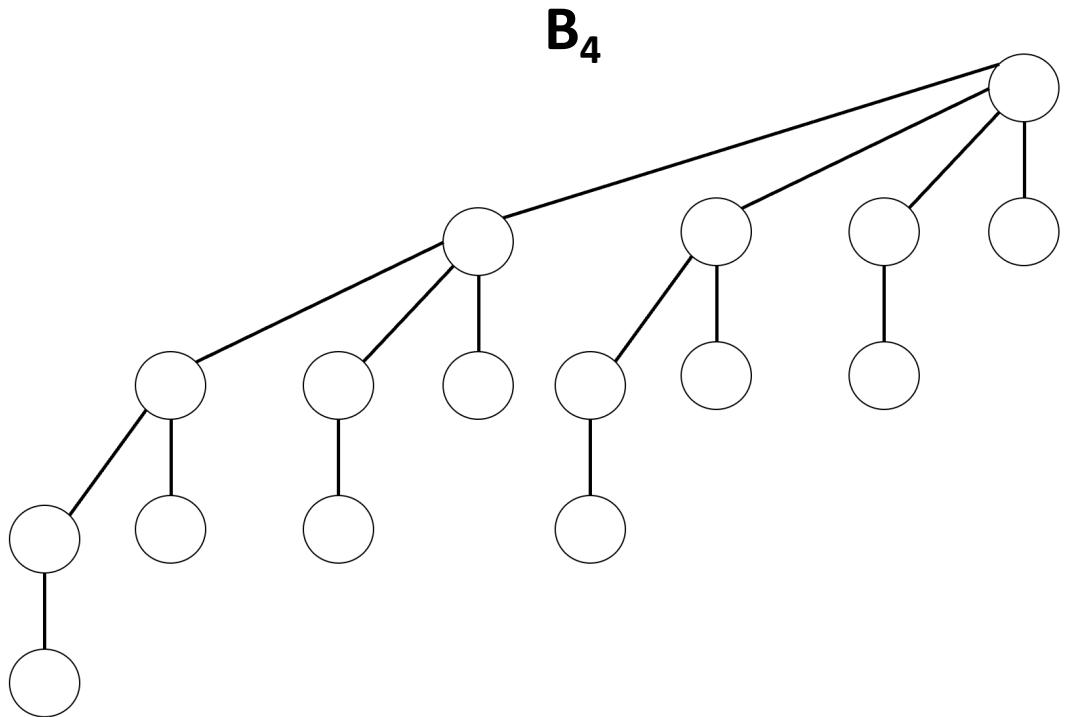


Height = 4



# Binomial Tree properties

- $B_k$  tree has:
  - Height  $k$
  - $2^k$  nodes



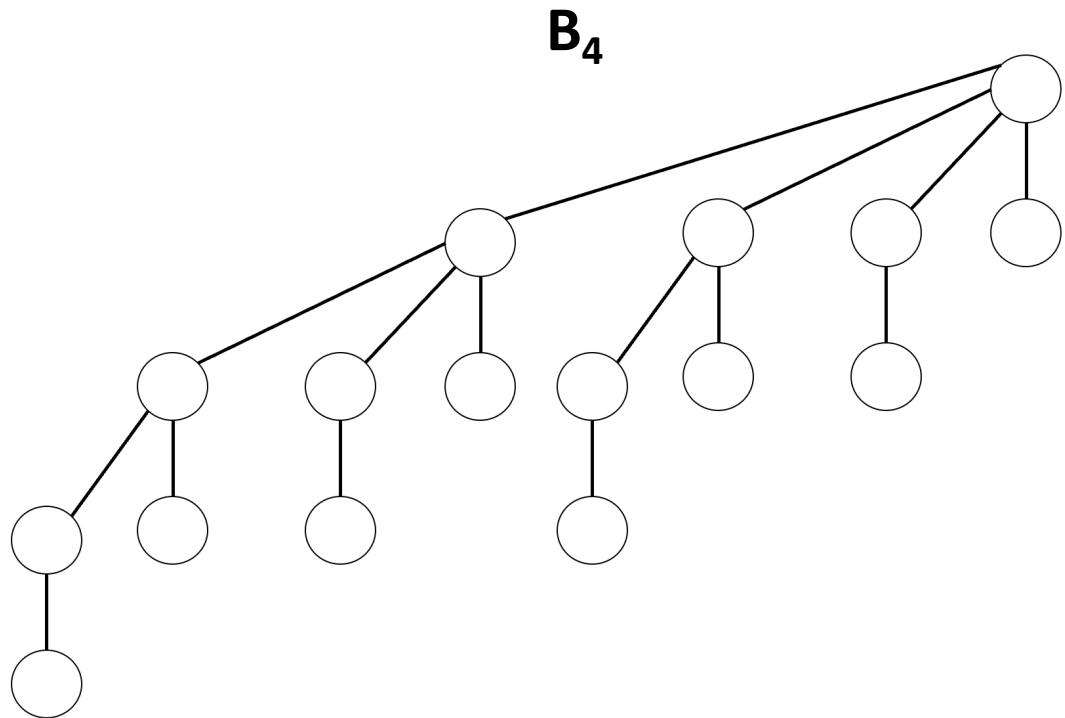
Height = 4

$2^4 = 16$  nodes



# Binomial Tree properties

- $B_k$  tree has:
  - Height  $k$
  - $2^k$  nodes
  - $\binom{k}{d}$  nodes at depth  $d$



Height = 4

$2^4 = 16$  nodes

$\binom{4}{2} = 6$  nodes at level 2



# Binomial Forest of size n (denoted $F_n$ )

A sequence of  $B_k$  trees with *strictly decreasing*  $k$ 's and a total of  $n$  nodes.



# Example: Binomial Forest $F_7$ of $n = 7$ nodes



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$$n = 7 = <1\ 1\ 1>_2 = 2^2 + 2^1 + 2^0$$



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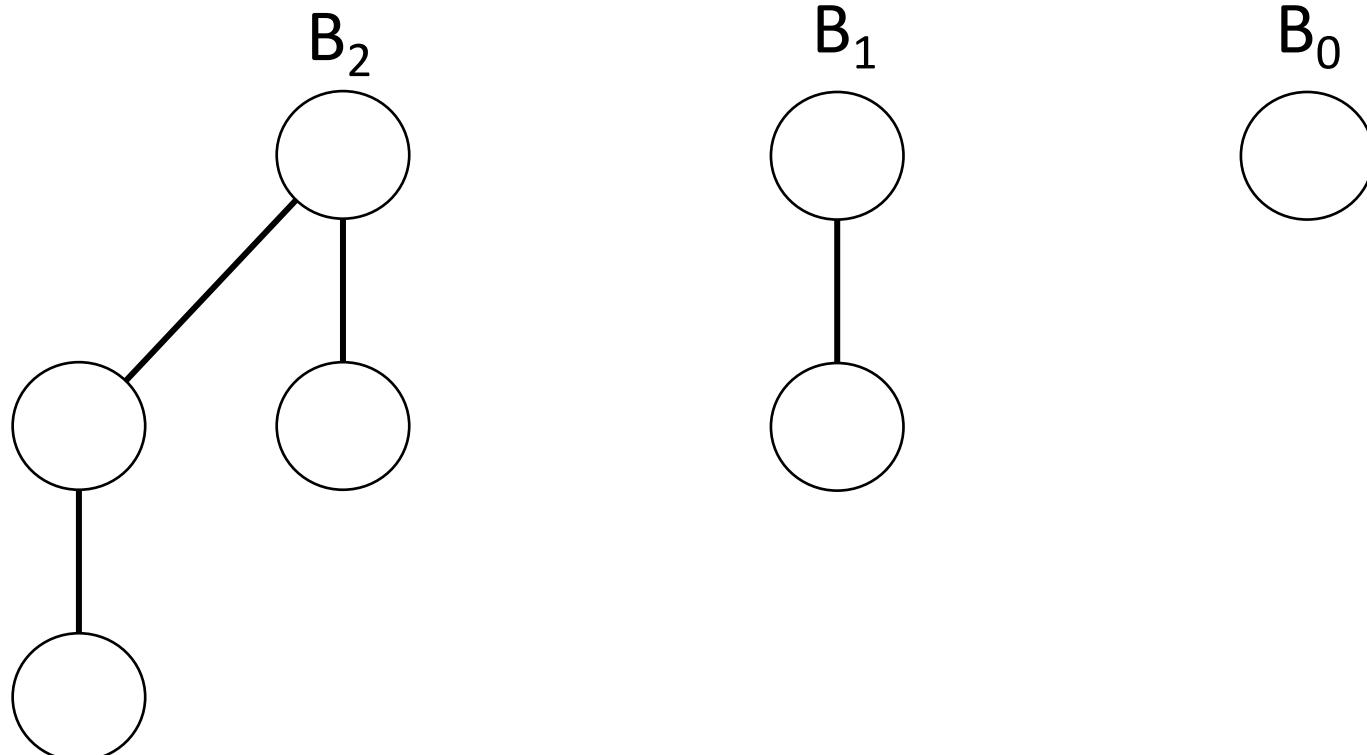
$$n = 7 = <1\ 1\ 1>_2 = 2^2 + 2^1 + 2^0 \quad F_7 = < B_2\ B_1\ B_0 >$$



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$$n = 7 = <1\ 1\ 1>_2 = 2^2 + 2^1 + 2^0 \quad F_7 = < B_2\ B_1\ B_0 >$$

$F_7 :$



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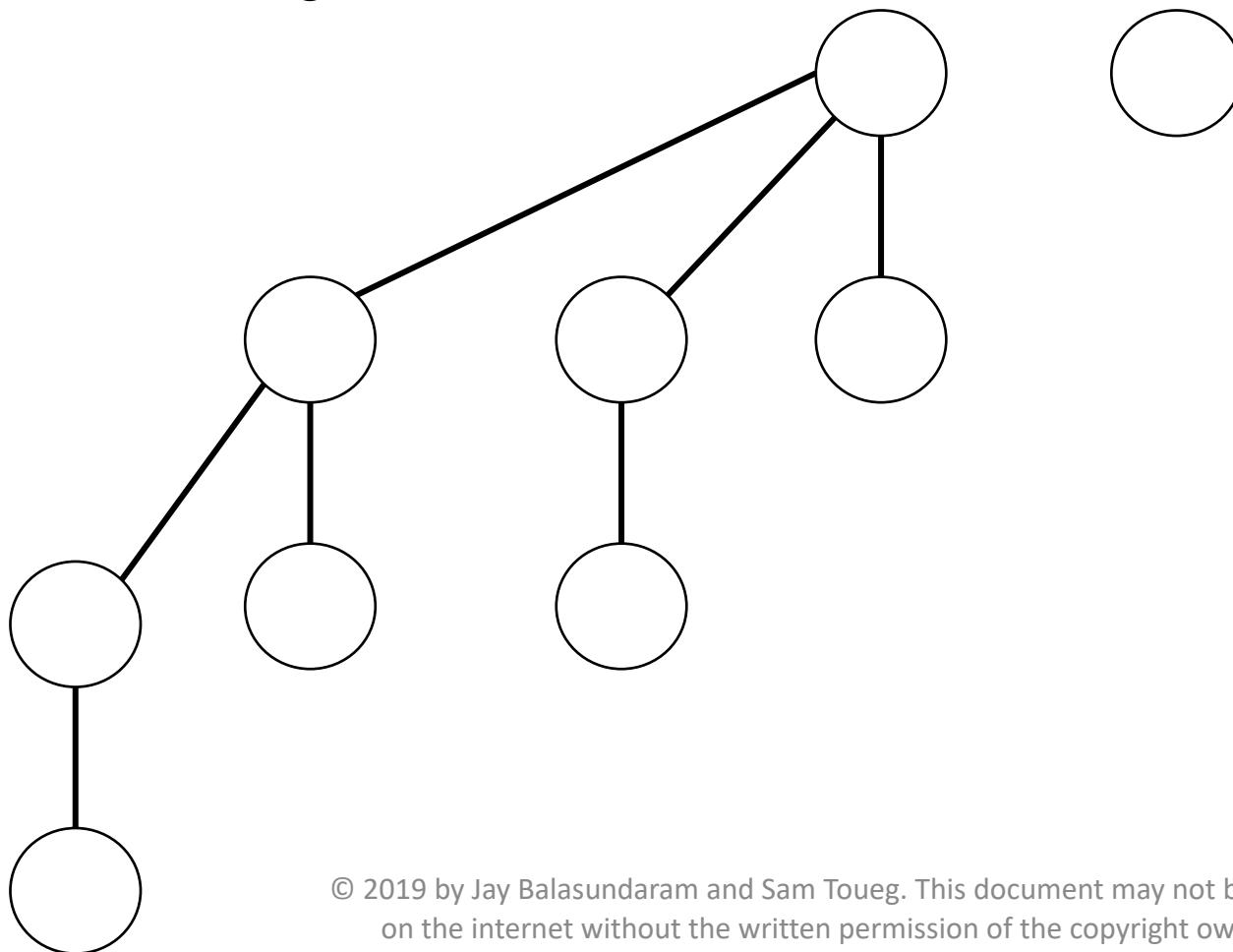


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# Binomial Forest $F_n$

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- Let  $\alpha(n) = \# \text{ of 1's in binary representation of } n$



# Binomial Forest $F_n$

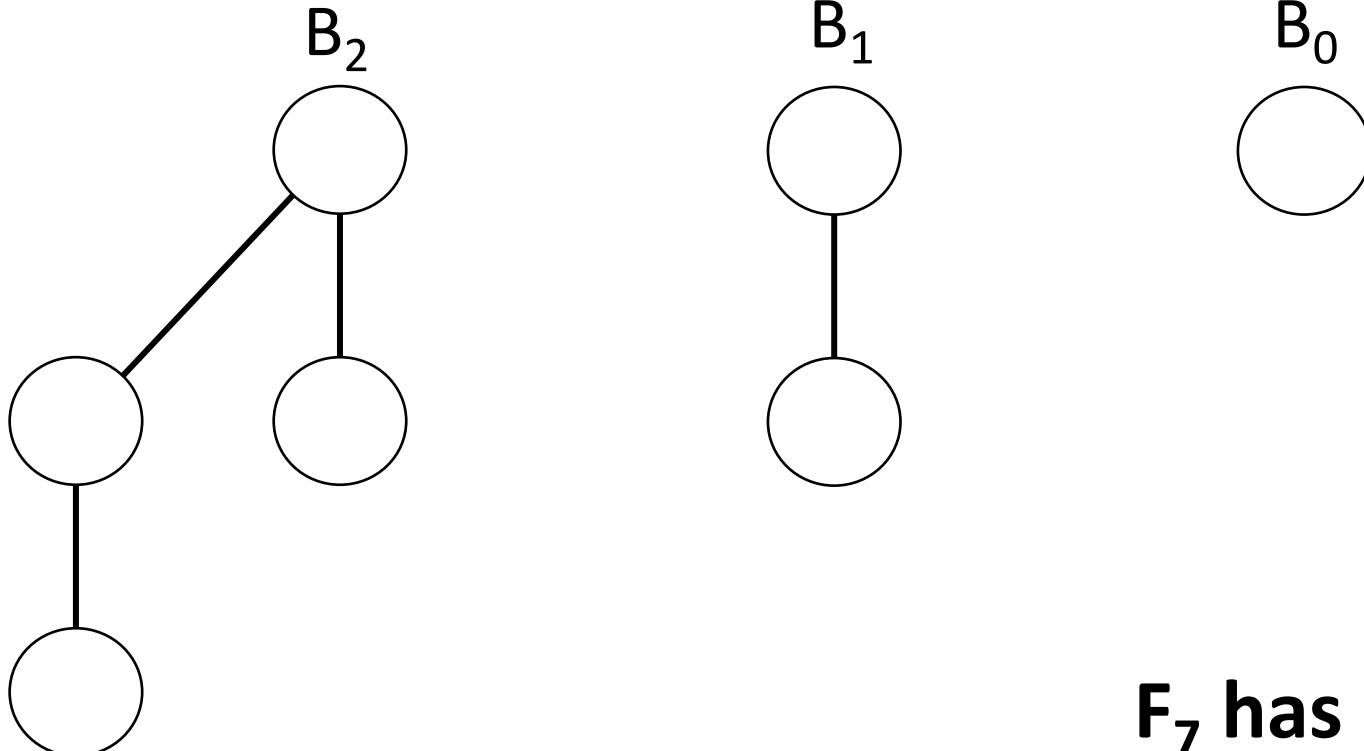
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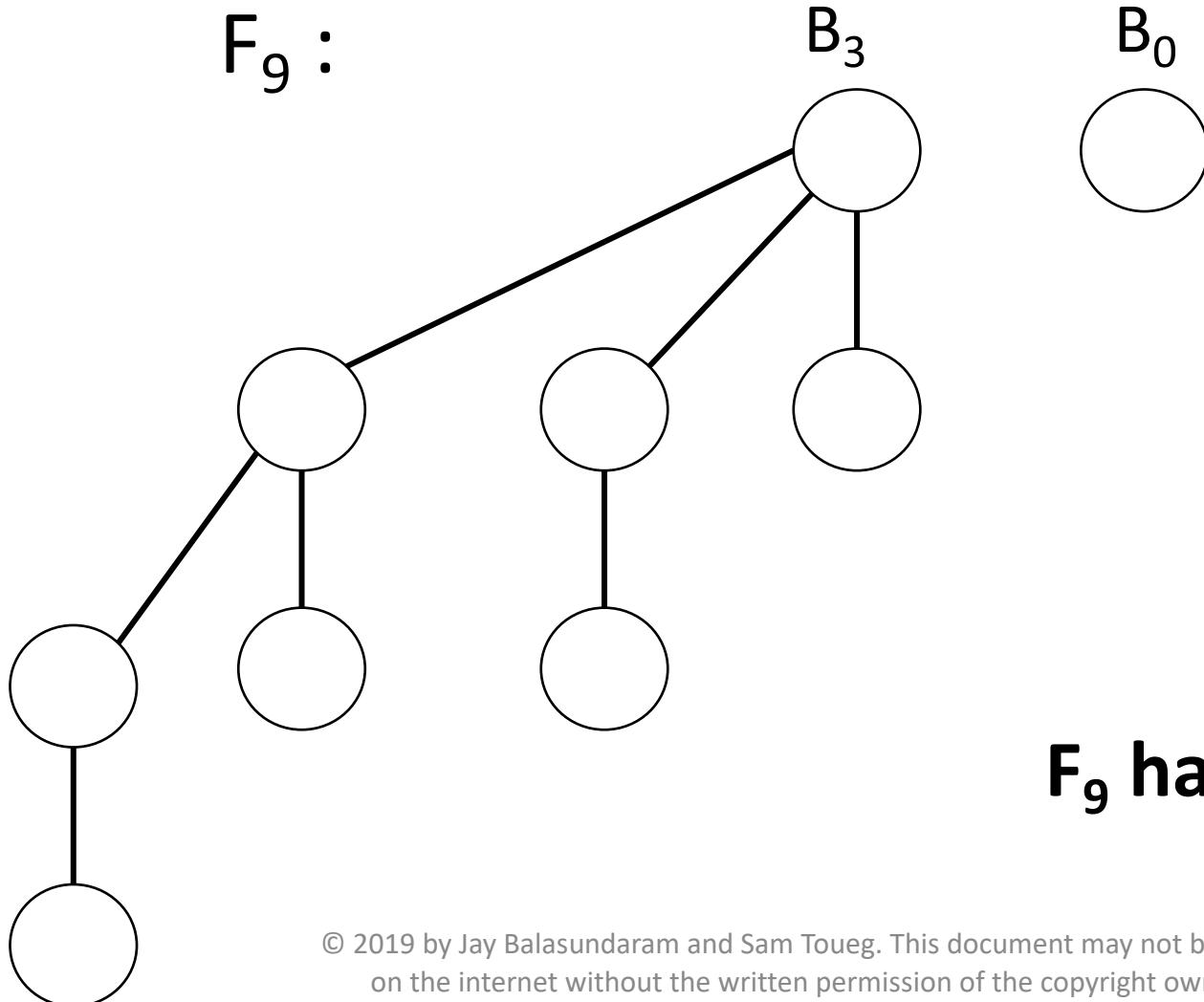
$F_7$  has  $\alpha(7) = 3$  trees



