1. Introduction. This is a quick-and-dirty implementation of the Garsia-Wachs algorithm, written as I was preparing the 2nd edition of Volume 3, then patched after Wolfgang Panny discovered a serious bug. (The bug was corrected in the 17th printing of the 2nd edition, October 2004.)

The input weights are given on the command line.

The leaf nodes are 0, 1, …, n; the internal nodes are $n+1$, $n+2$, …, $2n$.

```
#define size 64    /∗ this number should exceed twice the number of input weights ∗/
#include <stdio.h>
  int w[size];    /∗ node weights ∗/
  int l[size], r[size];    /∗ left and right children ∗/
  int d[size];    /∗ depth ∗/
  int q[size];    /∗ working region ∗/
  int v[size];    /∗ number of node in working region ∗/
  int t;    /∗ current size of working region ∗/
  int m;    /∗ current node ∗/
  ⟨ Subroutines 4 ⟩
  main(argc, argv)
      int argc;
      char ∗argv[];
  {
    register int i, j, k, n;
    ⟨ Scan the command line 2 ⟩;
    ⟨ Do phase 1 3 ⟩;
    ⟨ Do phase 2 5 ⟩;
    ⟨ Do phase 3 7 ⟩;
  }
```

2. ⟨ Scan the command line 2 ⟩ ≡

```
  n = argc − 2;
  if (n < 0) {
    fprintf(stderr, "Usage:␣%s␣wt0␣...␣wtn\n", argv[0]);
    exit(0);
  }
  if (n + n ≥ size) {
    fprintf(stderr, "Recompile␣me␣with␣a␣larger␣tree␣size!\n");
    exit(0);
  }
  for (j = 0; j ≤ n; j++) {
    if (sscanf(argv[j + 1], "%d", &m) ≠ 1) {
      fprintf(stderr, "Couldn't␣read␣wt%d!\n", j);
      exit(0);
    }
    w[j] = m;
    l[j] = r[j] = −1;
  }
```

This code is used in section 1.

3. ⟨ Do phase 1 3 ⟩ ≡

```
printf("Phase␣I:\n");
m = n;
t = 1;
q[0] = 1000000000;    /* infinity */
q[1] = w[0];
v[1] = 0;
for (k = 1; k ≤ n; k++) {
  while (q[t − 1] ≤ w[k]) combine(t);
  t++;
  q[t] = w[k];
  v[t] = k;
  for (j = 1; j ≤ t; j++) printf("%d␣", q[j]);
  printf("\n");
}
while (t > 1) combine(t);
```

This code is used in section 1.

4. The *combine* subroutine combines weights $q[k-1]$ and $q[k]$ of the working list, and continues to combine earlier weights if necessary to maintain the condition $q[j-1] > q[j+1]$.

(The bug in my previous version was, in essence, to use '**if**' instead of '**while**' in the final statement of this routine.)

⟨ Subroutines 4 ⟩ ≡

```
combine(register int k)
{
  register int j, d, x;

  m++;
  l[m] = v[k − 1];
  r[m] = v[k];
  w[m] = x = q[k − 1] + q[k];
  printf("␣node␣%d(%d)=%d(%d)+%d(%d)\n", m, x, l[m], w[l[m]], r[m], w[r[m]]);
  t−−;
  for (j = k; j ≤ t; j++) q[j] = q[j + 1], v[j] = v[j + 1];
  for (j = k − 2; q[j] < x; j−−) q[j + 1] = q[j], v[j + 1] = v[j];
  q[j + 1] = x;
  v[j + 1] = m;
  for (d = 1; d ≤ t; d++) printf("%d␣", q[d]);
  printf("\n");
  while (j > 0 ∧ q[j − 1] ≤ x) {
    d = t − j;
    combine(j);
    j = t − d;
  }
}
```

See also sections 6 and 8.

This code is used in section 1.

5. ⟨ Do phase 2 5 ⟩ ≡

```
printf("Phase␣II:\n");
mark(v[1], 0);
```

This code is used in section 1.

6. The *mark* subroutine assigns level numbers to a subtree.

```
⟨ Subroutines 4 ⟩ +≡
  mark(k, p)
        int k;     /* node */
        int p;     /* starting depth */
  {
    printf("␣node␣%d(%d)␣has␣depth␣%d\n", k, w[k], p);
    d[k] = p;
    if (l[k] ≥ 0) mark(l[k], p + 1);
    if (r[k] ≥ 0) mark(r[k], p + 1);
  }
```

7. ⟨ Do phase 3 7 ⟩ ≡

```
  printf("Phase␣III:\n");
  t = 0;
  m = 2 * n;
  build(1);
```

This code is used in section 1.

8. The *build* subroutine rebuilds a tree from the depth table, by doing a depth-first search according a slick idea by Bob Tarjan. It creates a tree rooted at node *m* having leftmost leaf *t*.

```
⟨ Subroutines 4 ⟩ +≡
  build(b)
        int b;     /* depth of node m, plus 1 */
  {
    register int j = m;
    if (d[t] ≡ b) l[j] = t++;
    else {
      m−−;
      l[j] = m;
      build(b + 1);
    }
    if (d[t] ≡ b) r[j] = t++;
    else {
      m−−;
      r[j] = m;
      build(b + 1);
    }
    printf("␣node␣%d␣=␣%d␣+␣%d\n", j, l[j], r[j]);
  }
```

9. Index.

⟨ Do phase 1 3 ⟩ Used in section 1.
⟨ Do phase 2 5 ⟩ Used in section 1.
⟨ Do phase 3 7 ⟩ Used in section 1.
⟨ Scan the command line 2 ⟩ Used in section 1.
⟨ Subroutines 4, 6, 8 ⟩ Used in section 1.

GARSIA-WACHS