

# 5.2 Tries



- ▶ R-way tries
- ▶ ternary search tries
- ▶ string symbol table API

### Review: summary of the performance of symbol-table implementations

Frequency of operations.

implementation	typical case			ordered operations	operations on keys
	search	insert	delete		
red-black BST	$1.00 \lg N$	$1.00 \lg N$	$1.00 \lg N$	yes	<code>compareTo()</code>
hashing	$1^\dagger$	$1^\dagger$	$1^\dagger$	no	<code>equals()</code> <code>hashCode()</code>

† under uniform hashing assumption

- Q. Can we do better?
- A. Yes, if we can avoid examining the entire key, as with string sorting.

### String symbol table basic API

String symbol table. Symbol table specialized to string keys.

```
public class StringST<Value>
{
    StringST() create an empty symbol table
    void put(String key, Value val) put key-value pair into the symbol table
    Value get(String key) return value paired with given key
    boolean contains(String key) is there a value paired with the given key?
}
```

Goal. Faster than hashing, more flexible than binary search trees.

### String symbol table implementations cost summary

implementation	character accesses (typical case)				dedup	
	search hit	search miss	insert	space (references)	moby.txt	actors.txt
red-black BST	$L + c \lg^2 N$	$c \lg^2 N$	$c \lg^2 N$	$4N$	1.40	97.4
hashing	$L$	$L$	$L$	$4N$ to $16N$	0.76	40.6

file	size	words	distinct
moby.txt	1.2 MB	210 K	32 K
actors.txt	82 MB	11.4 M	900 K

Parameters

- N = number of strings
- L = length of string
- R = radix

Challenge. Efficient performance for string keys.

- ▶ R-way tries
- ▶ ternary search tries
- ▶ string symbol table API

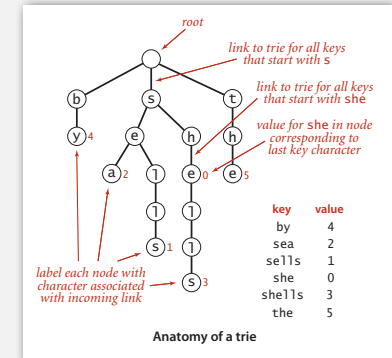
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## Tries

**Tries.** [from *retrieval*, but pronounced "try"]

- Store characters and values in nodes (not keys).
- Each node has *R* children, one for each possible character.
- For now, we do not draw null links.

**Ex.** she sells sea shells by the

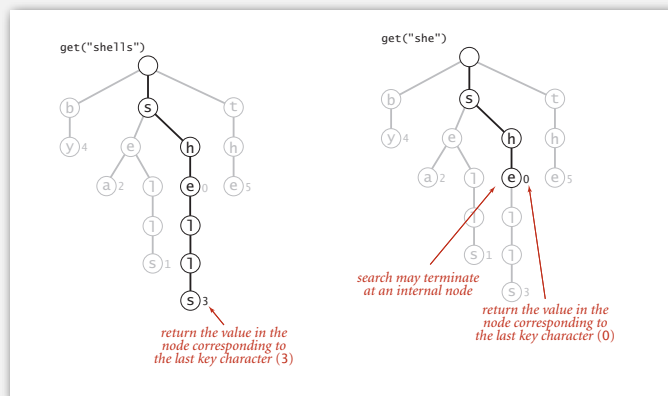


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## Search in a trie

Follow links corresponding to each character in the key.

- **Search hit:** node where search ends has a non-null value.
- **Search miss:** reach a null link or node where search ends has null value.

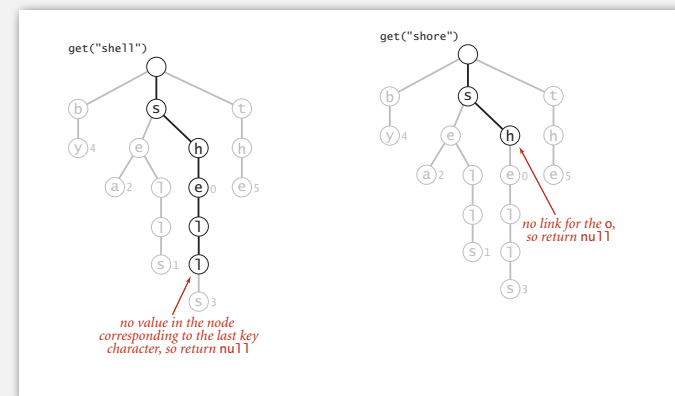


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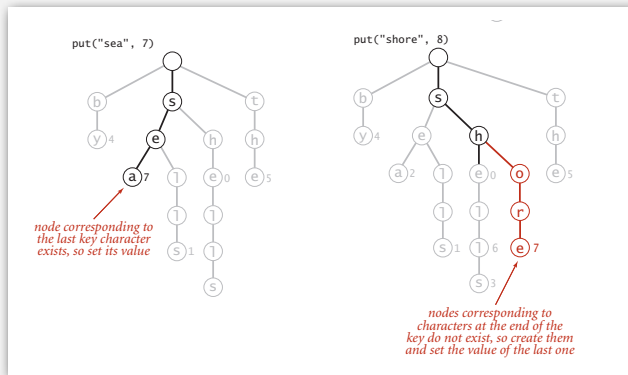


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## Insertion into a trie

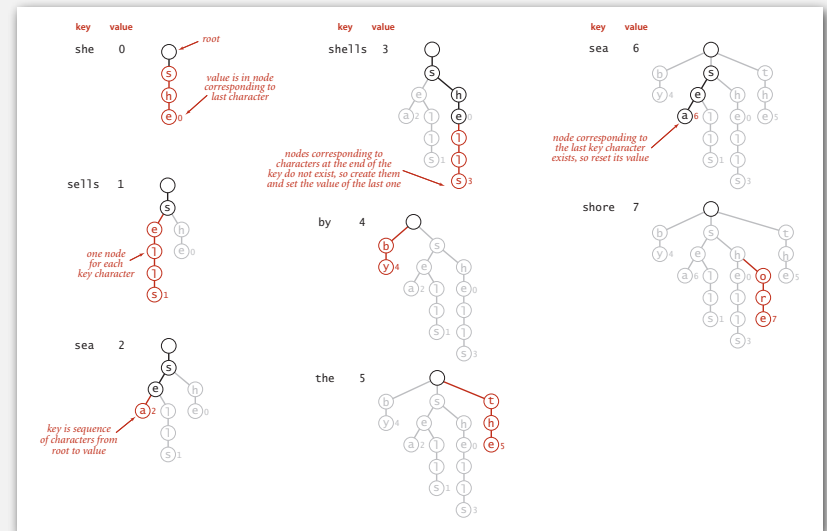
Follow links corresponding to each character in the key.

- Encounter a null link: create new node.
- Encounter the last character of the key: set value in that node.



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## Trie construction example



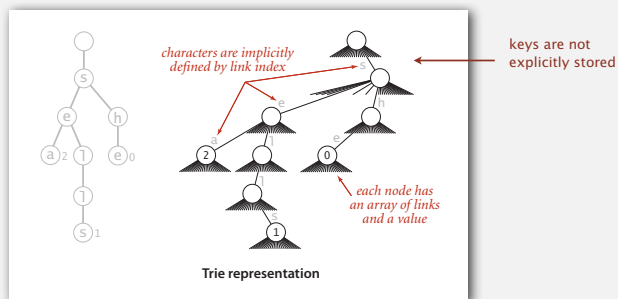
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## Trie representation: Java implementation

**Node.** A value, plus references to  $R$  nodes.

```
private static class Node
{
    private Object value;
    private Node[] next = new Node[R];
}
```

use Object instead of value since no generic array creation in Java



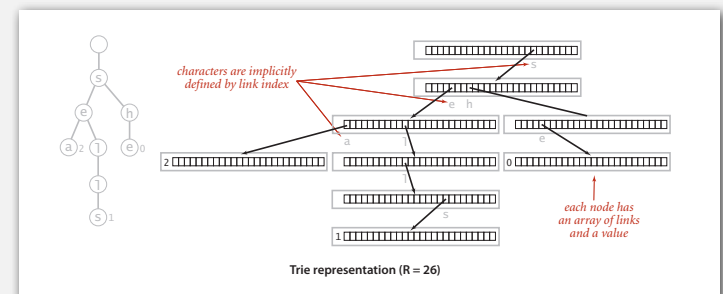
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## Trie representation: Java implementation

**Node.** A value, plus references to  $R$  nodes.

```
private static class Node
{
    private Object value;
    private Node[] next = new Node[R];
}
```

use Object instead of value since no generic array creation in Java



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## R-way trie: Java implementation

```

public class TrieST<Value>
{
    private static final int R = 256; ← extended ASCII
    private Node root;

    private static class Node
    { /* see previous slide */ }

    public void put(String key, Value val)
    { root = put(root, key, val, 0); }

    private Node put(Node x, String key, Value val, int d)
    {
        if (x == null) x = new Node();
        if (d == key.length()) { x.val = val; return x; }
        char c = key.charAt(d);
        x.next[c] = put(x.next[c], key, val, d+1);
        return x;
    }
}

```

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## R-way trie: Java implementation (continued)

```

public boolean contains(String key)
{ return get(key) != null; }

public Value get(String key)
{
    Node x = get(root, key, 0);
    if (x == null) return null;
    return (Value) x.val; ← cast needed
}

private Node get(Node x, String key, int d)
{
    if (x == null) return null;
    if (d == key.length()) return x;
    char c = key.charAt(d);
    return get(x.next[c], key, d+1);
}

```

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## Trie performance

### Search miss.

- Could have mismatch on first character.
- Typical case: examine only a few characters (sublinear).

**Search hit.** Need to examine all  $L$  characters for equality.

**Space.**  $R$  null links at each leaf.

(but sublinear space possible if many short strings share common prefixes)

**Bottom line.** Fast search hit and even faster search miss, but wastes space.

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## String symbol table implementations cost summary

implementation	character accesses (typical case)				dedup	
	search hit	search miss	insert	space (references)	moby.txt	actors.txt
red-black BST	$L + c \lg^2 N$	$c \lg^2 N$	$c \lg^2 N$	$4N$	1.40	97.4
hashing	$L$	$L$	$L$	$4N$ to $16N$	0.76	40.6
R-way trie	$L$	$\log_R N$	$L$	$(R+1)N$	1.12	out of memory

### R-way trie.

- Method of choice for small  $R$ .
- Too much memory for large  $R$ .

**Challenge.** Use less memory, e.g., 65,536-way trie for Unicode!

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### Digression: out of memory?

“ 640 K ought to be enough for anybody. ”  
— attributed to Bill Gates, 1981  
(commenting on the amount of RAM in personal computers)

“ 64 MB of RAM may limit performance of some Windows XP features; therefore, 128 MB or higher is recommended for best performance. ” — Windows XP manual, 2002

“ 64 bit is coming to desktops, there is no doubt about that. But apart from Photoshop, I can't think of desktop applications where you would need more than 4GB of physical memory, which is what you have to have in order to benefit from this technology. Right now, it is costly. ” — Bill Gates, 2003

### Digression: out of memory?

#### A short (approximate) history.

machine	year	address bits	addressable memory	typical actual memory	cost
PDP-8	1960s	12	6 KB	6 KB	\$16K
PDP-10	1970s	18	256 KB	256 KB	\$1M
IBM S/360	1970s	24	4 MB	512 KB	\$1M
VAX	1980s	32	4 GB	1 MB	\$1M
Pentium	1990s	32	4 GB	1 GB	\$1K
Xeon	2000s	64	enough	4 GB	\$100
??	future	128+	enough	enough	\$1

“ 512-bit words ought to be enough for anybody. ”  
— RS, 1995

### A modest proposal

Number of atoms in the universe (estimated).  $\leq 2^{266}$ .

Age of universe (estimated). 14 billion years  $\sim 2^{59}$  seconds  $\leq 2^{89}$  nanoseconds.

Q. How many bits address every atom that ever existed?

A. Use a unique 512-bit address for every atom at every time quantum.



Ex. Use 256-way trie to map each atom to location.

- Represent atom as 64 8-bit chars (512 bits).
- 256-way trie wastes 255/256 actual memory.
- Need better use of memory.

- ▶ R-way tries
- ▶ ternary search tries
- ▶ string symbol table API
- ▶

## Ternary search tries

TST. [Bentley-Sedgewick, 1997]

- Store characters and values in nodes (not keys).
- Each node has **three** children: smaller (left), equal (middle), larger (right).

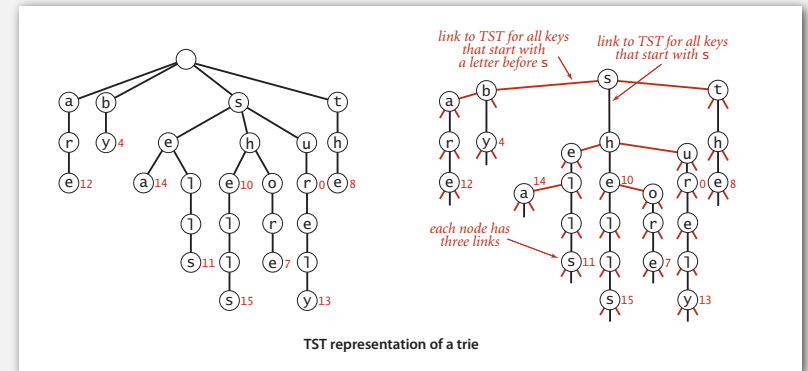


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## Ternary search tries

TST. [Bentley-Sedgewick, 1997]

- Store characters and values in nodes (not keys).
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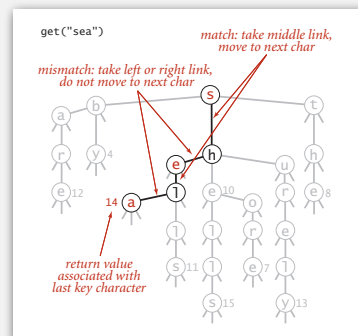
## Search in a TST

Follow links corresponding to each character in the key.

- If less, take left link; if greater, take right link.
- If equal, take the middle link and move to the next key character.

**Search hit.** Node where search ends has a non-null value.

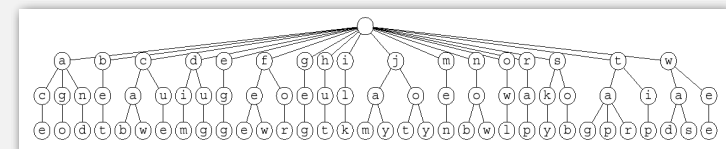
**Search miss.** Reach a null link or node where search ends has null value.



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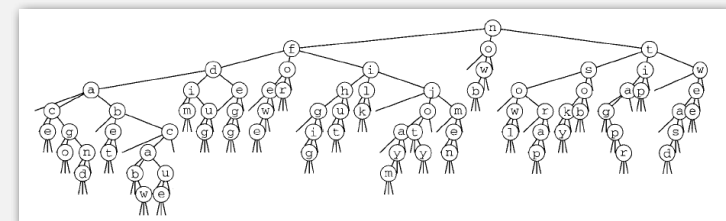
## 26-way trie vs. TST

**26-way trie.** 26 null links in each leaf.



26-way trie (1035 null links, not shown)

**TST.** 3 null links in each leaf.



TST (155 null links)

now  
for  
tip  
ilk  
dim  
tag  
jot  
sob  
nob  
sky  
hut  
ace  
bet  
men  
egg  
few  
jay  
owl  
joy  
rap  
gig  
wee  
was  
cab  
caw  
cue  
fee  
tap  
ago  
tar  
jam  
dug  
and

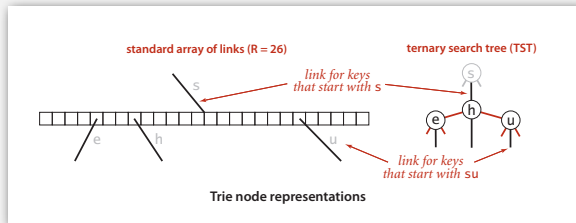
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## TST representation in Java

