CMP-5014Y Data Structures and Algorithms

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April 25, 2018

1 Form a dictionary

Algorithm 1 formDictionary algorithm

Input: List of String words
Output: SortedMap treeMap

- 1: TrieNode $currentNode \leftarrow root$
- 2: for String word in words do
- 3: **if** treeMap does not contain word **then**
- 4: Add word,key to treeMap
- 5: **els**e
- 6: Add word, key by n+1 to treeMap
- 7: end if
- 8: end for
- 9: **return** treeMap

1.1 Fundamental Operation

The fundamental operation for the algorithm is Add word, key to treeMap and Add word, key by n+1 to treeMap.

1.2 Run time complexity function

$$\sum_{i=1}^{n} log(i-1)1$$

1.3 Worst case scenario

Worst case scenario is that the words that have been added to the treeMap are new words.

2 Trie data structure

2.1 Add method for adding a key to the trie

```
Algorithm 2 add algorithm
Input: String key
Output: true if key was successfully added to the trie, false otherwise
 1: TrieNode currentNode \leftarrow root
 2: for every letter current in key do
      TrieNode child \leftarrow currentNode.getNode(current)
      if child is not equal null then
        currentNode.setNode(current)
 5:
        child \leftarrow currentNode.getNode(current)
      end if
 7:
      currentNode \leftarrow child
 9: end for
10: if currentNode.isComplete() = true then
      return false
12: end if
13: currentNode.setComplete() \leftarrow true
14: return true
```

2.2 Contains method to check whether the word that is passed is a full word and not prefix

```
Algorithm 3 contains algorithm

Input: String key
Output: true if the whole word was in the trie, false otherwise

1: TrieNode currentNode ← root
2: for every letter c in key do
3: if currentNode.getNode(c) is equal null then
4: return false
5: else
6: currentNode ← currentNode.getNode(c)
7: end if
8: end for
9: return currentNode.isComplete()
```

2.3 Output by Breadth First Search Method

Algorithm 4 outputBreadthFirstSearch algorithm

```
Input: No Input
Output: String result
 1: String result \leftarrow \text{empty String}
 2: Queue nodes \leftarrow \text{empty LinkedList}
 3: nodes.add(root)
 4: while nodes.isEmpty() is equal false do
      TrieNode temp \leftarrow nodes.poll()
      append result with temp.getChar()
      for each offspring nodein temp.getOffSpring() do
 7:
        {f if} node is not equal null {f then}
           nodes.add(node)
 9:
         end if
10:
      end for
11:
12: end while
13: return result
```

2.4 Depth First Search Method

Algorithm 5 DepthFirsSearch algorithm

Input: Trienode trienode

Output: result

- 1: String $result \leftarrow \text{empty String}$
- 2: Queue $nodes \leftarrow \text{empty LinkedList}$
- 3: **for** each offspring *nodein trienode*.getOffSpring() **do**
- 4: **if** *node* is not equal null **then**
- 5: append result with depthFirstSearch(node)
- 6: end if
- 7: end for
- 8: append result with trienode.getChar()

2.5 Output by Depth First Search Method

Algorithm 6 OutputDepthFirsSearch algorithm

Output: result

- 1: String $result \leftarrow \text{empty String}$
- 2: **if** root is not equal null **then**
- 3: append result with depthFirstSearch(root)
- 4: end if
- 5: **return** result

2.6 get SubTrie Method to return a trie rooted at the prefix

Algorithm 7 getSubTrie algorithm Input: String prefix Output: Trie result 1: TrieNode $currentNode \leftarrow root$ 2: Trie $result \leftarrow new Trie()$ 3: **for** every prefix i in prefix.lenght() **do** int $index \leftarrow prefix.charAt(i)$ - 'a' if currentNode.getNode(prefix.charAt(i) not equal null then 5: result.root $\leftarrow currentNode.$ getNode(prefix.charAt(i) 6: 7: end if $currentNode \leftarrow currentNode.offspring[index]$ 9: end for 10: **return** result

2.7 get AllWords function to get the all the words in the trie

```
Algorithm 8 getAllWords function algorithm

Input: String prefix, TrieNode trienode, List of String Nodes

1: for each offspring temp in trienode.getOffspring() do

2: if temp is not equal null then

3: String prefix2 \( \leftarrow prefix + temp.getChar() \)

4: getAllWords(prefix2, temp, nodes)

5: end if

6: end for

7: if trienode.isComplete() then

8: nodes.add(prefix)

9: end if
```

2.8 get AllWords function to return the all the words in the trie

Algorithm 9 getAllWords algorithm

```
Output: List of Strings output

1: List of Strings output ←new LinkedList

2: getAllWords("",root,output)

3: return output
```

3 Word Auto Completion

3.1 Auto Competion program

Algorithm 10 AutoCompletion algorithm

```
1: ArrayList of Strings LotrQueries \leftarrowa list of prefixes
2: List of Strings lotr \leftarrownew ArrayList
3: Trie wordstrie \leftarrowa trie of all words
4: for each prefix i in LotrQueries.size() do
      lotr.add(LotrQueries.get(i))
      temp \leftarrow wordstrie.getSubTrie(lotr.get(i))
7:
      List of Strings list \leftarrow temp.getAllWords()
      prefix \leftarrow lotr.get(i)
8:
      for each word j in list.size() do
9:
         auto \leftarrow prefix + list.get(j)
10:
11:
         for every entry of Map of String and Integer in words.entrySet() do
           if auto.equals(entry.getKey()) then
12:
              storeAuto.\mathtt{put}(entry.\mathtt{getKey}(),entry.\mathtt{getValue}())
13:
            end if
14:
         end for
15:
      end for
16:
17: end for
```

3.2 AutoCompletion output

Word	Probability
	·
able	0.14285714285714285
abominable	0.047619047619047616
about	0.8095238095238095
frodo	0.4909090909090909
from	0.43636363636363634
front	0.07272727272727272
go	0.7647058823529411
goblins	0.058823529411764705
goes	0.17647058823529413
grasp	0.07692307692307693
grass	0.7692307692307693
grasses	0.15384615384615385
merely	0.02631578947368421
merrily	0.02631578947368421
merry	0.9473684210526315
sam	1.0
the	0.8471454880294659
their	0.06077348066298342
them	0.09208103130755065