

Write a program to calculate pow(x,n) - GeeksforGeeks

Below solution divides the problem into subproblems of size $y/2$ and call the subproblems recursively.

```
#include<stdio.h> /* Function to calculate x raised to the power y */
int power(int x, unsigned int y)
{
    if( y == 0)
        return 1;
    else if (y%2 == 0)
        return power(x, y/2)*power(x, y/2);
    else
        return x*power(x, y/2)*power(x, y/2);
} /* Program to test function power */
int main()
{
    int x = 2;
    unsigned int y = 3;
    printf("%d", power(x, y));
    getchar();
    return 0;
}
```

Time Complexity: $O(n)$

Space Complexity: $O(1)$

Algorithmic Paradigm: Divide and conquer.

Above function can be optimized to $O(\log n)$ by calculating $\text{power}(x, y/2)$ only once and storing it.

```
/* Function to calculate x raised to the power y in  $O(\log n)$  */
int power(int x, unsigned int y)
{
    int temp;
    if( y == 0)
        return 1;
    temp = power(x, y/2);
    if (y%2 == 0)
        return temp*temp;
    else
        return x*temp*temp;
} Run on IDE
```

Time Complexity of optimized solution: $O(\log n)$

Let us extend the pow function to work for negative y and float x.

```
/* Extended version of power function that can work
for float x and negative y*/
#include<stdio.h>
float power(float x, int y)
{
    float temp;
    if( y == 0)
        return 1;
    temp = power(x, y/2);
    if (y%2 == 0)
        return temp*temp;
    else
    {
        if(y > 0)
            return x*temp*temp;
        else
            return (temp*temp)/x;
    }
}
/* Program to test function power */
int main()
{
    float x = 2;
    int y = -3;
    printf("%f", power(x, y));
    getchar();
    return 0;
}
```