

7.6 Skip Lists

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

- ▶ time for search $\Theta(n)$
- ▶ time for insert $\Theta(n)$ (dominated by searching the item)
- ▶ time for delete $\Theta(1)$ if we are given a handle to the object, otw. $\Theta(n)$



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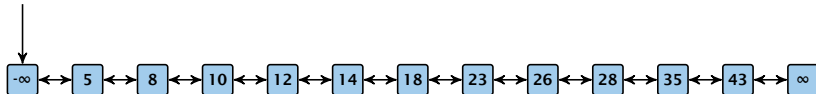
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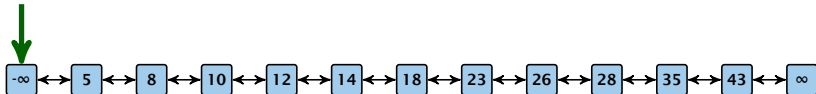
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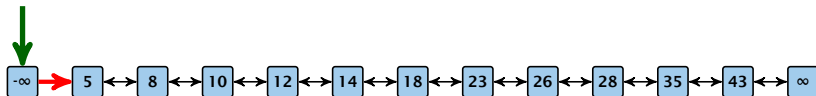
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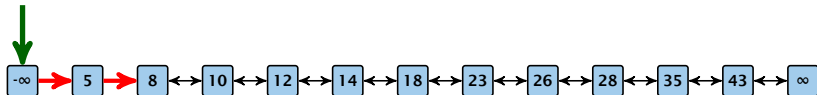
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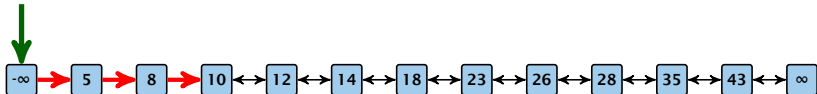
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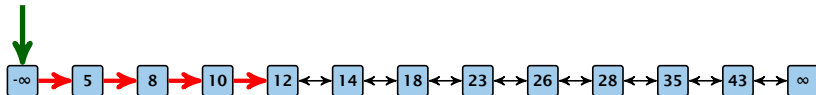
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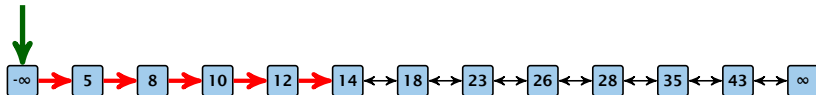
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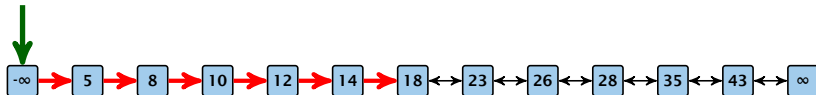
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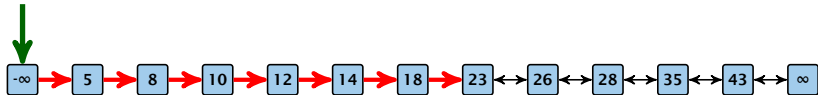
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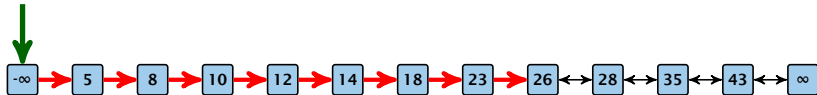
