1. Intro. This program is part of a series of "exact cover solvers" that I'm putting together for my own education as I prepare to write Section 7.2.2.1 of *The Art of Computer Programming*. My intent is to have a variety of compatible programs on which I can run experiments, in order to learn how different approaches work in practice.

The basic input format for all of these solvers is described at the beginning of program DLX1, and you should read that description now if you are unfamiliar with it.

DLX2 extends DLX1 by allowing "color controls," which give considerably more flexibility to nonprimary columns: Any row that specifies a "color" in a nonprimary column will rule out all rows that don't specify the same color in that column. But any number of rows whose nonprimary columns agree in color are allowed. (The previous situation was the special case in which every row corresponds to a distinct color.)

The input format is extended so that, if `xx` is the name of a nonprimary column, rows can contain entries of the form `xx:a`, where `a` is a single character (denoting a color).

Here, for example, is a simple test case:

```
| A simple example of color controls
A B C | X Y
A B X:0 Y:0
A C X:1 Y:1
X:0 Y:1
B X:1
C Y:1
```

The row `X:0 Y:1` will be deleted, because it has no primary columns. The unique solution consists of rows `A C X:1 Y:1` and `B X:1`.

If the input contains no color specifications, the behavior of DLX2 will almost exactly match that of DLX1, except for having a slightly longer program and taking a bit longer to input the rows.

[*Historical note:* My first program for color-controlled exact covering was GDANCE, written in November 2000 when I was thinking about two-dimensional de Bruijn sequences. Later I came gradually to realize that the idea has many, many other applications. Indeed, in 2016 I noticed that the general constraint satisfaction problem can actually be regarded as a special case, when the allowable joint constraints are explicitly listed.]

2. After this program finds all solutions, it normally prints their total number on *stderr*, together with statistics about how many nodes were in the search tree, and how many "updates" and "cleansings" were made. The running time in "mems" is also reported, together with the approximate number of bytes needed for data storage. (An "update" is the removal of a row from its column. A "cleansing" is the removal of a satisfied color constraint from its row. One "mem" essentially means a memory access to a 64-bit word. The reported totals don't include the time or space needed to parse the input or to format the output.)

Here is the overall structure:

#define o $mems$ ++   /∗ count one mem ∗/
#define oo $mems$ += 2   /∗ count two mems ∗/
#define ooo $mems$ += 3   /∗ count three mems ∗/
#define O "%"   /∗ used for percent signs in format strings ∗/
#define mod   %   /∗ used for percent signs denoting remainder in C ∗/
#define max_level 500   /∗ at most this many rows in a solution ∗/
#define max_cols 100000   /∗ at most this many columns ∗/
#define max_nodes 10000000   /∗ at most this many nonzero elements in the matrix ∗/
#define $bufsize$ $(9 * max\_cols + 3)$ /∗ a buffer big enough to hold all column names ∗/

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include "gb_flip.h"
  typedef unsigned int uint;   /∗ a convenient abbreviation ∗/
  typedef unsigned long long ullng;   /∗ ditto ∗/

⟨ Type definitions 5 ⟩;
⟨ Global variables 3 ⟩;
⟨ Subroutines 9 ⟩;

$main(\textbf{int } argc, \textbf{char } *argv[\,])$
{
  register int cc, i, j, k, p, pp, q, r, t, cur_node, $best\_col$;

  ⟨ Process the command line 4 ⟩;
  ⟨ Input the column names 13 ⟩;
  ⟨ Input the rows 16 ⟩;
  if ($vbose$ & $show\_basics$) ⟨ Report the successful completion of the input phase 20 ⟩;
  if ($vbose$ & $show\_tots$) ⟨ Report the column totals 21 ⟩;
  $imems = mems, mems = 0$;
  ⟨ Solve the problem 22 ⟩;
$done$: **if** ($sanity\_checking$) $sanity(\,)$;
  if ($vbose$ & $show\_tots$) ⟨ Report the column totals 21 ⟩;
  if ($vbose$ & $show\_profile$) ⟨ Print the profile 35 ⟩;
  if ($vbose$ & $show\_basics$) {
    $fprintf(stderr,$ "Altogether␣"O"llu␣solution"O"s,␣"O"llu+"O"llu−"O"llu␣mems,", $count$,
        $count \equiv 1$? "" : "s", $imems$, $mems$, $lmems$);
    $bytes = last\_col * \textbf{sizeof}(\textbf{column}) + last\_node * \textbf{sizeof}(\textbf{node}) + maxl * \textbf{sizeof}(\textbf{int})$;
    $fprintf(stderr,$ "␣"O"llu␣updates,␣"O"llu␣cleansings,", $updates$, $cleansings$);
    $fprintf(stderr,$ "␣"O"llu␣bytes,␣"O"llu␣nodes.\n", $bytes$, $nodes$);
  }
}

3.   You can control the amount of output, as well as certain properties of the algorithm, by specifying options on the command line:

- '$\mathtt{v}\langle$ integer $\rangle$' enables or disables various kinds of verbose output on *stderr*, given by binary codes such as *show_choices*;
- '$\mathtt{m}\langle$ integer $\rangle$' causes every *m*th solution to be output (the default is $\mathtt{m0}$, which merely counts them);
- '$\mathtt{s}\langle$ integer $\rangle$' causes the algorithm to make random choices in key places (thus providing some variety, although the solutions are by no means uniformly random), and it also defines the seed for any random numbers that are used;
- '$\mathtt{d}\langle$ integer $\rangle$' to sets *delta*, which causes periodic state reports on *stderr* after the algorithm has performed approximately *delta* mems since the previous report;
- '$\mathtt{c}\langle$ positive integer $\rangle$' limits the levels on which choices are shown during verbose tracing;
- '$\mathtt{C}\langle$ positive integer $\rangle$' limits the levels on which choices are shown in the periodic state reports;
- '$\mathtt{l}\langle$ nonnegative integer $\rangle$' gives a *lower* limit, relative to the maximum level so far achieved, to the levels on which choices are shown during verbose tracing;
- '$\mathtt{t}\langle$ positive integer $\rangle$' causes the program to stop after this many solutions have been found;
- '$\mathtt{T}\langle$ integer $\rangle$' sets *timeout* (which causes abrupt termination if *mems* > *timeout* at the beginning of a level).

