1 Semistructured Merge

1.1 Early Concepts

• Every node's origin is set to UNKNOWN beforehand

1.2 Merge Algorithms

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Algorithm 1: Merge Files
   Input: l, b, r, o
 1 if l.content = b.content then
 o.content \leftarrow r.content;
 3 else if b.content = r.content \lor l.content = r.content then
    o.content \leftarrow l.content;
 5 else
        L \leftarrow \texttt{fileToTree}(l);
 6
 7
        B \leftarrow \texttt{fileToTree}(b);
        R \leftarrow \texttt{fileToTree}(r);
 8
        M \leftarrow \texttt{mergeTrees}(L, B, R);
 9
        H \leftarrow \texttt{getActiveHandlers()};
10
        for
each h \in H do
11
        h.handle(M);
12
13
        o.content \leftarrow \texttt{treeToText}(M);
15 end
```

```
Algorithm 2: Merge Trees

Input: L, B, R
Output: result of merging left, base and right trees

1  L.origin = LEFT;

2  B.origin = BASE;

3  R.origin = RIGHT;

4  LB \leftarrow mergeNodes(L, B);

5  M \leftarrow mergeNodes(LB, R);

6  foreach d \in D_L \cap D_R do

7  | removeNode(d, M);

8  end

9  runTextualMergeOnLeaves(M);

10  return M;
```

```
Algorithm 3: Run Textual Merge On Leaves

Input: T

1 foreach t \in T.children do

2 | runTextualMergeOnLeaves(t);

3 end

4 if T.children = \emptyset \land SEPARATOR \in T.body then

5 | l, b, r \leftarrow split(T.body, SEPARATOR);

6 | l \leftarrow l - MARKER;

7 | T.body \leftarrow textualMerge(l, b, r);

8 end
```

```
Algorithm 4: Merge Nodes
   Input: A. B
   Output: result of merging nodes A and B
 1 if A = null then return B;
 2 if B = null then return A;
 3 if A.type \neq B.type \lor A.id \neq B.id then return null;
 4 M.id \leftarrow B.id;
 5 M.type \leftarrow B.type;
 6 M.origin \leftarrow B.origin;
 7 M.children \leftarrow \emptyset;
 8 if A.children = \emptyset \land B.children = \emptyset then
       if MARKER \in A.body then
           M.body \leftarrow A.body + B.body;
10
       else if A.origin = LEFT \wedge B.origin = BASE then
11
           M.body \leftarrow MARKER + A.body + SEPARATOR + B.body + SEPARATOR;
12
       else if A.origin = LEFT then
13
           M.body \leftarrow MARKER + A.body + SEPARATOR + SEPARATOR + B.body;
14
15
       else
16
           M.body \leftarrow MARKER + SEPARATOR + A.body + SEPARATOR + B.body;
17
       end
       return M;
18
19 else if A.children \neq \emptyset \land B.children \neq \emptyset then
20
       foreach b \in B.children do
21
           a \leftarrow find(a \in A.children \rightarrow a.type = b.type \land a.id = b.id);
           if a.origin = UNKNOWN then a.origin \leftarrow A.origin;
22
23
           if b.origin = UNKNOWN then b.origin \leftarrow B.origin;
           M.children \leftarrow M.children \cup mergeNodes(a, b, step);
24
       end
25
       foreach a \in A.children do
26
           b \leftarrow find(b \in B.children \rightarrow a.type = b.type \land a.id = b.id);
27
           if a.origin = UNKNOWN then a.origin \leftarrow A.origin;
28
           if b = null then M.children \leftarrow M.children \cup a;
29
30
       end
31
       return M;
32 end
зз return null;
```