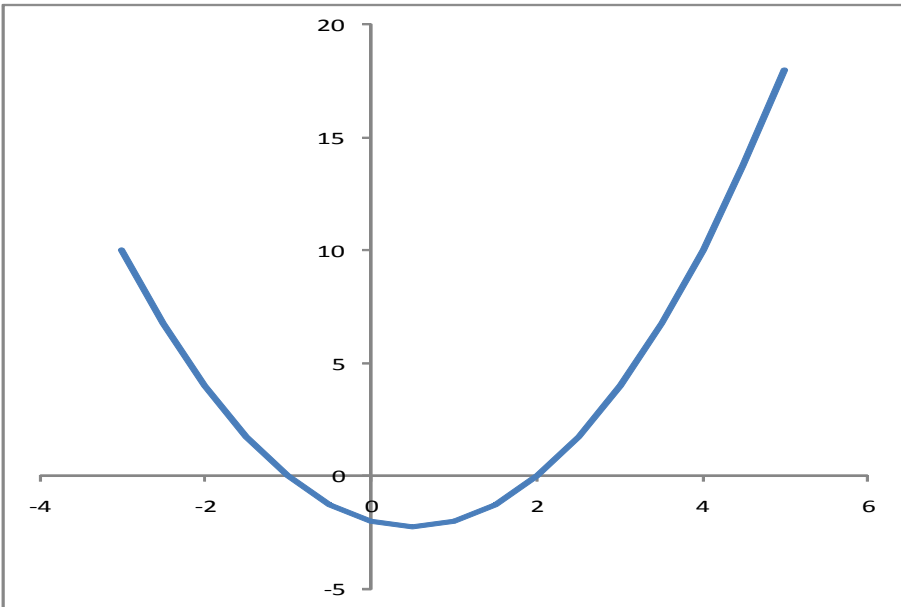


ATHLONE INSTITUTE OF TECHNOLOGY

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	$-x$	-2		$f(x)$
	-3	9	3	-2		10
	-2.5	6.25	2.5	-2		6.75
	-2	4	2	-2		4
	-1.5	2.25	1.5	-2		1.75
	-1	1	1	-2		0
	-0.5	0.25	0.5	-2		-1.25
	0	0	0	-2		-2
	0.5	0.25	-0.5	-2		-2.25
	1	1	-1	-2		-2
	1.5	2.25	-1.5	-2		-1.25
	2	4	-2	-2		0
	2.5	6.25	-2.5	-2		1.75
	3	9	-3	-2		4
	3.5	12.25	-3.5	-2		6.75
	4	16	-4	-2		10
	4.5	20.25	-4.5	-2		13.75
	5	25	-5	-2		18
	Graph shown below					
						

