Skip List

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Why skip list?

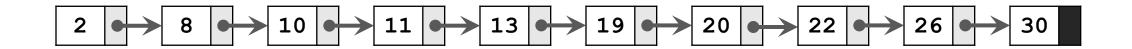
- Linked list does not support binary search.
- Skip list allows fast search and insertion.
- Search: $O(\log n)$ time complexity on average.
- Insertion: $O(\log n)$ time complexity on average.

Outline

- 1. Building a skip list.
- 2. Search.
- 3. Insertion.

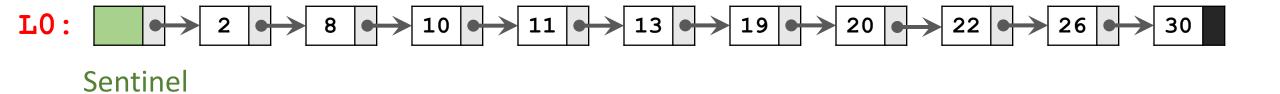
Building a Skip List

Initial State

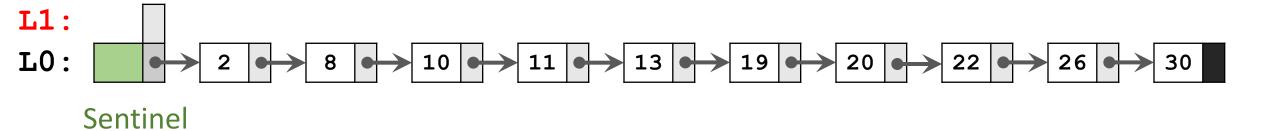


ullet Initially, we have a linked list containing n numbers in ascending order.

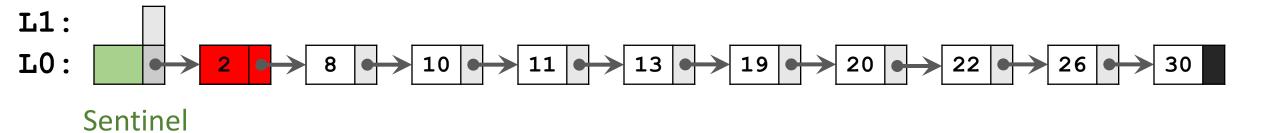
Add sentinel in the front



Iteration 1

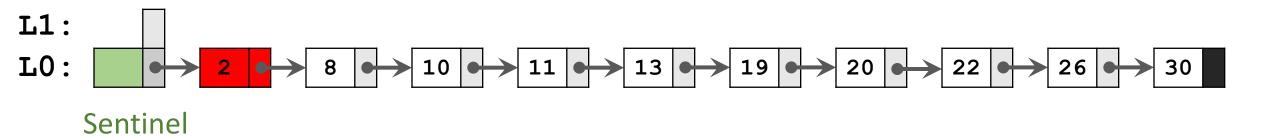


Iteration 1(A)



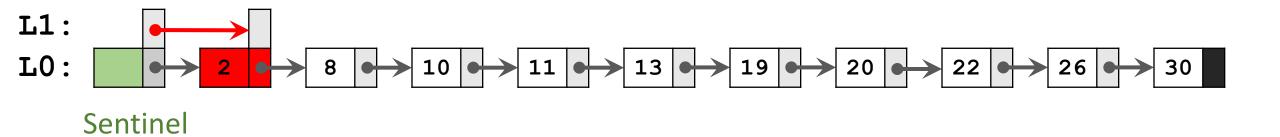
Iteration 1(A)





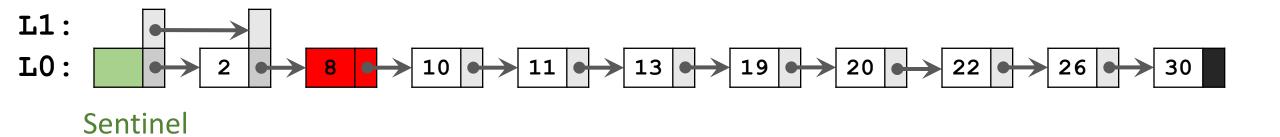
Iteration 1(A)





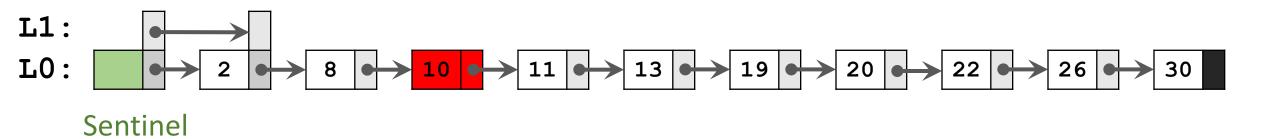
Iteration 1(B)





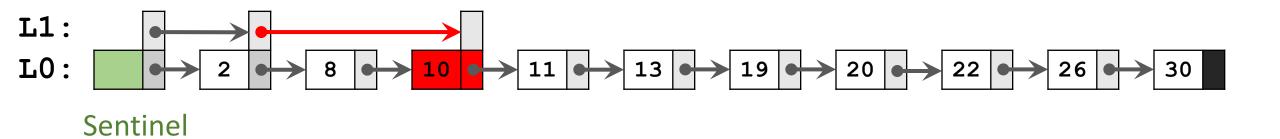
Iteration 1(C)





Iteration 1(C)

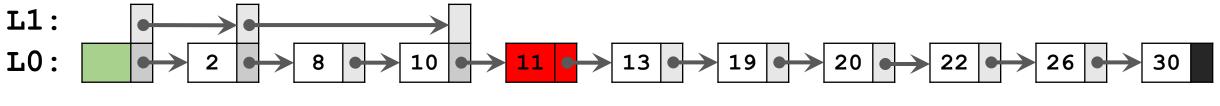




Iteration 1(D)

Flip a coin.

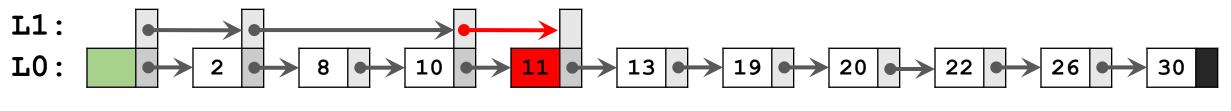




Iteration 1(D)

Flip a coin.

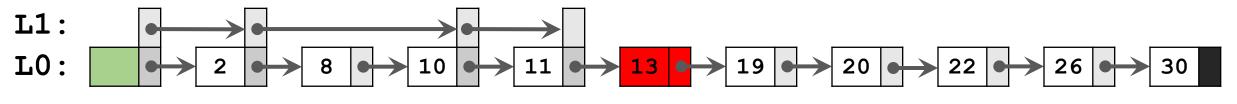




Iteration 1(E)

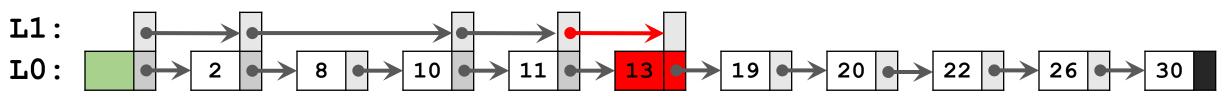
Flip a coin.





Iteration 1(E)

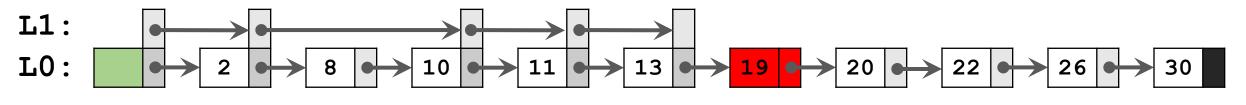




Sentinel

Iteration 1(F)



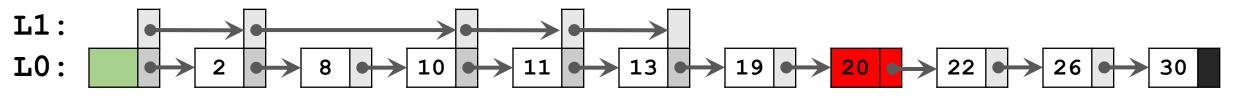


Sentinel

Iteration 1(G)

Flip a coin.

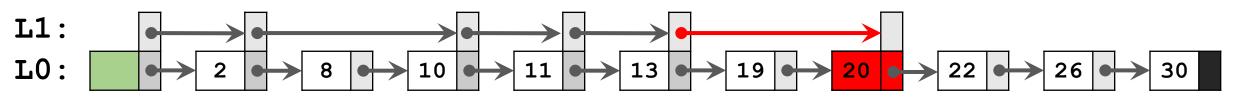




Iteration 1(G)

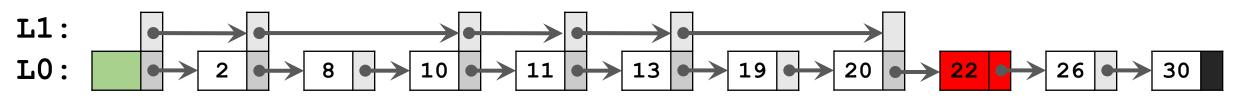
Flip a coin.





