

## 7.5 Skip Lists

### Why do we not use a list for implementing the ADT Dynamic Set?

- ▶ time for search  $\Theta(n)$
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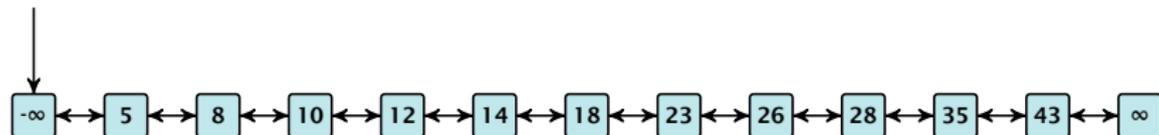
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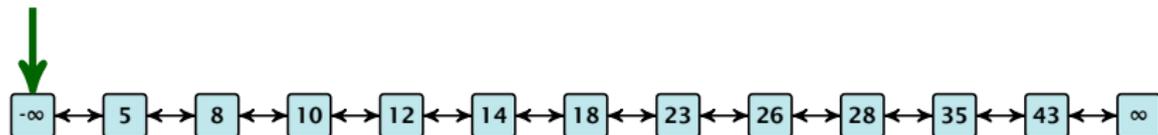
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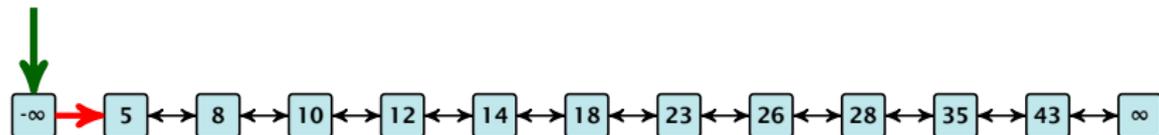
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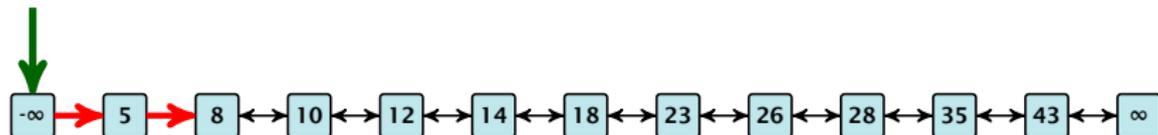
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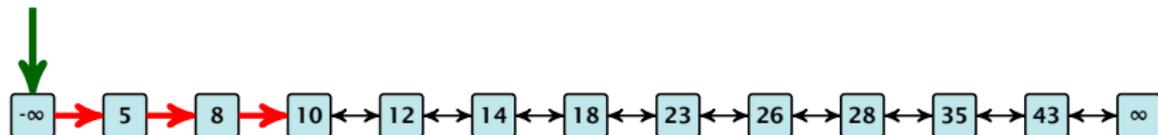
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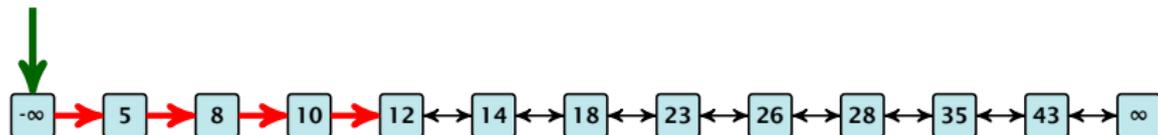
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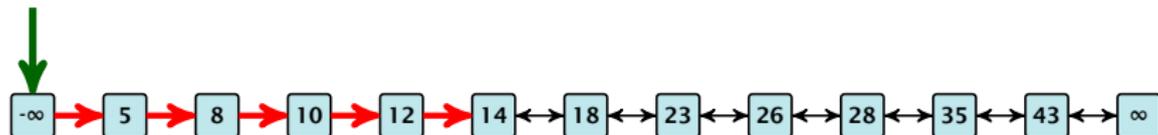
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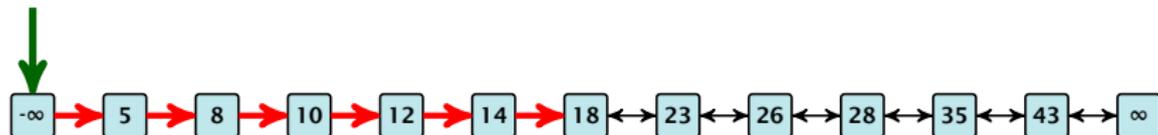
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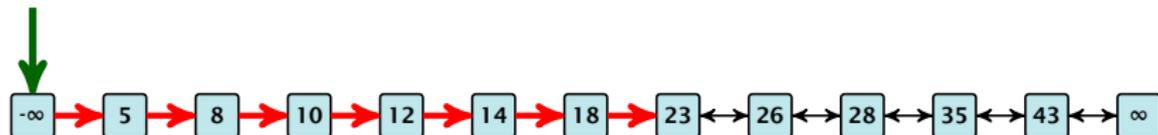
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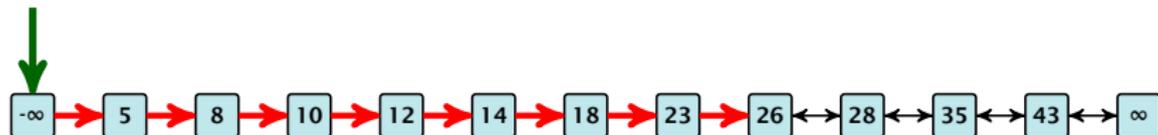
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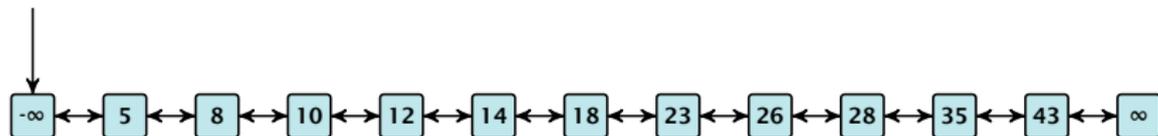
