Subject Name: - DAA & Code: - CS2012

Branch (s): - CSE, IT, CSCE



AUTUMN MID SEMESTER EXAMINATION-2023

School of Computer Engineering
Kalinga Institute of Industrial Technology, Deemed to be University
Design and Analysis of Algorithms
[CS2012]

Time: 1 1/2 Hours Full Mark: 40

Answer any four Questions including Question No. 1 which is compulsory.

Figures in the margin indicate full marks. Candidates are required to give their answers in to

The figures in the margin indicate full marks. Candidates are required to give their answers in their own words as far as practicable and all parts of a question should be answered at one place only.

1. Answer all the questions.

 $[2 \times 5 = 10]$

a)

I. What is the time complexity of the following function, fun()?

- A. $\Theta(n)$ B. (
- B. $\Theta(n*\log(n))$
- C. $\Theta(n^2)$
- D. $\Theta(n\sqrt{n})$
- E. NONE
- II. What exact value will the function fun() return if the value of 'n' is 5?
- b) You are executing an algorithm with worst-case time complexity O(n²) on a CPU that can perform 10⁶ operations per second. Calculate the time required to solve a worst-case input of size 100.

c)

I. Solve the recurrence using the master theorem.

$$T(n) = 16T(n/4) + n$$

II. In a binary max-heap containing 'n' number, the smallest element can be found in time

A. O(n)

B. $O(\log n)$

C. $O(\log \log n)$

D. O(1)

d) Match the following algorithms with their recurrences:

```
\begin{array}{ll} Bubble\text{-sort} & T(n) = T(n/2) + \Theta(1) \\ Quick\text{-sort} & T(n) = T(n-1) + \Theta(n) \\ Merge\text{-sort} & T(n) = T(k) + T(n-k) + \Theta(n) \\ Binary\text{-search} & T(n) = 2T(n/2) + \Theta(n) \end{array}
```

e) Find the time complexity of the following C function, assume n>0.

```
int recursive(int n) {
    if(n==1)
        return 1;
    else
        return (recursive(n-1)+recursive(n-1));
}
```

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2. Solve the following recurrences:

$$[5 \times 2 = 10]$$

- a) $T(n) = 2 T(\sqrt{n}) + \log n \text{ and } T(1) = 1$
- b) T(n) = T(n/10) + T(9n/10) + n

3.
$$[5 \times 2 = 10]$$

- a) Write a recursive algorithm to perform a linear search that searches for the given element in the first location and, if not found, it recursively calls the linear search. Derive the recurrence relation for recursive linear search and solve the recurrence using the iterative method.
- b) Consider an alternative to binary search called ternary search, which divides the input array into three equal parts and recursively searches one of these three segments. Write the algorithm and find the key element 13 from the array $A = \{2, 3, 5, 6, 8, 9, 12, 13, 14\}$ with indices from 1 to 9 using the above procedure.

4.
$$[5 \times 2 = 10]$$

a) Write down the PARTITION(A, p, r) procedure with the last element as the pivot, where p and r are lower & upper bounds of array A. Describe in a step-by-step process how to get the pass1 result of PARTITION() by taking the last element as the pivot on the following array elements. Derive the time complexity of the PARTITION() procedure.

$$A = \{2, 5, 7, 5, 9, 3, 8, 6\}$$

b) Discuss the trade-offs between the Quick-Sort and Merge-Sort algorithms. Compare and contrast their time complexity, space complexity, and stability.

5.
$$[5 \times 2 = 10]$$

- a) Write the algorithm to build a MIN-HEAP. Describe your Algorithm to build a MIN-HEAP from the array A = {5, 7, 8, 2, 1, 0, 3, 9, 4, 5, 6} in a step-by-step process. Derive the time complexity of building a MIN-HEAP. Assume the root is at index 1.
- b) Given a knapsack with a capacity of 15 kg and a set of items with their weights in kg and profits in rupees:

Items: A B C Weights: 8 4 10 Profits: 30 15 45

Solve the fractional knapsack problem to maximize the total profits obtained in each of the following cases and find the case(s) with highest profit.

