

## 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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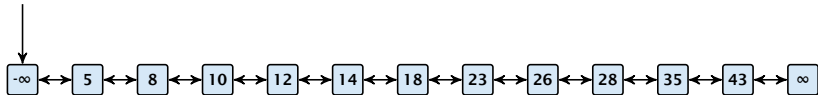
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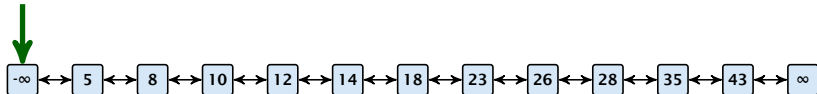
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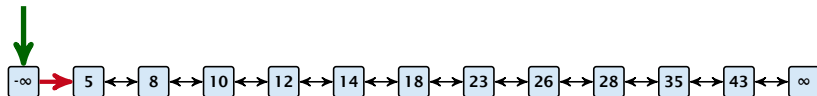
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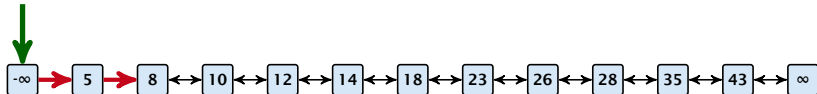
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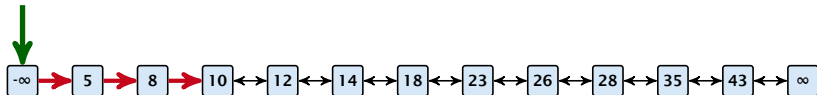
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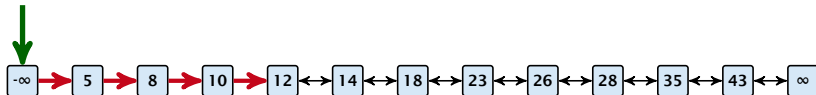
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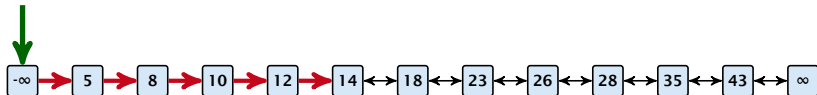




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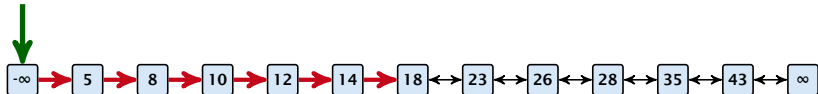
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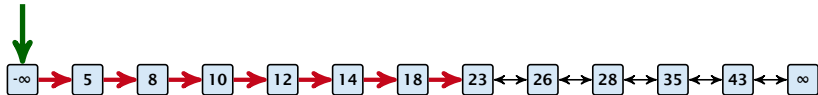
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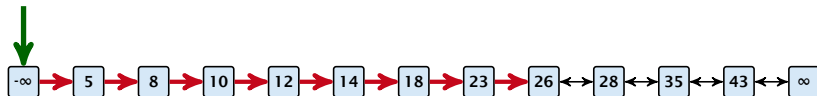
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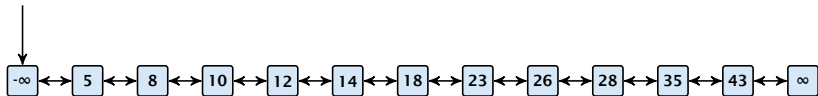
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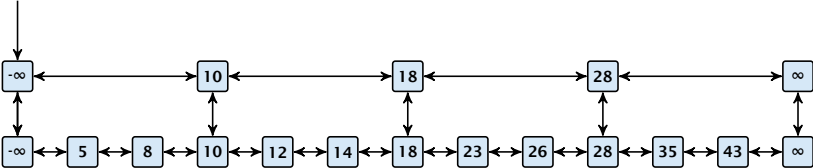
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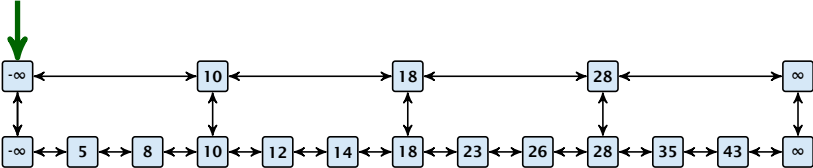