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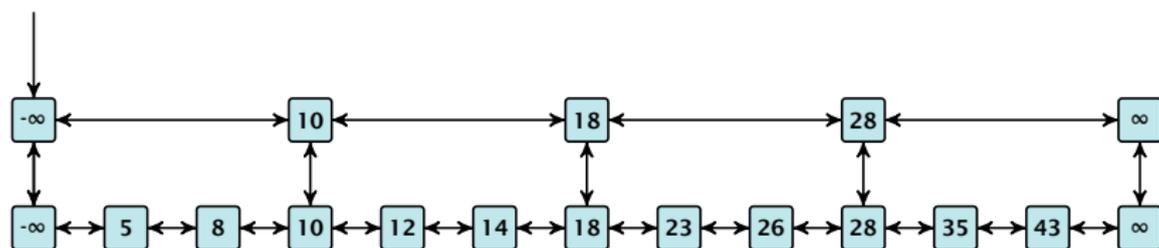
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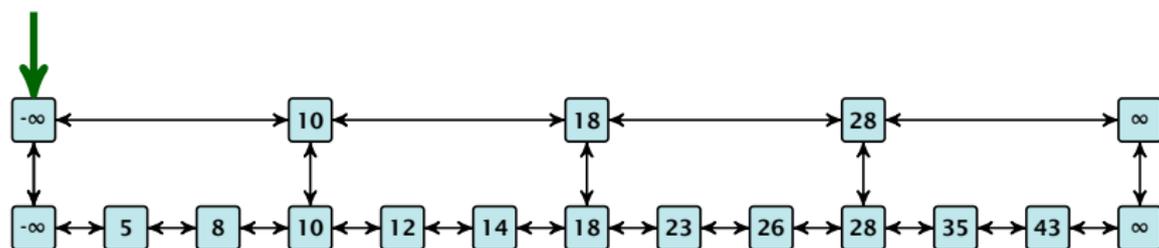
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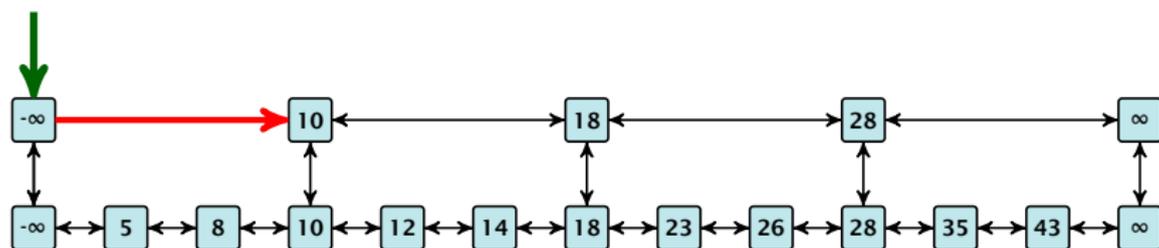
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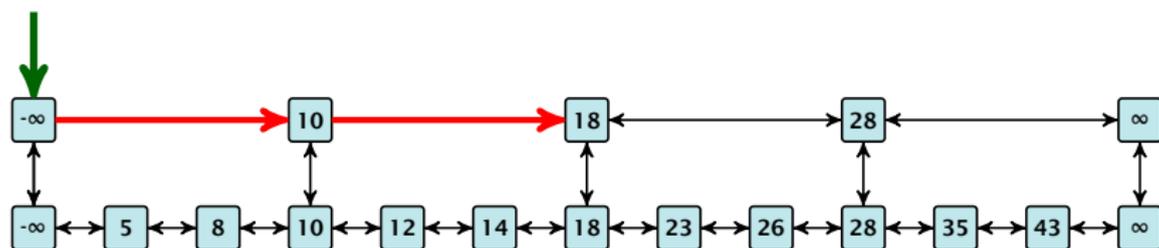
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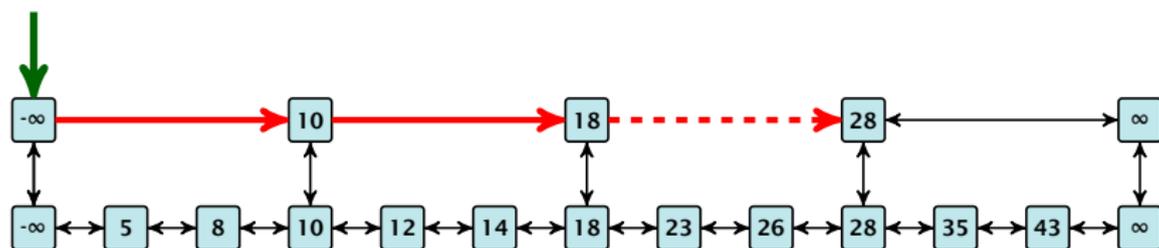
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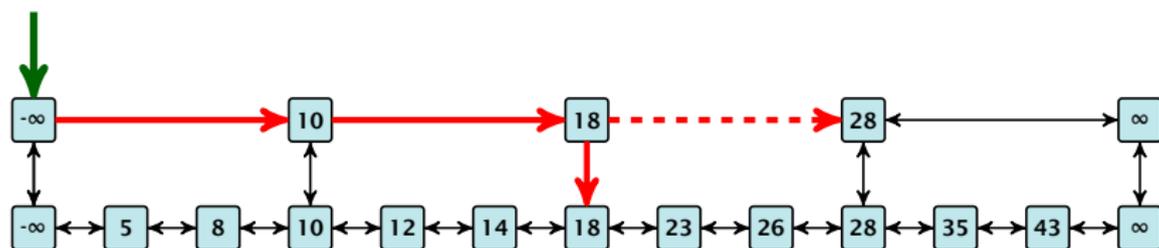
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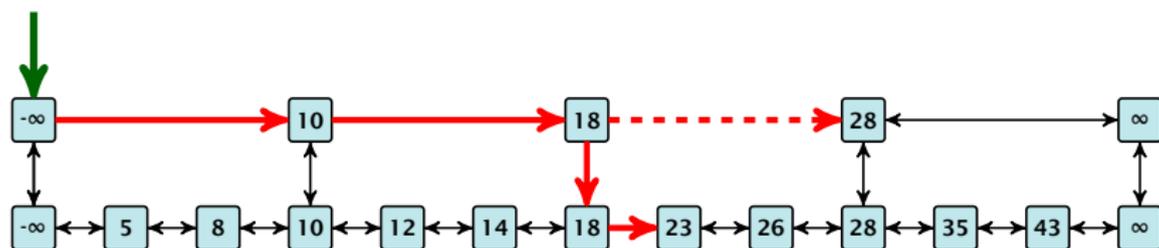
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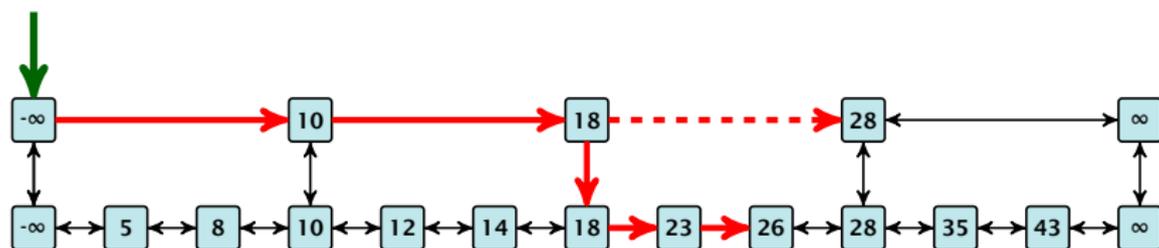
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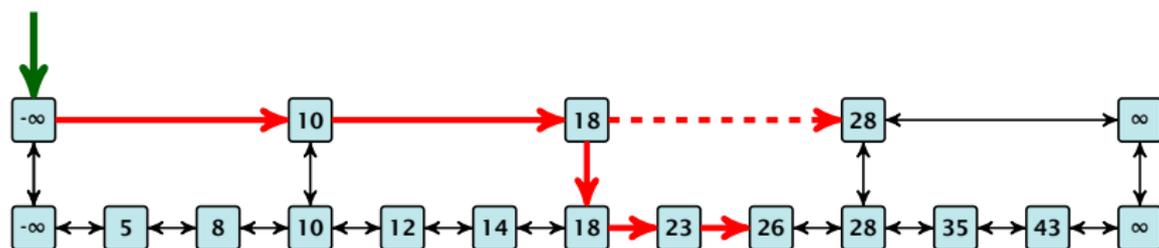
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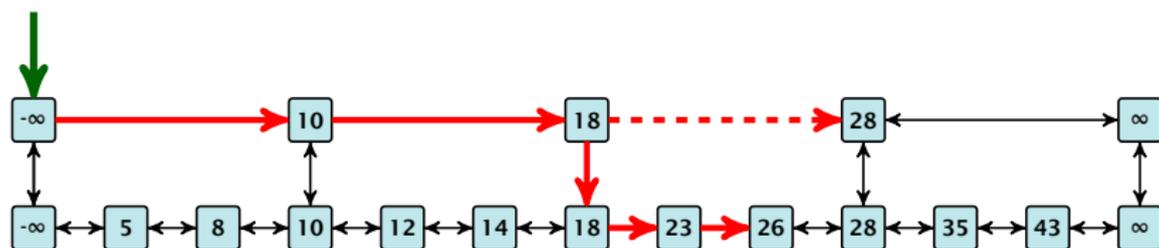


Let  $|L_1|$  denote the number of elements in the “express lane”, and  $|L_0| = n$  the number of all elements (ignoring dummy elements).

