



ISA EXAM II

Scheme and solutions

Course : Design and Analysis of Algorithms													
Course Code : 24ECSC205		Semester : III											
Date of Exam : 19/12/2025		Duration : 75 mins											
Note: (i) Answer any two full questions. (ii) Each full question carries equal marks.													
Q.No.	Solutions	Marks											
1.a	<p>Write an algorithm for Insertion sort</p> <p>ALGORITHM InsertionSort(A[0..n-1])</p> <p>// Sorts a given array using insertion sort</p> <p>// Input: An array A[0..n-1] of orderable elements</p> <p>// Output: Array A[0...n-1] sorted in ascending order</p> <p>for i← 1 to n -1 do</p> <p> v ←A[i]</p> <p> j ← i - 1</p> <p> while j >= 0 and A[j] > v do</p> <p> A[j + 1] ← A[j]</p> <p> j ← j -1</p> <p> A[j + 1] ← v</p>	4											
1b	<p>Apply Bellman-Ford on the following graph.</p> <p>Vertices: 1,2,3,4,5</p> <p>Edges with weights in following order: (1→2,6), (1→3,5), (2→4,-1), (3→2,-2), (3→4,4), (3→5,3), (4→5,3).</p> <pre>graph LR; 1((1)) -- 6 --> 2((2)); 1((1)) -- 5 --> 3((3)); 2((2)) -- -1 --> 4((4)); 3((3)) -- -2 --> 2((2)); 3((3)) -- 4 --> 4((4)); 3((3)) -- 3 --> 5((5)); 4((4)) -- 3 --> 5((5));</pre>	6											
1c	<p>Rabin Karp</p> <p>TEXT: CDEOBAZZINGA</p> <p>PATTERN: ZINGA</p> <table><tr><td>Hash</td><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>G</td><td>I</td><td>O</td><td>N</td><td>Z</td></tr></table>	Hash	A	B	C	D	E	G	I	O	N	Z	10 (3+3+4)
Hash	A	B	C	D	E	G	I	O	N	Z			



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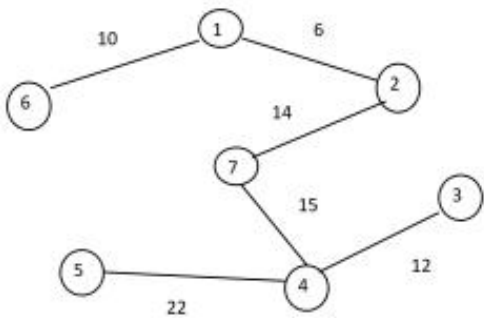
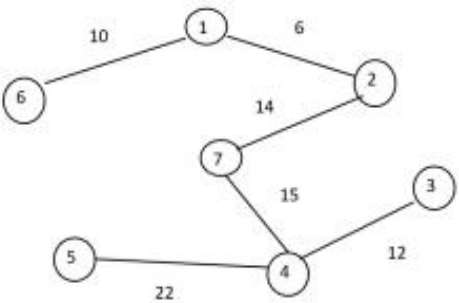
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	<table><tr><td>Values</td><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr></table> <table><tr><td>Pattern</td><td>Z</td><td>I</td><td>N</td><td>G</td><td>A</td></tr><tr><td></td><td>9</td><td>6</td><td>8</td><td>5</td><td>0</td></tr></table> <p>Hash Code for Pattern: $9 \times 10^4 + 6 \times 10^3 + 8 \times 10^2 + 5 \times 10^1 + 0 \times 10^0 = 96850$</p> <p>Define Rolling hash and</p> <p>Compare Efficiency over Brute Force algorithm</p>	Values	0	1	2	3	4	5	6	7	8	9	Pattern	Z	I	N	G	A		9	6	8	5	0						
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Pattern	Z	I	N	G	A																									
	9	6	8	5	0																									
2a	<p>Efficiency of Merge Sort.</p> <p>$T(n) = 2T(n/2) + n$ gives us $O(n \log n)$</p> <p>$T(n) = 2T(n/2) + n$</p> <p>$T(n) = 2(2T(n/4) + cn/2) + cn$</p> <p>$= 4T(n/4) + 2cn$</p> <p>$= 4(2T(n/8) + cn/4) + 2cn$</p> <p>* *</p> <p>$= 2k T(1) + kCn.$</p> <p>$= an + cn \log n$</p> <p>if $sk < n \leq 2k+1$, then $T(n) \leq T(2k+1)$</p> <p>$T(n) = O(n \log n)$</p>	4																												
2b	<p>let us consider searching for the pattern BAOBAB.</p> <p>The bad-symbol table looks as follows:</p> <table><tr><td>c</td><td>A</td><td>B</td><td>O</td><td>*</td></tr><tr><td>tl(c)</td><td>1</td><td>2</td><td>3</td><td>6</td></tr></table> <p>The good-suffix table is filled as follows:</p> <table><tr><td>k</td><td>pattern</td><td>d2</td></tr><tr><td>1</td><td>BAOBA <u>B</u></td><td>2</td></tr><tr><td>2</td><td>BAOBA<u>A</u> <u>B</u></td><td>5</td></tr><tr><td>3</td><td>BAOBA<u>B</u></td><td>5</td></tr><tr><td>4</td><td>BAOBA<u>B</u></td><td>5</td></tr><tr><td>5</td><td>BAOBA <u>B</u></td><td>5</td></tr></table>	c	A	B	O	*	tl(c)	1	2	3	6	k	pattern	d2	1	BAOBA <u>B</u>	2	2	BAOBA <u>A</u> <u>B</u>	5	3	BAOBA <u>B</u>	5	4	BAOBA <u>B</u>	5	5	BAOBA <u>B</u>	5	6 (3+3)
c	A	B	O	*																										
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2c	<p>Prim's and Kruskal's algorithms may compute different minimum spanning trees when run on the same graph, is this true or false?</p> <p>Ans: True 2M</p> <p>The following graph gives the same (output tree) total cost.</p> <p>Efficiency class of both the algorithm: $O(n^2)$ 2Marks</p> <div></div> <div></div> <p>Prim's algorithm: cost 79 (3 Marks) Kruskal's Algorithm: cost 79 (3 Marks)</p>	10 (2+2+3+3)
3a	<p>Dijkstra's Algorithm</p> <p>ALGORITHM Dijkstra(G, s)</p> <p>// Dijkstra's algorithm for single source shortest path</p> <p>// Input: A weighted connected graph $G(V, E)$ with non-negative weights and its vertex s</p> <p>// Output: the length dv of a shortest path from s to v and its penultimate vertex pv for every vertex v in V</p> <p>Initialize(Q) // Initialize vertex priority queue to empty</p> <p>for every vertex v in V do</p> <p> $dv \leftarrow \infty$</p>	4



