

```
public class Vertex implements Comparator<Vertex>,
```

```
int d;
```

```
int index;
```

```
Index<Vertex> {
```

```
public int compare (Vertex u, Vertex v) {
```

```
    return u.d - v.d;
```

```
} public void putIndex ( . . . )
```

```
    public int getIndex ( . . . )  
}
```

```
IndexedHeap<Vertex, Vertex> h = new IndexedHeap<>  
    (arr, non null  
        vertex object,  
        non null  
        vertex object)
```

Computing x^n when x and n are both big integers (represented as a polynomial in base B - Project LPI) :

$$\text{Let } n = \{a_0, a_1, \dots, a_d\} \quad n = a_0 + a_1 B + a_2 B^2 + \dots + a_d \cdot B^d$$

Let $\text{shift}(n)$ be the list obtained from n by discarding the first node of its list.

$$s = \text{shift}(n) = \{a_1, a_2, \dots, a_d\} \quad s = a_1 + a_2 B + a_3 B^2 + \dots + a_d \cdot B^{d-1}$$

It is easy to verify that $n = s * B + a_0$

Algorithm for $\text{Power}(x, n)$:

if $d = 0$, then $n = \{a_0\}$. return $\text{Power}(x, a_0)$

else $s = \text{shift}(n)$

$x_{\text{totter}} = \text{Power}(x, s)$

return $\text{Power}(x_{\text{totter}}, B) * \text{Power}(x, a_0)$

↑
Product of two polynomials

Computing \sqrt{x} :

Binary Search: Assume $x > 1$.

low = 1

high = x

while (low + 1 < high) do

// LI: $\text{low}^2 < x$
 $\text{high}^2 > x$

mid \leftarrow (low + high) / 2

if $x < \text{mid} * \text{mid}$ then

high \leftarrow mid

else if $x > \text{mid} * \text{mid}$ then

low \leftarrow mid

else return mid

return low