


COMP261 Lecture 5

Tries



Index Structures

- Indexing Roads and Intersections by ID
- Indexing Roads by prefix of name (name and city!!)
- Indexing Intersections by position
- What structures do we use to make it fast?*
- Tries are Commonly Used For:
 - Storing large dictionaries in minimal space, but fast access time
 - Doesn't need to store common prefixes multiple times.
 - Allows auto completion, spelling correction
 - Can store numbers (use the bits as the index elements) → binary trie

Tries

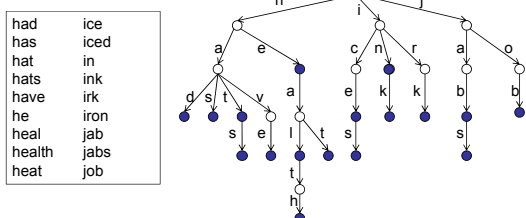
- Need to store names in data structure
- Need to access them by prefix
 - given prefix, quickly find all names with that prefix without looking at any other names.
- If it is a map
 - need to store associated value with full name

What structure?

acton pl	avondale
ada st	remuera
adair pl	weymouth
adam st	greenlane
adam sunde pl	glen eden
adams pl	kamo
adams rd	awarua
adams rd	kaukapakapa
adams rd	manurewa
adams rd	thornton bay
adams rd	whangapoua
adams rd	whareora
adamson rd	ormiston
addington ave	manurewa
addis pl	shelly park
addison dr	glendene
addison rd	pataua
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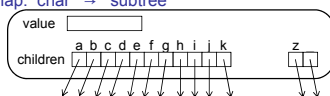
Tries

- Tree: set of strings/keys (if map $\text{string} \rightarrow \text{value}$)
 - children indexed by elements of the key
 - nodes corresponding to complete key are marked (contain a value)
 - tree under a node = set of all keys with the prefix so far.



Tries

- Each node contains
 - marker (if set) or associated value (if map)
 - a map: $\text{char} \rightarrow \text{subtree}$



- Algorithm for `contains(word) / get(key)`

```

node ← root of trie
for each character in word:
  node ← node.child.get(character)
return node.marked / node.value

```

Adding to a Trie

`add("he")`

`add("inch")`

`add(word) / put(word, val)`

```

node ← root
for each character in word:
  if node.children.get(character) is null
    node.children.get(character) ← new node
  node ← node.children.get(character)
node.marked ← true / node.value ← val

```

