

**Pearson Edexcel** International Advanced Level

# Decision Mathematics D1

Advanced/Advanced Subsidiary

Thursday 19 January 2017 – Afternoon

**Time: 1 hour 30 minutes**

Paper Reference

**WDM01/01**

**You must have:**

D1 Answer Book

**Candidates may use any calculator allowed by the regulations of the Joint Council for Qualifications. Calculators must not have the facility for symbolic algebra manipulation, differentiation and integration, or have retrievable mathematical formulae stored in them.**

## Instructions

- Use **black** ink or ball-point pen.
- If pencil is used for diagrams/sketches/graphs it must be dark (HB or B). Coloured pencils and highlighter pens must not be used.
- **Fill in the boxes** on the top of the answer book with your name, centre number and candidate number.
- Answer **all** questions and ensure that your answers to parts of questions are clearly labelled.
- Answer the questions in the D1 answer book provided – *there may be more space than you need.*
- You should show sufficient working to make your methods clear. Answers without working may not gain full credit.
- When a calculator is used, the answer should be given to an appropriate degree of accuracy.
- Do not return the question paper with the answer book.

## Information

- The total mark for this paper is 75.
- The marks for **each** question are shown in brackets – *use this as a guide as to how much time to spend on each question.*

## Advice

- Read each question carefully before you start to answer it.
- Try to answer every question.
- Check your answers if you have time at the end.

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**Write your answers in the D1 answer book for this paper.**

1. Use the binary search algorithm to try to locate the name Hilbert in the following alphabetical list. Clearly indicate how you chose your pivots and which part of the list is being rejected at each stage.

Descartes  
Euler  
Gauss  
Hamilton  
Lagrange  
Noether  
Poisson  
Ramanujan  
Stokes  
Turing

**(Total 4 marks)**

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2.

	A	B	C	D	E	F	G	H
A	–	27	51	32	29	23	47	40
B	27	–	24	35	20	42	33	28
C	51	24	–	37	43	31	26	34
D	32	35	37	–	39	45	44	30
E	29	20	43	39	–	38	45	55
F	23	42	31	45	38	–	53	45
G	47	33	26	44	45	53	–	39
H	40	28	34	30	55	45	39	–

The table represents a network that shows the average journey time, in minutes, between eight towns, A, B, C, D, E, F, G and H.

- (a) Use Prim's algorithm, starting at A, to find the minimum spanning tree for this network. You must clearly state the order in which you select the edges of your tree. (3)
- (b) Draw the minimum spanning tree using the vertices given in Diagram 1 in the answer book. (1)
- (c) State the weight of the minimum spanning tree. (1)

**(Total 5 marks)**

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3.

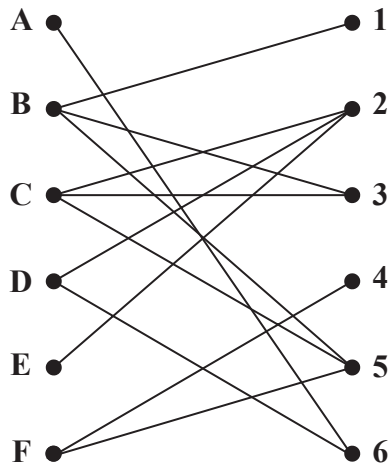


Figure 1

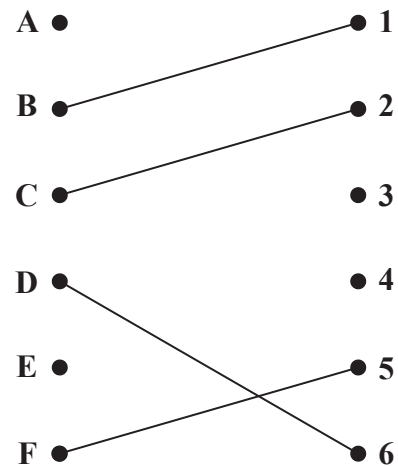


Figure 2

Figure 1 shows the possible allocations of six workers, A, B, C, D, E and F, to six tasks, 1, 2, 3, 4, 5 and 6. Each task must be assigned to only one worker and each worker must be assigned to exactly one task.

Figure 2 shows an initial matching.

