



# Algorithm Theory

## 07 – Binomial Queues

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## Priority queues: operations



(Priority) queue Q

Data structure for maintaining a set of <u>elements</u>, each having an associated <u>priority</u> from a totally ordered universe. The following operations are supported.

key = priority

#### **Operations:**

Q.initialize(): initializes an empty queue Q

Q.isEmpty(): returns true iff Q is empty

Q.insert(e): inserts element e into Q and returns a pointer to the node containing e

Q.deletemin(): returns the element of Q with minimum key and deletes it

Q.min(): returns the element of Q with minimum key

Q.decreasekey(v,k): decreases the value of v's key to the new value k

## Priority queues: operations



#### **Additional operations:**

Q.delete(v): deletes <u>node</u> v and its element from Q

(without searching for v) we have to you know you have to the node which we get when we next the element

Q.meld(Q'): unites Q and Q'(concatenable queue)

Q.search(k): searches for the element with key k in Q (searchable queue)

And many more, e.g. predecessor, successor, max, deletemax

Application: Shartest Path Problems





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	List	Heap	Bin. – Q.	FibHp.
insert	O(1)	O(log n)	O(log n)	O(1)
min	O(n)	O(1)	O(log n)	O(1)
delete- min	O(n)	O(log n)	O(log n)	O(log n)*
meld (m≤n)	O(1)	O(n) or O(m log n)	O(log n)	O(1)
decrkey	O(1)	O(log n)	O(log n)	O(1)*

<sup>\*=</sup> amortized cost Q.delete(e) = Q.decreasekey(e, -∞) + Q.deletemin()

### **Unsorted List & Heap**



**Unsorted List** 

boxed O(1) in sect new element at the head

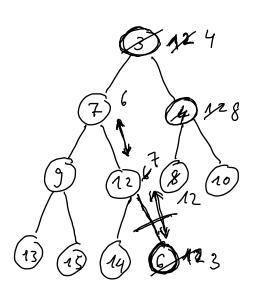
Min: O(n) traverse the list

Delike Min: O(n) Min + delete element

Medd: O(1) append head to tail

Decreare Keg: O(1) change the key value. points to list - node is jiven.

Heap (Min-Heap)



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3 7 4 3 1 1 2 8 10 13 15 [14 [6]]

i - 2.i+1, 2.i+2

hoset: O(logn) inset as a leaf and restore heap property

Min: O(1) return root value

Delete tim: O(logn) place value of last leaf at root, delete last leaf, restere heap property.

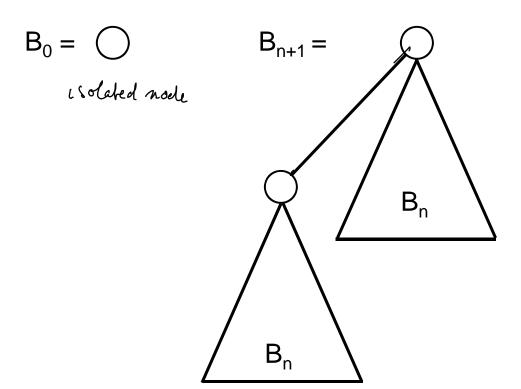
Meld: O(n), O(m logn)

Decrease Key: O(log u) change value and restore heap 5

#### **Definition**



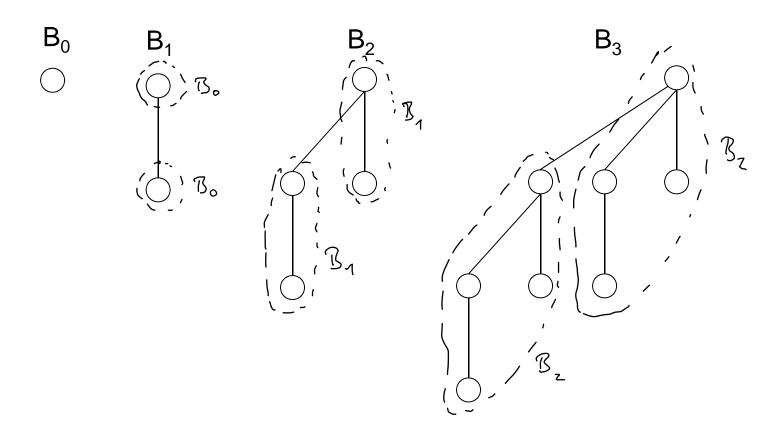
Binomial tree  $B_n$  of order n  $(n \ge 0)$ 



Two Bu's linked at roof.

