

Comp- U218-121 (T2)
IT- U218-141 (T2)

Total No. of Questions – [04]

Total No. of Printed Pages 30

OCTOBER 2018/ IN-SEM (T2)

S. Y. B. TECH. (COMPUTER ENGINEERING/ INFORMATION TECHNOLOGY),

(SEMESTER - I)

COURSE NAME: DISCRETE STRUCTURES & GRAPH THEORY

COURSE CODE: CSUA21171/ ITUA21171

(PATTERN 2017) Marking Scheme

Time: [1 Hour]

[Max. Marks: 30]

Q.1)	a)	Apply Each step 1 m	3
Q.1)	b)	Analyze Each sub question 2 marks 1 mark for determining Hamilton circuit existence and 1 mark for circuit or reason for non-existence	3
Q.1)	c)	Apply Each sub question 2 marks 1 mark for chromatic number and 1m for justification	3
		OR	
Q.2)	a)	Analyze Each sub question 2 marks 1 mark for determining Euler circuit/ path existence and 1 mark for circuit/ path or reason for non-existence	3
	b)	Apply Each sub question 3 marks, 1 mark for criteria of isomorphism, 2 mark 1-to-1 vertex mapping	3
	c)	Apply Each sub question 2 marks	3
Q.3)	a)	Analyze 5 marks for Huffman coding, 1 m for average number of bits	4
Q.3)	b)	Analyze 2 marks for each sub question	4
Q.3)	c)	Apply 4 marks for spanning tree using DFS	4
		OR	
Q.4)	a)	Analyze 1 mark for each step in MST, 1 mark for total cost	4
Q.4)	b)	Apply Each traversal 2 marks	4
Q.4)	c)	Apply Binary expression tree 2 marks, Polish notation 2 marks	4

Comp-V218-121 (T2)
IT-V218-141 (T2)

Total No. of Questions - [04]

Total No. of Printed Pages 5

G.R. No.

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S. Y. B. TECH. (COMPUTER ENGINEERING/ INFORMATION TECHNOLOGY)

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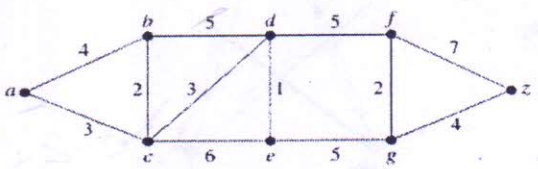
COURSE CODE: CSUA21171/ ITUA21171

(PATTERN 2017)

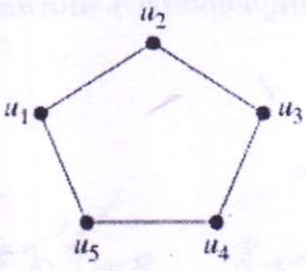
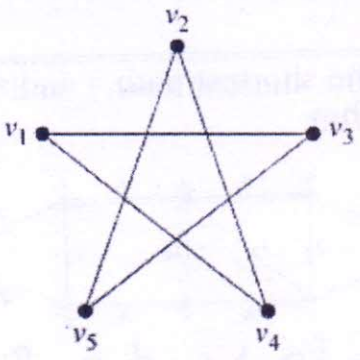
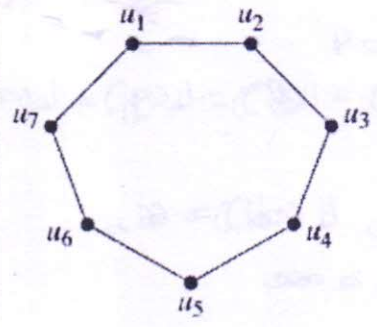
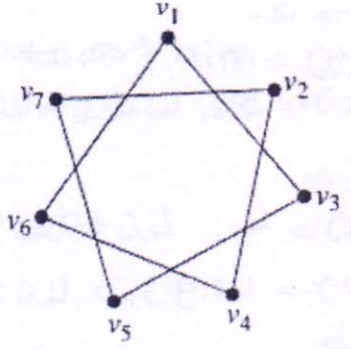
Model Answer

Time: [1 Hour]

[Max. Marks: 30]