#define *show_basics* 1   /∗ *vbose* code for basic stats; this is the default ∗/
#define *show_choices* 2   /∗ *vbose* code for backtrack logging ∗/
#define *show_details* 4   /∗ *vbose* code for further commentary ∗/
#define *show_profile* 128   /∗ *vbose* code to show the search tree profile ∗/
#define *show_full_state* 256   /∗ *vbose* code for complete state reports ∗/
#define *show_tots* 512   /∗ *vbose* code for reporting column totals at start and end ∗/
#define *show_warnings* 1024   /∗ *vbose* code for reporting rows without primaries ∗/

$\langle$ Global variables 3 $\rangle$ ≡
  int *random_seed* = 0;   /∗ seed for the random words of *gb_rand* ∗/
  int *randomizing*;   /∗ has '$\mathtt{s}$' been specified? ∗/
  int *vbose* = *show_basics* + *show_warnings*;   /∗ level of verbosity ∗/
  int *spacing*;   /∗ solution *k* is output if *k* is a multiple of *spacing* ∗/
  int *show_choices_max* = 1000000;   /∗ above this level, *show_choices* is ignored ∗/
  int *show_choices_gap* = 1000000;   /∗ below level *maxl* − *show_choices_gap*, *show_details* is ignored ∗/
  int *show_levels_max* = 1000000;   /∗ above this level, state reports stop ∗/
  int *maxl* = 0;   /∗ maximum level actually reached ∗/
  char *buf*[*bufsize*];   /∗ input buffer ∗/
  ullng *count*;   /∗ solutions found so far ∗/
  ullng *rows*;   /∗ rows seen so far ∗/
  ullng *imems*, *mems*, *lmems*;   /∗ mem counts ∗/
  ullng *updates*;   /∗ update counts ∗/
  ullng *cleansings*;   /∗ cleansing counts ∗/
  ullng *bytes*;   /∗ memory used by main data structures ∗/
  ullng *nodes*;   /∗ total number of branch nodes initiated ∗/
  ullng *thresh* = 0;   /∗ report when *mems* exceeds this, if *delta* ≠ 0 ∗/
  ullng *delta* = 0;   /∗ report every *delta* or so mems ∗/
  ullng *maxcount* = #ffffffffffffffff;   /∗ stop after finding this many solutions ∗/
  ullng *timeout* = #1fffffffffffffff;   /∗ give up after this many mems ∗/
See also sections 7, 23, and 36*.

This code is used in section 2.

4.   If an option appears more than once on the command line, the first appearance takes precedence.

⟨ Process the command line 4 ⟩ ≡

  for $(j = argc - 1, k = 0; \; j; \; j--)$

    switch $(argv[j][0])$ {

    case `'v'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&vbose) - 1);$ **break**;

    case `'m'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&spacing) - 1);$ **break**;

    case `'s'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&random\_seed) - 1), randomizing = 1;$ **break**;

    case `'d'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"lld"}, \&delta) - 1), thresh = delta;$ **break**;

    case `'c'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&show\_choices\_max) - 1);$ **break**;

    case `'C'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&show\_levels\_max) - 1);$ **break**;

    case `'l'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"d"}, \&show\_choices\_gap) - 1);$ **break**;

    case `'t'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"lld"}, \&maxcount) - 1);$ **break**;

    case `'T'`: $k \mathrel{|}= (sscanf(argv[j] + 1, \texttt{""}O\texttt{"lld"}, \&timeout) - 1);$ **break**;

    default: $k = 1;$ /∗ unrecognized command-line option ∗/

    }

  if (k) {

    $fprintf(stderr, \texttt{"Usage:}\sqcup\texttt{"}O\texttt{"s}\sqcup\texttt{[v<n>]}\sqcup\texttt{[m<n>]}\sqcup\texttt{[s<n>]}\sqcup\texttt{[d<n>]"}\texttt{"}\sqcup\texttt{[c<n>]}\sqcup\texttt{[C<n>]}\sqcup\texttt{[l<n}\backslash$

        $\texttt{>]}\sqcup\texttt{[t<n>]}\sqcup\texttt{[T<n>]}\sqcup\texttt{<}\sqcup\texttt{foo.dlx\textbackslash n"}, argv[0]);$

    $exit(-1);$

  }

  if $(randomizing) \; gb\_init\_rand(random\_seed);$

This code is used in section 2.

5.   Data structures.   Each column of the input matrix is represented by a **column** struct, and each row is represented as a list of **node** structs. There's one node for each nonzero entry in the matrix.

More precisely, the nodes of individual rows appear sequentially, with "spacer" nodes between them. The nodes are also linked circularly within each column, in doubly linked lists. The column lists each include a header node, but the row lists do not. Column header nodes are aligned with a **column** struct, which contains further info about the column.

Each node contains four important fields. Two are the pointers *up* and *down* of doubly linked lists, already mentioned. A third points directly to the column containing the node. And the last specifies a color, or zero if no color is specified.

A "pointer" is an array index, not a C reference (because the latter would occupy 64 bits and waste cache space). The *cl* array is for **column** structs, and the *nd* array is for **node**s. I assume that both of those arrays are small enough to be allocated statically. (Modifications of this program could do dynamic allocation if needed.) The header node corresponding to *cl*[*c*] is *nd*[*c*].

Notice that each **node** occupies two octabytes. We count one mem for a simultaneous access to the *up* and *down* fields, or for a simultaneous access to the *col* and *color* fields.

Although the column-list pointers are called *up* and *down*, they need not correspond to actual positions of matrix entries. The elements of each column list can appear in any order, so that one row needn't be consistently "above" or "below" another. Indeed, when *randomizing* is set, we intentionally scramble each column list.

This program doesn't change the *col* fields after they've first been set up. But the *up* and *down* fields will be changed frequently, although preserving relative order.

