

# Memtable –SkipList

조태규

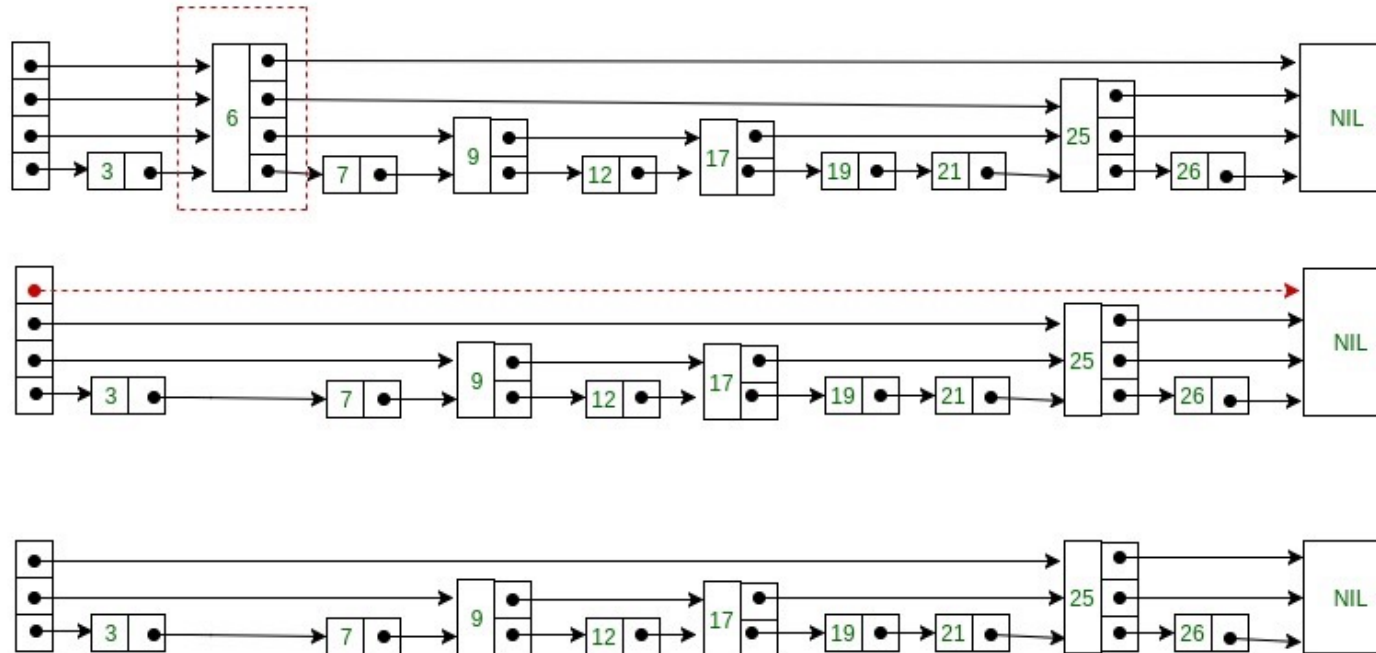
## Skip List

- What is difference of deletion in skip list?  
In normal vs In LevelDB
- Why?
- How to delete element in LevelDB?