- I. Greedy w.r.t. profits only
- II. Greedy w.r.t. weights only
- III. Greedy w.r.t. profit per unit weight

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SOLUTION & EVALUATION SCHEME

1. Answer all the questions.

 $[2 \times 5 = 10]$

a)

I. What is the time complexity of the following function, fun()?

II. What exact value will the function fun() return if the value of 'n' is 5?

Scheme:

- I. Correct answer: 1 Mark, Wrong answer: 0 mark
- II. Correct answer: 1 Mark, Wrong answer but explanation approaches to answer: 0.5 mark

Answer:

• I. B - Θ (n log n) or E - None

Note:: The correct answer is O(n log n), which does not match any of the provided options. Nonetheless, option B bears a resemblance to the correct answer. Therefore, if students have selected option B, they will be awarded full marks.

- II. 16
- b) You are executing an algorithm with worst-case time complexity O(n²) on a CPU that can perform 10⁶ operations per second. Calculate the time required to solve a worst-case input of size 100.

Scheme:

Correct answer: 2 Marks

Wrong answer, but explanation approaches to answer: Step Marking

Answer: 0.01 sec

 10^6 operations completed in 1 sec \Rightarrow 100^2 operations can be completed in 0.01 Sec.

c)

I. Solve the recurrence using the master theorem.

$$T(n) = 16T(n/4) + n$$

- II. In a binary max-heap containing 'n' number, the smallest element can be found in time
 - A. O(n)
- B. $O(\log n)$
- C. $O(\log \log n)$
- D. O(1)

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Scheme:

- I. Correct answer: 1 Mark, Wrong answer, but explanation approaches to answer: 0.5 mark
- II. Correct answer: 1 Mark, Wrong answer 0.5 mark

Answer:

- I. Θ (n²)
- II. O(n)

Explanation:

```
a=16, b=4, f(n)=n

n^{\log_b a}=n^{\log_4 16}=n^2

f(n)=n

Comparing n^{\log_b a} and f(n), we get n=O(n^2)

Satisfies Case 1 of Master's Theorem, T(n)=\Theta(n^2)
```

d) Match the following algorithms with their recurrences:

```
Bubble-sort T(n) = T(n/2) + \Theta(1)
Quick-sort T(n) = T(n-1) + \Theta(n)
Merge-sort T(n) = T(k) + T(n-k) + \Theta(n)
Binary-search T(n) = 2T(n/2) + \Theta(n)
```

Scheme:

- Correct answer: 2 Marks
- Wrong answer, but some options correct: Step Marking (0.5-1.5 Marks)

Answer:

Bubble-sort -----
$$T(n) = T(n-1) + \Theta(n)$$

Quick-sort ----- $T(n) = T(k) + T(n-k) + \Theta(n)$
Merge-sort ----- $T(n) = 2T(n/2) + \Theta(n)$
Binary-search -- $T(n) = T(n/2) + \Theta(1)$

e) Find the time complexity of the following C function, assume n>0.

```
int recursive(int n){
    if(n==1)
        return 1;
    else
        return (recursive(n-1)+recursive(n-1));
}
```

Scheme:

- Correct answer: 2 Marks
- Wrong answer, but explanation approaches to answer: Step Marking (0.5 1.5 Marks)

Answer: $O(2^n)$

```
Here the recurrence relation is T(n) = T(n-1) + T(n-1) + O(1) = 2T(n-1) + 1
Solving the recurrence T(n) = O(2^n)
```

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2. Solve the following recurrences:

$$[5 \times 2 = 10]$$

a)
$$T(n) = 2 T (\sqrt{n}) + \log n \text{ and } T(1) = 1$$

Scheme:

Correct answer: 5 Marks

Wrong answer, but explanation approaches to answer: Step Marking

Answer

let
$$n = 2^m$$

 $\Rightarrow T(2^m) = 2T(\sqrt{2^m}) + \log(2^m)$
 $\Rightarrow T(2^m) = 2T(2^{m/2}) + m$
let $S(m) = T(2^m)$
 $\Rightarrow S(m) = 2S(m/2) + m$
 $\Rightarrow S(m) = 2(2S(m/4) + m/2) + m$
 $\Rightarrow S(m) = 2^2S(m/2^2) + m + m$
By substituting further,
 $\Rightarrow S(m) = 2^kS(m/2^k) + m + m + \dots + m + m$
let $m = 2^k \Rightarrow S(m/2^k) = S(1) = T(2) = 2$
 $\Rightarrow S(m) = 2 + m(k - 1) + m$
 $\Rightarrow S(m) = 2 + m \log m$
 $\Rightarrow S(m) = O(m \log m)$
 $\Rightarrow S(m) = T(2^m) = T(n) = O(\log n \log \log n)$

$$S(m) = 2 S(m/2) + m$$

Solving the above recurrence by master method, $S(m) = \Theta(m \lg m) = \Theta(\lg n \lg \lg n)$