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$F_9 :$



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# Binomial Forest $F_n$

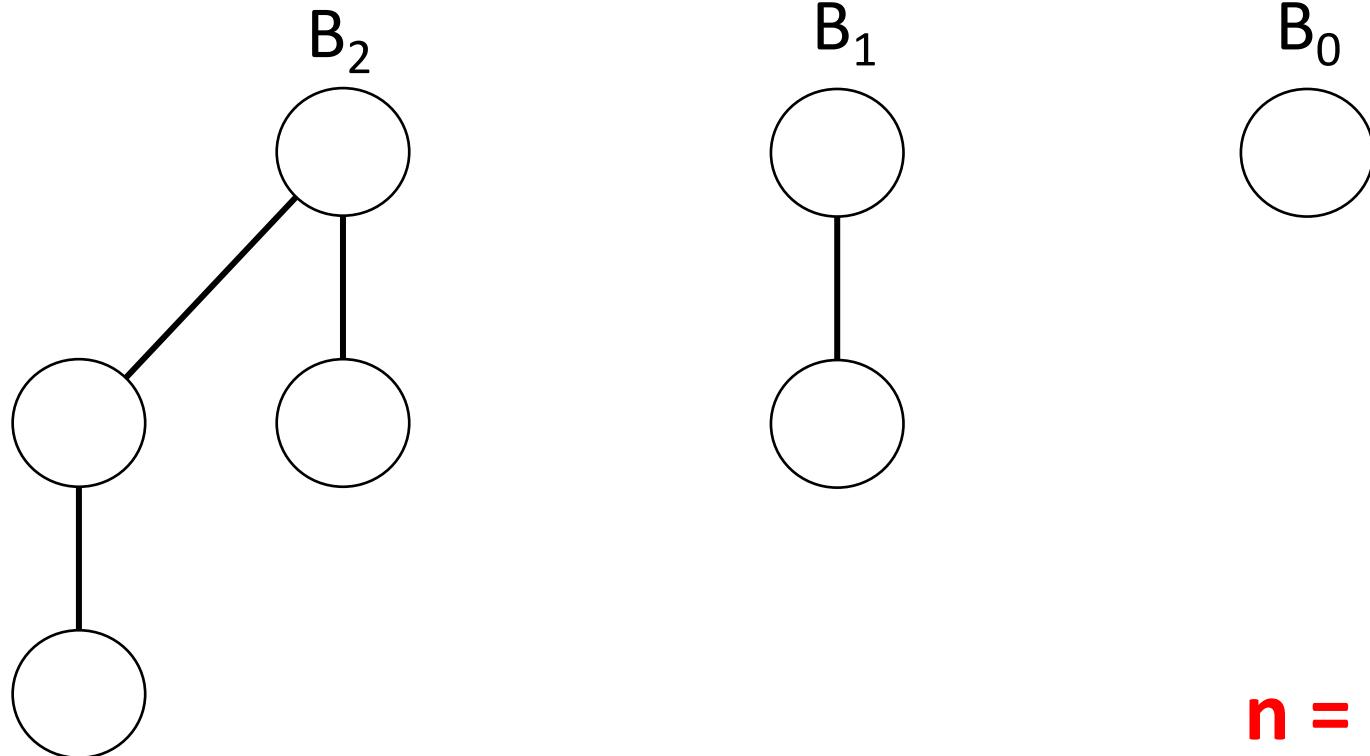
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- Let  $\alpha(n) = \# \text{ of 1's in binary representation of } n$ 
  - $F_n$  has  $\alpha(n)$  trees
  - $F_n$  has  $n - \alpha(n)$  edges



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$n = 7 = <1\ 1\ 1>_2$

$F_7 :$



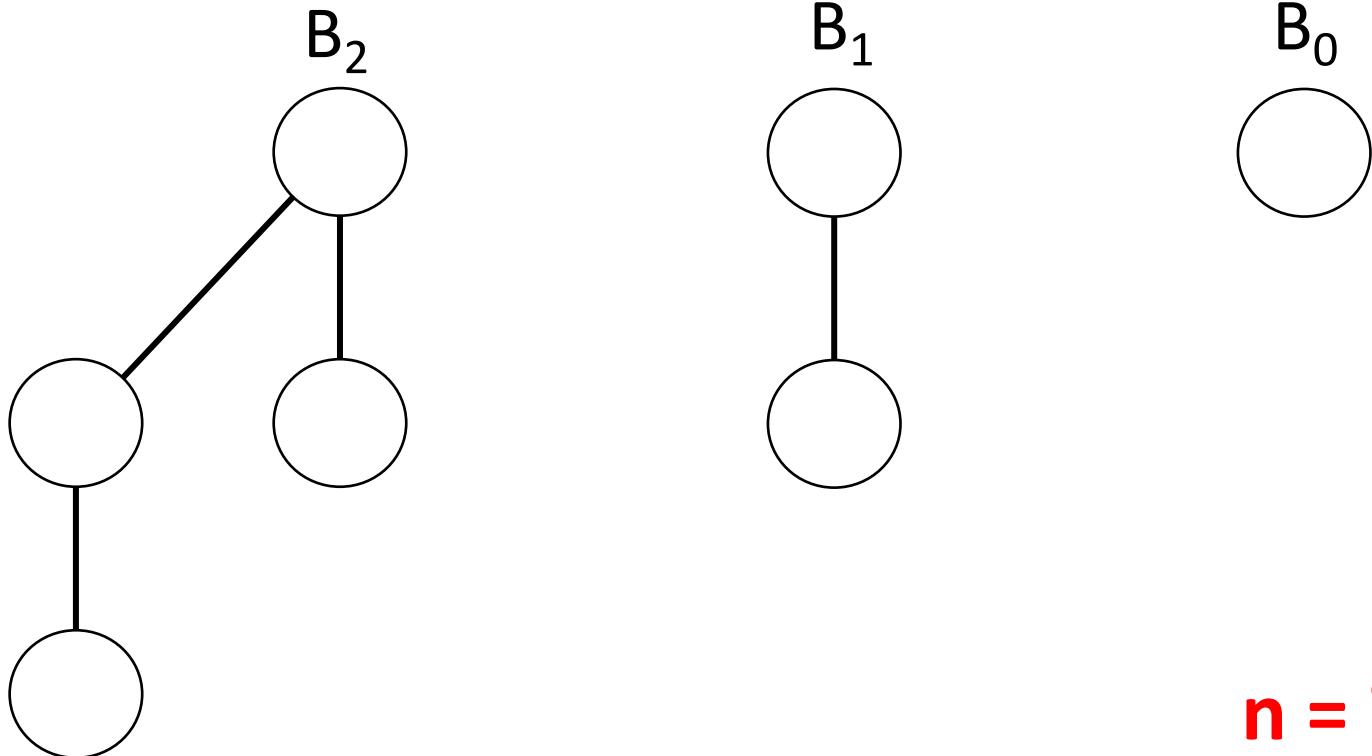
$$n = 7, \alpha(7) = 3$$



# Example: Binomial Forest $F_7$ of $n = 7$ nodes

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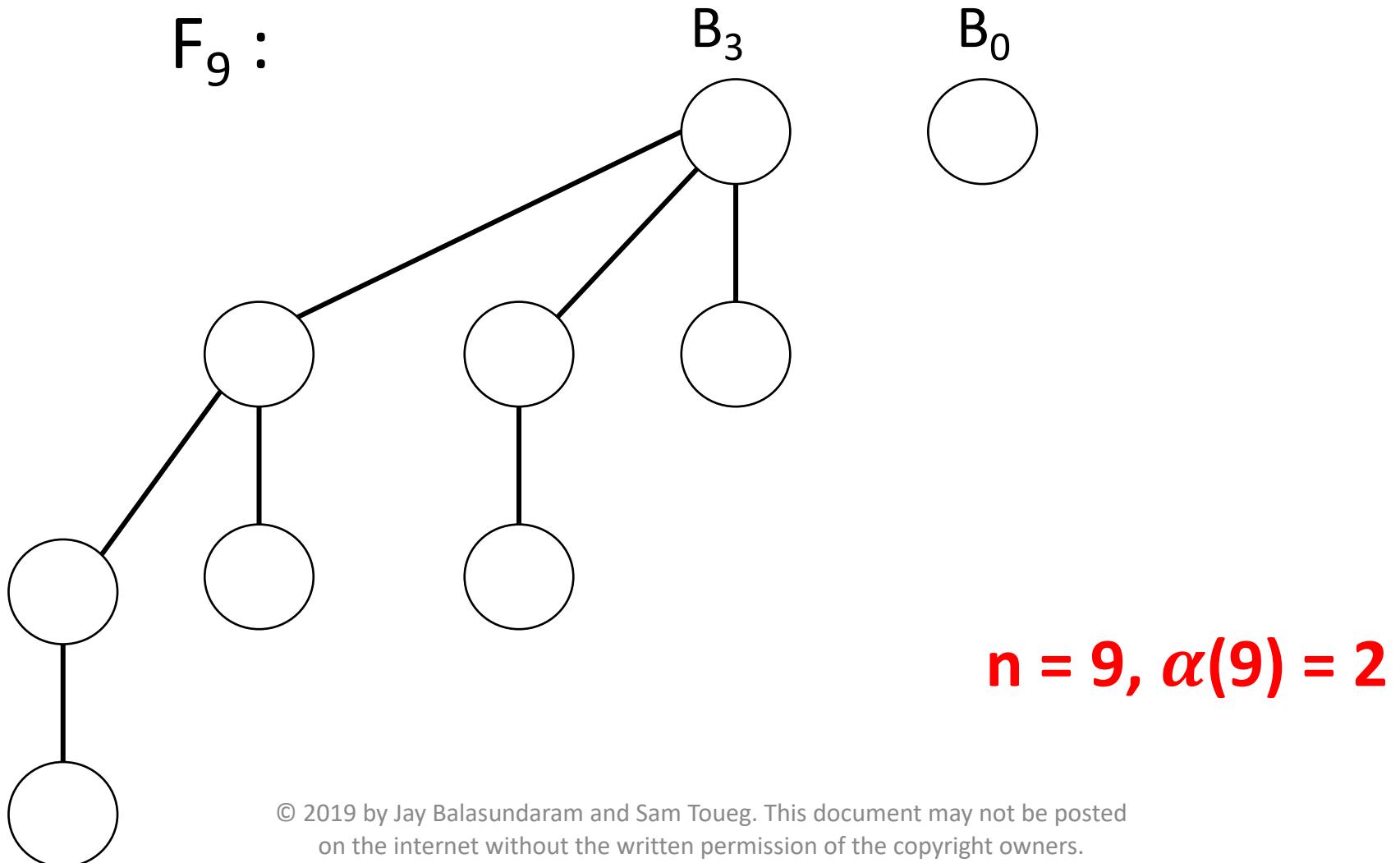
$$n = 7, \alpha(7) = 3$$

$F_7$  has  $7 - \alpha(7) = 4$  edges



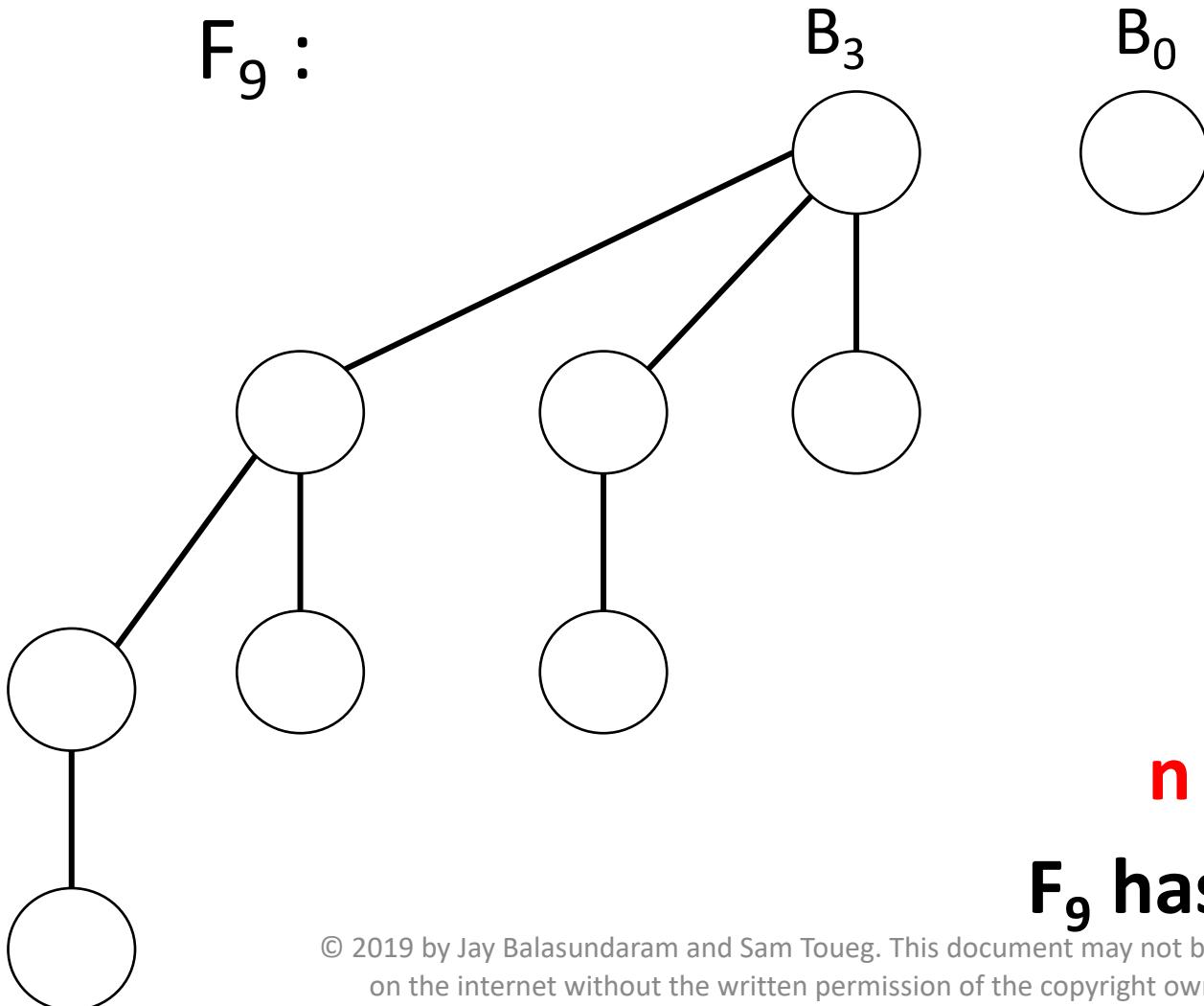
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A **Min Binomial Heap** of  $n$  elements is a Binomial Forest  $F_n$  such that

1. Each node of  $F_n$  stores one element



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A **Min Binomial Heap** of  $n$  elements is a Binomial Forest  $F_n$  such that

1. Each node of  $F_n$  stores one element
2. Each  $B_k$  tree of  $F_n$  is Min-Heap ordered,  
i.e. each tree satisfies the **Min-Heap property**



# Example of a Min Binomial heap

$S = \{10, 13, 1, 3, 8, 18, 7\}$      $n = 7$  elements



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$S = \{10, 13, 1, 3, 8, 18, 7\}$      $n = 7$  elements

Put  $S$  in  $F_7 = < B_2 \ B_1 \ B_0 >$



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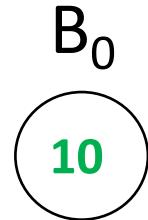
Put  $S$  in  $F_7 = < B_2 \ B_1 \ B_0 >$



