Algorithm 1 HRindex 插入更新算法

```
1: function UPDATEINSERTEDGE(src, dst, timestamp)
       G_t = originGraph[timestamp]
 2:
       SCC_t = SCCGraph[timestamp]
3:
       if !G_t.exist(src) then
 4:
5:
           UPDATEADDNODE(ur, oldHRindex)
       end if
 6:
 7:
       if !G_t.exist(dst) then
           UPDATEADDNODE(ur, oldHRindex)
8:
       end if
9:
       G_t.insert(ur.src, ur.dst)
10:
       SCC_{src} = SCC_t.find(ur.src)
11:
       SCC_{dst} = SCC_t.find(ur.dst)
12:
       if SCC_{src} == SCC_{dst} then
13:
           return
14:
15:
       else
           SCCGraph[timestamp].insert(src, dst)
16:
           cycle \leftarrow findCycle(SCCGraph[timestamp])
17:
           while cycle.size != 0 \text{ do}
18:
              S_{new} \leftarrow merge(SCCGraph[timestamp], cycle)
19:
                ▶ Firstly, we process the newly added SCC node after merging.
20:
              In = SCC_t.getIncomingEdge(S_{new})
21:
22:
              Out = SCC_t.getOutgoingEdge(S_{new})
              if newSCCID exist in other timestamp then
23:
              else
24:
                  NIT.push(getNITItem(In, Out))
25:
26:
              end if
                  ▷ Secondly, we delete the SCC node existing in the cycle and
27:
    process the node which is connected which these node.
              for each item IN NIT do
28:
                  S_i = \text{item.node}
29:
30:
                  if S_i in cycle then
                             ▶ the new SCC node serves as an outgoing edge or
31:
   incoming edge of this node
32:
                      if S_i in In then
                                 \triangleright S_i in In means that S_i has an outgoing egde
33:
    \langle S_i, S_n ew \rangle
                      end if
34:
                      if S_i in Out then
35:
                                \triangleright S_i in Out means that S_i has an incoming egde
36:
    \langle S_n ew, S_i \rangle
                      end if
37:
                  else
38:
39:
                  end if
              end for
40:
41:
           end while
       end if
42:
43: end function
```