

CS2040S

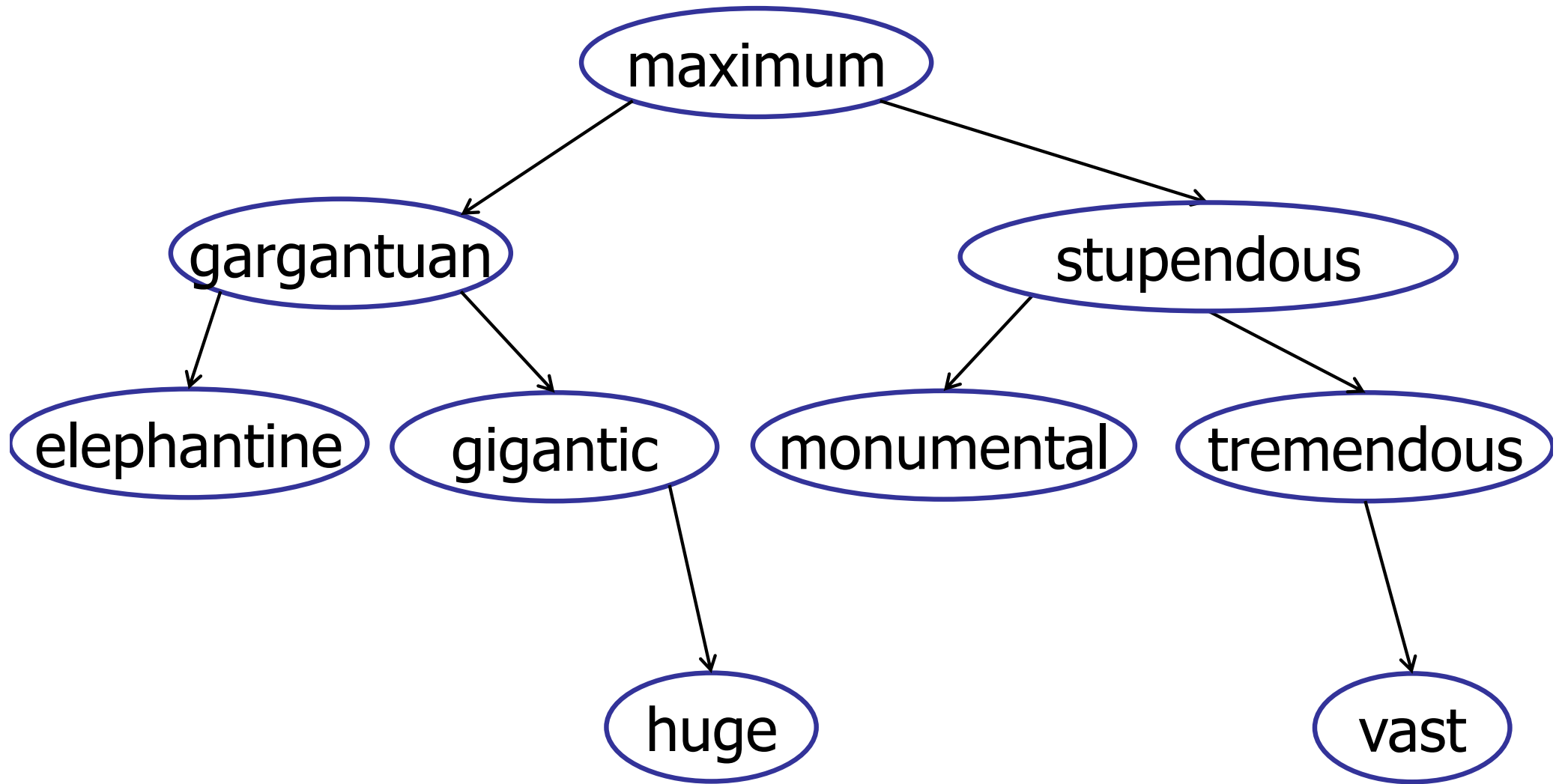
# Data Structures and Algorithms

(e-learning edition)

Tries!

# What about text strings?

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Implement a searchable dictionary!

# What about text strings?

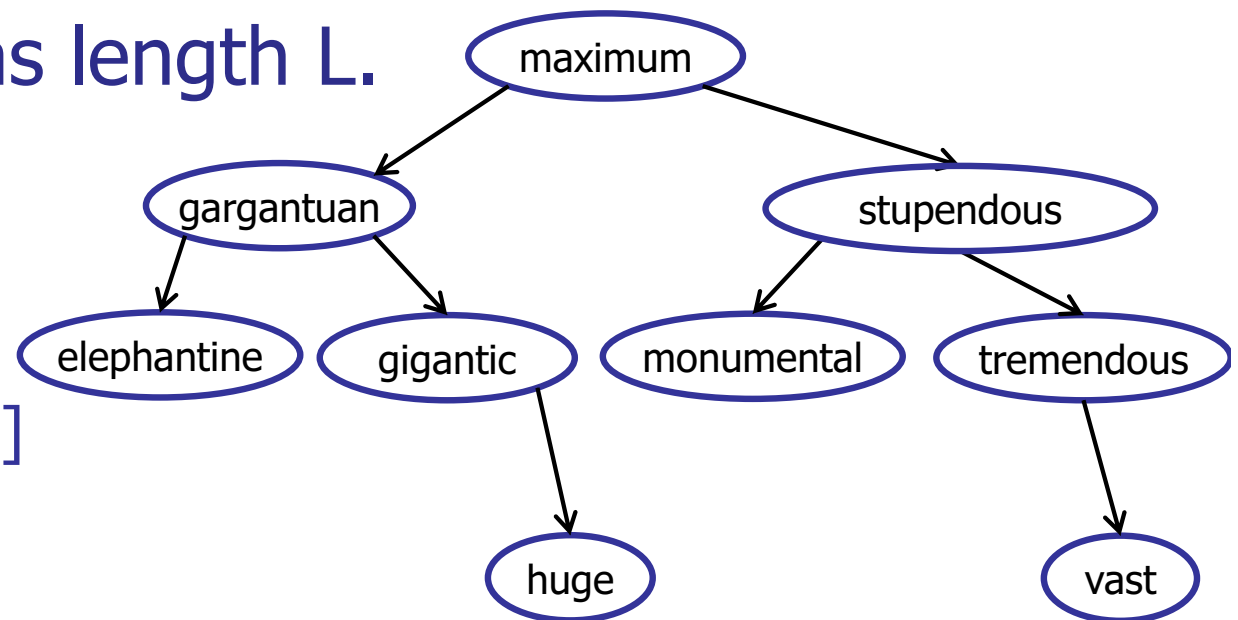
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Cost of comparing two strings:

- $\text{Cost}[A \text{ ?? } B] = \min(A.\text{length}, B.\text{length})$
- Compare strings letter by letter (?)

Cost of tree operation:

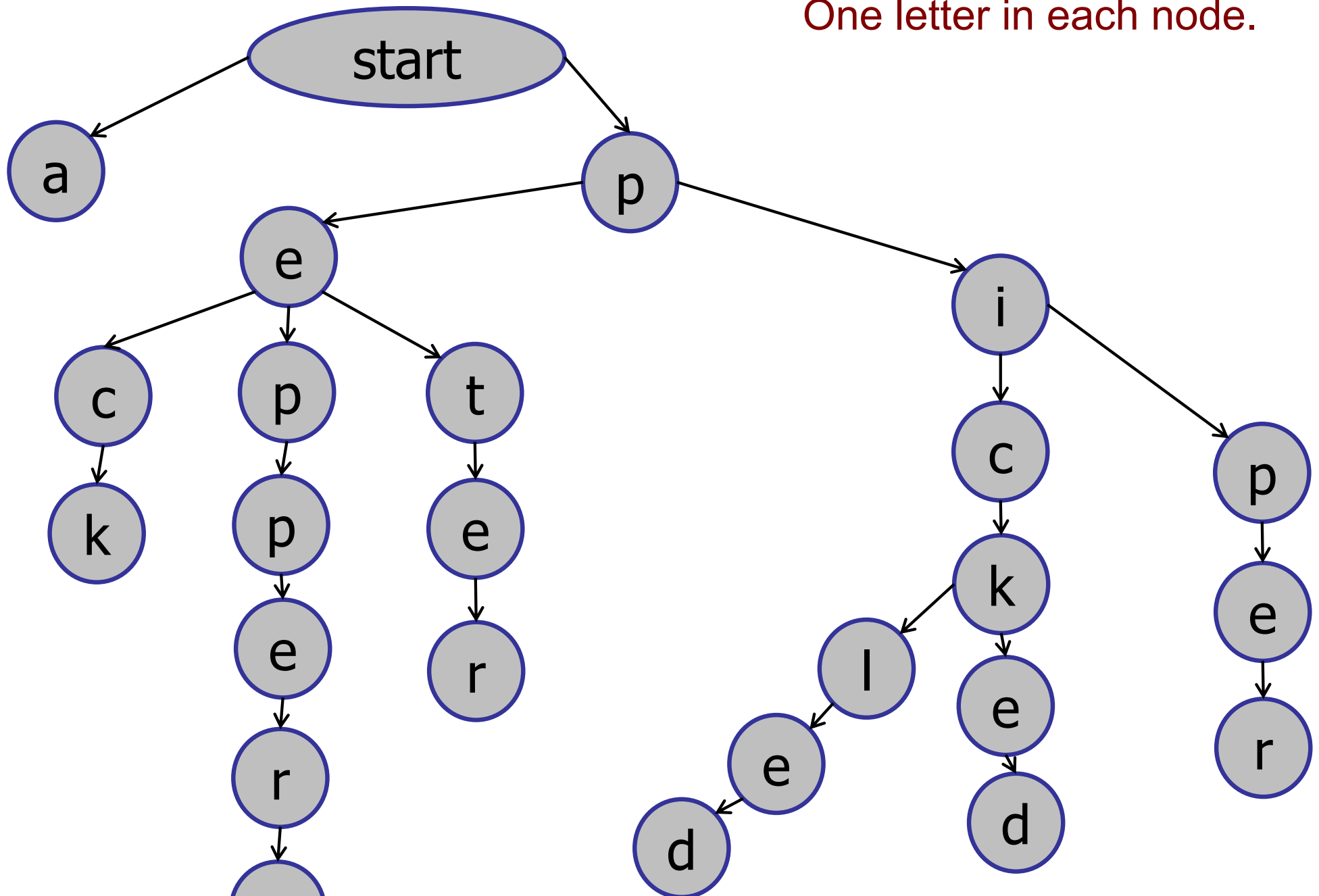
- Assume string has length  $L$ .
- Cost:  $O(hL)$



[Optimizations are possible.]

