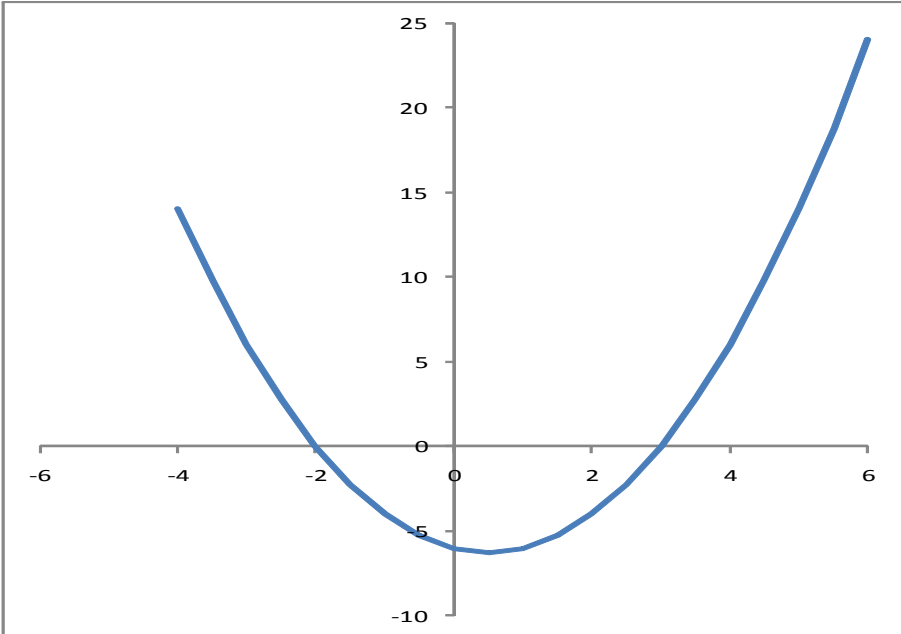


ATHLONE INSTITUTE OF TECHNOLOGY

School of Engineering

Model Answers/Marking Scheme

Lecturer.	Mark Daly	Subject.	Mathematics 1			
Course. BSc Software Design (Game/Web Dev) Year 1						
(1) Please do not write outside the border lines. (2) Use only black pen (for photocopying purposes). (3) Please hand in the original version and not the photocopy. (4) For descriptive questions please indicate clearly the type of answer required.						
Ques No. 1(a) (i)	Determine the points (x,y) from the table below:				Marks.	
	x	x^2	$-x$	-6		$f(x)$
	-4	16	4	-6		14
	-3	9	3	-6		6
	-2	4	2	-6		0
	-1.5	2.25	1.5	-6		-2.25
	-1	1	1	-6		-4
	-0.5	0.25	0.5	-6		-5.25
	0	0	0	-6		-6
	0.5	0.25	-0.5	-6		-6.25
	1	1	-1	-6		-6
	1.5	2.25	-1.5	-6		-5.25
	2	4	-2	-6		-4
	2.5	6.25	-2.5	-6		-2.25
	3	9	-3	-6		0
	4	16	-4	-6		6
	5	25	-5	-6		14
	6	36	-6	-6		24
	Graph shown below					
						

