B)

Complexity of code is ~~O(hw+n(h+hw+w+h))~~

$$O(hw + n(h + hw + w + h))$$

where n is number of iterations to remove seam

h - height

w - width

hw → to calculate energy & later in every iteration, 9h to calculate new energy matrix (only neighbour

→ hw to calculate entire dp matrix

→ w to ~~backtrace~~ minimum seam energy

→ h to backtrace.

c)

a) Results might not be same. They might exhibit slight change. This is not because of flipping but because of chances of picking one of seam. Several seam might have same energy and get deleted but other than that flipping doesn't produce much diference

b) If we remove continously then it will minimise energy in one dimension and thus makes the second dimension less effective. So making alternative choices will be better intuetively. Thus taking alternatively helps in increasing efficiency and synconisation.