

✓ Which one of the following is not characteristic features of an algorithm 1/1

- ☐ Finiteness
- ☐ Effectiveness
- ☐ Definiteness
- ☒ Competitiveness ✓

✓ Each instruction of the algorithm should be clear and unambiguous. This characteristic feature of algorithm is called 1/1

- ☒ Definiteness ✓
- ☐ Effectiveness
- ☐ Efficiency
- ☐ Finiteness

✗ Which one of the following is not a method of algorithm correctness? 0/1

- ☐ Counter examples
- ☒ Loop invariants ✗
- ☐ Maintenance
- ☐ Induction method

Correct answer

- ☒ Maintenance

✓ How many comparisons are possible for input size = 10 in insertion sort for the best, and worst cases 1/1

- ☒ 9, 45 ✓
- ☐ 45, 9
- ☐ 9, 108
- ☐ 20, 58

✓ How many comparisons are possible for bubble sort for input size n 1/1

- ☒  $n(n-1)/2$  ✓
- ☐  $n^2$
- ☐  $(n^2-n)/2$
- ☐  $n^2+1$

✗ What is the time complexity of Build Heap operation. Build Heap is used to build a max(or min) binary heap from a given array. Build Heap is used in Heap Sort as a first step for sorting. 0/1

- ☐  $O(n^2)$
- ☐  $O(n \log n)$
- ☒  $O(\log n)$  ✗
- ☐  $O(n)$

Correct answer

- ☒  $O(n)$

✓ Consider a binary max-heap implemented using an array. Which one of the following array represents a binary max-heap? 1/1

- ☐ 25,12,18,13,10,8,14
- ☒ 25,14,18,13,10,8,12 ✓
- ☐ 25,14,12,13,10,8,16
- ☐ 25,14,12,13,10,8,28

✓ Consider a max heap, represented by the array: 40, 30, 20, 10, 75, 16, 12, 8, 4. Now consider that a value 35 is inserted into this heap. After insertion, the new heap is 1/1

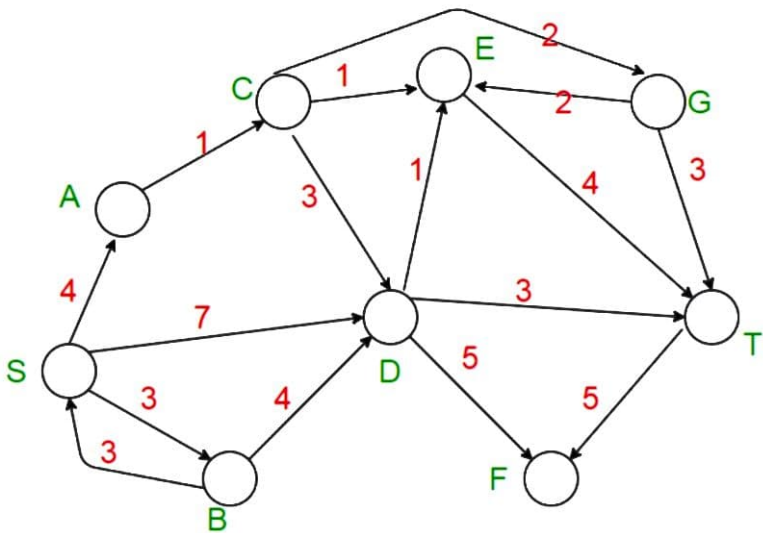
- ☐ 40, 35, 20, 10, 15, 16, 12, 8, 4, 35
- ☒ 40, 35, 20, 10, 20, 16, 12, 8, 4, 15 ✓
- ☐ 40, 38, 20, 10, 20, 16, 12, 8, 4, 15
- ☐ 40, 35, 20, 10, 15, 16, 12, 8, 4, 38

Consider the following graph



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Consider the given graph.



Consider the directed graph shown in the figure. There are multiple shortest paths between vertices S and T. Which one will be reported by Dijkstra's shortest path algorithm? Assume that, in any iteration, the shortest path to a vertex  $v$  is updated only when a strictly shorter path to  $v$  is discovered.

- ☐ SDT
- ☐ SBDT
- ☐ SACDT
- ☐ SACET

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- ☐ {E, G}, {C, F}, {F, G}, {A, D}, {A, B}, {A, C}
- ☐ {A, D}, {A, B}, {A, C}, {C, F}, {G, E}, {F, G}
- ☐ {A, B}, {A, D}, {B, F}, {F, G}, {G, E}, {F, C}
- ☒ {A, D}, {A, B}, {B, F}, {F, C}, {F, G}, {G, E}

- ☒ Four matrices  $M_1$ ,  $M_2$ ,  $M_3$  and  $M_4$  1/1  
 of dimensions  $p \times q$ ,  $q \times r$ ,  $r \times s$  and  $s \times t$  respectively can be multiplied  
 is several ways with different  
 number of total scalar  
 multiplications. For example,  
 when multiplied as  $((M_1 \times M_2) \times$   
 $(M_3 \times M_4))$ , the total number of  
 multiplications is  $pqr + rst + prt$ .  
 When multiplied as  $((M1 \times M2) \times$   
 $M3) \times M4$ , the total number of  
 scalar multiplications is  $pqr + prs$   
 $+ rst$ . If  $p = 10$ ,  $q = 100$ ,  $r = 20$ ,  $s =$   
 $5$  and  $t = 80$ , then the number of  
 scalar multiplications needed is

- ☐ 248000
- ☐ 44000
- ☒ 19000
- ☐ 35000

- ☒ Let  $A_1$ ,  $A_2$ ,  $A_3$ , and  $A_4$  be four 1/1  
 matrices of dimensions  $10 \times 5$ ,  $5 \times$   
 $20$ ,  $20 \times 10$ , and  $10 \times 5$ ,  
 respectively. The minimum  
 number of scalar multiplications  
 required to find the product  
 $A_1A_2A_3A_4$  using the basic matrix  
 multiplication method is

- ☒ 1500
- ☐ 2000
- ☐ 500
- ☐ 100

- ☒ Which of the following standard 0/1  
 algorithms is not a Greedy  
 algorithm?

