

Paper Reference 9FM0/3D
Pearson Edexcel
Level 3 GCE

Further Mathematics

Advanced

PAPER 3D: Decision Mathematics 1

Friday 21 June 2024 – Afternoon

Time: 1 hour 30 minutes

YOU MUST HAVE

**Mathematical Formulae and Statistical
Tables (Green), calculator**

YOU WILL BE GIVEN

Diagram Booklet

Answer Booklet

Y75688A

Candidates may use any calculator permitted by Pearson regulations. Calculators must not have the facility for symbolic algebra manipulation, differentiation and integration, or have retrievable mathematical formulae stored in them.

INSTRUCTIONS

In the boxes on the Answer Booklet and on the Diagram Booklet, write your name, centre number and candidate number.

Do not return this Question Paper with the Answer Booklet.

Answer ALL questions and ensure that your answers to parts of questions are clearly labelled.

Answer the questions in the Answer Booklet or on the separate diagrams – there may be more space than you need.

Do NOT write on this Question Paper.

You should show sufficient working to make your methods clear. Answers without working may not gain full credit.

Inexact answers should be given to three significant figures unless otherwise stated.

Turn over

INFORMATION

A booklet ‘Mathematical Formulae and Statistical Tables’ is provided.

There are 7 questions in this Question Paper.

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.

There are two copies of each diagram in case you need them.

Turn over

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.

Turn over

1.

17	8	16	12	24	19
23	11	20	13	4	

The eleven numbers listed above are to be packed into bins of size n where n is a positive integer. When the first-fit bin packing algorithm is applied to the eleven numbers, the bins are packed as shown below.

Bin 1:	17	8	12
Bin 2:	16	24	
Bin 3:	19	11	4
Bin 4:	23	13	
Bin 5:	20		

(continued on the next page)

Turn over

1. continued.

Remember:

17	8	16	12	24	19
23	11	20	13	4	

- (a) Explain why this packing means
that the value of n must be 40
(1 mark)**

(continued on the next page)

Turn over

1. continued.

Remember:

17	8	16	12	24	19
23	11	20	13	4	

The original list of eleven numbers is to be sorted into descending order.

(b) Use a quick sort to obtain the fully sorted list.

You must make your pivots clear.

(4 marks)

(continued on the next page)

Turn over

1. continued.

Remember:

17	8	16	12	24	19
23	11	20	13	4	

- (c) Apply the first–fit decreasing bin packing algorithm to the fully sorted list to pack the numbers into bins of size 40**
- (2 marks)**

(Total for Question 1 is 7 marks)

Turn over

- 2. Refer to Diagram 1 and Diagram 2 in the Diagram Booklet.**

Diagram 1 represents a network of shortest distances, in miles, to travel between nine castles, A, B, C, D, E, F, G, H and J

- (a) Use Prim's algorithm, starting at D, to find the minimum spanning tree for this network. You must clearly state the order in which you select the arcs of your tree.**
- (3 marks)**

(continued on the next page)

Turn over

2. continued.

(b) State the weight of the minimum spanning tree found in part (a).

(1 mark)

(c) Draw the minimum spanning tree using the vertices given in Diagram 2 in the Diagram Booklet.

(1 mark)

(continued on the next page)

Turn over

2. continued.

A historian needs to visit all of the castles, starting and finishing at the same castle, and wishes to minimise the total distance travelled.

(d) Use your answer to part (b) to calculate an initial upper bound for the length of the historian's route.

(1 mark)

(continued on the next page)

Turn over

2. continued.

(e) (i) Use the nearest neighbour algorithm, starting at D, to find an upper bound for the length of the historian's route.

(ii) Write down the route which gives this upper bound.

(3 marks)

(continued on the next page)

Turn over

2. continued.

Using the nearest neighbour algorithm, starting at F, an upper bound of length 352 miles was found.

(f) State the best upper bound that can be obtained by using this information and your answers from parts (d) and (e).

Give the reason for your answer.

(1 mark)

(continued on the next page)

Turn over

2. continued.

**(g) By deleting A and all of its arcs,
find a lower bound for the length
of the historian's route.**

(2 marks)

(continued on the next page)

Turn over

2. continued.

By deleting J and all of its arcs, a lower bound of length 274 miles was found.

(h) State the best lower bound that can be obtained by using this information and your answer to part (g).

Give the reason for your answer.

(1 mark)

(Total for Question 2 is 13 marks)

Turn over

- 3. Refer to Diagram 3 and Diagram 4 in the Diagram Booklet.**

Diagram 3 represents a network of cycle tracks between ten towns,

A, B, C, D, E, F, G, H, J and K

The number on each arc represents the length, in kilometres, of the corresponding track.

- (a) Use Dijkstra's algorithm and Diagram 4 in the Diagram Booklet to find the shortest path from A to J**
- (5 marks)**

(continued on the next page)

Turn over

3. continued.

Abi needs to travel along every track shown in Diagram 3 to check that they are all in good repair.

She needs to start her inspection route at town **G and finish her route at either town **J** or town **K****

Abi wishes to minimise the total distance required to traverse every track.

(continued on the next page)

Turn over

3. continued.

(b) By considering all relevant pairings of vertices, determine whether Abi should finish her inspection route at town J or town K

You must

- **state which tracks she will repeat in her route**
- **state the total length of her route**

(6 marks)

(continued on the next page)

Turn over

3. continued.

The direct track between town B and town C AND the direct track between town H and town K are NOW closed to all users.