Exception: In the node *nd*[*c*] that is the header for the list of column *c*, we use the *col* field to hold the *length* of that list (excluding the header node itself). We also might use its *color* field for special purposes. The alternative names *len* for *col* and *aux* for *color* are used in the code so that this nonstandard semantics will be more clear.

A *spacer* node has *col* ≤ 0. Its *up* field points to the start of the preceding row; its *down* field points to the end of the following row. Thus it's easy to traverse a row circularly, in either direction.

The *color* field of a node is set to −1 when that node has been cleansed. In such cases its original color appears in the column header. (The program uses this fact only for diagnostic outputs.)

#define *len*   *col*   /∗ column list length (used in header nodes only) ∗/
#define *aux*   *color*   /∗ an auxiliary quantity (used in header nodes only) ∗/

⟨ Type definitions 5 ⟩ ≡
  typedef struct node_struct {
    int *up*, *down*;   /∗ predecessor and successor in column ∗/
    int *col*;   /∗ the column containing this node ∗/
    int *color*;   /∗ the color specified by this node, if any ∗/
  } **node**;

See also section 6.

This code is used in section 2.

6.   Each **column** struct contains three fields: The *name* is the user-specified identifier; *next* and *prev* point to adjacent columns, when this column is part of a doubly linked list.

As backtracking proceeds, nodes will be deleted from column lists when their row has been blocked by other rows in the partial solution. But when backtracking is complete, the data structures will be restored to their original state.

We count one mem for a simultaneous access to the *prev* and *next* fields.

⟨ Type definitions 5 ⟩ +≡
  typedef struct col_struct {
    char *name*[8];   /∗ symbolic identification of the column, for printing ∗/
    int *prev*, *next*;   /∗ neighbors of this column ∗/
  } **column**;

7. ⟨Global variables 3⟩ +≡

  node $nd[max\_nodes]$;   /∗ the master list of nodes ∗/

  int $last\_node$;   /∗ the first node in nd that's not yet used ∗/

  column $cl[max\_cols + 2]$;   /∗ the master list of columns ∗/

  int $second = max\_cols$;   /∗ boundary between primary and secondary columns ∗/

  int $last\_col$;   /∗ the first column in cl that's not yet used ∗/

8. One **column** struct is called the root. It serves as the head of the list of columns that need to be covered, and is identifiable by the fact that its $name$ is empty.

#define $root$ 0   /∗ $cl[root]$ is the gateway to the unsettled columns ∗/

9. A row is identified not by name but by the names of the columns it contains. Here is a routine that prints a row, given a pointer to any of its nodes. It also prints the position of the row in its column.

⟨Subroutines 9⟩ ≡

  void $print\_row$(**int** p, **FILE** ∗$stream$)

  {

    register int k, q;

    if $(p < last\_col \lor p \geq last\_node \lor nd[p].col \leq 0)$ {

      $fprintf(stderr, \texttt{"Illegal}_\sqcup\texttt{row}_\sqcup\texttt{"}O\texttt{"d!\\n"}, p)$;

      return;

    }

    for $(q = p;\ ;\ )$ {

      $fprintf(stream, \texttt{"}_\sqcup\texttt{"}O\texttt{".8s"}, cl[nd[q].col].name)$;

      if $(nd[q].color)$ $fprintf(stream, \texttt{":"}O\texttt{"c"}, nd[q].color > 0\ ?\ nd[q].color : nd[nd[q].col].color)$;

      $q{+}{+}$;

      if $(nd[q].col \leq 0)$ $q = nd[q].up$;   /∗ $-nd[q].col$ is actually the row number ∗/

      if $(q \equiv p)$ **break**;

    }

    for $(q = nd[nd[p].col].down, k = 1;\ q \neq p;\ k{+}{+})$ {

      if $(q \equiv nd[p].col)$ {

        $fprintf(stream, \texttt{"}_\sqcup\texttt{(?)\\n"})$; **return**;   /∗ row not in its column! ∗/

      } **else** $q = nd[q].down$;

    }

    $fprintf(stream, \texttt{"}_\sqcup\texttt{("}O\texttt{"d}_\sqcup\texttt{of}_\sqcup\texttt{"}O\texttt{"d)\\n"}, k, nd[nd[p].col].len)$;

  }

  void $prow$(**int** p)

  {

    $print\_row(p, stderr)$;

  }

See also sections 10, 11, 25, 26, 29, 30, 33, and 34.

This code is used in section 2.

10.   When I'm debugging, I might want to look at one of the current column lists.

⟨ Subroutines 9 ⟩ +≡
  void *print_col*(**int** *c*)
  {
    register int *p*;
    if (*c* < *root* ∨ *c* ≥ *last_col*) {
      fprintf(*stderr*, "Illegal␣column␣"*O*"d!\n", *c*);
      return;
    }
    if (*c* < *second*)
      fprintf(*stderr*, "Column␣"*O*".8s,␣length␣"*O*"d,␣neighbors␣"*O*".8s␣and␣"*O*".8s:\n",
          cl[*c*].*name*, *nd*[*c*].*len*, *cl*[*cl*[*c*].*prev*].*name*, *cl*[*cl*[*c*].*next*].*name*);
    else *fprintf*(*stderr*, "Column␣"*O*".8s,␣length␣"*O*"d:\n", *cl*[*c*].*name*, *nd*[*c*].*len*);
    for (*p* = *nd*[*c*].*down*; *p* ≥ *last_col*; *p* = *nd*[*p*].*down*) *prow*(*p*);
  }

11.   Speaking of debugging, here's a routine to check if redundant parts of our data structure have gone awry.

#define *sanity_checking*   0   /∗ set this to 1 if you suspect a bug ∗/

⟨ Subroutines 9 ⟩ +≡
  void *sanity*(**void**)
  {
    register int *k*, *p*, *q*, *pp*, *qq*, *t*;
    for (*q* = *root*, *p* = *cl*[*q*].*next*; ; *q* = *p*, *p* = *cl*[*p*].*next*) {
      if (*cl*[*p*].*prev* ≠ *q*) *fprintf*(*stderr*, "Bad␣prev␣field␣at␣col␣"*O*".8s!\n", *cl*[*p*].*name*);
      if (*p* ≡ *root*) **break**;
      ⟨ Check column *p* 12 ⟩;
    }
  }

