

1 Recursive Formulae

Suppose that we want to compute $2^n \bmod M$ for some numbers $n \geq 0$ and $M \geq 2$. 2^n can require a lot of digits to write down for large n , and we want to avoid that, since the end result is $< M$.

Our first attempt avoids multiplication and only uses addition modulo M . We use the fact that $2^n = 2^{n-1} + 2^{n-1} \pmod{M}$.

```
function PowerOfTwo(n, M):
    if n = 0 then
        return 1
    return (PowerOfTwo(n - 1, M) + PowerOfTwo(n - 1, M)) mod M
```

What is the runtime of the above algorithm?

- $\Theta(n)$
- $\Theta(2^n)$
- $\Theta(\log n)$

Correct

Now let us replace this algorithm with an iterative one that stores the results:

```
A ← array indexed with 0, ..., n
A[0] ← 1
for i = 1, ..., n do
    A[i] ← (A[i - 1] + A[i - 1]) mod M
return A[n]
```

What is the runtime of the above algorithm?

- $\Theta(n)$
- $\Theta(2^n)$
- $\Theta(\log n)$

Correct

What if we are allowed to use multiplication? Suppose that n is a power of two.

```
B ← array indexed with 0, ..., log n
B[0] ← 2
for i = 1, ..., log n do
    B[i] ← (B[i - 1] × B[i - 1]) mod M
return B[log n]
```

What is the value of $B[i]$ in the above algorithm?

- $2^{2^i} \bmod M$
- $2^i \bmod M$
- $2^{i^2} \bmod M$

Correct

What is the runtime of this algorithm?

- $\Theta(n)$
- $\Theta(2^n)$
- $\Theta(\log n)$

Correct

What if n is not a power of two? We can run the following slightly modified algorithm:

```
B ← array indexed with 0, ..., ⌊log n⌋
B[0] ← 2
for i = 1, ..., ⌊log n⌋ do
    B[i] ← (B[i - 1] × B[i - 1]) mod M
```

Let the binary representation of n be $(x_{\lfloor \log n \rfloor} x_{\lfloor \log n \rfloor - 1} \dots x_0)$.

```
R ← 1
for i = 0, ..., ⌊log n⌋ do
    if  $x_i = 1$  then
        R ← (R × B[i]) mod M
return R
```

What is the runtime of this algorithm?

- $\Theta(n)$
- $\Theta(2^n)$
- $\Theta(\log n)$

Correct

Remark: A clever algorithm inspired by the above can compute $\text{Fibonacci}(n)$ modulo a desired number M , in time $O(\log n)$. As a challenge, try to use the following identity involving Fibonacci numbers and matrix multiplication, to come up with this $O(\log n)$ algorithm.

$$\begin{bmatrix} \text{Fibonacci}(n) \\ \text{Fibonacci}(n-1) \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \text{Fibonacci}(n-1) \\ \text{Fibonacci}(n-2) \end{bmatrix}$$

2 Shortest Paths

Suppose that we have a weighted graph with n vertices and m edges and no negative cycles (so shortest paths are well-defined). Suppose for the below questions that our implementation of Dijkstra uses red-black trees (and not Fibonacci heaps).

If $m = n^{1.5}$, and we want to find the shortest path between some u and v which algorithm should we use? We prefer algorithms with the smallest worst-case runtime.

- Dijkstra
- Bellman-Ford
- Floyd-Warshall
- Two or more of the above algorithms are correct and have the smallest worst-case runtime.

Correct

What if all the edges have nonnegative weight?

- Dijkstra
- Bellman-Ford
- Floyd-Warshall
- Two or more of the above algorithms are correct and have the smallest worst-case runtime.

Correct

Suppose that we have a graph with $m = n^{1.5}$ edges that all have nonnegative weights. Which algorithm should we use to find the shortest path between all pairs of vertices?

- n^2 runs of Dijkstra
- n runs of Dijkstra
- n^2 runs of Bellman-Ford
- n runs of Bellman-Ford
- Floyd-Warshall
- Two or more of the above algorithms are correct and have the smallest worst-case runtime.

Correct

Suppose that we have a graph with $m = \Theta(n^2)$ edges that all have nonnegative weights. Which algorithm should we use to find the shortest path between all pairs of vertices?

- n^2 runs of Dijkstra
- n runs of Dijkstra
- n^2 runs of Bellman-Ford
- n runs of Bellman-Ford
- Floyd-Warshall
- Two or more of the above algorithms are correct and have the smallest worst-case runtime.

Correct