

# Trie Data Structure

①

Efficient for the following operations on words in a dictionary.

- Search
- Insert
- Delete
- Prefix search
- Lexicographical ordering of words.

②

I/p: insert("geek"), insert("geeks"), insert("bad"), insert("bat")

O/p: Search("bad"), Search("eck"), print()

Yes, No

bat, bad, geeks, geeks

## ③ Hashing vs Trie

→ Prefix search and lexicographic not supported in hashing, as hashing doesn't maintain keys in ordered form.

→ Search, Insert and Delete

Trie worst case is  $O(\text{word\_len})$ .

Hashing avg case is  $O(\text{word\_len})$ .

## ④ Java Implementation

→ class TrieNode

```
{ TrieNode[] child = new TrieNode[26];  
  bool isEnd;
```

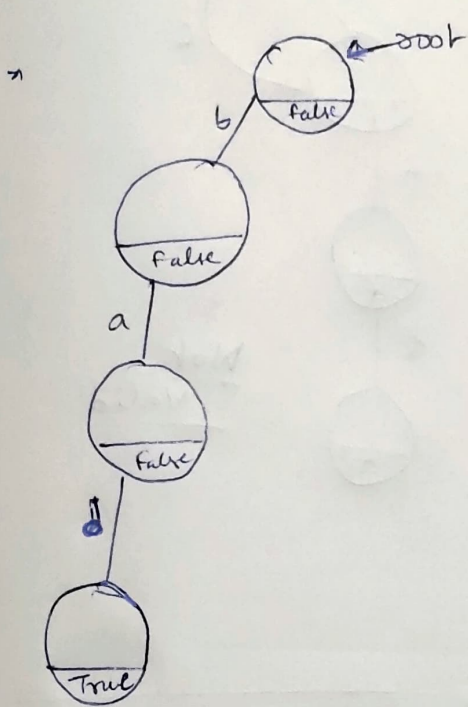
→ Every trie structure has 2 things:-

1) An array of children

2) A variable isEnd initialised to false.

→ Example representation.

dict = { bad, bat, geek, geeks }

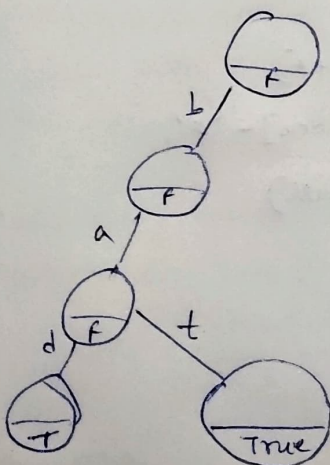


Inserting bad.

\*isEnd might be true for non-leaf nodes also.

eg:- try inserting 'badi' in this tree.

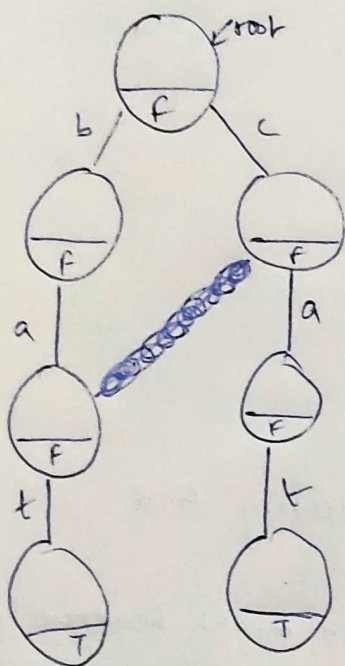
→ Inserting bat → we already have 'b' and 'a' so we directly go to these two child and add 't'.