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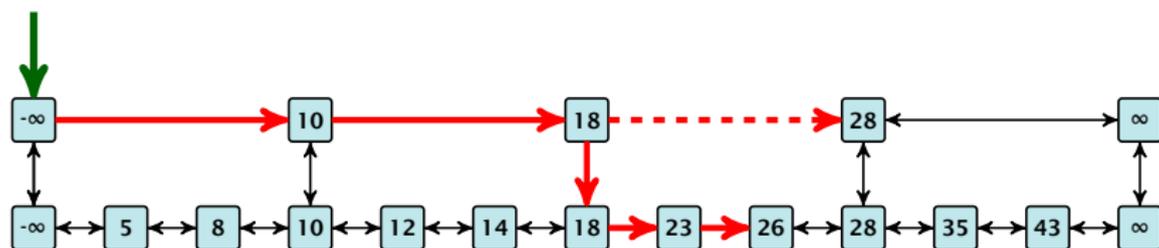
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Choose  $|L_1| = \sqrt{n}$ . Then search time  $\Theta(\sqrt{n})$ .

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- ▶ At most  $|L_k| + \sum_{i=1}^k \frac{L_{i-1}}{L_i} + 3(k + 1)$  steps.

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Choosing  $k = \Theta(\log n)$  gives a logarithmic running time.

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• The cost of inserting or deleting an element in a skip list is proportional to the number of elements in the list. • Delete may require a lot of reorganization.

Use randomization instead!

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### Insert:

- ▶ A search operation gives you the insert position for element  $x$  in every list.
- ▶ Flip a coin until it shows head, and record the number  $t \in \{1, 2, \dots\}$  of trials needed.
- ▶ Insert  $x$  into lists  $L_0, \dots, L_{t-1}$ .

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The time for both operation is dominated by the search time.