# SkipList – Deletion In normal skiplist

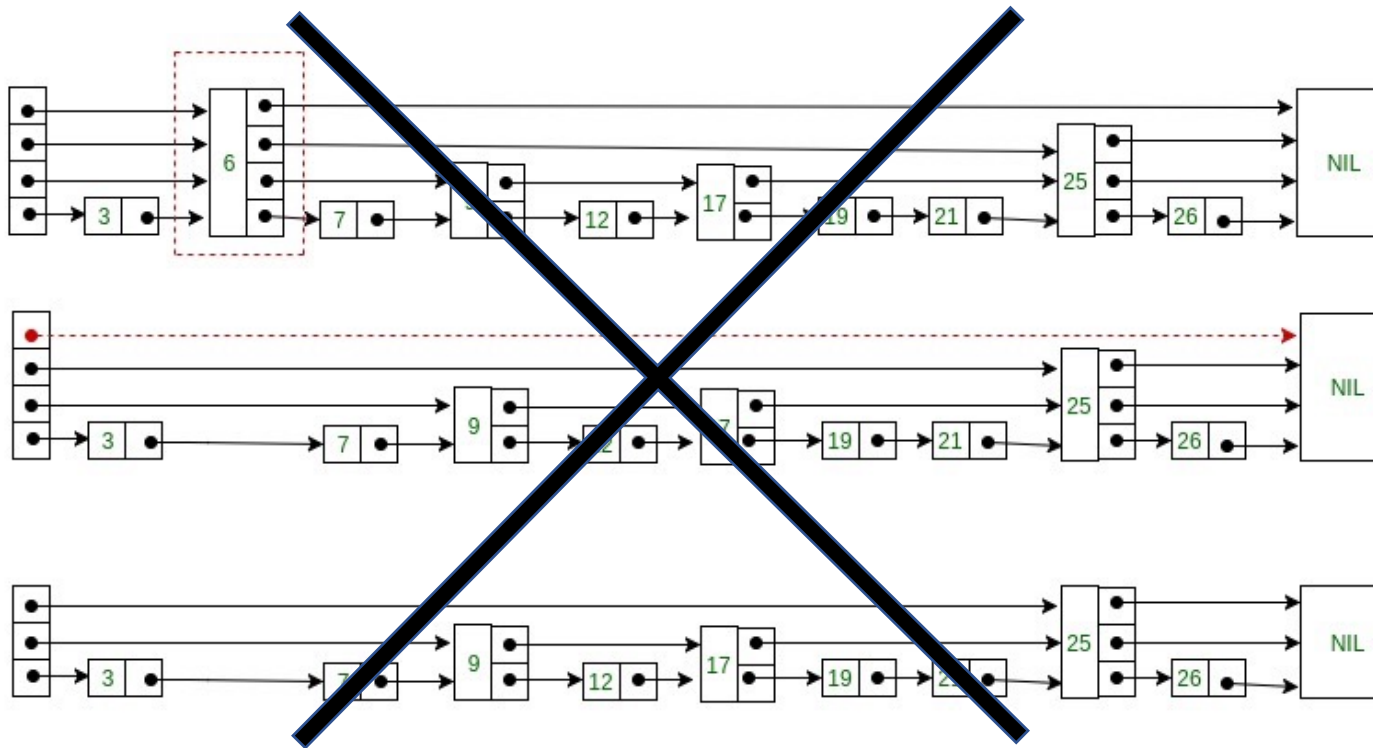
- How to delete element(key = 6) in normal skip list?

- 1) Find the element that needs to be deleted(key = 6)
- 2) Delete the element
- 3) Adjust the pointer and height(if nessesary)