# Trie [pronounced: try]

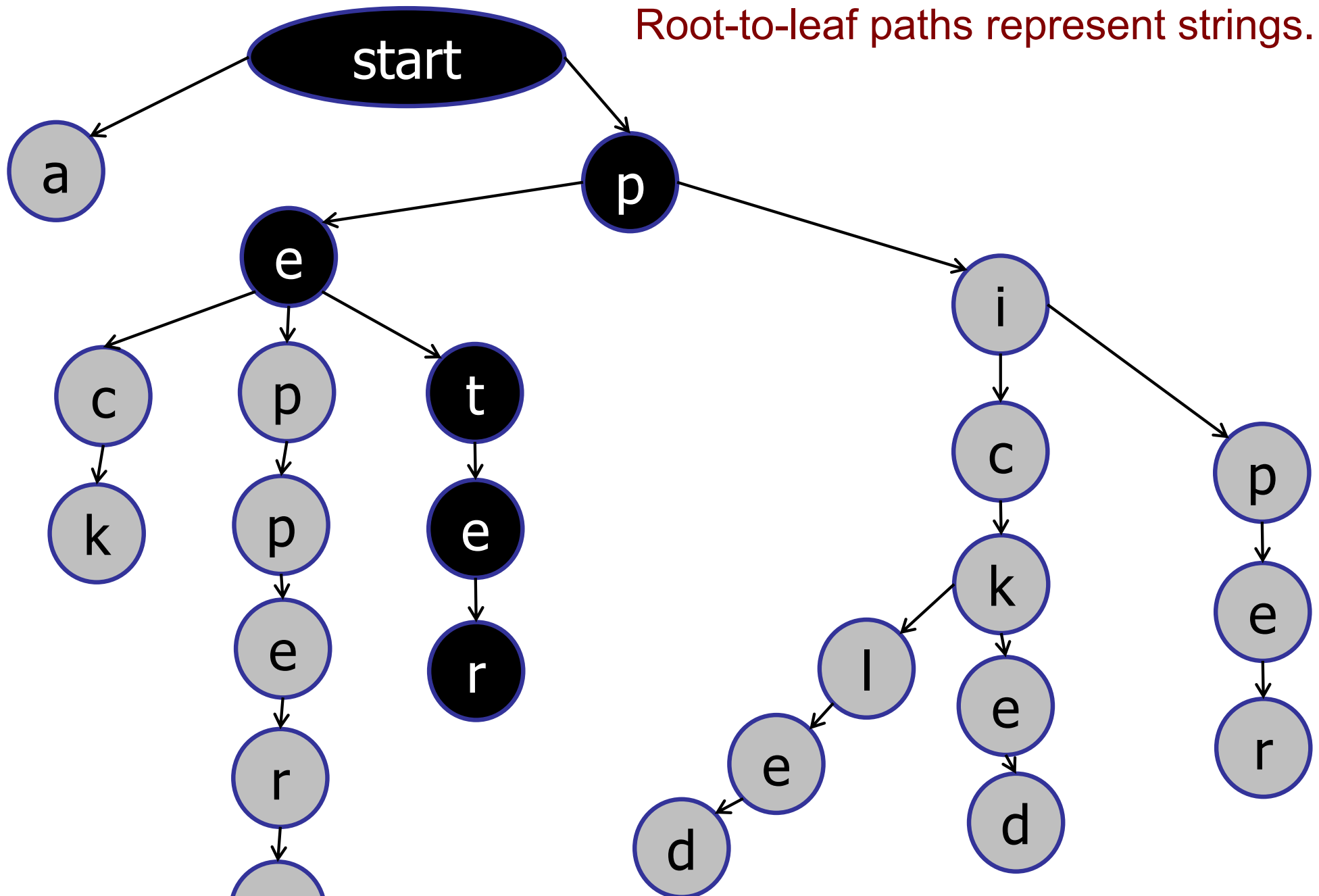
One letter in each node.



# Trie [pronounced: try]

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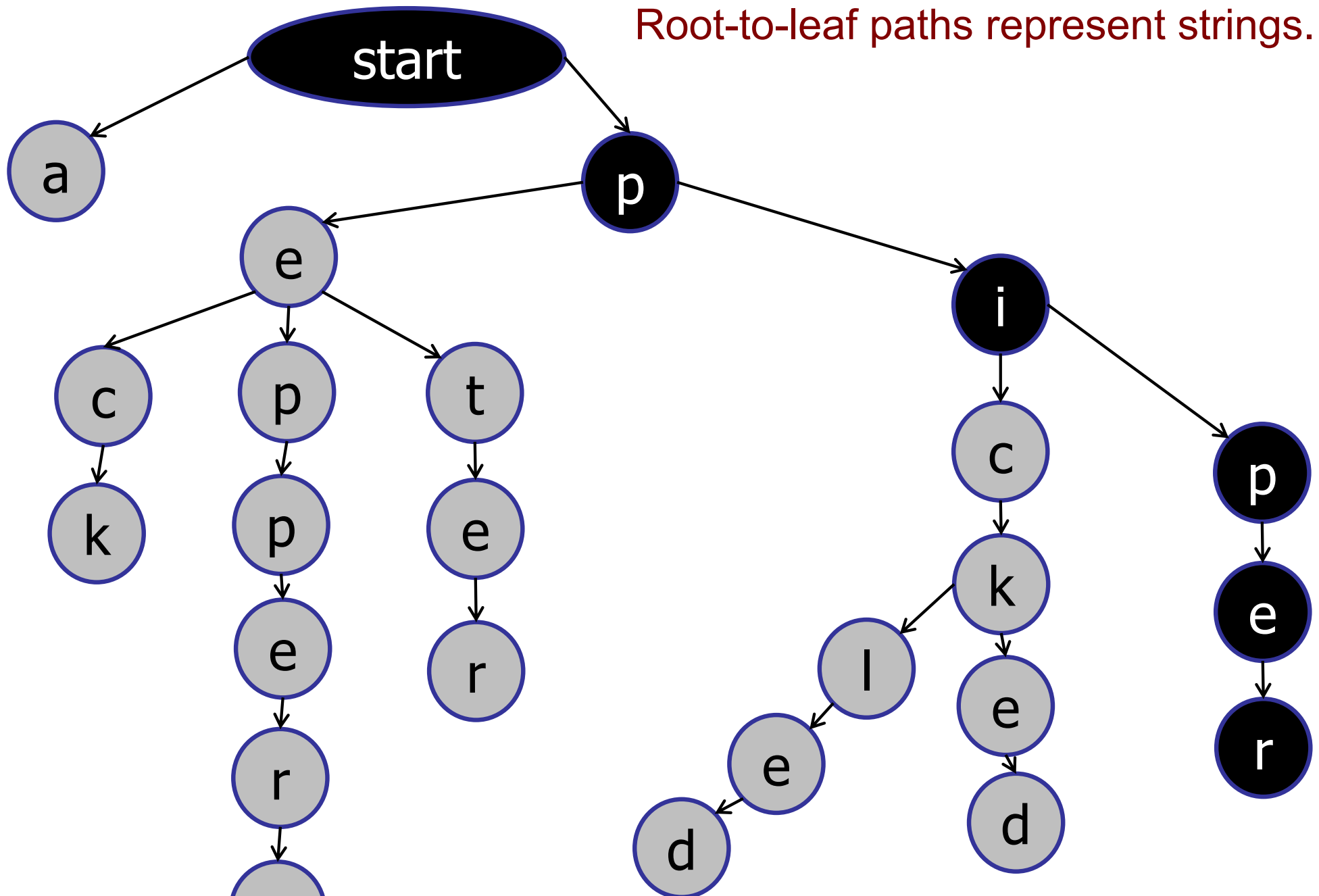
Root-to-leaf paths represent strings.



