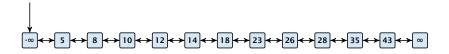
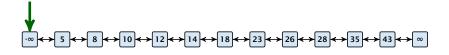
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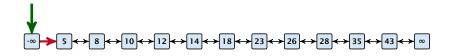


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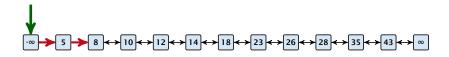
Why do we not use a list for implementing the ADT Dynamic Set?

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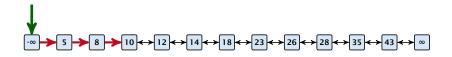


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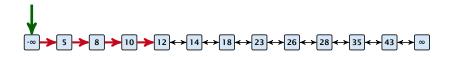
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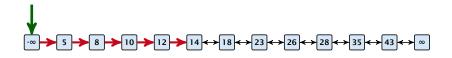
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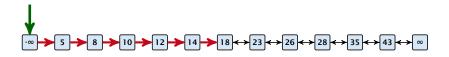
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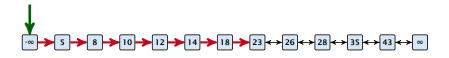
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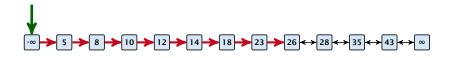
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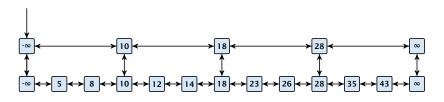
How can we improve the search-operation?

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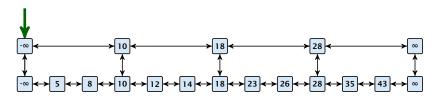
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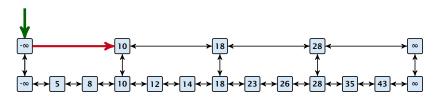
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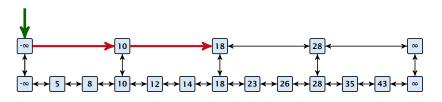
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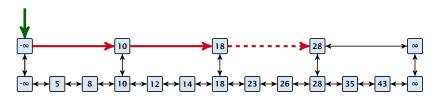
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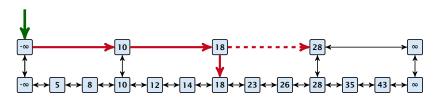
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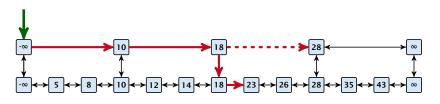
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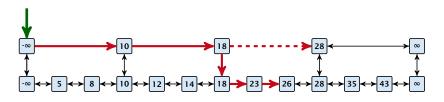
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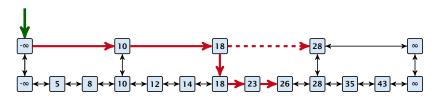


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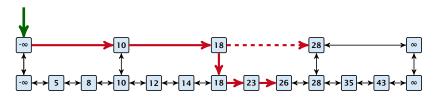
Add an express lane:



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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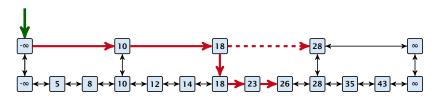


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Choose $|L_1| = \sqrt{n}$. Then search time $\Theta(\sqrt{n})$.

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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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Use randomization instead!

Insert:

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A search operation gives you the insert position for element x in every list.

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You get all predecessors via backward pointers.

