```
input: A bitmap Im of size w \times l
   output: A partition of the bitmap
 1 special treatment of the first line;
 2 for i \leftarrow 2 to l do
       special treatment of the first element of line i;
       for j \leftarrow 2 to w do
 4
           \mathsf{left} \leftarrow \mathtt{FindCompress}(Im[i,j-1]);
 5
           up \leftarrow FindCompress(Im[i-1,]);
 6
           this \leftarrow FindCompress(Im[i,j]);
 7
           if left compatible with this then // O(left,this)==1
 8
                if left < this then Union(left,this);</pre>
 9
                else Union(this,left);
10
           end
11
                                                                // O(up,this)==1
           \mathbf{if} \ \mathsf{up} \ \mathit{compatible} \ \mathit{with} \ \mathsf{this} \ \mathbf{then}
12
                if up < this then Union(up,this);</pre>
13
                // this is put under up to keep tree as flat as
14
                    possible
                else Union(this,up);
15
                // this linked to up
16
17
           end
18
       \mathbf{end}
       foreach element e of the line i do FindCompress(p);
19
20 end
```

Algorithm 1: disjoint decomposition