

Data Structures and Algorithms

Skip List

CS 225

November 9, 2022

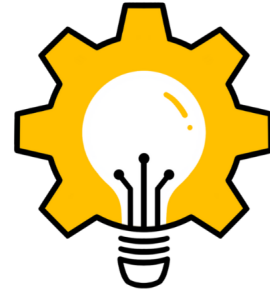
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WCS Explorations Presents



dev ada

Dev Ada is WCS's annual project cycle! Teams will work with a project manager to create a project of their choice to present at EOH and the spring project showcase! Register or apply to be a project manager using the links below:

<https://go.illinoiswcs.org/dev-ada-participant>
<https://go.illinoiswcs.org/dev-ada-pm>

Final Project Reminders / Updates

Regrade late penalties accumulate weekly (Can see penalties on rubric)

“Weekly” is one week after you received feedback on your submission

Mid-project checkins will be available either Nov 16-18 or Nov 28-30

Your mentor will communicate their schedule to you directly

Final project final deadline extended to December 12th

Learning Objectives

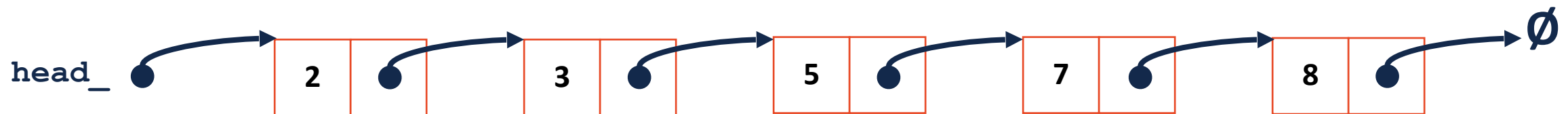
Motivate and introduce the skip list ADT

Conceptualize and code core functions

Analyze efficiency of skip list

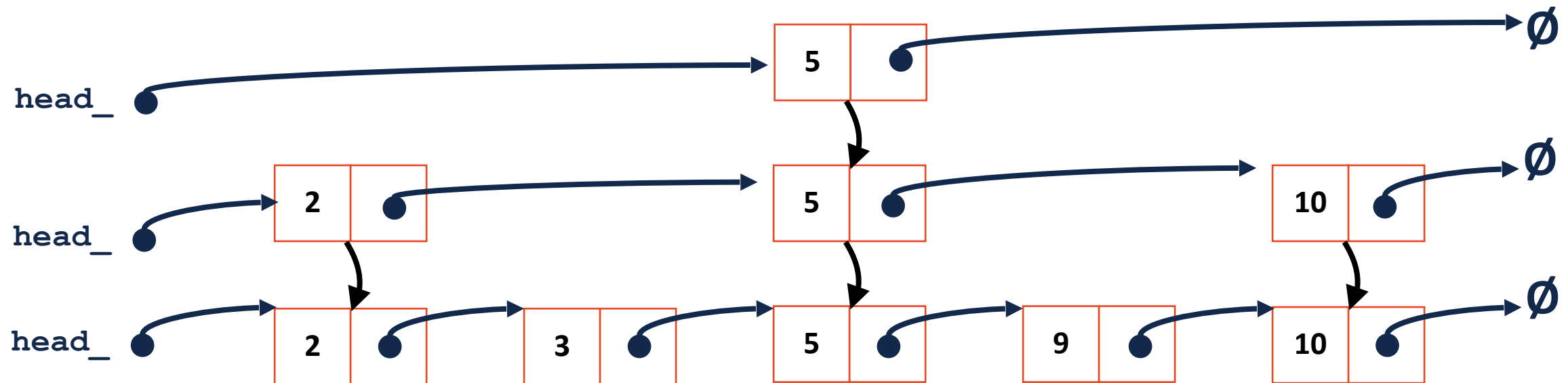
Linked List with 'Checkpoints'

With some small overhead costs, we can store **checkpoints**.



