



## The Binomial <u>Tree</u>, $B_h$

- $B_h$  has height *h* and exactly  $2^h$  nodes
- B<sub>h</sub> is formed by making B<sub>h-1</sub> a child of another B<sub>h-1</sub>
- Root has exactly *h* children
- Number of nodes at depth d is binomial coeff.  $\binom{h}{d}$ - Hence the name; we will *not* use this last property







## Operations on Binomial Queue

• Will again define *merge* as the base operation – insert, deleteMin, buildBinomialQ will use merge

6

- Can we do increaseKey efficiently? decreaseKey?
- What about findMin?

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## Insert in a Binomial QueueInsert(x): Similar to leftist or skew heapruntimeWorst case complexity: same as merge<br/>O()Average case complexity:O(1)Why??Hint: Think of adding 1 to 1101

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15





