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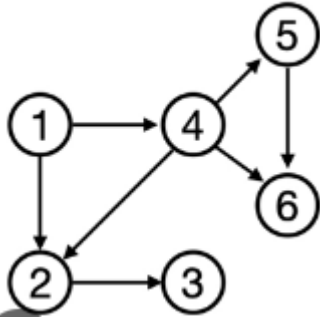
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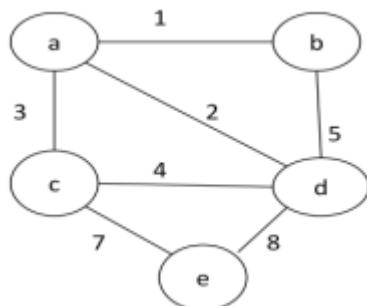
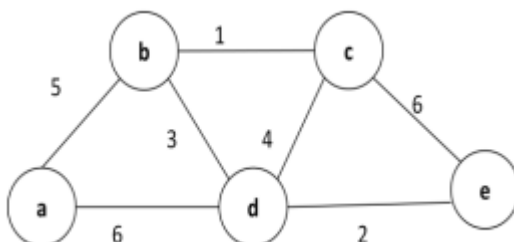
21CS44

Third Semester B.E. Degree Examination, Apr/May 2023
DESIGN AND ANALYSIS OF ALGORITHMS

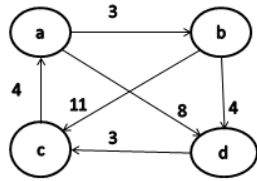
Time: 3 hrs.Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

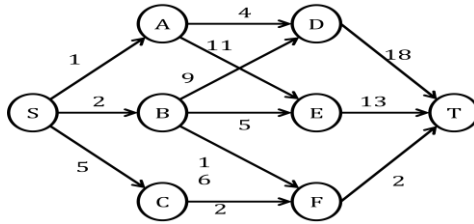
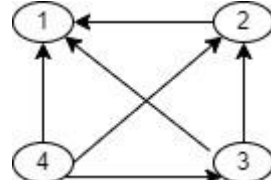
Q. No.	Questions	Marks	BL/CO
Module I			
1	a. Write an algorithm to search a pattern in a given text using brute force technique. Solve the following using the above algorithm. Text: BAABABABCCA Pattern: ABABC	07	CL3/CO1
	b. Write an algorithm to find the maximum element in an array of n elements. Give the mathematical analysis of this non recursive algorithm.	07	CL3/CO1
	c. Explain the algorithms design and analysis process with a neat diagram.	06	CL2/CO1
OR			
2	a. Write an algorithm for checking whether all elements in a given array are distinct or not. Derive its time complexity.	07	CL3/CO1
	b. Write an algorithm to sort the elements using selection sort. Solve the following elements using the same: 23, 45, 12, 34, 22, 56, 21, 51.	07	CL3/CO1
	c. Define algorithm. Discuss the criteria that an algorithm must satisfy?	06	CL2/CO1
Module II			
3	a. Illustrate the tracing of quick sort algorithm for the following set of numbers: 25, 10, 72, 18, 40, 11, 64, 58, 32, 9.	08	CL3/CO2
	b. Apply and analyze source removal method and DFS to obtain topological sort for the given graph. 	08	CL3/CO2
	c. Write a function to derive a binary search using recursive analysis.	04	CL2/CO2
OR			
4	a. Illustrate the tracing of merge sort algorithm for the following set of numbers: 35, 20, 22, 81, 45, 16, 74, 85, 42, 19.	08	CL3/CO2
	b. Apply and analyze insertion sort algorithm for the given data 89, 45,	08	CL3/CO2

