#### Module 6: Tries

#### CS 240 - Data Structures and Data Management

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Based on lecture notes by many previous cs240 instructors

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Fall 2017

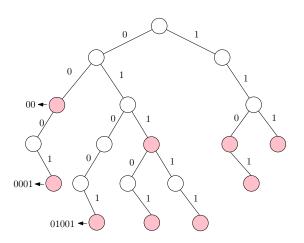
#### **Tries**

- Trie (Radix Tree): A dictionary for binary strings
  - Comes from retrieval, but pronounced "try"
  - ► A binary tree based on bitwise comparisons
  - ► Similar to radix sort: use individual bits, not the whole key
- Structure of trie:
  - ▶ A left child corresponds to a 0 bit
  - A right child corresponds to a 1 bit
- Keys can have different number of bits
- Keys are not stored in the trie: a node x is flagged if the path from root to x is a binary string present in the dictionary

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## Tries

• Example: A trie for  $S = \{00,0001,01001,01101,01111,110,1101,111\}$ 

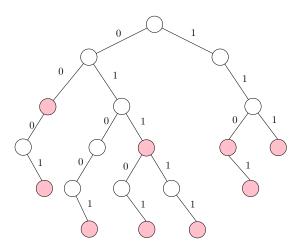


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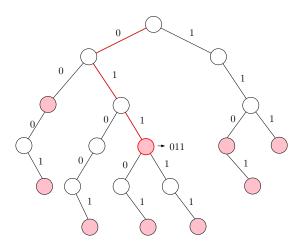
#### Search(x):

- start from the root
- take the left link if the current bit in x is 0 and take the right link if it
  is 1; return failure if the link is missing
- if there are no extra bits in x left and the current node is flagged then
   success (x is found)
- recurse

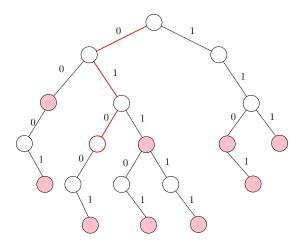
Example: Search(011)



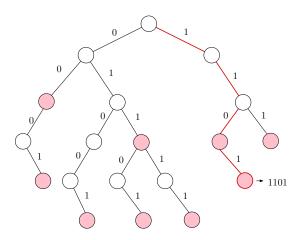
Example: Search(011) successful



Example: Search(0101) unsuccessful



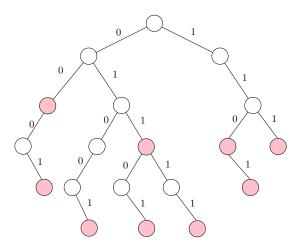
Example: Search(1101) successful



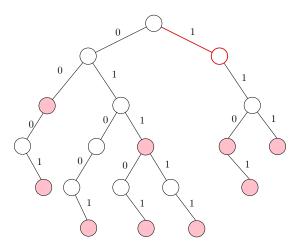
#### Insert(x)

- Search for x, and suppose we finish at a node v Note: x may have extra bits.
- ► Expand the trie from the node *v* by adding necessary nodes that correspond to extra bits of *x*; flag the last one.

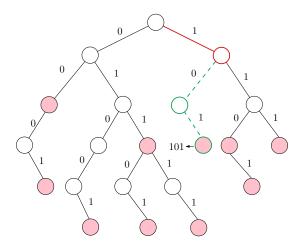
Example: Insert(101)



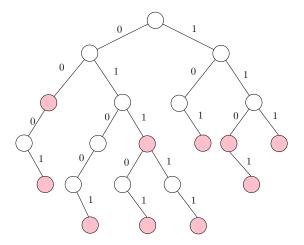
Example: Insert(101)



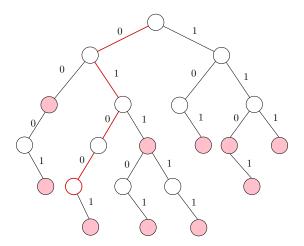
Example: Insert(101)



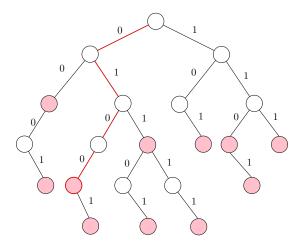
Example: Insert(0100)



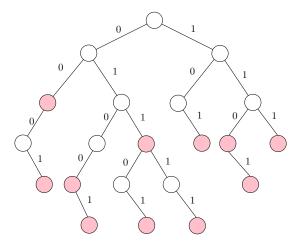
Example: Insert(0100)



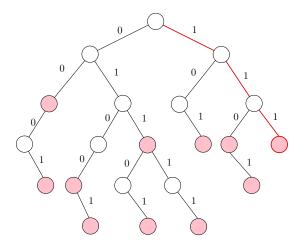
Example: Insert(0100)



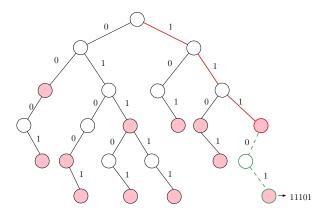
Example: Insert(11101)



