

# Data Structures

## UNIT-V

- **UNIT-5: Tries:** Digital Search Trees(Tries), Operations, Different types of Tries
- **Pattern Matching Algorithms.**

- A trie is a tree-based data structure for storing strings in order to support fast pattern matching.
- The word 'trie' has been extracted from the word "re**trie**val".
- Fredkin introduced tries in the 1960's.
- The primary query operation that a trie can do is prefix matching.
- A *trie* (from retrieval), is a multi-way tree structure useful for storing strings.
- It has been used to store large dictionaries of English (say) words in spelling-checking programs and in natural-language "understanding" programs.

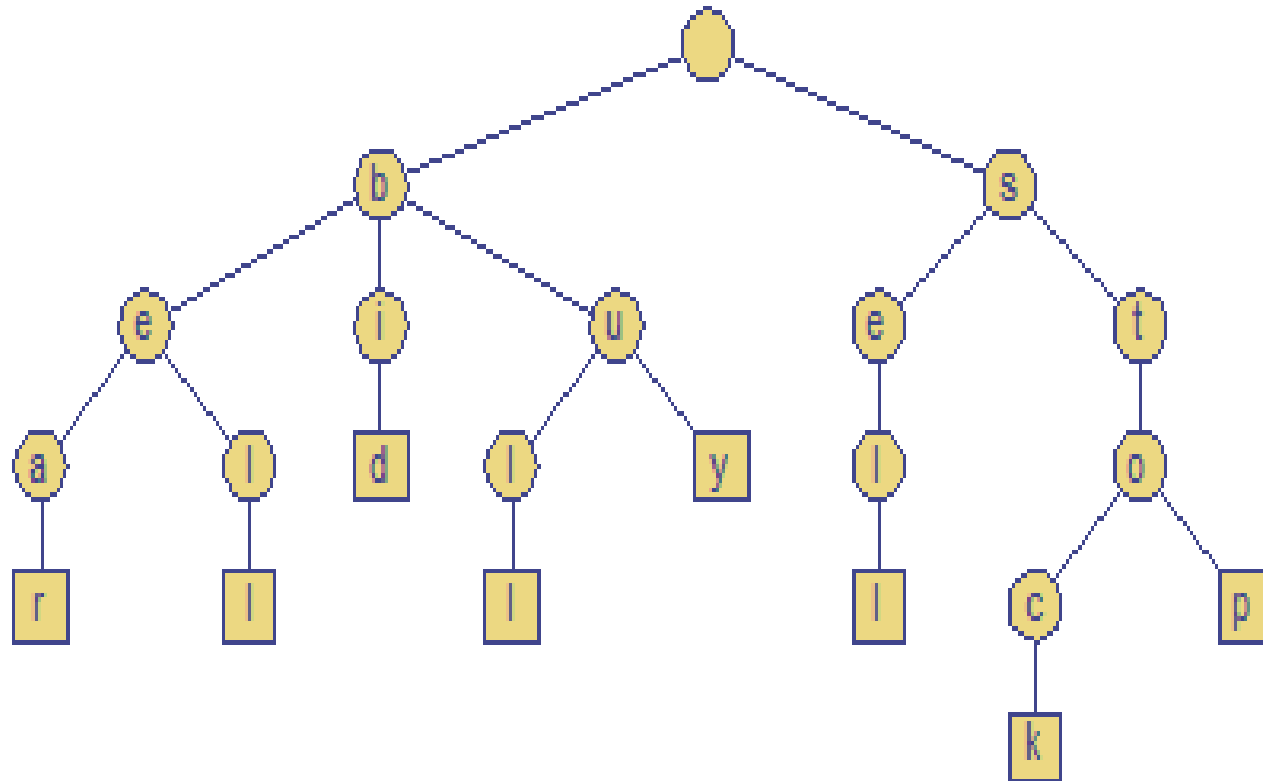
# Applications of a Trie

- Spell checkers.
- Data compression
- Computational biology.
- Routing tables for IP addresses.
- Storing and querying XML documents.
- Associative arrays, associative indexing

# Types of Tries

- Standard trie
- Compressed trie
- Suffix trie
- Patricia trie
- **Standard trie:**
- Let  $S$  be a set of  $s$  strings from alphabet  $\sigma$  such that no string in  $S$  is a prefix of another string. A standard trie for  $S$  is an ordered tree  $T$  with the following properties:
  - Each node of  $T$ , except the root, is labeled with a character of  $\sigma$ .
  - The ordering of children of an internal node of  $T$  is determined by a canonical ordering of the alphabet  $\sigma$ .
  - $T$  has  $s$  external nodes, each associated with a string of  $S$ .

