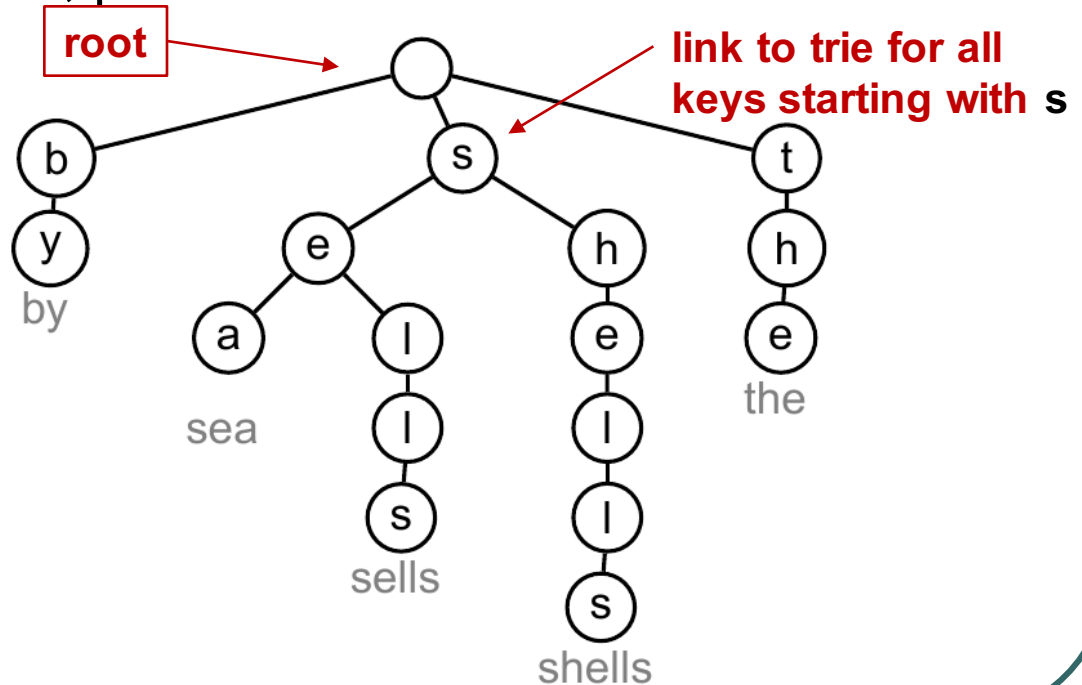


Tries

Tries

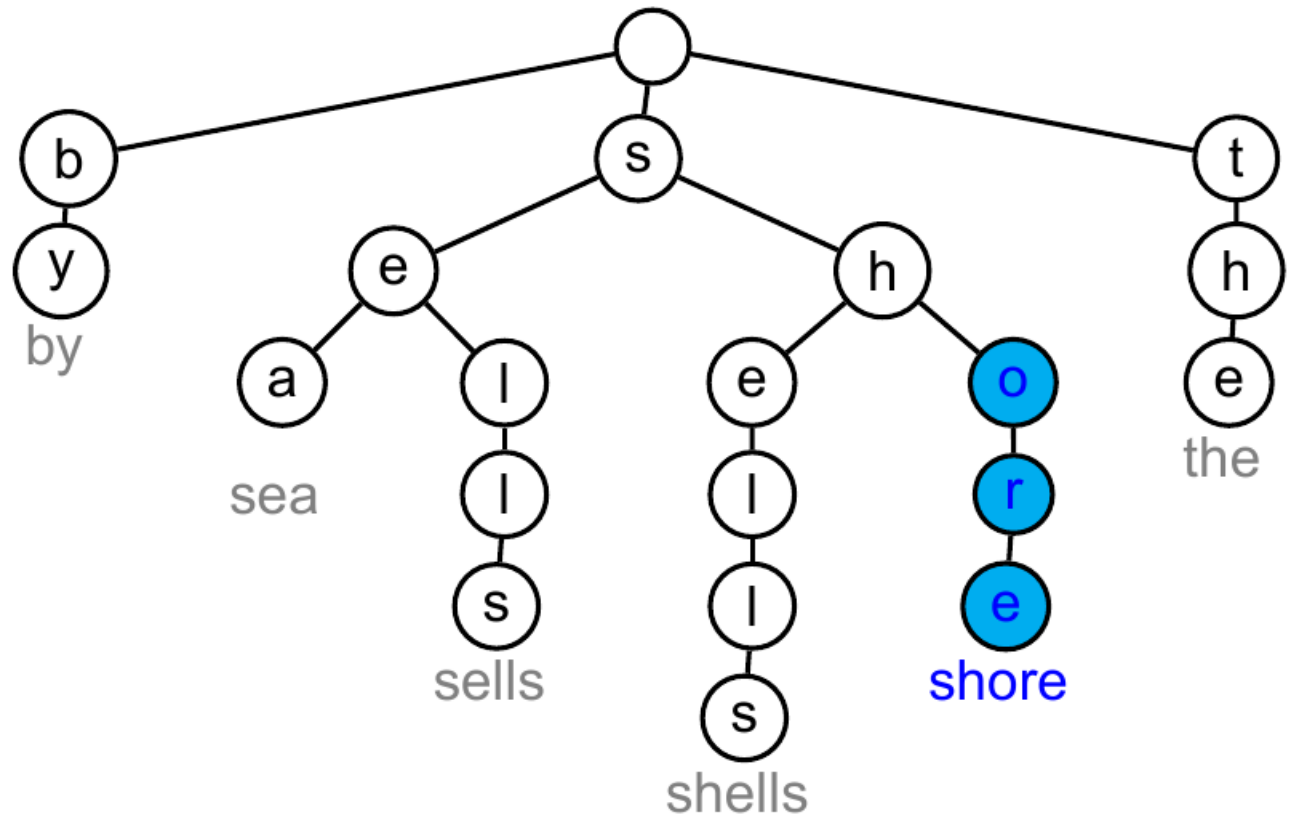
- cautare pe siruri (strings)
- stocheaza caractere in nodurile interne, nu cheile intregi (i.e. tot sirul)
- inregistrarile se stocheaza in nodurile externe (e.g. definitia cuvintelor)
- fiecare nod R copii (R -way tries)
- relatie de ordine pe caractere, pentru cautare

