

Test: CLA-T2

Course Code & Title: 18CSC204J Design and Analysis of Algorithms

Year & Sem: II Year / IV Sem

Date: 27-05-2022

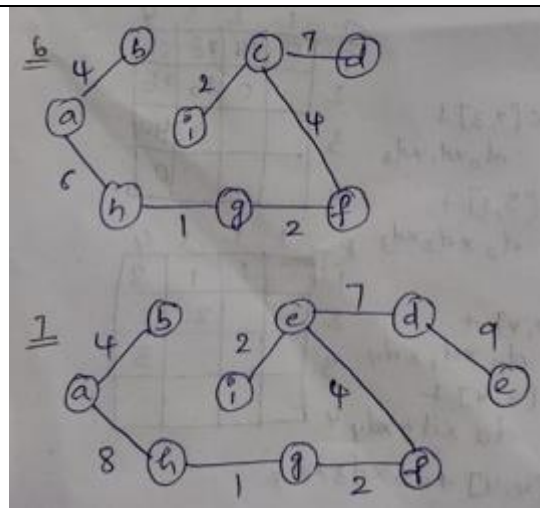
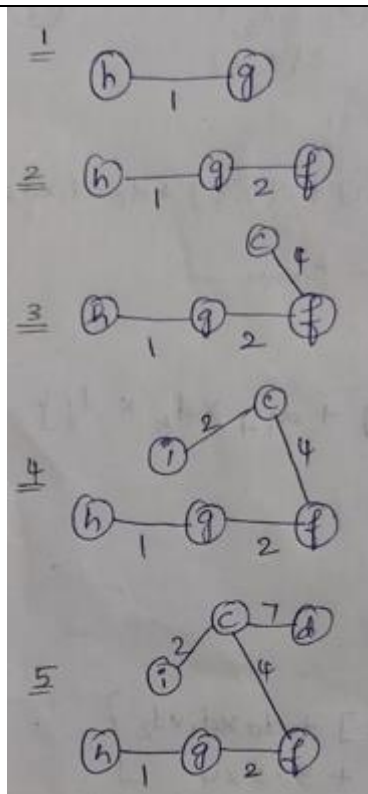
Duration: 100 min

Max. Marks: 50

Q. No	Part A
1	<p>The best-case and worst-case complexities of Binary Search are</p> <p>a) $O(1)$ and $O(\log n)$</p> <p>b) $O(1)$ and $O(n)$</p> <p>c) $O(\log n)$ and $O(\log n)$</p> <p>d) Both best and worst case is $O(\log n)$</p>
2	<p>Algorithm A1 can compute min-max in a_1 comparison without divide and conquer. Algorithm A2 can compute min-max in a_2 comparison with divide and conquer. What could be the relation between a_1 and a_2 considering the worst-case scenarios?</p> <p>a) $a_1 < a_2$</p> <p>b) $a_1 > a_2$</p> <p>c) $a_1 = a_2$</p> <p>d) Depends on the input</p>
3	<p>Time complexity of Strassen's matrix multiplication problem is:</p> <p>a) $T = \theta(N^{\log 2})$</p> <p>b) $T = \theta(7^{\log 2})$</p> <p>c) $T = \theta(7^{\log n})$</p> <p>d) $T = \theta(N^{\log 7})$</p>
4	<p>Find the Euclidean distance between the points (4,3) and (7,5)</p> <p>a) $\sqrt{3}$</p> <p>b) $\sqrt{13}$</p> <p>c) $\sqrt{19}$</p> <p>d) $\sqrt{5}$</p>
5	<p>Which algorithm strategy builds up a solution by choosing the option that looks the best at every step.</p> <p>a) greedy method</p> <p>b) branch and bound</p> <p>c) dynamic programming</p> <p>d) divide and conquer</p>
6	<p>The total running time of fractional Knapsack problem using simple approach.</p> <p>a) $O(n)$</p> <p>b) $O(\log n)$</p> <p>c) $O(2^n \log n)$</p>