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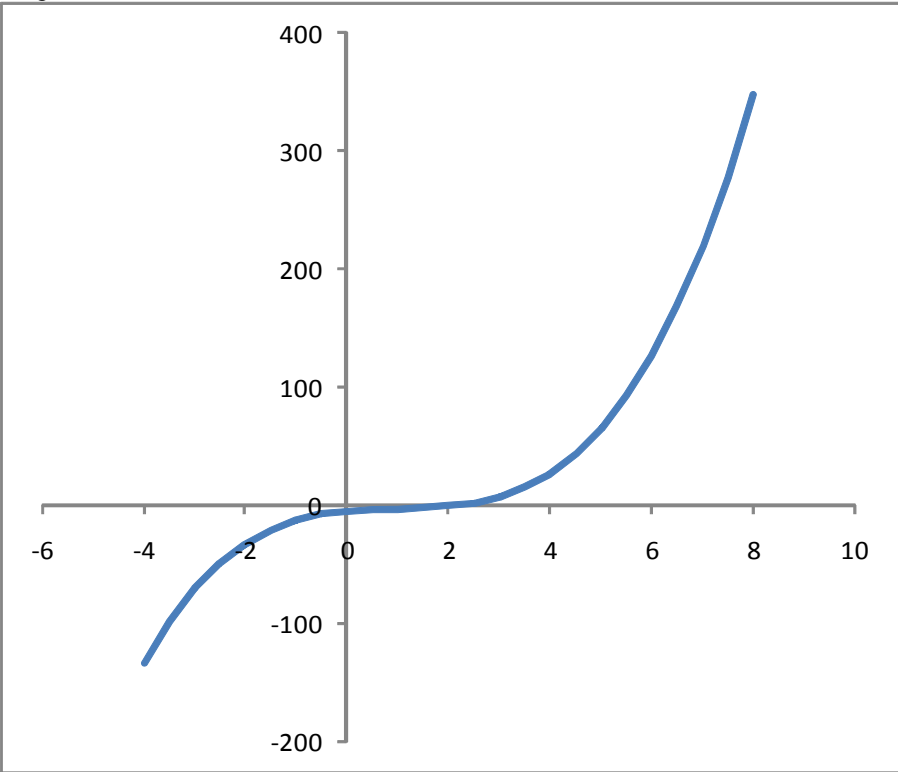
Model Answers/Marking Scheme

Lecturer.	Mark Daly	Subject.	Mathematics 1
Course. BSc Software Design (Game/Web Dev) Year 1			
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Ques No.			
1(a)			
(ii)	From the graph and the table above, the function crosses the x-axis (i.e. the function is zero) when $x = -1$ and 2		
(iii)	It is apparent from the graph and the table above that the function has a turning point in the vicinity of $(0.5, -2.25)$; i.e. when $x = 0.5$.		
(b)	Determine the points (x, y) from the table below:		
	x	x^3	$-3x^2$
	$+4x$	-5	$f(x)$
	-4	-64	-48
	-3.5	-42.88	-36.75
	-3	-27	-27
	-2.5	-15.63	-18.75
	-2	-8	-12
	-1.5	-6.75	-6.75
	-1	-1	-3
	-0.5	-0.13	-0.75
	0	0	0
	0.5	0.13	-0.75
	1	1	-3
	1.5	3.38	-6.75
	2	8	-12
	2.5	15.63	-18.75
	3	27	-27
	3.5	42.88	-36.75
	4	64	-48
	4.5	91.13	-60.75
	5	125	-75
	5.5	166.38	-90.75
	6	216	-108
	6.5	274.63	-126.75
	7	343	-147
	7.5	421.88	-168.75
	8	512	-192

Marks.

10

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School of Engineering
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 between 2 and 2.5</p> <p>(iii) It is apparent from the graph above that this cubic equation doesn't exhibit the usual twin turning points but rather a flat region in the vicinity of the x-axis crossover. Therefore the determination of a turning point is immaterial.</p>

Marks.