Iteration 1(H)

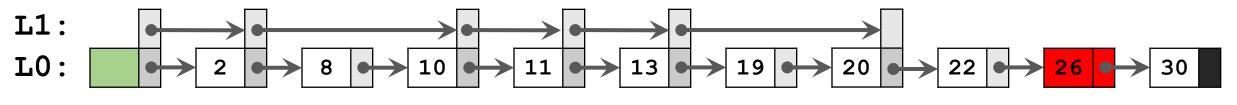




Sentinel

Iteration 1(I)

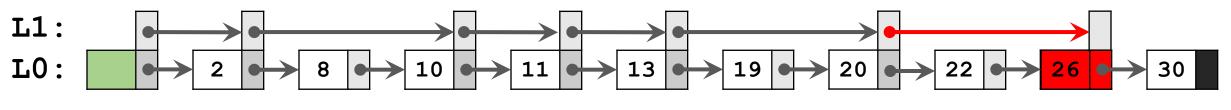




Sentinel

Iteration 1(I)

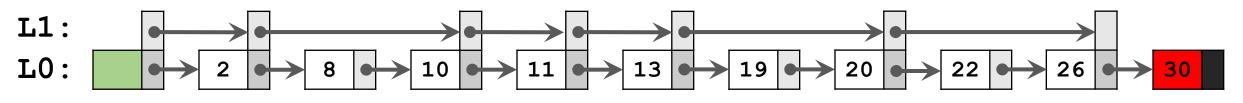




Sentinel

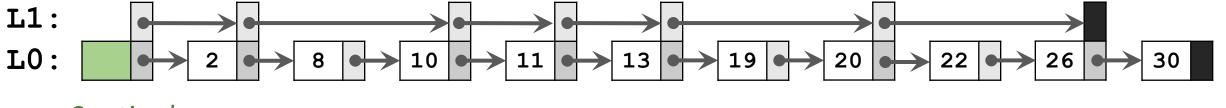
Iteration 1(J)



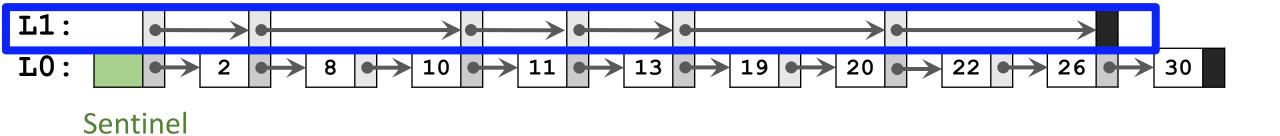


Sentinel

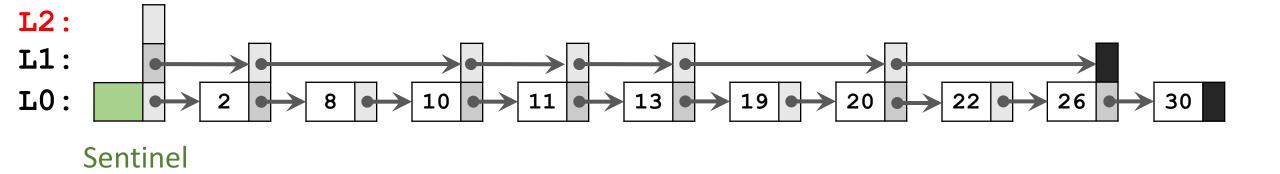
Iteration 1(End)



Iteration 2

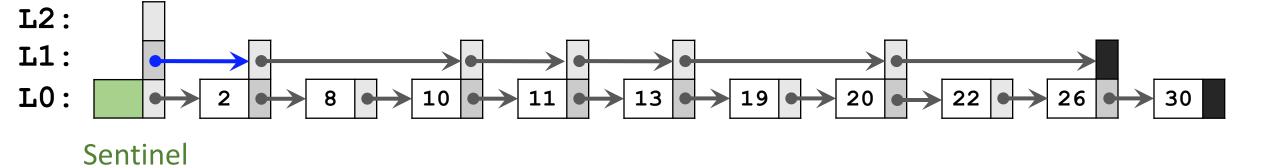


Iteration 2



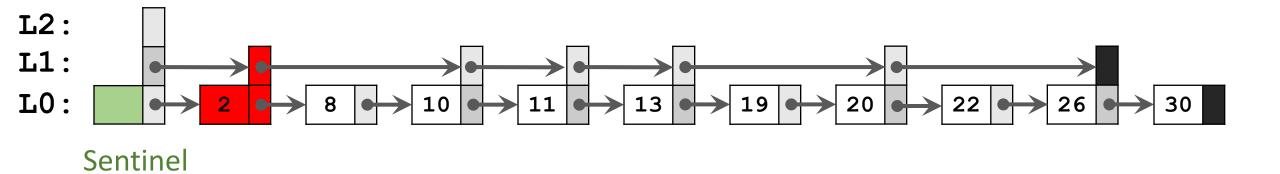
• Build the L2 linked list.

Iteration 2(A)



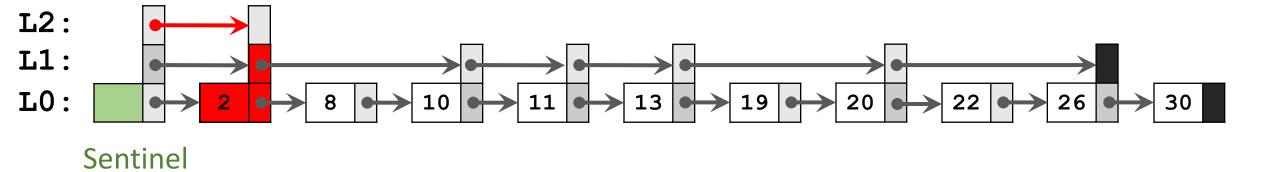
Iteration 2(A)



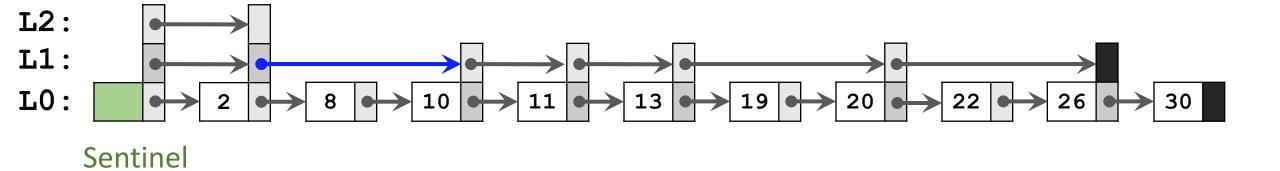


Iteration 2(A)



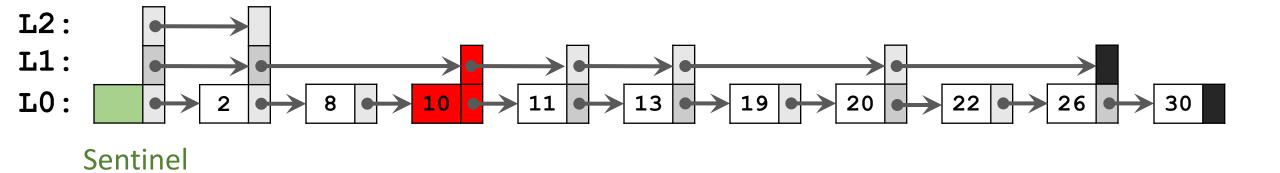


Iteration 2(B)



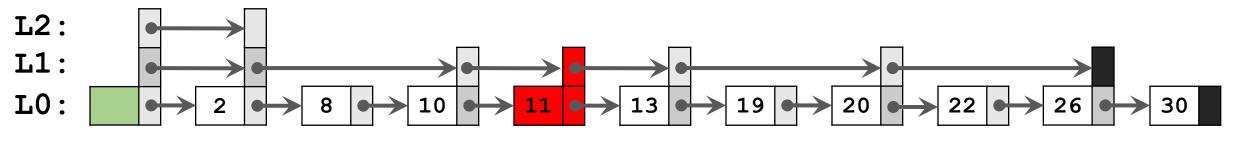
Iteration 2(B)





Iteration 2(C)

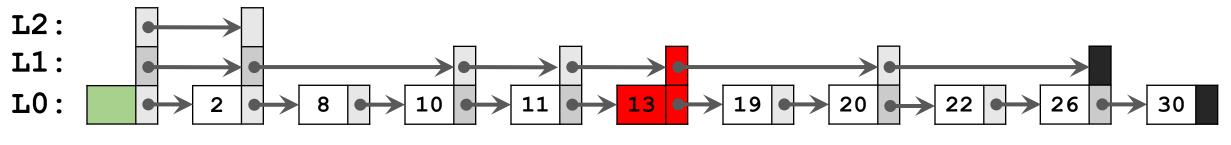




Sentinel

Iteration 2(D)

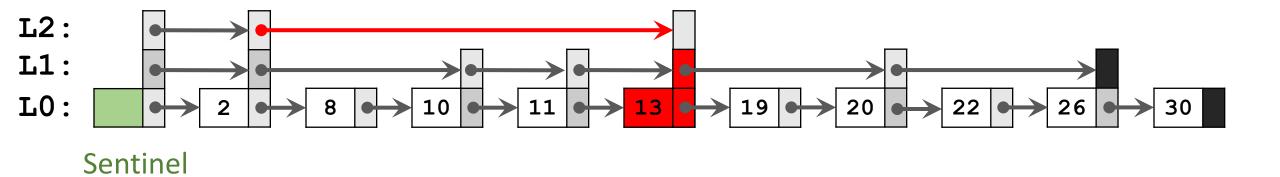




Sentinel

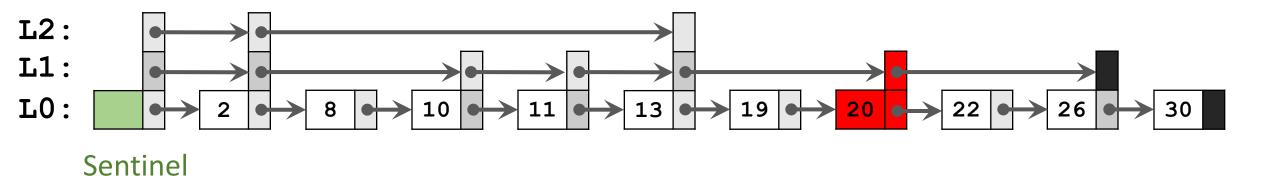
Iteration 2(D)





Iteration 2(E)

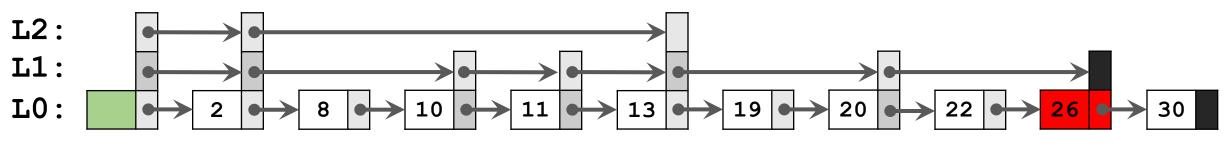




Iteration 2(F)

Flip a coin.



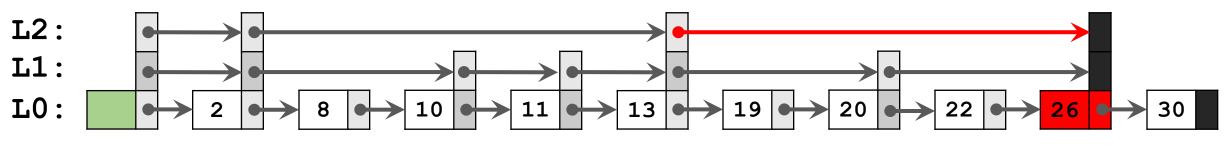


Sentinel

Iteration 2(F)

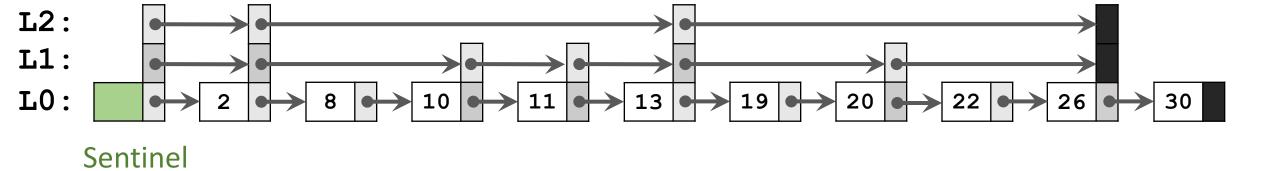
Flip a coin.



