

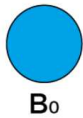
## Binomial tree note

06 February 2025 20:38

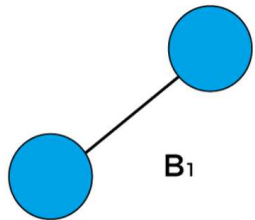
A Binomial Tree  $B_k$  is an ordered tree defined recursively, where  $k$  represents the order of the binomial tree.

- If the binomial tree is of order 0 ( $B_0$ ), it consists of a single node.
- In general, a binomial tree of order  $k$  ( $B_k$ ) consists of two binomial trees of order  $k - 1$ , where one is linked as the left subtree of the other.

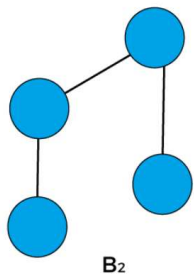
If  $B_0$ , where  $k$  is 0, there would exist only one node in the tree.



If  $B_1$ , where  $k$  is 1. Therefore, there would be two binomial trees of  $B_0$  in which one  $B_0$  becomes the left subtree of another  $B_0$ .



If  $B_2$ , where  $k$  is 2. Therefore, there would be two binomial trees of  $B_1$  in which one  $B_1$  becomes the left subtree of another  $B_1$ .

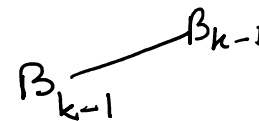


If  $B_3$ , where  $k$  is 3. Therefore, there would be two binomial trees of  $B_2$  in which one  $B_2$  becomes the left subtree of another  $B_2$ .

$B_k \rightarrow$  Binomial Tree of order  $k$ .

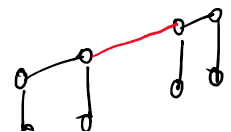
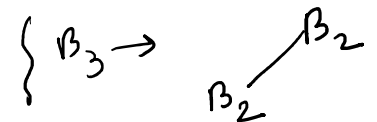
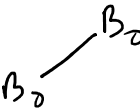
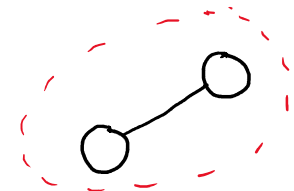
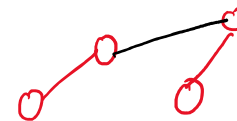
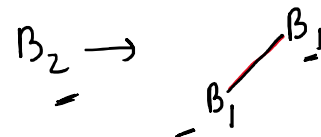
Draw  $B_k$

Defn

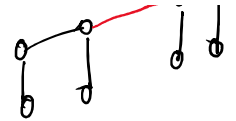
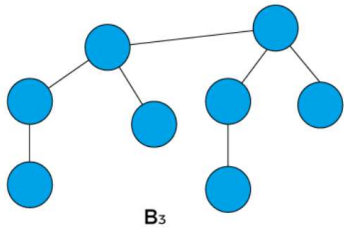


$B_0 \rightarrow$  Binomial Tree of order 0.

$B_1 \rightarrow$  " " " " order 1

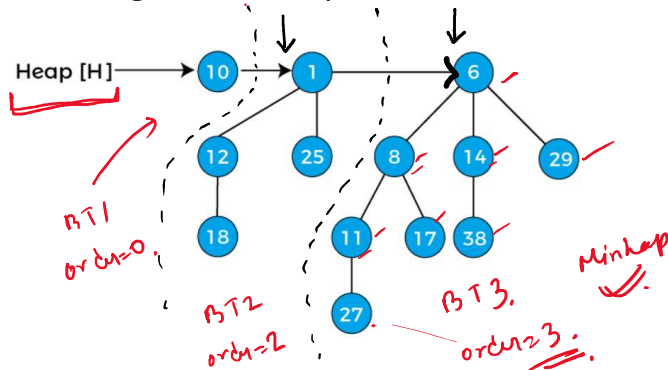


If  $B_3$ , where  $k$  is 3. Therefore, there would be two binomial trees of  $B_2$  in which one  $B_2$  becomes the left subtree of another  $B_2$ .

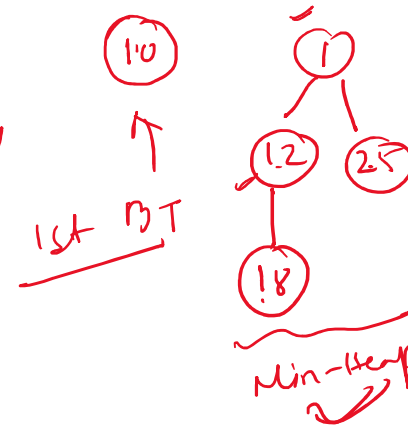


A binomial heap is a collection of binomial trees that satisfies the following binomial heap properties:

1. No two binomial trees in the collection have the same order.
2. Every binomial tree in the heap must follow the min-heap property, i.e., the value of a child node is greater than parent node.



Relation  
 Order  $\rightarrow k$ .  
 No. of nodes in Binomial Tree  $= 2^k$ .



## Binomial Heap Union Operation

To perform the union of two binomial heaps, we have to consider the below cases -

**Case 1:** If  $\text{degree}[x]$  is not equal to  $\text{degree}[\text{next } x]$ , then move pointer ahead.

**Case 2:** if  $\text{degree}[x] = \text{degree}[\text{next } x] = \text{degree}[\text{sibling}(\text{next } x)]$  then,

Move the pointer ahead.

