Design and Analysis of Algorithm

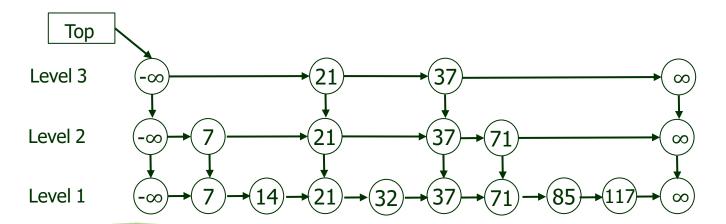
Advanced Data Structure (Skip List and Tries)

Lecture - 44

Overview

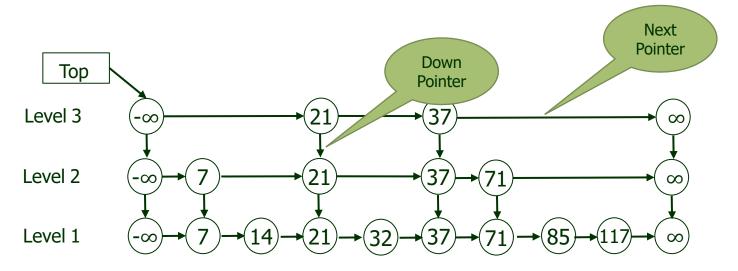
- This section present two advance data structures known as:
 - skip list and
 - Trie.

- Skip list is a data structure used for maintaining a set of keys in sorted order.
- Rules of Skip List
 - It consists of several levels.
 - In skip list all keys are appear in level 1.
 - Each level of the skip list is a sorted list.
 - In skip list if a key x appears in level i, then it also appears in all levels below i.



More Rules

- An element in level i points (via down pointer) to the element with the same key in the level below.
- In each level the keys -∞ and ∞ appear.
- Top points to the smallest element in the highest level.



Finding an element with key x

```
p=top
While(1){
                                                          Find
while (p->next->key < x)
                                                           117
 p=p->next;
If (p->down == NULL)
 return p->next;
p=p->down;
      Top
  Level 3
              -∞
  Level 2
                                                                           \infty
  Level 1
```

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                 -\infty
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(Note: Observe that we return x, if exists, or succ(x) if x is not in the SkipList)

Finding an element with key x

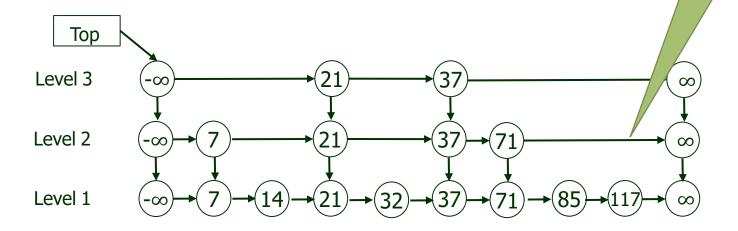
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    Level 3
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                 -\infty
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(Note: Observe that we return x, if exists, or succ(x) if x is not in the Skip List)

• Inserting new element X

Do find(x), and insert x to the appropriate places in the k^{th} level Example - inserting 119 at k=2

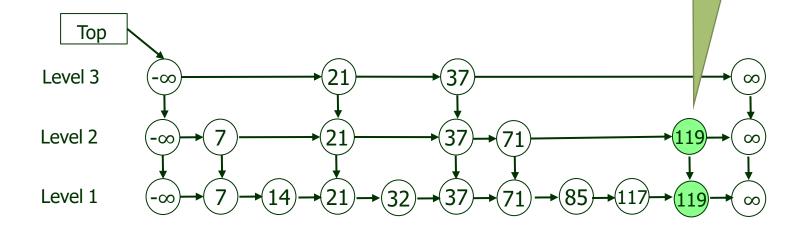
Insert 119 at level(k)=2



• Inserting new element X

Do find(x), and insert x to the appropriate places in the k^{th} level Example - inserting 119 at k=2

