

--	--	--	--	--	--	--	--	--	--

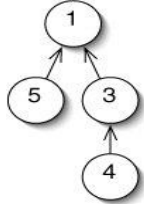
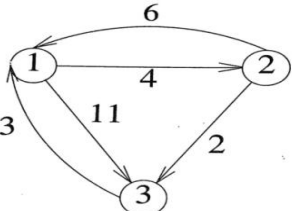
## Model Question Paper-1 with effect from 2022-23 (CBCS Scheme)

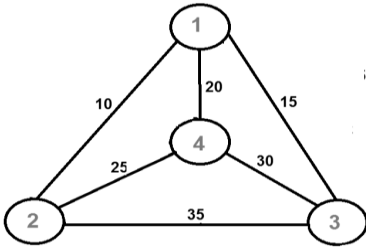
### Fourth Semester B.E. Degree Examination Design and Analysis of Algorithms

Time: 03 Hours

Max. Marks: 100

**Note:** Answer any **FIVE** full questions, choosing at least **ONE** question from each **MODULE**.

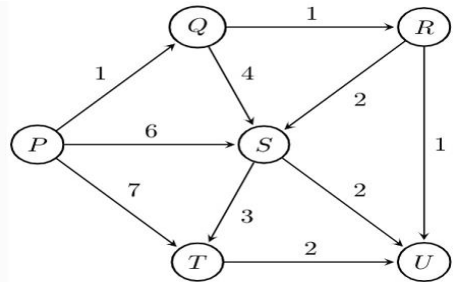
Module - 1			Bloom's Taxonomy Level	Marks									
Q. 1	a	Define an Algorithm. Explain the characteristics of an Algorithm.	L1, L2	06									
	b	Explain the Divide and Conquer technique.	L2	04									
	c	Explain the Merge Sort algorithm. Apply Merge Sort algorithm to sort the given characters. <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>U</td><td>N</td><td>I</td><td>V</td><td>E</td><td>R</td><td>S</td><td>I</td><td>T</td><td>Y</td> </tr> </table>	U	N	I	V	E	R	S	I	T	Y	L3
U	N	I	V	E	R	S	I	T	Y				
<b>OR</b>													
Q. 2	a	Explain the following Asymptotic notations: (i) Big O                      (ii) Big $\Omega$ (iii) Theta $\Theta$	L1, L2	06									
	b	Explain how Strassen's algorithm is better for matrix multiplication.	L2	04									
	c	Write the algorithm for Binary Search. Apply Binary Search algorithm to find the key value 63 from the given array. <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>7</td><td>14</td><td>21</td><td>28</td><td>35</td><td>42</td><td>49</td><td>56</td><td>63</td><td>70</td> </tr> </table>	7	14	21	28	35	42	49	56	63	70	L3
7	14	21	28	35	42	49	56	63	70				
<b>Module-2</b>													
Q. 3	a	What are Disjoint Sets? Give the Tree, Data and Array representation for the given three sets: $S_1 = \{3, 7, 8, 9\}$ , $S_2 = \{2, 4, 5\}$ and $S_3 = \{1, 6\}$	L1, L2	05									
	b	Explain how Union algorithm works on Disjoint Sets with an example.	L2	05									
	c	Solve the 4-Queens Problem by using the Backtracking approach.	L3	10									
<b>OR</b>													
Q. 4	a	Explain the Graph Coloring Problem with an example.	L2	05									
	b	Apply Find algorithm to search for an element 4 in the given tree. 	L3	05									
	c	Apply Backtracking technique to solve the Sum of Subset Problem for the instance $d = 15$ and $S = \{3, 5, 6, 7\}$ .	L3	10									
<b>Module-3</b>													
Q. 5	a	Find the all pairs shortest paths for the given graph using Floyd's algorithm. 	L3	10									

	<p>Apply Dynamic Programming to solve the given travelling salesperson problem.</p> 	L3	10
--	---	----	----

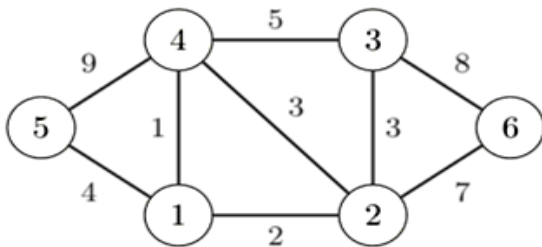
OR

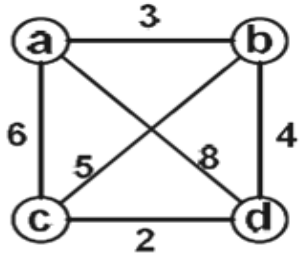
Q. 6	<p>Construct an Optimal Binary Search Tree for the given data:  <math>n = 4</math>  <math>(a_1, a_2, a_3, a_4) = (\text{do, if, int, while})</math>  <math>p(1:4) = (3, 3, 1, 1)</math>  <math>q(0:4) = (2, 3, 1, 1, 1)</math>.</p>	L3	10															
b	<p>Using Dynamic Programming, solve the given instance of 0/1 Knapsack problem. Consider the capacity of Knapsack (<math>m</math>) = 5.</p> <table border="1" data-bbox="510 750 941 862"> <thead> <tr> <th>Item</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>Weight</td> <td>2</td> <td>1</td> <td>3</td> <td>2</td> </tr> <tr> <td>Value</td> <td>12</td> <td>10</td> <td>20</td> <td>15</td> </tr> </tbody> </table>	Item	1	2	3	4	Weight	2	1	3	2	Value	12	10	20	15	L3	10
Item	1	2	3	4														
Weight	2	1	3	2														
Value	12	10	20	15														

