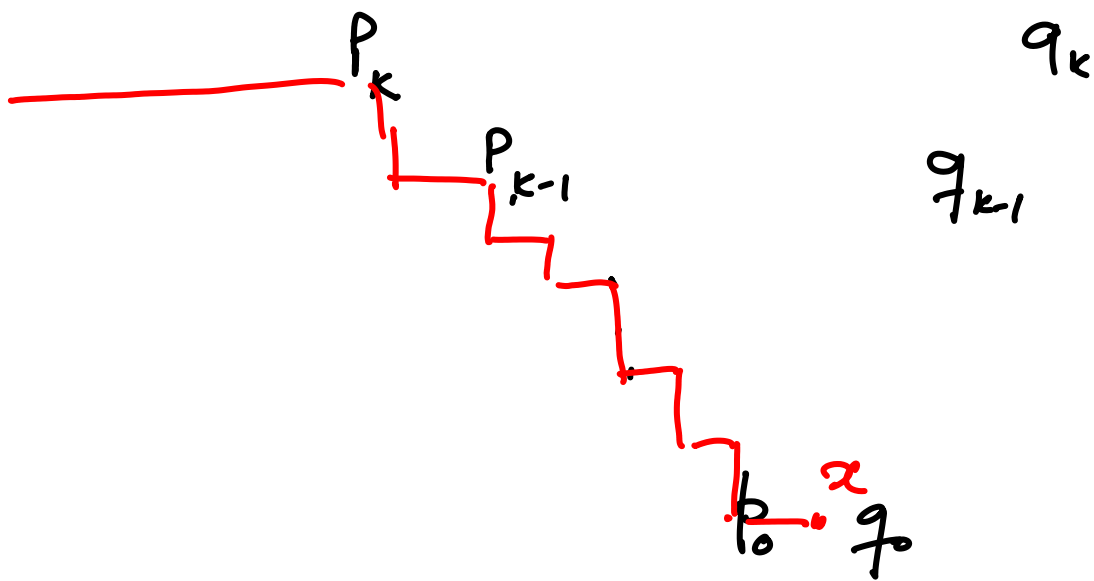


Analysis of Skip Lists



$p_i \leq x \leq q_i$ The length of search path is the sum of the lengths of the search paths in each level

$$L = l_0 + l_1 + l_2 + \dots + l_k$$

$$E[L] = E[\sum_{i=0}^k l_i] = \sum_{i=0}^k E[l_i]$$

$$E[l_i] = 2 \quad (\text{\# expected coin tosses to obtain the first head})$$

This calculation is not dependent on x , neither on the elements present in the skip lists

$$E[L] = 2k \quad (\text{the \# of horizontal steps})$$

vertical steps = k

What is k ? (depends on how many nodes survive at each level)

2 ways

1
We try to bound the expected value of k (the top level has $\leq \alpha$ elements)

2
We choose k to be $c \log n$ and then try to bound the expected # elements in level k , say γ

Time for search $|L_k| + \dots$

1. What is the prob that an element is promoted to $c \log n$ levels, i.e. $k \geq c \log n$

$$\left(\frac{1}{2}\right)^{c \log n} = \frac{1}{n^c}$$

Suppose we choose $c = 2$

Then the prob that any of the n elements survive $c \log n$ levels $\leq \frac{1}{n^c} + \frac{1}{n^c} + \dots + n$ times

$$\text{Prob}(\cup E_i) \leq \sum \text{Prob}(E_i) \leq \frac{1}{n} \quad (\text{Union bound})$$

If more than α elements survive $2 \log n$ levels, then we rebuild the data structure (Approach 2)

$$E[X] = \sum_{i \geq 1} (\text{Prob } X \geq i) \quad \text{for a discrete r.v. } X$$

$$\begin{aligned} \text{So } E[K] &= \sum_{i \geq 1} \sum_{1 \leq j \leq \log n - 1} \frac{1}{n^i} \cdot \frac{1}{2^j} \\ &\leq O(\log n) + \log n \sum_{i \geq 2} \frac{1}{n^i} = O(\log n) \end{aligned}$$

Second approach $Y_i = \begin{cases} 1 & \text{if } i^{\text{th}} \text{ element survives until } c \log n \text{ levels} \\ 0 & \text{otherwise} \end{cases}$

$$Y = Y_1 + Y_2 + \dots + Y_n$$

$$\begin{aligned} E[Y] &= \sum E[Y_i] = \sum \text{prob that } i^{\text{th}} \text{ element survives} \\ &= \sum_{i=1}^n \frac{1}{n^c} \ll 1 \\ &\text{depending on } c \end{aligned}$$

Expected time for search is $\frac{\text{expected \# of elements in level } c \log n}{+ 2 \cdot c \log n}$

Concatenable queues (union and split)

can be implemented in
 $O(\log n)$ time using a very simple
procedure