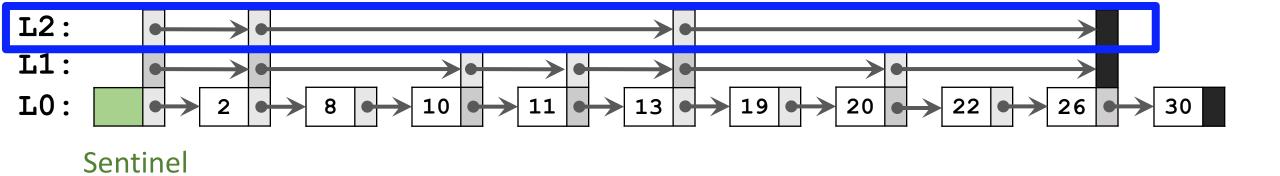


Sentinel

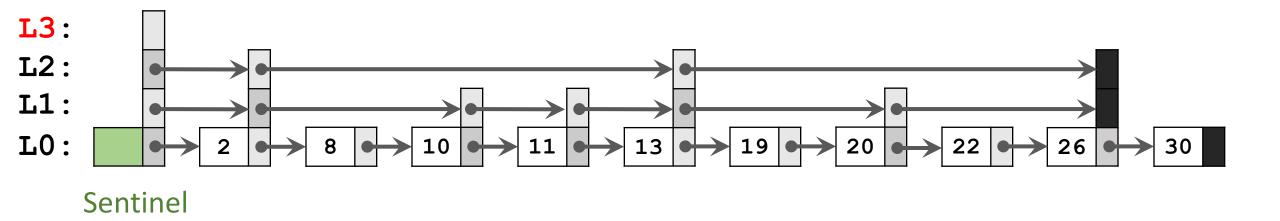
Iteration 2(End)



Iteration 3

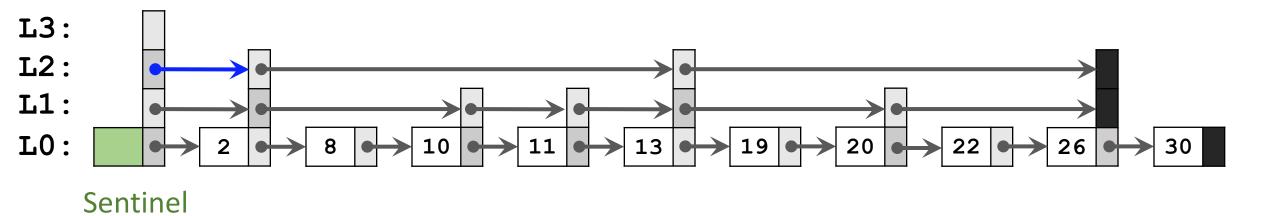


Iteration 3



• Build the L3 linked list.

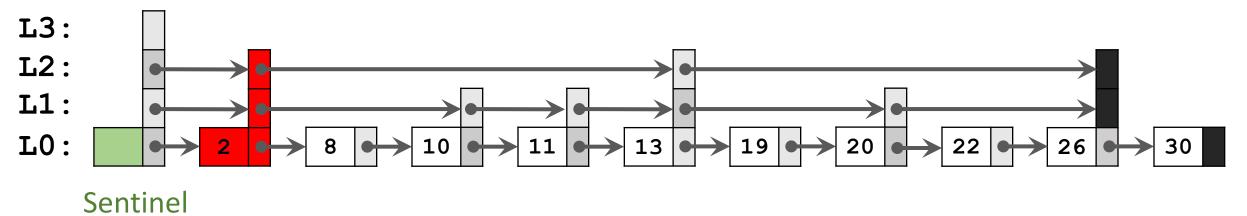
Iteration 3(A)



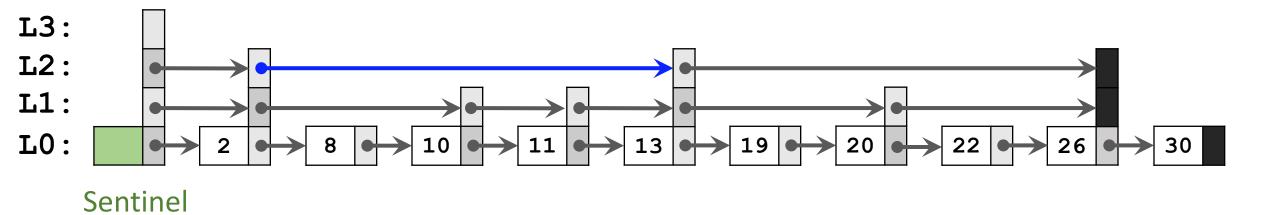
Iteration 3(A)

Flip a coin.





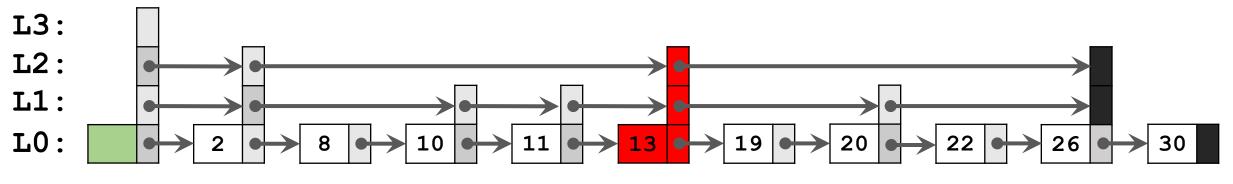
Iteration 3(B)



Iteration 3(B)

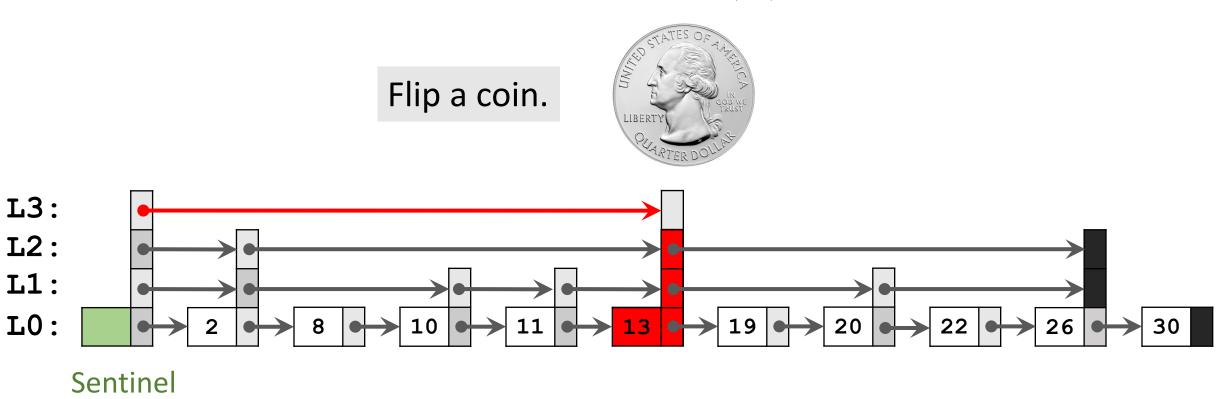
Flip a coin.



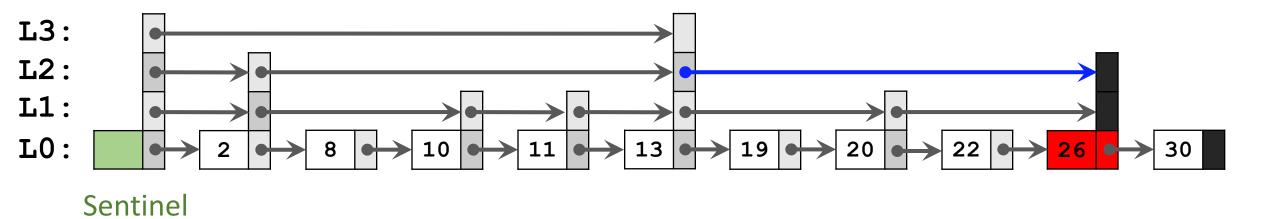


Sentinel

Iteration 3(B)



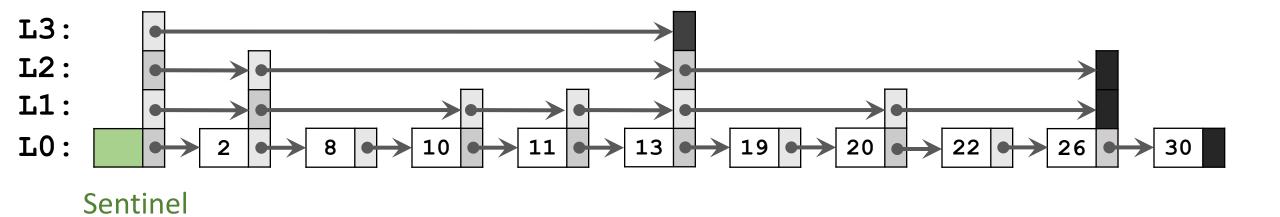
Iteration 3(C)



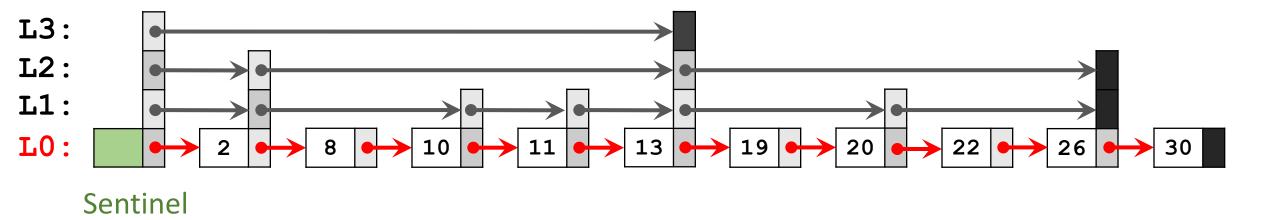
Iteration 3(C)

