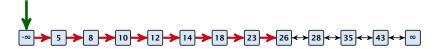
## 7.5 Skip Lists

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

- ightharpoonup 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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# 7.5 Skip Lists

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

Search(x)  $(k + 1 \text{ lists } L_0, \ldots, L_k)$ 

- Find the largest item in list  $L_k$  that is smaller than x. At most  $|L_k| + 2$  steps.
- ▶ Find the largest item in list  $L_{k-1}$  that is smaller than x. At most  $\left\lceil \frac{|L_{k-1}|}{|L_k|+1} \right\rceil + 2$  steps.
- ▶ Find the largest item in list  $L_{k-2}$  that is smaller than x. At most  $\left\lceil \frac{|L_{k-2}|}{|L_{k-1}|+1} \right\rceil + 2$  steps.

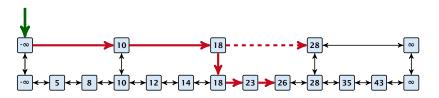
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▶ At most  $|L_k| + \sum_{i=1}^k \frac{L_{i-1}}{L_i} + 3(k+1)$  steps.

### 7.5 Skip Lists

How can we improve the search-operation?

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).

Worst case search time:  $|L_1| + \frac{|L_0|}{|L_1|}$  (ignoring additive constants)

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

# 7.5 Skip Lists

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

Worst case running time is:  $O(r^{-k}n + kr)$ .

Choose  $r = n^{\frac{1}{k+1}}$ . Then

$$r^{-k}n + kr = \left(n^{\frac{1}{k+1}}\right)^{-k}n + kn^{\frac{1}{k+1}}$$
$$= n^{1-\frac{k}{k+1}} + kn^{\frac{1}{k+1}}$$
$$= (k+1)n^{\frac{1}{k+1}}.$$

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

## 7.5 Skip Lists

#### 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.

Use randomization instead!

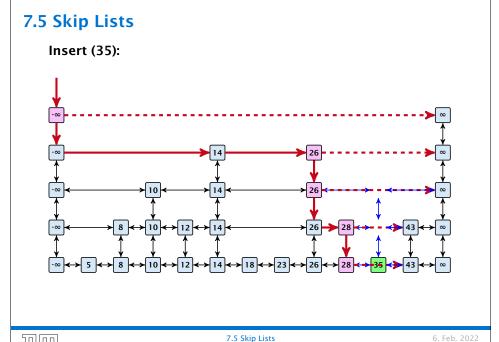
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7.5 Skip Lists

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### 7.5 Skip Lists

Insert:

#### SKIP LIST

# 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  $t \in \{1, 2, ...\}$  of trials needed.
- ▶ Insert x into lists  $L_0, \ldots, L_{t-1}$ .

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

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

## **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  $O(\log n)$ .

Then the probability that all  $E_i$  hold is at least

$$\Pr[E_1 \wedge \cdots \wedge E_{\ell}] = 1 - \Pr[\bar{E}_1 \vee \cdots \vee \bar{E}_{\ell}]$$

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

$$= 1 - n^{c - \alpha}.$$

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

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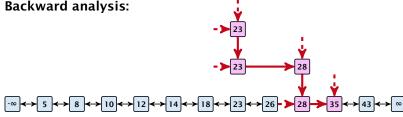
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## 7.5 Skip Lists

**Backward analysis:** 



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.

#### 7.5 Skip Lists

#### Lemma 2

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



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# 7.5 Skip Lists

#### **Estimation for Binomial Coefficients**

$$\left(\frac{n}{k}\right)^k \le \binom{n}{k} \le \left(\frac{en}{k}\right)^k$$

$$\binom{n}{k} = \frac{n!}{k! \cdot (n-k)!} = \frac{n \cdot \ldots \cdot (n-k+1)}{k \cdot \ldots \cdot 1} \ge \left(\frac{n}{k}\right)^k$$

$$\binom{n}{k} = \frac{n \cdot \ldots \cdot (n - k + 1)}{k!} \le \frac{n^k}{k!} = \frac{n^k \cdot k^k}{k^k \cdot k!}$$

$$= \left(\frac{n}{k}\right)^k \cdot \frac{k^k}{k!} \le \left(\frac{n}{k}\right)^k \cdot \sum_{i>0} \frac{k^i}{i!} = \left(\frac{en}{k}\right)^k$$

### 7.5 Skip Lists

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  $L_k$ .

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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# 7.5 Skip Lists

So far we fixed  $k = \gamma \log n$ ,  $\gamma \ge 1$ , and  $z = 7\alpha \gamma \log n$ ,  $\alpha \ge 1$ .

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

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

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

$$\Pr[\text{search requires } z \text{ steps}] \le \Pr[E_{z,k}] + \Pr[A_{k+1}]$$
  
 $< n^{-\alpha} + n^{-(\gamma-1)}$ 

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

## 7.5 Skip Lists

 $Pr[E_{z,k}] \leq Pr[at most k heads in z trials]$ 

$$\leq \binom{z}{k} 2^{-(z-k)} \leq \left(\frac{ez}{k}\right)^k 2^{-(z-k)} \leq \left(\frac{2ez}{k}\right)^k 2^{-z}$$

choosing  $k = \gamma \log n$  with  $\gamma \ge 1$  and  $z = (\beta + \alpha)\gamma \log n$ 

$$\leq \left(\frac{2ez}{k}\right)^k 2^{-\beta k} \cdot n^{-\gamma \alpha} \leq \left(\frac{2ez}{2^{\beta}k}\right)^k \cdot n^{-\alpha} \\
\leq \left(\frac{2e(\beta + \alpha)}{2^{\beta}}\right)^k n^{-\alpha}$$

now choosing  $\beta = 6\alpha$  gives

$$\leq \left(\frac{42\alpha}{64^{\alpha}}\right)^k n^{-\alpha} \leq n^{-\alpha}$$

for  $\alpha > 1$ .



7.5 Skip Lists

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# **Skip Lists**

#### Bibliography

Michael T. Goodrich, Roberto Tamassia Data Structures and Algorithms in JAVA, John Wiley, 1998

Skip lists are covered in Chapter 7.5 of [GT98].