

B.E. / B.Tech. Computer Science & Engineering (Model Curriculum) Semester-IV
SE202CS - Design & Analysis of Algorithms

P. Pages : 3

Time : Three Hours



GUG/S/25/13807

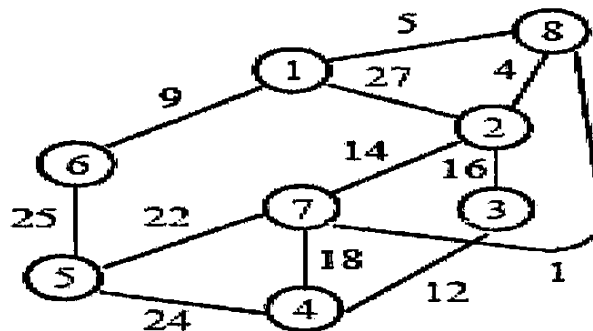
Max. Marks : 80

- Notes :
1. All questions are compulsory.
 2. All questions carry equal marks.
 3. Assume suitable data wherever necessary.

1. A) Solve the following recurrence by Characterised method and general solution: 8
- $$T(n) = \begin{cases} 1 & , \text{ if } n=1 \\ 2T(n/2) + n & \text{ otherwise} \end{cases}$$
- B) Find the exact time complexity of summation of array of size 'n' using iterative approach. 4
- C) Describe the different Asymptotic notations. Discuss it with example. 4

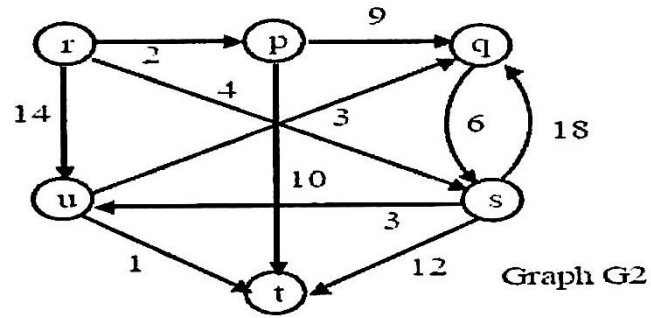
OR

2. A) Write an algorithm for Binary Search. Draw BST for the following array. What is the maximum number of key comparisons made by binary search in searching for a key in the following array? 8
- 9, 12, 15, 24, 30, 36, 45, 70
- B) Write an algorithm of Bubble Sort and Derive worst case and best case run time complexity of it. 8
3. A) Write an Quick Sort Algorithm. Illustrate stepwise execution of quick sort on following input array: 8
- $A = \langle 9, 7, 5, 11, 12, 2, 14, 3, 10, 6 \rangle$
- Also find recurrence relation for the algorithm and analyze it's time complexity.
- B) What is minimum spanning tree? Write Prim's algorithm for finding minimum cost spanning tree. Also give stepwise illustration of this algorithm using suitable example. 8



OR

4. A) Write a Dijkstra's algorithm Find the single source shortest path for the following graph-G2. 8



- B) Write an Huffman Code algorithm. Find the code for the following symbols whose probabilities are given in for following tables. 8

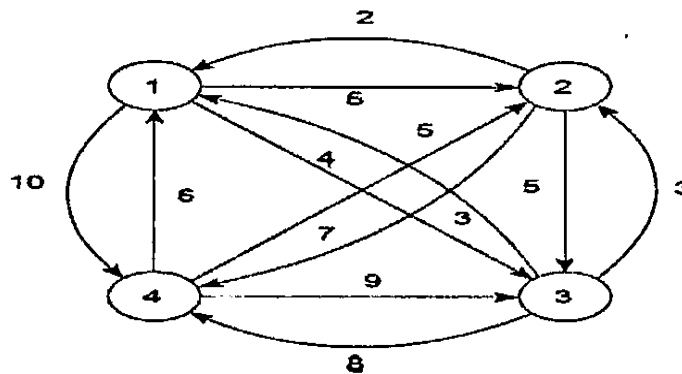
I =	1	2	3	4	5	6
Symbol (i)	A	B	C	D	E	F
Frequency (i)	45	13	12	16	9	5

OR

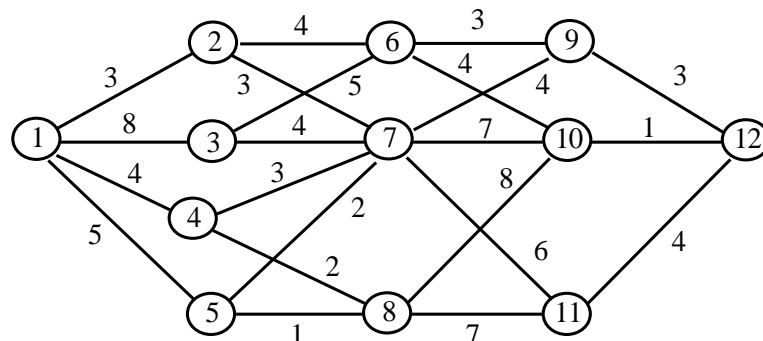
5. A) Compute probability matrix, evoluty & root matrix for optimal binary search tree. Construct the optimal binary search tree & cost of successful and unsuccessful search 16

i =	0	1	2	3	4	5
		k1	k2	k3	k4	k5
p_i	-	0.20	0.10	0.05	0.10	0.05
q_i	0.10	0.05	0.10	0.15	0.05	0.05

6. A) What is Travelling salesman problem? Implement it for the given graph. 8

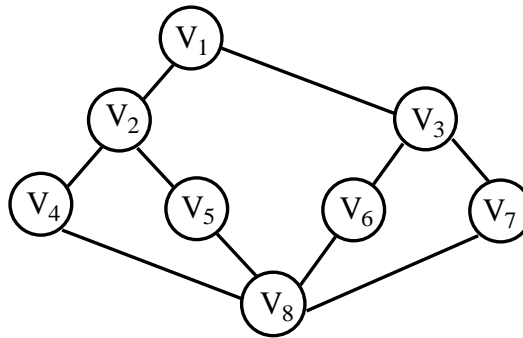


- B) Apply Dynamic programming for the following multistage graph and find the shortest path between Vertex 1 and Vertex 12 using forward approach. 8



7. A) What is backtracking? Explain the application in which backtracking principle can be used to design a solution. 8

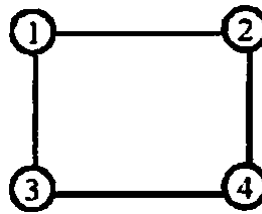
- B) Write an algorithm to obtain the depth first search tree & obtain the DFS for the given graph. 8



OR

8. A) Write an algorithm for n-queen problem. Show the stepwise execution to place 4 Queens in 4*4 matrix such that no two queens are in same row, same column or diagonally opposite. 8

- B) Implement graph coloring on following graph & generate space tree if number of permitted colours = 3. 8



9. A) State and explain Cook's theorem. 8

- B) Explain clearly polynomial reduction and how it can be used to show that a problem is NP -complete. 8

OR

10. A) Write a note on decision and optimization problem. 8

- B) What is non-deterministic algorithm? Explain primality testing. 8