# Example of a Min Binomial heap

$S = \{10, 13, 1, 3, 8, 18, 7\}$      $n = 7$  elements

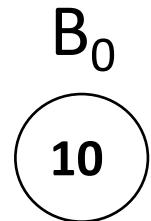
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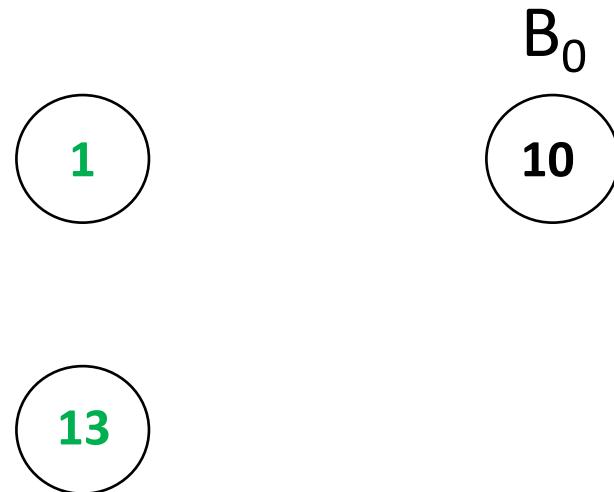
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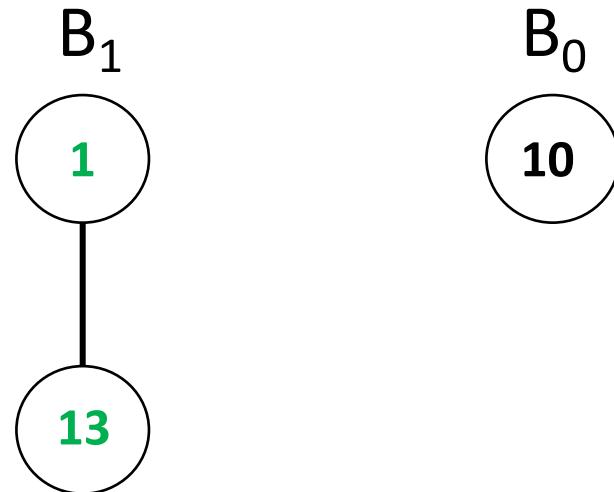
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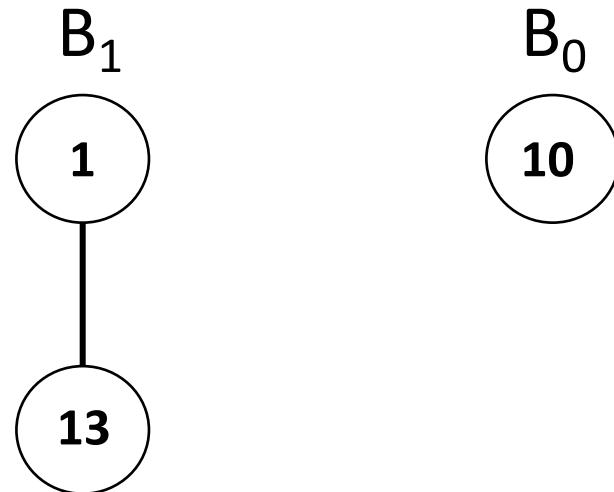
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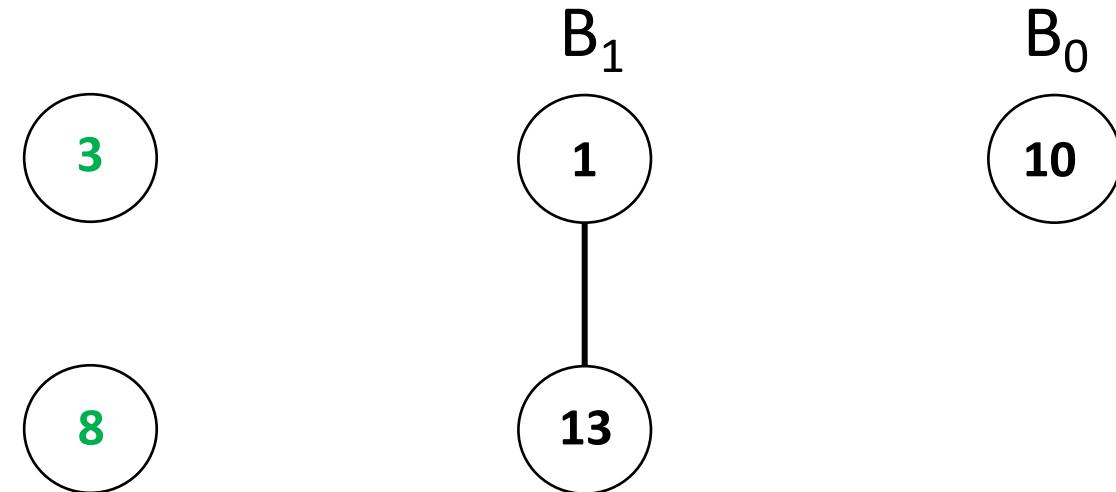
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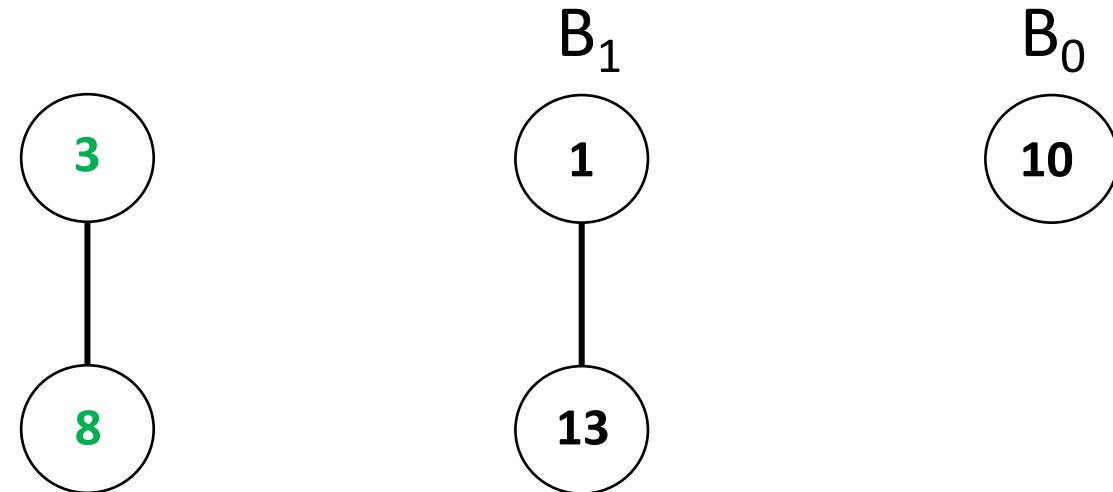
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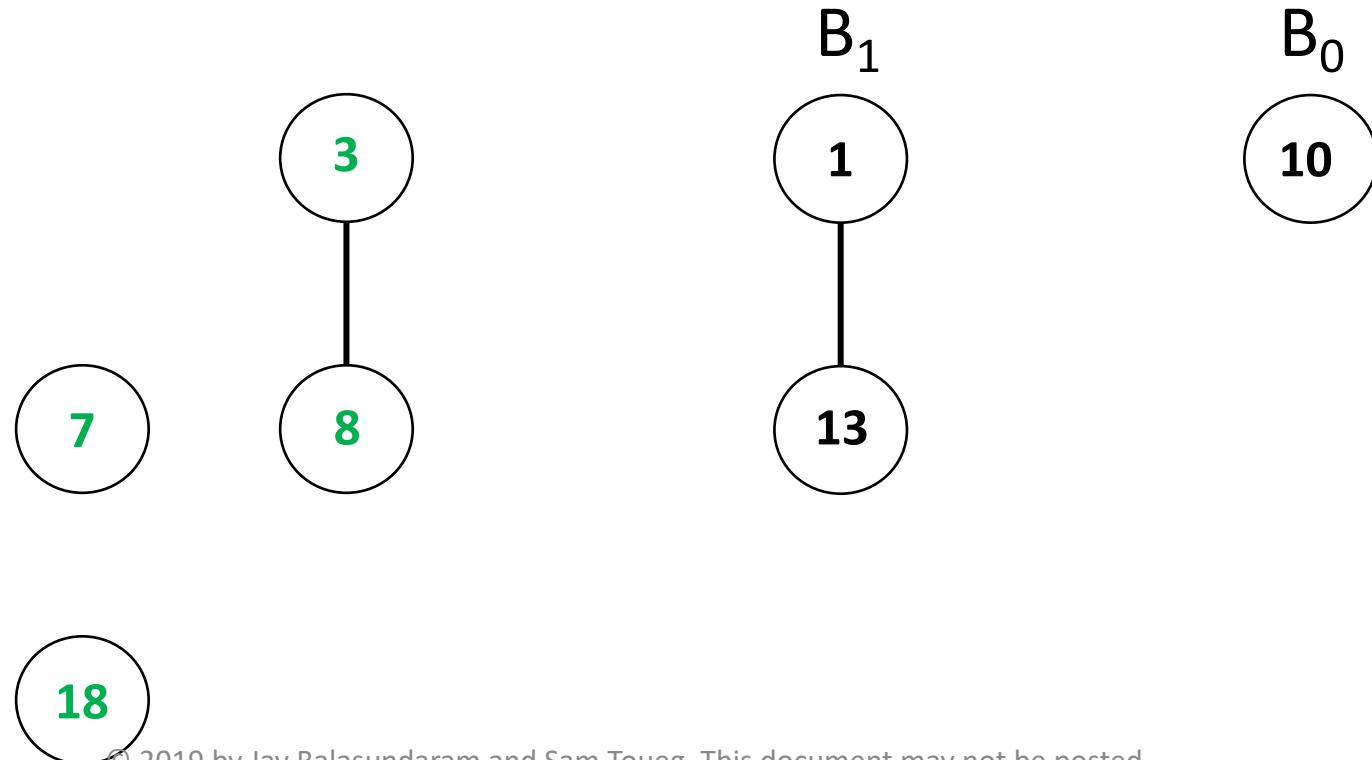
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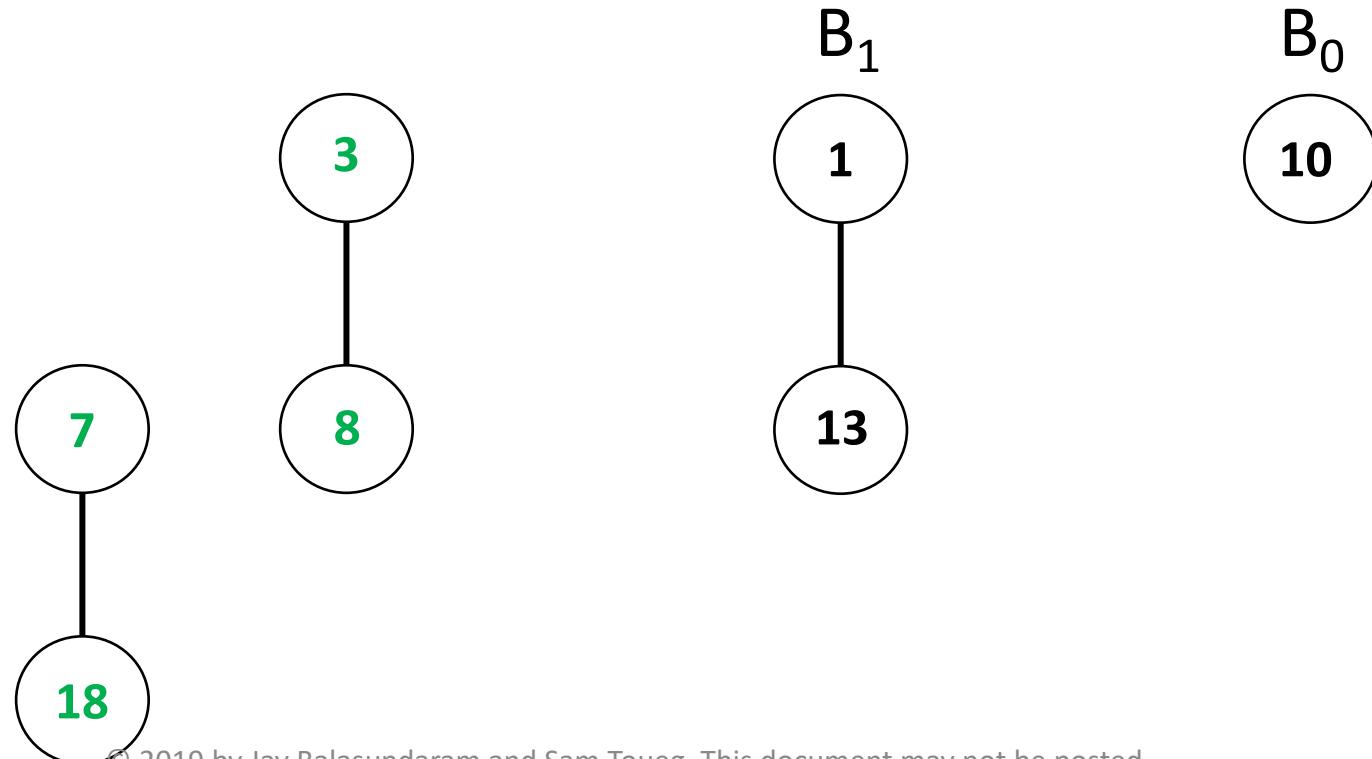
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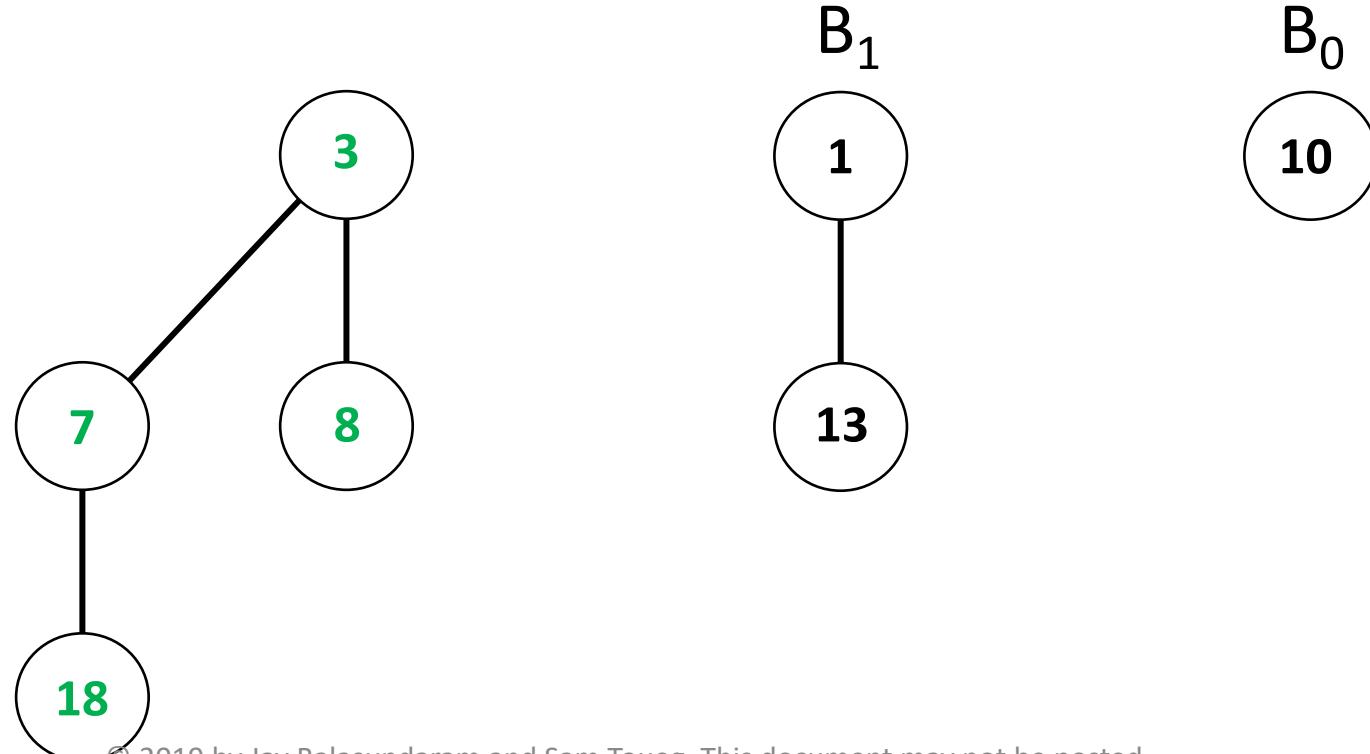
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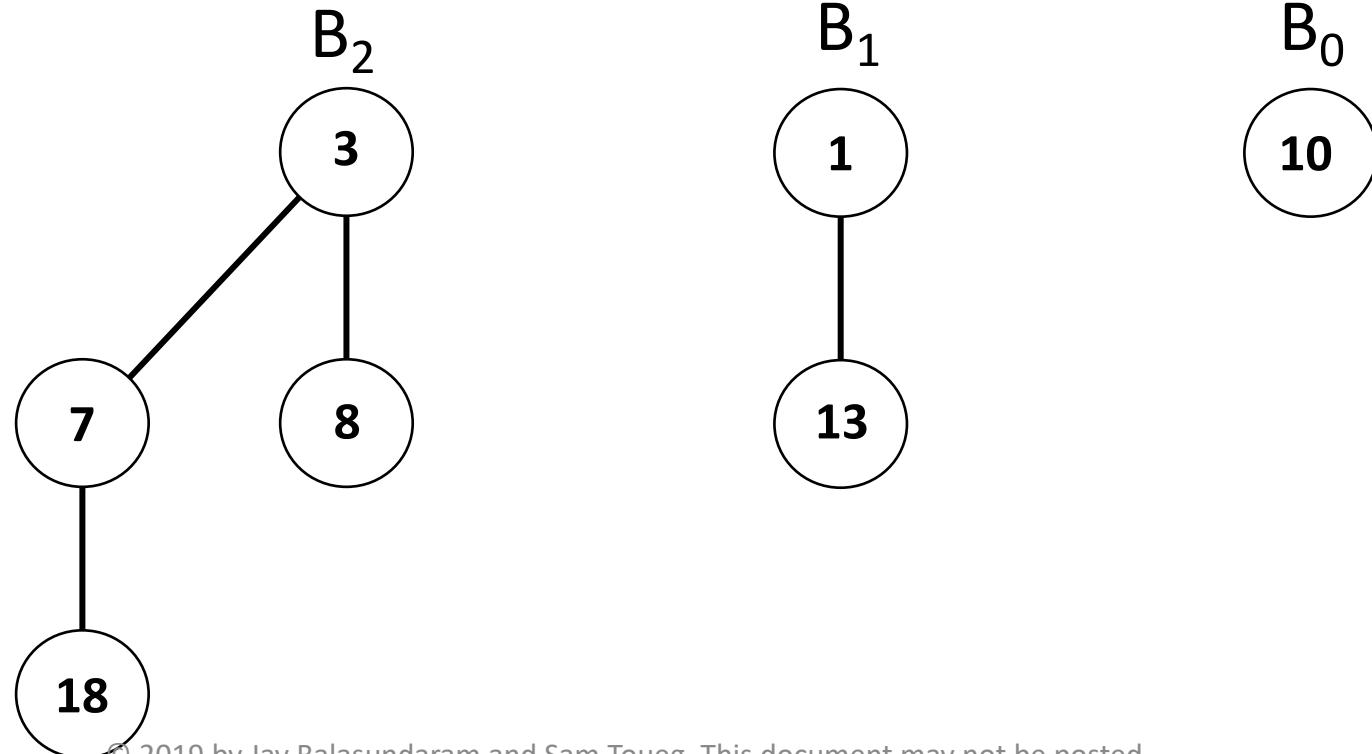


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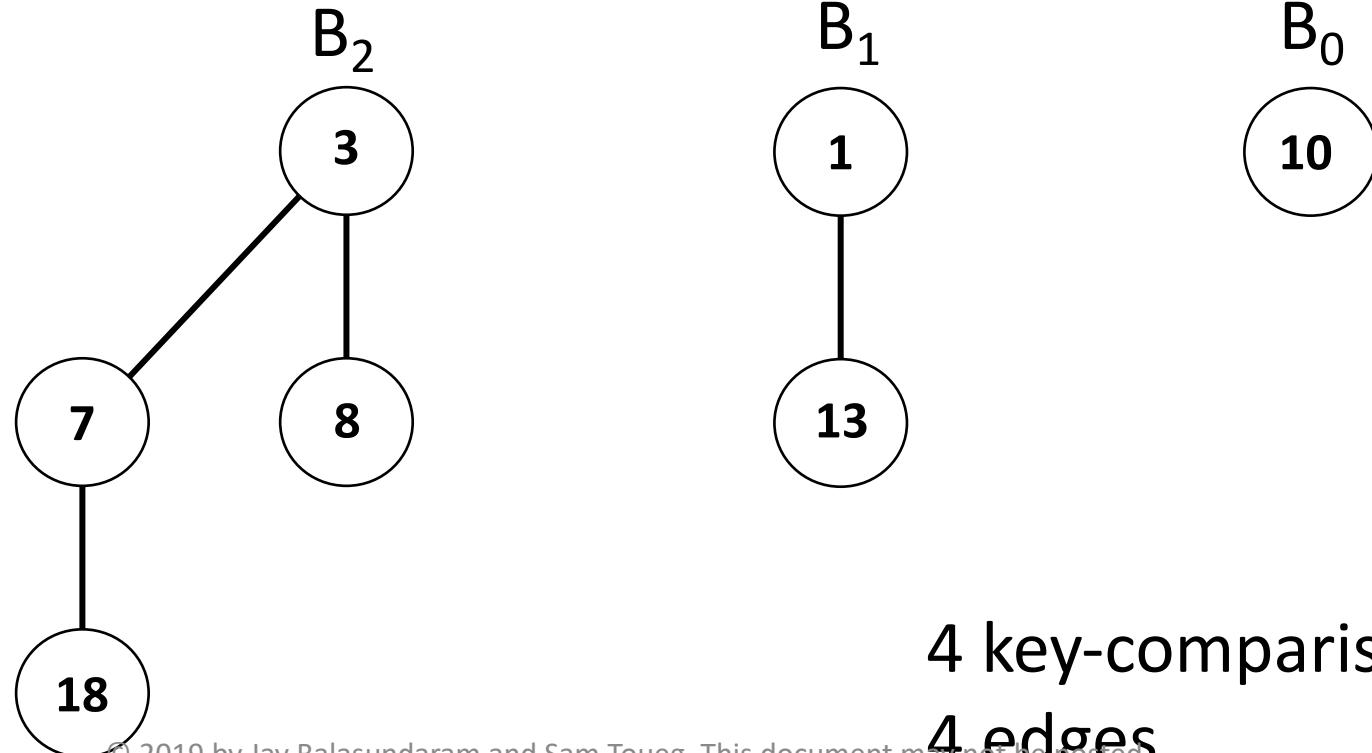


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## **FACTS:**

- One key-comparison per Binomial Heap edge.



## FACTS:

- One key-comparison per Binomial Heap edge.
- A Binomial Heap for  $n$  elements can be built in  $O(n)$  key-comparisons.

