

Problem 1 — SCC and Reversal

1. Algorithm to compute the reversal $\text{rev}(G)$

For a directed graph $G = (V, E)$:

Create a new graph with the same vertices.

For each edge $(u \rightarrow v) \in E$, add edge $(v \rightarrow u)$ to the new graph.

This processes each vertex and each edge once, so the time complexity is $O(V + E)$.

2. The strong component graph $\text{scc}(G)$ is acyclic

In $\text{scc}(G)$, each node represents a strongly connected component of G .

Assume $\text{scc}(G)$ has a cycle.

Then all components in the cycle can reach each other, which means they form one larger strongly connected component. This contradicts the definition of SCCs.

Therefore, **$\text{scc}(G)$ is acyclic.**

3. Proof that $\text{scc}(\text{rev}(G)) = \text{rev}(\text{scc}(G))$

- Reversing G reverses all paths.
- Strong connectivity depends on mutual reachability, which is preserved under reversal.
- Therefore, SCCs remain the same, but edges between components are reversed.

Hence, reversing first and then contracting SCCs gives the same result as contracting first and then reversing:

$$\text{scc}(\text{rev}(G)) = \text{rev}(\text{scc}(G))$$

4. Reachability and SCC graph

Let $S(v)$ be the SCC containing vertex v .

- If u can reach v in G , then there is a path between their SCCs in $\text{scc}(G)$.
- If $S(u)$ can reach $S(v)$ in $\text{scc}(G)$, then there exists a path from any vertex in $S(u)$ to any vertex in $S(v)$ in G .

Thus:

$$u \text{ reaches } v \text{ in } G \iff S(u) \text{ reaches } S(v) \text{ in } \text{scc}(G)$$

Problem 2 — Euler Tour

1. Condition for existence of Euler tour

A strongly connected directed graph has an Euler tour **if and only if**:

$$\text{in-degree}(v) = \text{out-degree}(v) \forall v \in V$$

If degrees differ, some edges cannot be entered and exited equally.

2. $O(E)$ -time algorithm to find an Euler tour

Start from any vertex.

Follow unused outgoing edges until returning to the start (forms a cycle).

If unused edges remain, start a new cycle from a vertex on the existing tour.

Merge cycles.

Continue until all edges are used.

This is **Hierholzer's algorithm**, which runs in $O(E)$ time.

Problem 3 — Topological Sort

Given graph:

$$\{A \rightarrow B, A \rightarrow C, B \rightarrow C, B \rightarrow D, C \rightarrow E, D \rightarrow E, D \rightarrow F, G \rightarrow F, G \rightarrow E\}$$

Topological order starting from A

One valid ordering:

A, B, D, C, E, F, G

Another valid ordering (starting from G)

G, A, B, D, C, F, E

Another possible ordering

A, G, B, C, D, E, F

Multiple orderings are valid as long as all edge directions are respected.