Q.1)	a) Find the shortest path a and z using Dijkstra's shortest path algorithm  $T = \{a, b, c, d, e, f, g, z\}$ $P = \{\phi\}$ $v = a$ $L(b) = \min\{\infty, 0+4\} = 4$ $L(c) = 3, L(d) = L(e) = L(f) = L(g) = L(z) = \infty$ $v = c$ $L(b) = 4, L(e) = 9, L(d) = 6,$ $L(f) = L(g) = L(z) = \infty$ $v = b$ $L(d) = 9, L(e) = 9, L(f) = \infty$ $L(g) = \infty, L(z) = \infty$ $v = d$ $L(e) = 9, L(f) = 14, L(g) = \infty, L(z) = \infty$ $v = e$ $L(f) = 14, L(g) = 14, L(z) = \infty$ $v = f$ $L(g) = 14, L(z) = 21$ $v = g$	[06]
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$L(z) = 18$

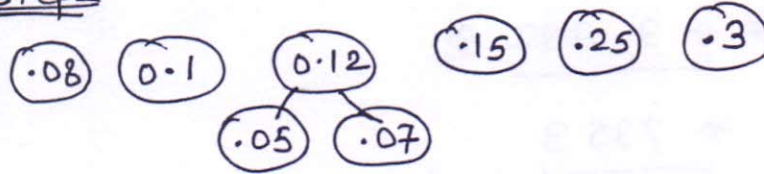
Q.1)	b)	i) a, b, c, d, e, a is a Hamilton circuit. ii) No Hamilton circuit exists, because once a purported circuit has reached e it would have nowhere to go. iii) No Hamilton circuit exists, because every edge in the graph is incident to a vertex of degree 2 and therefore must be in the circuit	[06]
Q.1)	c)	i) 2 ii) 3	[04]
OR			
Q.2)	a)	i) No Euler circuit but a Euler Path; $a, e, c, e, b, e, d, b, a, c, d$ ii) Euler Circuit $a, b, c, d, c, e, d, b, e, a, e, a$ iii) Euler Circuit $a, i, h, g, d, e, f, g, c, e, h, d, c, a, b, i, c, b, h, a$	[06]
	b)	i) Isomorphic   ii) Isomorphic  	[06]
	c)	$r = e - v + 2$ i) $v = 8$ Degree of each vertex is 3 $2e = \text{sum of degree} = 8 \times 3 = 24$ $e = 12$ $r = e - v + 2 = 12 - 8 + 2 = 6$ ii) $2e = 6 \times 4 = 24$ $e = 12$ $r = e - v + 2 = 12 - 6 + 2 = 8$	[04]
Q.3)	a)	Use Huffman coding to encode these symbols with given frequencies: A: 0.10, B: 0.25, C: 0.05, D: 0.15, E: 0.30, F: 0.07, G: 0.08. What is the average number of bits required to	[06]

encode a symbol?

