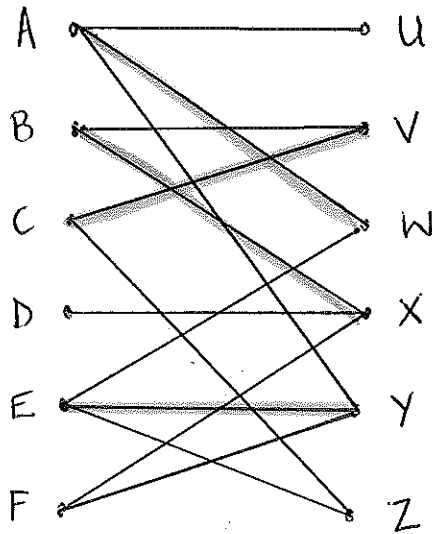


Jan '06

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)

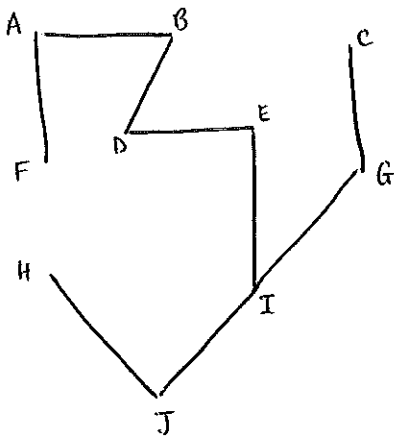
3ai) 9

ii) $n-1$

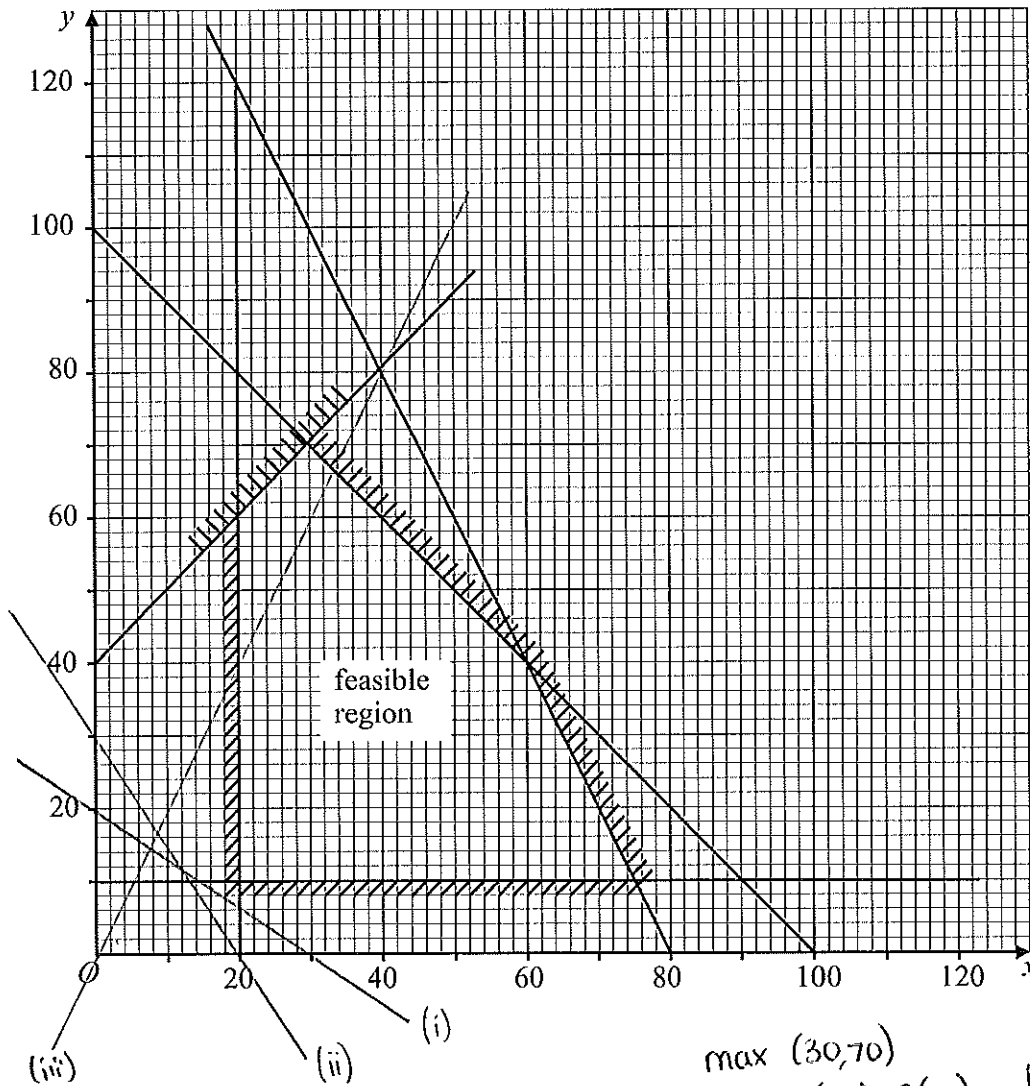
b)	GI	5
	AB	6
	EI	7
	BD	8
	IJ	10
	HJ	11
	AF	13
	CG	15
	ED	14
		<hr/>
		89