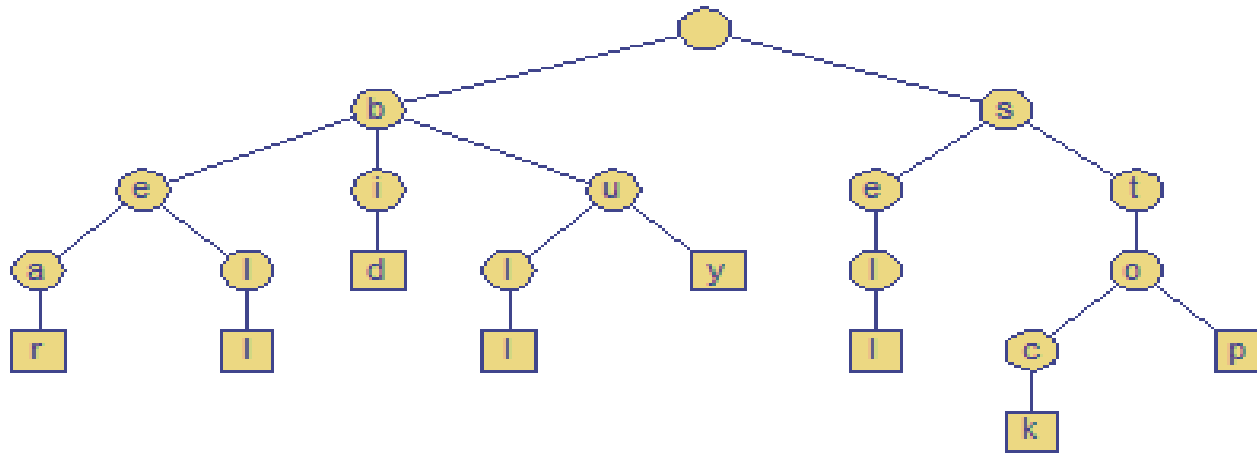
Example: standard trie for the set of strings  $S = \{\text{bear, bell, bid, bull, buy, sell, stock, stop}\}$



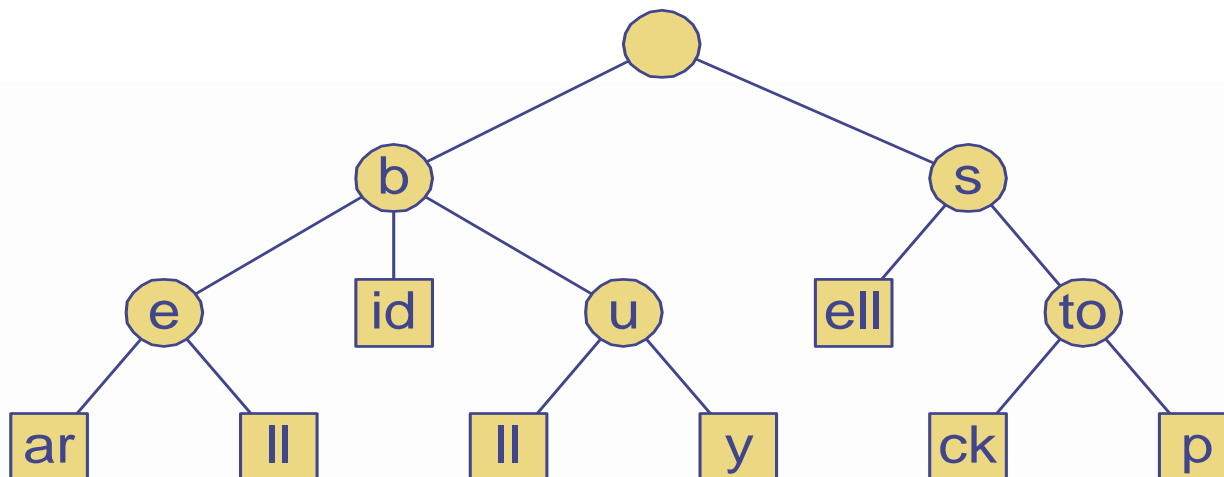
# compressed Trie

- There is potential space inefficiency in the standard trie.
- The compressed trie overcomes this drawback.
- It was introduced by D.R.Morrison in 1968.
- A compressed trie is also similar to a standard trie but it ensures that each internal node in the trie has at least two children.

