1. Intro. This program is an "XCC solver" that I'm writing as an experiment in the use of so-called sparse-set data structures instead of the dancing links structures that I've played with for thirty years. I plan to write it as if I live on a planet where the sparse-set ideas are well known, but doubly linked links are almost unheard-of. As I begin, I know that the similar program SSXC1 works fine.

I shall accept the DLX input format used in the previous solvers, without change, so that a fair comparison can be made. (See the program DLX2 for definitions. Much of the code from that program is used to parse the input for this one.)

My original attempt, SSXC0, kept the basic structure of DLX1 and changed only the data structure link conventions. The present version incorporates new ideas from Christine Solnon's program XCC-WITH-DANCING-CELLS, which she wrote in October 2020. In particular, she proposed saving all the active set sizes on a stack; program SSXC0 recomputed them by undoing the forward calculations in reverse. She also showed how to unify "purification" with "covering."

In August, 2023, Christine told me about two further improvements: We can easily recognize most cases where an item has only one option left (a "forced move"). And in such cases, it isn't necessary to save the domain sizes of the other active elements, because we won't need that information when backtracking.

2. After this program finds all solutions, it normally prints their total number on *stderr*, together with statistics about how many nodes were in the search tree, and how many "updates" were made. The running time in "mems" is also reported, together with the approximate number of bytes needed for data storage. (An "update" is the removal of an option from its item list, or the removal of a satisfied color constraint from its option. One "mem" essentially means a memory access to a 64-bit word. The reported totals don't include the time or space needed to parse the input or to format the output.)

```
#define o   mems ++      /* count one mem */
#define oo   mems += 2      /* count two mems */
#define ooo   mems += 3      /* count three mems */
#define O   "%"      /* used for percent signs in format strings */
#define mod   %      /* used for percent signs denoting remainder in C */
#define max_level   5000      /* at most this many options in a solution */
#define max_cols   100000      /* at most this many items */
#define max_nodes   10000000      /* at most this many nonzero elements in the matrix */
#define savesize   10000000      /* at most this many entries on savestack */
#define bufsize   (9 * max_cols + 3)      /* a buffer big enough to hold all item names */
```

