

CS4311  
Design and Analysis of  
Algorithms

Lecture 17: Binomial Heap

# About this lecture

- Binary heap supports various operations quickly: extract-min, insert, decrease-key
- If we already have two min-heaps, **A** and **B**, there is no efficient way to combine them into a **single** min-heap
- Introduce **Binomial Heap**
  - can support efficient union operation

# Mergeable Heaps

- **Mergeable heap** : data structure that supports the following 5 operations:
  - **Make-Heap( )** : return an empty heap
  - **Insert( $H, x, k$ )** : insert an item  $x$  with key  $k$  into a heap  $H$
  - **Find-Min( $H$ )** : return item with min key
  - **Extract-Min( $H$ )** : return and remove
  - **Union( $H_1, H_2$ )** : merge heaps  $H_1$  and  $H_2$

# Mergeable Heaps

- Examples of mergeable heap :
  - **Binomial Heap** (this lecture)
  - **Fibonacci Heap** (next lecture)
- Both heaps also support:
  - **Decrease-Key( $H, x, k$ )** :
    - assign item  $x$  with a smaller key  $k$
  - **Delete( $H, x$ )** : remove item  $x$

# Binary Heap vs Binomial Heap

	Binary Heap	Binomial Heap
Make-Heap	$\Theta(1)$	$\Theta(1)$
Find-Min	$\Theta(1)$	$\Theta(\log n)$
Extract-Min	$\Theta(\log n)$	$\Theta(\log n)$
Insert	$\Theta(\log n)$	$\Theta(\log n)$
Delete	$\Theta(\log n)$	$\Theta(\log n)$
Decrease-Key	$\Theta(\log n)$	$\Theta(\log n)$
Union	$\Theta(n)$	$\Theta(\log n)$

# Binomial Heap

- Unlike binary heap which consists of a **single** tree, a binomial heap consists of a **small set** of component trees
  - no need to rebuild everything when **union** is perform
- Each component tree is in a special format, called a **binomial tree**

