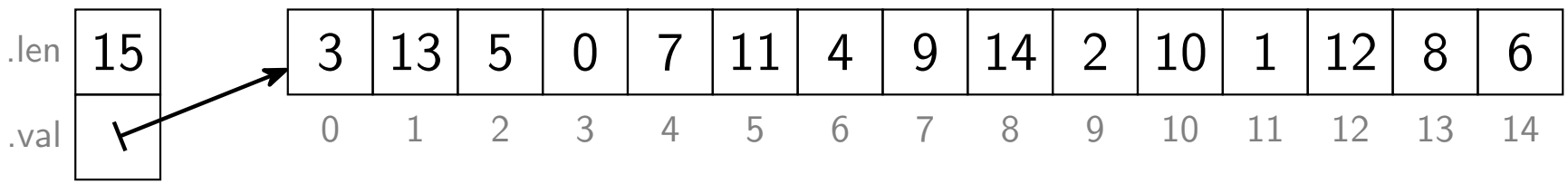
```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];
  uint a = -1;
  uint b = t.len;
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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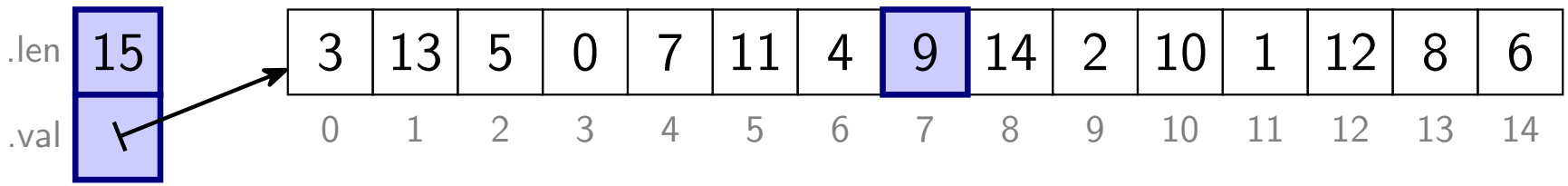
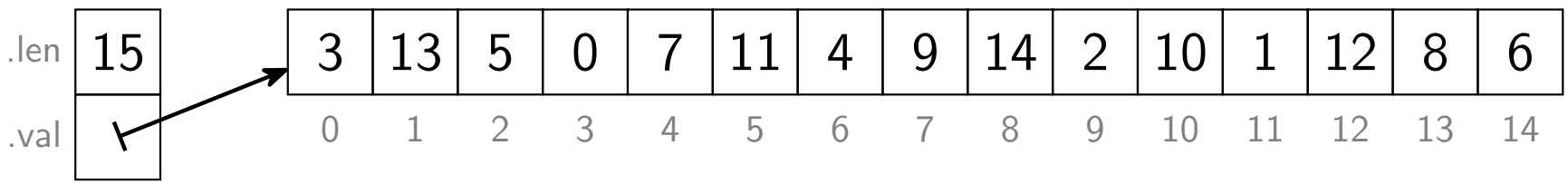
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;
  uint b = t.len;
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;
  uint b = t.len;
  while (1) {
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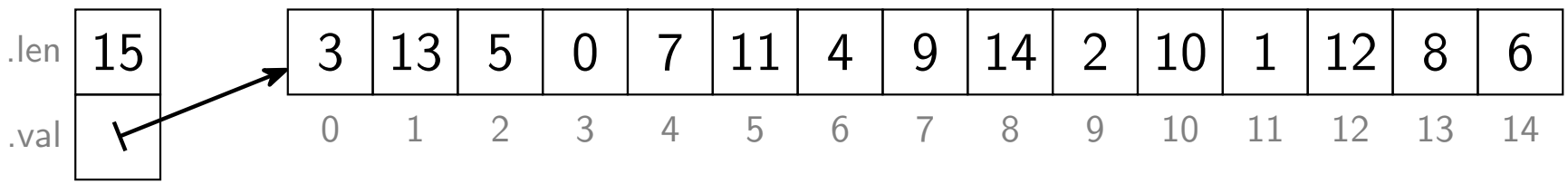
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
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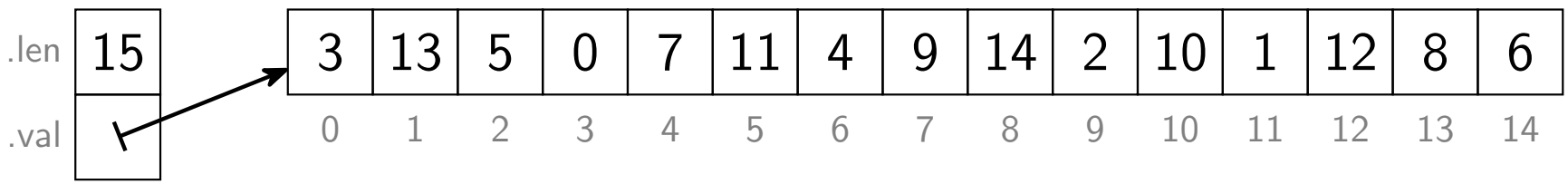
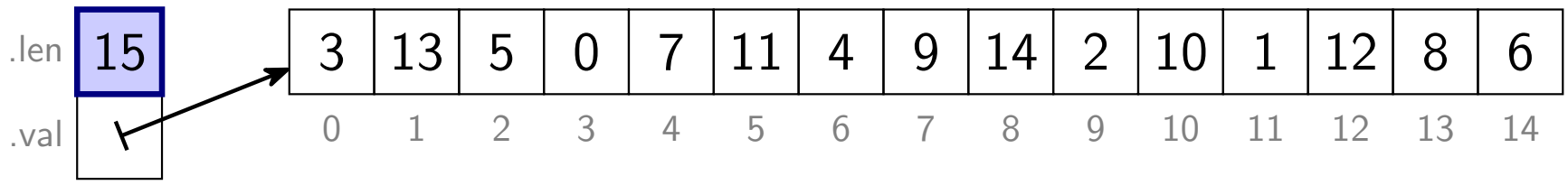
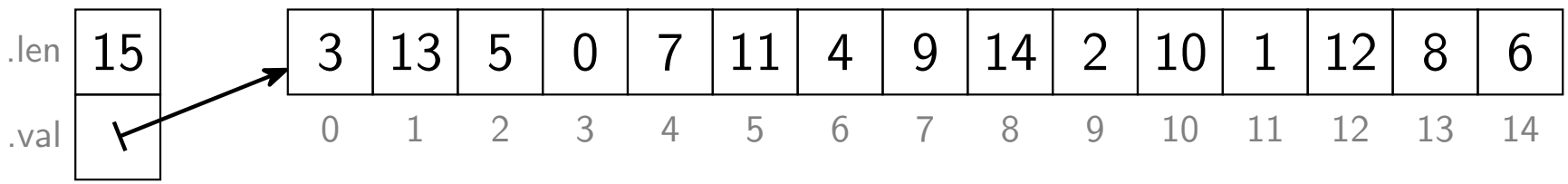
  uint a = -1;  /* -1 */
  uint b = t.len;
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



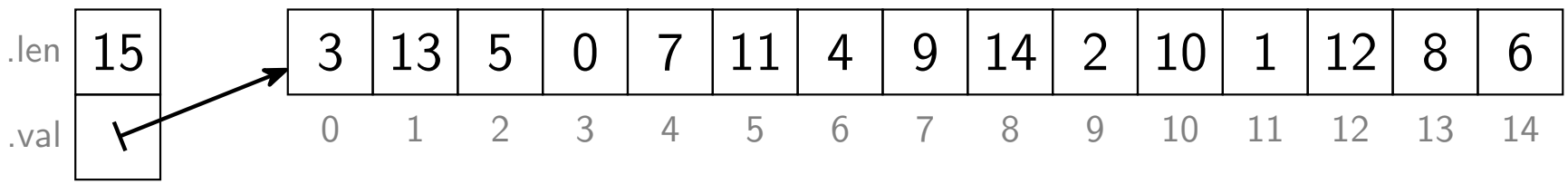
```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* -1 */
  uint b = t.len;
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* -1 */
  uint b = t.len;  /* 15 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* -1 */
  uint b = t.len;  /* 15 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 0 */
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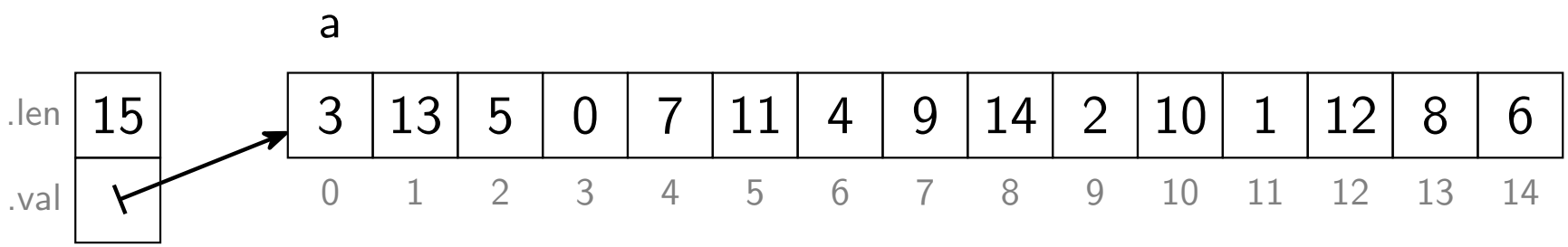