- ☐ Dijkstra's shortest path algorithm
- ☒ Prim's algorithm
- ☐ Huffman Coding
- ☐ Bellman Ford Shortest path algorithm

Correct answer

- ☒ Bellman Ford Shortest path algorithm

- ☒ What is the time complexity of 1/1  
 Huffman Coding?

- ☐ (A)  $O(N)$
- ☒ (B)  $O(N \log N)$
- ☐ (C)  $O(N \log N)^2$
- ☐ (D)  $O(N^2)$

- ☒ Consider 6 characters with their 0/1  
 frequencies as follows,  $a = 42$ ,  $b =$   
 $20$ ,  $c = 5$ ,  $d = 10$ ,  $e = 15$ ,  $f = 12$ .  
 What will be the sequence of  
 characters corresponding to the  
 code = 10001011011001101010?

- ☐ eadbfcafe
- ☐ eadcbfbef
- ☐ eadcbefaf
- ☐ eadbfcaf

- ☒ The computational complexity of 1/1  
 solving Fibonacci series for  $N$   
 terms using Dynamic  
 programming is

- ☐  $O(2^N)$
- ☒  $O(N)$
- ☐  $O(N^2)$
- ☐  $O(N^3)$

- ☒ What is the time complexity of 1/1  
 the recursive implementation  
 used to find the  $n$ th fibonacci  
 term?

- ☐  $O(1)$
- ☐  $O(n^2)$
- ☐  $O(n)$
- ☒ Exponential

- ☒ Which of the following is the 1/1  
 recurrence relation for the matrix  
 chain multiplication problem  
 where  $mat[i-1] \times mat[i]$  gives the  
 dimension of the  $i$ th matrix?

- ☐  $dp[i][j] = 1$  if  $i=j$ ,  $dp[i][j] = \min(dp[i][k] +$   
 $dp[k+1][j])$
- ☐  $dp[i][j] = 0$  if  $i=j$ ,  $dp[i][j] = \min(dp[i][k] +$   
 $dp[k+1][j])$
- ☐  $dp[i][j] = 1$  if  $i=j$ ,  $dp[i][j] = \min(dp[i][k] +$   
 $dp[k+1][j]) + mat[i-1] \times mat[k] \times mat[j]$
- ☒  $dp[i][j] = 0$  if  $i=j$ ,  $dp[i][j] = \min(dp[i][k] +$   
 $dp[k+1][j]) + mat[i-1] \times mat[k] \times mat[j]$

- ☒ Consider the strings 1/1  
 "PQRSTPQRS" and  
 "PRATPBRRRPS". What is the  
 length of the longest common  
 subsequence?

- ☐ 9
- ☐ 8
- ☒ 7
- ☐ 6

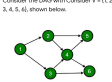
- ☒ Consider the strings "monday" 1/1  
 and "tuesday". What is the edit  
 distance between the two  
 strings?

- ☐ 3
- ☒ 4
- ☐ 5
- ☐ 6

- ☒ Consider the two strings 1/1  
 ""(empty string) and "abcd".  
 What is the edit distance  
 between the two strings?

- ☐ 3
- ☐ 6
- ☒ 4
- ☐ 5

The Breadth First Search algorithm has been implemented using the queue data structure.



- ☒ One possible order of visiting the 1/1  
 nodes of the following graph is

- ☐ MNOPQR
- ☐ NOPQOR
- ☒ QMNPOR
- ☐ QMNPOR

Consider the DAG with Consider  $V = \{1, 2, 3, 4, 5, 6\}$ , shown below.

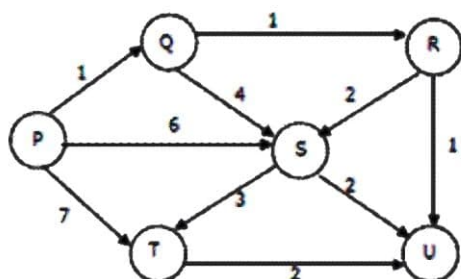


- ☒ Which of the following is NOT a 1/1  
 topological ordering?

- ☐ 1 2 3 4 5 6
- ☐ 1 3 2 4 5 6
- ☐ 1 3 2 4 6 5
- ☒ 3 2 4 1 5 6

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Suppose we run Dijkstra's single source shortest-path algorithm on the following edge weighted directed graph with vertex P as the source.



In what order do the nodes get included into the set of vertices for which the shortest path distances are finalized?

1 point

- ☐ P, Q, R, S, T, U
- ☐ P, Q, R, U, S, T
- ☐ P, Q, R, U, T, S
- ☐ P, Q, T, R, U, S

A networking company uses a compression technique to encode the message before transmitting over the network. Suppose the

1 point

