

$\mathbf{MODULE}-\mathbf{I}$

- 1. (a) Elaborate the adjacency matrix in a graph. Explain how is it used to represent graph connectivity? [BL: Understand] CO: 1|Marks: 7]
 - (b) Mention the basic conditions to be satisfied for two graphs to be isomorphic. Are the two graphs shown in Figure 1 are isomorphic? Justify with valid reasons [BL: Apply] CO: 1|Marks: 7]

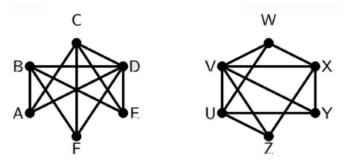


Figure 1

$\mathbf{MODULE}-\mathbf{II}$

2. (a) Outline the concept of cuts in graphs, including cut vertices and cut edges, with examples.

[BL: Understand] CO: 2|Marks: 7]

(b) Consider a weighted directed graph G with 4 vertices and the following adjacency matrix repre-

senting the graph: A= $\begin{bmatrix} 0 & 3 & \infty & 5 \\ \infty & 0 & 1 & \infty \\ \infty & \infty & 0 & 2 \\ \infty & \infty & \infty & 0 \end{bmatrix}$ Use the Floyd-Warshall algorithm to find the shortest

paths between all pairs of vertices in the graph G. [BL:

[BL: Apply| CO: 2|Marks: 7]

$\mathbf{MODULE}-\mathbf{III}$

3. (a) Compare and contrast Eulerian paths/cycles with Hamiltonian paths/cycles. [BL: Understand] CO: 3|Marks: 7] (b) A traveling salesperson needs to visit 5 cities (A, B, C, D, E) and return to the starting city. The distances between the cities are given as follows:

- A to B: 10 units
- A to C: 15 units
- A to D: 20 units
- A to E: 25 units
- B to C: 35 units
- B to D: 30 units
- B to E: 20 units
- C to D: 25 units
- C to E: 30 units
- D to E: 15 units

Find the shortest possible route that visits each city exactly once and returns to the starting city using the nearest neighbor algorithm. [BL: Apply] CO: 3|Marks: 7]

4. (a) Explain how does the railway network connector problem apply to real-world scenarios.

[BL: Understand] CO: 4|Marks: 7]

(b) Consider a connected undirected graph G with 6 vertices and the following set of edges: E=(1,2),(1,3),(2,3),(2,4),(3,4),(3,5),(4,5),(4,6),(5,6)Use Kruskal's algorithm to find the minimum spanning tree (MST) of the graph G.

[BL: Apply] CO: 4|Marks: 7]

$\mathbf{MODULE}-\mathbf{IV}$

- 5. (a) Summarize about directed paths, tournaments, and cycles in directed graphs, emphasizing their characteristics. [BL: Understand] CO: 5|Marks: 7]
 - (b) Given a set of directed graphs, identify DAGs and propose algorithms for topological sorting to solve real-world problems like sentence ordering. [BL: Apply] CO: 5|Marks: 7].
- 6. (a) Describe in detail about connectivity and strongly connected digraphs. Distinguish between cyclic and acyclic graphs [BL: Understand] CO: 5|Marks: 7]
 - (b) Build a connected graph G and find two spanning trees T_1 and T_2 of G such that the distance $(T_1, T_2) = 3$. Find the branch set, chord set, rank and nullity of T_1 . [BL: Apply] CO: 5[Marks: 7]

$\mathbf{MODULE}-\mathbf{V}$

- 7. (a) Discuss Euler's formula and Tutte's conjecture in the context of planar embeddings of trees and graphs. [BL: Understand| CO: 6|Marks: 7]
 - (b) Explore and present real-world applications of Kuratowski's Theorem, delving into how its principles can be employed to solve practical non-planarity challenges in different contexts.

[BL: Apply| CO: 6|Marks: 7]

- 8. (a) Elaborate the detection of planarity in graphs, distinguishing between combinational and geometric graphs. [BL: Understand] CO: 6|Marks: 7]
 - (b) Analyze and justify why K_5 and $K_{3,3}$ cannot be drawn in a plane without edge crossings.

[BL: Apply] CO: 6|Marks: 7]