Flip a coin. **L3**: L2: L1: **LO**: 13 19 Sentinel

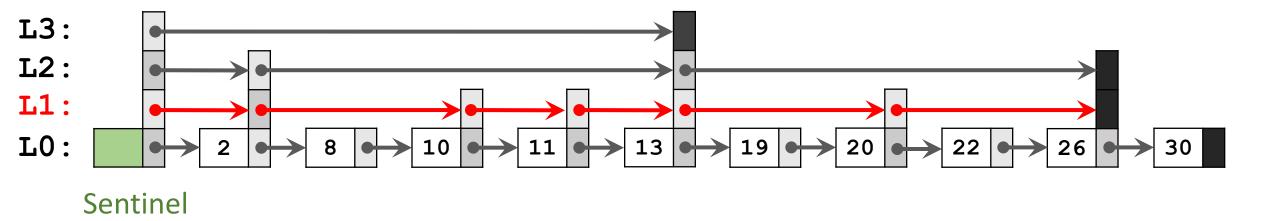
Iteration 3(End)



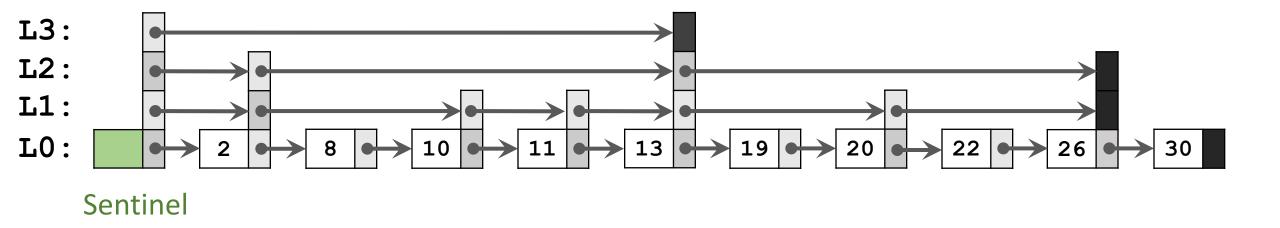
Iteration 3(End)



Iteration 3(End)

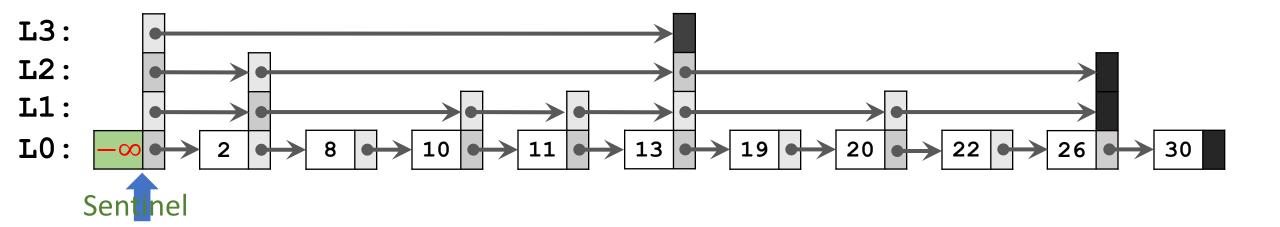


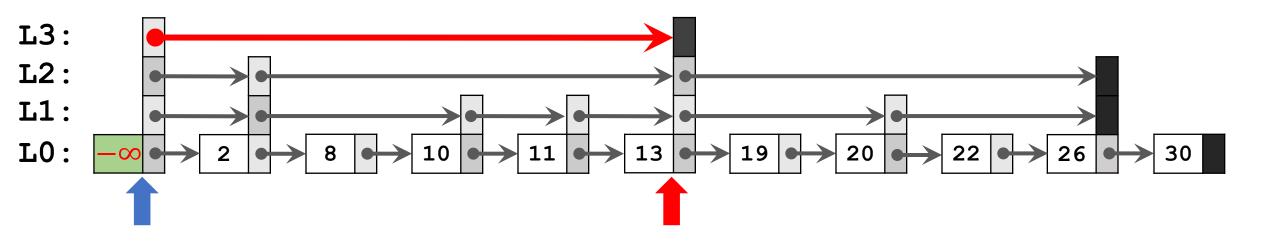
End of Procedure

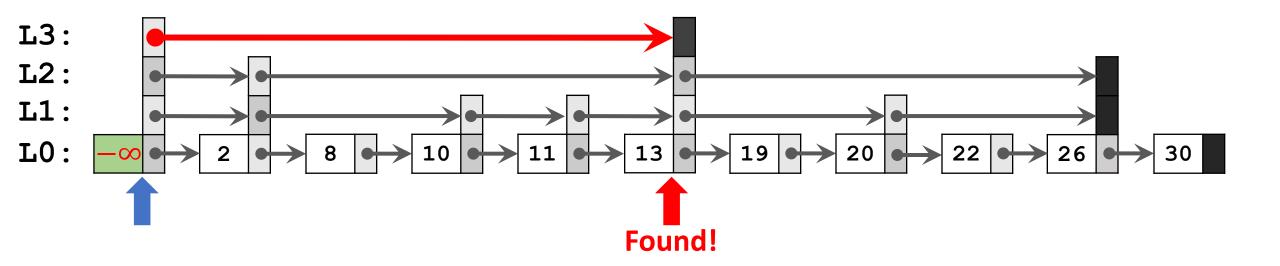


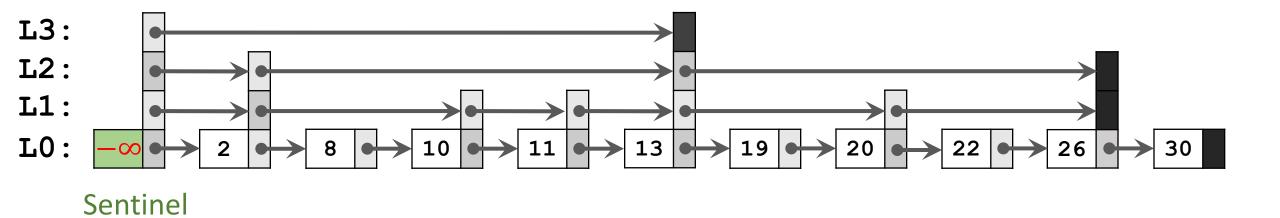
- The number of layers is up to the user; we use a total of 4 layers.
- The number of layers should be $\log n$.

