DESIGN METHODS AND ANALYSIS OF ALGORITHMS (INFORMATION TECHNOLOGY)

III B.Tech - I Semester – Regular Examinations - December 2016

Duration: 3 hours

Code: IT5T2

Max. Marks: 70

PART - A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

- a) How is amortized efficiency different from the regular efficiency?
- b) Mention the methods of specifying an algorithm.
- c) Define Brute force approach and mention few brute force algorithms.
- d) Differentiate the sequential and brute force searching process.
- e) What is Decrease and Conquer Technique? Give some algorithms of this technique.
- f) Write algorithm for Insertion sort.
- g) Define Greedy Technique
- h) Define All-Pairs Shortest path problem.
- i) What is minimum cost spanning tree?
- j) Draw decision tree for 3-element insertion sort.
- k) What is Hamiltonian Circuit problem?

PVP 14

PART - B

Answer any *THREE* questions. All questions carry equal marks. $16 \ge 3 = 48 \text{ M}$

2. a) Given a specific problem interpret the typical steps with a legible flowchart for "Designing and analysis of its algorithm".8 M

b) List in an organized order the Basic efficiency classes.

8 M

- 3. a) Exemplify the Brute force String matching with the string "NO BODY NOTICED HIM". 10 M
 - b) With appropriate example explain Knapsack Problem with exhaustive search.6 M
- 4. a) Write pseudocode of Quick sort and mention the best, worst and average time complexities.8 M
 - b) With neat diagrams and algorithm for Bottom-Up-Construction, construct the heap for {2,9,7,6,5,8}.8 M
- 5. a) Solve Dijkstra's algorithm for a graph with at least 5 nodes. 8 M

- b) Discuss difference between Prim's and Kruskal's algorithm in detail with examples.8 M
- 6. a) With appropriate example explain Knapsack problem using Branch and Bound technique.10 M
 - b) Solve Subset-sum problem instance S={3,5,6,7} and d=15 using backtracking and draw the state space tree.
 6 M