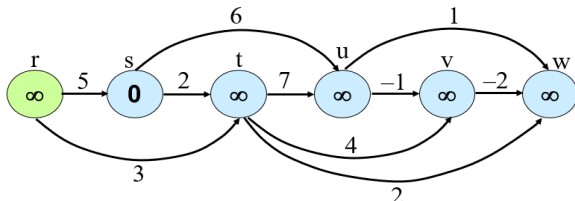
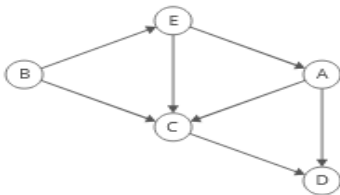
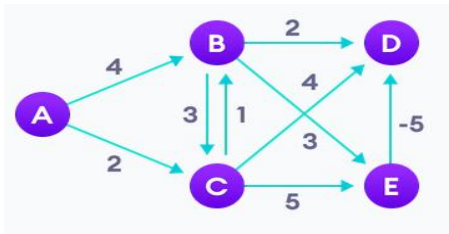
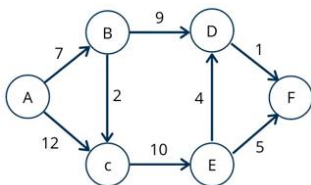
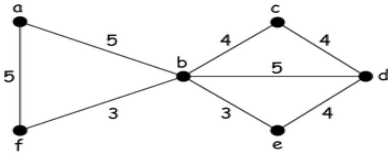
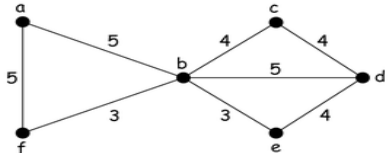
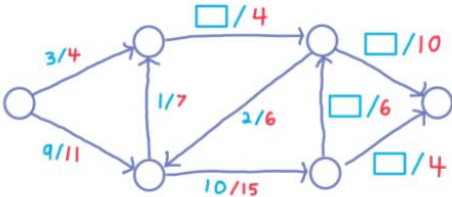
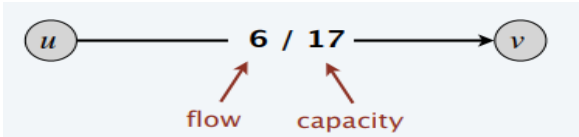
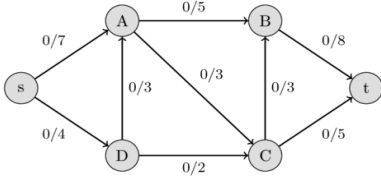


USN

Department of Computer Science and Engineering
M.Tech in Computer Science and Engineering (CSE)
Continuous Internal Evaluation (CIE-II) Question Paper

Course:	Advanced Data Structures and Algorithms	Course Code: 22MCE12TL	Semester: 01
26.04.2023	Duration : 90 minutes	Max Marks: 50	Staff: RS

Sl. No.	Answer all questions	M,*L1-L6,CO
1a.	<p>Solve by applying the Shortest Path algorithm for Directed Acyclic Graph given below. Compute the time complexity for the same.</p> 	6,L3, CO1
1b.	<p>Find the Topological Sort of the given graph. Calculate the Time and Space Complexity for the algorithm.</p> 	4,L3, CO1
2a.	<p>Solve using Bellman-Ford Algorithm. Calculate the time complexity for the algorithm.</p> 	6,L4, CO2
2b.	<p>Solve using Dijkstra's Algorithm. Calculate the time complexity for the algorithm.</p> 	4,L4, CO2

3a.	<p>Solve the below given problem by applying Prim's Algorithm to find the Minimum Cost Spanning Tree. Calculate the time complexity for the algorithm.</p> 	6,L4, CO4
3b.	<p>Compare the working of Bellman Ford algorithm with Dijkstra's algorithm.</p>	4,L2, CO2
4a.	<p>Solve the below given problem by applying Kruskal's Algorithm to find the Minimum Spanning Tree. Calculate the time complexity for the algorithm.</p> 	6,L4, CO4
4b.	<p>Fill up the flow values in the graph given below:</p> 	4,L3, CO3
5a.	<p>For the Graph given below, find the Residual Graph</p> 	2,L2, CO1
5b.	<p>Calculate the max flow for the following network</p> 	8, L5, CO3

****Course Outcome and Marks Distribution *(L1-L6)**

CO1: Analyze the efficiency of programs based on time complexity.