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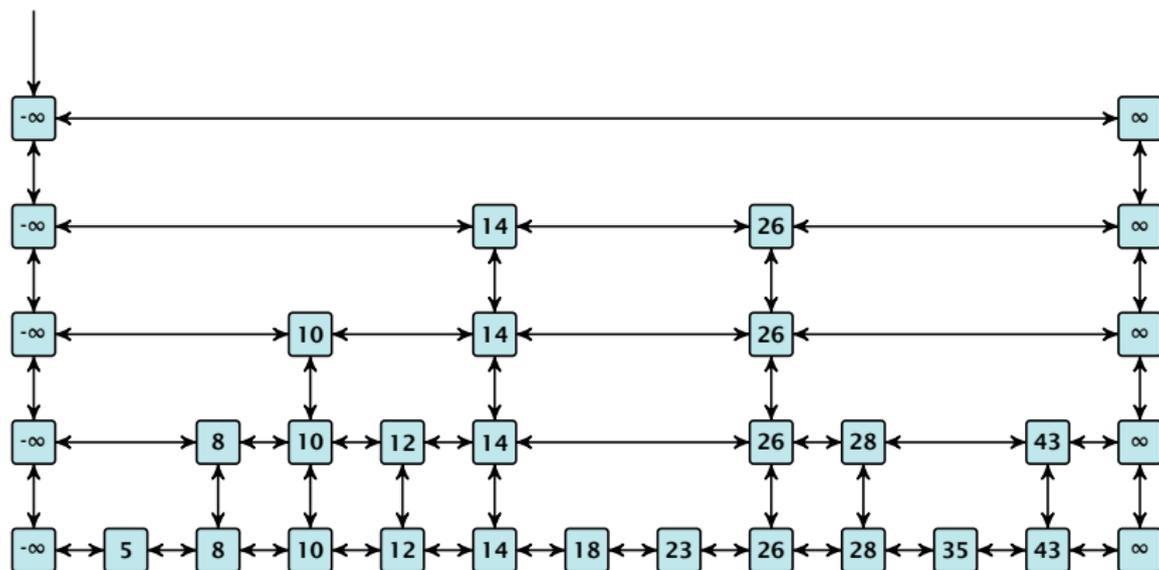
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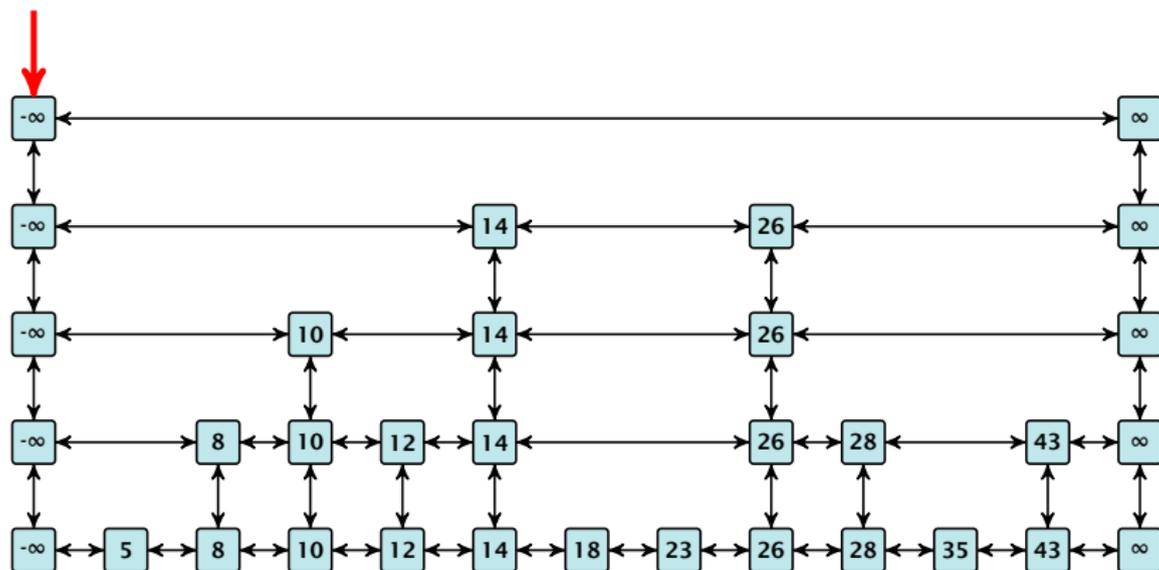
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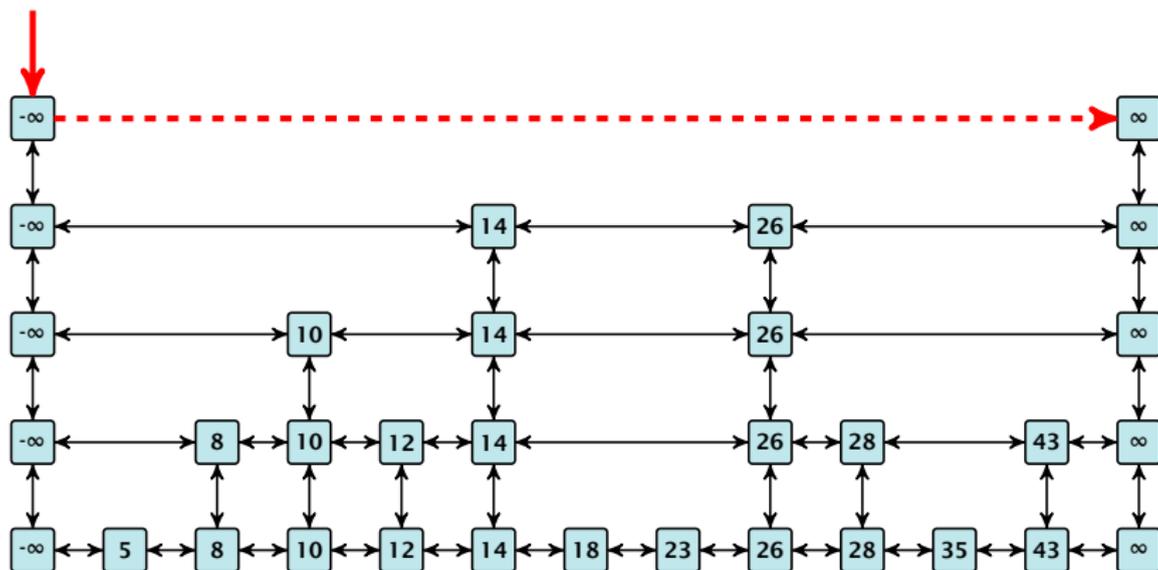
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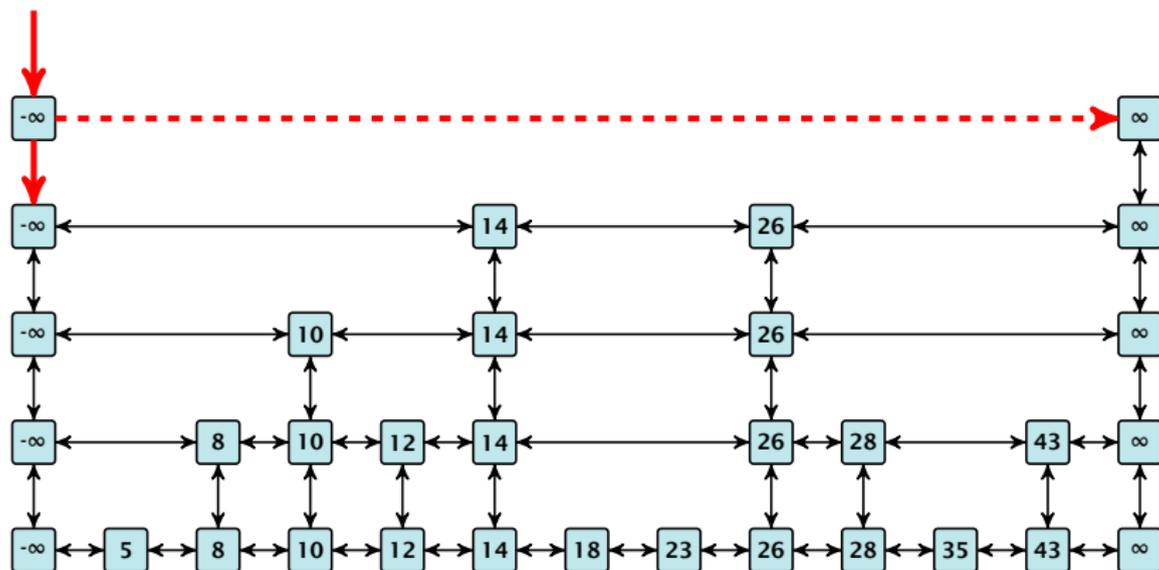