	d) $O(2^n)$
7	<p>Suppose the letters a, b, c, d, e has the probabilities 0.3, 0.3, 0.2, 0.1, 0.1, which of the following is the Huffman code for the above letters?</p> <p>a) 100, 110, 00, 10, 01</p> <p>b) 10, 11, 00, 010, 011</p> <p>c) 100, 110, 11, 10, 11</p> <p>d) 10, 111, 00, 01, 01</p>
8	<p>Dynamic programming is characterized by</p> <p>(1) Distinct sub-problems</p> <p>(2) Overlapping sub-problems</p> <p>(3) Optimal substructures</p> <p>(4) Sub-optimal or near optimal substructures</p> <p>a) 1 and 3</p> <p>b) 2 and 3</p> <p>c) 1 and 4</p> <p>d) 2 and 4</p>
9	<p>Time complexity of Longest common subsequence using dynamic programming is</p> <p>a) $O(m!)$</p> <p>b) $O(mn)$</p> <p>c) $O(n!)$</p> <p>d) $O(n)$</p>
10	<p>Let X = ABRACADABRAAB and Y = YABBADABBADOO. The Longest Common Subsequence, Z, of X and Y is</p> <p>a) Z = DAB</p> <p>b) Z = AAB</p> <p>c) Z = ABADABA</p> <p>d) Z = ABADABAAB</p>
Part B	
11	<p>What is Master theorem to solve recurrence relations and solve the below relations using master method.</p> <p>a) $T(n) = 2T\left(\frac{n}{4}\right) + \sqrt{n}$</p> <p>b) $T(n) = 7T\left(\frac{n}{2}\right) + n^2$</p> <p><u>Solution:</u></p> <p>a)</p> $T(n) = 2T\left(\frac{n}{4}\right) + \sqrt{n}$ $a=2 \quad b=4 \quad f(n) = \sqrt{n}$ $n^{\log_b a} = \sqrt{n} \quad f(n) = n^{\log_b a}$ $\therefore T(n) = \theta(\sqrt{n} \lg n)$ <p>b)</p>

	$T(n) = 7T\left(\frac{n}{2}\right) + n^2$ $a=7 \quad b=2 \quad f(n) = n^2$ $n^{\log_b a} = n^{\log_2 7} \approx n^{2.8} \quad f(n) = O(n^{\log_2 7 - \epsilon}) \text{ where } \epsilon \approx 0.8$ $\therefore T(n) = \Theta(n^{\log_2 7})$
12	<p>Develop a straightforward and recursive algorithm using divide and conquer to find a maximum and minimum number in a set of n elements. Explain with an example.</p> <p><u>Solution:</u></p> <p>Straightforward Method:</p> <pre> Algorithm: Max-Min-Element (numbers[]) max := numbers[1] min := numbers[1] for i = 2 to n do if numbers[i] > max then max := numbers[i] if numbers[i] < min then min := numbers[i] return (max, min) </pre> <p>Divide and conquer method:</p> <pre> Algorithm: Max - Min(x, y) if y - x ≤ 1 then return (max(numbers[x], numbers[y]), min((numbers[x], numbers[y]))) else (max1, min1) := maxmin(x, [(x + y)/2]) (max2, min2) := maxmin([(x + y)/2 + 1], y) return (max(max1, max2), min(min1, min2)) </pre> <p>Compared to Naïve method, in divide and conquer approach, the number of comparisons is less.</p> <p>Examples to be given.</p>
13	<p>Determine the minimum cost spanning tree using Kruskal's method.</p> <p><u>Solution:</u></p>



Cost = 37

- 14 Explain 0/1 Knapsack problem. Solve the following problem using Dynamic programming.
Max weight = 7, (P1, P2, P3, P4) = (1, 4, 5, 7) and (W1, W2, W3, W4) = (1, 3, 4, 5).

Solution:

max wt = 7			0	1	2	3	4	5	6	7
P _i	w _i	0	0	0	0	0	0	0	0	0
1	1	1	0	1	1	1	1	1	1	1
4	3	2	0	1	1	4	5	5	5	5
5	4	3	0	1	1	4	5	6	6	9
7	5	4	0	1	1	4	5	7	8	9

$$B[k, w] = \begin{cases} B[k-1, w] & \text{if } w_k > w \\ \max \{ B[k-1, w], B[k-1, w-w_k] + b_k \} & \text{else} \end{cases}$$

Items: {I1, I2, I3, I4} = {0, 1, 1, 0}

- 15 Construct an Optimal Binary Search Tree for the given values:

Key	A	B	C	D
Probability	0.1	0.2	0.4	0.3

Solution:

$$C[i, j] = \min_{i \leq k \leq j} \{C[i, k-1] + C[k+1, j]\} + \sum_{s=i}^j p_s \text{ for } 1 \leq i \leq j \leq n.$$

Example computations of $C[1,2]$, $C[1,3]$, $C[1,4]$ to be given.

E.g.:

$$C[1, 2] = \min \begin{array}{l} k=1: C[1, 0] + C[2, 2] + \sum_{s=1}^2 p_s = 0 + 0.2 + 0.3 = 0.5 \\ k=2: C[1, 1] + C[3, 2] + \sum_{s=1}^2 p_s = 0.1 + 0 + 0.3 = 0.4 \end{array} = 0.4$$

	main table				
	0	1	2	3	4
1	0	0.1	0.4	1.1	1.7
2		0	0.2	0.8	1.4
3			0	0.4	1.0
4				0	0.3
5					0

	root table				
	0	1	2	3	4
1		1	2	3	3
2			2	3	3
3				3	3
4					4
5					

Optimal Binary Search Tree:

