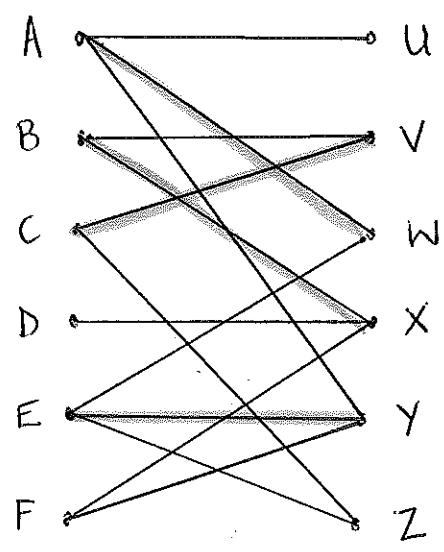


Jan '06

1a)



b)

$$D - X + B - V + C - Z$$

$$F - Y + E - W + A - U$$

- AU
- BV
- CZ
- DX
- EW
- FY

2)

<u>18</u>	23	12	7	26	19	16	24
<u>12</u>	7	16	(18)	<u>23</u>	26	19	24
7	(12)	16	(18)	19	(23)	<u>26</u>	24
(7)	(12)	(16)	(18)	(19)	(23)	24	(26)

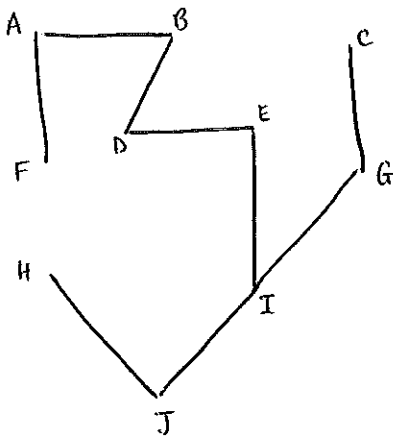
3ai) 9

ii)  $n-1$

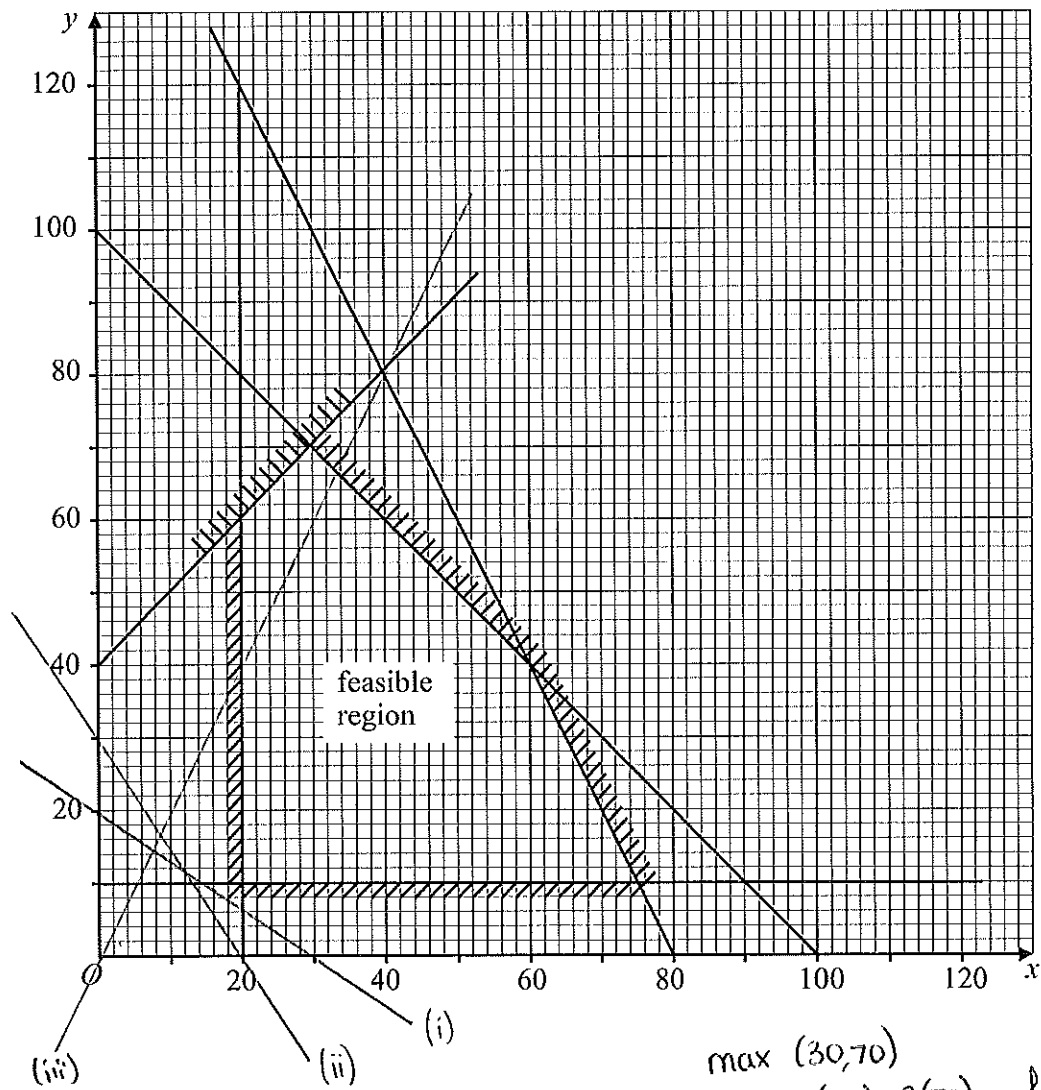
b)	GI	5
	AB	6
	EI	7
	BD	8
	IJ	10
	HJ	11
	AF	13
	CG	15
	ED	14
		<hr/>
		89