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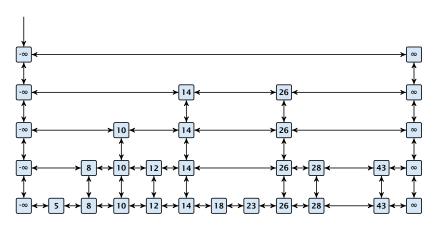
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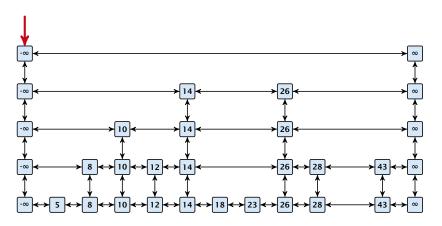
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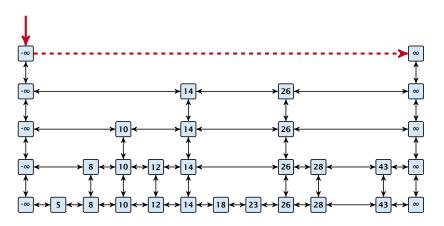
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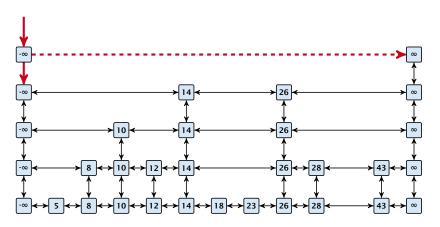
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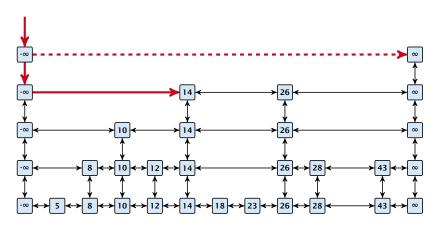
The time for both operations is dominated by the search time.

