

**MASSACHUSETTS MATHEMATICS LEAGUE
CONTEST 5 – FEBRUARY 2011 SOLUTION KEY**

Round 1

A) Knowing that $f^{-1}(a) = b \Leftrightarrow f(b) = a$, we need not bother finding $f^{-1}(x)$.

$$\text{Solving } 4x + 5 = 3 \rightarrow x = -\frac{1}{2}. \text{ Thus, } f\left(-\frac{1}{2}\right) = 3 \Leftrightarrow f^{-1}(3) = -\frac{1}{2}.$$

$$f(-1) = 1. \text{ Thus, } f^{-1}(3) + g(f(-1)) = -\frac{1}{2} + g(1) = -\frac{1}{2} + 6 + 1 - 4 = \underline{2.5} \quad \left(2\frac{1}{2} \text{ or } \frac{5}{2}\right)$$

$$\text{B) } f(x) = 4x - 1 \rightarrow f^{-1}(x) = \frac{x+1}{4}. \quad g(t) = 3 - 2t \rightarrow g^{-1}(t) = \frac{t-3}{-2} = \frac{3-t}{2}$$

$$f(g^{-1}(2a)) = f\left(\frac{3-2a}{2}\right) = 4\left(\frac{3-2a}{2}\right) - 1 = 6 - 4a - 1 = 5 - 4a$$

$$g(f^{-1}(2-a)) = g\left(\frac{(2-a)+1}{4}\right) = g\left(\frac{3-a}{4}\right) = 3 - 2\left(\frac{3-a}{4}\right) = \frac{6}{2} - \frac{3-a}{2} = \frac{3+a}{2}$$

$$\text{Equating, } 5 - 4a = \frac{3+a}{2} \rightarrow 10 - 8a = 3 + a \rightarrow a = \underline{\underline{\frac{7}{9}}}$$

C) Solution #1: (Brute Force - Find the 4 roots, plug and chug.)

The possible integer roots are factors of 12, the constant term. Testing by synthetic substitution:

$$\begin{array}{r|rrrrr} & 3 & -8 & -11 & 28 & -12 \\ 1 \downarrow & 3 & -5 & -16 & 12 & 0 \\ -2 \downarrow & 3 & -11 & 6 & 0 & \end{array}$$

, we discover two integer roots, 1 and -2 and the remaining roots

can be determined by factoring the quotient $3x^2 - 11x + 6 = (3x - 2)(x - 3) = 0 \rightarrow 3, \frac{2}{3}$.

$$\text{Let } (A, B, C, D) = \left(1, -2, 3, \frac{2}{3}\right).$$

$$(1+A)(1+B)(1+C)(1+D) = 2 \cdot -1 \cdot 4 \cdot \frac{5}{3} = -\underline{\underline{\frac{40}{3}}}$$

This method depends on being able to factor the given expression. This is not always possible.

Ex: Try $f(x) = 2x^4 - 3x^3 + 5x^2 - 7x + 11$.

This polynomial does not factor over the integers. With a graphing calculator you could approximate the four zeros, plug values into the expression and approximate the product.

However, the computations would be extremely messy. How can this be avoided??