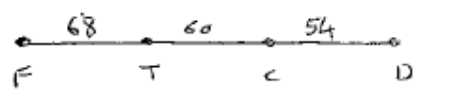


June 2006  
6690 Decision Maths D2  
Mark Scheme

Question Number	Scheme	Marks
1) (a)	Any part of an optimal path is itself optimal	B1
	(b) The route chosen such that the maximum arc length is as small as possible	B1
	(c) e.g. maximising freight by minimising fuel needed when planning multiple stage light aircraft journey.	B2, 1, 0 <span style="border: 1px solid black; padding: 2px;">4</span>
B1	cao ("part" "section" etc, "arc" "stage" "activity" "env" "net")	
B1	cao (not min of max route, not minimise longest arc)	
B2	cao	
B1	close "Bad" gets B1	
2)	<p>Let <math>x_{ij} = \begin{cases} 1 &amp; \text{if worker does task} \\ 0 &amp; \text{otherwise} \end{cases}</math></p> <p>where <math>x_{ij}</math> indicates the arc from node <math>i</math> to node <math>j</math> <math>i \in P, Q, R</math> <math>j \in 1, 2, 3</math></p> $\begin{array}{l} x_{P1} + x_{P2} + x_{P3} = 1 \\ x_{Q1} + x_{Q2} + x_{Q3} = 1 \\ x_{R1} + x_{R2} + x_{R3} = 1 \end{array} \quad \text{and} \quad \begin{array}{l} x_{P1} + x_{Q1} + x_{R1} = 1 \\ x_{P2} + x_{Q2} + x_{R2} = 1 \\ x_{P3} + x_{Q3} + x_{R3} = 1 \end{array}$ <p>minimise, <math>C = 8x_{P1} + 7x_{P2} + 3x_{P3} + 9x_{Q1} + 5x_{Q2} + 6x_{Q3} + 10x_{R1} + 4x_{R2} + 4x_{R3}</math> where <math>C</math> is in hundreds of pounds</p>	<p>B1</p> <p>B1 (2)</p> <p>m1</p> <p>A1</p> <p>A1 (3)</p> <p>B1, B1 (2) <span style="border: 1px solid black; padding: 2px;">7</span></p>
B1	cao	
B1	defining variable - attempt	
m1	At least 3 equations - coefficients of one	
A1	cao 3 correct	
A1	cao 6 correct	
B1	minimise	
B1	cao (condone a slip) (-accept cost in pounds)	

3(a)	Each activity must be visited once and then we return to the starting activity, this must be done in a minimum time	B2, 1, 0 (2)
(b)	$108 + 54 + 150 + 68 + 100 = 480$ minutes ( $\approx 8$ hours)	m1 A1 (2)
(c)	Use nearest neighbour B F T C D B $64 + 68 + 60 + 54 + 150 = 396$ minutes ( $< 7$ hours)	m1 A1 A1 (3)
(d)	 <p>CT, TF, CD (Pim or heuristic)</p> <p><math>182 + 64 + 100 = 346</math> minutes</p>	m1 A1 m1 A1 (4) <u>11</u>

(a) B2	ca0 - all 3 bits in the context
B1	close 'Bod' is B1 (eg not in context; just 'each activity once' - but not all 3; ----)
(b) m1	(maybe implicit) attempting to add <u>5</u> values
A1	ca0
(c) m1	Each vertex visited once - either NN or 2xMST-shortcut (B0)
A1	ca0 and return to B (BFTCD B)
A1	ca0 (396)
(d) m1	Finding <sup>correct</sup> <del>shortest</del> minimum spanning tree (maybe implicit) 182 sufficient
A1	ca0 tree or 182
m1	adding 2 least arcs to B ie 100 and 64 only
A1	ca0 ✓ from their m.s.t value ie 164 + their <u>tree</u> length.

4) (a) Adding  $n \geq 20$  to table to give

	H	P	R	W
A	3	5	11	9
B	3	7	8	n
C	2	5	10	7
D	8	3	7	6

Reducing rows first  $\begin{bmatrix} 0 & 2 & 8 & 6 \\ 0 & 4 & 5 & n-3 \\ 0 & 3 & 8 & 5 \\ 5 & 0 & 4 & 3 \end{bmatrix}$  then columns  $\begin{bmatrix} 0 & 2 & 4 & 3 \\ 0 & 4 & 1 & n-6 \\ 0 & 3 & 4 & 2 \\ 5 & 0 & 0 & 0 \end{bmatrix}$

either  $\begin{bmatrix} 0 & 1 & 3 & 2 \\ 0 & 3 & 0 & n-7 \\ 0 & 2 & 3 & 1 \\ 6 & 0 & 0 & 0 \end{bmatrix}$  or  $\begin{bmatrix} 0 & 1 & 3 & 2 \\ 0 & 3 & 0 & n-7 \\ 0 & 2 & 3 & 1 \\ 6 & 0 & 0 & 0 \end{bmatrix}$