		68,90,29,34, 17																			
	c.	Explain the three major variations of decrease and conquer technique with example for each.	04	CL2/CO2																	
Module III																					
5	a.	Solve the following instance of greedy knapsack problem where $n=4$, $m=10$, $p = (40, 42, 25, 12)$ and $w = (4, 7, 5, 3)$	07	CL3/CO3																	
	b.	Apply Prim's algorithm to find minimum cost spanning tree. <div></div>	07	CL3/CO3																	
	c.	Discuss the problem statement for job sequencing with deadline? Let $n=5$, profits (10, 3, 33, 11, 40) and deadlines (3, 1, 1, 2, 2). Find the optimal sequence of execution of job solution using greedy algorithm.	06	CL2/CO3																	
OR																					
6	a.	Construct heap for the list 1, 8, 6, 5, 3, 7, 4 using bottom up algorithm and successive key insertion method.	07	CL3/CO3																	
	b.	Apply Kruskal's algorithm to find minimum spanning tree for the following and also define minimum cost spanning tree. <div></div>	07	CL3/CO3																	
	c.	Discuss Huffman tree for the following data and obtain its Huffman code <table border="1" data-bbox="230 1470 1256 1619"><tr><td>Character</td><td>A</td><td>B</td><td>C</td><td>D</td><td>—</td></tr><tr><td>A B C D _</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Probability</td><td>0.35</td><td>0.1</td><td>0.2</td><td>0.2</td><td>0.15</td></tr></table> <div><p>i)Encode the text DAD and ADD</p><p>ii)Decode the text whose encoding is 10011011011101</p></div>	Character	A	B	C	D	—	A B C D _						Probability	0.35	0.1	0.2	0.2	0.15	06
Character	A	B	C	D	—																
A B C D _																					
Probability	0.35	0.1	0.2	0.2	0.15																

Module IV

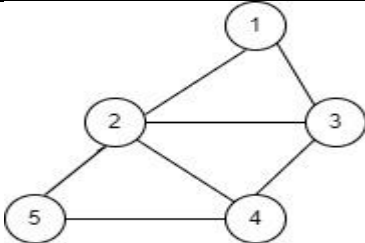
7	a.	<table><tr><td>ITEM</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>WEIGHT</td><td>2</td><td>3</td><td>2</td><td>1</td></tr><tr><td>VALUE</td><td>20</td><td>15</td><td>18</td><td>12</td></tr></table>	ITEM	1	2	3	4	WEIGHT	2	3	2	1	VALUE	20	15	18	12	08	CL3/CO4
	ITEM	1	2	3	4														
	WEIGHT	2	3	2	1														
VALUE	20	15	18	12															
b.	<p>Apply all pair shortest path for the following graph using Floyd's algorithm.</p> 		08	CL3/CO4															
c.	Write the psuedocode to find the Optimal Binary Search Tree using Dynamic Programming.		04	CL2/CO4															

OR

8	a.	<div>Solve the below instance of Travelling Sales Person using dynamic programming</div> <table border="1"><tr><td></td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>0</td><td>10</td><td>15</td><td>20</td></tr><tr><td>2</td><td>5</td><td>0</td><td>9</td><td>10</td></tr><tr><td>3</td><td>6</td><td>13</td><td>0</td><td>12</td></tr><tr><td>4</td><td>8</td><td>8</td><td>9</td><td>0</td></tr></table>		1	2	3	4	1	0	10	15	20	2	5	0	9	10	3	6	13	0	12	4	8	8	9	0	08	CL3/CO4
		1	2	3	4																								
	1	0	10	15	20																								
2	5	0	9	10																									
3	6	13	0	12																									
4	8	8	9	0																									
b.	<div>Determine the minimum cost path from source (S) to sink(T) for the graph using forward approach.</div> 	08	CL3/CO4																										
c.	<div>Trace the following graph using Warshalls algorithm to find transitive closure.</div> 	04	CL3/CO4																										

Module V

9	a.	Apply backtracking based graph coloring algorithm for the graph given below with m=4. Give state space tree showing first 3 valid assignments.	10	CL3/CO5
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	b.	Discuss the backtracking to solve the following instance of the subset-sum problem $S = \{8, 10, 11, 13, 16, 28\}$ and $d=30$. Give all possible solutions.	10	CL2/CO5
OR				
10	a.	Give the problem statement of n-queens problem. Solve 4-queens problem using state space tree.	10	CL3/CO5
	b.	Discuss the following: i. NP-hard problem ii. NP-Complete problem	10	CL/CO5

Cognitive Levels of Bloom's Taxonomy

No.	CL1	CL2	CL3	CL4	CL5	CL6
Level	Remember	Understand	Apply	Analyze	Evaluate	Create

Course Outcomes

CO1	Solve the time complexity of recursive, non-recursive and brute force algorithm using asymptotic notations.	CL3
CO2	Solve the recurrence relation to obtain the performance of divide-and-conquer, decrease-and conquer approach.	CL3
CO3	Apply greedy technique, transform and conquer strategy to solve the problem for optimal solution.	CL3
CO4	Determine the time complexity for Dynamic-Programming paradigm and String-matching techniques.	CL3
CO5	Apply backtracking and branch-and-bound approach on combinatorial problems and categorize algorithms as P, NP, NP-complete and NP-hard classes.	CL3