A TST node is five fields:

- A value.
- A character  $c$ .
- A reference to a left TST.
- A reference to a middle TST.
- A reference to a right TST.

```
private class Node
{
    private Value val;
    private char c;
    private Node left, mid, right;
}
```



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## TST: Java implementation

```
public class TST<Value>
{
    private Node root;

    private class Node
    { /* see previous slide */ }

    public void put(String key, Value val)
    { root = put(root, key, val, 0); }

    private Node put(Node x, String key, Value val, int d)
    {
        char c = key.charAt(d);
        if (x == null) { x = new Node(); x.c = c; }
        if (c < x.c) x.left = put(x.left, key, val, d);
        else if (c > x.c) x.right = put(x.right, key, val, d);
        else if (d < s.length() - 1) x.mid = put(x.mid, key, val, d+1);
        else x.val = val;
        return x;
    }
}
```

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## TST: Java implementation (continued)

```
public boolean contains(String key)
{ return get(key) != null; }

public Value get(String key)
{
    Node x = get(root, key, 0);
    if (x == null) return null;
    return x.val;
}

private Node get(Node x, String key, int d)
{
    if (x == null) return null;
    char c = key.charAt(d);
    if (c < x.c) return get(x.left, key, d);
    else if (c > x.c) return get(x.right, key, d);
    else if (d < key.length() - 1) return get(x.mid, key, d+1);
    else return x;
}
```

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## String symbol table implementation cost summary

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red-black BST	$L + c \lg^2 N$	$c \lg^2 N$	$c \lg^2 N$	$4 N$	1.40	97.4
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R-way trie	$L$	$\log_R N$	$L$	$(R + 1) N$	1.12	out of memory
TST	$L + \ln N$	$\ln N$	$L + \ln N$	$4 N$	0.72	38.7

**Remark.** Can build balanced TSTs via rotations to achieve  $L + \log N$  worst-case guarantees.

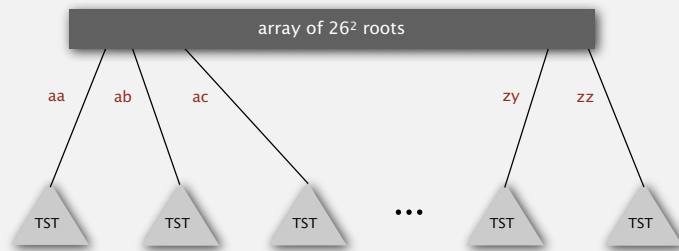
**Bottom line.** TST is as fast as hashing (for string keys), space efficient.

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## TST with $R^2$ branching at root

### Hybrid of $R$ -way trie and TST.

- Do  $R^2$ -way branching at root.
- Each of  $R^2$  root nodes points to a TST.



Q. What about one- and two-letter words?

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## String symbol table implementation cost summary

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	search hit	search miss	insert	space (references)	moby.txt	actors.txt
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$R$ -way trie	$L$	$\log_R N$	$L$	$(R + 1) N$	1.12	out of memory
TST	$L + \ln N$	$\ln N$	$L + \ln N$	$4 N$	0.72	38.7
TST with $R^2$	$L + \ln N$	$\ln N$	$L + \ln N$	$4 N + R^2$	0.51	32.7

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## TST vs. hashing

### Hashing.

- Need to examine entire key.
- Search hits and misses cost about the same.
- Need good hash function for every key type.
- No help for ordered symbol table operations.

### TSTs.

- Works only for strings (or digital keys).
- Only examines just enough key characters.
- Search miss may only involve a few characters.
- Can handle ordered symbol table operations (plus others!).

### Bottom line. TSTs are:

- Faster than hashing (especially for search misses).
- More flexible than red-black trees (next).