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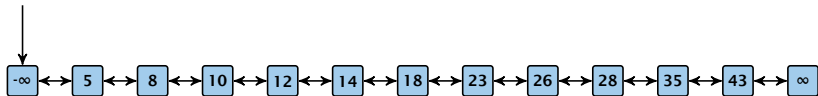
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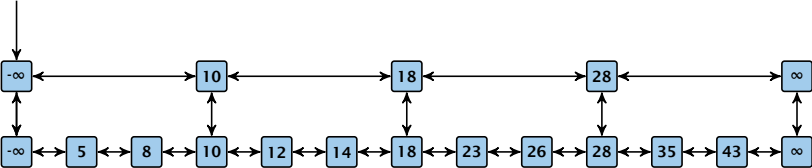
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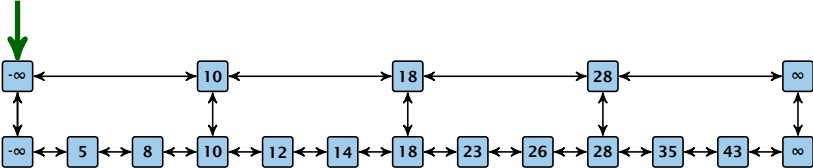
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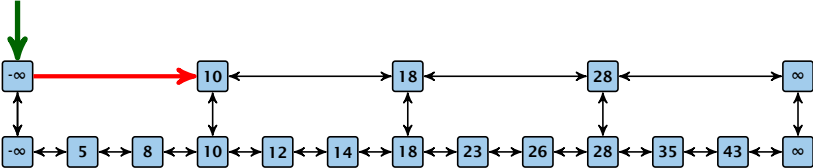
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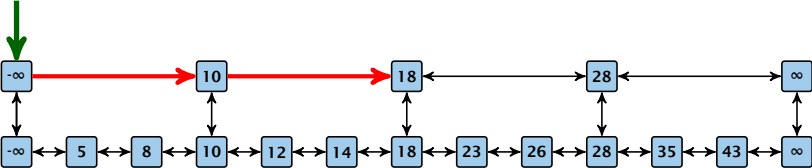
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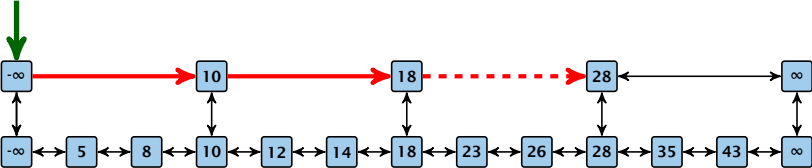
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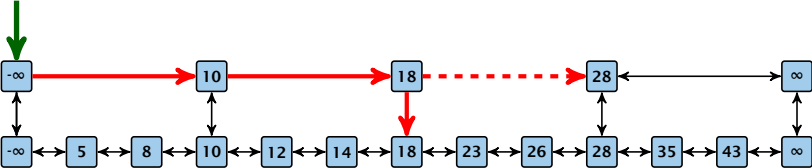
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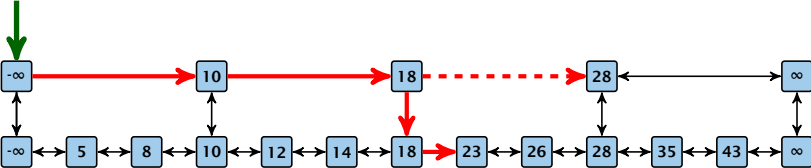
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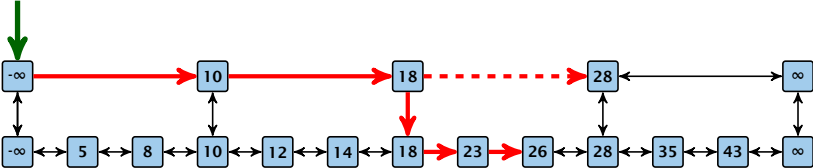
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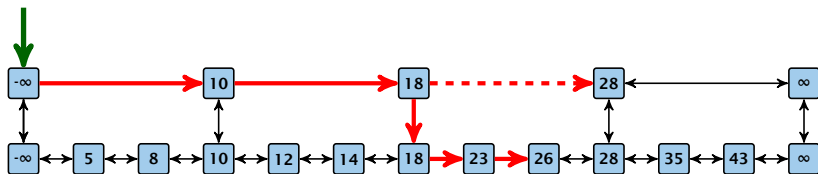
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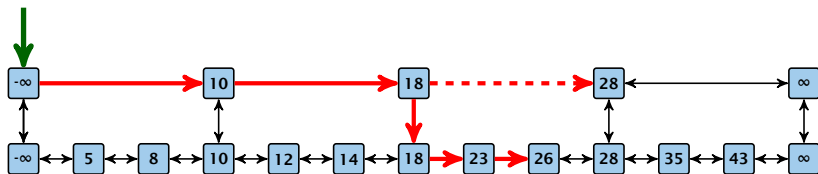


Let $|L_1|$ denote the number of elements in the “express lane”, and $|L_0| = n$ the number of all elements (ignoring dummy elements).