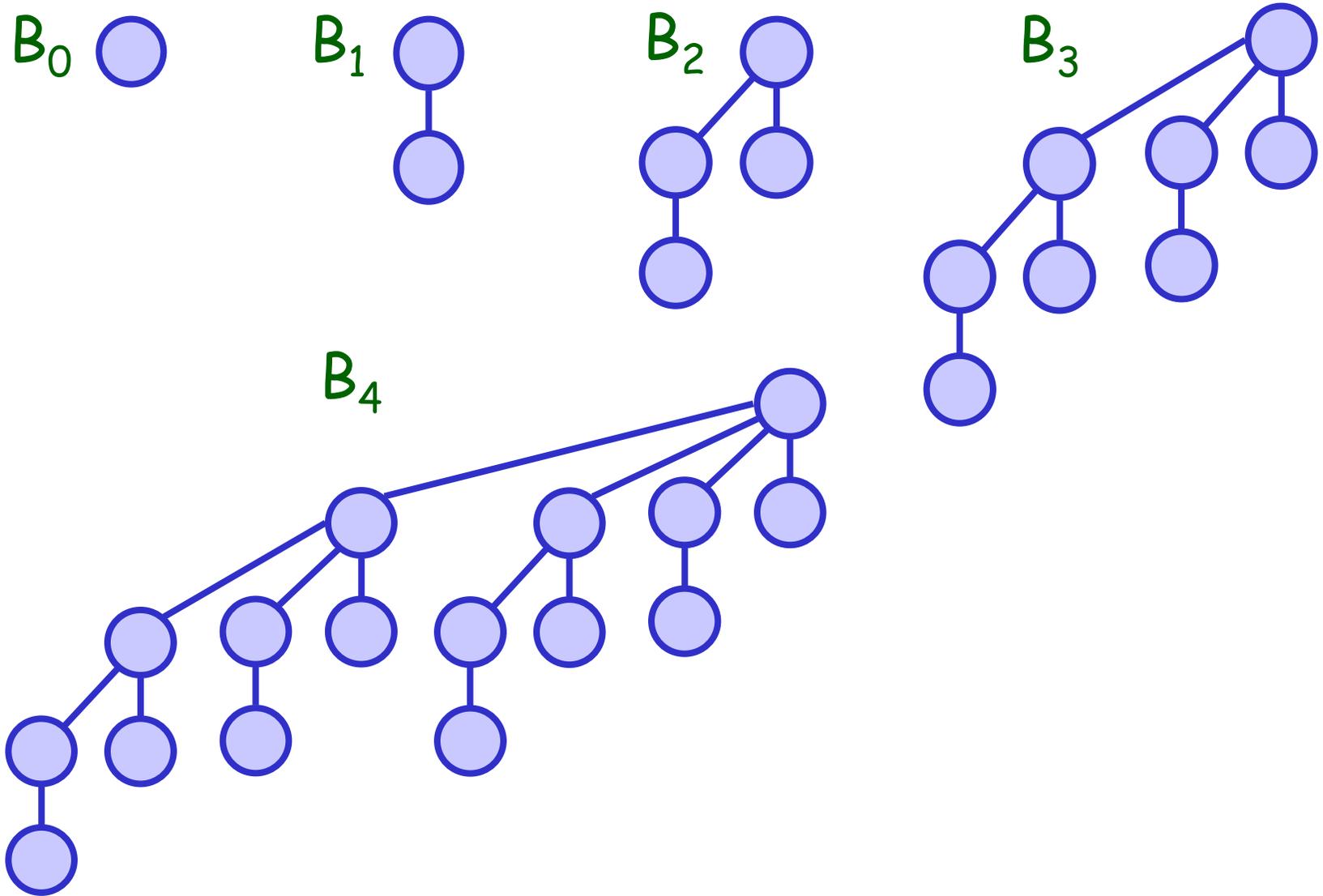
# Binomial Tree

Definition:

A binomial tree of order  $k$ , denoted by  $B_k$ , is defined recursively as follows:

- $B_0$  is a tree with a single node
- For  $k \geq 1$ ,  $B_k$  is formed by joining two  $B_{k-1}$ , such that the root of one tree becomes the leftmost child of the root of the other