(a) Starting from the given initial matching, use the maximum matching algorithm to find an alternating path from A to 4. Hence find an improved matching. You should list the alternating path you use, and state your improved matching. (3)

(b) Explain why it is not possible to find a complete matching. (1)

After training, task 1 is added to worker A's possible allocations.

(c) Starting from the improved matching found in (a), use the maximum matching algorithm to find a complete matching. You should list the alternating path you use, and state your complete matching. (3)

**(Total 7 marks)**



5.

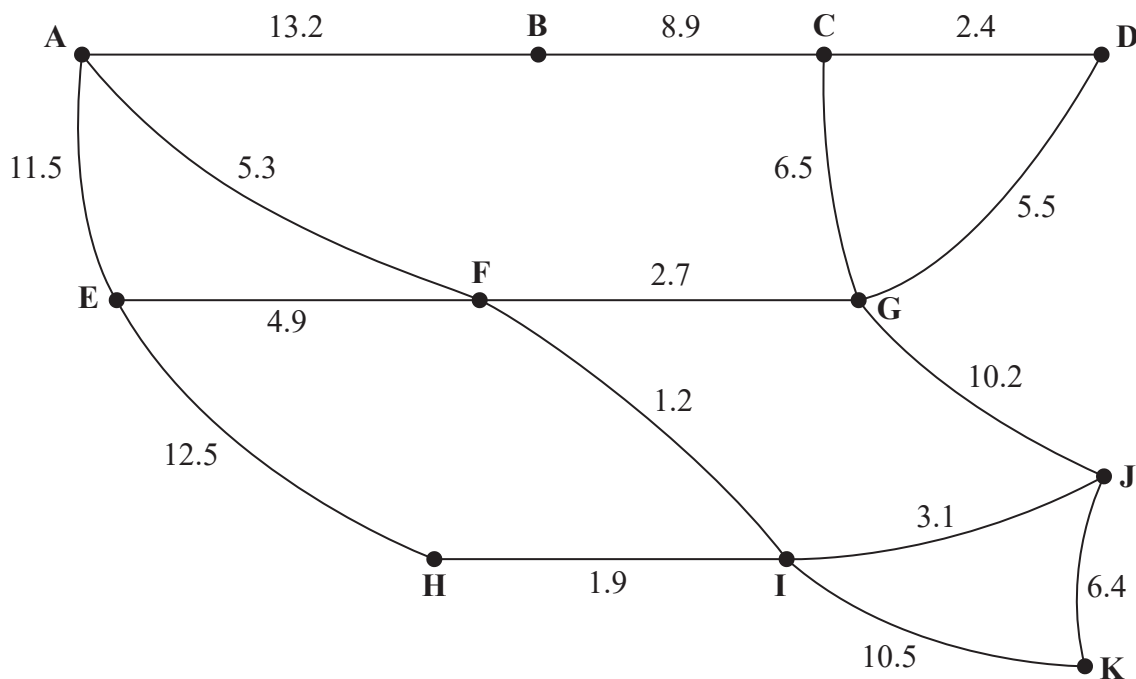


Figure 3

[The total weight of the network is 106.7]

Figure 3 models a network of cycle tracks that have to be inspected. The number on each arc represents the length, in km, of the corresponding track. Angela needs to travel along each cycle track at least once and wishes to minimise the length of her inspection route. She must start and finish at A.

(a) Use an appropriate algorithm to find the tracks that will need to be traversed twice. You should make your method and working clear. (5)

(b) Find a route of minimum length, starting and finishing at A. State the length of your route. (2)

A new cycle track, AC, is under construction. It will be 15 km long. Angela will have to include this new track in her inspection route.

(c) State the effect this new track will have on the total length of her route. Justify your answer. (2)

(Total 9 marks)

6.

