

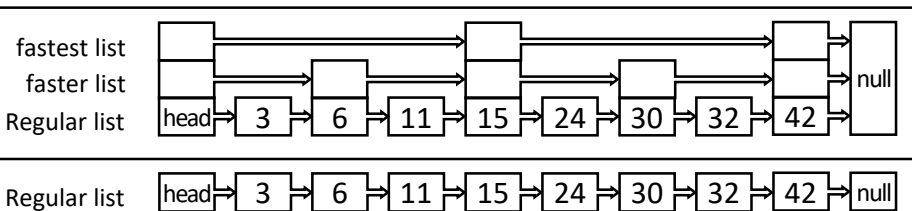
Skip List (Reference: http://www.sable.mcgill.ca/~dbelan2/cs251/skip_lists.html)

Terminology

- A **forward** pointer is a pointer that points to a node ahead in the list.
- A **level i** node is a node that has i forward pointers.

Skip List VS. Regular List

- Trade space for speed



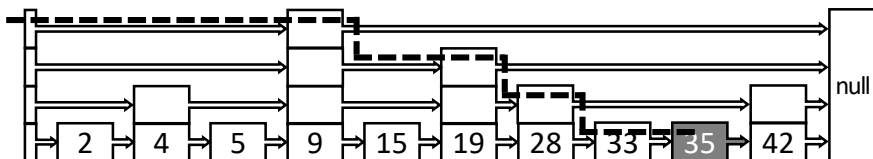
- If *current* is the node “6”, then its level is 2 (size of *current.forwards* being 2);
- forward0* and *forward1* are “11” and “15”.

Initialization (an empty skip list)

- Contains only a head whose level is 1 and point it to *null*

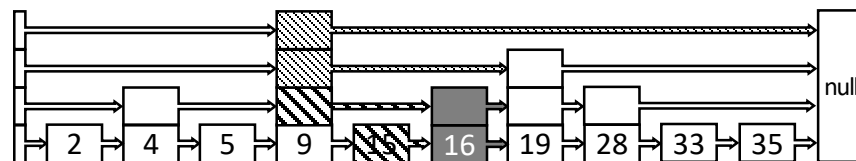
Search for a *value* by *key*

- Starts from *head*’s top level (fastest list);
- forward* is *null*, or *current.key* < *key* ≤ *forward.key*:
 - forward* not *null* and *forward.key* = *key*: return *forward.value*;
 - Already at lowest level: target not found, return *null*;
 - Otherwise: move down to level-1 (*current* being a turning node);
- Otherwise: move forward



Insert a *key-value* pair

- Search, and maintain a list of pointers – *updates* – containing all the turning nodes;
- key* found: update *value* and done, return;
- key* not found: create *new node* with **random** level, and point its *forward* in each level to *null* first;
- From level 0 to min(*current level*, *new level*) - 1:
 - Set *new node*’s *forward* to the *forward* of *updates*;
 - Set *forward* of *update* to the *new node*;
- If *new level* > *current level*: raise *head*’s level, and point *head*’s new *forwards* to the *new node*.



Delete a *value* by *key*

- Similar as insertion – search, and maintain *updates*. Turning nodes as: *current.key* < *key* ≤ *forward.key* (*forward* being *null* is NOT a turning node);
- Key* not found: deletion failed, and return *null*;
- In each level of *updates*:
 - If *forward* is not *null*, then unlink the current node: set *forward* of *update* to the *forward*’s *forward*;
- Remove levels where *forward* of *head* is *null*;
- Return *forward*’s *value*.