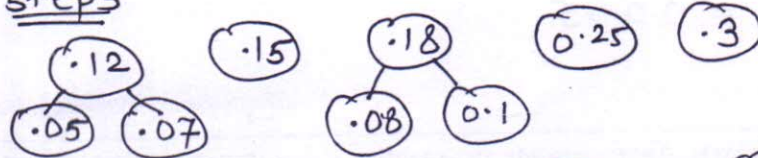
Step 1



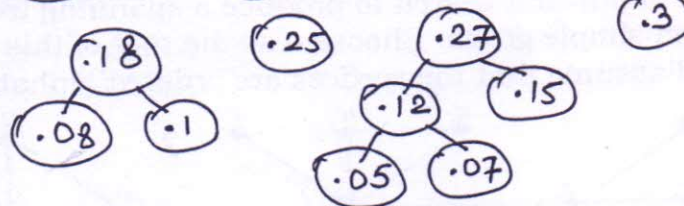
Step 2



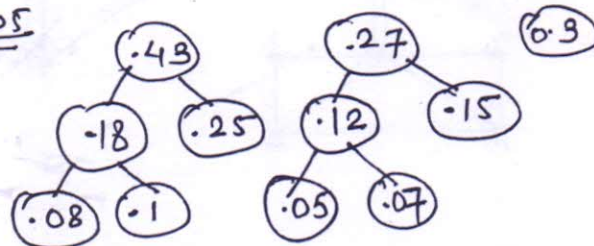
Step 3



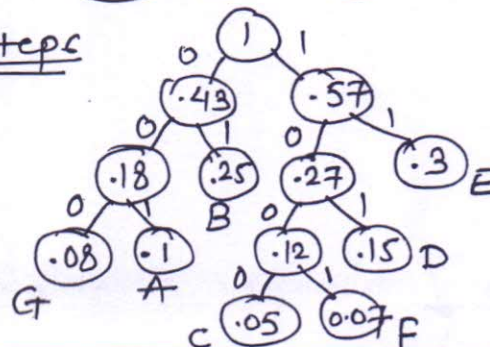
Step 4



Step 5



Step 6



Average No. of bits = $0.08 \times 3 + 0.1 \times 3 + 0.25 \times 2 + 0.05 \times 4 + 0.07 \times 4 + 0.15 \times 3 + 0.3 \times 2 = 2.57 \text{ bits.}$

Q.3) b) What is the value of each of these prefix expressions?

i) $+-\uparrow 32\uparrow 23/6-42$

ii) $*+3+3\uparrow 3+333$

$+-\uparrow 32\uparrow 23/6-42$

$+-\uparrow 32\uparrow 23/62$

$+-\uparrow 32\uparrow 233$

$+-\uparrow 3283$

$+-983$

$+13$

$= 4$

[04]

ii) $* + 3 + 3 \uparrow 3 + \underline{333}$

$$* + 3 + 3 \uparrow \underline{3 \ 6 \ 9}$$

$$* + 3 + 3 \quad 729 \quad 3$$

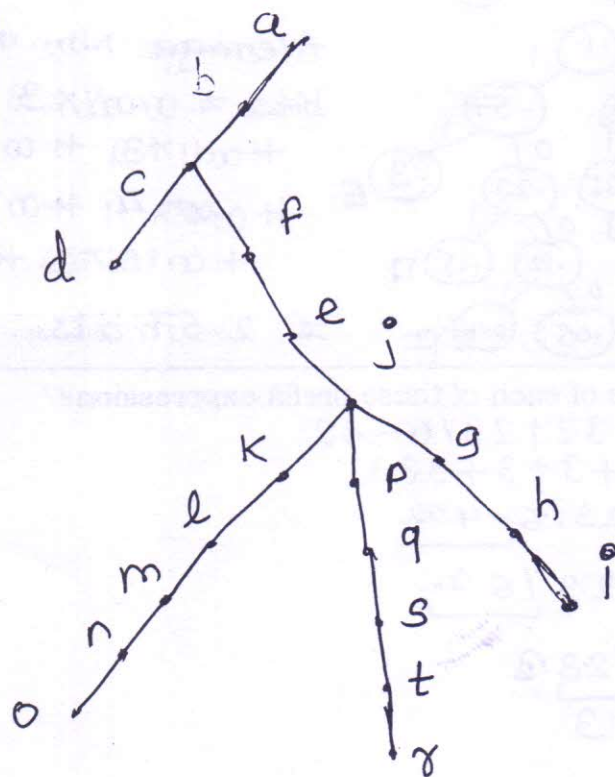
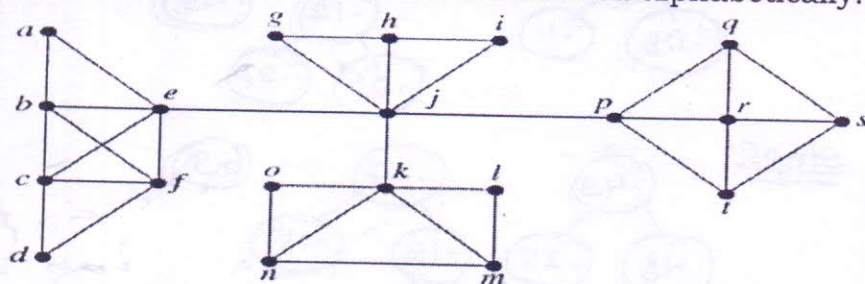
$$* + 3 \quad 732 \quad 3$$