CO2: Critically think and apply appropriate design paradigm and algorithm for a specific problem.

CO3: Apply knowledge of computing and mathematics to algorithm design.

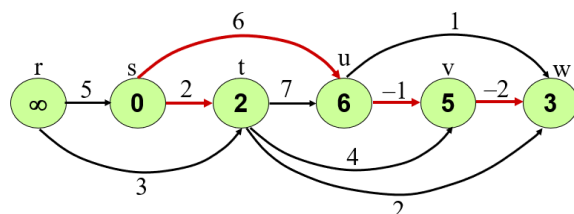
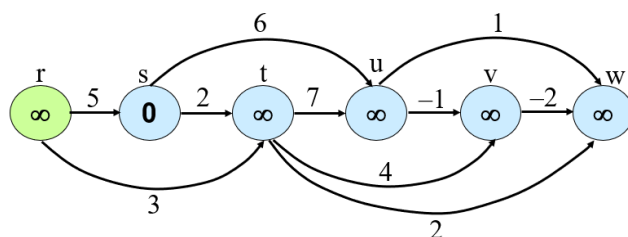
CO4: Design, implement and evaluate algorithms to solve real world problems.

L1	L2	L3	L4	L5	L6	CO1	CO2	CO3	CO4
0	14	10	26	0	0	12	14	12	12

Department of Computer Science and Engineering
M.Tech in Computer Science and Engineering (CSE)
Continuous Internal Evaluation (CIE-II)- Scheme and Solution

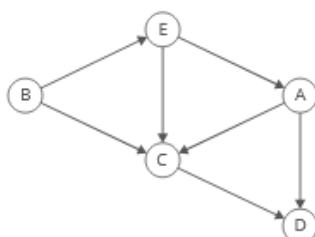
Course:	Advanced Data Structures and Algorithms	Course Code: 22MCE12TL	Semester: 01
26.04.2023	Duration : 90 minutes	Max Marks: 50	Staff: RS

1a. Solve by applying the Shortest Path algorithm for Directed Acyclic Graph given below. Compute the time complexity for the same. 5+1



Time Complexity: Time Complexity: $O(V + E)$

1b. Find the Topological Sort of the given graph. Calculate the Time and Space Complexity for the algorithm. 3+0.5+0.5

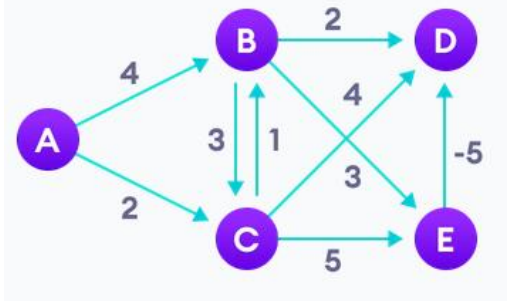


Topological Ordering:



Time Complexity: $O(V+E)$
Space Complexity: $O(V)$

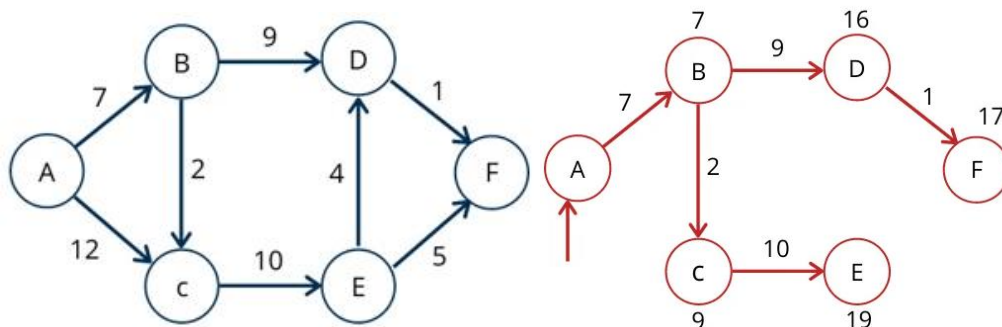
2a. Solve using Bellman-Ford Algorithm. Calculate the time complexity for the algorithm. 5+1



Time Complexity : $O(V \cdot E)$

	B	C	D	E
0	∞	∞	∞	∞
0	4	2	∞	∞
0	3	2	6	6
0	3	2	1	6
0	3	2	1	6

2b.