12.   ⟨ Check column *p* 12 ⟩ ≡
  for (*qq* = *p*, *pp* = *nd*[*qq*].*down*, *k* = 0; ; *qq* = *pp*, *pp* = *nd*[*pp*].*down*, *k*++) {
    if (*nd*[*pp*].*up* ≠ *qq*) *fprintf*(*stderr*, "Bad␣up␣field␣at␣node␣"*O*"d!\n", *pp*);
    if (*pp* ≡ *p*) **break**;
    if (*nd*[*pp*].*col* ≠ *p*) *fprintf*(*stderr*, "Bad␣col␣field␣at␣node␣"*O*"d!\n", *pp*);
  }
  if (*nd*[*p*].*len* ≠ *k*) *fprintf*(*stderr*, "Bad␣len␣field␣in␣column␣"*O*".8s!\n", *cl*[*p*].*name*);
This code is used in section 11.

13. Inputting the matrix.   Brute force is the rule in this part of the code, whose goal is to parse and store the input data and to check its validity.

#define *panic*(*m*)
   { *fprintf* (*stderr*, ""*O*"s!\n"*O*"d:␣"*O*".99s\n", *m*, *p*, *buf*); *exit*(−666); }

⟨ Input the column names 13 ⟩ ≡
 if (*max_nodes* ≤ 2 ∗ *max_cols*) {
  fprintf (*stderr*, "Recompile␣me:␣max_nodes␣must␣exceed␣twice␣max_cols!\n");
  exit(−999);
 }   /∗ every column will want a header node and at least one other node ∗/
 while (1) {
  if (¬*fgets*(*buf* , *bufsize*, *stdin*)) **break**;
  if (*o*, *buf* [*p* = *strlen*(*buf*) − 1] ≠ '\n') *panic*("Input␣line␣way␣too␣long");
  for (*p* = 0; *o*, *isspace*(*buf* [*p*]); *p*++) ;
  if (*buf* [*p*] ≡ '|' ∨ ¬*buf* [*p*]) **continue**;   /∗ bypass comment or blank line ∗/
  last_col = 1;
  break;
 }
 if (¬*last_col*) *panic*("No␣columns");
 for (; *o*, *buf* [*p*];) {
  for (*j* = 0; *j* < 8 ∧ (*o*, ¬*isspace*(*buf* [*p* + *j*])); *j*++) {
   if (*buf* [*p* + *j*] ≡ ':' ∨ *buf* [*p* + *j*] ≡ '|') *panic*("Illegal␣character␣in␣column␣name");
   o, *cl*[*last_col*].*name*[*j*] = *buf* [*p* + *j*];
  }
  if (*j* ≡ 8 ∧ ¬*isspace*(*buf* [*p* + *j*])) *panic*("Column␣name␣too␣long");
  ⟨ Check for duplicate column name 14 ⟩;
  ⟨ Initialize *last_col* to a new column with an empty list 15 ⟩;
  for (*p* += *j* + 1; *o*, *isspace*(*buf* [*p*]); *p*++) ;
  if (*buf* [*p*] ≡ '|') {
   if (*second* ≠ *max_cols*) *panic*("Column␣name␣line␣contains␣|␣twice");
   second = *last_col*;
   for (*p*++; *o*, *isspace*(*buf* [*p*]); *p*++) ;
  }
 }
 if (*second* ≡ *max_cols*) *second* = *last_col*;
 o, *cl*[*root*].*prev* = *second* − 1;   /∗ *cl*[*second* − 1].*next* = *root* since *root* = 0 ∗/
 last_node = *last_col*;   /∗ reserve all the header nodes and the first spacer ∗/
 o, *nd*[*last_node*].*col* = 0;
This code is used in section 2.

14. ⟨ Check for duplicate column name 14 ⟩ ≡
 for (*k* = 1; *o*, *strncmp*(*cl*[*k*].*name*, *cl*[*last_col*].*name*, 8); *k*++) ;
 if (*k* < *last_col*) *panic*("Duplicate␣column␣name");
This code is used in section 13.

15. ⟨ Initialize *last_col* to a new column with an empty list 15 ⟩ ≡
 if (*last_col* > *max_cols*) *panic*("Too␣many␣columns");
 if (*second* ≡ *max_cols*) *oo*, *cl*[*last_col* − 1].*next* = *last_col*, *cl*[*last_col*].*prev* = *last_col* − 1;
 else *o*, *cl*[*last_col*].*next* = *cl*[*last_col*].*prev* = *last_col*;   /∗ *nd*[*last_col*].*len* = 0 ∗/
 o, *nd*[*last_col*].*up* = *nd*[*last_col*].*down* = *last_col*;
 last_col ++;
This code is used in section 13.

16. I'm putting the row number into the spacer that follows it, as a possible debugging aid. But the program doesn't currently use that information.

⟨ Input the rows 16 ⟩ ≡
```
  while (1) {
    if (¬fgets(buf, bufsize, stdin)) break;
    if (o, buf[p = strlen(buf) − 1] ≠ '\n') panic("Row␣line␣too␣long");
    for (p = 0; o, isspace(buf[p]); p++) ;
    if (buf[p] ≡ '|' ∨ ¬buf[p]) continue;      /* bypass comment or blank line */
    i = last_node;      /* remember the spacer at the left of this row */
    for (pp = 0; buf[p]; ) {
      for (j = 0; j < 8 ∧ (o, ¬isspace(buf[p + j])) ∧ buf[p + j] ≠ ':'; j++)
        o, cl[last_col].name[j] = buf[p + j];
      if (¬j) panic("Empty␣column␣name");
      if (j ≡ 8 ∧ ¬isspace(buf[p + j]) ∧ buf[p + j] ≠ ':') panic("Column␣name␣too␣long");
      if (j < 8) o, cl[last_col].name[j] = '\0';
      ⟨ Create a node for the column named in buf[p] 17 ⟩;
      if (buf[p + j] ≠ ':') o, nd[last_node].color = 0;
      else if (k ≥ second) {
        if ((o, isspace(buf[p + j + 1])) ∨ (o, ¬isspace(buf[p + j + 2])))
          panic("Color␣must␣be␣a␣single␣character");
        o, nd[last_node].color = buf[p + j + 1];
        p += 2;
      } else panic("Primary␣column␣must␣be␣uncolored");
      for (p += j + 1; o, isspace(buf[p]); p++) ;
    }
    if (¬pp) {
      if (vbose & show_warnings) fprintf(stderr, "Row␣ignored␣(no␣primary␣columns):␣"O"s", buf);
      while (last_node > i) {
        ⟨ Remove last_node from its column 19 ⟩;
        last_node −−;
      }
    } else {
      o, nd[i].down = last_node;
      last_node ++;      /* create the next spacer */
      if (last_node ≡ max_nodes) panic("Too␣many␣nodes");
      rows ++;
      o, nd[last_node].up = i + 1;
      o, nd[last_node].col = −rows;
    }
  }
```
This code is used in section 2.