↓

$\begin{bmatrix} 0 & 0 & 2 & 1 \\ 1 & 3 & 0 & n-7 \\ 0 & 1 & 2 & 0 \\ 7 & 0 & 0 & 0 \end{bmatrix}$  or  $\begin{bmatrix} 0 & 0 & 3 & 1 \\ 0 & 2 & 0 & n-8 \\ 0 & 1 & 3 & 0 \\ 7 & 0 & 1 & 0 \end{bmatrix}$

A - H      P  
 B - R      or      R  
 C - W      H  
 D - P      W

cost £ 21 000

(b) not unique - give the other solution

B 1

m1  
 A 1  
 (3)

m1  
 A 1 ✓

m1  
 A 1 ✓  
 (4)

A 1  
 A 1  
 (2)

m1 A 1 ✓  
 (2)

□

D2 (6690) June 2006 Question 4

Doesn't replace -

B0

Either (A)

Rows  $\begin{bmatrix} 0 & 2 & 8 & 6 \\ 0 & 4 & 5 & - \\ 0 & 3 & 8 & 5 \\ 5 & 0 & 4 & 3 \end{bmatrix}$  columns  $\begin{bmatrix} 0 & 2 & 4 & 3 \\ 0 & 4 & 1 & - \\ 0 & 3 & 4 & 2 \\ -5 & 0 & 0 & 0 \end{bmatrix}$  m1  
AO (3)

$\begin{bmatrix} 0 & 1 & 3 & 2 \\ 0 & 3 & 0 & - \\ 0 & 2 & 3 & 1 \\ -6 & 0 & 0 & 0 \end{bmatrix}$  m1  
AO (a)

$\perp$

(a)

(b)  $\perp$

$\begin{bmatrix} 0 & 0 & 2 & 1 \\ 1 & 3 & 0 & - \\ 0 & 1 & 2 & 0 \\ 7 & 0 & 0 & 0 \end{bmatrix}$

$\begin{bmatrix} 0 & 0 & 3 & 1 \\ 0 & 2 & 0 & - \\ 0 & 1 & 3 & 0 \\ 7 & 0 & 1 & 0 \end{bmatrix}$  m1  
AO (4)

A - H P AI  
B - R or R cost £2100 AI  
C - W H (2)  
D - P W

(b) not unique - gives other solution

MA1A (2)

So must be 4 marks

7 max

OR (B)

Rows  $\begin{bmatrix} 0 & 2 & 8 & 6 \\ 3 & 7 & 8 & - \\ 0 & 3 & 8 & 5 \\ 5 & 0 & 4 & 3 \end{bmatrix}$

columns  $\begin{bmatrix} 0 & 2 & 4 & 6 \\ 3 & 7 & 4 & - \\ 0 & 3 & 4 & 5 \\ 5 & 0 & 0 & 3 \end{bmatrix}$

$B_0$

$m_1$

$A_0$

(3)

$$\begin{bmatrix} 0 & 0 & 2 & 4 \\ 3 & 5 & 2 & - \\ 0 & 1 & 2 & 3 \\ 7 & 0 & 0 & 3 \end{bmatrix}$$

$m_1$

$A_0$

$\equiv$

$\square$

$\parallel$

$$\begin{bmatrix} 0 & 0 & 2 & 4 \\ 1 & 3 & 0 & - \\ 0 & 1 & 2 & 3 \\ 7 & 0 & 0 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 2 & 4 \\ 3 & 4 & 1 & - \\ 0 & 0 & 1 & 2 \\ 8 & 0 & 0 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 & 2 \\ 3 & 5 & 0 & - \\ 0 & 1 & 0 & 1 \\ 9 & 2 & 0 & 3 \end{bmatrix}$$

$m_1$

$A_0$

(4)

All need more iterations

- A - H P
- B - R or R
- C - W H
- D - P W

cost £2100

$A_1$

$A_1$

(2)

(b) Not unique - gives other solution

$m_1 A_1$  (2)

So must loose  
£ marks

7max

Q4

(a) BI CAO accept  $\infty$  (but penalize  $\infty - 1$  etc later - each time)  
M1 Rows then columns

(3) AI CAO

M1 Double covered <sup>2-3 lines</sup> increased by 1, at least one single covered element unchanged, at least one uncovered - 1

AI ✓ CAO ✓ on earlier error

M1 In at least 1 case double covered + 1, uncovered - 1 and single covered unchanged