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- $R$ -way tries
- ternary search tries
- string symbol table API

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## String symbol table API

**Character-based operations.** The string symbol table API supports several useful character-based operations.

by sea sells she shells shore the

**Prefix match.** Keys with prefix "sh": "she", "shells", and "shore".

**Longest prefix.** Key that is the longest prefix of "shellsort": "shells".

**Wildcard match.** Keys that match ".he": "she" and "the".

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## String symbol table API

```
public class StringST<Value>
{
    StringST() create a symbol table with string keys
    StringST(Alphabet alpha) create a symbol table with string keys whose characters are taken from alpha.
    void put(String key, Value val) put key-value pair into the symbol table (remove key from table if value is null)
    Value get(String key) value paired with key (null if key is absent)
    void delete(String key) remove key (and its value) from table
    boolean contains(String key) is there a value paired with key?
    boolean isEmpty() is the table empty?
    String longestPrefixOf(String s) return the longest key that is a prefix of s
    Iterable<String> keysWithPrefix(String s) all the keys having s as a prefix.
    Iterable<String> keysThatMatch(String s) all the keys that match s (where . matches any character).
    int size() number of key-value pairs in the table
    Iterable<String> keys() all the keys in the symbol table
}
```

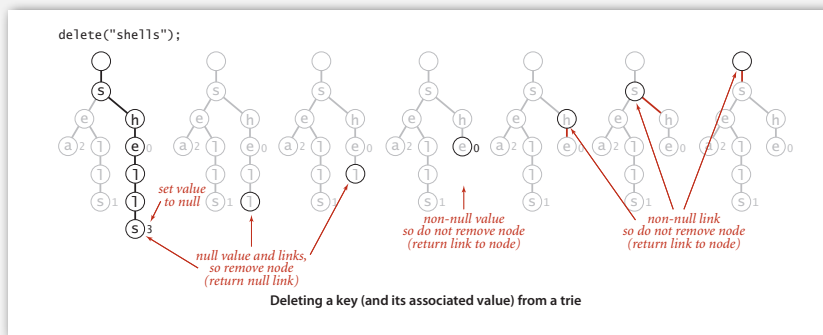
**Remark.** Can also add other ordered ST methods, e.g., `floor()` and `rank()`.

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## Deletion in an R-way trie

To delete a key-value pair:

- Find the node corresponding to key and set value to null.
- If that node has all null links, remove that node (and recur).

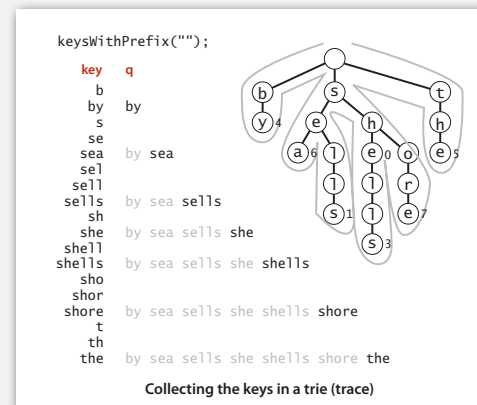


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## Ordered iteration

To iterate through all keys in sorted order:

- Do inorder traversal of trie; add keys encountered to a queue.
- Maintain sequence of characters on path from root to node.



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## Ordered iteration: Java implementation

To iterate through all keys in sorted order:

- Do inorder traversal of trie; add keys encountered to a queue.
- Maintain sequence of characters on path from root to node.

```
public Iterable<String> keys()
{
    Queue<String> queue = new Queue<String>();
    collect(root, "", queue);
    return queue;
}

private void collect(Node x, String prefix, Queue<String> q)
{
    if (x == null) return;
    if (x.val != null) q.enqueue(prefix);
    for (char c = 0; c < R; c++)
        collect(x.next[c], prefix + c, q);
}
```

sequence of characters  
on path from root to x

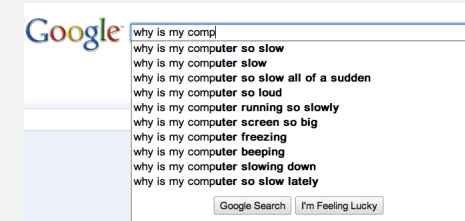
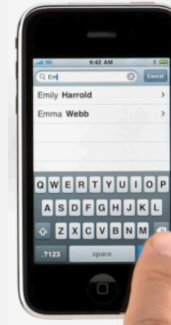
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## Prefix matches

Find all keys in symbol table starting with a given prefix.