# Trie [pronounced: try]

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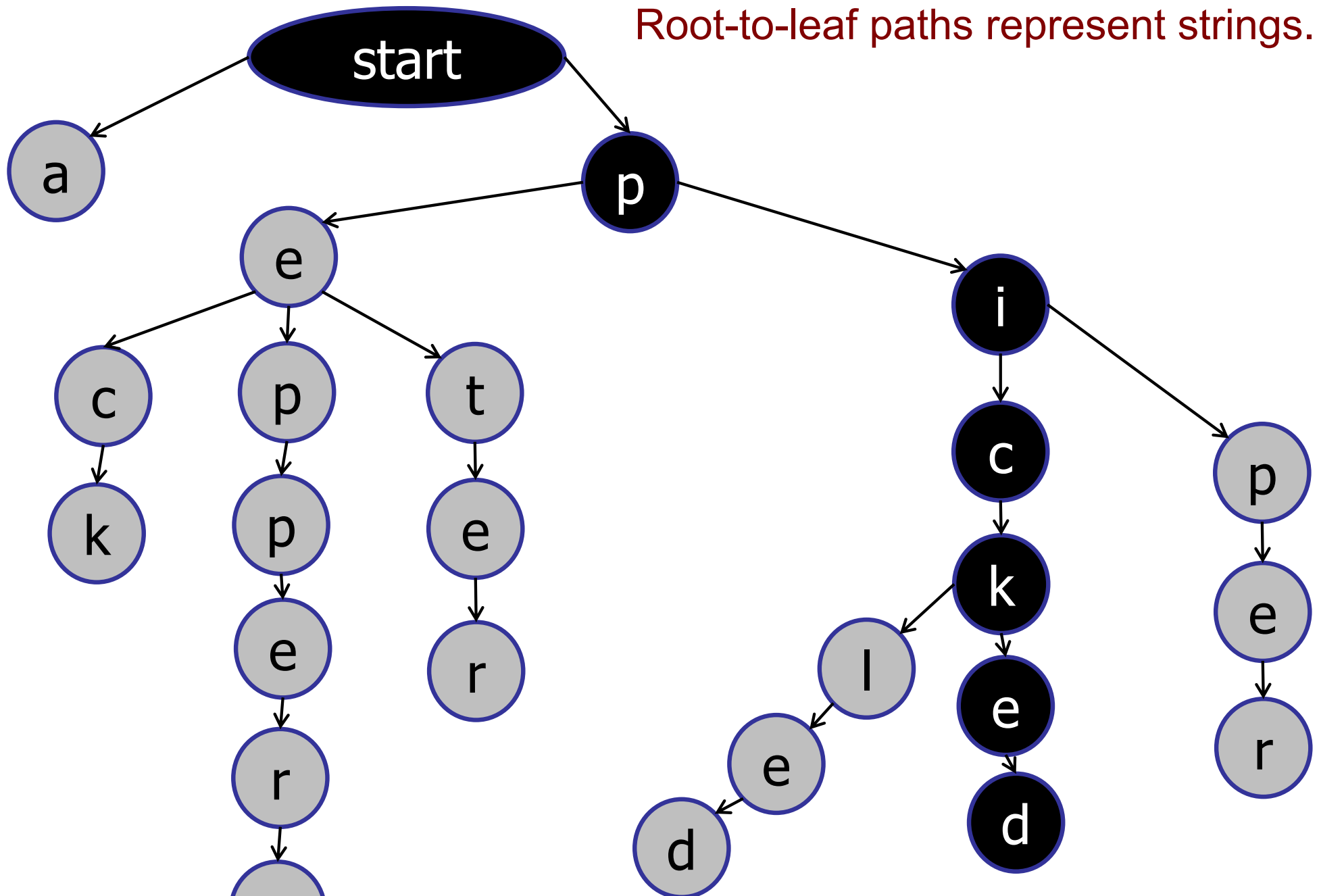
Root-to-leaf paths represent strings.



# Trie [pronounced: try]

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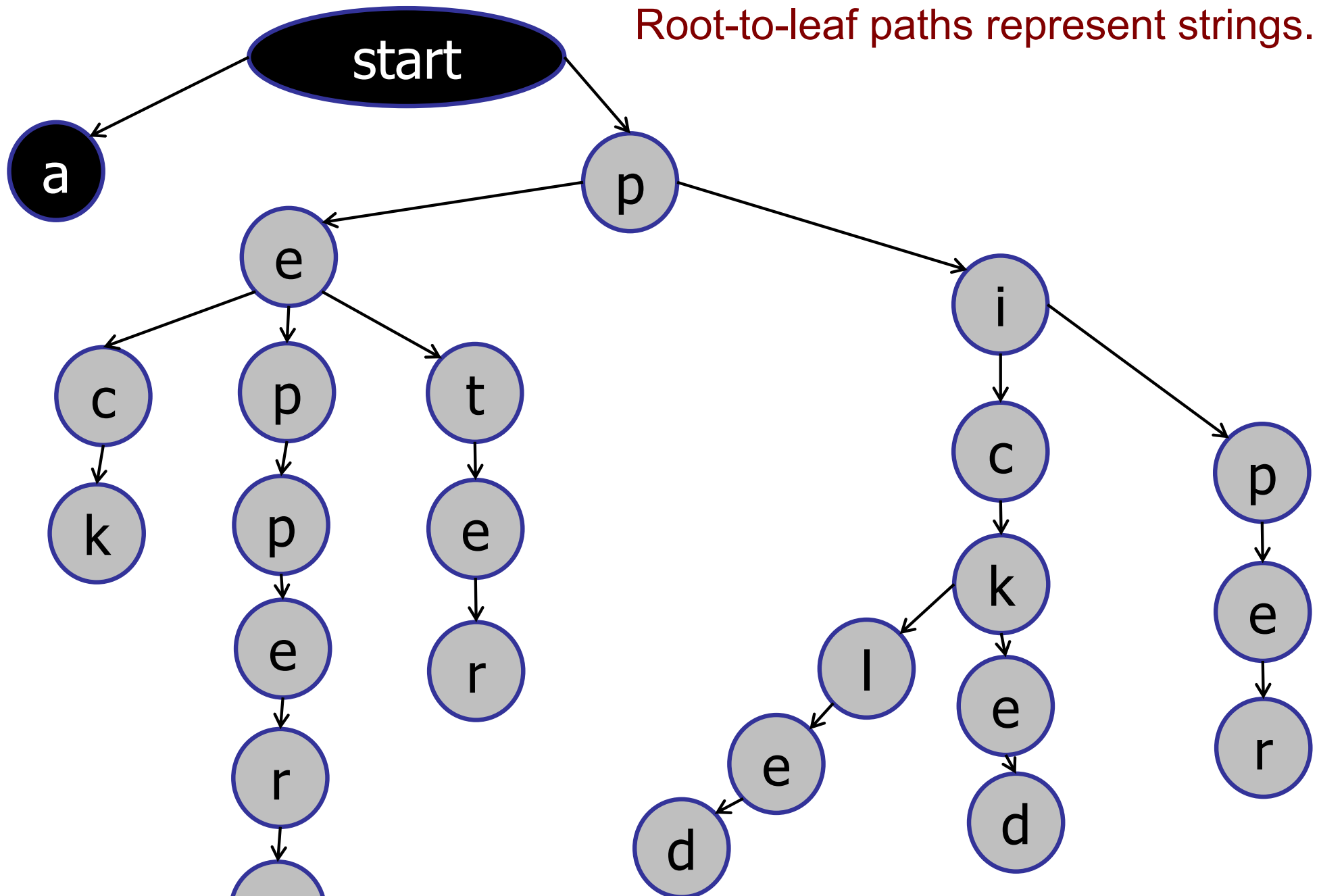
Root-to-leaf paths represent strings.



# Trie [pronounced: try]

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Root-to-leaf paths represent strings.

