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Algorithm 1: All Simple Paths
 KCores(G)
      Input: G = (V, E), a graph
      Data: visited, an array of size |V|
             path, a stack of nodes
             paths, a stack containing stacks of nodes
      Result: paths contains all paths from s to t
     mh \leftarrow CreatePO()
 1
    d \leftarrow \mathsf{CreateArray}(|V|)
    p \leftarrow \mathsf{CreateArray}(|V|)
  3
      core \leftarrow CreateArrav(|V|)
      for v = 0 to |V| do
  5
          d[v] \leftarrow |AdjacencyList(G, v)|
  6
          p[v] \leftarrow d[v]
          core \leftarrow 0
          dn \leftarrow \text{CreateArray}(2)
          dn[0] \leftarrow p[v]
 10
          dn[1] \leftarrow v
 11
          InsertInPO(mh. dn)
 12
      while SizePQ(mh) > 0 do
 13
          t \leftarrow \text{ExtractMinFromPO}(mh)
 14
          core[t[1]] \leftarrow p[t[1]]
 15
          if SizePO(mh) = 0 then
 16
               return core
 17
          foreach v in AdjacencyList(t[1]) do
 18
               d[v] \leftarrow d[v] - 1
 19
               odn \leftarrow [p[v], v]
 20
               p[v] \leftarrow \text{Max}(core[t[1]], v)
21
               ndn \leftarrow [p[v], v]
 22
               UpdatePQ(mh, odn, ndn)
23
```

return core

24