(4) AI ✓ CAO ✓ on earlier error

AI CAO must be listed

AI CAO including the zeros

(b) M1 A correct statement + reason accept indication on diagram

AI ✓ other correct solution or completely explained reason must be listed

If doesn't replace - B0

(a) Then may be eligible for M1 but A0

M1 but A0

M1 then 1<sup>st</sup> A0 but eligible for other line

(b) Eligible for M1 A1

So T max

See sheets

5)

Stage	state	Action	value
1	H	HT	4 *
	I	IT	3 *
	J	JT	12 *
	K	KT	20 *
2	D	DH	2+4 = 6
		DI	4+3 = 7 *
	E	EH	3+4 = 7 *
		EI	4+3 = 7 *
F	FJ	10+12 = 22 *	
	FK	-8+20 = 12	
G	GJ	10+12 = 22	
	GK	17+20 = 37 *	
3	A	AD	3+7 = 10
		AE	2+7 = 9
		AF	-5+22 = 17 *
	B	BD	3+7 = 10
		BE	2+7 = 9
		BF	-6+22 = 16 *
C	CF	8+22 = 30 *	
	CG	-15+37 = 22	
4	S	SA	2+17 = 19
		SB	3+16 = 19
		SC	-10+30 = 20 *

Route S C F J T £ 20 000

m, A |  
(2)

m, A |

A |  
(3)

m, A |  
W

A |  
(3)

m, A |  
W  
(2)

m, A |  
(2)

12

m1 First stage completed

(2) A1 C.A.O (condone lack of x) - Penalise silly states etc here and on last PA mark

m1 Second stage completed - best something in each column <sup>maximum only</sup>

A1 D + E states correct } penalise x one A1

(3) A1 F + G states correct } only once

Penalise absence of stage on state column with removal of 1+2 A marks earned  
ignore any x or correct

m1 Third stage completed - best something in each column maximum only

A1 H + I states correct } penalise x one A1

(3) A1 J + K states correct } only once (but must be 2<sup>nd</sup> time)

m1 Fourth stage completed - best maximum only

(2) A1 L C.A.O

m1 Must be able to ✓ from x + a route stated + a value stated

A1 C.A.O including zeros

Special cases

(SC1) } minimum } 1<sup>st</sup> M1A1 2<sup>nd</sup> M0 3<sup>rd</sup> M1A0A0  
 } minimax } 4<sup>th</sup> M1A1V 5<sup>th</sup> M1A1V [7]  
 } max: min }

(SC2) } maximax } 1<sup>st</sup> M1A1 2<sup>nd</sup> M0 3<sup>rd</sup> M0 4<sup>th</sup> M0  
 } minimin } 5<sup>th</sup> M1A1V (if can be ✓) [4]

(SC3) maximum working forwards - see sheet [8]

(SC4) - if necessary SC1 but working forwards [3] max ring SGJ!



D2 (6690) June 2006 @ 5 working forwards

(S3)

Stage	stat	Action	value	
1	S	SA	2*	m0
		SB	3*	
		SC	-10*	
2	A	AD	3 + 2 = 5	m1
		AE	2 + 2 = 4	
		AF	-5 + 2 = -3	
	B	BD	3 + 3 = 6	A1
		BE	2 + 3 = 5	
		BF	-6 + 3 = -3	
	C	CF	8 + -10 = -2	A1
		CG	-15 + -10 = -25	
	3	D	DH	2 + 6 = 8
DI			4 + 6 = 10	
E		EH	3 + 5 = 8	A1
		EI	4 + 5 = 9	
F		FJ	10 + -2 = 8	A1
		FK	-8 + -2 = -10	
G		GJ	10 + -25 = -15	A1
		GK	17 + -25 = -8	
4		H	HT	4 + 8 = 12
	I	IT	3 + 10 = 13	A1
	J	JT	12 + 8 = 20*	
	K	KT	20 + -8 = 12	

Route S C F J T m0  
 Value £20 000

(8 max)

6) (a) e.i.t.e. es.  
 In an  $n \times m$  problem, a degenerate solution occurs when the number of cells used is less than  $(n+m-1)$   
 or e.s. when all the demand for one destination is satisfied by all the supply from a source, before the final demand and supplies are allocated.