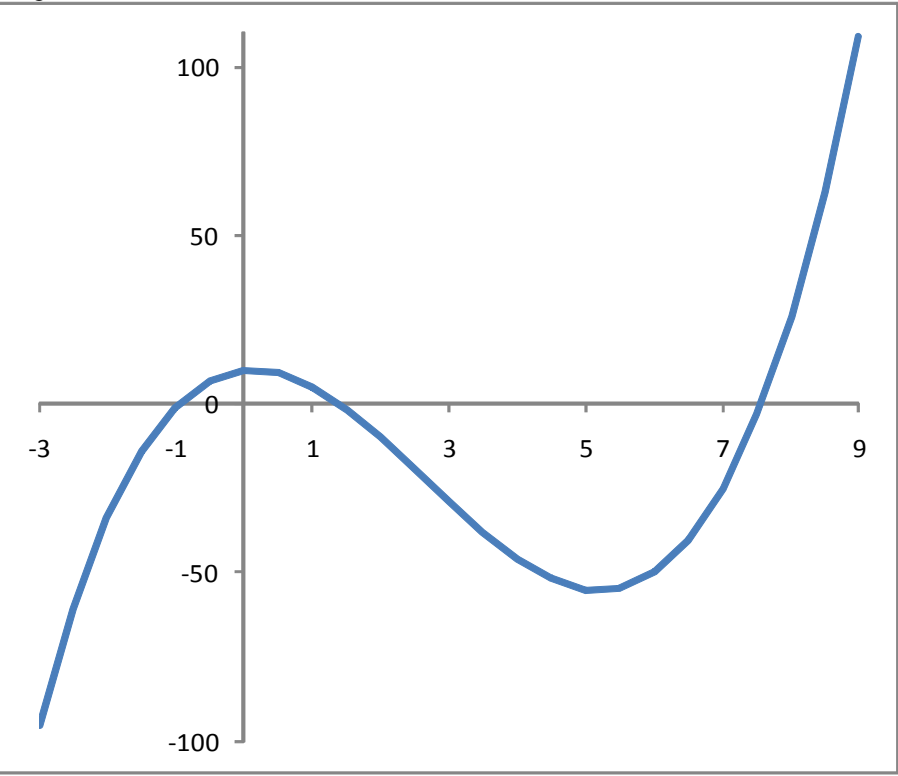
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Model Answers/Marking Scheme

Lecturer.	Mark Daly	Subject.	Mathematics 1			
Course. BSc Software Design (Game/Web Dev) Year 1						
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Ques No.				Marks.		
1(a)						
(ii)	From the graph and the table above, the function crosses the x-axis (i.e. the function is zero) when x = -2 and 3					
(iii)	It is apparent from the graph and the table above that the function has a turning point in the vicinity of (0.5,-6.25); i.e. when x = 0.5.			10		
(b)	Determine the points (x,y) from the table below:					
	x	x ³	-8x ²	+2x	10	f(x)
	-3	-27	-72	-6	10	-95
	-2.5	-15.63	-50	-5	10	-60.63
	-2	-8	-32	-4	10	-34
	-1.5	-6.75	-18	-3	10	-14.38
	-1	-1	-8	-2	10	-1
	-0.5	-0.13	-2	-1	10	6.88
	0	0	0	0	10	10
	0.5	0.13	-2	1	10	9.13
	1	1	-8	2	10	5
	1.5	3.38	-18	3	10	-1.63
	2	8	-32	4	10	-10
	2.5	15.63	-50	5	10	-19.38
	3	27	-72	6	10	-29
	3.5	42.88	-98	7	10	-38.13
	4	64	-128	8	10	-46
	4.5	91.13	-162	9	10	-51.88
	5	125	-200	10	10	-55
	5.5	166.38	-242	11	10	-54.63
	6	216	-288	12	10	-50
	6.5	274.63	-338	13	10	-40.38
	7	343	-392	14	10	-25
	7.5	421.88	-450	15	10	-3.13
	8	512	-512	16	10	26
	8.5	614.13	-578	17	10	63.13
	9	729	-648	18	10	109

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Model Answers/Marking Scheme

Lecturer. Mark Daly	Subject. Mathematics 1
Course. BSc Software Design (Game/Web Dev) Year 1	
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<p>Ques No.</p> <p>1(a)</p> <p>(i)</p>	<p>Graph shown below:</p>  <p>(ii) From the graph and the table above, the function crosses the x-axis (i.e. the function is zero) when x is close to -1, 1.5 and 7.5</p> <p>(iii) It is apparent from the graph above that this cubic equation exhibits the usual twin turning points. It has 2 turning points: the first is close to when $x = 0$ (i.e. close to the point (0,10)) and the second is close to when $x = 5$ (near the point (5,-55).</p> <p style="text-align: right;">10</p>

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Model Answers/Marking Scheme