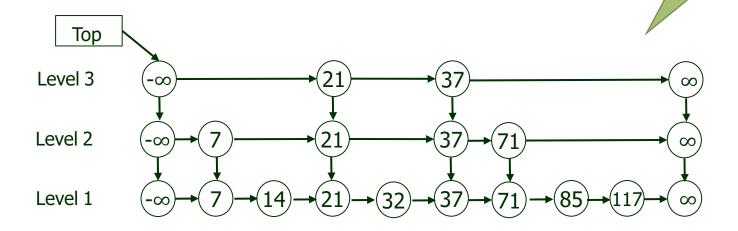
Insertion of 119 at level(k)=2 done successfully



• Inserting new element X

Do find(x), and insert x to the appropriate places in the k^{th} level Example - inserting 121 at k=4

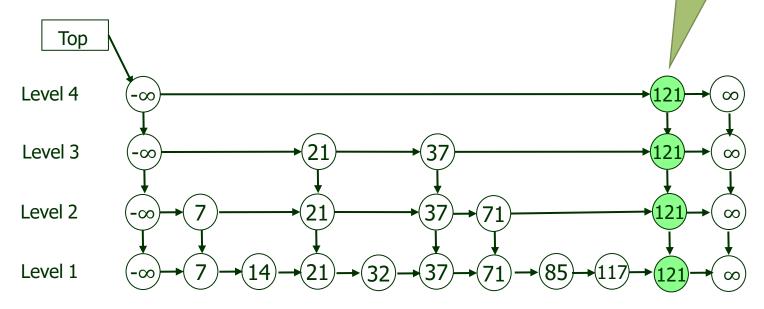
Inser 121 at level(k)=4



• Inserting new element X

Do find(x), and insert x to the appropriate places in the k^{th} level Example - inserting 121 at k=4

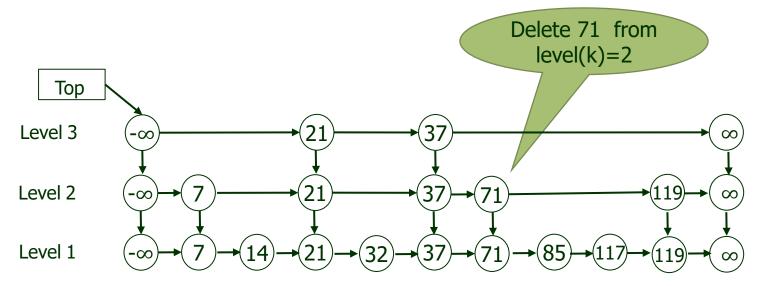
Insertion of 121 at level(k)=4 done successfully



[Note: If k is larger than the current number of levels, add new levels and update the top pointer]

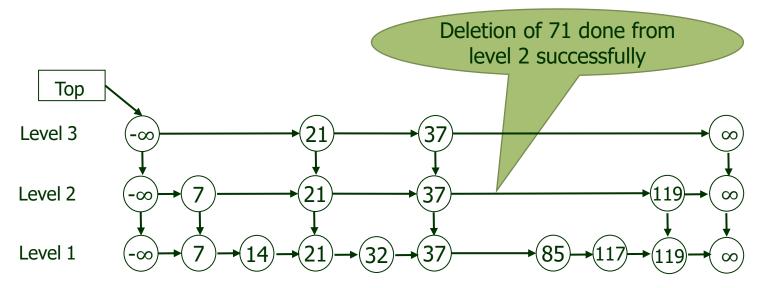
- Deleting a key X
 - Apply Find x in all the levels, and delete the key X by using the standard 'delete from a linked list' method.
 - If one or more of the upper levels are empty, remove them and update the top pointer.

Example: Delete 71 from level 2



- Deleting a key X
 - Apply Find x in all the levels, and delete the key X by using the standard 'delete from a linked list' method.
 - If one or more of the upper levels are empty, remove them and update the top pointer.