Linked List with Perfect Checkpoints

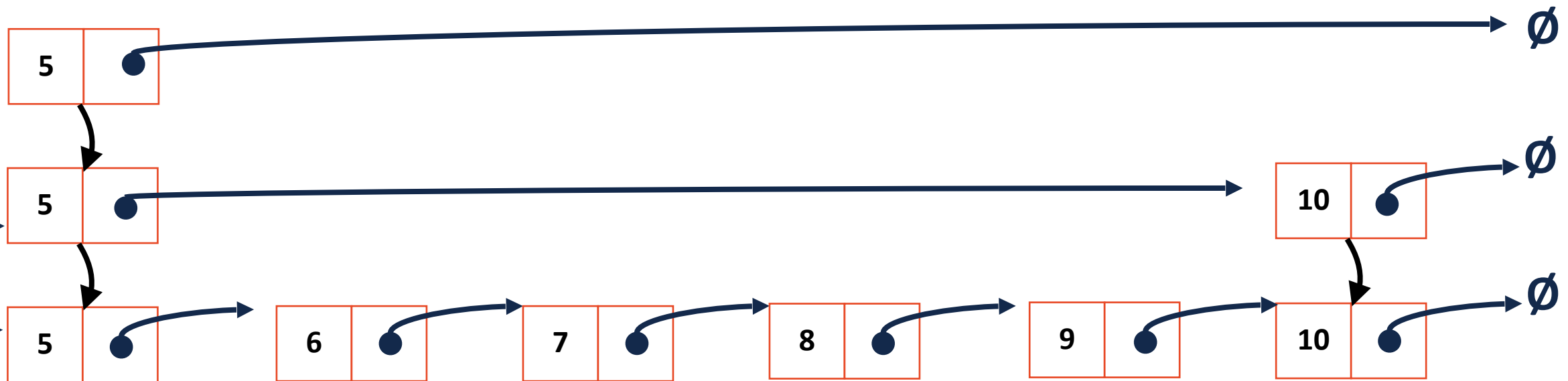
For optimal checkpoints, we want half the number of items at each level.



Linked List with Perfect Checkpoints

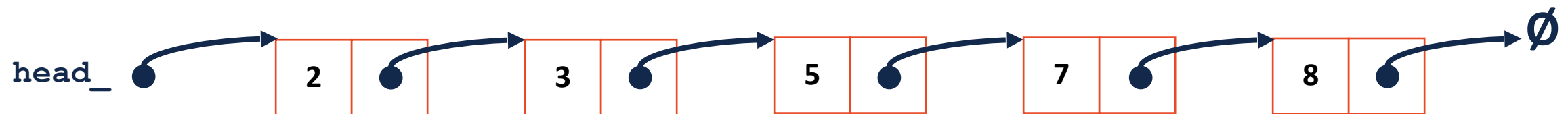
For optimal checkpoints, we want half the number of items at each level.

Maintaining this while inserting and deleting is too costly!



