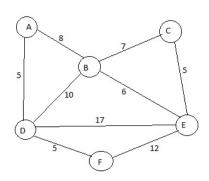
Seat No.:	Enrolment No.
-----------	---------------

GUJARAT TECHNOLOGICAL UNIVERSITY

BE - SEMESTER-VIII EXAMINATION - WINTER 2015

Subject Code:181604 Subject Name: Design and Analysis of Algorithm Time: 2:30pm to 5:00pm Instructions:											Date:12/12/2015	
											Total Marks: 70	
	2.	Attempt a Make sui Figures to	table	assur	nptio				essar	.		
Q.1	(a)	Explain Insertion sort algorithm. Derive the algorithmic complexity in Best case, worst case and Average case analysis.										
	(b)	·										07
Q.2	(a)	method 1. $T(n)=8T(n/2) + n$										07
	(b)	2. $T(n)=6T(n/4) + n^2logn$ What is divide and conquer technique? Apply this method to find multiplication of integers 3945 and 1224.									07	
	(b)	OR										07
Q.3	(a) Explain Binary search algorithm with divide and conquer strategy and us recurrence tree to show that the solution to the binary search recurrence r										07	
 Θ(logn). (b) Give the properties of Heap Tree. Sort the following data with 75, 5, 55, 25, 30, 90, 45, 80. 										ta with Heap Sort Method: 65,	07	
Q.3	(a)	OR (a) Solve the following Knapsack Problem using Greedy Algorithm The capacit knapsack is W=18 Items 1 2 3 4 5 6 7 8									Algorithm The capacity of	07
		Weights Value	5 20	2 6	3 14	6 18	4 16	2	3	2 4		
	(b)	Using greedy algorithm find an optimal schedule for following jobs with n=6 profits: (P1,P2,P3,P4,P5,P6) = (4,6,20,25,8,18) and deadline :(d1,d2,d3,d4,d5,d6) = (1,3,3,4,1,2)									07	
Q.4	(a)	Write Dijk problem fo		_							I single source shortest path a source.	07



(b) Using dynamic programming find an optimal parenthesization of a matrix chain **07** product whose sequence of dimension is {13,5,89,3,34} Using dynamic programming algorithm determine an Longest Common Sequence **Q.4 07** of S1="wxxwyzyx" and S2="xyzxxywwz". Describe an assembly line scheduling problem and give dynamic programming 07 algorithm to solve it. Discuss how 8-queen problem can be solved using backtracking. Q.5 07 (a) Explain finite automata for string matching. 07 **(b)** Explain Backtracking with Knapsack problem. **Q.5** 07 Explain use of Branch & Bound Technique for solving Assignment Problem. 07
