

# Search

Radix search trie (RST)

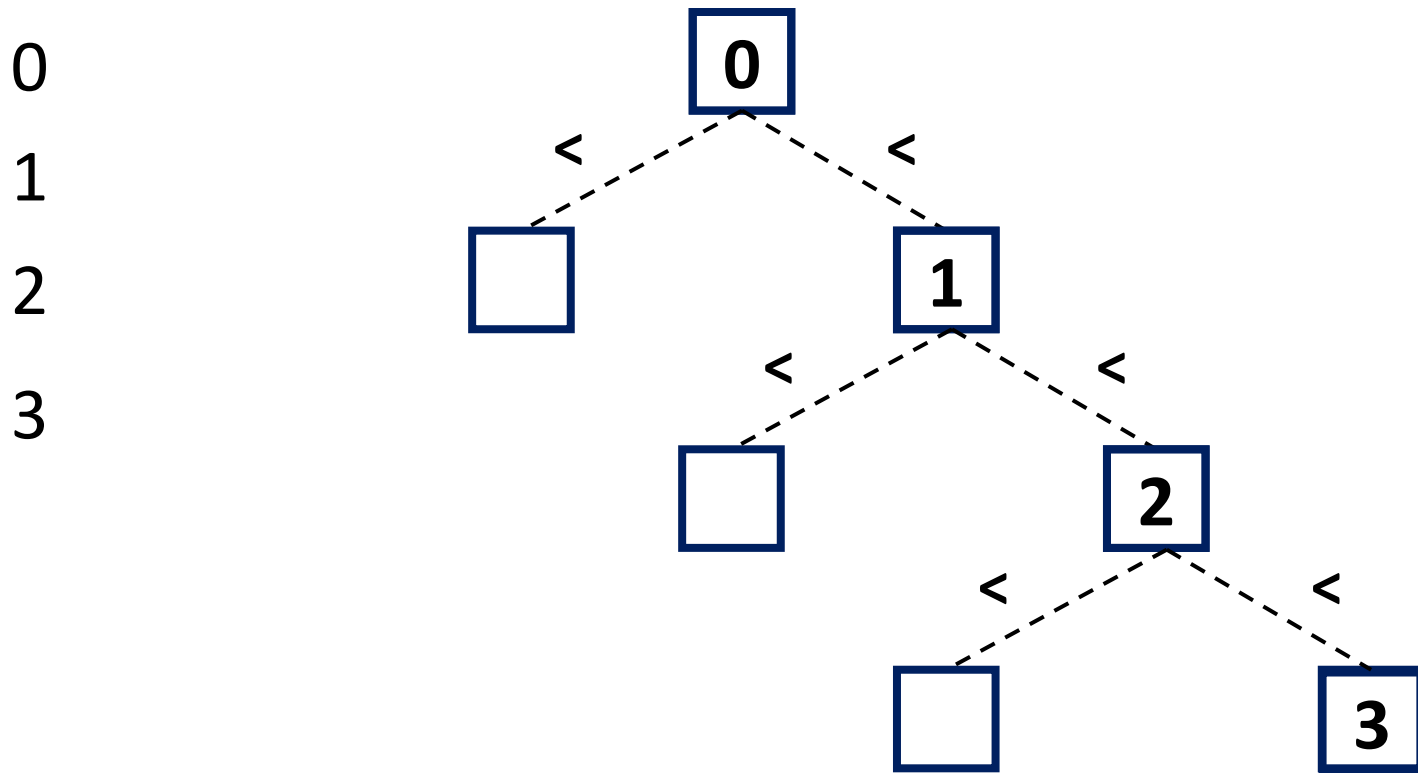
R-way trie (RT)

De la Briandias trie (DLB)

# Binary search tree (BST)

- Left branch is less than
- Right branch is larger than

# Create BST (with 0, 1, 2, 3 in order)



Can we do better?

# Radix search trie

- Using binary representation of each value, and not the value itself (like in BST)
- Create an RST with 0, 1, 2, 3 (in order)