# Binomial Tree



# Properties of Binomial Tree

Lemma: For a binomial tree  $B_k$ ,

1. There are  $2^k$  nodes
2. height =  $k$
3.  $\text{deg}(\text{root}) = k$  ;  $\text{deg}(\text{other node}) < k$
4. Children of root, from left to right, are  $B_{k-1}, B_{k-2}, \dots, B_1, B_0$
5. Exactly  $C(k, i)$  nodes at depth  $i$

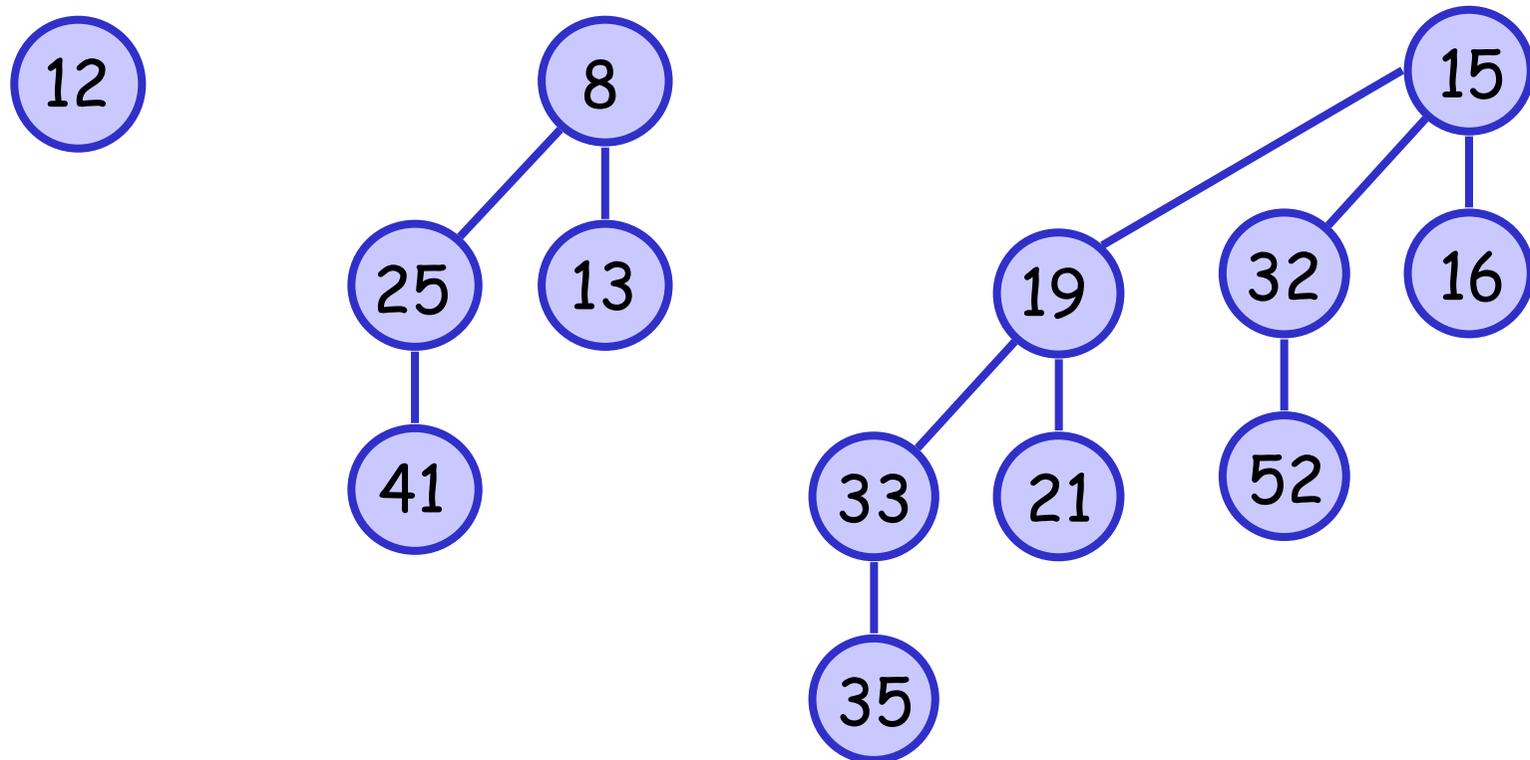
How to prove? (By induction on  $k$ )