Lecturer.	Mark Daly	Subject.	Mathematics 1
Course. BSc Software Design (Game/Web Dev) Year 1			
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Ques No.	Determine the value(s) of x for which the determinant is zero. The complementary space is the set of values for which the matrix is non-singular.		Marks.
2(a)	$\begin{vmatrix} 1 & 0 & 0 \\ 2 & 3x & -4 \\ 5 & 0 & x \end{vmatrix} = (1)(x)(3x) = 0$ $\Rightarrow \text{determinant} = 0 \Leftrightarrow x = 0.$ <p>The matrix is non-singular $\forall x \in \mathbb{R} \setminus \{0\}$</p>		3
(i)			
(ii)	$\begin{vmatrix} 2 & 1 & 6 \\ 3 & -x & 4 \\ -6 & 0 & 1-x \end{vmatrix} = 2(x^2 - x) + (3x - 27) + 6(-6x)$ $= 2x^2 - 35x - 27 = 0$ $\Rightarrow \text{determinant} = 0 \Leftrightarrow x = \frac{35 \pm \sqrt{1441}}{4}$ <p>The matrix is non-singular $\forall x \in \mathbb{R} \setminus \left\{ \frac{1}{4}(35 - \sqrt{1441}), \frac{1}{4}(35 + \sqrt{1441}) \right\}$</p>		3
(b)	<p>To calculate the inverse of the matrix $A = \begin{pmatrix} 1 & 1 & -2 \\ 2 & -1 & 3 \\ -1 & 1 & -3 \end{pmatrix}$ we need to calculate its determinant to determine if it is non-zero. If it is non-zero, then we calculate the adjoint.</p> <p>First the determinant:</p> $ A = \begin{vmatrix} 1 & 1 & -2 \\ 2 & -1 & 3 \\ -1 & 1 & -3 \end{vmatrix}$ $= (-1 \times (-3) - 3 \times 1) + (3 \times (-1) - 2 \times (-3)) - 2(2 \times 1 - (-1) \times (-1)) = 1$ <p>As the determinant is non-zero, the inverse exists. Now calculate the adjoint:</p> $A^* = \begin{pmatrix} \Delta_{11} & \Delta_{12} & \Delta_{13} \\ \Delta_{21} & \Delta_{22} & \Delta_{23} \\ \Delta_{31} & \Delta_{32} & \Delta_{33} \end{pmatrix} \text{ where } \Delta_{ij} = (-1)^{i+j} \Delta(i, j) $ <p>where $\Delta(i, j)$ is the 2x2 formed by removing the j^{th} row and i^{th} column of A.</p> $\Delta_{11} = (-1)^2 (-1 \times (-3) - 3 \times 1) = 0$ $\Delta_{12} = (-1)^3 (1 \times (-3) - (-2) \times 1) = 1$ $\Delta_{13} = (-1)^4 (1 \times 3 - (-2) \times (-1)) = 1$ $\Delta_{21} = (-1)^3 (2 \times (-3) - 3 \times (-1)) = 3$ $\Delta_{22} = (-1)^4 (1 \times (-3) - (-2) \times (-1)) = -5$ $\Delta_{23} = (-1)^5 (1 \times 3 - (-2) \times 2) = -7$		

School of Engineering
Model Answers/Marking Scheme

Lecturer.	Mark Daly	Subject.	Mathematics 1
Course. BSc (Computing & Software Engineering) Year			
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Ques No.			Marks.
2(b)	$\Delta_{31}=(-1)^4(2\times 1-(-1)\times(-1))=1$ $\Delta_{32}=(-1)^5(1\times 1-1\times(-1))=-2$ $\Delta_{33}=(-1)^6(1\times(-1)-1\times 2)=-3$ <p>The adjoint of A is thus</p> $A^*=\begin{pmatrix} 0 & 1 & 1 \\ 3 & -5 & -7 \\ 1 & -2 & -3 \end{pmatrix}$ <p>with the inverse of A defined:</p> $A^{-1}=\frac{1}{ A }A^*=\frac{1}{1}\begin{pmatrix} 0 & 1 & 1 \\ 3 & -5 & -7 \\ 1 & -2 & -3 \end{pmatrix}$		12
3(a)	<p>The system of equations can be expressed as $AX=B$ where</p> $A=\begin{pmatrix} 1 & 1 & -2 \\ 2 & -1 & 3 \\ -1 & 1 & -3 \end{pmatrix}, X=\begin{pmatrix} x \\ y \\ z \end{pmatrix} \text{ and } B=\begin{pmatrix} 0 \\ 5 \\ -4 \end{pmatrix}$ <p>A is the matrix from (b). We can use the result from (b) to solve the system as follows:</p> $AX=B\Rightarrow(A^{-1}A)X=IX=A^{-1}B$ <p>where I is the identity matrix. Therefore the solution is obtained by multiplying B by A^{-1}.</p> <p>Then</p> $\begin{pmatrix} x \\ y \\ z \end{pmatrix}=\frac{1}{1}\begin{pmatrix} 0 & 1 & 1 \\ 3 & -5 & -7 \\ 1 & -2 & -3 \end{pmatrix}\cdot\begin{pmatrix} 0 \\ 5 \\ -4 \end{pmatrix}=\begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix}$ <p>Therefore</p> $x=1, y=3, z=2$ <p>is the solution of the system.</p>		2
(i)	<p>Taylor series: $f(x)=\sum_{n=0}^{\infty}\frac{f^{(n)}(x_0)}{n!}(x-x_0)^n$</p> <p>$f(x)=\sin(x) \quad x_0=\pi/2$</p>		