# Create RST

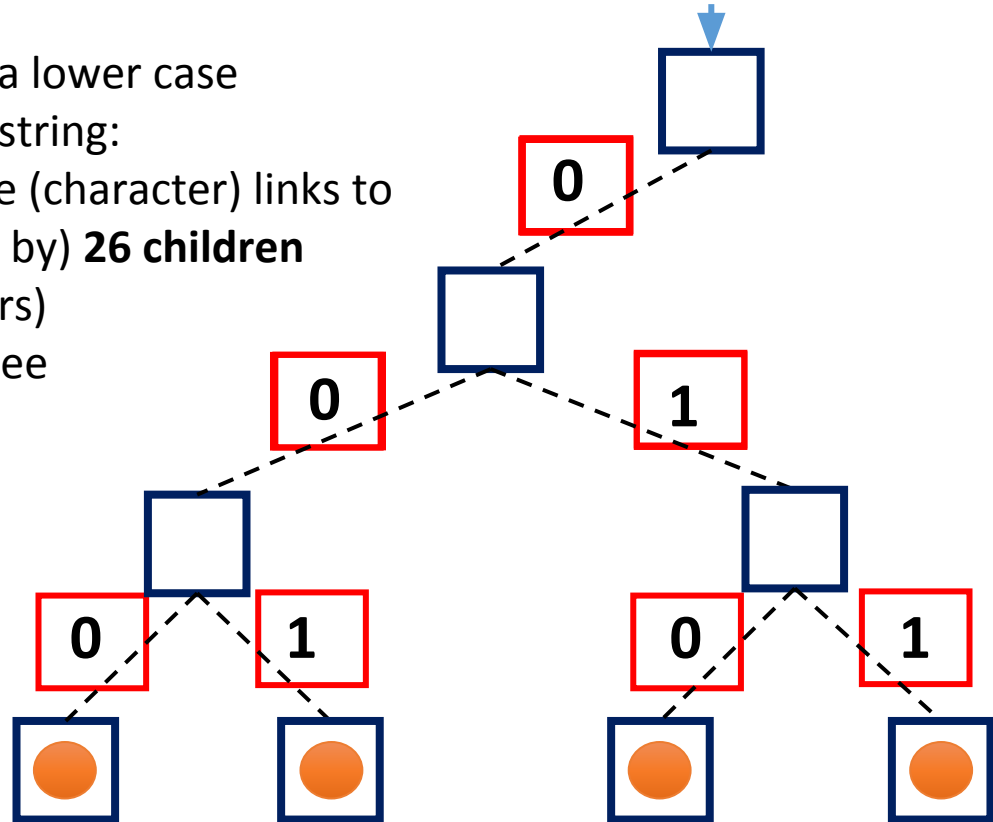
“binary” or 2-way tree  
each node links to 2 children

Key Value

000	0
001	1
010	2
011	3

Consider a lower case  
alphabet string:  
each node (character) links to  
(followed by) **26 children**  
(characters)  
**26**-way tree

