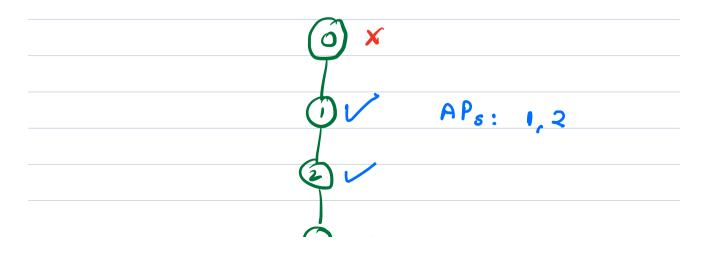
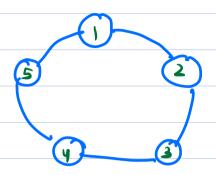


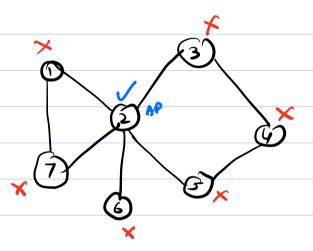
A vortex is an arbiculation point, if semoving that vortex from the graph; will disconnects the graph.







No AP



APs: 2

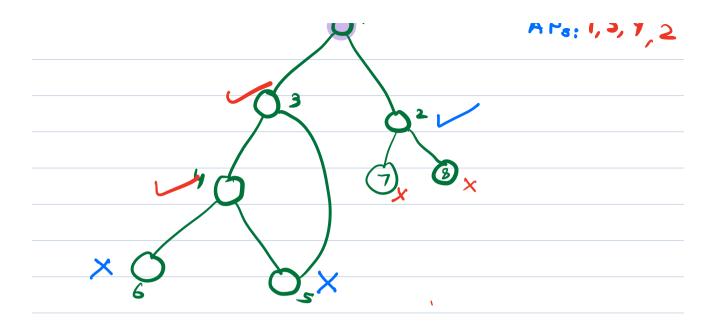
## Calculation of APs:

Check every vertex, delete it and see

If graph is disconnected.

Tc: 0( V(V+E) )





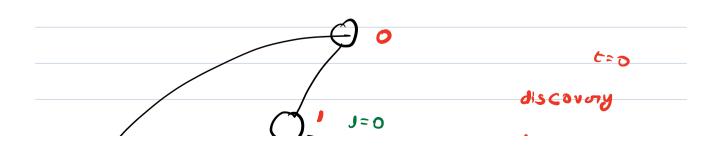
Uhile doing OFS

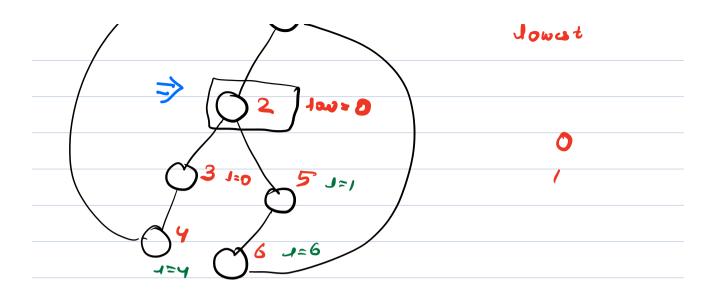
1. u is 200+, it has affect 2 Child

It' is AP.

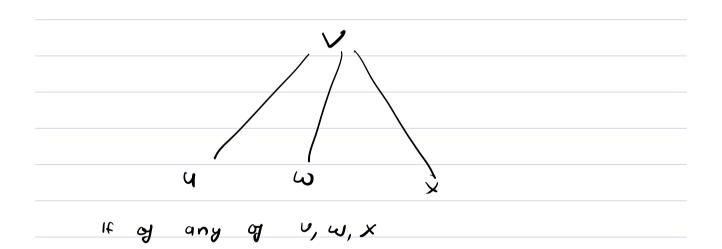
child such that no vertex in the subtree of that child have a back edge to one of the ancustor of 4

Then use a AP.





#### lowest of a particular vertex



V is node, for any child u.

If Jow[u] 2 discu]

The v is AP.

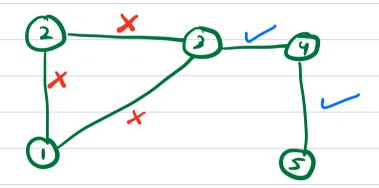


```
void des C curr, por, time, Jour J desce Just 2)
           disc [ curr] = low [curr] = time
            time+t
           Uls [ carr] = True
           Children = 0
         for ( auto j: adj [curr])
              If ( j! = pwn)
                   If C vis[j] = = False)
                       children ++
                        dfs Cj, curr,
                        Low [eur] = min ( Low Cours), low [j])
                        If C Parent ! = ~) for
                              Jow [j] > disc [curr])
                                     is AP[ curr] = True
                    else
                      Low Ceur 3 = min ( Low Cours), low [j]
      If [ parent = =- 1 44 (hildren >1)
```

# is AP [curr] = Truc

TC: O(V+ E)

Bridges.



A edge is on Bosdge , if removing that edge from the graph; will disconnects the graph.





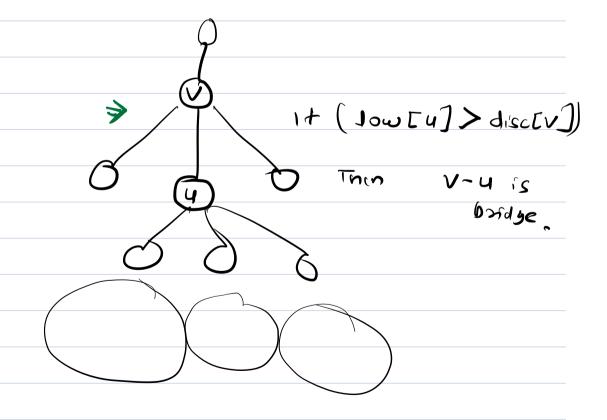
### Bruk Force:

Consider any edge

Thuck groph is disconnected

Add the edge.

# TC; OC E (V+E))



```
void des C curr, por, time, soul7, discl] vist2)
```

TC: O(v+ E)	
	~ × ~
A P	
How cal	(V+E)
Bods	
170w to ca	(v te)
	6 to oct
	Thursday
	GPM
	AUL/ Red Black Trees