17. ⟨Create a node for the column named in $buf[p]$ 17⟩ ≡

  for $(k = 0;\ o, strncmp(cl[k].name, cl[last\_col].name, 8);\ k{+}{+})$;

  if $(k \equiv last\_col)$ $panic($"Unknown␣column␣name"$);$

  if $(o, nd[k].aux \geq i)$ $panic($"Duplicate␣column␣name␣in␣this␣row"$);$

  $last\_node{+}{+};$

  if $(last\_node \equiv max\_nodes)$ $panic($"Too␣many␣nodes"$);$

  $o, nd[last\_node].col = k;$

  if $(k < second)$ $pp = 1;$

  $o, t = nd[k].len + 1;$

  ⟨Insert node $last\_node$ into the list for column k 18⟩;

This code is used in section 16.

18. Insertion of a new node is simple, unless we're randomizing. In the latter case, we want to put the node into a random position of the list.

We store the position of the new node into $nd[k].aux$, so that the test for duplicate columns above will be correct.

As in other programs developed for TAOCP, I assume that four mems are consumed when 31 random bits are being generated by any of the GB_FLIP routines.

⟨Insert node $last\_node$ into the list for column k 18⟩ ≡

  $o, nd[k].len = t;$ /∗ store the new length of the list ∗/

  $nd[k].aux = last\_node;$ /∗ no mem charge for aux after len ∗/

  if $(\neg randomizing)$ {

    $o, r = nd[k].up;$ /∗ the "bottom" node of the column list ∗/

    $ooo, nd[r].down = nd[k].up = last\_node, nd[last\_node].up = r, nd[last\_node].down = k;$

  } **else** {

    $mems\ {+}{=}\ 4, t = gb\_unif\_rand(t);$ /∗ choose a random number of nodes to skip past ∗/

    for $(o, r = k;\ t;\ o, r = nd[r].down, t{-}{-})$;

    $ooo, q = nd[r].up, nd[q].down = nd[r].up = last\_node;$

    $o, nd[last\_node].up = q, nd[last\_node].down = r;$

  }

This code is used in section 17.

19. ⟨Remove $last\_node$ from its column 19⟩ ≡

  $o, k = nd[last\_node].col;$

  $oo, nd[k].len{-}{-}, nd[k].aux = i - 1;$

  $o, q = nd[last\_node].up, r = nd[last\_node].down;$

  $oo, nd[q].down = r, nd[r].up = q;$

This code is used in section 16.

20. ⟨Report the successful completion of the input phase 20⟩ ≡

  $fprintf(stderr,$ "("O"lld␣rows,␣"O"d+"O"d␣columns,␣"O"d␣entries␣successfully␣read)\n",

    $rows, second - 1, last\_col - second, last\_node - last\_col);$

This code is used in section 2.

21.   The column lengths after input should agree with the column lengths after this program has finished.
I print them (on request), in order to provide some reassurance that the algorithm isn't badly screwed up.

⟨ Report the column totals 21 ⟩ ≡
```
{
    fprintf (stderr, "Column␣totals:");
    for (k = 1; k < last_col; k++) {
        if (k ≡ second) fprintf (stderr, "␣|");
        fprintf (stderr, "␣" "O" "d", nd[k].len);
    }
    fprintf (stderr, "\n");
}
```
This code is used in section 2.

22.   The dancing.   Our strategy for generating all exact covers will be to repeatedly choose always the column that appears to be hardest to cover, namely the column with shortest list, from all columns that still need to be covered. And we explore all possibilities via depth-first search.

The neat part of this algorithm is the way the lists are maintained. Depth-first search means last-in-first-out maintenance of data structures; and it turns out that we need no auxiliary tables to undelete elements from lists when backing up. The nodes removed from doubly linked lists remember their former neighbors, because we do no garbage collection.

The basic operation is "covering a column." This means removing it from the list of columns needing to be covered, and "blocking" its rows: removing nodes from other lists whenever they belong to a row of a node in this column's list.

$\langle$ Solve the problem $22 \rangle \equiv$
  $level = 0$;
$forward$: $nodes \mathbin{+\!+}$;
  if $(vbose \mathbin{\&} show\_profile)$ $profile[level]\mathbin{+\!+}$;
  if $(sanity\_checking)$ $sanity(\,)$;
  $\langle$ Do special things if enough $mems$ have accumulated $24 \rangle$;
  $\langle$ Set $best\_col$ to the best column for branching $31 \rangle$;
  $cover(best\_col)$;
  oo, $cur\_node = choice[level] = nd[best\_col].down$;
$advance$: **if** $(cur\_node \equiv best\_col)$ **goto** $backup$;
  if $((vbose \mathbin{\&} show\_choices) \wedge level < show\_choices\_max)$ {
    $fprintf(stderr, \texttt{"L"}O\texttt{"d:"}, level)$;
    $print\_row(cur\_node, stderr)$;
  }
  $\langle$ Cover all other columns of cur_node $27 \rangle$;
  if $(o, cl[root].next \equiv root)$ $\langle$ Record solution and **goto** $recover$ $32^* \rangle$;
  if $(\mathbin{+\!+}level > maxl)$ {
    if $(level \geq max\_level)$ {
      $fprintf(stderr, \texttt{"Too␣many␣levels!\textbackslash n"})$;
      $exit(-4)$;
    }
    $maxl = level$;
  }
  goto $forward$;
$backup$: $uncover(best\_col)$;
  if $(level \equiv 0)$ **goto** $done$;
  $level \mathbin{-\!-}$;
  oo, $cur\_node = choice[level]$, $best\_col = nd[cur\_node].col$;
$recover$: $\langle$ Uncover all other columns of cur_node $28 \rangle$;
  oo, $cur\_node = choice[level] = nd[cur\_node].down$; **goto** $advance$;
This code is used in section 2.