Binary  
representation

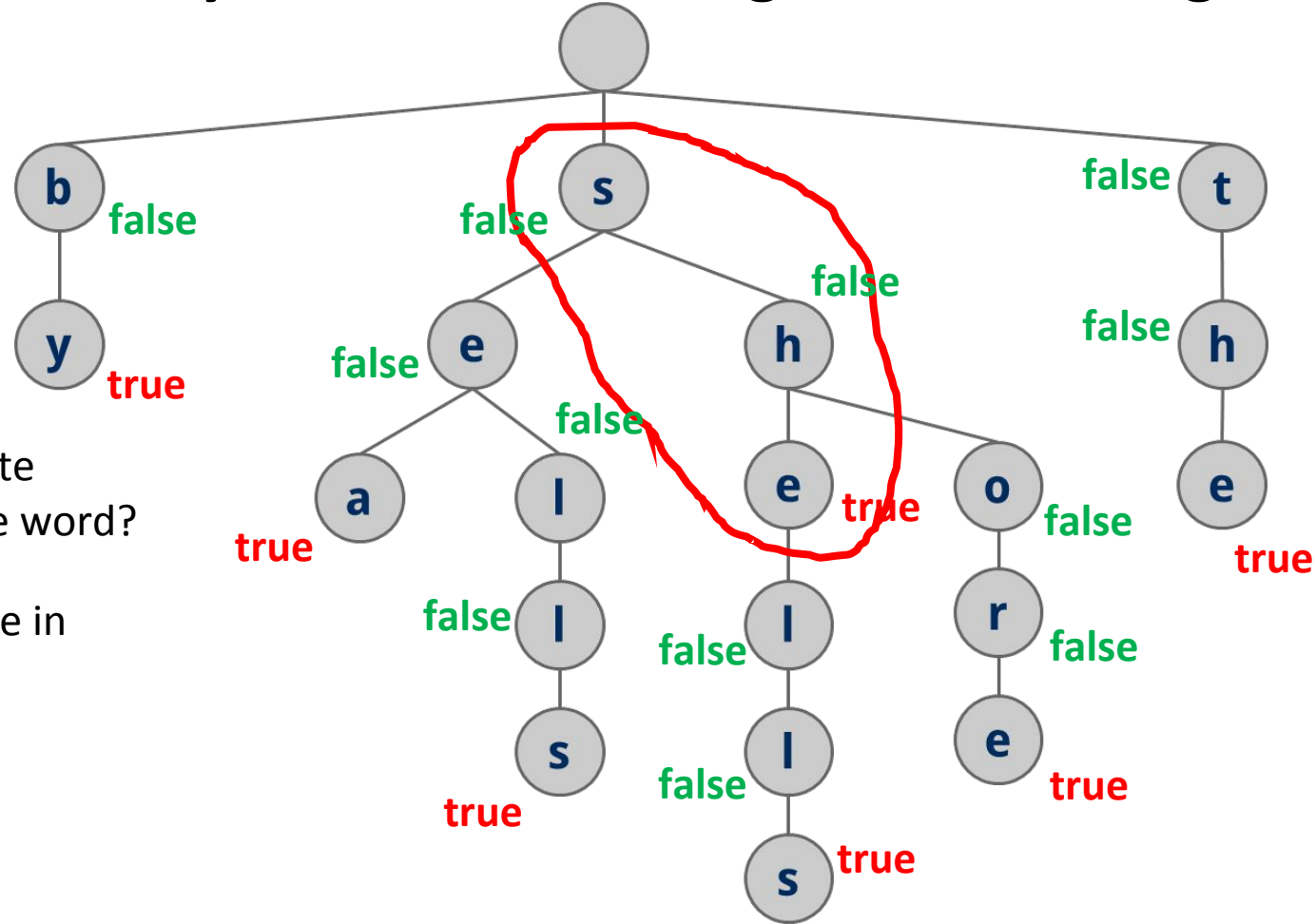


**Worst case is bound by the binary representation length, not by the number of elements as in the BST**

Can it be applied  
to strings?

# R-way trie (lecture example)

Worst case bounds by the character length of the string



How can we indicate  
“she” is a complete word?

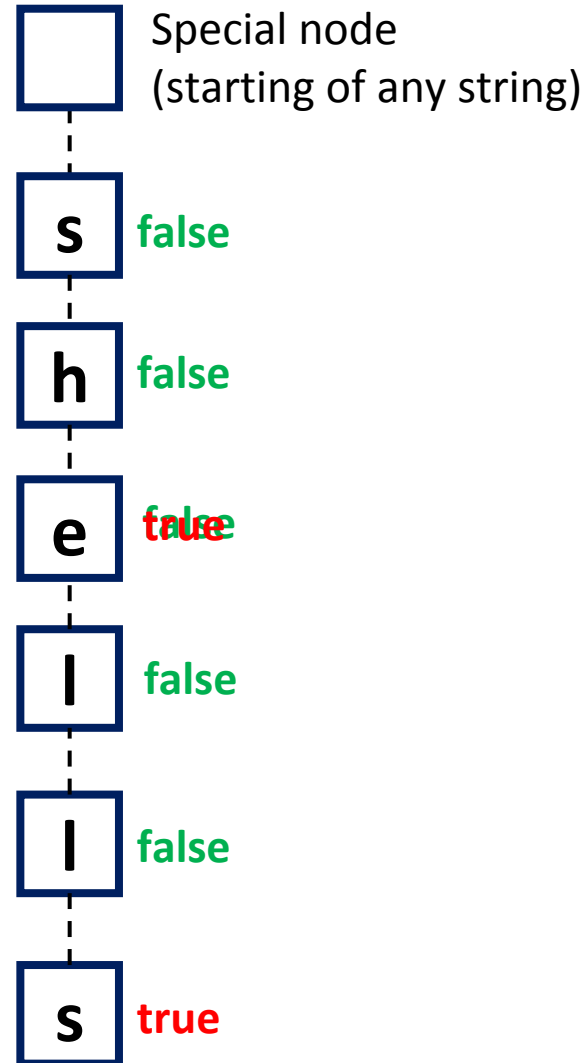
Using a flag variable in  
each node?