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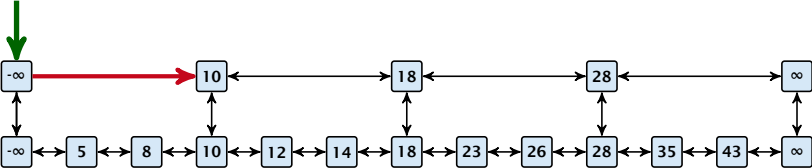
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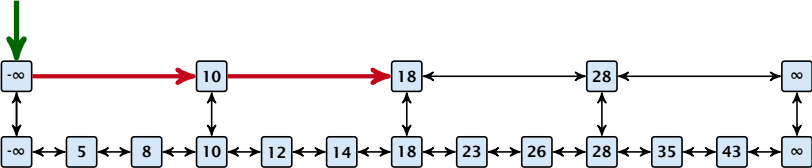
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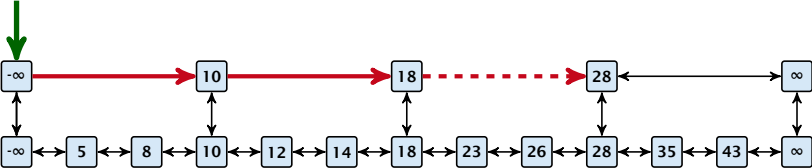
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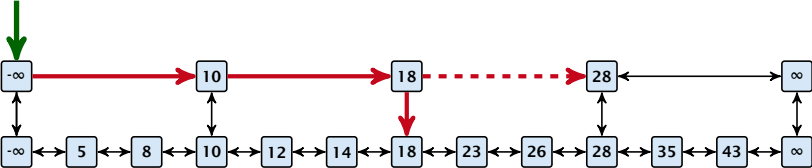
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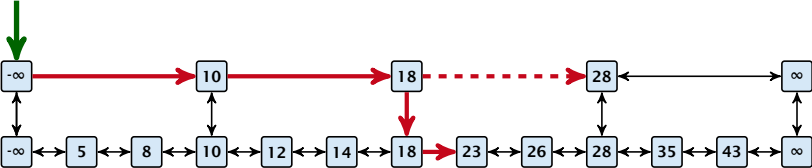
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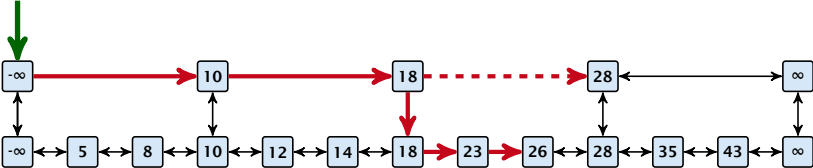
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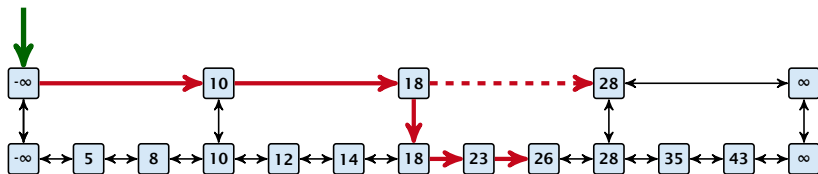
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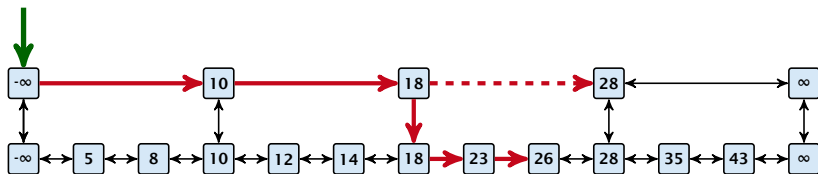
Let  $|L_1|$  denote the number of elements in the “express lane”, and  $|L_0| = n$  the number of all elements (ignoring dummy elements).



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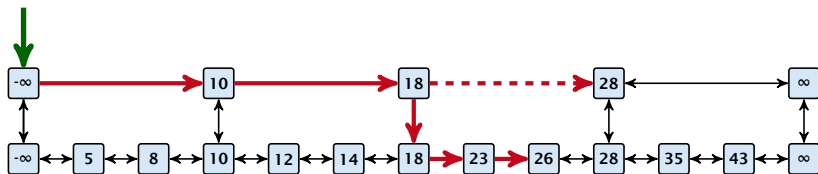
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Choose  $|L_1| = \sqrt{n}$ . Then search time  $\Theta(\sqrt{n})$ .