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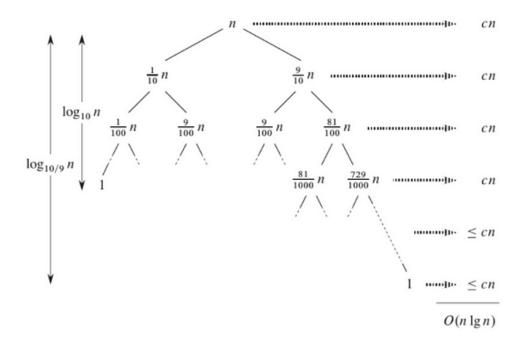
b)
$$T(n) = T(n/10) + T(9n/10) + n$$

Scheme:

Correct answer: 5 Marks

Wrong answer, but explanation approaches to answer: Step Marking

Answer



Choose the longest path from root node to leaf node

$$(9/10)^0 n \rightarrow (9/10)^1 n \rightarrow (9/10)^2 n \rightarrow \dots \longrightarrow (9/10)^k n$$

Size of problem at last level = $(9/10)^k$ n

At last level size of problem becomes 1

$$(9/10)^k n = 1$$

$$(9/10)^k = 1/n$$

 $\mathbf{k} = \log_{10/9}(\mathbf{n})$

Total no of levels in recursion tree = $k + 1 = log_{10/9}(n) + 1$

Then $T(n) \leq n \log_{10/9}(\mathbf{n})$

 \Rightarrow T(n) = O ($n \log_{10/9}$ n) which can also be expressed as O (nlgn)

3.

 $[5 \times 2 = 10]$

a) Write a recursive algorithm to perform a linear search that searches for the given element in the first location and, if not found, it recursively calls the linear search. Derive the recurrence relation for recursive linear search and solve the recurrence using the iterative method.

Scheme:

- Algorithm or program or function : 2 Marks
- Recurrence relation: 1 Mark
- Solving the recurrence: 2 Marks
- Wrong answer, but explanation approaches to answer: Step Marking

Answer

```
Algorithm LinearSearch(A, p, r, key)
```

```
1.
      if(p \le r)
2.
      {
3.
            if(key == A[r])
4.
                     return r;
5.
            else
6.
                     LinearSearch(A, p, r-1, key);
7.
      }
8.
      else
9.
            return -1;
```

Let T(n) be the number of comparisons (time) required for linear search on an array of size n.

```
Note, when n = 1, T(1) = 1.

Then, T(n) = T(n-1) + 1 = \text{and } T(1) = 1

T(n) = T(n-1) + 1
= [T(n-2)+1]+1
= [[T(n-3)+1]+1]+1
...
At k^{th} step,
T(n) = T(n-k) + k
Let n-k = 1,
\Rightarrow T(n) = T(1) + n
\Rightarrow T(n) = 0
```

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b) Consider an alternative to binary search called ternary search, which divides the input array into three equal parts and recursively searches one of these three segments. Write the algorithm and find the key element 13 from the array $A = \{2, 3, 5, 6, 8, 9, 12, 13, 14\}$ with indices from 1 to 9 using the above procedure.

Scheme:

- Algorithm or Program or function: 3 Marks
- Illustration: 2 Marks
- Wrong answer, but explanation approaches to answer: Step Marking

Answer:

```
Algorithm TernarySearch(A, p, r, key)
```

```
1.
      if(p \le r)
2.
      {
3.
            onethird = p+(r-p)/3.0;
            twothird = r-(r-p)/3.0;
4.
5.
            if(key == A[onethird])
                   return onethird;
6.
7.
            else if(key == A[twothird])
8.
                   return twothird;
9.
            else if(key < A[onethird])
10.
                   TernarySearch(A, p, onethird-1, key);
11.
            else if(key > A[onethird] && key < A[twothird])
12.
                   TernarySearch(A, onethird+1, twothird-1, key);
13.
           else
14.
                   TernarySearch(A, twothird+1, r, key);
15.
      }
16.
      else
17.
           return -1;
```

Illustration:

TernarySearch(A, p, r, key) = TernarySearch(A, 1, 9, 13)

p								r
1								
2	3	5	6	8	9	12	13	14

```
onethird = p+(r-p)/3 = 1+(9-1)/3 = 1+2=3
twothird = r - (r-p)/3 = 9 - 2 = 6
key = 13
                    onethird
                                                   twothird
   p
                                                                                      r
                                                                                      9
   1
             2
                        3
                                  4
                                            5
                                                       6
                                                                  7
                                                                            8
             3
   2
                        5
                                            8
                                                       9
                                                                 12
                                                                           13
                                                                                     14
```

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$$Key = 13 > a[twothird]$$

TernarySearch(a, twothird+1, r, key);= TernarySearch(a, 7, 9, 13)

onethird =
$$p+(r-p)/3 = 7+(9-7)/3 = 7$$

twothird =
$$r-(r-p)/3 = 9 - (9-7)/3 = 8$$

p						onethird	twothird	r
1	2	3	4	5	6	7	8	9
2	3	5	6	8	9	12	13	14

key == a[twothird], return 8

The key 13 is found at index position 8.

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4. $[5 \times 2 = 10]$

a) Write down the PARTITION(A, p, r) procedure with the last element as the pivot, where p and r are lower & upper bounds of array A. Describe in a step-by-step process how to get the pass1 result of PARTITION() by taking the last element as the pivot on the following array elements. Derive the time complexity of the PARTITION() procedure.

$$A = \{2, 5, 7, 5, 9, 3, 8, 6\}$$

Scheme:

PARTITION algorithm or program: 2 Marks

Illustration: 2 Marks

Time complexity of PARTITION: 1 Mark

Wrong answer, but explanation approaches to answer: Step Marking

Algorithm PARTITION (A, p, r)

- 1. $x \leftarrow A[r]$ //last element as pivot
- 2. $i \leftarrow p 1$
- 3. **for** $j \leftarrow p$ **to** r 1 **do**
- 4. if $A[i] \le x$ then
- 5. $i \leftarrow i + 1$
- 6. $\operatorname{swap} A[i] \leftrightarrow A[j]$
- 7. swap $A[i + 1] \leftrightarrow A[r]$
- 8. return i + 1

p							r	
1	2	3	4	5	6	7	8	
2	5	7	5	9	3	8	6	

$$x = A[8] = 6$$

 $i = 0, j = 1$
 $i = 1, j = 2$
 $i = 2, j = 3$
 $i = 2, j = 4$
 $i = 3, j = 5$
 $i = 3, j = 6$
 $i = 4, j = 7$
 $2 5 7 9 3 8 6$
 $2 5 7 9 3 8 6$
 $3 6 7 8 9$
 $4 6 7 8 9$

Time Complexity of Partition: we are running a single loop and doing constant operation in each iteration. So, the time complexity is O (n).

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b) Discuss the trade-offs between the Quick-Sort and Merge-Sort algorithms. Compare and contrast their time complexity, space complexity, and stability.

Scheme:

Time complexity comparison: 1.5 MarksSpace complexity comparison: 1.5 Marks

Stability comparison: 1 MarkOverall trade-off: 1 mark

• Wrong answer, but explanation approaches to answer: Step Marking

Answer:

Sl.	Parameter	Merge Sort	Quick Sort
No. 1	Time Complexity	Average Case: O(n log n) Worst Case: O(n log n)	Average Case: O(n log n) Worst Case: O(n^2)
		Best Case: O(n log n) Marga Sort's worst assa is more	(un-optimized pivot selection) Best Case: O(n log n) Oviets Sort's average case is
		Merge Sort's worst case is more predictable and consistent than Quick Sort's worst case.	Quick Sort's average case is typically faster than other O(n log n) algorithms due to smaller constant factors.
2	Space	Requires additional space for	In-place partitioning: O(log n)
	Complexity	temporary storage of sub-arrays	due to the recursion stack
		(usually an additional array or memory allocation).	Additional space is needed only for recursion stack, making
		Space complexity is higher,	Quick Sort memory-efficient.
		O(n), due to the need for	-
2	G. 1.11.	temporary storage.	
3	Stability	Stable: Equal elements maintain their original relative order after	Not stable: Equal elements may change their relative order after
		sorting.	sorting.
		The merging step preserves	Swapping elements during
		stability.	partitioning can lead to instability.
4	Suitability for	More suited for larger datasets	Generally faster than Merge Sort
	Different Inputs	and external sorting (where data	for small arrays due to reduced constant factors.
		doesn't fit entirely in memory). Performs consistently well on	Efficient on average when the
		all input scenarios, making it a	pivot selection is balanced, and
		reliable choice.	the data is uniformly distributed.
		Well-suited for parallelization	Poor performance on nearly
		due to its divide-and-conquer nature.	sorted or reverse-sorted arrays (unless pivot selection is
		More stable performance on	modified).
		already sorted or reverse-sorted arrays.	Less suited for large datasets with limited memory (high recursion depth).