# Create R-way trie

- shells, she

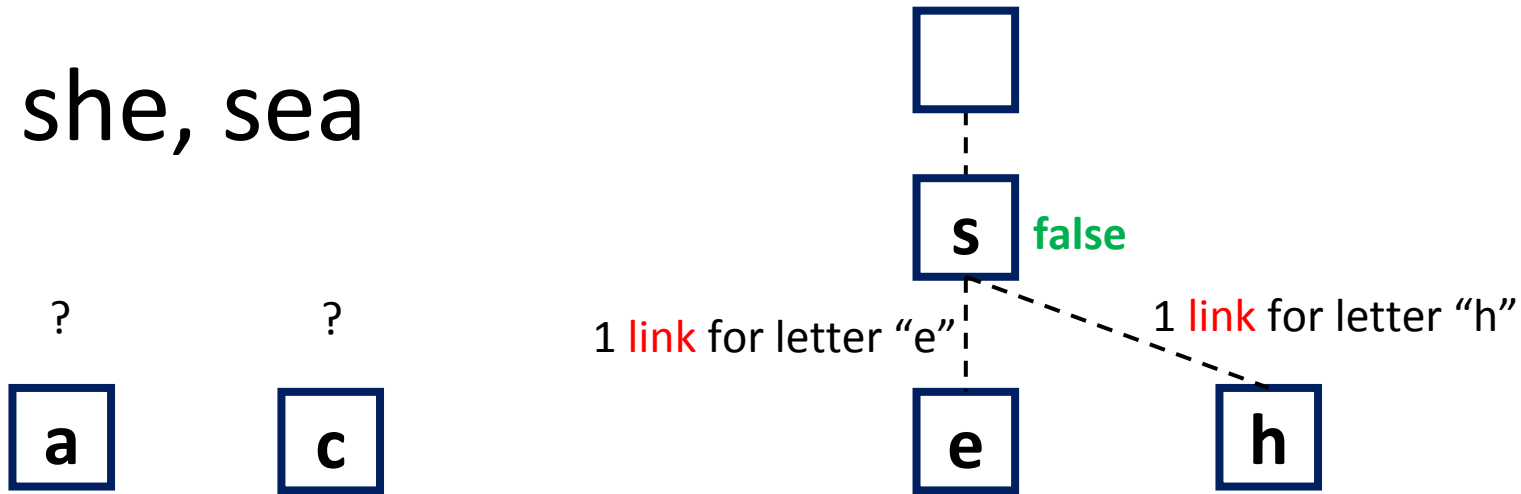
s h e l l s

Is this approach  
good?



# The ugly truth

she, sea



1 node = 26 **links** + 1 **flag** variable

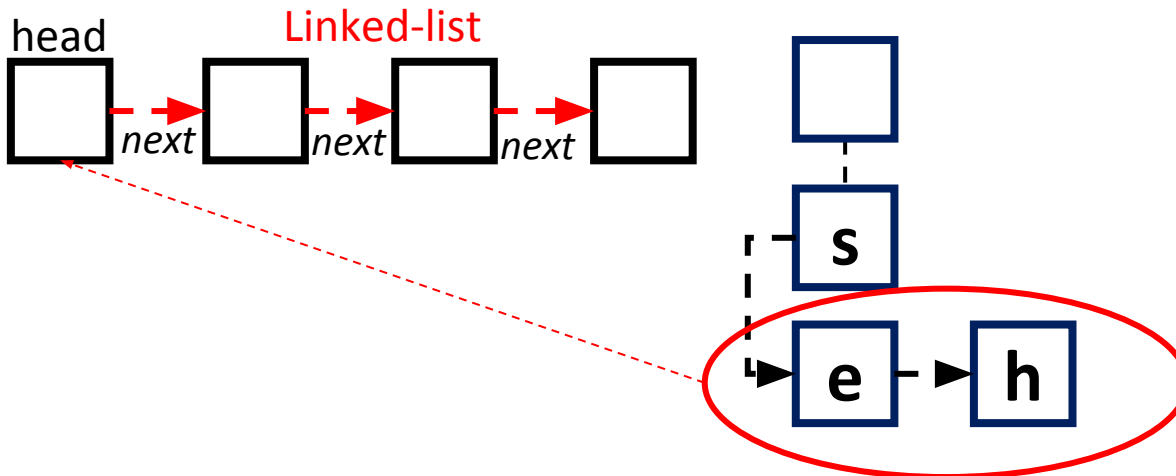
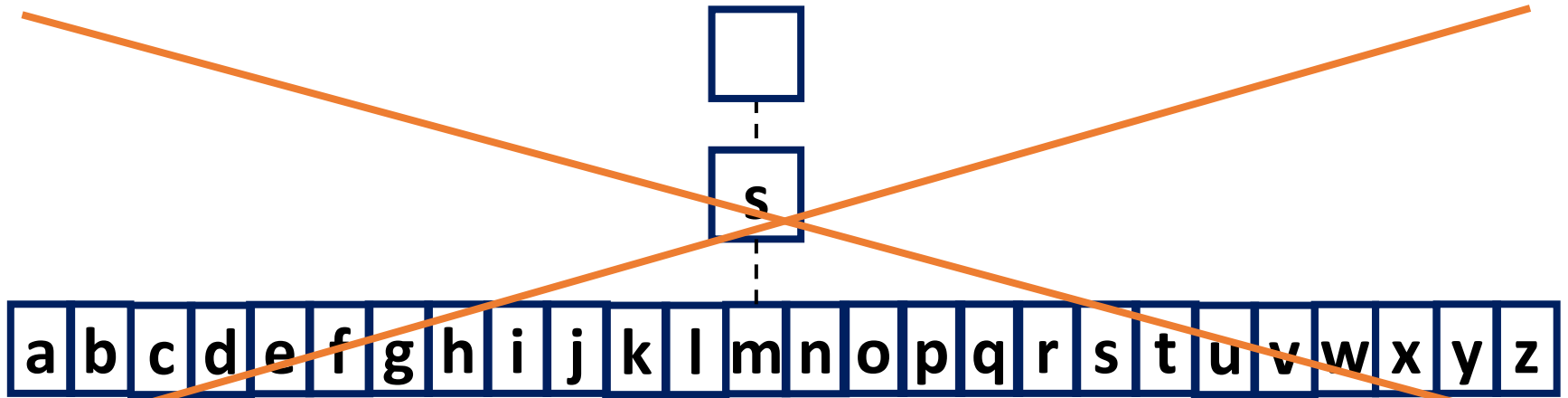
*The same prefix? Impossible combinations?*

Can we do it  
better?



