Name: Mihir Das

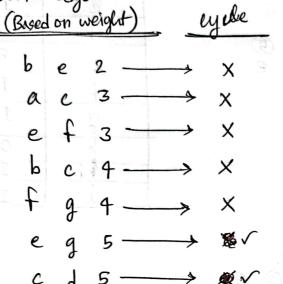
ASSIGNMENT-3

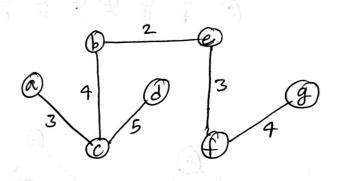
Student ID: 22299480

Section: 22

1 I will use Kruskal's algorithm here.

Sorted Edged





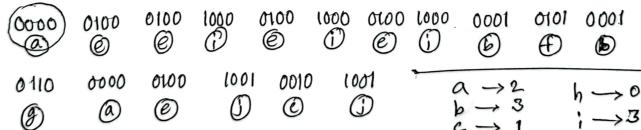
d e 6 →

d f 6 --->  $c f 6 \longrightarrow$ 

Total cost = 374+2+5+374 = 21

(2) @ by using the codes given in the table, to

decoded message:

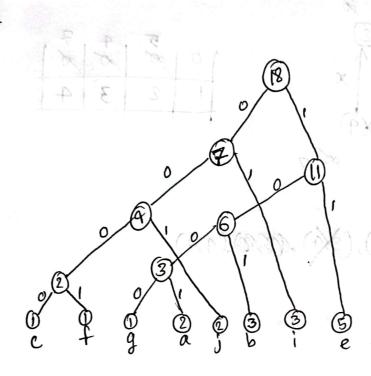


0001

0001

(b)



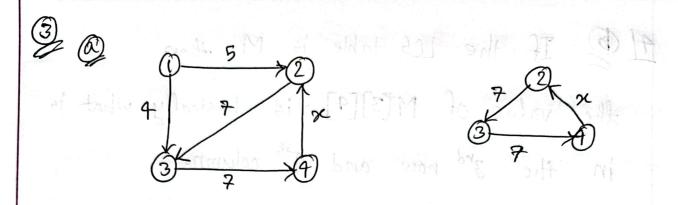


charae!	freg.
charae.	2
Jb.	3
c	1
_ d	0 ×
e	5
T. t.	1
9	1
h Jo	0 X
î	3
· is m	2

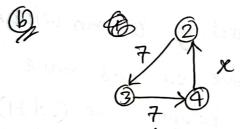
$$\begin{array}{c} \text{left} \Rightarrow 0 \\ \text{right} \Rightarrow 1 \end{array}$$

1	a	b	c		e	f i	g		Ì	j
	1001	101	0000		и	0001	1000		01	001
1	2	3	1	1////	5	1	1 ,	[1]	3	2

Number of bits required = 
$$(4 \times 2) + (3 \times 2) + (1 \times 4) + (2 \times 5) + (4 \times 1)$$
  
+  $(4 \times 1) + (2 \times 3) + (3 \times 2)$ 



if x is in the range of (-1 to -14), dijkstra algorithm will still work as 7+7-1=14-1=13 and 7+7-14=0. So, if x is in that range than it will run correctly.



if x is more than (-19) then dijkstra won't work as the total = 7+7-15 = -1 [x=-15] becomes negative and a negative sum eyele forms. Bellman Ford algorithm will be able to detect eyele here but not actually solve it. So, any value which is less than (-14) is the answer.

© For x in the range of (-1 to -14) both dijkstra and bellman ford algorithm will work. Because if wouldn't create negative sum cycle.

40

POLYNOMIAL

PONIAL

			/							_	/	·		
	-	0 '	P	0	L	Y	17	10	M	I	A.	Y L	1	
•	0	0	20	0	0	0	0	0	0	0	0	0	V	-vi-
	£	0	0	0	0	0	0	0	0	0	0	0	· C	3
-	×	0	0	0	0	0	0	0	0	0	0	0	3	P
	P	0	N	<u>+1</u>	<b>←</b> J	<del>(</del> )	41	41	<1°	41	<del>(1)</del>	<1	P	15
/	0	0,	11	(2)	←2	€2	€2	<b>K</b> 2	<del>(</del> 2	£2	£2	€2	4	)
/	N	0	11	12	12	12	(3)	<del>&lt;</del> 3	€-3	<b>←</b> 3	€3	€3		
	F	0	11	12	12	12	13	13	13	13	13	13		
	2 N	Ô	M	12	12	12	<b>K</b> 3	<b>4</b> 3	13	13	13	<b>↑</b> 3		
		0	11	12	12	12	13	13	13	13	<b>1</b> 3	13		
/	I	0	11	12	12	12	13	13	13	K4	1	RA		
<b>✓</b>	A	0	M	12	12	12	13	<u>^3</u>	13	14	<b>K</b> 5	<b>₹</b> 5		
~	L	8	M	12	<b>K</b> 3	<del>4</del> 3	13	13	<b>1</b> 3	14	15	16		
				1										

If the LCS table is M then the value of M[3][4] is basically what is the 3rd now and 4th column.

M[P][Y]=1 this is what I get from my table.

> So, if so in that mange than it will must connectly

I am going now and wise gearching wolumn wiser. If it doesn't match then move on and make (now+1) and then again search column wise (col H) and repeat the process untill it matches.

If it matches then increment the diggonal value by 1 (diag +1). Throughout the table I used signs so that for backtracking it's kasy to follow. After that incrementing diagonal's value-by 1, I took the max value among diagonal, left, up.  $\emptyset$  max  $(>, \rightarrow, \$\uparrow)$ .

this introople

## Ams. to the Q.No.5

I will use 0/1 knapsack here to get the max

profit. Sorted based on weight.

A115.5	A.L.		,		V	7
objects	Diamond	Jewelny	Sculphire	Painting	Gold crest	Seulpture
Profit (CV)	3	2 4	1/	9	12	12
Weight(W)	1 3	3.52	1/	4	5	8

	1 4	-									
		3	O	1	2	3	4	5 1	6	7	[mo
	v	0	Ø	0	0	0	0	0	0	0	
	3	Diamond	0	3	3	3	3	3	3	3	<b>₩</b> .
•	4	Jowelny	ð	3	4	7	7	7	7	7	✓
And in case of the last of the	9	Painting	6	3	4	7	9	12	13	16)	<b>✓</b>
Action of the last	12	Gold crest	0	3	4	7	9	12	15	16)	× and
	12	Sculpture	0	3	4	7	9	12	15	(E)	×
		<del>,</del>	/								

(b) Selected items/Objects = (Painting, Jewelry, Diamond)

I will apply fractional knapsack here as its

	1 *	+ 10/04	00 60Amd	h thi	ind - the throng
Objects	weight(w)	Profit(v)	(V/W)	to	ken
Diamond.	to ol Dan	1 3	S brown	0010	V 7-1=6
Jewelry	2	4	7 2	Ć.	(A)(A) + (A)
Painting	4	9	2.25	1:	I Weight
Gold crest	5	12	2.4		V 6-5=1
Seulpture	8.	12	٤ 1.5	1	0 4

: Maximum profit = 12+3+2.25= 17.25

She made 17.25 Which is more than 16.

: Sor yes her belief is valid.

(Author) objects = (Phinting, Toychy, Diamo