23. $\langle$ Global variables $3 \rangle \mathbin{+}\equiv$
  int $level$;   /∗ number of choices in current partial solution ∗/
  int $choice[max\_level]$;   /∗ the node chosen on each level ∗/
  ullng $profile[max\_level]$;   /∗ number of search tree nodes on each level ∗/

24.   ⟨ Do special things if enough *mems* have accumulated 24 ⟩ ≡
  if (*delta* ∧ (*mems* ≥ *thresh*)) {
    thresh += *delta*;
    if (*vbose* & *show_full_state*) *print_state*( );
    else *print_progress*( );
  }
  if (*mems* ≥ *timeout*) {
    fprintf(*stderr*, "TIMEOUT!\n"); **goto** *done*;
  }

This code is used in section 22.

25.   When a row is blocked, it leaves all lists except the list of the column that is being covered. Thus a node is never removed from a list twice.
   We can save time by not removing nodes from secondary columns that have been purified. (Such nodes have *color* < 0. Note that *color* and *col* are stored in the same octabyte; hence we pay only one mem to look at them both.)
   We could save even more time by not updating the *len* fields of secondary columns. Instead of suppressing that calculation, this program calculates how much would be saved.

⟨ Subroutines 9 ⟩ +≡
  void *cover*(**int** *c*)
  {
    register int *cc*, *l*, *r*, *rr*, *nn*, *uu*, *dd*, *t*;
    o, *l* = *cl*[*c*].*prev*, *r* = *cl*[*c*].*next*;
    oo, *cl*[*l*].*next* = *r*, *cl*[*r*].*prev* = *l*;
    updates ++;
    for (*o*, *rr* = *nd*[*c*].*down*; *rr* ≥ *last_col*; *o*, *rr* = *nd*[*rr*].*down*)
      for (*nn* = *rr* + 1; *nn* ≠ *rr*;) {
        if (*o*, *nd*[*nn*].*color* ≥ 0) {
          o, *uu* = *nd*[*nn*].*up*, *dd* = *nd*[*nn*].*down*;
          cc = *nd*[*nn*].*col*;
          if (*cc* ≤ 0) {
            nn = *uu*;
            continue;
          }
          oo, *nd*[*uu*].*down* = *dd*, *nd*[*dd*].*up* = *uu*;
          updates ++;
          o, *t* = *nd*[*cc*].*len* − 1;
          o, *nd*[*cc*].*len* = *t*;
          if (*cc* ≥ *second*) *lmems* += 2;
        }
        nn ++;
      }
  }

26.   I used to think that it was important to uncover a column by processing its rows from bottom to top, since covering was done from top to bottom. But while writing this program I realized that, amazingly, no harm is done if the rows are processed again in the same order. So I'll go downward again, just to prove the point. Whether we go up or down, the pointers execute an exquisitely choreographed dance that returns them almost magically to their former state.

⟨ Subroutines 9 ⟩ +≡

```
void uncover(int c)
{
    register int cc, l, r, rr, nn, uu, dd, t;
    for (o, rr = nd[c].down; rr ≥ last_col; o, rr = nd[rr].down)
        for (nn = rr + 1; nn ≠ rr; ) {
            if (o, nd[nn].color ≥ 0) {
                o, uu = nd[nn].up, dd = nd[nn].down;
                cc = nd[nn].col;
                if (cc ≤ 0) {
                    nn = uu;
                    continue;
                }
                oo, nd[uu].down = nd[dd].up = nn;
                o, t = nd[cc].len + 1;
                o, nd[cc].len = t;
                if (cc ≥ second) lmems += 2;
            }
            nn++;
        }
    o, l = cl[c].prev, r = cl[c].next;
    oo, cl[l].next = cl[r].prev = c;
}
```

27.   ⟨ Cover all other columns of *cur_node* 27 ⟩ ≡

```
for (pp = cur_node + 1; pp ≠ cur_node; ) {
    o, cc = nd[pp].col;
    if (cc ≤ 0) o, pp = nd[pp].up;
    else {
        if (¬nd[pp].color) cover(cc);
        else if (nd[pp].color > 0) purify(pp);
        pp++;
    }
}
```

This code is used in section 22.

28.   We must go leftward as we uncover the columns, because we went rightward when covering them.

⟨ Uncover all other columns of cur_node 28 ⟩ ≡
  for ($pp = cur\_node - 1$; $pp \neq cur\_node$;) {
    $o, cc = nd[pp].col$;
    if ($cc \leq 0$) $o, pp = nd[pp].down$;
    else {
      if ($\neg nd[pp].color$) $uncover(cc)$;
      else if ($nd[pp].color > 0$) $unpurify(pp)$;
      $pp\,{-}{-}$;
    }
  }

This code is used in section 22.

29.   When we choose a row that specifies colors in one or more columns, we "purify" those columns by removing all incompatible rows. All rows that want the chosen color in a purified column are temporarily given the color code -1 so that they won't be purified again.

