

**Q1a.** What is the *value of count[]* of the following pseudo-code fragment when  $n=2$ :

1. For  $i = 1$  to  $n$  do
  2.    Count[j] = 0;
  3. For  $i = 1$  to  $n$  do
  4.    For  $k = 1$  to 3 do
  5.      For  $j = i$  downto 1 do
  4.        Count[j]++;
- [5]

**Q1b.** Compute the asymptotic time complexity in the above code fragment in terms of  $n$ .  
[5]

**Q1b.** Explain the asymptotic space complexity in the above code fragment. [5]

**Q1c.** Explain the asymptotic time complexity in terms of  $n$  of the following pseudo-code fragment: [5]

1. For  $i = 1$  to  $n$  do
2.    For  $j = 1$  to 5 do
3.      Count[j]++;

**Q2.** Write a linear algorithm for merging three input list of sorted numbers. [20]

**Q3.** Write an algorithm for the following problem

INPUT: A list of numbers  $L$ , and a key  $k$  from that list  $L$ .

OUTPUT: A list of numbers  $O$ , such that all numbers are from  $L$ ,  $O[j] = k$ , and for all  $i$ ,  $i < j$  implies  $O[i] \leq k$ , and  $i > j$  implies  $O[i] \geq k$ . [20]

Answer briefly (1 or 2 lines each)

[20]

**Q4a.** Can *Depth First Traversal* on a finite graph produce a spanning tree?

**Q4b.** Is it possible that the output  $T$  of a minimum-spanning-tree algorithm for an input weighted undirected graph  $G$  has less than  $n-1$  number of arcs in  $T$ ? Explain your answer very briefly.

**Q4c.** Does each iteration of the quicksort algorithm divides the input problem into two equal halves?

**Q4d.** In a city highway system we would like to know what is the shortest distance for connecting all addresses by a network without having any duplicate path between any pairs of addresses. Mention how the problem will be solved. You need not write the algorithm.

**Q4e.** Explain briefly the following statement: A problem  $P$  is in NP-class, but neither NP-complete nor in P-class.

**Q5a.** Show the computation of the optimal profit for a 0-1 knapsack problem, with a knapsack of limit 9kg, by filling the following table corresponding to the Dynamic Programming algorithm. The following is the input list of objects.

{O1(5kg, \$3), O2(3kg, \$30), O3(6kg, \$14), O4(8kg, \$47)}. [20]

[To remind you the recurrence:  $P(n,m) = \max\{P(n-1, m), p_n+P(n-1, m - w_n)\}$ , for  $w_n > m$ , Otherwise  $P(n,m) = P(n-1, m)$ . Initialization:  $P(n,m)=0$  for  $n=0$ , or  $m=0$ .]

| w->   | 0 | 1        | 2 | 3  | 4  | 5  | 6  | 7  | 8  | 9        |
|---|---|----------|---|----|----|----|----|----|----|----------|
| {}  | 0 | 0        | 0 | 0  | 0  | 0  | 0  | 0  | 0  | 0        |
| {O <sub>1</sub> }   | 0 | 0        | 0 | 0  | 0  | 3  | 3  | 3  | 3  | 3        |
| {O <sub>1</sub> O <sub>2</sub> }                                    | 0 | 0        | 0 | 30 | 30 | 30 | 30 | 30 | 33 | 30       |
| {O <sub>1</sub> O <sub>2</sub> O <sub>3</sub> }                     | 0 | <u>0</u> | 0 | 30 | 30 | 30 | ?  | ?  | ?  | <u>?</u> |
| {O <sub>1</sub> O <sub>2</sub> O <sub>3</sub> O <sub>4</sub> }<br>} | ? | ?        | ? | ?  | ?  | ?  | ?  | ?  | ?  | ?        |