

Tries

Data and File Structures Laboratory

<http://www.isical.ac.in/~dfslab/2018/index.html>

Problem

Determine whether there are any duplicates in a given list of N binary strings (i.e., strings consisting of 0s and 1s only). Note that the strings are too long to be stored as integers.

Motivation

Problem

Determine whether there are any duplicates in a given list of N binary strings (i.e., strings consisting of 0s and 1s only). Note that the strings are too long to be stored as integers.

Problem

Repeat the above problem, but assume that the strings consist of 0s, 1s and 2s only.

Implementation

```
#define NUM_SYMS 26
```

```
typedef unsigned int TRIE_NODE[NUM_SYMS + 1];
```

```
unsigned int max_nodes, num_nodes;  
TRIE_NODE *trie;
```

The last field stores how many times this string has occurred as a complete word.

`trie, num_nodes, max_nodes` are global variables in the following code.

Implementation: init_trie

```
int init_trie()
{
    max_nodes = 10000;
    if (NULL == (trie = (TRIE_NODE *) calloc(max_nodes, sizeof(TRIE_NODE))))
        ERR_MESG("init-trie: out of memory\n");
    num_nodes = 1;
    return 0;
}
```

Implementation: insert_node

```
int insert_node()
{
    if (num_nodes == max_nodes) {
        max_nodes *= 2;
        if (NULL == (trie = Realloc(trie, max_nodes, TRIE_NODE)))
            ERR_MESG("insert-node: out of memory\n");
        bzero((void *) (trie + num_nodes), num_nodes * sizeof(TRIE_NODE));
    }
    num_nodes++;
    return num_nodes - 1;
}
```

Implementation: insert_string I

```
int insert_string(char *s)
{
    unsigned int index = 0;
    int c, new_index;

    while (*s) {
        c = *s;
        if (c >= 'A' && c <= 'Z')
            c = 'a' + c - 'A';
        if (c >= 'a' && c <= 'z') {
            c = c - 'a';
            if (trie[index][c] != 0)
                /* just follow the pointer */
                index = trie[index][c];
            else {
```

Implementation: insert_string II

```
        /* need new node */
        if (UNDEF == (new_index = insert_node()))
            return UNDEF;
        index = trie[index][c] = new_index;
    }
}
else
    fprintf(stderr, "Unexpected character %d\n",
c);
    s++;
}
trie[index][NUM_SYMS]++;

return 0;
}
```


Other trie operations

- Searching: similar to insertion
- Deletion: find the leaf node corresponding to the string, and set value (e.g., frequency) to NULL / 0
- Enumeration: similar to pre-order traversal

- Search hit: linear in length of string
- Search miss: usually sub-linear
- Space: depends on whether many strings share a common prefix

- For tries that don't change (e.g., dictionaries)

```
1  if (NULL == (fp = fopen("dict.h", "w")))
2      ERR_MESG("make-dict: error opening output file\n");
3  fprintf(fp, "#include \"trie.h\"\n\nTRIE_NODE dict[] = {\n");
4  for (i = 0; i < num_nodes; i++) {
5      fprintf(fp, "    { ");
6      for (j = 0; j < NUM_SYMS + 1; j++)
7          fprintf(fp, "%u, ", trie[i][j]);
8      fprintf(fp, "},\n");
9  }
10 fprintf(fp, "};\n");
11 fclose(fp);
```

Persistent tries

```
#include "trie.h"
```

```
TRIE_NODE dict[] = {  
    { 1, 2695, 5429, 8565, 10135, 11370, 12397, 14016, 15784, 16439, 17334,  
      18692, 20363, 23617, 24742, 25516, 27617, 27774, 29282, 32524, 34362,  
      34671, 35389, 36448, 36548, 36892, 0, },  
    { 3, 5, 9, 221, 336, 387, 426, 496, 14, 549, 553, 582, 19, 1261, 21, 1666,  
      1764, 1795, 2, 30, 2423, 2573, 35, 2624, 2627, 39, 2, },  
    { 2153, 43985, 24, 0, 44065, 0, 2162, 2166, 2218, 0, 44114, 28, 2230, 0,  
      2234, 2237, 2251, 0, 2256, 2276, 2309, 0, 2315, 0, 44635, 0, 3, },  
    { 0, 0, 43, 0, 0, 0, 0, 0, 0, 0, 0, 0, 47, 0, 0, 0, 0, 0, 53, 4, 0, 0, 0, 0,  
      0, 0, 0, 0, },  
    { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,  
      0, 0, 1, },  
    ...  
}
```

What if the alphabet is large?

```
typedef struct {  
    AVL_TREE alphabet;  
    int count;  
} TRIE_NODE;
```

```
typedef struct {  
    unsigned long max_nodes, num_nodes;  
    TRIE_NODE *trie;  
} TRIEPP;
```

Problem

Given a sequence of characters $a_1 a_2 \dots a_N$, a character n -gram is defined as any sequence $a_i a_{i+1} a_{i+2} \dots a_{i+n-1}$ where $n > 0$ and $1 \leq i \leq M - n + 1$. Write a program to find the frequency of the most frequent n -gram in a given text that consists *only of lower case letters*. The value of n and the text will be given to you as inputs. You may assume that the input consists of lower case letters, blanks and newlines only.