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Add more express lanes. Lane  $L_i$  contains roughly every  $\frac{L_{i-1}}{L_i}$ -th item from list  $L_{i-1}$ .

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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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### How to do insert and delete?

How many times do we have to traverse the list to find the position of elements to insert or delete? How many times do we have to reorganize the list?

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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### 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  $L_0, \dots, L_{t-1}$ .

### 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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Find all predecessors and backward pointers.

Remove all nodes which appear in it.

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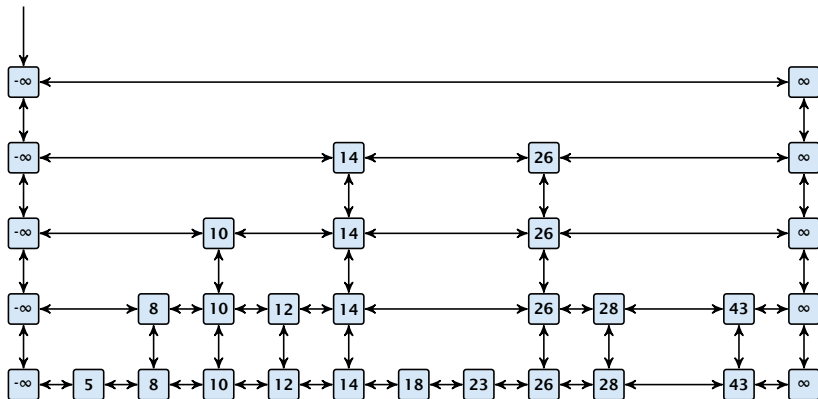
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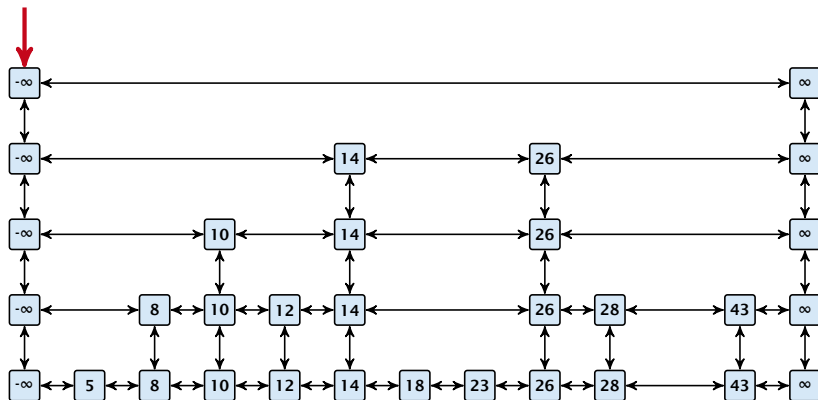
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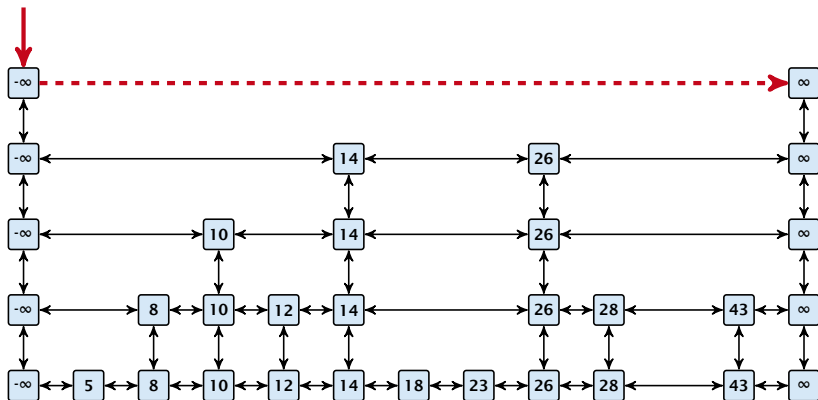
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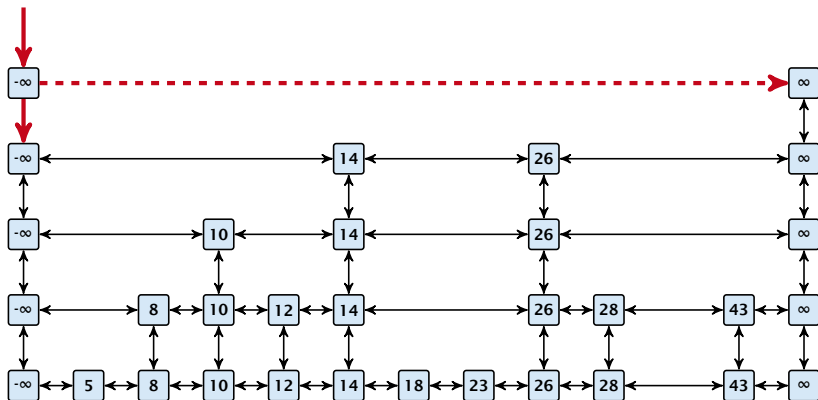
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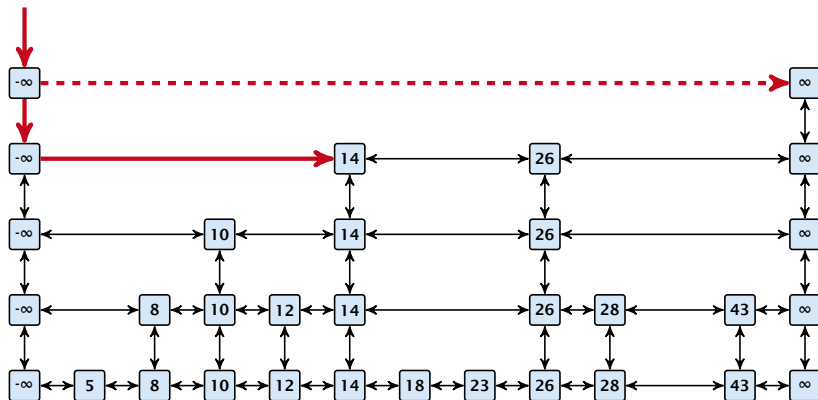
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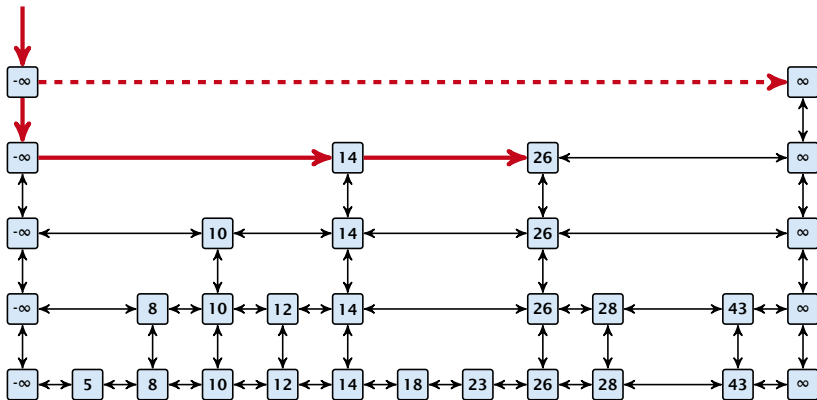
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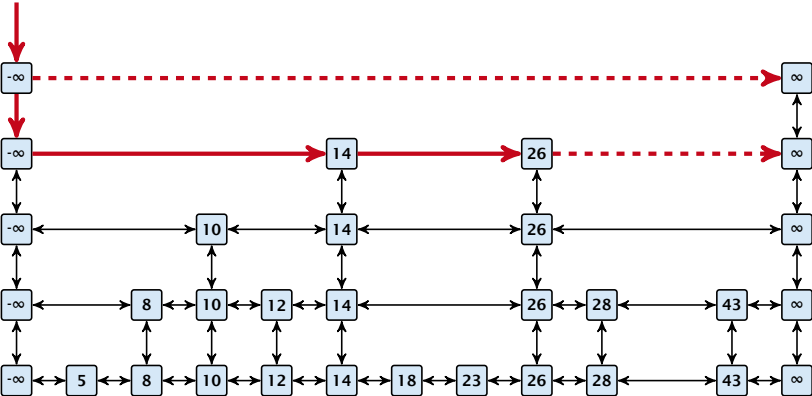
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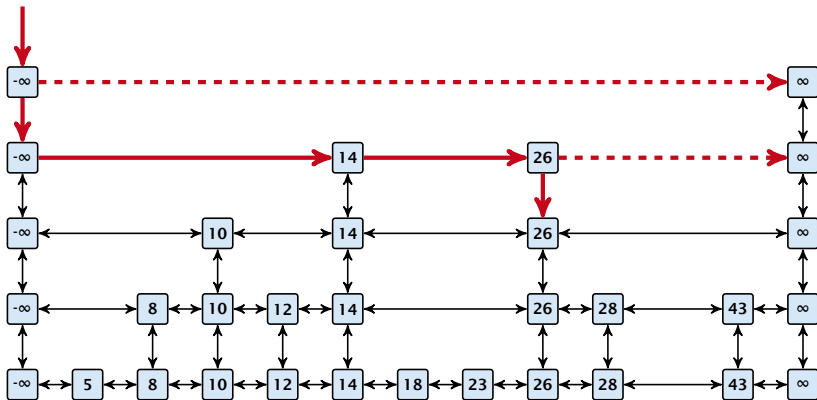
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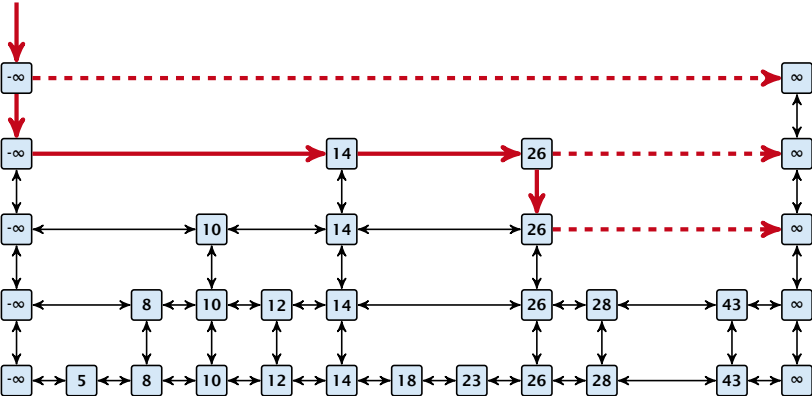
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Insert (35):



