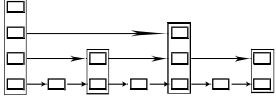


Skip List

- Simple data structure, easier to implement than red/black trees.
- Sorted linked list with "skip" pointers.
- Construction:
 - » Every element in the "bottom list" (list 0)
 - » Element passed to list 1 with probability 1/2.
 - » In general, element in list i is passed to list $i+1$ with prob. $1/2$.



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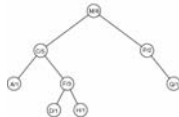
Skip Lists

- Analysis:
 - » Expected $O(\log n)$ lists.
 - » Expected total number of nodes is $n+n/2+n/4+\dots = O(n)$.
 - » Search: find range in last list, examine this range next one down, etc.
 - » Each range is expected to be constant length: $O(1)$ work per range, $O(\log n)$ total.
- Works only if deletions are not malicious.

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Extending Red-Black Trees

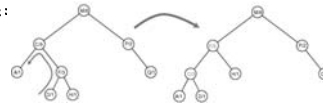
- Dynamic order statistics:
 - » $\text{Select}(x,i)$ - i -th smallest in tree rooted x
 - » $\text{Rank}(T,x)$ - rank of x in tree T .
- New field: Size of subtree
- Idea: sufficient in order to know whether to go right or left.
- Ex: Rank: go down, each right - add size of left subtree +1. When elements found, add 1 + left subtree. For H in the figure: $\text{size}(A)+1 + \text{size}(D)+1 + 1+0 = 5$.



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Dynamic selection continued

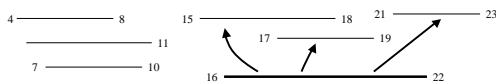
- In order to be able to claim $O(\log n)$ time, need to be able to update extra fields during:
 - » Insertion/deletion into red/black tree
 - » Rotations.
- Easy to see that this is trivial in this case: only local data needed.
- Example:



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Interval intersection

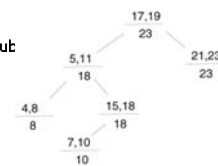
- Goal:
 - » Maintain collection of intervals (support deletion/insertion)
 - » Given an interval I , produce interval J from data structure, such that I intersects J .
- Ignore open vs closed, each interval starts at a new point.



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Interval data structure

- Interval = Node
 - Low endpoint = key
 - New info: max endpoint in sub
- Easy to maintain during insertion/deletion/rotation



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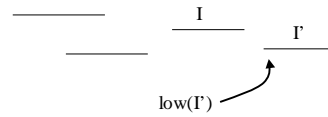
Using the data structure

- `x=root(T)`
while `x ≠ NIL & I ∩ int(x) ≠ ∅`
 if `left(x) ≠ NIL && max(left(x)) > low(I)`
 then `x = left(x)`
 else `x = right(x)`
- Theorem: if overlap exists, and search goes left,
 then there exists an overlap on left.
 Same for "goes right"
- Proof:
 Case 1: goes right.
 Case 1a: overlap in right subtree - done.
 Case 1b: no overlap in right subtree.
 we went right - `left(x)=NIL` or `max(left(x)) < low(I)`
 In both cases there can not be overlap on the left !!

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Case 2

- Case 2: we go left.
 Case 2a: overlap on left - done.
 Case 2b: no overlap on left.
 we went left -- `left(x) ≠ NIL, max(left(x)) >= low(I)`
 no overlap -- exists interval `I'` s.t. `low(I') > high(I)`
 but tree ordered by low --- all intervals in right tree have lows
 above `high(I)` ! -- no overlap there.



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