Linked List with Random Checkpoints

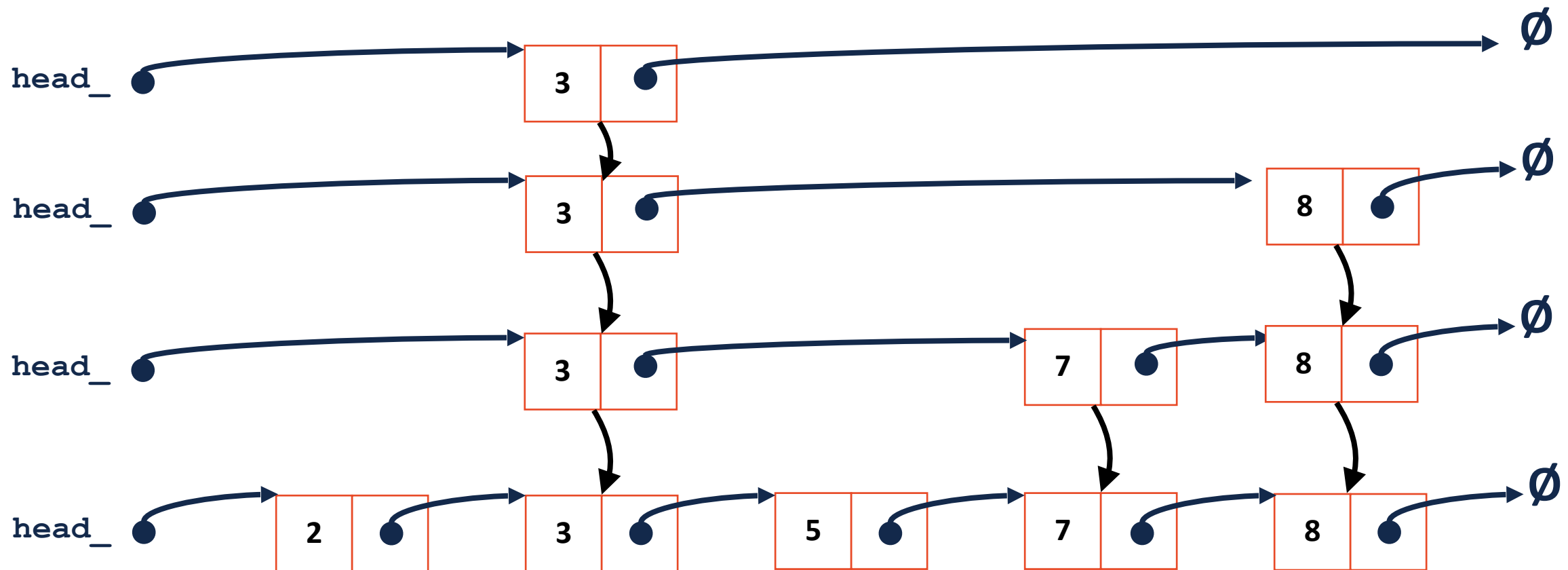
Instead of having **exactly** half each level, let's have **approximately** half!



Linked List with Random Checkpoints

Instead of having **exactly** half each level, let's have **approximately** half!

