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Total No. of Pages: 2

## T.E. (CSE) (Part - I) (Semester - V) (Revised)

## Examination, May - 2019

COMPUTER ALGORITHM Sub. Code: 66296 Day and Date: Monday, 06 - 05 - 2019 Total Marks: 100 Time: 02.30 p.m. to 05.30 p.m. Instructions: 1) Questions 4 and 8 are compulsory. 2) Attempt any four questions from remaining questions. 3) Figures to the right indicate full marks. 4) Assume suitable data wherever necessary. What is algorithm? Explain different characteristics of algorithm. Q1) a) [8] Prove that the average case complexity of Quick Sort is O(nlogn). b) [8] Give solution to Optimal Merge Pattern using greedy solution. **Q2)** a) [8] Solve the following instance of reliability design problem with 3 stages. b) Cost of the system is 175. Cost of device in stage 1 is 40, stage 2 is 25 and stage 3 is 35. Reliabilities for the three devices are 0.75, 0.85, and 0.6 respectively. Number of devices available in stage 1 are 3, stage 2 are 3, and stage 3 are 2. [8] Q3) a) Find optimal solution to given Knapsack problem using Greedy method. N = 6, m = 20(P1, P2, P3, P4, P5, P6): (12, 5, 15, 7, 6, 18) (w1, w2, w3, w4, w5, w6): (2, 3, 5, 7, 1, 5).[8] b) Explain travelling sales person problem to find tour of minimum cost. [8]

**Q4)** Write short note on:

[18]

- Difference between Priori and Posteriori analysis.
- b) Single Source Shortest Path.
- Greedy solution for minimum cost spanning trees. c)

Q5) a) Explain solution to knapsack problem using back-tracking.

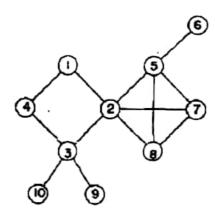
[8]

b) Explain packet routing in square mesh and linear array.

[8]

Q6) a) How DFS can be used to find an articulation point. Identify articulation points for the following undirected graph by using DFS spanning tree.

[8



- b) Describe and give example of prefix computational model with PRAM.[8]
- Q7) a) Draw and explain permutation tree for 4 queen problem using back-tracking.
  [8]
  - b) What is Non deterministic algorithm? Explain non deterministic searching and sorting algorithm.
- Q8) Write short note on:

[18]

- a) Define the following terms:
  - i) Deterministic and non-deterministic algorithms
  - ii) Decision and Optimization Problems
  - iii) P and NP Problems
- b) Game tree
- c) Data concentration with mesh and Hypercube.