ii) 89

iii)



4 The diagram shows the feasible region of a linear programming problem.



(a) On the feasible region, find:

- (i) the maximum value of  $2x + 3y$ ;
- (ii) the maximum value of  $3x + 2y$ ;
- (iii) the minimum value of  $-2x + y$ .

$2x + 3y = 60$   
 $3x + 2y = 60$   
 $-2x + y = 0$   
 $y = 2x$

max  $(30, 70)$   
 $2(30) + 3(70) = \pounds 270$

max  $(60, 40)$   
 $3(60) + 2(40) = \pounds 260$

min  $(75, 10)$   
 $-2(75) + 10 = -\pounds 140$

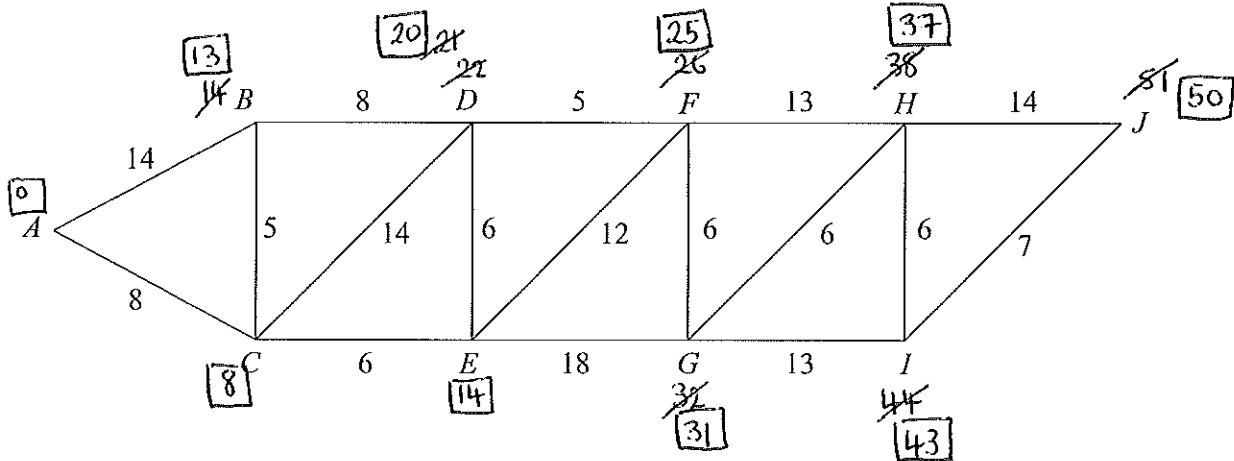
$(80, 0)$  and  $(0, 160)$   
 so  $2x + y \leq 160$

(b) Find the 5 inequalities that define the feasible region.