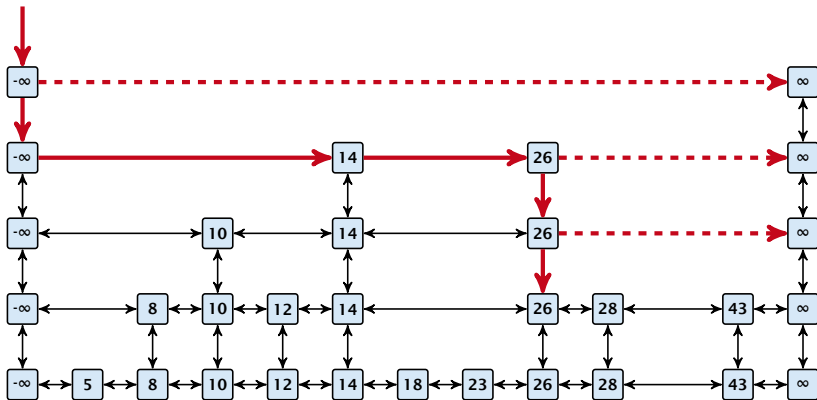
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Insert (35):



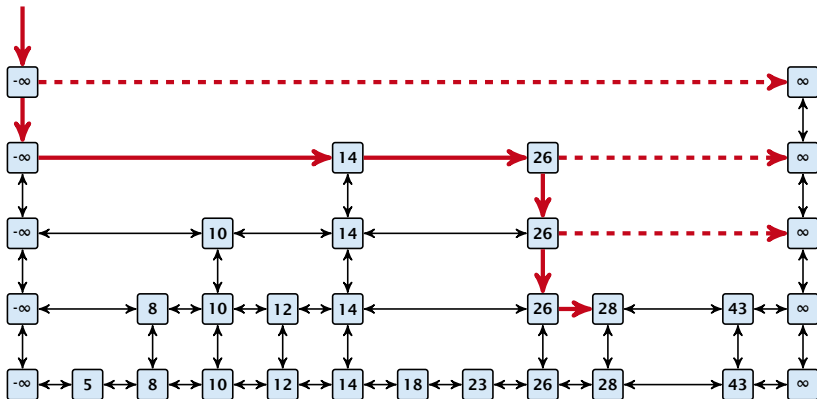
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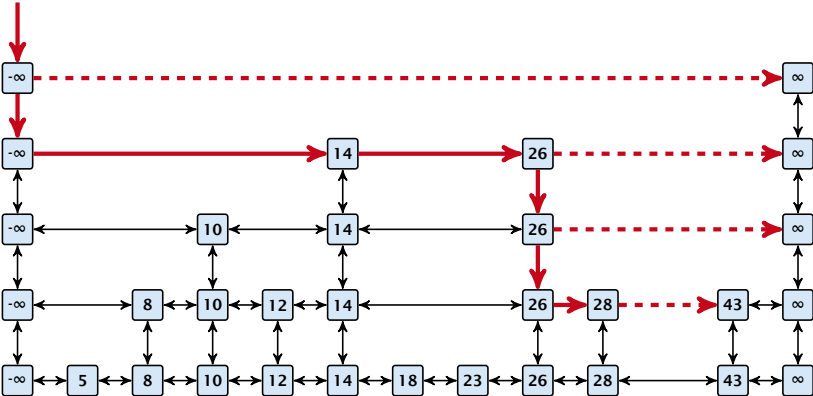
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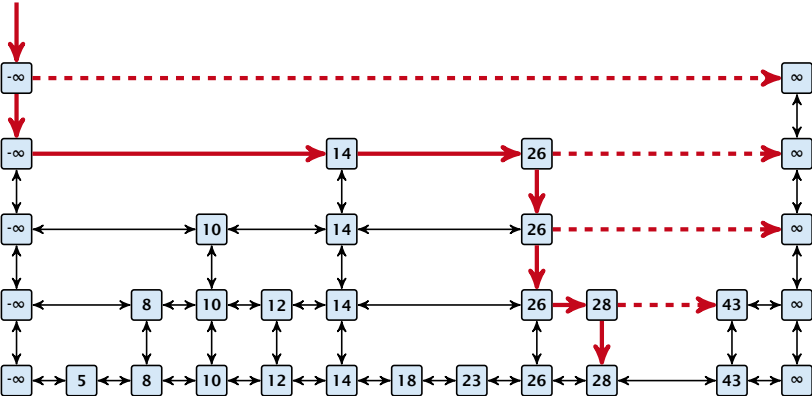