Ex. sells sea
shells by the sea



Tries

- Ex. sells sea shells by the sea shore

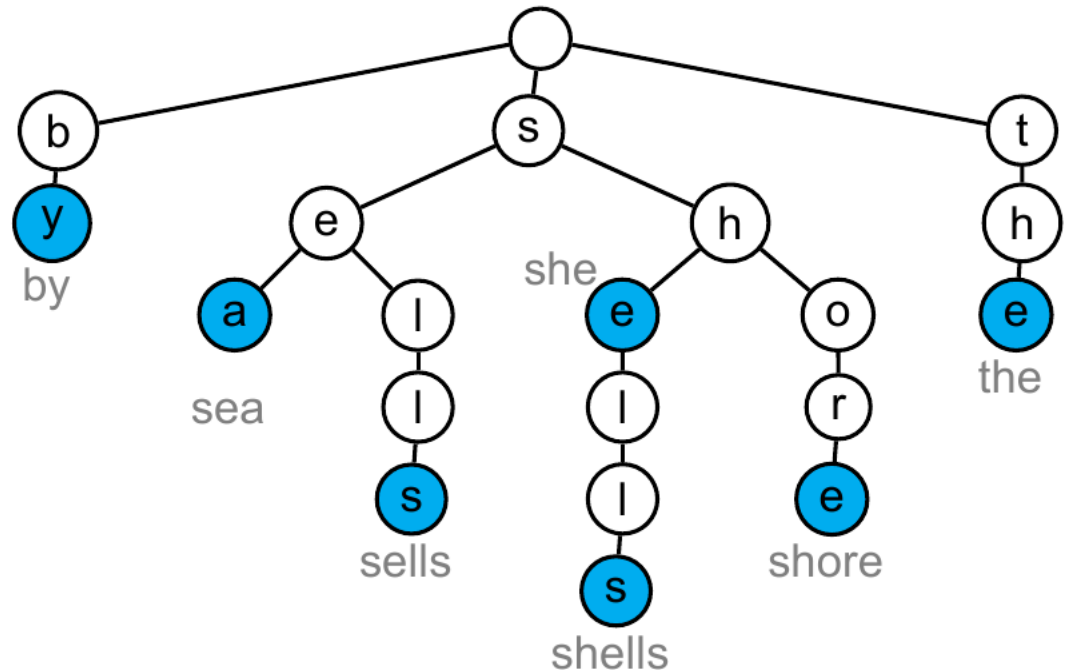


Tries

- Q: Cum tratam cazurile in care o cheie este prefix al altei chei?
 - A1: concatenam caracterul santinela '\0' fiecarei chei, astfel incat sa nu se intample asta
 - A2: stocam un bit extra care sa indice care noduri corespund cheilor

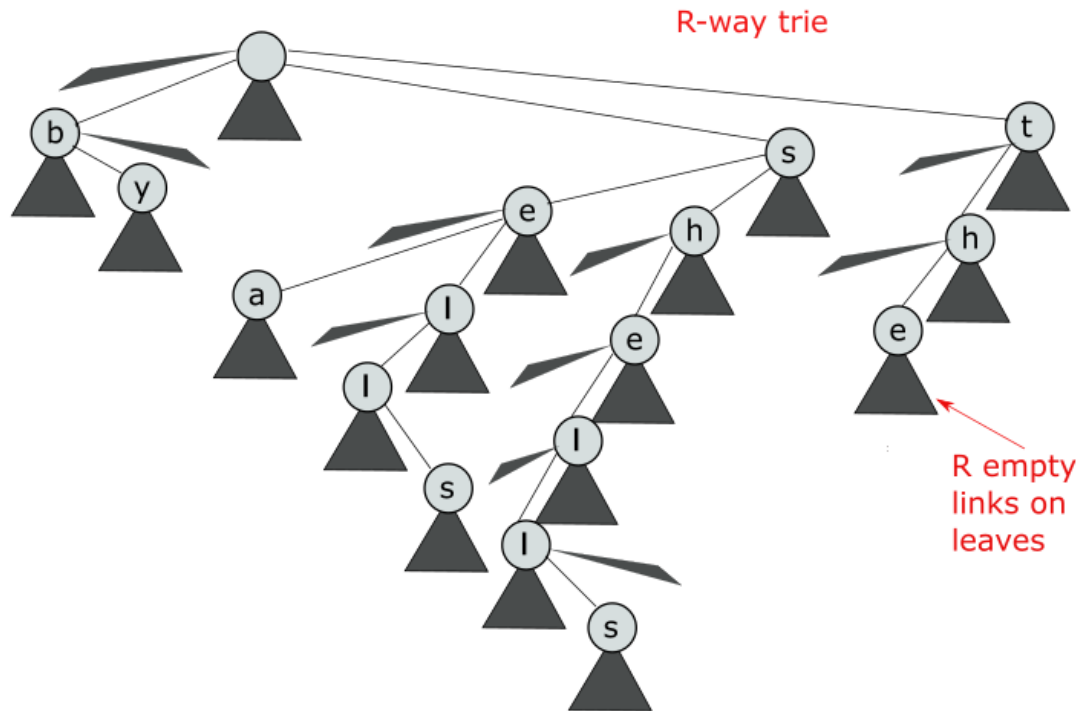
Ex.

