

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  $(x_{\lfloor \log n \rfloor} x_{\lfloor \log n \rfloor - 1} \cdots x_0)$ .  
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 Shorest 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