Time Complexity: $O(|V|^2 + |E|)$

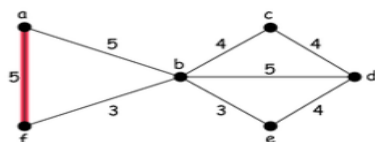
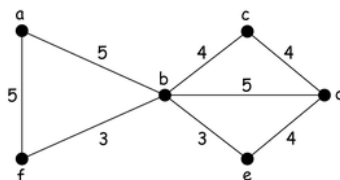
For Sparse Graphs : $O((|E| + |V|) \log |V|)$

3+1

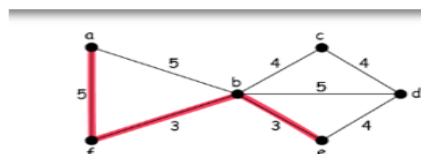
3a.

Solve the below given problem by applying Prim's Algorithm to find the Minimum Spanning Tree. Calculate the time complexity for the algorithm.

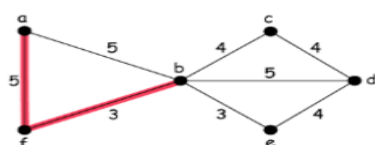
5+1



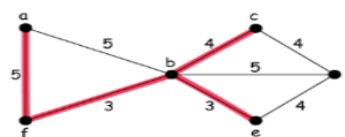
Prim Algorithm Choose Node



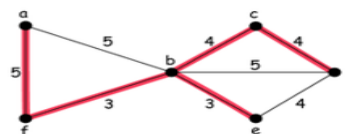
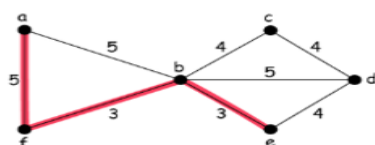
Select Adjacent Edge 2



Select Adjacent Edge 1



Selected Adjacent Edge 3

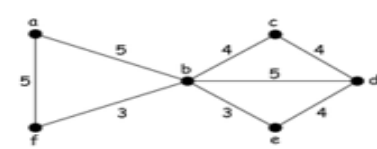
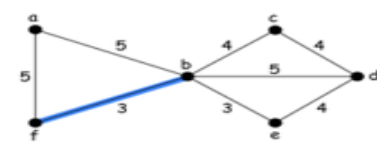
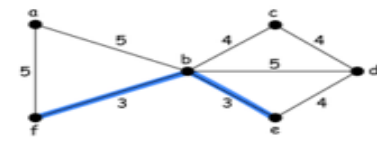
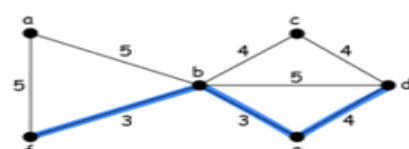
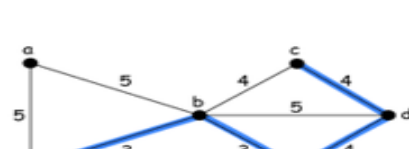


Prim's algorithm starts with a single node and grows a spanning tree by adding edges until every vertex is selected and the minimum spanning tree is built with a Minimal Total Cost = $5 + 3 + 3 + 4 + 4 = 19$.

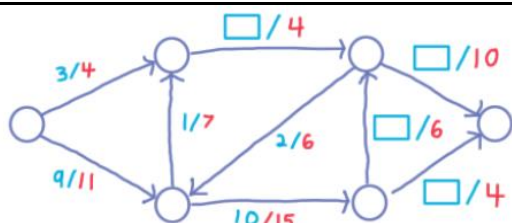
3b

Bellman Ford's algorithm and **Dijkstra's algorithm** both are single-source shortest path algorithm, i.e. both determines the shortest distance of each vertex of a graph from a single source vertex. However, there are some key differences between them. We follow the Dynamic Programming approach in Bellman Ford's algorithm and Greedy approach in Dijkstra's algorithm.