# Binomial Heap

- Binomial heap of  $n$  elements consists of a specific set of binomial trees
- Each binomial tree satisfies min-heap ordering: for each node  $x$ ,  
$$\text{key}(x) \geq \text{key}(\text{parent}(x))$$
- For each  $k$ , at most one binomial tree whose root has degree  $k$   
(i.e., for each  $k$ , at most one  $B_k$ )

# Binomial Heap

Example: A binomial heap with 13 elements



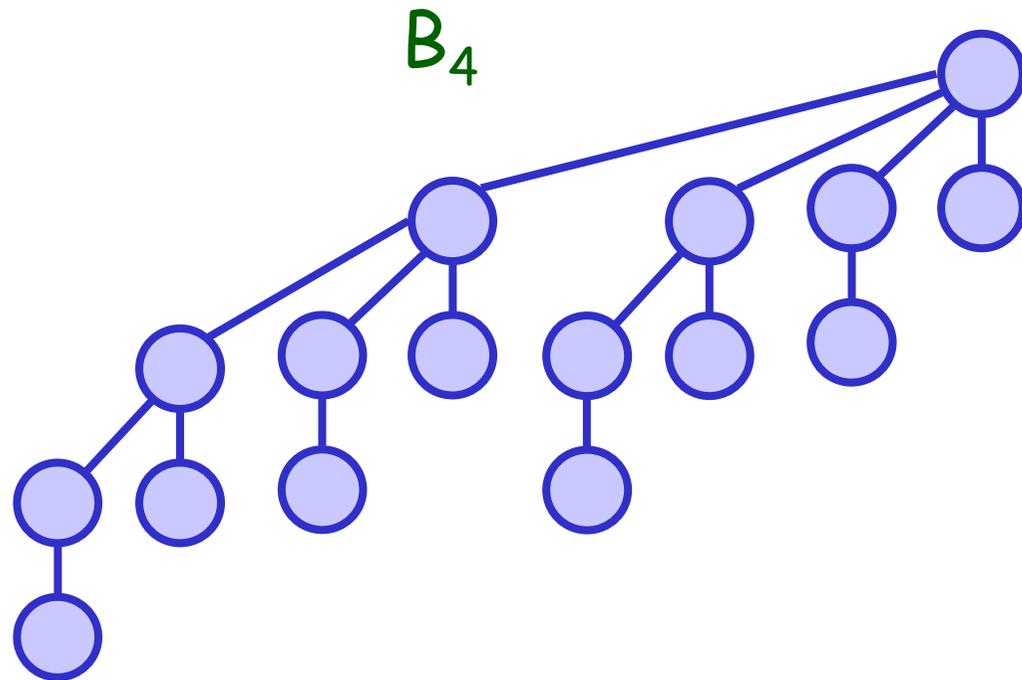
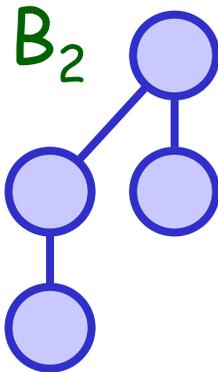
# Binomial Heap

- Let  $r = \lceil \log(n+1) \rceil$ , and  
 $\langle b_{r-1}, b_{r-2}, \dots, b_2, b_1, b_0 \rangle$   
be binary representation of  $n$
- Then, we can see that an  $n$ -node binomial heap contains  $B_k$  if and only if  $b_k = 1$
- Also, an  $n$ -node binomial heap has at most  $\lceil \log(n+1) \rceil$  binomial trees

# Binomial Heap

E.g.,  $21_{(\text{dec})} = 10101_{(\text{bin})}$

→ any 21-node binomial heap must contain:



# Binomial Heap Operations

- With the binomial heap,
  - *Make-Heap*( ):  $O(1)$  time
  - *Find-Min*( ):  $O(\log n)$  time
  - *Decrease-Key*( ):  $O(\log n)$  time
- [ *Decrease-Key* assumes we have the pointer to the item  $x$  in which its *key* is changed ]
- Remaining operations : Based on *Union*( )

# Union Operation

- Recall that:

an  $n$ -node binomial heap

corresponds to

binary representation of  $n$

- We shall see:

Union binomial heaps with  $n_1$  and  $n_2$  nodes

corresponds to

adding  $n_1$  and  $n_2$  in binary representations

# Union Operation

- Let  $H_1$  and  $H_2$  be two binomial heaps
- To **Union** them, we process all binomial trees in the two heaps with **same** order together, starting with **smaller** order first
- Let **k** be the order of the set of binomial trees we currently process

