
Algorithm 1: fill_runs_slice($T, t, \text{from}, \text{to}, v$)

Input: Tree, T , supporting `WeinerLink` and `Parent`; Query string t ;
Interval over t , $[\text{from}, \text{to}]$; Starting node v .

Output: Tripple $(\text{first}, \text{last}, v)$: first index of the first failing
`WeinerLink` call; last index last failing `WeinerLink` call; v the
node corresponding to last ;

```
1 currnode  $\leftarrow$  T.WeinerLink(T.root(), t[to - 1]);
2 idx_set  $\leftarrow$  FALSE;
3 k  $\leftarrow$  to - 2;
4 repeat
5   c  $\leftarrow$  t[k - 1];
6   if T.IsRoot(T.WeinerLink(currnode, t[to - 1])) then
7     if idx_set = FALSE then
8       first  $\leftarrow$  k;
9       idx_set  $\leftarrow$  TRUE;
10    end
11    runs[k]  $\leftarrow$  0;
12    repeat
13      currnode  $\leftarrow$  T.parent(v);
14      until T.IsRoot(T.WeinerLink(currnode, c));
15      v  $\leftarrow$  T.WeinerLink(currnode, c);
16      last  $\leftarrow$  k;
17    else
18      runs[k]  $\leftarrow$  1
19    end
20    currnode  $\leftarrow$  T.WeinerLink(currnode, c);
21    k  $\leftarrow$  k - 1;
22 until k > from;
```

Algorithm 2: Build RUNS in parallel.

Input: Tree, T , supporting `WeinerLink` and `Parent`; Query string t ;
Number of threads nthreads dividing $|t|$.

```
1 S  $\leftarrow$   $|t|/\text{nthreads}$ ;
2 R  $\leftarrow$  [1..nthreads];
3 for i  $\leftarrow$  1 to nthreads do
4   R[i]  $\leftarrow$  fill_runs_slice(T, t, (i - 1) * S, i * S);
5 end
6 for i  $\leftarrow$  1 to nthreads - 1 do
7   fill_runs_slice(T, t, T[i - 1].first, R[i].second, R[i].third);
8 end
```

Algorithm 3: fill_ms_slice

Input: Cst of s , T , supporting `WeinerLink` and `Parent`; Query string t ;
Vector ms initialized at 0; Vector $runs$; Interval over t , $[from, to)$

Output: Last index j of ms

```
1  $k \leftarrow from, i \leftarrow 0, h^* \leftarrow k + 1;$ 
2  $c \leftarrow t[k];$ 
3  $v \leftarrow T.root();$ 
4 repeat
5    $h \leftarrow h^*;$ 
6    $u \leftarrow v;$ 
7   repeat
8      $c \leftarrow t[h^*];$ 
9      $u \leftarrow T.WeinerLink(v, c);$ 
10    if  $\neg T.IsRoot(u)$  then
11       $v \leftarrow u;$ 
12       $h^* \leftarrow h^* + 1;$ 
13    end
14  until  $\neg T.IsRoot(u)$  and  $h^* < |t|;$ 
15  // resize if needed;
16   $i \leftarrow i - h^* + 1;$ 
17   $ms[i + +] \leftarrow 1;$ 
18  if  $h^* < |t|$  then
19    repeat
20       $v \leftarrow T.Parent(v);$ 
21       $u \leftarrow T.WeinerLink(v, c);$ 
22      until  $\neg T.IsRoot(u);$ 
23       $h^* \leftarrow h^* + 1;$ 
24    end
25   $k' \leftarrow k + 1;$ 
26  repeat
27     $k' \leftarrow k' + 1;$ 
28    until  $k' < |t|$  and  $runs[k'] \neq 0;$ 
29    // resize if needed;
30     $ms[k + 1..k' - 1] \leftarrow 1;$ 
31     $j \leftarrow \max(k' - 1, to);$ 
32 until  $k < to;$ 
```

Algorithm 4: Build RUNS in parallel.

Input: Tree, T , supporting `WeinerLink` and `Parent`; Query string t ;
Number of threads `nthreads` dividing $|t|$.

```
1 for  $i \leftarrow 1$  to nthreads do
2   |  $ms_i \leftarrow [1..(2 * |t|)/nthreads]$ ;
3 end
4 for  $i \leftarrow 1$  to nthreads do
5   |  $J_i \leftarrow \text{fill\_ms\_slice}(T, t, ms_i, \text{runs}, (i - 1) * S, i * S)$ ;
6 end
7 for  $i \leftarrow 1$  to nthreads  $- 1$  do
8   |  $ms_i \leftarrow \text{resize\_to}(J_i)$ ;
9 end
```
