

Tries

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Motivations

Motivations

- We have a dictionary, e.g., {"a", "absolute", "accelerate", ..., "zoo"}.

Task 1: Search

- Given a query word, e.g., query = "algorithm".
- Is the query word in the dictionary?

Motivations

- We have a dictionary, e.g., {“a”, “absolute”, “accelerate”, ..., “zoo”}.

Task 1: Search

Task 2: Insert

- Insert an unseen word into the dictionary.

Motivations

- We have a dictionary, e.g., {"a", "absolute", "accelerate", ..., "zoo"}.

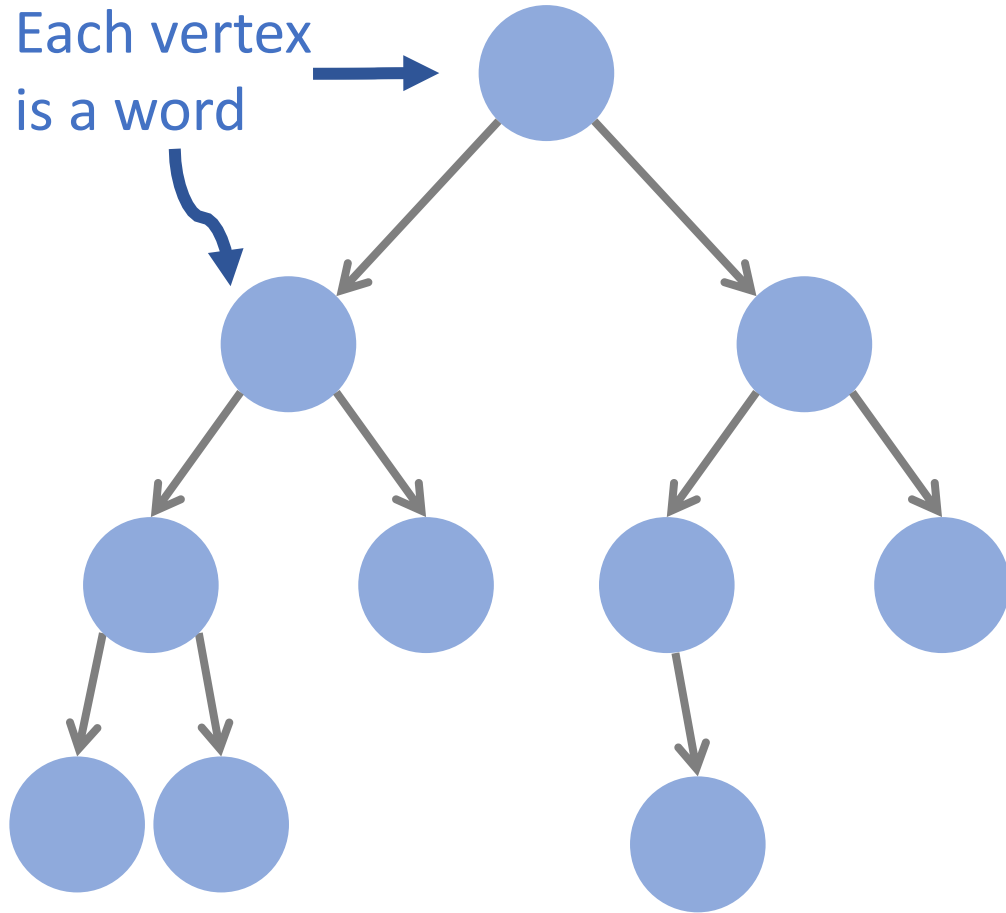
Task 1: Search

Task 2: Insert

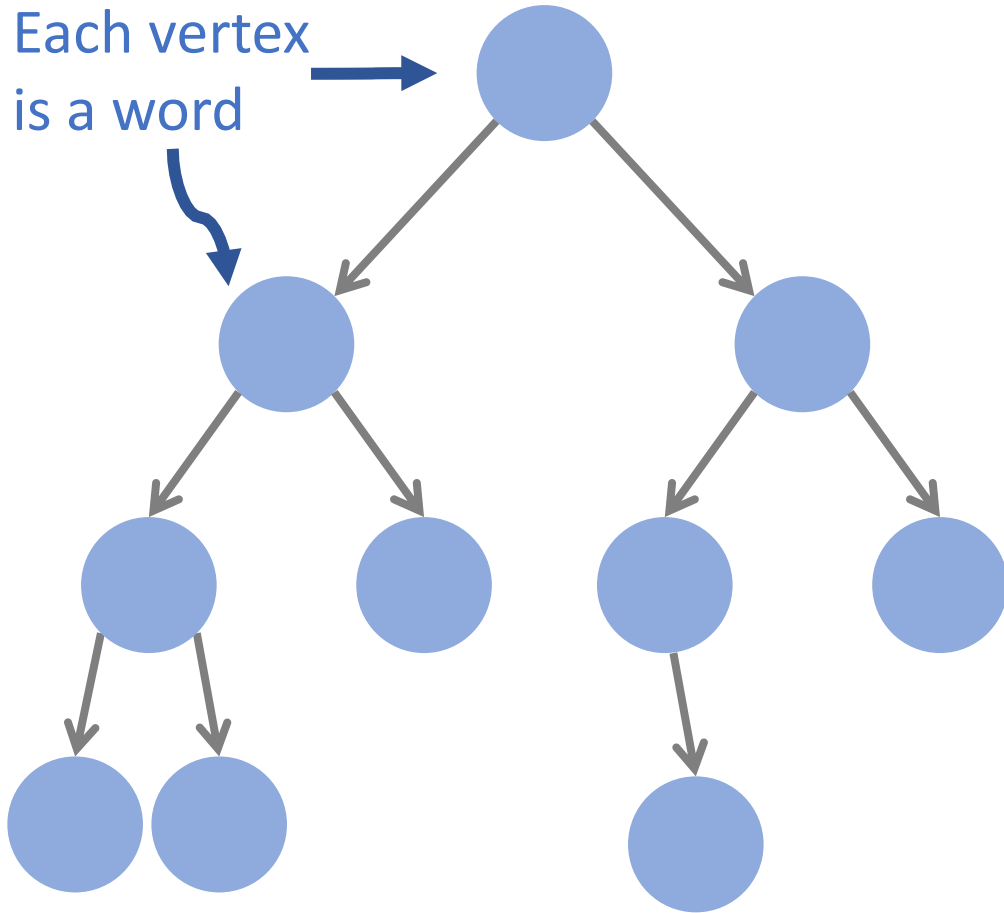
Task 3: Prefix Match

- Find all the words that start with some string.
- E.g., StartWith("car") = {"car", "carbon", "card", "cargo", "cart", ...}

Can we use binary search trees?

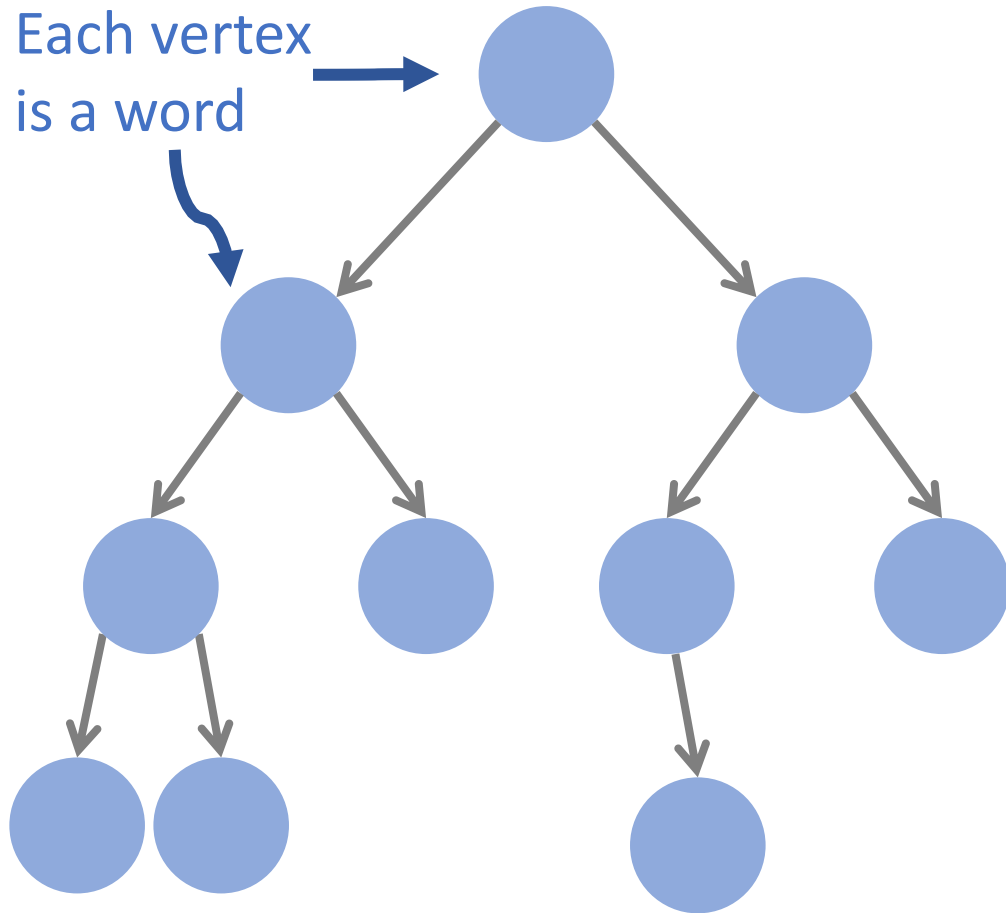


Can we use binary search trees?



- V : vocabulary (i.e., number of words in the dictionary.)
- At least $O(\log V)$ comparisons for finding the query word. (Because the depth of tree is $O(\log V)$.)
- Each comparison has $O(L)$ time complexity (L is the word length.)
- Overall time complexity of search:
 $O(L \cdot \log V)$.

Can we use binary search trees?



- Binary search tree supports **`startsWith()`**.
- Example: Find all the words that start with “c a r”.
- Search for all the strings:
“c a r” \leq strings $<$ “c a s”.

Can we use hash table?

Index:

1

...

13932

13933

13934

13935

...

Key:

"CART"

...

"TREE"

"CARGO"

"TRY"

...

"CART"	...	"TREE"		"CARGO"	"TRY"	...
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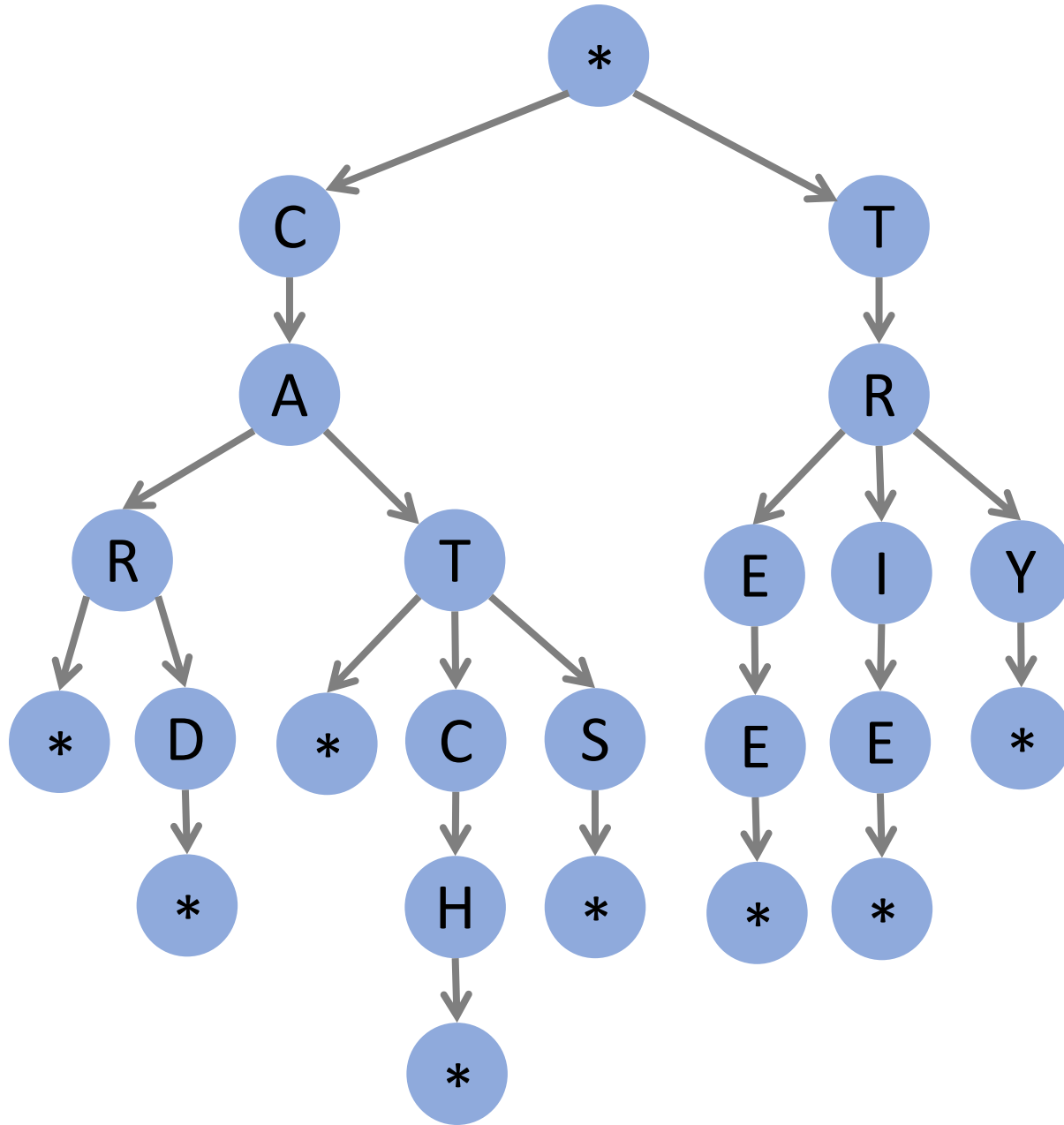
Can we use hash table?

Index:	1	...	13932	13933	13934	13935	...
Key:	"CART"	...	"TREE"		"CARGO"	"TRY"	...

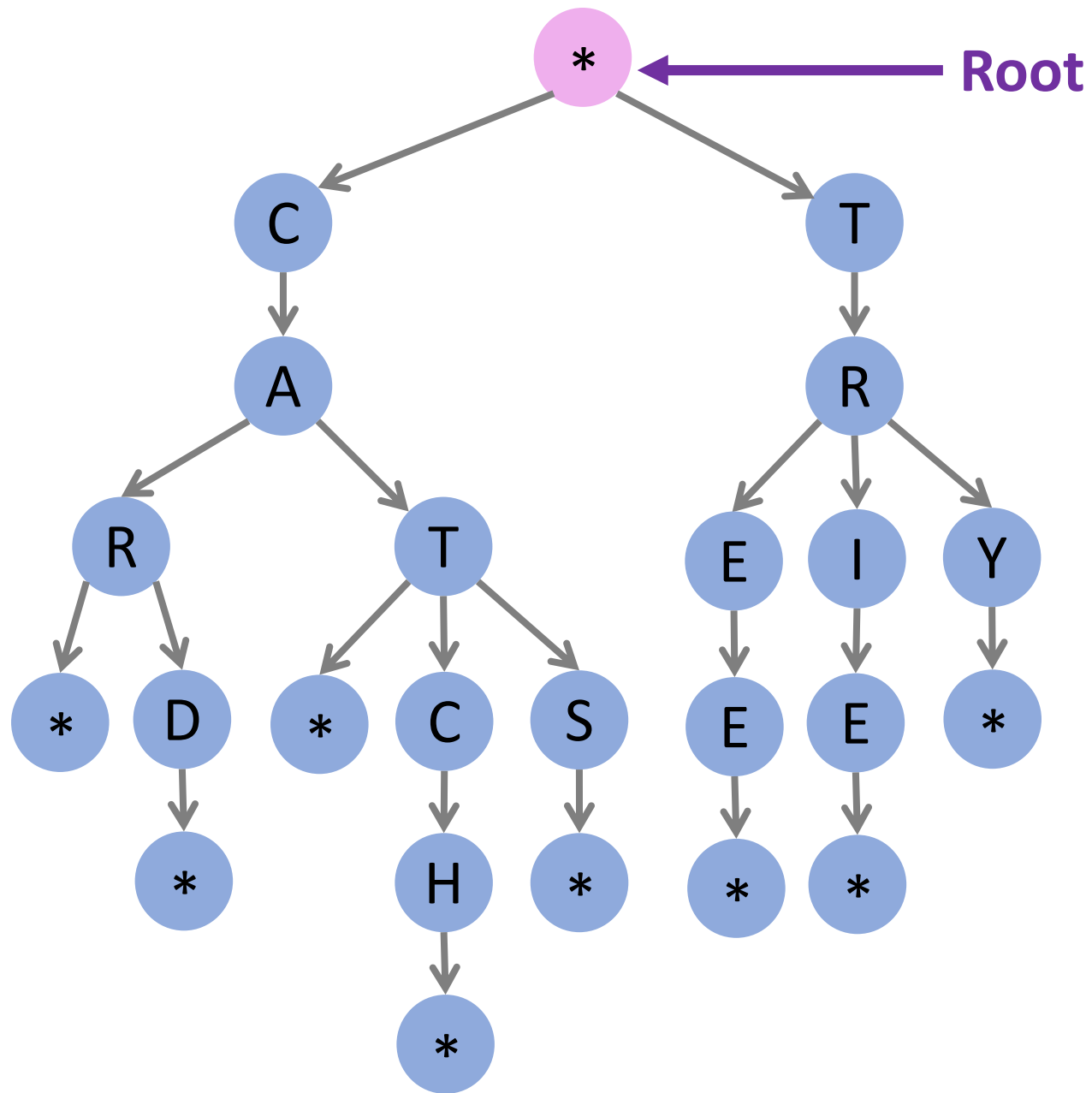
- Near $O(1)$ comparisons for finding the query word.
- Each comparison has $O(L)$ time complexity (L is the word length.)
- Overall time complexity of search: $O(L)$.
- Hash table does not support `startsWith()`.