3. Here is the overall structure:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include "gb_flip.h"
```

typedef unsigned int uint;   /∗ a convenient abbreviation ∗/
typedef unsigned long long ullng;   /∗ ditto ∗/

⟨Type definitions 8⟩;
⟨Global variables 4⟩;
⟨Subroutines 11⟩;

main(**int** *argc*, **char** *∗argv*[ ])
{
  register int *c, cc, i, j, k, p, pp, q, r, s, t, cur_choice, cur_node, best_itm*;

  ⟨Process the command line 5⟩;
  ⟨Input the item names 15⟩;
  ⟨Input the options 17⟩;
  if (*vbose* & *show_basics*) ⟨Report the successful completion of the input phase 24⟩;
  if (*vbose* & *show_tots*) ⟨Report the item totals 25⟩;
  imems = *mems*, *mems* = 0;
  if (*baditem*) ⟨Report an uncoverable item 23⟩
  else {
    if (*randomizing*) ⟨Randomize the *item* list 26⟩;
    ⟨Solve the problem 27⟩;
  }
done: **if** (*vbose* & *show_profile*) ⟨Print the profile 44⟩;
  if (*vbose* & *show_max_deg*)
    fprintf(*stderr*, "The␣maximum␣branching␣degree␣was␣"*O*"d.\n", *maxdeg*);
  if (*vbose* & *show_basics*) {
    fprintf(*stderr*, "Altogether␣"*O*"llu␣solution"*O*"s,␣"*O*"llu+"*O*"llu␣mems,", *count*,
        count ≡ 1 ? "" : "s", *imems*, *mems*);
    bytes = (*itemlength* + *setlength*) ∗ **sizeof**(**int**) + *last_node* ∗ **sizeof**
        (*node*) + 2 ∗ *maxl* ∗ **sizeof**(**int**) + *maxsaveptr* ∗ **sizeof** (*twoints*);
    fprintf(*stderr*, "␣"*O*"llu␣updates,␣"*O*"llu␣bytes,␣"*O*"llu␣nodes,", *updates*, *bytes*, *nodes*);
    fprintf(*stderr*, "␣ccost␣"*O*"lld%%.\n", *mems* ? (200 ∗ *cmems* + *mems*)/(2 ∗ *mems*) : 0);
  }
  if (*sanity_checking*) *fprintf*(*stderr*, "sanity_checking␣was␣on!\n");
  ⟨Close the files 6⟩;
}

4.   You can control the amount of output, as well as certain properties of the algorithm, by specifying options on the command line:

- 'v⟨ integer ⟩' enables or disables various kinds of verbose output on *stderr*, given by binary codes such as *show_choices*;
- 'm⟨ integer ⟩' causes every *m*th solution to be output (the default is m0, which merely counts them);
- 's⟨ integer ⟩' causes the algorithm to randomize the initial list of items (thus providing some variety, although the solutions are by no means uniformly random);
- 'd⟨ integer ⟩' sets *delta*, which causes periodic state reports on *stderr* after the algorithm has performed approximately *delta* mems since the previous report (default 10000000000);
- 'c⟨ positive integer ⟩' limits the levels on which choices are shown during verbose tracing;
- 'C⟨ positive integer ⟩' limits the levels on which choices are shown in the periodic state reports;
- 'l⟨ nonnegative integer ⟩' gives a *lower* limit, relative to the maximum level so far achieved, to the levels on which choices are shown during verbose tracing;
- 't⟨ positive integer ⟩' causes the program to stop after this many solutions have been found;
- 'T⟨ integer ⟩' sets *timeout* (which causes abrupt termination if *mems* > *timeout* at the beginning of a level);
- 'S⟨ filename ⟩' to output a "shape file" that encodes the search tree.

#**define** *show_basics*   1   /∗ *vbose* code for basic stats; this is the default ∗/
#**define** *show_choices*   2   /∗ *vbose* code for backtrack logging ∗/
#**define** *show_details*   4   /∗ *vbose* code for further commentary ∗/
#**define** *show_profile*   128   /∗ *vbose* code to show the search tree profile ∗/
#**define** *show_full_state*   256   /∗ *vbose* code for complete state reports ∗/
#**define** *show_tots*   512   /∗ *vbose* code for reporting item totals at start ∗/
#**define** *show_warnings*   1024   /∗ *vbose* code for reporting options without primaries ∗/
#**define** *show_max_deg*   2048   /∗ *vbose* code for reporting maximum branching degree ∗/

⟨ Global variables 4 ⟩ ≡
  int *random_seed* = 0;   /∗ seed for the random words of *gb_rand* ∗/
  int *randomizing*;   /∗ has 's' been specified? ∗/
  int *vbose* = *show_basics* + *show_warnings*;   /∗ level of verbosity ∗/
  int *spacing*;   /∗ solution *k* is output if *k* is a multiple of *spacing* ∗/
  int *show_choices_max* = 1000000;   /∗ above this level, *show_choices* is ignored ∗/
  int *show_choices_gap* = 1000000;   /∗ below level *maxl* − *show_choices_gap*, *show_details* is ignored ∗/
  int *show_levels_max* = 1000000;   /∗ above this level, state reports stop ∗/
  int *maxl*;   /∗ maximum level actually reached ∗/
  int *maxsaveptr*;   /∗ maximum size of *savestack* ∗/
  char *buf* [*bufsize*];   /∗ input buffer ∗/
  ullng *count*;   /∗ solutions found so far ∗/
  ullng *options*;   /∗ options seen so far ∗/
  ullng *imems*, *mems*, *tmems*, *cmems*;   /∗ mem counts ∗/
  ullng *updates*;   /∗ update counts ∗/
  ullng *bytes*;   /∗ memory used by main data structures ∗/
  ullng *nodes*;   /∗ total number of branch nodes initiated ∗/
  ullng *thresh* = 10000000000;   /∗ report when *mems* exceeds this, if *delta* ≠ 0 ∗/
  ullng *delta* = 10000000000;   /∗ report every *delta* or so mems ∗/
  ullng *maxcount* = #ffffffffffffffff;   /∗ stop after finding this many solutions ∗/
  ullng *timeout* = #1ffffffffffffffff;   /∗ give up after this many mems ∗/
  FILE ∗*shape_file*;   /∗ file for optional output of search tree shape ∗/
  char ∗*shape_name*;   /∗ its name ∗/
  int *maxdeg*;   /∗ the largest branching degree seen so far ∗/

See also sections 9 and 28.

This code is used in section 3.

5. If an option appears more than once on the command line, the first appearance takes precedence.

⟨ Process the command line 5 ⟩ ≡

  for $(j = argc - 1, k = 0; \; j; \; j--)$

    switch $(argv[j][0])$ {

    case 'v': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&vbose) - 1);$ **break**;

    case 'm': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&spacing) - 1);$ **break**;

    case 's': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&random\_seed) - 1), randomizing = 1;$ **break**;

    case 'd': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"lld", \&delta) - 1), thresh = delta;$ **break**;

    case 'c': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&show\_choices\_max) - 1);$ **break**;

    case 'C': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&show\_levels\_max) - 1);$ **break**;

    case 'l': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"d", \&show\_choices\_gap) - 1);$ **break**;

    case 't': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"lld", \&maxcount) - 1);$ **break**;

    case 'T': $k \mathrel{|}= (sscanf(argv[j] + 1, ""O"lld", \&timeout) - 1);$ **break**;

    case 'S': $shape\_name = argv[j] + 1, shape\_file = fopen(shape\_name, "w");$

      if $(\neg shape\_file)$

        $fprintf(stderr, "Sorry,_I_can't_open_file_`"O"s'_for_writing!\n", shape\_name);$

      break;

    default: $k = 1;$ /∗ unrecognized command-line option ∗/

    }

  if (k) {

    $fprintf(stderr, "Usage:_"O"s_[v<n>]_[m<n>]_[s<n>]_[d<n>]""_[c<n>]_[C<n>]_[l<n\backslash$

       $>]_[t<n>]_[T<n>]_[S<bar>]_<_foo.dlx\n", argv[0]);$

    $exit(-1);$

  }

  if $(randomizing) \; gb\_init\_rand(random\_seed);$

This code is used in section 3.

6. ⟨ Close the files 6 ⟩ ≡

  if $(shape\_file) \; fclose(shape\_file);$

This code is used in section 3.

7.   Data structures.   Sparse-set data structures were introduced by Preston Briggs and Linda Torczon [*ACM Letters on Programming Languages and Systems* **2** (1993), 59–69], who realized that exercise 2.12 in Aho, Hopcroft, and Ullman's classic text *The Design and Analysis of Computer Algorithms* (Addison–Wesley, 1974) was much more than just a slick trick to avoid initializing an array. (Indeed, *TAOCP* exercise 2.2.6–24 calls it the "sparse array trick.")

