```cpp
class Finding_Arts {
private:
  struct node {
    int id; bool done; vi to; int from; int pre; int low;
  };
  vector<node> nodes;
  int n;
  int ord;
  vi arts;
  void lowlink_dfs(int a, bool isroot) {
    nodes[a].done = true;
    nodes[a].pre = nodes[a].low = ord;
    ord++;
    int cnt = 0;
    Loop(i, nodes[a].to.size()) {
      int b = nodes[a].to[i];
      if (b == nodes[a].from) continue;
      if (!nodes[b].done) {
        nodes[b].from = a;
        lowlink_dfs(b, false);
        nodes[a].low = min(nodes[a].low, nodes[b].low);
        if (nodes[a].pre <= nodes[b].low) cnt++;
      }
      else {
        nodes[a].low = min(nodes[a].low, nodes[b].pre);
      }
    }
    if (cnt > (isroot ? 1 : 0)) arts.push_back(a);
    return;
  }
public:
  Finding_Arts(const vvi &lst) {
    n = lst.size();
    nodes.resize(n);
    Loop(i, n) nodes[i] = { i, false, {}, -1, -1, -1 };
    Loop(i, n) {
      Foreach(j, lst[i]) {
        nodes[i].to.push_back(j);
      }
    }
    ord = 0;
    Loop(i, nodes.size()) {
      if (!nodes[i].done) lowlink_dfs(i, true);
    }
    sort(arts.begin(), arts.end());
  }
  vi get_arts() {
    return arts;
  }
};
```