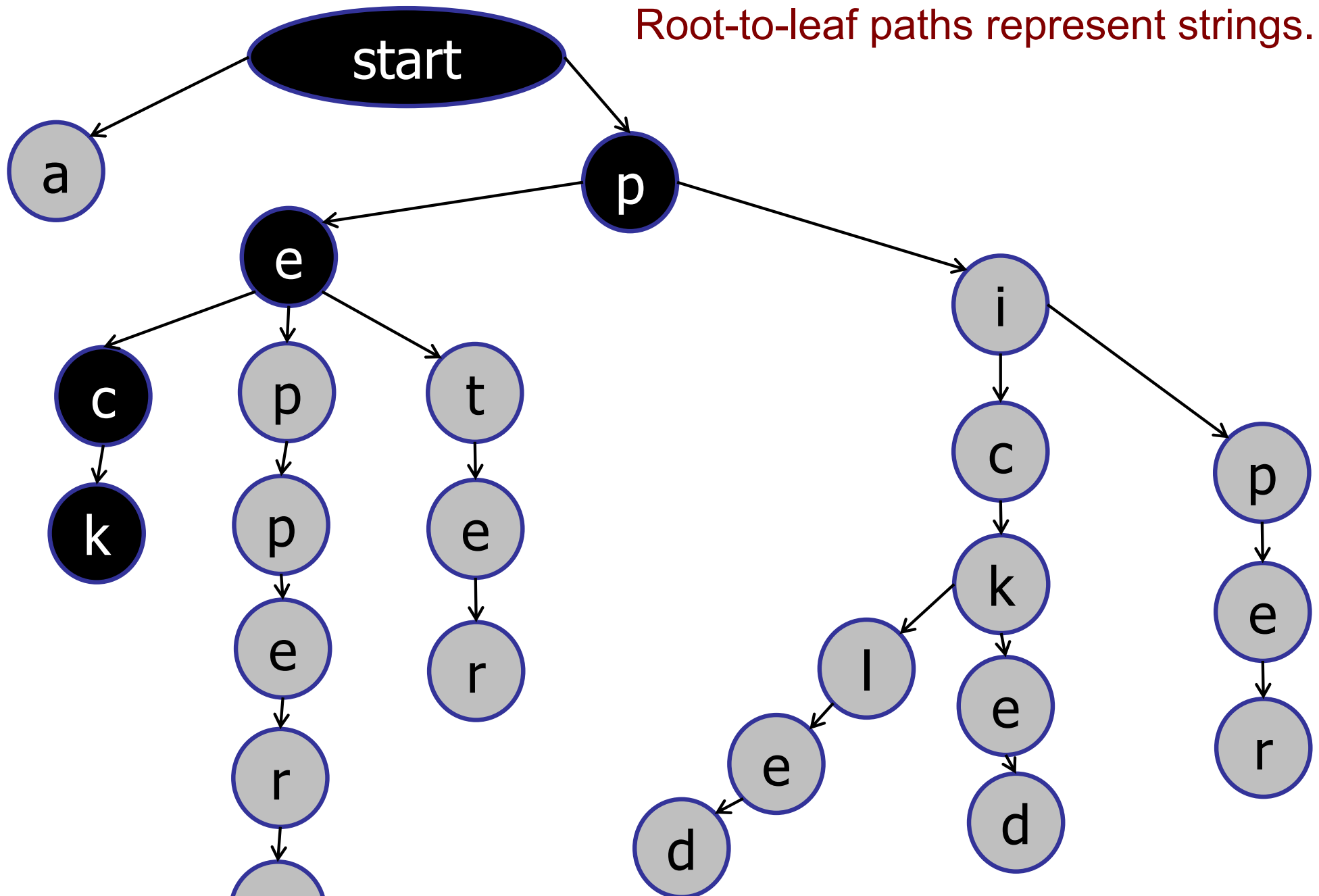




# Trie [pronounced: try]

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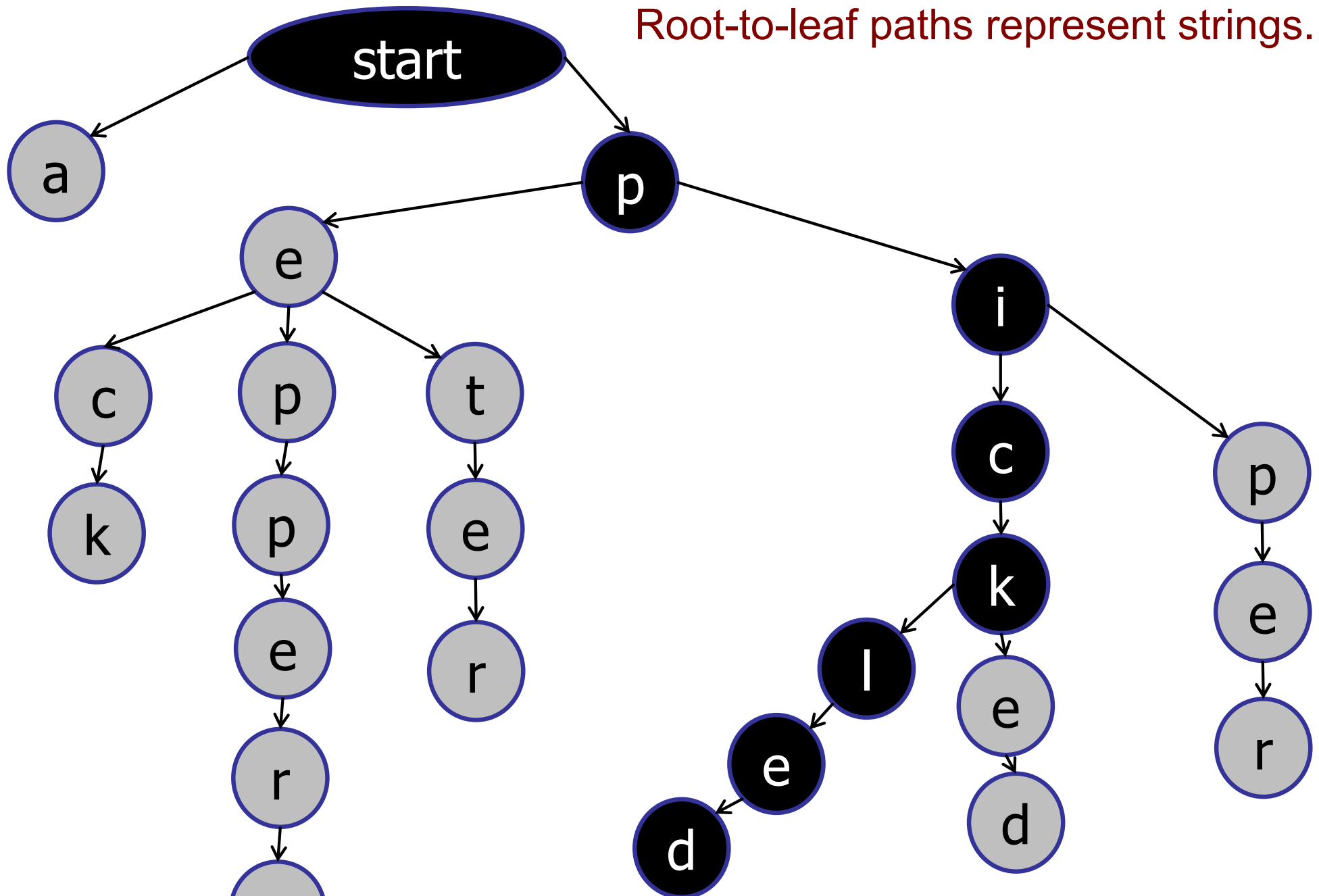
Root-to-leaf paths represent strings.



# Trie [pronounced: try]

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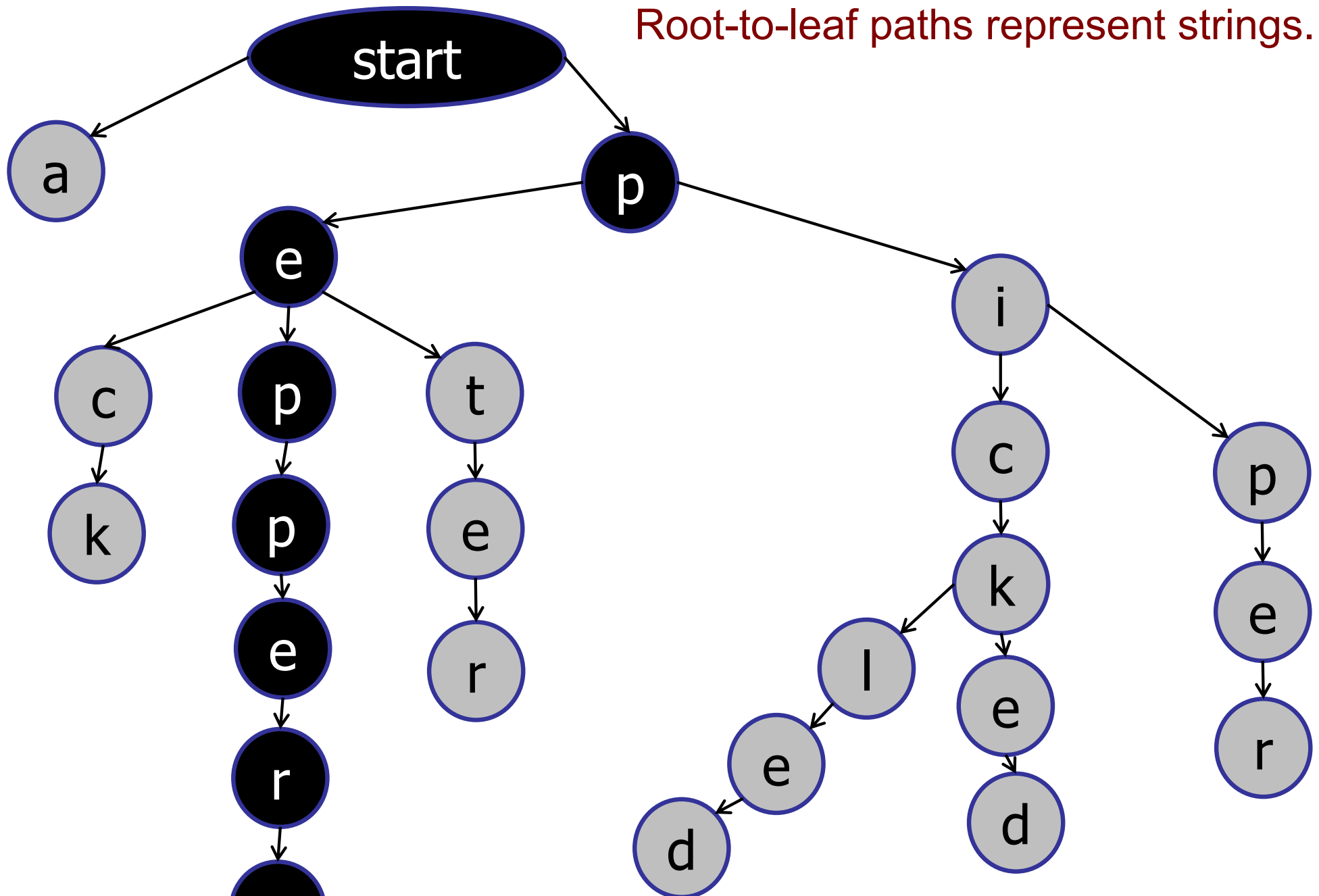
Root-to-leaf paths represent strings.



