

Instructions: All questions are compulsory. Use of non-programmable scientific calculator is allowed.

- Q.1** (a) Write an algorithm of unrestricted search method with fixed step size. Also, Discuss its graphical representation. (07)
- (b) Write an algorithm of Golden Section Search Technique. (07)
State (any two) difference between Golden Section search method and Fibonacci search method.
- OR**
- (a) Explain Exhaustive Search technique for minimization problems by using its graphical representation. (07)
- (b) Using Fibonacci search method, find the minimum for the function (07)
 $f(x) = x(x - 1.5)$ in the interval $[0,1]$ within the interval of uncertainty 0.25 of the initial interval of uncertainty.
- Q.2** (a) Explain in brief Interior and Exterior penalty functions. Explain an algorithm of Exterior penalty function method. (07)
- (b) Write an algorithm of Steepest Descent (Cauchy) Method. (07)
Determine the minimum of the given function
 $f(x_1, x_2) = x_1 - x_2 + 2x_1^2 + 2x_1x_2 + x_2^2$ using steepest descent method with initial guess $x_0 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$
- OR**
- (a) State Conjugate Gradient method (Fletcher-Reeves) and its algorithm. (07)
Using Conjugate Gradient Method, determine the minimum of the given function
 $f(x_1, x_2) = x_1 - x_2 + 2x_1^2 + 2x_1x_2 + x_2^2$ with initial guess $x_0 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$.
- (b) Write an algorithm of Newton's method. (07)
Determine the minimum of the given function
 $f(x_1, x_2) = x_1 - x_2 + 2x_1^2 + 2x_1x_2 + x_2^2$ using Newton's method with initial guess $x_0 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$.
- Q.3** (a) Explain Genetic Algorithm with flow chart and its operators. Also, discuss its basic terminology: population, chromosomes, gene, allele, genotype and phenotype. (07)

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- (b) Find the minimum of the function $f(x_1, x_2) = x_1 - x_2 + 2x_1^2 + 2x_1x_2 + x_2^2$ by using Univariate method. (Use $\epsilon = 0.01$) (07)

OR

- (a) Find the minimum of the function $f(x_1, x_2) = x_1 - x_2 + 2x_1^2 + 2x_2x_1 + x_2^2$ by using Hooke-Jeeves method, starting from the point $X_1 = (0,0)^T$. Take $\Delta x_1 = \Delta x_2 = 0.8$ (Perform only one iteration) (07)

- (b) State Nelder-Mead's Search method (Simplex Search Method). Explain its operators (Reflection, Expansion, Contraction and Shrink) with graphical representation. (07)

- Q.4 (a) State Master method for solving recurrences. Using Master's method find the worst time complexity of the recurrence $T(n) = T\left(\frac{n}{2}\right) + c$ (07)

- (b) Define Growth of Functions. Define the Asymptotic Notations: Big-oh (O), Big-Omega (ω), Big-Theta (θ) with its graphical representation. (07)

OR

- (a) Define NP-Complete and NP-Hard problems. Explain with diagram the concept of P, NP, NP-Complete and NP-Hard. (07)

- (b) What is Clique? Prove that Clique decision problem is NP-complete. (07)

- Q.5 Attempt any SEVEN out of TWELVE: (14)

- (1) State Unimodal function. State its types.
- (2) What is the worst-case complexity (time) of Selection sort and Merge-sort?
- (3) Draw a flowchart of the optimal design procedure.
- (4) State Exploratory and Pattern move used in Hooke-Jeeves Search Method.
- (5) State (only) Vertex Covering Problem?

- (6) What is the time complexity of the following code:

```
def func(n):  
    for i in range (n):  
        for j in range (n):  
            print (i, j)
```

- A. $O(n)$
- B. $O(n \log n)$
- C. $O(n^2)$
- D. $O(n^3)$

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- (7) State in brief: Parabolic penalty function and Infinite Barrier penalty function.
- (8) Explain in brief: Crossover and Mutation operator in Genetic Algorithm.
- (9) Which of the following sorting algorithms is based on Divide and Conquer algorithmic approach?
- A. Bubble sort
 - B. Selection Sort
 - C. Insertion sort
 - D. Quick sort
- (10) State (only) Cook's Theorem.
- (11) What is the worst-case time complexity of Strassen method?
- A. $O(n^3)$
 - B. $O(n \log n)$
 - C. $O(n^{\ln 7})$
 - D. $O(\log n)$
- (12) Which of the following asymptotic notations holds the property of Reflexivity, Symmetry and Transitivity?
- A. Big Oh notations
 - B. Big Theta notations
 - C. Big Omega notations
 - D. Small Oh notations
