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## IT-221-CBCS

## **B.E.**, III Semester

Examination, June 2020

## **Choice Based Credit System (CBCS) Analysis and Design of Algorithm**

Time: Three Hours

Maximum Marks: 60

*Note:* i) Attempt any five questions.

- ii) All questions carry equal marks.
- iii) Draw flow charts and diagram, where needed.
- 1. a) Define space complexity and time complexity.
  - b) How can we prove that Strassen's matrix multiplications advantageous over ordinary matrix multiplications?
- 2. a) What is minimum spanning trees? Explain in detail.
  - b) Consider three items along with their respective weights and values as;

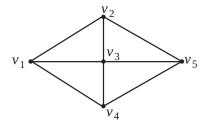
$$I = 10^{1}, I_2, I_3 > 10^{1} = <5, 4, 3 > 10^{1} = <6, 5, 4 > 10^{1}$$

The Knapsack has the maximum weight capacity W=7 fill the Knapsack according to greedy strategy such that it can have optimum value.

- 3. a) What is Reliability design using dynamic programming? Explain with example.
  - b) Solve the subset sum problem using Back tracking where n = 4, m = 18,  $w[4] = \{5, 10, 8, 13\}$ .

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- 4. a) Show that Hamiltonian cycle in NP complete.
  - b) Applying B backtracking technique to solve the 3 coloring problem for the graph shown below:

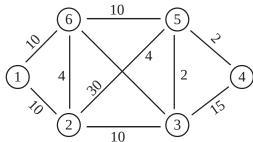


- 5. a) Differentiate between NP-Complete and NP hard problems.
  - b) Consider the travelling salesman on instance defined by cost matrix.

$$\begin{bmatrix} \infty & 7 & 3 & 12 & 8 \\ 3 & \infty & 6 & 14 & 9 \\ 5 & 8 & \infty & 6 & 18 \\ 9 & 3 & 5 & \infty & 11 \\ 18 & 14 & 9 & 8 & \infty \end{bmatrix}$$

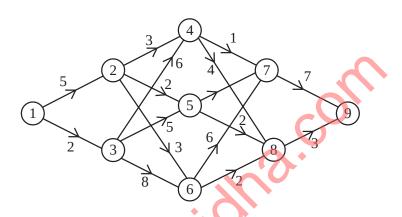
Obtain the reduced cost matrix and solve it.

- 6. a) What are "Queues"? Explain how to insert and delete an element from queue with suitable algorithm.
  - b) Find the Minimum cost spanning tree for the graph given below



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- 7. a) Create a B-tree for the following list of elements L = {86, 50, 40, 3, 94, 10, 70, 90, 110, 113, 116} given minimization factor = 3, minimum degree = 2 and maximum degree = 5.
  - b) Find a minimum cost path from 's' to 't' in multistage graph using dynamic programming.



- 8. Write short notes on:
  - a) Least cost search
  - b) Asymptotic notation
  - c) Huftman coding
  - d) Smary search

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