The basic idea is amazingly simple, when specialized to the situations that we need to deal with: We can represent a subset S of the universe $U = \{x_0, x_1, \ldots, x_{n-1}\}$ by maintaining two n-element arrays p and q, each of which is a permutation of $\{0, 1, \ldots, n-1\}$, together with an integer s in the range $0 \le s \le n$. In fact, p is the *inverse* of q; and s is the number of elements of S. The current value of the set S is then simply $\{x_{p_0}, \ldots, x_{p_{s-1}}\}$. (Notice that every s-element subset can be represented in $s! \, (n-s)!$ ways.)

It's easy to test if $x_k \in S$, because that's true if and only if $q_k < s$. It's easy to insert a new element x_k into S: Swap indices so that $p_s = k$, $q_k = s$, then increase s by 1. It's easy to delete an element x_k that belongs to S: Decrease s by 1, then swap indices so that $p_s = k$ and $q_k = s$. And so on.

Briggs and Torczon were interested in applications where s begins at zero and tends to remain small. In such cases, p and q need not be permutations: The values of p_s, p_{s+1}, ..., p_{n-1} can be garbage, and the values of q_k need be defined only when $x_k \in S$. (Such situations correspond to the treatment by Aho, Hopcroft, and Ullman, who started with an array full of garbage and used a sparse-set structure to remember the set of nongarbage cells.) Our applications are different: Each set begins equal to its intended universe, and gradually shrinks. In such cases, we might as well maintain inverse permutations. The basic operations go faster when we know in advance that we aren't inserting an element that's already present (nor deleting an element that isn't).

Many variations are possible. For example, p could be a permutation of $\{x_0, x_1, \ldots, x_{n-1}\}$ instead of a permutation of $\{0, 1, \ldots, n-1\}$. The arrays that play the role of q in the following routines don't have indices that are consecutive; they live inside of other structures.

8. This program has an array called *item*, with one entry for each item. The value of *item*[k] is an index x into a much larger array called *set*. The set of all options that involve the kth item appears in that array beginning at *set*[x]; and it continues for s consecutive entries, where $s = size(x)$ is an abbreviation for *set*[$x - 1$]. If *item*[k] = x, we maintain the relation $pos(x) = k$, where $pos(x)$ is an abbreviation for *set*[$x - 2$]. Thus *item* plays the role of array p, in a sparse-set data structure for the set of all currently active items; and *pos* plays the role of q.

Suppose the kth item x currently appears in s options. Those options are indices into *nd*, which is an array of "nodes." Each node has three fields: *itm*, *loc*, and *clr*. If $x \le q < x + s$, let $y = set[q]$. This is essentially a pointer to a node, and we have $nd[y].itm = x$, $nd[y].loc = q$. In other words, the sequential list of s elements that begins at $x = item[k]$ in the *set* array is the sparse-set representation of the currently active options that contain the kth item. The *clr* field $nd[y].clr$ contains x's color for this option. The *itm* and *clr* fields remain constant, once we've initialized everything, but the *loc* fields will change.

The given options are stored sequentially in the *nd* array, with one node per item, separated by "spacer" nodes. If y is the spacer node following an option with t items, we have $nd[y].itm = -t$. If y is the spacer node *preceding* an option with t items, we have $nd[y].loc = t$.

This probably sounds confusing, until you can see some code. Meanwhile, let's take note of the invariant relations that hold whenever k, q, x, and y have appropriate values:

$$pos(item[k]) = k; \quad nd[set[q]].loc = q; \quad item[pos(x)] = x; \quad set[nd[y].loc] = y.$$

(These are the analogs of the invariant relations $p[q[k]] = q[p[k]] = k$ in the simple sparse-set scheme that we started with.)

The *set* array contains also the item names.

We count one mem for a simultaneous access to the *itm* and *loc* fields of a node. Each node actually has a "spare" fourth field, *spr*, inserted solely to enforce alignment to 16-byte boundaries. (Some modification of this program might perhaps have a use for *spr*?)

#**define** *size*(x)   *set*[$(x) - 1$]   /* number of active options of the kth item, x */
#**define** *pos*(x)   *set*[$(x) - 2$]   /* where that item is found in the *item* array */
#**define** *lname*(x)   *set*[$(x) - 4$]   /* the first four bytes of x's name */
#**define** *rname*(x)   *set*[$(x) - 3$]   /* the last four bytes of x's name */
#**define** *primextra* 4   /* this many extra entries of *set* for each primary item */
#**define** *secondextra* 4   /* and this many for each secondary item */
#**define** *maxextra* 4   /* maximum of *primextra* and *secondextra* */

⟨ Type definitions 8 ⟩ ≡
  typedef struct node_struct {
    int *itm*;   /* the item x corresponding to this node */
    int *loc*;   /* where this node resides in x's active set */
    int *clr*;   /* color associated with item x in this option, if any */
    int *spr*;   /* a spare field inserted only to maintain 16-byte alignment */
  } **node**;

See also section 10.

This code is used in section 3.

9. ⟨Global variables 4⟩ +≡
   node *nd*[*max_nodes*];   /∗ the master list of nodes ∗/
   int *last_node*;   /∗ the first node in *nd* that's not yet used ∗/
   int *item*[*max_cols*];   /∗ the master list of items ∗/
   int *second* = *max_cols*;   /∗ boundary between primary and secondary items ∗/
   int *last_itm*;   /∗ items seen so far during input, plus 1 ∗/
   int *set*[*max_nodes* + *maxextra* ∗ *max_cols*];   /∗ the sets of active options for active items ∗/
   int *itemlength*;   /∗ number of elements used in *item* ∗/
   int *setlength*;   /∗ number of elements used in *set* ∗/
   int *active*;   /∗ current number of active items ∗/
   int *oactive*;   /∗ value of active before swapping out current−choice items ∗/
   int *baditem*;   /∗ an item with no options, plus 1 ∗/
   int *osecond*;   /∗ setting of *second* just after initial input ∗/
   int *force*[*max_cols*];   /∗ stack of items known to have size 1 ∗/
   int *forced*;   /∗ the number of items on that stack ∗/

10.   We're going to store string data (an item's name) in the midst of the integer array *set*. So we've got
to do some type coercion using low−level C−ness.

⟨Type definitions 8⟩ +≡
   typedef struct {
      int *l, r*;
   } **twoints**;
   typedef union {
      unsigned char *str*[8];   /∗ eight one−byte characters ∗/
      twoints *lr*;   /∗ two four−byte integers ∗/
   } **stringbuf**;
   stringbuf *namebuf*;

11. ⟨Subroutines 11⟩ ≡
   void *print_item_name*(**int** *k*, **FILE** ∗*stream*)
   {
      namebuf.*lr*.*l* = *lname*(*k*), *namebuf*.*lr*.*r* = *rname*(*k*);
      fprintf(*stream*, "␣"*O*".8s", *namebuf*.*str*);
   }

See also sections 12, 13, 14, 33, 41, 42, and 43.

This code is used in section 3.

12.   An option is identified not by name but by the names of the items it contains. Here is a routine that prints an option, given a pointer to any of its nodes. It also prints the position of the option in its item list.

⟨ Subroutines 11 ⟩ +≡