Example: Insert(11101)



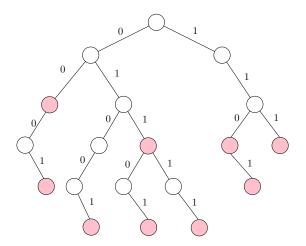
Example: Insert(11101)



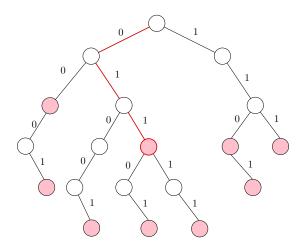
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- Delete(x)
  - Search for x
  - ▶ if x found at an internal flagged node, then unflag the node
  - if x found at a leaf  $v_x$ , delete the leaf and all ancestors of  $v_x$  until
    - \* we reach an ancestor that has two children or
    - ★ we reach a flagged node

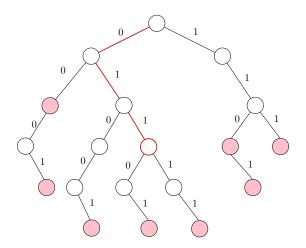
Example: Delete(011)



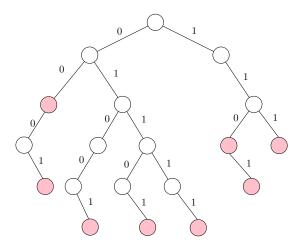
Example: Delete(011)



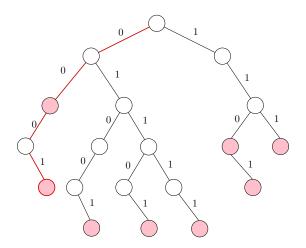
Example: Delete(011)



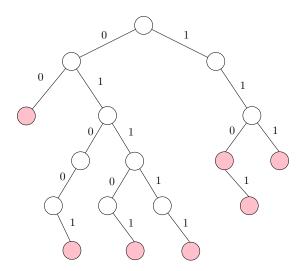
Example: Delete(0001)



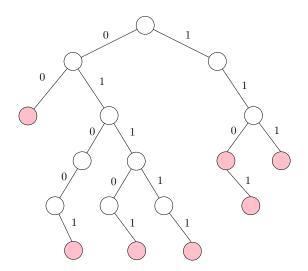
Example: Delete(0001)



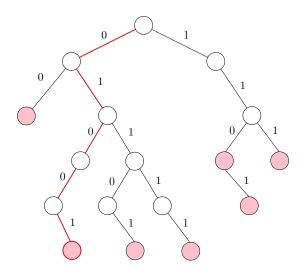
Example: Delete(0001)



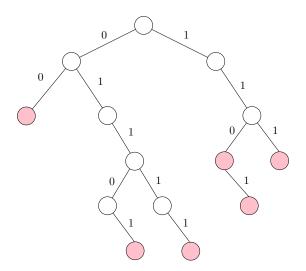
Example: Delete(01001)



Example: Delete(01001)



Example: Delete(01001)



# Tries: Operations

- Search(x)
- Insert(x)
- Delete(x)
- Time Complexity of all operations:  $\Theta(|x|)$ |x|: length of binary string x, i.e., the number of bits in x

# Compressed Tries (Patricia Tries)

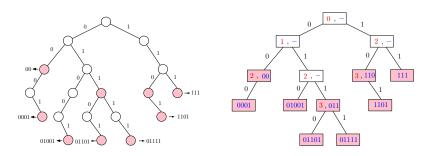
- Patricia: Practical Algorithm To Retrieve Information Coded in Alphanumeric
- Introduced by Morrison (1968)
- Reduces storage requirement: eliminate unflagged nodes with only one child
- Every path of one-child unflagged nodes is compressed to a single edge
- Each node stores an index indicating the next bit to be tested during a search (index= 0 for the first bit, index= 1 for the second bit, etc)
- A compressed trie storing n keys always has at most n-1 internal (non-leaf) nodes

# Compressed Tries (Patricia Tries)

- Each node stores an index indicating the next bit to be tested during a search
- Example: A trie

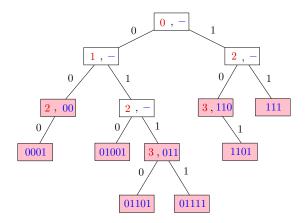
and

the equivalent compressed trie

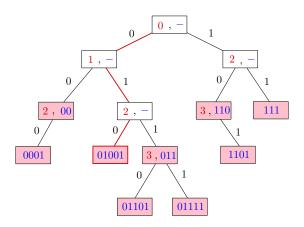


- Search(x):
  - ▶ Follow the proper path from the root down in the tree to a leaf
  - ▶ If search ends in an unflagged node, it is unsuccessful
  - If search ends in a flagged node, we need to check if the key stored is indeed x

