1 Renaming Handler

1.1 Early Concepts

1.1.1 Possibly renamed without body changes nodes

```
R_{wobc}(T, B) = \{b \in B \mid (\neg \exists t \in T \ (t.id = b.id))) \land (\exists t \in T \ (t.body = b.body))\}
```

1.1.2 Possibly deleted or renamed with body changes nodes

```
DR_{wbc}(T, B) = \{b \in B \mid \neg \exists t \in T (t.id = b.id \lor t.body = b.body)\}
```

1.2 Match Algorithm

```
Algorithm 1: Match Algorithm
   Input: L, B, R, M
   Output: Set of quadruples (l, b, r, m) consisting of the base node b and its corresponding left
               node l, right node r and merge node m
 1 matches \leftarrow \emptyset;
 2 foreach b in possiblyRenamedOrDeletedBaseNodes(L, B, R) do
       l \leftarrow \texttt{getCorrespondentNode}(b, L);
       r \leftarrow \texttt{getCorrespondentNode}(b, R);
       m \leftarrow \text{getMergeNode}(l, r, M);
       matches \leftarrow matches \cup (l, b, r, m);
 7 end
s return matches
 9 function possiblyRenamedOrDeletedBaseNodes(L, B, R)
10 | return DR_{wbc}(L,B) \cup DR_{wbc}(R,B) \cup R_{wobc}(L,B) \cup R_{wobc}(R,B);
11 end
12 function getCorrespondentNode(b, T)
       t \leftarrow findFirst(t \in T \rightarrow t.id = b.id);
       if t = null then
14
        t \leftarrow findFirst(t \in T \rightarrow t.body = b.body);
15
16
       end
       if t = null then
17
           t \leftarrow findFirst(t \in T \rightarrow t.body \approx b.body \land ( t.id.name = b.id.name \land
18
            t.id.params = b.id.params);
       end
19
20
       if t = null then
        t \leftarrow findFirst(t \in T \rightarrow t.body = substring(b.body) \lor b.body = substring(t.body));
21
22
       \mathbf{end}
       return t;
23
24 end
25 function getMergeNode(l, r, M)
       if l \neq \overline{null \text{ then}}
26
27
          return find(m \in M \rightarrow m.id = l.id);
28
       end
       if r \neq null then
29
        return find(m \in M \rightarrow m.id = r.id);
30
31
       end
32
       return null;
зз end
```

1.3 Handle Algorithms

```
Algorithm 2: Check References and Merge Methods Variant
  Input:
           (l, b, r, m), M
1 if singleRenamingOrDeletion(l, b, r) then
      m.body = textualMerge(l, b, r);
       removeUnmatchedNode(l, r, m, M)
4 else if l.id \neq r.id then
      m.body = conflit(l, b, r);
      removeUnmatchedNode(l, r, m, M)
6
7 else if l.body \neq r.body then
      if newReferenceTo(l) \lor newReferenceTo(r) then
         m.body = conflict(l, b, r);
 9
          removeUnmatchedNode(l, r, m, M):
10
11
      else
         m.body = textualMerge(l, b, r);
12
13
          removeUnmatchedNode(l, r, m, M)
      end
14
15 end
16 function singleRenamingOrDeletion(l, b, r)
   return l.id = b.id \lor r.id = b.id;
18 end
19 function removeUnmatchedNode(l, r, m, M)
      if l.id = m.id \land r.id \neq m.id then
         removeNode(r, M);
21
22
      end
23 end
```

```
Algorithm 3: Merge Methods Variant

Input: (l, b, r, m), M

1 m.body = textualMerge(l, b, r);

2 removeUnmatchedNode(l, r, m, M);

3 function removeUnmatchedNode(l, r, m, M)

4 | if l.id = m.id \land r.id \neq m.id then

5 | removeNode(r, M);

6 | end

7 end
```

```
Algorithm 4: Check Textual and Keep Both Methods Variant
   Input: (l, b, r, m), M
 1 if singleRenamingOrDeletion(l, b, r) then
       \textbf{if } \texttt{textualMergeHasConflictInvolvingSignature} (b) \textbf{ then } \\
          m.body = conflict(l, b, r);
 3
           removeUnmatchedNode(l, r, m, M);
      end
 6 else if l.id \neq r.id \land l.body = r.body then
      m.body = conflict(l, b, r);
       removeUnmatchedNode(l, r, m, M)
 9 end
10 function singleRenamingOrDeletion(l, b, r)
11 | return l.id = b.id \lor r.id = b.id;
12 end
13 function removeUnmatchedNode(l, r, m, M)
      if l.id = m.id \land r.id \neq m.id then
       removeNode(r, M);
15
      end
16
17 end
```

Algorithm 5: Keep Both Methods Variant

```
Input: (l, b, r, m), M

1 if singleRenamingOrDeletion(l, b, r) \land hasConflict(m) then

2 | removeConflict(m);

3 end

4 function singleRenamingOrDeletion(l, b, r)

5 | return l.id = b.id \lor r.id = b.id;

6 end
```