10

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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)			
(i)	$\begin{vmatrix} 1 & 2 & -2 \\ x & -1 & 5 \\ 3 & 1-x & 4 \end{vmatrix} = (1)(-9+5x) + 2(15-4x) - 2(x-x^2+3) = 0$ $= 2x^2 - 5x + 15 = 0$ $\Rightarrow \text{determinant} \neq 0 \quad \forall x \in \mathbb{R}$ <p>The matrix is non-singular $\forall x \in \mathbb{R}$</p>		4
(ii)	$\begin{vmatrix} 3-x & 4 & 6 \\ 0 & 1-x & 2 \\ 0 & 0 & 2+x \end{vmatrix} = (3-x)(1-x)(2+x) = 0$ $\Rightarrow \text{determinant} = 0 \Leftrightarrow x = -2, 1, 3$ <p>The matrix is non-singular $\forall x \in \mathbb{R} \setminus \{-2, 1, 3\}$</p>		4
(b)	<p>Given the matrices</p> $A = \begin{pmatrix} 2 & 1 & -1 \\ 5 & -2 & 1 \\ -1 & -4 & 3 \end{pmatrix} \text{ and } B = \begin{pmatrix} 2 & -7 & 0 \\ 4 & 0 & 1 \\ 5 & 9 & -2 \end{pmatrix}$ <p>we need to determine if the products $C = A \cdot B$ and $D = B \cdot A$ exist and if the resulting matrices, C and D, are equal. As A and B are both square matrices of the same dimensions, then both C and D exist and are 3×3 matrices.</p> <p>First calculate $C = A \cdot B$:</p> $C = A \cdot B = \begin{pmatrix} 2 & 1 & -1 \\ 5 & -2 & 1 \\ -1 & -4 & 3 \end{pmatrix} \cdot \begin{pmatrix} 2 & -7 & 0 \\ 4 & 0 & 1 \\ 5 & 9 & -2 \end{pmatrix} = \begin{pmatrix} c_{11} & c_{12} & c_{13} \\ c_{21} & c_{22} & c_{23} \\ c_{31} & c_{32} & c_{33} \end{pmatrix}$ <p>where</p> $c_{11} = \sum_{k=1}^3 a_{1k} b_{k1} = 2 \times 2 + 1 \times 4 + (-1) \times 5 = 4 + 4 - 5 = 3$ $c_{12} = \sum_{k=1}^3 a_{1k} b_{k2} = 2 \times (-7) + 1 \times 0 + (-1) \times 9 = -14 + 0 - 9 = -23$ $c_{13} = \sum_{k=1}^3 a_{1k} b_{k3} = 2 \times 0 + 1 \times 1 + (-1) \times (-2) = 0 + 1 + 2 = 3$ $c_{21} = \sum_{k=1}^3 a_{2k} b_{k1} = 5 \times 2 + (-2) \times 4 + 1 \times 5 = 10 - 8 + 5 = 7$ $c_{22} = \sum_{k=1}^3 a_{2k} b_{k2} = 5 \times (-7) + (-2) \times 0 + 1 \times 9 = -35 + 0 + 9 = -26$ $c_{23} = \sum_{k=1}^3 a_{2k} b_{k3} = 5 \times 0 + (-2) \times 1 + 1 \times (-2) = 0 - 2 - 2 = -4$		

