

## Binomial Tree N section

11 February 2025 09:00

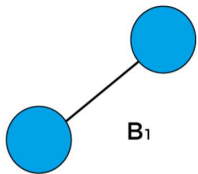
A Binomial Tree  $B_k$  is an ordered tree defined recursively, where  $k$  represents the order of the binomial tree.

1. If the binomial tree is of order 0 ( $B_0$ ), it consists of a single node.
2. 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.

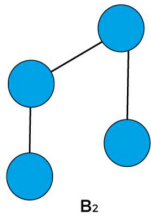
If  $B_0$ , where  $k$  is 0, there would exist only one node in the tree.



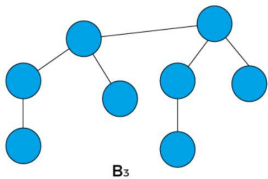
If  $B_1$ , where  $k$  is 1. Therefore, there would be two binomial trees of  $B_0$  in which one  $B_0$  becomes the left subtree of another  $B_0$ .



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  $B_1$ .

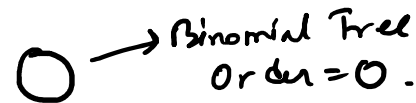
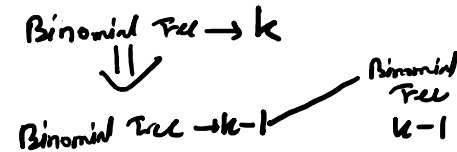


If  $B_3$ , where  $k$  is 3. Therefore, there would be two binomial trees of  $B_2$  in which one  $B_2$  becomes the left subtree of another  $B_2$ .



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

Binomial Tree  
↓  
order.



Binomial Tree  $\rightarrow$  order = 1. ( $B_1$ )

Ans

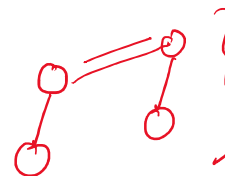
Binomial Tree order 0 — Binomial Tree order 0



Binomial Tree of order 2. ( $B_2$ ).

Ans

$B_1$  —  $B_1$

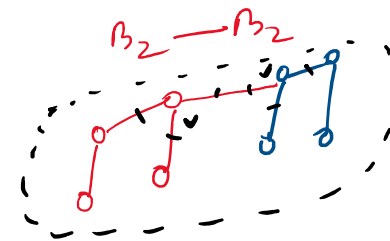


$B_3$  ??

$B_k$

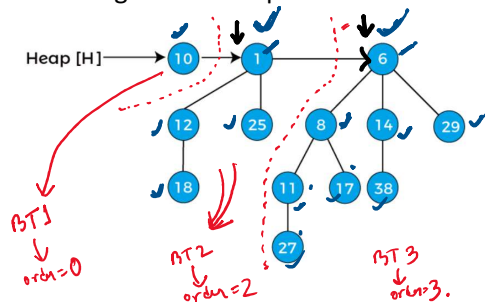
↓

$B_{k-1}$  —  $B_{k-1}$



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.



### 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,

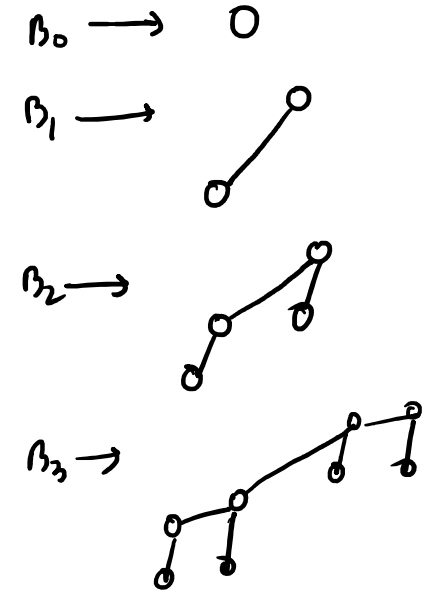
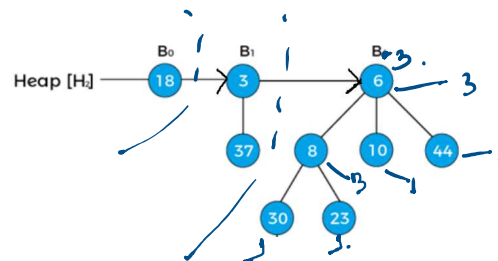
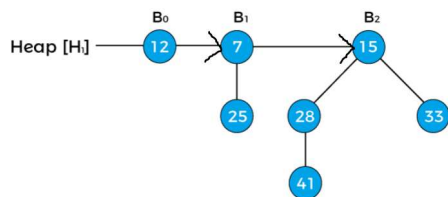
Move the pointer ahead.

**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  $[\text{next } x]$ .



Combine both heaps.

