



程序代写
CS编程辅导

Advanced Algorithms
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COMP4121
Assignment Project Exam Help

Email: tutorcs@163.com
Aleks Ignjatovic

QQ: 749389476

School of Computer Science and Engineering
University of New South Wales
<https://tutorcs.com>

Skip Lists

程序代写代做 CS编程辅导

- A recent data structure introduced in 1989 by William Pugh.
- Yes, I know, it is relatively people of my age, not at all recent for you ...
- A randomised data structure with benefits of balanced trees (e.g., AVL or Red - Black trees).
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 - $O(\log n)$ expected time for INSERT and SEARCH.
 - $O(1)$ time for MIN, MAX, SUCC, PRED;
 - Can be enhanced so that finding the k^{th} element in the list also runs in $O(\log n)$ time.
- Much easier to code and in practice also tend to be faster and use less space than balanced trees.
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- Skip Lists have replaced balanced trees in many applications.



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- Consider a doubly linked list.



- MIN, MAX, SUCC, PREV run in time $O(1)$.
- However, SEARCH, INSERT, DELETE run in time $O(n)$.
- The culprit is search.

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- Idea: make shorter jumps and follow.

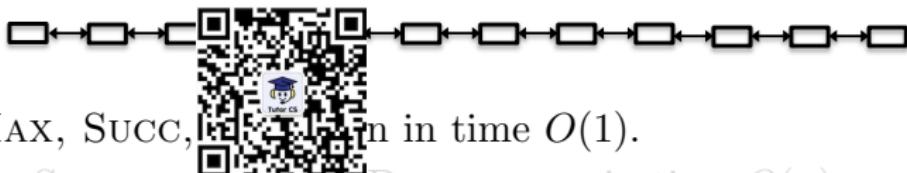
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Can we modify doubly linked lists to make search $O(\log n)$ expected time?

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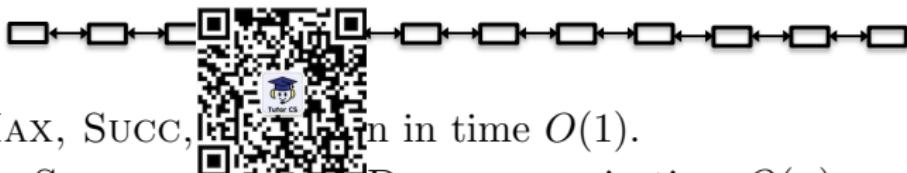
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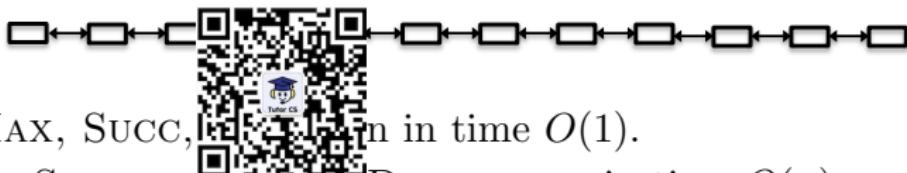
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- Idea: make shorter links.

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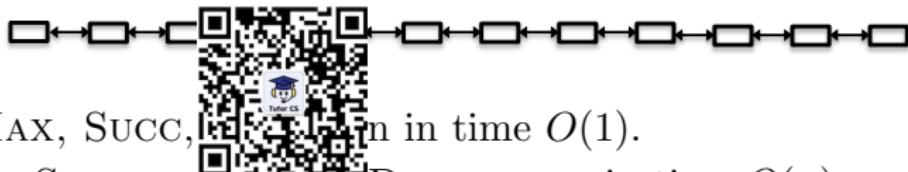
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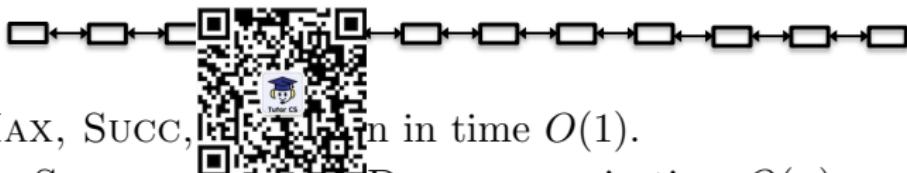
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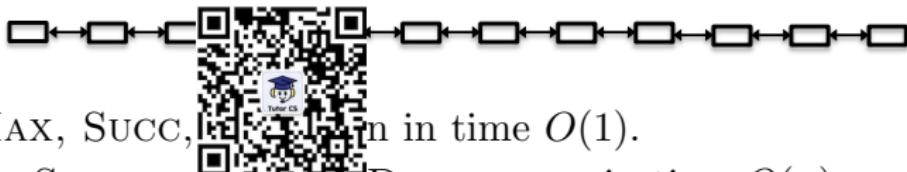
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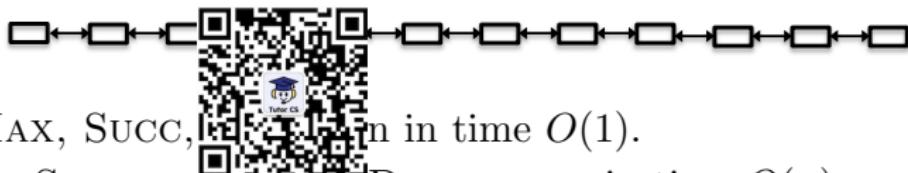
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- Searching for k :