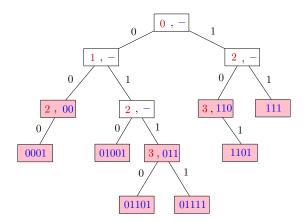
Example: Search(01001)



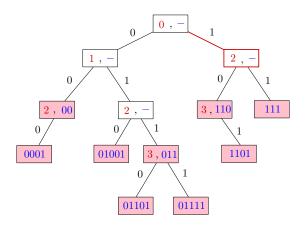
Example: Search(01001) - successful



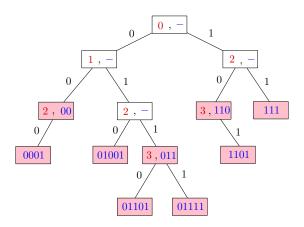
Example: Search(11)



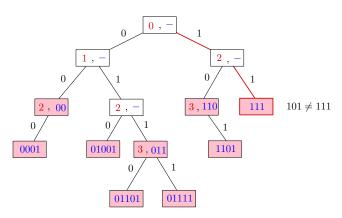
Example: Search(11) - unsuccessful



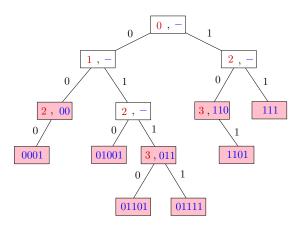
Example: Search(101)

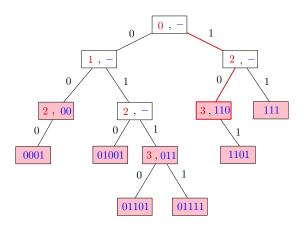


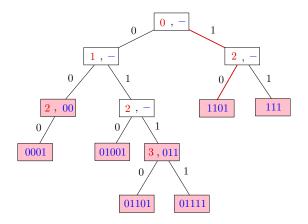
Example: Search(101) - unsuccessful

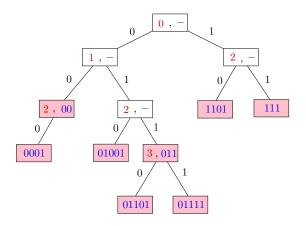


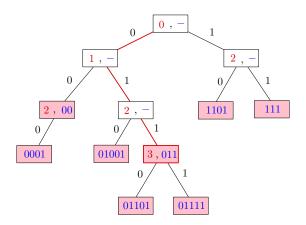
- Delete(x):
  - Perform Search(x)
  - ▶ if search ends in an internal node, then
    - ★ if the node has two children, then unflag the node and delete the key
    - \* else delete the node and make his only child, the child of its parent
  - if search ends in a leaf, then delete the leaf and
  - ▶ if its parent is unflagged, then delete the parent

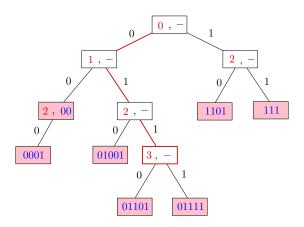


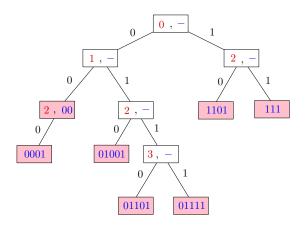


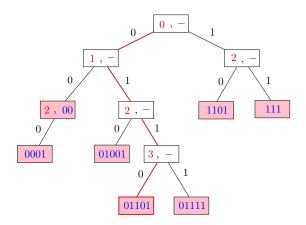


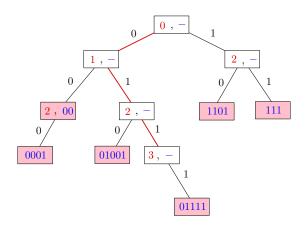


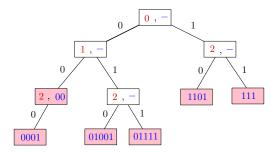










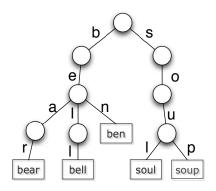


#### • Insert(*x*):

- Perform Search(x)
- ▶ If the search ends at a leaf L with key y, compare x against y.
- ▶ If y is a prefix of x, add a child to y containing x.
- Else, determine the first index i where they disagree and create a new node N with index i.
  - Insert N along the path from the root to L so that the parent of N has index < i and one child of N is either L or an existing node on the path from the root to L that has index > i.
  - The other child of N will be a new leaf node containing x.
- ▶ If the search ends at an internal node, we find the key corresponding to that internal node and proceed in a similar way to the previous case.

# Multiway Tries

- To represent Strings over any fixed alphabet  $\Sigma$
- Any node will have at most  $|\Sigma|$  children
- Example: A trie holding strings {bear, bell, ben, soul, soup}



# Multiway Tries

- Compressed multi-way tries
- Example: A compressed trie holding strings {bear, bell, be, so, soul, soup}