# Trie [pronounced: try]

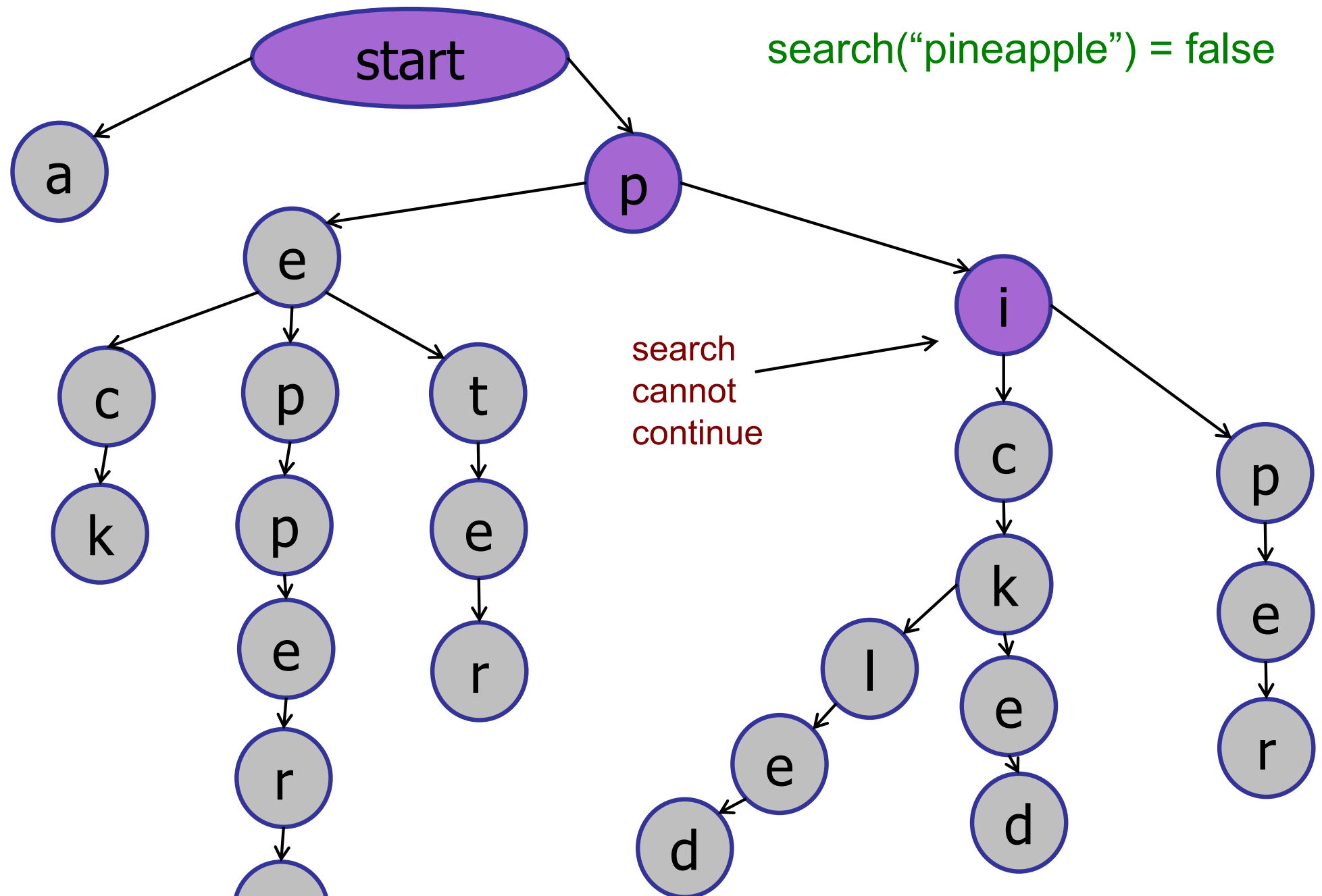
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Root-to-leaf paths represent strings.



