

Project 2

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Tries and Ternary Search Trees (TSTs) are data structures used for efficient storage and retrieval of strings.

Code Structure

Project3part1.cpp	Project3part2.cpp
Class Trie	Class TST
Insert function	Insert function
Print function	Print function
Delete function	Delete function

Time and Space Complexity Analysis

Trie Implementation

A trie is a tree-based data structure in computer science that is used to store and retrieve words or strings from a collection.

Insert Function

Recursion Equation

$$\begin{aligned} T(L) &= T(L-1) + O(1) \\ T(L) &= T(L-2) + O(1) + O(1) = \dots \\ T(L) &= T(L-3) + O(1) + O(1) + O(1) \\ T(L) &= T(L-4) + O(1) + O(1) + O(1) + O(1) \\ T(L) &= T(0) + L * O(1) \\ T(L) &= T(0) + O(L) \\ T(L) &= O(L) \end{aligned}$$

Time Complexity:

- Time complexity of insert is proportional to the length of the word: $O(L)$ where L is the length of the word being inserted.

Space Complexity:

- For a word of length L , Space Complexity will be $O(L)$ as L is the number of stack that will be opened

Print Function

Recursion Equation for printing a word of length L

$$\begin{aligned} T(L) &= T(L-1) + O(1) \\ T(L) &= T(L-2) + O(1) + O(1) = \dots \\ T(L) &= T(L-3) + O(1) + O(1) + O(1) \\ T(L) &= T(L-4) + O(1) + O(1) + O(1) + O(1) \\ T(L) &= T(0) + L * O(1) \\ T(L) &= T(0) + O(L) \end{aligned}$$

Time Complexity:

The time complexity of printing all the nodes in a trie is $O(N)$, as the code performs Traversal on every node N

Space Complexity:

- The space complexity of the Trie while printing is $O(L)$ where L is the height of tree.
- For a word of length L, Space Complexity will be $O(L)$ as L is also the number of stack that will be opened. Maximum Space ever would be $O(\text{height of tree})$

Delete Function

$$T(n) = 26T(n/26) + C$$

Giving us the time complexity as $O(n)$

Space Complexity:

- For a word of length L, Space Complexity will be $O(L)$ as L is the number of stack that will be opened. Maximum Space ever would be $O(\text{height of tree})$

Trie

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
cc1plus: fatal error: main.cpp: No such file or directory
compilation terminated.
aditya@Aditya:/mnt/c/Users/aditya/Desktop/project3$ g++ project3/part1.cpp
aditya@Aditya:/mnt/c/Users/aditya/Desktop/project3$ valgrind ./a.out < t01.in > t01.out --leak-check=full
==415== Memcheck, a memory error detector
==415== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==415== Using Valgrind-3.22.0 and LibVEX; rerun with -h for copyright info
==415== Command: ./a.out --leak-check=full
==415==
==415==
==415== HEAP SUMMARY:
==415==     in use at exit: 0 bytes in 0 blocks
==415==   total heap usage: 70 allocs, 70 frees, 87,167 bytes allocated
==415==
==415== All heap blocks were freed -- no leaks are possible
==415==
==415== For lists of detected and suppressed errors, rerun with: -s
==415== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
aditya@Aditya:/mnt/c/Users/aditya/Desktop/project3$
```

TST Implementation

A ternary search tree is a type of trie data structure where the child nodes are ordered as a binary search tree with 3 pointers.

Insert Function

Recursion Equation

$$\begin{aligned} T(L) &= T(L-1) + O(1) \\ T(L) &= T(L-2) + O(1) + O(1) = \dots \\ T(L) &= T(L-3) + O(1) + O(1) + O(1) \\ T(L) &= T(L-4) + O(1) + O(1) + O(1) + O(1) \\ T(L) &= T(0) + L * O(1) \\ T(L) &= T(0) + O(L) \\ T(L) &= O(L) \end{aligned}$$

Time Complexity:

- **Height of TST:** The height of the TST depends on the structure of the tree, which can range from $O(\log n)$ for a balanced tree $O(n)$ for a degenerate (skewed) tree.
- **Per Word:** For a word of length L , the function traverses L levels in the tree.
- **Overall Complexity:**
 - Best case (balanced tree): $O(L * \log n)$
 - Worst case (skewed tree): $O(L * n)$

Space Complexity:

- For a word of length L , Space Complexity will be $O(L)$ as L is the number of stack frames that will be opened

Print Function

Time Complexity:

$$\begin{aligned} T(L) &= T(L-1) + O(1) \\ T(L) &= T(L-2) + O(1) + O(1) = \dots \\ T(L) &= T(L-3) + O(1) + O(1) + O(1) \\ T(L) &= T(L-4) + O(1) + O(1) + O(1) + O(1) \\ T(L) &= T(0) + L * O(1) \\ T(L) &= T(0) + O(L) \\ T(L) &= O(L) \end{aligned}$$

Traversal:

- The function visits each node in the TST exactly once. For N nodes, the traversal complexity is $O(N)$
- **Line Number Printing:**
 - For each word, printing the line numbers takes $O(k)$ where k is the number of lines associated with the word.
 - Let M be the total number of line numbers across all nodes. The total time complexity becomes: $O(N+M)$

Delete Function

Time Complexity:

$$T(n) = 3T(n/3) + C$$

$$T(n) = 9T(n/9) + 4C$$

$$T(n) = 27T(n/27) + 7C$$

$$T(n) = 3^k T(n/3^k) + ((3^k - 1)/2) * C$$

Therefore for the base case

$$n/(3^{**}k) = 1. \text{ Therefore } k = \log_3 n$$

$$\text{Substitute } k = \log_3 n$$

Giving us the time complexity as $O(n)$

Space Complexity:

- For a word of length L, Space Complexity will be $O(L)$ as L is the number of stack that will be opened. Maximum Space ever would be $O(\text{height of tree})$

TST

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
aditya@Aditya:/mnt/c/Users/adity/Desktop/project3$ g++ project3part2.cpp
aditya@Aditya:/mnt/c/Users/adity/Desktop/project3$ valgrind ./a.out < t01.in > t01.out --leak-check=full
==470== Memcheck, a memory error detector
==470== Copyright (C) 2002-2022, and GNU GPL'd, by Julian Seward et al.
==470== Using Valgrind-3.22.0 and LibVEX; rerun with -h for copyright info
==470== Command: ./a.out --leak-check=full
==470==
==470==
==470== HEAP SUMMARY:
==470==     in use at exit: 0 bytes in 0 blocks
==470==   total heap usage: 123 allocs, 123 frees, 81,183 bytes allocated
==470==
==470== All heap blocks were freed -- no leaks are possible
==470==
==470== For lists of detected and suppressed errors, rerun with: -s
==470== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
aditya@Aditya:/mnt/c/Users/adity/Desktop/project3$
```