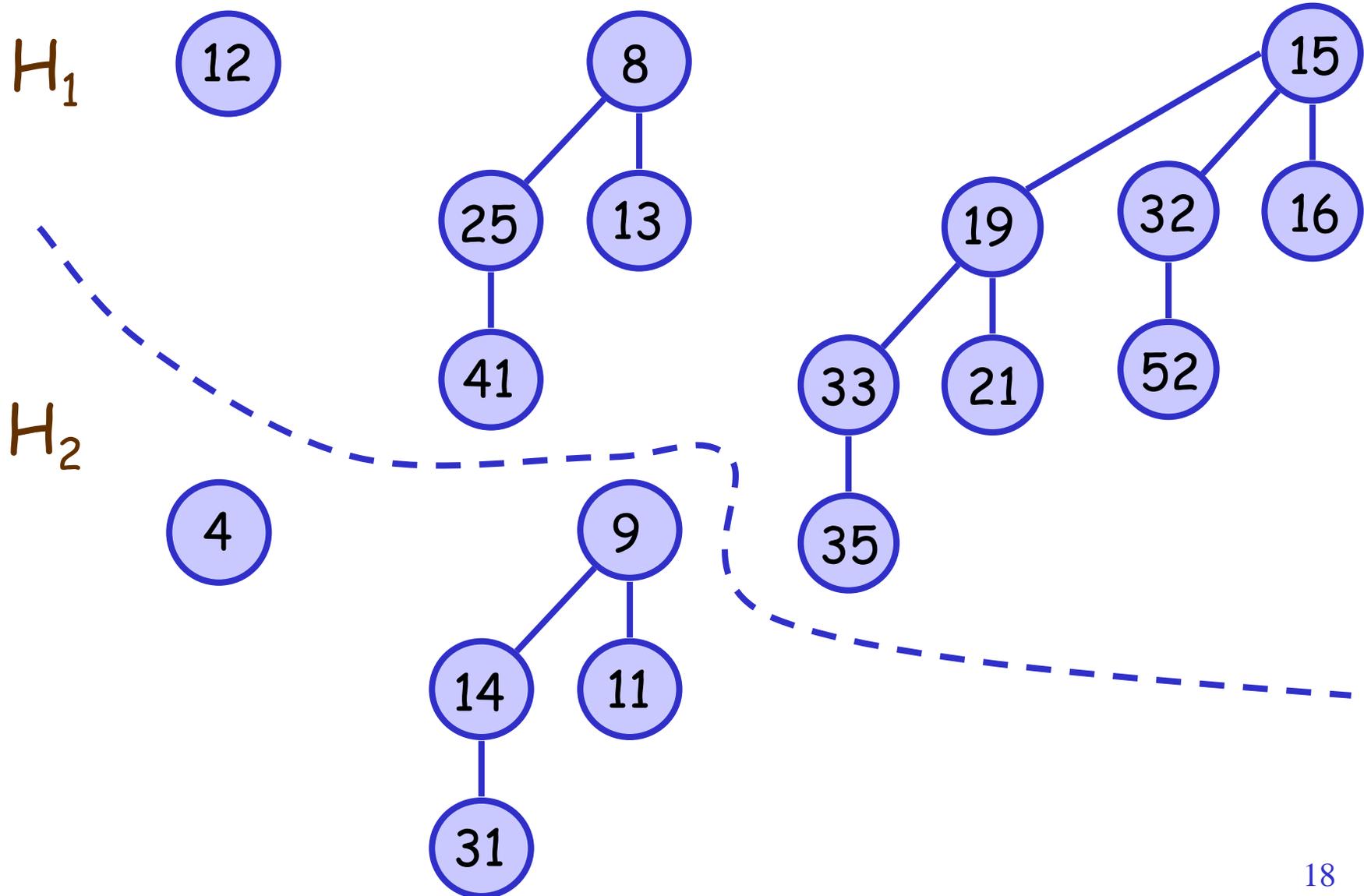
# Union Operation

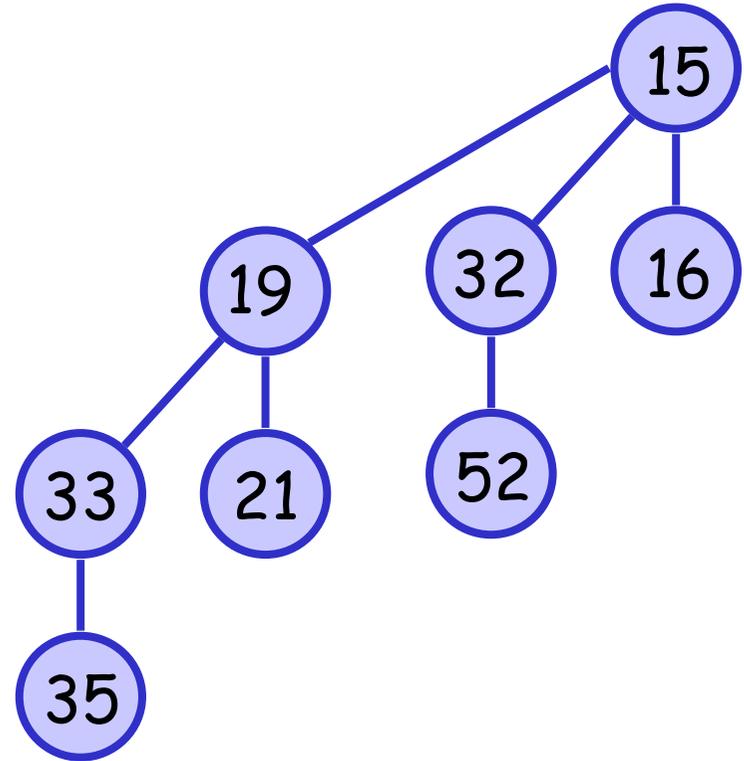
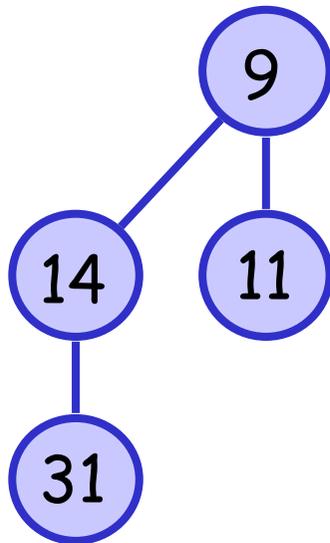
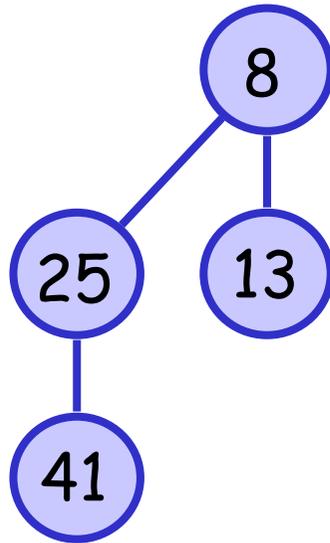
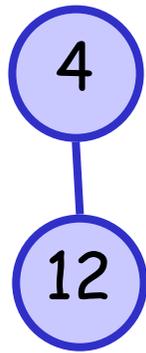
There are three cases:

1. If there is only one  $B_k \rightarrow$  done