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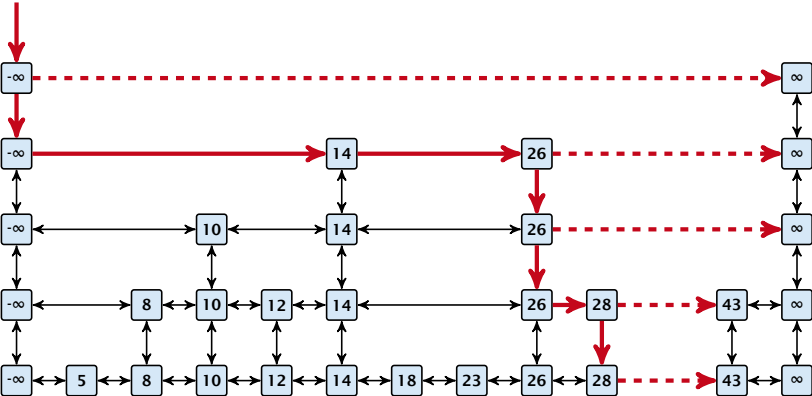
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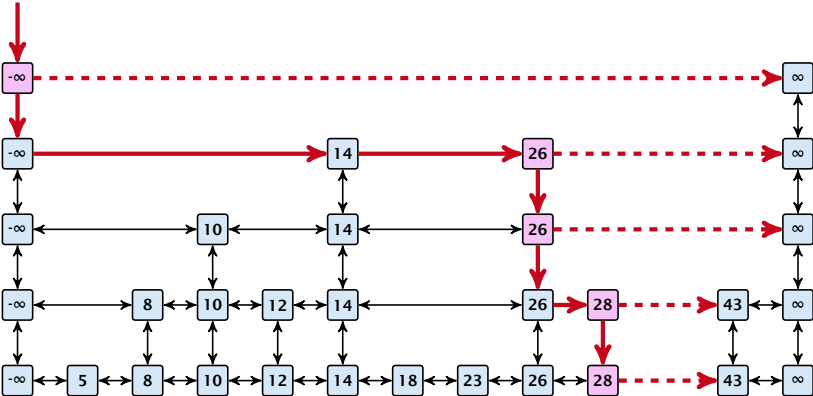
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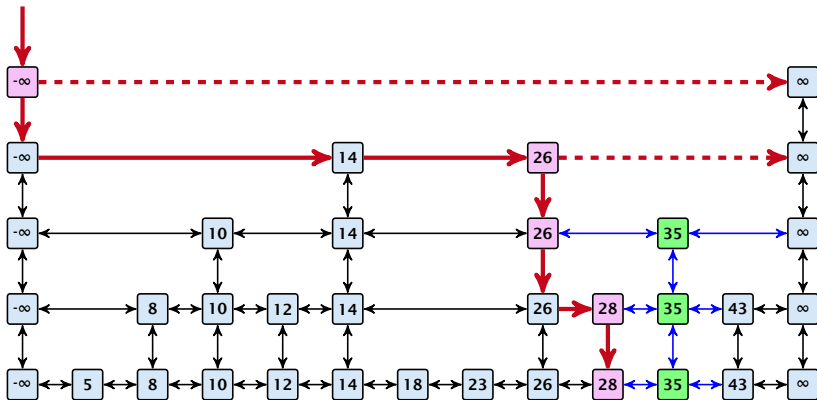
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# High Probability