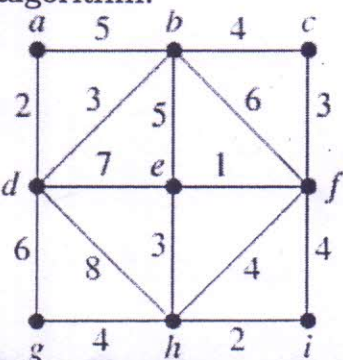
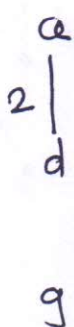
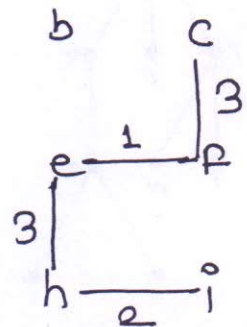
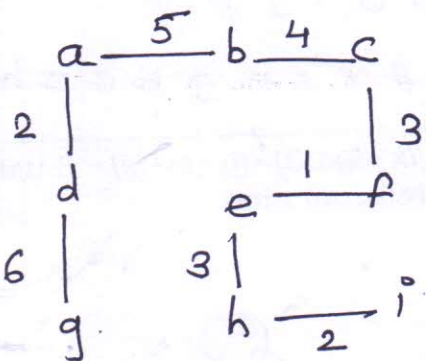
* 7353

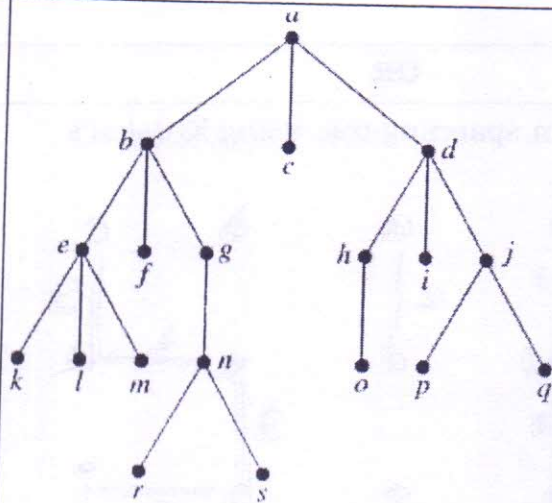
$$= 2205.$$

Q.3)	c)	Use depth-first search to produce a spanning tree for the given simple graph. Choose a as the root of this spanning tree and assume that the vertices are ordered alphabetically.
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[04]



OR			
Q.4)	a)	Construct a minimum spanning tree using Kruskal's algorithm.   	[06]
		 cost of mininum spanning Tree = $6 + 2 + 5 + 4 + 3 + 1 + 3 + 2$ $= 26.$	
Q.4)	b)	Determine the order in which a pre-order and post-order traversal visits the vertices of the given ordered rooted tree.	[04]



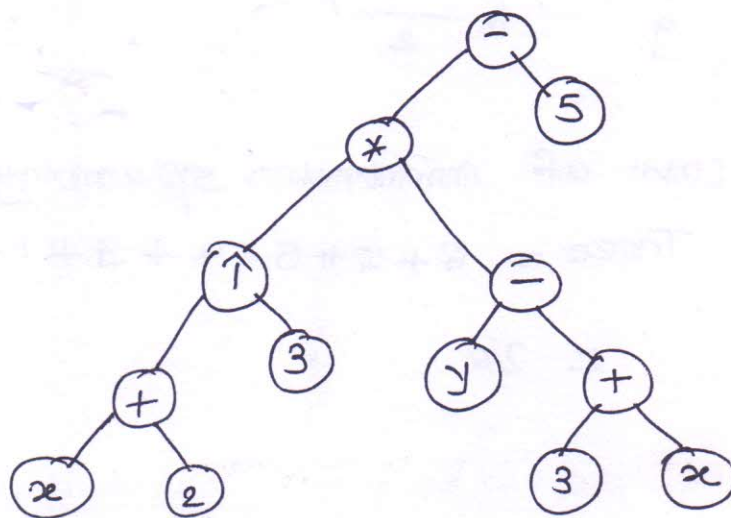
Preorder = u b e k l m f g n r s c
d h o i j p q

Postorder = k l m e f r s n g b c o h i p q j d u

Q.4)

c) Represent the expression $((x+2) \uparrow 3) * (y - (3+x)) - 5$ using a binary tree and write its prefix notation

[04]



Prefix notation = $- * \uparrow + x 2 3 - y + 3 x 5$