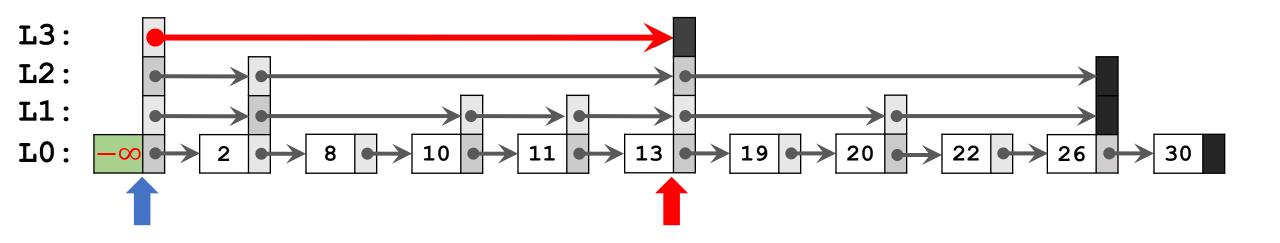
Search

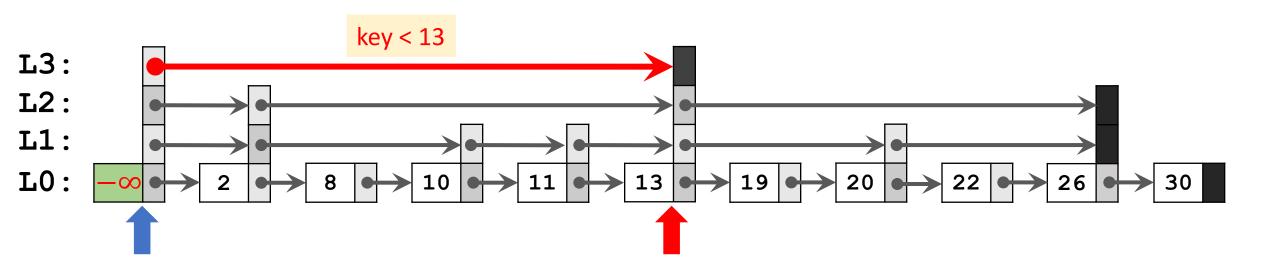


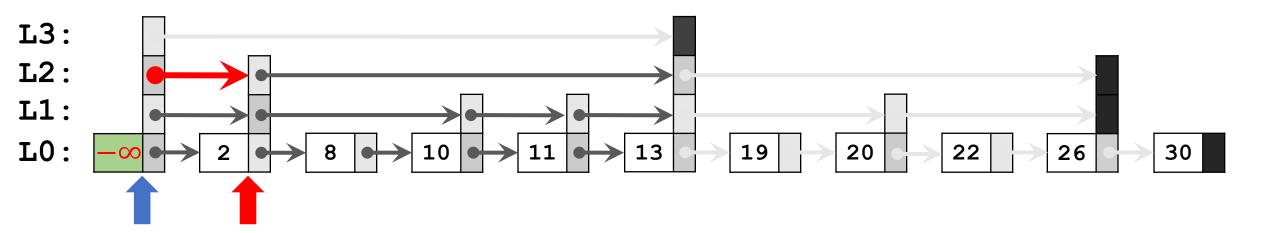


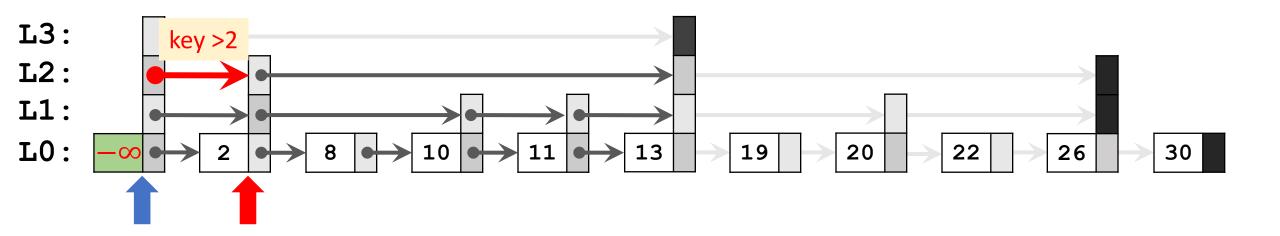


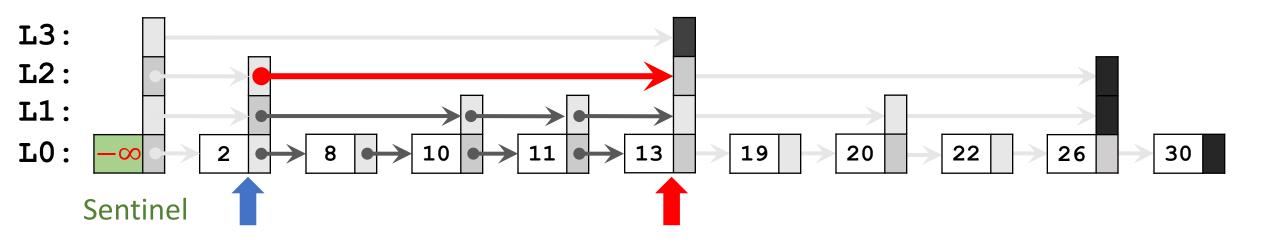


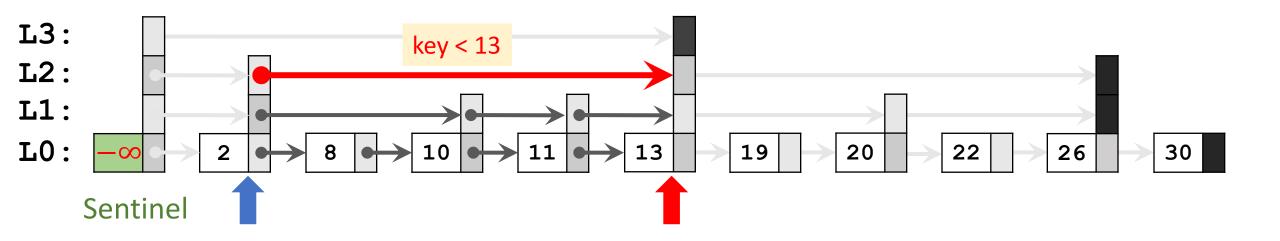


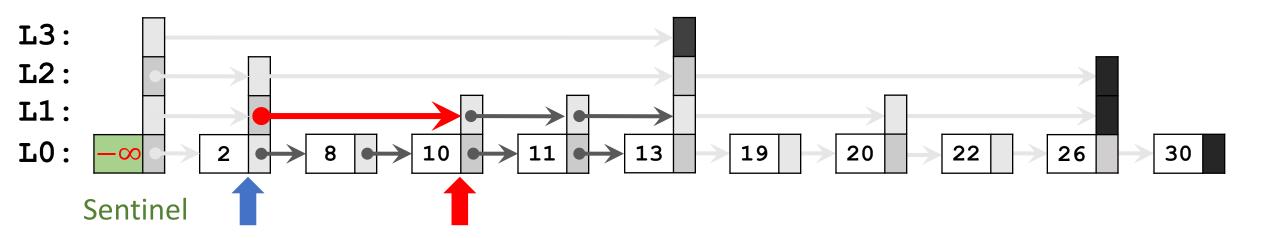


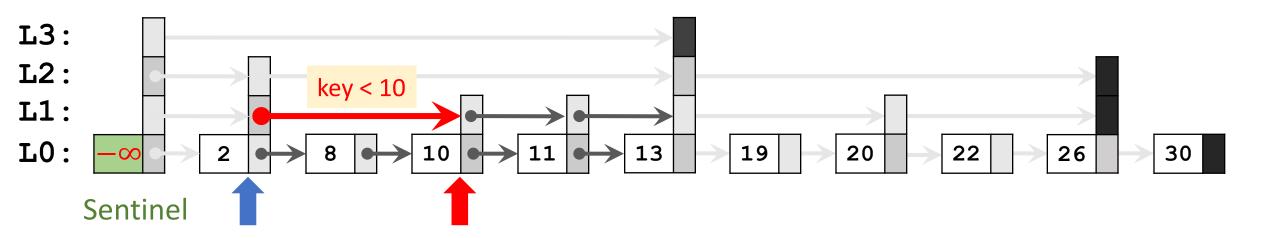


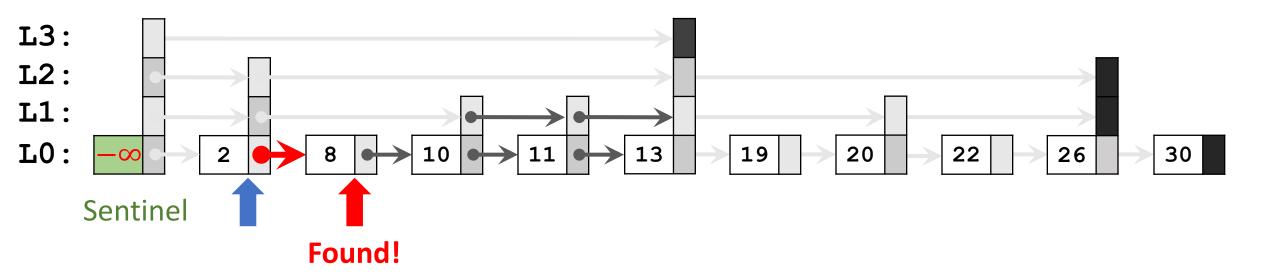


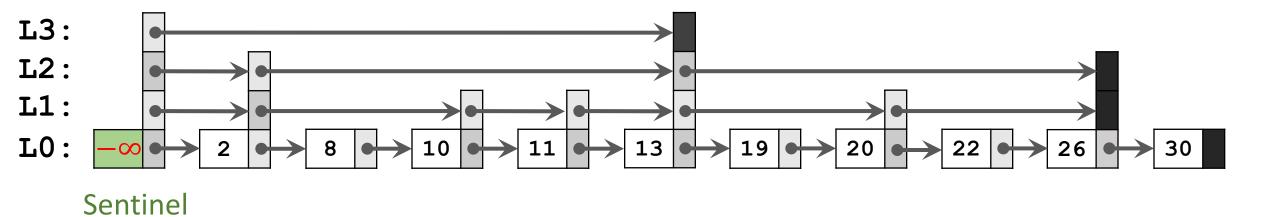


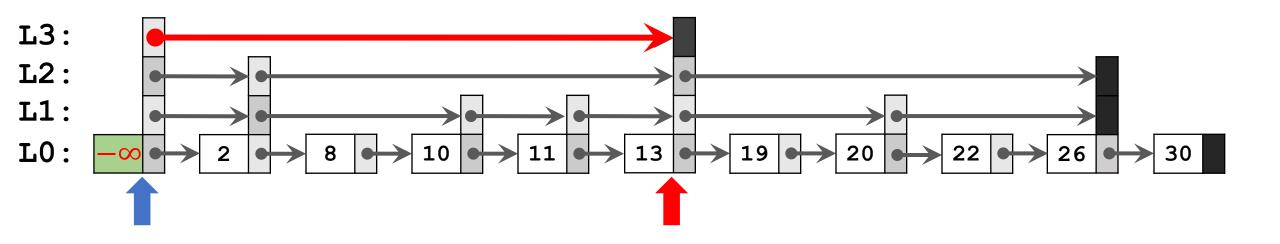


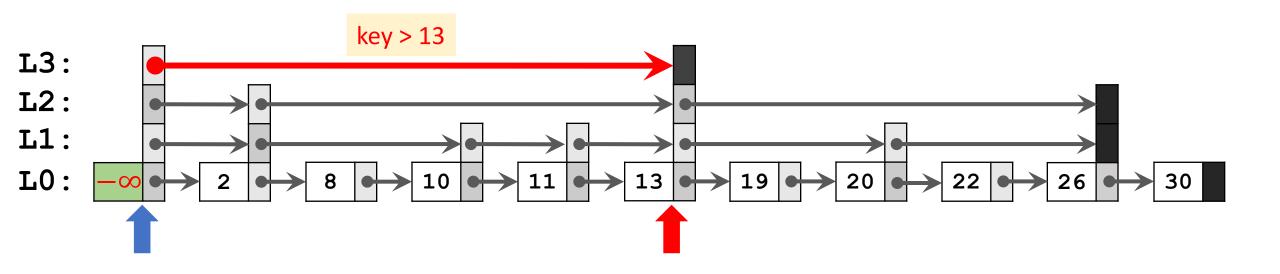


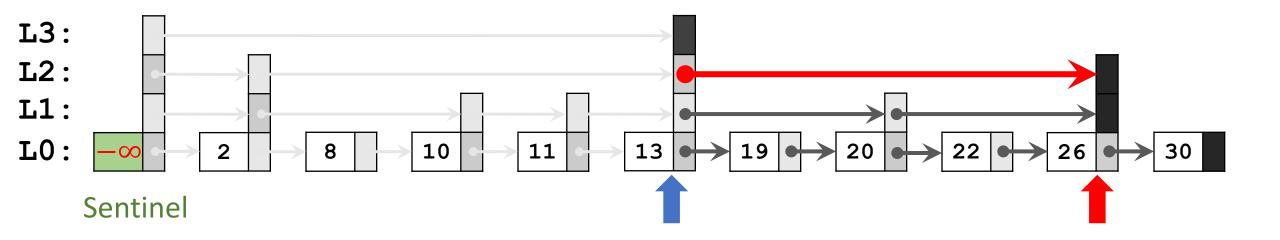


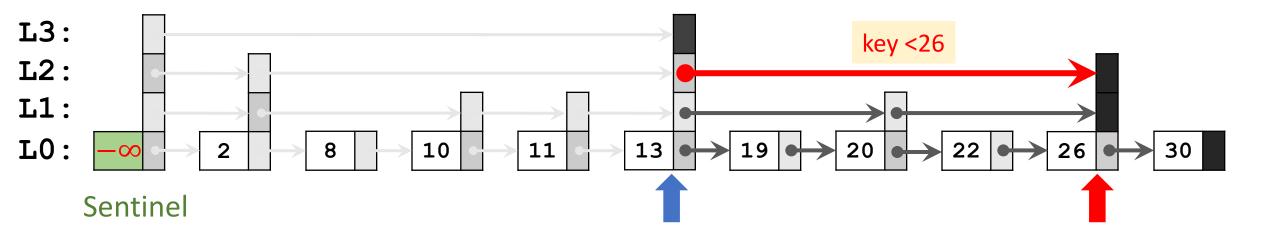


