```
Algorithm 2 T-CBF ELEMENT INSERTION
for i = 1 to k do
   Access position f_i(x) and read c_1, c_2
   if c_1 < L then
      c_1 = v_{g_i(x)}
      if c_2 == 0 then
      c_2 = w_{h_i(x)}
   else if c_1 < 2L then
      c_1 = c_1 + v_{q_i(x)}
      if c_2 < L then
         if v_{g_i(x)} - L + 1 < L then
         c_2 = v_{g_i(x)} - L + 1
        else if c_1 - L + 1 < L then
          c_2 = c_1 - L + 1
         else
          c_2 = 1
   else
      c_1 = c_1 + v_{g_i(x)}
      if c_2 \in [1, L - 1] then
       c_2 = 0
```