Module 5: Dictionaries II

CS 240 - Data Structures and Data Management

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Based on lecture notes by many previous cs240 instructors

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Dictionary ADT: Review

A dictionary is a collection of key-value pairs (KVPs), supporting operations search, insert, and delete.

Realizations

- **Unordered array or linked list**: $\Theta(1)$ insert, $\Theta(n)$ search and delete
- **Ordered array**: $\Theta(\log n)$ search, $\Theta(n)$ insert and delete
- **Balanced search trees (AVL trees)**:
  $\Theta(\log n)$ search, insert, and delete
Self-Organizing Search

- Unordered linked list
  \( \text{search: } \Theta(n), \text{ insert: } \Theta(1), \text{ delete: } \Theta(1) \) (after a search)
- Linear search to find an item in the list
- Is there a more useful ordering?
  - No: if items are accessed equally likely
  - Yes: otherwise (we have a probability distribution for items)

**Optimal static ordering**: sorting items by their probabilities of access in non-increasing order minimizes the expected cost of Search.

**Proof Idea**: For any other ordering, exchanging two items that are out-of-order according to their access probabilities makes the total cost decrease.
Optimal Static Ordering

A list of elements ordered by non-increasing probability of access has minimum expected access cost

\[ L = \langle x_1, x_2, \ldots, x_n \rangle \]

Expected access cost in \( L \) is
\[ E(L) = \sum_{i=1}^{n} P(x_i)T(x_i) = \sum_{i=1}^{n} P(x_i) \cdot i \]

\( P(x_i) \) - access probability for \( x_i \)
\( T(x_i) \) - position of \( x_i \) in \( L \)

Example
\[ P(a) = 0.3 \quad P(b) = 0.5 \quad P(c) = 0.2 \]
\[ L = \langle a, b, c \rangle \]
\[ E(L) = 0.3 + 0.5 \times 2 + 0.2 \times 3 = 1.9 \]
\[ L = \langle b, a, c \rangle \]
\[ E(L) = 0.5 + 0.3 \times 2 + 0.2 \times 3 = 1.7 \]
Optimal Static Ordering

A list of elements ordered by non-increasing probability of access has minimum expected access cost

Proof by Contradiction

- \( L = \langle x_1, \ldots, x_k, x_{k+1}, \ldots, x_n \rangle \)
  - Suppose the access cost of \( L \) is optimal and there is \( k \) such that \( P(x_k) < P(x_{k+1}) \)

\[
E(L) = P(x_k) \cdot k + P(x_{k+1}) \cdot (k + 1) + \sum_{i \neq k, k+1} P(x_i) \cdot i
\]

- Create another list \( L' \) by swapping \( x_k \) and \( x_{k+1} \).
  - \( L' = \langle x_1, \ldots, x_{k+1}, x_k, \ldots, x_n \rangle \)

\[
E(L') = P(x_{k+1}) \cdot k + P(x_k) \cdot (k + 1) + \sum_{i \neq k, k+1} P(x_i) \cdot i
\]

- \( E(L') - E(L) = P(x_k) - P(x_{k+1}) < 0 \Rightarrow E(L') < E(L) \)
  - Contradiction
Dynamic Ordering

- What if we do not know the access probabilities ahead of time?
- **Move-To-Front** (MTF): Upon a successful search, move the accessed item to the front of the list
- **Transpose**: Upon a successful search, swap the accessed item with the item immediately preceding it

**Performance of dynamic ordering:**

- Both can be implemented in arrays or linked lists.
- Transpose does not adapt quickly to changing access patterns.
- MTF Works well in practice.
- Theoretically MTF is “competitive”:
  - No more than twice as bad as the optimal “offline” ordering.
Skip Lists

- **Randomized** data structure for dictionary ADT
- A hierarchy of ordered linked lists
- A **skip list** for a set $S$ of items is a series of lists $S_0, S_1, \cdots, S_h$ such that:
  - Each list $S_i$ contains the special keys $-\infty$ and $+\infty$
  - List $S_0$ contains the keys of $S$ in non-decreasing order
  - Each list is a subsequence of the previous one, i.e., $S_0 \supseteq S_1 \supseteq \cdots \supseteq S_h$
  - List $S_h$ contains only the two special keys

![Diagram of a skip list structure](image-url)
A skip list for a set $S$ of items is a series of lists $S_0, S_1, \cdots, S_h$

A two-dimensional collection of positions: levels and towers

Traversing the skip list: after(p), below(p)
Search in Skip Lists

**skip-search***(L, k)***

*L*: A skip list, *k*: a key

1. \( p \leftarrow \text{topmost left position of } L \)
2. \( S \leftarrow \text{stack of positions, initially containing } p \)
3. \( \text{while } \text{below}(p) \neq \text{null} \text{ do} \)
4. \( p \leftarrow \text{below}(p) \)
5. \( \text{while } \text{key}(\text{after}(p)) < k \text{ do} \)
6. \( p \leftarrow \text{after}(p) \)
7. \( \text{push } p \text{ onto } S \)
8. \( \text{return } S \)

- \( S \) contains positions of the largest key **less than** \( k \) at each level.
- \( \text{after}(\text{top}(S)) \) will have key \( k \), iff \( k \) is in \( L \).
- **drop down**: \( p \leftarrow \text{below}(p) \)
- **scan forward**: \( p \leftarrow \text{after}(p) \)
Search in Skip Lists

Example: Skip-Search($S$, 87)
Insert in Skip Lists

- **Skip-Insert**($S, k, v$)
  - Randomly compute the height of new item: repeatedly toss a coin until you get tails, let $i$ be the number of times the coin came up heads
  - Search for $k$ in the skip list and find the positions $p_0, p_1, \ldots, p_i$ of the items with largest key less than $k$ in each list $S_0, S_1, \ldots, S_i$ (by performing **Skip-Search**($S, k$))
  - Insert item $(k, v)$ into list $S_j$ after position $p_j$ for $0 \leq j \leq i$ (a tower of height $i$)
Insert in Skip Lists

Example: Skip-Insert($S, 52, v$)
Insert in Skip Lists

Example: Skip-Insert(S, 100, v)
Delete in Skip Lists

- Skip-Delete($S, k$)
  - Search for $k$ in the skip list and find all the positions $p_0, p_1, \ldots, p_i$ of the items with the largest key smaller than $k$, where $p_j$ is in list $S_j$. (this is the same as Skip-Search)
  - For each $i$, if $\text{key}(\text{after}(p_i)) == k$, then remove $\text{after}(p_i)$ from list $S_i$
  - Remove all but one of the lists $S_i$ that contain only the two special keys
Delete in Skip Lists

Example: Skip-Delete(S, 65)
Summary of Skip Lists

- Expected **space** usage: $O(n)$
- Expected **height**: $O(\log n)$
  A skip list with $n$ items has height at most $3\log n$ with probability at least $1 - 1/n^2$

- **Skip-Search**: $O(\log n)$ expected time
- **Skip-Insert**: $O(\log n)$ expected time
- **Skip-Delete**: $O(\log n)$ expected time

Skip lists are fast and simple to implement in practice