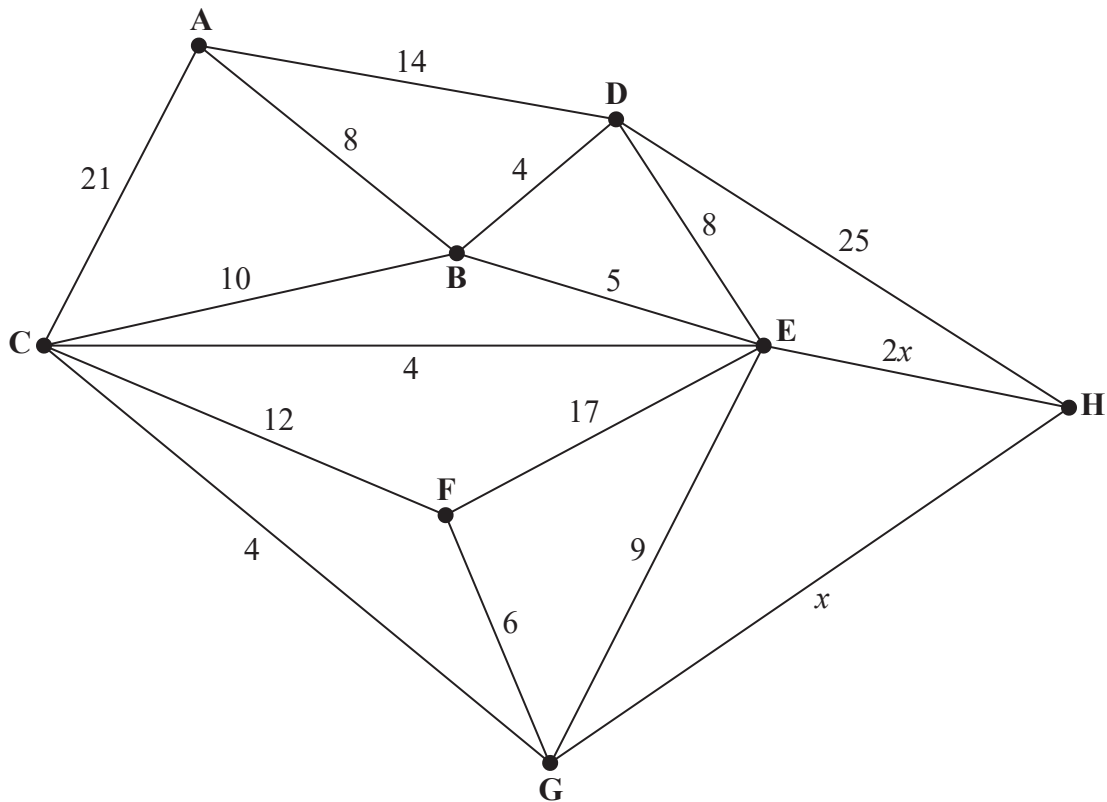


Figure 4

Figure 4 represents a network of roads. The number on each arc represents the time taken, in minutes, to drive along the corresponding road.

Stieg wishes to minimise the time spent driving from his home at A, to his office at H. The amount of traffic on two of the roads leading into H varies each day, and so the length of time taken to drive along these roads is expressed in terms of  $x$ , where  $x > 7$

- (a) Use Dijkstra's algorithm to find the possible routes that minimise the driving time from A to H. State the length of each route, leaving your answer in terms of  $x$  where necessary. (7)

On a particular day, the quickest route from A to H via G is 2 minutes quicker than the quickest route from A to H via E.

- (b) Calculate the value of  $x$ . You must make your method and working clear. (2)

(Total 9 marks)

7.

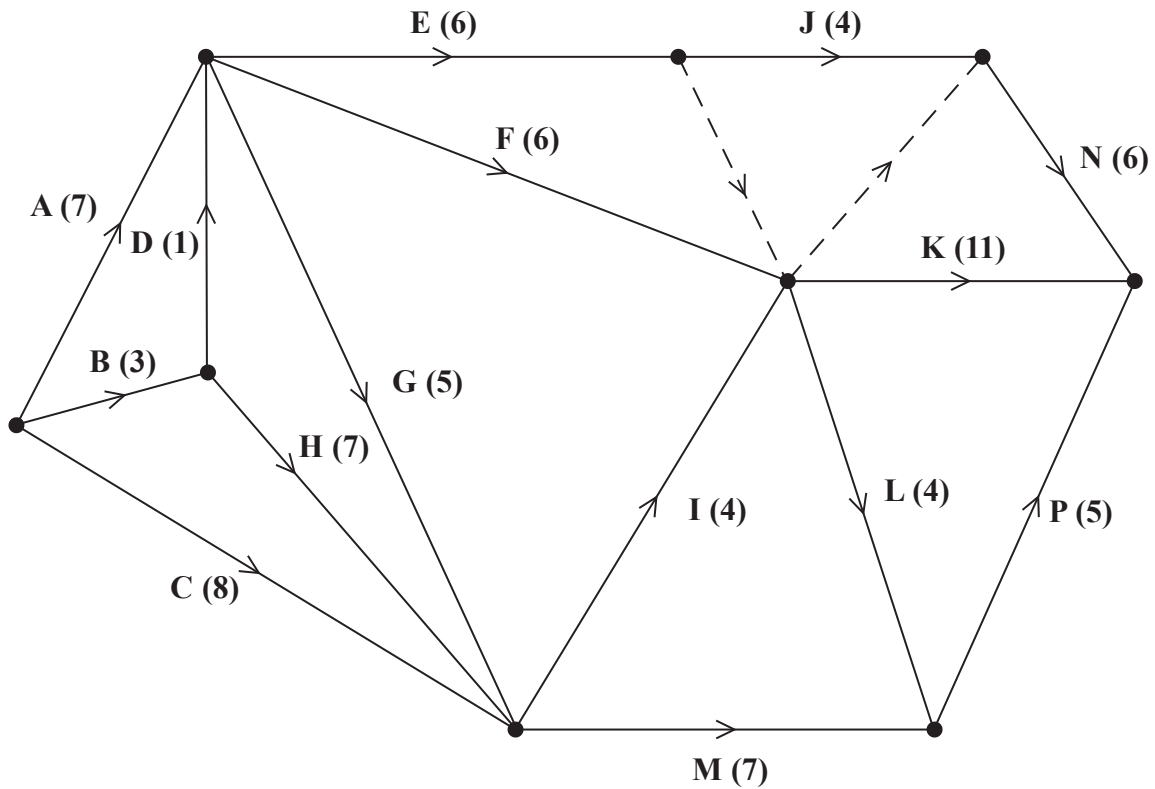


Figure 5

A project is modelled by the activity network shown in Figure 5. The activities are represented by the arcs. The number in brackets on each arc gives the time, in days, to complete the corresponding activity. Each activity requires exactly one worker. The project is to be completed in the shortest possible time.

- (a) Complete Diagram 1 in the answer book to show the early event times and late event times. (4)
- (b) Explain what is meant by a critical path. (2)
- (c) List the critical path for this network. (1)
- (d) For each of the situations below, state the effect that the delay would have on the project completion date. (2)
- (i) A 4-day delay during activity J.
  - (ii) A 4-day delay during activity M.

The delays mentioned in (d) do not occur.

- (e) Calculate a lower bound for the number of workers needed to complete the project in the minimum time. You must show your working. (2)
- (f) Schedule the activities using the minimum number of workers so that the project is completed in the minimum time. (3)

(Total 14 marks)



8. A shop sells three types of pen. These are ballpoint pens, rollerball pens and fountain pens.

The shop manager knows that each week she should order

- at least 50 pens in total
- at least twice as many rollerball pens as fountain pens

In addition,

- at most 60% of the pens she orders must be ballpoint pens
- at least a third of the pens she orders must be rollerball pens

Each ballpoint pen costs £2, each rollerball pen costs £3 and each fountain pen costs £5

The shop manager wants to minimise her costs.

Let  $x$  represent the number of ballpoint pens ordered, let  $y$  represent the number of rollerball pens ordered and let  $z$  represent the number of fountain pens ordered.

- (a) Formulate this information as a linear programming problem. State the objective and list the constraints as simplified inequalities with integer coefficients. (7)

The shop manager decides to order exactly 10 fountain pens. This reduces the problem to the following

$$\begin{aligned} \text{Minimise} \quad & P = 2x + 3y \\ \text{subject to} \quad & x + y \geq 40 \\ & 2x - 3y \leq 30 \\ & -x + 2y \geq 10 \\ & y \geq 20 \\ & x \geq 0 \end{aligned}$$

- (b) Represent these constraints on Diagram 1 in the answer book. Hence determine, and label, the feasible region R. (4)
- (c) Use the objective line method to find the optimal vertex, V, of the feasible region. You must make your objective line clear and label the optimal vertex V. (3)
- (d) Write down the number of each type of pen that the shop manager should order. Calculate the cost of this order. (2)

**(Total 16 marks)**

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**TOTAL FOR PAPER: 75 MARKS**

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**Pearson Edexcel**  
**International**  
**Advanced Level**

Centre Number

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Candidate Number

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# Decision Mathematics D1

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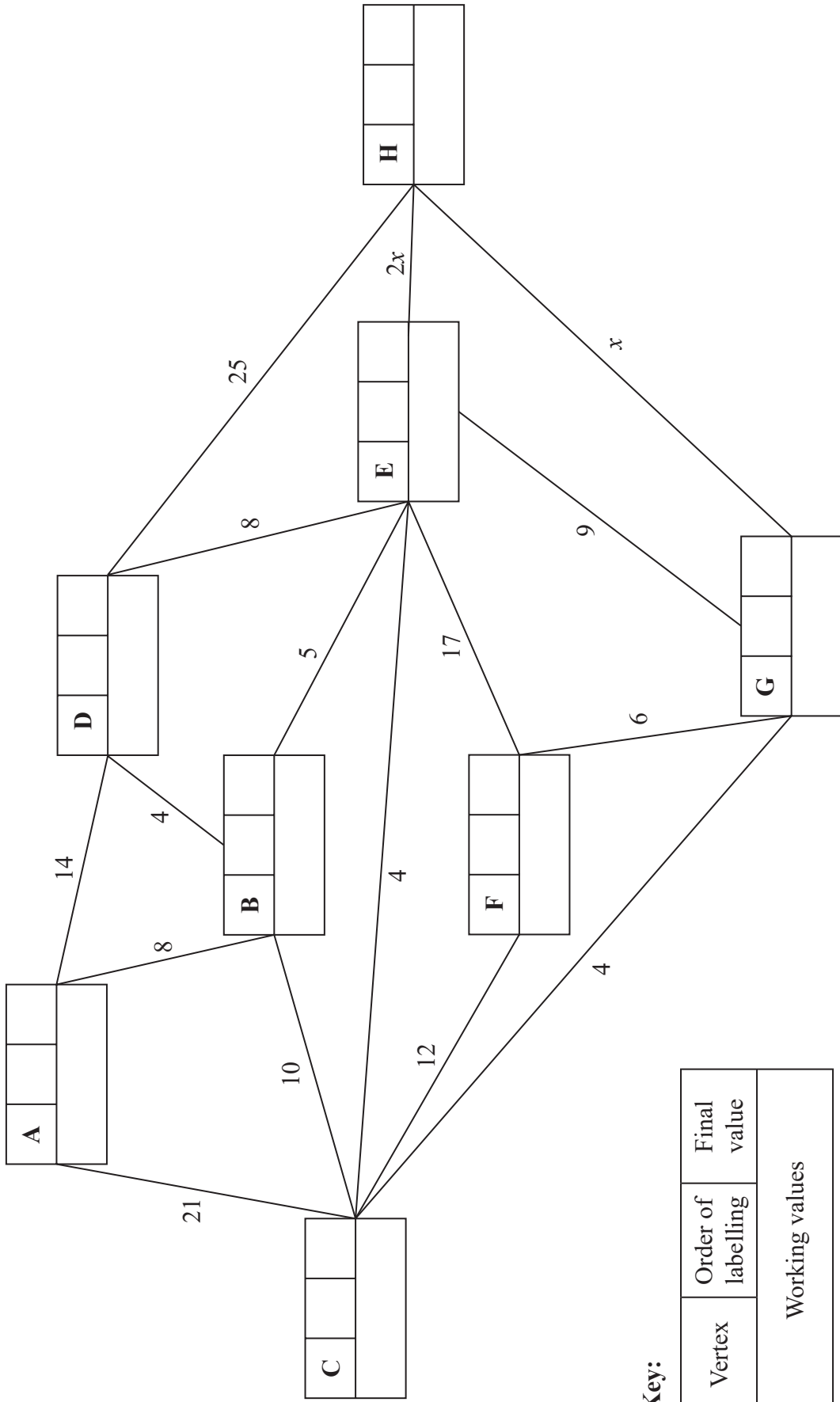








6.



**Key:**

Vertex	Order of labelling	Final value
Working values		