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Lecturer. Mark Daly		Subject. Mathematics 1	
Course. BSc Software Design (Game/Web Dev) Year 1			
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<p>Ques No.</p> <p>3(a)</p> <p>(i)</p>	<p>Then</p> $f(\pi/2)=\sin(\pi/2)=1$ $f^{(1)}(x)=\cos(x) \Rightarrow f^{(1)}(\pi/2)=0$ $f^{(2)}(x)=-\sin(x) \Rightarrow f^{(2)}(\pi/2)=-1$ $f^{(3)}(x)=-\cos(x) \Rightarrow f^{(3)}(\pi/2)=0$ $f^{(4)}(x)=\sin(x) \Rightarrow f^{(4)}(\pi/2)=1$ $f^{(5)}(x)=\cos(x) \Rightarrow f^{(5)}(\pi/2)=0$ <p>The first six terms in the Taylor series are defined:</p> $T_5(x)=\sum_{n=0}^5 \frac{f^{(n)}(x_0)}{n!}(x-x_0)^n$ $=f(\pi/2)+f^{(1)}(\pi/2)(x-x_0)+\frac{f^{(2)}(\pi/2)}{2!}(x-x_0)^2+...+\frac{f^{(5)}(\pi/2)}{5!}(x-x_0)^5$ $=1+0+(-1)\frac{(x-\pi/2)^2}{2!}+0+\frac{(x-\pi/2)^4}{4!}+0$ <p>(ii)</p> $f(x)=e^x \quad x_0=0$ <p>Then</p> $f(0)=e^0=1$ $f^{(1)}(x)=f(x)=e^x \Rightarrow f^{(1)}(0)=f(0)=1$ $f^{(2)}(x)=f(x)=e^x \Rightarrow f^{(2)}(0)=f(0)=1$ $f^{(3)}(x)=f(x)=e^x \Rightarrow f^{(3)}(0)=f(0)=1$ $f^{(4)}(x)=f(x)=e^x \Rightarrow f^{(4)}(0)=f(0)=1$ $f^{(5)}(x)=f(x)=e^x \Rightarrow f^{(5)}(0)=f(0)=1$ <p>The first six terms in the Taylor series are defined:</p> $T_5(x)=\sum_{n=0}^5 \frac{f^{(n)}(x_0)}{n!}(x-x_0)^n$ $=f(0)+f^{(1)}(0)(x)+\frac{f^{(2)}(0)}{2!}(x)^2+...+\frac{f^{(5)}(0)}{5!}(x)^5$ $=1+x+\frac{x^2}{2!}+\frac{x^3}{3!}+\frac{x^4}{4!}+\frac{x^5}{5!}$ <p>(b)</p> $e^2 \simeq 7.389056$ <p>We've already determined that</p> $T_5(x)=1+x+\frac{x^2}{2!}+\frac{x^3}{3!}+\frac{x^4}{4!}+\frac{x^5}{5!}$ <p>for $\exp(x)$ about $x_0=0$.</p> <p>Substitute 2 for x in $T_5(x)$ to get the approximation for $\exp(x)$ at 2 .</p>	<p>Marks.</p>	

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Sample Examination 2010