$x \geq 20$   
 $y \geq 10$   
 $x + y \leq 100$   
 $y \leq x + 40$

5 [Figure 1, printed on the insert, is provided for use in this question.]

The network shows the times, in minutes, to travel between 10 towns.



- (a) Use Dijkstra's algorithm on **Figure 1** to find the minimum time to travel from *A* to *J*.  
(6 marks)
- (b) State the corresponding route.  
(1 mark)

A C E D F G H I J

6 Two algorithms are shown.

**Algorithm 1**

Line 10 Input *P*  
Line 20 Input *R*  
Line 30 Input *T*  
Line 40 Let  $I = (P * R * T) / 100$   
Line 50 Let  $A = P + I$   
Line 60 Let  $M = A / (12 * T)$   
Line 70 Print *M*  
Line 80 Stop

**Algorithm 2**

Line 10 Input *P*  
Line 20 Input *R*  
Line 30 Input *T*  
Line 40 Let  $A = P$   
Line 50  $K = 0$   
Line 60 Let  $K = K + 1$   
Line 70 Let  $I = (A * R) / 100$   
Line 80 Let  $A = A + I$   
Line 90 If  $K < T$  then goto Line 60  
Line 100 Let  $M = A / (12 * T)$   
Line 110 Print *M*  
Line 120 Stop

In the case where the input values are  $P = 400$ ,  $R = 5$  and  $T = 3$ :

- (a) trace **Algorithm 1**; (3 marks)
- (b) trace **Algorithm 2**. (4 marks)

Turn over ►

Q5 see sheet

Q6a)

P	R	T	I	A	M
400	5	3	<del>400</del> 60	<del>400</del> 460	<del>400</del> 12.8

b)

P	R	T	A	K	I	M
400	5	3	400	0		
			420	1	20	
			441	2	21	
			463.05	3	22.05	
						12.9

7a) A, B, C, I are vertice with odd order

- b)
- AB 100
  - AC 150
  - AI 380 (ADGI)
  - BC 120
  - BI 450 (BEGI)
  - CI 440 (CFJI)

$$AB + CI = 100 + 440 = 540$$

$$AC + BI = 150 + 450 = 600$$

$$AI + BC = 380 + 120 = 500$$

$$2090 + 500 = 2590$$

c)

<del>name</del>	station	order	times see statue
	B	4	2
	C	4	2
	D	6	3
	E	4	2
	F	4	2
	G	6	3
	H	2	1
	I	4	2
	J	2	1
			<u>18</u>

$$8ai) \quad L \rightarrow N \rightarrow O \rightarrow L$$

$$\quad \quad 35 \quad 20 \quad 15 \quad = 70$$

$$ii) \quad L \rightarrow O \rightarrow N \rightarrow L$$

$$\quad \quad 30 \quad 40 \quad 25 \quad = 95$$

$$b) \quad LNOPRSL$$

$$ci) \quad S \rightarrow P \rightarrow O \rightarrow L \rightarrow N \rightarrow R \rightarrow S$$

$$\quad \quad 20 \quad 25 \quad 15 \quad 35 \quad 25 \quad 25 \quad = 145$$

ii) This is a possible cycle that could be improved

$$iii) \quad S \rightarrow R \rightarrow O \rightarrow L \rightarrow N \rightarrow P \rightarrow S$$

$$\quad \quad 30 \quad 17 \quad 15 \quad 35 \quad 21 \quad 20 \quad = 138$$

$$9. \quad 5x + 4y + 3z \leq 180$$

$$12x + 8y + 10z \leq 240 \rightarrow 6x + 4y + 5z \leq 120$$

$$24x + 12y + 18z \leq 540 \rightarrow 4x + 2y + 3z \leq 90$$

$$x > y$$

$$y > z$$

$$x \geq 0.4(x+y+z) \rightarrow x \geq 0.4x + 0.4y + 0.4z$$

$$0.6x \geq 0.4y + 0.4z$$

$$6x \geq 4y + 4z$$

$$3x \geq 2y + 2z$$