

1. Intro. This program solves exercise 6.2.2–50 of *The Art of Computer Programming* (which was added to Volume 3 in September, 2021, just in time for the 43rd printing!). Here’s the statement of that exercise:

50. [30] Let $p_1 p_2 \dots p_n$ be a permutation of $\{1, 2, \dots, n\}$. Suppose the values p_1, p_2, \dots, p_n have been inserted successively into an initially empty binary tree using Algorithm T, but with $Q \leftarrow K$ in step T5 when storing key K . Explain how to compute all of the resulting links $LLINK(k)$ and $RLINK(k)$ for $1 \leq k \leq n$ in just $O(n)$ steps. (For example, the permutation 3142 would yield $(LLINK(1), \dots, LLINK(4)) = (\Lambda, \Lambda, 1, \Lambda)$ and $(RLINK(1), \dots, RLINK(4)) = (2, \Lambda, 4, \Lambda)$.)

The following solution, suggested by Robert E. Tarjan, implicitly uses the one-to-one correspondence between binary search trees and binary tournaments in §3 of Jean Vuillemin’s classic paper “Cartesian trees,” *Communications of the ACM* **23** (1980), 229–239. (Stating this another way, it implicitly uses the fact that the binary search tree defined by a permutation has the same shape as the “increasing binary tree” defined by the *inverse* of that permutation. The increasing binary tree defined by a permutation retains symmetric order, but forces all paths from the root to be increasing.)

2. The given permutation should appear on *stdin*, as the sequence of numbers $p_1 p_2 \dots p_n$, separated by whitespace. The output on *stdout* will show the root, followed on separate lines by the links of 1, 2, \dots , n .

```
#define maxn 1024
#define panic(m,k)
    { fprintf(stderr, "%s!_(%d)\n", m, k); exit(-666); }
#define pan(m)
    { fprintf(stderr, "%s!\n", m); exit(-66); }

#include <stdio.h>
#include <stdlib.h>
int p[maxn + 2];    /* the given permutation */
int q[maxn + 2];    /* its inverse */
int stack[maxn + 1]; /* the working stack */
int stackx[maxn + 1]; /* indexes associated with the working stack */
int llink[maxn + 2], rlink[maxn + 1]; /* the answers */
int inx;            /* a place for input data from fscanf */

void main(void)
{
    register int i, j, k, m, n, s;
    <Input the permutation 3>;
    <Compute the links 4>;
    <Output the links 6>;
}
```

3. Input. Let's get the boring stuff out of the way. Our first task is to input the permutation, and check that it makes sense.

⟨Input the permutation 3⟩ ≡

```

for ( $m = n = 0$ ;  $fscanf(stdin, "%d", &inx) \equiv 1$ ;  $n++$ ) {
    if ( $inx \leq 0 \vee inx > maxn$ )  $panic("element\_out\_of\_range", inx)$ ;
    if ( $inx > m$ )  $m = inx$ ;
     $p[n + 1] = inx$ ;
}
if ( $n \equiv 0$ )  $pan("the\_permutation\_must\_have\_at\_least\_one\_element")$ ;
if ( $m > n$ )  $panic("too\_few\_elements", m - n)$ ;
if ( $m > n$ )  $panic("too\_many\_elements", n - m)$ ;
for ( $k = 1$ ;  $k \leq n$ ;  $k++$ )  $q[p[k]] = k$ ;    /* compute the inverse */
for ( $k = 1$ ;  $k \leq n$ ;  $k++$ )
    if ( $q[k] \equiv 0$ )  $panic("missing\_element", k)$ ;

```

This code is used in section 2.

4. Doin' it. During this algorithm, which is amazingly short and sweet, we'll have $0 = \text{stack}[0] < \text{stack}[1] < \dots < \text{stack}[s]$, where the stack elements will be a subsequence of $q[1], q[2], \dots, q[n]$. If $\text{stack}[t]$ came from $q[k]$, $\text{stackx}[t]$ will be k .

The basic idea is that every element will be pointed to by one link. As soon as we know that some node i will point to another node j , we store that link and essentially remove j from the system. (In other words, we compute the tree bottom-up.)

We assume that the *llink* and *rlink* arrays are initially zero, and that zero represents a null link.

```

⟨ Compute the links 4 ⟩ ≡
  stack[0] = stackx[0] = 0;
  stack[1] = q[1], stackx[1] = 1, s = 1;
  q[n + 1] = 0;
  for (k = 2; s > 0 ∨ k ≤ n; ) {
    if (stack[s] < q[k]) s++, stack[s] = q[k], stackx[s] = k++;
    else if (stack[s - 1] > q[k]) s--, rlink[stackx[s]] = stackx[s + 1];
    else s--, llink[k] = stackx[s + 1];
  }

```

This code is used in section 2.

5. Curiously, the very same algorithm (in slight disguise) was published on page 317 of a paper by Johnson M. Hart [“Fast recognition of Baxter permutations using syntactical and complete bipartite composite dag's,” *International Journal of Computer and Information Sciences* **9** (1980), 307–321] — but not in the context of binary trees. His context was “complete bipartite composite digraphs,” which are a convoluted way of formalizing floorplans(!).

6. Output. Finally s will become zero when $k = n + 1$, because $q[n + 1] = 0$.

⟨ Output the links 6 ⟩ \equiv

```
printf("The root is %d.\n", llink[n + 1]);
for (k = 1; k ≤ n; k++) {
    printf("%5d:", k);
    if (llink[k]) printf("%5d, ", llink[k]);
    else printf("    /\n", "");
    if (rlink[k]) printf("%5d.\n", rlink[k]);
    else printf("    /\n.\n");
}
```

This code is used in section 2.

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fscanf: 2, 3.
i: 2.
inx: 2, 3.
j: 2.
k: 2.
llink: 2, 4, 6.
m: 2.
main: 2.
maxn: 2, 3.
n: 2.
p: 2.
pan: 2, 3.
panic: 2, 3.
printf: 6.
q: 2.
rlink: 2, 4, 6.
s: 2.
stack: 2, 4.
stackx: 2, 4.
stderr: 2.
stdin: 2, 3.
stdout: 2.

⟨ Compute the links [4](#) ⟩ Used in section [2](#).
⟨ Input the permutation [3](#) ⟩ Used in section [2](#).
⟨ Output the links [6](#) ⟩ Used in section [2](#).

OFFLINE-TREE-INSERTION

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