

6. March, 2008

## Digital search [Radix search].

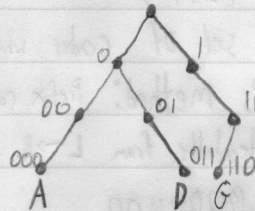
Simplest case: Each key has fixed length ( $\ell$ ) in bits

Ex.	Key	Representation
	A	000
	B	001
	C	010
	D	011
	E	100
	F	101
	G	110
	H	111

(Binary)

Naive Trie [Uncompacted trie] representing  $\{A, D, G\}$

$\cdot \wedge (\neq \text{null}) \Rightarrow$  null trie, otherwise a trie whose left subtree



- Can be viewed as DFA
- Start @ root, left if 0, right if 1
- ↳ accept iff end @ node.

• Searching:

member(Trie  $t$ , key  $k$ ) //  $k \in t$ ?  $k := k_0 k_1 \dots k_{\ell-1}$   
 return m\_helper( $t, k, 0$ );

m\_helper(Trie  $t$ , key  $k$ , int  $i$ ) { //  $i$  is depth in trie  
 if ( $i == \ell$ ) return true; //  $\ell == \text{depth}$  : using fixed length.  
 // if we got to bottom, found key.

if ( $t == \text{null}$ ) return false;  
 if ( $k_i == 0$ ) return m\_helper( $t, \text{left}, k, i+1$ );  
 else return m\_helper( $t, \text{right}, k, i+1$ );

• Insertion: Traverse tree, take path defined by key building  $[1, \ell]$  nodes along the way by filling in path as necessary.

insert(Trie  $t$ , key  $k$ ) return i\_helper( $t, k, 0$ );

i\_helper(Trie  $t$ , key  $k$ , int  $i$ ) {  
 if ( $i == \ell$ ) return  $t$ ;  
 if ( $t == \text{null}$ )  $r = \text{new Trie}(\text{NULL}, \text{NULL})$ ;  
 else  $r = t$ ;

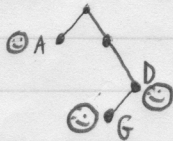
if ( $k_i == 0$ ) return i\_helper( $r, \text{left}, k, i+1$ );  
 else return i\_helper( $r, \text{right}, k, i+1$ );

• Deletion: Delete node corresponding to key, then delete parents that don't have children. (When recursing up delete yourself if you have no children)

## Variants on the Naive Binary Trie:

① Variable-length codes for keys

•  $A=0, B=1, C=10$ , etc.



• Need to mark nodes corresp. to members (use ☺)

↳ Node representation 

left	right	☺/☹
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• Searching:

m\_helper( $t, k, i$ ) {  
 if ( $t == \text{null}$ ) return false;  
 if ( $i == |k|$ ) return  $t$  ☺;  
 if ( $k_i == 0$ ) return m\_helper( $t, \text{left}, k, i+1$ );  
 else return m\_helper( $t, \text{right}, k, i+1$ );

i\_helper( $t, k, i$ ) {  
 if ( $t == \text{null}$ )  $r = \text{new Trie}(\text{NULL}, \text{NULL}, \text{☹})$ ;  
 else  $r = t$ ;  
 if ( $i == |k|$ )  $t$  ☺ = true;  
 if ( $k_i == 0$ ) return i\_helper( $r, \text{left}, k, i+1$ );  
 else return i\_helper( $r, \text{right}, k, i+1$ );

## Prefix codes [Prefix-free codes]

• String coding for keys  $\ni$  NO key a prefix for another.

• Ex. 

A	01
B	001
C	000
D	100
E	1010
F	1011

} Not an intuitive representation, most codes not prefix codes.

• Same as set of codes where  $\text{☺}$  only @ leaves, never interior.

• Huffman's method: Prefix code  $\rightarrow$  minimal expected search time in a Naive Binary Tree

• Uniquely decodable from L  $\rightarrow$  R

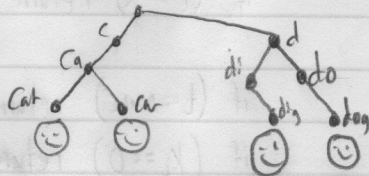
$\hookrightarrow$  ex.  $\frac{00001100}{C \quad A \quad D}$

Data compression: Find sequence of bits that encodes sequence of keys  
 Minimize  $E(\text{length})$  per key with assumption that keys have fixed, indep. probabilities

## Non-binary Tries:

• Keys are strings from a finite alphabet.

• Ex,  $\Sigma = a-z$ , {cat, car, dog, dog}



• Instead of just 2 children, have  $|\Sigma|$  children

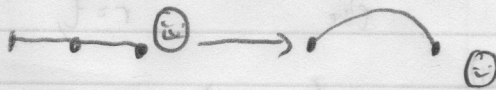
## Other variants:

Slightly compacted tries = Trie<sub>N+</sub>

More compacted tries = Patricia tries

Patricia tries can also refer to something else (a complex representation)

Slightly compacted: Compress a chain of unhappy nodes leading to a leaf.



Patricia compression: All unhappy chains compressed (replaced by 1 edge)

Only unhappy nodes are nodes leads to  $\neq$  happy ☹

