



BRAINWARE UNIVERSITY

Course – MCA

Algorithm Analysis (MCA302)

(Semester – 3)

Time allotted: 3 Hours

Full Marks: 70

[The figure in the margin indicate full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group –A

(Multiple Choice Type Questions)

10 x 1 = 10

1. *Choose the correct alternative from the following*
 - (i) Which of the following algorithm design technique is used in quick sort algorithm?
 - a. Dynamic programming
 - b. Backtracking
 - c. Divide and Conquer
 - d. Greedy method
 - (ii) Kruskal's algorithm uses _____.
 - a. edge
 - b. vertex
 - c. edge, edge
 - d. none of these
 - (iii) Complexity of the recurrence relation $T(n) = 8T(n/2) + n^2$ is
 - a. $O(n)$
 - b. $O(n^2)$
 - c. $O(\lg n)$
 - d. $O(n^3)$
 - (iv) Ω -notation provides an asymptotic
 - a. upper bound
 - b. lower bound
 - c. one that is sandwiched between the two bounds
 - d. none of these
 - (v) If $f(n) = 2n^2 + 3n + 1$ then
 - a. $f(n) = O(n^2)$
 - b. $f(n) = \Theta(n^2)$
 - c. $f(n) = \Omega(n^2)$
 - d. none of these

- (vi) If $f(n) = \Theta(g(n))$ and $g(n) = \Theta(h(n))$, then
- $f(n) = \Theta(h(n))$
 - $f(n) = O(h(n))$
 - $f(n) = \Omega(h(n))$
 - none of these
- (vii) Which of the following standard algorithm is not a greedy algorithm?
- Dijkstra's algorithm
 - Prim's algorithm
 - Kruskal's algorithm
 - Bellman Ford Shortest path algorithm
- (viii) The time complexity of Strassen's algorithm for matrix multiplication is
- $\Theta(n)$
 - $\Theta(n^3)$
 - $\Theta(n^2)$
 - $\Theta(n^{2.81})$
- (ix) In $T(n) = aT(n/b) + f(n)$, a refers to
- Size of sub problem
 - No. of sub problems
 - Time to combine solutions
 - none of these
- (x) Time complexity for the Floyd's algorithm to find all pairs shortest path of a graph G with V vertices and E edges using dynamic programming method is
- $O(V^2)$
 - $O(E^2)$
 - $O(V^3)$
 - $O(E^3)$

Group – B

(Short Answer Type Questions)
(Answer any *three* from the following)

3 x 5 = 15

- Apply backtracking technique to solve N-queen's problem. Explain the procedure with required algorithm considering a suitable value of N . [5]
- Solve the knapsack problem using greedy strategy for given condition: number of objects (n) = 3, knapsack capacity (m) = 20, profits (p_1, p_2, p_3) = (25, 24, 15) and weights (w_1, w_2, w_3) = (18, 15, 10).
Which type of knapsack problem cannot be solved using greedy strategy? [4 + 1]
- Explain 15-puzzle problem using branch and bound method. Draw a portion of the state space tree generated by it. [5]

5. Define Big-O notation.

Show that $\log n! = O(n \log n)$.

[2+3]

6. Discuss Bellman-Ford algorithm to solve single source shortest path problem on a weighted directed graph.

[5]

Group – C

(Long Answer Type Questions)
(Answer any *three* from the following)

3 x 15 = 45

7. (a) Find the optimal number of scalar multiplications needed to compute the following matrix chain product using dynamic programming.

$A(4 \times 10) * B(10 \times 3) * C(3 \times 12) * D(12 \times 20) * E(20 \times 7)$

[7]

(b) Find the optimal parenthesization for the above matrix chain product. Write down the algorithm for the above procedure.

[8]

8. (a) State the Master theorem.

[5]

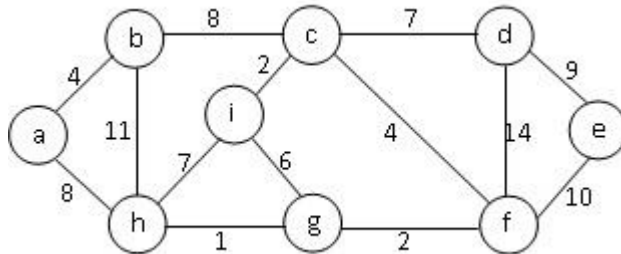
(b) Solve the following recurrences using Master theorem:

(i) $T(n) = T(2n/3) + 1$

(ii) $T(n) = 3T(n/4) + n \log n$

[5+5]

9. (a) Using Prim's algorithm find out the minimum spanning tree from the given graph.



[8]

(b) Analyze the complexity of the above algorithm.

[2]

- (c) Differentiate between dynamic programming and divide and conquer approaches. [5]
10. (a) Write the Knuth-Morris-Pratt algorithm for pattern matching. [5]
- (b) Apply KMP algorithm for the pattern $p = \text{"ababaca"}$ and string $s = \text{"bacbabababacaab"}$. Show each step. [7]
- (c) What is the difference between Naïve algorithm and KMP algorithm? [3]
11. Write the short notes on *any three* of the following: [3 x 5]
- (a) Recursion tree
- (b) Strassen's matrix multiplication
- (c) Relation between P class, NP class, co-NP class, NP hard and NP complete class.
- (d) Merge sort
- (e) Graph coloring problem