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 $2x + 3y$;

$$2x + 3y = 60$$

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

(ii) the maximum value of $3x + 2y$;

$$3x + 2y = 60$$

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

(iii) the minimum value of $-2x + y$.

$$\begin{aligned} -2x + y &= 0 \\ y &= 2x \end{aligned}$$

min (75, 10) (2 marks)
 $-2(75) + 10 = -\pounds 140$ (6 marks)

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

$$x \geq 20$$

$$y \geq 10$$

$$x + y \leq 100$$

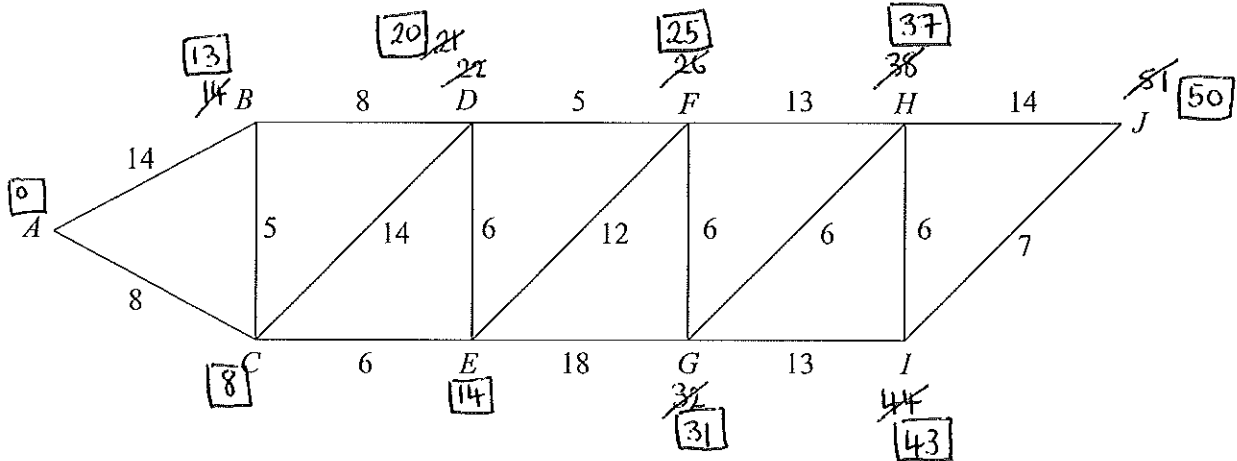
$$y \leq x + 40$$

(80, 0) and (0, 160)

so $2x + y \leq 160$

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	400 60	400 460	400 12.8

b)

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

time	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) 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. $5x + 4y + 3z \leq 180$

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

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

$$x > y$$

$$y > z$$

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

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

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

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