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- Start from the head H , if you can, without exceeding k , using the highest possible level of links;
- then drop one level down and repeat the procedure using lower level links.
- How can we ensure such a search procedure runs in time $O(\log n)$?
- Can we link every other link on the second level, every fourth link on the third level, every eighth on the fourth level and so on...

Skip Lists

- Searching for k :

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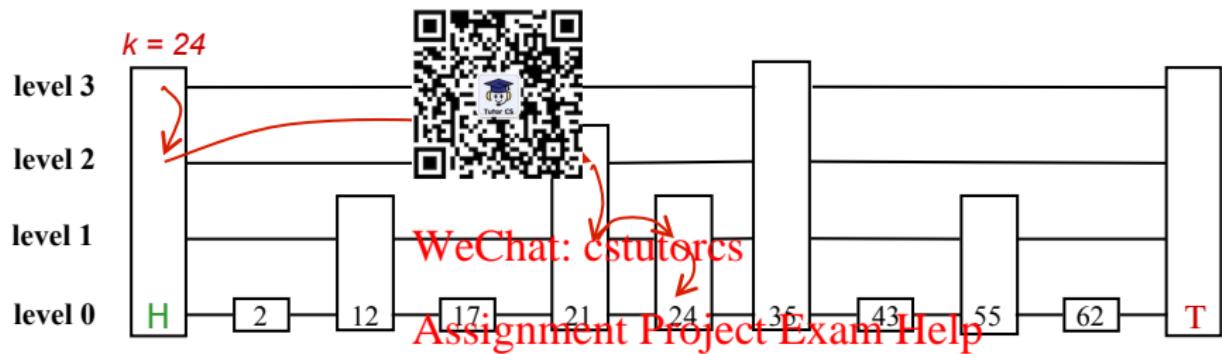


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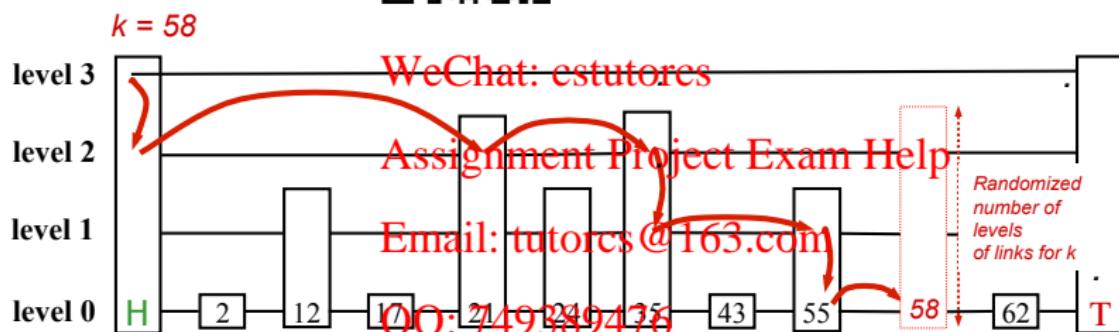
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- We need dynamically balanced structure.
- This is where randomness comes into play, ensuring that in the long run the structure remains (essentially) balanced.