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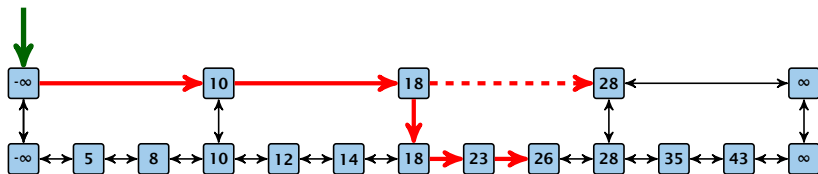
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Choose $|L_1| = \sqrt{n}$. Then search time $\Theta(\sqrt{n})$.

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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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Choose ratios between list-lengths evenly, i.e., $\frac{|L_{i-1}|}{|L_i|} = r$, and, hence, $L_k \approx r^{-k}n$.

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

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How to do insert and delete?

How many steps in worst case to insert/delete? $O(n)$
Number of elements to be inserted or deleted may require
a lot of reorganization

Use randomization instead!

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How to do insert and delete?

- ▶ If we want that in L_i we always skip over roughly the same number of elements in L_{i-1} an insert or delete may require a lot of re-organisation.

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- ▶ 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} .

Delete:

- ▶ You get all predecessors via backward pointers.
- ▶ Delete x in all lists it actually appears in.