To analyze runtimes we use: _____



The Skip List

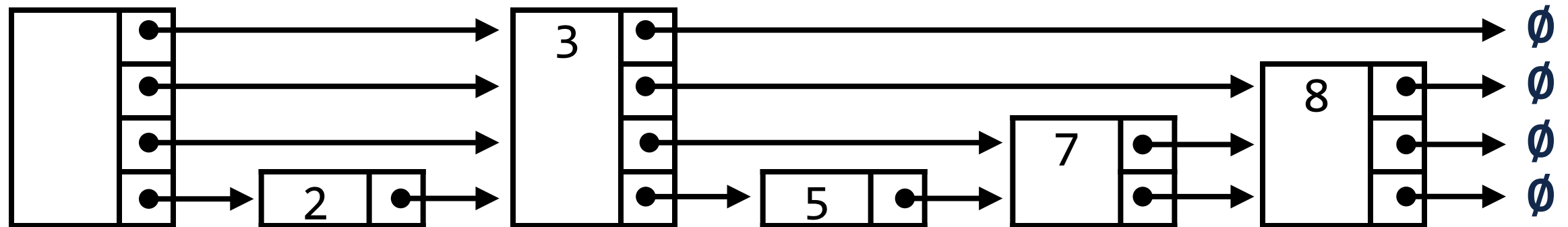


An ordered linked list where each node has variable size

Each node has at most one key but an arbitrary number of pointers

The decision for height is **randomized**

Claim: The **expected** time to insert, search, or delete is $O(\log n)$

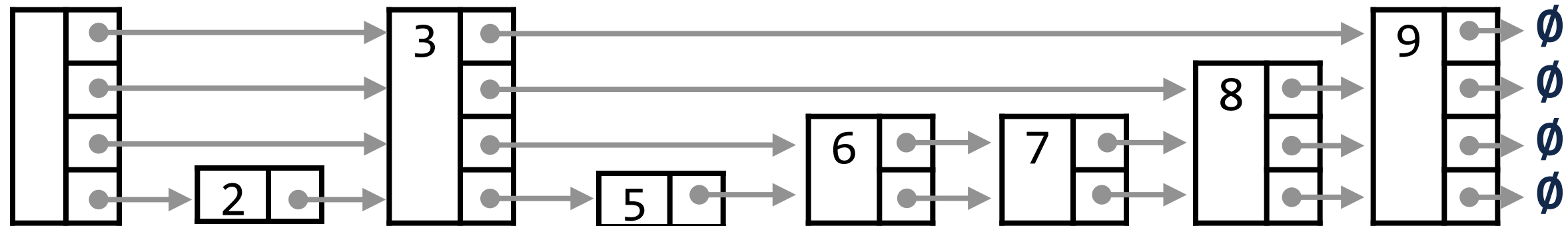


Skip List

```
1 template <class T>
2 class SkipList{
3     public:
4         class SkipNode{
5             public:
6                 SkipNode() {
7                     next.push_back(nullptr);
8                 }
9
10                SkipNode(int h, T & d){
11                    data = d;
12                    for(int i = 0; i <= h; i++){
13                        next.push_back(nullptr);
14                    }
15                }
16                T data;
17                std::vector<SkipNode*> next;
18            };
19
20            int max; // max height
21            float c; //update constant
22            SkipNode* head;
23            ...
24
```

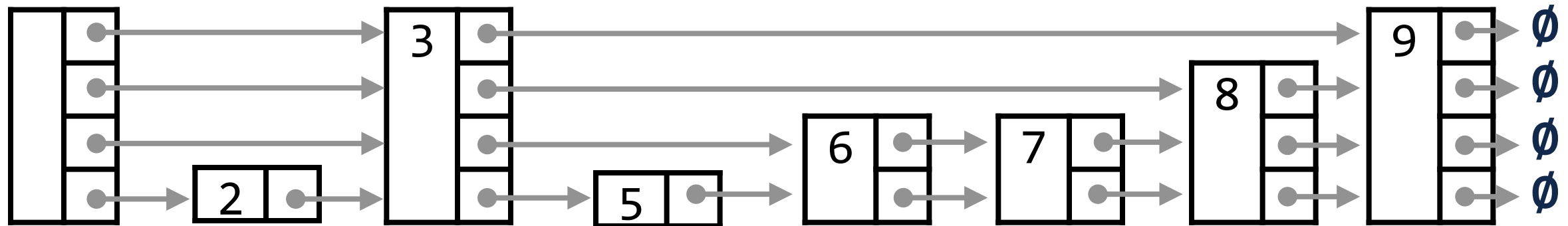
Skip List Find

Find(9)



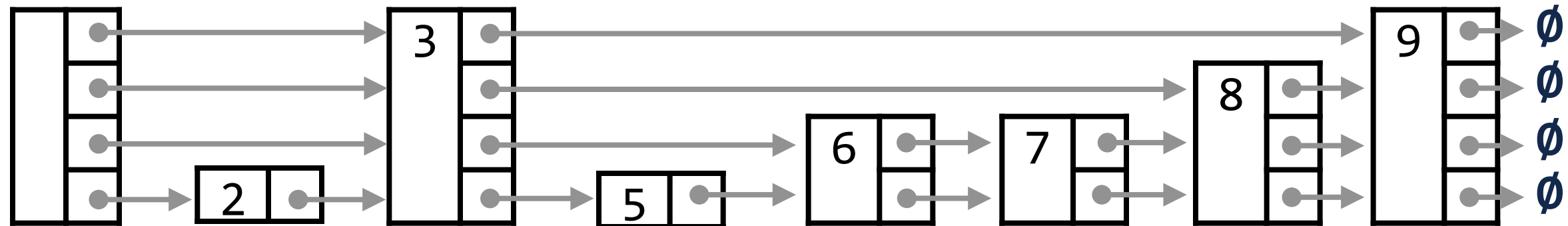
Skip List Find

Find(7)