- Standard Trie



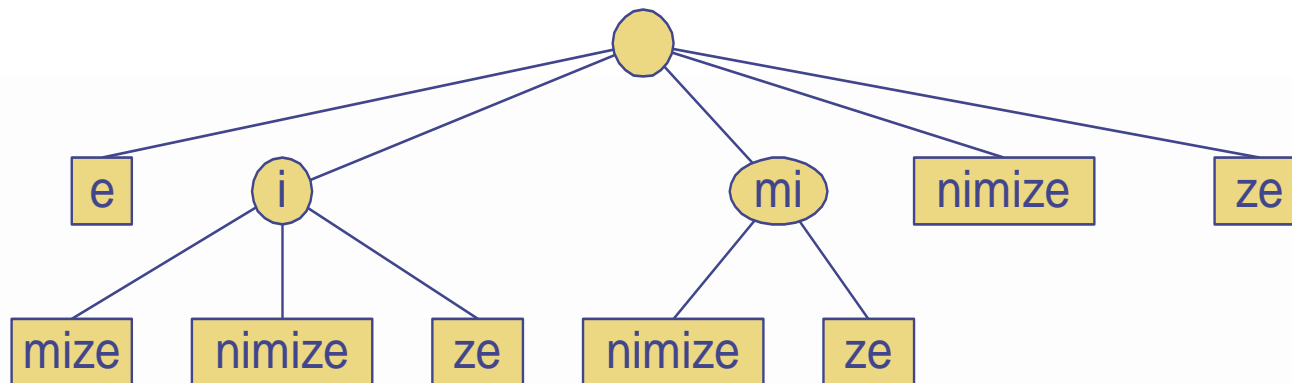
- Compressed Trie





# Suffix Trie

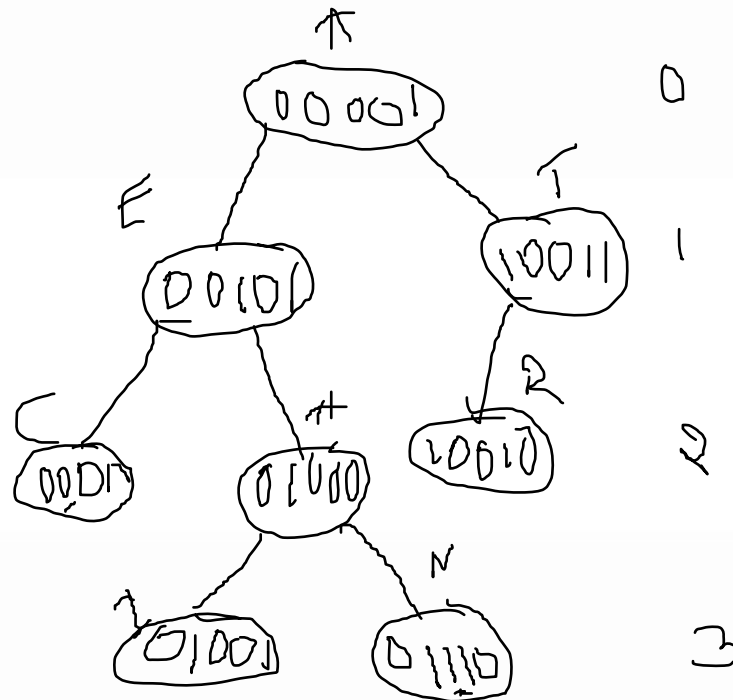
- **Suffix trie:** One of the primary applications for tries is for the case when the strings in the collection  $S$  are all the suffixes of a string  $X$ . Such a trie is called the suffix trie (or suffix tree or position tree).
- For example:  
{e,imize,inimize,ize,minimize,mize,nimize,ze}



# Digital Search Trees

- A Digital Search tree is a binary tree in which each node contains one element
- Every element is attached as a node using the binary representation
- The bits are read from left to right
- All the keys in the left subtree of a node at level  $i$  have bit 0 at  $i$ th position similarly the right subtree of a node at level  $i$  have bit 1 at  $i$ th position.

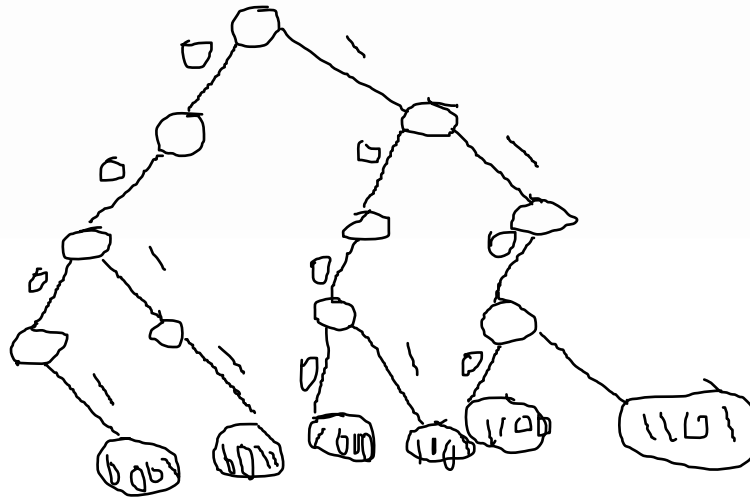
A	T	E	R	C	H	I	N
00001	10011	00101	10010	00011	01000	01001	01110



# Binary Trie

- A Binary trie is a binary tree that has two kinds of nodes
  - Branch nodes
  - Element nodes
- Branch nodes has two fields left child and right child. It has no data member.
- The element node has single data member.