Example: Delete 71 from level 2



Definition:

- A data structure for representing a collection of strings.
- In computer science, a trie, also called digital tree and sometimes radix tree or prefix tree.
- The term trie comes from retrieval.
- This term was coined by Edward Fredkin, who pronounce it tri as in the word retrieval.

Properties:

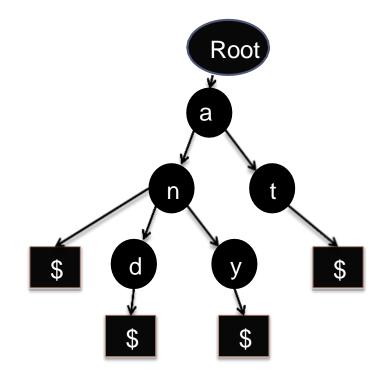
- A multi-way tree.
- Each node has from 1 to n children.
- Each edge of the tree is labeled with a character.
- Each leaf nodes corresponds to the stored string, which is a concatenation of characters on a path from the root to this node.

Types:

- Standard Tries
- Compressed/Compact Tries
- Suffix Tries

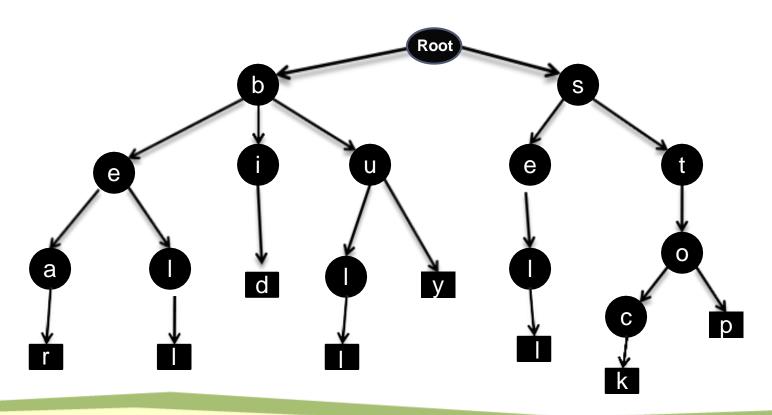
Standard Trie:

- The standard trie for a set of strings S is an ordered tree such that:
 - Each node but the root is labeled with a character.
 - The children of a node are alphabetically ordered.
 - The paths from the external nodes to the root yield the strings of S.
 - Example :Strings ={an, and, any, at}
 - append a special termination symbol "\$"



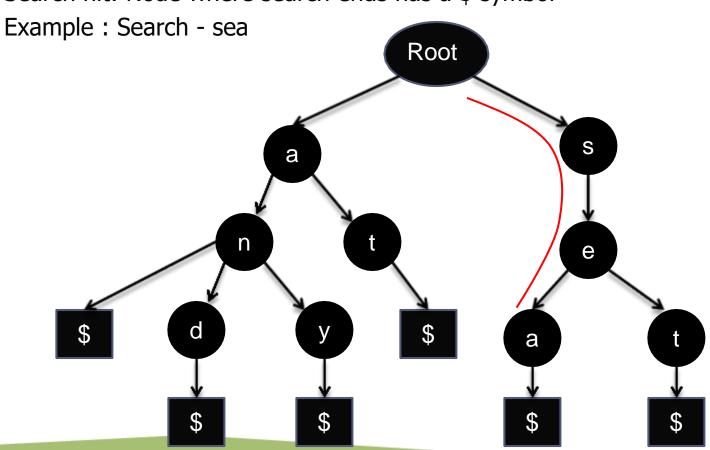
Standard Trie:

Example: Standard trie for the set of strings
 S = { bear, bell, bid, bull, buy, sell, stock, stop }