she sells sea
shells by the
sea shore



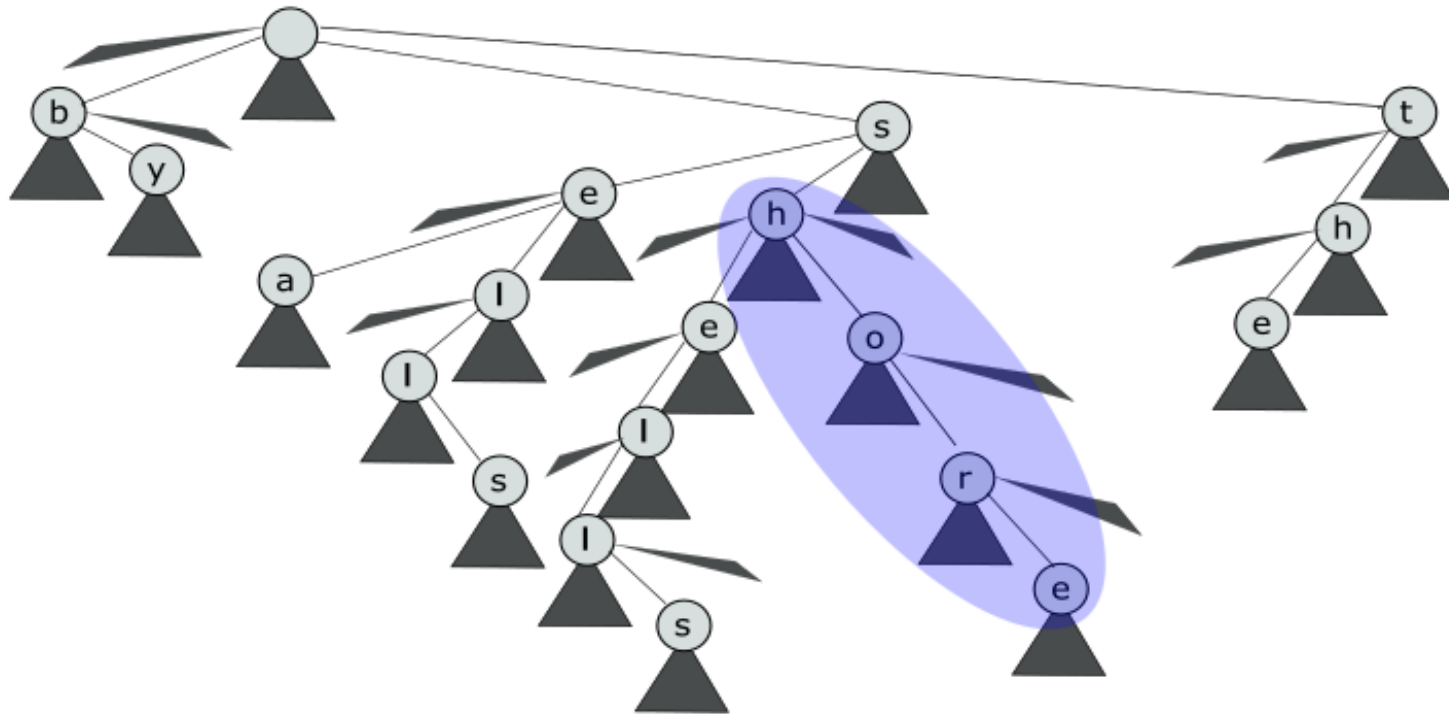
Tries - Branching

- Q: Cum se genereaza un nivel nou?
 - A: Cate o legatura pentru fiecare caracter posibil
- E.g. **sells sea shells by the sea**