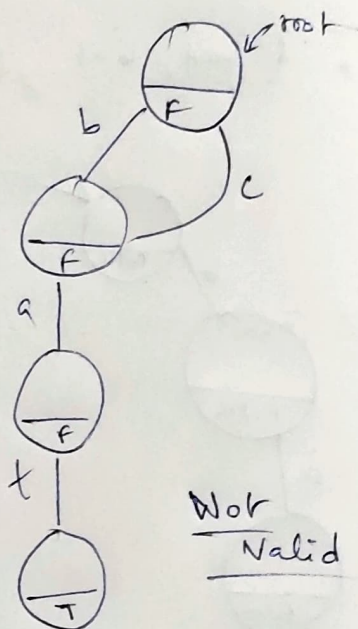
for bat addition.

Note:- If we have 'cat' as an input and 'bat' is already formed. we can't use 'at' of 'bat' for 'cat'.

Only children of C can be used as already existing values.



Valid



Not Valid

## Java Implementation of Search.

```
TrieNode root;
```

```
boolean Search(String key)
```

```
{ TrieNode curr = root;
```

```
for(int i=0; i<key.length(); i++)
```

```
{ int index = key.charAt(index) - 'a';
```

```
if(curr.child[index] == null)
```

```
{ return false; } *1
```

```
curr = curr.child[index];
```

```
}
```

```
return curr.isEnd; *2
```

```
}
```

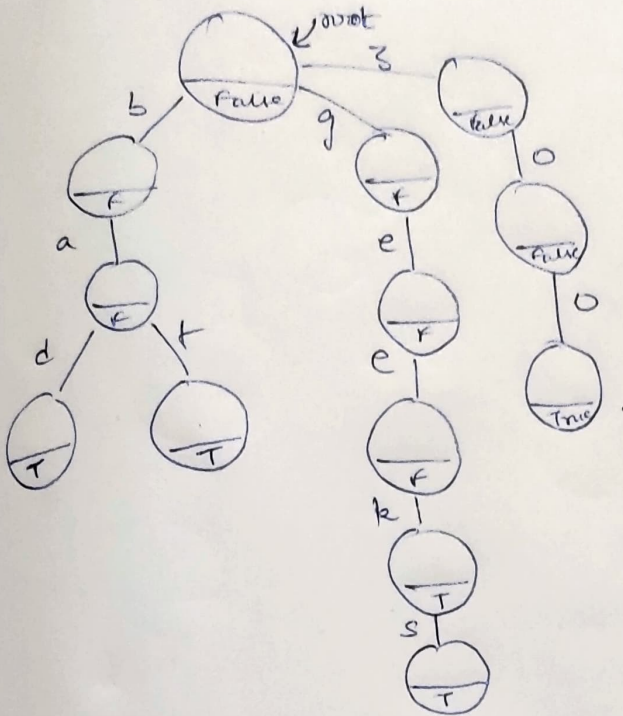
Insert and Search is  
constant n.  
 $O(n)$   
n → key-length.



## Java implementation of Insert

- ★ 1 → `curr.child[index] = new TrieNode();`
- ★ 2 → `curr.isEnd = true;`

## Java implem of delete $O(n)$ $n$ = key length;



### Case 1:

Deleting 'goo' will mean deleting whole branch.

### Case 2:

Deleting 'geek' will mean just making `k.isEnd = false`.

### Case 3:

Deleting 'bad' will mean deleting `d` node/child.

```

TrieNode delNode (TrieNode root,
String key, int i)

```

```

{ if (root == null) return null;

```

```

  if (i == key.length)

```

```

  { root.isEnd == false;

```

```

    if (isEmpty(root) == true)

```

```

      { root = null;

```

```

        return root;

```

```

    }

```

```

    int index = key.charAt(i) - 'a';

```

```

    root.child[index] = delNode(root,
                                child[index],
                                key, i+1);

```

```

    if (isEmpty(root) || root.isEnd == false)

```

```

    { root = null;

```

```

      return root;

```

```

    }

```

```

boolean isEmpty (TrieNode root)

```

```

{ for (int i=0; i<26; i++)

```

```

  { if (root.child[i] != null)

```

```

    { return false;

```

```

  }

```

```

  return true;

```

```

}

```