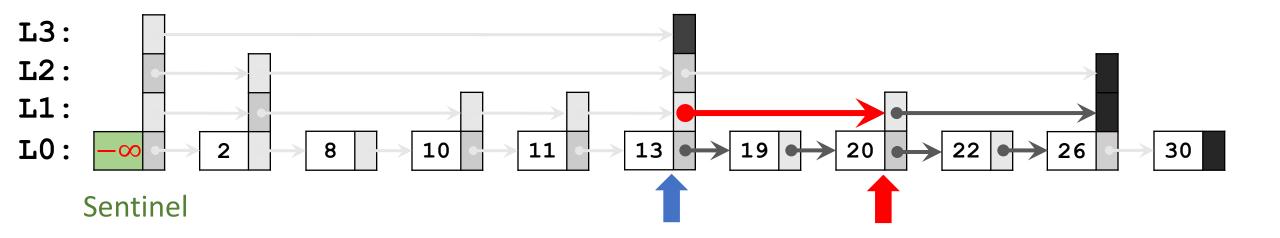


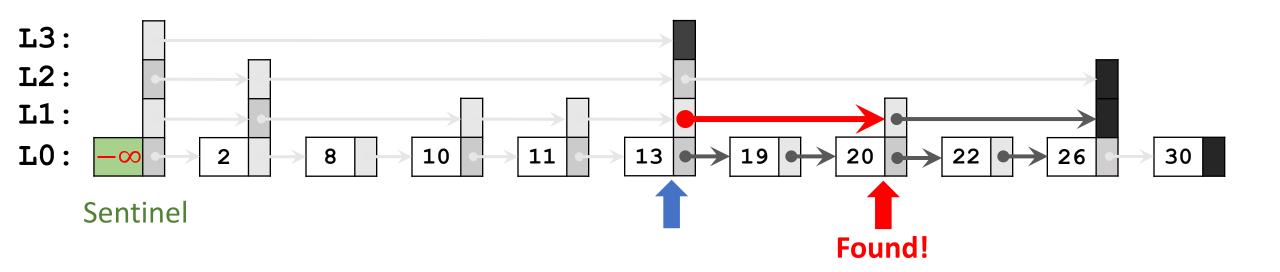


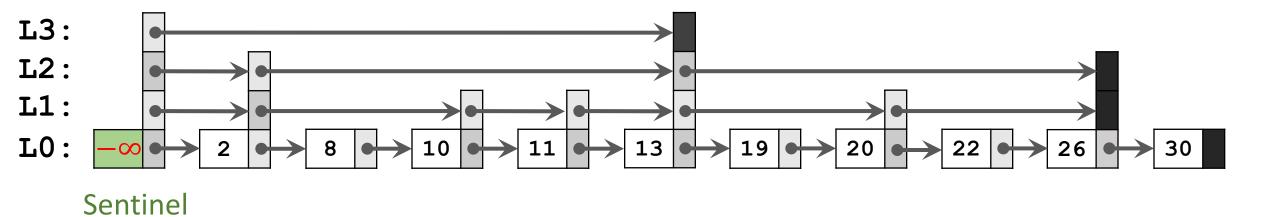


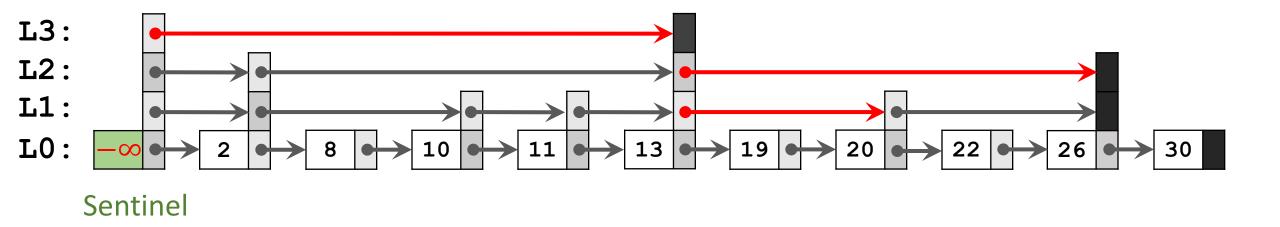




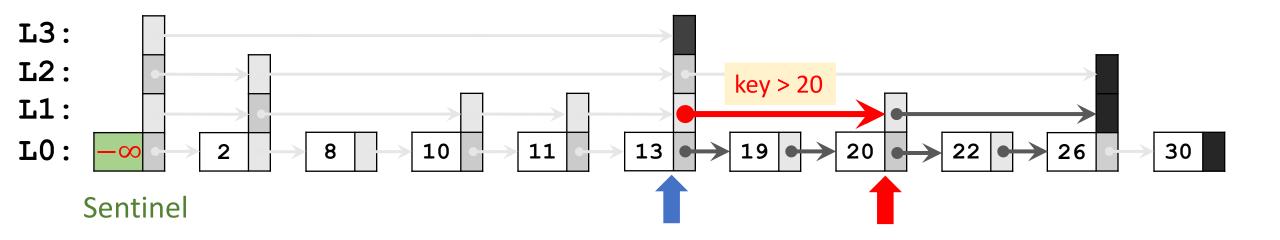


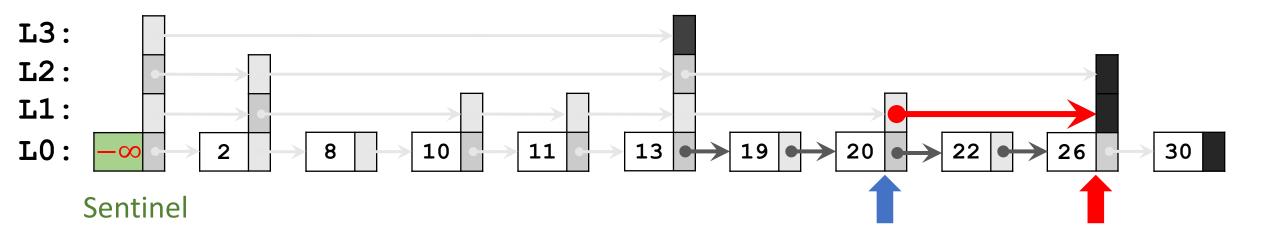


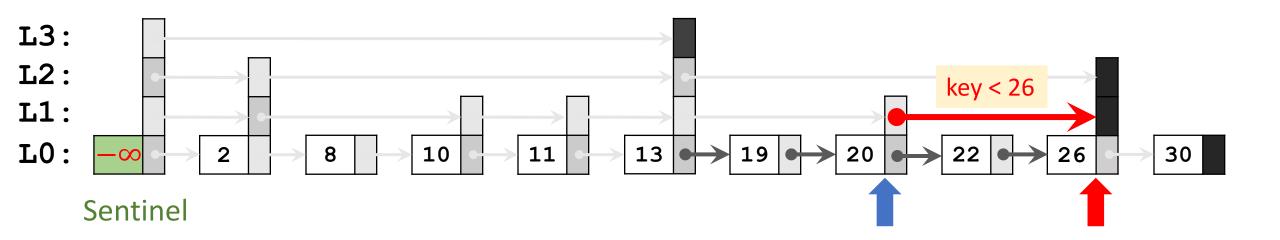


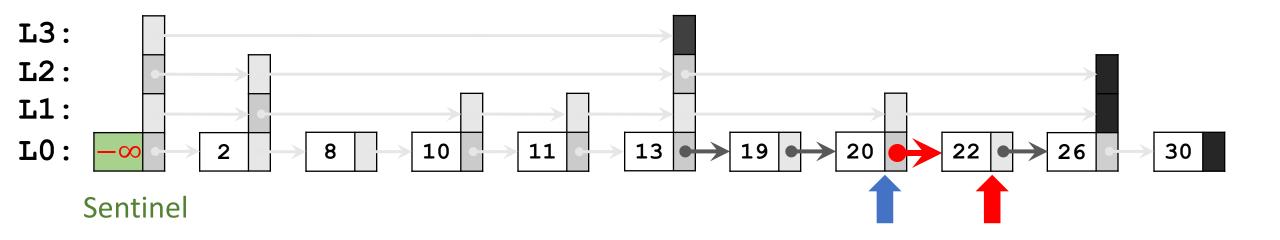


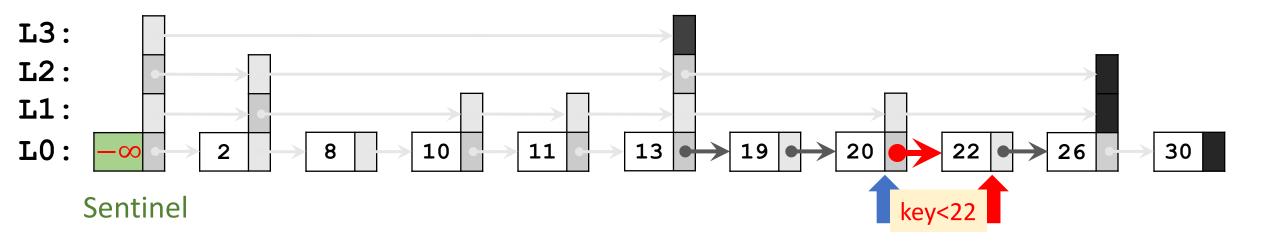
Do the same as before: traverse L3, L2, and then L1.







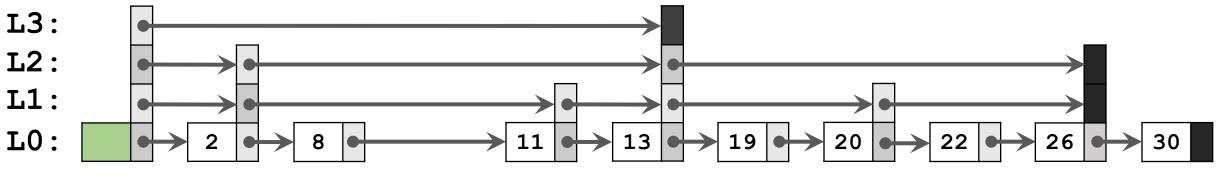




Key=21 is not found!

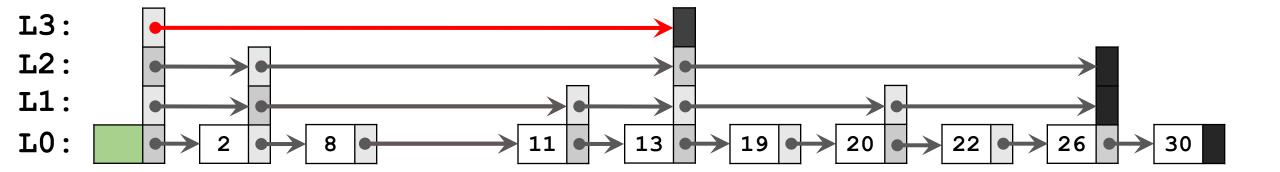
Insertion

First, search key=9 and record the path.