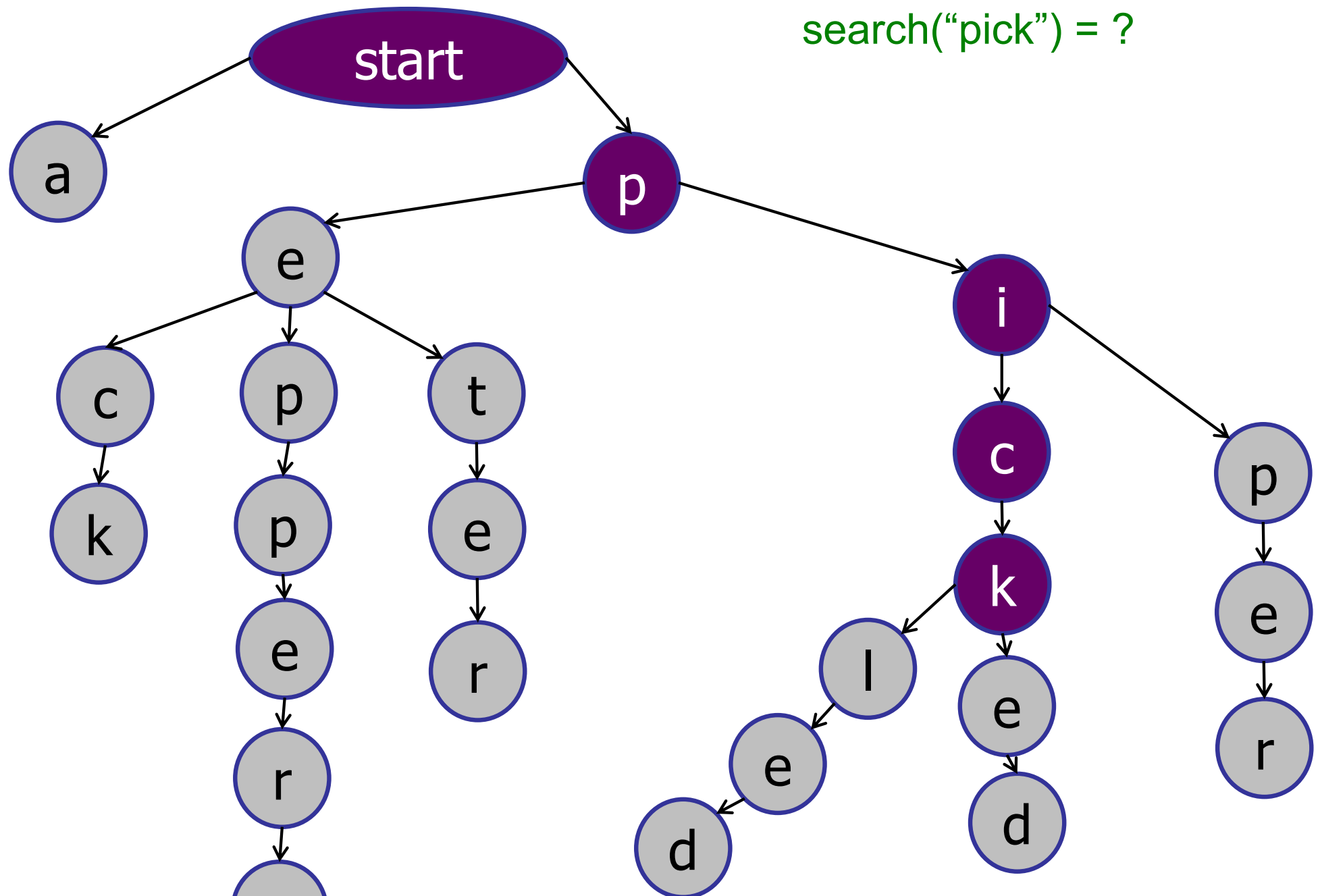


# Searching a Trie



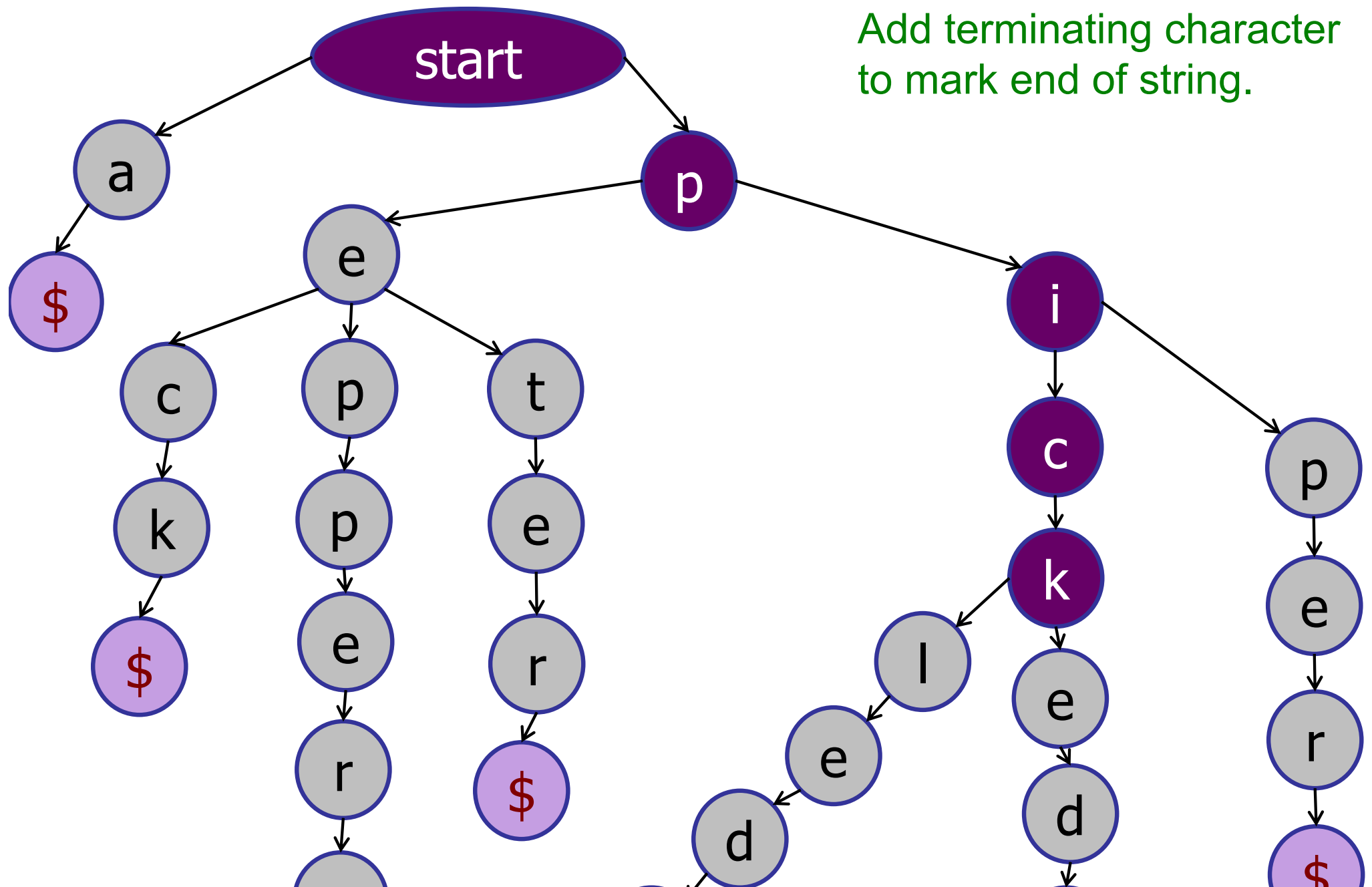
# Trie Details

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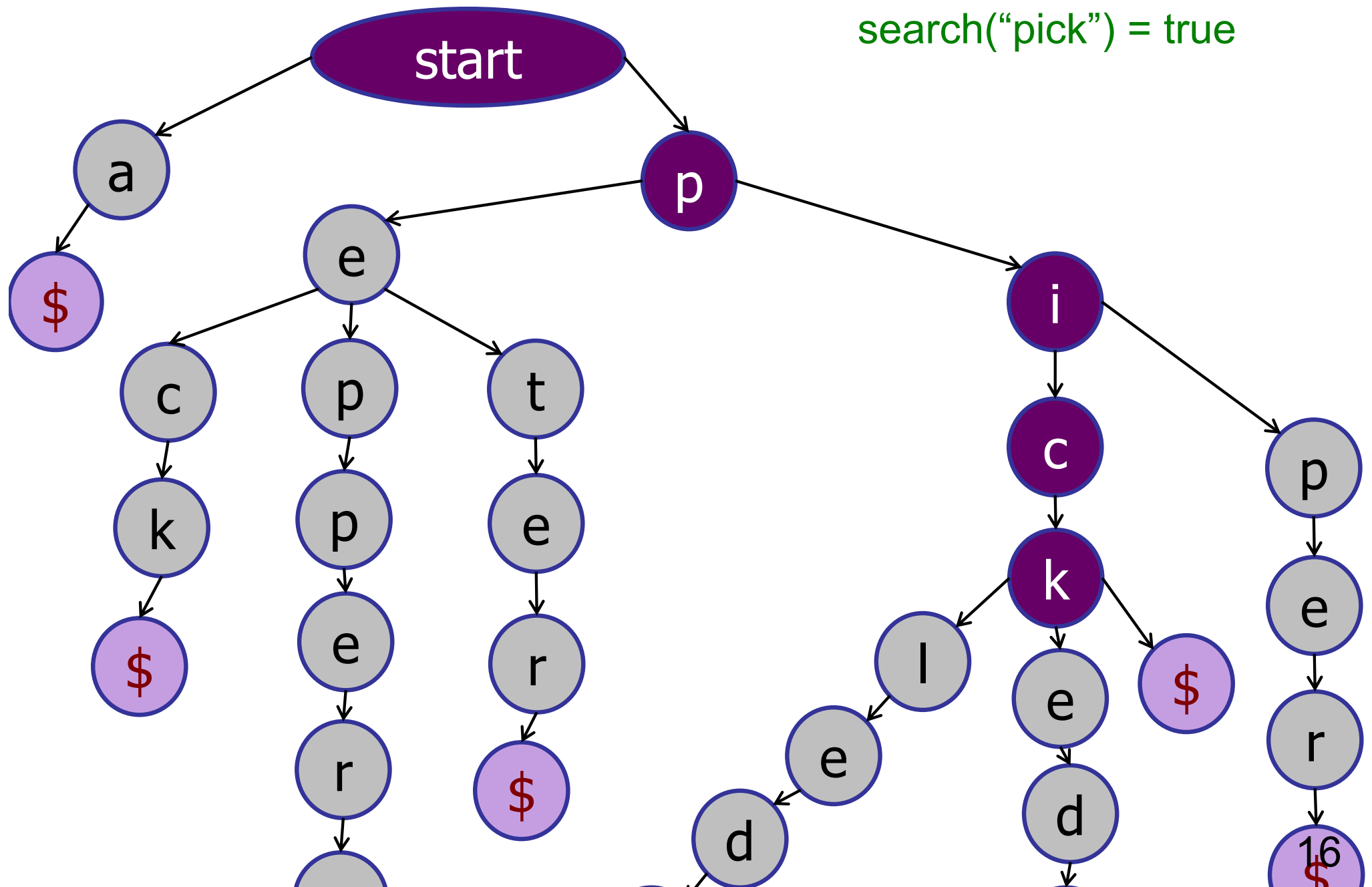


# Trie Details

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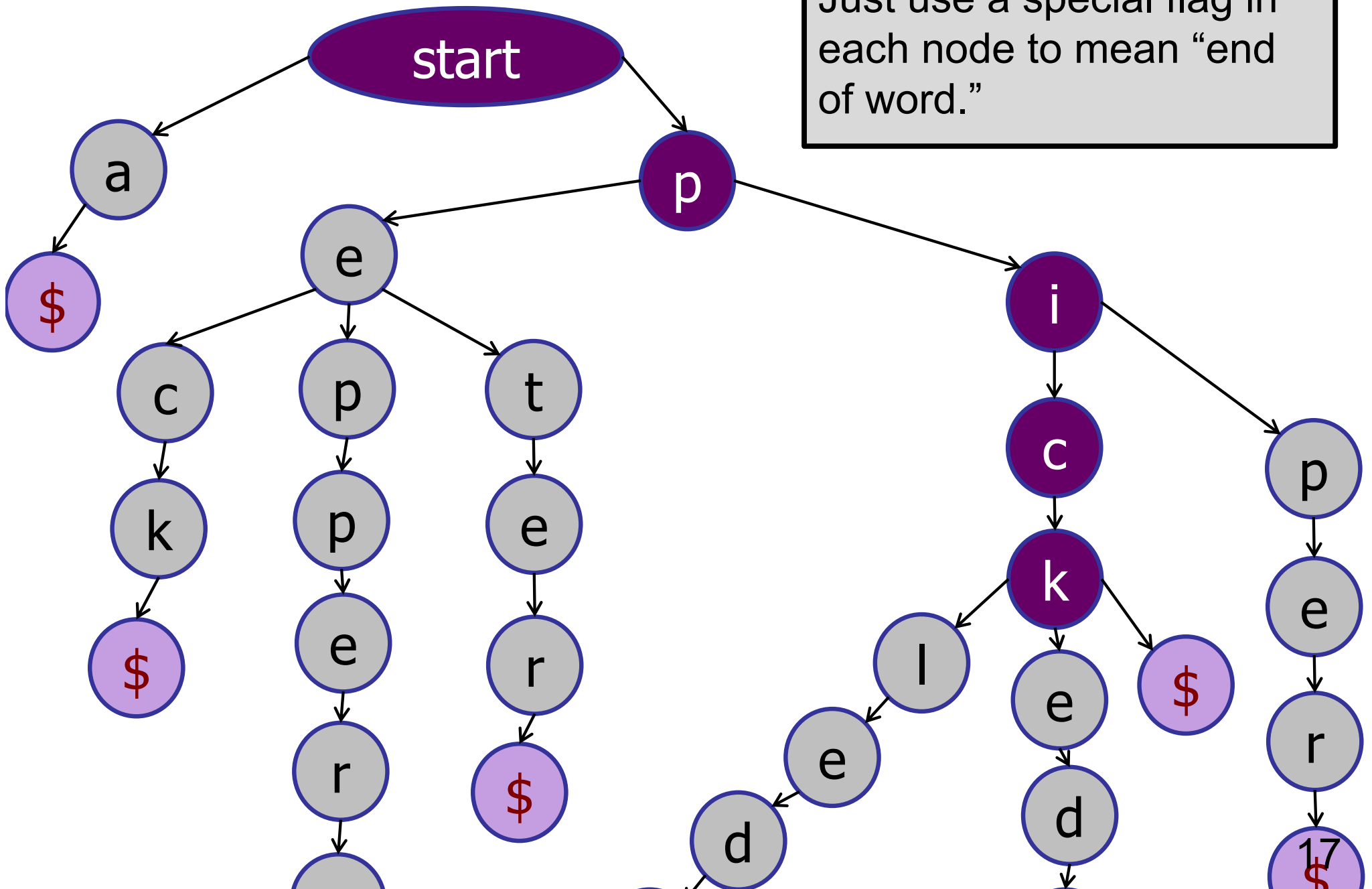
# Trie Details