**Case 3:** If  $\text{degree}[x] = \text{degree}[\text{next } x]$  but not equal to  $\text{degree}[\text{sibling}(\text{next } x)]$

and  $\text{key}[x] < \text{key}[\text{next } x]$  then remove  $[\text{next } x]$  from root and attached to  $x$ .

**Case 4:** If  $\text{degree}[x] = \text{degree}[\text{next } x]$  but not equal to  $\text{degree}[\text{sibling}(\text{next } x)]$

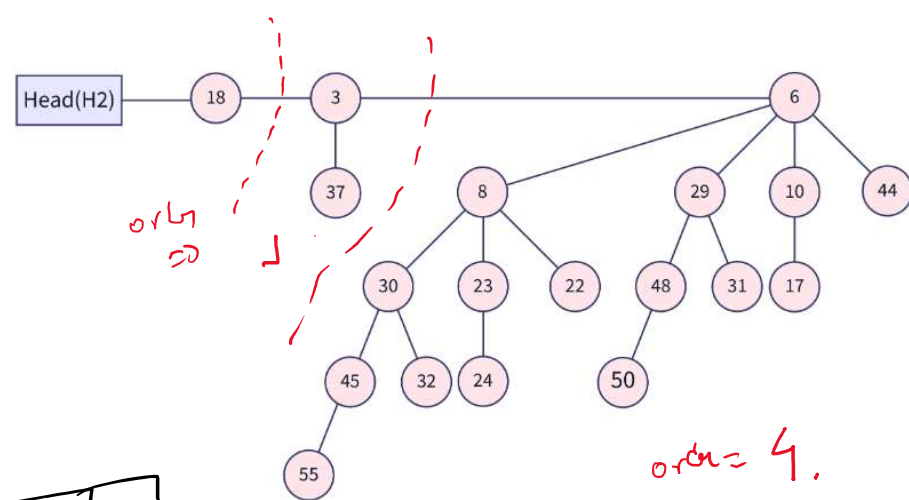
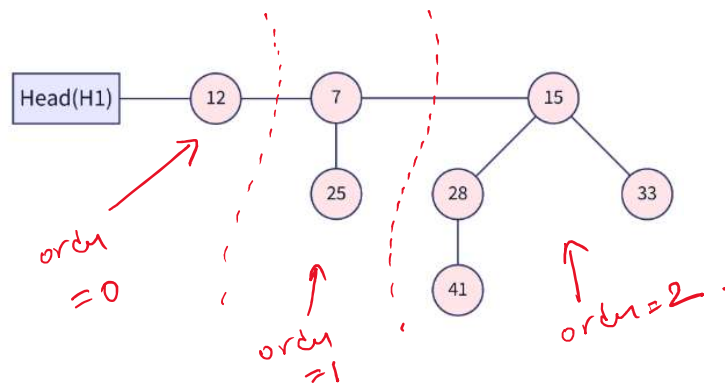
and  $\text{key}[x] > \text{key}[\text{next } x]$  then remove  $x$  from root and attached to  $[\text{next } x]$ .

$$x \neq y$$

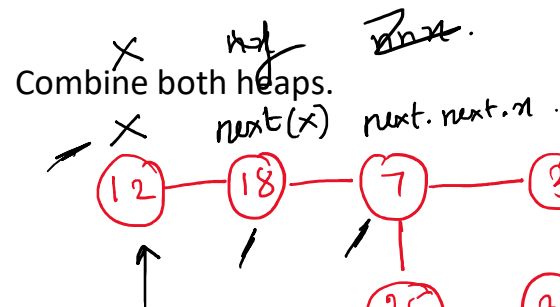
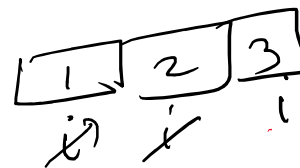
$$x = y = z$$

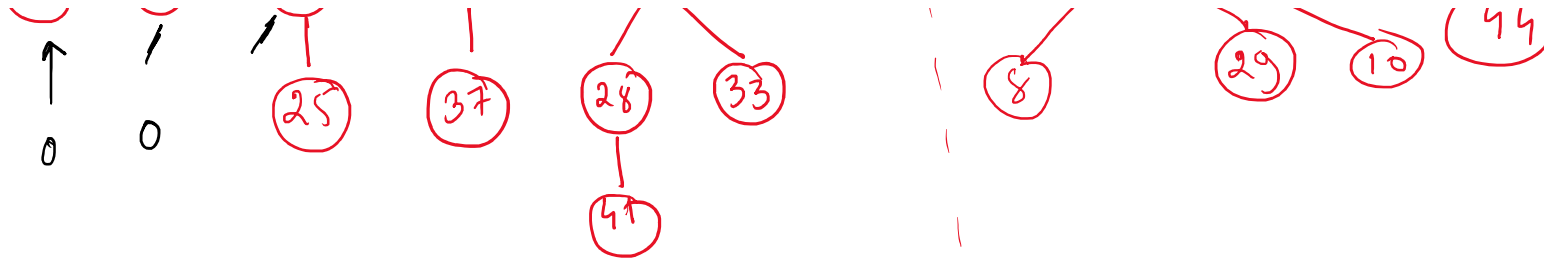
$$x = y \neq z$$

$$x = y \neq z$$



0, 1, 2 → 0, 0, 1, 1, 2, 4  
0, 1, 4





$\text{degree}(n) = 0$   
 $\text{degree}(\text{next } n) = 0$   
 $\text{degree}(\text{next next } n) = 1.$

$$\text{deg}(n) = \text{deg}(y) \neq \text{deg}(z)$$