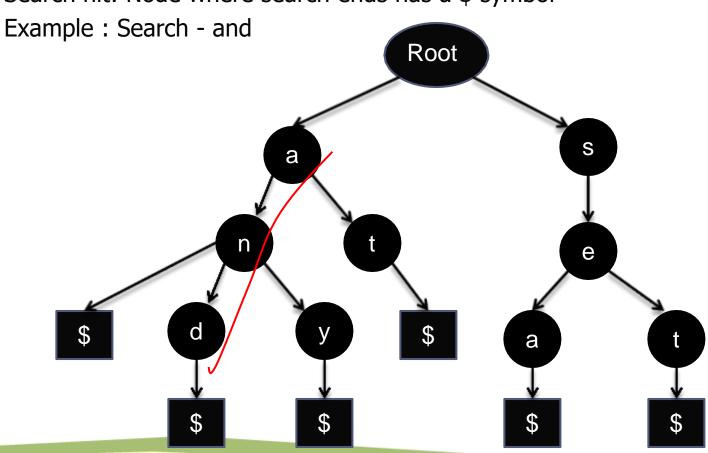
Standard Trie Searching

Search hit: Node where search ends has a \$ symbol



Standard Trie Searching

Search hit: Node where search ends has a \$ symbol



Standard Trie Deletion

Three cases

Case 1: Word not found...!

Case 2: Word exists as a stand alone word.

Case 3: Word exists as a prefix of another word.

Standard Trie Deletion

Three cases

Case 1: Word not found...!

then Return False

Case 2: Word exists as a stand alone word.

part of any other word

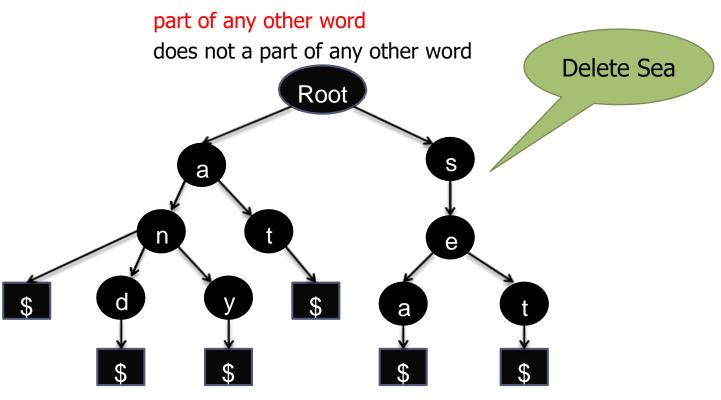
does not a part of any other word

Case 3: Word exists as a prefix of another word.

Standard Trie Deletion

Three cases

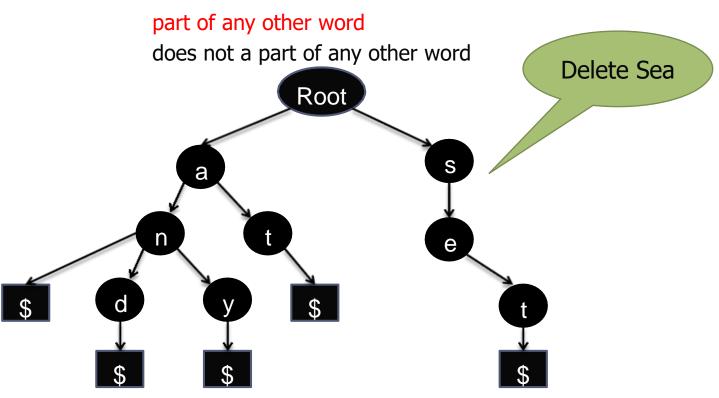
Case 2: Word exists as a stand alone word.