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

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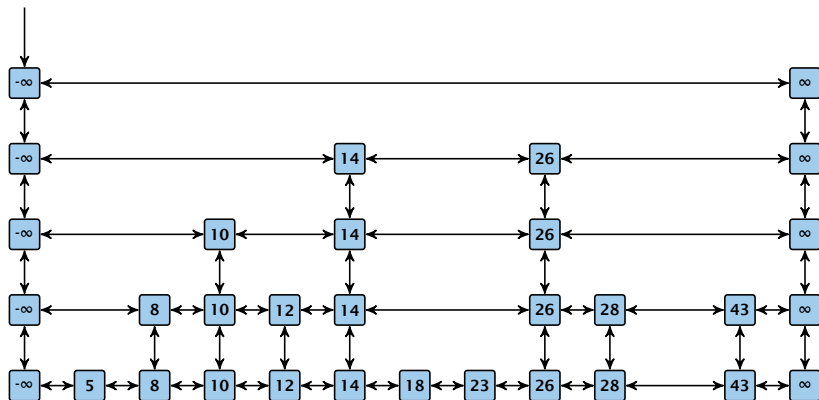
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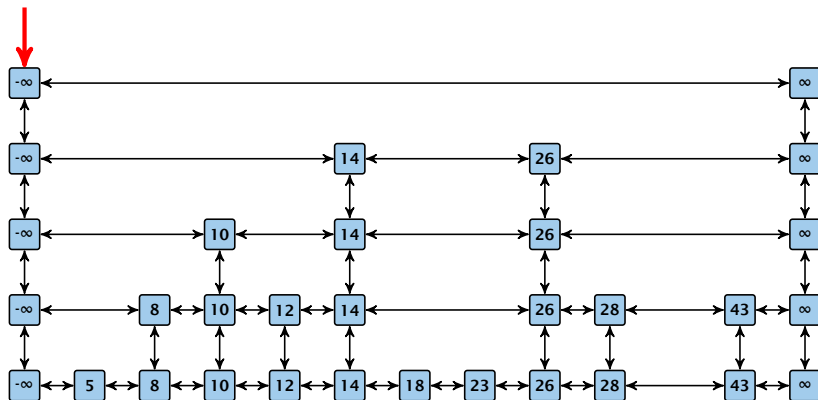
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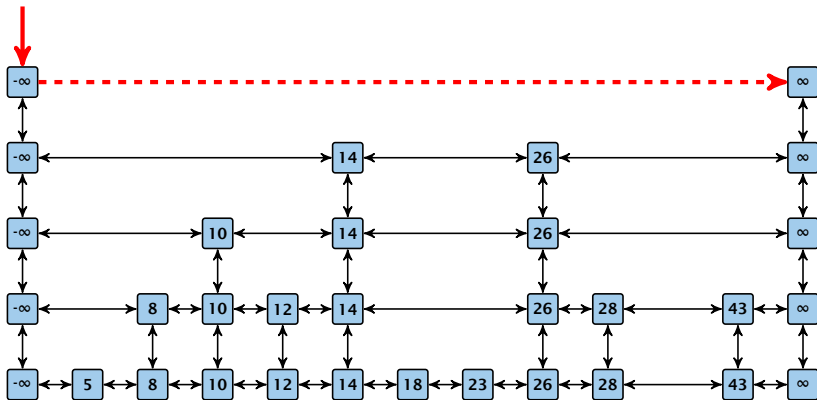