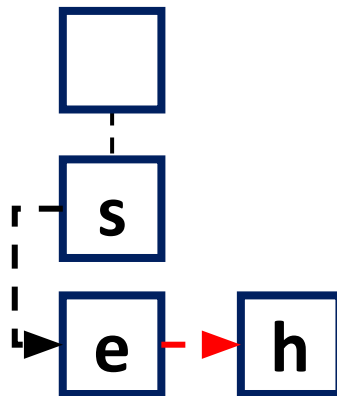
# De la Briandais (DLB)

- Replace the fixed link array by a flexible linked list



# Trade off

- Save a lot of space, especially when the real case has sparse strings
- Increase searching time. Why?
  - R-way trie: Directly go to a child in the **array**
  - DLB: linearly go the child in the linked list

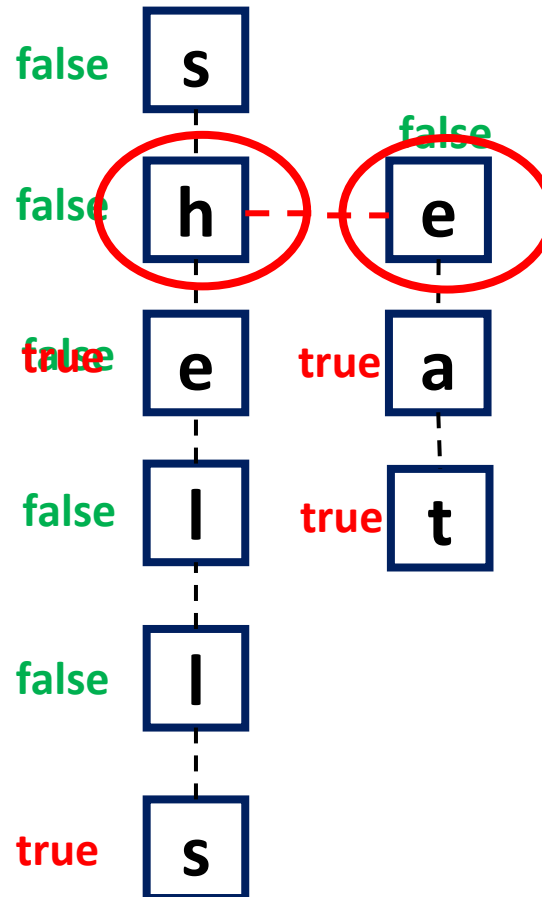


# Create a DLB

- shells, she, sea, seat

s h e l l s

s e a t



# Delete a word in DLB

shells

sea

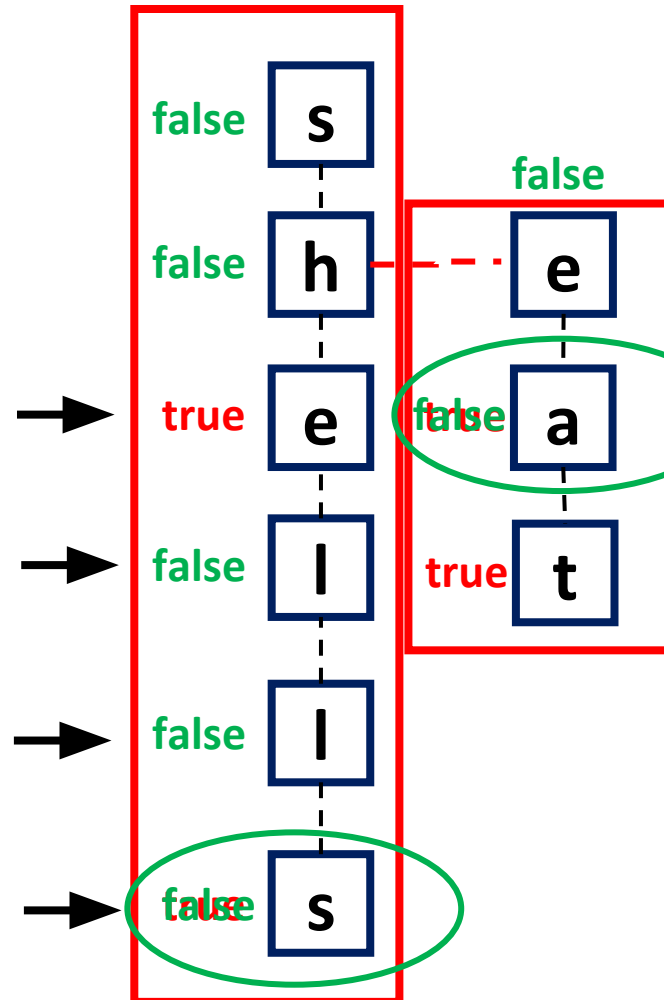
If the path does not belong to other words, remove. Otherwise, leave it alone.