Ex. Autocomplete in a cell phone, search bar, text editor, or shell.

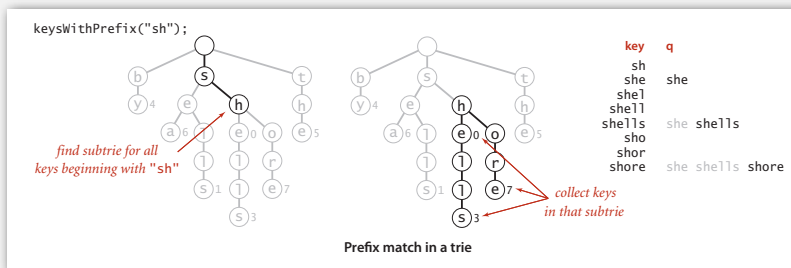
- User types characters one at a time.
- System reports all matching strings.



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## Prefix matches

Find all keys in symbol table starting with a given prefix.



```
public Iterable<String> keysWithPrefix(String prefix)
{
    Queue<String> queue = new Queue<String>();
    Node x = get(root, prefix, 0);
    collect(x, prefix, queue);
    return queue;
}
```

root of subtree for all strings  
beginning with given prefix

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## Wildcard matches

Use wildcard . to match any character in alphabet.

coalizer  
coberger  
codifier  
cofaster  
cofather  
cognizer  
cohelper  
colander  
coleader  
...  
compiler  
...  
composer  
computer  
cowkeper

co...er

acresce  
acroach  
acuracy  
octarch  
science  
scranch  
scratch  
scrauch  
screich  
scrinch  
scritch  
scrunch  
scudick  
scutock

.c...c.

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## Wildcard matches

Search as usual if character is not a period;  
go down all  $R$  branches if query character is a period.

```
public Iterable<String> keysThatMatch(String pat)
{
    Queue<String> queue = new Queue<String>();
    collect(root, "", 0, pat, queue);
    return queue;
}

private void collect(Node x, String prefix, String pat, Queue<String> q)
{
    if (x == null) return;
    int d = prefix.length();
    if (d == pat.length() && x.val != null) q.enqueue(prefix);
    if (d == pat.length()) return;
    char next = pat.charAt(d);
    for (char c = 0; c < R; c++)
        if (next == '.' || next == c)
            collect(x.next[c], prefix + c, pat, q);
}
```

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## Longest prefix

Find longest key in symbol table that is a prefix of query string.

Ex. Search IP database for longest prefix matching destination IP, and route packets accordingly.

```
"128"
"128.112" ← represented as 32-bit binary number
              for IPv4 (instead of string)
"128.112.055"
"128.112.055.15"
"128.112.136"
"128.112.155.11"
"128.112.155.13"
"128.222"
"128.222.136"

prefix("128.112.136.11") = "128.112.136"
prefix("128.166.123.45") = "128"
```

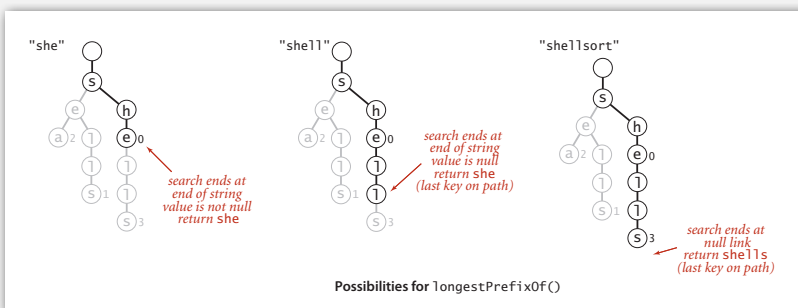
Note. Not the same as floor.  $\text{prefix}("128.112.100.16") = "128.112"$   
 $\text{floor}("128.112.100.16") = "128.112.055.15"$

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## Longest prefix

Find longest key in symbol table that is a prefix of query string.