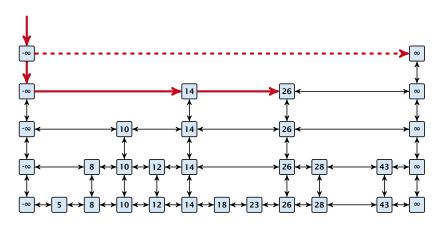


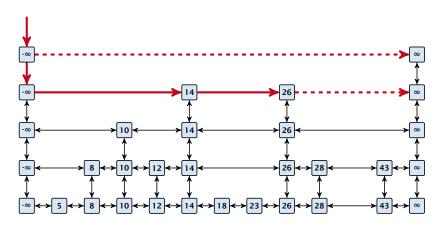


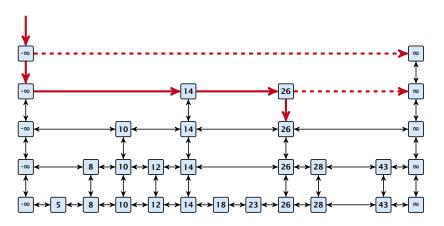


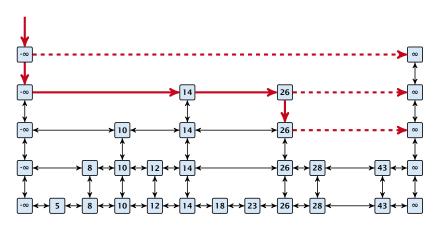


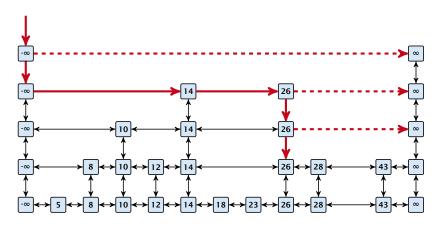


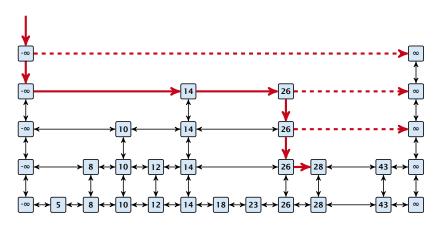


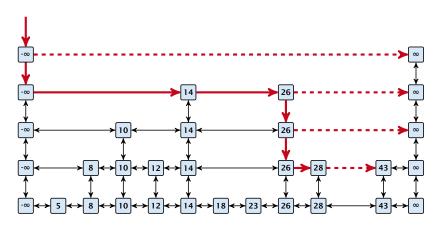


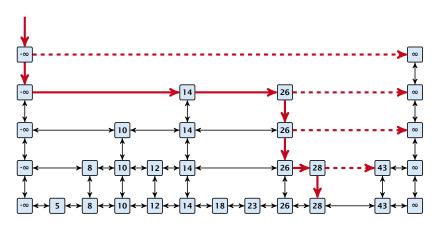


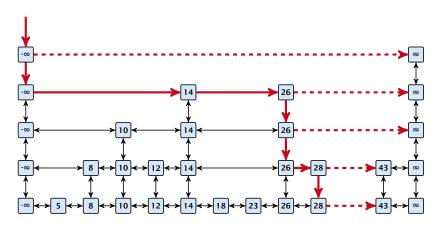


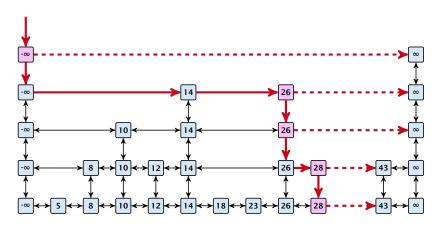


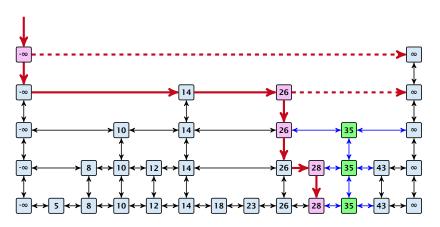












Definition 18 (High Probability)

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 $1 - \frac{1}{n^{\alpha}}$.

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



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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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High Probability

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$$\geq 1 - n^c \cdot n^{-\alpha}$$

2. Dec. 2024

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2. Dec. 2024

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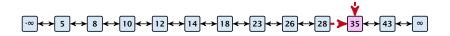
This means $E_1 \wedge \cdots \wedge E_\ell$ holds with high probability.

Lemma 19

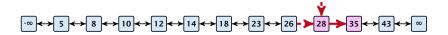
A search (and, hence, also insert and delete) in a skip list with n elements takes time O(logn) with high probability (w. h. p.).

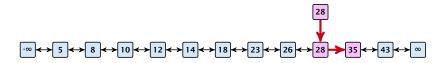
$$\begin{array}{c} -\infty \longleftrightarrow 5 \longleftrightarrow 8 \longleftrightarrow 10 \longleftrightarrow 12 \longleftrightarrow 14 \longleftrightarrow 18 \longleftrightarrow 23 \longleftrightarrow 26 \longleftrightarrow 28 \longleftrightarrow 35 \longleftrightarrow 43 \longleftrightarrow \infty \end{array}$$

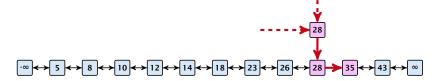
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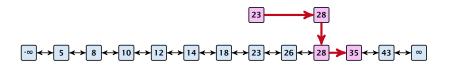


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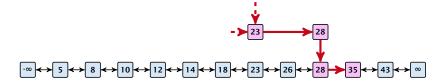




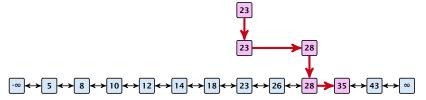


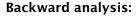


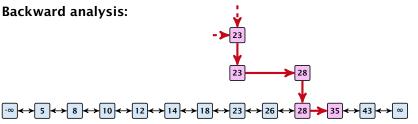
Backward analysis:



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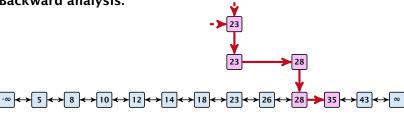




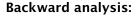


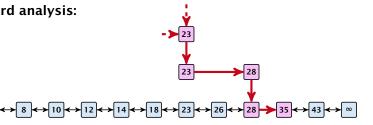


Backward analysis:



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





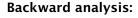
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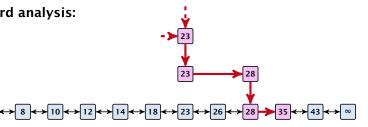
We show that w.h.p:

A "long" search path must also go very high.



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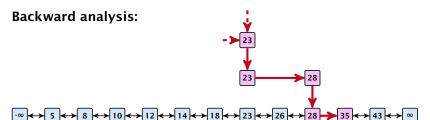


At each point the path goes up with probability 1/2 and left with probability 1/2.

We show that w.h.p:

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

2 Dec 2024



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

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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Let $E_{z,k}$ denote the event that a search path is of length z (number of edges) but does not visit a list above L_k .

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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.

 $\Pr[E_{z,k}]$

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for $\alpha > 1$.

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