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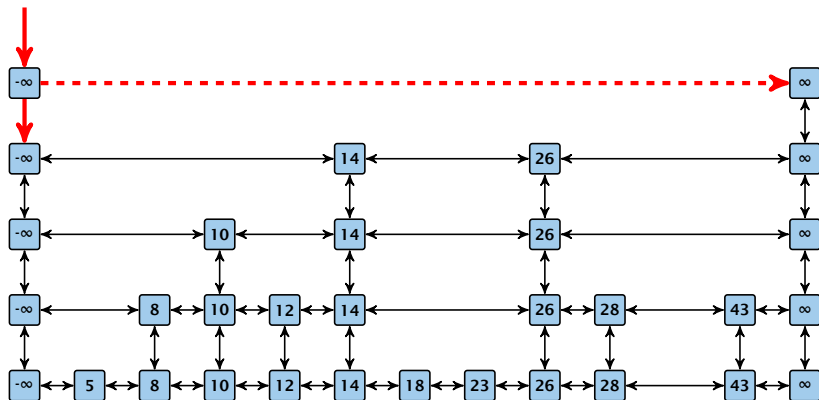
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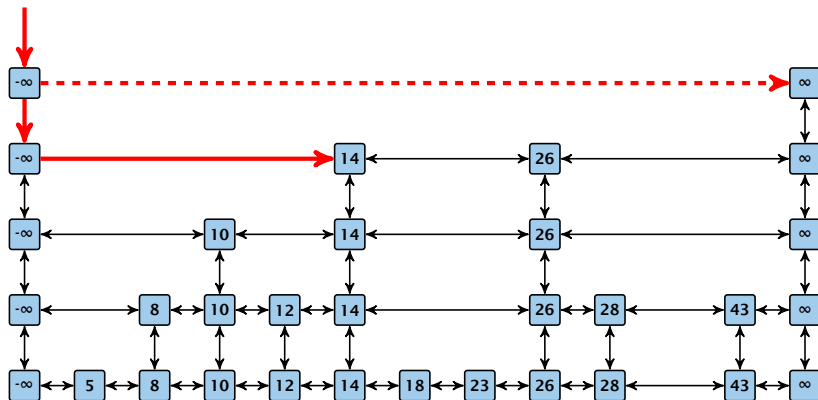
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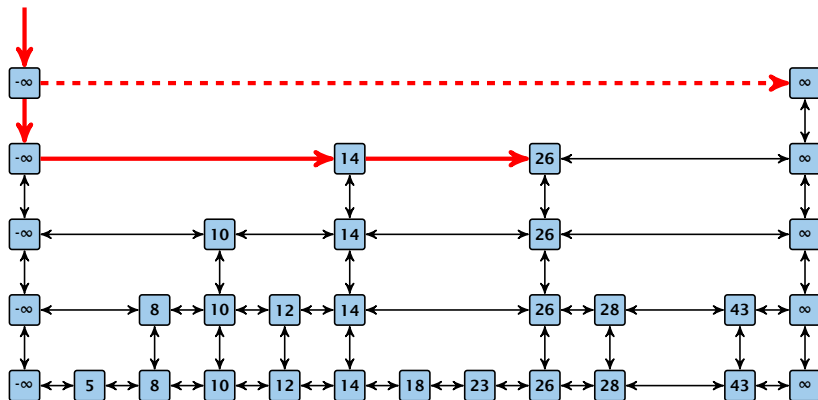
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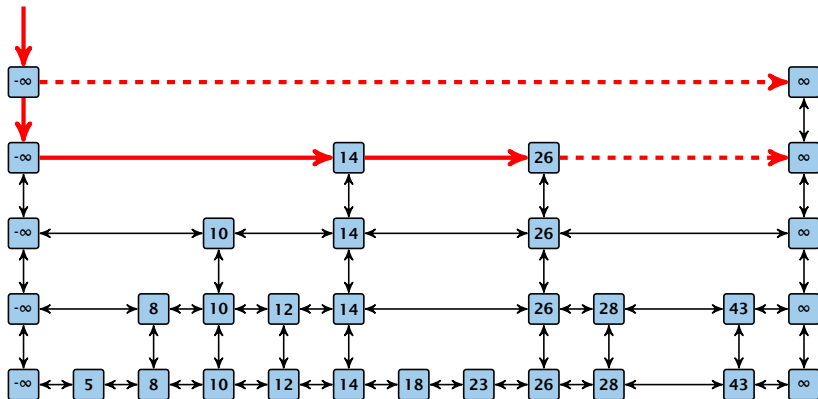
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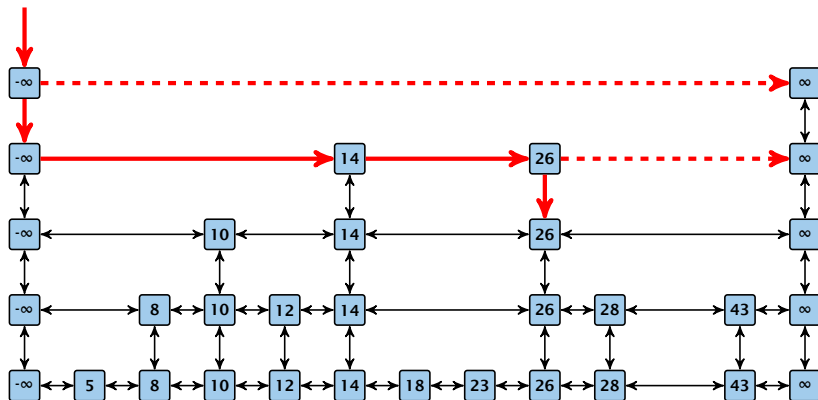
