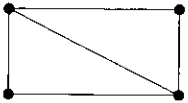
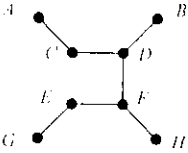
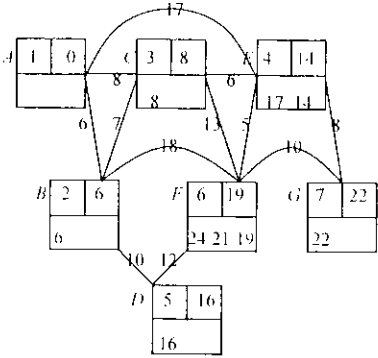
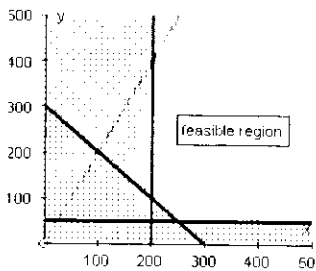


1	(a) (i) 8 7 5 4 3 3 3 2 2	M1	For sorting the list into decreasing order
	First bag 8 2 Second bag 7 3 Third bag 5 4 Fourth bag 3 3 3 Fifth bag 2	M1	For trying to apply first-fit to their list
		A1	For a completely correct solution
	(ii) A packing that uses fewer bags could be		
	First bag 8 2 Second bag 7 3 Third bag 5 3 2 Fourth bag 4 3 3	B1	For any valid packing into four bags (may be as an incorrect answer to using algorithm, need not be packed in this order)
	(b) $\left(\frac{500}{100}\right) \times 4$ or $125000000 \div 0.000004$ = 500	M1	For scaling 4 seconds by 5^7 or for an equivalent valid and complete method. Condone minor errors with the number of zeros.
		A1	For 500 or 500 seconds or 500 s. Accept 8 minutes 20 seconds or 8.3 minutes
2	(i) eg 	B1	For any simple graph with 4 vertices and 5 arcs Vertices need not be labelled Need not be planar
	(ii) The sum of the orders of the vertices is twice the number of arcs, and hence is even. Hence the sum of the odd orders must be even and so there must be an even number of odd vertices.	M1	Or start from a null graph and successively add in arcs. Each time an arc is added the number of odd vertices is either unchanged or it increases or decreases by 2. So the number of odd nodes is always even.
	(iii) 5 arcs \Rightarrow sum of orders of vertices = 10 Simple graph connecting vertices so each vertex has order 1, 2 or 3 $1 + 3 + 3 + 3 = 10$ or $2 + 2 + 3 + 3 = 10$ But $1 + 3 + 3 + 3$ is not possible since if three vertices have order 3 they are all connected to the fourth vertex so it also has order 3. With $2 + 2 + 3 + 3$ the two vertices of order 2 cannot be adjacent, since otherwise two arcs connect the other two vertices so not simple. Hence only one possible graph.	A1	
3	(i) 	M1	For a correct tree (labels not required)
	Kruskal: DE, CD, BD and EF, FH, AC, EG	A1	For a valid order (using Prim or Kruskal)
	40	B1	For length 40
	(ii) A C D F E G H B A	M1	At getting at least as far as A C D F E (or shown on a diagram)

	(iii)	A1	For a correct cycle, ending back at A (if shown on a diagram, needs direction shown)
	(A) AC'EG and ABGH	B1	For both, vertices in any order
	(B) 5	B1	For 5
	(C) ABCD	B1	For ABCD, vertices in any order
4	(i) 	M1	For using Dijkstra's algorithm - updating at E and F (even if incomplete)
	Vertex B C D E F G Length 6 8 16 14 19 22	A1	For all permanent labels correct
	A - C E - G	B1	For valid order of assigning permanent labels
	(ii) The only odd nodes are A and F Shortest path from A to F has length 19 km $120 + 19$ $= 139$ km	M1	For copying their permanent labels, or correct values Correct answer only
	(iii) Need A and G odd and all other nodes even so need to connect F to G = 10 km $120 + 10 = 130$ km	M1	For identifying A and F or value 19 or their 19
		M1	For 120 + their 19
		A1	For 139 (cao)
		M1	For identifying F and G or value 10 as only extra
		A1	For 130 (cao)

