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No addition operation

Compute the topological order of V. Then $v \rightsquigarrow w$ iff v < w.

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Solution — Incremental topological order

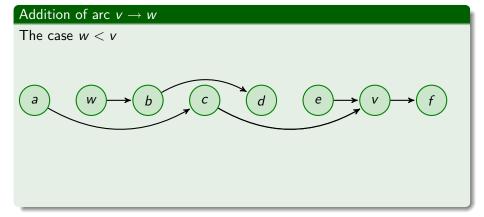
Maintain topological order due to addition of new arcs.

Addition of arc $v \rightarrow w$

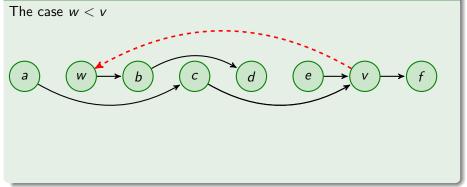
If v < w then do nothing.

Rafał Nowak

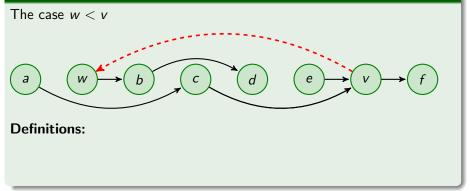
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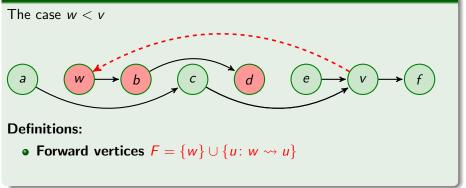




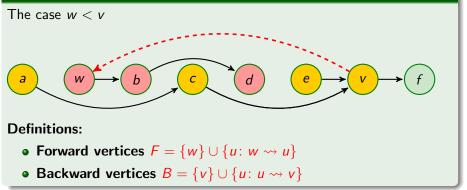
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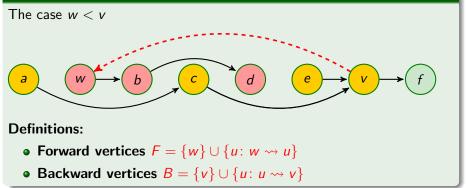








Addition of arc $v \rightarrow w$



General Idea

Do bidirectional search forward from w and backward from v until finding either a cycle or a set of vertices whose reordering will restore topological order.

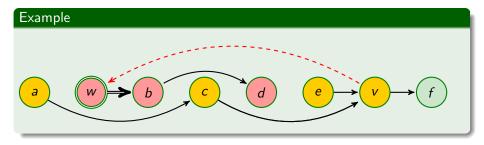
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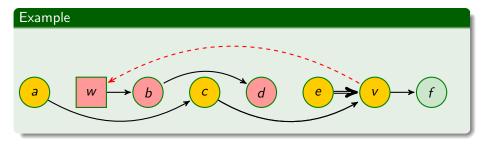
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Algorithm A



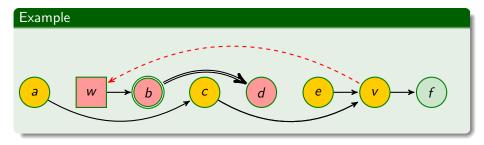
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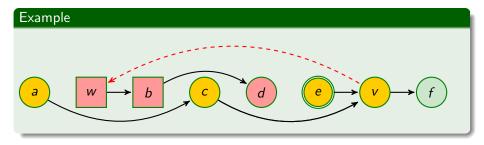
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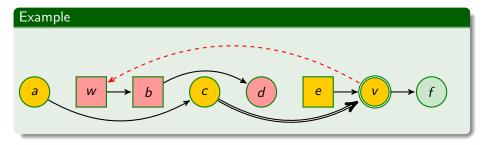
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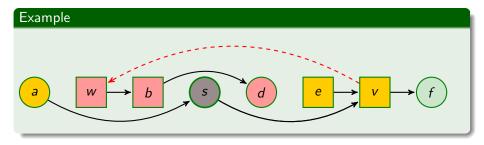
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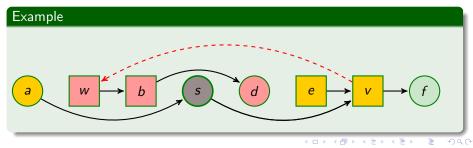
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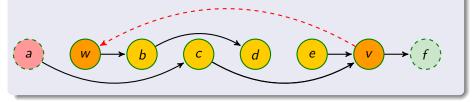


Algorithm A

1. Traverse arcs forward from forward vertices and backward from backward vertices until there is a vertex *s* such that all forward vertices less than *s* and all backward vertices greater than *s* are scanned. 2. Let $X = \{x \in F : x < s\}$ and $Y = \{y \in B : s < y\}$. Find topological orders of O_X and O_Y of the subgraphs induced by X and Y, respectively. 3. Assume *s* is not forward (the case of *s* not backward is symmetric). Delete the vertices in $X \cup Y$ from the current vertex order and reinsert them just after *s*, in order O_Y followed by O_X .



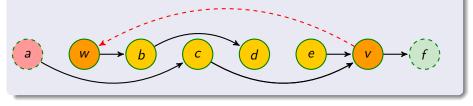
Restrict the search only to the affected region, i.e., the set of vertices between w and v.



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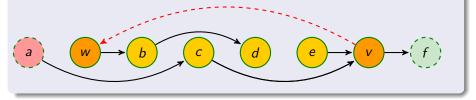
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Complexity O(n) — amortized time per arc addition O(1) — for each query a < b

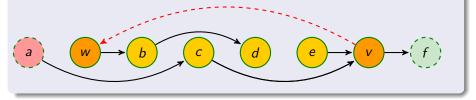
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Compatible arcs

We call an arc $u \rightarrow x$ traversed forward and an arc $y \rightarrow z$ traversed backward compatible if u < z.

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Lemma

If the searches are compatible, the amortized number of arcs traversed during searches is $\mathcal{O}(m^{1/2})$ per arc addition.

Traverse arcs $u \to x$ forward in non-decreasing order on u and arcs $y \to z$ backward in non-increasing order on z.

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Some implementation details

 We can implement an ordered search using two heaps (priority queues) to store unscanned forward and unscanned backward vertices

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Some implementation details

- We can implement an ordered search using two heaps (priority queues) to store unscanned forward and unscanned backward vertices ⇒ amortized time bound of O(m^{1/2} log n) per arc addition.
- We maintain the vertex order using a data structure such that testing the predicate x < y for two vertices x and y takes O(1) time, as does deleting a vertex from the order and reinserting it just before or just after another vertex.