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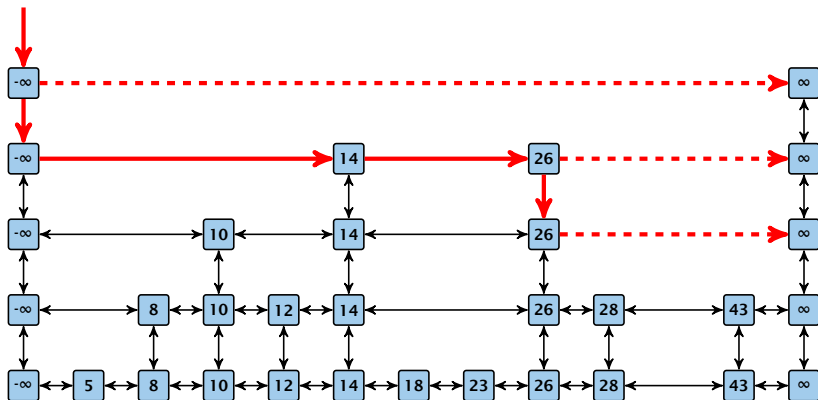
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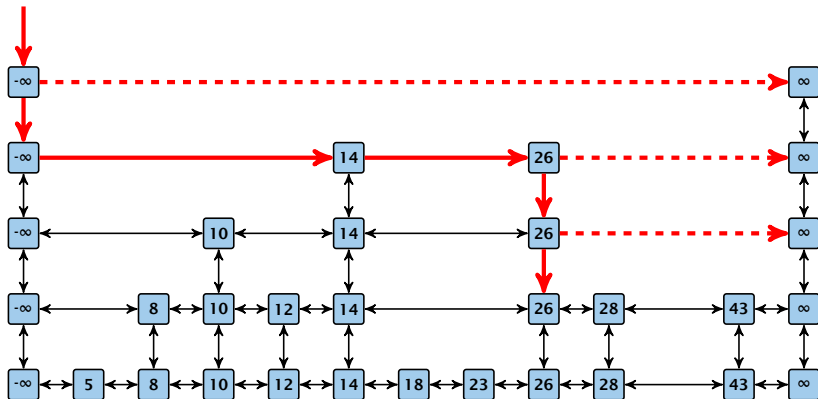
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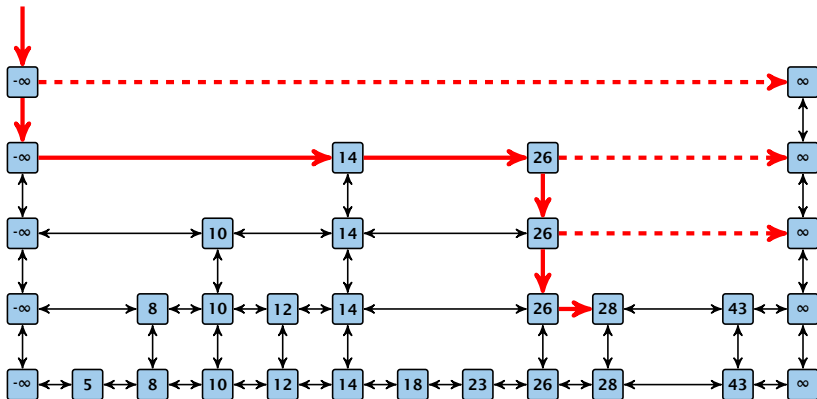
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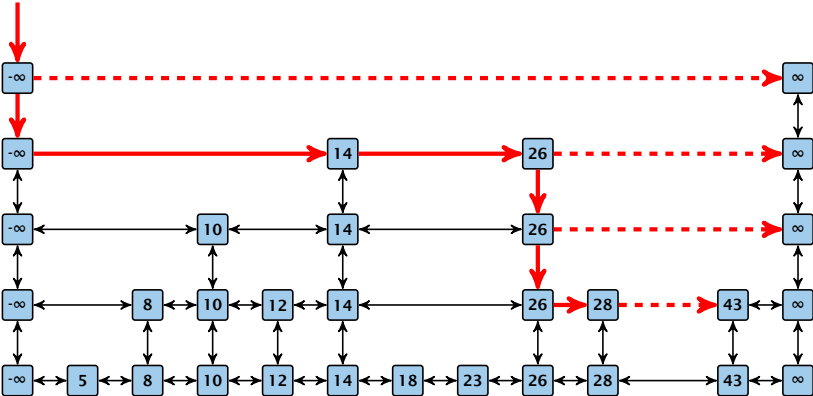