- Search for query string.
- Keep track of longest key encountered.



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## Longest prefix: Java implementation

Find longest key in symbol table that is a prefix of query string.

- Search for query string.
- Keep track of longest key encountered.

```
public String longestPrefixOf(String query)
{
    int length = search(root, query, 0, 0);
    return query.substring(0, length);
}

private int search(Node x, String query, int d, int length)
{
    if (x == null) return length;
    if (x.val != null) length = d;
    if (d == query.length()) return length;
    char c = query.charAt(d);
    return search(x.next[c], query, d+1, length);
}
```

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## T9 texting

**Goal.** Type text messages on a phone keypad.

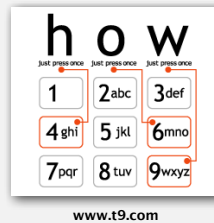
**Multi-tap input.** Enter a letter by repeatedly pressing a key until the desired letter appears.

**T9 text input.** ["A much faster and more fun way to enter text."]

- Find all words that correspond to given sequence of numbers.
- Press 0 to see all completion options.

**Ex. hello**

- Multi-tap: 4 4 3 3 5 5 5 5 5 6 6 6
- T9: 4 3 5 5 6



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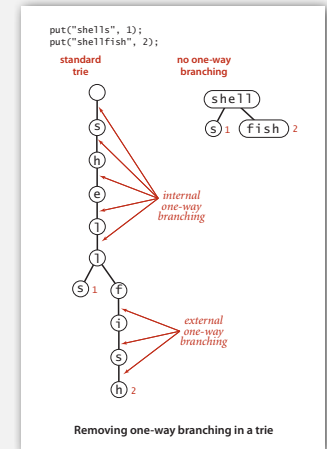
## Compressing a trie

**Collapsing 1-way branches at bottom.**

Internal node stores character; leaf node stores suffix (or full key).

**Collapsing interior 1-way branches.**

Node stores a sequence of characters.

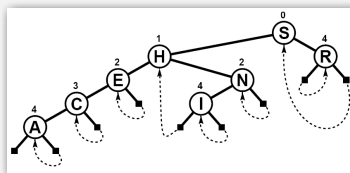


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## A classic algorithm

**Patricia tries.** [Practical Algorithm to Retrieve Information Coded in Alphanumeric]

- Collapse one-way branches in binary trie.
- Thread trie to eliminate multiple node types.



**Applications.**

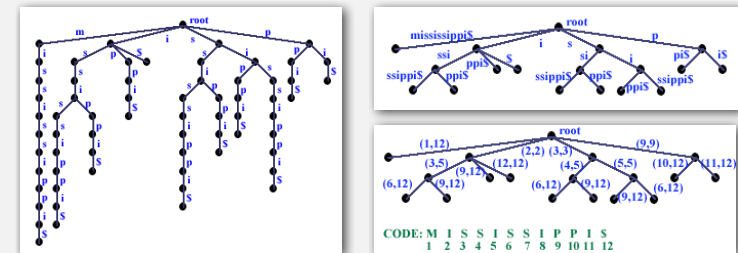
- Database search.
- P2P network search.
- IP routing tables: find longest prefix match.
- Compressed quad-tree for N-body simulation.
- Efficiently storing and querying XML documents.

**Implementation.** One step beyond this lecture.

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## Suffix tree

**Suffix tree.** Threaded trie with collapsed 1-way branching for string suffixes.



**Applications.**

- Linear-time longest repeated substring.
- Computational biology databases (BLAST, FASTA).

**Implementation.** One step beyond this lecture.

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## String symbol tables summary

A success story in algorithm design and analysis.

### Red-black BST.

- Performance guarantee:  $\log N$  key compares.
- Supports ordered symbol table API.

### Hash tables.

- Performance guarantee: constant number of probes.
- Requires good hash function for key type.

### Tries. R-way, TST.

- Performance guarantee:  $\log N$  characters accessed.
- Supports character-based operations.

**Bottom line.** You can get at anything by examining 50-100 bits (!!!)