1 Semistructured Merge

1.1 Early Concepts

- 1. A_L and A_R are the sets of all the nodes added by left and right, respectively
- 2. D_L and D_R are the sets of all the nodes deleted by left and right, respectively

1.2 Merge Algorithms

```
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
 4 | o.content \leftarrow l.content;
 5 else
 6
        L \leftarrow \texttt{fileToTree}(l);
        B \leftarrow \texttt{fileToTree}(b);
 7
        R \leftarrow \texttt{fileToTree}(r);
        M \leftarrow \texttt{mergeTrees}(L, B, R);
 9
        H \leftarrow \texttt{getActiveHandlers()};
10
        for
each h \in H do
11
        h.handle(M);
12
        end
13
14
        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.index = 1;
2 B.index = 2;
3 R.index = 3;
4 LB \leftarrow \text{mergeNodes}(L, B, 1);
5 M \leftarrow \text{mergeNodes}(LB, R, 2);
6 D \leftarrow D_L \cap D_R;
7 removeRemainingBaseNodes(M, D);
8 mergeMatchedContent(M);
9 return M;
```

```
Algorithm 3: Remove Remaining Base Nodes
  Input: T, D
1 if D = \emptyset then return;
2 foreach d \in D do
      if T = d then
         P \leftarrow T.parent;
4
          P.children \leftarrow P.children - T;
5
         return;
6
7
      end
8 end
9 foreach t \in T.children do
10 | removeRemainingBaseNodes(t, D);
11 end
```

```
Algorithm 4: Merge Matched Content
   Input: T
 {\tt 1 \  \, function \, mergeMatchedContent}(\, T)
       for
each t \in T.children do
          mergeMatchedContent(t);
 3
 4
       if T.children = \emptyset then
 5
            if SEPARATOR \in T.body then
 6
                l, b, r \leftarrow split(T.body, SEPARATOR);
 7
                l \leftarrow l - MARKER;
 8
               T.body \leftarrow \texttt{textualMerge}(l, b, r);
 9
10
            \quad \text{end} \quad
11
       \quad \text{end} \quad
12 end
```

```
Algorithm 5: Merge Nodes
   Input: A, B, step
   Output: result of merging node A and node B
 1 if A.type \neq B.type \lor A.id \neq B.id then
 2 return null;
 з end
 4 M \leftarrow A;
 5 if A.children = \emptyset \land B.children = \emptyset then
       if MARKER \in A.body then
           M.body \leftarrow A.body + B.body;
 7
       else if step = 1 then
 8
           M.body \leftarrow MARKER + A.body + SEPARATOR + B.body + SEPARATOR;
 9
       else if A.index = 1 then
10
           M.body \leftarrow MARKER + A.body + SEPARATOR + SEPARATOR + B.body;
11
12
        \label{eq:mbody} M.body \leftarrow MARKER + SEPARATOR + A.body + SEPARATOR + B.body;
13
       \mathbf{end}
14
       return M;
15
16 else if A.children \neq \emptyset \land B.children \neq \emptyset then
       foreach b \in B.children do
17
            a \leftarrow find(a \in A.children \rightarrow a.type = b.type \land a.id = b.id);
18
           if a = null then
19
                M.children \leftarrow M.children \cup b;
20
               if step = 1 then D_L \leftarrow D_L \cup b;
21
22
                else A_R \leftarrow A_R \cup b;
            else
23
                if a.index = -1 then a.index \leftarrow A.index;
\mathbf{24}
                if b.index = -1 then b.index \leftarrow B.index;
25
               if step = 1 \land a \in A_L then A_R \leftarrow A_R \cup b;
26
                m \leftarrow \text{mergeNodes}(a, b, step);
27
28
                M.children \leftarrow M.children \cup m;
           end
29
30
       end
       foreach a \in A.children do
31
32
            b \leftarrow find(b \in B.children \rightarrow a.type = b.type \land a.id = b.id);
           if b = null then
33
               ls \leftarrow \texttt{leftSiblings}(a);
34
                rs \leftarrow rightSiblings(a);
35
                M.children \leftarrow ls \cup a \cup rs;
36
                if step = 1 then A_L \leftarrow A_L \cup a;
37
                else D_R \leftarrow D_R \cup a;
38
39
           \mathbf{end}
       end
40
       return M;
41
42 end
43 return null;
```