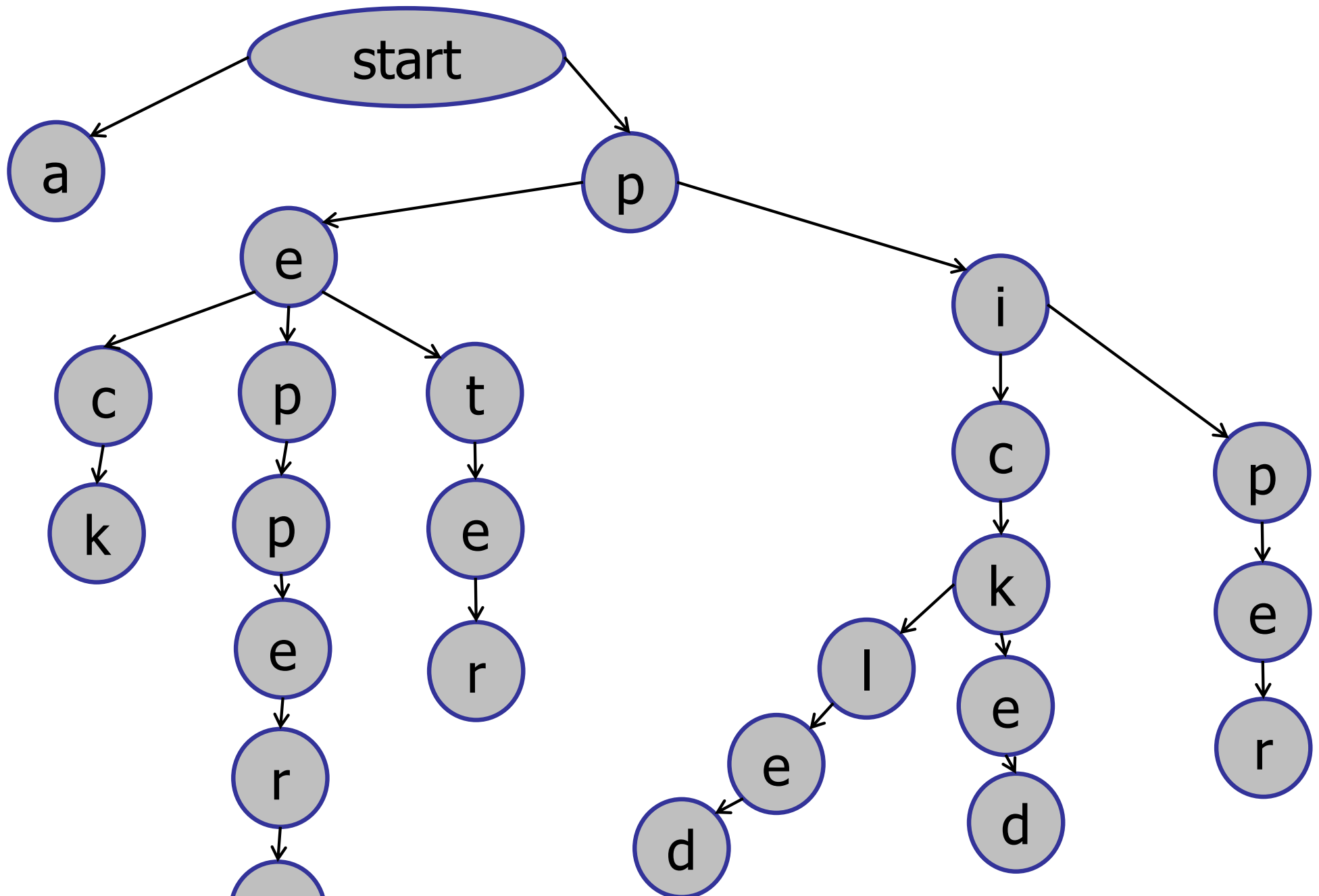
Or:  
Just use a special flag in each node to mean “end of word.”

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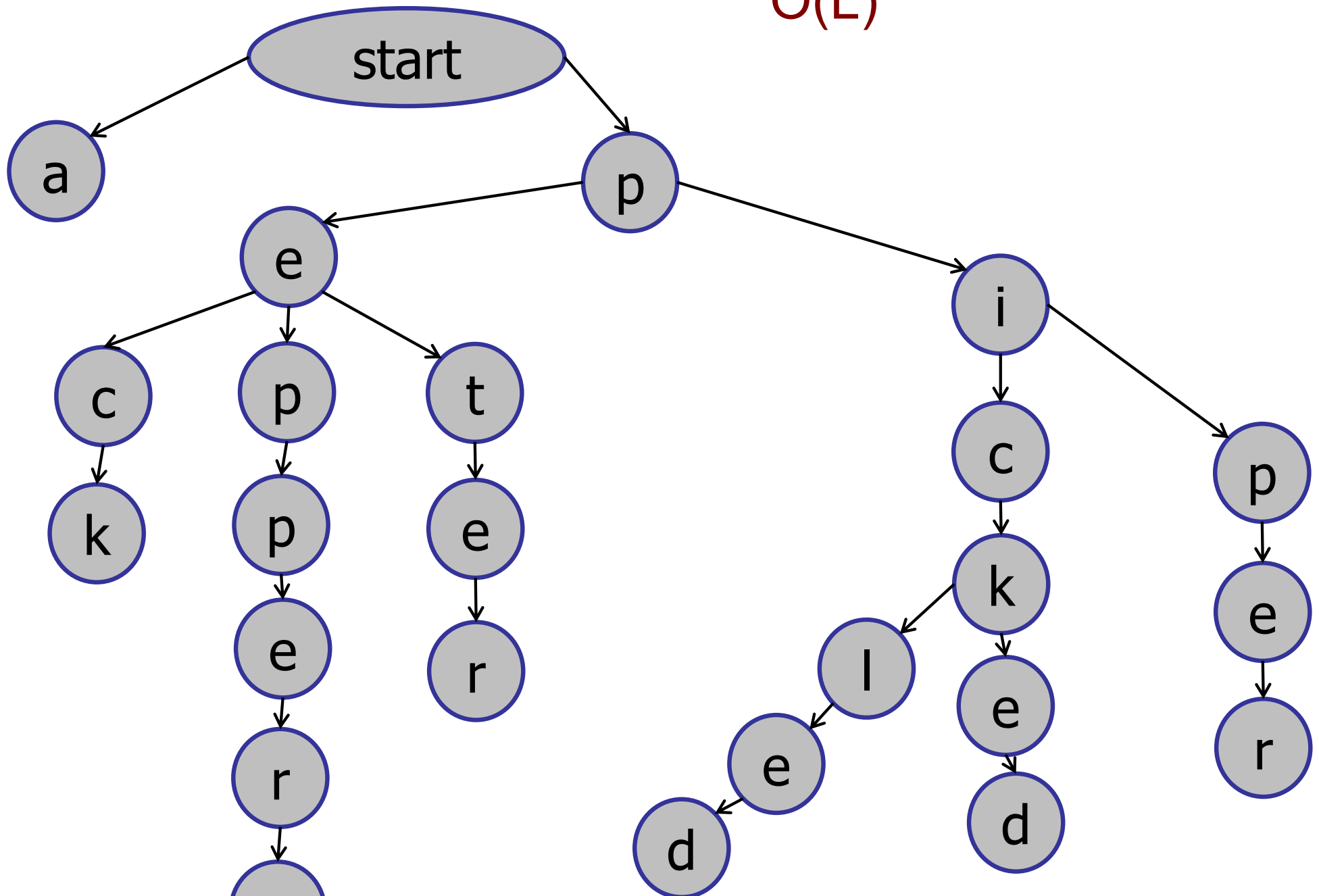
# Trie

Cost to search for a string of length L?