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 0 */
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  while (1) {
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  }
}
```
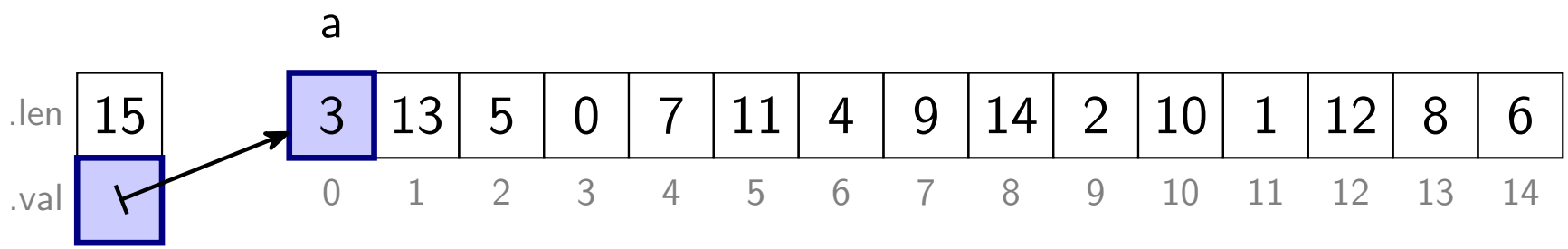
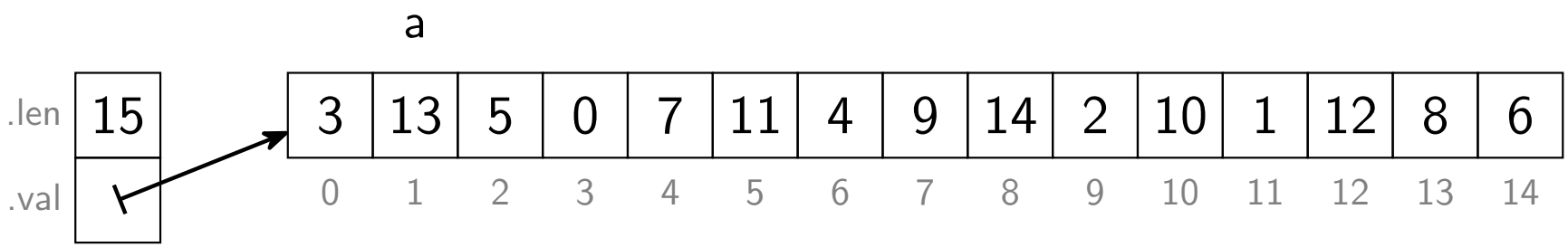



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 1 */
  uint b = t.len;  /* 15 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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uint partition (Tab t) {
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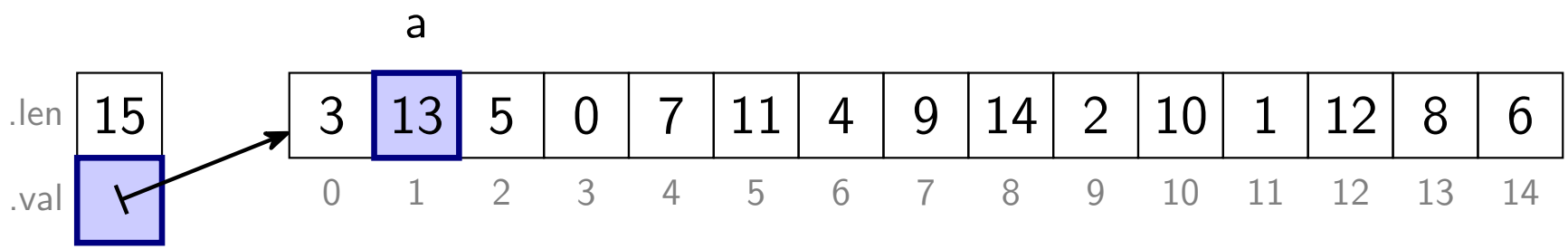
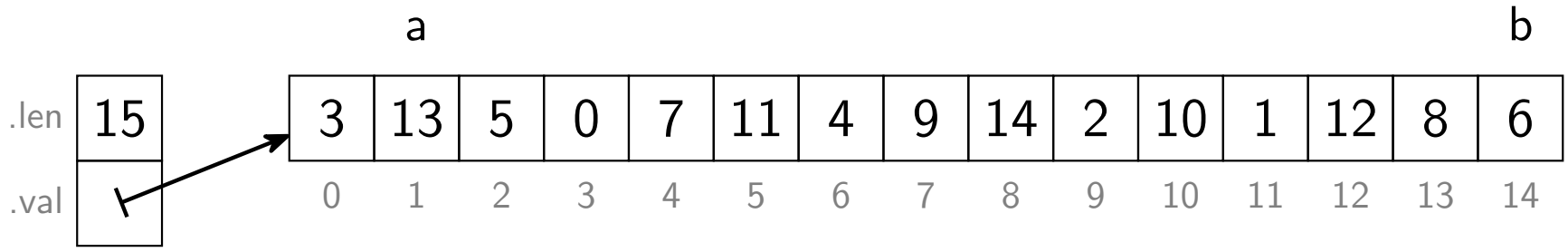
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 1 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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uint partition (Tab t) {
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  uint a = -1;  /* 1 */
  uint b = t.len;  /* 14 */
  while (1) {
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    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
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```

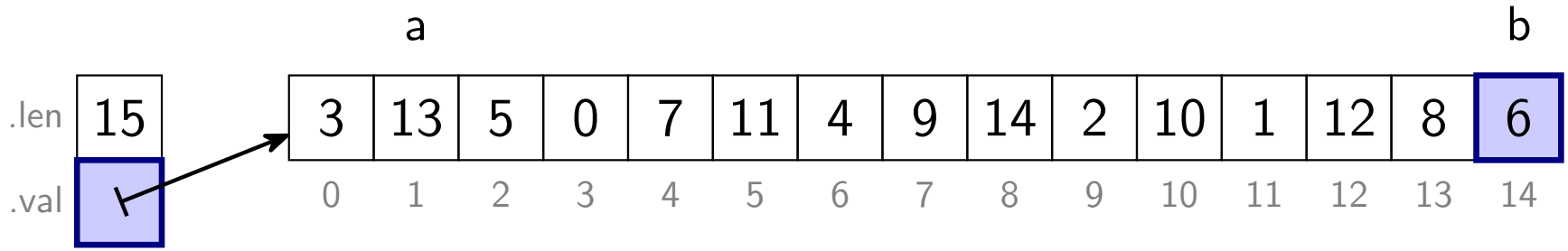

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    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
