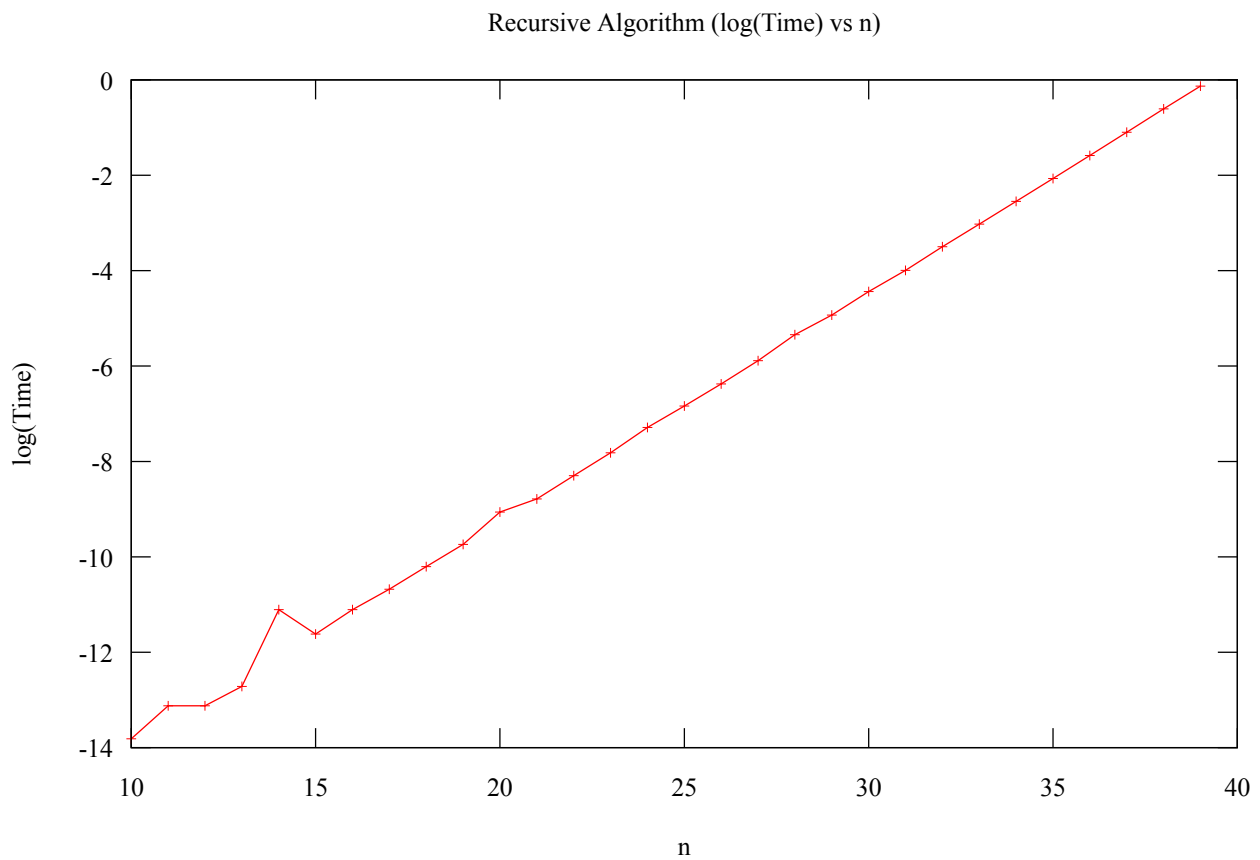


1.