# Trie

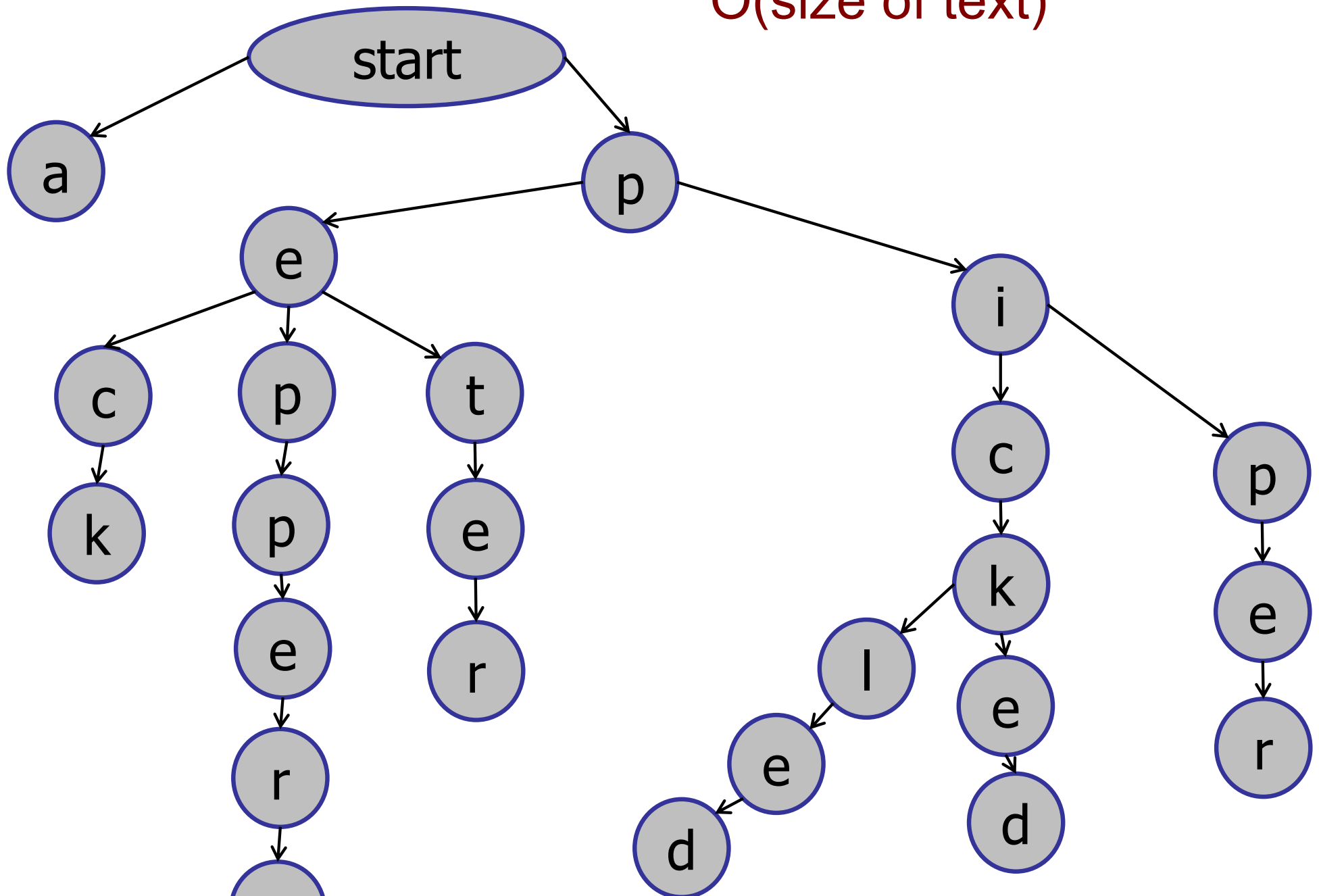
## Cost to search for a string of length $L$ ?

 $O(L)$ 

# Trie

## Space for storing a try?

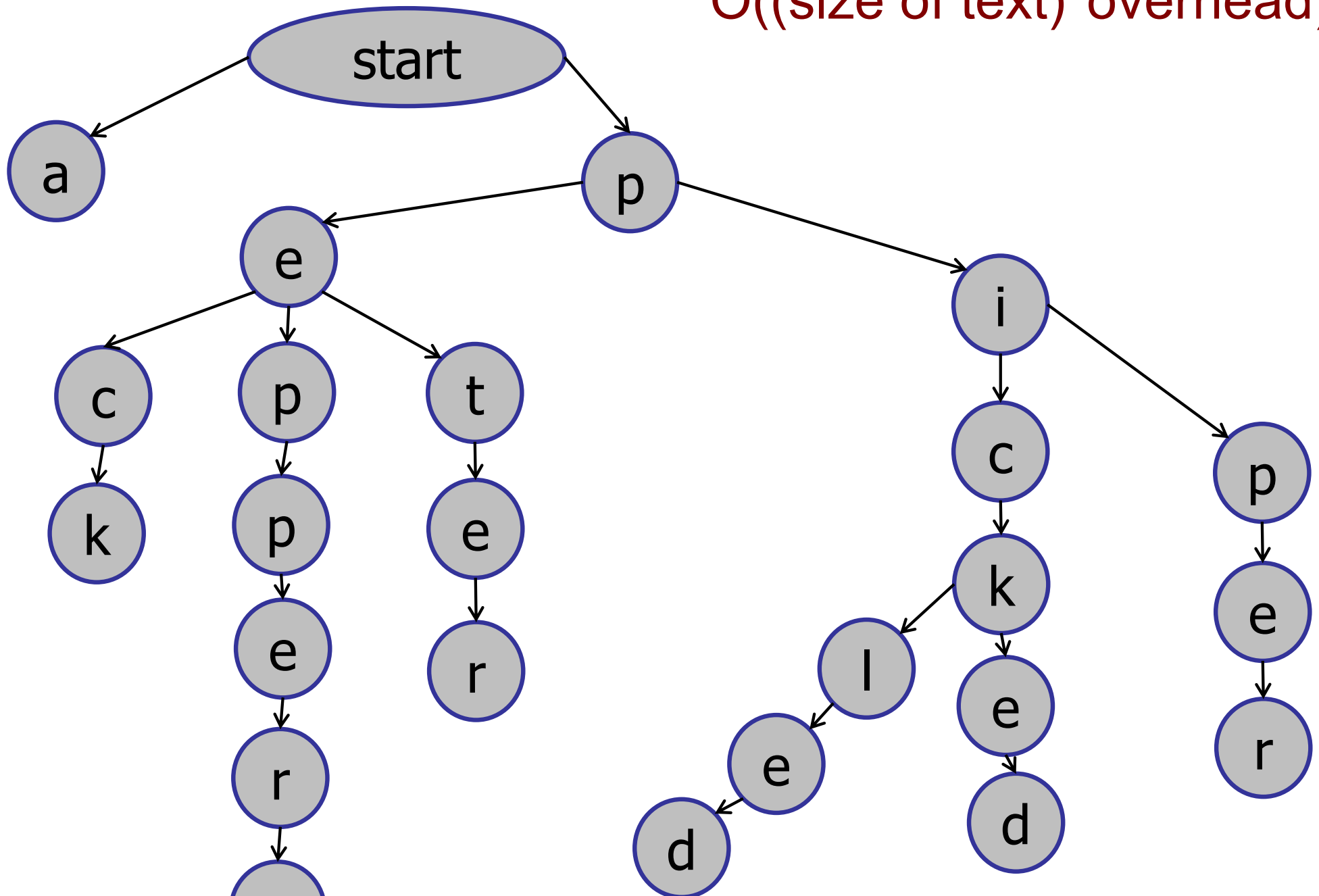
$O(\text{size of text})$



# Trie

Space for storing a try?

$O((\text{size of text}) * \text{overhead})$



# Trie Tradeoffs

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Time:

- Trie tends to be faster:  $O(L)$ .
- Does not depend on size of total text.
- Does not depend on number of strings.

Even faster if string is not in trie!

# Trie Tradeoffs

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## Time:

- Trie tends to be faster:  $O(L)$ .
- Does not depend on size of total text.
- Does not depend on number of strings.

## Space:

- Trie tends to use more space.
- BST and Trie use  $O(\text{text size})$  space.
- But Trie has more nodes and more overhead.

# Trie Space

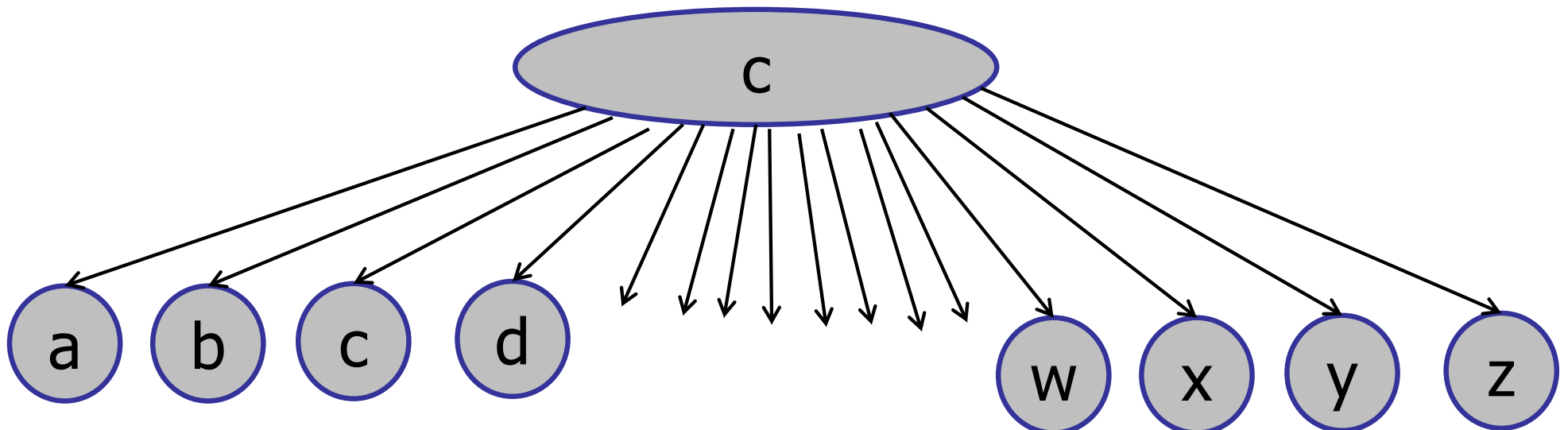
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## Trie node:

- Has many children.
- For strings: fixed degree.
- Ascii character set: 256

wasted space?

```
TrieNode children[] = new TrieNode[256];
```





# Trie Applications

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## String dictionaries

- Searching
- Sorting / enumerating strings

## Partial string operations:

- Prefix queries: find all the strings that start with pi.
- Long prefix: what is the longest prefix of “pickling” in the trie?
- Wildcards: find a string of the form “pi??le” in the trie.