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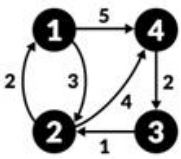
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	<p>pv null</p> <p>Insert (Q, v, dv) // Initialize vertex priority in priority queue</p> <p>ds 0</p> <p>Decrease (Q, s, ds) // Update priority of s with ds</p> <p>VT Ø</p> <p>for i 0 to V - 1 do</p> <p>u* DeleteMin(Q)</p> <p>VT = VT U {u*}</p> <p>for every vertex u in V – VT that is adjacent to u* do</p> <p>if du* + w(u*, u) < du</p> <p>du du* + w(u*, u)</p> <p>pu u*</p> <p>Decrease (Q, u, du)</p>																																																																									
3b	<p>Explain KMP with following text and pattern</p> <p>Text: ABABCDABCDABDE Pattern: ABCDABD</p> <table><tr><td>Π table</td><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>D</td></tr><tr><td>LPS</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>2</td><td>0</td></tr></table> <table><tr><td>A</td><td>B</td><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>D</td><td>E</td></tr><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>D</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>D</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td>A</td><td>B</td><td>C</td><td>D</td><td>A</td><td>B</td><td>D</td><td></td></tr></table>	Π table	A	B	C	D	A	B	D	LPS	0	0	0	0	1	2	0	A	B	A	B	C	D	A	B	C	D	A	B	D	E	A	B	C	D	A	B	D										A	B	C	D	A	B	D												A	B	C	D	A	B	D		6 (3+3)
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						A	B	C	D	A	B	D																																																														
3 c	<p>Floyd's-algorithm (4 Marks)</p> <p>ALGORITHM Floyd (W[1..n,1..n])</p>	<p>10 Marks (4+6)</p>																																																																								



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<pre> // Implements Floyd's algorithm for all pair shortest path problem // Input: The weight matrix W of the graph with no negative length cycle // Output: The distance matrix of the shortest path's lengths D ← W for k ← 1 to n do for i ← 1 to n do for j ← 1 to n do D[i, j] ← min {D[i, j], D[i, k] + D[k, j]} return D D¹[i][j] = min(D⁰[i][j], D⁰[i][k] + dist[k][j]) </pre> <div style="display: flex; align-items: center; justify-content: center;">  <div style="margin-left: 20px;"> $D^0 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ \infty & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix}$ </div> <div style="margin-left: 20px;"> $D^1 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ \infty & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix}$ </div> </div> <div style="display: flex; align-items: center; justify-content: center; margin-top: 20px;"> <div style="margin-right: 20px;"> $D^2 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ 3 & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix}$ </div> <div style="margin-right: 20px;"> $D^3 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix}$ </div> <div> $D^4 = \begin{bmatrix} 0 & 3 & 7 & 5 \\ 2 & 0 & 6 & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix}$ </div> </div> <p>(6 Marks)</p>
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