A true node  
*stop*

False, no children  
*delete*

False, no children  
*delete*

Change to false  
no children: *delete*

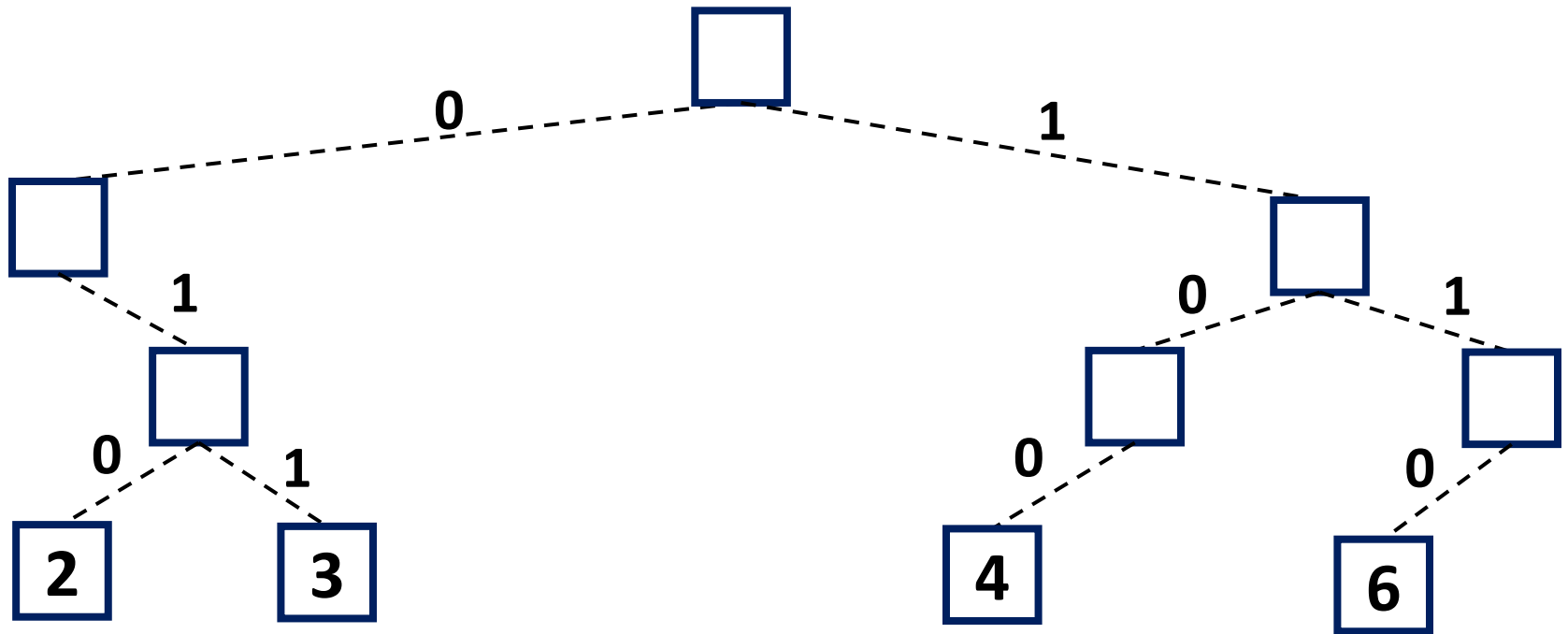


Change to false,  
has a child  
*stop*

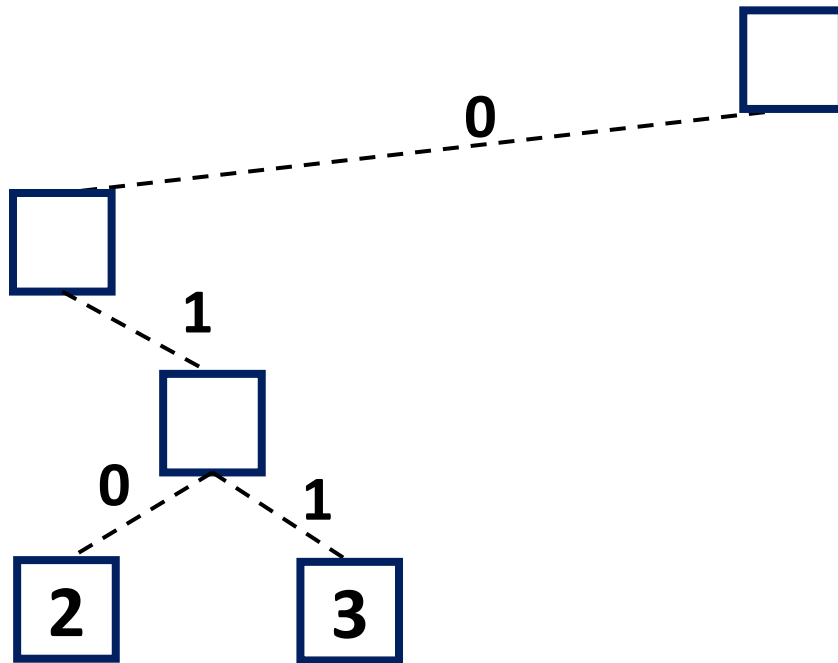
# Exercises (on paper)