```
void print_option(int p, FILE *stream)
{
  register int k, q, x;
  x = nd[p].itm;
  if (p ≥ last_node ∨ x ≤ 0) {
    fprintf(stderr, "Illegal␣option␣"O"d!\n", p);
    return;
  }
  for (q = p; ; ) {
    print_item_name(x, stream);
    if (nd[q].clr) fprintf(stream, ":"O"c", nd[q].clr);
    q++;
    x = nd[q].itm;
    if (x < 0) q += x, x = nd[q].itm;
    if (q ≡ p) break;
  }
  k = nd[q].loc;
  fprintf(stream, "␣("O"d␣of␣"O"d)\n", k − x + 1, size(x));
}

void prow(int p)
{
  print_option(p, stderr);
}
```

13.   When I'm debugging, I might want to look at one of the current item lists.

⟨ Subroutines 11 ⟩ +≡

```
void print_itm(int c)
{
  register int p;
  if (c < primextra ∨ c ≥ setlength ∨ pos(c) < 0 ∨ pos(c) ≥ itemlength ∨ item[pos(c)] ≠ c) {
    fprintf(stderr, "Illegal␣item␣"O"d!\n", c);
    return;
  }
  fprintf(stderr, "Item");
  print_item_name(c, stderr);
  if (c < second) fprintf(stderr, "␣("O"d␣of␣"O"d),␣length␣"O"d:\n", pos(c) + 1, active, size(c));
  else if (pos(c) ≥ active)
    fprintf(stderr, "␣(secondary␣"O"d,␣purified),␣length␣"O"d:\n", pos(c) + 1, size(c));
  else fprintf(stderr, "␣(secondary␣"O"d),␣length␣"O"d:\n", pos(c) + 1, size(c));
  for (p = c; p < c + size(c); p++) prow(set[p]);
}
```

14.   Speaking of debugging, here's a routine to check if redundant parts of our data structure have gone awry.

#**define** *sanity_checking*   0   /∗ set this to 1 if you suspect a bug ∗/

⟨ Subroutines 11 ⟩ +≡
  void *sanity* (**void**)
  {
    register int k, x, i, l, r, q, qq;
    for ($k = 0$; $k < itemlength$; $k{+}{+}$) {
      $x = item[k]$;
      if ($pos(x) \neq k$) {
        fprintf (*stderr*, "Bad␣pos␣field␣of␣item");
        print_item_name (x, *stderr*);
        fprintf (*stderr*, "␣(" O "d," O "d)!\n", k, x);
      }
    }
    for ($i = 0$; $i < last\_node$; $i{+}{+}$) {
      $l = nd[i].itm, r = nd[i].loc$;
      if ($l \leq 0$) {
        if ($nd[i{+}r{+}1].itm \neq {-}r$) *fprintf* (*stderr*, "Bad␣spacer␣in␣nodes␣" O "d,␣" O "d!\n", $i, i{+}r{+}1$);
        $qq = 0$;
      } **else** {
        if ($l > r$) *fprintf* (*stderr*, "itm>loc␣in␣node␣" O "d!\n", i);
        else {
          if ($set[r] \neq i$) {
            fprintf (*stderr*, "Bad␣loc␣field␣for␣option␣" O "d␣of␣item", $r{-}l{+}1$);
            print_item_name (l, *stderr*);
            fprintf (*stderr*, "␣in␣node␣" O "d!\n", i);
          }
          if ($pos(l) < active$) {
            if ($r < l + size(l)$) $q = {+}1$; **else** $q = {-}1$;   /∗ in or out? ∗/
            if ($q * qq < 0$) {
              fprintf (*stderr*, "Flipped␣status␣at␣option␣" O "d␣of␣item", $r{-}l{+}1$);
              print_item_name (l, *stderr*);
              fprintf (*stderr*, "␣in␣node␣" O "d!\n", i);
            }
            $qq = q$;
          }
        }
      }
    }
  }

15. Inputting the matrix.   Brute force is the rule in this part of the code, whose goal is to parse and store the input data and to check its validity.

We use only four entries of *set* per item while reading the item-name line.

#**define** *panic*(*m*)
　　　　{ *fprintf*(*stderr*, ""*O*"s!\n"*O*"d:␣"*O*".99s\n", *m*, *p*, *buf*); *exit*(−666); }

⟨Input the item names 15⟩ ≡
　while (1) {
　　if (¬*fgets*(*buf*, *bufsize*, *stdin*)) **break**;
　　if (*o*, *buf*[*p* = *strlen*(*buf*) − 1] ≠ '\n') *panic*("Input␣line␣way␣too␣long");
　　for (*p* = 0; *o*, *isspace*(*buf*[*p*]); *p*++) ;
　　if (*buf*[*p*] ≡ '|' ∨ ¬*buf*[*p*]) **continue**;   /∗ bypass comment or blank line ∗/
　　last_itm = 1;
　　break;
　}
　if (¬*last_itm*) *panic*("No␣items");
　for (; *o*, *buf*[*p*];) {
　　o, *namebuf*.*lr*.*l* = *namebuf*.*lr*.*r* = 0;
　　for (*j* = 0; *j* < 8 ∧ (*o*, ¬*isspace*(*buf*[*p* + *j*])); *j*++) {
　　　if (*buf*[*p* + *j*] ≡ ':' ∨ *buf*[*p* + *j*] ≡ '|') *panic*("Illegal␣character␣in␣item␣name");
　　　o, *namebuf*.*str*[*j*] = *buf*[*p* + *j*];
　　}
　　if (*j* ≡ 8 ∧ ¬*isspace*(*buf*[*p* + *j*])) *panic*("Item␣name␣too␣long");
　　oo, *lname*(*last_itm* ≪ 2) = *namebuf*.*lr*.*l*, *rname*(*last_itm* ≪ 2) = *namebuf*.*lr*.*r*;
　　⟨Check for duplicate item name 16⟩;
　　last_itm++;
　　if (*last_itm* > *max_cols*) *panic*("Too␣many␣items");
　　for (*p* += *j* + 1; *o*, *isspace*(*buf*[*p*]); *p*++) ;
　　if (*buf*[*p*] ≡ '|') {
　　　if (*second* ≠ *max_cols*) *panic*("Item␣name␣line␣contains␣|␣twice");
　　　second = *last_itm*;
　　　for (*p*++; *o*, *isspace*(*buf*[*p*]); *p*++) ;
　　}
　}
This code is used in section 3.

16. ⟨Check for duplicate item name 16⟩ ≡
　for (*k* = *last_itm* − 1; *k*; *k*−−) {
　　if (*o*, *lname*(*k* ≪ 2) ≠ *namebuf*.*lr*.*l*) **continue**;
　　if (*rname*(*k* ≪ 2) ≡ *namebuf*.*lr*.*r*) **break**;
　}
　if (*k*) *panic*("Duplicate␣item␣name");
This code is used in section 15.

17. I'm putting the option number into the *spr* field of the spacer that follows it, as a possible debugging aid. But the program doesn't currently use that information.

⟨ Input the options 17 ⟩ ≡
  while (1) {
    if (¬*fgets*(*buf*, *bufsize*, *stdin*)) **break**;
    if (*o*, *buf*[*p* = *strlen*(*buf*) − 1] ≠ '\n') *panic*("Option␣line␣too␣long");
    for (*p* = 0; *o*, *isspace*(*buf*[*p*]); *p*++) ;
    if (*buf*[*p*] ≡ '|' ∨ ¬*buf*[*p*]) **continue**;   /∗ bypass comment or blank line ∗/
    i = *last_node*;   /∗ remember the spacer at the left of this option ∗/
    for (*pp* = 0; *buf*[*p*];) {
      o, *namebuf*.*lr*.*l* = *namebuf*.*lr*.*r* = 0;
      for (*j* = 0; *j* < 8 ∧ (*o*, ¬*isspace*(*buf*[*p* + *j*])) ∧ *buf*[*p* + *j*] ≠ ':'; *j*++) *o*, *namebuf*.*str*[*j*] = *buf*[*p* + *j*];
      if (¬*j*) *panic*("Empty␣item␣name");
      if (*j* ≡ 8 ∧ ¬*isspace*(*buf*[*p* + *j*]) ∧ *buf*[*p* + *j*] ≠ ':') *panic*("Item␣name␣too␣long");
      ⟨ Create a node for the item named in *buf*[*p*] 18 ⟩;
      if (*buf*[*p* + *j*] ≠ ':') *o*, *nd*[*last_node*].*clr* = 0;
      else if (*k* ≥ *second*) {
        if ((*o*, *isspace*(*buf*[*p* + *j* + 1])) ∨ (*o*, ¬*isspace*(*buf*[*p* + *j* + 2])))
          panic("Color␣must␣be␣a␣single␣character");
        o, *nd*[*last_node*].*clr* = (**unsigned char**) *buf*[*p* + *j* + 1];
        p += 2;
      } **else** *panic*("Primary␣item␣must␣be␣uncolored");
      for (*p* += *j* + 1; *o*, *isspace*(*buf*[*p*]); *p*++) ;
    }
    if (¬*pp*) {
      if (*vbose* & *show_warnings*) *fprintf*(*stderr*, "Option␣ignored␣(no␣primary␣items):␣"*O*"s", *buf*);
      while (*last_node* > *i*) {
        ⟨ Remove *last_node* from its item list 19 ⟩;
        last_node −−;
      }
    } **else** {
      o, *nd*[*i*].*loc* = *last_node* − *i*;   /∗ complete the previous spacer ∗/
      last_node++;   /∗ create the next spacer ∗/
      if (*last_node* ≡ *max_nodes*) *panic*("Too␣many␣nodes");
      options++;
      o, *nd*[*last_node*].*itm* = *i* + 1 − *last_node*;
      nd[*last_node*].*spr* = *options*;   /∗ option number, for debugging only ∗/
    }
  }
  ⟨ Initialize *item* 20 ⟩;
  ⟨ Expand *set* 21 ⟩;
  ⟨ Adjust *nd* 22 ⟩;
This code is used in section 3.

18. We temporarily use *pos* to recognize duplicate items in an option.

$\langle$ Create a node for the item named in $buf[p]$ 18 $\rangle \equiv$
  for $(k = (last\_itm - 1) \ll 2;\ k;\ k -= 4)$ {
    if $(o, lname(k) \neq namebuf.lr.l)$ **continue**;
    if $(rname(k) \equiv namebuf.lr.r)$ **break**;
  }
  if $(\neg k)$ $panic(\texttt{"Unknown}_\sqcup\texttt{item}_\sqcup\texttt{name"})$;
  if $(o, pos(k) > i)$ $panic(\texttt{"Duplicate}_\sqcup\texttt{item}_\sqcup\texttt{name}_\sqcup\texttt{in}_\sqcup\texttt{this}_\sqcup\texttt{option"})$;
  $last\_node\mathbin{+}\mathbin{+}$;
  if $(last\_node \equiv max\_nodes)$ $panic(\texttt{"Too}_\sqcup\texttt{many}_\sqcup\texttt{nodes"})$;
  $o, t = size(k);$ /* how many previous options have used this item? */