2. If there are two  $B_k$   
 $\rightarrow$  Merge together, forming  $B_{k+1}$
3. If there are three  $B_k$   
 $\rightarrow$  Leave one, merge remaining to  $B_{k+1}$

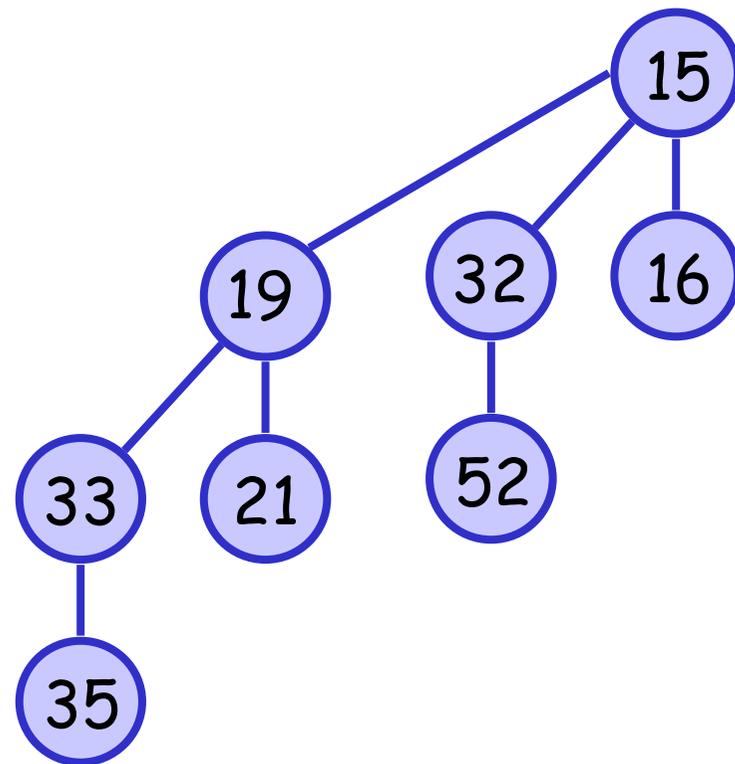
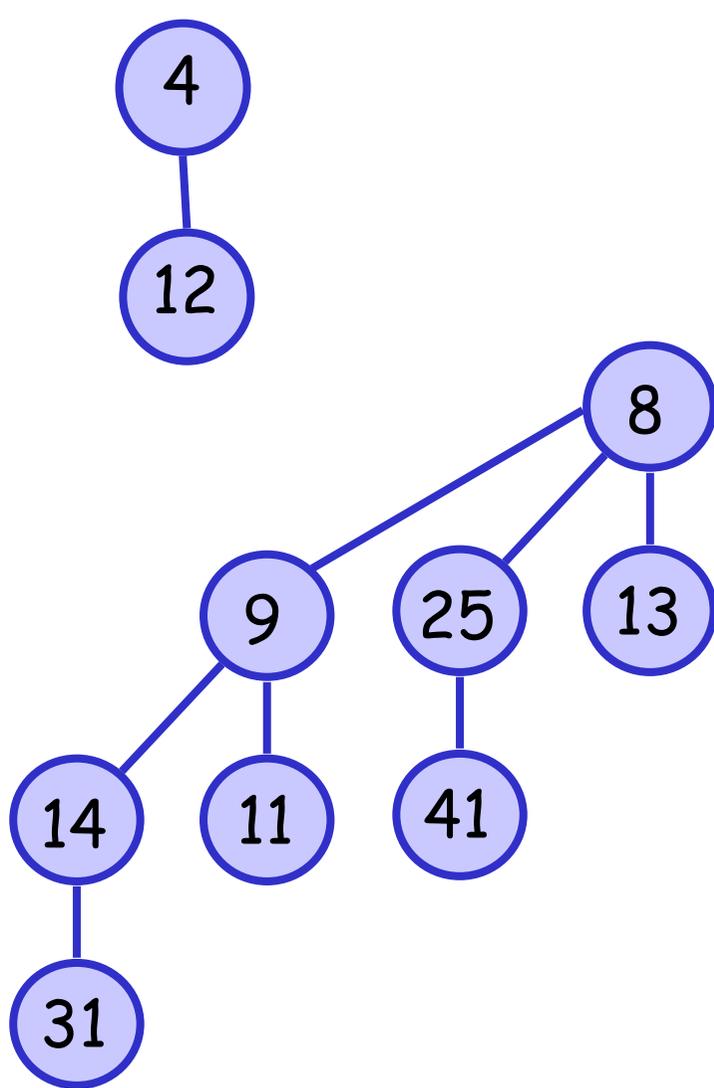
After that, process next  $k$

