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JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B.Tech II Year II Semester Examinations, May - 2016 DESIGN AND ANALYSIS OF ALGORITHMS
(Computer Science and Engineering)

(Computer Science and Engineering)

Time: 3 Hours Max. Marks: 75

Note:	This question paper contains two parts A and B. Part A is compulsory which carries 25 marks. Answer all Part B consists of 5 Units; Answer any one full question carries 10 marks and may have a, b, c as su	rt A. ach unit.				
	PART- A	(2:	5 Marks)			
1.a)	List the asymptotic notations.		[2]			
b) d)	Explain the time complexity of merge sort. Define graph.	******	[3] [2]:::	X X 6 X 6 X 6 X 6 X 6 X 6 X 6 X 6 X 6 X		
d)	Explain the properties of strongly connected components.	X X X	[3]	* * * **		
e)	Give brief description on greedy method.		[2]			
f)	What is multistage graph?		[3]			
g)	Write the applications of Branch and Bound problem.		[2]			
h)	What is sum of subsets problem? What is NP-Hard?	X	[3]	* * * * * * * * * * * * * * * * * * *		
j)	Explain non-deterministic algorithm.	THE MENT	[3]	ж » »•		
	PART-B	(50 I	Marks)		* * * * * * * * * * * * * * * * * * *	
: 2.a)	What is an algorithm? Explain its characteristics.	* ***	5***	:		
b)	Explain the strassen's matrix multiplication.	* * * * * * * * * * * * * * * * * * *	[5+5]	* * * * * * * * * * * * * * * * * * *		
	OR					
3.a)	Discuss about space complexity in detail.	I -	[5.5]		****	
b)	Write an algorithm for quick sort. Explain with an example	le.	[5+5]		* * * * * * * * * * * * * * * * * * *	
4:ä):	Describe Union and Find algorithms.	* * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * *		
4:a): b)	Explain the Br3 algorithm with example.	* * * * *	[5+5]	* * * * *		
5	OR	1.1				
5.a) b)	Write a nonrecursive algorithm for preorder traversal of a binary tree T. Explain game tree with an example. [5+5]					
U)	Explain game tree with an example.		[3+3]		* ×**	
6.a) b)	Write a greedy algorithm to the job sequencing with dead	linės.	* * * * * * * * * * * * * * * * * * *	X		
b)	Define merging and purging rules in 0/1 knapsack problem	m. **	[5+5]	x x x+		
7.0)	OR Differentiate between greedy method and dynamic progra	mmina				
7.a) b)	Explain the Kruskal's algorithm with an example.	iiiiiiiig.	[5+5]			
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8	Draw the portion of the state space tree generated by I	CBB for the	following	X * X X X X X X X X X X X X X X X X X X		
	instances: n=5 m=12 (P ₁ P ₂) = (10 15 6 8 4) (w ₁ w ₂)	- (4 6 3 4 2)	[10]			
n=5, m=12, $(P_1, P_5) = (10, 15, 6, 8, 4) (w_1, w_5) = (4, 6, 3, 4, 2)$ [10] OR						
9.a)	Describe Backtracking technique to m-coloring graph.				× × × ×	
	D ' Cl x . 46x'	* * * * * * * * * * * * * * * * * * *	[5+5]	* * * * X K		
* × * *			* * * * * * * * * * * * * * * * * * *	* × * *		

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10.a 11.a b	Explain the sa	Explain the classes of NP-Hard and NP-Comp Explain the satisfiability problem. OR Explain the strategy to prove that a problem is Explain the non-deterministic sorting problem.			[5+3] [5+5]	K9			
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