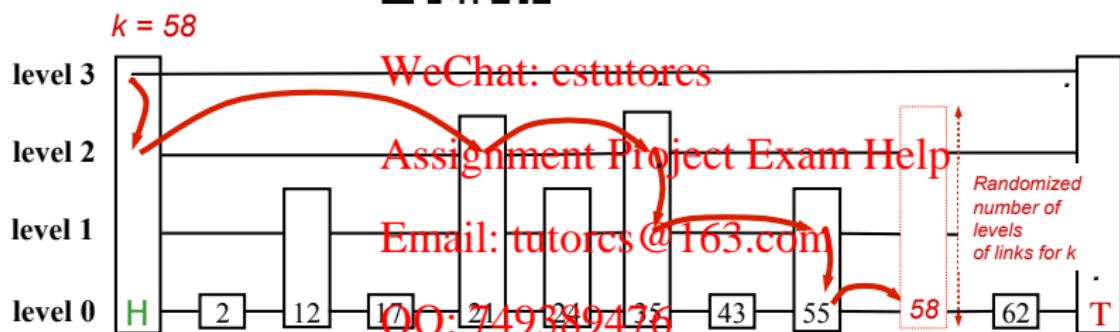


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- To Insert k : first search to find the right place. Then toss a coin until you get a head, and count the number of tails t that you got.
- Insert k and link it at levels $0 - t$ from the bottom up.

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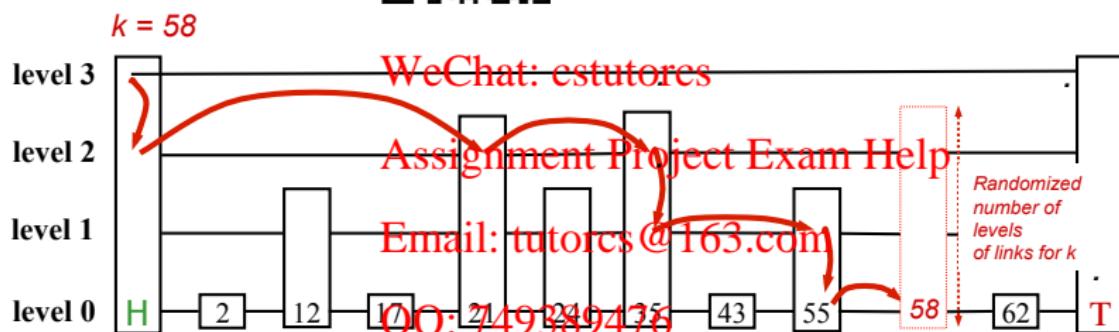


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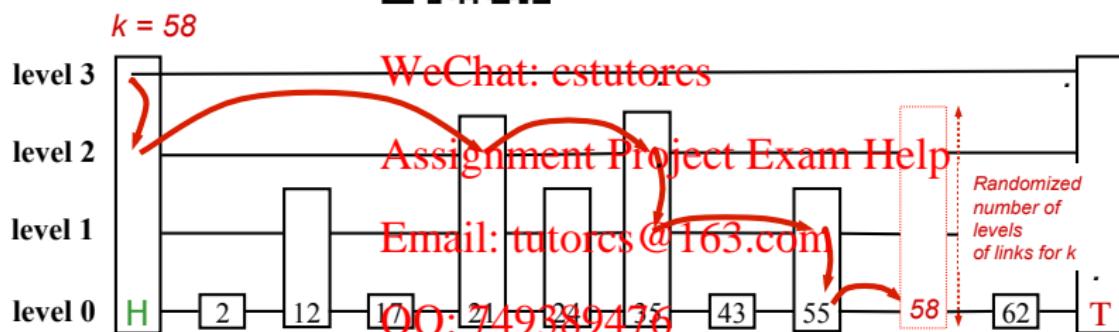


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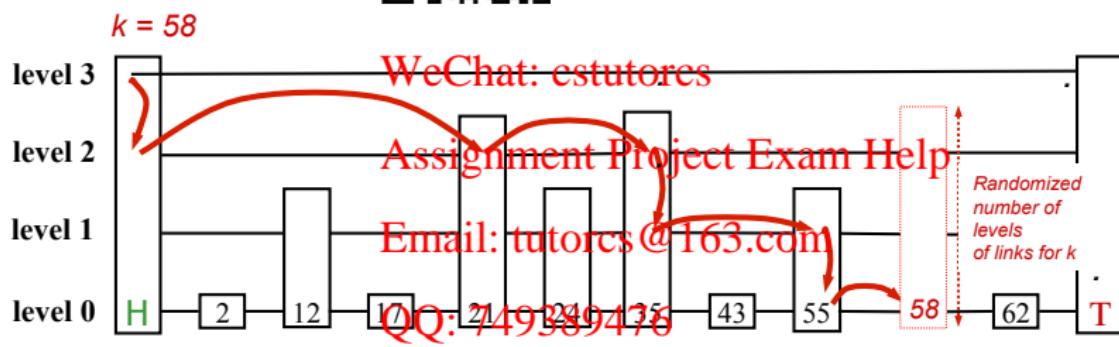