(b) If total supply > total demand a dummy is used to absorb the excess

(c) 
$$\begin{bmatrix} 15 & & \\ & 11 & 0 \\ & & 17 \end{bmatrix}$$

(d) Shadow costs  $S_A = 0$   $S_B = -1$   $S_C = -1$   
 $D_1 = 62$   $D_2 = 49$   $D_3 = 1$   
 Improvement Indices  $I_{A2} = 47 - 0 - 49 = -2$  \*  
 $I_{A3} = 0 - 0 - 1 = -1$   
 $I_{C1} = 68 + 1 - 62 = 7$   
 $I_{C2} = 58 + 1 - 49 = 10$

	1 <sup>(62)</sup>	2 <sup>(49)</sup>	3 <sup>(1)</sup>
⊕ A	15-θ	θ	
⊖ B	1+θ	11-θ	0
⊖ C			17

Entering A2, Exiting B2, θ = 11

B2, 1, 0  
(2)

B1 (1)

B1 (1)

m1  
A1  
A1 ✓  
(3)

Shadow costs  $S_A = 0$   $S_B = -1$   $S_C = -1$   
 $D_1 = 62$   $D_2 = 47$   $D_3 = 1$   
 Improvement Indices  $I_{A3} = 0 - 0 - 1 = -1$  \*  
 $I_{B2} = 48 + 1 - 47 = 2$   
 $I_{C1} = 68 + 1 - 62 = 7$   
 $I_{C2} = 58 + 1 - 47 = 12$

	1 <sup>(62)</sup>	2 <sup>(47)</sup>	3 <sup>(1)</sup>
⊕ A	4-θ	11	θ
⊖ B	12+θ		0-θ
⊖ C			17

Entering A3, Exiting B3, θ = 0

m1  
A1  
A1 ✓  
(3)

	1 <sup>(62)</sup>	2 <sup>(47)</sup>	3 <sup>(1)</sup>
⊕ A	4	11	0
⊖ B	12		
⊕ C			17

Shadow costs  $S_A = 0$   $S_B = -1$   $S_C = 0$   
 $D_1 = 62$   $D_2 = 47$   $D_3 = 0$

Improvement Indices  $I_{B2} = 48 + 1 - 47 = 2$   
 $I_{B3} = 0 + 1 - 0 = 1$   
 $I_{C1} = 68 - 0 - 62 = 6$   
 $I_{C2} = 58 - 0 - 47 = 11$   
 $\therefore$  optimal (since all II > 0)

m1 A1

B1

Cost 1497 units

B1 (4)

114

(a) B2 CAO

B1 close "bed" is B1

(b) B1 CAO must be  $>$  not  $\neq$  o.e.

(c) B1 CAO total of 5 numbers

(d) m1 shadow cost + <sup>at least</sup> 4 I.I.'s + stepping store rate stated + plausible (1 entering)

A1 shadow cost + 4 I.I.'s correct penalty exen value,

(3) A1 / stepping store rate correct + 0 correct + next solution (5 numbers) + feasible extra zero here

m1 shadow cost + <sup>at least</sup> 4 I.I.'s + stepping store rate stated + plausible (1 entering)

A1 shadow cost + 4 I.I.'s correct penalty exen value,

(3) A1 / stepping store rate correct + 0 correct + next solution (5 numbers) + feasible extra zero here

m1 shadow cost + <sup>at least</sup> 4 I.I.'s stated.

A1 shadow cost + 4 I.I.'s correct

B1 conclusion (optimal) + solution stated (5 numbers)

B1 CAO

Notes

		1	2	3	
(d) if $T_{A3}$ chosen	A	15-0	0	0	Entering A3
	B	1+0	0-0	0	Exiting B3
	C				$\theta = 0$

	1 <sup>(62)</sup>	2 <sup>(49)</sup>	3 <sup>(0)</sup>	shadow cost	$S_A = 0$	$S_B = -1$	$S_C = 0$
0 A	15-0	0	0		$D_1 = 62$	$D_2 = 49$	$D_3 = 0$
(-1) B	1+0	11-0		$I_{A2} = 47 - 0 - 49 = -2$	$I_{C1} = 68 - 62 - 0 = 6$		
(0) C			17	$I_{B3} = 0 + 1 - 0 = 1$	$I_{C2} = 58 - 49 - 0 = 9$		
				Entering A2, Exiting B2 $\theta = 11$			

	1 <sup>(62)</sup>	2 <sup>(47)</sup>	3 <sup>(0)</sup>	shadow cost	$S_A = 0$	$S_B = -1$	$S_C = 0$
(0) A	4	11	0		$D_1 = 62$	$D_2 = 47$	$D_3 = 0$
(-1) B	12			$I_{B2} = 48 + 1 - 47 = 2$	$I_{C1} = 68 - 62 + 0 = 6$		
(0) C			17	$I_{B2} = 0 + 1 - 0 = 1$	$I_{C2} = 58 - 47 - 0 = 11$		