  $o, nd[last\_node].itm = k \gg 2, nd[last\_node].loc = t;$
  if $((k \gg 2) < second)$ $pp = 1;$
  $o, size(k) = t + 1, pos(k) = last\_node;$
This code is used in section 17.

19. $\langle$ Remove *last_node* from its item list 19 $\rangle \equiv$
  $o, k = nd[last\_node].itm \ll 2;$
  $oo, size(k)\mathbin{-}\mathbin{-}, pos(k) = i - 1;$
This code is used in section 17.

20. $\langle$ Initialize *item* 20 $\rangle \equiv$
  $active = itemlength = last\_itm - 1;$
  for $(k = 0, j = primextra;\ k < itemlength;\ k\mathbin{+}\mathbin{+})$
    $oo, item[k] = j, j \mathbin{+}= (k + 2 < second\ ?\ primextra : secondextra) + size((k+1) \ll 2);$
  $setlength = j - 4;$ /* a decent upper bound */
  if $(second \equiv max\_cols)$ $osecond = active, second = j;$
  else $osecond = second - 1;$
This code is used in section 17.

21. Going from high to low, we now move the item names and sizes to their final positions (leaving room for the pointers into nb).

$\langle$ Expand *set* 21 $\rangle \equiv$
  for $(\ ;\ k;\ k\mathbin{-}\mathbin{-})$ {
    $o, j = item[k - 1];$
    if $(k \equiv second)$ $second = j;$ /* *second* is now an index into *set* */
    $oo, size(j) = size(k \ll 2);$
    if $(size(j) \equiv 0 \wedge k \leq osecond)$ $baditem = k;$
    $o, pos(j) = k - 1;$
    $oo, rname(j) = rname(k \ll 2), lname(j) = lname(k \ll 2);$
  }
This code is used in section 17.

22. ⟨ Adjust *nd* 22 ⟩ ≡
  for (*k* = 1; *k* < *last_node*; *k*++) {
    if (*o*, *nd*[*k*].*itm* < 0) **continue**;   /∗ skip over a spacer ∗/
    o, *j* = *item*[*nd*[*k*].*itm* − 1];
    i = *j* + *nd*[*k*].*loc*;   /∗ no mem charged because we just read *nd*[*k*].*itm* ∗/
    o, *nd*[*k*].*itm* = *j*, *nd*[*k*].*loc* = *i*;
    o, *set*[*i*] = *k*;
  }

This code is used in section 17.

23. ⟨ Report an uncoverable item 23 ⟩ ≡
  {
    if (*vbose* & *show_choices*) {
      fprintf(*stderr*, "Item");
      print_item_name(*item*[*baditem* − 1], *stderr*);
      fprintf(*stderr*, "␣has␣no␣options!\n");
    }
  }

This code is used in section 3.

24. The "number of entries" includes spacers (because DLX2 includes spacers in its reports). If you want to know the sum of the option lengths, just subtract the number of options.

⟨ Report the successful completion of the input phase 24 ⟩ ≡
  fprintf(*stderr*, "("*O*"lld␣options,␣"*O*"d+"*O*"d␣items,␣"*O*"d␣entries␣successfully␣read)\n",
      options, *osecond*, *itemlength* − *osecond*, *last_node*);

This code is used in section 3.

25. The item lengths after input are shown (on request). But there's little use trying to show them after the process is done, since they are restored somewhat blindly. (Failures of the linked-list implementation in DLX2 could sometimes be detected by showing the final lengths; but that reasoning no longer applies.)

⟨ Report the item totals 25 ⟩ ≡
  {
    fprintf(*stderr*, "Item␣totals:");
    for (*k* = 0; *k* < *itemlength*; *k*++) {
      if (*k* ≡ *second*) *fprintf*(*stderr*, "␣|");
      fprintf(*stderr*, "␣"*O*"d", *size*(*item*[*k*]));
    }
    fprintf(*stderr*, "\n");
  }

This code is used in section 3.

26. ⟨ Randomize the *item* list 26 ⟩ ≡
  for (*k* = *active*; *k* > 1;) {
    mems += 4, *j* = *gb_unif_rand*(*k*);
    k−−;
    oo, *oo*, *t* = *item*[*j*], *item*[*j*] = *item*[*k*], *item*[*k*] = *t*;
    oo, *pos*(*t*) = *k*, *pos*(*item*[*j*]) = *j*;
  }

This code is used in section 3.

27.   The dancing.   Our strategy for generating all exact covers will be to repeatedly choose an item that appears to be hardest to cover, namely an item whose set is currently smallest, among all items that still need to be covered. And we explore all possibilities via depth-first search.

The neat part of this algorithm is the way the sets are maintained. Depth-first search means last-in-first-out maintenance of data structures; and the sparse-set representations make it particularly easy to undo what we've done at deeper levels.

The basic operation is "covering an item." That means removing it from the set of items needing to be covered, and "hiding" its options: removing them from the sets of the other items they contain.

⟨ Solve the problem 27 ⟩ ≡
```
  {
    level = 0;
  forward: nodes ++;
    if (vbose & show_profile) profile[level]++;
    if (sanity_checking) sanity();
    ⟨ Maybe do a forced move 36 ⟩;
    ⟨ Do special things if enough mems have accumulated 29 ⟩;
    ⟨ Set best_itm to the best item for branching 35 ⟩;
    if (forced) {
      o, best_itm = force[−−forced];
      ⟨ Do a forced move 40 ⟩;
    }
    if (t ≡ max_nodes) ⟨ Visit a solution and goto backup 37 ⟩;
    ⟨ Swap best_itm out of the active list 30 ⟩;
    oactive = active, hide(best_itm, 0, 0);      /∗ hide its options ∗/
    cur_choice = best_itm;
    ⟨ Save the currently active sizes 38 ⟩;
  advance: oo, cur_node = choice[level] = set[cur_choice];
  tryit: if ((vbose & show_choices) ∧ level < show_choices_max) {
      fprintf(stderr, "L"O"d:", level);
      print_option(cur_node, stderr);
    }
    ⟨ Swap out all other items of cur_node 31 ⟩;
    ⟨ Hide the other options of those items, or goto abort 32 ⟩;
    if (++level > maxl) {
      if (level ≥ max_level) {
        fprintf(stderr, "Too␣many␣levels!\n");
        exit(−4);
      }
      maxl = level;
    }
    goto forward;
  backup: if (level ≡ 0) goto done;
    level −−;
    oo, cur_node = choice[level], best_itm = nd[cur_node].itm, cur_choice = nd[cur_node].loc;
  abort: if (o, cur_choice + 1 ≥ best_itm + size(best_itm)) goto backup;
    ⟨ Restore the currently active sizes 39 ⟩;
    cur_choice ++; goto advance;
  }
```
This code is used in section 3.

28. We save the sizes of active items on *savestack*, whose entries have two fields *l* and *r*, for an item and its size. This stack makes it easy to undo all deletions, by simply restoring the former sizes.

⟨ Global variables 4 ⟩ +≡
  int *level*;   /∗ number of choices in current partial solution ∗/
  int *choice*[*max_level*];   /∗ the node chosen on each level ∗/
  int *saved*[*max_level* + 1];   /∗ size of *savestack* on each level ∗/
  ullng *profile*[*max_level*];   /∗ number of search tree nodes on each level ∗/
  twoints *savestack*[*savesize*];
  int *saveptr*;   /∗ current size of *savestack* ∗/

29. ⟨ Do special things if enough *mems* have accumulated 29 ⟩ ≡
  if (*delta* ∧ (*mems* ≥ *thresh*)) {
    thresh += *delta*;
    if (*vbose* & *show_full_state*) *print_state*( );
    else *print_progress*( );
  }
  if (*mems* ≥ *timeout*) {
    fprintf(*stderr*, "TIMEOUT!\n"); **goto** *done*;
  }
This code is used in section 27.

30. ⟨ Swap *best_itm* out of the active list 30 ⟩ ≡
  p = *active* − 1, *active* = *p*;
  o, *pp* = *pos*(*best_itm*);
  o, *cc* = *item*[*p*];
  oo, *item*[*p*] = *best_itm*, *item*[*pp*] = *cc*;
  oo, *pos*(*cc*) = *pp*, *pos*(*best_itm*) = *p*;
  updates ++;
This code is used in sections 27 and 40.

31. Note that a colored secondary item might have already been purified, in which case it has already been swapped out. We don't want to tamper with any of the inactive items.

⟨ Swap out all other items of *cur_node* 31 ⟩ ≡
  p = *oactive* = *active*;
  for (*q* = *cur_node* + 1; *q* ≠ *cur_node*;) {
    o, *c* = *nd*[*q*].*itm*;
    if (*c* < 0) *q* += *c*;
    else {
      o, *pp* = *pos*(*c*);
      if (*pp* < *p*) {
        o, *cc* = *item*[−−*p*];
        oo, *item*[*p*] = *c*, *item*[*pp*] = *cc*;
        oo, *pos*(*cc*) = *pp*, *pos*(*c*) = *p*;
        updates ++;
      }
      q ++;
    }
  }
  active = *p*;
This code is used in section 27.

32.   A secondary item was purified at lower levels if and only if its position is $\geq$ *oactive*.

$\langle$ Hide the other options of those items, or **goto** *abort* 32 $\rangle \equiv$

