

3>. Deletion and Traversing :-

① Deletion at beginning :- Removing the node from beginning of the list

② Deletion at end :- Removing the node from end of the list.

Traversing :- visiting each node of the list at least once in order to perform some specific operation like searching, sorting, display etc.

Searching :- comparing each node data with the item to be searched and return location of the item in the list if the item found else return null.

Skip list :-

* What is a skip list ?

A skip list is a probabilistic data structure. The skip list is used to store a linked list of elements or data with a linked list. In one single step, it skips several elements of the entire list, which is why it is known as skip list.

Structure of skip list :-

skip list is built in two layers: The lowest layer and the top layer. The lowest layer of the skip list is a common sorted linked list, and the top layers of the skip list are the like an "express line" where elements are skipped.

complexity table :-

Sr.No.	complexity	Average case	Worst case
1).	Access complexity	$O(\log n)$	$O(n)$
2).	search comple.	$O(\log n)$	$O(n)$
3).	delete comple.	$O(\log n)$	$O(n)$
4).	Insert comple.	$O(\log n)$	$O(n)$
5).	space comple.	-	$O(n \log n)$

Basic operations and its algorithms :-

- 1). Insertion operation :- It is used to add new node to a particular location in a specific situation.
- 2). Deletion operation :- It is used to delete a node in a specific situation.
- 3). search operation :- The search operation is used to search a particular node in a skip list.

Algorithm of insertion operation :-

Insertion (L, key)

local update [0 ... max-level + 1]

$q = L \rightarrow \text{header}$

for $i = L \rightarrow \text{level down to } 0$ do.

while $q \rightarrow \text{forward}[i] \rightarrow \text{key} < \text{forward}[i]$

update $[i] = a$


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a = a → forward[0]
IV = random-level()
if IV > L → level then
for i = L → level + 1 to IV do
    update[i] = L → header
L → level = IV
a = make node (IV, key, value)
for i = 0 to level do
    a → forward[i] = update[i] → forward[i]
update[i] → forward[i] = a

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Algorithm of deletion operation :-

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Deletion (L, key)
local update [0... max level + 1]
a = L → header
for i = L → level down 0 to do
    while a → forward[i] → key forward[i]
        update[i] = a
a = a → forward[0]
if a → key = key then
    for i = 0 to L → level do
        if update[i] → forward[i] ? a then break
        update[i] → forward[i] → forward[i]
    free(a)
while L → level > 0 and L → header → forward[L → level]
    = NIL do
    L → level = L → level - 1.

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Algorithm of searching operation :-
searching (L, Skey)

$a \leftarrow L \rightarrow \text{header}$

loop invariant : $a \rightarrow \text{key level down to 0 do}$

while $a \rightarrow \text{forward}[i] \rightarrow \text{key forward}[i]$

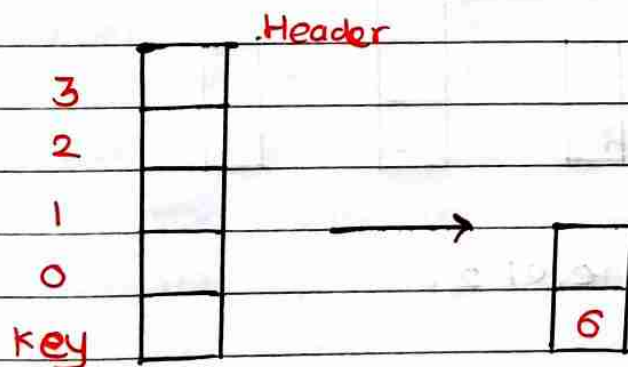
$a \leftarrow a \rightarrow \text{forward}[a]$

if $a \rightarrow \text{key} = \text{Skey}$ then return $a \rightarrow \text{value}$
else return failure.