$\therefore$  optimal

7) (a) E.g. Maximize  $P = V$

Subject to  $V - 5p_1 - 3p_2 - 6p_3 + r = 0$

$V - 7p_1 - 8p_2 - 4p_3 + s = 0$

$V - 2p_1 - 4p_2 - 9p_3 + t = 0$

$p_1 + p_2 + p_3 + u = 1$

where  $V$  = value of game to A,  $P_i$  = probability of A playing no.  $i$   
 $P_i \geq 0$  and  $r, s, t, u$  are slack variables all  $\geq 0$

B1  
 m1  
 $A^2, 1, 0$   
 B1  
 (5)  
 B1 (1)

(b) Not reducible and a 3 variable problem

(c) e.g.

bv	V	$p_1$	$p_2$	$p_3$	r	s	t	u	value
r	①	-5	-3	-6	1	0	0	0	0
s	1	-7	-8	-4	0	1	0	0	0
t	1	-2	-4	-9	0	0	1	0	0
u	0	1	1	1	0	0	0	1	1
P	-1	0	0	0	0	0	0	0	0

m1 A1  
 (2)

bv	V	$p_1$	$p_2$	$p_3$	r	s	t	u	value	Row ops
V	1	-5	-3	-6	1	0	0	0	0	$R_1 \div 1$
s	0	-2	-5	②	-1	1	0	0	0	$R_2 - R_1$
t	0	3	-1	-3	-1	0	1	0	0	$R_3 - R_1$
u	0	1	1	1	0	0	0	1	1	$R_4 - 1st$
P	0	-5	-3	-6	1	0	0	0	0	$R_5 + R_1$

m1 A1  
 A1  
 B1 ✓  
 (4)

bv	V	$p_1$	$p_2$	$p_3$	r	s	t	u	value	Row ops
V	1	-11	-18	0	-2	3	0	0	0	$R_1 + 6R_2$
$p_3$	0	-1	$-\frac{5}{2}$	1	$-\frac{1}{2}$	$\frac{1}{2}$	0	0	0	$R_2 \div 2$
t	0	0	$-\frac{1}{2}$	0	$-\frac{3}{2}$	$\frac{3}{2}$	1	0	0	$R_3 + 3R_2$
u	0	2	$\frac{1}{2}$	0	$\frac{1}{2}$	$-\frac{1}{2}$	0	1	1	$R_4 - R_2$
P	0	-11	-18	0	-2	3	0	0	0	$R_5 + 6R_2$

m1 A1 ✓  
 A1  
 B1 ✓  
 (4)

16

Q 7

(a) B1: Maximize/minimize + consistent function

M1: Constraints (consider non-negativity) - at least 1 correct must be equations

A2: all correct

A1: at least 2 correct

B1: Defining variable

(b) B1: CAO - both

(c) M1: Complete initialized tableau

(d) A1: CAO

M1: Pivot correct + table complete ✓ on previous tableau

A1: Pivotal row correct incl b.v.

A1: CAO

(e) B1: Row operations correctly stated (consider lack of pivot row operation)

M1: Pivot correct + table complete ✓ on previous tableau

A1: Pivotal row incl b.v.

A1: CAO

(f) B1: Row operations correctly stated (consider lack of pivot row operation)

Note: If trying to minimize (c)  $M_0, M_0 B_0, M_0 B_0$

Alt 1 - using  $\frac{1}{v}$  argument

Let  $p_1, p_2, p_3$  be probability of A playing 1, 2 and 3 respectively

$$\text{Let } x_i = \frac{p_i}{v}$$

(a) Minimise  $P = x_1 + x_2 + x_3$

Subject to:  $5x_1 + 3x_2 + 6x_3 - r = 1$

$$7x_1 + 8x_2 + 4x_3 - s = 1$$

$$2x_1 + 4x_2 + 9x_3 - t = 1$$

$$r, s, t, x_i \geq 0$$

$m_1$

$A(2,1,0)$

$B(1)$

(5)

(b) as scheme

$B(1)$

(c) Can't solve for A - either need to solve for B - then use dual argument.

(1)

- or transpose argument + matrix

(i) For B max  $Q = y_1 + y_2 + y_3$

Subject to  $5y_1 + 7y_2 + 2y_3 + r = 1$

$$3y_1 + 8y_2 + 4y_3 + s = 1$$

$$6y_1 + 4y_2 + 9y_3 + t = 1$$

$$y_1, r, s, t, y_i \geq 0$$

b.v.	$y_1$	$y_2$	$y_3$	$r$	$s$	$t$	value
$r$	5	7	2	1	0	0	1
$s$	3	8	4	0	1	0	1
$t$	6	4	9	0	0	1	1
$Q$	-1	-1	-1	0	0	0	0

(2)

