

# The Bottom of a Graph - POJ 2553

<https://vjudge.net/problem/POJ-2553>

We will use the following (standard) definitions from graph theory. Let  $V$  be a nonempty and finite set, its elements being called vertices (or nodes). Let  $E$  be a subset of the Cartesian product  $V \times V$ , its elements being called edges. Then  $G=(V,E)$  is called a directed graph. Let  $n$  be a positive integer, and let  $p=(e_1, \dots, e_n)$  be a sequence of length  $n$  of edges  $e_i \in E$  such that  $e_i=(v_i, v_{i+1})$  for a sequence of vertices  $(v_1, \dots, v_{n+1})$ . Then  $p$  is called a path from vertex  $v_1$  to vertex  $v_{n+1}$  in  $G$  and we say that  $v_{n+1}$  is reachable from  $v_1$ , writing  $(v_1 \rightarrow v_{n+1})$ . Here are some new definitions. A node  $v$  in a graph  $G=(V,E)$  is called a sink, if for every node  $w$  in  $G$  that is reachable from  $v$ ,  $v$  is also reachable from  $w$ . The bottom of a graph is the subset of all nodes that are sinks, i.e.,  $bottom(G)=\{v \in V | \forall w \in V: (v \rightarrow w) \Rightarrow (w \rightarrow v)\}$ . You have to calculate the bottom of certain graphs.

## Input

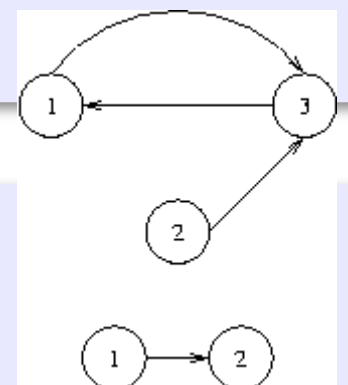
The input contains several test cases, each of which corresponds to a directed graph  $G$ . Each test case starts with an integer number  $v$ , denoting the number of vertices of  $G=(V,E)$ , where the vertices will be identified by the integer numbers in the set  $V=\{1, \dots, v\}$ . You may assume that  $1 \leq v \leq 5000$ . That is followed by a non-negative integer  $e$  and, thereafter,  $e$  pairs of vertex identifiers  $v_1, w_1, \dots, v_e, w_e$  with the meaning that  $(v_i, w_i) \in E$ . There are no edges other than specified by these pairs. The last test case is followed by a zero.

## Output

For each test case output the bottom of the specified graph on a single line. To this end, print the numbers of all nodes that are sinks in sorted order separated by a single space character. If the bottom is empty, print an empty line.

## Sample Input

```
3 3
1 3 2 3 3 1
2 1
1 2
0
```



## Sample Output

```
1 3
2
```