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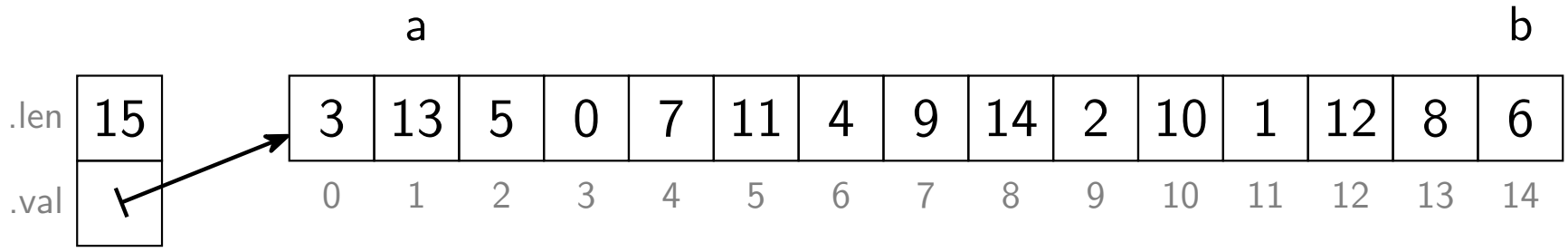

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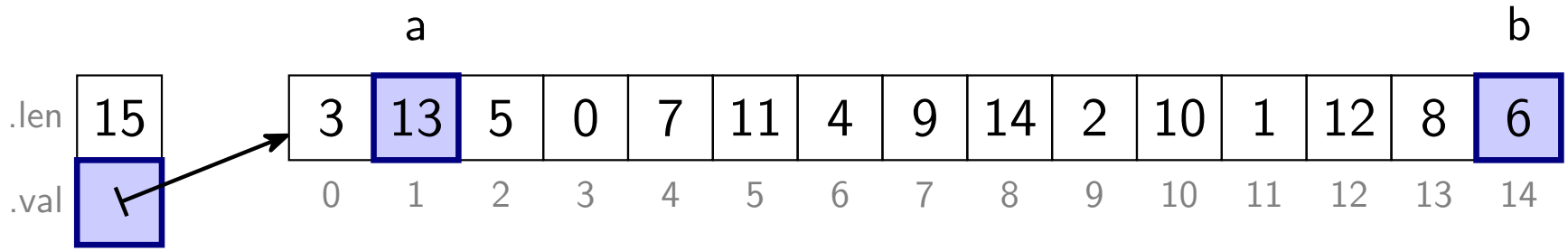

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uint partition (Tab t) {
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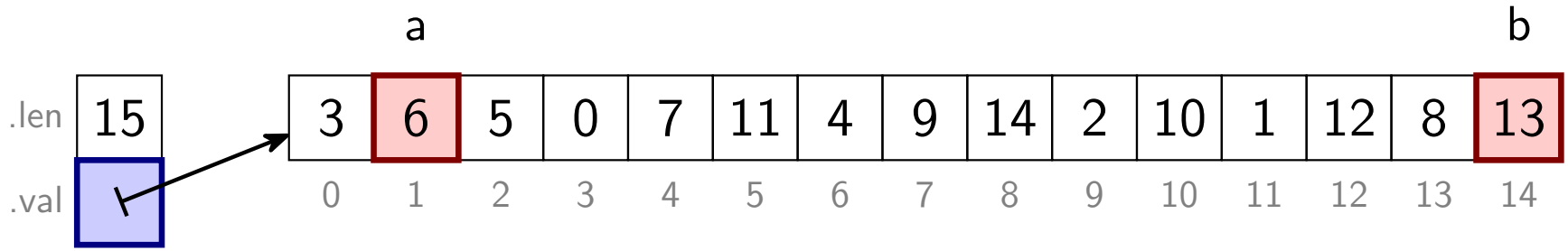

```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 1 */
  uint b = t.len;  /* 14 */
  while (1) {
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    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
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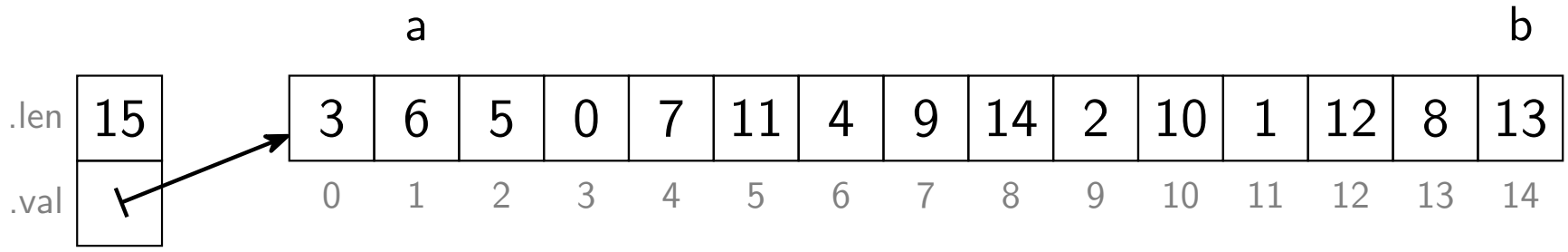

```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 2 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
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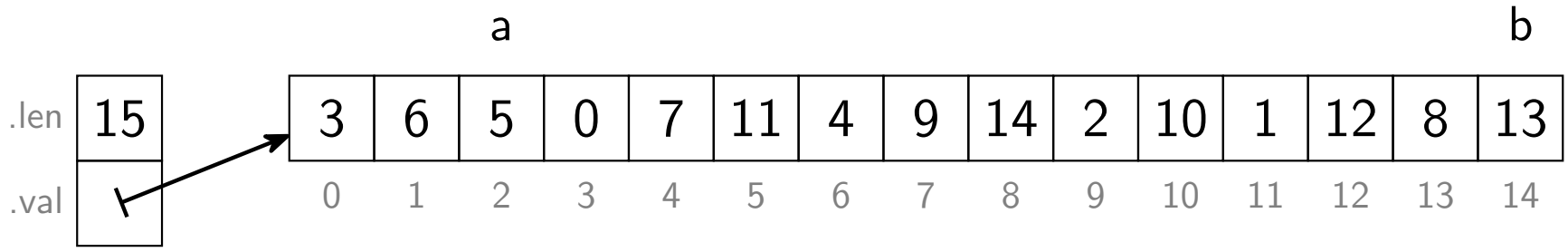

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  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 2 */
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    do { b--; } while (t.val[b] > pivot);
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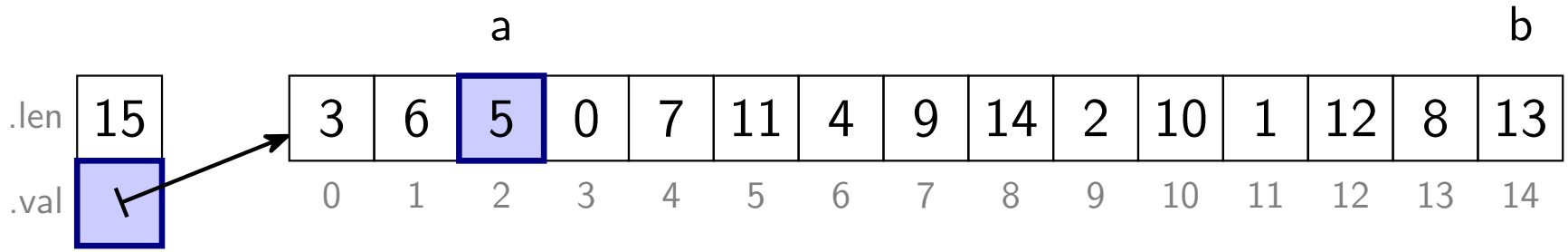
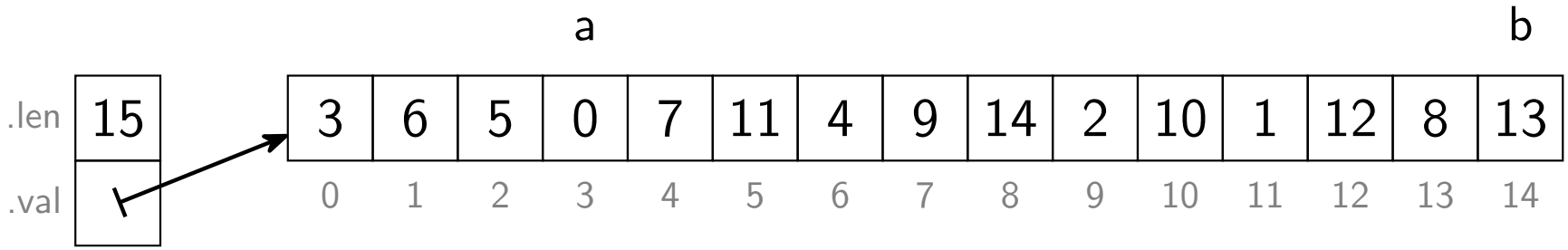


```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 3 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 3 */