Alt 1(c)(a) choosing  $y_1$  pivot first

eg b.v.	$y_1$	$y_2$	$y_3$	$r$	$s$	$t$	value	Row ops
$r$	0	$\frac{11}{3}$	$-\frac{11}{2}$	1	0	$-\frac{5}{2}$	$\frac{1}{6}$	$R_1 - 5R_3$
$s$	0	6	$-\frac{1}{2}$	0	1	$-\frac{1}{2}$	$\frac{1}{2}$	$R_2 - 3R_3$
$y_1$	1	$\frac{2}{3}$	$\frac{3}{2}$	0	0	$\frac{1}{6}$	$\frac{1}{6}$	$R_3 \div 6$
$Q$	0	$-\frac{1}{3}$	$\frac{1}{2}$	0	0	$\frac{1}{6}$	$\frac{1}{6}$	$R_4 + R_3$

$m_1$

$A_1$

$A_1$

$B(1)$

(4)

Alt (c) (i) choosing  $y_1$  pivot first

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$y_2$	0	1	$-\frac{3}{2}$	$\frac{3}{11}$	0	$-\frac{5}{22}$	$\frac{1}{22}$	$R_1 \div \frac{11}{3}$	AI ✓
$s_1$	0	0	$\frac{17}{2}$	$-\frac{18}{11}$	1	$\frac{19}{22}$	$\frac{5}{22}$	$R_2 - 6R_1$	AI
$y_1$	1	0	$\frac{5}{2}$	$-\frac{2}{11}$	0	$\frac{7}{22}$	$\frac{3}{22}$	$R_3 - \frac{3}{2}R_1$	BI ✓
$\emptyset$	0	0	0	$\frac{1}{11}$	0	$\frac{1}{11}$	$\frac{2}{11}$	$R_4 + \frac{1}{3}R_1$	(4)

Alt (c) (b) choosing  $y_2$  pivot first

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$r_1$	$\frac{19}{8}$	0	$-\frac{3}{2}$	1	$-\frac{7}{8}$	0	$\frac{1}{8}$	$R_1 - 7R_2$	$m_1$
$y_2$	$\frac{19}{8}$	1	$\frac{1}{2}$	0	$\frac{1}{8}$	0	$\frac{1}{8}$	$R_2 \div 8$	AI
$t_1$	$\frac{19}{2}$	0	7	0	$-\frac{1}{2}$	1	$\frac{1}{2}$	$R_3 - 4R_2$	AI
$\emptyset$	$-\frac{19}{8}$	0	$-\frac{1}{2}$	0	$\frac{1}{8}$	0	$\frac{1}{8}$	$R_4 + R_2$	BI ✓ (4)

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$y_1$	1	0	$-\frac{12}{19}$	$\frac{8}{19}$	$-\frac{7}{19}$	0	$\frac{1}{19}$	$R_1 \div \frac{19}{8}$	$m_1$
$y_2$	0	1	$\frac{14}{19}$	$-\frac{3}{19}$	$\frac{5}{19}$	0	$\frac{2}{19}$	$R_2 - \frac{3}{8}R_1$	AI ✓
$t_1$	0	0	$\frac{187}{19}$	$-\frac{36}{19}$	$\frac{22}{19}$	1	$\frac{5}{19}$	$R_3 - \frac{3}{2}R_1$	AI
$\emptyset$	0	0	$-\frac{17}{19}$	$\frac{5}{8}$	$-\frac{2}{19}$	0	$\frac{3}{19}$	$R_4 + \frac{5}{8}R_1$	BI ✓ (4)

Alt (c) (c) choosing  $y_3$  pivot first

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$r_1$	$\frac{11}{3}$	$\frac{55}{9}$	0	1	0	$-\frac{2}{9}$	$\frac{2}{9}$	$R_1 - 2R_3$	AI
$s_1$	$\frac{1}{3}$	$\frac{56}{9}$	0	0	1	$-\frac{4}{9}$	$\frac{5}{9}$	$R_2 - 4R_3$	AI
$y_3$	$\frac{2}{3}$	$\frac{4}{9}$	1	0	0	$\frac{1}{9}$	$\frac{1}{9}$	$R_3 \div 9$	AI
$\emptyset$	$-\frac{1}{3}$	$-\frac{5}{9}$	0	0	0	$\frac{1}{9}$	$\frac{1}{9}$	$R_4 + R_3$	BI ✓

Att 1 (c) (i) (c) (d)