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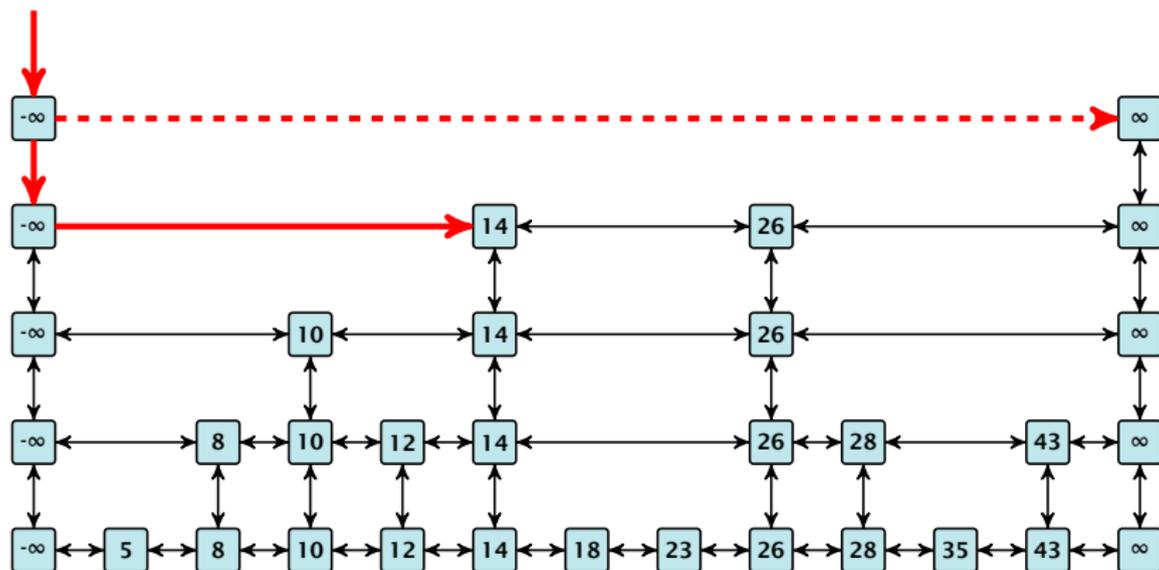
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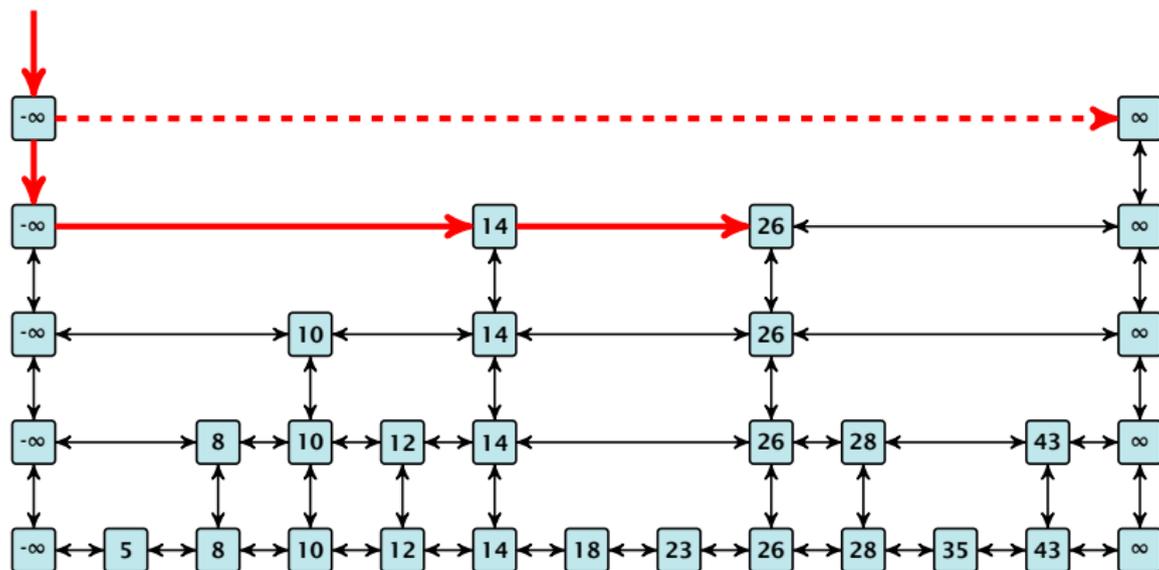
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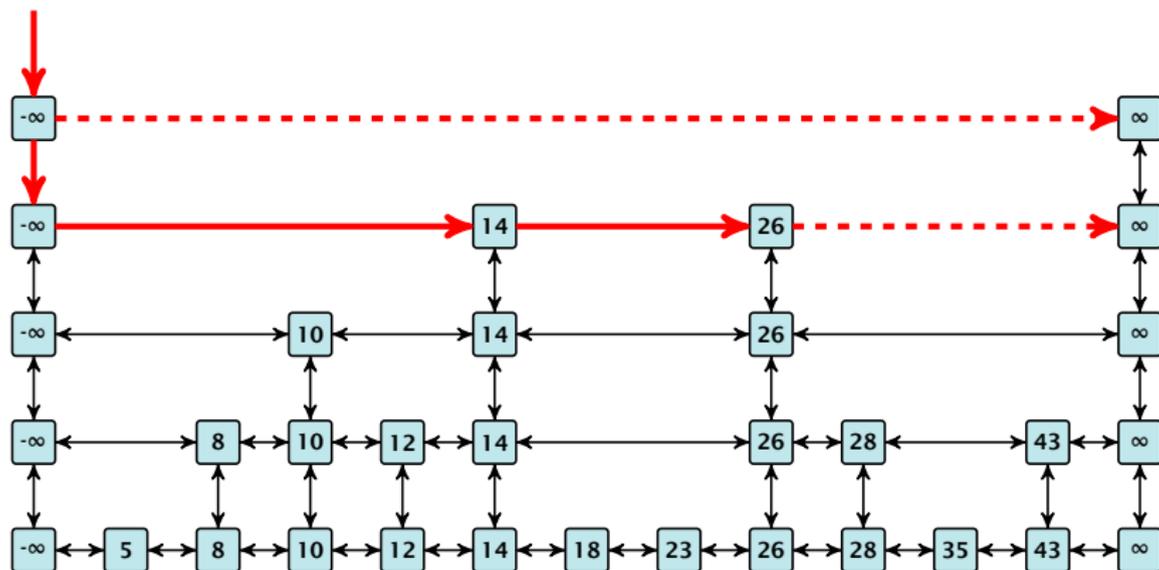
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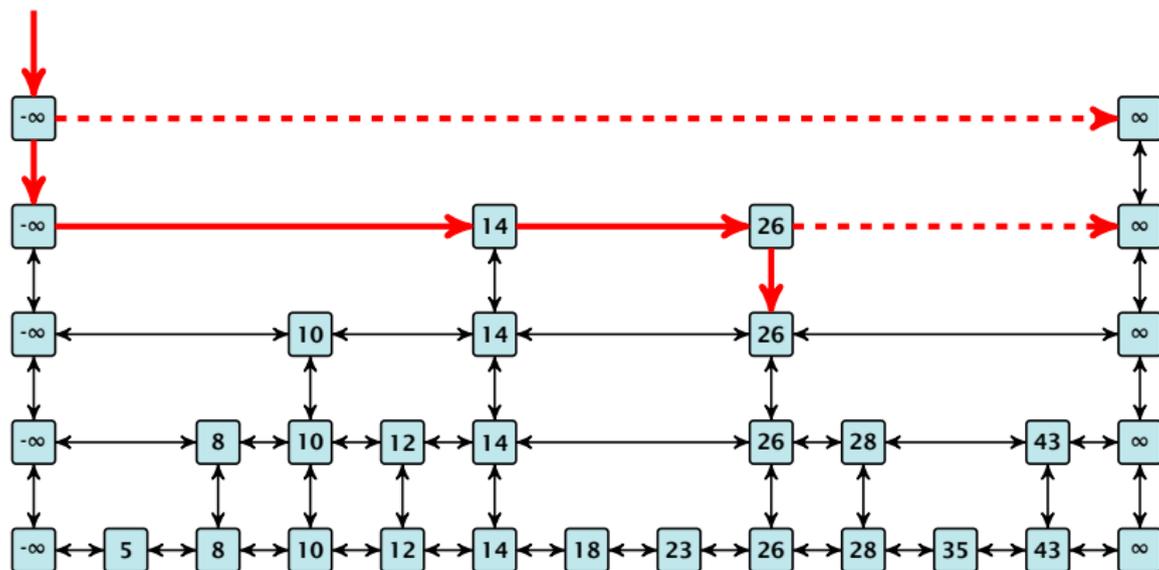