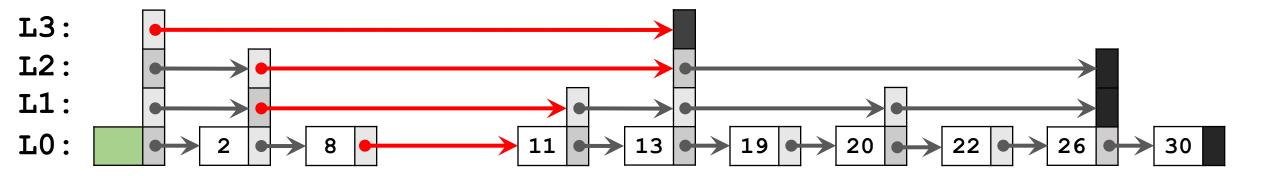


Sentinel

First, search key=9 and record the path.

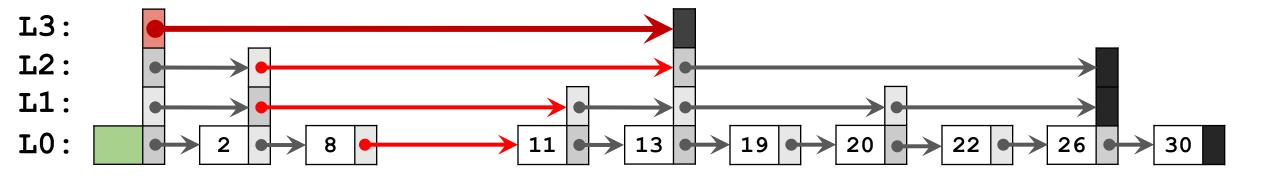


First, search key=9 and record the path.



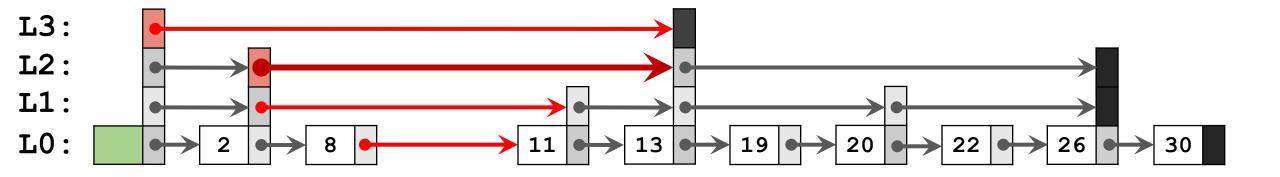
Start from:	L3:	
	L2:	
	L1:	
	L0:	

First, search key=9 and record the path.



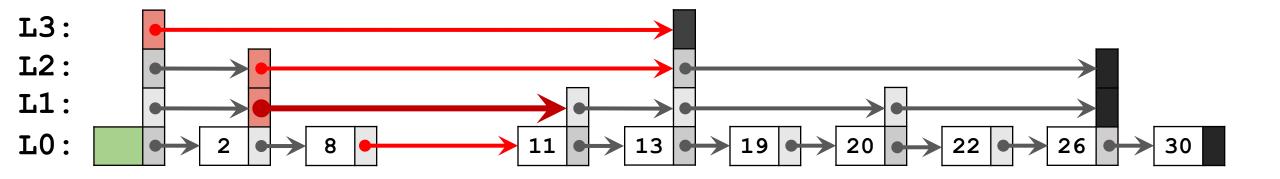
L3:	Sentinel
L2:	
L1:	
L0:	

First, search key=9 and record the path.



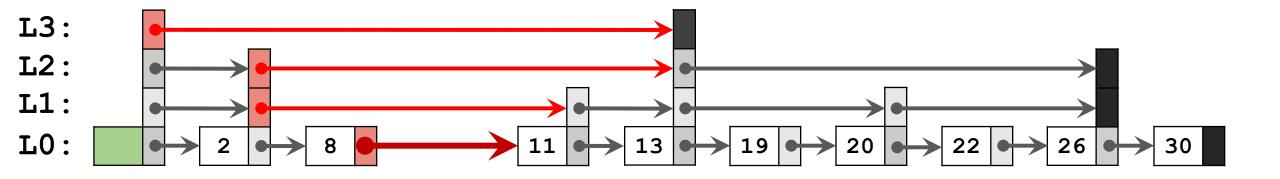
L3:	Sentinel
L2 :	Node 2
L1:	
LO :	

First, search key=9 and record the path.



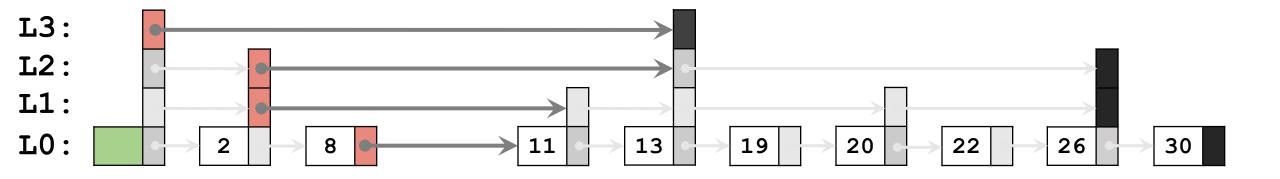
L3:	Sentinel
L2:	Node 2
L1:	Node 2
LO :	

First, search key=9 and record the path.



L3:	Sentinel
L2:	Node 2
L1:	Node 2
LO :	Node 8

Second, create a node whose level is random, e.g, height=2.



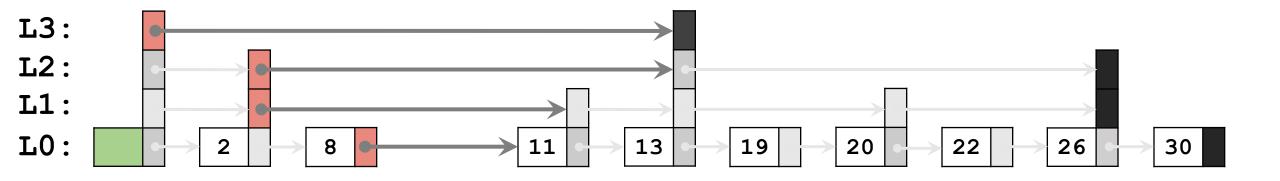
Create a node:

Start from:

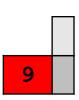
L3: Sentinel
L2: Node 2
L1: Node 2
L0: Node 8

9

Second, create a node whose level is random, e.g, height=2.

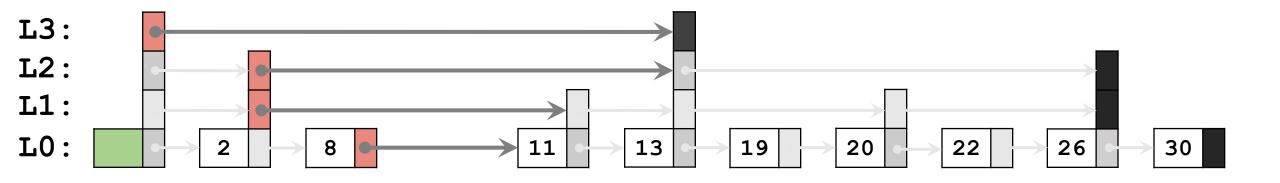


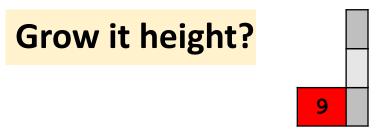




L3:	Sentinel
L2:	Node 2
L1:	Node 2
L 0:	Node 8

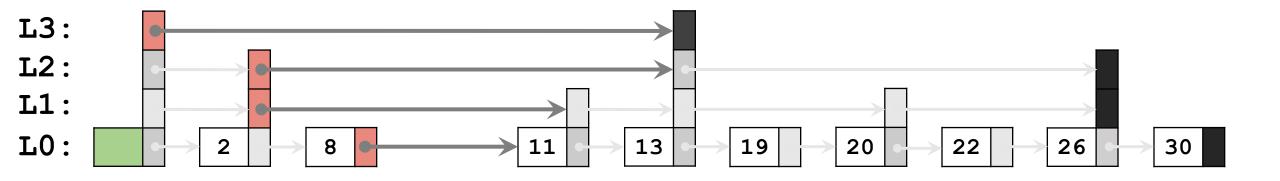
Second, create a node whose level is random, e.g, height=2.

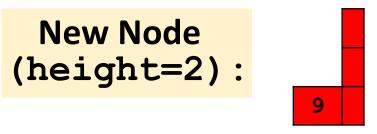




L3:	Sentinel
L2:	Node 2
L1 :	Node 2
L 0:	Node 8

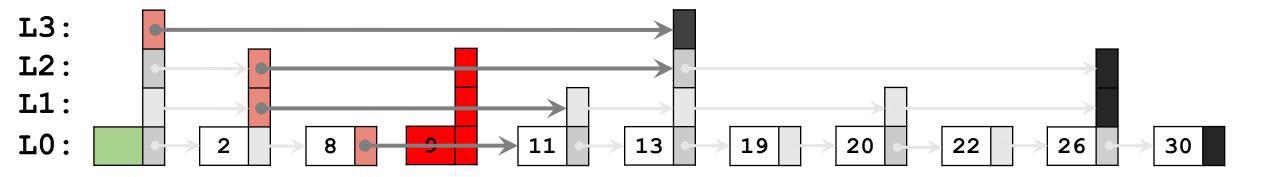
Second, create a node whose level is random, e.g, height=2.





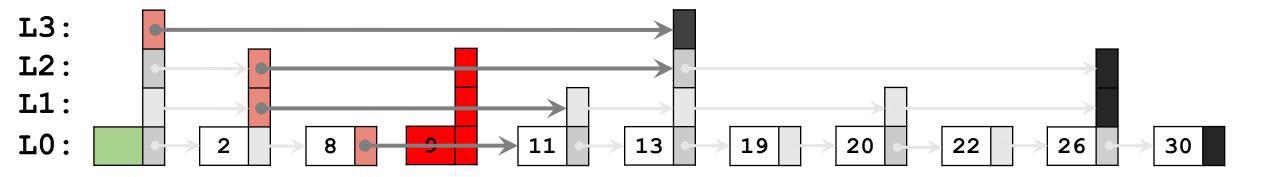
L3:	Sentinel
L2:	Node 2
L1:	Node 2
LO :	Node 8

Third, link the new node to the skip list.



