



# Tries

**Computing Lab  
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# Previously

- We have looked at Trees and Graphs.
- We will start a new topic -

## TRIE



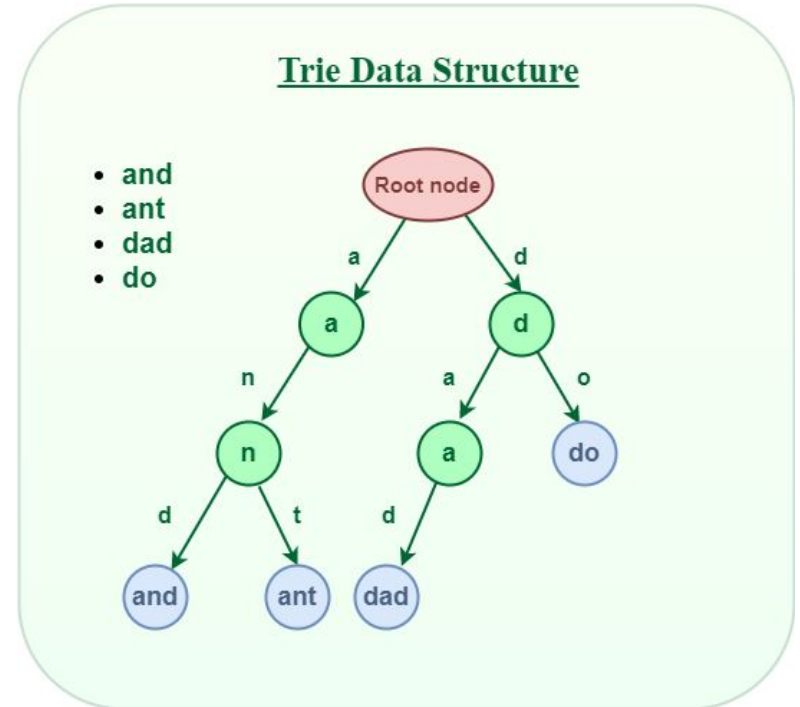
# Trie



- Tries are efficient data structures for searching
- If you have a list of words in order of  $1B$  words:
  - Iterative lookup takes  $O(1B)$  time
  - Trie reduces to  **$O(M)$**  where  $M$  is the length of the longest word in the list of words

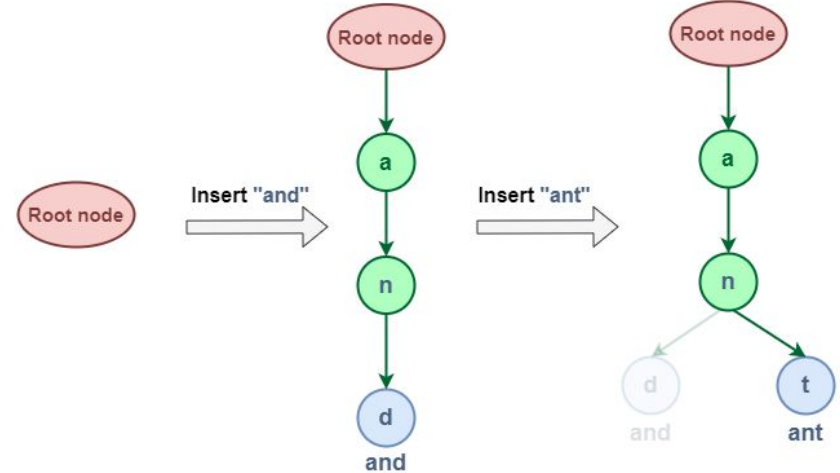
# Trie Structure -Initialization

```
struct TrieNode {  
    struct TrieNode* child[26];  
    bool isEndOfWord;  
};  
  
// Function to create a new Trie node  
struct TrieNode* getNode() {  
    struct TrieNode* node =  
        (struct TrieNode*)malloc(sizeof(struct TrieNode));  
    node->isEndOfWord = false;  
    for (int i = 0; i < 26; i++) {  
        node->child[i] = NULL;  
    }  
    return node;  
}
```