5	(i)	<table> <tr><th>X</th><th>T</th><th>S</th></tr> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>3</td><td>1</td><td>3</td></tr> <tr><td>6</td><td>2</td><td>9</td></tr> <tr><td>5</td><td>3</td><td>14</td></tr> <tr><td>7</td><td>4</td><td>21</td></tr> <tr><td>3</td><td>5</td><td>24</td></tr> </table> <p>$MT = 4.8$ $P = 1.6$</p>	X	T	S	0	0	0	3	1	3	6	2	9	5	3	14	7	4	21	3	5	24	M1	For initial pass through step 3 correct														
X	T	S																																					
0	0	0																																					
3	1	3																																					
6	2	9																																					
5	3	14																																					
7	4	21																																					
3	5	24																																					
			M1	For updating each of N , T and S correctly																																			
			A1	For final values of N , T and S correct																																			
			B1	For 4.8 (ft their $T = N$)																																			
			B1	For 1.6 (ft their $\sqrt{(S - N) - (MT^2)}$)																																			
			B1																																				
			B1	For 'their $20^2 + 5$ '																																			
			M1	For any function of n that gives their answer from (ii) when $n = 5$																																			
			A1	For any expression that simplifies to $4n + 5$																																			
			B1	Or $2 \times 4005 + 20005 = 9.99 \times 10$ seconds																																			
6	(i)	<table> <tr><th>P</th><th>x</th><th>y</th><th>z</th><th>s</th><th>t</th><th>u</th></tr> <tr><td>1</td><td>-15</td><td>4</td><td>4</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>10</td><td>-1</td><td>8</td><td>1</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>10</td><td>6</td><td>9</td><td>0</td><td>1</td><td>0</td></tr> <tr><td>0</td><td>-6</td><td>4</td><td>3</td><td>0</td><td>0</td><td>1</td></tr> </table>	P	x	y	z	s	t	u	1	-15	4	4	0	0	0	0	10	-1	8	1	0	0	0	10	6	9	0	1	0	0	-6	4	3	0	0	1	M1	For overall structure correct, including three slack variables
P	x	y	z	s	t	u																																	
1	-15	4	4	0	0	0																																	
0	10	-1	8	1	0	0																																	
0	10	6	9	0	1	0																																	
0	-6	4	3	0	0	1																																	
			A1	For a correct initial tableau, with no extra constraints added. Accept equivalent forms.																																			
			M1	For the correct pivot choice for their tableau																																			
			A1	For dealing with the pivot row correctly																																			
			M1	For dealing with the other rows correctly																																			
			A1	For a correct tableau																																			
			B1	For reading off x , y and z from their tableau																																			
			B1	For reading off P from their tableau																																			
			M1	For the correct pivot choice for their tableau																																			
			A1	For dealing with the pivot row correctly																																			
			M1	For dealing with the other rows correctly																																			
			A1	For a correct tableau																																			
			B1	For reading off x , y and z at optimum																																			
			B1	For the correct value of P at optimum																																			

7	(i)	Minimise $70x + 80y + 50z$	B1	For 'minimise' a (non-zero) multiple of $7x + 8y + 5z$
		'No more than twice as many packs of type T as packs of type A'	B1	For identifying this constraint from the list, or equivalent
		Other constraints	B1	Ignore extra 'constraints' unless contradictions
		$x \geq 200, 0 \leq z \leq 50$ $y \geq z$ $x + z \geq 220$ $x + y \geq 300$	B1	For boundary constraints on x and z
(ii)	(a)	Minimise $70x + 80y (+2500)$ (or scaled through)	B1	For this, or an equivalent correct answer
		Subject to	B1	For this, or an equivalent correct answer
		$y \geq 2x$ $x \geq 200$ $y \geq 50$ $x + y \geq 300$	B1	For this, or an equivalent correct answer
			B1	Use of strict inequalities – penalise first time only
(b)	(a)		M1	For replacing z by 50
			A1	For their $y \geq 50$
			M1	For at least two appropriate lines drawn on a graph with plausibly scaled axes.
			M1	For boundary lines drawn correctly (follow through their equations provided there are at least two horizontal or vertical lines and at least two lines that 'slope')
(c)	(b)		A1	Feasible region correctly identified (correct answer only, not follow through)
			M1	For reading off or calculating at least one of their vertices
			A1	For getting these three vertices correct with no extras
			M1	For calculating their cost at one of their vertices or using an appropriate line of constant cost
(d)	(iii)	eg $x = 300, y = 0, z = 0$	A1	For identifying vertex (250, 50)
		only costs £210	B1	For £240 or 24000 p (with units)
			M1	For finding a feasible point with $z = 50$
			A1	Or a written explanation