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**Fourth Semester B.E. Degree Examination, June/July 2019**  
**Design and Analysis of Algorithm**

Time: 3 hrs.

Max. Marks: 80

*Note: Answer any FIVE full questions, choosing ONE full question from each module.*

Module-1

- 1 a. What is an algorithm? Summarize the properties of an algorithm. (04 Marks)
- b. Solve the following recurrence relation:  
 $x(n) = x(n/2) + n$  for  $n > 1$ ,  $x(1) = 1$   
 Assume  $n = 2^k$  (06 Marks)
- c. Algorithm Test(n)  
 // Input : A non negative integer 'n'  
 $s \leftarrow 0$   
 for  $i \leftarrow 1$  to  $n$  do  
   for  $j \leftarrow 1$  to  $n$  do  
      $s \leftarrow s + i * j$   
 return s
- (i) What does this algorithm compute?  
 (ii) What is the basic operation?  
 (iii) How many times the basic operation executed?  
 (iv) What is the efficiency class of this algorithm? (06 Marks)

**OR**

- 2 a. With neat diagram summarize the steps used to solve a given problem using computer. (06 Marks)
- b. Consider the following algorithm:  
 Algorithm s(n)  
 {  
   If (n = 1) return 1,  
   Else return (s(n - 1) + n.n.n)  
 }  
 What does this algorithm? What is the basic operation? How many times the basic operation executed? (04 Marks)
- c. Design a recursive algorithm for computing factorial of a number n. Set up a recurrence relation and find its efficiency. (06 Marks)

Module-2

- 3 a. Discuss how to find maximum and minimum element in an array recursively. Trace the same for the following data set 65, 70, 75, 80, 85, 60, 55, 50, 45. Also derive the worst case complexity. (06 Marks)
- b. What is stable algorithm? Is quick sort stable explain with an example. (04 Marks)
- c. Define decrease and conquer technique and mention all the variations with an example. (06 Marks)

OR

- 4 a. Design recursive algorithm for mergesort and derive its complexity. (06 Marks)  
 b. How would you demonstrate the steps used in Strassen's matrix multiplication. (04 Marks)  
 c. What actions would you take to perform topological sort using source removal method explain with an example. (06 Marks)

**Module-3**

- 5 a. Recall the concept of Greedy technique. (03 Marks)  
 b. In the weighted diagram given below Fig.Q5(b), determine the shortest paths from vertex '0' to all other vertices. (07 Marks)

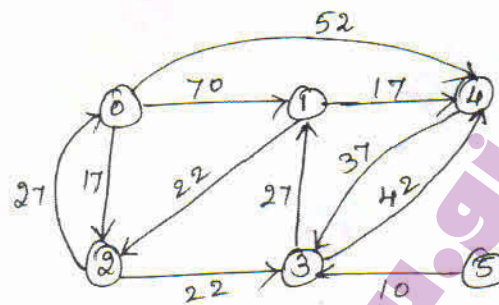


Fig.Q5(b)

- c. How would you solve the following instance of knapsack problem, using greedy algorithm.

Item	1	2	3	4
Weight	4	7	5	3
Profit	40	42	25	12

Knapsack capacity  $M = 10$ .

(06 Marks)

OR

- 6 a. State job sequencing with deadline. Explain algorithm for job sequencing with dead line. (08 Marks)  
 b. Obtain minimum cost spanning tree for the graph given below in Fig.Q6(b), using Prim's algorithm. (08 Marks)

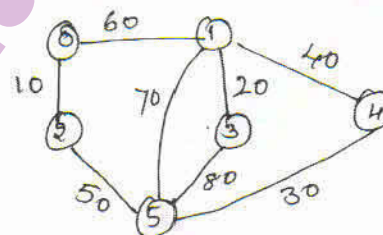


Fig.Q6(b)

**Module-4**

- 7 a. Using Floyd's Algorithm solve the all pair shortest path problem for the graph whose weight matrix is given below. (06 Marks)

$$\begin{bmatrix} 0 & 10 & \infty & 40 \\ \infty & 0 & \infty & 20 \\ 50 & \infty & 0 & \infty \\ \infty & \infty & 60 & 0 \end{bmatrix}$$

- b. Explain Bellman Ford algorithm.

(04 Marks)



c. State travelling sales person problem. Solve the following using dynamic programming.

0	10	15	20
5	0	9	10
6	13	0	12
8	8	9	0

Starting city = 1

(06 Marks)

OR

- 8 a. How would you define Dynamic programming? With an example illustrate multistage graph for forward approach. (06 Marks)
- b. Using dynamic programming solve the following knapsack  $n = 4, M = 5,$   
 $(w_1 w_2 w_3 w_4) = (2, 1, 3, 2),$  Profit  $(P_1 P_2 P_3 P_4) = (8, 6, 16, 11)$ . (06 Marks)
- c. Write Warshall's algorithm. (04 Marks)

Module-5

- 9 a. Explain back tracking method? Draw state space tree to generate solutions to 4-Queen's problem. (06 Marks)
- b. What is branch and bound algorithm? How it is different from backtracking? (04 Marks)
- c. Define the following :  
 (i) Class P  
 (ii) Class NP  
 (iii) NP complete problem. (06 Marks)

OR

- 10 a. Apply backtracking technique to solve the instance of the sum of subset problem :  
 $S = \{3, 5, 6, 7\}$  and  $d = 15$ . (08 Marks)
- b. Apply branch and bound algorithm to solve the traveling salesman problem for the following graph in Fig.Q10(b). (08 Marks)

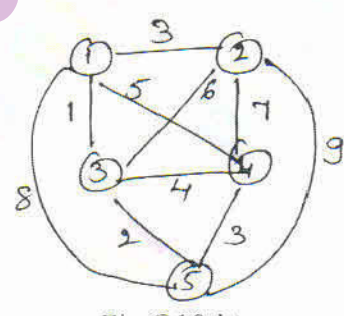


Fig.Q10(b)

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