  uint b = t.len;  /* 14 */
  while (1) {
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    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
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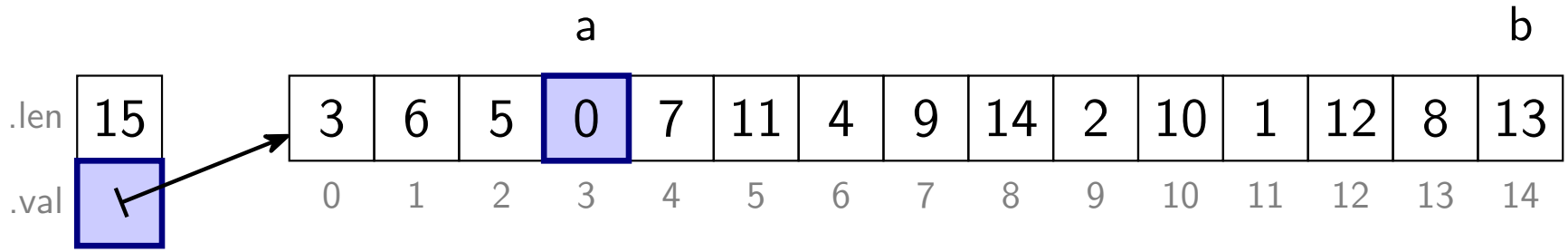
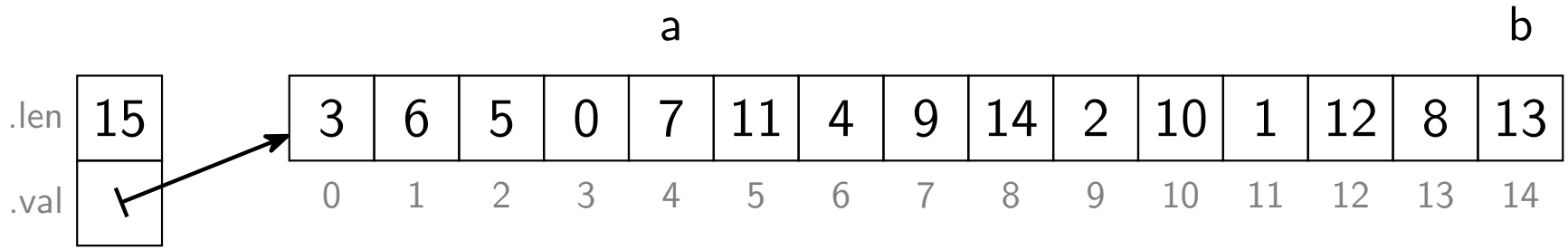


```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 4 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 4 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
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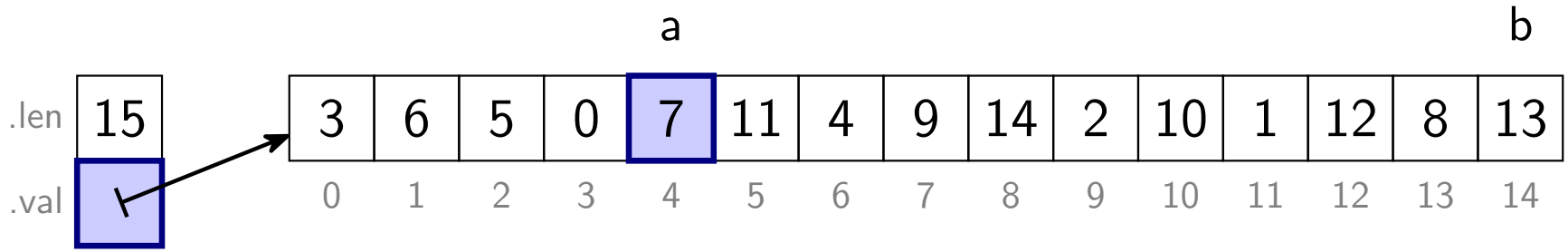
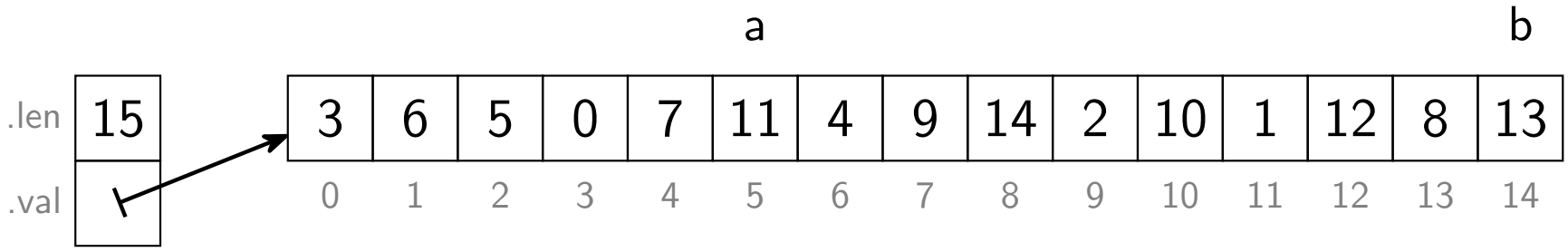
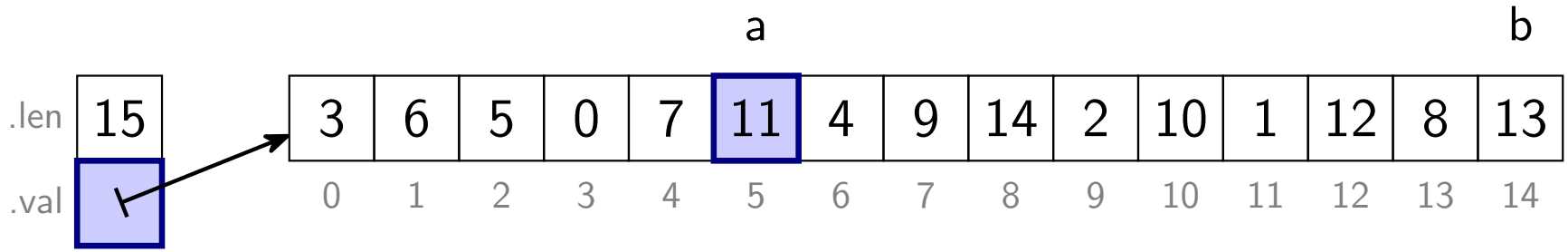


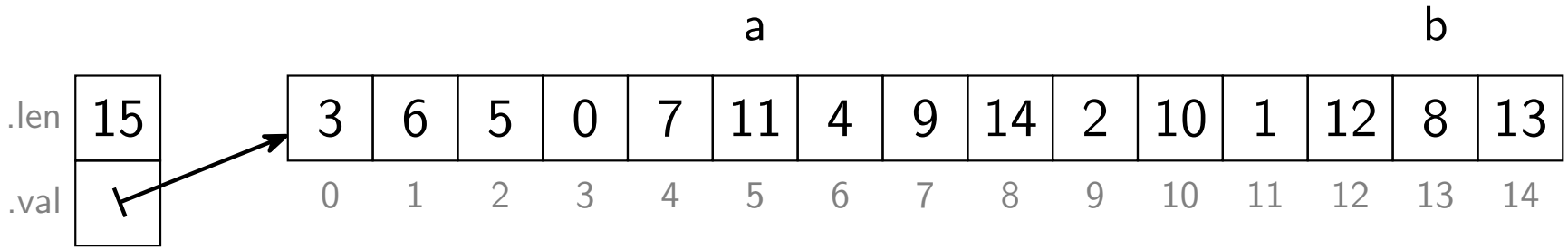
```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 5 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



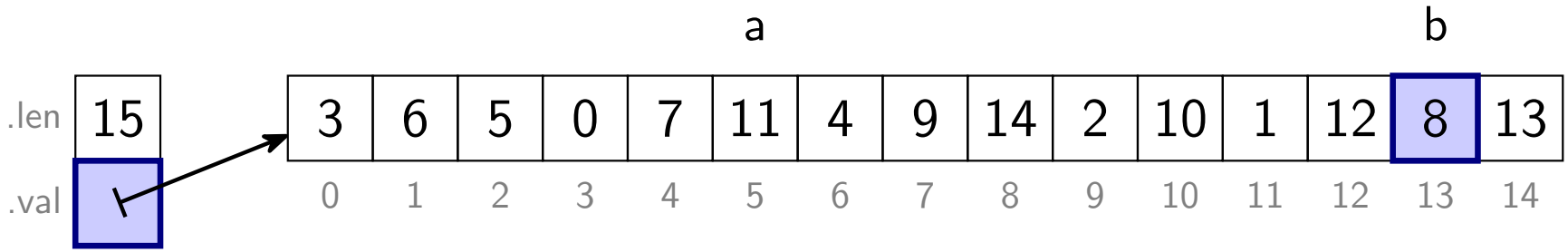
```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 5 */
  uint b = t.len;  /* 14 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



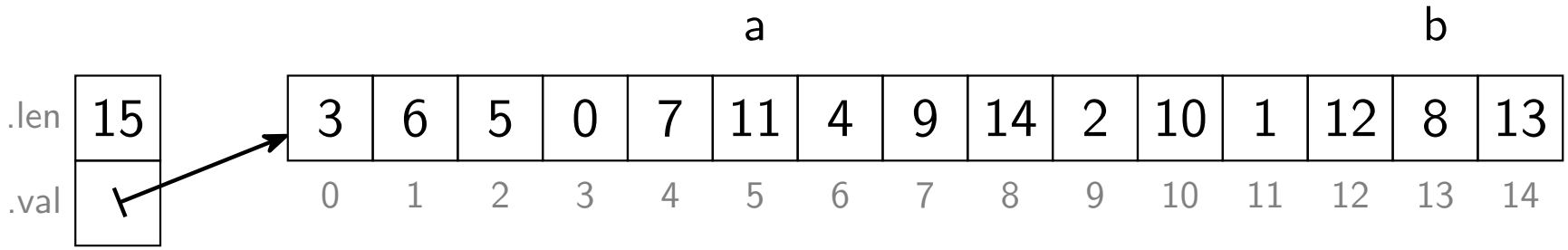
```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 5 */
  uint b = t.len;  /* 13 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 5 */
  uint b = t.len;  /* 13 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 5 */
  uint b = t.len;  /* 13 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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}
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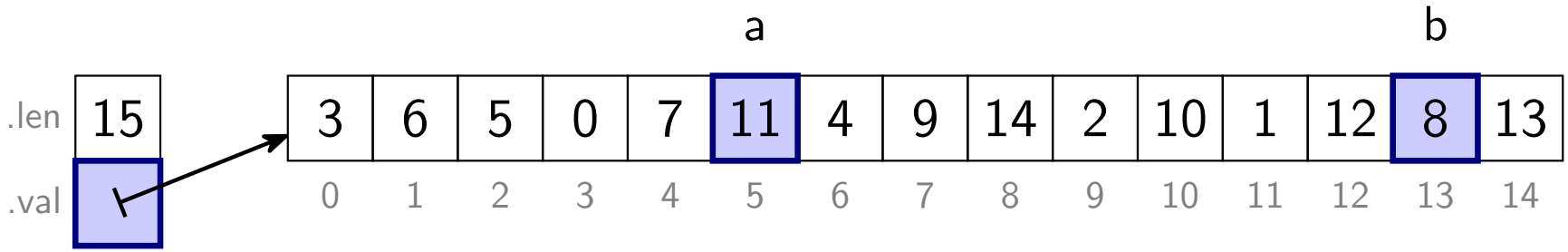

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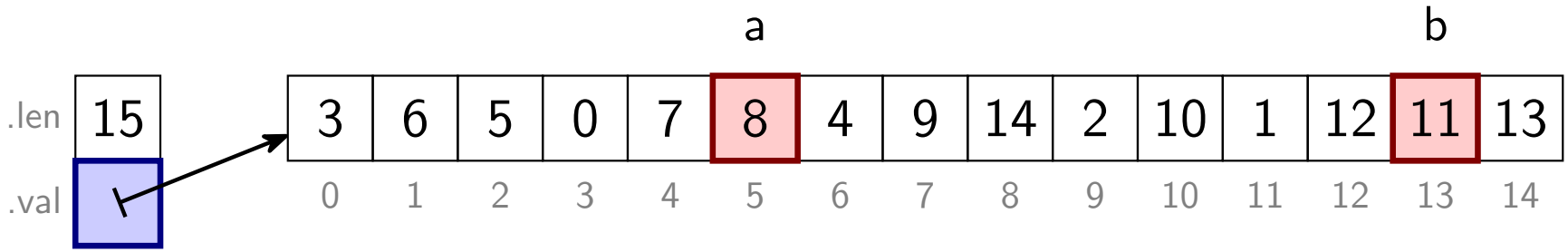

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  uint a = -1;  /* 5 */
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  while (1) {
    do { a++; } while (t.val[a] < pivot);
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    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
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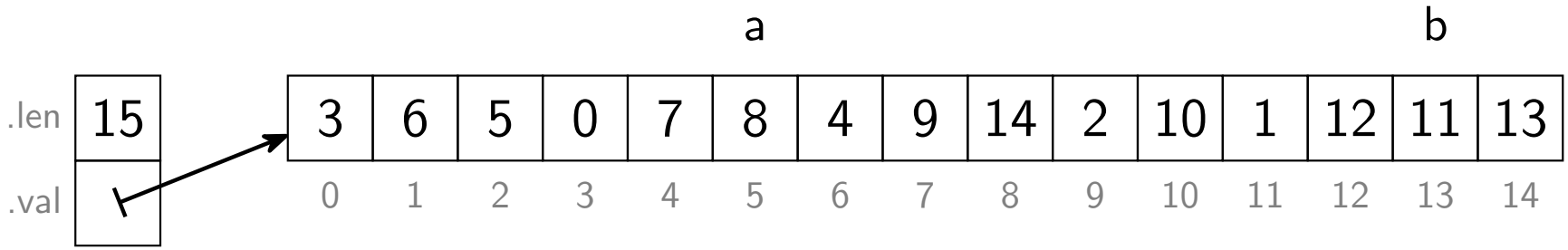

```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 6 */
  uint b = t.len;  /* 13 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
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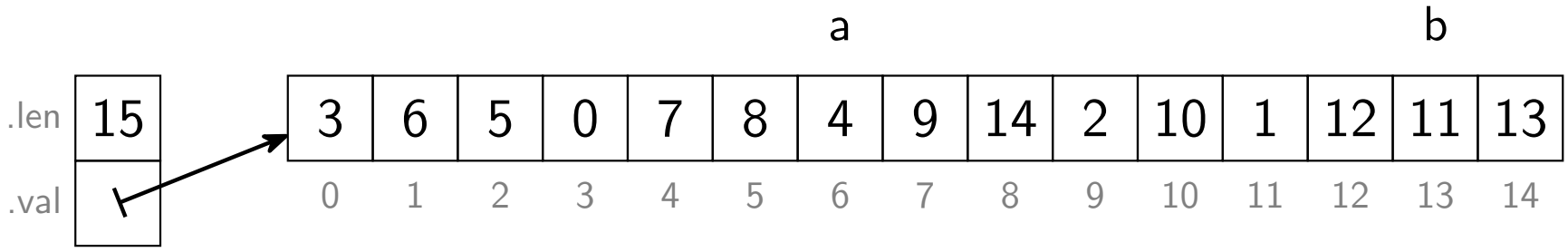

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  }
}
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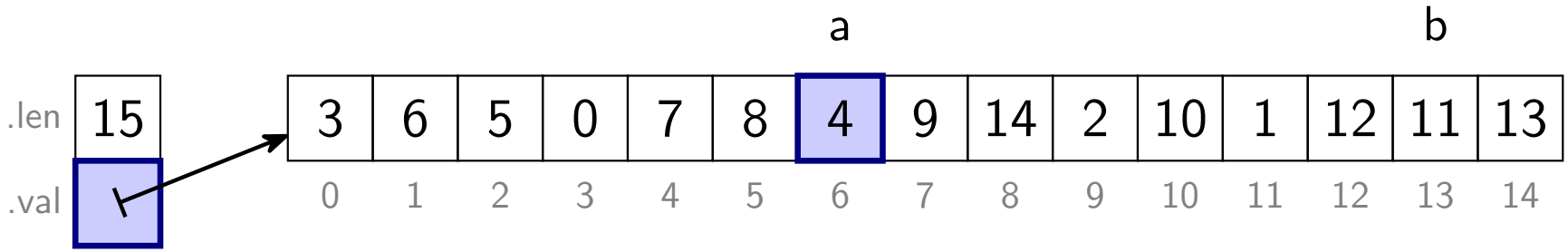

```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 7 */
  uint b = t.len;  /* 13 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
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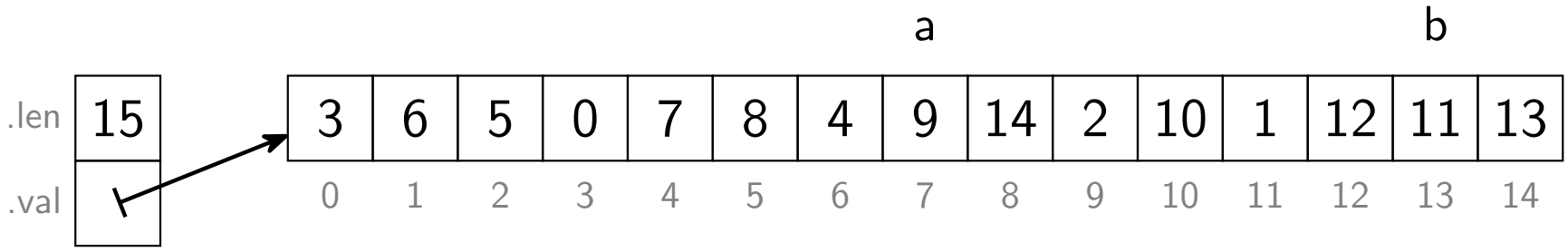

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    if (a >= b) { return b; }
     swap(t, a, b);
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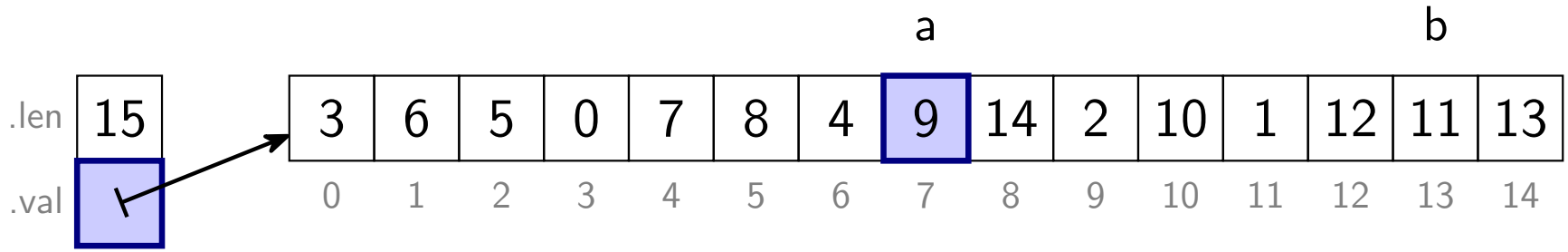
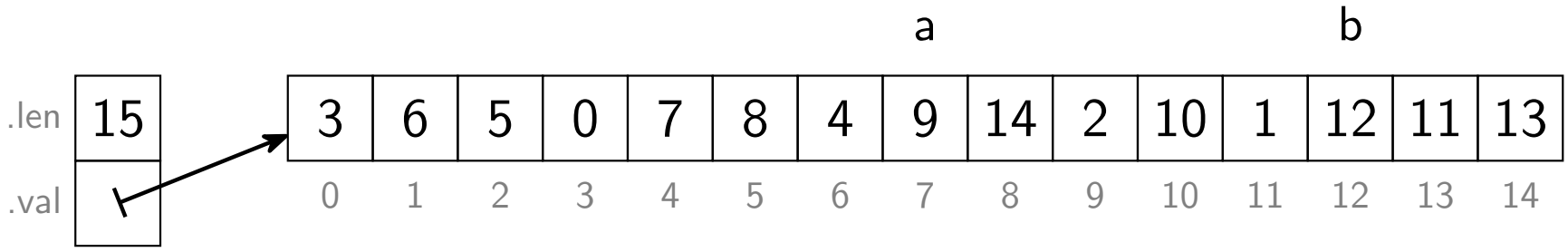


```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 7 */
  uint b = t.len;  /* 12 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
     swap(t, a, b);
  }
}
```



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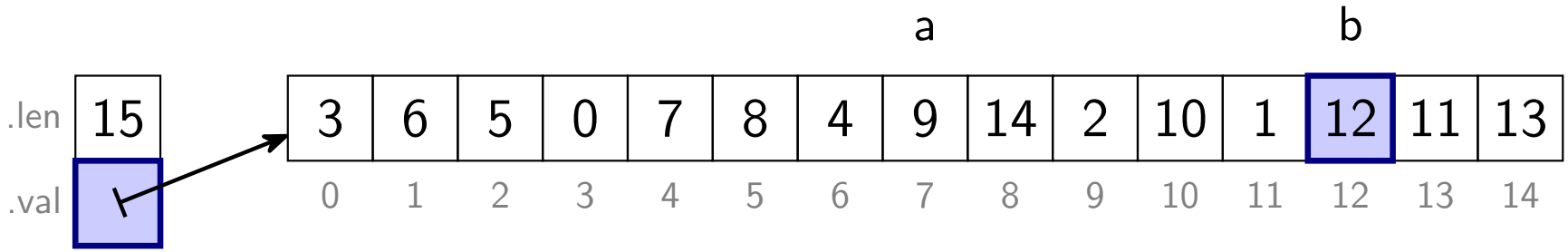

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uint partition (Tab t) {
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  while (1) {
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    if (a >= b) { return b; }
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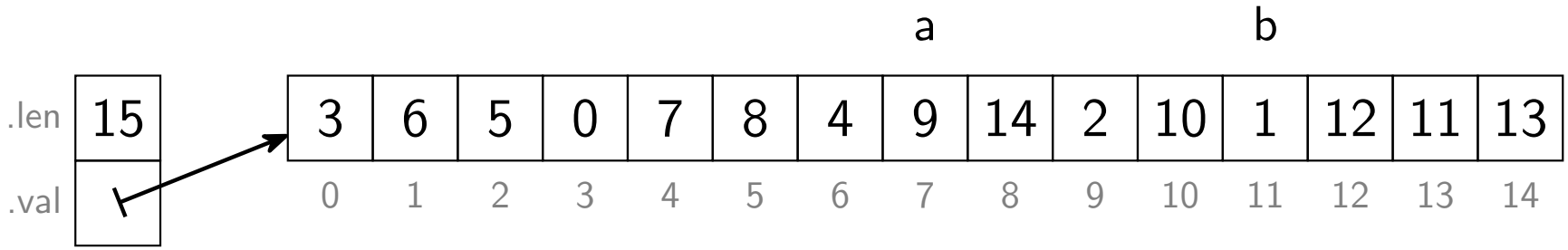

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  int pivot = t.val[(t.len-1)/2];  /* 9 */
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    if (a >= b) { return b; }
     swap(t, a, b);
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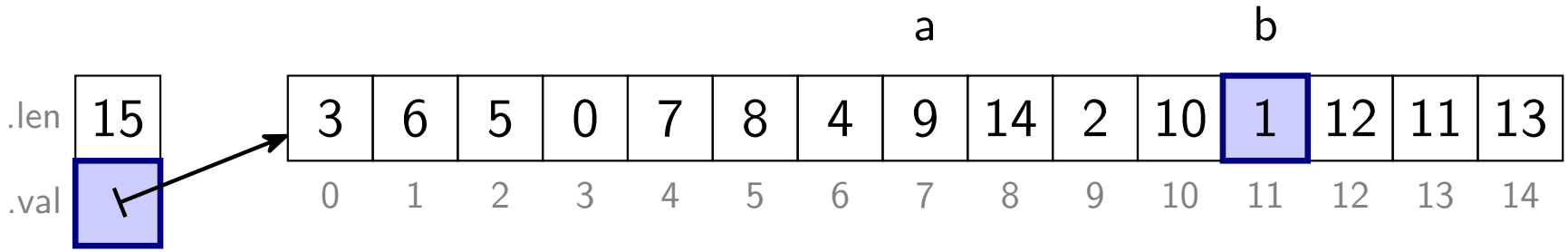

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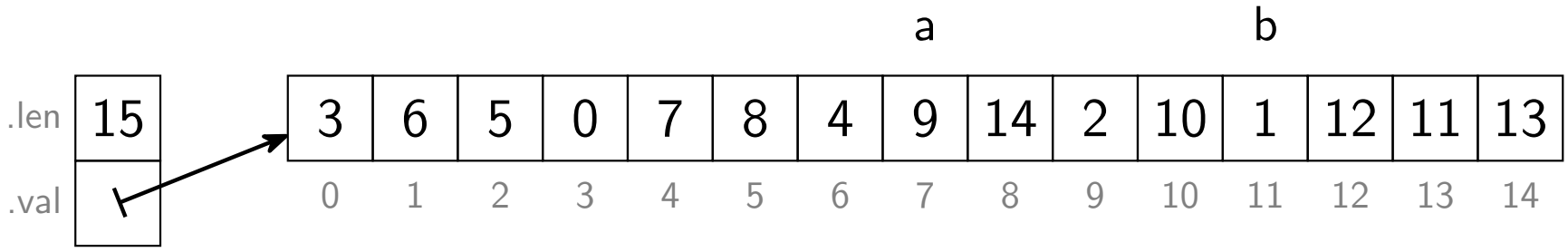

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    if (a >= b) { return b; }
     swap(t, a, b);
