



PART B — (5 × 16 = 80 marks)

11. (a) (i) Compare computational and space complexities of algorithms. Illustrate with examples. (6)
- (ii) Using pseudo code, describe Prim's algorithm for minimum spanning tree. (10)

Or

- (b) (i) Compare data structures used in breadth-first and depth-first algorithms. (4)
- (ii) Is it possible to convert breadth —first algorithm into shortest path algorithm? Explain with pseudo code. (12)
12. (a) (i) Show with illustrative example, how a layout with redundant space could be compacted. (8)
- (ii) What is the justification for longest path algorithm for DAGs? Explain. (8)

Or

- (b) (i) What are the critical and non-critical issues in compaction algorithms? Explain. (6)
- (ii) Compare Bellman-Ford and Liao-Wong algorithms. (10)
13. (a) (i) How placement of cells is done in building block layout style? Illustrate with example. (8)
- (ii) Describe briefly, the steps used in Kernighan-Lin algorithm. (8)

Or

- (b) (i) What are the important parameters in routing? Explain. (6)
- (ii) Describe with pseudo code, the left-edge algorithm used for channel routing. (10)
14. (a) (i) What is the data structure used for event-driven simulation? Explain. (6)
- (ii) Describe event-driven simulation with an example. (10)

Or

- (b) (i) What are the methods used to model signals at switch level simulation? (6)
- (ii) Describe switch level simulation with an example. (10)

15. (a) (i) What is ROBDD? Illustrate how reduction is achieved for the same. (8)
- (ii) Illustrate simple data flow for a short program segment. (8)

Or

- (b) (i) Compare mobility driven and force driven scheduling algorithms. (8)
- (ii) Describe high level synthesis with an example. (8)
-