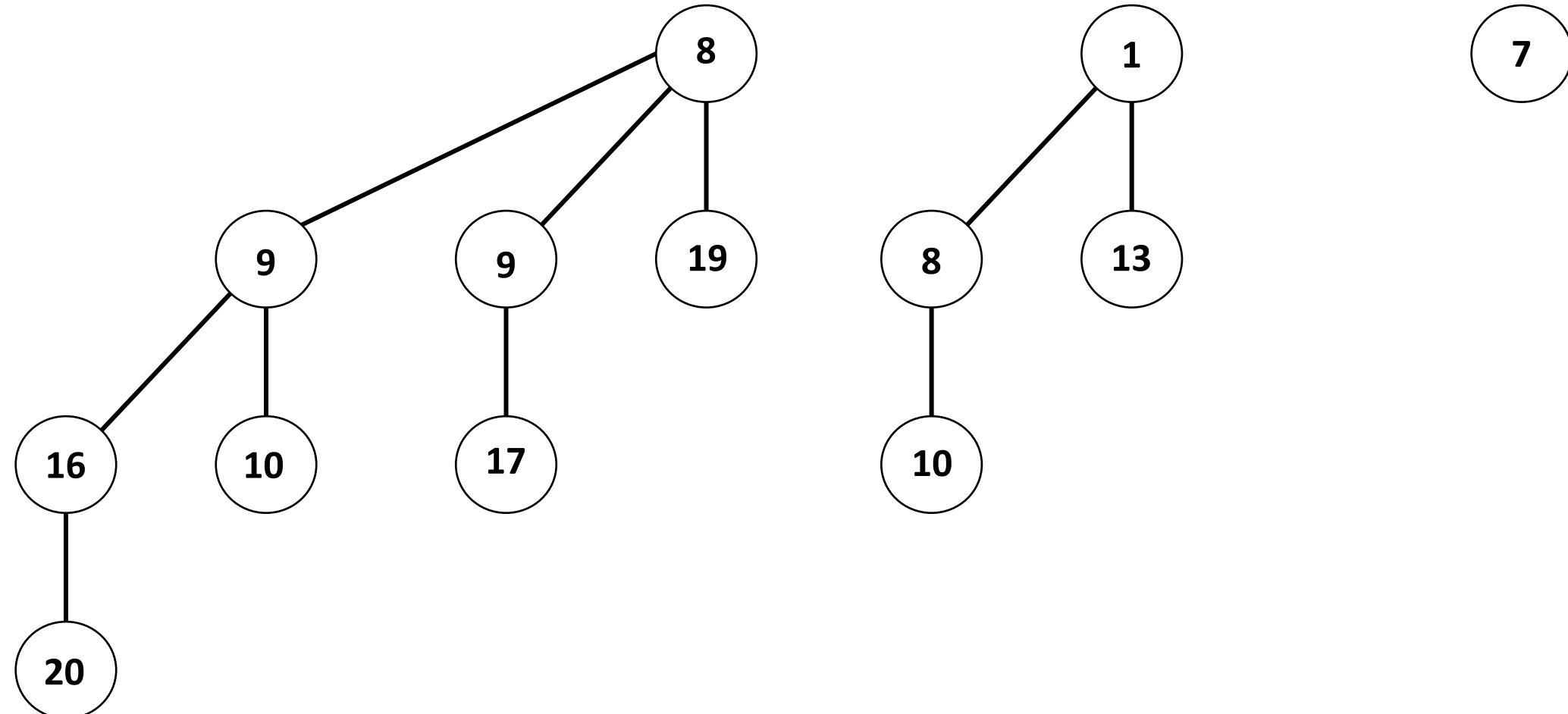


# Storing Binomial Heaps in Memory

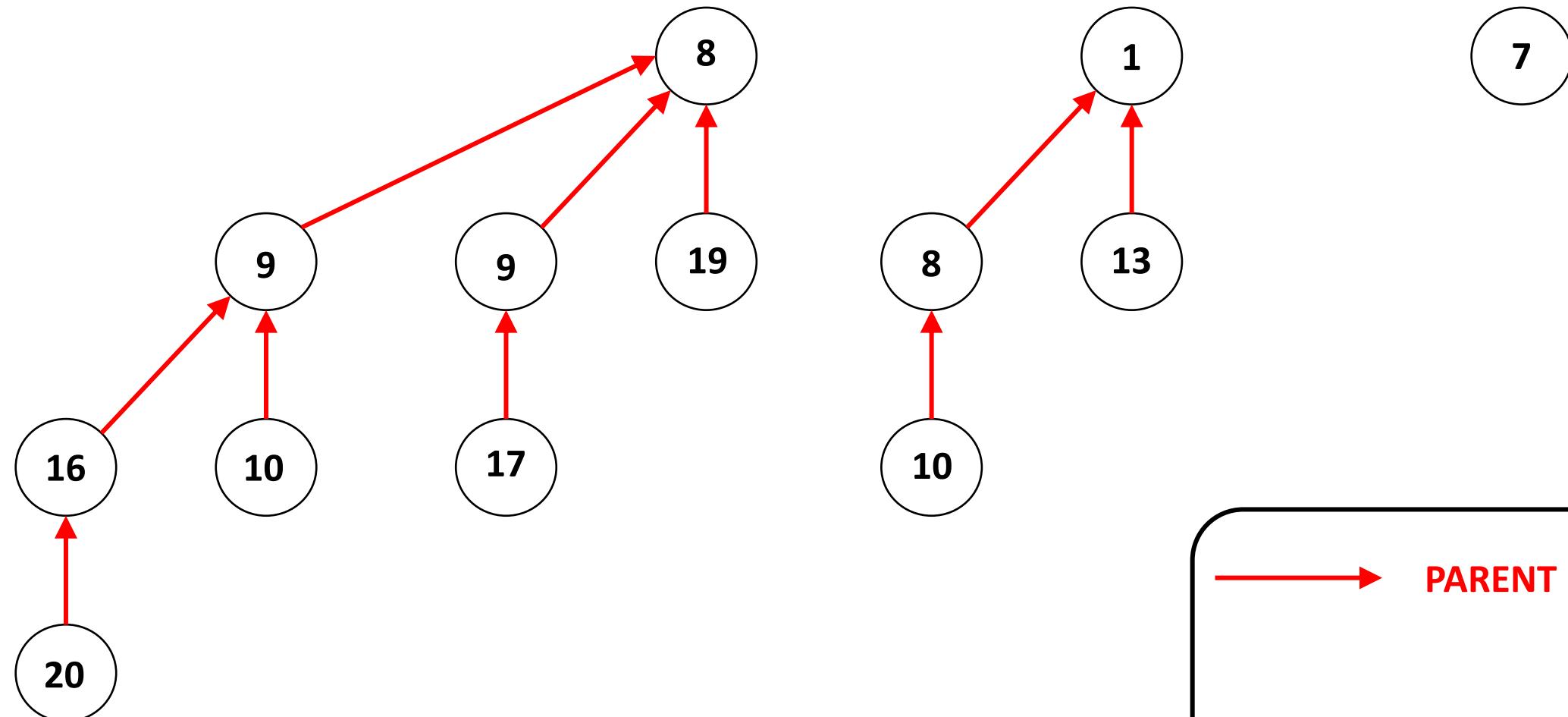
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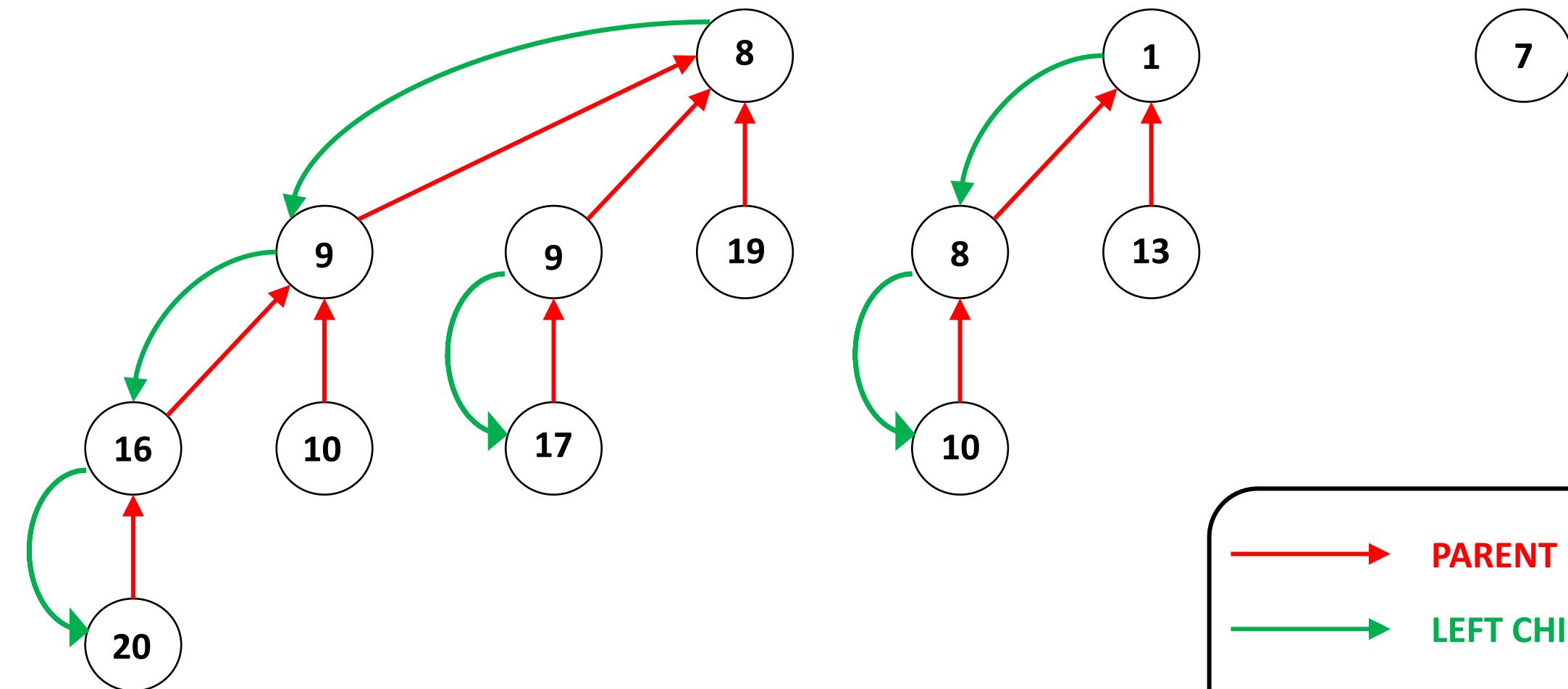
# Binomial Heap (Visually)



# Binomial Heap (in Memory)



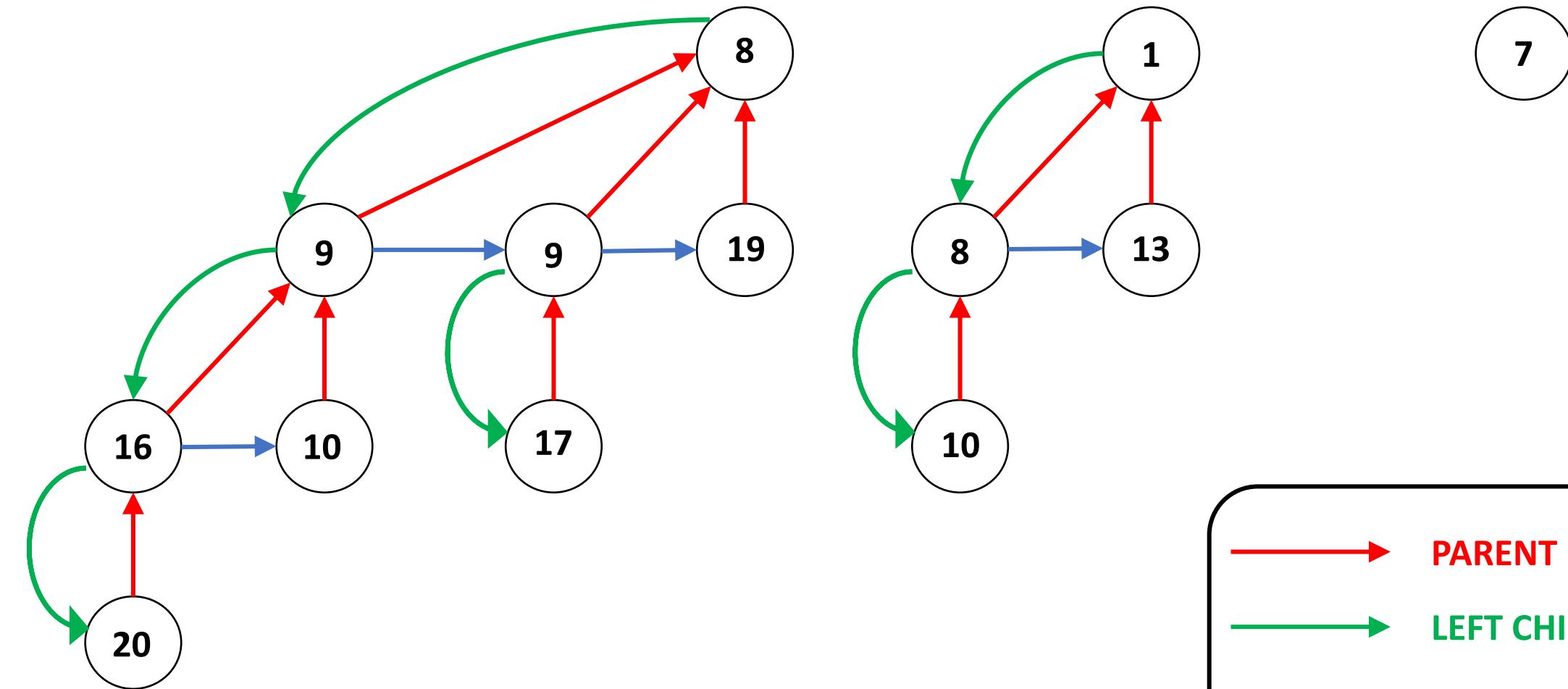
# Binomial Heap (in Memory)



→ **PARENT POINTER**  
→ **LEFT CHILD POINTER**

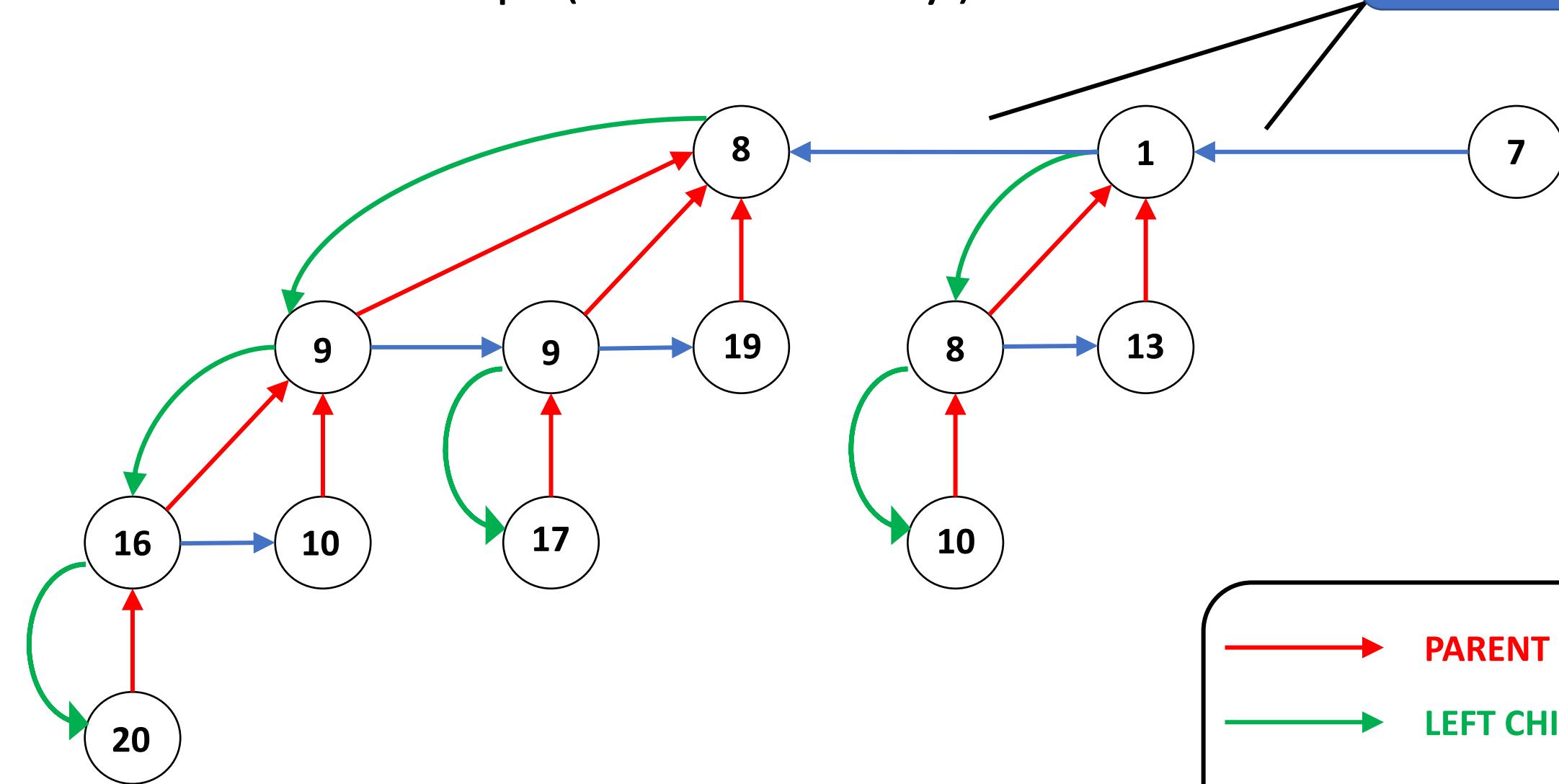


# Binomial Heap (in Memory)



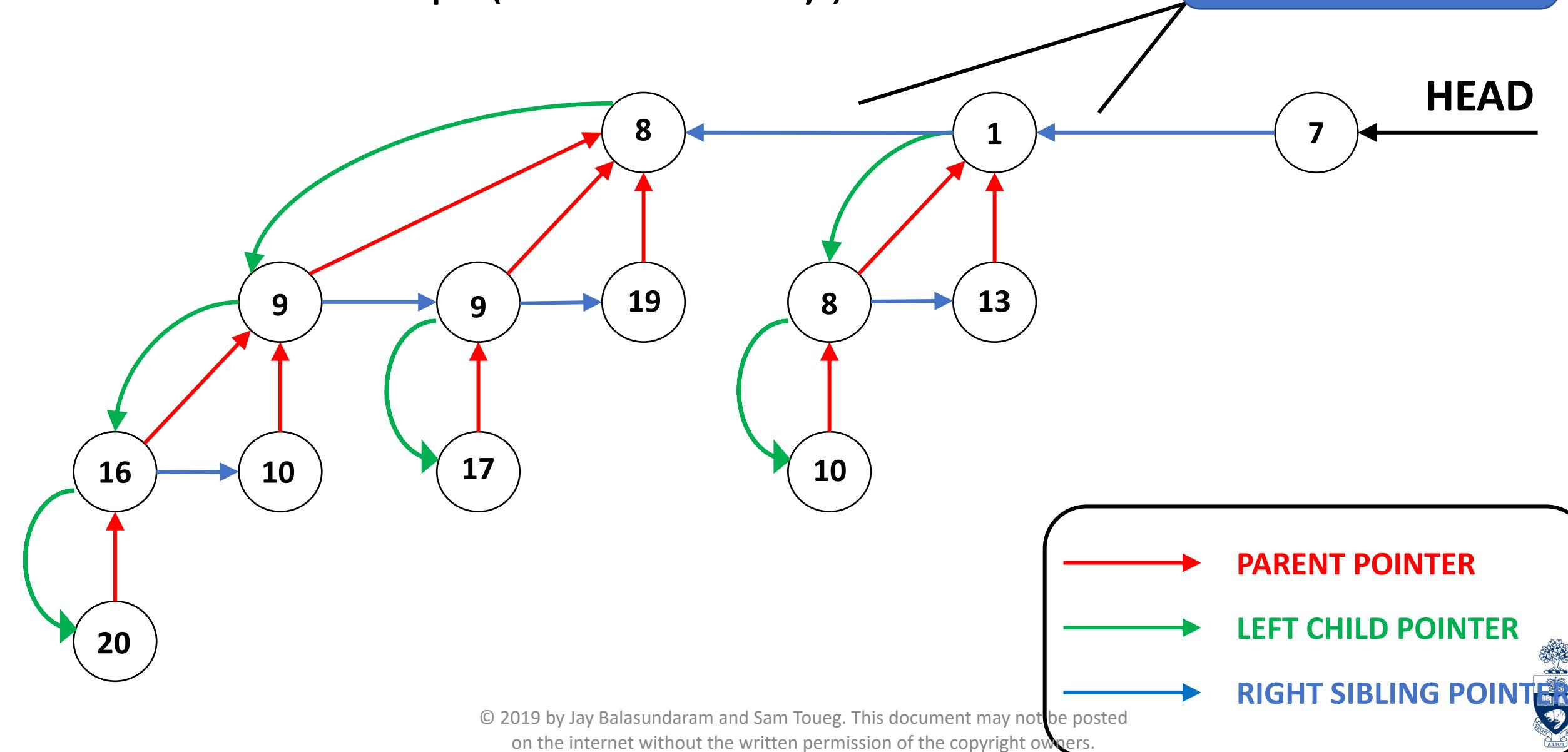
# Binomial Heap (in Memory)