4x1=4

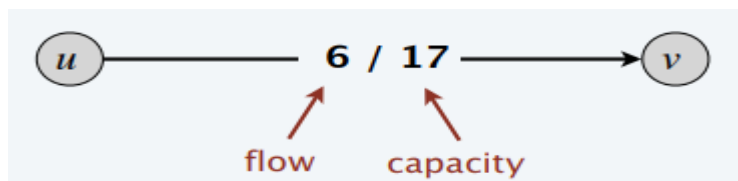
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	<table><thead><tr><th>Bellman Ford's Algorithm</th><th>Dijkstra's Algorithm</th></tr></thead><tbody><tr><td>Bellman Ford's Algorithm works when there is negative weight edge, it also detects the negative weight cycle.</td><td>Dijkstra's Algorithm may or may not work when there is negative weight edge. But will definitely not work when there is a negative weight cycle.</td></tr><tr><td>The result contains the vertices which contains the information about the other vertices they are connected to.</td><td>The result contains the vertices containing whole information about the network, not only the vertices they are connected to.</td></tr><tr><td>It can easily be implemented in a distributed way.</td><td>It can not be implemented easily in a distributed way.</td></tr><tr><td>It is more time consuming than Dijkstra's algorithm. Its time complexity is $O(VE)$.</td><td>It is less time consuming. The time complexity is $O(E \log V)$.</td></tr><tr><td>Dynamic Programming approach is taken to implement the algorithm.</td><td>Greedy approach is taken to implement the algorithm.</td></tr><tr><td>Bellman Ford's Algorithm have more overheads than Dijkstra's Algorithm.</td><td>Dijkstra's Algorithm have less overheads than Bellman Ford's Algorithm.</td></tr><tr><td>Bellman Ford's Algorithm have less scalability than Dijkstra's Algorithm.</td><td>Dijkstra's Algorithm have more scalability than Bellman Ford's Algorithm.</td></tr></tbody></table>	Bellman Ford's Algorithm	Dijkstra's Algorithm	Bellman Ford's Algorithm works when there is negative weight edge, it also detects the negative weight cycle.	Dijkstra's Algorithm may or may not work when there is negative weight edge. But will definitely not work when there is a negative weight cycle.	The result contains the vertices which contains the information about the other vertices they are connected to.	The result contains the vertices containing whole information about the network, not only the vertices they are connected to.	It can easily be implemented in a distributed way.	It can not be implemented easily in a distributed way.	It is more time consuming than Dijkstra's algorithm. Its time complexity is $O(VE)$.	It is less time consuming. The time complexity is $O(E \log V)$.	Dynamic Programming approach is taken to implement the algorithm.	Greedy approach is taken to implement the algorithm.	Bellman Ford's Algorithm have more overheads than Dijkstra's Algorithm.	Dijkstra's Algorithm have less overheads than Bellman Ford's Algorithm.	Bellman Ford's Algorithm have less scalability than Dijkstra's Algorithm.	Dijkstra's Algorithm have more scalability than Bellman Ford's Algorithm.
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4b.	<div><div><div>Fill up the flow values in the graph given below:</div><div></div></div></div>																

Page 4 of 5



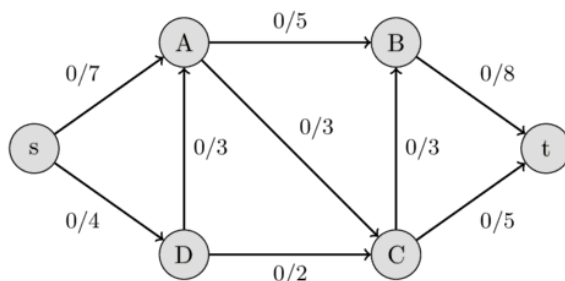
4/4, 6/6, 4/4, 8/10

5. (a) For the Graph given below, find the Residual Graph



11 in forward direction and 6 in reverse direction

(b) Calculate the max flow for the following network:



max flow = 10

**Course Outcome

CO1: Analyze the efficiency of programs based on time complexity.

CO2: Critically think and apply appropriate design paradigm and algorithm for a specific problem.

CO3: Apply knowledge of computing and mathematics to algorithm design

CO4: Design, implement and evaluate algorithms to solve real world problems

Marks Distribution *(L1-L6)

L1	L2	L3	L4	L5	L6	CO1	CO2	CO3	CO4
0	8	18	24	0	0	10	20	10	10