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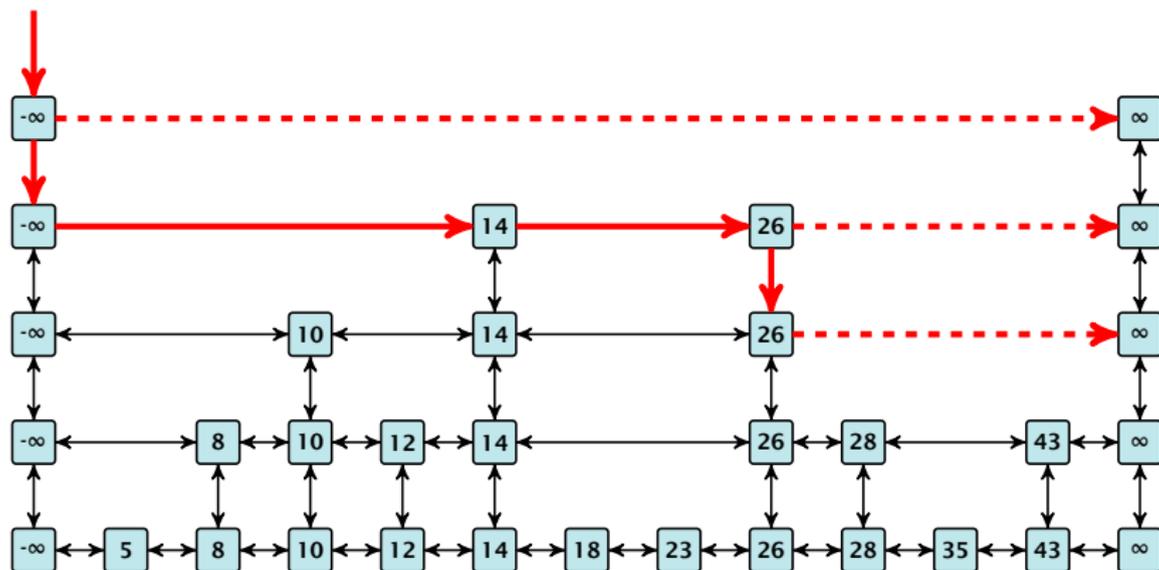
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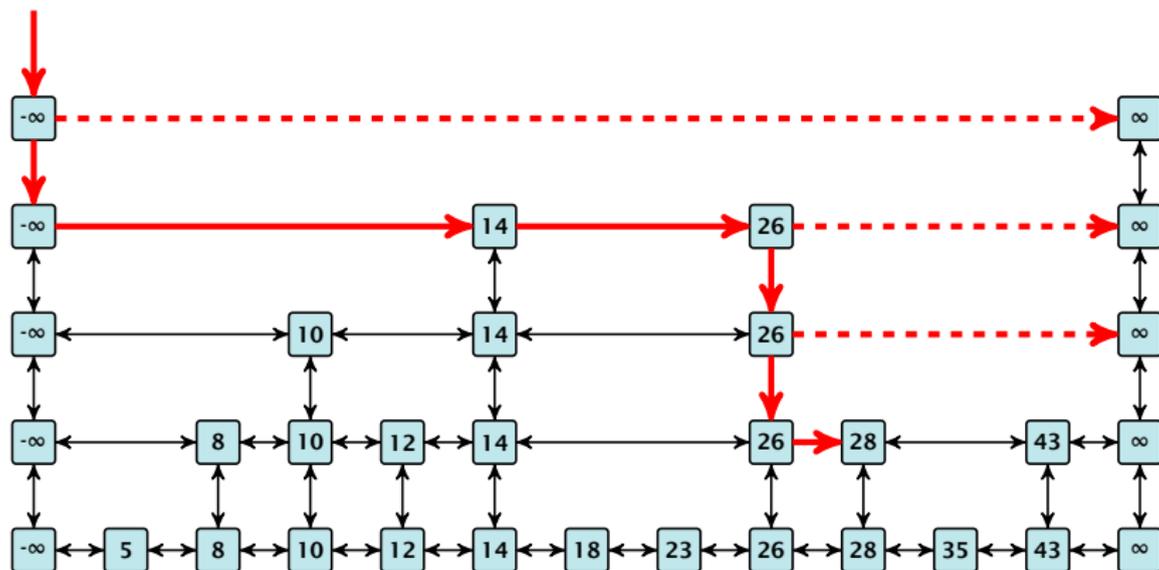
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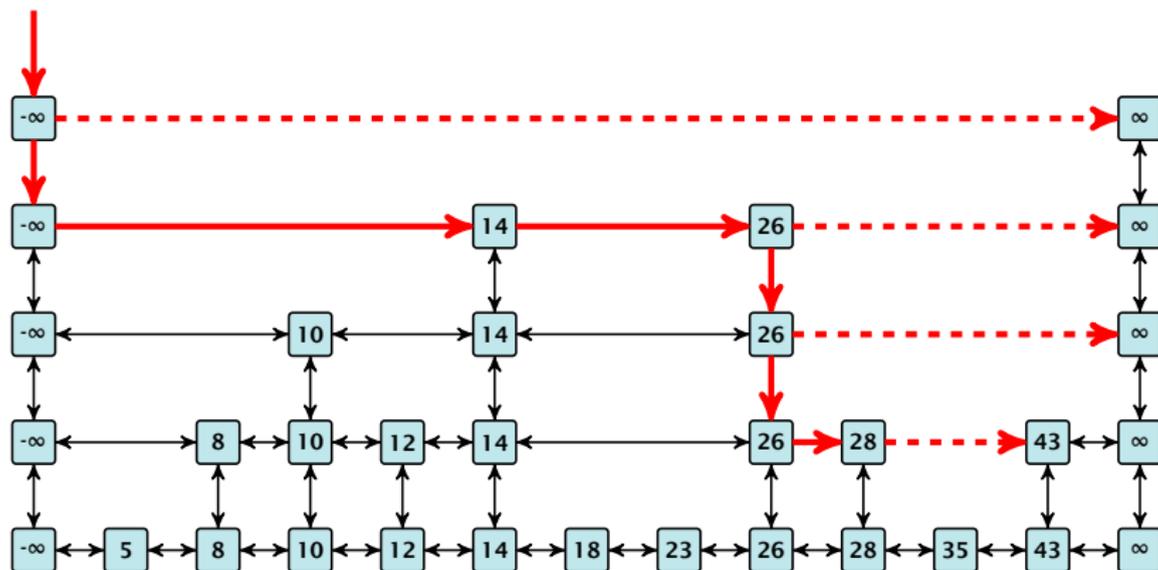
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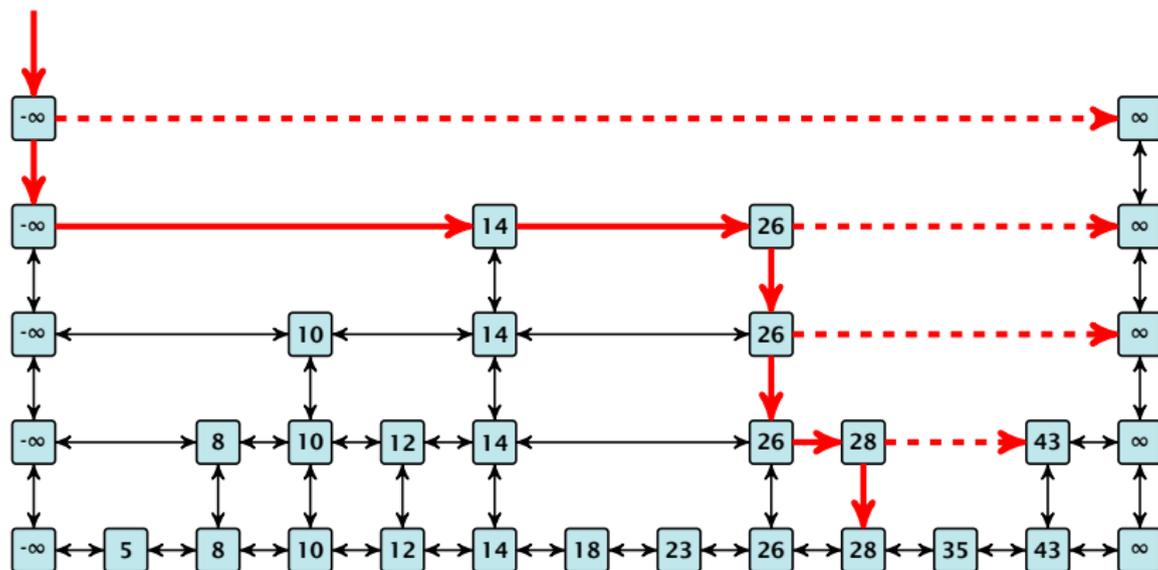