```
for (q = cur_node + 1; q ≠ cur_node; ) {
    o, cc = nd[q].itm;
    if (cc < 0)  q += cc;
    else {
        if (cc < second) {
            if (hide(cc, 0, 1) ≡ 0) {
                forced = 0;
                goto abort;
            }
        } else {        /* do nothing if cc already purified */
            o, pp = pos(cc);
            if (pp < oactive ∧ (o, hide(cc, nd[q].clr, 1) ≡ 0)) {
                forced = 0;
                goto abort;
            }
        }
    }
    q++;
}
```

This code is used in section 27.

33.   The *hide* routine hides all of the incompatible options remaining in the set of a given item.

If *check* is nonzero, further checking is done: (1) *hide* returns zero if its actions would cause a primary item to be uncoverable. (2) An active primary item that is now coverable in only one way is placed on the *force* stack.

If the *color* parameter is zero, all options are incompatible. Otherwise, however, the given item is secondary, and we retain options for which that item has a *color* match.

When an option is hidden, it leaves all sets except the set of that given item. And the given item is inactive. Thus a node is never removed from a set twice.

$\langle$ Subroutines 11 $\rangle$ $+\equiv$

```
int hide(int c, int color, int check)
{
    register int cc, s, rr, ss, nn, tt, uu, vv, nnp;
    for (o, rr = c, s = c + size(c); rr < s; rr++) {
        o, tt = set[rr];
        if (¬color ∨ (o, nd[tt].clr ≠ color)) ⟨Remove option tt from the other sets it's in 34⟩;
    }
    return 1;
}
```

34. ⟨Remove option *tt* from the other sets it's in 34⟩ ≡

