



LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.Sc. DEGREE EXAMINATION – COMPUTER SCIENCE

SECOND SEMESTER – APRIL 2014

CS 2818/2824 - DESIGN & ANALYSIS OF ALGORITHMS

Date : 01/04/2014
Time : 09:00-12:00

Dept. No.

Max. : 100 Marks

Section – A (10 X 2 = 20 Marks)

Answer all Questions

1. Define an Approximate and exact algorithm.
2. When we can say a sorting algorithm is stable?
3. Define Pivot element.
4. What do you mean by weight of a tree?
5. Define Brute Force Approach
6. What do you mean by back edge and cross edge?
7. What do you mean by optimal solution?
8. Define state space tree.
9. When we can say an algorithm solves the problem in Polynomial time?
10. Define Bin Packing.

Section – B (5 X 8 = 40 Marks)

Answer all Questions

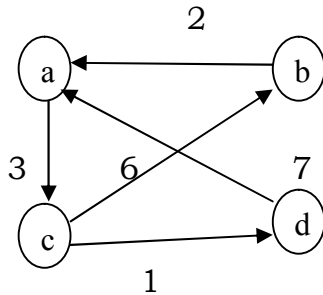
- 11 a). Explain the steps involved in Algorithm design and analysis process.
Or
b). Write about the notations used for analysis of algorithm efficiency.
- 12 a). Explain Binary Search with an example.
Or
b). Describe about Prim's algorithm
- 13 a). Design an algorithm for solving Knapsack Problem using greedy technique.
Or
b). Explain about Breadth First Search algorithm
- 14 a). Explain how to solve 4-Queen problem using backtracking?
Or
b). Explain in detail about Traveling salesman problem.
- 15 a). Write about P , NP and NP complete problems.
Or
b). Write about the twice around the tree algorithm.

Section – C (2 X 20 = 40 Marks)

Answer any TWO Questions

- 16 a). Explain in detail about mathematical analysis of Fibonacci Series.
- b). Write the algorithm and explain the following with an example.
- i) Merge sort
 - ii) Quick sort

- 17 a). Apply the Floyd's algorithm to the following graph and explain it



- b) How to Apply the branch and bound technique to solve the Assignment problem? Write the algorithm and explain it.
- 18 a). Explain with an example the approximation algorithm to solve Knapsack Problem.
- b). Write an algorithm and apply it to construct the optimal Binary search tree for the following data
- | Key | A | B | C | D |
|-------------|-----|-----|-----|-----|
| Probability | 0.1 | 0.2 | 0.4 | 0.3 |