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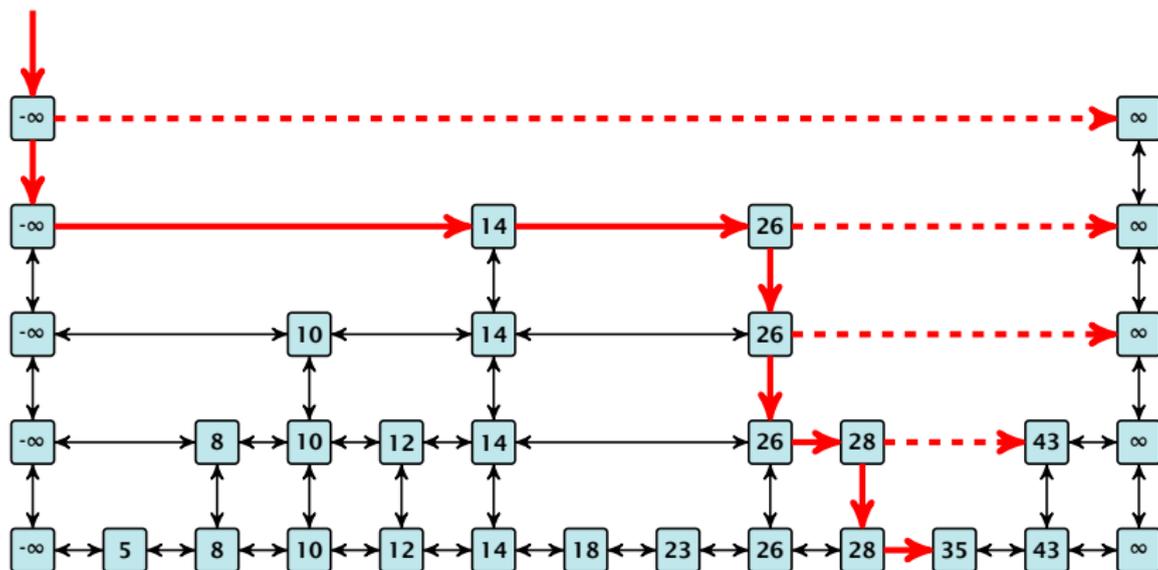
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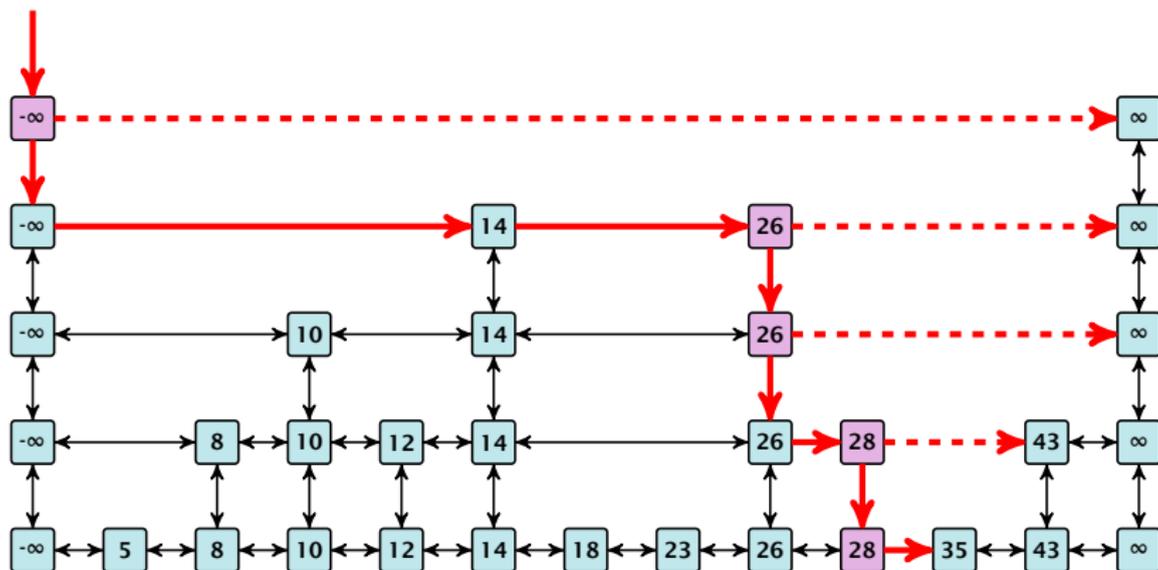
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*This means for any constant  $\alpha$  the search takes time  $\mathcal{O}(\log n)$  with probability at least  $1 - \frac{1}{n^\alpha}$ .*