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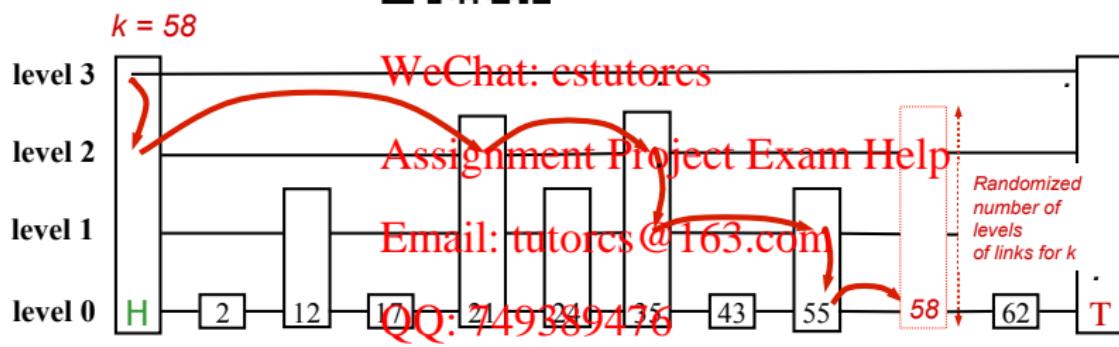


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- **Deleting** an element is just like in a standard doubly linked list, but taking care of all pointers affected.
- How fast can we search for an element?
- The probability of getting consecutive tails when flipping a coin i times is $1/2^i$.
- Thus, an element has links on levels $0 - i$ (and possibly also on higher levels) with probability $1/2^i$.
- If n elements belong to a set with a probability p each, then the expected size of that set is np .
- Thus, an n element skip list has on average $n/2^i$ elements with links on level i .
- Since an element has links only on levels $0 - i$ with probability $1/2^{i+1}$, the total expected link levels per element is

$$\sum_{i=0}^{\infty} \frac{i+1}{2^{i+1}} = \sum_{i=1}^{\infty} \frac{i}{2^i} = 2$$



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- Let $\#(i)$ denote the number of elements on level i .
- Since the expected number of elements having a link at level i is $E[\#(i)] = \frac{n}{2^i}$, by the Markov inequality the probability of having at least one element on level i satisfies



$$P(\#(i) \geq 1) \leq \frac{E[\#(i)]}{1} = \frac{n}{2^i}$$

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- Thus, the probability to have an element on level $2 \log n$ is smaller than $n/2^{2 \log n} = n/n^2 = 1/n$.
- More generally, the probability to have an element on level $k \log n$ is smaller than $n/2^{k \log n} = n/n^k = 1/n^{k-1}$.
- Thus, the probability that <https://tutorcs.com> is nonempty is smaller than $1/n^{k-1}$.
- What is the expected value E of k such that k is the least integer so that the number of levels is $\leq k \log n$?

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- Thus, the probability that <https://tutorcs.com> is nonempty is smaller than $1/n^{k-1}$.
- What is the expected value E of k such that k is the least integer so that the number of levels is $\leq k \log n$?

Skip Lists

- Let $\#(i)$ denote the number of elements on level i .
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$$E\left[\sum_{j=1}^{\infty} \frac{k}{n-1}\right] = \left(\frac{n}{n-1}\right)^2$$



(using the same tricks to compute such a sum)

- Thus, the expected number of levels is barely larger than $\log n$.
- If an element has a link at a level i , then with probability $1/2$ it also has a link at level $i+1$.
- Thus, the expected number of elements between any two consecutive elements with a link on level $i+1$ which have links only up to level i is smaller than

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$$\frac{0}{2} + \frac{1}{2^2} + \frac{2}{2^3} + \frac{3}{2^4} + \dots = 1$$

So once on level i , on average we will have to inspect only two elements on that level before going to a lower level.

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- To summarise, on average there will be fewer than $2 \log n$ levels to go down, with visits on average only two elements per each level.
- Consequently, on average the search will be in time $O(\log n)$.
- For an element with links on levels $0 - i$ we have to store $2(i + 1)$ pointers to other elements and the expected number of elements with highest link on level i is $O(n/2^{i+1})$. Thus, total expected space for all pointers is $O(n)$.

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$$O\left(\sum_{i=0}^{\infty} 2(i+1) \frac{n}{2^{i+1}}\right) = O\left(2n \sum_{i=0}^{\infty} \frac{i+1}{2^{i+1}}\right) = O(4n) = O(n)$$

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An improvement of Skip Lists

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Homework:

- Note that accessing the k^{th} largest element is still $O(n)$.
- Add something to the structure so that accessing the k^{th} largest element is also $O(\log n)$ expected time.

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