```
{
  for (nn = tt + 1; nn ≠ tt; ) {
    o, uu = nd[nn].itm, vv = nd[nn].loc;
    if (uu < 0) {  nn += uu; continue; }
    if (o, pos(uu) < oactive) {
      o, ss = size(uu) − 1;
      if (ss ≤ 1 ∧ check ∧ uu < second ∧ pos(uu) < active) {
        if (ss ≡ 0) {
          if ((vbose & show_choices) ∧ level < show_choices_max) {
            fprintf(stderr, "␣can't␣cover");
            print_item_name(uu, stderr);
            fprintf(stderr, "\n");
          }
          return 0;
        } else  o, force[forced ++] = uu;
      }
      o, nnp = set[uu + ss];
      o, size(uu) = ss;
      oo, set[uu + ss] = nn, set[vv] = nnp;
      oo, nd[nn].loc = uu + ss, nd[nnp].loc = vv;
      updates ++;
    }
    nn ++;
  }
}
```

This code is used in section 33.

35. The "best item" is considered to be an item that minimizes the number of remaining choices. All candidates of size 1, if any, are put on the *force* stack. If there are several candidates of size > 1, we choose the leftmost.

Notice that a secondary item is active if and only if it has not been purified (that is, if and only if it hasn't yet appeared in a chosen option).

(This program explores the search space in a slightly different order from DLX2, because the ordering of items in the active list is no longer fixed. But ties are broken in the same way when $s > 1$.)

$\langle$ Set $best\_itm$ to the best item for branching $35 \rangle \equiv$
  $t = max\_nodes$, $tmems = mems$;
  if $((vbose \mathbin{\&} show\_details) \wedge level < show\_choices\_max \wedge level \geq maxl - show\_choices\_gap)$
    $fprintf(stderr, \texttt{"Level\_"}O\texttt{"d:"}, level)$;
  for $(k = 0; \ k < active; \ k\mathord{+}\mathord{+})$
    if $(o, item[k] < second)$ {
      $o, s = size(item[k])$;
      if $((vbose \mathbin{\&} show\_details) \wedge level < show\_choices\_max \wedge level \geq maxl - show\_choices\_gap)$ {
        $print\_item\_name(item[k], stderr)$;
        $fprintf(stderr, \texttt{"("}O\texttt{"d)"}, s)$;
      }
      if $(s \leq 1)$ {
        if $(s \equiv 0)$ $fprintf(stderr, \texttt{"I'm\_confused.\\n"})$;   /* *hide* missed this */
        else $o, force[forced\mathord{+}\mathord{+}] = item[k]$;
      } **else if** $(s \leq t)$ {
        if $(s < t)$ $best\_itm = item[k], t = s$;
        else if $(item[k] < best\_itm)$ $best\_itm = item[k]$;   /* suggested by P. Weigel */
      }
    }
  if $((vbose \mathbin{\&} show\_details) \wedge level < show\_choices\_max \wedge level \geq maxl - show\_choices\_gap)$ {
    if $(forced)$ $fprintf(stderr, \texttt{"\_found\_"}O\texttt{"d\_forced\\n"}, forced)$;
    else if $(t \equiv max\_nodes)$ $fprintf(stderr, \texttt{"\_solution\\n"})$;
    else {
      $fprintf(stderr, \texttt{"\_branching\_on"})$;
      $print\_item\_name(best\_itm, stderr)$;
      $fprintf(stderr, \texttt{"("}O\texttt{"d)\\n"}, t)$;
    }
  }
  if $(t > maxdeg \wedge t < max\_nodes \wedge \neg forced)$ $maxdeg = t$;
  if $(shape\_file)$ {
    if $(t \equiv max\_nodes)$ $fprintf(shape\_file, \texttt{"sol\\n"})$;
    else {
      $fprintf(shape\_file, \texttt{""}O\texttt{"d"}, t)$;
      $print\_item\_name(best\_itm, shape\_file)$;
      $fprintf(shape\_file, \texttt{"\\n"})$;
    }
    $fflush(shape\_file)$;
  }
  $cmems \mathrel{+}= mems - tmems$;

This code is used in section 27.

36. ⟨Maybe do a forced move 36⟩ ≡
  while (*forced*) {
    o, *best_itm* = *force*[−−*forced*];
    if (*o*, *pos*(*best_itm*) < *active*) ⟨Do a forced move 40⟩;
  }
This code is used in section 27.

37. ⟨Visit a solution and **goto** *backup* 37⟩ ≡
  {
    count++;
    if (*spacing* ∧ (*count* mod *spacing* ≡ 0)) {
      printf("""*O*"lld:\n", *count*);
      for (*k* = 0; *k* < *level*; *k*++) *print_option*(*choice*[*k*], *stdout*);
      fflush(*stdout*);
    }
    if (*count* ≥ *maxcount*) **goto** *done*;
    goto *backup*;
  }
This code is used in section 27.

38. ⟨Save the currently active sizes 38⟩ ≡
  if (*saveptr* + *active* > *maxsaveptr*) {
    if (*saveptr* + *active* ≥ *savesize*) {
      fprintf(*stderr*, "Stack␣overflow␣(savesize="*O*"d)!\n", *savesize*);
      exit(−5);
    }
    maxsaveptr = *saveptr* + *active*;
  }
  for (*p* = 0; *p* < *active*; *p*++)
    ooo, *savestack*[*saveptr* + *p*].*l* = *item*[*p*], *savestack*[*saveptr* + *p*].*r* = *size*(*item*[*p*]);
  o, *saved*[*level* + 1] = *saveptr* = *saveptr* + *active*;
This code is used in section 27.

39. ⟨Restore the currently active sizes 39⟩ ≡
  o, *saveptr* = *saved*[*level* + 1];
  o, *active* = *saveptr* − *saved*[*level*];
  for (*p* = −*active*; *p* < 0; *p*++) *oo*, *size*(*savestack*[*saveptr* + *p*].*l*) = *savestack*[*saveptr* + *p*].*r*;
This code is used in section 27.

40. A forced move occurs when *best_itm* has only one remaining option. In this case we can streamline the computation, because there's no need to save the current active sizes. (They won't be looked at.)

⟨Do a forced move 40⟩ ≡
  {
    if ((*vbose* & *show_choices*) ∧ *level* < *show_choices_max*) *fprintf*(*stderr*, "(forcing)\n");
    ⟨Swap *best_itm* out of the active list 30⟩;
    oactive = *active*, *hide*(*best_itm*, 0, 0);   /∗ hide its options ∗/
    cur_choice = *best_itm*;
    o, *saved*[*level* + 1] = *saveptr*;   /∗ nothing placed on *savestack* ∗/
    goto *advance*;
  }
This code is used in sections 27 and 36.

41. ⟨Subroutines 11⟩ +≡