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# High Probability

Suppose there are a **polynomially** many events  $E_1, E_2, \dots, E_\ell$ ,  $\ell = n^c$  each holding with high probability (e.g.  $E_i$  may be the event that the  $i$ -th search in a skip list takes time at most  $\mathcal{O}(\log n)$ ).

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# Skip Lists

Backward analysis:



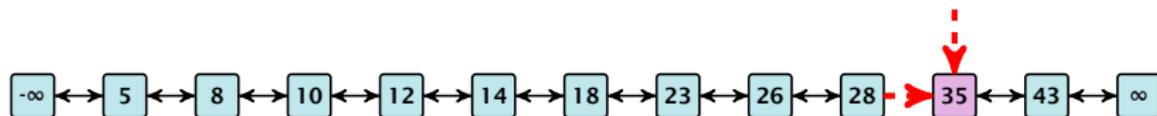
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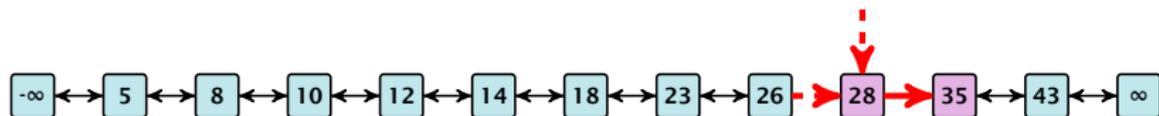
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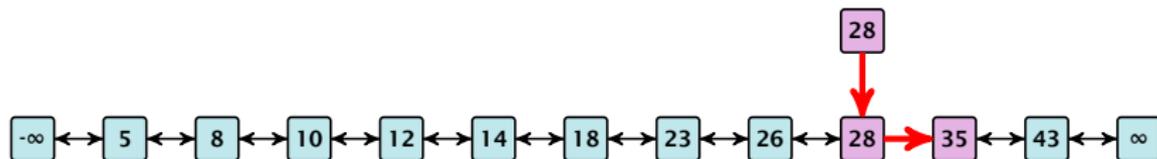
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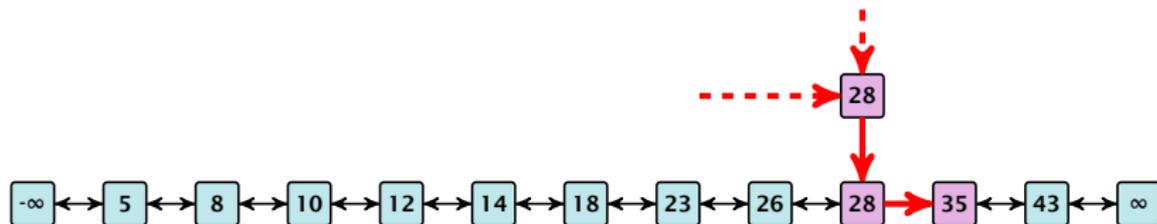
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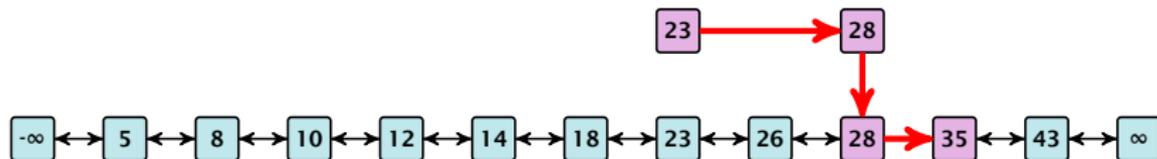
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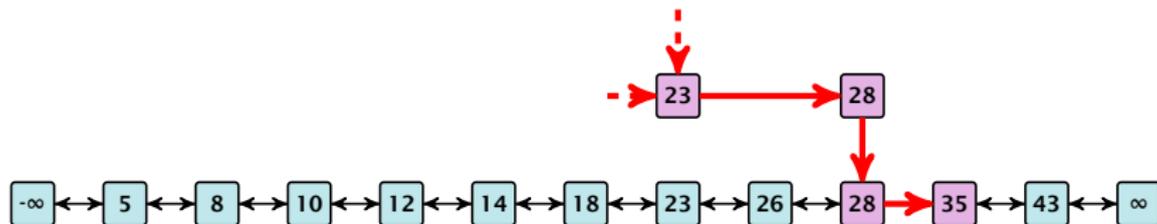
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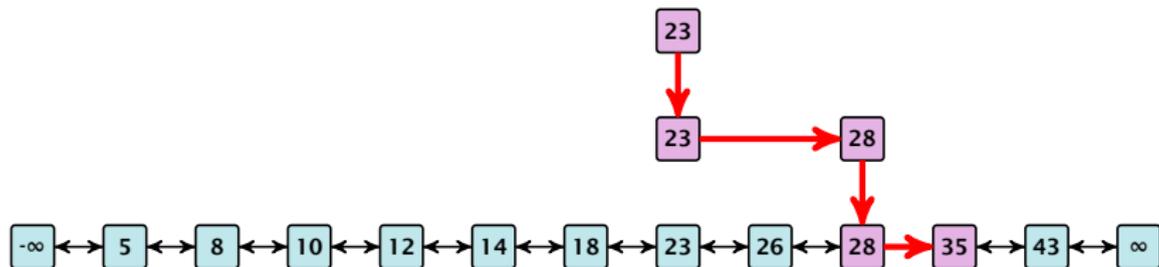
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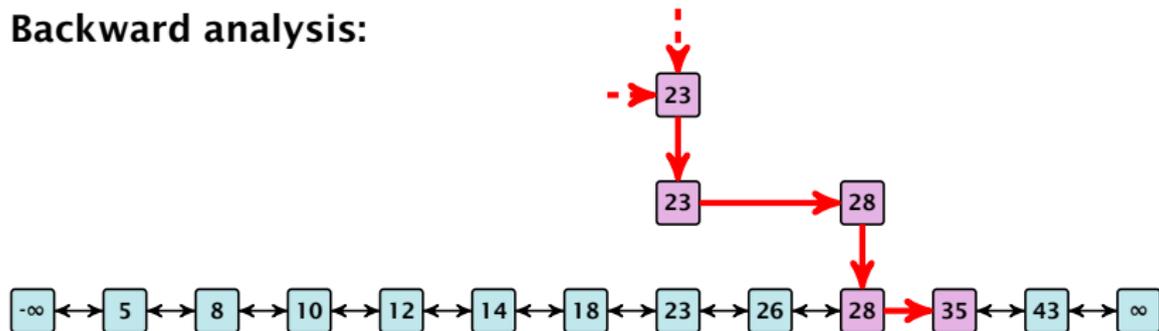
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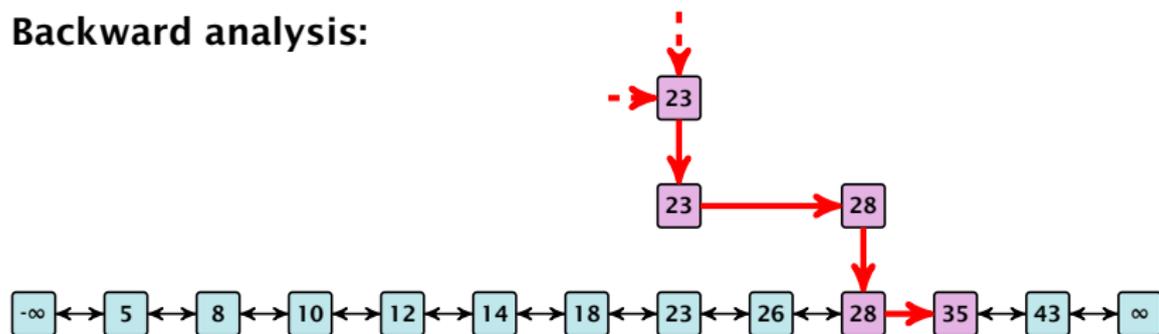
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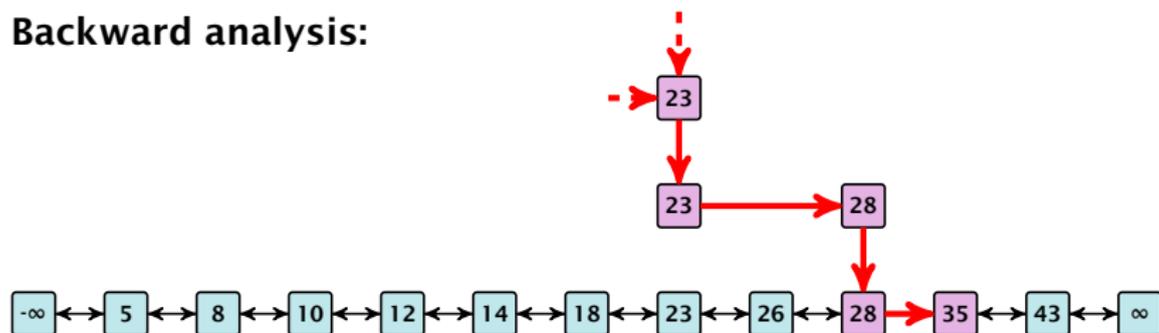
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We show that w.h.p:

- ▶ A “long” search path must also go very high.

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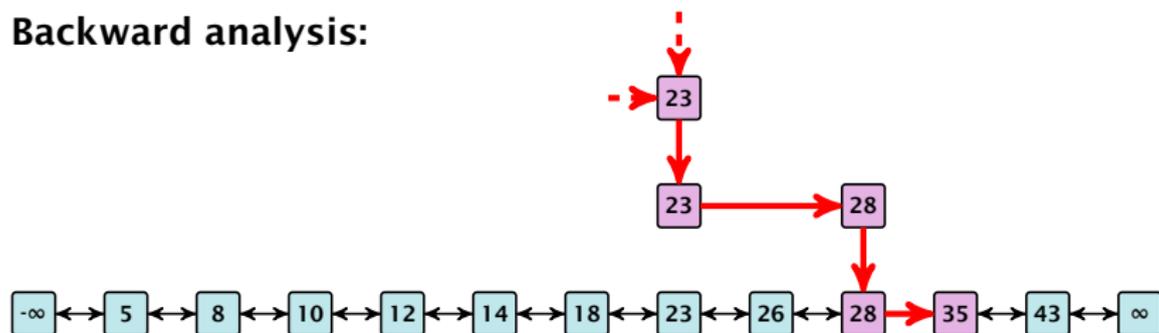
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From this it follows that w.h.p. there are no long paths.

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In particular, this means that during the construction in the backward analysis we see at most  $k$  heads (i.e., coin flips that tell you to go up) in  $z$  trials.

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This means, the search requires at most  $z$  steps, w. h. p.