⟨ Subroutines 9 ⟩ +≡
  void $purify(\textbf{int } p)$
  {
    register int cc, rr, nn, uu, dd, t, x;
    $o, cc = nd[p].col, x = nd[p].color$;
    $nd[cc].color = x$;   /∗ no mem charged, because this is for $print\_row$ only ∗/
    $cleansings\,{+}{+}$;
    for ($o, rr = nd[cc].down$; $rr \geq last\_col$; $o, rr = nd[rr].down$) {
      if ($o, nd[rr].color \neq x$) {
        for ($nn = rr + 1$; $nn \neq rr$;) {
          $o, uu = nd[nn].up, dd = nd[nn].down$;
          $o, cc = nd[nn].col$;
          if ($cc \leq 0$) {
            $nn = uu$; **continue**;
          }
          if ($nd[nn].color \geq 0$) {
            $oo, nd[uu].down = dd, nd[dd].up = uu$;
            $updates\,{+}{+}$;
            $o, t = nd[cc].len - 1$;
            $o, nd[cc].len = t$;
            if ($cc \geq second$) $lmems \mathrel{+}= 2$;
          }
          $nn\,{+}{+}$;
        }
      } **else if** ($rr \neq p$) $cleansings\,{+}{+}, o, nd[rr].color = -1$;
    }
  }

30.   Just as *purify* is analogous to *cover*, the inverse process is analogous to *uncover*.

⟨ Subroutines 9 ⟩ +≡

```
void unpurify(int p)
{
  register int cc, rr, nn, uu, dd, t, x;
  o, cc = nd[p].col, x = nd[p].color;      /* there's no need to clear nd[cc].color */
  for (o, rr = nd[cc].up; rr ≥ last_col; o, rr = nd[rr].up) {
    if (o, nd[rr].color < 0) o, nd[rr].color = x;
    else if (rr ≠ p) {
      for (nn = rr − 1; nn ≠ rr; ) {
        o, uu = nd[nn].up, dd = nd[nn].down;
        o, cc = nd[nn].col;
        if (cc ≤ 0) {
          nn = dd; continue;
        }
        if (nd[nn].color ≥ 0) {
          oo, nd[uu].down = nd[dd].up = nn;
          o, t = nd[cc].len + 1;
          o, nd[cc].len = t;
          if (cc ≥ second) lmems += 2;
        }
        nn−−;
      }
    }
  }
}
```

31.   The "best column" is considered to be a column that minimizes the number of remaining choices. If there are several candidates, we choose the leftmost — unless we're randomizing, in which case we select one of them at random.

⟨ Set *best_col* to the best column for branching 31 ⟩ ≡

```
t = max_nodes;
if ((vbose & show_details) ∧ level < show_choices_max ∧ level ≥ maxl − show_choices_gap)
  fprintf(stderr, "Level␣"O"d:", level);
for (o, k = cl[root].next; k ≠ root; o, k = cl[k].next) {
  if ((vbose & show_details) ∧ level < show_choices_max ∧ level ≥ maxl − show_choices_gap)
    fprintf(stderr, "␣"O".8s("O"d)", cl[k].name, nd[k].len);
  if (o, nd[k].len ≤ t) {
    if (nd[k].len < t) best_col = k, t = nd[k].len, p = 1;
    else {
      p++;      /* this many columns achieve the min */
      if (randomizing ∧ (mems += 4, ¬gb_unif_rand(p))) best_col = k;
    }
  }
}
if ((vbose & show_details) ∧ level < show_choices_max ∧ level ≥ maxl − show_choices_gap)
  fprintf(stderr, "␣branching␣on␣"O".8s("O"d)\n", cl[best_col].name, t);
```

This code is used in section 22.

32* ⟨ Record solution and **goto** *recover* 32* ⟩ ≡

{

    count ++;

    if (*spacing* ∧ (*count* mod *spacing* ≡ 0)) {

      register *cc*, *d*, *l*, *t*, *x*, *y*, *piece* = '?';

      for (*k* = 0; *k* ≤ *level*; *k*++) {

        for (*r* = *choice*[*k*] + 1; ;) {

          cc = *nd*[*r*].*col*;

          if (*cc* ≤ 0) {

            r = *nd*[*r*].*up*; **continue**;

          }

          if (¬*cl*[*cc*].*name*[1]) *piece* = *cl*[*cc*].*name*[0];

          else if (¬*cl*[*cc*].*name*[2] ∧ *cl*[*cc*].*name*[1]) {

            x = *cl*[*cc*].*name*[0], *y* = *cl*[*cc*].*name*[1];

            if (*x* ≥ '0' ∧ *x* ≤ '9') *x* = *x* − '0';

            else if (*x* ≥ 'a' ∧ *x* ≤ 'z') *x* = *x* − 'a' + 10;

            else if (*x* ≥ 'A' ∧ *x* ≤ 'Z') *x* = *x* − 'A' + 36;

            else *panic*("Bad␣x␣coordinate");

            if (*y* ≥ '0' ∧ *y* ≤ '9') *y* = *y* − '0';

            else if (*y* ≥ 'a' ∧ *y* ≤ 'z') *y* = *y* − 'a' + 10;

            else if (*y* ≥ 'A' ∧ *y* ≤ 'Z') *y* = *y* − 'A' + 36;

            else *panic*("Bad␣y␣coordinate");

            if (*x* > *xmax*) *xmax* = *x*;

            if (*y* > *ymax*) *ymax* = *y*;

            if (*x* < *xmin*) *xmin* = *x*;

            if (*y* < *ymin*) *ymin* = *y*;

            l++;

            if (*k* < 10) *box*[*x* + 1][*y* + 1] = *k* + '0';

            else if (*k* < 36) *box*[*x* + 1][*y* + 1] = *k* − 10 + 'a';

            else if (*k* < 62) *box*[*x* + 1][*y* + 1] = *k* − 36 + 'A';

            else *box*[*x* + 1][*y* + 1] = '?';

          }

          if (*r* ≡ *choice*[*k*]) **break**;

          r++;

        }

        for (*r* = *choice*[*k*] + 1; ;) {

          cc = *nd*[*r*].*col*;

          if (*cc* ≤ 0) {

            r = *nd*[*r*].*up*; **continue**;

          }

          if (¬*cl*[*cc*].*name*[2] ∧ *cl*[*cc*].*name*[1]) {

            x = *cl*[*cc*].*name*[0], *y* = *cl*[*cc*].*name*[1];

            if (*x* ≥ '0' ∧ *x* ≤ '9') *x* = *x* − '0';

            else if (*x* ≥ 'a' ∧ *x* ≤ 'z') *x* = *x* − 'a' + 10;

            else if (*x* ≥ 'A' ∧ *x* ≤ 'Z') *x* = *x* − 'A' + 36;

            if (*y* ≥ '0' ∧ *y* ≤ '9') *y* = *y* − '0';

            else if (*y* ≥ 'a' ∧ *y* ≤ 'z') *y* = *y* − 'a' + 10;

            else if (*y* ≥ 'A' ∧ *y* ≤ 'Z') *y* = *y* − 'A' + 36;

            box[*x* + 1][*y* + 1] = *piece*;