Standard Trie Deletion

Three cases

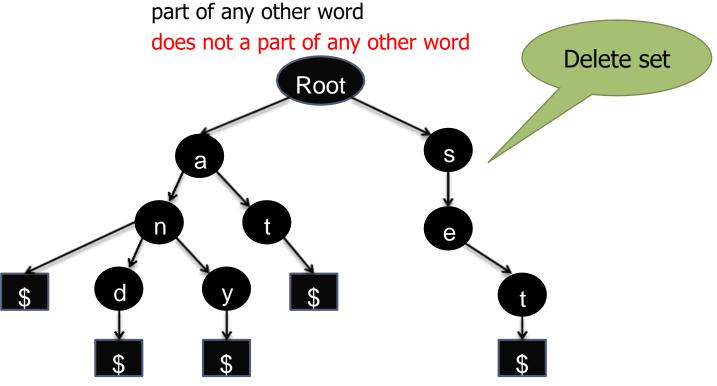
Case 2: Word exists as a stand alone word.



Standard Trie Deletion

Three cases

Case 2: Word exists as a stand alone word.



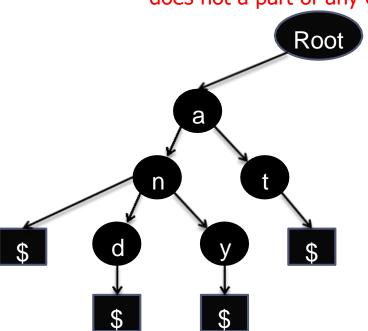
Standard Trie Deletion

Three cases

Case 2: Word exists as a stand alone word.

part of any other word

does not a part of any other word



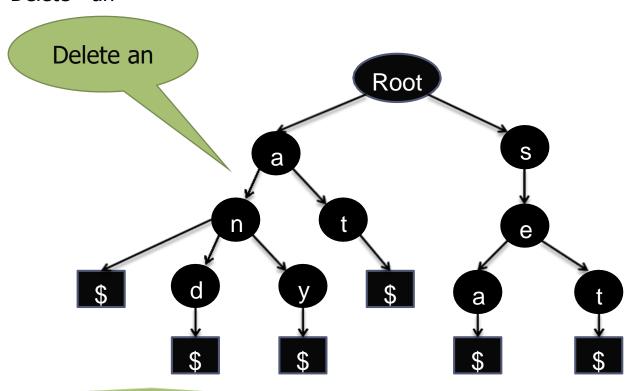
Delete set

Standard Trie Deletion

Three cases

Case 3: Word exists as a prefix of any other word.

Delete - an



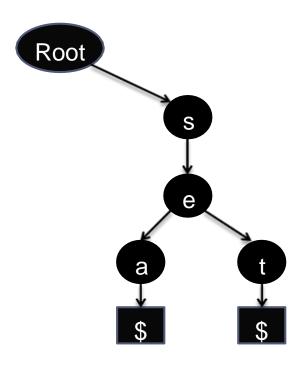
Standard Trie Deletion

Three cases

Case 3: Word exists as a prefix of any other word.

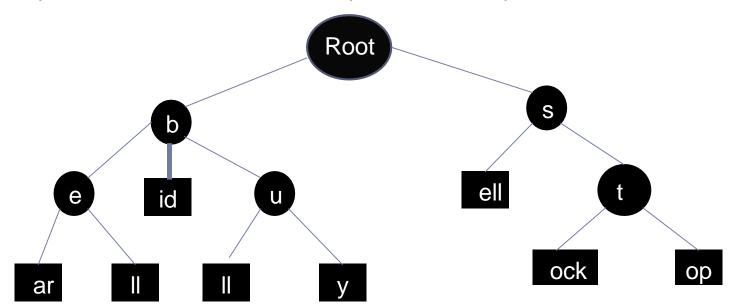
Delete - an

Delete an



Compressed Trie

- Tries with nodes of degree at least 2
- Obtained by standard tries by compressing chains of redundant nodes
- Example: S = { bear, bell, bid, bull, buy, sell, stock, stop }



Suffix Trie

- A suffix trie is a compressed trie for all the suffixes of a text.
- Suffix trie are a space-efficient data structure to store a string that allows many kinds of queries to be answered quickly.