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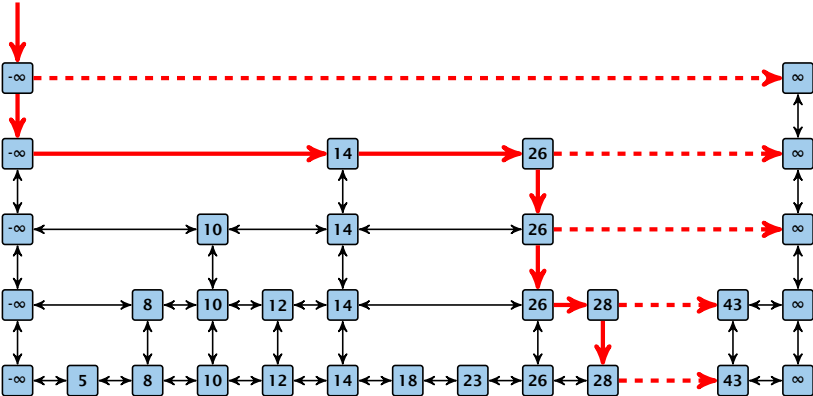
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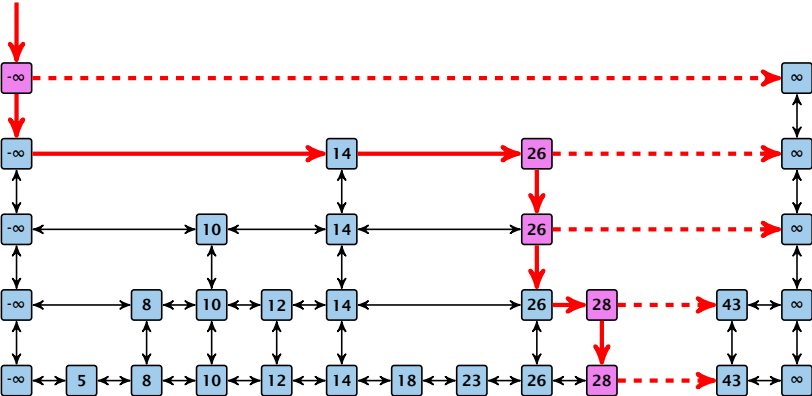
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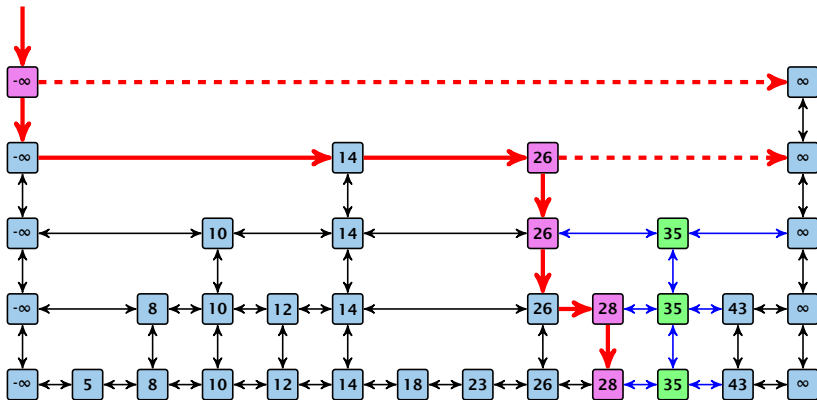
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High Probability