Module-4

Q. 7	<p>Apply single source shortest path algorithm to the given graph by considering 'P' as source vertex.</p> 	L3	10																								
b	<p>Apply Greedy method for the following instance of Knapsack problem. Given: Knapsack capacity (<math>M</math>) = 15.</p> <table border="1" data-bbox="375 1388 1077 1500"> <thead> <tr> <th>Item</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> </tr> </thead> <tbody> <tr> <td>Weight</td> <td>2</td> <td>3</td> <td>5</td> <td>7</td> <td>1</td> <td>4</td> <td>1</td> </tr> <tr> <td>Profit</td> <td>\$ 10</td> <td>\$ 5</td> <td>\$ 15</td> <td>\$ 7</td> <td>\$ 6</td> <td>\$ 18</td> <td>\$ 3</td> </tr> </tbody> </table>	Item	1	2	3	4	5	6	7	Weight	2	3	5	7	1	4	1	Profit	\$ 10	\$ 5	\$ 15	\$ 7	\$ 6	\$ 18	\$ 3	L3	10
Item	1	2	3	4	5	6	7																				
Weight	2	3	5	7	1	4	1																				
Profit	\$ 10	\$ 5	\$ 15	\$ 7	\$ 6	\$ 18	\$ 3																				

OR

Q. 8	<p>Apply Prim's algorithm to obtain a minimum cost spanning tree for the given graph.</p> 	L3	10																		
b	<p>For the given data, find the optimal job sequence and maximum profit using Greedy approach.</p> <table border="1" data-bbox="470 1982 981 2094"> <thead> <tr> <th>Job</th> <th>J1</th> <th>J2</th> <th>J3</th> <th>J4</th> <th>J5</th> </tr> </thead> <tbody> <tr> <td>Profit</td> <td>60</td> <td>100</td> <td>20</td> <td>40</td> <td>20</td> </tr> <tr> <td>Deadline</td> <td>2</td> <td>2</td> <td>3</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	Job	J1	J2	J3	J4	J5	Profit	60	100	20	40	20	Deadline	2	2	3	1	1	L3	10
Job	J1	J2	J3	J4	J5																
Profit	60	100	20	40	20																
Deadline	2	2	3	1	1																

Module-5																			
Q. 9	a	<p>Solve the given instance of 0/1 Knapsack problem using Branch and Bound technique. Given: Knapsack Capacity (m) = 15</p> <table border="1"> <tr> <td>Item</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>Profit</td> <td>10</td> <td>10</td> <td>12</td> <td>18</td> </tr> <tr> <td>Weight</td> <td>2</td> <td>4</td> <td>6</td> <td>9</td> </tr> </table>	Item	1	2	3	4	Profit	10	10	12	18	Weight	2	4	6	9	L3	10
	Item	1	2	3	4														
Profit	10	10	12	18															
Weight	2	4	6	9															
b	<p>Explain the following:</p> <ul style="list-style-type: none"> <li>(i) Class P</li> <li>(ii) Class NP</li> <li>(iii) NP Complete Problem</li> <li>(iv) NP Hard Problem.</li> </ul>	L2	10																
<b>OR</b>																			
Q. 10	a	<p>Apply the Branch and Bound algorithm to solve the travelling salesperson problem for the given graph.</p> 	L3	10															
	b	<p>Explain:</p> <ul style="list-style-type: none"> <li>(i) Cook's theorem</li> <li>(ii) Non-deterministic algorithms.</li> </ul>	L2	10															

\*\*\*\*\*

--	--	--	--	--	--	--	--	--	--

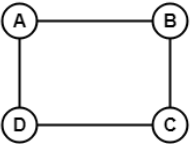
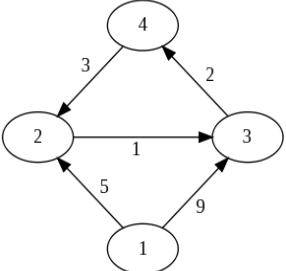
## Model Question Paper-2 with effect from 2022-23 (CBCS Scheme)