# Union two binomial heaps with 5 and 13 nodes

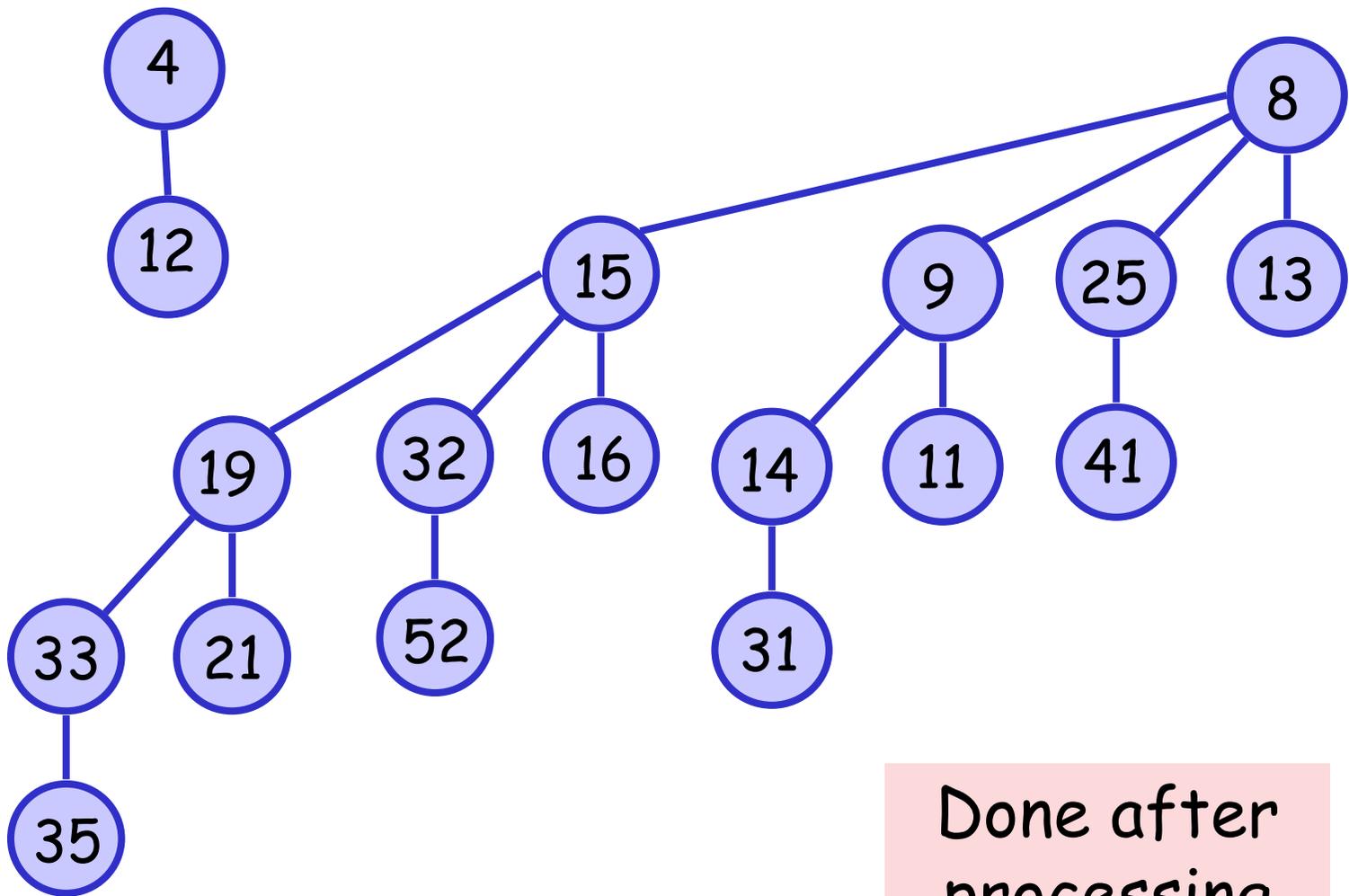




after  
processing  
 $k = 0$



after  
processing  
 $k = 1, 2$



Done after  
processing  
 $k = 3$

# Binomial Heap Operations

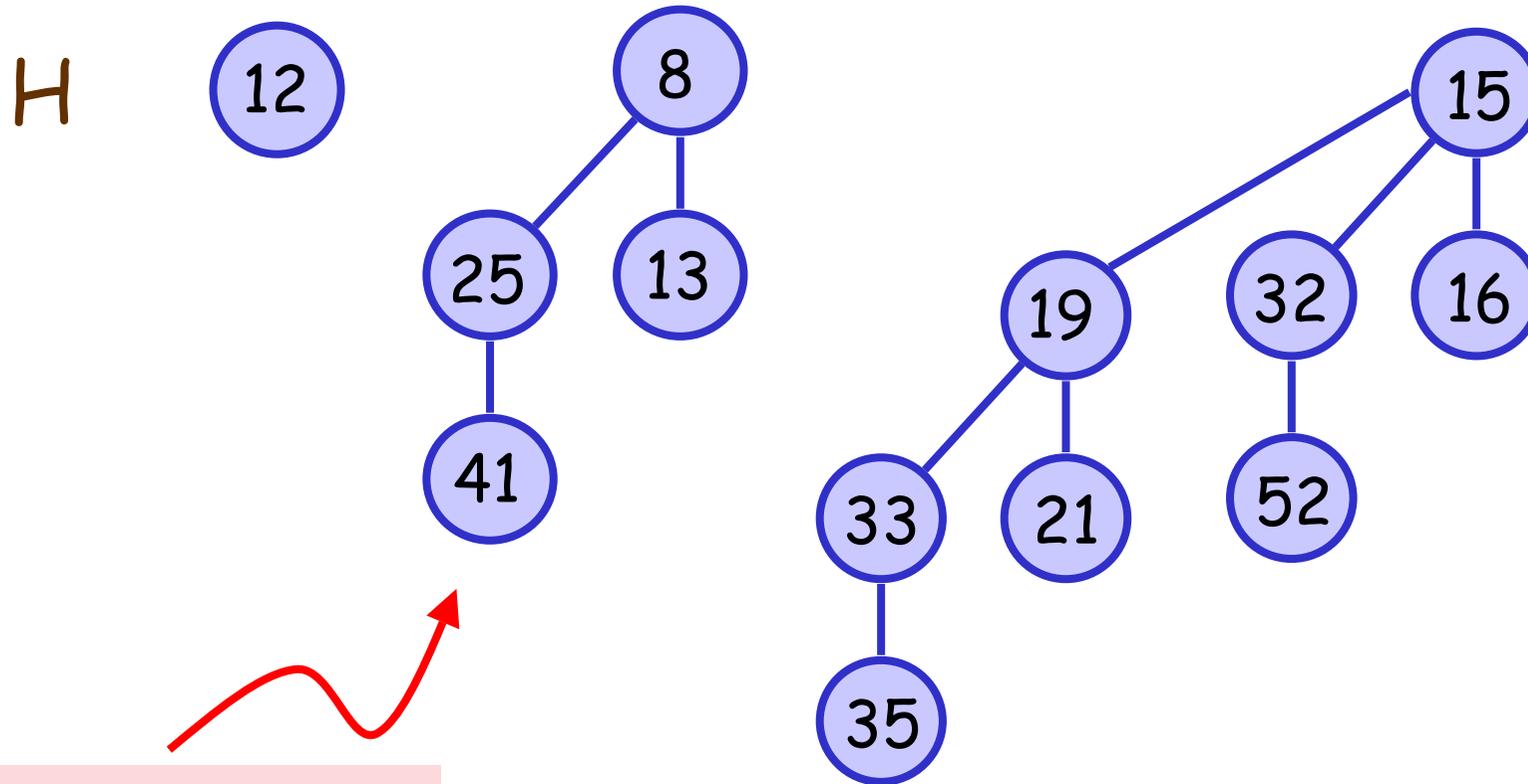
- So,  $\text{Union}()$  takes  $O(\log n)$  time
- For remaining operations,  
 $\text{Insert}()$ ,  $\text{Extract-Min}()$ ,  $\text{Delete}()$   
how can they be done with  $\text{Union}$ ?
- $\text{Insert}(H, x, k)$ :  
→ Create new heap  $H'$ , storing the item  $x$   
with key  $k$ ; then,  $\text{Union}(H, H')$

