

## 0.1 Initialization Blocks Handler

### 0.1.1 Handler Algorithm

Algorithm 1: Handle	
<b>Input:</b> L, B, R, M	
1	$IB_L \leftarrow \{n \in A_L \mid n.type = INITBLOCK\};$
2	$IB_R \leftarrow \{n \in A_R \mid n.type = INITBLOCK\};$
3	$IB_B \leftarrow \{n \in D_L \cap D_R \mid n.type = INITBLOCK\};$
4	$matches \leftarrow \emptyset;$
5	<b>if</b> $ IB_L  = 1 \wedge  IB_B  = 1 \wedge  IB_R  = 1$ <b>then</b>
6	$matches \leftarrow matches \cup (IB_{L_1}, IB_{B_1}, IB_{R_1});$
7	<b>else</b>
8	<b>foreach</b> $b \in IB_B$ <b>do</b>
9	$l \leftarrow \text{findFirst}(l \in IB_L \rightarrow l.body \approx b.body);$
10	$r \leftarrow \text{findFirst}(r \in IB_R \rightarrow r.body \approx b.body);$
11	$IB_L \leftarrow IB_L - l;$
12	$IB_R \leftarrow IB_R - r;$
13	<b>if</b> $l \neq null \wedge r \neq null$ <b>then</b>
14	$matches \leftarrow matches \cup (l, b, r);$
15	<b>end</b>
16	<b>end</b>
17	<b>foreach</b> $l \in IB_L$ <b>do</b>
18	$r \leftarrow \text{findFirst}(r \in IB_R \rightarrow r.body \approx l.body);$
19	$IB_R \leftarrow IB_R - r;$
20	<b>if</b> $r \neq null$ <b>then</b>
21	$matches \leftarrow matches \cup (l, null, r);$
22	<b>end</b>
23	<b>end</b>
24	<b>end</b>
25	<b>foreach</b> $(l, b, r) \in matches$ <b>do</b>
26	$m \leftarrow \text{find}(m \in M \rightarrow m.body = l.body);$
27	$m.body \leftarrow \text{textualMerge}(l.body, b.body, r.body);$
28	$m \leftarrow \text{find}(m \in M \rightarrow m.body = r.body);$
29	$\text{removeNode}(m, M);$
30	<b>end</b>