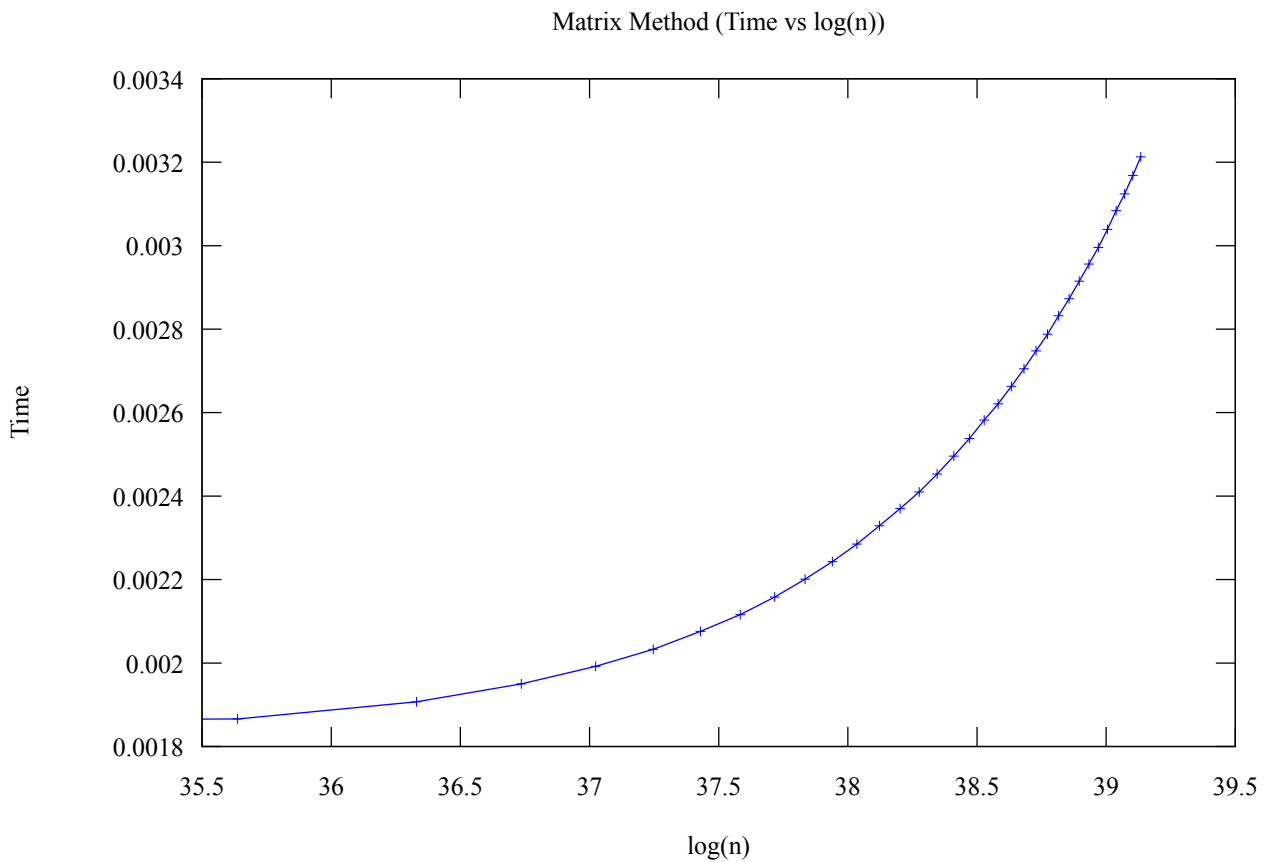
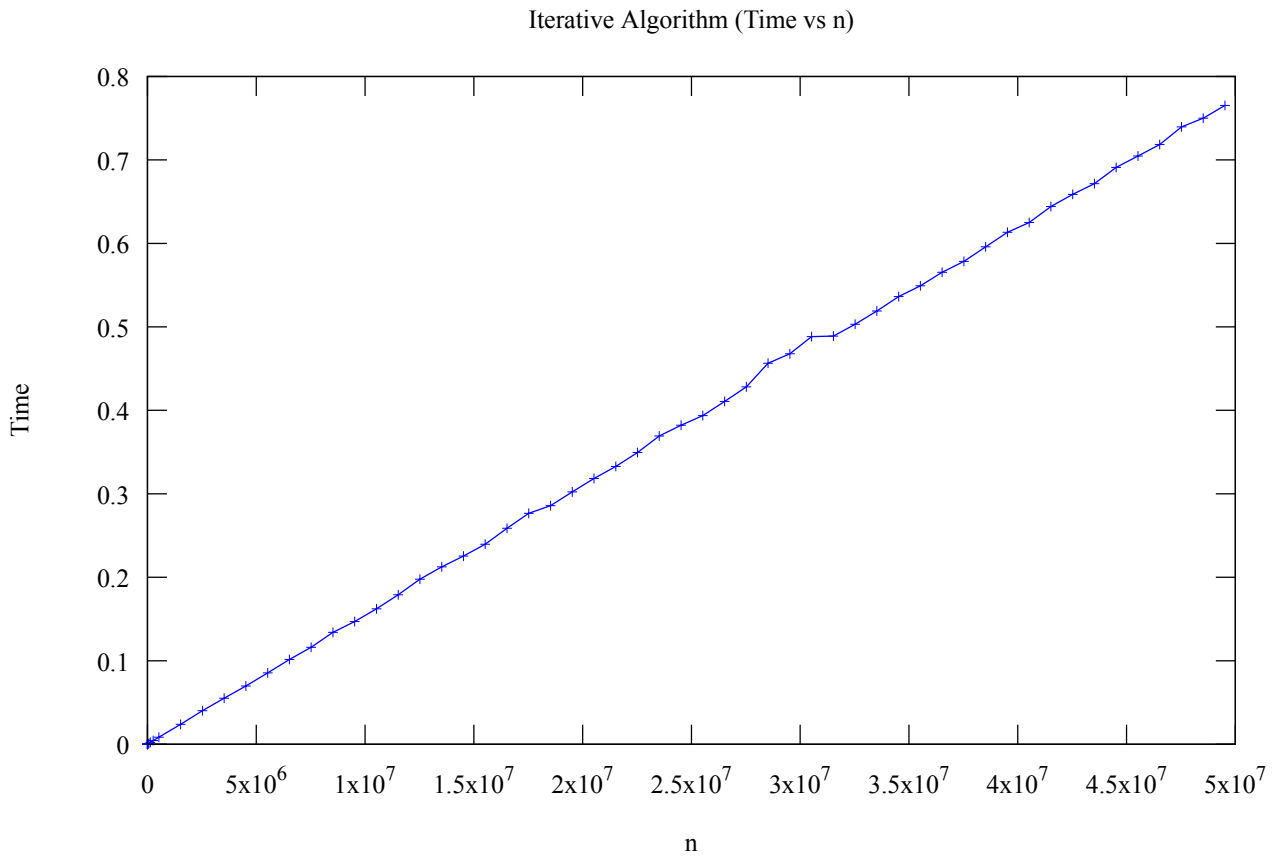
Time taken to compute $G(n) \bmod m$ (in seconds)	10^{-5}	10^{-4}	10^{-3}	10^{-2}	10^{-1}	1	10
Max value of Recursive Algorithm	15	21	25	30	40	45	50
Max value of Iterative Algorithm	550	7210	65536	554288	6494288	64524288	591234288
Max value of Matrix Method	26955000000000001	$>10^{18}$	$>10^{18}$	$>10^{18}$	$>10^{18}$	$>10^{18}$	$>10^{18}$

2. PLOTS OF ALGORITHMS



Values Used for Arguments -

 $a = 1$ $b = 1$ $c = 0$ $m = 1000000007$



3. Since the recursive algorithm calls for both $G(n-1)$ and $G(n-2)$ in its recursive step, many computations get repeated, and thus the complexity also increases. The complexity of the recursive algorithm is $O(2^n)$ and hence, its execution time is very large, and log of execution time is proportional to n .

The iterative algorithm just iterates over and keeps on adding the previous two values (with some factor), and thus is a linear algorithm. Its complexity is $O(n)$ and is, therefore more efficient than the recursive approach, but it still doesn't work for large values of n ($>10^8$)

The matrix method is the fastest among these with a complexity of $O(\log(n))$. Therefore, $\log(n)$ is proportional to execution time. Therefore, it can easily compute $G(n)$ for very large n ($>10^{18}$) is less than one second.

Hence order of efficiency is
Recursive < Iterative < Matrix