# Binomial Heap Operations

- Extract-Min( $H$ ):
  - Find the tree  $B_j$  containing the min;
  - Detach  $B_j$  from  $H$  → forming a heap  $H_1$ ;
  - Remove root of  $B_j$  → forming a heap  $H_2$ ;
  - Finally, Union( $H, H'$ )
- Delete( $H, x$ ):
  - Decrease-Key( $H, x, -\infty$ ); Extract-Min( $H$ );

# Extract-Min(H)

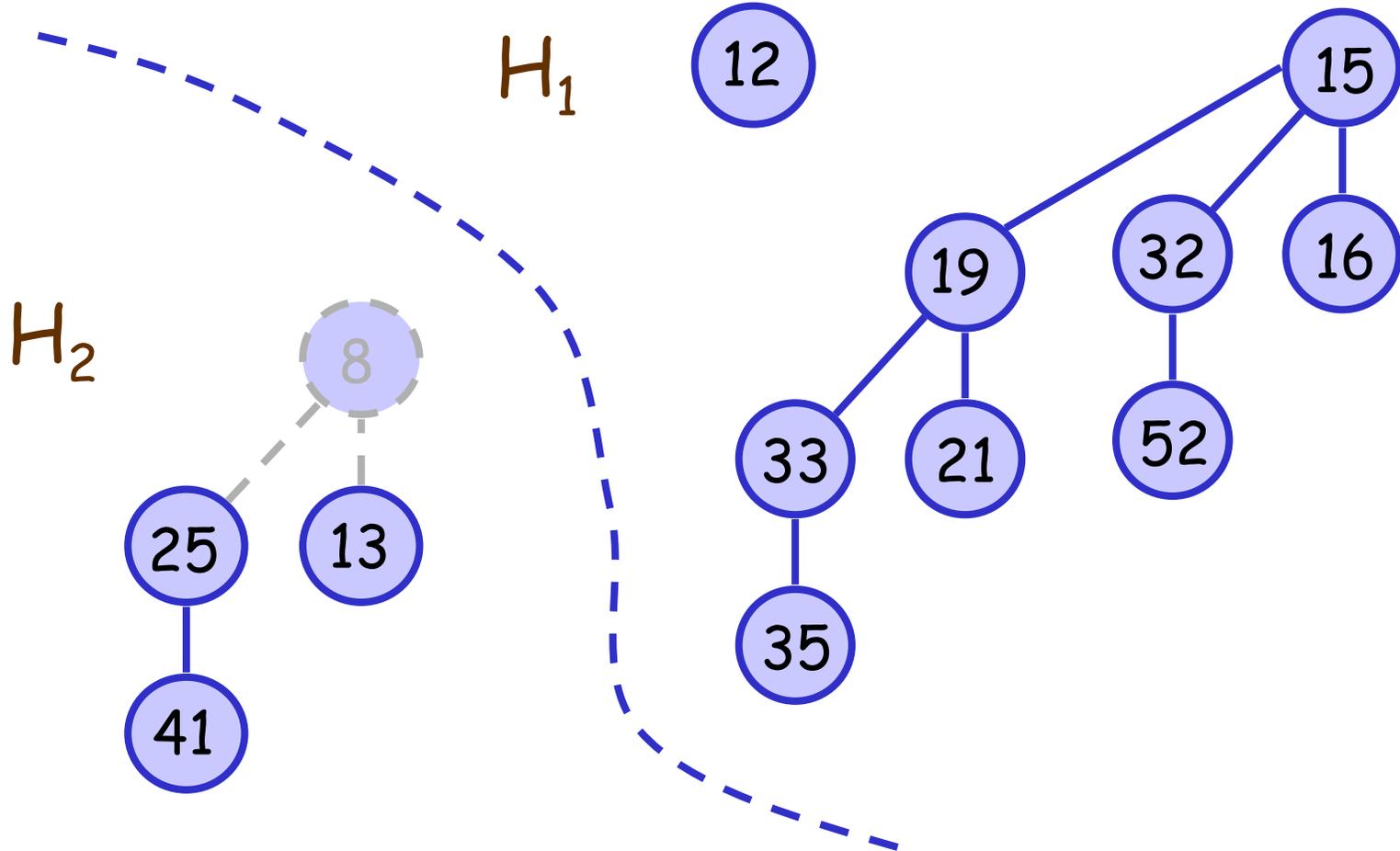
Step 1: Find  $B_j$  with Min



$B_j$  with Min

# Extract-Min(H)

Step 2: Forming two heaps



# Extract-Min(H)

Step 3: Union two heaps