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5	Practical	Slower in practice due to higher	Generally has better cache
	Considerations	memory usage and slower	performance due to sequential
		memory access patterns.	memory access.
		Stable performance across	Faster in practice for many
		different cases makes it	scenarios due to smaller
		preferable when predictability	constant factors.
		is crucial.	Performance can degrade with
			poor pivot selection or highly
			repetitive data.

In summary, Quick Sort and Merge Sort have different strengths and weaknesses. Quick Sort is faster in practice for small to moderately sized arrays and is memory-efficient due to its in-place nature. Merge Sort, on the other hand, offers stable performance across all input scenarios, making it a reliable choice. The choice between the two depends on the specific requirements of the task at hand, including memory constraints, input characteristics, and desired stability.

5. $[5 \times 2 = 10]$

a) Write the algorithm to build a MIN-HEAP. Describe your Algorithm to build a MIN-HEAP from the array A = {5, 7, 8, 2, 1, 0, 3, 9, 4, 5, 6} in a step-by-step process. Derive the time complexity of building a MIN-HEAP. Assume the root is at index 1.

Scheme:

- Algorithm or Program or function : 2 Marks
- Building a Min Heap (step by step): 2 Marks
- Correct Time Complexity derivation: 1 Mark
- Wrong answer, but explanation approaches to answer: Step Marking

Answer:

Algorithm MIN-HEAPIFY(A, i)

- 1. $1 \leftarrow LEFT(i)$
- 2. $r \leftarrow RIGHT(i)$
- 3. **if** $1 \le \text{Heap-Size}(A)$ and A[1] < A[i]
- 4. **then** smallest $\leftarrow 1$
- 5. **else** smallest ←i
- 6. **if** $r \le \text{Heap-Size}(A)$ and A[r] < A[smallest]
- 7. **then** smallest \leftarrow r
- 8. **if** smallest \neq i
- 9. **then** exchange $A[i] \leftrightarrow A[smallest]$
- 10. MIN-HEAPIFY(A, smallest)

Algorithm BUILD-MIN-HEAP(A)

- 1. Heap-Size(A) = length[A]
- 2. **for** $i \leftarrow \text{Floor} (\text{length}[A]/2) \text{ down to } 1$
- 3. **do** MIN-HEAPIFY(A, i)

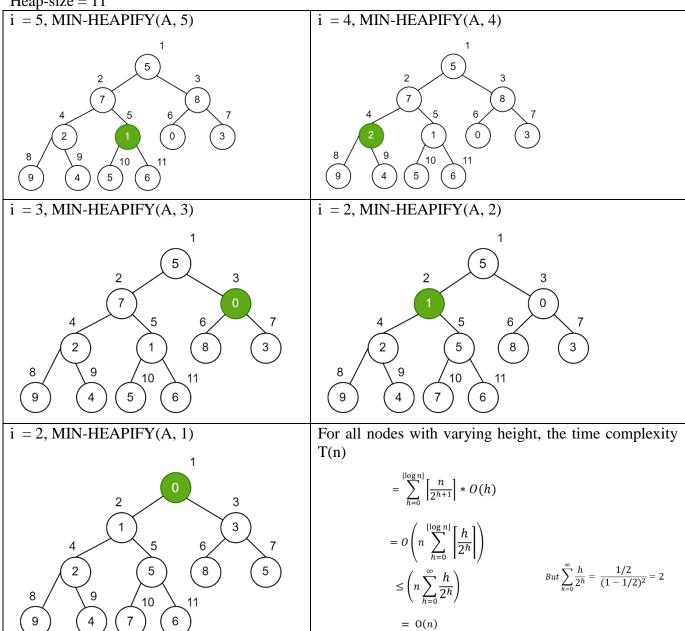
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	2									
5	7	8	2	1	0	3	9	4	5	6

BUILD-MIN-HEAP(A)

Heap-size = 11



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b) Given a knapsack with a capacity of 15 kg and a set of items with their weights in kg and profits in rupees:

Items: A B C Weights: 8 4 10 Profits: 30 15 45

Solve the fractional knapsack problem to maximize the total profits obtained in each of the following cases and find the case(s) with highest profit.

