1. Introduction. This program implements the coroutines of Algorithms 7.2.1.1R and 7.2.1.1D, in the important case $m = 2$.

```
#define nn 10     /* we will test this value of n */
#include <stdio.h>
  int p[nn];     /* program locations */
  int x[nn], y[nn], t[nn], xp[nn], yp[nn], tp[nn];     /* local variables */
  int n[nn];     /* the value of 'n' in each coroutine */
  ⟨ Subroutines 2 ⟩;
  main( )
  {
    register int k, kp;
    ⟨ Initialize the coroutines 3 ⟩;
    for (k = 0; k < (1 ≪ nn); k++) printf("%d", co(nn − 1));
    printf("\n");
  }
```

2. We simulate the behavior of recursive coroutines, in such a way that repeated calls on $co(n-1)$ will yield a cyclic sequence of period 2^{nn} in which each nn-tuple occurs exactly once.

The coroutines are of types S (simple), R (recursive), and D (doubly recursive), as explained in the book. There are $nn - 1$ coroutines altogether (see exercise 96); the main one will be number $nn - 1$.

Each coroutine q, for $1 \le q < nn$, has a current position $p[q]$, as well as local variables $x[q]$, $y[q]$, and so on; and it generates a de Bruijn sequence of length $2^{n[q]}$.

If $n = 2$, the coroutine for order n simply outputs the sequence 0, 0, 1, 1. Otherwise, if n is odd, coroutine $q = n - 1$ invokes coroutine $q - 1 = n - 2$ and doubles its length. Otherwise coroutine $q = 2n' - 1$ invokes coroutines $q - 1 = 2n' - 2$ and $(q - 1)/2 = n' - 1$, where coroutines $2n' - 1$ through n' are "clones" of coroutines $n' - 1$ through 1; the effect is to square the length of the cycles output by those coroutines.

```
#define S 0     /* base for positions of an S coroutine */
#define R 10     /* base for positions of an R coroutine */
#define D 20     /* base for positions of a D coroutine */

⟨ Subroutines 2 ⟩ ≡
  void init(int r)
  {
    register q = r − 1;
    n[q] = r;
    if (r ≡ 2) p[q] = S + 1;
    else if (r & 1) {
      p[q] = R;
      x[q] = 0;
      init(q);
    } else {
      register int k, qq;
      qq = q ≫ 1;
      p[q] = D + 1;
      x[q] = xp[q] = 2;
      init(qq + 1);
      for (k = q − 1; k > qq; k−−) p[k] = p[k − qq], x[k] = x[k − qq], xp[k] = xp[k − qq], n[k] = n[k − qq];
    }
  }
```

See also section 4.

This code is used in section 1.

3. ⟨ Initialize the coroutines 3 ⟩ ≡

```
  init(nn);
```

This code is used in section 1.

4. Now here's how we invoke a coroutine and obtain its next value.

⟨ Subroutines 2 ⟩ +≡

```
  int co(int q)
  {
    switch (p[q]) {
      ⟨ Cases for individual coroutines 5 ⟩
    }
  }
```

5. Each coroutine resets its p before returning a value. For example, type S is the simplest.

⟨ Cases for individual coroutines 5 ⟩ ≡

```
case S + 1: p[q] = S + 2; return 0;
case S + 2: p[q] = S + 3; return 0;
case S + 3: p[q] = S + 4; return 1;
case S + 4: p[q] = S + 1; return 1;
```

See also sections 6 and 7.

This code is used in section 4.

6. Type R is next in difficulty. I change the numbering slightly here, so that case R does the first part of the text's step R1. The text's n is $n[q-1]$ in this code, because of the initialization we've done.

⟨ Cases for individual coroutines 5 ⟩ +≡

```
R1: case R: p[q] = R + 1; return x[q];
case R + 1: if (x[q] ≠ 0 ∧ t[q] ≥ n[q − 1]) goto R3;
R2: y[q] = co(q − 1);
R3: t[q] = (y[q] ≡ 1 ? t[q] + 1 : 0);
R4: if (t[q] ≡ n[q − 1] ∧ x[q] ≠ 0) goto R2;
R5: x[q] = (x[q] + y[q]) & 1; goto R1;
```

7. And finally there's the coroutine of type D. Again the text's parameter n is our variable $n[q-1]$.

⟨ Cases for individual coroutines 5 ⟩ +≡

```
D1: case D + 1: if (t[q] ≠ n[q − 1] ∨ x[q] ≥ 2) y[q] = co(q − (n[q] ≫ 1));
D2: if (x[q] ≠ y[q]) x[q] = y[q], t[q] = 1; else t[q]++;
D3: p[q] = D + 4; return x[q];
D4: case D + 4: yp[q] = co(q − 1);
D5: if (xp[q] ≠ yp[q]) xp[q] = yp[q], tp[q] = 1; else tp[q]++;
D6: if (tp[q] ≡ n[q − 1] ∧ xp[q] < 2) {
      if (t[q] < n[q − 1] ∨ xp[q] < x[q]) goto D4;
      if (xp[q] ≡ x[q]) goto D3;
    }
D7: p[q] = D + 8; return (xp[q]);
case D + 8: if (tp[q] ≡ n[q − 1] ∧ xp[q] < 2) goto D3;
  goto D1;
```

8. Index.

⟨ Cases for individual coroutines 5, 6, 7 ⟩ Used in section 4.
⟨ Initialize the coroutines 3 ⟩ Used in section 1.
⟨ Subroutines 2, 4 ⟩ Used in section 1.

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