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$r_1$	$\frac{137}{56}$	0	0	1	$-\frac{55}{56}$	$\frac{2}{9}$	$\frac{13}{56}$	$R_1 - \frac{55}{9}R_2$	$m_1$
$y_2$	$\frac{3}{56}$	1	0	0	$\frac{5}{56}$	$-\frac{1}{14}$	$\frac{5}{56}$	$R_2 \div \frac{56}{9}$	$A1 \checkmark$
$y_3$	$\frac{9}{14}$	0	1	0	$-\frac{1}{14}$	$\frac{1}{7}$	$\frac{1}{14}$	$R_3 + \frac{1}{9}R_2$	$A1$
Q	$-\frac{17}{56}$	0	0	0	$\frac{5}{56}$	$\frac{1}{14}$	$\frac{9}{56}$	$R_4 + \frac{5}{9}R_2$	$B1 \checkmark$ $(4)$

Att 1 (c) (ii)

(a) For B matrix becomes

$\begin{pmatrix} -5 & -3 & -6 \\ -7 & -8 & -4 \\ -2 & -4 & -9 \end{pmatrix}$	adding 10 $\rightarrow$	$\begin{pmatrix} 5 & 7 & 4 \\ 3 & 2 & 6 \\ 8 & 6 & 1 \end{pmatrix}$
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max "P" =  $y_1 + y_2 + y_3$

subject to  $5y_1 + 7y_2 + 4y_3 + r_1 = 1$

$3y_1 + 2y_2 + 6y_3 + s_1 = 1$

$8y_1 + 6y_2 + y_3 + t_1 = 1$

$y_1, y_2, y_3, r_1, s_1, t_1 \geq 0$

(b) as above

(c)

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	$m_1$
$r_1$	5	7	4	1	0	0	1	$m_1$
$s_1$	3	2	6	0	1	0	1	$A1$
$t_1$	8	6	1	0	0	1	1	$(2)$
P	-1	-1	-1	0	0	0	0	

(iii) e.g. choose 8 in  $y_1$

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	$m_1$
$r_1$	0	$\frac{13}{4}$	$\frac{27}{8}$	1	0	$-\frac{5}{8}$	$\frac{3}{8}$	$R_1 - 8R_3$	$A1$
$s_1$	0	$-\frac{1}{4}$	$\frac{45}{8}$	0	1	$-\frac{3}{8}$	$\frac{5}{8}$	$R_2 - 3R_3$	$A1$
$y_1$	1	$\frac{3}{4}$	$\frac{1}{8}$	0	0	$\frac{1}{8}$	$\frac{1}{8}$	$R_3 \div 8$	$B1 \checkmark$
P	0	$-\frac{1}{4}$	$-\frac{7}{8}$	0	0	$\frac{1}{8}$	$\frac{1}{8}$	$R_4 + R_3$	$(4)$



Alt 1 (c) (ii) (a) et al

either selects  $\frac{27}{8}$  as pivot in which case tableau becomes  $(\text{or } \frac{15}{2})$

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops	
$r_1$	$y_2$	$0$	$\frac{26}{27}$	$1$	$\frac{8}{27}$	$0$	$-\frac{5}{27}$	$\frac{1}{9}$	$R_1 \div \frac{26}{27} \quad m_1$
$y_2$	$s_1$	$0$	$-\frac{17}{3}$	$0$	$-\frac{5}{3}$	$1$	$\frac{2}{3}$	$0$	$R_2 - \frac{45}{8} R_1 \quad A1 \checkmark$
$y_1$	$y_1$	$1$	$\frac{17}{27}$	$0$	$-\frac{1}{27}$	$0$	$\frac{1}{27}$	$\frac{1}{9}$	$R_3 - \frac{1}{8} R_1 \quad A1$
$P$		$0$	$\frac{16}{27}$	$0$	$\frac{7}{27}$	$0$	$-\frac{1}{27}$	$\frac{2}{9}$	$R_4 + \frac{3}{8} R_1 \quad B1 \checkmark$ (4)

(c)(ii)(b) Selects 7 in  $y_2$

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops
$y_2$		$\frac{5}{7}$	$1$	$\frac{1}{7}$	$0$	$0$	$\frac{1}{7}$	$R_1 \div 7 \quad m_1$
$s_1$		$\frac{11}{7}$	$0$	$\frac{13}{7}$	$1$	$0$	$\frac{5}{7}$	$R_2 - 2R_1 \quad A1$
$t_1$		$\frac{26}{7}$	$0$	$-\frac{17}{7}$	$0$	$1$	$\frac{1}{7}$	$R_3 - 6R_1 \quad A1$
$P$		$-\frac{2}{7}$	$0$	$-\frac{3}{7}$	$0$	$0$	$\frac{1}{7}$	$R_4 + R_1 \quad B1 \checkmark$ (4)