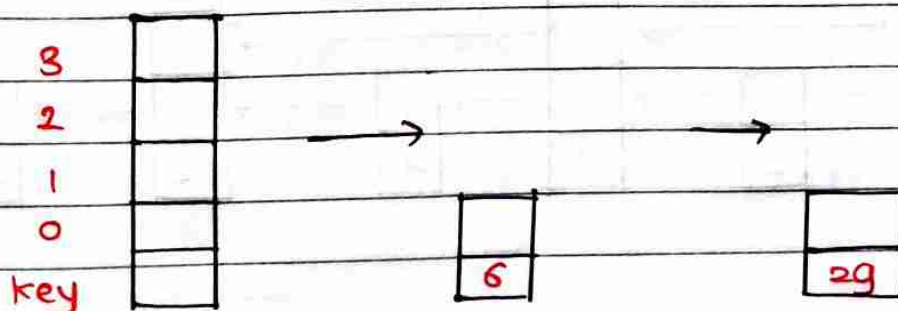
Example : create a skip list, we want to insert those following keys in empty skip list

1. 6 with level 1
2. 29 with level 1
3. 22 with level 4.
4. 9 with level 3.
5. 17 with level 1.
6. 4 with level 2.

→ Solution :- Insert 6 with level 1.

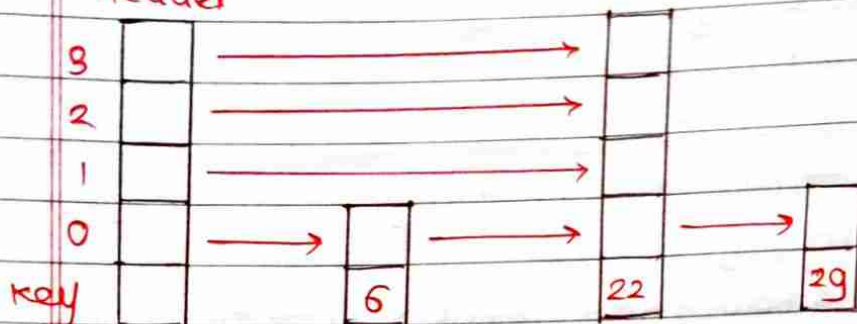


step 2 :- Insert 29 with level 1.

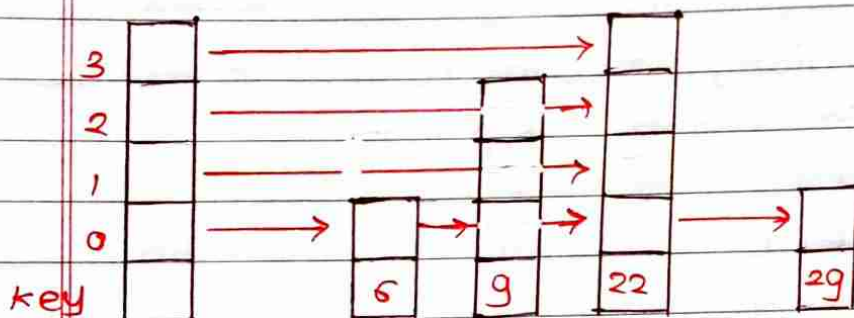


Step 3: Insert 22 with level 4.

Header

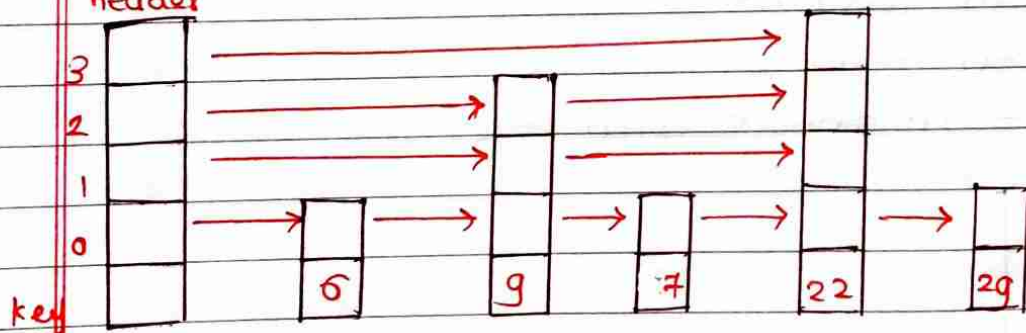


Step 4: Insert 9 with level 3.



Step 5: Insert 17 with level 1

header



Step 6: Insert 4 with level 2.

header

