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MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL Paper Code: CS-501

DESIGN & ANALYSIS OF ALGORITHMS

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

GROUP - A

(Multiple Choice Type Questions)

Choose the correct alternatives for the following :

$$10 \times 1 = 10$$

- i) Which of the following algorithm design techniques is used in quick sort algorithm?
 - a) Dynamic programming
 - b) Backtracking
 - c) Divide and Conquer
 - d) Greedy method.

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ii) Which of the following algorithms solves the All-Pair Shortest Path problem?

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- a) Dijkstra's
- b) Floyd's Warshall's
 - c) Prim's
 - d) Kruskal's.
- iii) Travelling Salesman problem is
 - a) NP Hard
 - b) NP
 - c) NP Complete
 - d) None of these.
- iv) Complexity of the recurrence relation

$$T(n) = 8T(n/2) + n^2$$
 is

- a) O(n)
- b) $O(n^2)$
- c) $O(\log_2 n)$
- d) $O(n^3)$.

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- v) The minimum number of colours needed to colour a graph having n > 3 vertices and 2 edges is
 - a) 2

b) 3

c) 4

- d) 1.
- vi) The fractional Knapsack problem can be solved by using
 - a) Greedy method
 - b) Divide & Conquer Method
 - c) Dynamic Programming
 - d) None of these.
- vii) Time complexity of Binary Search Algorithm on nitems is
 - a) O(n)

- b) $O(n^2)$
- c) $O(n \log n)$
- d) $O(\log n)$.
- viii) The time factor when determining the efficiency of an algorithm is measured by
 - a) counting microseconds
 - counting number of key operations
 - c) counting number of statements
 - d) counting kilobyte of algorithm.

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- ix) The tight bound for building max heap is
 - a) O(n)

- b) $O(\log n)$
- c) $O(n \log n)$
- d) none of these:
- x) BFS of a graph G = (V, E) has running time
 - a) O(|V|+|E|)
- b) O(|V|)

c) O(|E|)

d) None of these.

GROUP - B

(Short Answer Type Questions)

Answer any three of the following

 $3 \times 5 = 15$

- 2. Find the best and worst case complexity of Quick sort.
- 3. State master's theorem and find the time complexity for the following recurrence : $T(n) = 2T(n^{\frac{1}{2}}) + \log n$
- 4. Given the weight vector (2, 3, 5, 7, 1, 4, 1) and the profit vector (10, 5, 15, 7, 6, 18, 3) and a Knapsack of capacity 15. Find at least three feasible solutions including optimal one for the knapsack problem of seven objects.

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- Solve the following recurrence relation using generating function a_n = 6a_{n-1} 11a_{n-2} + 6a_{n-3} for n ≥ 3 with initial condition a₀ = 1, a₁ = -1 and a₂ = 1.
- Discuss Job Sequencing with Deadlines with an example.

GROUP - C

(Long Answer Type Questions)

Answer any three of the following. $3 \times 15 = 45$

7. a) Consider the evaluation of the product of n matrices:

$$M = M_1 * M_2 * \dots * M_n$$

Assuming that the multiplication of a p * q matrix by a q * r matrix requires pqr scalar multiplications. Write a dynamic programming algorithm for ordering this multiplication with minimum cost. Explain the algorithm in brief.

b) Critically comment on "Greedy strategy does not work for the 0-1 knapsack problem for all time".

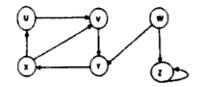
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 - c) What do you mean by non-deterministic algorithms? 7 + 5 + 3
- a) State the general Knapsack problem. Write a greedy algorithm for this problem and derive its time complexity.
 - b) Write an algorithm to find out minimum spanning tree of a graph. Discuss its time complexity.

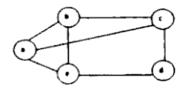
$$(2 + 6) + 7$$

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 a) Describe the Depth first search algorithm for a given graph and explain its time complexity.



- b) Write the algorithm for graph colouring problem.
- c) Apply backtracking technique to solve the
 3-colouring problem for the following graph.



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- 10. a) Define the classes P and NP.
 - b) Discuss what you mean by polynomial reductions.
 - c) Discuss diagrammatically the relations among P class, NP class, NP hard and NP complete.
 - d) Describe Clique Decision Problem (CDP).
 - e) Explain the max-flow min-cut theorem with an example. 2+2+2+2+7
- 11. Write short notes on any three of the following: 3×5
 - a) Vertex Cover Problem
 - b) Recursion Tree
 - c) Heap Creation Technique
 - d) Approximation schemes
 - e) Asymptotic notation.

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