Lecturer.	Mark Daly	Subject.	Mathematics 1
Course. BSc (Computing & Software Engineering) Year			
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Ques No. 2(b)	$c_{31} = \sum_{k=1}^3 a_{3k} b_{k1} = (-1) \times 2 + (-4) \times 4 + 3 \times 5 = -2 - 16 + 15 = -3$ $c_{32} = \sum_{k=1}^3 a_{3k} b_{k2} = (-1) \times (-7) + (-4) \times 0 + 3 \times 9 = 7 + 0 + 27 = 34$ $c_{33} = \sum_{k=1}^3 a_{3k} b_{k3} = (-1) \times 0 + (-4) \times 1 + 3 \times (-2) = 0 - 4 - 6 = -10$ <p>Now calculate $D = B \cdot A$:</p> $D = B \cdot A = \begin{pmatrix} 2 & -7 & 0 \\ 4 & 0 & 1 \\ 5 & 9 & -2 \end{pmatrix} \cdot \begin{pmatrix} 2 & 1 & -1 \\ 5 & -2 & 1 \\ -1 & -4 & 3 \end{pmatrix} = \begin{pmatrix} d_{11} & d_{12} & d_{13} \\ d_{21} & d_{22} & d_{23} \\ d_{31} & d_{32} & d_{33} \end{pmatrix}$ <p>where</p> $d_{11} = \sum_{k=1}^3 b_{1k} a_{k1} = 2 \times 2 + (-7) \times 5 + 0 \times (-1) = 4 - 35 + 0 = -31$ $d_{12} = \sum_{k=1}^3 b_{1k} a_{k2} = 2 \times 1 + (-7) \times (-2) + 0 \times (-4) = 2 + 14 + 0 = 16$ $d_{13} = \sum_{k=1}^3 b_{1k} a_{k3} = 2 \times (-1) + (-7) \times 1 + 0 \times 3 = -2 - 7 + 0 = -9$ $d_{21} = \sum_{k=1}^3 b_{2k} a_{k1} = 4 \times 2 + 0 \times 5 + 1 \times (-1) = 8 + 0 - 1 = -7$ $d_{22} = \sum_{k=1}^3 b_{2k} a_{k2} = 4 \times 1 + 0 \times (-2) + 1 \times (-4) = 4 + 0 - 4 = 0$ $d_{23} = \sum_{k=1}^3 b_{2k} a_{k3} = 4 \times (-1) + 0 \times 1 + 1 \times 3 = -4 + 0 + 3 = -1$ $d_{31} = \sum_{k=1}^3 b_{3k} a_{k1} = 5 \times 2 + 9 \times 5 + (-2) \times (-1) = 10 + 45 + 2 = 57$ $d_{32} = \sum_{k=1}^3 b_{3k} a_{k2} = 5 \times 1 + 9 \times (-2) + (-2) \times (-4) = 5 - 18 + 8 = -5$ $d_{33} = \sum_{k=1}^3 b_{3k} a_{k3} = 5 \times (-1) + 9 \times 1 + (-2) \times 3 = -5 + 9 - 6 = -2$ <p>Clearly $C = A \cdot B \neq D = B \cdot A$</p>		Marks.
3(a) (i)	<p>Taylor series: $f(x) = \sum_{n=0}^{\infty} \frac{f^{(n)}(x_0)}{n!} (x - x_0)^n$</p> <p>$f(x) = \cos(x) \quad x_0 = \pi/2$</p>		12

School of Engineering
Model Answers/Marking Scheme

Sample Examination 2012

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			
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Ques No. 3(b)	$T_5\left(\frac{\pi}{3}\right) = -(-\pi/6) + \frac{(-\pi/6)^3}{6} - \frac{(-\pi/6)^5}{120} \approx 0.500002132$ <p>So the error is</p> $ f(x) - T_5(x) = 0.5 - 0.500002132 = 0.000002132 \approx 0.000003$	Marks.	
4(a)	$f(x) = (\cos^2(x) + \sin^2(x)) \tan(2x)$ <p>As $\cos^2(x) + \sin^2(x) = 1$ then $f(x) = \tan(2x)$. Using the chain rule we get</p> $\frac{d}{dx} f(x) = 2 \sec^2(2x)$		10
(b)	$f(x) = e^{\ln 3x^2-1 }$ <p>Here use the identity</p> $e^{\ln u(x) } = u(x)$ <p>with</p> $u(x) = 3x^2 - 1$ $\frac{d}{dx} f(x) = \frac{d}{dx} 3x^2 - 1 = 6x$		5
(c)	$f(x) = \cos(\tan(\sin(2x)))$ <p>You use the chain rule 3 times to get</p> $\frac{d}{dx} f(x) = \underbrace{-\sin(\tan(\sin(2x)))}_{1^{st} \text{ Chain Rule}} \times \underbrace{\sec^2(\sin(2x))}_{2^{nd} \text{ Chain Rule}} \times \underbrace{\cos(2x) \times 2}_{3^{rd} \text{ Chain Rule}}$		5
(d)	$f(x) = \frac{x^7-1}{x^6+x^5+x^4+x^3+x^2+x+1}$ <p>From your lectures you know that</p> $x^7-1 = (x-1)(x^6+x^5+x^4+x^3+x^2+x+1)$ <p>Then and</p> $\Rightarrow \frac{d}{dx} f(x) = \frac{d}{dx} \frac{x^7-1}{x^6+x^5+x^4+x^3+x^2+x+1} = \frac{d}{dx} (x-1) = 1$		5