Use Sibling Pointer  
to Connect Trees



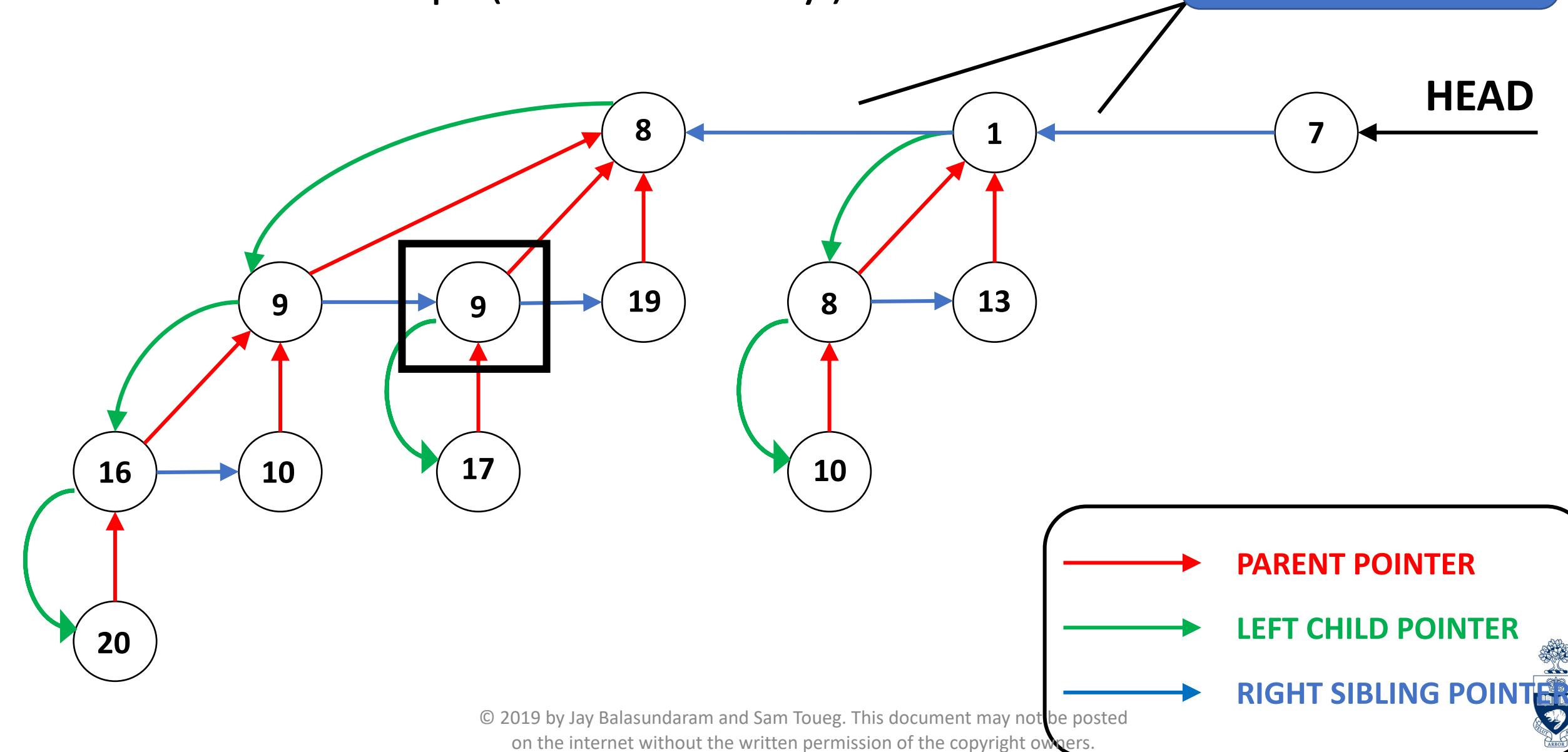
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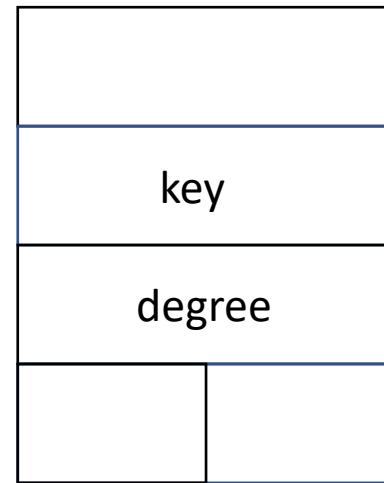


# Binomial Heap (in Memory)

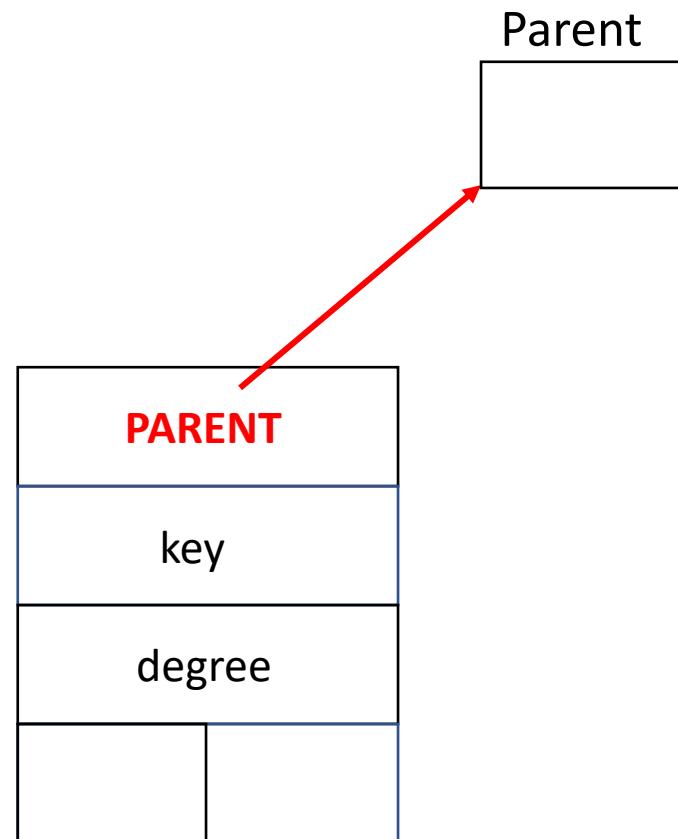
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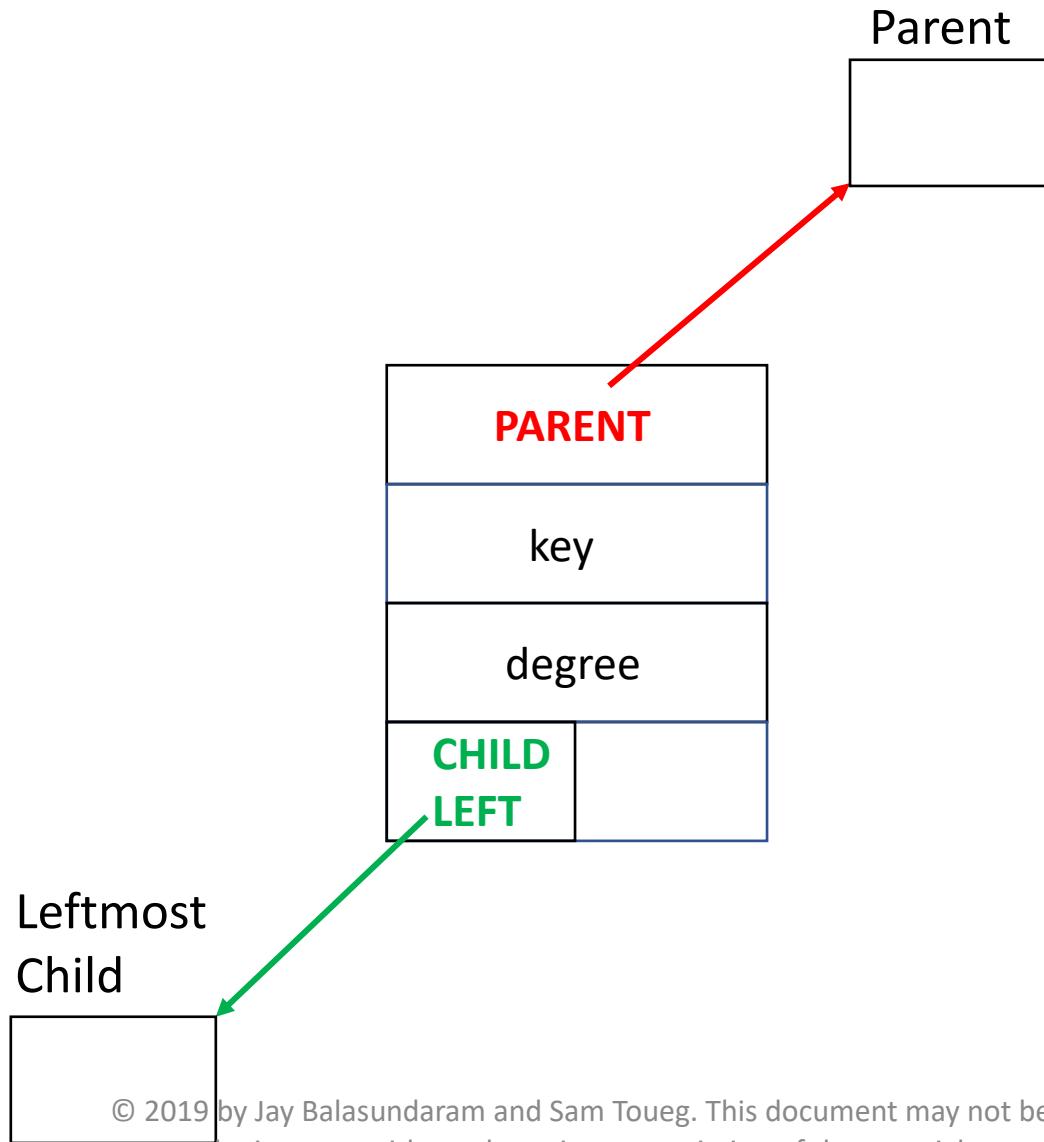
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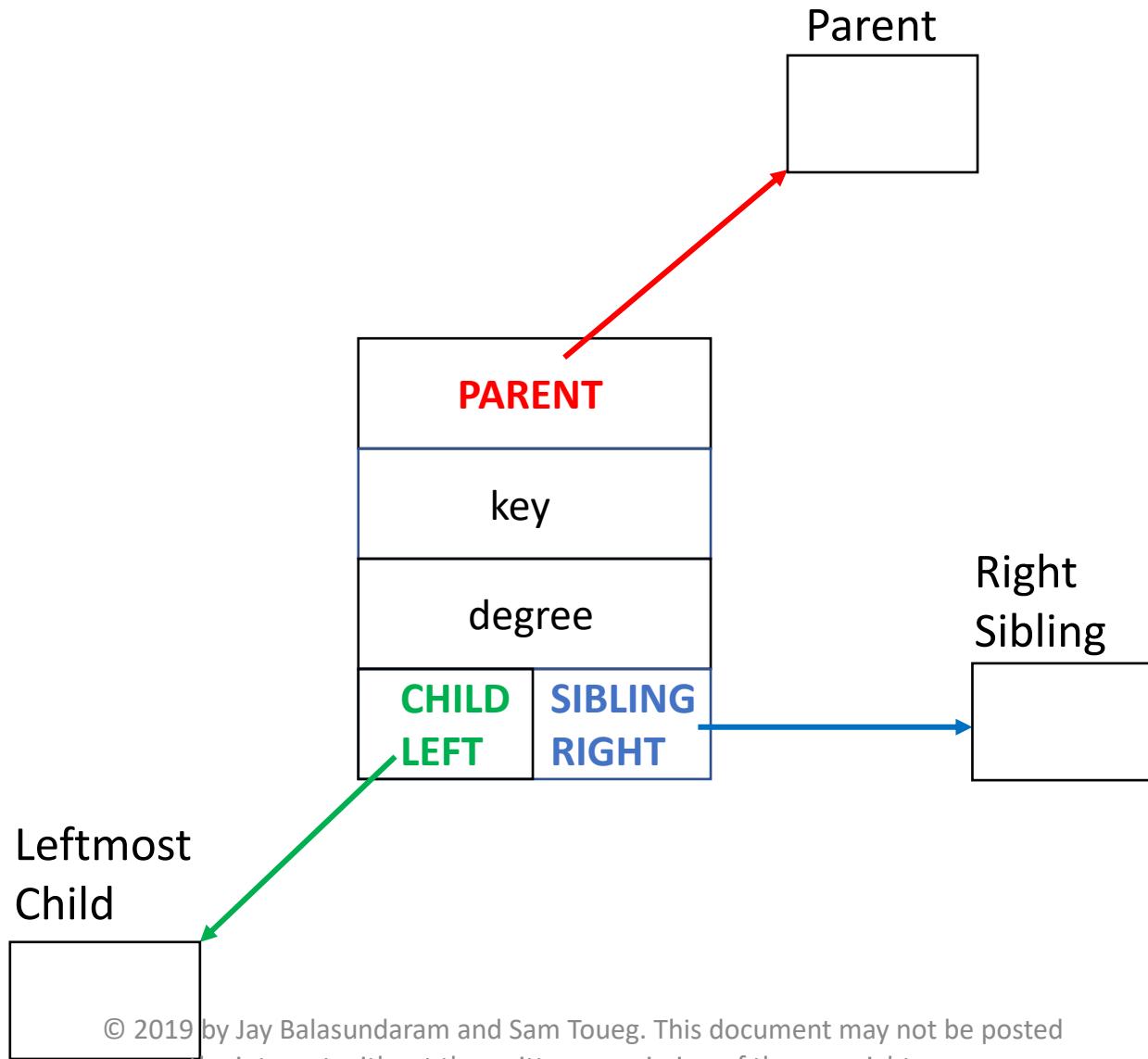
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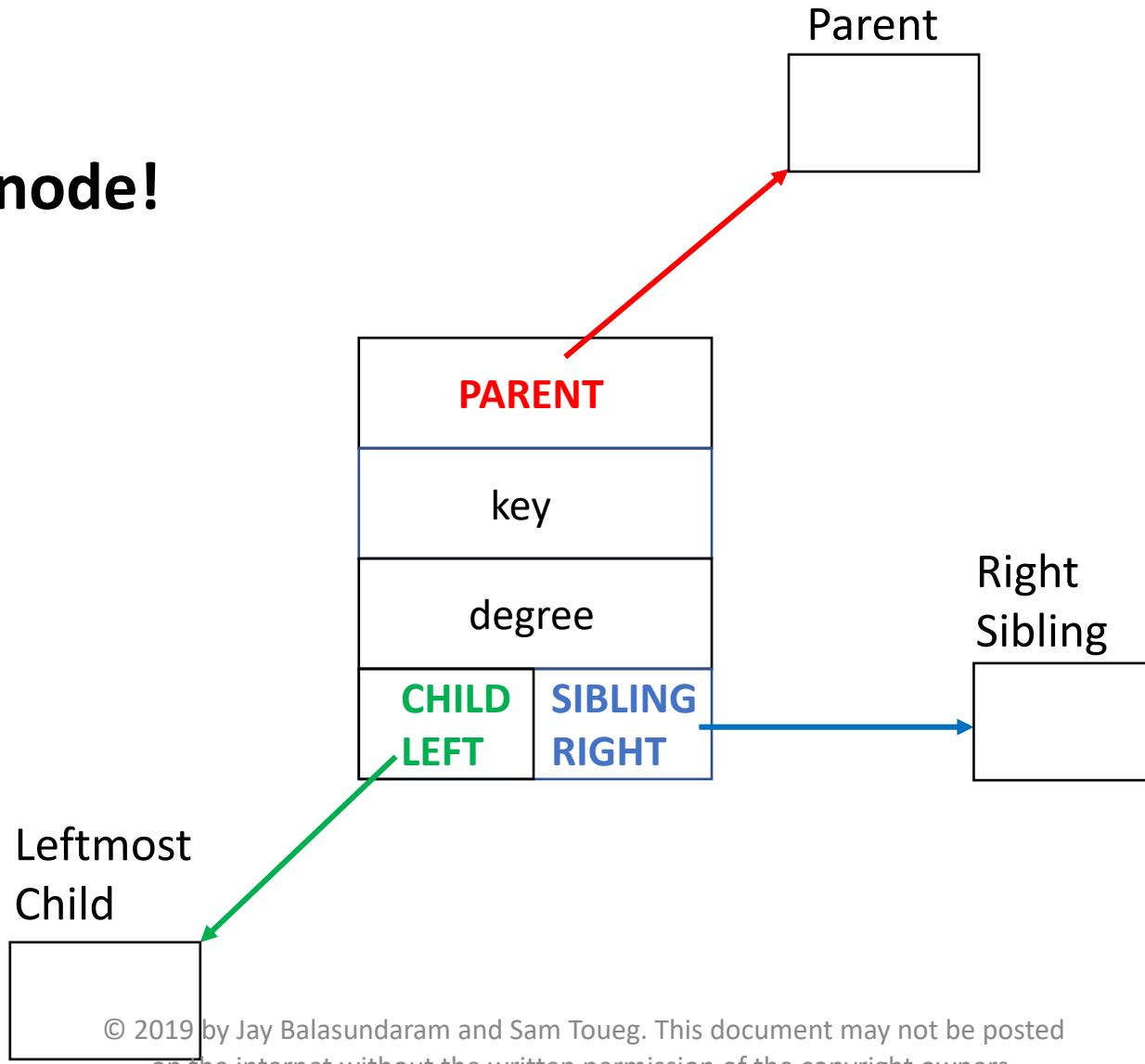


# Binomial Heap (in Memory)

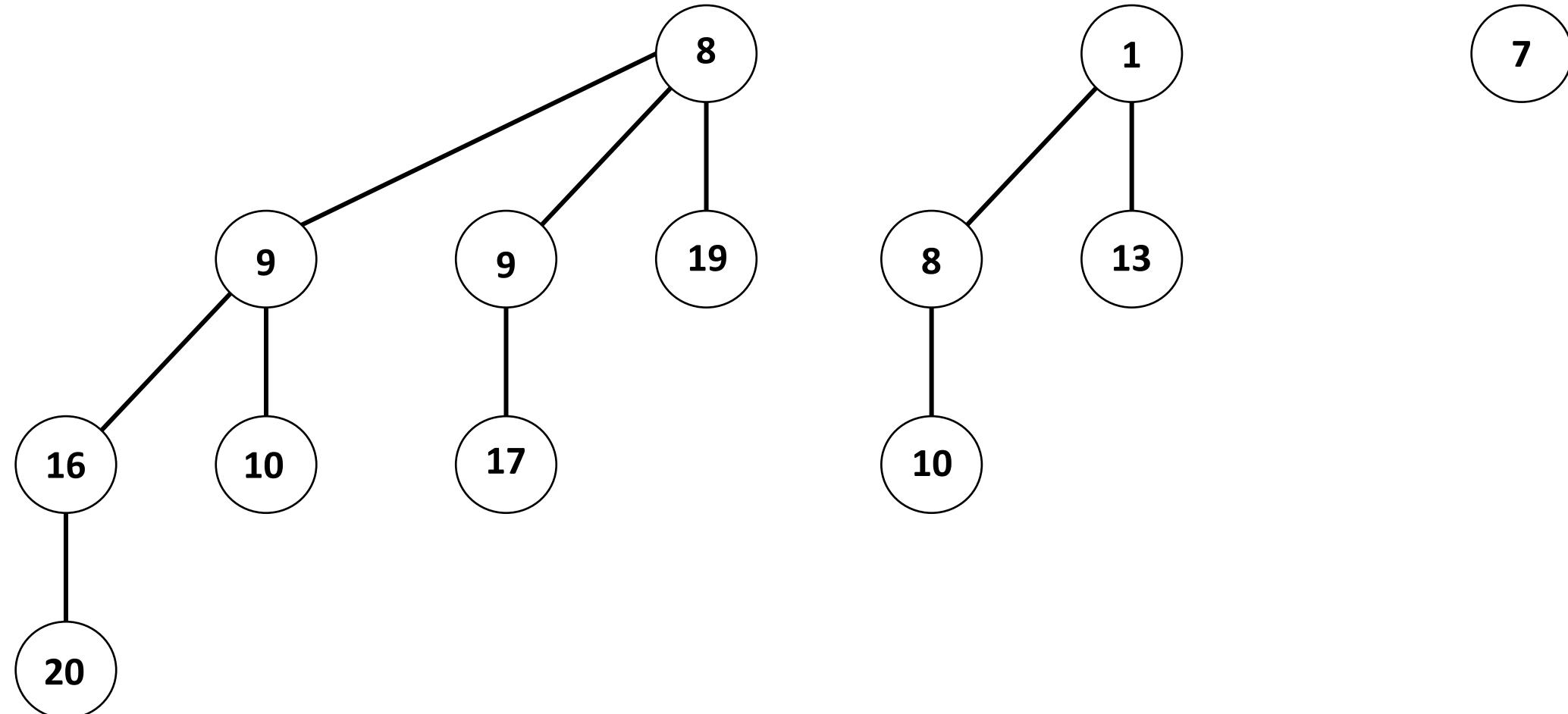


# Binomial Heap (in Memory)

3 pointers per node!