Skip List Find

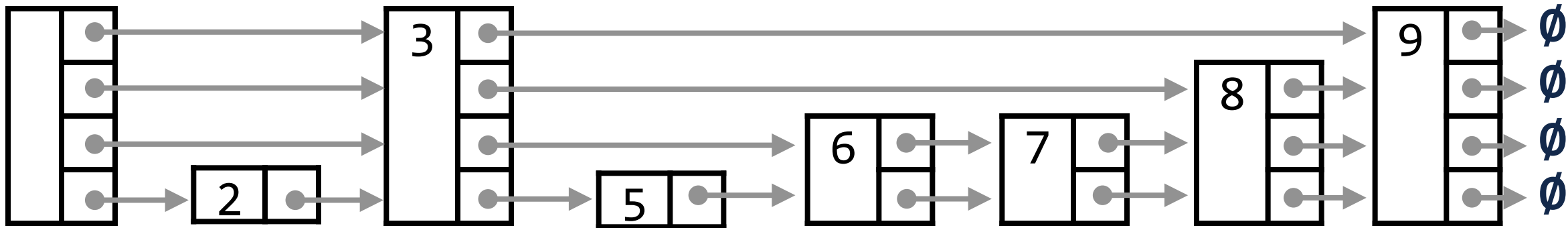
Find(1)



Skip List Find

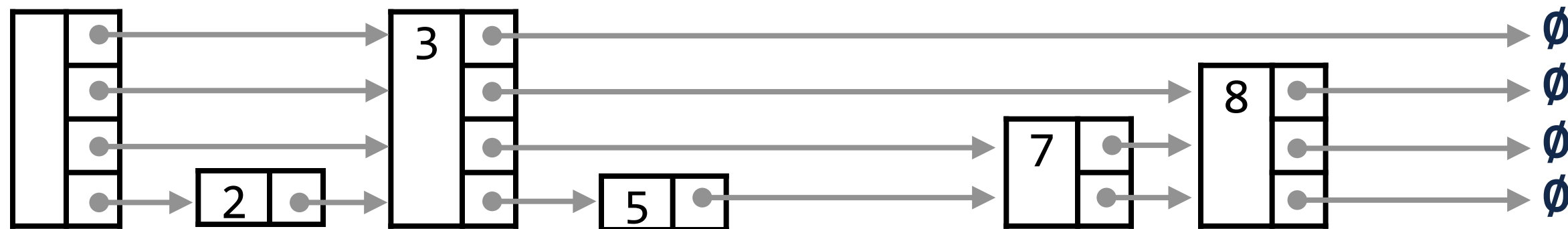


```
1 template <class T>
2 bool SkipList<T>::find(T data){
3
4     SkipNode* curr = head;
5
6     for(int i = max; i >= 0; i--){
7         while(curr->next[i] != nullptr && curr->next[i]->data < data ){
8             curr = curr->next[i];
9         }
10    }
11
12    curr = curr->next[0];
13
14    if (curr != nullptr && curr->data == data){
15        return true;
16    }
17    return false;
18 }
```



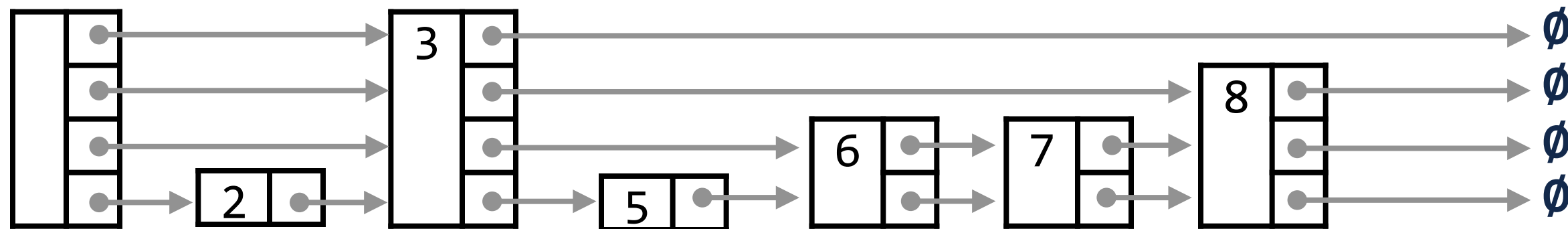
Skip List Insert

Insert (6)