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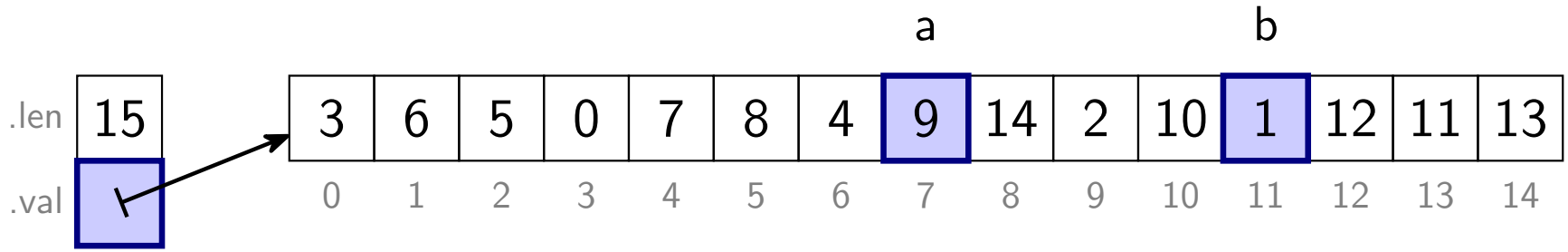

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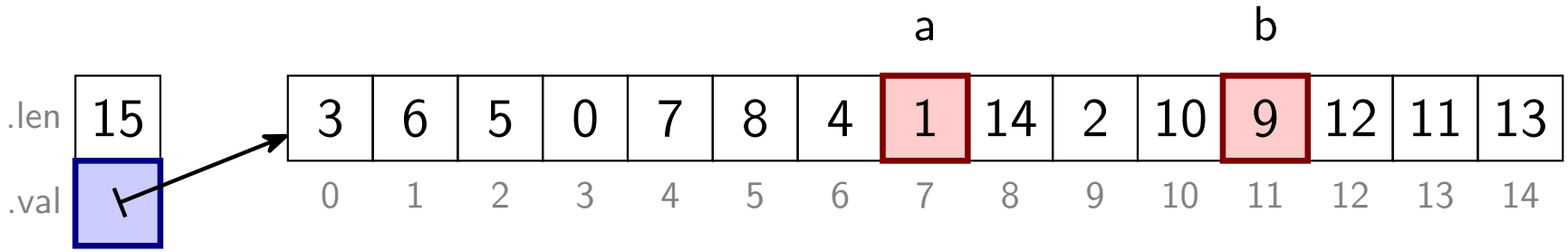

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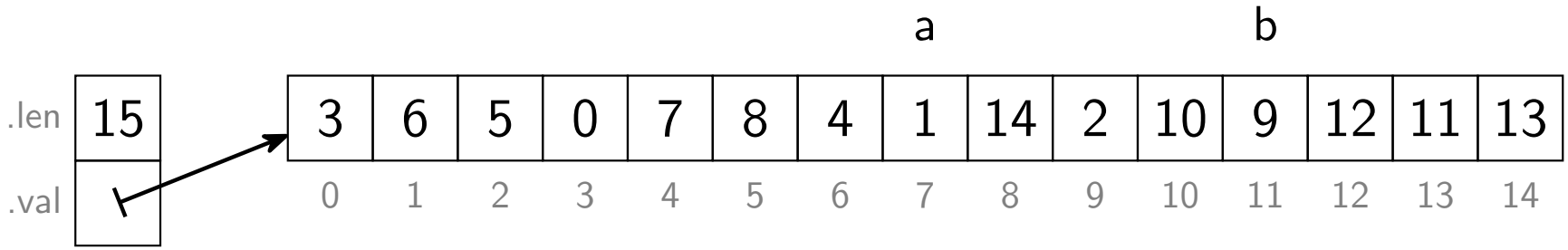

```
uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
  uint a = -1;  /* 8 */
  uint b = t.len;  /* 11 */
  while (1) {
    do { a++; } while (t.val[a] < pivot);
    do { b--; } while (t.val[b] > pivot);
    if (a >= b) { return b; }
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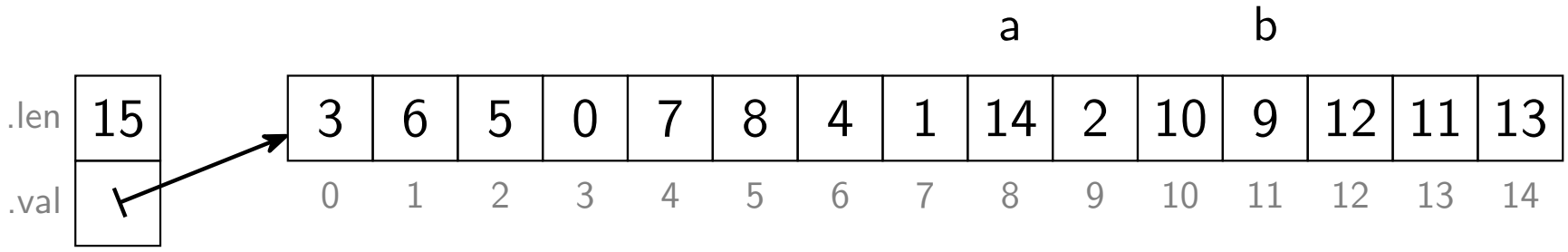

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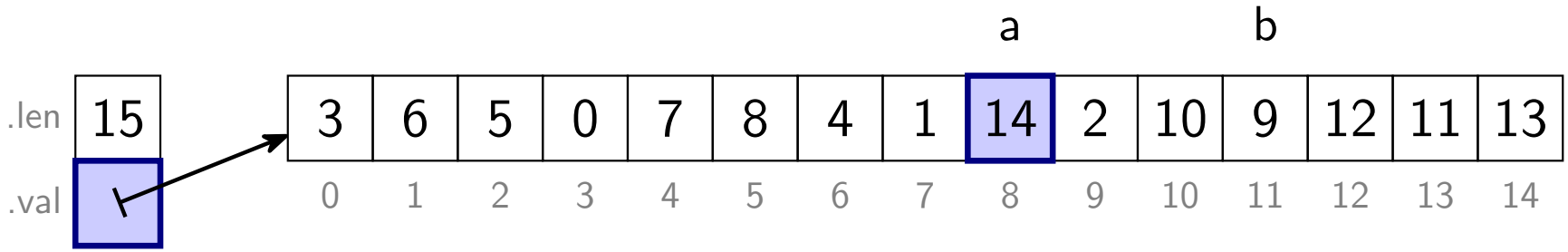

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uint partition (Tab t) {
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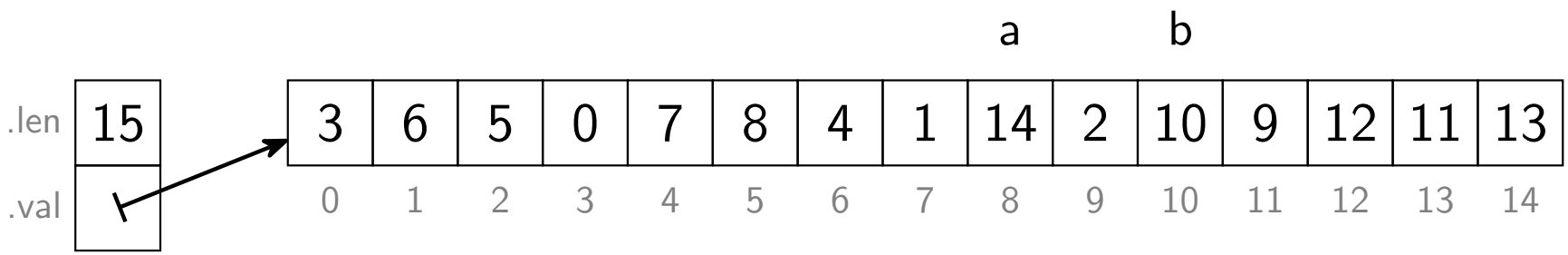

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uint partition (Tab t) {
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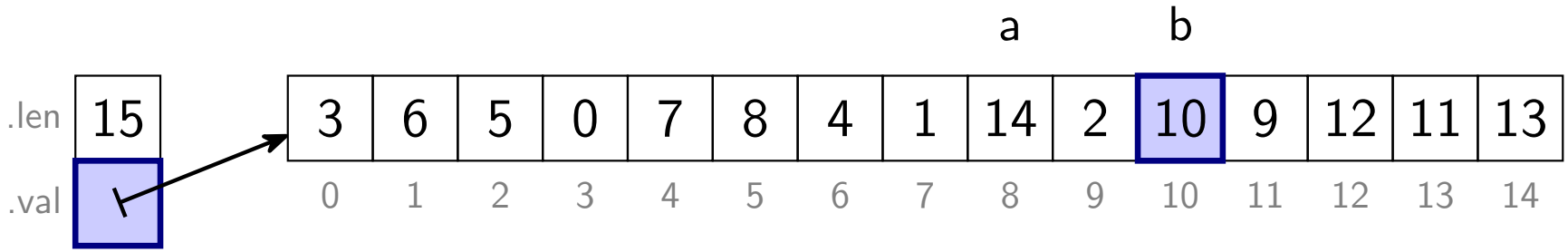

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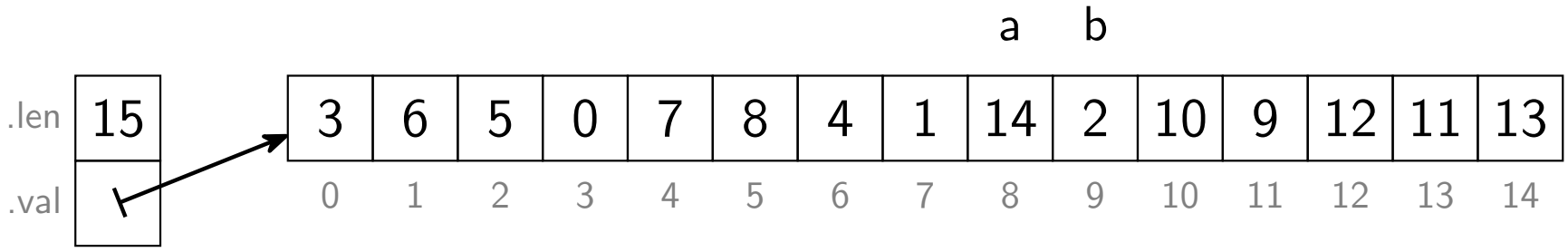

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uint partition (Tab t) {
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  uint a = -1;  /* 8 */
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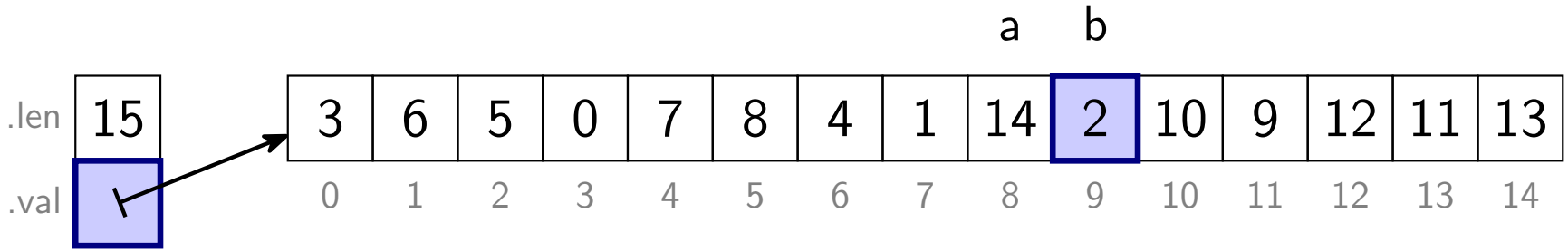

