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## Question Paper Code: 50388

## B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2017

Third/Fourth Semester Computer Science and Engineering

CS 6402 – DESIGN AND ANALYSIS OF ALGORITHMS

(Common to Information Technology)

(Regulations 2013)

Time: Three Hours

Maximum: 100 Marks

## Answer ALL questions

PART - A

(10×2=20 Marks)

- 1. How to measure an algorithm's running time?
- 2. What do you mean by "Worst case-efficiency" of an algorithm?
- 3. Give the general plan of divide and conquer algorithms.
- 4. Write the advantages of insertion sort.
- 5. What does Floyd's algorithm do?
- 6. Define principle of Optimality.
- 7. What are Bipartite Graphs?
- 8. State extreme point theorem.
- 9. Explain promising and nonpromising node.
- (1). Differentiate feasible solution and optimal solution.

PART - B

 $(5\times13=65 \text{ Marks})$ 

11. a) Discuss the steps in Mathematical analysis for recursive algorithms. Do the same for finding the factorial of a number.

(OR)

- b) What are the Rules of Manipulate Big-Oh Expressions and about the typical growth rates of algorithms?
- 12. a) Explain the Bruteforce method to find the two closest points in a set of n points in k-dimensional space.

(OR)

b) Explain the working of Merge Sort Algorithm with an example.

## 50388

13. a) Explain the working of Prim's Algorithm.

(OR)

- b) Explain the Dijkstra's shortest path algorithm and its efficiency.
- 14. a) List the steps in Simplex Method and give the efficiency of the same.

(OR)

- b) What is stable marriage problem? Give the algorithm and analyze it.
- 15. a) Find the Optimal solution using Branch and Bound for the following assignment problem.

	Job1	Job 2	Job 3	Job 4
Α	9	2	7	8 4
В	6	4	3	7
$\mathbf{C}$	5	8	1	8
D	7	6	9	4

(OR)

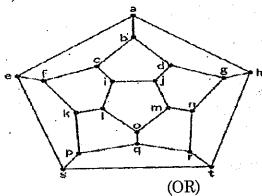
b) Give the methods for Establishing Lower Bounds.

$$PART - C$$

(1×15=15 Marks)

(Application/Design/Analysis/Evaluation/Creativity questions) (Case Study/Comprehensive questions)

16. a) Find a Hamiltonian circuit or disprove its existence in the graph given below.



- b) Explain the steps in Building a Huffman Tree. Find the codes for the alphabets given below according to the frequency.
  - (Space) 4

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A		2

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