## Definition 1 (High Probability)

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

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# High Probability

Suppose there are **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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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.).*

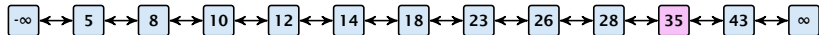
## 7.6 Skip Lists

Backward analysis:



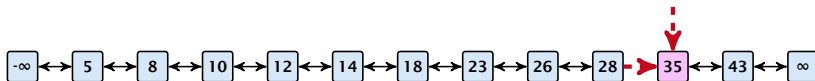
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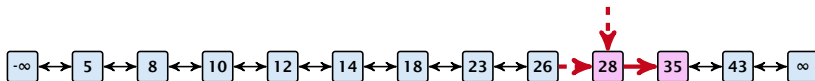
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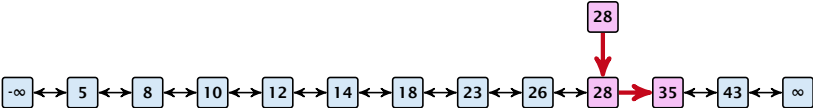
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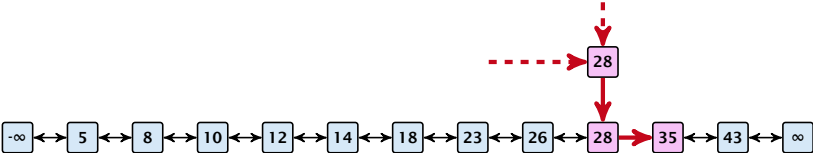
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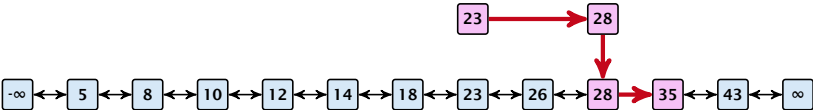
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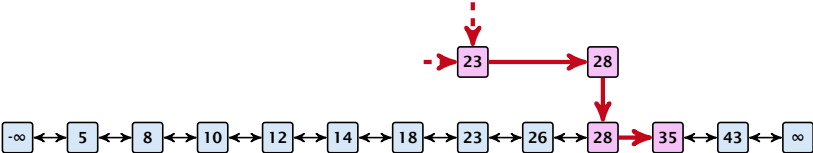
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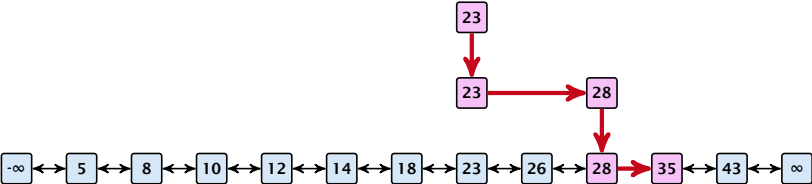
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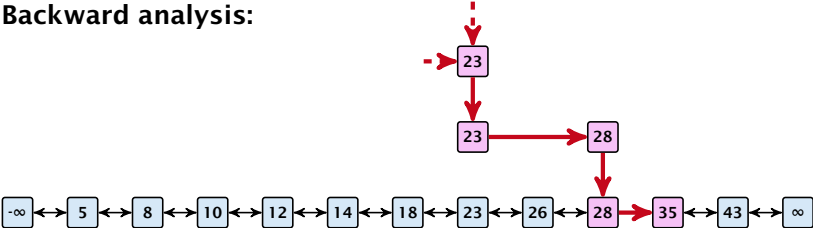
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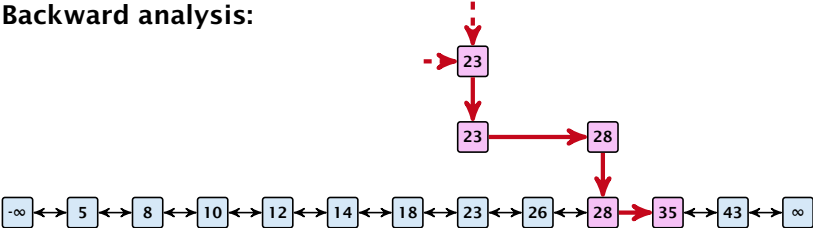
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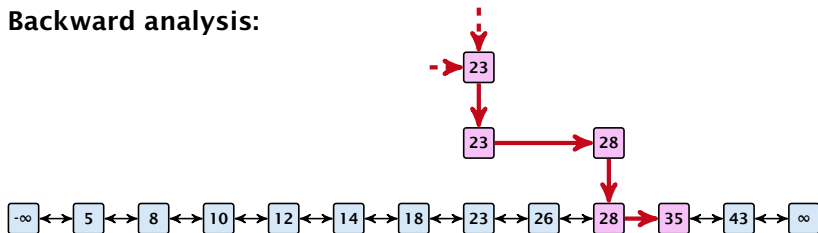