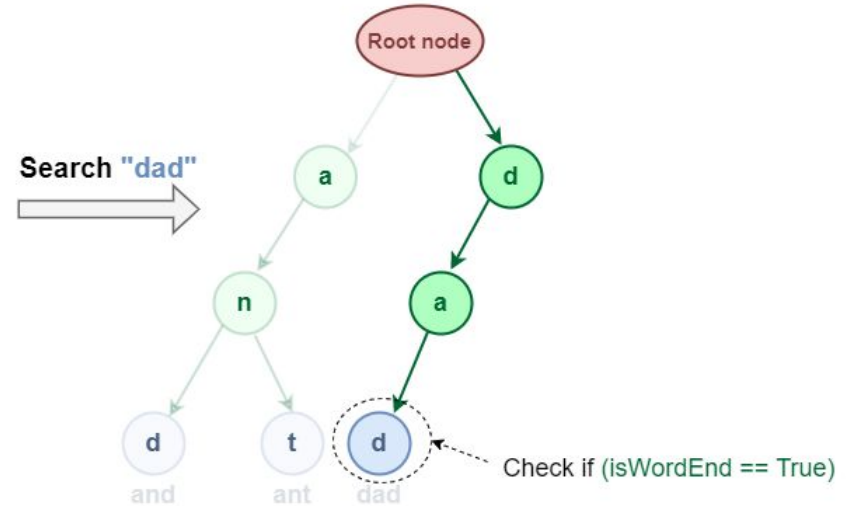
# Trie Structure - Insertion

```
// Function to insert a key into the Trie  
void insert(struct TrieNode* root, const char* key)  
{  
    struct TrieNode* curr = root;  
    while (*key) {  
        int index = *key - 'a';  
        if (!curr->child[index]) {  
            curr->child[index] = getNode();  
        }  
        curr = curr->child[index];  
        key++;  
    }  
    curr->isEndOfWord = true;  
}
```



# Trie Structure -Search

```
// Function to search a key in the Trie
bool search(struct TrieNode* root, const char* key) {
    struct TrieNode* curr = root;
    while (*key) {
        int index = *key - 'a';
        if (!curr->child[index]) {
            return false;
        }
        curr = curr->child[index];
        key++;
    }
    return (curr != NULL && curr->isEndOfWord);
}
```





# Levenshtein Distance using a Trie

# Levenshtein Distance same till a common prefix

		<b>k</b>	<b>a</b>	<b>t</b>	<b>e</b>
	0	1	2	3	4
<b>c</b>	1	1	2	3	4
<b>a</b>	2	2	1	2	3
<b>t</b>	3	3	2	1	2

Going from cat to “cats”  
Only the last row changes.

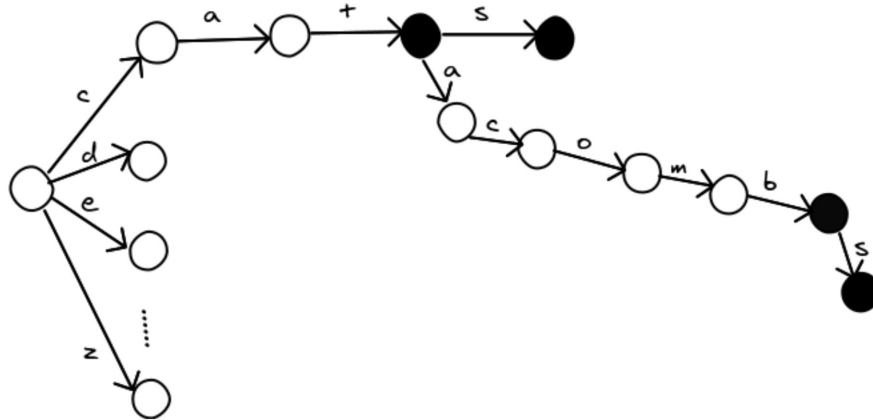
		<b>k</b>	<b>a</b>	<b>t</b>	<b>e</b>
	0	1	2	3	4
<b>c</b>	1	1	2	3	4
<b>a</b>	2	2	1	2	3
<b>t</b>	3	3	2	1	2
<b>s</b>	4	4	3	2	2



# Solution: Use Trie

We can avoid a lot of work if we can process the words in order, so we never need to repeat a row for the same prefix of letters.

The **trie** data structure is perfect for this! (Here's one with the words cat, cats, catacomb, and catacombs)



# Recursive Algo



**Input: A target word, and a distance threshold**

**Output: list of words**

1. Construct a trie using the entries from the file
2. Build the first row of edit distance matrix considering empty string
3. Recursively search each branch of the trie
  - a. Build one row for the letter, with a column for each letter in the target word
  - b. If the last entry in the row indicates the optimal cost is less than the maximum cost, and trie node is a word, then add it.
  - c. if any entries in the row are less than the maximum cost, then recursively search each branch of the trie