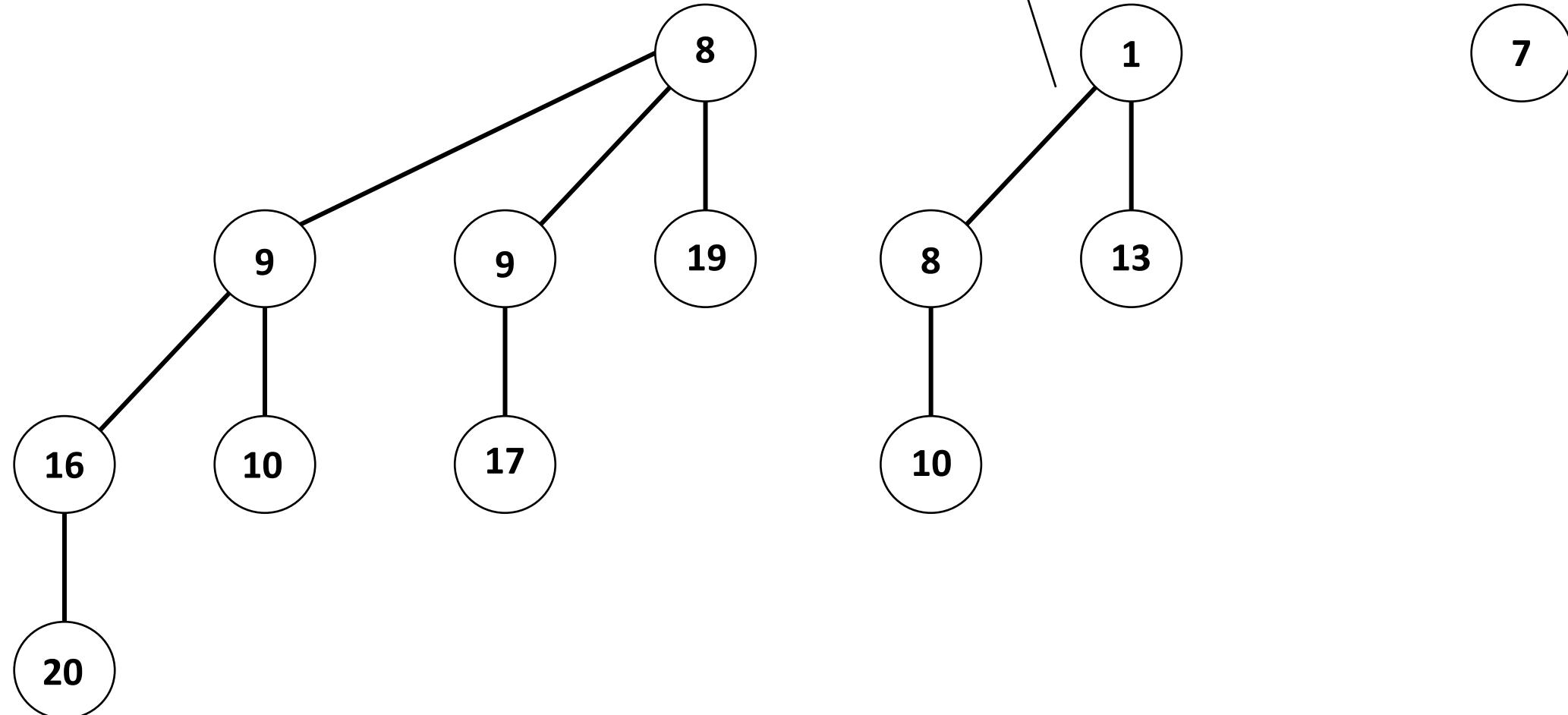


# Binomial Heap (Visually)



# Binomial Heap (Visually)

Not a pointer,  
but an edge !



# Binomial Heap Operations

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# Must implement the following operations:

- **Union( $T, Q$ )**
- **Insert( $T, x$ )**
- **Min( $T$ )**
- **Extract\_Min( $T$ )**



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- **Union( $T, Q$ )**
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# High Level Ideas

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# High Level Ideas

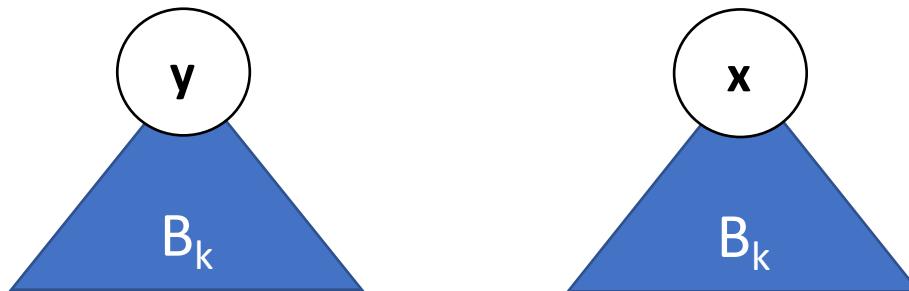
**Lemma 1:** Can merge **two** min heap-ordered  $B_k$  trees into a **single** min heap-ordered  $B_{k+1}$  tree with just **one** key comparison.



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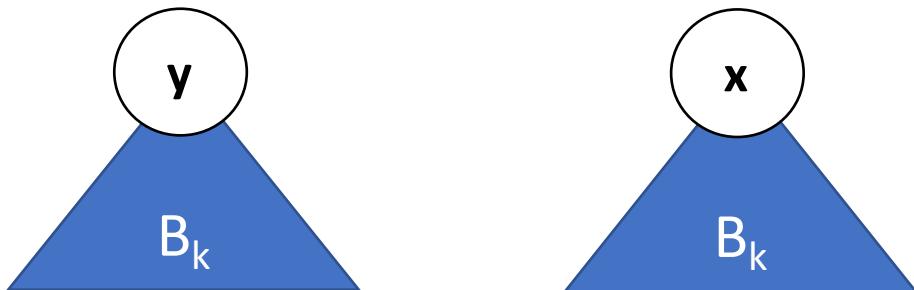
**Proof:** To merge



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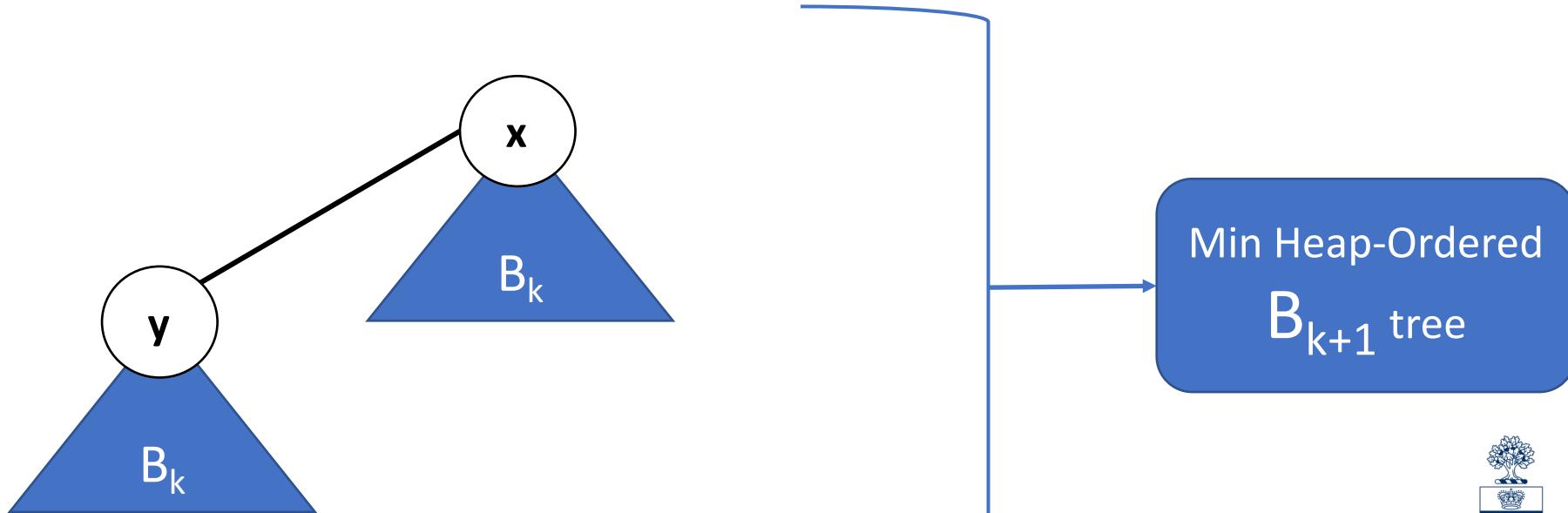
**Proof:** To merge, if  $x \leq y$



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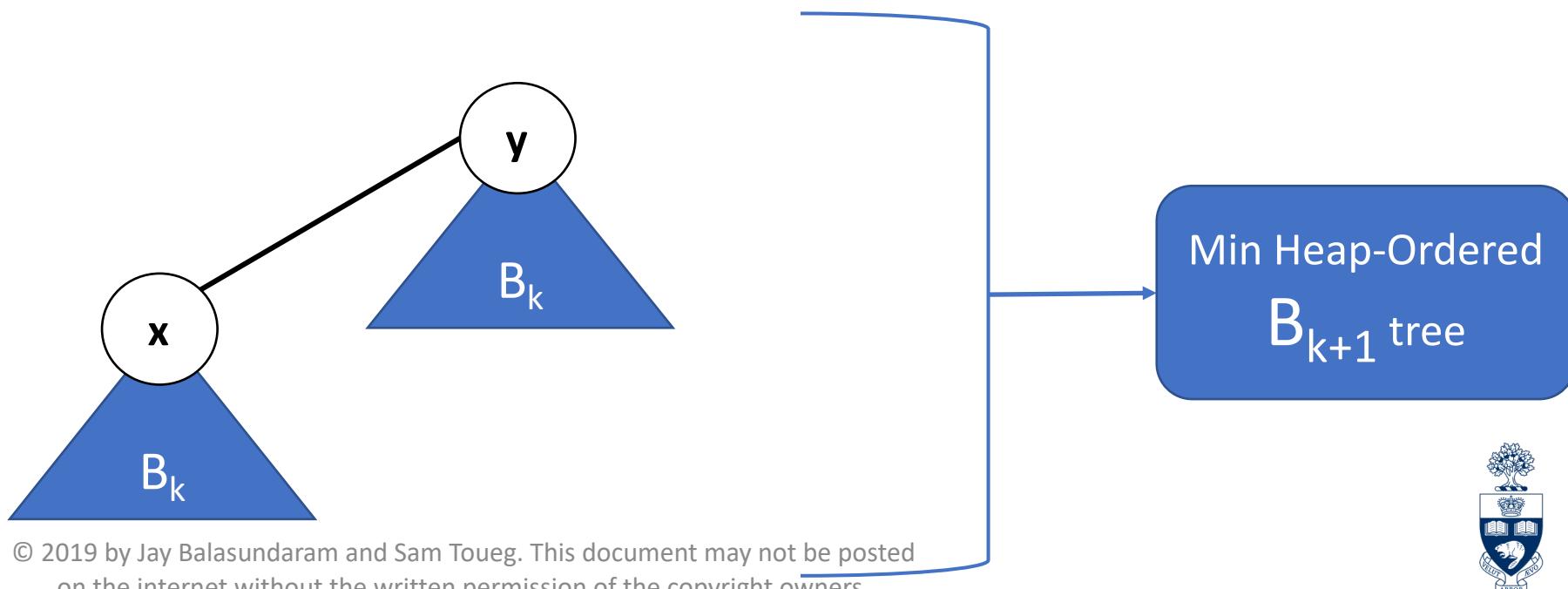
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# High Level Ideas

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**Proof:** To merge, if  $y < x$

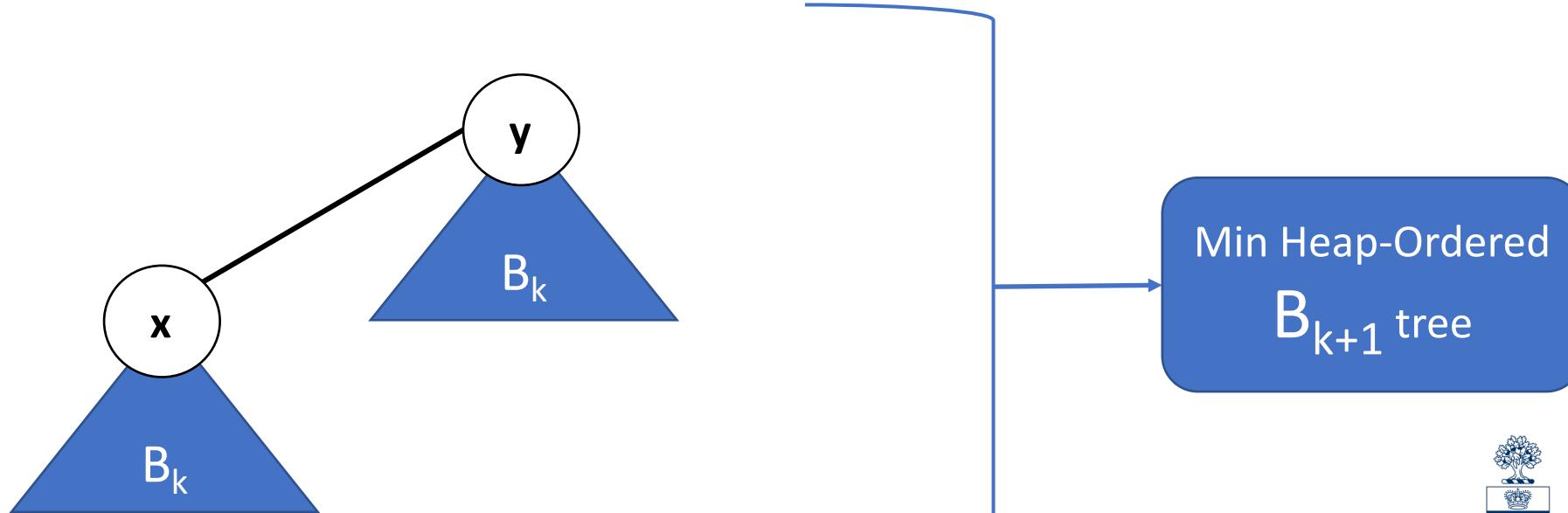


# High Level Ideas

Cannot merge two  
(binary) min-heaps  
So easily !

**Lemma 1:** Can merge **two** min heap-ordered  $B_k$  trees into a **single** min heap-ordered  $B_{k+1}$  tree with just **one** key comparison.

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# High Level Ideas

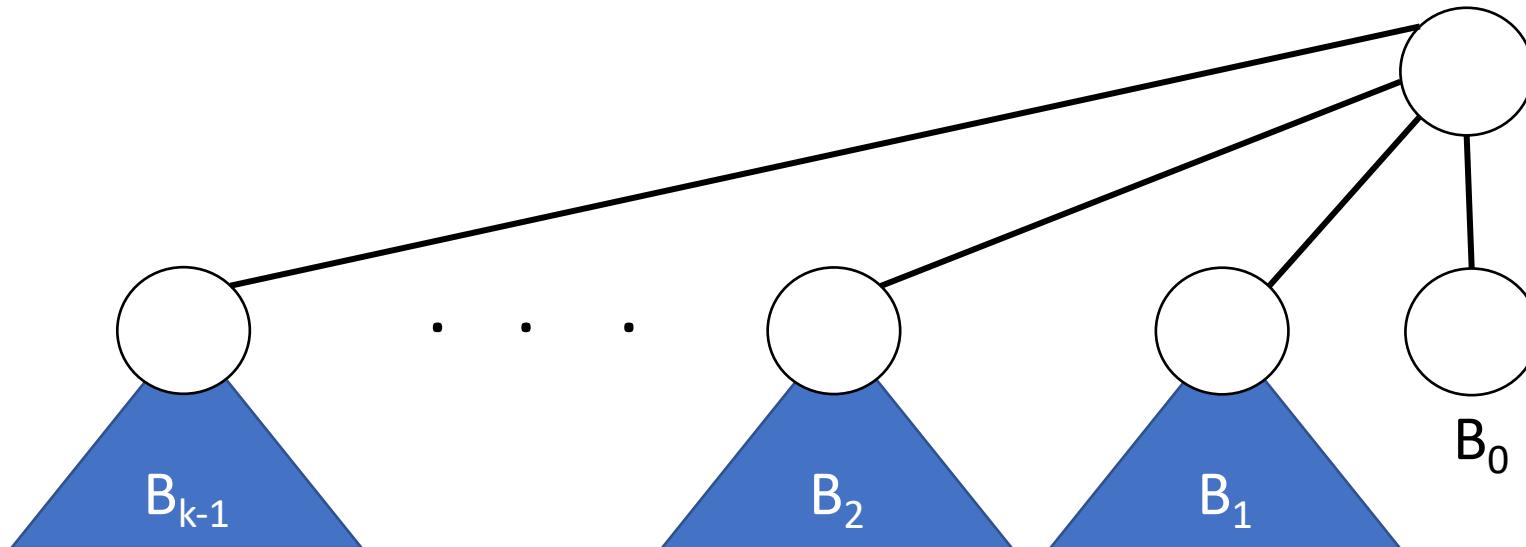
**Lemma 2:** Deleting **the root** of a min heap-ordered  $B_k$  tree gives a min binomial heap.



# High Level Ideas

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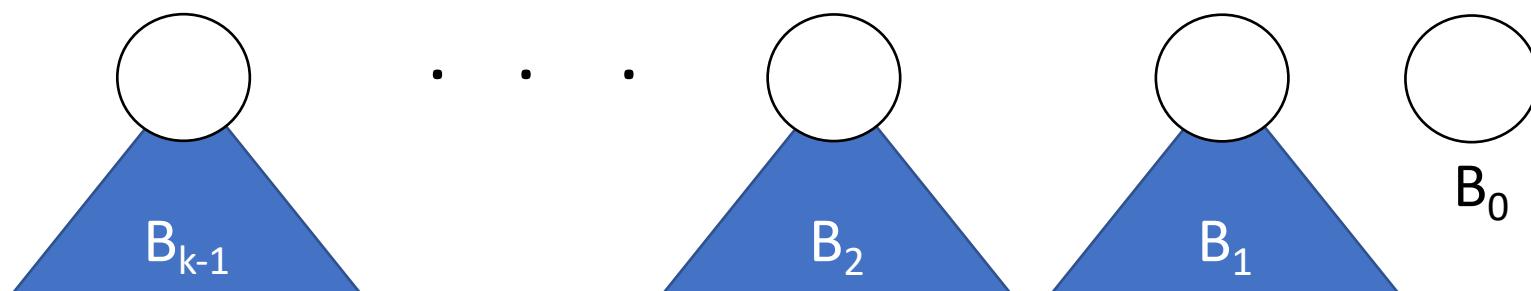
**Proof:** Deleting the root of min heap-ordered  $B_k$  tree.