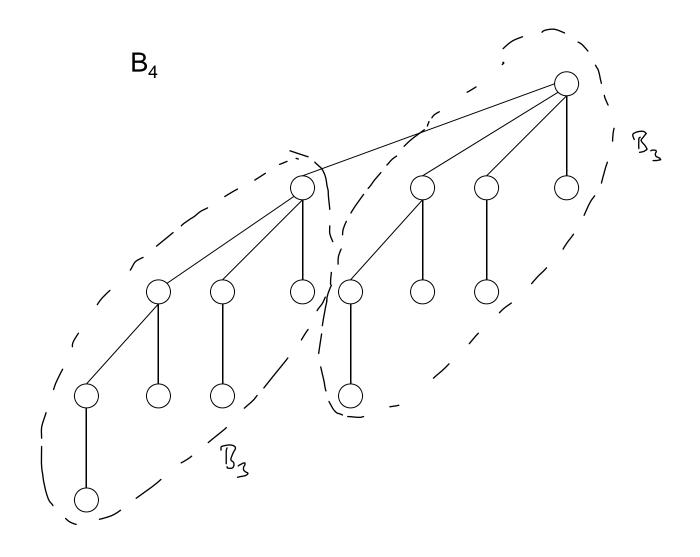
## Binomial trees





## Binomial trees

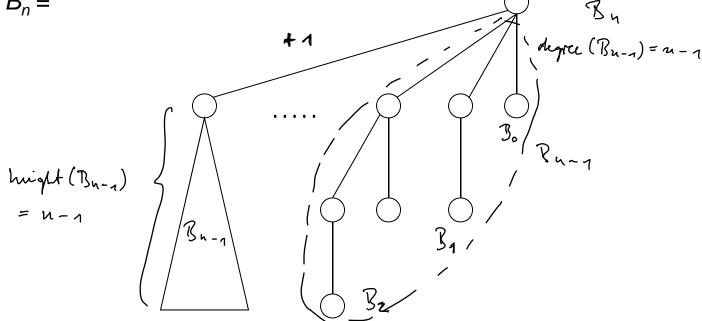




## **Properties**



- 1.  $B_n$  contains  $2^n$  nodes.
- Bo has 1= 2° nodes. We double the modes to whenever we increment the order of the free
- 2. The height of  $B_n$  is n.
- 3. The root of  $B_n$  has degree n.
- 4.  $B_n =$

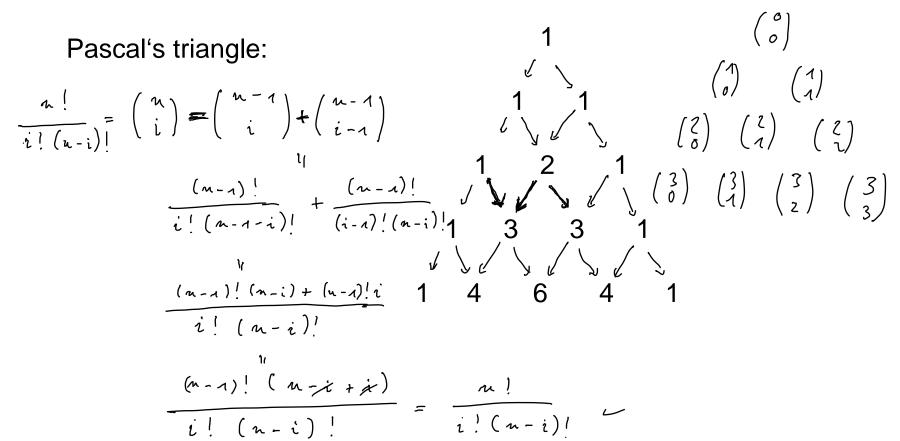


- 5. There are exactly
- n nodes at depth i in  $B_n$ .

#### Binomial coefficients



 $\binom{n}{i}$  = # <u>i-element</u> subsets that can be chosen from an <u>n-element</u> set



# Number of nodes at depth *i* in B<sub>n</sub>



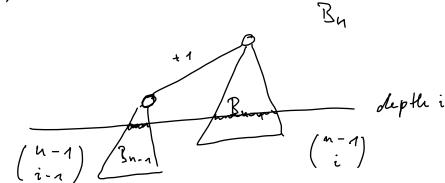
There are exactly  $\binom{n}{i}$  nodes at depth i in  $B_n$ .

Roof by induction

Base Care: n = 0  $\begin{pmatrix} 0 \\ 0 \end{pmatrix} = \frac{0!}{0!0!} = 1$ 

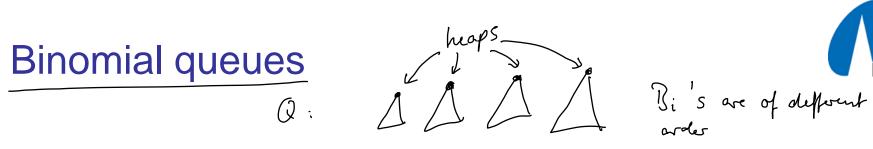
$$\binom{0}{0} = \frac{0!}{0! \cdot 0!} = 1$$

Inductive Case: n > 0



$$\binom{n-1}{i} + \binom{n-1}{i-n} = \binom{n}{i}$$





#### Binomial queue Q:

Set of heap ordered binomial trees of different order to store keys.

#### n keys:

$$B_i \in Q \quad \Leftarrow$$

$$B_i \in Q$$
  $\Leftrightarrow$  *i*-th bit in  $(n)_2 = 1$ 

Do we have sufficient space?

Yes: A B; has 2' many nodes

N 
$$\stackrel{\frown}{=}$$
 b, b, b, -1, ..., b.

(2, 4, 7, 9, 12, 23, 58, 65, 85)

 $n = \stackrel{\frown}{=}$  b; · 2'

#### 9 keys:

$$n = \sum_{i=0}^{\infty} b_i \cdot 2^i$$

$$9 = (1001)_2$$