

## Questions Based on Assignments :

### Assignment A-1 : Fibonacci series

**1. What is the Fibonacci Sequence of numbers?**

The Fibonacci Sequence is a series where each number is the sum of the two preceding ones, starting from 0 and 1 (e.g., 0, 1, 1, 2, 3, 5, 8...).

**2. How do the Fibonacci numbers work?**

Each Fibonacci number is derived by adding the previous two numbers, following the formula  $F(n)=F(n-1)+F(n-2)$  with  $F(0)=0$  and  $F(1)=1$ .

**3. What is the Golden Ratio?**

The Golden Ratio, approximately 1.618, is the limit of the ratio of consecutive Fibonacci numbers, representing an ideal proportion in art, nature, and architecture.

**4. What is the Fibonacci Search technique?**

Fibonacci Search is a search algorithm for sorted arrays, using Fibonacci numbers to split the array, which reduces comparisons and is more efficient for larger datasets.

**5. What is the real application for Fibonacci series?**

The Fibonacci series is used in algorithm design, financial modeling, biological studies (like branching in trees and leaf arrangements), and computer data structures.

### Assignment A-2 : Huffman Encoding

**1. What is Huffman Encoding?**

Huffman Encoding is a compression technique that assigns shorter binary codes to more frequent characters and longer codes to less frequent ones, reducing the overall size of data.

**2. How many bits may be required for encoding the message 'mississippi'?**

Encoding 'mississippi' requires 28 bits, with shorter codes for frequently occurring letters like 'i' and 's'.

**3. Which tree is used in Huffman encoding? Give one Example**

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A binary tree is used in Huffman encoding. For example, in encoding 'mississippi', 'i' and 's' (most frequent) have the shortest codes, while 'm' and 'p' (least frequent) have longer codes.

#### **4. Why is Huffman coding lossless compression?**

Huffman coding is lossless because it preserves the exact original data, allowing it to be perfectly reconstructed from the compressed data.

### **Assignment A-3 : fractional Knapsack problem using Greedy**

#### **1. What is Greedy Approach?**

The Greedy Approach is an algorithmic paradigm that builds a solution incrementally by choosing the locally optimal choice at each step, with the hope of finding a global optimum.

#### **2. Explain the concept of fractional knapsack.**

The fractional knapsack problem allows the breaking of items into smaller pieces. Given a set of items, each with a weight and value, the goal is to maximize the total value in the knapsack, where items can be divided.

#### **3. Difference between Fractional and 0/1 Knapsack.**

In the Fractional Knapsack, items can be divided into smaller parts, while in the 0/1 Knapsack, items must be taken whole or not at all. This results in different approaches and solutions for each problem.

#### **4. Solve one example based on Fractional Knapsack.**

**Items:**

- Item 1: Weight = 10 kg, Value = 60
- Item 2: Weight = 20 kg, Value = 100
- Item 3: Weight = 30 kg, Value = 120

Knapsack Capacity: 50 kg

**→ Solution:**

##### **1. Calculate value-to-weight ratio:**

- Item 1: 6 per kg
- Item 2: 5 per kg
- Item 3: 4 per kg

##### **2. Sort items by ratio: Item 1, Item 2, Item 3.**

##### **3. Fill the knapsack:**

- Take Item 1 (10 kg, 60).
- Take Item 2 (20 kg, 100).
- Take half of Item 3 (15 kg, 60).

##### **4. Total value = 60 + 100 + 60 = 220.**

#### **Assignment A-4 : 0-1 Knapsack problem using dynamic programming**

**1. What is Dynamic Approach?**

An algorithmic technique that breaks a problem into simpler subproblems, storing results to avoid redundant calculations.

**2. Explain the concept of 0/1 knapsack.**

A problem where you select items with given weights and values to maximize total value without exceeding a weight limit, with each item being either included or excluded.

**3. Difference between Dynamic and Branch and Bound Approach. Which is best?**

Dynamic Programming stores results of overlapping subproblems, while Branch and Bound explores branches and prunes unpromising ones. The best approach depends on the problem context.

**4. Solve one example based on 0/1 knapsack.**

→ **Example:**

- **Items:**
- Item 1: Weight = 1 kg, Value = 1
- Item 2: Weight = 3 kg, Value = 4
- Item 3: Weight = 4 kg, Value = 5
- Item 4: Weight = 5 kg, Value = 7
- **Knapsack Capacity: 7 kg**

**Solution:**

Maximum value is 8, achieved by including Item 4 (Weight = 5 kg, Value = 7) and Item 1 (Weight = 1 kg, Value = 1).

#### **Assignment A-5 : n-Queens matrix**

**1. What is backtracking? Give the general Procedure.**

Backtracking is a method for solving problems by trying different options and going back if a choice doesn't work. The general procedure is to explore all possible solutions, check if they are valid, and undo choices when needed.

**2. Give the problem statement of the n-queens problem. Explain the solution.**

The n-queens problem asks how to place n queens on an  $n \times n$  chessboard so that no two queens can attack each other. The solution involves placing queens one row at a time and making sure that no two queens are in the same row, column, or diagonal.

**3. Write an algorithm for N-queens problem using backtracking.**

- Initialize an empty  $N \times N$  chessboard.
- Check if placing a queen at (row, col) is safe.
- If all queens are placed, print the board.
- For each row in the current column:
- If safe, place a queen and move to the next column.
- If not successful, remove the queen (backtrack).
- Start with the first column.

**4. Why is it applicable to  $N=4$  and  $N=8$  only?**

While backtracking can be used for any  $N$ ,  $N=4$  and  $N=8$  are popular examples because they are easier to understand and visualize. They help demonstrate how the backtracking method works effectively.