

# SOLUTIONS

SINGAPORE POLYTECHNIC  
2020 / 2021 Semester One Examination

No.	SOLUTION
A1	B
A2	C
A3	D
A4	B
A5	B
B1a (i)	$\mathbf{A} - 2\mathbf{B} = \begin{bmatrix} 1 & 4 \\ -2 & -3 \end{bmatrix} - 2 \begin{bmatrix} -3 & -4 \\ 2 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 4 \\ -2 & -3 \end{bmatrix} - \begin{bmatrix} -6 & -8 \\ 4 & 2 \end{bmatrix} = \begin{bmatrix} 7 & 12 \\ -6 & -5 \end{bmatrix}$
B1a (ii)	<p><u>Answer:</u> Not possible to evaluate / Not conformable.</p> <p><u>Reason:</u> The number of columns in <math>\mathbf{B}</math> is not equal to the number of rows in <math>\mathbf{C}^T</math>.</p>
B1b	$\mathbf{AB} = \begin{bmatrix} 1 & 4 \\ -2 & -3 \end{bmatrix} \begin{bmatrix} -3 & -4 \\ 2 & 1 \end{bmatrix} = \begin{bmatrix} 5 & 0 \\ 0 & 5 \end{bmatrix}$ <p>Since <math>\mathbf{AB} = 5\mathbf{I}</math>,</p> <p><math>\mathbf{A}^{-1}\mathbf{AB} = 5\mathbf{A}^{-1}\mathbf{I}</math></p> <p><math>\mathbf{B} = 5\mathbf{A}^{-1}</math></p> $\mathbf{A}^{-1} = \frac{1}{5}\mathbf{B} = \frac{1}{5} \begin{bmatrix} -3 & -4 \\ 2 & 1 \end{bmatrix}$
B2a	$\mathbf{T}_1 = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}; \mathbf{T}_2 = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $\mathbf{C} = \mathbf{T}_2\mathbf{T}_1 = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
B2b	$\mathbf{P}' = \mathbf{CP} = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 2 & 1 \\ -1 & 3 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} -1 & 3 \\ 0 & 7 \\ 1 & 1 \end{bmatrix}$
B2c	$\mathbf{T}_1^{-1} = \begin{bmatrix} 1 & -2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}; \mathbf{T}_2^{-1} = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $\mathbf{C}^{-1} = \mathbf{T}_1^{-1}\mathbf{T}_2^{-1} = \begin{bmatrix} 1 & -2 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} -2 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

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B3a	<div>Convert to decimal: <math>1011.101_2 = 2^3 + 2^1 + 2^0 + 2^{-1} + 2^{-3} = 11.625_{10}</math></div> <div>Convert to hexadecimal: <math>1011.101_2 = 1011.1010_2 = B.A_{16}</math></div>																																																												
B3b	<div><table><tr><th colspan="3">Integral part:</th></tr><tr><td>2</td><td>43</td><td></td></tr><tr><td>2</td><td>21</td><td>1</td></tr><tr><td>2</td><td>10</td><td>1</td></tr><tr><td>2</td><td>5</td><td>0</td></tr><tr><td>2</td><td>2</td><td>1</td></tr><tr><td>2</td><td>1</td><td>0</td></tr><tr><td></td><td>0</td><td>1</td></tr></table><table><tr><th colspan="3">Fractional part:</th></tr><tr><td>2</td><td>0.7</td><td></td></tr><tr><td>2</td><td>0.4</td><td>1</td></tr><tr><td>2</td><td>0.8</td><td>0</td></tr><tr><td>2</td><td>0.6</td><td>1</td></tr><tr><td>2</td><td>0.2</td><td>1</td></tr><tr><td>2</td><td>0.4</td><td>0</td></tr><tr><td>2</td><td>0.8</td><td>0</td></tr><tr><td>2</td><td>0.6</td><td>1</td></tr><tr><td>2</td><td>0.2</td><td>1</td></tr><tr><td>2</td><td>0.4</td><td>0</td></tr><tr><td></td><td>0.8 (rep)</td><td>0</td></tr></table></div> <div><math>\therefore 43.7_{10} = 101011.\overline{10110}_2</math></div>	Integral part:			2	43		2	21	1	2	10	1	2	5	0	2	2	1	2	1	0		0	1	Fractional part:			2	0.7		2	0.4	1	2	0.8	0	2	0.6	1	2	0.2	1	2	0.4	0	2	0.8	0	2	0.6	1	2	0.2	1	2	0.4	0		0.8 (rep)	0
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B4a	<div><math>U = \{1, 2, 3, 4, 5, 6, 7, 8, 9\}</math></div> <div><math>A = \{1, 2, 3, 4, 5, 6\}</math></div> <div><math>B = \{3, 6, 9\}</math></div>																																																												
B4b	<div><math>\therefore \bar{A} = \{7, 8, 9\}</math></div> <div><math>\therefore A \cap B = \{3, 6\}</math></div> <div><math>A \cup B = \{1, 2, 3, 4, 5, 6, 9\}</math></div> <div><math>\therefore  A \cup B  = 7</math></div>																																																												
B4c	<div><p><math>U</math></p><p><math>A</math></p><p><math>B</math></p></div>																																																												

