

3. Recall that a directed graph is said to be *strongly connected* if there is a path from u to v and from v to u for all vertices u and v in the graph.

Suppose that you are given a strongly connected, directed graph $G = (V, E)$ and an edge $e = (u, v)$.

- (a) Give pseudocode for an efficient algorithm that determines whether or not removing e from G would leave G strongly disconnected. You may assume that $e \in E$.

[Hint: Note that you are given that G is strongly connected. You should *not* need to compute its strongly connected components.]

Still $SC(G, e)$

Input: A directed, strongly connected graph G . An edge $e = (u, v)$, $e \in E$.

Output: A boolean, *connected*, that represents if removing e from G will still result in a strongly connected graph. Returns false if G is no longer strongly connected. Returns true if G is still strongly connected.

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let connected = true
let removable = [] // store all edges that are loops, or forward edges. We can remove these & still maintain strongly connected in G.
for all  $v \in V$ , do:
    let  $v$  be "undiscovered"
    for all  $u \in V$ , do:
        if  $u$  is "undiscovered", then:
            let Explore( $G, u, e, removable$ ) be a subcomponent of  $G$ .
        if !(removable.contains( $e$ )), then:
            connected = false
            return connected
    else, do:
        return connected

```

Explore($G, u, e, removable$)

Input: A directed graph $G = (V, E)$ and a vertex u , ^{and an edge e to remove} where every vertex is either "discovered" or "undiscovered", and a list "removable".

Output: All vertices reachable from u .

```

let discovered = []
let  $u$  be "discovered"
discovered.add( $u$ )
for all neighbors of  $u, v$ , do:
    let edge =  $e(u, v)$ 
    if  $u = v$  OR  $u$  is "discovered" then:
        // found a loop or a forward edge
        removable.add(edge)
return discovered

```

- (b) Give the time complexity of your algorithm:

isSC() considers every vertex twice. Explore() is called once for every vertex $v \in V$.

Explore() collectively considers each edge once or twice. isSC() has time complexity $O(|V| + |E|)$

$$= \boxed{O(n + m)}$$