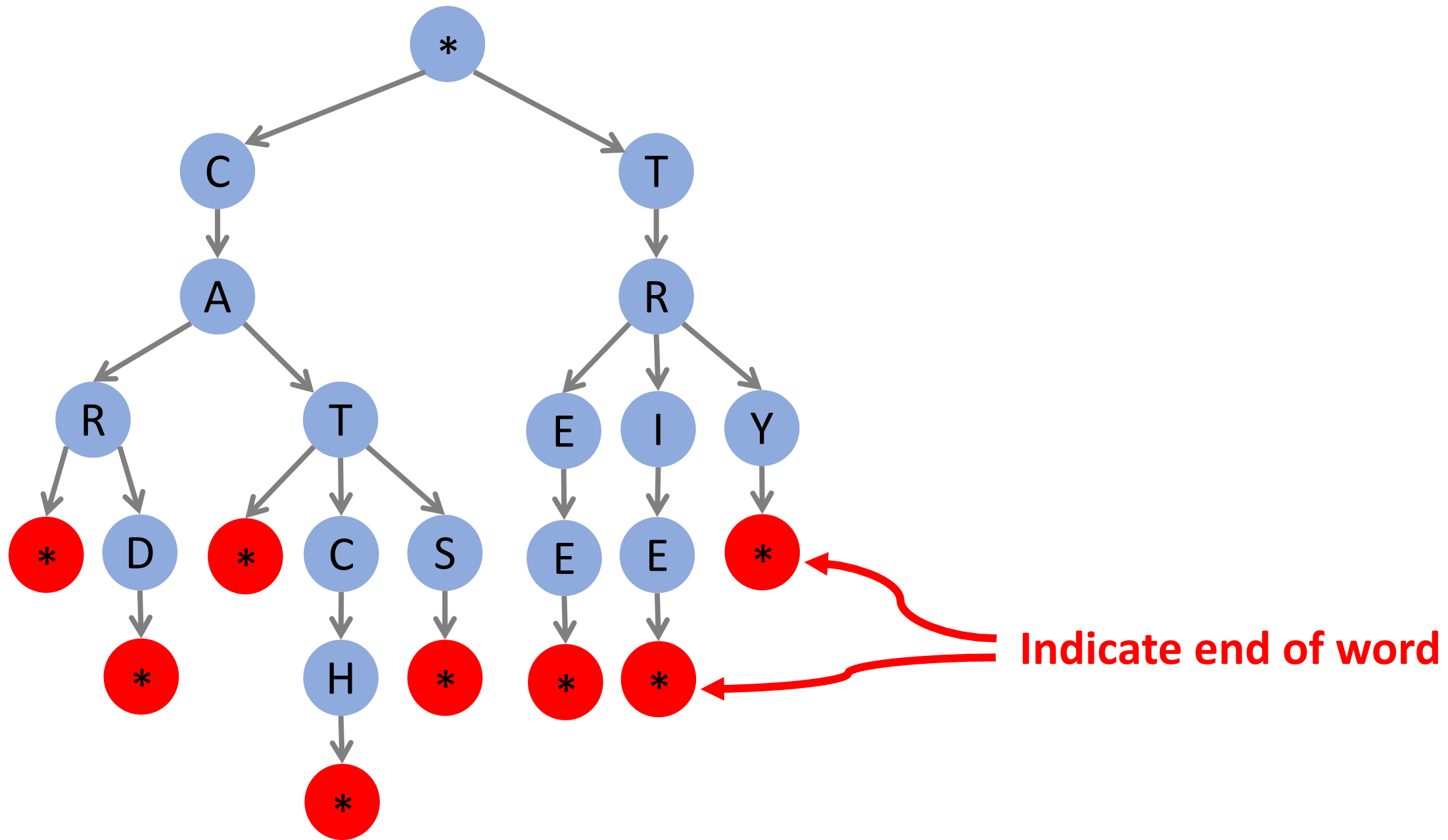
Trie Data Structure

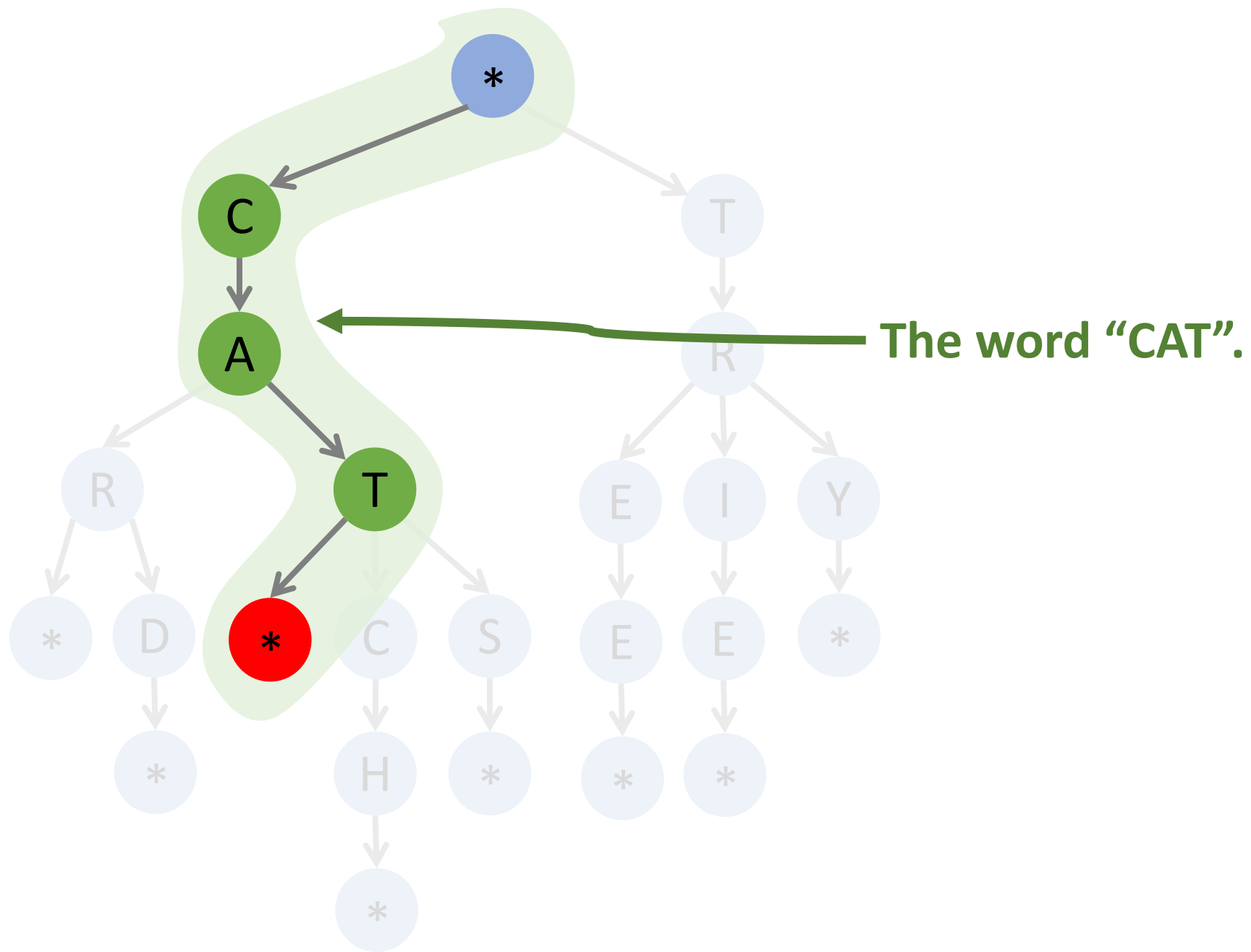
Trie

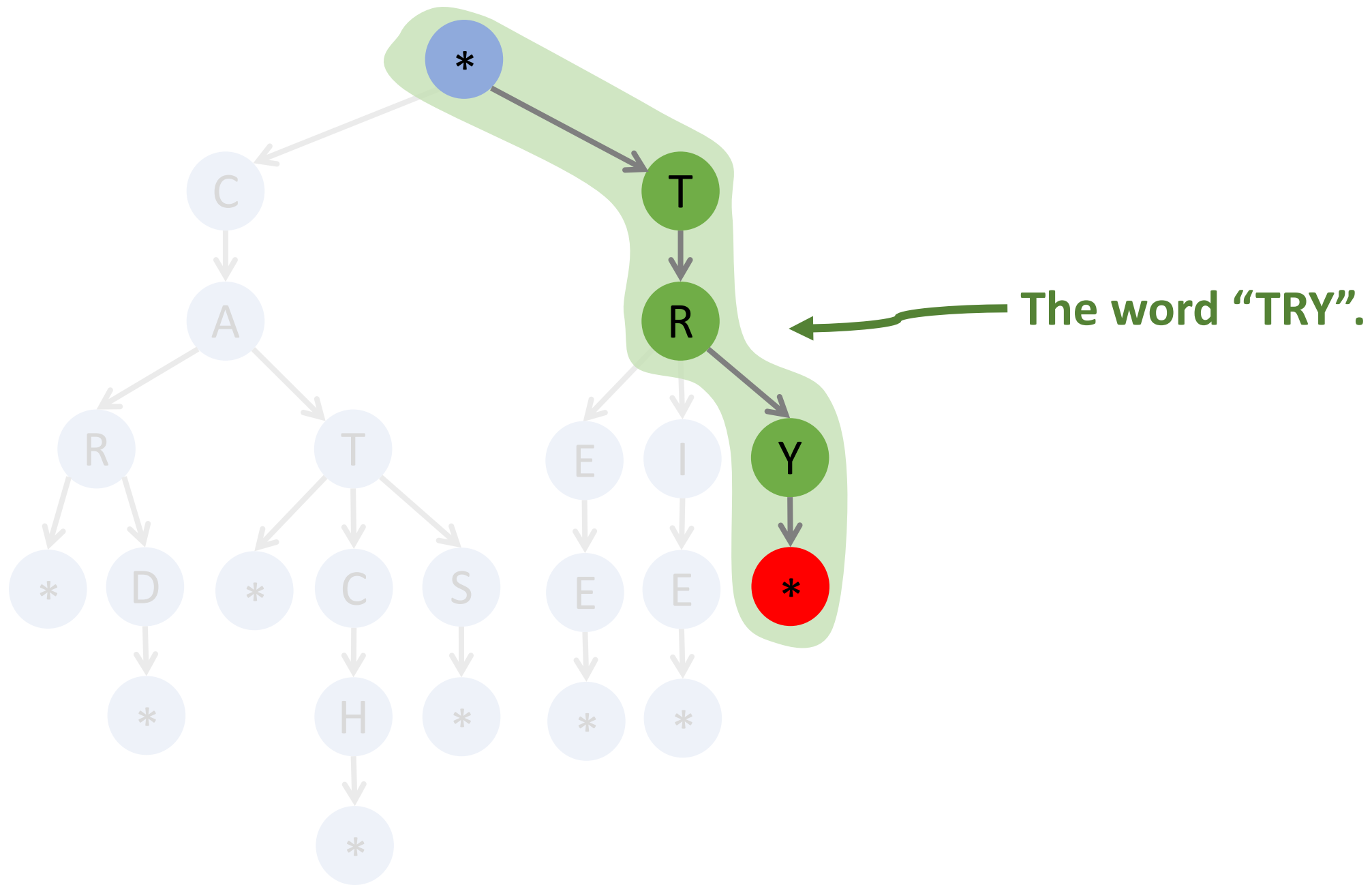


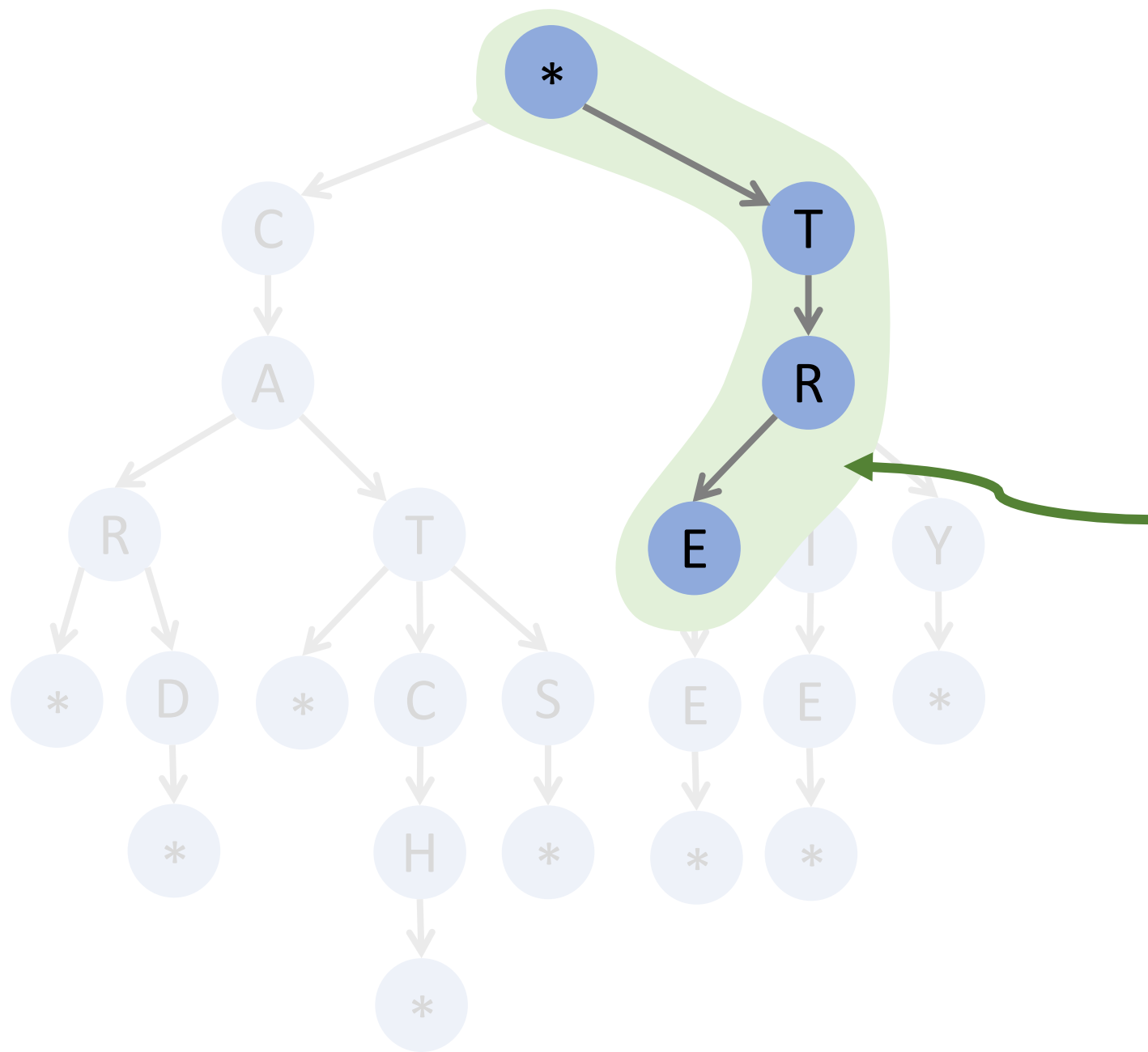
- **Trie** is also called **prefix tree** or **digital tree**.
- It supports
 - **search** in $O(L)$ time,
 - **insert** in $O(L)$ time,
 - **startWith** in $O(L)$ time,where L is query's length.



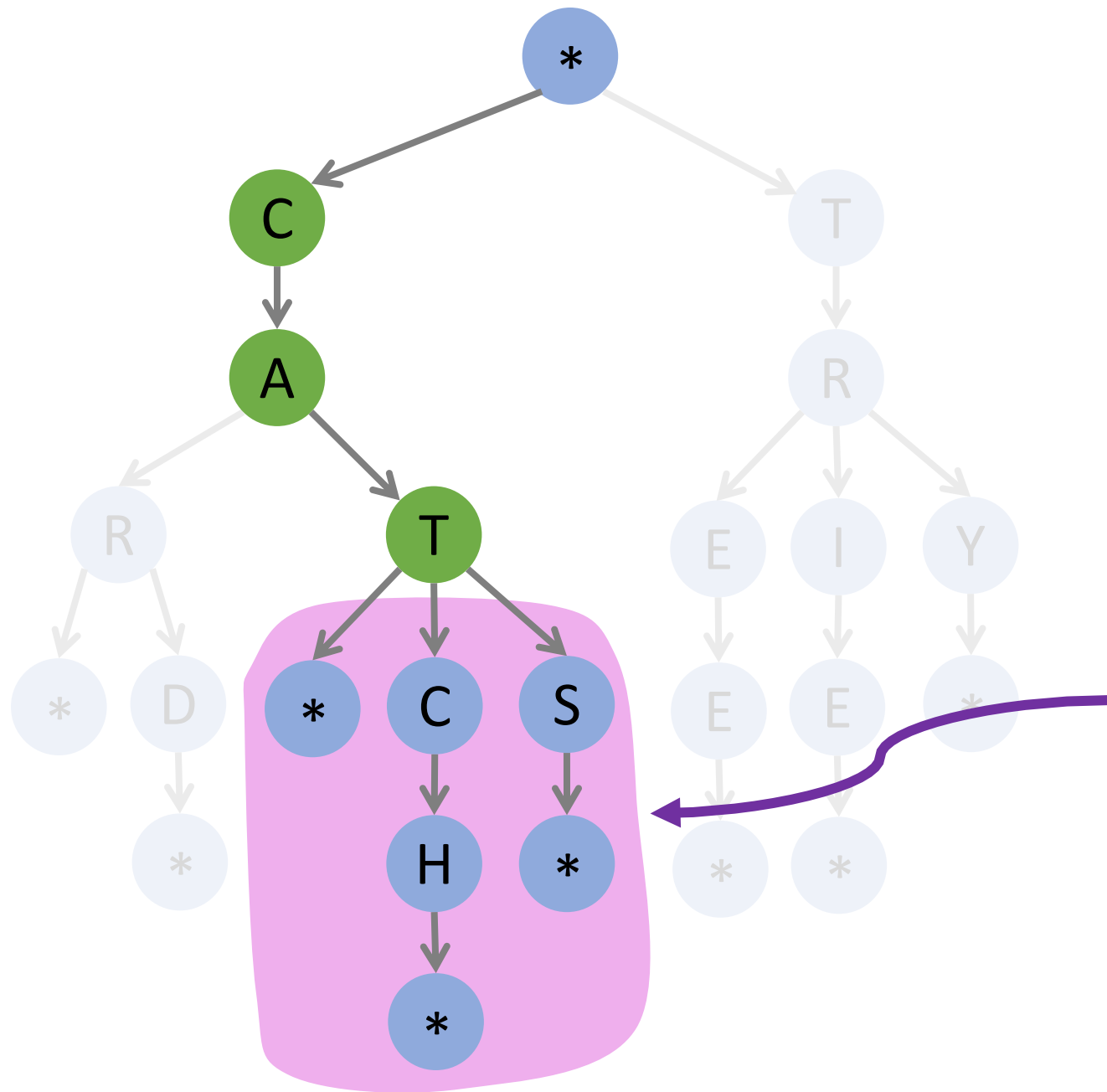




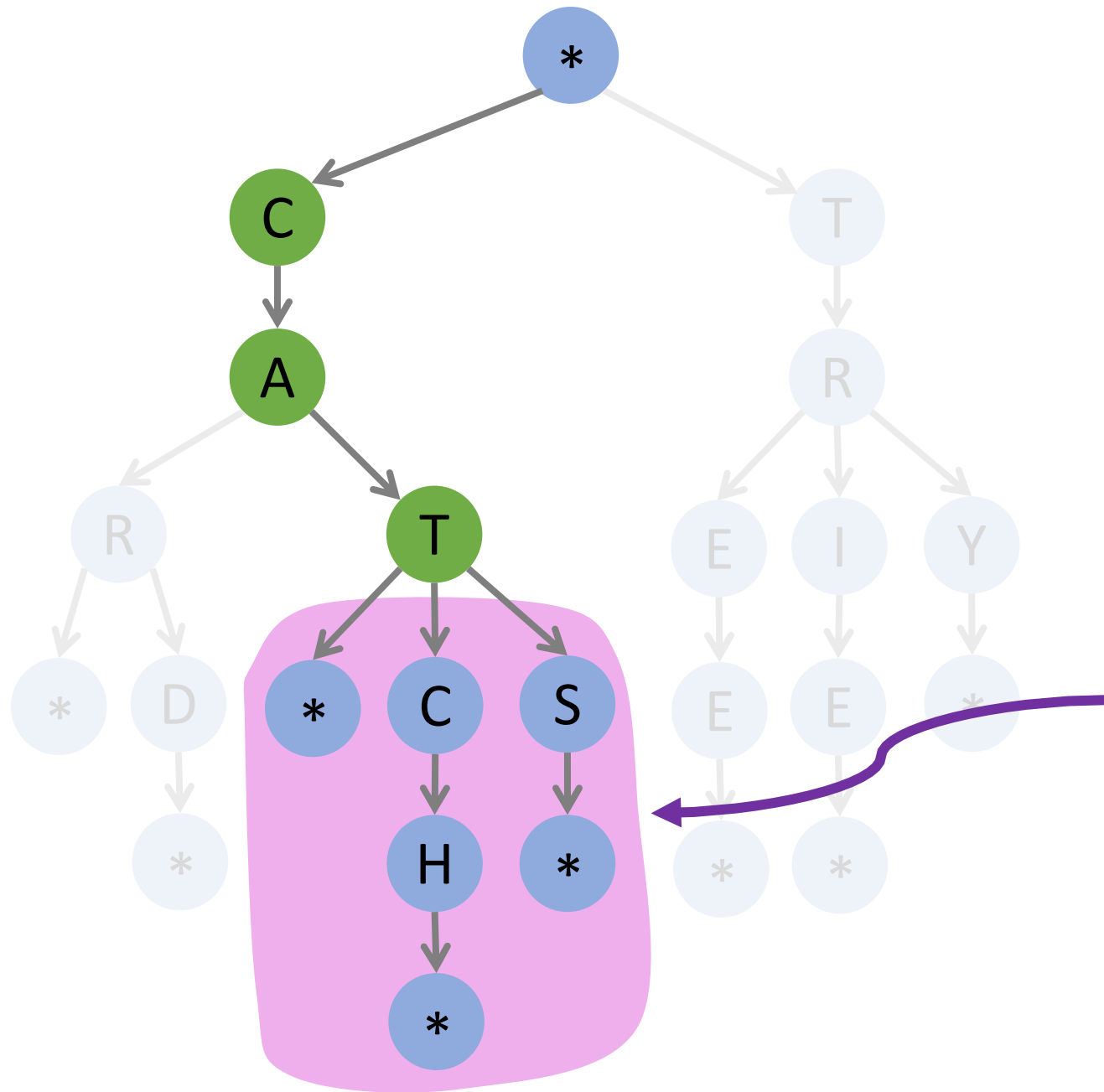




- Not a word!
- Node 'E' does not have child '*'.



All the words start with "CAT".

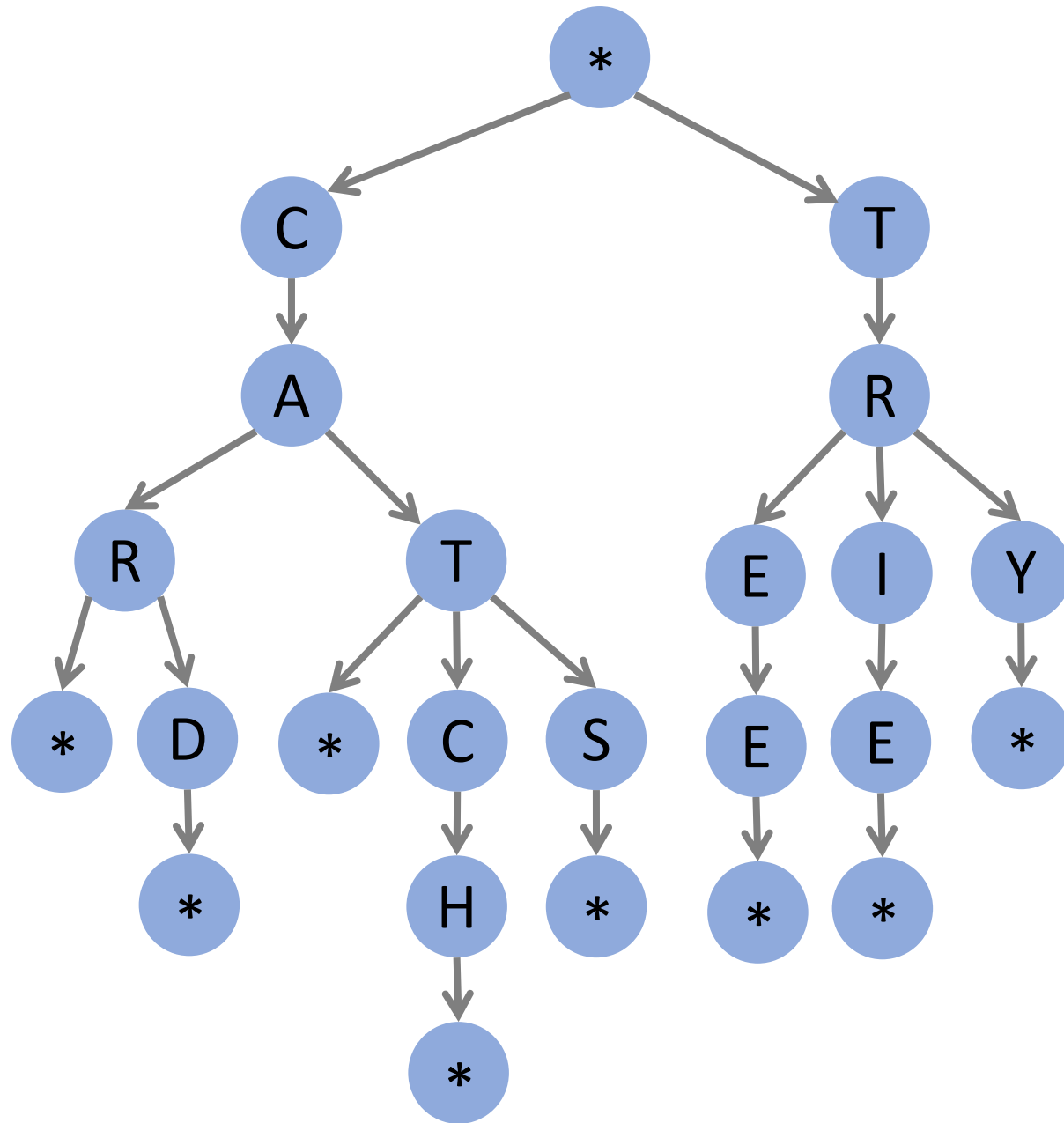


Words that starts with “CAT”:

- “CAT”,
- “CATCH”,
- “CATS”.

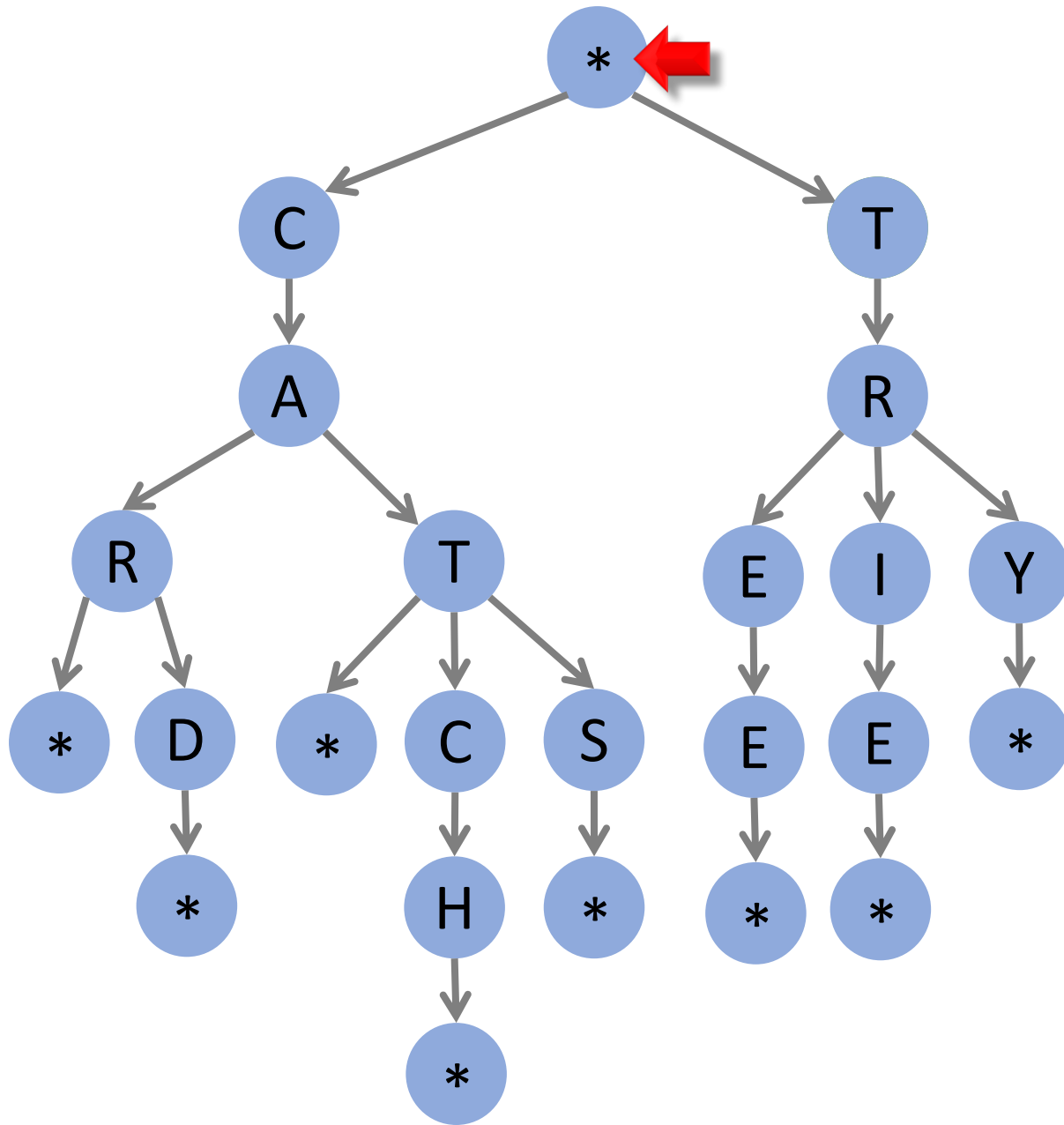
Task 1: Search

Search: Example 1



Query: " T R E E "