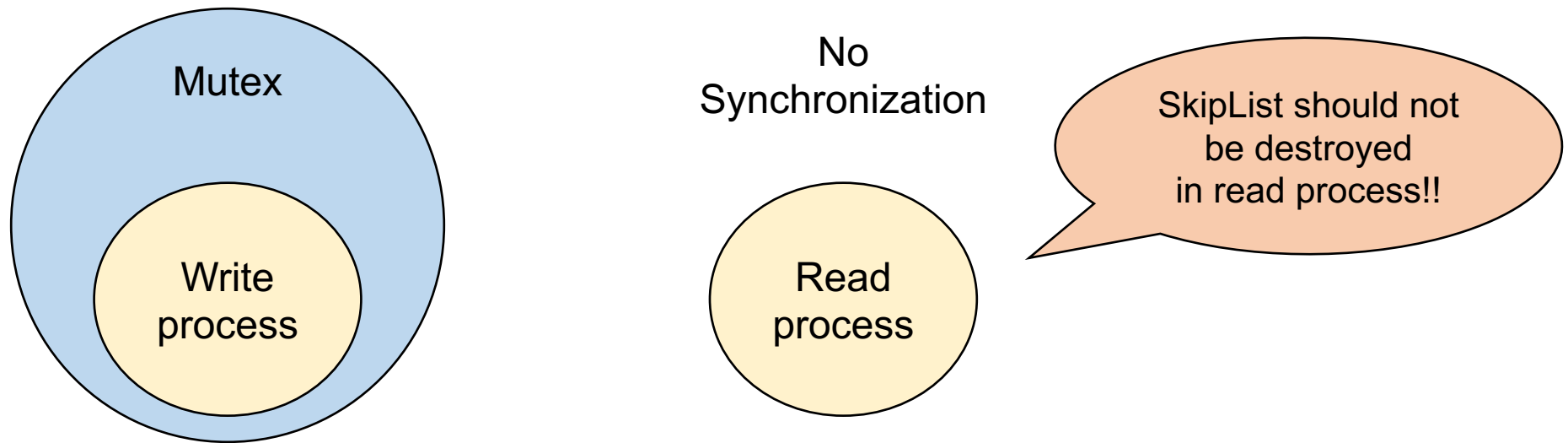
# SkipList – In LevelDB(Delete by Insert)

- There is no delete interface in LevelDB skip list!
- Inserts element with tag that determines whether to delete or not



# SkipList – Why? For thread safety!

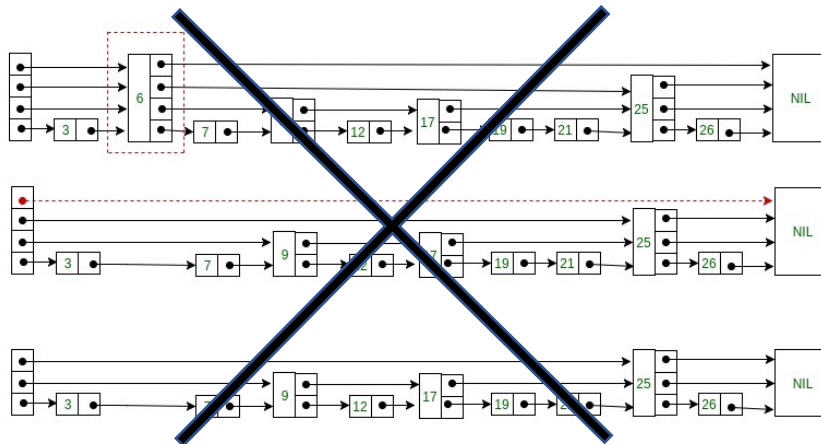
- Writes require external synchronization(mutex)
- Reads process (without any internal locking or synchronization) requires a guarantee that SkipList will not be destroyed



# SkipList – Why? For thread safety!

- There is no Deletion node in code => Code guarantees that we never delete any skip list nodes
- Only Insert modifies the list, and it is careful to initialize