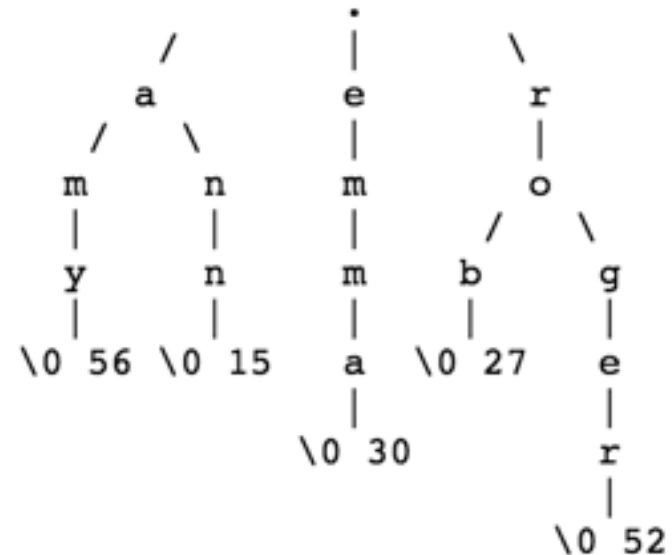
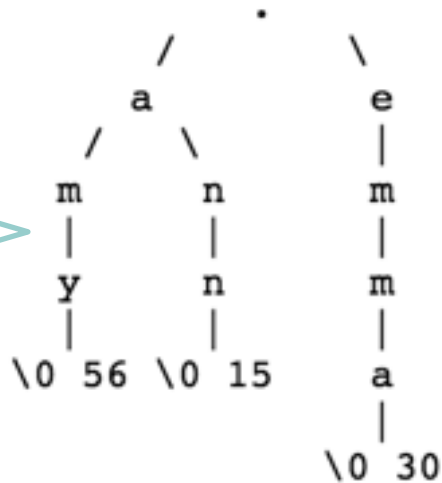
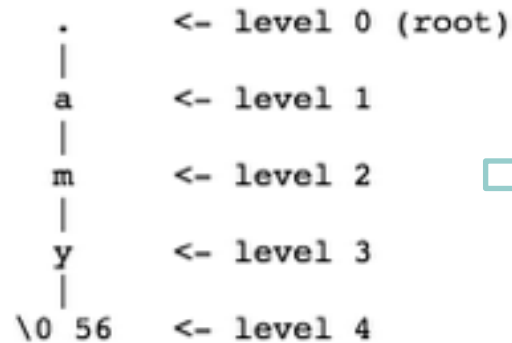
Tries - Branching

- E.g. sells sea shells by the sea shore



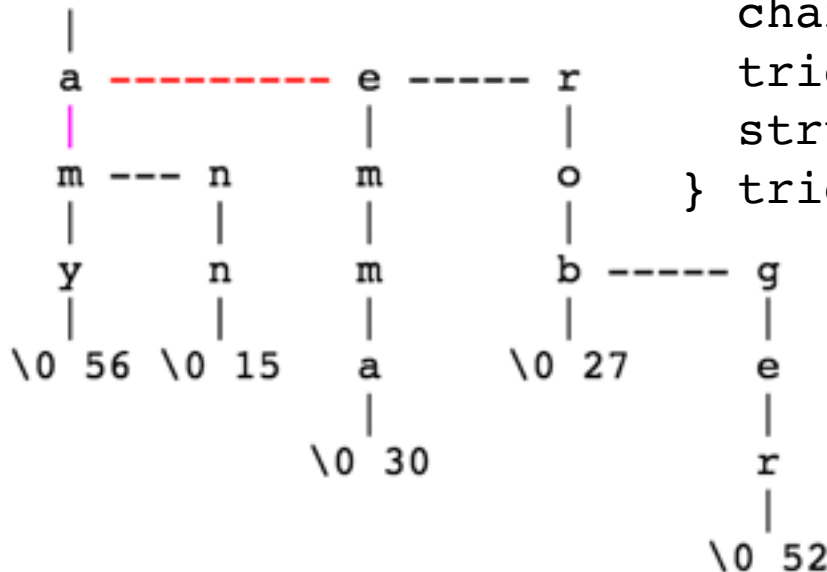
R-way Trie. Exemplu implementare

- amy 56
- ann 15
- emma 30
- rob 27
- roger 52



R-way Trie. Implementare

1. Cum va arata structura dupa ce adaugam **anne** cu varsta **67**? Dar **ro** cu varsta **23**?
2. Cum ar fi aratat structura daca am fi considerat o ordine de inserare diferita. e.g.: **rob**, **ann**, **emma**, **roger**, **amy**?
3. Cati copii va avea un nod? (maxim)



```
typedef struct trieNodeTag {  
    char key;  
    trieValueT value;  
    struct trieNodeTag *next, *children;  
} trieNodeT;
```


Tries - Cautare

`IsMember(trie, key)` [iterative]

1. Search top level for node that matches first character in key
2. If none,
 return false
 Else,
3. If the matched character is `'\0'`?
 return true
 Else,
4. Move to sub-trie that matched this character
5. Advance to next character in key*
6. Repeat step 1

* I.e., the new search key becomes the old one without its first character.

**Tema - inserarea
Eficienta?**

Bibliografie

<https://www.cs.bu.edu/teaching/c/tree/trie/>