- RST:
  - Create a tree for: 2, 3, 4, 6
  - Delete values: 4, 6
- DLB:
  - Create a tree for: baby, bad, bank, box, dad, dance
  - Delete words: bad, bank, dance

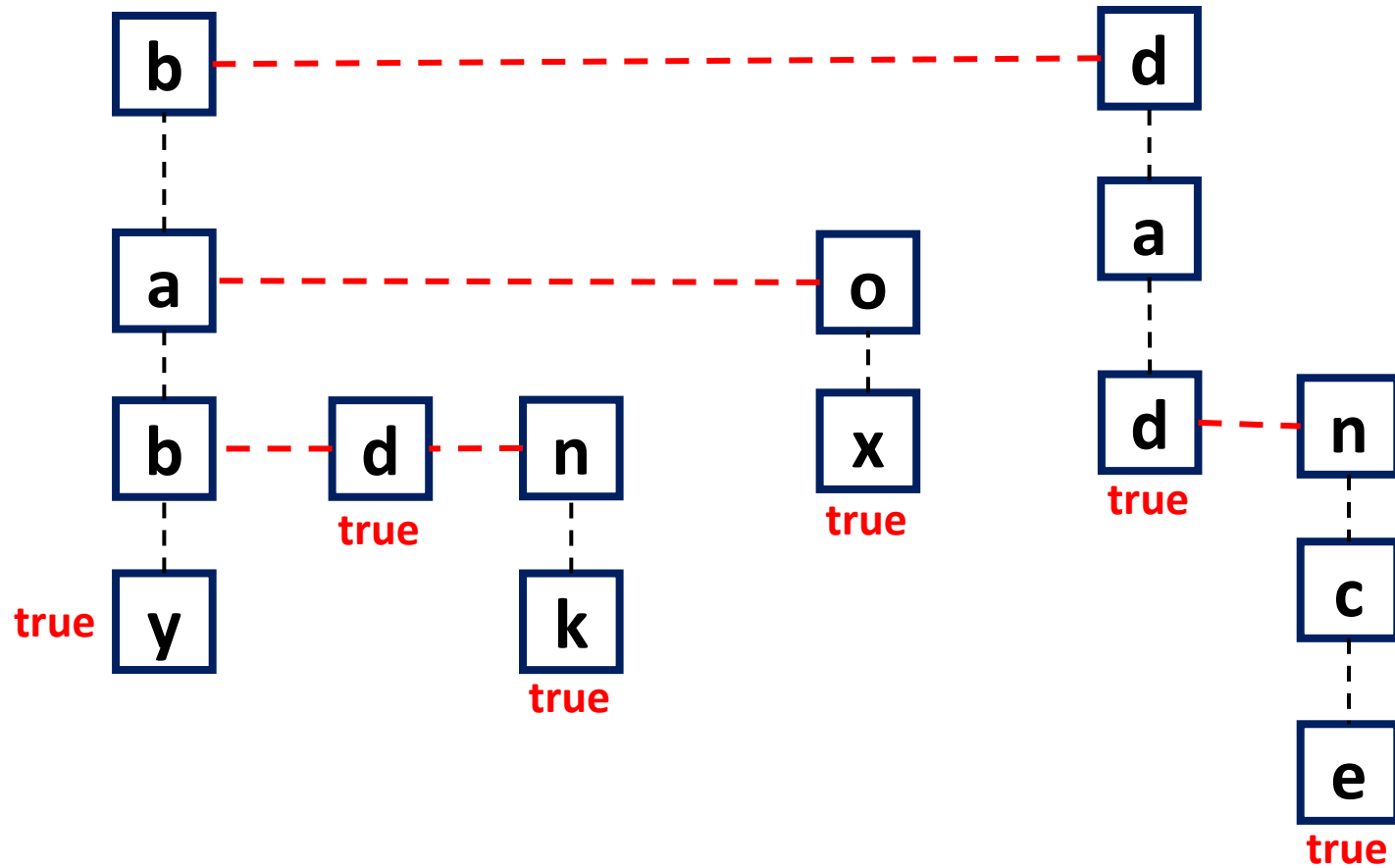
# Exercises RST (creation)



# Exercises RST (deletion)

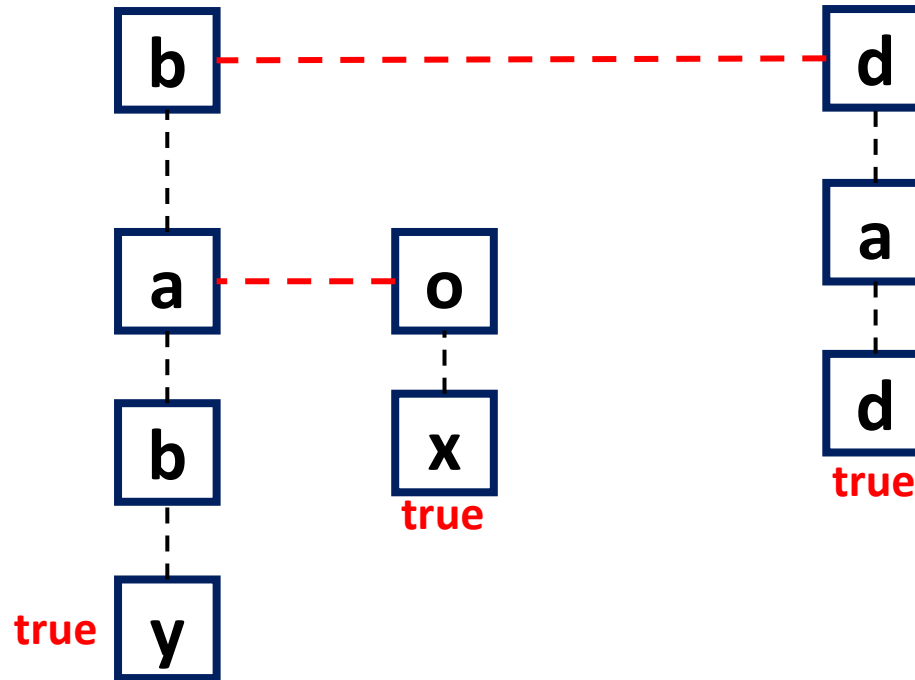


# Exercise DLB (creation)

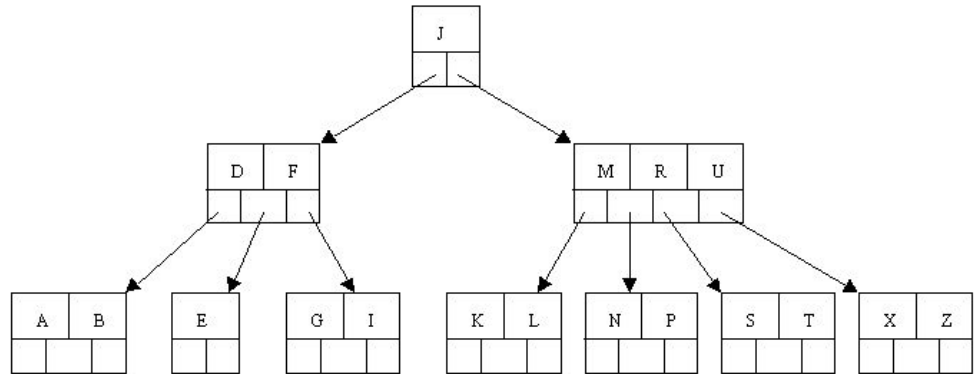




# Exercise DLB (deletion)



# B-Tree



- **Self-balancing** tree data structure that keeps data **sorted** and allows searches, sequential access, insertions, and deletions in **logarithmic time**.
- Each node can have **more** than two children
- **Max Degree** defines max number of children each node can have

# B-Tree Insertion

1. Find the node to insert (starting from the root)
2. If there is room in the node, just insert in that node
3. Otherwise the node is full, evenly split it into two nodes so:
  1. A single median is chosen from among the leaf's elements and the new element.
  2. Values less than the median are put in the new left node and values greater than the median are put in the new right node, with the median acting as a separation value.
  3. The separation value is inserted in the node's parent, which may cause it to be split, and so on. If the node has no parent (i.e., the node was the root), create a new root above this node (increasing the height of the tree).

# B-Tree Deletion

## 1. Find and delete the value

- i. If the value is not in a leaf node, you need to find a replacement...

## 2. Rebalance the tree

- i. Is there a sibling node with more than minimum keys?

- 1. If so rotate right/left accordingly

- ii. If not, need to merge with the left or right sibling

# B-Tree Example

<https://www.cs.usfca.edu/~galles/visualization/BTree.html>

Inserts:

77 33 11 99 88 44 22 66 15 50 60 63 64 100

Deletions:

99 77 50 33 44 64 66