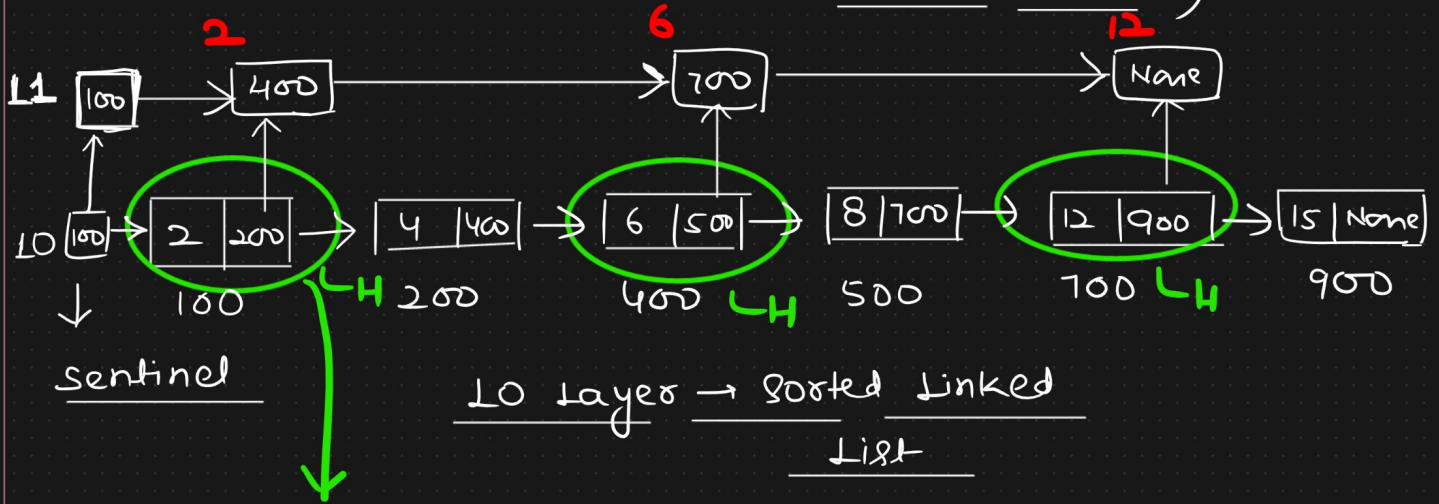


Skip List

↳ Binary Search

Node {
Data
Next Pointer (Data inside the nodes
sorted manner)



Randomization

⇒ extend node to upper layers

flip a coin {
 $P = \frac{1}{2}$ (Head)
 $P = \frac{1}{2}$ (Tail)

(Unbiased)

Random

↳ No extension of the nodes
to upper layer