          }

          if (*r* ≡ *choice*[*k*]) **break**;

          r++;

```
        }
      }
      for (x = xmin; x ≤ xmax; x++) {
        if (x > xmin) printf("|");
        for (y = ymin; y ≤ ymax; y++) {
          printf(""O"c", box[x + 1][y + 1] ? box[x + 1][y + 1] : '.');
        }
      }
      printf(" #"O"lld\n", count);
      fflush(stdout);
      for (x = xmin; x ≤ xmax; x++)
        for (y = ymin; y ≤ ymax; y++) box[x + 1][y + 1] = 0;
    }
    if (count ≥ maxcount) goto done;
    goto recover;
  }
```

This code is used in section 22.

33. ⟨ Subroutines 9 ⟩ +≡
```
  void print_state(void)
  {
    register int l;

    fprintf(stderr, "Current␣state␣(level␣"O"d):\n", level);
    for (l = 0; l < level; l++) {
      print_row(choice[l], stderr);
      if (l ≥ show_levels_max) {
        fprintf(stderr, "␣...\n");
        break;
      }
    }
    fprintf(stderr, "␣"O"lld␣solutions,␣"O"lld␣mems,␣and␣max␣level␣"O"d␣so␣far.\n", count,
        mems, maxl);
  }
```

34.   During a long run, it's helpful to have some way to measure progress. The following routine prints a
string that indicates roughly where we are in the search tree. The string consists of character pairs, separated
by blanks, where each character pair represents a branch of the search tree. When a node has d descendants
and we are working on the kth, the two characters respectively represent k and d in a simple code; namely,
the values 0, 1, ..., 61 are denoted by

$$0,\ 1,\ \ldots,\ 9,\ a,\ b,\ \ldots,\ z,\ A,\ B,\ \ldots, Z.$$

All values greater than 61 are shown as '`*`'. Notice that as computation proceeds, this string will increase
lexicographically.

Following that string, a fractional estimate of total progress is computed, based on the naïve assumption
that the search tree has a uniform branching structure. If the tree consists of a single node, this estimate
is .5; otherwise, if the first choice is 'k of d', the estimate is $(k-1)/d$ plus $1/d$ times the recursively evaluated
estimate for the kth subtree. (This estimate might obviously be very misleading, in some cases, but at least
it grows monotonically.)

⟨ Subroutines 9 ⟩ +≡
```
  void print_progress(void)
  {
    register int l, k, d, c, p;
    register double f, fd;
    fprintf(stderr, "␣after␣"O"lld␣mems:␣"O"lld␣sols,", mems, count);
    for (f = 0.0, fd = 1.0, l = 0;  l < level;  l++) {
      c = nd[choice[l]].col, d = nd[c].len;
      for (k = 1, p = nd[c].down;  p ≠ choice[l];  k++, p = nd[p].down)  ;
      fd *= d, f += (k − 1)/fd;       /* choice l is k of d */
      fprintf(stderr, "␣"O"c"O"c", k < 10 ? '0' + k : k < 36 ? 'a' + k − 10 : k < 62 ? 'A' + k − 36 : '*',
          d < 10 ? '0' + d : d < 36 ? 'a' + d − 10 : d < 62 ? 'A' + d − 36 : '*');
      if (l ≥ show_levels_max) {
        fprintf(stderr, "...");
        break;
      }
    }
    fprintf(stderr, "␣"O".5f\n", f + 0.5/fd);
  }
```

35.   ⟨ Print the profile 35 ⟩ ≡
```
  {
    fprintf(stderr, "Profile:\n");
    for (level = 0;  level ≤ maxl;  level++) fprintf(stderr, ""O"3d:␣"O"lld\n", level, profile[level]);
  }
```
This code is used in section 2.

36* ⟨ Global variables 3 ⟩ +≡
```
  char box[64][64];       /* allow space for margins in both coordinates */
  int xmax, ymax;
  int xmin = 64, ymin = 64;
```

37* Index.

The following sections were changed by the change file: 32, 36, 37.

⟨ Check column p 12 ⟩   Used in section 11.
⟨ Check for duplicate column name 14 ⟩   Used in section 13.
⟨ Cover all other columns of *cur_node* 27 ⟩   Used in section 22.
⟨ Create a node for the column named in *buf* [p] 17 ⟩   Used in section 16.
⟨ Do special things if enough *mems* have accumulated 24 ⟩   Used in section 22.
⟨ Global variables 3, 7, 23, 36* ⟩   Used in section 2.
⟨ Initialize *last_col* to a new column with an empty list 15 ⟩   Used in section 13.
⟨ Input the column names 13 ⟩   Used in section 2.
⟨ Input the rows 16 ⟩   Used in section 2.
⟨ Insert node *last_node* into the list for column k 18 ⟩   Used in section 17.
⟨ Print the profile 35 ⟩   Used in section 2.
⟨ Process the command line 4 ⟩   Used in section 2.
⟨ Record solution and **goto** *recover* 32* ⟩   Used in section 22.
⟨ Remove *last_node* from its column 19 ⟩   Used in section 16.
⟨ Report the column totals 21 ⟩   Used in section 2.
⟨ Report the successful completion of the input phase 20 ⟩   Used in section 2.
⟨ Set *best_col* to the best column for branching 31 ⟩   Used in section 22.
⟨ Solve the problem 22 ⟩   Used in section 2.
⟨ Subroutines 9, 10, 11, 25, 26, 29, 30, 33, 34 ⟩   Used in section 2.
⟨ Type definitions 5, 6 ⟩   Used in section 2.
⟨ Uncover all other columns of *cur_node* 28 ⟩   Used in section 22.

DLX2-POLYOM