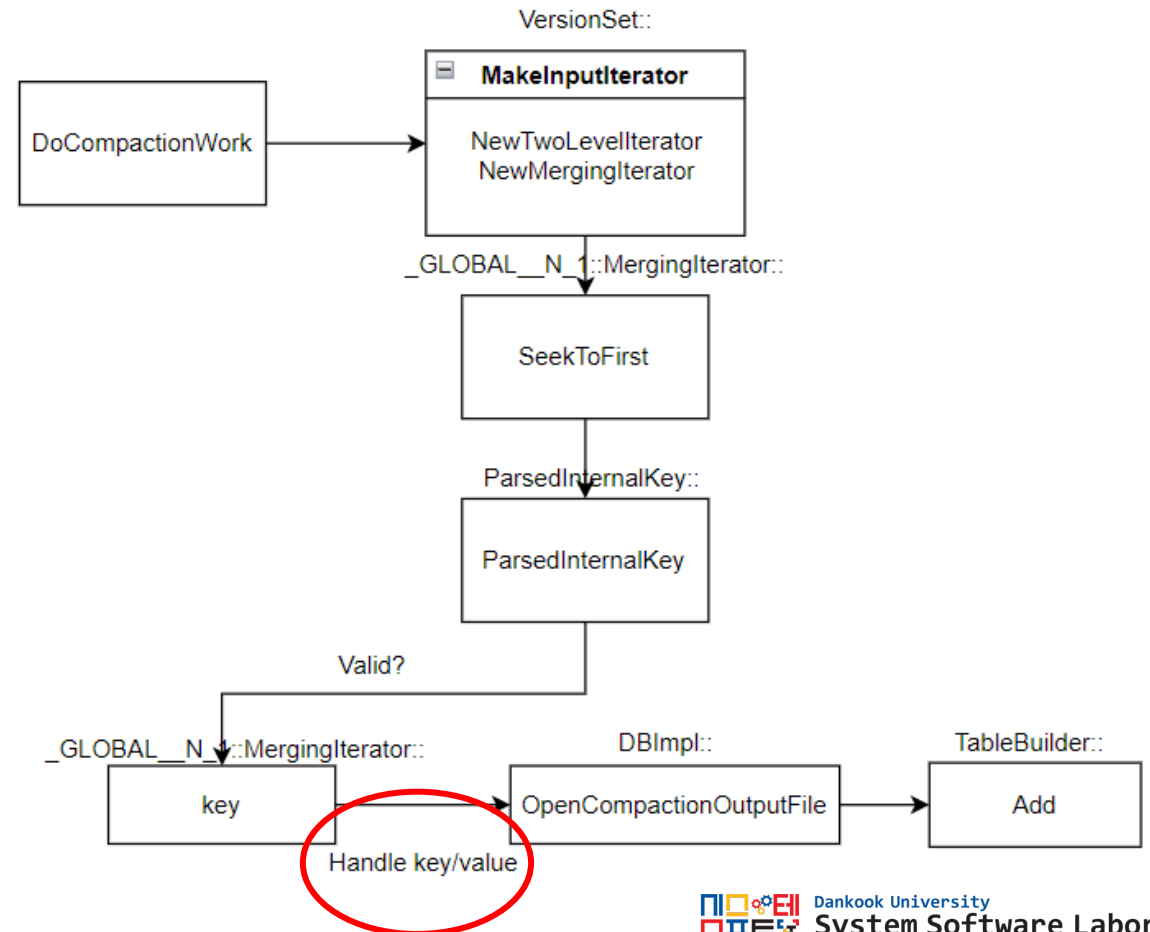
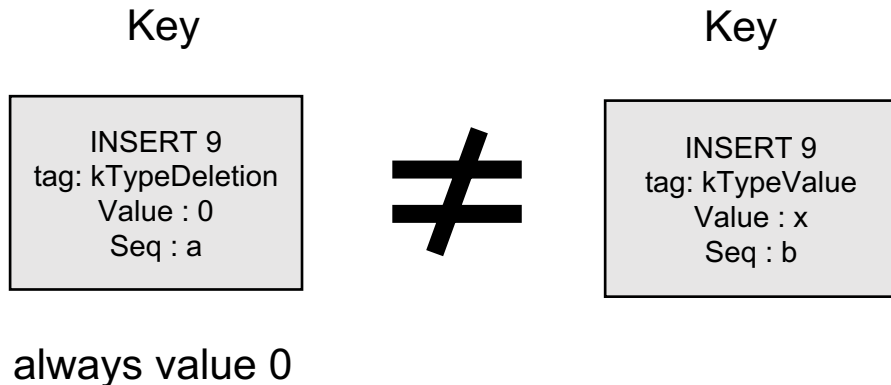
**No Deletion node**



Allocated nodes  
are never deleted

# SkipList – Then, How?

- Nodes with delete tag are deleted at once in compaction
- MergingIterator merge multiple ordered data sets, using InternalKey(userkey, seq, type)
- The larger the seq, the newer the record



# Q&A

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감사합니다  
*Thank you~!*