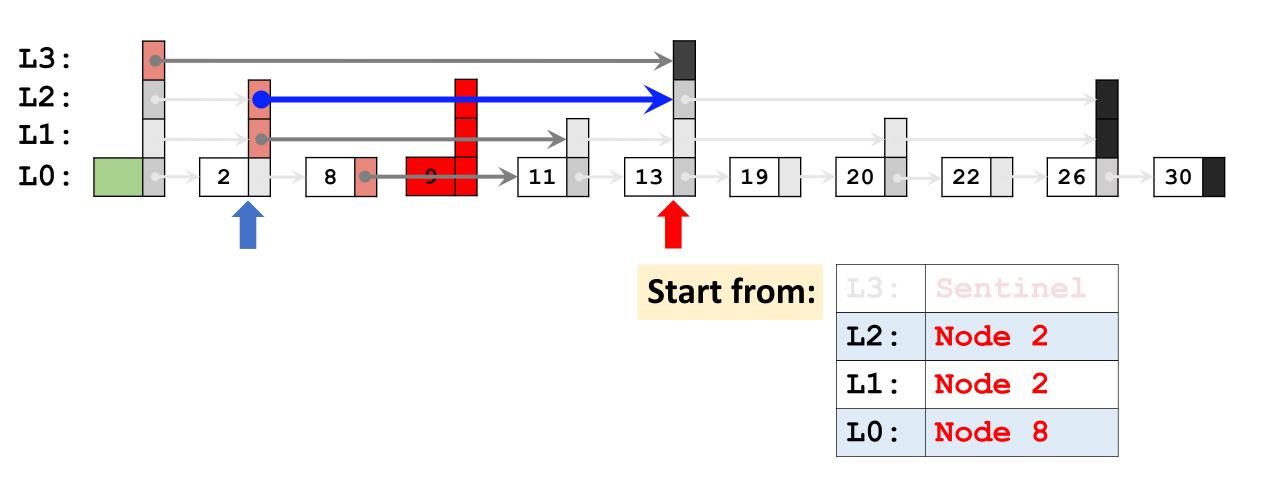
L3:	Sentinel
L2:	Node 2
L1:	Node 2
L0:	Node 8

Third, link the new node to the skip list.

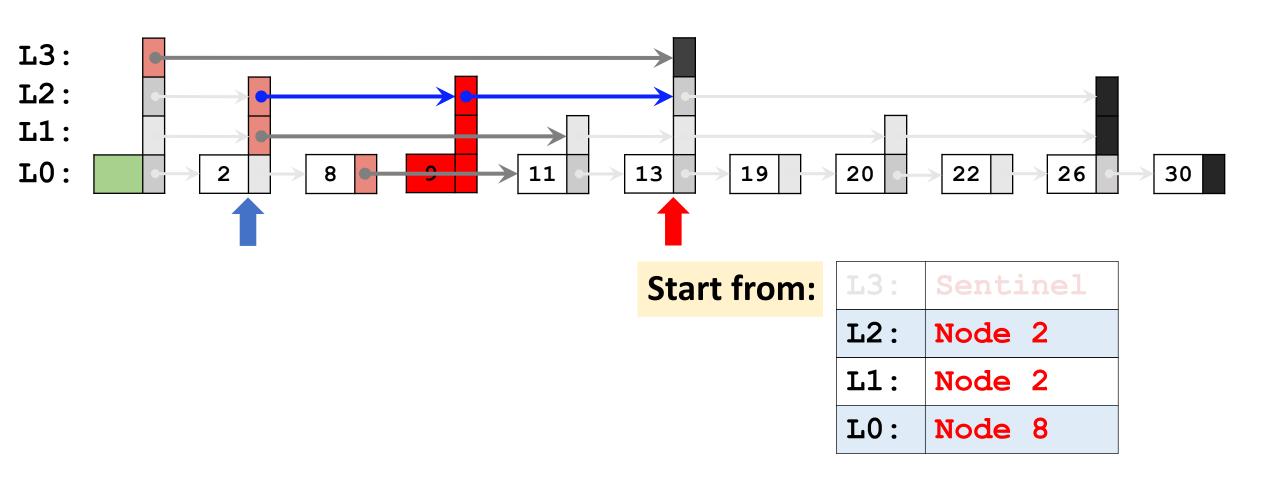


L3:	Sentinel
L2:	Node 2
L1:	Node 2
L0:	Node 8

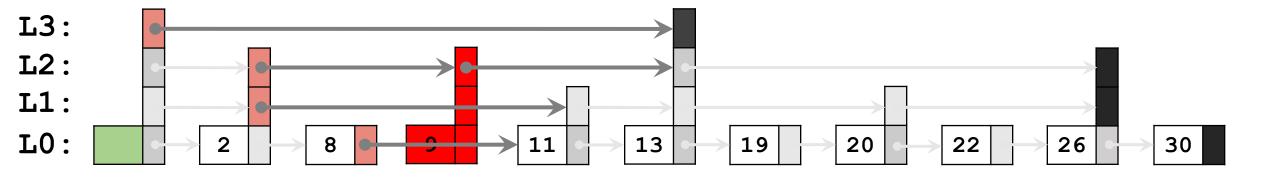
Third, link the new node to the skip list.



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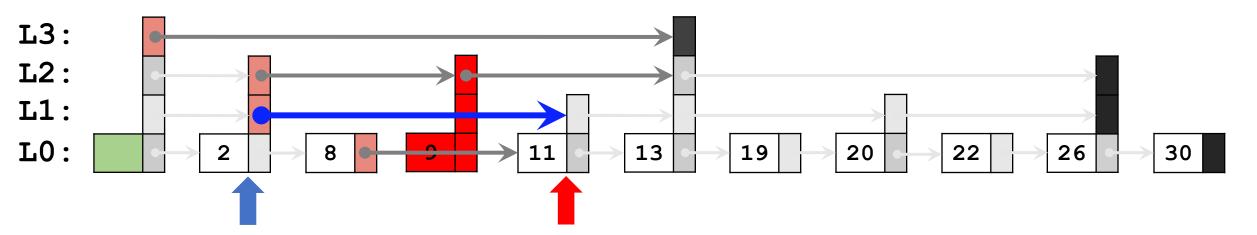


Third, link the new node to the skip list.



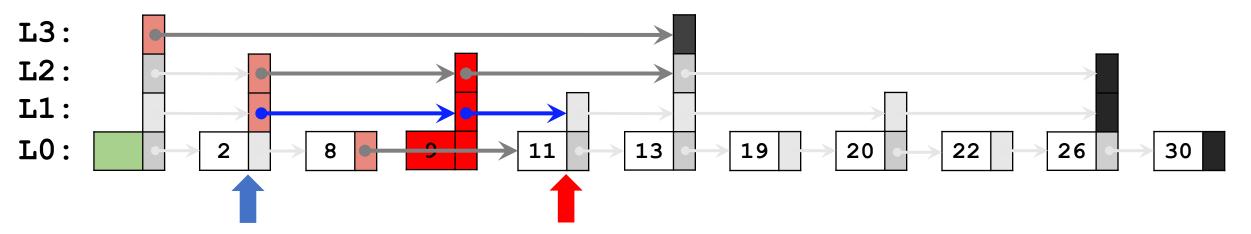
L3:	Sentinel
L2:	Node 2
L1 :	Node 2
LO :	Node 8

Third, link the new node to the skip list.



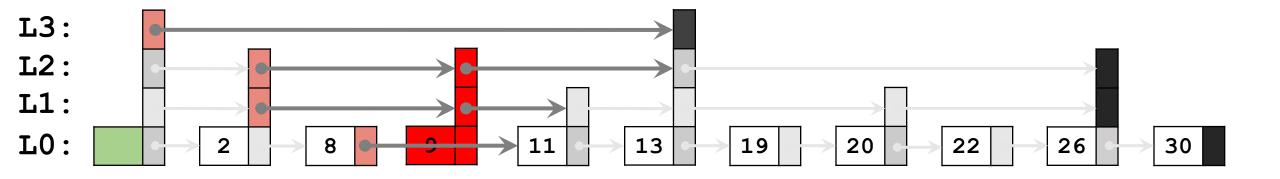
L3:	Sentinel
L2:	Node 2
L1:	Node 2
L 0:	Node 8

Third, link the new node to the skip list.



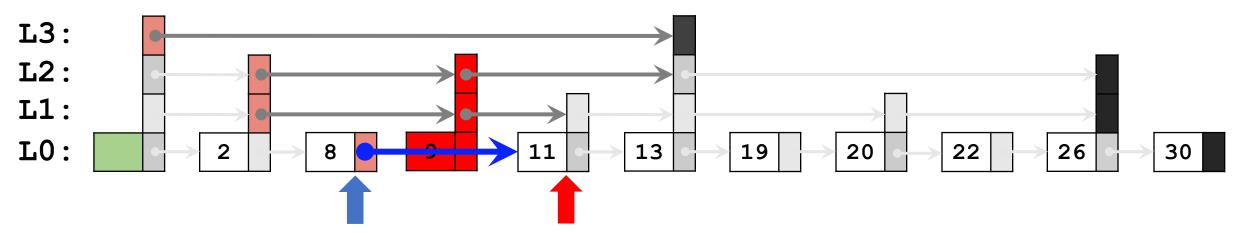
L3:	Sentinel
L2:	Node 2
L1:	Node 2
L 0:	Node 8

Third, link the new node to the skip list.



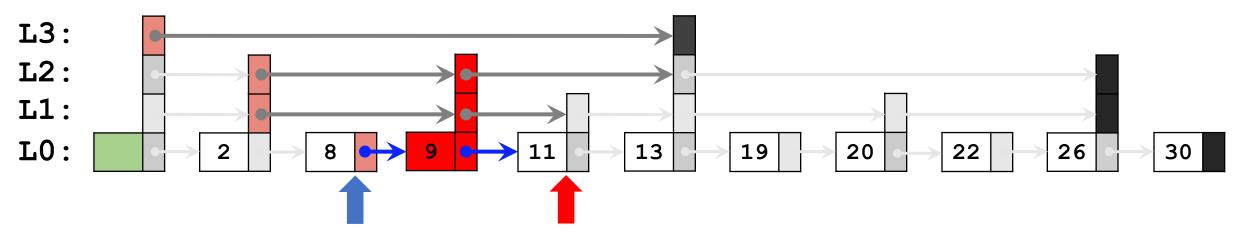
L3:	Sentinel
L2:	Node 2
L1 :	Node 2
LO :	Node 8

Third, link the new node to the skip list.



L3:	Sentinel
L2:	Node 2
L1:	Node 2
L 0:	Node 8

Third, link the new node to the skip list.



L3:	Sentinel
L2:	Node 2
L1:	Node 2
L 0:	Node 8

Thank You!