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**Algorithm 1** SCC 更新算法-SCC 合并

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**Input:** SCC 图  $G_S$ , 更新节点  $S_i$

**Output:** 更新后的 SCC 图  $G_{S_{new}}$ , 被合并的节点集合  $S$ , 合并后新节点的编号  $S_{new}$

```
1: function SCCMERGE( $G_S, S_i$ )
2:    $S \leftarrow \emptyset$ 
3:    $G_{S_{new}} \leftarrow G_S$ 
4:    $S_{old} \leftarrow -1, S_{new} \leftarrow -1$ 
5:    $cycle = \text{FINDCYCLE}(G_{S_{new}}, S_i)$ 
6:   while  $|cycle| \neq 0$  do
7:      $G_{S_{new}}, S_{new} = \text{MERGE}(G_{S_{new}}, cycle)$ 
8:     if  $|S| == 0$  then
9:        $S = S \cup cycle$ 
10:    else
11:       $S = S \cup (cycle - S_{old})$ 
12:    end if
13:     $S_{old} = S_{new}$ 
14:     $cycle = \text{FINDCYCLE}(G_{S_{new}}, S_{new})$ 
15:  end while
16:  return  $G_{S_{new}}, S, S_{new}$ 
17: end function
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**Algorithm 2** SCC 更新算法-寻找环路

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**Input:** SCC 图  $G_S$ , 更新节点  $S_i$

**Output:** 返回一个包含环的节点集合  $C$

```
1: function FINDCYCLE( $G_S, S_i$ )
2:    $C \leftarrow \emptyset, visited \leftarrow \emptyset$ 
3:   for each node  $v$  in  $G_S$  do
4:      $visited \cup \{v : FALSE\}$ 
5:   end for
6:   stack  $S$ 
7:    $S.push(S_i)$ 
8:   while  $!S.empty()$  do
9:      $N \leftarrow S.pop()$ 
10:    for each outcome edge  $e$  of node  $N$  do
11:      if  $e.dst == S_i$  then
12:         $C \leftarrow S$ 
13:        break
14:      end if
15:      if  $!visited[e.dst]$  then
16:         $visited[e.dst] = TRUE$ 
17:         $S.push(e.dst)$ 
18:      end if
19:    end for
20:  end while
21:  return  $C$ 
22: end function
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**Algorithm 3** SCC 更新算法-合并环路

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**Input:** SCC 图  $G_S$ , 在环中的节点集合  $cycle$

**Output:** 返回更新过后的 SCC 图  $G_{S_{new}}$ , 新节点的编号  $S_{new}$

```
1: function MERGE( $G_S, cycle$ )
2:   SCCNode  $N_{new}$ 
3:   for each node  $N_c$  in  $cycle$  do
4:      $N_{new}.nodeSet \leftarrow N_{new}.nodeSet \cup N_c.nodeSet$ 
5:   end for
6:      $\triangleright$  需要注意节点 ID 的重用, SCC 节点的主键是原始图节点集合
7:   for each node  $S$  in all SCC Graphs [ $G_{S0}, G_{S1}, \dots, G_{SN}$ ] do
8:     if  $S.nodeSet == N_{new}.nodeSet$  then
9:        $N_{new}.nodeID \leftarrow S.nodeID$ 
10:       $reused = TRUE$ 
11:    end if
12:  end for
13:  if  $!reused$  then  $\triangleright$  节点 ID 未被重用, 获取一个新的 ID
14:     $N_{new}.nodeID = \text{GETNEWSCCID}$ 
15:  end if
16:  for each node  $N_s$  in  $G_S$  do
17:    if  $N_s$  in  $cycle$  then  $\triangleright$  需要将所有的出边合并到新节点中
18:      for each outcome edge  $e$  of  $N_s$  do
19:         $N_{new}.insertOutcomeEdge(e.dst)$ 
20:      end for  $G_{S_{new}} \leftarrow G_{S_{new}} - N_s$ 
21:    else  $\triangleright$  需要把出边在  $cycle$  中的节点改为  $N_{new}$ 
22:      for each outcome edge  $e$  of  $N_s$  do
23:        if  $e.dst$  in  $cycle$  then
24:           $N_s.deleteOutcomeEdge(e.dst)$ 
25:        end if
26:      end for
27:      if exist edge  $e$  where  $e.dst$  in  $cycle$  then
28:         $N_s.insertOutcomeEdge(N_{new}.nodeID)$ 
29:      end if
30:    end if
31:  end for
32: end function
```

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