```
Q1. Consider the following code.
unsigned long func(int a, unsigned int n) {
  if (n == 0 )
    return 1;
  else if( n == 1)
    return a;
  else if (n%2 == 0)
    return func(a, n/2)*func(a, n/2);
  else
    return a*func(a, n/2)*func(a, n/2);
}
```

A. What is the above code computing?

```
a<sup>n</sup>
```

B. What is the time complexity of this code.

```
O(n)
```

C. The above code has inefficiencies. What can you do to improve its time complexity?

```
func(a, n/2) is being computed twice.
Instead of func(a, n/2)*func(a, n/2), do the following:
res = func(a, n/2);
return res * res;

Time complexity : O(log(n))
```

**Q2.** Consider the following code.

```
long add(int m) {
  int i;
  long sum=0;
  for (i=0; i<m; i++) {
     sum += i; }
  return sum;
}
long RecCompute(int n) {
  int p;
  if (n==1) return n;</pre>
```

```
else {
   RecCompute(n/2);
   p = n/4;
   return add(p); }
```

What is the time complexity of the above code.

O(n)

## Graphs

## Q3.

- 1. The time and space complexity of an algorithm does not depend on the choice of the data structure for the problem.

  TRUE / FALSE
- 2. The tree constructed by Breadth-First-Search algorithm is unaffected by the order in which the vertices are explored.

## **O4**.

Given an undirected graph G(V,E) with n vertices and m edges. How long does it take to **delete** an edge (u,w) from G if an adjacency **list** is used to represent the graph?

```
O(degree(u) + degree(w))
```

Give an example of a sparse graph where number of edges are linear in the number of vertices.

A tree.

Given a directed graph G(V,E) with n vertices and m edges. Suppose graph G is represented as an **adjacency list**. I want to find the number of **in-coming** edges for each of the vertices. What is the time complexity for finding that?

Time Complexity in Big-Oh notation \_\_\_\_O(m+n)\_\_\_\_

Time to traverse the adjacency list.

<b>Q5.</b> Suppose you are given a <b>connected</b> , <b>undirected</b> , <b>weighted graph</b> G(V,E) whose <b>edges all have the same positive weight</b> . How will you find the shortest path between two vertices 'u' and 'v' in G?
Since all edges have the same weight, BFS will return the shortest path.
<b>Q6.</b> Your friend ran the Prim's algorithm on an undirected, weighted graph G and constructed a minimum spanning tree. Your friend claims that the minimum spanning tree is a bipartite graph. Do you agree?
YES or NO?YES Brief explanation of your answer.
All trees are bipartite, because they have no cycles.
<b>Q7.</b> Your friend claims that he/she can draw an n-node <b>tree</b> of height greater than $O(\log(n))$ . Do you agree with his/her claim?
If AGREE, then draw an example of such a tree. If DISAGREE then prove it.  AGREE / DISAGREEAGREE

n