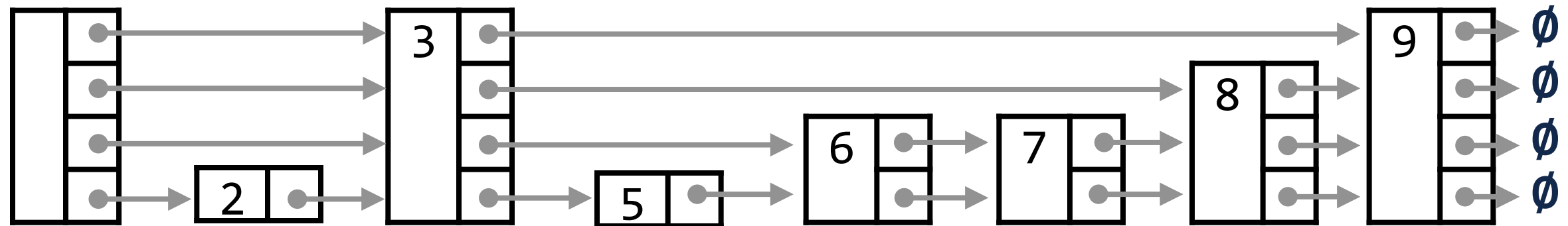


Skip List Insert

Insert (9)

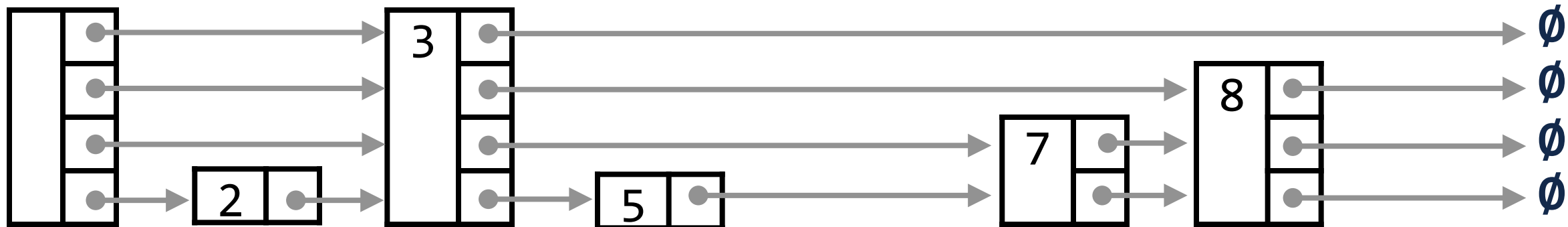


Skip List Insert



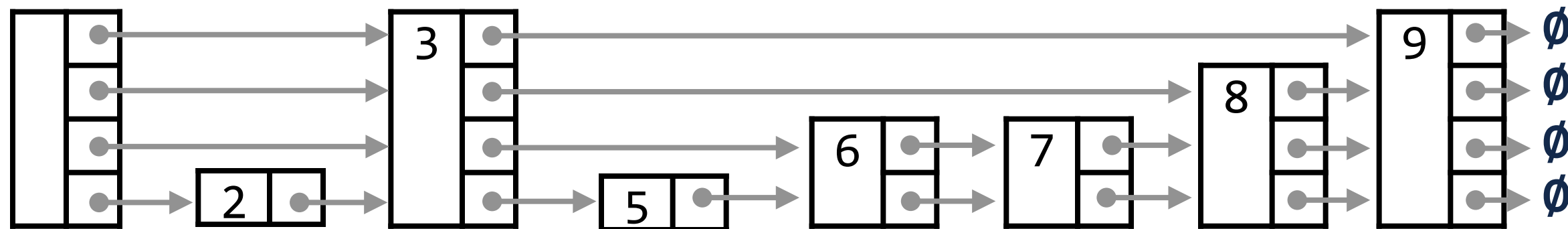


```
1 void SkipList<T>::insert(T data){
2   int h = randHeight();
3   SkipNode* n = new SkipNode(h, data);
4   SkipNode* curr = head;
5
6   for(int i = max; i >= 0; i--){
7     while(curr->next[i] != nullptr && curr->next[i]->data < data){
8       curr = curr->next[i];
9     }
10    if (h >= i){
11      curr->next[i]=n;
12      n->next[i]=nextNode;
13    }
14  }
15  if (h > max){
16    int diff = h-max;
17    for(int i = 0; i < diff; i++){
18      (head->next).push_back(n);
19    }
20    max = h;
21  }
22 }
```