```
void print_savestack(int start, int stop)
{
  register k;
  for (k = start; k ≤ stop; k++) {
    print_item_name(savestack[k].l, stderr);
    fprintf(stderr, "("O"d),␣"O"d\n", savestack[k].l, savestack[k].r);
  }
}
```

42. ⟨Subroutines 11⟩ +≡

```
void print_state(void)
{
  register int l;
  fprintf(stderr, "Current␣state␣(level␣"O"d):\n", level);
  for (l = 0; l < level; l++) {
    print_option(choice[l], stderr);
    if (l ≥ show_levels_max) {
      fprintf(stderr, "␣...\n");
      break;
    }
  }
  fprintf(stderr, "␣"O"lld␣solutions,␣"O"lld␣mems,␣and␣max␣level␣"O"d␣so␣far.\n", count,
      mems, maxl);
}
```

43.   During a long run, it's helpful to have some way to measure progress. The following routine prints a string that indicates roughly where we are in the search tree. The string consists of character pairs, separated by blanks, where each character pair represents a branch of the search tree. When a node has d descendants and we are working on the kth, the two characters respectively represent k and d in a simple code; namely, the values 0, 1, ..., 61 are denoted by

$$0, \ 1, \ \ldots, \ 9, \ \text{a}, \ \text{b}, \ \ldots, \ \text{z}, \ \text{A}, \ \text{B}, \ \ldots, \text{Z}.$$

All values greater than 61 are shown as '`*`'. Notice that as computation proceeds, this string will increase lexicographically.

Following that string, a fractional estimate of total progress is computed, based on the naïve assumption that the search tree has a uniform branching structure. If the tree consists of a single node, this estimate is .5; otherwise, if the first choice is 'k of d', the estimate is $(k-1)/d$ plus $1/d$ times the recursively evaluated estimate for the kth subtree. (This estimate might obviously be very misleading, in some cases, but at least it tends to grow monotonically.)

⟨ Subroutines 11 ⟩ +≡

```
void print_progress(void)
{
    register int l, k, d, c, p, ds = 0;
    register double f, fd;
    fprintf(stderr, "␣after␣"O"lld␣mems:␣"O"lld␣sols,", mems, count);
    for (f = 0.0, fd = 1.0, l = 0; l < level; l++) {
        c = nd[choice[l]].itm, d = size(c), k = nd[choice[l]].loc − c + 1;
        fd *= d, f += (k − 1)/fd;      /* choice l is k of d */
        if (l < show_levels_max)
            fprintf(stderr, "␣"O"c"O"c", k < 10 ? '0' + k : k < 36 ? 'a' + k − 10 : k < 62 ? 'A' + k − 36 : '*',
                d < 10 ? '0' + d : d < 36 ? 'a' + d − 10 : d < 62 ? 'A' + d − 36 : '*');
        else if (¬ds)  ds = 1, fprintf(stderr, "...");
    }
    fprintf(stderr, "␣"O".5f\n", f + 0.5/fd);
}
```

44.   ⟨ Print the profile 44 ⟩ ≡

```
{
    fprintf(stderr, "Profile:\n");
    for (level = 0; level ≤ maxl; level++) fprintf(stderr, ""O"3d:␣"O"lld\n", level, profile[level]);
}
```

This code is used in section 3.

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