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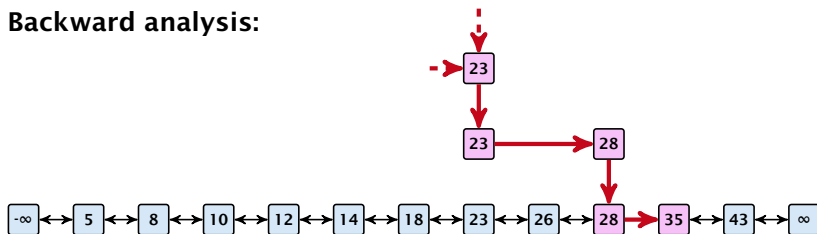
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We show that w.h.p:

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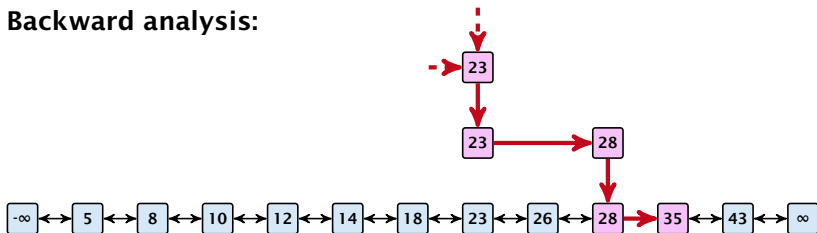
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- ▶ There are no elements in high lists.

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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Hence,

$$\Pr[\text{search requires } z \text{ steps}]$$

## 7.6 Skip Lists

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This means that a search path of length  $\Omega(\log n)$  visits a list on a level  $\Omega(\log n)$ , w.h.p.

Let  $A_{k+1}$  denote the event that the list  $L_{k+1}$  is non-empty. Then

$$\Pr[A_{k+1}] \leq n2^{-(k+1)} \leq n^{-(\gamma-1)} .$$

For the search to take at least  $z = 7\alpha\gamma \log n$  steps either the event  $E_{z,k}$  or the event  $A_{k+1}$  must hold.

Hence,

$$\Pr[\text{search requires } z \text{ steps}] \leq \Pr[E_{z,k}] + \Pr[A_{k+1}]$$

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