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uint partition (Tab t) {
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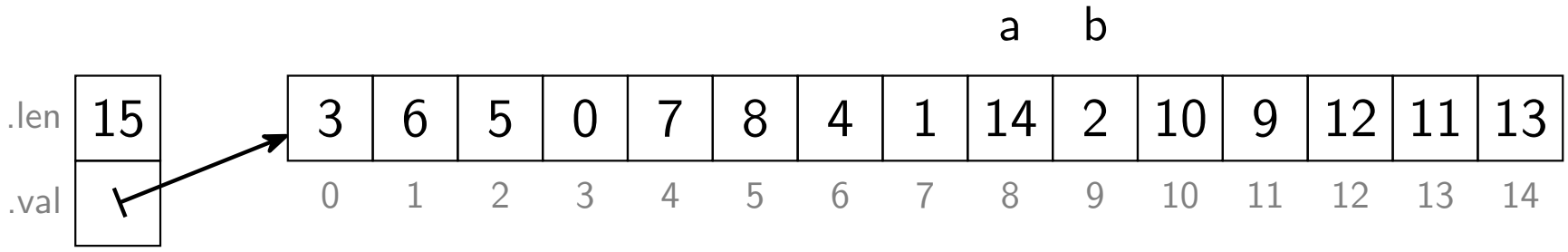

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uint partition (Tab t) {
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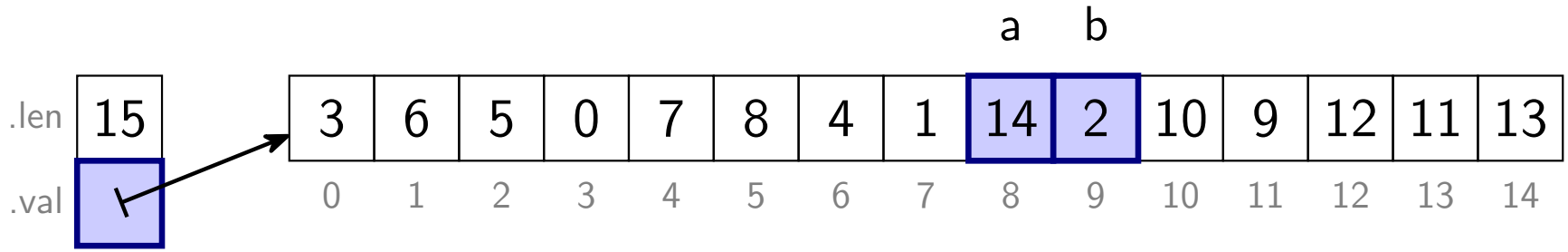

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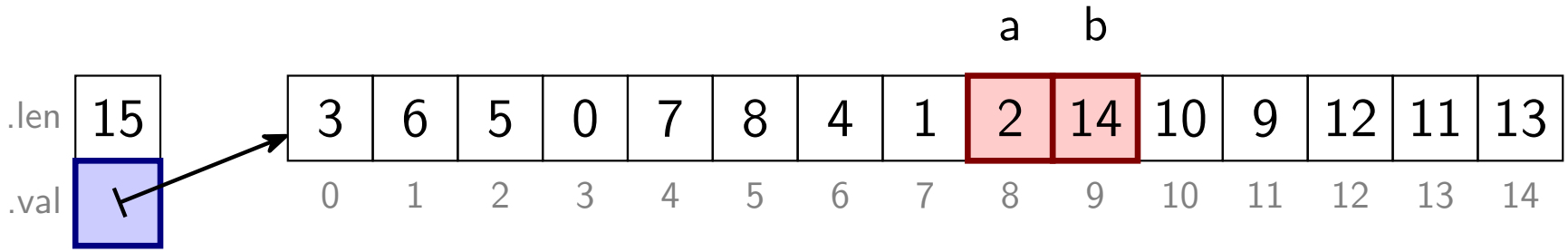

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uint partition (Tab t) {
  int pivot = t.val[(t.len-1)/2];  /* 9 */
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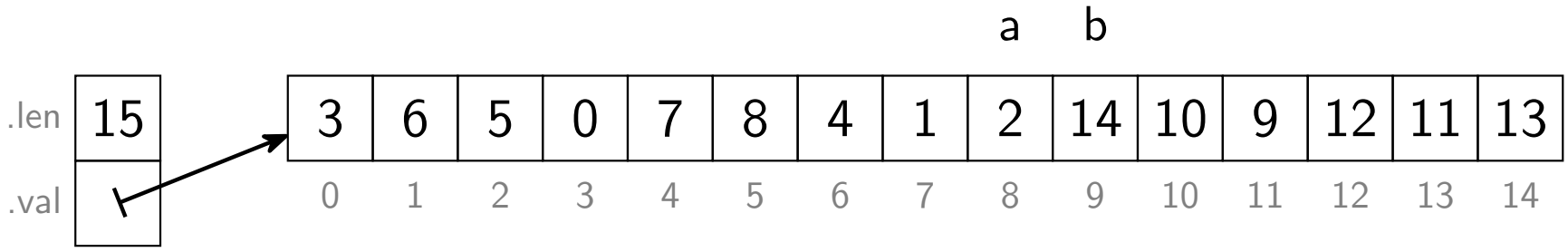

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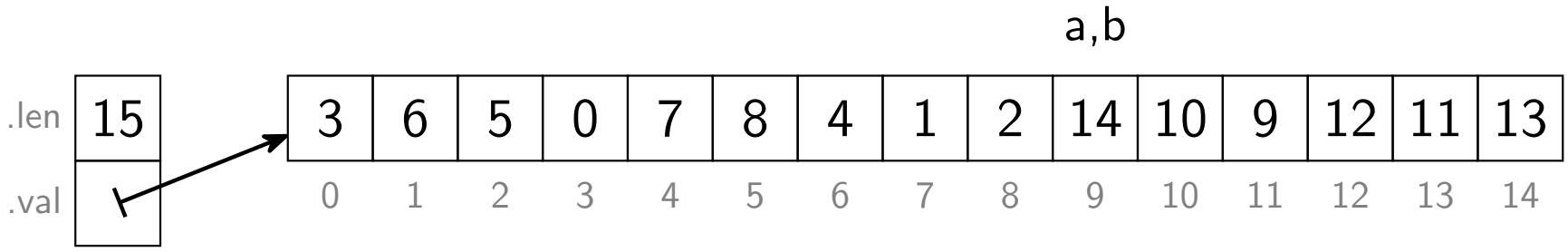

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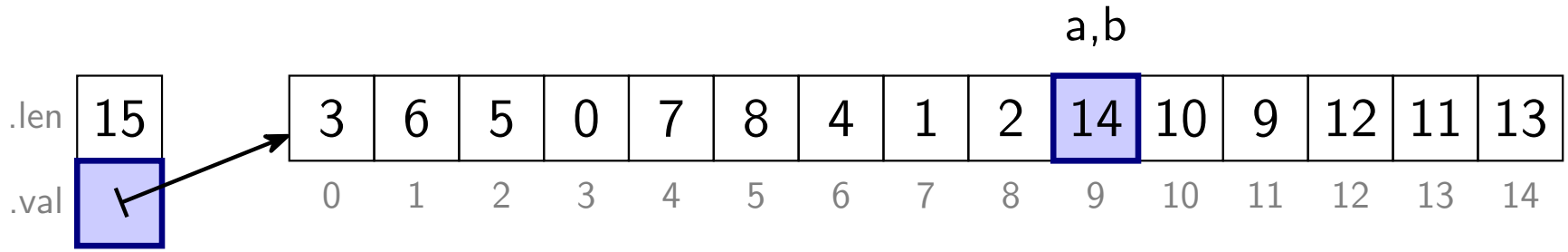

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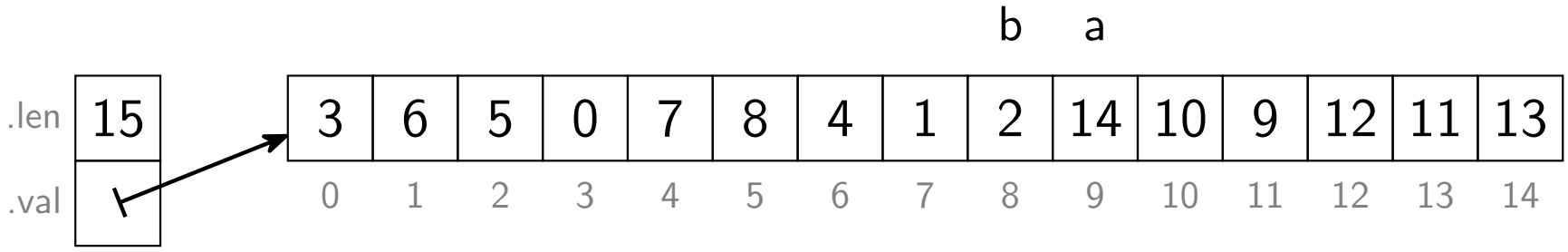

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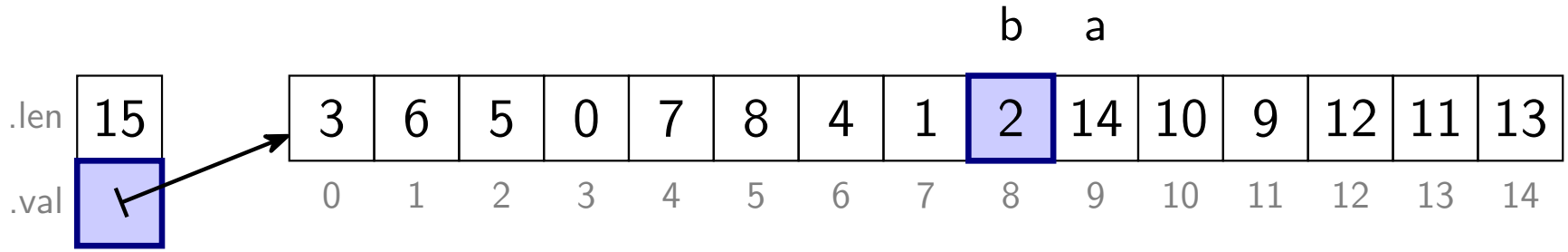

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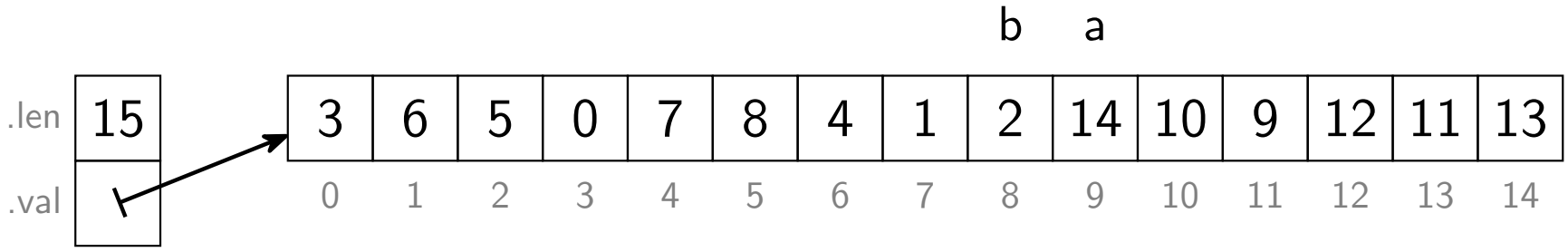

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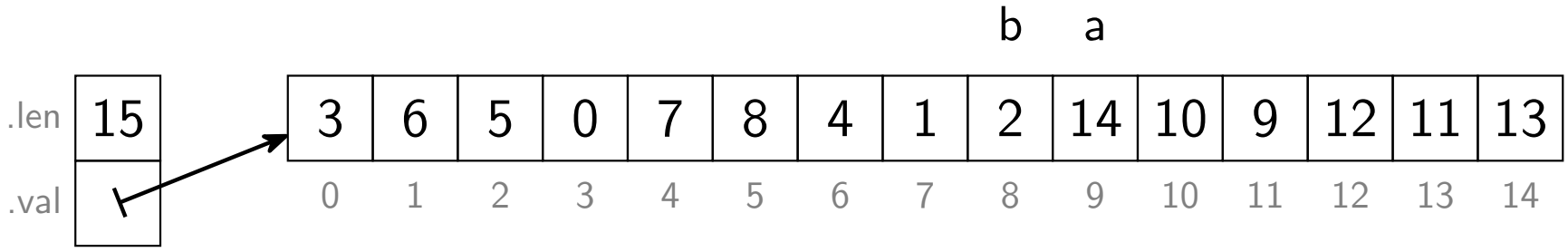

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