- I. Greedy w.r.t. profits only
- II. Greedy w.r.t. weights only
- III. Greedy w.r.t. profit per unit weight

Scheme:

- Correct Calculation with explanation in each option: (1.5*3) = 4.5 Marks
- Fetching the highest profit with correct approach: 0.5 marks
- Wrong calculation, but explanation approaches to answer: Step Marking

Answer:

I. Greedy w.r.t. profits only

First sort the objects/items details w.r.t. value of the profits in descending order since selecting Items with maximum profits means it may land with the highest profit after selling those Items..

 Items(X):
 C
 A
 B

 Weights(W):
 10
 8
 4

 Profits(P):
 45
 30
 15

Initialize a solution vector X = (0,0,0) for three items X1, X2, X3 such that $0 \le Xi \le 1$.

Now go on selecting Items satisfying the problem constraint such that $\sum Wi * Xi \le 15$

Hence first select Item C, thus remaining Knapsack capacity is 15-10 = 5 kg and solution vector become X = (1,0,0)

Second, since remaining capacity is 5 kg, we cannot select the complete Item 'A', thus select 5/8th weight of this object.

After selecting this quantity, remaining Knapsack capacity will be 5-5=0 and the solution vector becomes $X = (1, \frac{5}{8}, 0)$

Now as the remaining Knapsack capacity is 0, we will not go ahead with Item 'B', thus leaving the solution vector $X = (1, \frac{5}{8}, 0)$

So, total profit of this approach is $\sum Pi * Xi = (45*1) + (30 * 5/8) + (15*0)$ = 45 + 150/8 + 0= 45 + 18.75= 63.75

II. Greedy w.r.t weights only

First sort the objects/items details w.r.t. value of the weights in ascending order so that we can select maximum Items in the Knapsack and we may find maximum profit out of it..

 Items(X):
 B
 A
 C

 Weights(W):
 4
 8
 10

 Profits(P):
 15
 30
 45

Initialize a solution vector X = (0,0,0) for three items X1, X2, X3 such that $0 \le Xi \le 1$.

Now go on selecting Items satisfying the problem constraint such that $\sum Wi * Xi \le 15$

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Hence first select Item B, thus remaining Knapsack capacity is 15 - 4 = 11 kg and solution vector becomes X = (1,0,0)

Second, since the remaining capacity is 11 kg, we can select the complete Item 'A', thus Knapsack's remaining weight is updated to 11 - 8 = 3 kg.

After selecting the Item 'A', the solution vector becomes X = (1, 1, 0) and the remaining Knapsack capacity is 3 kg.

Now as the remaining Knapsack capacity is 3 kg, we can select at best 3/10th weight of Item 'C' to leave the Knapsack with remaining capacity as '0'. Thus the solution vector X = (1, 1, 3/10)

So, total profit of this approach is
$$\sum Pi * Xi = (15*1) + (30*1) + (45*3/10)$$

= $15 + 30 + 135/10$
= $45 + 13.5$
= 58.5

III. Greedy w.r.t. profit per unit weight

First sort the objects/items details w.r.t. value of their calculated profit per unit weight in descending order so that we can find maximum profit out of it.

Items(X):	C	A	В
Weights(W):	10	8	4
Profits(P):	45	30	15
Profits/Weights(P/W):	4.5	3.75	3.75

Initialize a solution vector X = (0,0,0) for three items X1, X2, X3 such that $0 \le Xi \le 1$.

Now go on selecting Items satisfying the problem constraint such that $\sum Wi * Xi \le 15$

Hence first select Item C, thus remaining Knapsack capacity is 15-10 = 5 kg and solution vector becomes X = (1,0,0)

Second, since remaining capacity is 5 kg, we cannot select the complete Item 'A', thus select 5/8th weight of this object.

After selecting this quantity, remaining Knapsack capacity will be 5-5=0 and the solution vector becomes $X=(1,\frac{5}{8},0)$

Now as the remaining Knapsack capacity is 0, we will not go ahead with Item 'B', thus leaving the solution vector $X = (1, \frac{5}{8}, 0)$

So, total profit of this approach is
$$\sum Pi * Xi = (45*1) + (30 * 5/8) + (15*0)$$

= $45 + 150/8 + 0$
= $45 + 18.75$
= 63.75

Thus, it is found that this problem returns maximum profit of **Rs. 63.75** in both the greedy methods (greedy w.r.t. profits, greedy w.r.t. profit per unit weight).