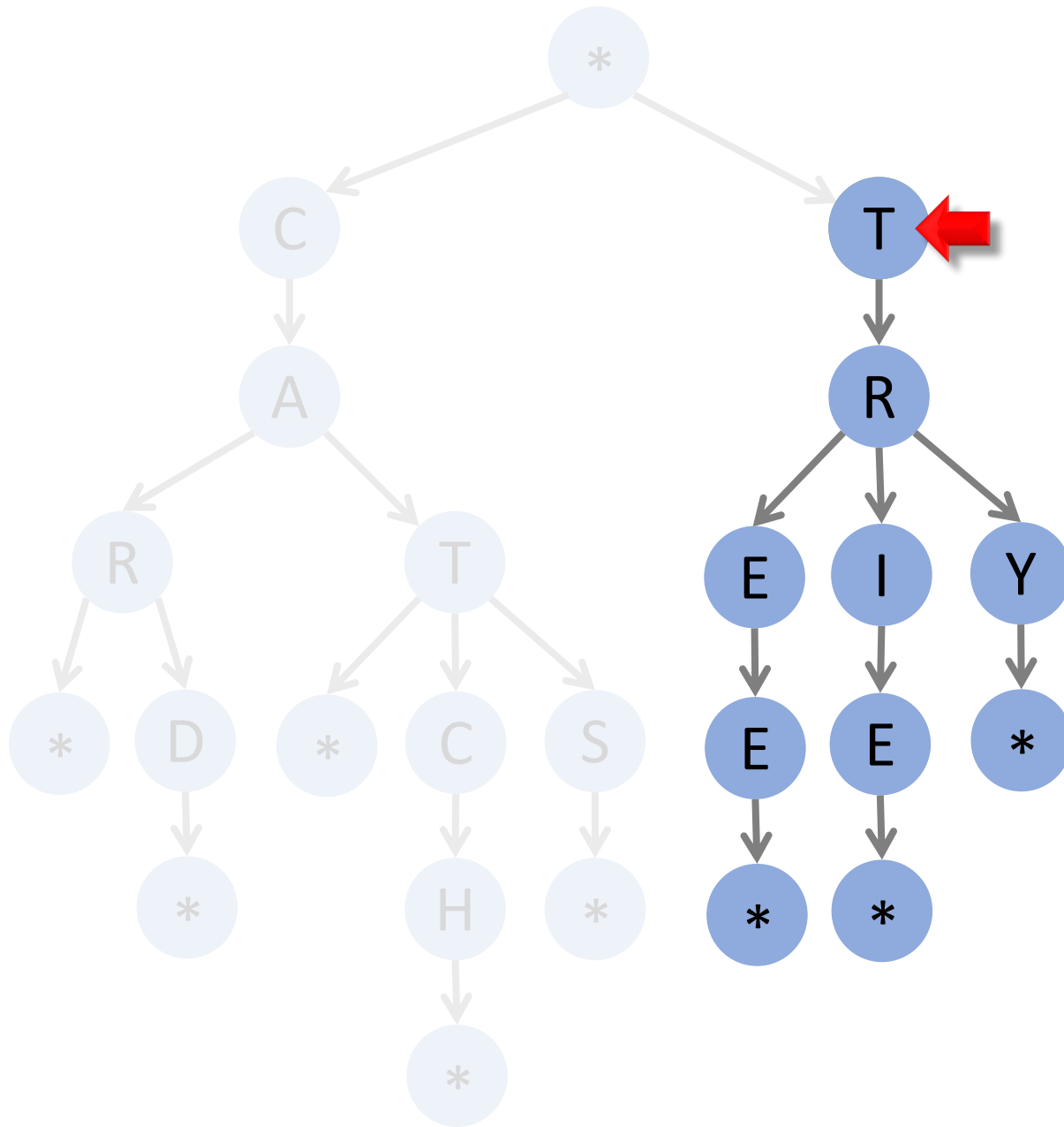
Search: Example 1



Query: " **T** R E E "



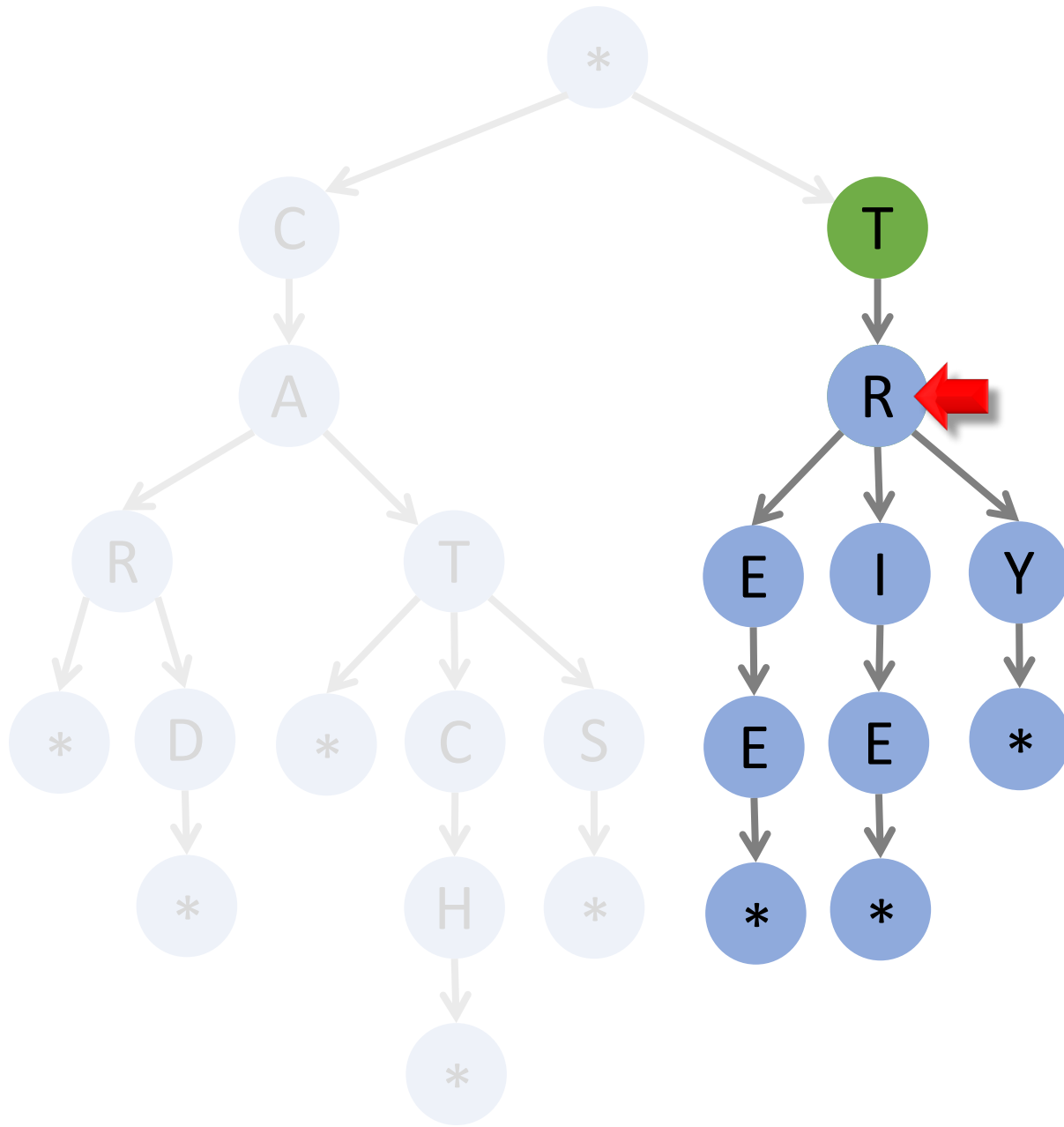
Search: Example 1



Query: " **T** R E E "



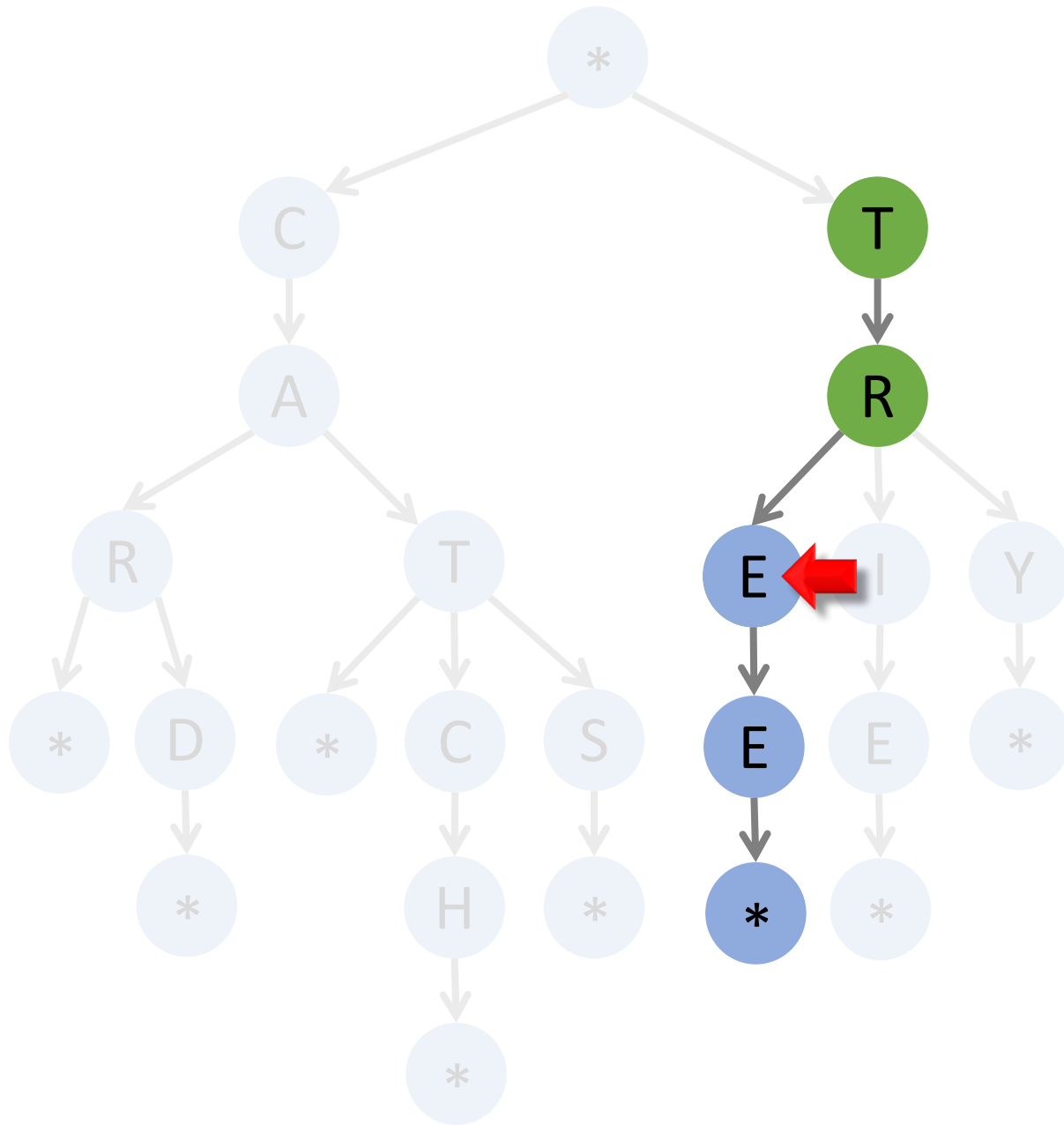
Search: Example 1



Query: " T R E E "



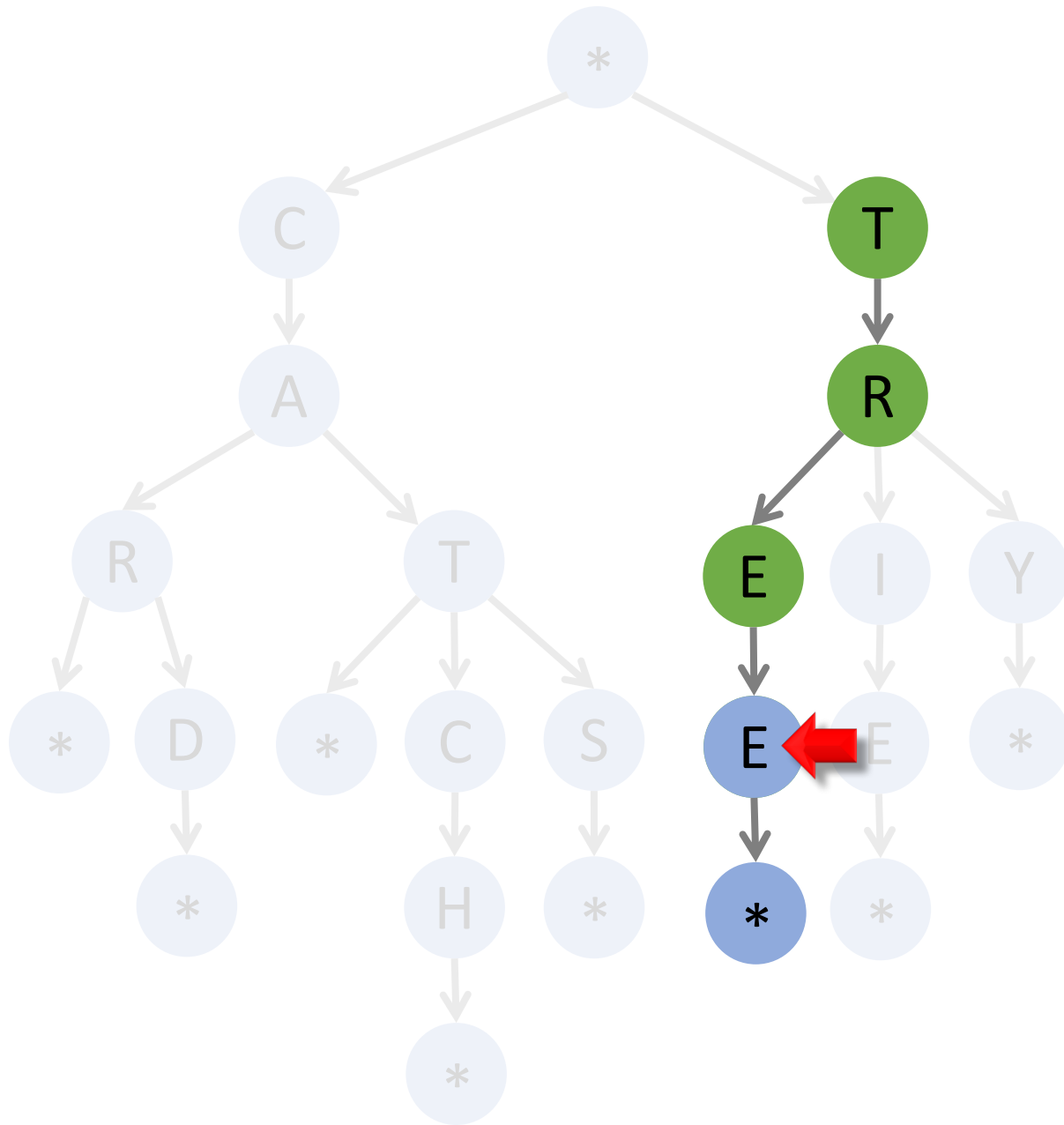
Search: Example 1



Query: " T R **E** E "



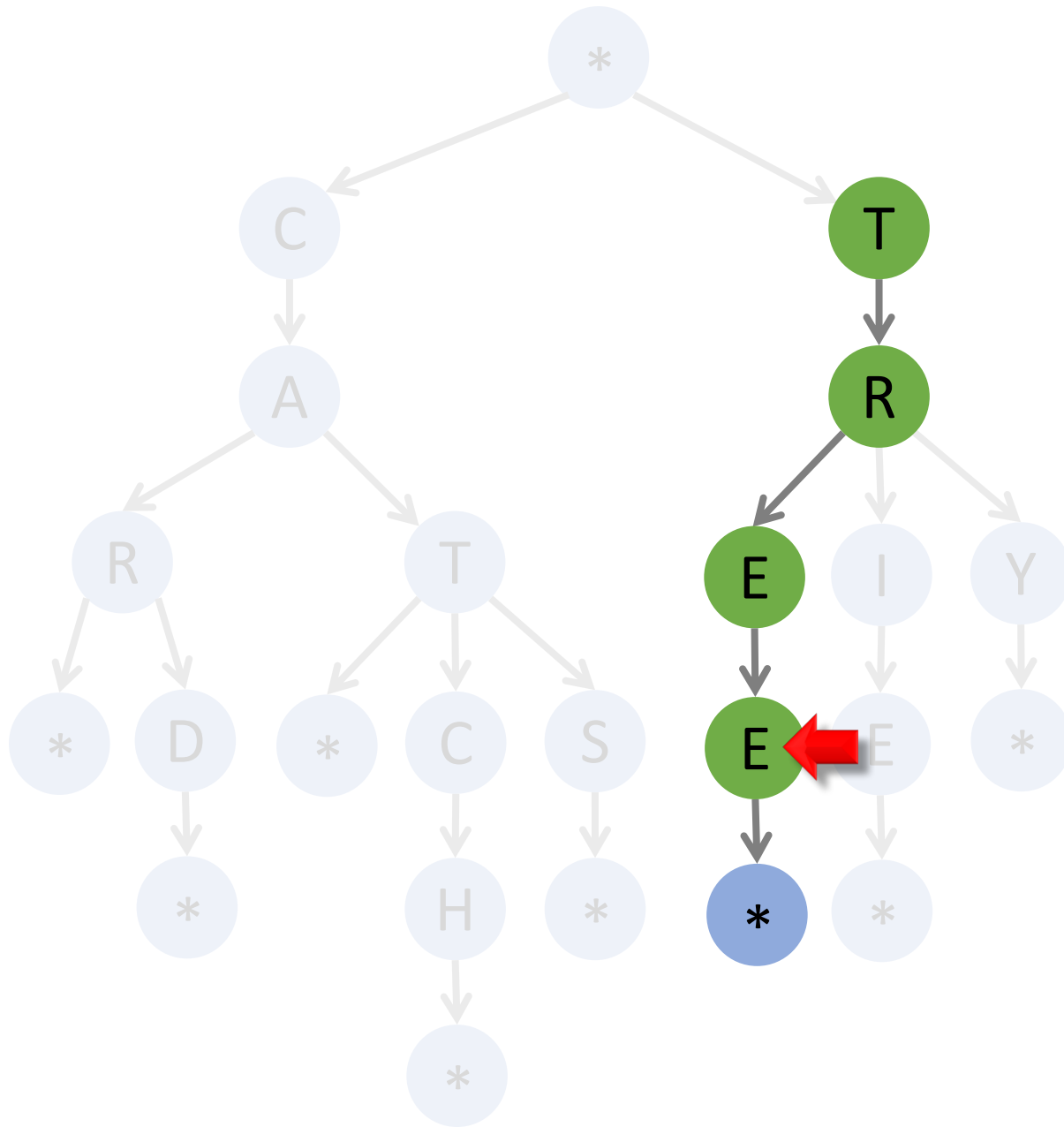
Search: Example 1



Query: " T R E **E** "



Search: Example 1

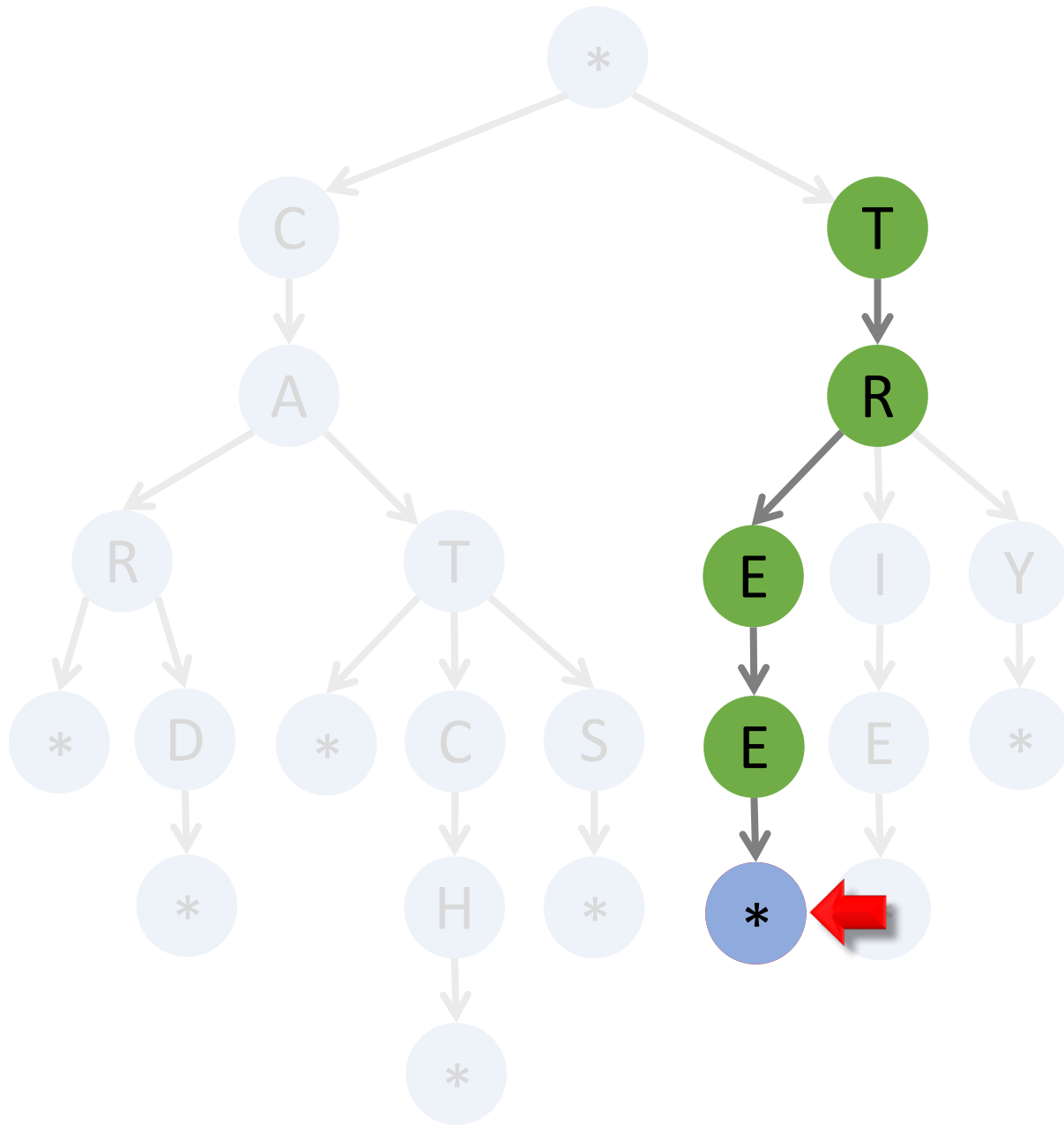


Query: " T R E **E** "



- 'E' is the end of word.
- Does 'E' have a child of '*'?

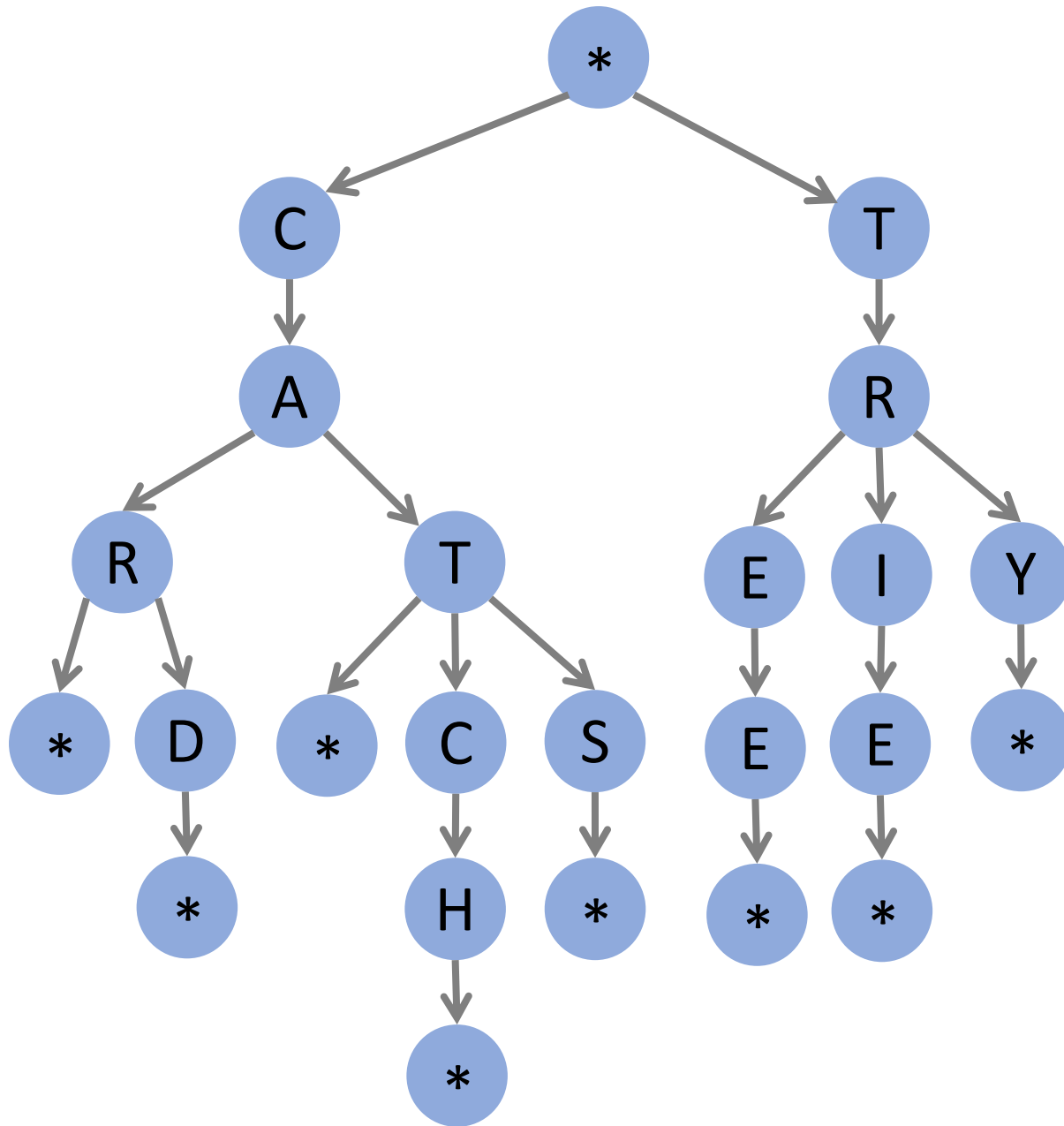
Search: Example 1



Query: “ T R E **E** ”

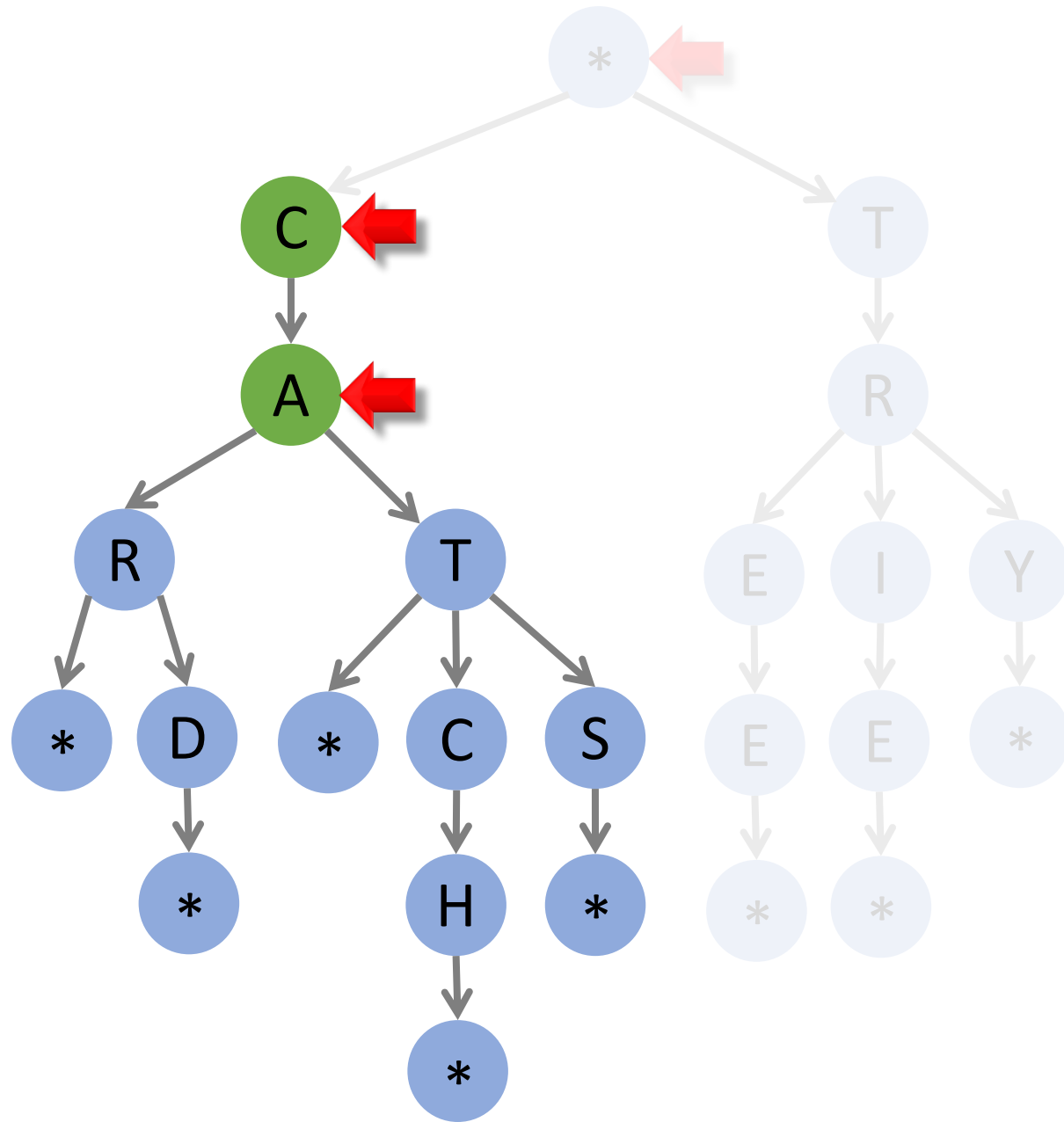
- ‘E’ is the end of word.
- Does ‘E’ have a child of ‘*’?
- Yes ➔ “TREE” is in the dictionary.

Search: Example 2



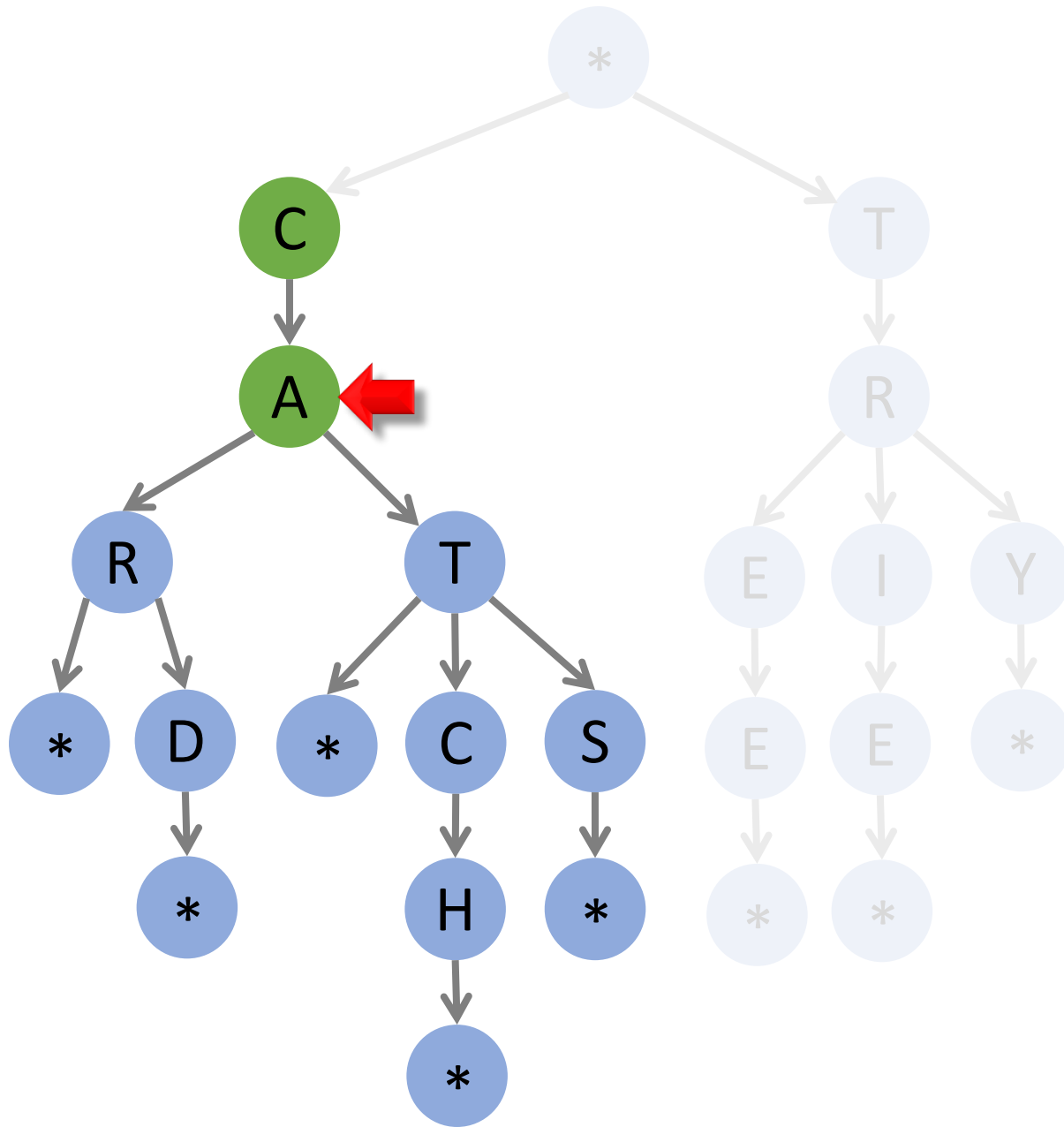
Query: " C A "

Search: Example 2



Query: " C A "

Search: Example 2

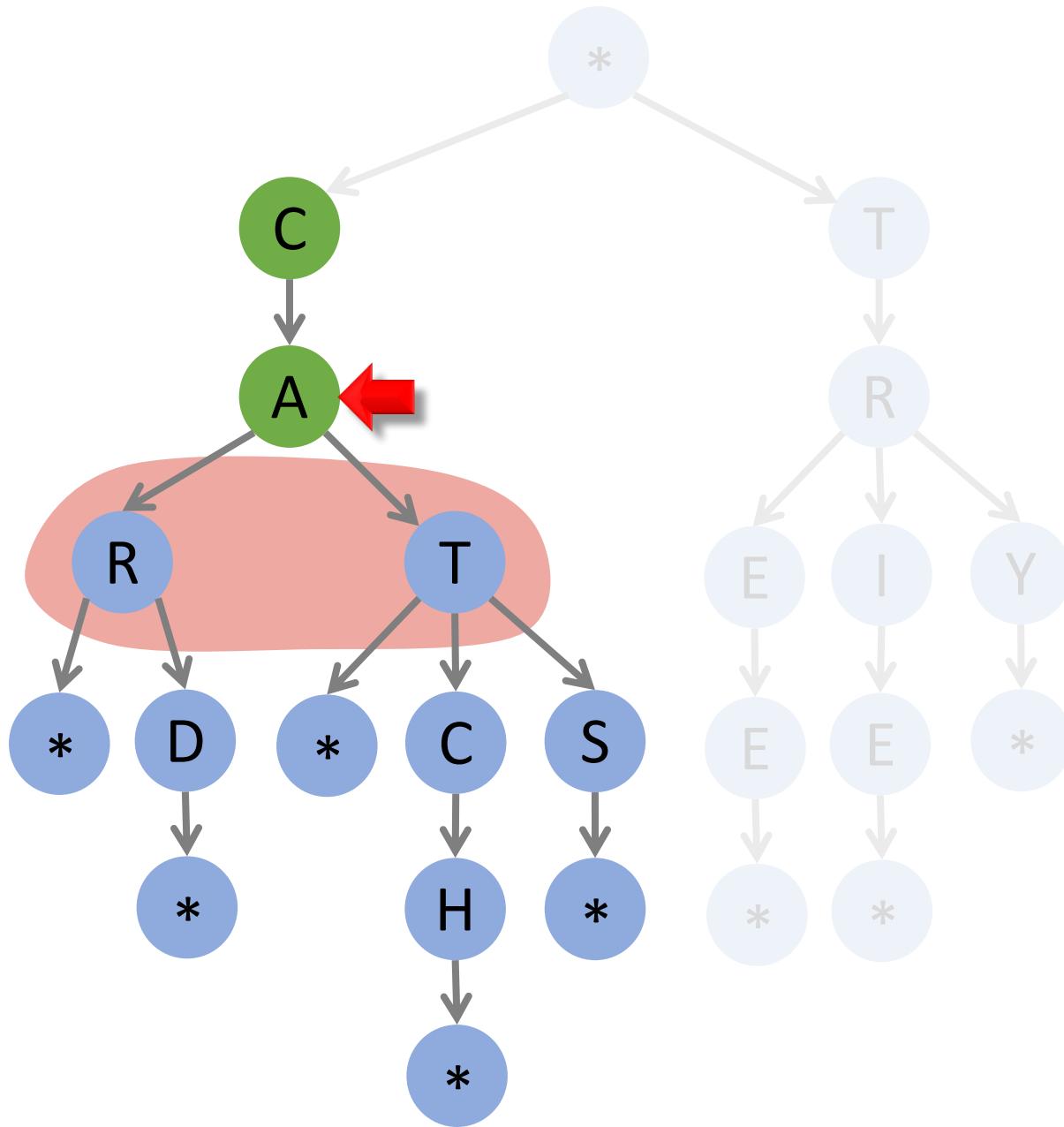


Query: " C A "



- 'A' is the end of word.
- Does 'A' have a child of '*'?

Search: Example 2

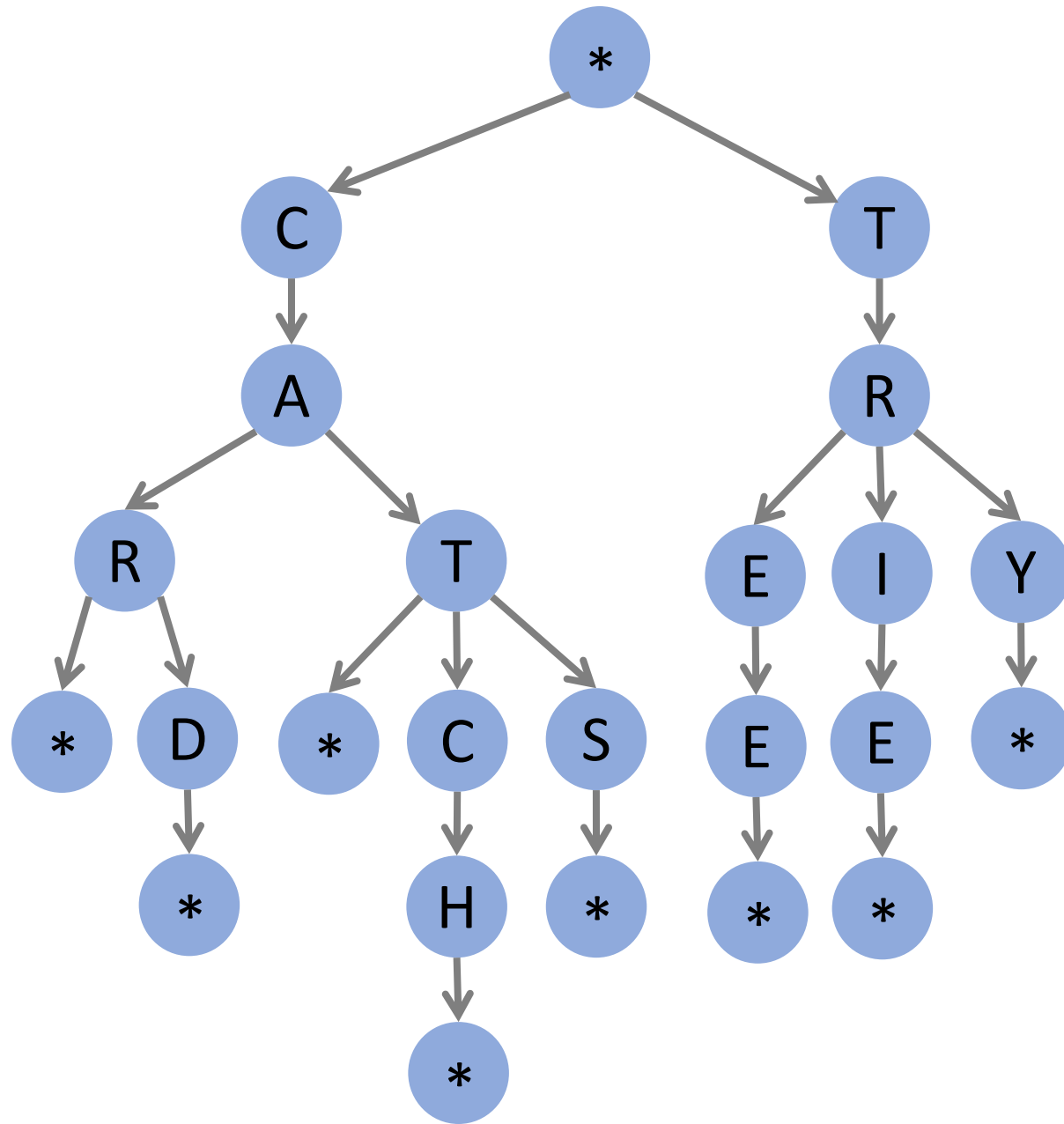


Query: " C A "



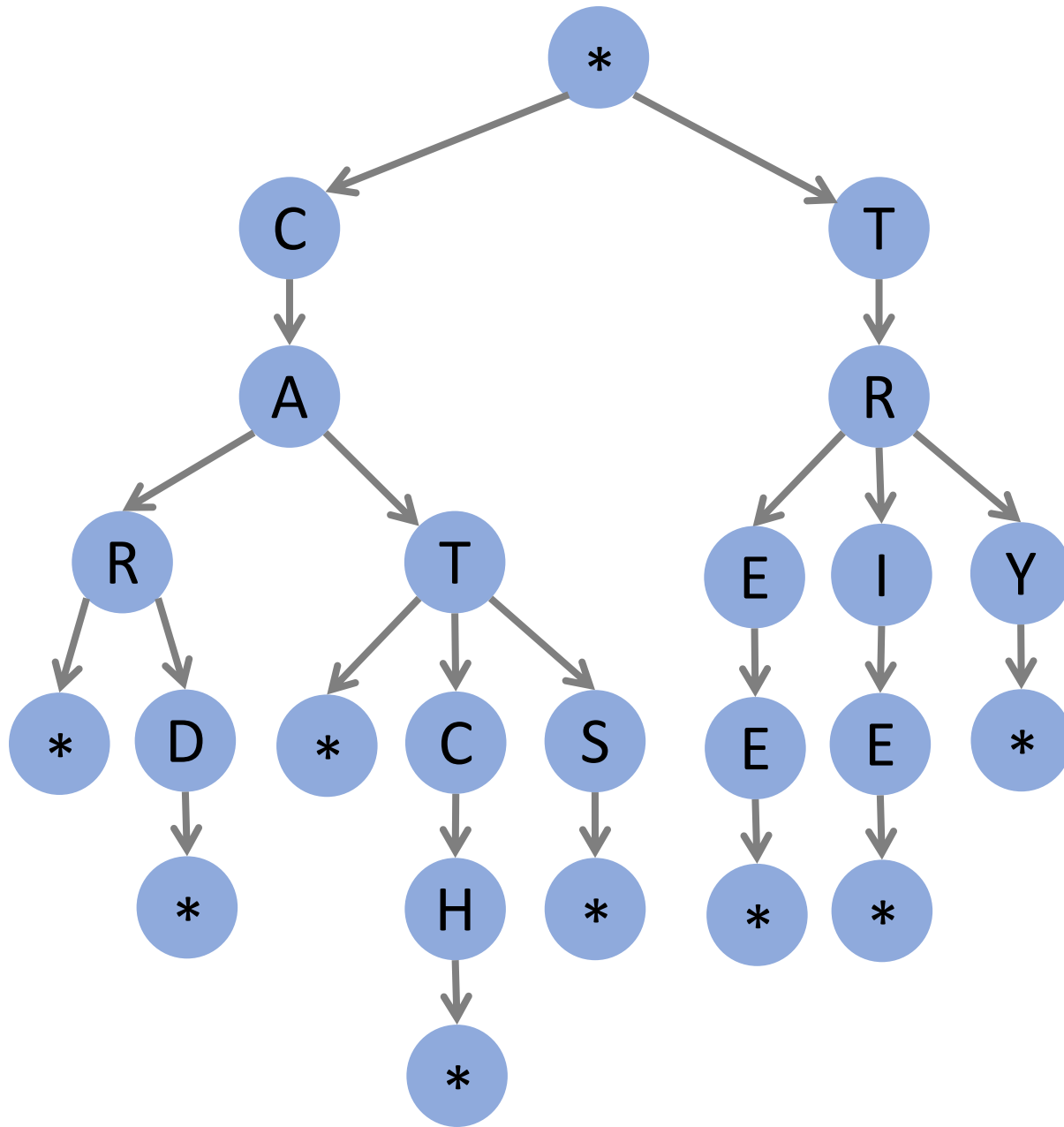
- 'A' is the end of word.
- Does 'A' have a child of '*'?
- No ➔ "CA" is not in the dictionary.

Search: Example 3



Query: " H E A P "

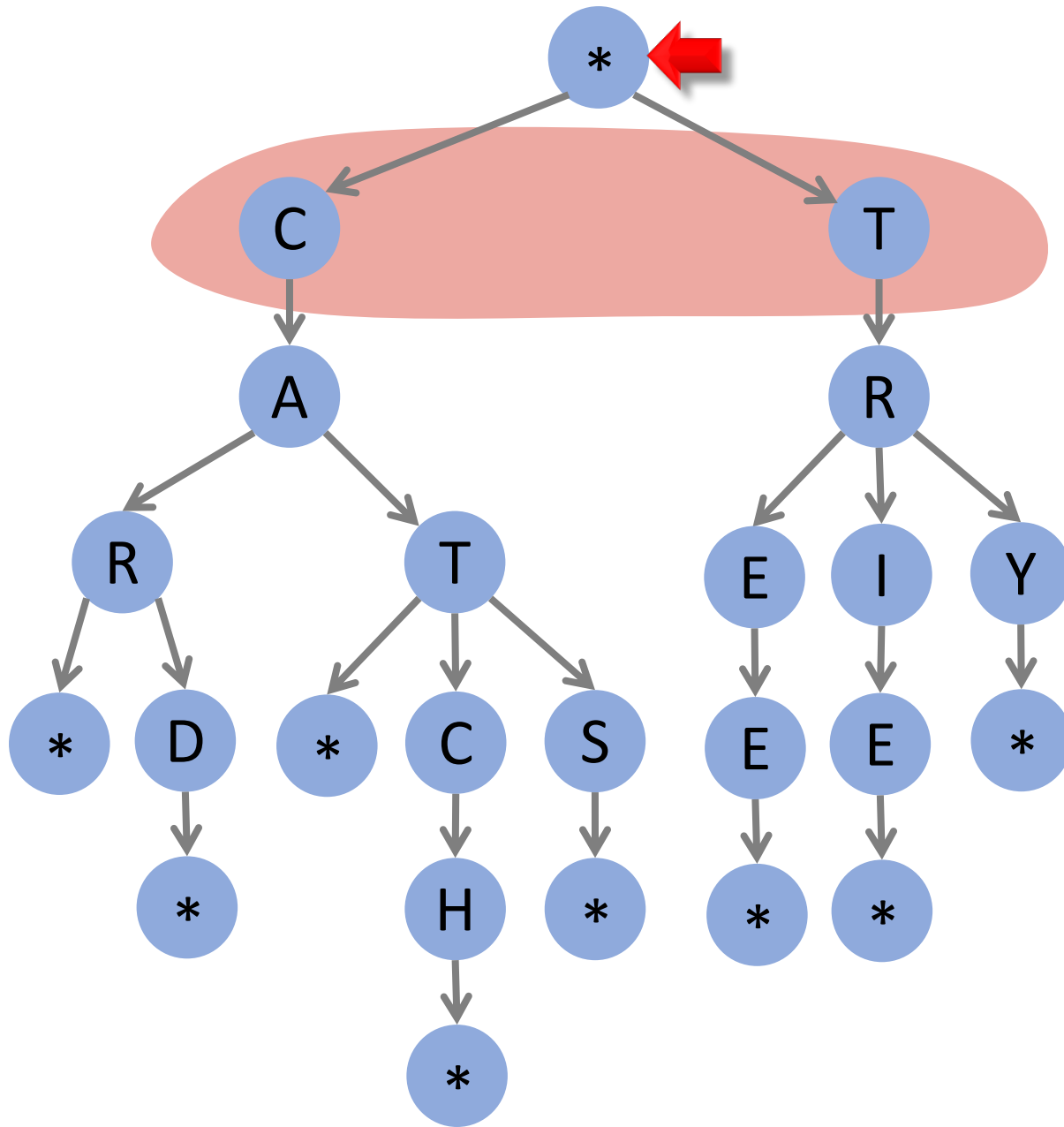
Search: Example 3



Query: " **H** E A P "



Search: Example 3



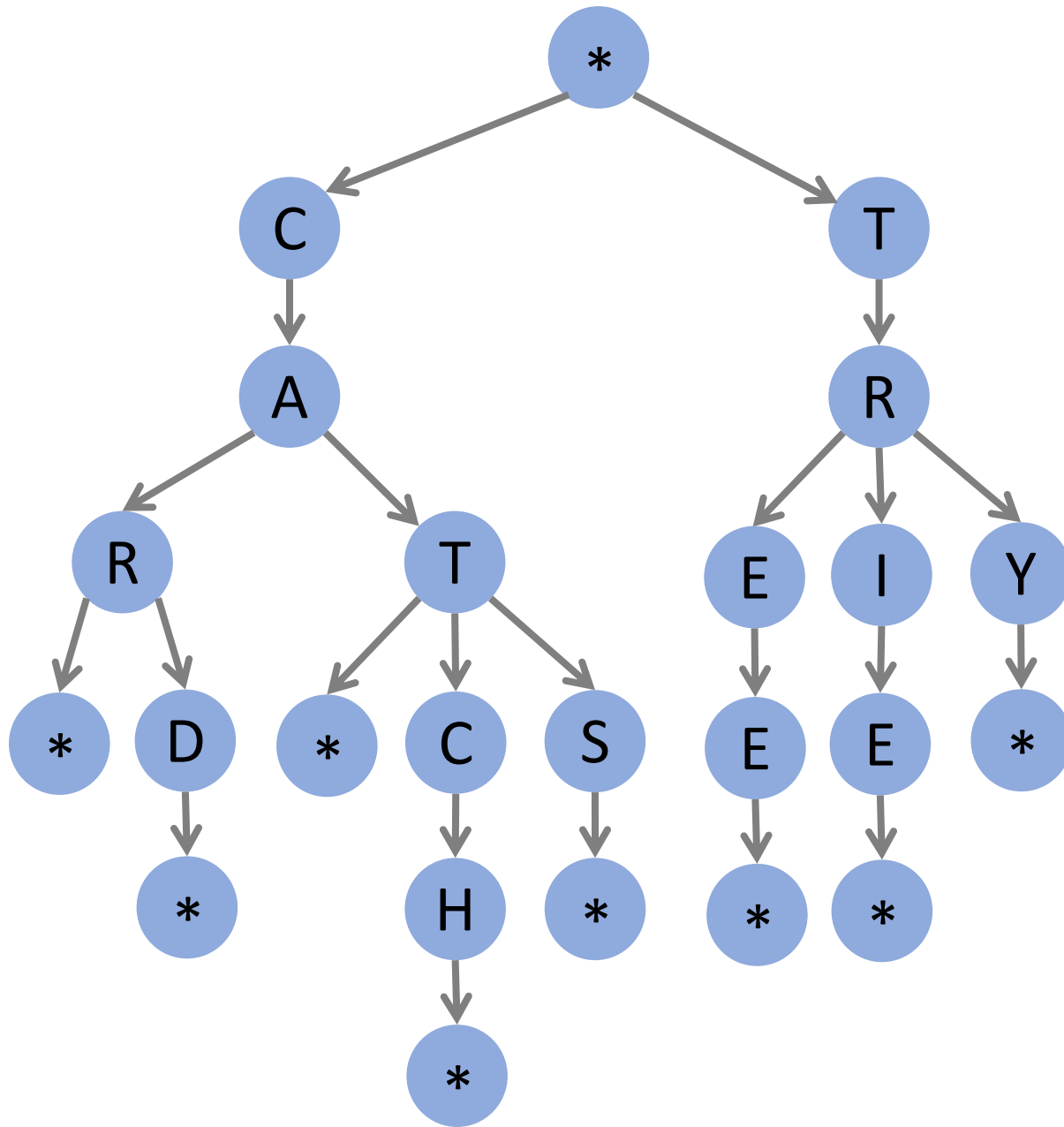
Query: " H E A P "

- "HEAP" is not in the dictionary.

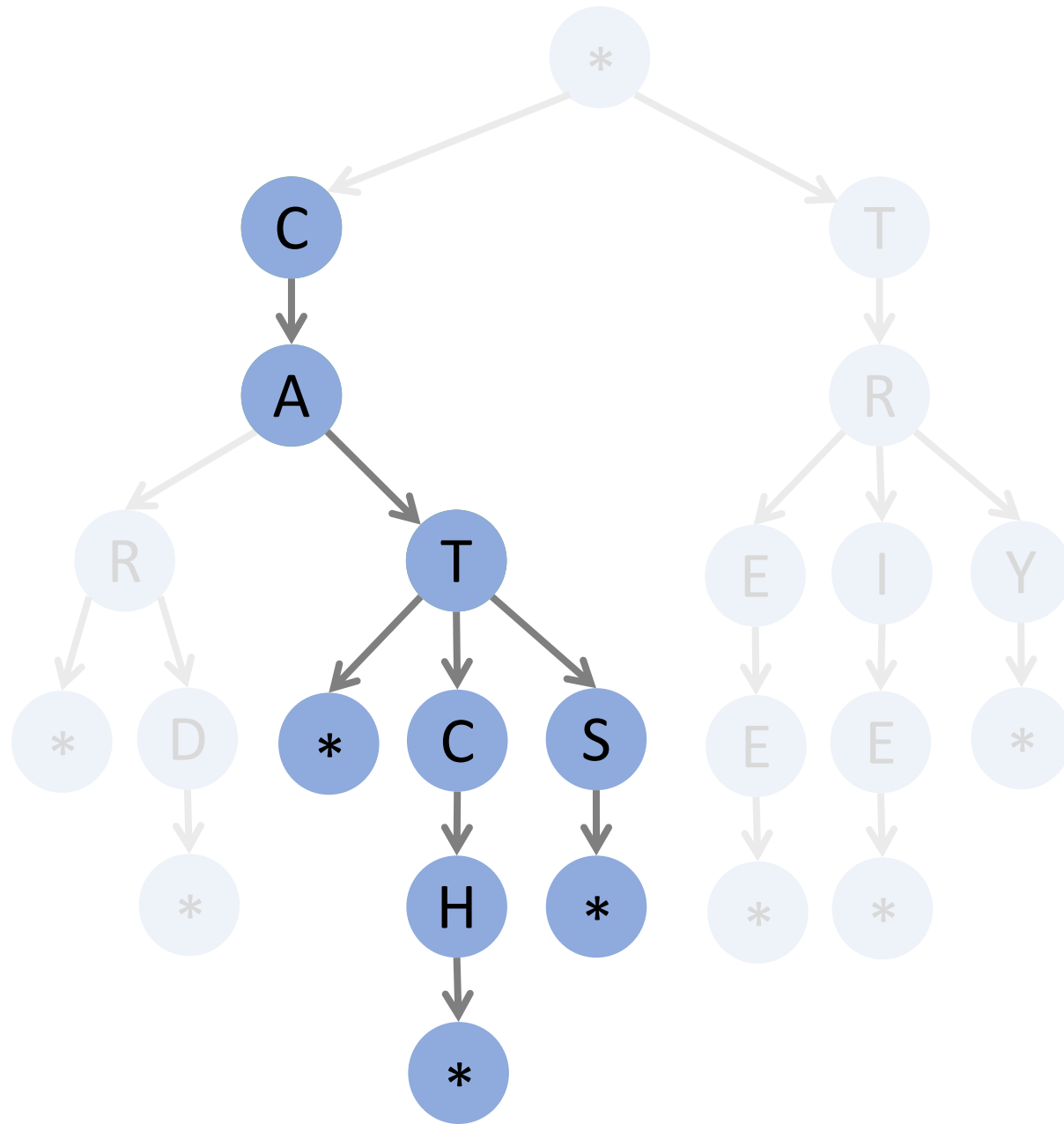
Task 2: Prefix Matching

Prefix Match: Example 1

Query: " C A T "



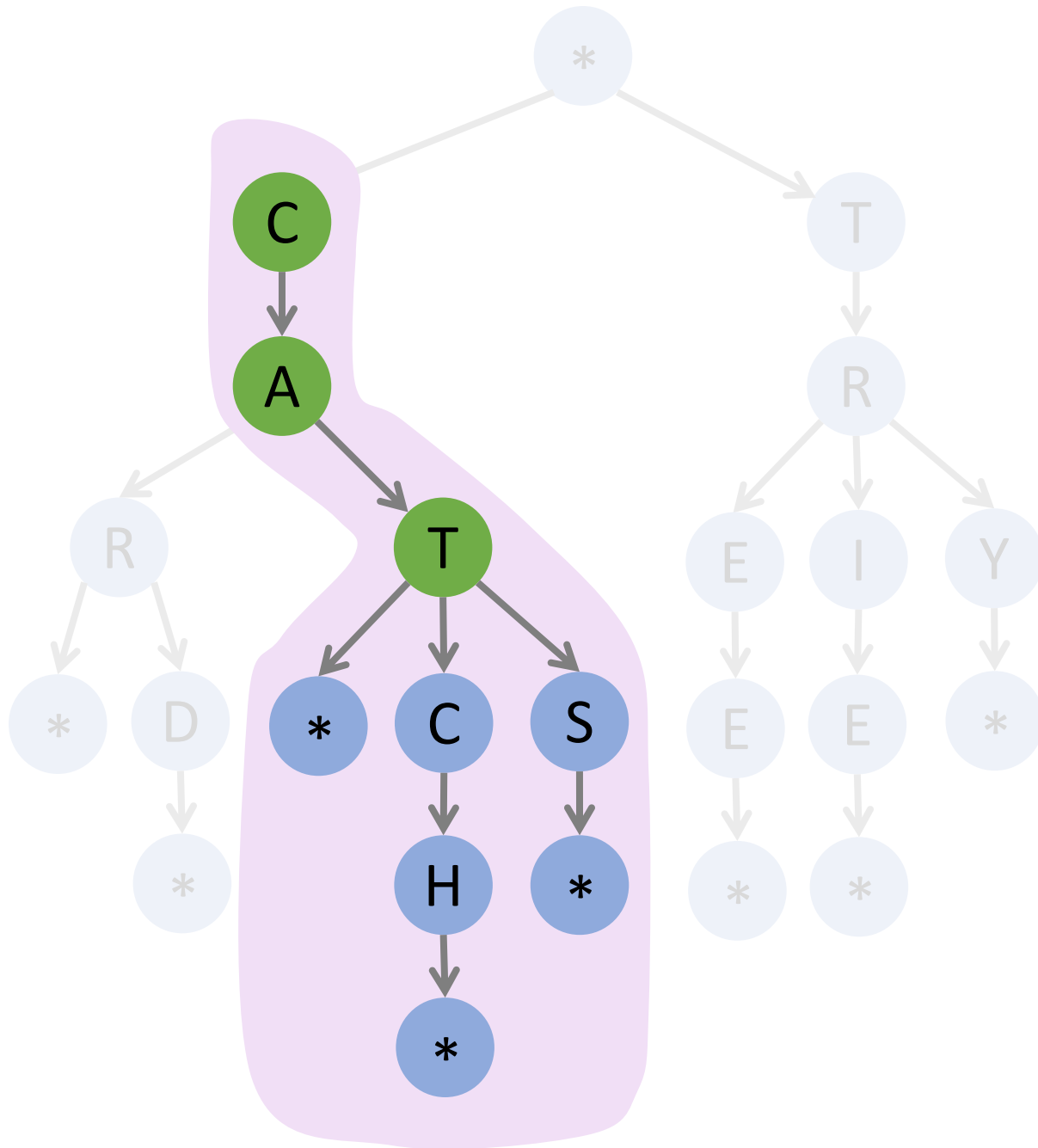
Prefix Match: Example 1



Query: " C A T "

- Search "CAT".
- Found! Return the subtrees.

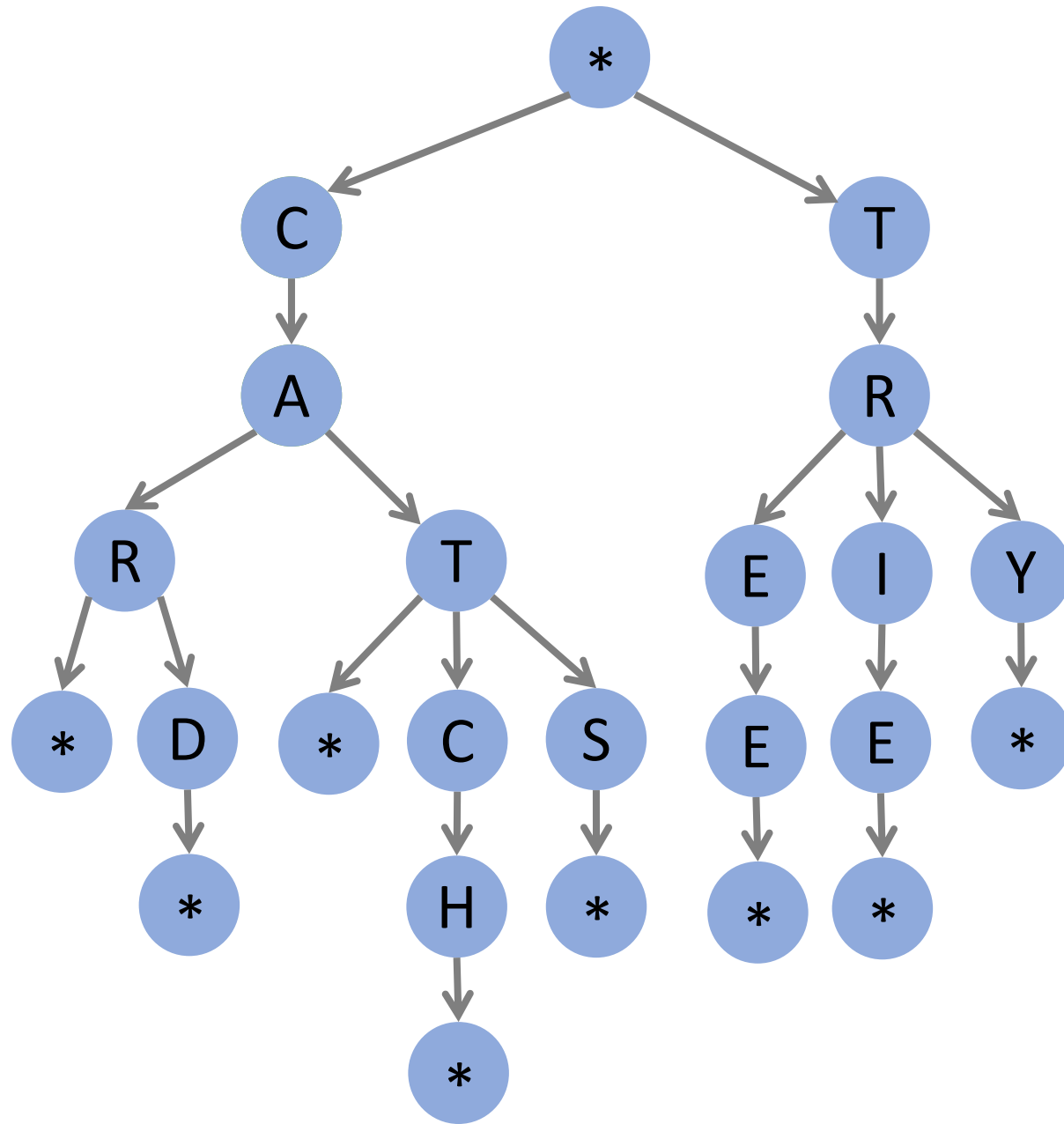
Prefix Match: Example 1



Query: " C A T "

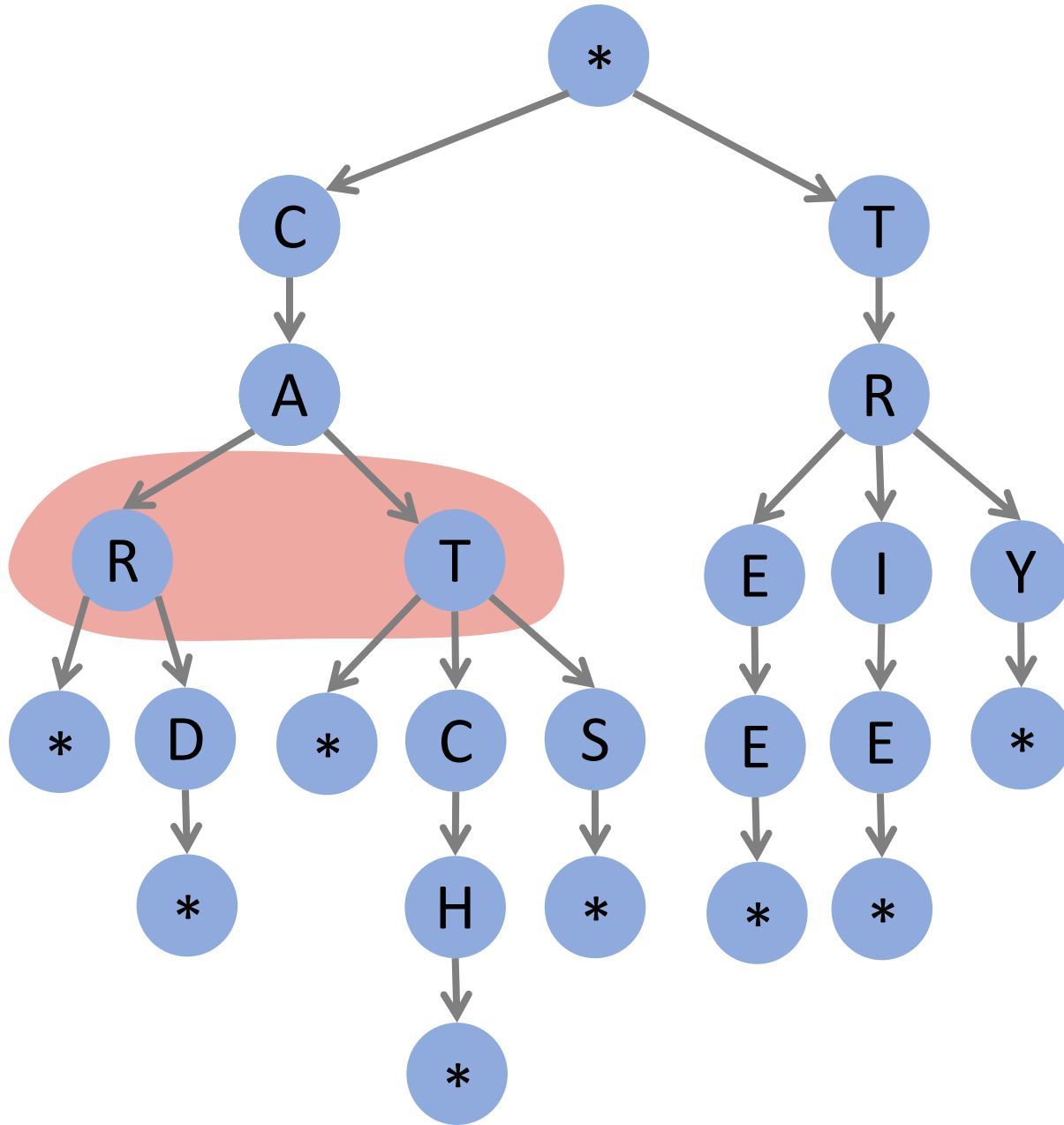
- Search "CAT".
- Found! Return the subtrees.
- Words that start with "CAT":
 - "CAT",
 - "CATCH",
 - "CATS".

Prefix Match: Example 2



Query: " C A B "

Prefix Match: Example 2

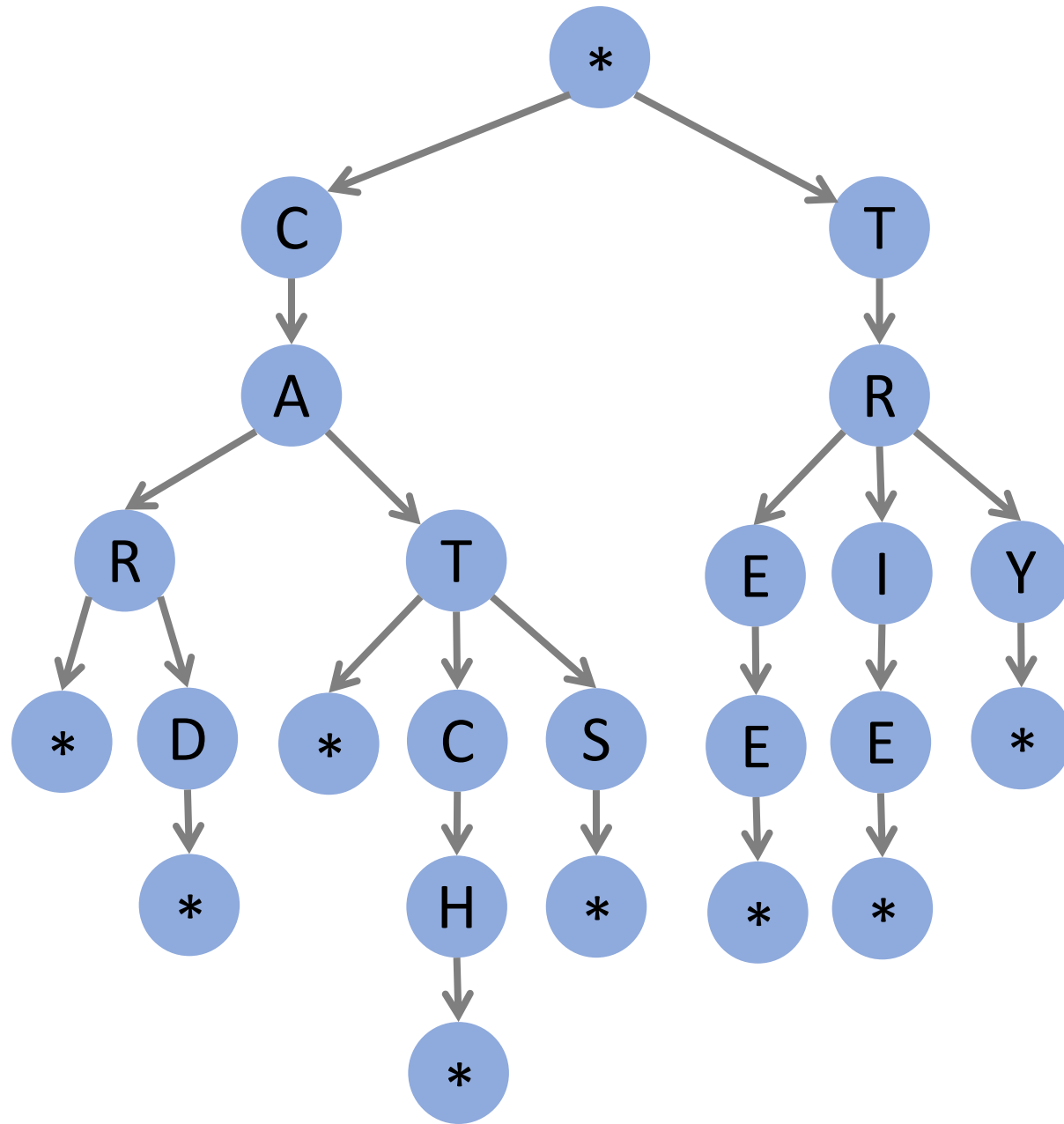


Query: " C A B "

- Search "CAB".
- Not found!
- Return NULL.

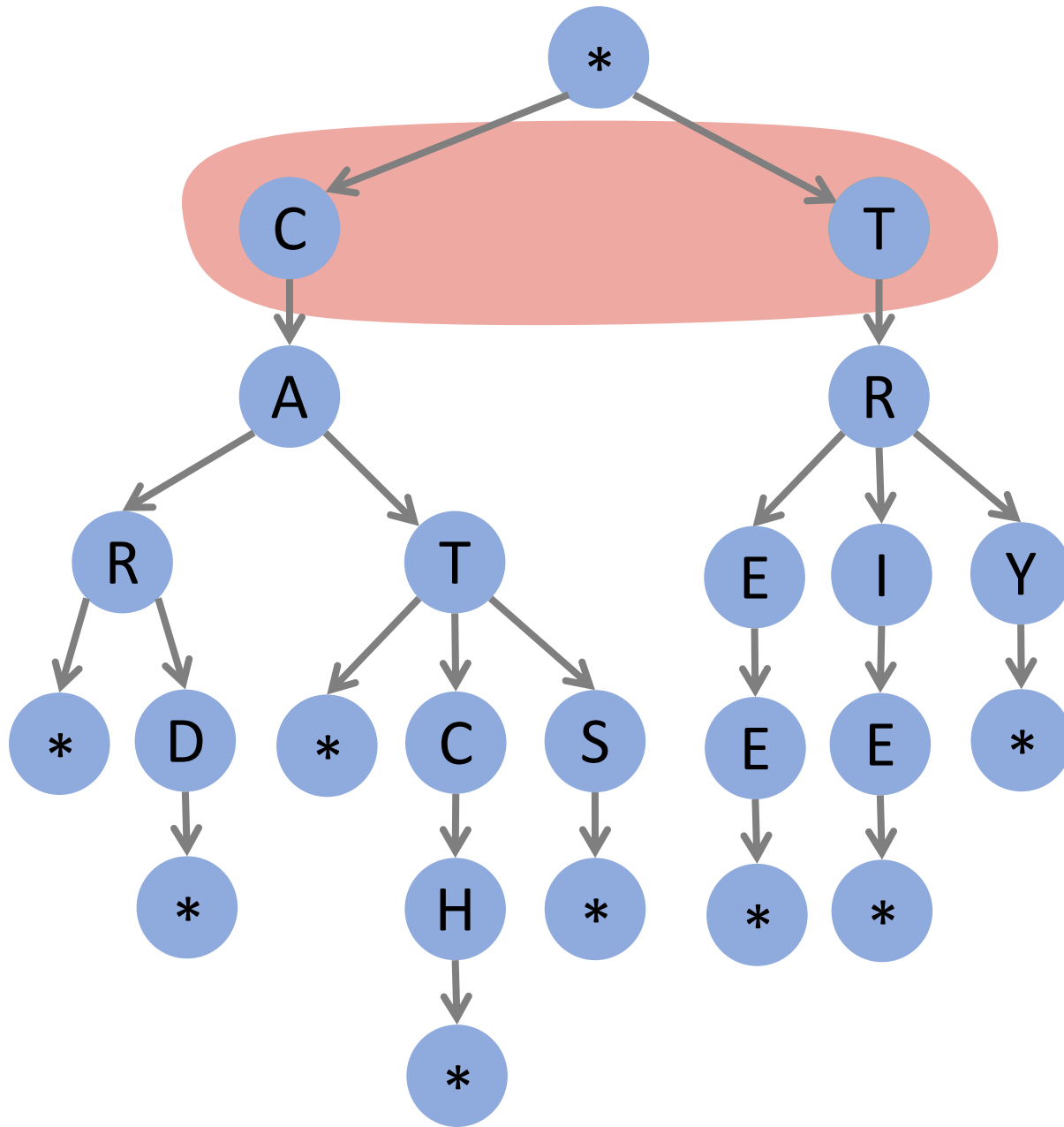
Task 3: Insertion

Insert: Example 1



Insert word " T E A "

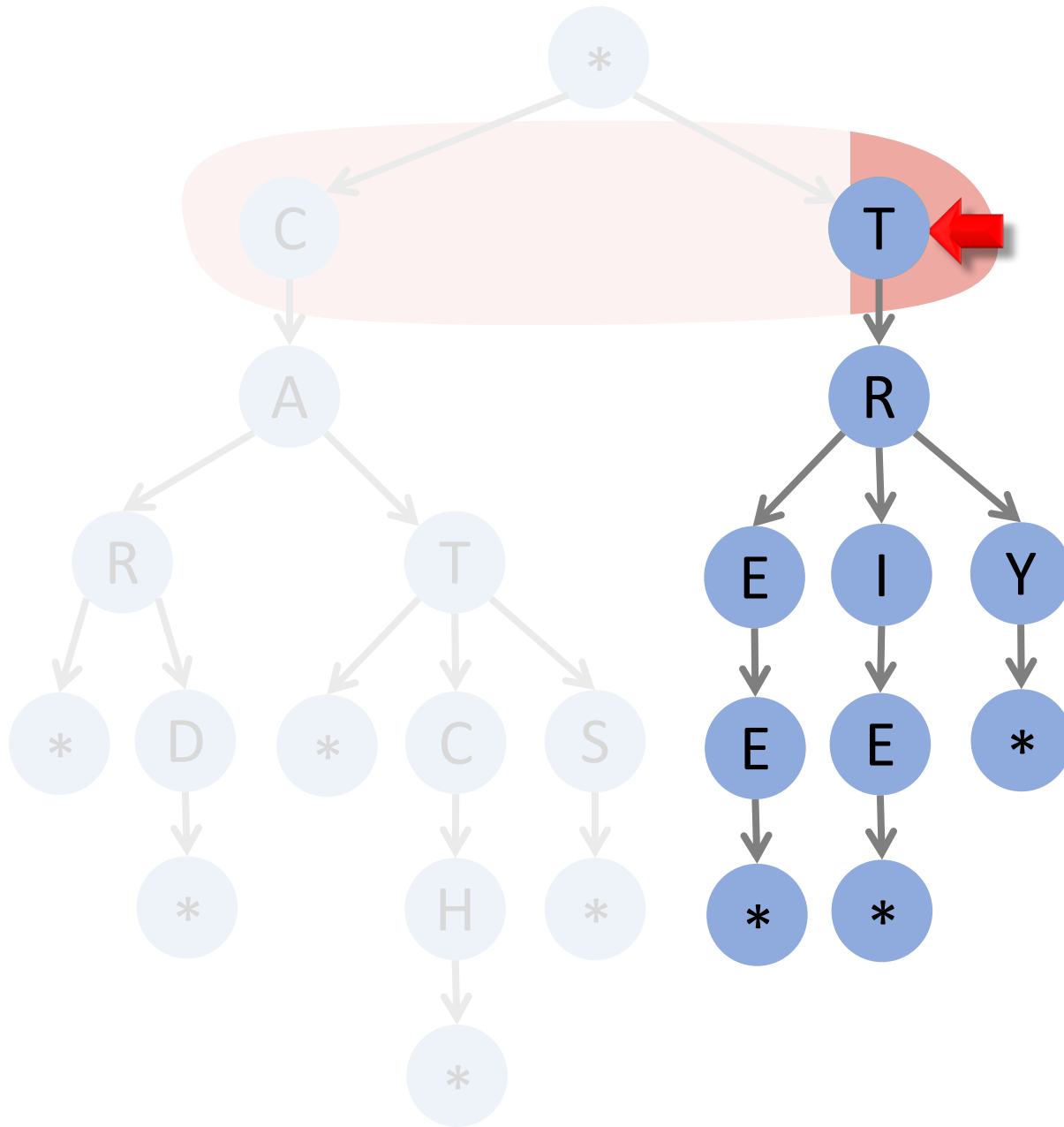
Insert: Example 1



Insert word " **T** E A "

↑
search

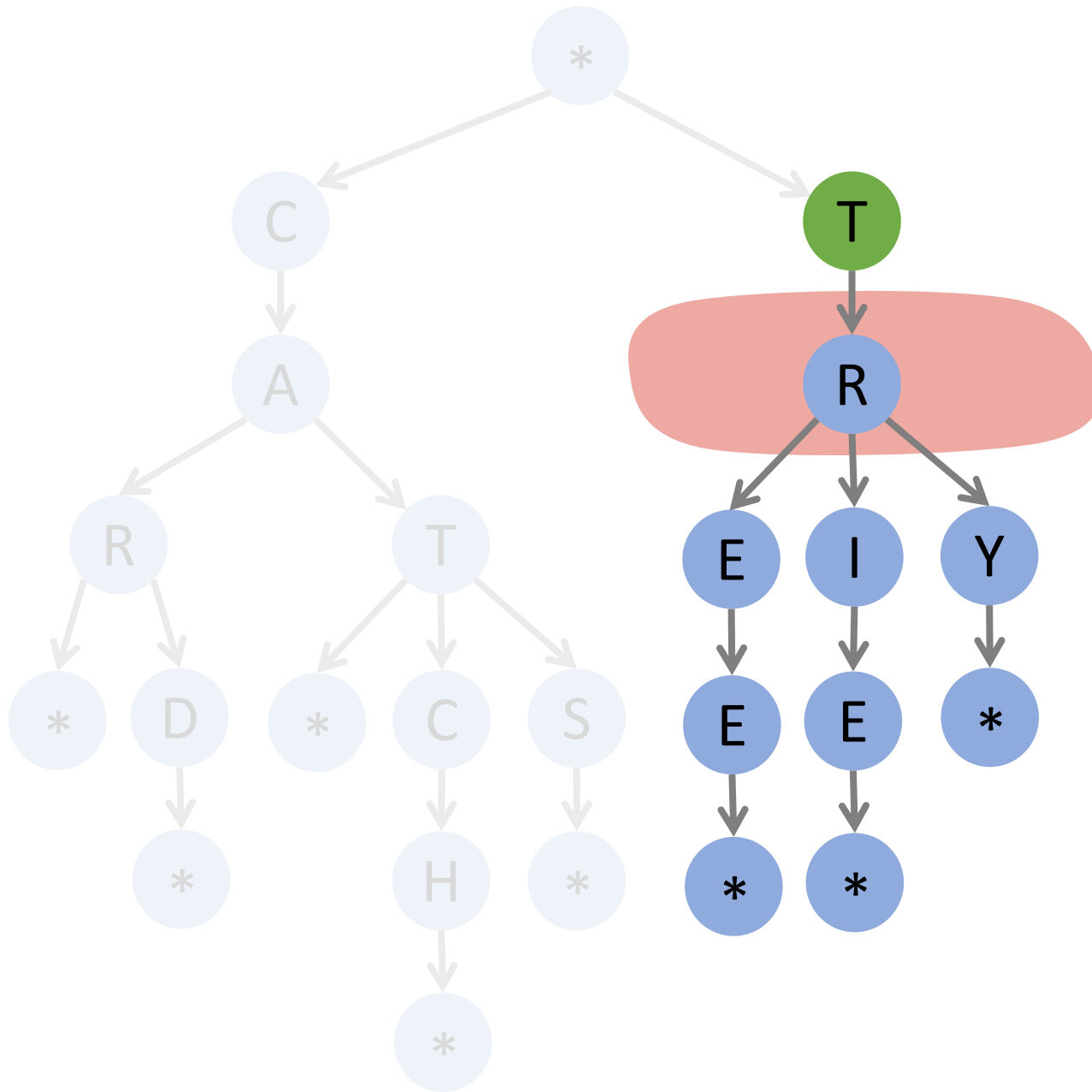
Insert: Example 1



Insert word “ **T** E A ”

↑
search
found!

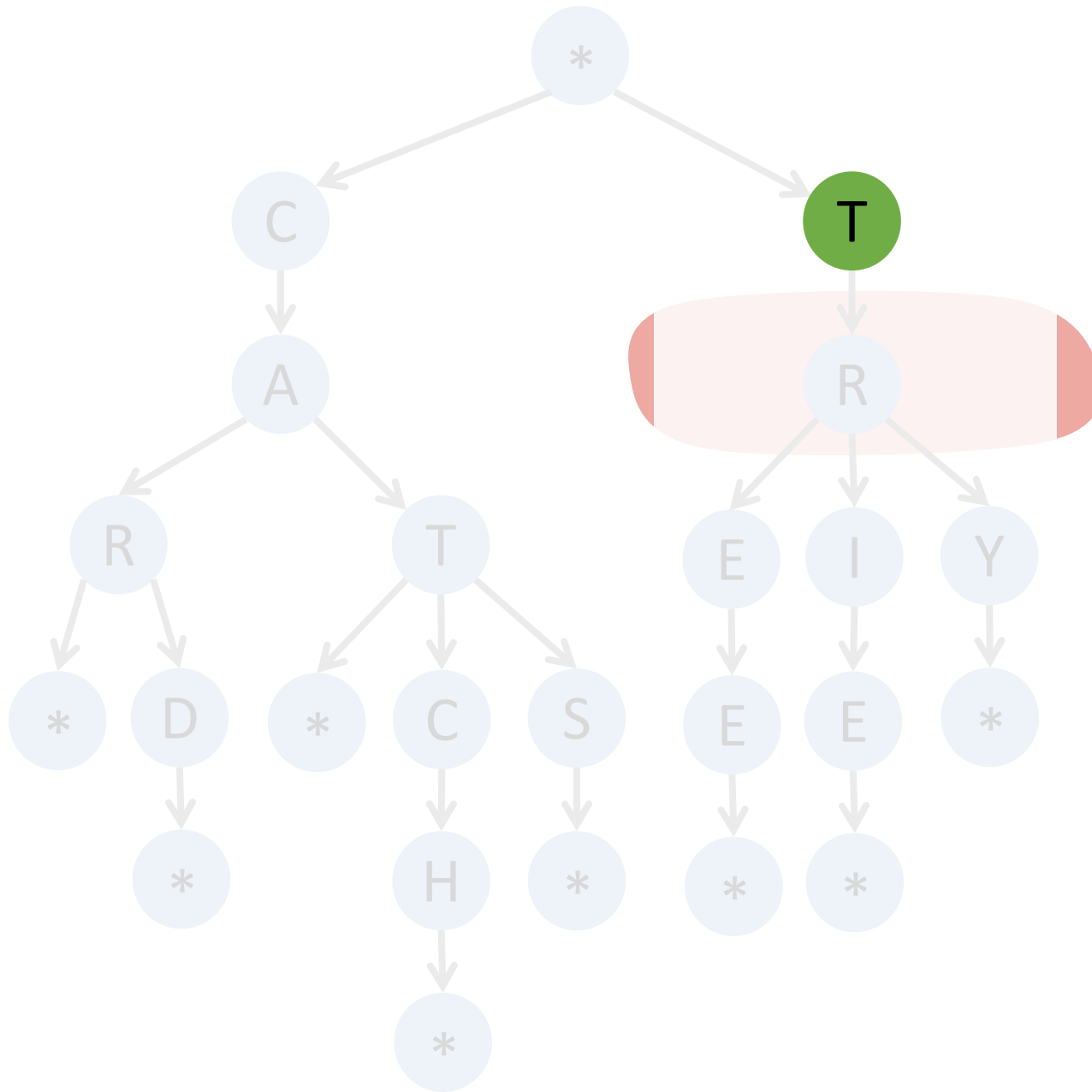
Insert: Example 1



Insert word " T **E** A "

↑
search

Insert: Example 1



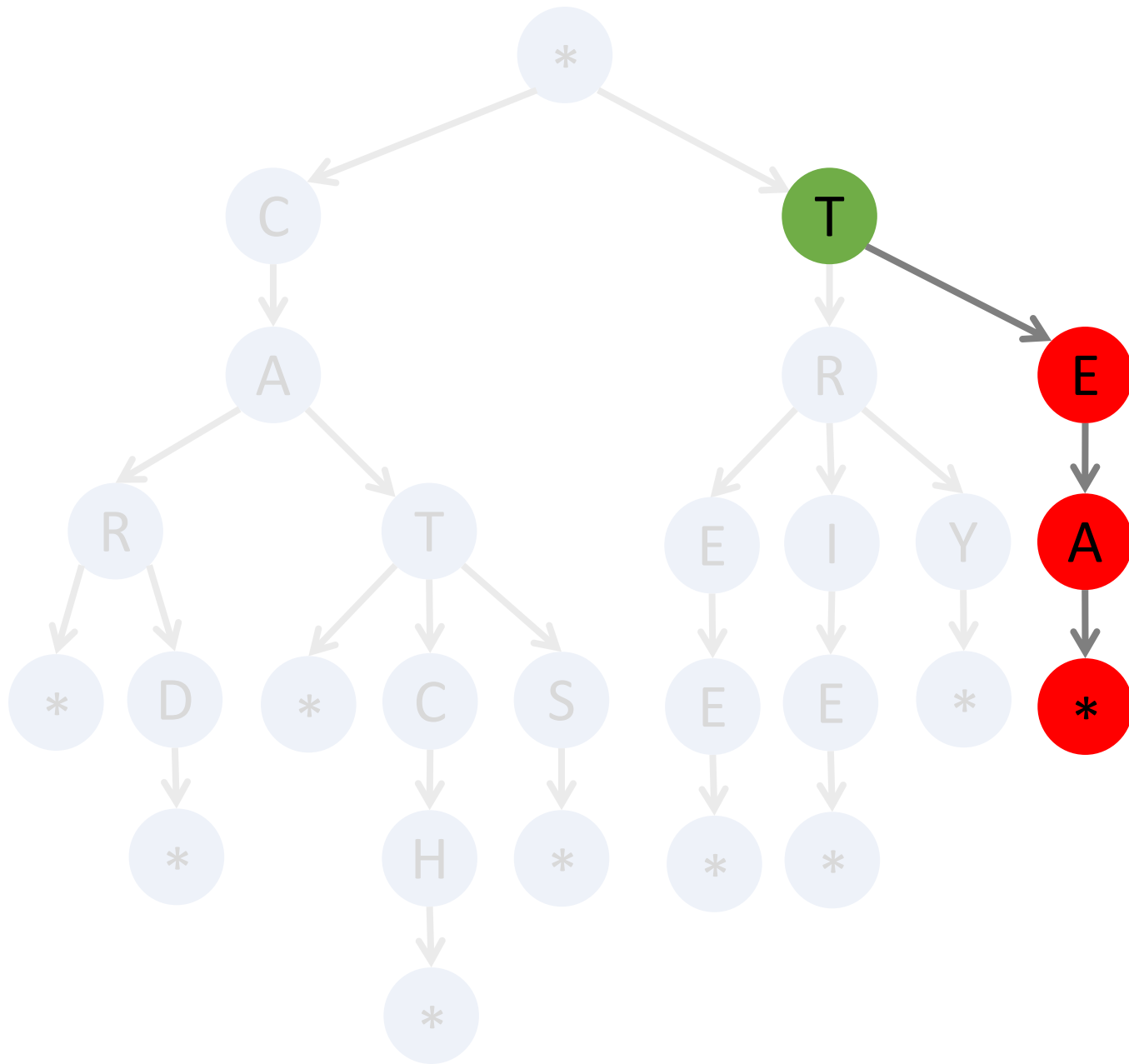
Insert word " T **E** A "



search

not found!

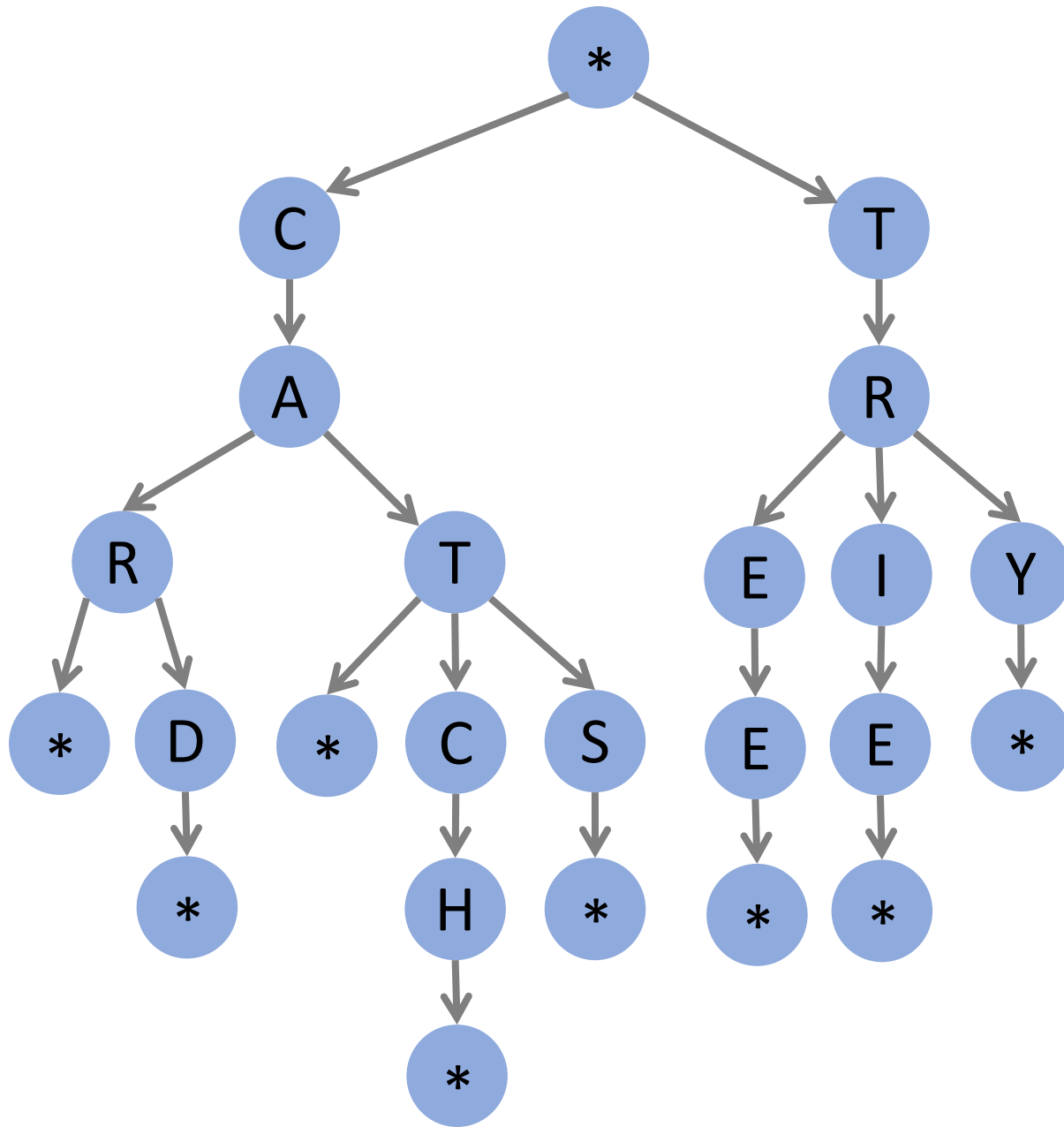
Insert: Example 1



Insert word " T E A "

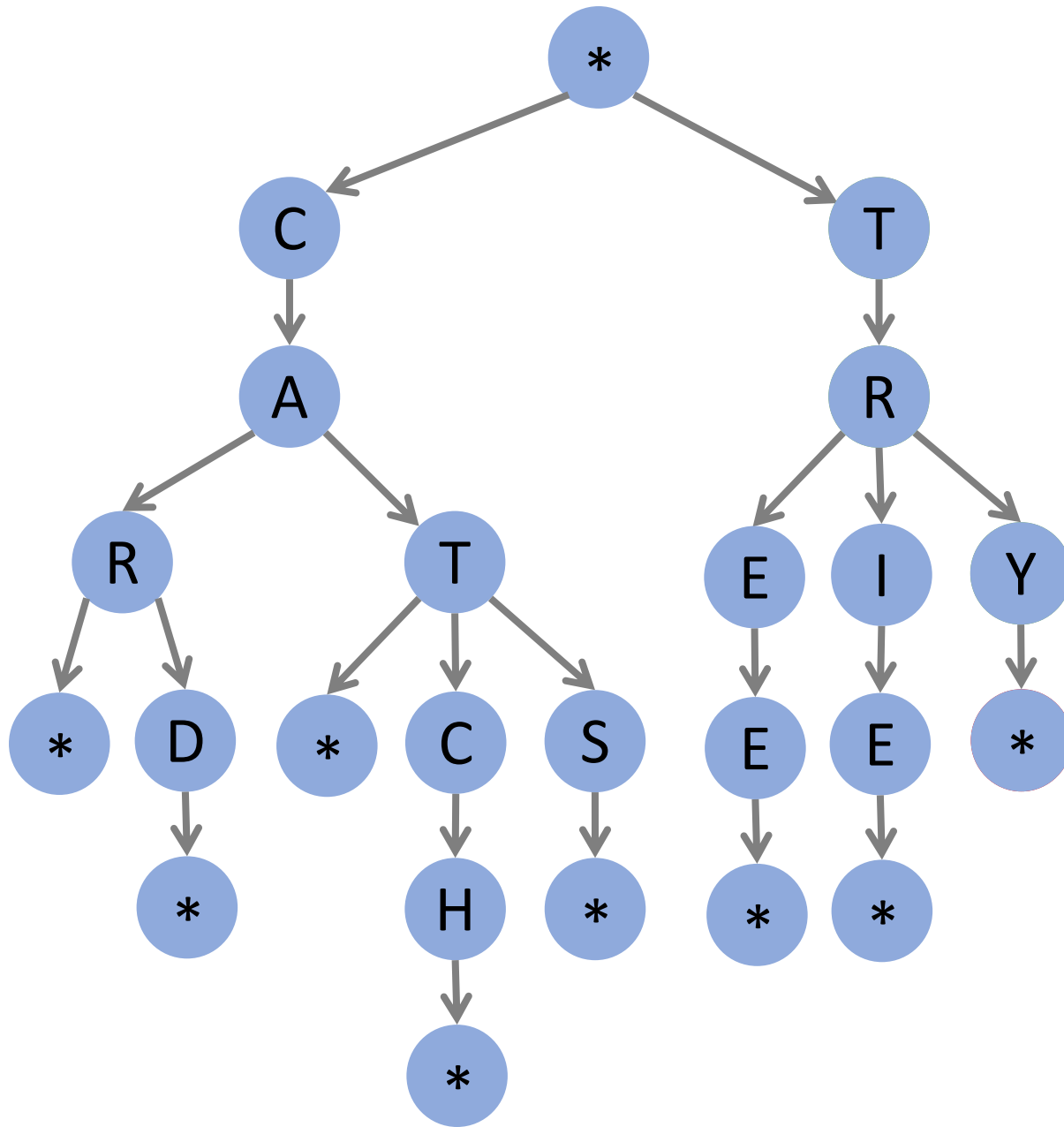
insert

Insert: Example 2



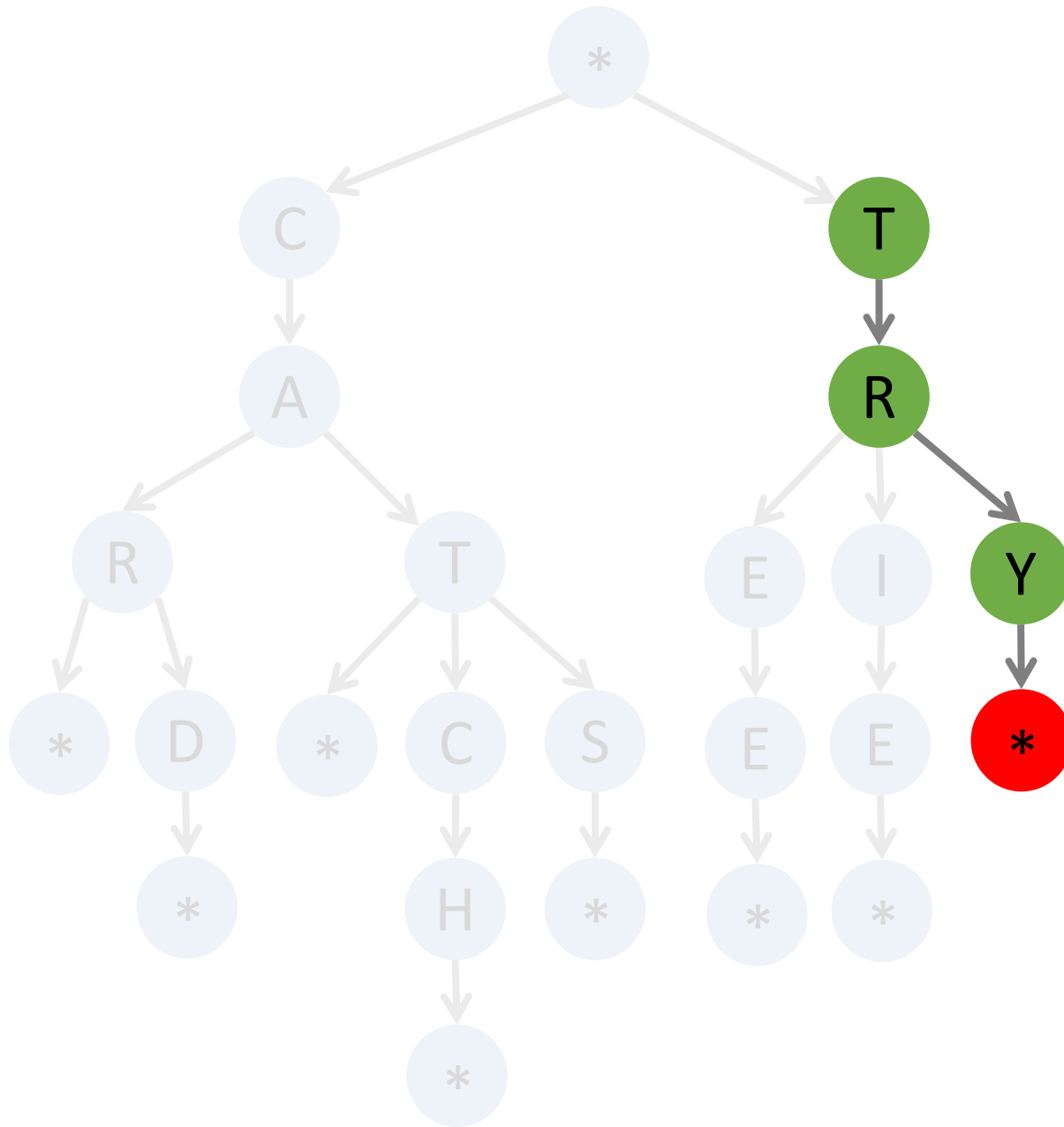
Insert word " T R Y "

Insert: Example 2



Insert word " T R Y "

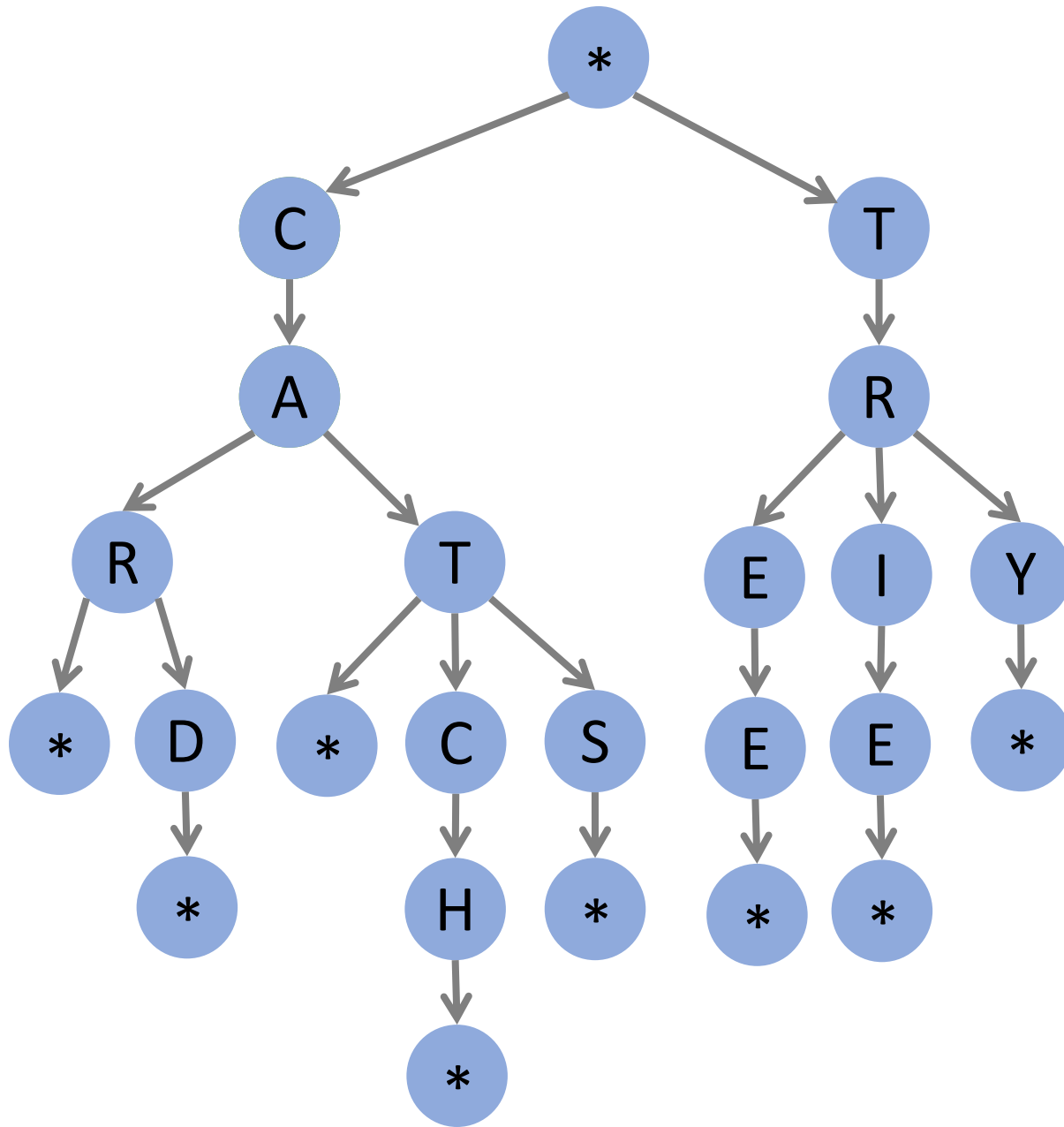
Insert: Example 2



Insert word “ T R Y ”

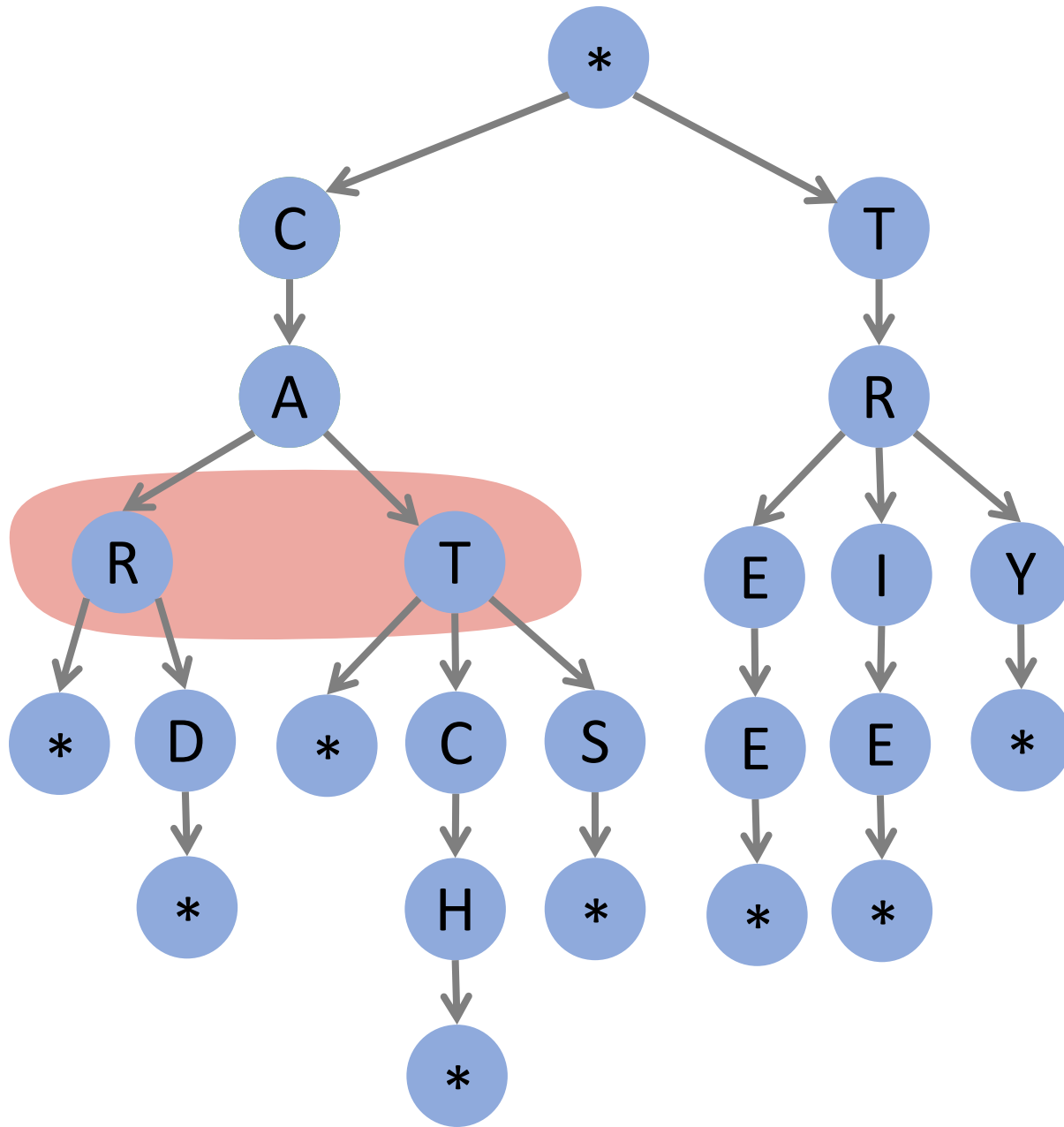
- “TRY” is already in the dictionary.
- No insertion is needed.

Insert: Example 3



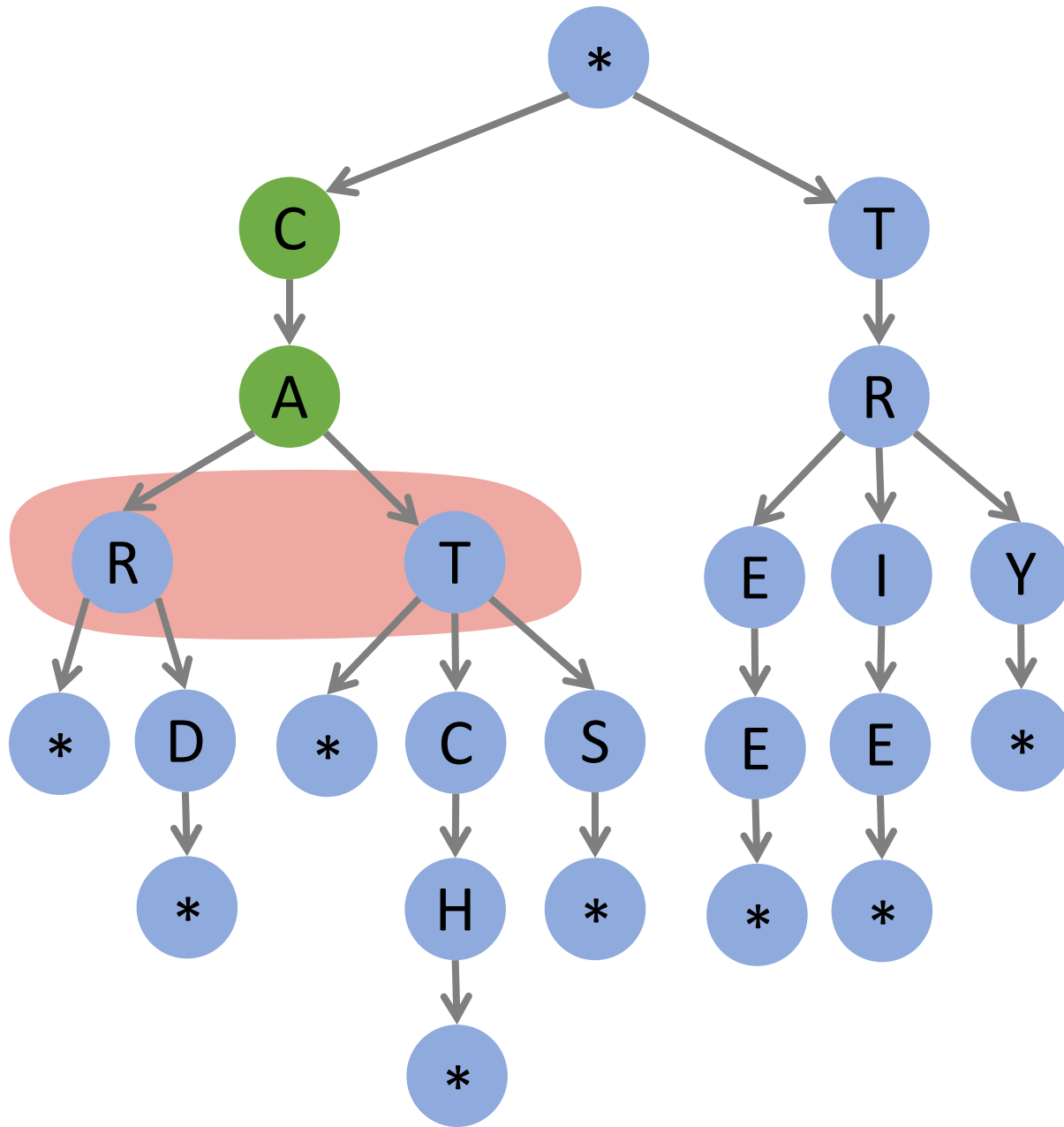
Insert word " C A "

Insert: Example 3



Insert word " C A "

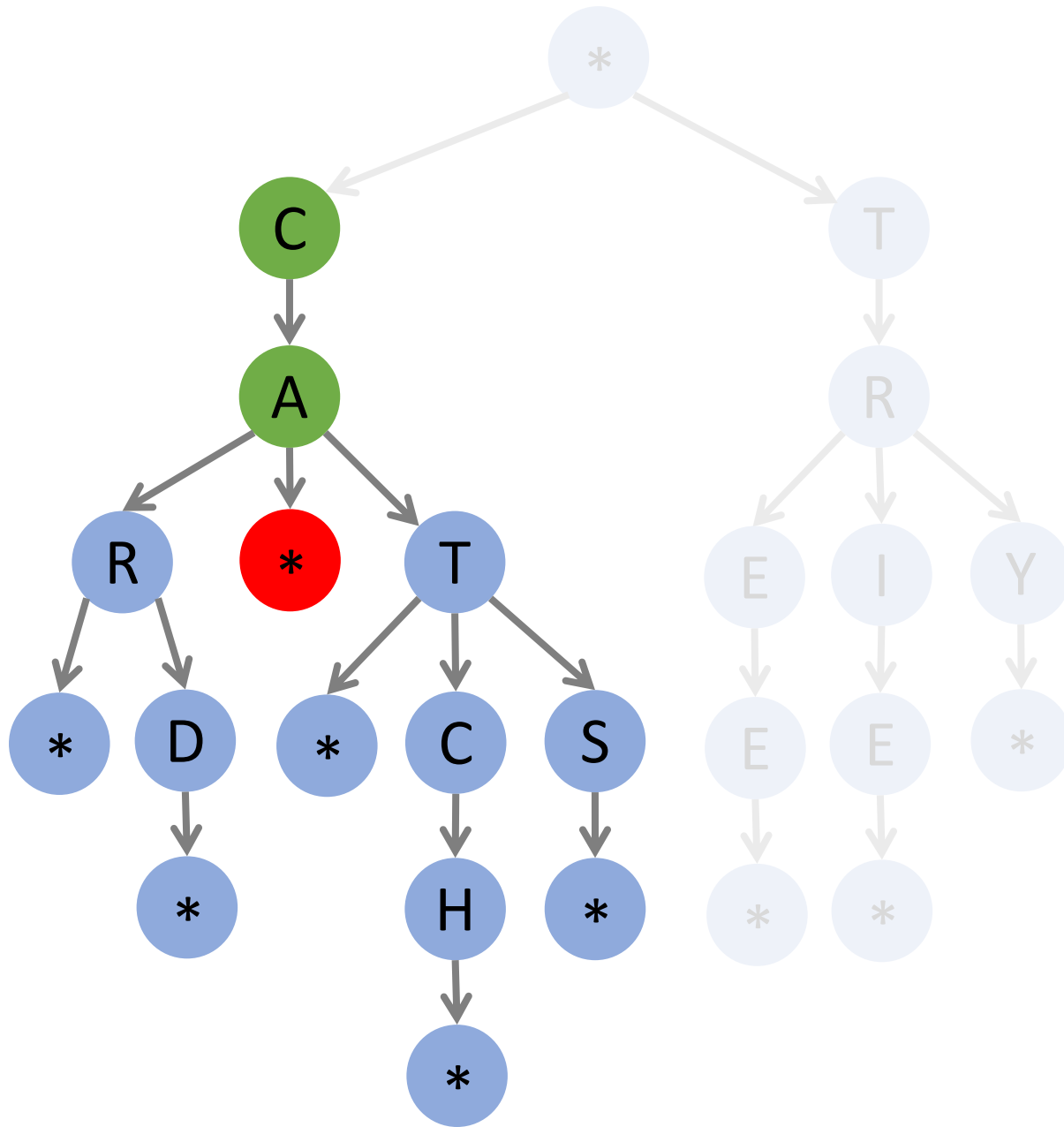
Insert: Example 3



Insert word " C A "

- 'A' is not the end of word. ('*' is not among its children.)

Insert: Example 3



Insert word " C A "

- 'A' is not the end of word. ('*' is not among its children.)
- Mark 'A' as the end of word.