### Fourth Semester B.E. Degree Examination Design and Analysis of Algorithms

Time: 03 Hours

Max. Marks: 100

**Note:** Answer any **FIVE** full questions, choosing at least **ONE** question from each **MODULE**.

Module - 1			Bloom's Taxonomy Level	Marks
Q. 1	a	Apply Strassen's algorithm to multiply the following matrices. $\begin{bmatrix} 4 & 3 \\ 1 & 2 \end{bmatrix} * \begin{bmatrix} 1 & 2 \\ 6 & 5 \end{bmatrix}$	L3	10
	b	What are the criteria that an algorithm must satisfy?	L1	05
	c	Explain Space Complexity and Time Complexity of an algorithm.	L2	05
<b>OR</b>				
Q. 2	a	Apply Quick Sort algorithm to the following set of numbers. 65, 70, 75, 80, 85, 60, 55, 50, 45	L3	10
	b	What are Asymptotic Notations? List and describe the various asymptotic notations.	L1, L2	10
<b>Module-2</b>				
Q. 3	a	Apply Backtracking technique to solve the Sum of Subset Problem for the instance $d = 7$ and $S = \{1, 3, 4, 6\}$ .	L3	10
	b	Explain the following operations of Disjoint Sets: (i) Union (ii) Find	L2	10
<b>OR</b>				
Q. 4	a	Construct the state space tree using Graph Coloring approach for the given graph when $m=3$ . 	L3	10
	b	Discuss the N-Queens Problem using Backtracking approach.	L2	10
<b>Module-3</b>				
Q. 5	a	What is an Optimal Binary Search Tree? Obtain an Optimal Binary Search Tree for the given data: $(a_1, a_2, a_3, a_4) = (\text{end}, \text{goto}, \text{print}, \text{stop})$ $p_1 = \frac{1}{20}, p_2 = \frac{1}{5}, p_3 = \frac{1}{10}, p_4 = \frac{1}{20}$ $q_0 = \frac{1}{5}, q_1 = \frac{1}{10}, q_2 = \frac{1}{5}, q_3 = \frac{1}{20}, q_4 = \frac{1}{20}$	L1, L3	10
	b	Apply all pairs shortest path algorithm for the given graph. 	L3	10

		<b>OR</b>																
Q. 6	a	State Traveling Salesperson Problem. For the given cost matrix, obtain the optimal cost tour for the travelling salesperson using Dynamic Programming.		L1, L3	10													
		$\begin{bmatrix} 0 & 10 & 15 & 20 \\ 5 & 0 & 9 & 10 \\ 6 & 13 & 0 & 12 \\ 8 & 8 & 9 & 0 \end{bmatrix}$																
	b	Solve the given instance of 0/1 Knapsack problem using Dynamic Programming. Given the capacity of Knapsack (m) = 8.		L3	10													
		<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Item</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>Weight</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> </tr> <tr> <td>Profit</td> <td>1</td> <td>2</td> <td>5</td> <td>6</td> </tr> </tbody> </table>				Item	1	2	3	4	Weight	2	3	4	5	Profit	1	2
Item	1	2	3	4														
Weight	2	3	4	5														
Profit	1	2	5	6														

**Module-4**

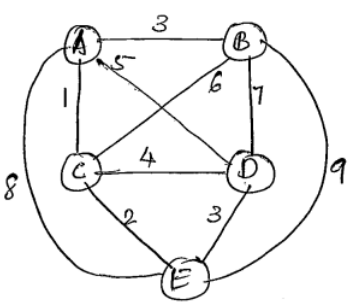
Q. 7	a	Apply Greedy method for the following instance of Knapsack problem, where Knapsack capacity (M) = 5.		L3	07												
		<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Item</th> <th>Weight</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>2</td> <td>\$12</td> </tr> <tr> <td>2</td> <td>1</td> <td>\$10</td> </tr> <tr> <td>3</td> <td>3</td> <td>\$20</td> </tr> <tr> <td>4</td> <td>2</td> <td>\$15</td> </tr> </tbody> </table>				Item	Weight	Value	1	2	\$12	2	1	\$10	3	3	\$20
Item	Weight	Value															
1	2	\$12															
2	1	\$10															
3	3	\$20															
4	2	\$15															
	b	Apply Dijkstra's algorithm to the given graph by considering 'a' as source.		L3	08												
	c	What is Job Sequencing with Deadlines problem? Explain.		L2	05												

**OR**

Q. 8	a	Define minimum cost spanning tree. Obtain a minimum cost spanning tree for the given graph using (i) Prim's Algorithm and (ii) Kruskal's Algorithm.		L1, L3	15
	b	Explain the concept of Reliability Design when devices are connected in series and parallel.		L2	05

**Module-5**

Q. 9	a	State and explain Cook's theorem.		L1, L2	05												
	b	Write a note on Non-deterministic algorithms.		L2	05												
	c	Obtain LC Branch and Bound solution to the given 0/1 Knapsack problem, which has a capacity of 15.		L3	10												
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Item</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>Weight</td> <td>2</td> <td>4</td> <td>6</td> <td>9</td> </tr> <tr> <td>Value</td> <td>10</td> <td>10</td> <td>12</td> <td>18</td> </tr> </tbody> </table>		Item			1	2	3	4	Weight	2	4	6	9	Value	10	10
Item	1	2	3	4													
Weight	2	4	6	9													
Value	10	10	12	18													

		OR		
Q. 10	a	Explain the following: (i) Class P (ii) Class NP (iii) NP Complete Problem (iv) NP Hard Problem.	L1, L2	10
	b	Solve the given traveling salesperson problem using Branch and Bound technique. 	L3	10

\*\*\*\*\*