- 0001,0011,1000,1001,1100,1101



# Compressed Binary Trie

- The binary trie may contain branch nodes whose degree is one.
- For creating compressed binary trie, eliminate nodes with degree one.

# Patricia Trie

- The Patricia stands for Practical Algorithm to Retrieve Information Coded in Alphanumeric.
- Building a Patricia trie is quite simple.
- In Patricia trie every node will have bit index.
- This number is written at every node.
- Based on this number the trie will be searched

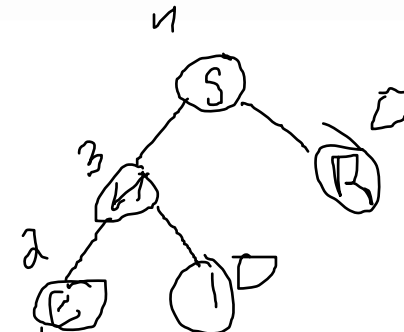
# Patricia Trie

- Index 43210
- A : 00001
- S : 10011
- E : 00101
- R : 10010
- C : 00011
- H : 01000
- I : 01001

Handwritten binary representations for the words in the index:

```

    A: 00001
    S: 10011
    E: 00101
    R: 10010
    C: 00011
    H: 01000
    I: 01001
  
```





# Pattern Matching Algorithms

- **Pattern matching** is the process of checking whether a specific sequence of characters/tokens/data exists among the given data.
- String matching is virtually very essential for computer users.
- While editing the text, the user may want to section the paragraphs, searches for a pattern, replace a pattern.
- This searching not only applied for text patterns but also to molecular biology, where people extract the required patterns from a sequence of DNA.
- There are several pattern matching algorithms available. The following are the essential techniques:
  - Brute Force or Straight forward algorithm
  - Knuth-Moris-Pratt algorithm
  - Boyer Moore Algorithm

# Brute Force algorithm

- It is a simple approach
- The comparison starts at the first characters of text T and pattern P.
- If they match, comparison starts at second character and the process would continue till all the characters in the pattern matches in the text or to the end of the text.

• Example: Text: abbabbabb

• Pattern: bab



$O(nm)$

abbaddabb  
bab

$i = 4$   
 $j = 0$

$i = 7$   
 $j = 0$

$i =$

$j = m - m$

# Boyer Moore Algorithm

- This algorithm searches for a pattern in quite a different way compare to brute force algorithms.
- The main idea of the BM algorithm is to improve the running time of the Brute-Force algorithm by adding two potentially time saving heuristics:
- **Looking-Glass heuristic:** when testing a possible placement of P against T, begin the comparisons from the end of P and move backward to the front of P.
- **Character-Jump heuristic:** During the testing of a possible placement of P against T, a mismatch of text character  $T[i] = c$  with the corresponding patter character  $P[j]$  is handled as follows:
- If c is not contained in the pattern P, shift the pattern beyond the position of mismatch in T otherwise move to the last occurrence of the c in the pattern.

X	Y	X	Z	X	Y
---	---	---	---	---	---

[illegible]

$$\text{isok}(\text{p} \cdot \text{check}(i)) = i$$

# Knuth Morris Pratt Algorithm

- In Brute Force and Boyer Moore Algorithms, when the mismatch occurs it simple through away the information and restart the comparison for another set of characters from the text.
- Thus again and again with the next incremental position of text the characters from pattern are matched.
- This ultimately reduces the efficiency of pattern matching algorithms.

# Knuth Morris Pratt Algorithm

- The main aim of KMP is to avoid the repeated comparisons of characters.
- The basic idea behind this algorithm is to build a prefix array which is also called  $\pi$  array. (or LPS)
- This prefix array is built using the prefix and suffix information of the pattern.
- Overlapping prefix and suffix is used in KMP.

# Knuth Morris Pratt Algorithm

- Consider the pattern abadab
- Initially put 0 in 0<sup>th</sup> location of prefix array

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,

0	1	2	3	4	5
a	b	a	d	a	b

prefix:ε,

suffix:ε,



# Knuth Morris Pratt Algorithm

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

ababada

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6
a	b	a	b	a	d	a

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6
a	b	a	b	a	d	a
0	1	2	3	0	1	

prefix:ε,

suffix:ε,

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
b	a	d	b	a	b	a	b	a	b	a	d	a	a	b

a	b	a	b	a	d	a
0	1	2	3	4	5	6