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops
$y_3$		$\frac{7}{4}$	$1$	$\frac{1}{4}$	$0$	$0$	$\frac{1}{4}$	$R_1 \div \frac{1}{4} \quad m_1$
$s_1$		$-\frac{3}{4}$	$0$	$-\frac{3}{4}$	$1$	$0$	$\frac{1}{4}$	$R_2 - \frac{13}{7} R_1 \quad A1 \checkmark$
$t_1$		$\frac{27}{4}$	$0$	$-\frac{1}{4}$	$0$	$1$	$\frac{3}{4}$	$R_3 + \frac{17}{7} R_1 \quad A1$
$P$		$\frac{1}{4}$	$0$	$\frac{1}{4}$	$0$	$0$	$\frac{1}{4}$	$R_4 + \frac{3}{7} R_1 \quad B1 \checkmark$ (4)

(c)(ii)(c) Selects 6 in  $y_3$

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops
$r_1$		$4$	$0$	$1$	$-\frac{2}{3}$	$0$	$\frac{1}{3}$	$R_1 - 4R_2 \quad m_1$
$y_3$		$\frac{1}{2}$	$1$	$0$	$\frac{1}{6}$	$0$	$\frac{1}{6}$	$R_2 \div 6 \quad A1$
$t_1$		$\frac{15}{2}$	$0$	$0$	$-\frac{1}{6}$	$1$	$\frac{5}{6}$	$R_3 - R_2 \quad A1$
$P$		$-\frac{1}{2}$	$0$	$0$	$\frac{1}{6}$	$0$	$\frac{1}{6}$	$R_4 + R_2 \quad B1 \checkmark$ (4)

b.v.	$y_1$	$y_2$	$y_3$	$r_1$	$s_1$	$t_1$	value	Row ops
$y_2$		$\frac{12}{17}$	$1$	$\frac{2}{17}$	$-\frac{2}{17}$	$0$	$\frac{1}{17}$	$R_1 \div \frac{12}{17} \quad m_1$
$y_3$		$\frac{9}{34}$	$0$	$-\frac{1}{17}$	$\frac{7}{34}$	$0$	$\frac{5}{34}$	$R_2 - \frac{1}{3} R_1 \quad A1 \checkmark$
$t_1$		$\frac{7}{2}$	$0$	$-1$	$\frac{1}{2}$	$1$	$\frac{1}{2}$	$R_3 - \frac{17}{3} R_1 \quad A1$
$P$		$-\frac{1}{34}$	$0$	$\frac{2}{17}$	$\frac{3}{34}$	$0$	$\frac{7}{34}$	$R_4 + \frac{1}{3} R_1 \quad B1 \checkmark$ (4)

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Alt 2 - same as scheme, but eliminates  $P_3$  using  $P_3 = 1 - P_1 - P_2$

(a) maximize  $P = V$  B1  
 subject to  $V + P_1 + 3P_2 + r = 6$  M1  
 $V - 3P_1 - 4P_2 + s = 4$  A2, 1, 0  
 $V + 7P_1 + 5P_2 + t = 9$

$P_1, P_2, P, s, t, \geq 0$ , where  $P_1, P_2$  = probability of playing row: B1, 0  
 $V$  = value of game B1, 0

(b) A scheme

b.v.	V	$P_1$	$P_2$	r	s	t	value	
r	1	1	3	1	0	0	6	M1
s	(1)	-3	-4	0	1	0	4	A1
t	1	7	5	0	0	1	9	(2)
P	-1	0	0	0	0	0	0	

b.v.	V	$P_1$	$P_2$	r	s	t	value	Row ops
r	0	4	(7)	1	-1	0	2	$R_1 - R_2$ M1A1
V	1	-3	-4	0	1	0	4	$R_2 \div 1$ A1
t	0	10	9	0	-1	1	5	$R_3 - R_2$ B1V
P	0	-3	-4	0	0	0	4	$R_4 + R_2$ (4)

b.v.	V	$P_1$	$P_2$	r	s	t	value	Row ops
$P_2$	0	$\frac{4}{7}$	1	$\frac{1}{7}$	$-\frac{1}{7}$	0	$\frac{2}{7}$	$R_1 \div 7$ M1A1
V	1	$-\frac{5}{7}$	0	$\frac{4}{7}$	$\frac{3}{7}$	0	$\frac{36}{7}$	$R_2 + 4R_1$ A1
t	0	$\frac{36}{7}$	0	$-\frac{9}{7}$	$\frac{16}{7}$	1	$\frac{17}{7}$	$R_3 - 9R_1$ B1V
P	0	$-\frac{5}{7}$	0	$\frac{4}{7}$	$\frac{3}{7}$	0	$\frac{36}{7}$	$R_4 + 4R_1$ (4)