Implementation

Vertex Representation

```
struct Vertex {
```

```
    ➡ bool isEndOfWord;
```

```
    ➡ struct Vertex *children[ALPHABET_SIZE];
```

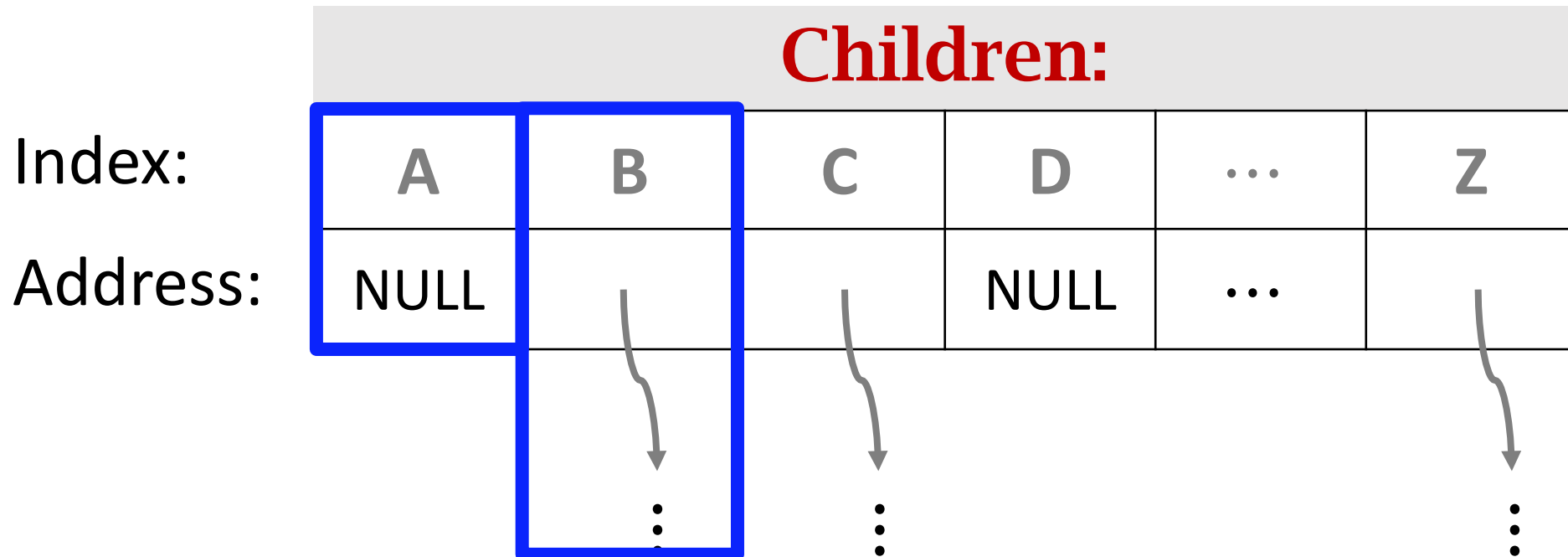
```
};
```

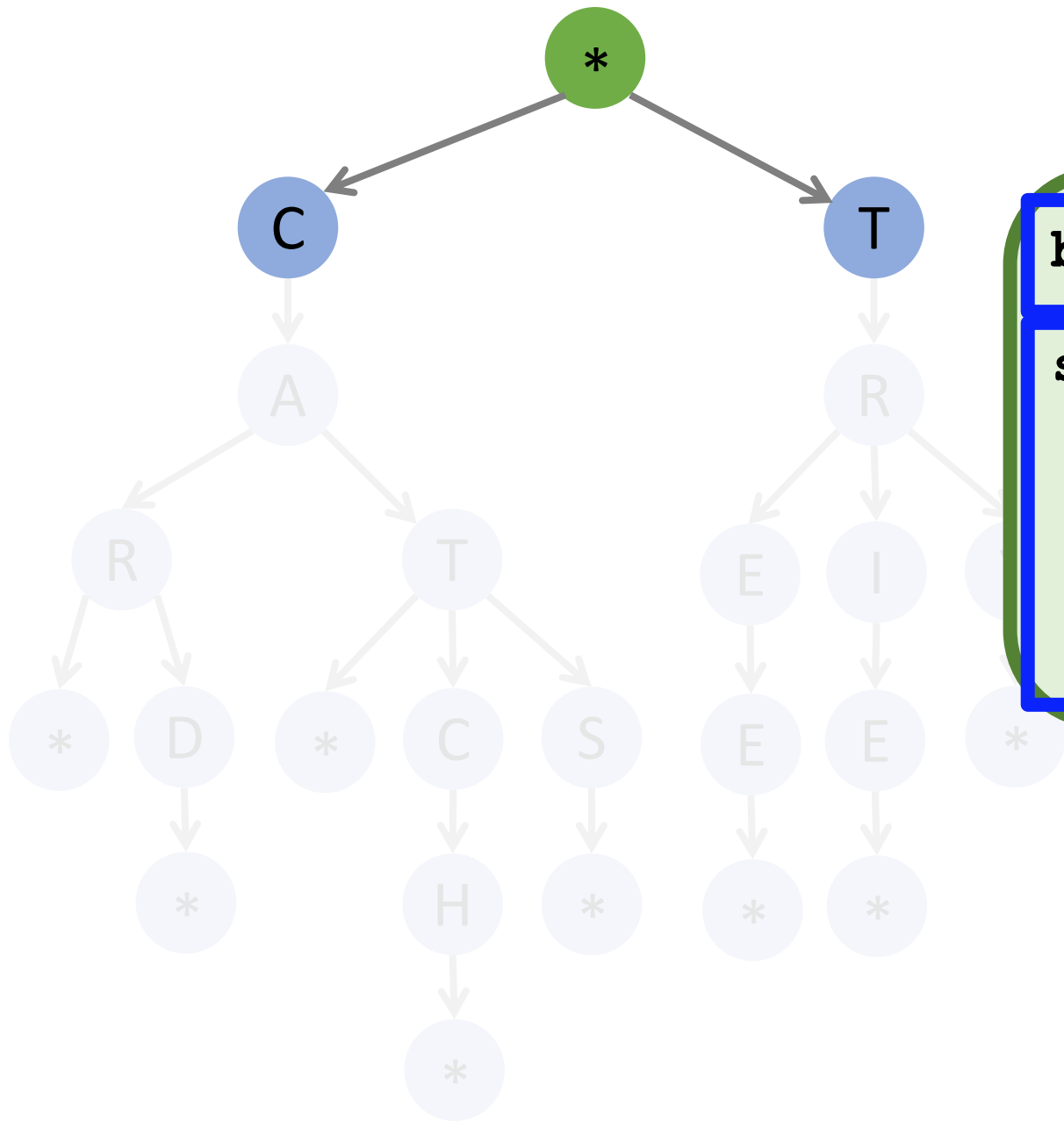
Vertex Representation

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struct Vertex {  
    bool isEndOfWord;  
    ➡ struct Vertex *children[ALPHABET_SIZE];  
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Vertex Representation

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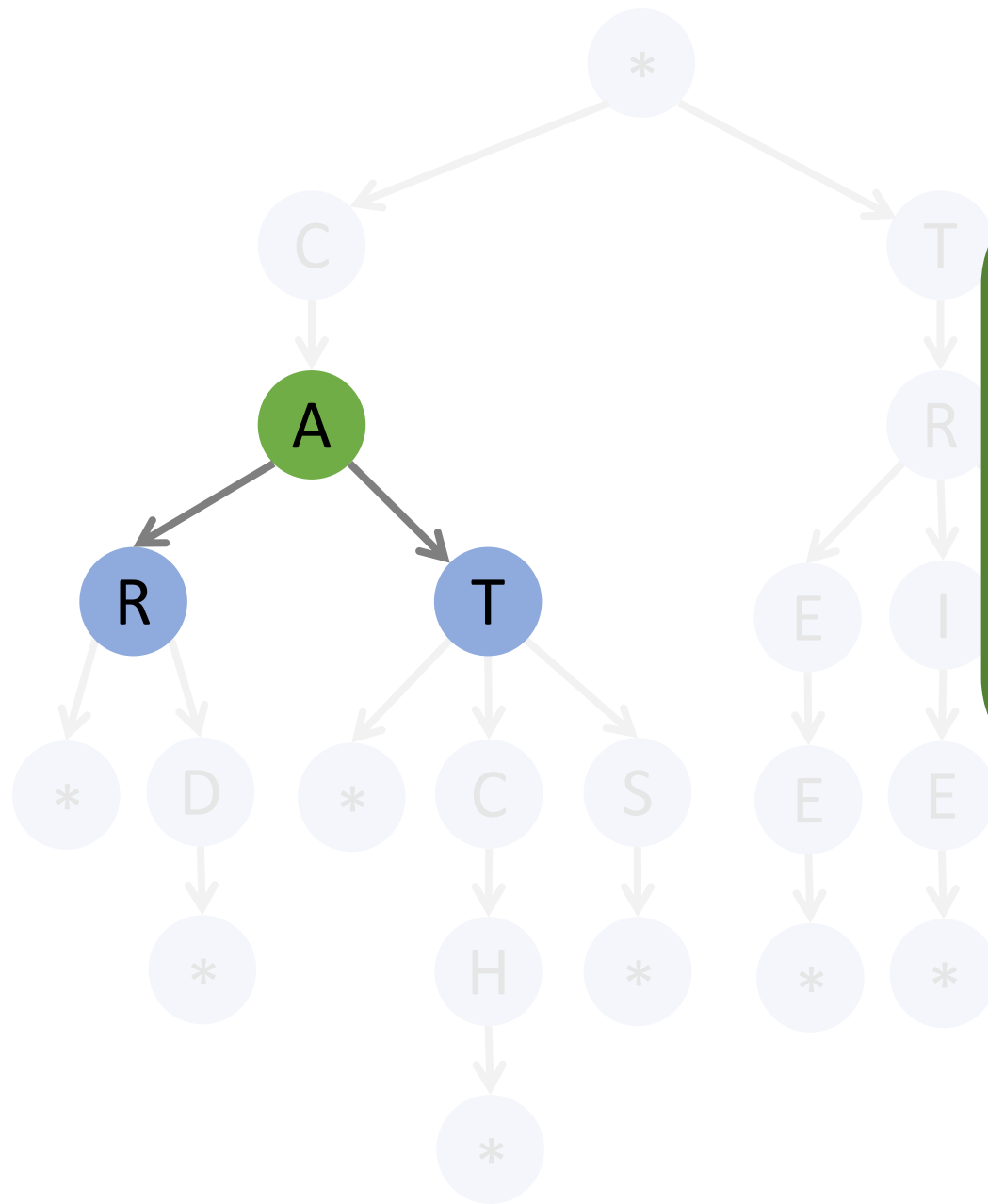
```
bool isEndOfWord = false;
```

```
struct Vertex *children[] =
```

A	...	C	...	T	...	Z
NULL	NULL

Child
Vertex

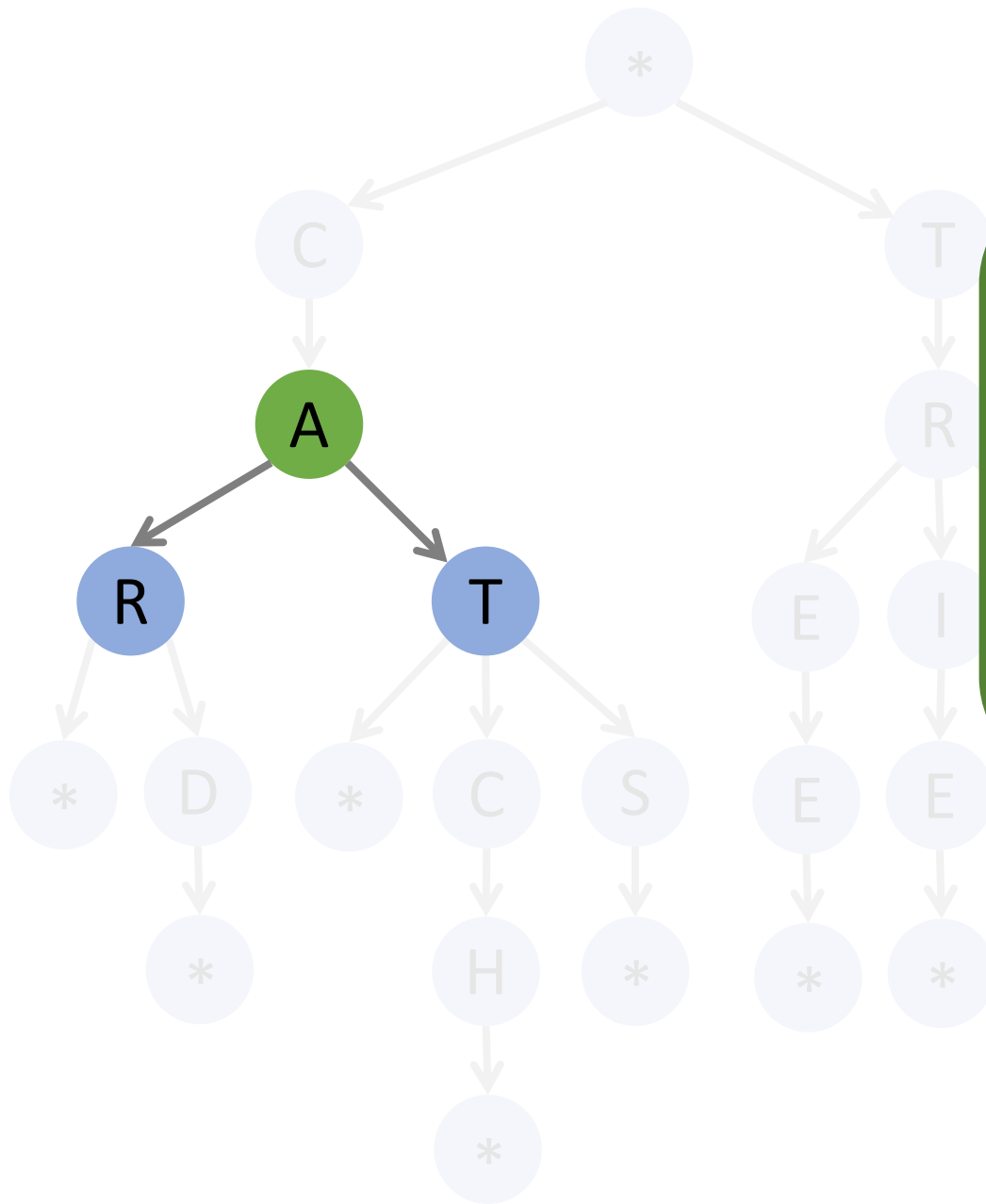
Child
Vertex



```
bool isEndOfWord = false;
```

```
struct Vertex *children[] =
```

A	...	R	S	T	...	Z
NULL	...		NULL		...	NULL



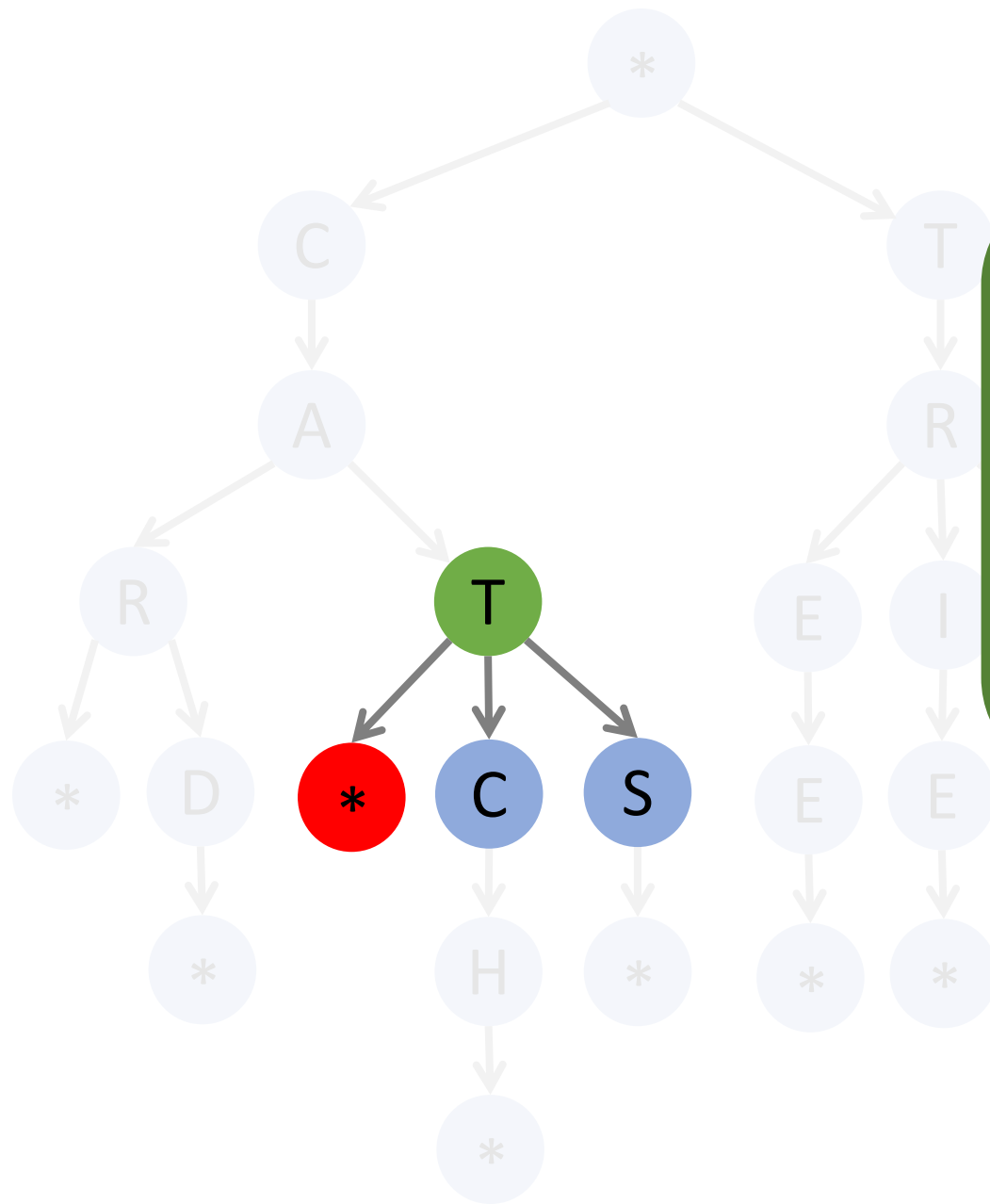
```
bool isEndOfWord = false;
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```
struct Vertex *children[] =
```

A	...	R	S	T	...	Z
NULL	...		NULL		...	NULL

Child
Vertex

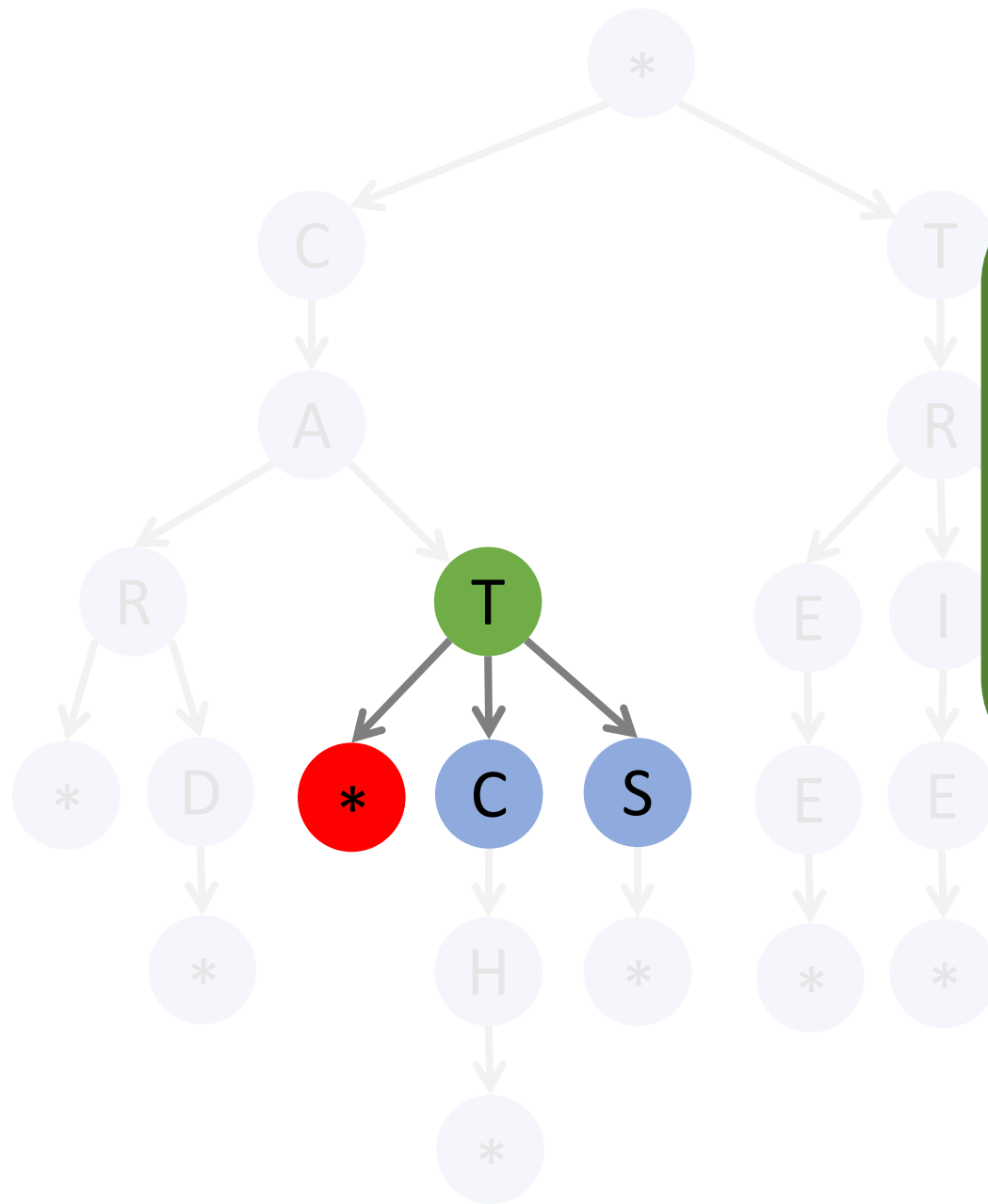
Child
Vertex



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```
struct Vertex *children[] =
```

A	...	C	...	S	...	Z
NULL	NULL



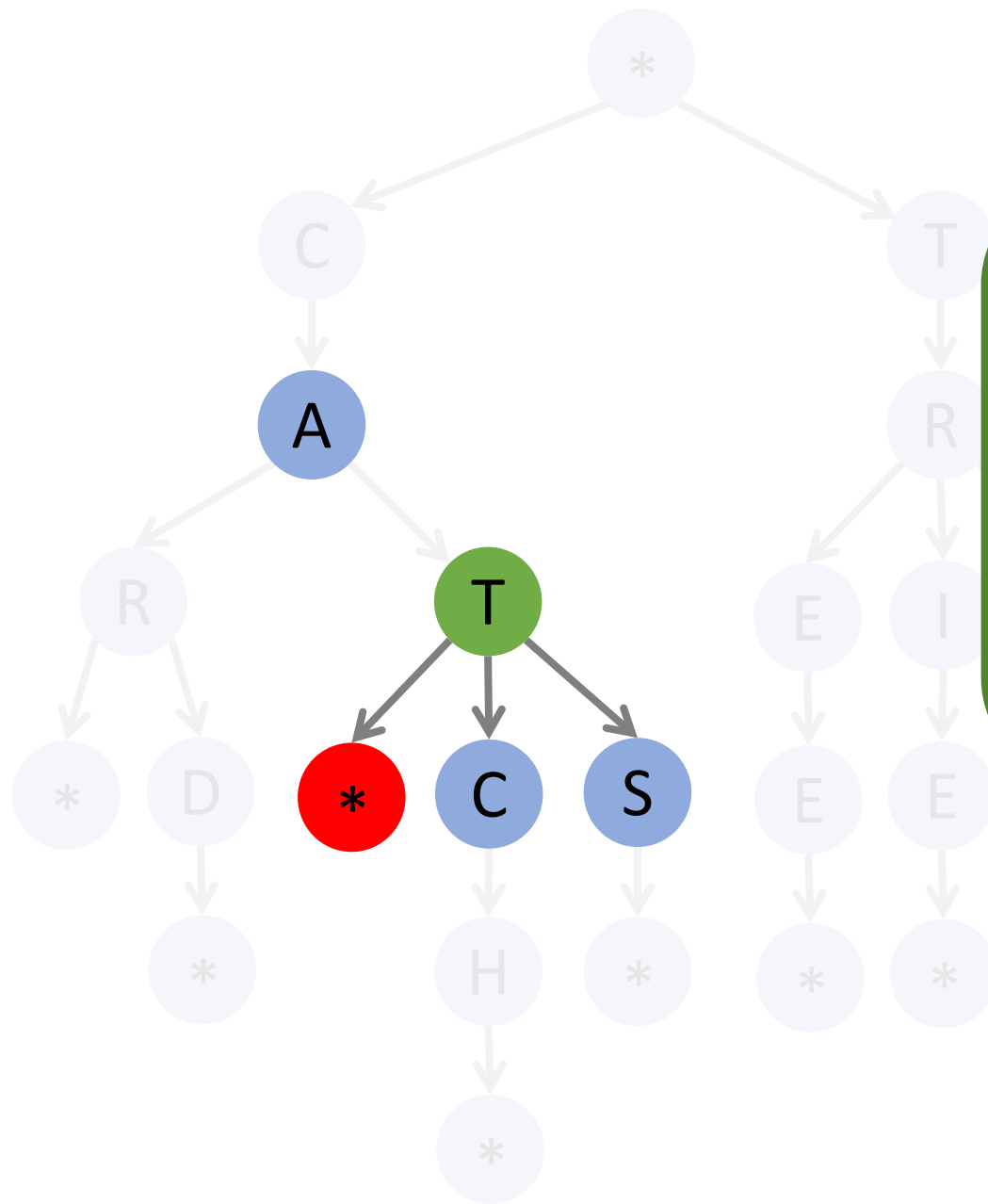
```
bool isEndOfWord = true;
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struct Vertex *children[] =
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A	...	C	...	S	...	Z
NULL	NULL



Child
Vertex

Child
Vertex



```
bool isEndOfWord = true;
```

```
struct Vertex *children[] =
```

A	...	C	...	S	...	Z
NULL	...		...		...	NULL

Child Vertex

Child Vertex

Questions

Draw the trie

Draw the trie that results when the following words are inserted:

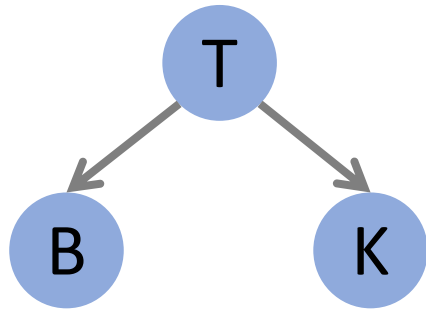
- **Words:** “SHIN”, “SAKE”, “SHAPE”, “SPIN”, “SPEED”, “SAM”, “SPEAK”, “SHA”, “SPIDER”, “SALE”, “SPY”.

Thank You!

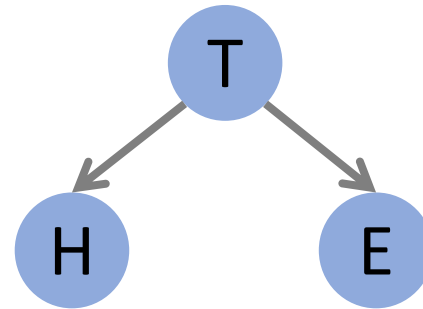
Draw the trie

Draw the trie that results when the following words are inserted:

- **Words:** “SHIN”, “SAKE”, “SHAPE”, “SPIN”, “SPEED”, “SAM”, “SPEAK”, “SHA”, “SPIDER”, “SALE”, “SPY”.
- **Requirement:** Children of a node must have the lexicographical order.



Correct Order



Incorrect Order