Definition 1 (High Probability)

We say a **randomized** algorithm has running time $\mathcal{O}(\log n)$ with **high probability** if for any constant α the running time is at most $\mathcal{O}(\log n)$ with probability at least $1 - \frac{1}{n^\alpha}$.

Here the \mathcal{O} -notation hides a constant that may depend on α .

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High Probability

Suppose there are **polynomially** many events E_1, E_2, \dots, E_ℓ , $\ell = n^c$ 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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This means $\Pr[E_1 \wedge \dots \wedge E_\ell]$ holds with high probability.

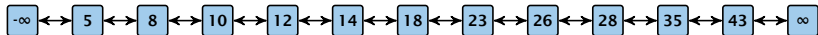
7.6 Skip Lists

Lemma 2

A search (and, hence, also insert and delete) in a skip list with n elements takes time $\mathcal{O}(\log n)$ with high probability (w. h. p.).

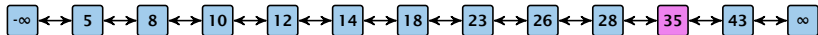
7.6 Skip Lists

Backward analysis:



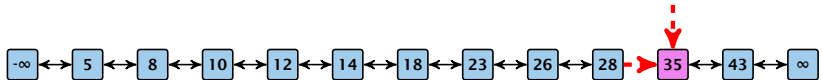
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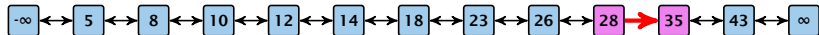
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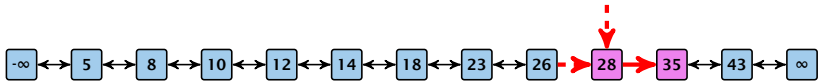
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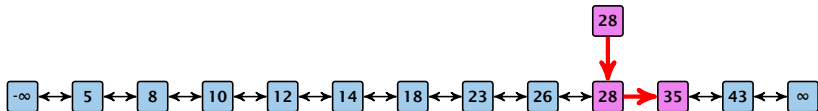
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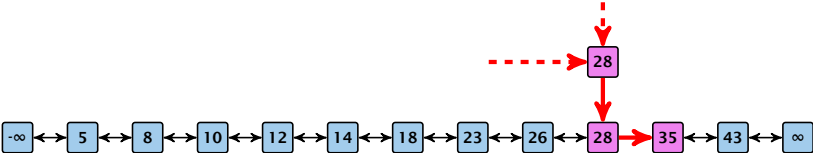
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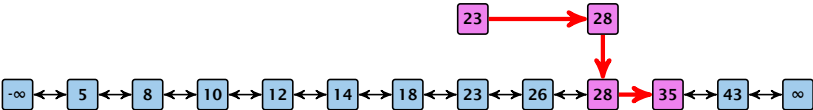
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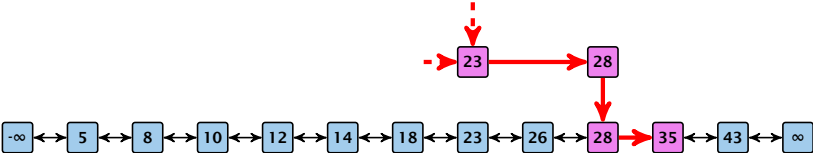
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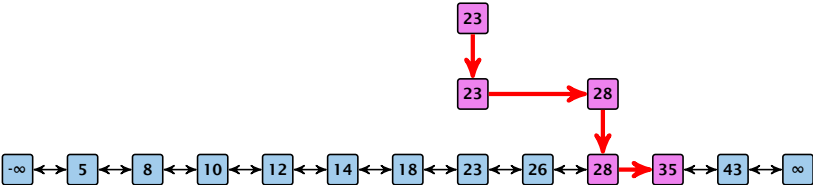
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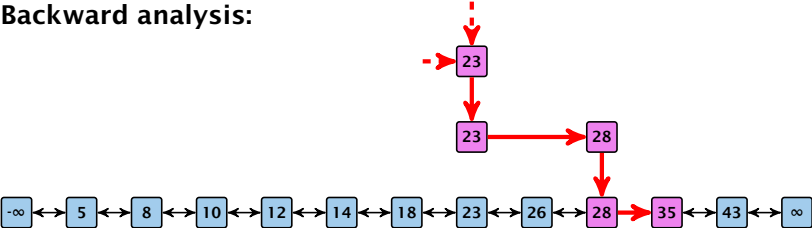
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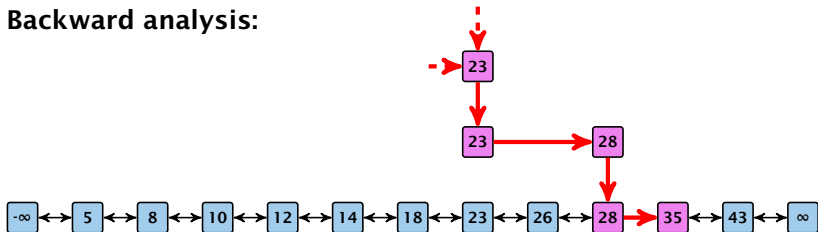
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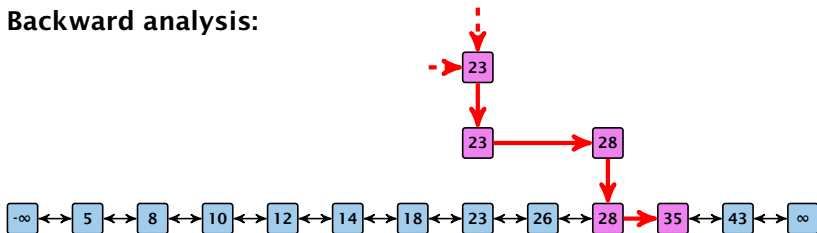
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At each point the path goes up with probability $1/2$ and left with probability $1/2$.

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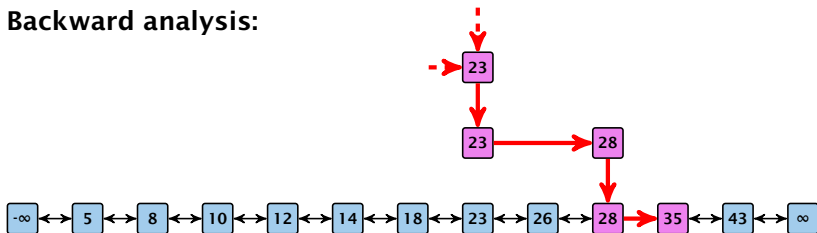
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We show that w.h.p:

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

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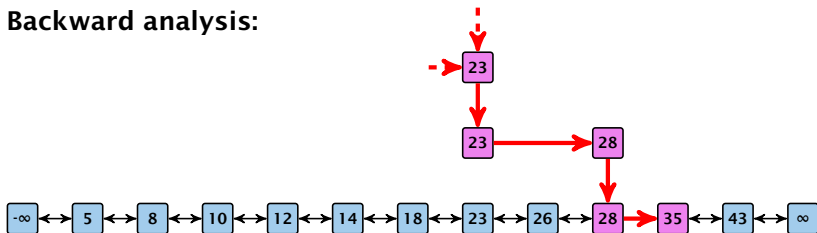
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We show that w.h.p:

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We show that w.h.p.:

- ▶ A “long” search path must also go very high.
- ▶ There are no elements in high lists.

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.