# High Level Ideas

**Lemma 2:** Deleting **the root** of a min heap-ordered  $B_k$  tree gives a min binomial heap.

**Proof:** Deleting the root of min heap-ordered  $B_k$  tree.



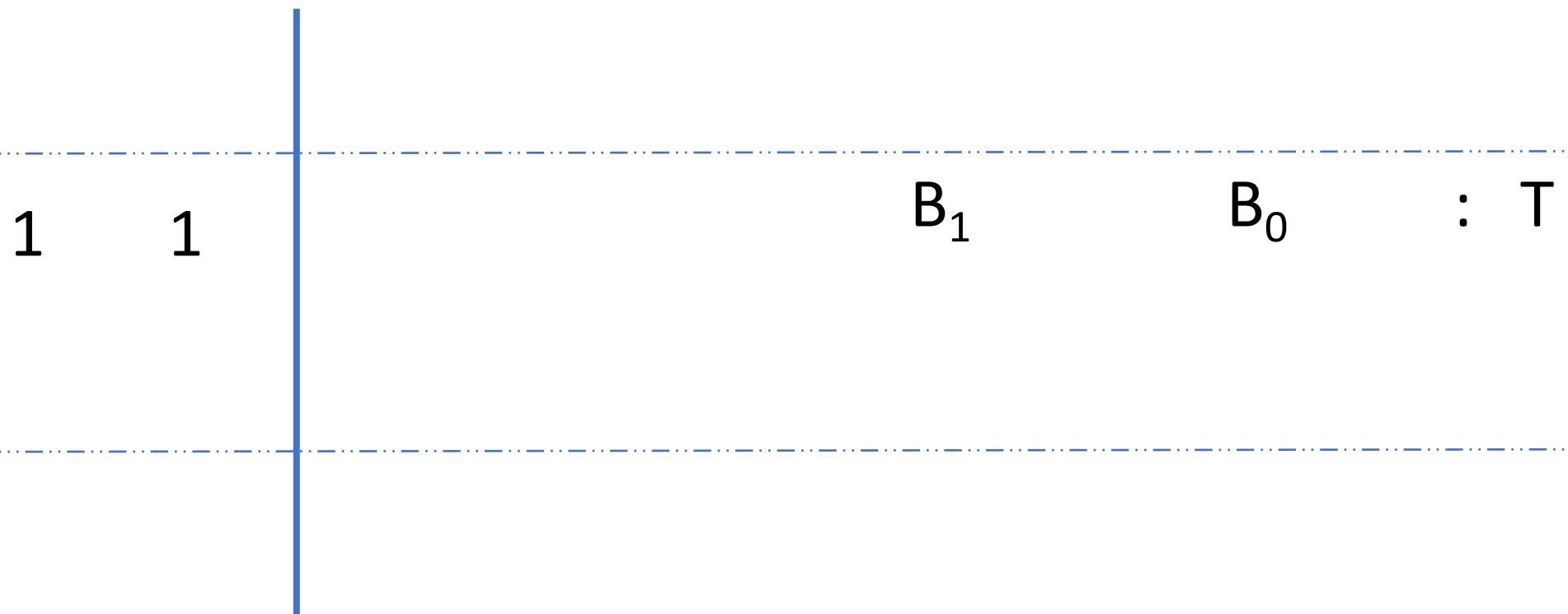
# Union( $T$ , $Q$ )

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# Union( $T, Q$ )

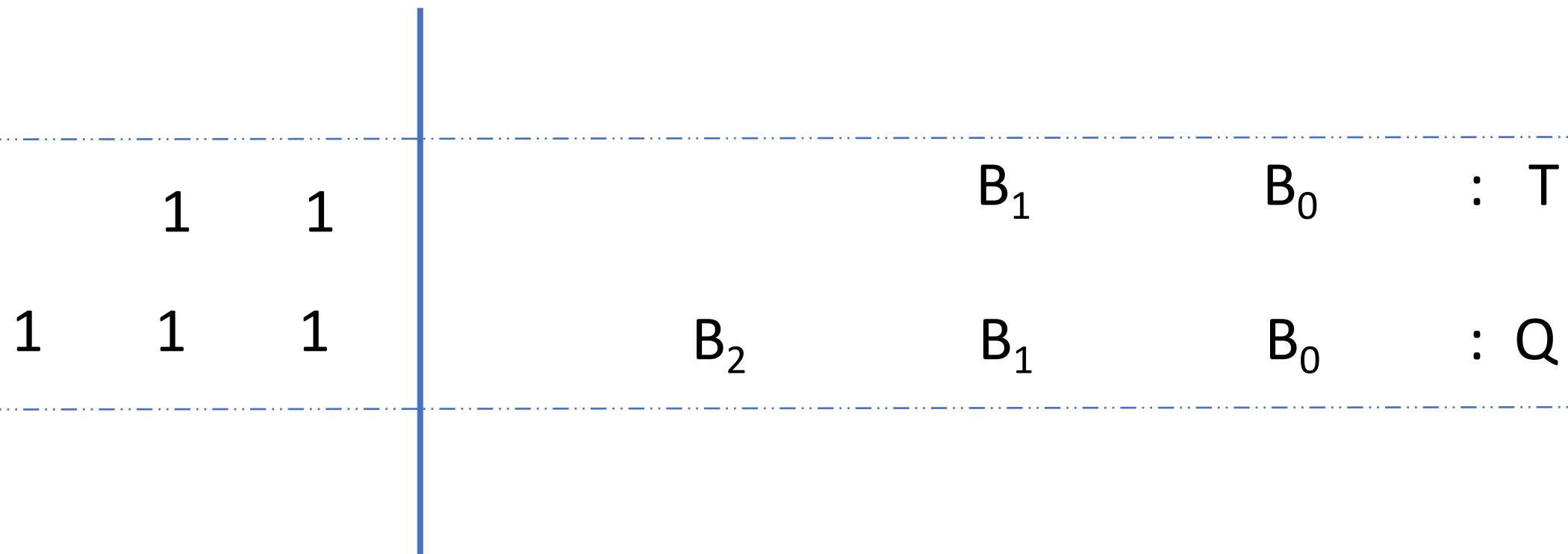
$T$  is a Binomial Heap of size  $n = 3 = < 1 \ 1>_2$



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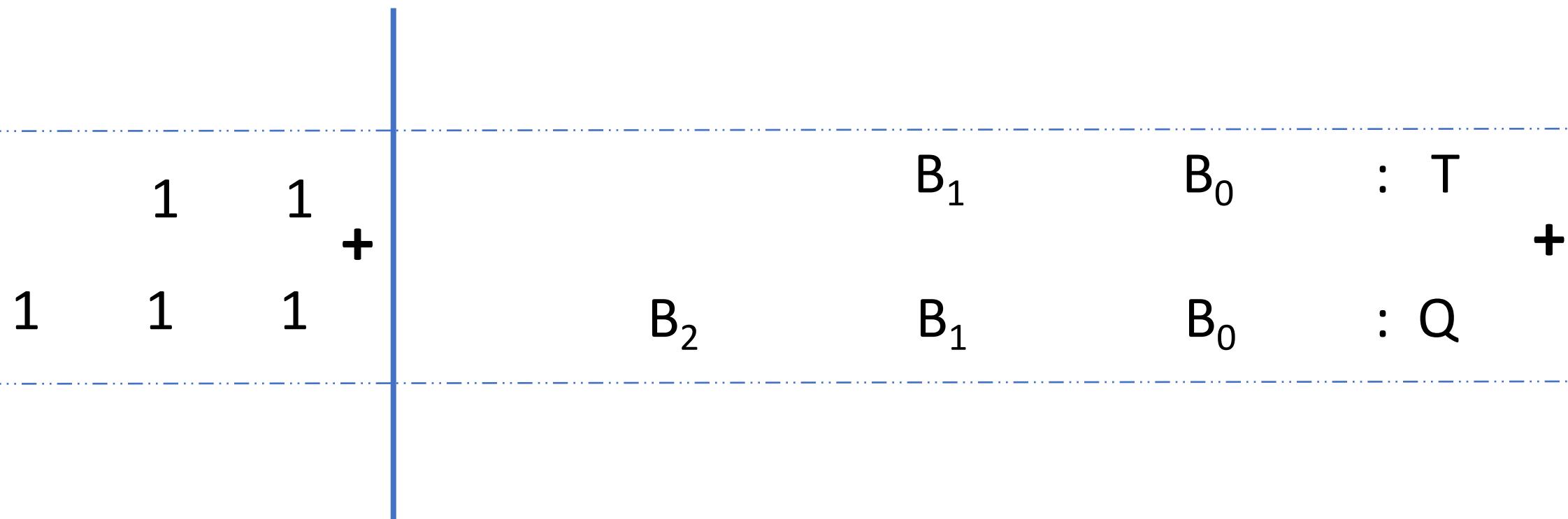
$Q$  is a Binomial Heap of size  $n = 7 = <1\ 1\ 1>_2$



# Union( $T, Q$ )

$T$  is a Binomial Heap of size  $n = 3 = <1\ 1>_2$

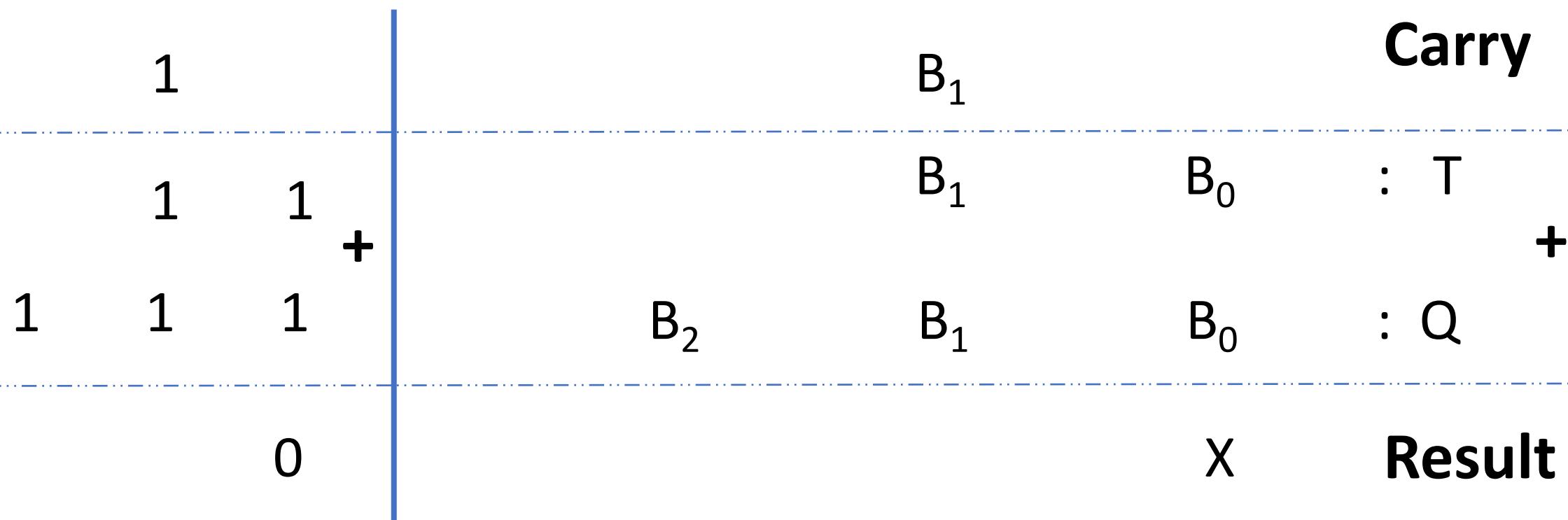
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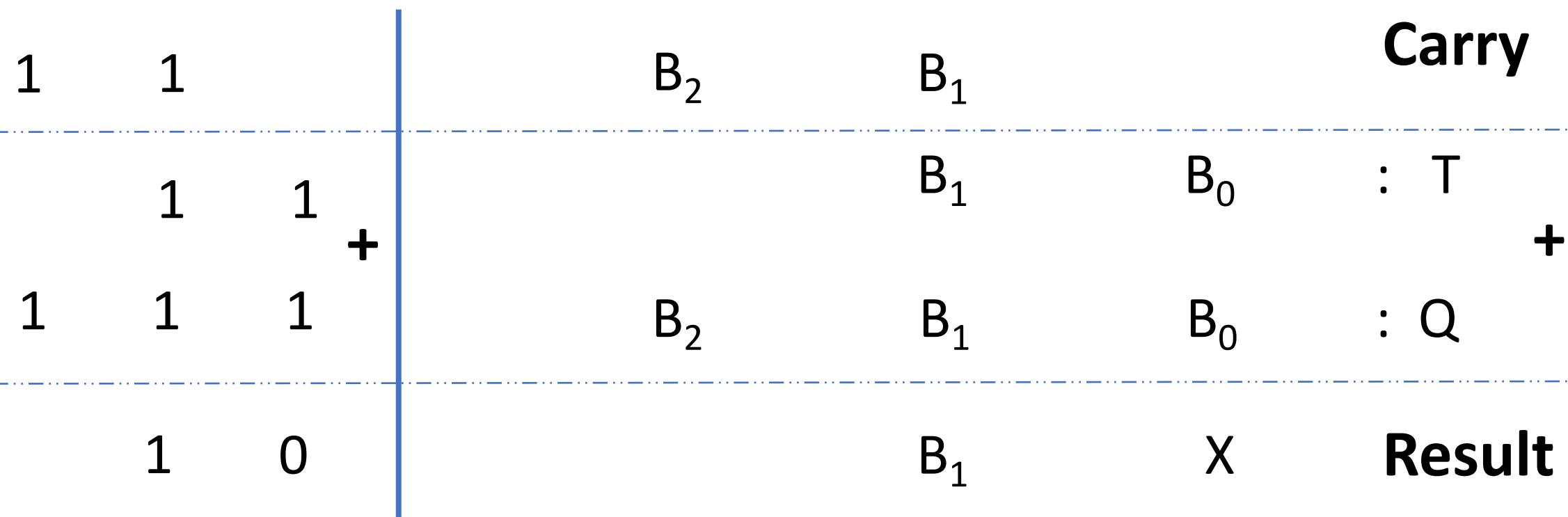
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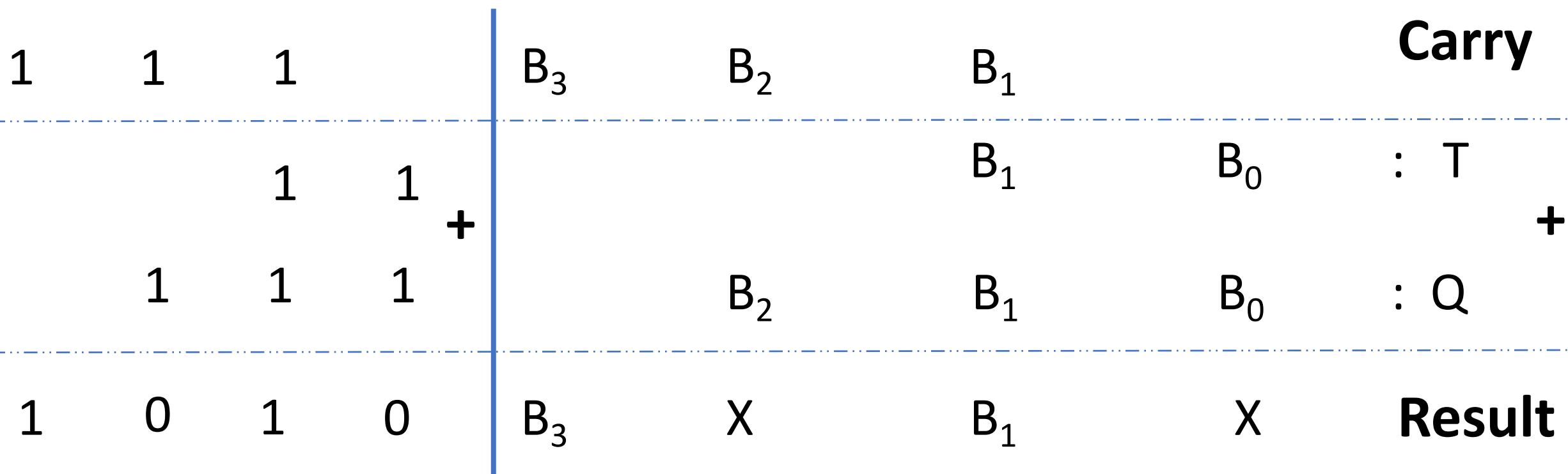
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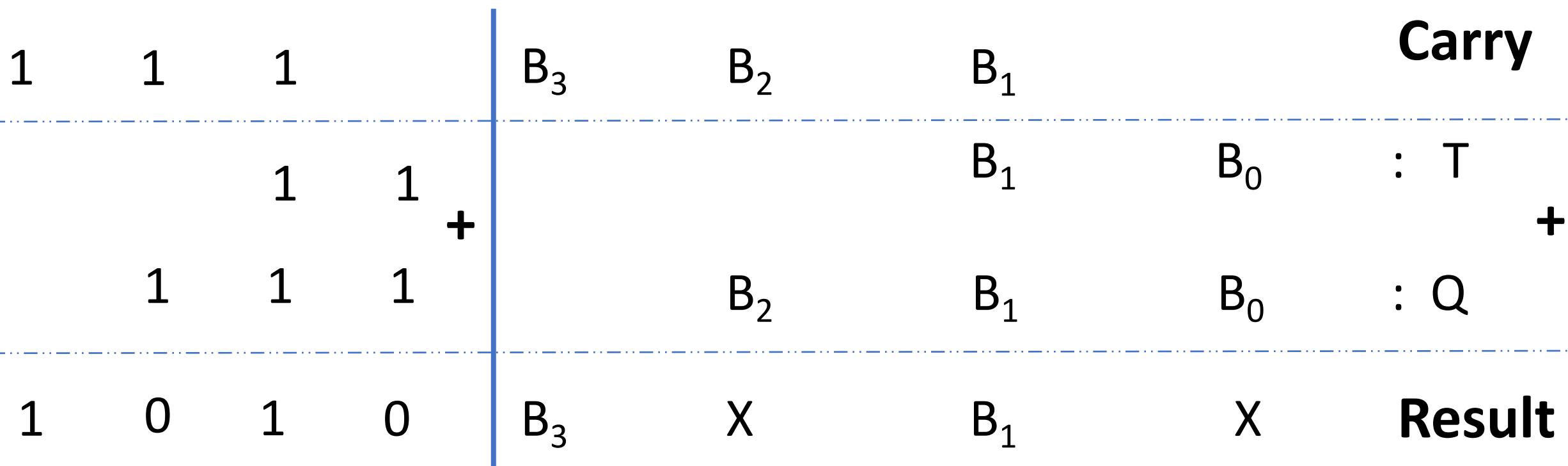
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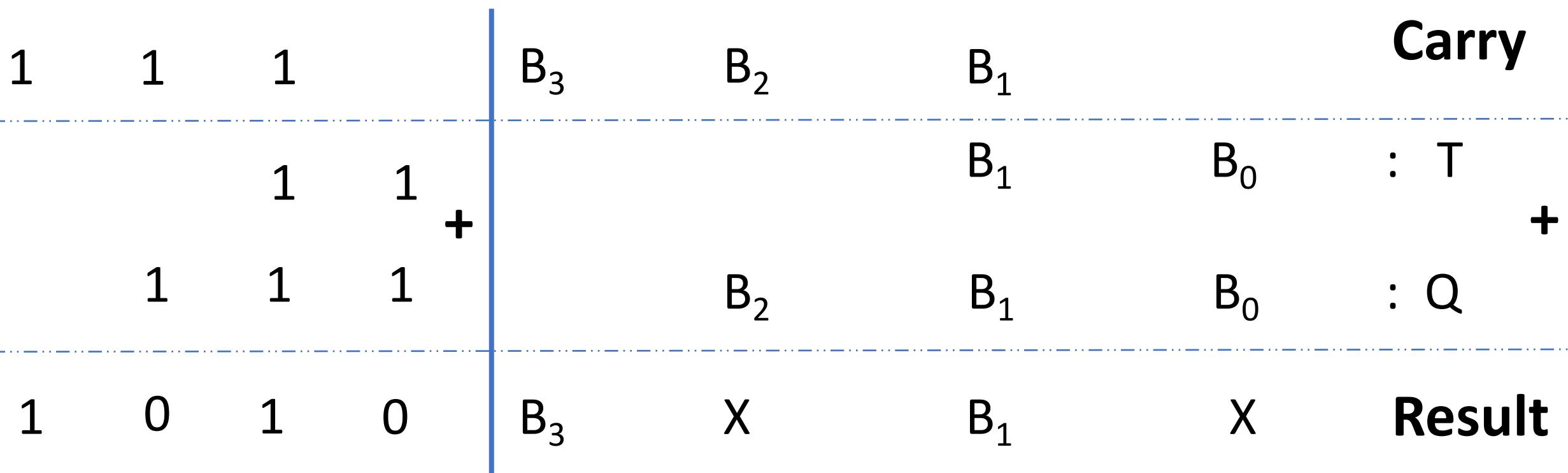
How many new edges were added?



# Union( $T, Q$ )

$T$  is a Binomial Heap of size  $n = 3 = <1\ 1>_2$

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How many new edges were added?

