

Course Code: 20MCA203

Course Name: DESIGN & ANALYSIS OF ALGORITHMS

Max. Marks: 60

Duration: 3 Hours

PART A

Answer all questions, each carries 3 marks.

Marks

- | | | |
|----|--|-----|
| 1 | Define time and space complexity of an algorithm | (3) |
| 2 | Explain control abstraction for divide and conquer strategy. | (3) |
| 3 | Compare divide and conquer and dynamic Programming algorithm designing strategies. | (3) |
| 4 | Discuss control abstraction of Greedy strategy. | (3) |
| 5 | How does Backtracking differ from Branch and Bound? | (3) |
| 6 | Illustrate & Explain about the significance of decision tree method in lower bounds. | (3) |
| 7 | Discuss the classes of problems P and NP. | (3) |
| 8 | Define the term Flow Network and illustrate with an example. | (3) |
| 9 | What do you mean by approximation ratio of an Approximation algorithm? | (3) |
| 10 | What is meant by a Randomized Algorithm? | (3) |

PART B

Answer any one question from each module. Each question carries 6 marks.

Module I

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|----|---|-----|
| 11 | Explain various asymptotic notations in algorithms. | (6) |
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OR

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|----|---|-----|
| 12 | Discuss the Quicksort algorithm, sort the following list of numbers using quicksort algorithm | (6) |
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23, 62, 27, 10, 15

Module II

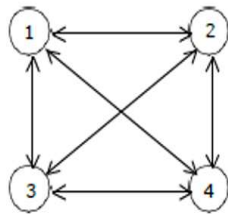
- 13 Solve the following Fractional Knapsack problem (6)

Example: Knapsack Capacity $W = 30$ and

Item	A	B	C	D
Value	50	140	60	60
Size	5	20	10	12

OR

- 14 Solve travelling sales persons problem. Given below (6)



The cost adjacency matrix =
$$\begin{bmatrix} 0 & 10 & 15 & 20 \\ 5 & 0 & 9 & 10 \\ 6 & 13 & 0 & 12 \\ 8 & 8 & 9 & 0 \end{bmatrix}$$

Module III

- 15 Discuss how to apply Backtracking to solve sum of subset problem with suitable example (6)

OR

- 16 Discuss 8 puzzle problem in branch and bound (6)

Module IV

- 17 Prove that Clique problem is NP complete problem (6)

OR

- 18 Describe the Ford Fulkerson's procedure to compute the Max-Flow in a Flow Network using suitable example. (6)

Module V

- 19 Explain the 2-approximation algorithm for Vertex Cover and justify its approximation ratio. (6)

OR

- 20 Describe Randomized Quick sort. (6)