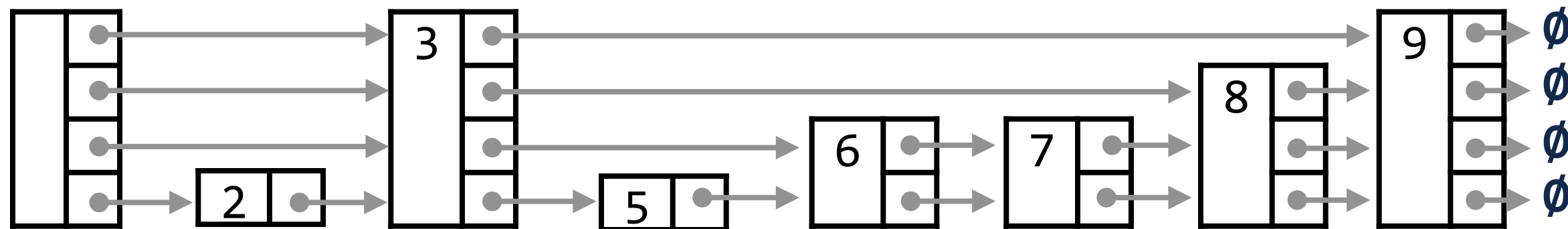
Skip List Remove

Remove (9)



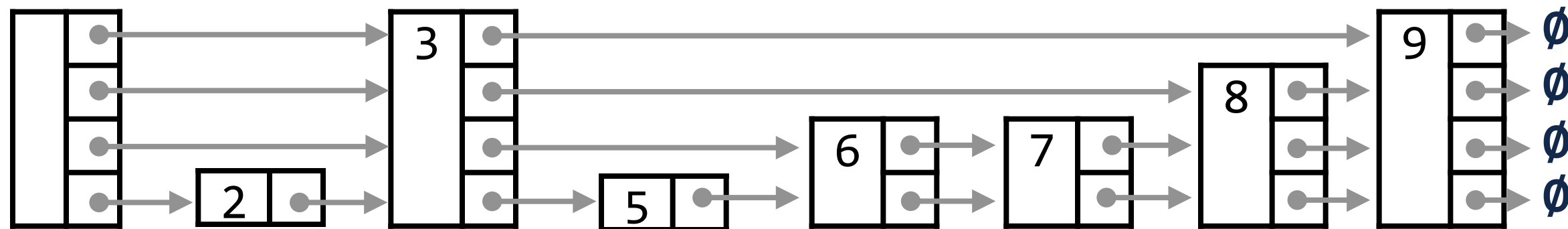
Skip List Remove

Remove (3)



Skip List Remove

Remove (5)



Skip List Expectation

Lets assume our skip list uses a coin flip for randomness ($c=0.5$)

Claim: Expected size of a node is 2.

Skip List Expectation

Lets assume our skip list uses a coin flip for randomness ($c=0.5$)

Claim: Expected size of skip list is $2n$.

Skip List Expectation

Claim: Expected height of skip list is $O(\log n)$

Skip List Expectation

Claim: Expected height of skip list is $O(\log n)$

$$E[h] = \sum_{l=0}^{\lceil \log n \rceil} E[I_l] + \sum_{l=\lceil \log n \rceil+1}^{\infty} E[I_l] \quad I_l = \begin{cases} 1 & l\text{th level contains a node} \\ 0 & l\text{th level empty} \end{cases}$$

Skip List Expectation

Claim: Expected length of search of skip list is $O(\log n)$

