

// Pre-computa i predecessori

**int**[ ] computePredecessor(**int**[ ] *a*, **int**[ ] *b*, **int** *n*)

**int**[ ][ ] *pred*  $\leftarrow$  new **int**[ ]*n*  
*pred*[0]  $\leftarrow$  0

**from** *i*  $\leftarrow$  1 **until** *n* **do**

*j*  $\leftarrow$  *i* - 1

**while** *j* > 0 **and** *b*[*j*] > *a*[*i*] **do**

*j*  $\leftarrow$  *j* - 1

*pred*[*i*]  $\leftarrow$  *j*

**return** *pred*