3

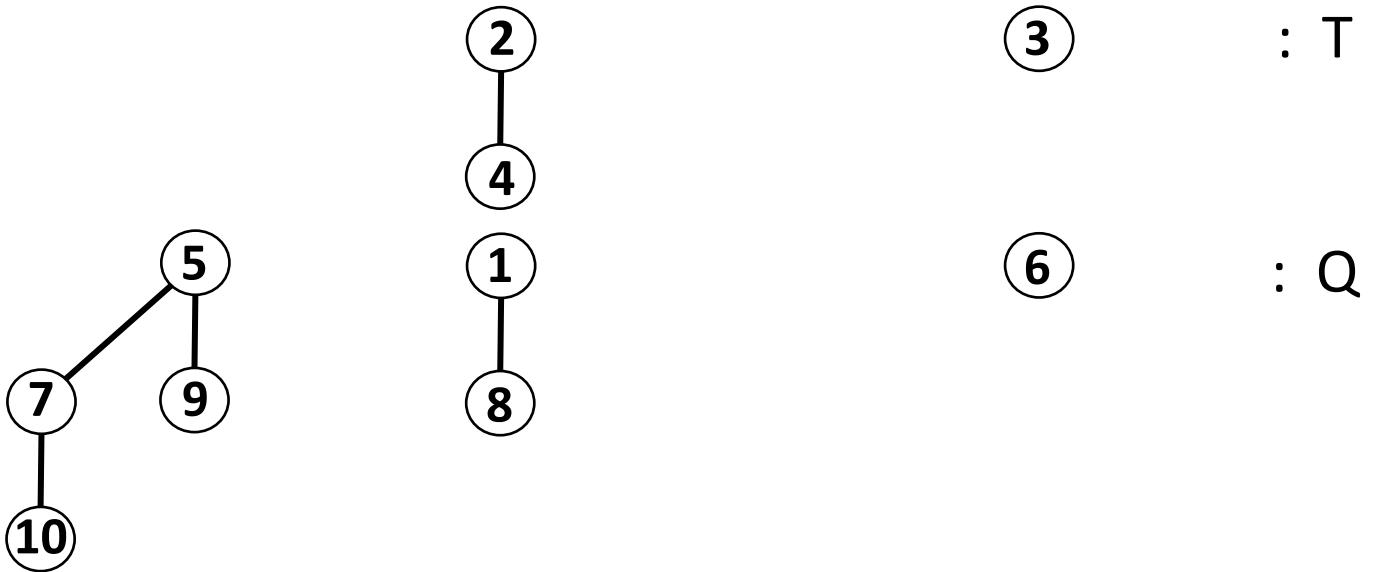


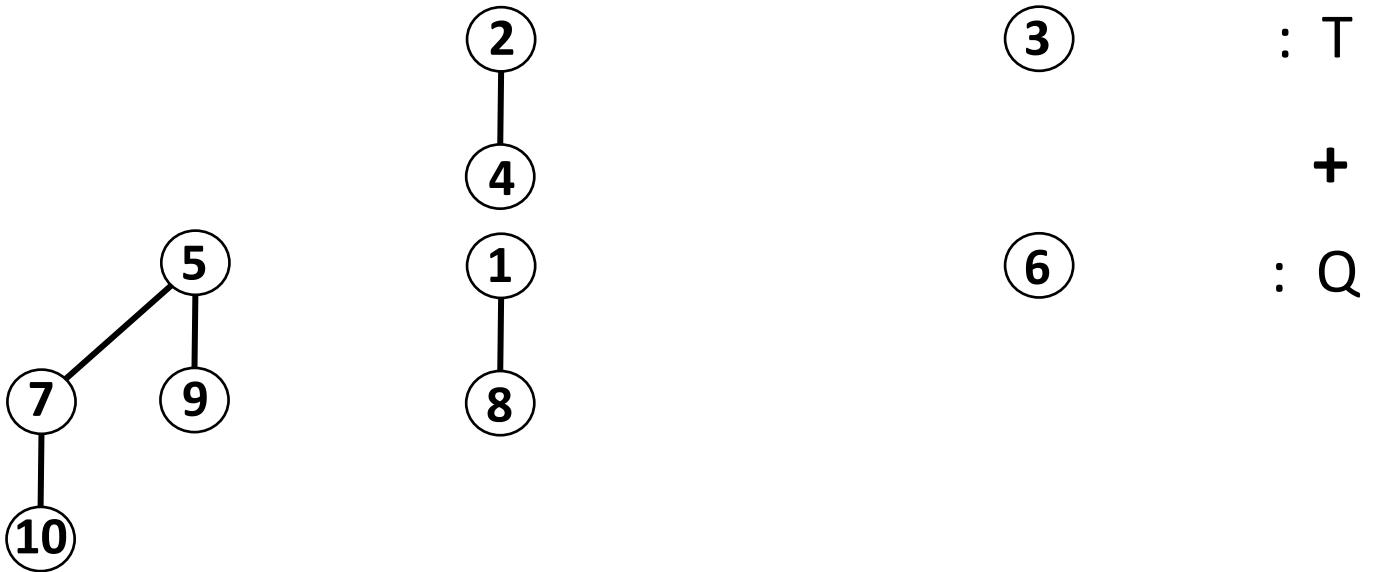
2  
4

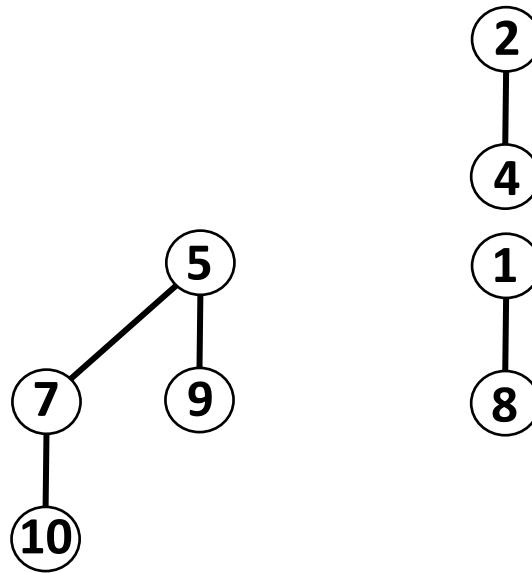
3

: T

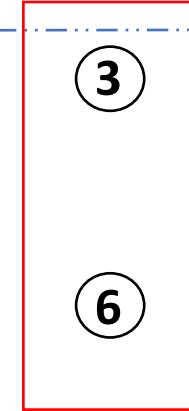








MERGE

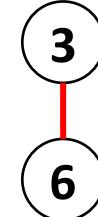


: T

+

: Q

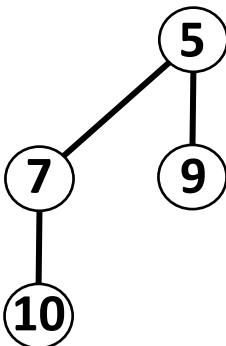




**Carry**



(3) : T  
+  
(6) : Q

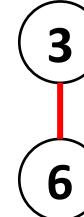


X      **Result**

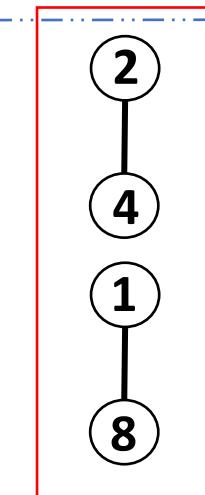




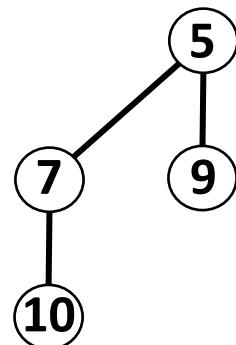
**Carry**



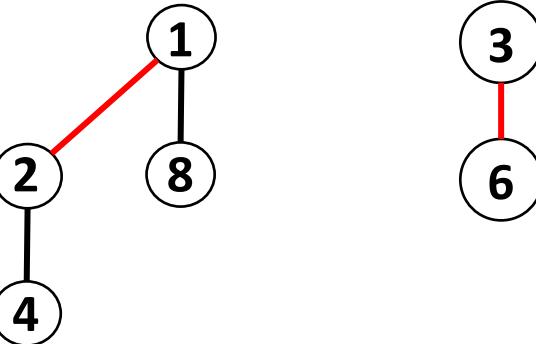
**MERGE**



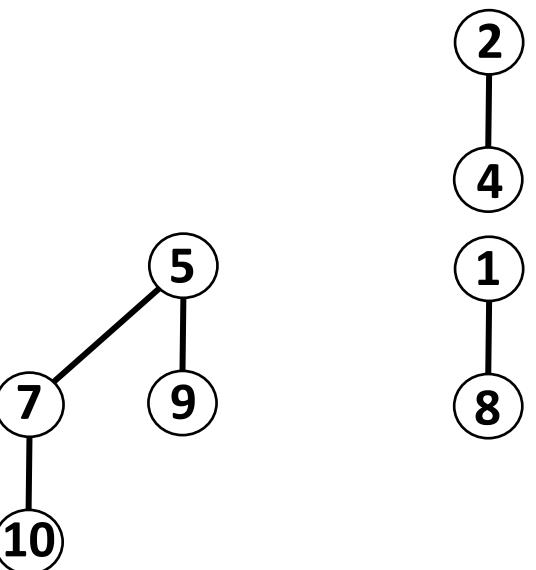
**(3) : T**  
**+**  
**(6) : Q**



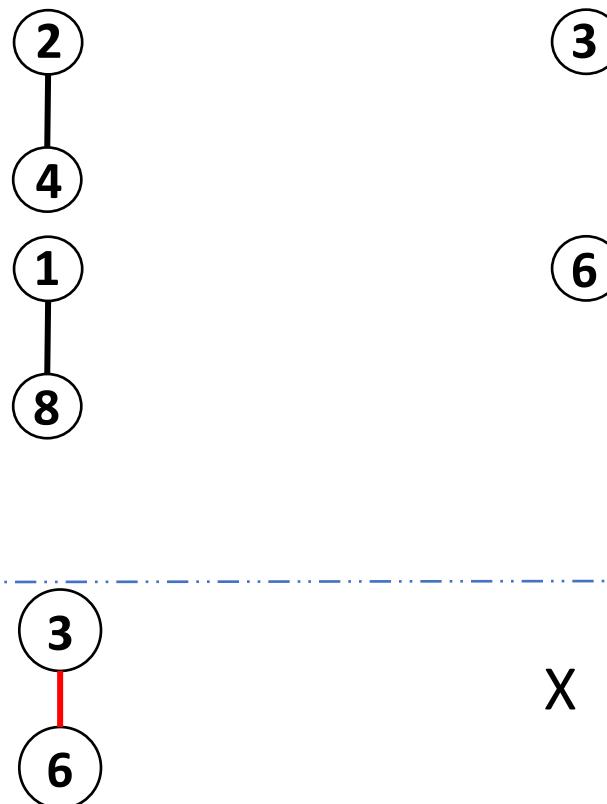
**X Result**



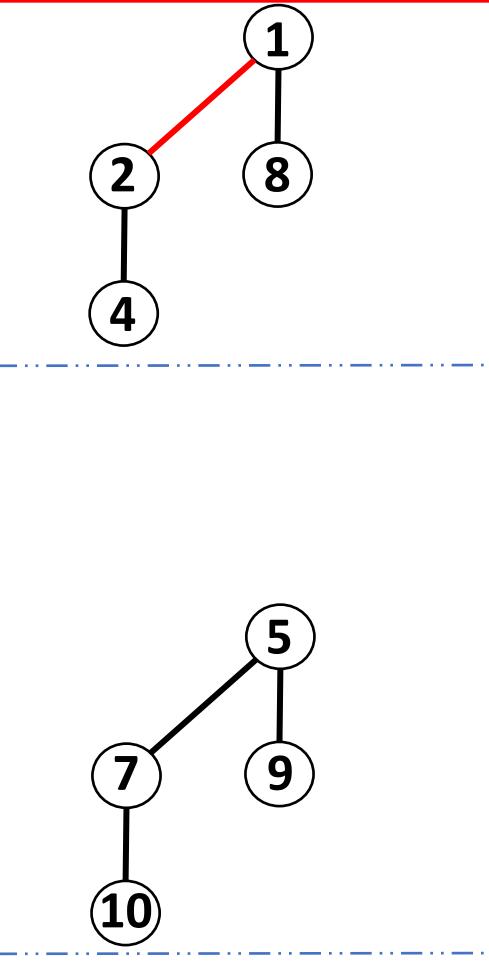
**Carry**



**Result**



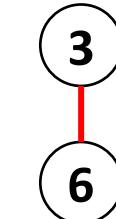
**Carry** : T  
+  
**Result** : Q

**MERGE****Carry****(3) : T**

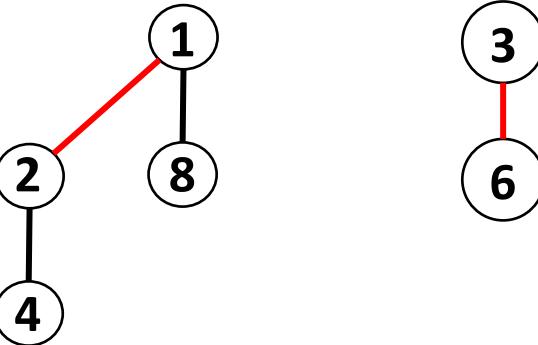
+

**(6) : Q**

X

**Result**

**Carry**



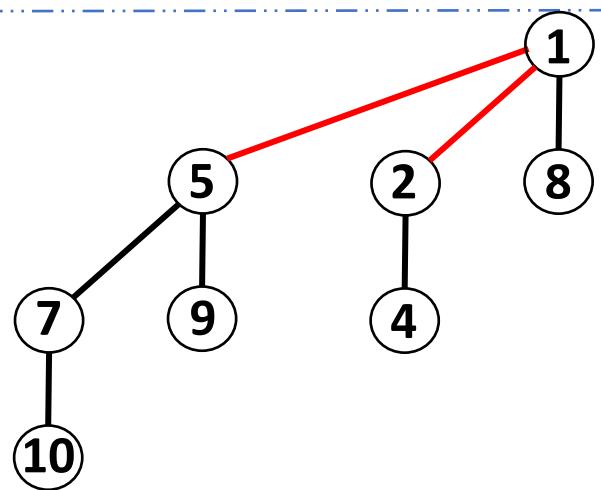
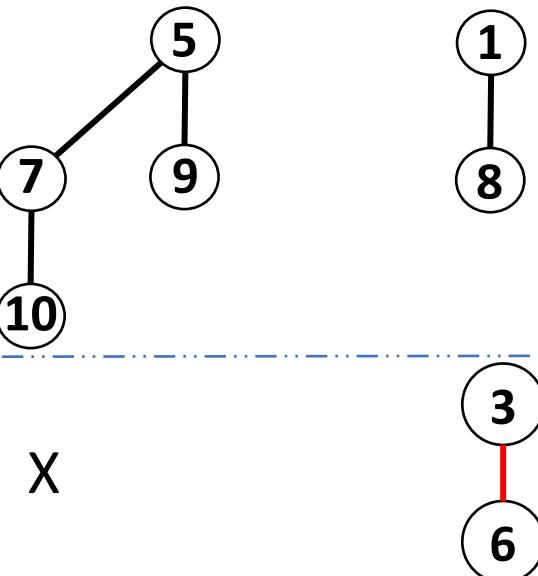
$$\begin{array}{r} 3 \\ + \\ 6 \end{array} : T$$

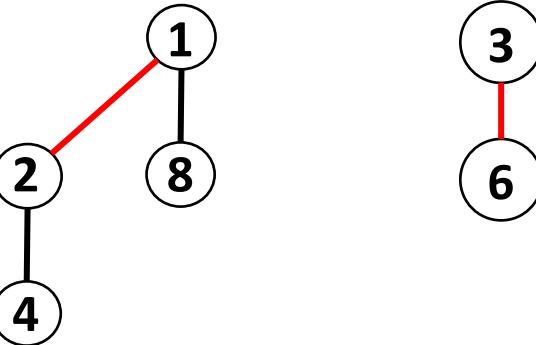
Diagram illustrating the addition of two binary numbers:

- Number 1: 1001 (1, 0, 0, 1)
- Number 2: 1100 (1, 1, 0, 0)
- Sum: 1011 (1, 0, 1, 1)

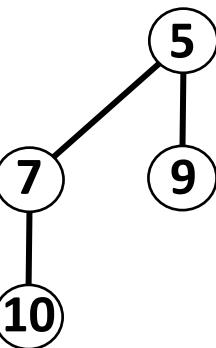
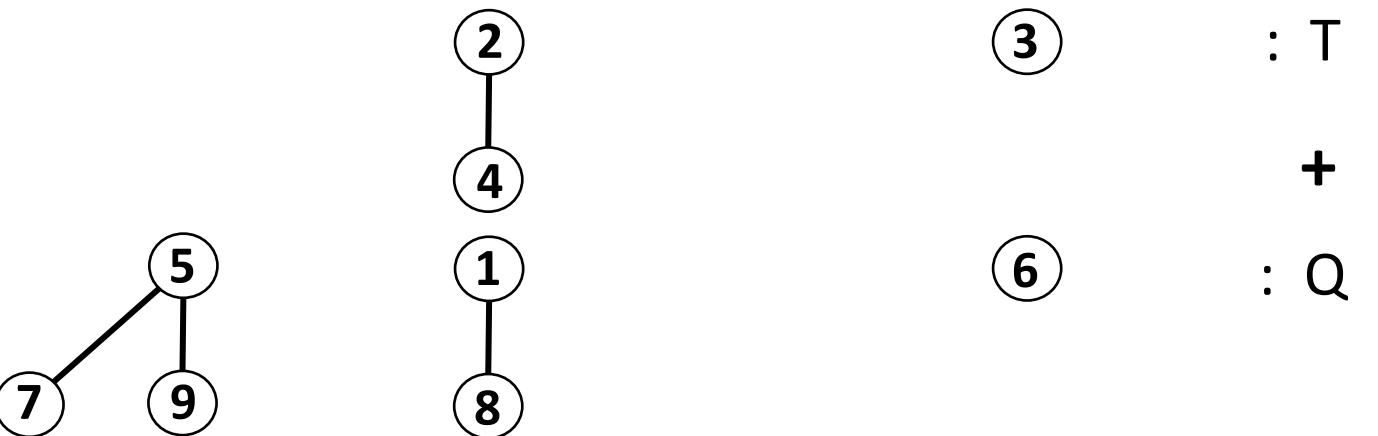
A red line connects the 1's in the 1st and 3rd positions, indicating carries.

**Result**

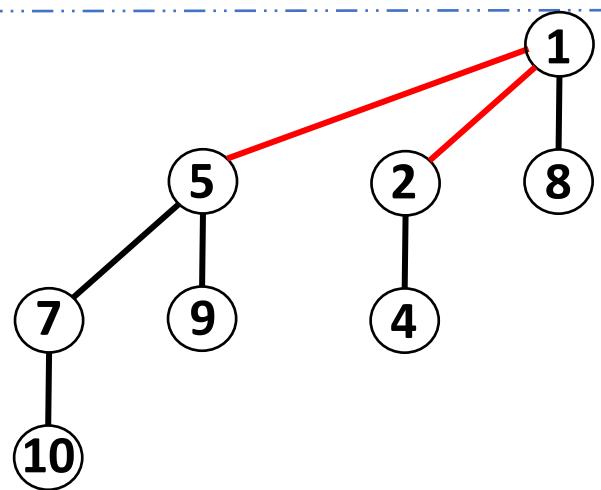




**Carry**



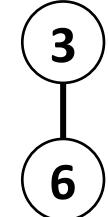
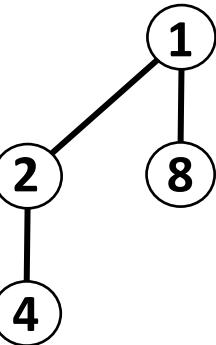
X



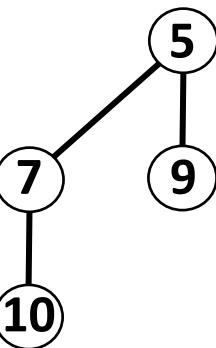
X

3 new edges.  
3 key-comparisons.





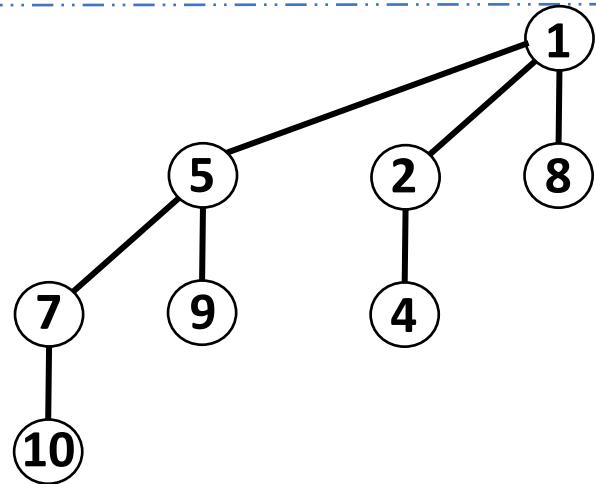
**Carry**



**Result**  
: T  
+  
: Q

X

X



# Worst-Case Complexity of Union( $T, Q$ )

Say  $|T| \leq n$  and  $|Q| \leq n$  (i.e. each contains at most  $n$  elements)



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- ⇒ Each of  $T, Q$  have  $O(\log n)$   $B_k$  trees.
- ⇒  **$\text{Union}(T, Q)$**  takes at most  $O(\log n)$  key-comparisons

