



## 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
<b>Note: (i) Answer any two full questions. (ii) Each full question carries equal marks.</b>	

Q.No.	Solutions	Marks											
1.a	<p>Write an algorithm for Insertion sort</p> <pre>ALGORITHM InsertionSort(A[0..n-1]) // Sorts a given array using insertion sort // Input: An array A[0..n-1] of orderable // elements // Output: Array A[0...n-1] sorted in // ascending order for i← 1 to n - 1 do v ←A[i] j ← i - 1 while j &gt;= 0 and A[j] &gt; v do A[j + 1] ← A[j] j ← j -1 A[j + 1] ← v</pre>	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>	6											
1c	<p>Rabin Karp</p> <p>TEXT: CDEOBAZZINGA</p> <p>PATTERN: ZINGA</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <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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	<table border="1"> <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 border="1"> <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: <math>9 \times 10^4 + 6 \times 10^3 + 8 \times 10^2 + 5 \times 10^1 + 0 \times 10^0 = 96850</math></p> <p>Define Rolling hash and 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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2a	<p>Efficiency of Merge Sort.</p> <p><math>T(n) = 2T(n/2) + n</math> gives us <math>O(n\log n)</math></p> <p><math>T(n)=2T(n/2)+n</math></p> <p><math>T(n)=2(2T(n/4) +cn/2) +cn</math>  <math>= 4T(n/4)+2cn</math>  <math>= 4(2T(n/8)+cn/4)+2cn</math>  <math>* *</math>  <math>= 2k T(1)+kCn.</math>  <math>= an + cn \log n</math></p> <p>if <math>sk &lt; n \leq 2k+1</math>, then <math>T(n) \leq T(2k+1)</math></p> <p><math>T(n)=O(n \log n)</math></p>	4																												
2b	<p>let us consider searching for the pattern BAOBAB.</p> <p>The bad-symbol table looks as follows:</p> <table border="1"> <tr> <td>c</td><td>A</td><td>B</td><td>O</td><td>*</td></tr> <tr> <td>t1(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 border="1"> <thead> <tr> <th>k</th><th>pattern</th><th>d2</th></tr> </thead> <tbody> <tr> <td>1</td><td>BAOBA B</td><td>2</td></tr> <tr> <td>2</td><td>BAOBA B</td><td>5</td></tr> <tr> <td>3</td><td>BAOBA B</td><td>5</td></tr> <tr> <td>4</td><td>BAOBA B</td><td>5</td></tr> <tr> <td>5</td><td>BAOBA B</td><td>5</td></tr> </tbody> </table>	c	A	B	O	*	t1(c)	1	2	3	6	k	pattern	d2	1	BAOBA B	2	2	BAOBA B	5	3	BAOBA B	5	4	BAOBA B	5	5	BAOBA B	5	6 (3+3)
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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: <b>True</b> 2M</p> <p>The following graph gives the same (output tree) total cost.</p> <p>Efficiency class of both the algorithm: <math>O(n^2)</math> <b>2Marks</b></p> <p>Prim's algorithm: cost 79 (<b>3 Marks</b>)      Kruskal's Algorithm: cost 79 (<b>3 Marks</b>)</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>    <math>dv = \infty</math></p>	4



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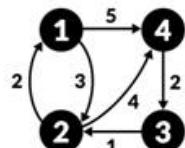
	<pre> pv null  Insert (Q, v, dv) // Initialize vertex priority in priority queue  ds 0  Decrease (Q, s, ds) // Update priority of s with ds  VT ∅  for i 0 to  V  - 1 do  u* DeleteMin(Q)  VT = VT U {u*}  for every vertex u in V – VT that is adjacent to u* do  if du* + w(u*, u) &lt; du  du du* + w(u*, u)  pu u*  Decrease (Q, u, du) </pre>																																																																									
3b	<p>Explain KMP with following text and pattern</p> <p>Text: ABABCDABCABCABDE                          Pattern: ABCDABD</p> <table border="1" data-bbox="314 1474 943 1543"> <tr> <td><math>\Pi</math> 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 border="1" data-bbox="314 1575 1024 1719"> <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>	$\Pi$ 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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3 c	<p>Floyd's-algorithm (4 Marks)</p> <p>ALGORITHM Floyd (W[1..n,1..n])</p>	10 Marks (4+6)																																																																								



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```
// 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])
```



$$D^0 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ \infty & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix} \quad D^1 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ \infty & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix}$$

$$D^2 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ 3 & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix} \quad D^3 = \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix} \quad D^4 = \begin{bmatrix} 0 & 3 & 7 & 5 \\ 2 & 0 & 6 & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix}$$

(6 Marks)