



**UNIVERSITY *of* LIMERICK**  
**OLLSCOIL LUIMNIGH**

College of Informatics and Electronics  
Department *of* Mathematics and Statistics

**END OF SEMESTER ASSESSMENT PAPER**

MODULE CODE : MA4402

SEMESTER: Autumn 2007

MODULE TITLE: Computer Mathematics 2    DURATION:  $2\frac{1}{2}$  hours

LECTURER: Mr. Seán Lacey

GRADING SCHEME:  
Examination: 80%

**INSTRUCTIONS TO CANDIDATES:** Full marks for correct answers to any 5 questions. Calculators and logarithm tables may be used.

---

Q 1 (a) Define what is meant by a function  $f : A \rightarrow B$  where  $A$  and  $B$  are given subsets of real numbers ( $\mathbb{R}$ ). 3

(b) Let  $A = \{1, 2, 3\}$  and let  $B = \{a, b, c\}$ . The function  $f : A \rightarrow B$  is defined by  $f(x)$ ,  $\forall x \in A$ . Give an example of an ordered pair of the function that is

1. bijective,
2. injective but not surjective,
3. surjective but not injective.

6

(c) Consider the following functions

$$f : \mathbb{R} \rightarrow \mathbb{R}, \quad f(x) = x^2 + 2.$$

$$g : \mathbb{R} \rightarrow \mathbb{R}, \quad g(x) = x^3 - 1.$$

Is  $f$  surjective? Explain your answer.

Is  $g$  injective? Explain your answer.

4

(d) Consider the function:

$$f : [0, 1] \rightarrow \mathbb{R}, \quad f(x) = 1 + x^2.$$

What could you replace the codomain of this function with in order to make it surjective? 4

(e) Is it possible for a function to be neither injective nor surjective? Illustrate your answer by way of an example. 3

Q 2 (a) Given the sequence  $\{a_n\} = n^2 - 1$ . Evaluate  $S_4$ . 4

(b) Show that the recursively defined sequence (which you may assume is convergent) defined by

$$a_1 = 1, \quad a_{n+1} = \frac{1}{2} \left( a_n + \frac{p}{a_n} \right)$$

converges to  $\sqrt{p}$ , for  $p > 0$ .

Use this recursive sequence to compute  $\sqrt{5}$  to three decimal places. 8

(c) Show that the series

$$\sum_{n=0}^{\infty} \frac{x^n}{n!}$$

converges.

5

(d) Note that the series in Q2(c) can be used to estimate  $e^2$ . Estimate  $e^2$  correct to three decimal places.

3

Q 3 (a) Give an outline of the Newton-Raphson algorithm for root finding and explain how it works.

6

(b) Given

$$f : \mathbb{R} \rightarrow \mathbb{R}, \quad f(x) = x^3 - 2x - 2.$$

Evaluate  $f(x)$  for  $x = 1$  and  $x = 2$ . Hence use the Newton-Raphson algorithm to estimate the root of the function correct to 4 decimal places.

10

(c) Give two examples of instances when the Newton-Raphson algorithm fails. Illustrations can be used as part of your examples.

4

Q 4 (a) Define what is meant by the dot product of two vectors.

3

(b) Consider the two vectors

$$\mathbf{v} = \langle 4, 3 \rangle, \quad \mathbf{w} = \langle 5, 12 \rangle$$

1. Find  $|\mathbf{v}|$  and  $|\mathbf{w}|$

2. Find  $\mathbf{v} \cdot \mathbf{w}$

3. Find the acute angle between  $\mathbf{v}$  and  $\mathbf{w}$

9

(c) Consider the line segment with endpoints  $(2, 1)$  and  $(3, 3)$ . Using the rotation matrix

$$R = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

rotate the above line segment about its endpoint  $(2, 1)$  by  $\frac{\pi}{3}$  radians.

8

- Q 5 (a) Explain under what circumstances it is possible to (i) subtract and (ii) multiply the matrices  $A$  (order  $m \times n$ ) and  $B$  (order  $p \times q$ ). 4

(b) Let

$$A = \begin{bmatrix} 1 & 3 \\ -4 & 2 \\ 3 & -1 \end{bmatrix}, \quad \text{and} \quad B = \begin{bmatrix} 4 & -1 & 3 \\ 2 & 3 & 0 \end{bmatrix}$$

Calculate  $AB$  and  $BA$ , if possible. 7

(c) Show, using the matrices in Q5(b), that

1.  $(A^T)^T = A$
2.  $(AB)^T = B^T A^T$

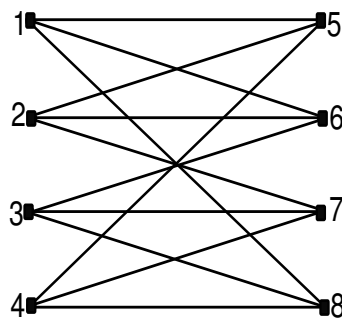
9

- Q 6 (a) State the requirements necessary for a graph to be planar and show that the graph  $K_{2,3}$  is planar. 4

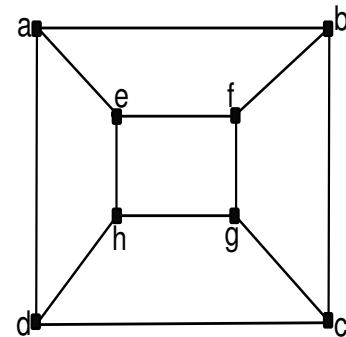
(b) Write down the adjacency matrix for  $K_{4,3}$ . 4

(c) What is the expression tree for  $(2 + x)(3 + x) - (1 - x)^2$ ? Is your result a full binary tree? 4

(d) The following two graphs are isomorphic.



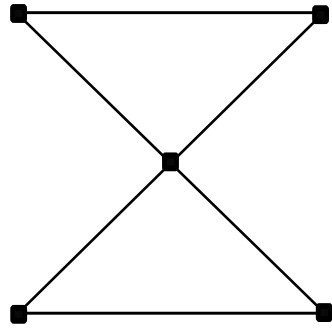
(a)



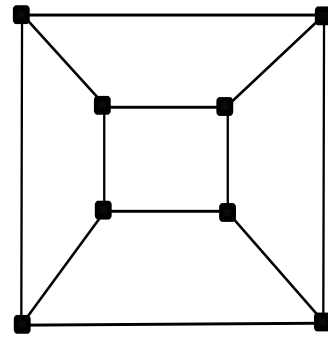
(b)

Find the isomorphic bijection for the two graphs. 4

- (e) Are the following graphs (i) Hamiltonian, (ii) Eulerian? Clearly explain your answers.



(a)



(b)