A second person, Tarig, is asked to check all the remaining tracks starting at G and finishing at H

Tarig wishes to minimise the total length of his inspection route.

(continued on the next page)

Turn over

3. continued.

(c) Determine which route, Abi's or Tarig's, is shorter.

You must make your working clear.

(2 marks)

(Total for Question 3 is 13 marks)

Turn over

4. (a) Explain why it is NOT possible to draw a graph with exactly six nodes with degrees 1, 2, 3, 4, 5 and 6
(1 mark)

(continued on the next page)

4. continued.

A tree, T , has exactly six nodes.

The degrees of the six nodes of T are

$$\begin{array}{cccc} 1 & 2 & (4 - x) & (2x - 5) \\ (4x - 11) & & (3x - 5) & \end{array}$$

where x is an integer.

(b) Explain how you know that T cannot be Eulerian.

(1 mark)

(continued on the next page)

Turn over

4. continued.

(c) (i) Determine the value of x

**(ii) Hence state whether T is
semi-Eulerian or not.**

**You must justify your
answer.**

(5 marks)

(continued on the next page)

Turn over

4. continued.

Refer to Diagram 5 and Diagram 6 in the Diagram Booklet.

Diagram 5 shows a graph, G , with six nodes with degrees 1, 2, 3, 3, 3 and 4

- (d) Using the vertices in Diagram 6 in the Diagram Booklet, draw a graph with exactly six nodes with degrees 1, 2, 3, 3, 3 and 4 that is NOT isomorphic to G**
(1 mark)

(Total for Question 4 is 8 marks)

Turn over

5. Refer to Diagram 7 in the Diagram Booklet.

Two friends, Anaira and Tommi, play a game involving two positive numbers x and y

Anaira gives Tommi the following clues to see if he can correctly determine the value of x and the value of y

(continued on the next page)

Turn over

5. continued.

- **x is greater than y and the difference between the two is at least 100**
- **x is at most 5 times as large as y**
- **the sum of $2x$ and $3y$ is at least 350**
- **the sum of x and y is as small as possible**

(continued on the next page)

Turn over

5. continued.

Tommi decides to solve this problem by using the big-M method.

(a) Set up an initial tableau in the Answer Booklet for solving this problem using the big-M method.

(continued on the next page)

Turn over

5. (a) continued.

As part of your solution, you must show

- how the constraints were made into equations using one slack variable, exactly two surplus variables and exactly two artificial variables**
- how the objective function was formed**

(6 marks)

(continued on the next page)

Turn over

5. continued.

The big-M method is applied until the tableau containing the optimal solution to the problem is found.

One row of this final tableau is shown in Diagram 7.

(b) (i) State the value of x

(ii) Hence deduce the value of y , making your reasoning clear.

(3 marks)

(Total for Question 5 is 9 marks)

Turn over

- 6. Refer to Diagram 8 and Diagram 9 in the Diagram Booklet.**

Diagram 8 is a precedence table showing the 12 activities required to complete a project.

- (a) Draw the activity network described in the precedence table, using activity on arc.**

Your activity network must contain the minimum number of dummies only.

(5 marks)

(continued on the next page)

Turn over

6. continued.

Each of the activities shown in the precedence table in Diagram 8 requires one worker.

The project is to be completed in the minimum possible time.

Diagram 9 shows a schedule for the project using three workers.

(continued on the next page)

6. continued.

(b) (i) State the critical path for the network.

(ii) State the minimum completion time for the project.

(iii) Calculate the total float on activity B

(iv) Calculate the total float on activity G

(4 marks)

(continued on the next page)

Turn over

6. continued.

Immediately after the start of the project, it is found that the duration of activity I, as shown in Diagram 9, is incorrect.

In fact, activity I will take 8 hours.

The durations of all the other activities remain as shown in Diagram 9.

(continued on the next page)

Turn over

6. continued.

- (c) Determine whether the project can still be completed in the minimum completion time using only three workers when the duration of activity I is 8 hours. Your answer must make specific reference to workers, times and activities.**
- (2 marks)**

(Total for Question 6 is 11 marks)

Turn over

7. Refer to Diagram 10 and Diagram 11 in the Diagram Booklet.

A maximisation linear programming problem in x , y and z is to be solved using the Simplex method.

The tableau after the 1st iteration is shown in Diagram 10.

- (a) State the column that contains the pivot value for the 1st iteration.

You must give a reason for your answer.

(2 marks)

(continued on the next page)

Turn over

7. continued.

(b) By considering the equations represented in the tableau in Diagram 10, formulate the linear programming problem in x , y and z only.

State the objective and list the constraints as inequalities with integer coefficients.

(5 marks)

(continued on the next page)

Turn over

7. continued.

(c) Taking the most negative number in the profit row to indicate the pivot column, perform the 2nd iteration of the Simplex algorithm, to obtain a new tableau, T, in the Answer Booklet.

Make your method clear by stating the row operations you use.

(4 marks)

(continued on the next page)

Turn over

7. continued.

(d) (i) Explain, using T, how you know that an optimal solution to the original linear programming problem has NOT been found after the 2nd iteration.

(ii) State the values of the basic variables after the 2nd iteration.

(2 marks)

(continued on the next page)

Turn over

7. continued.

A student attempts the 3rd iteration of the Simplex algorithm and obtains the tableau shown in Diagram 11.

- (e) Explain how you know that the student's attempt at the 3rd iteration is NOT correct.
(1 mark)**

(Total for Question 7 is 14 marks)

TOTAL FOR PAPER IS 75 MARKS

END OF PAPER