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B5a (i)	For $p \wedge q$ : T $\wedge$ F is FALSE For $\neg(p \wedge q)$ : $\neg$ F is TRUE																																				
B5a (ii)	For $p \Rightarrow q$ : T $\Rightarrow$ F is FALSE For $(p \Rightarrow q) \vee p$ : F $\vee$ T is TRUE																																				
B5b	<table><tr><td><math>p</math></td><td><math>q</math></td><td><math>\neg p</math></td><td><math>\neg p \vee q</math></td><td><math>(\neg p \vee q) \wedge p</math></td><td><math>\neg p \wedge q</math></td><td><math>(\neg p \wedge q) \vee p</math></td></tr><tr><td>T</td><td>T</td><td>F</td><td>T</td><td>T</td><td>F</td><td>T</td></tr><tr><td>T</td><td>F</td><td>F</td><td>F</td><td>F</td><td>F</td><td>T</td></tr><tr><td>F</td><td>T</td><td>T</td><td>T</td><td>F</td><td>T</td><td>T</td></tr><tr><td>F</td><td>F</td><td>T</td><td>T</td><td>F</td><td>F</td><td>F</td></tr></table> <p>From the truth table above, we conclude that <math>M \neq N</math> .</p>	$p$	$q$	$\neg p$	$\neg p \vee q$	$(\neg p \vee q) \wedge p$	$\neg p \wedge q$	$(\neg p \wedge q) \vee p$	T	T	F	T	T	F	T	T	F	F	F	F	F	T	F	T	T	T	F	T	T	F	F	T	T	F	F	F	
$p$	$q$	$\neg p$	$\neg p \vee q$	$(\neg p \vee q) \wedge p$	$\neg p \wedge q$	$(\neg p \wedge q) \vee p$																															
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F	T	T	T	F	T	T																															
F	F	T	T	F	F	F																															
B6a	$6^4 = 1296$																																				
B6b	${}^6P_4 = 360$																																				
B6c	${}^4C_1 \times {}^5P_3 = 240$																																				
B6d	${}^5C_2 \times \frac{4!}{2!} = 120$																																				
B7a	There are 6 possible scenarios: $(1,1), (2,2), (3,3), (4,4), (5,5), (6,6)$  Probability = $\frac{6}{36} = \frac{1}{6}$																																				
B7b	Probability = $1 - \frac{1}{6} = \frac{5}{6}$																																				
B7c	There are 5 possible scenarios: $(4,6), (5,5), (6,4), (5,6), (6,5)$  Probability = $\frac{5}{36}$																																				
B7d	There are 4 possible scenarios: $(1,5), (2,6), (5,1), (6,2)$  Probability = $\frac{4}{36} = \frac{1}{9}$																																				
C1a	<table><tr><td><math>x</math></td><td><math>y</math></td><td><math>z</math></td><td><math>f(x, y, z)</math></td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr></table>	$x$	$y$	$z$	$f(x, y, z)$	1	1	1	1	1	1	0	0	1	0	1	1	1	0	0	1	0	1	1	1	0	1	0	0	0	0	1	1	0	0	0	0
$x$	$y$	$z$	$f(x, y, z)$																																		
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C1b	$f(x, y, z) = (\bar{x} + \bar{y} + z) \cdot (x + \bar{y} + z) \cdot (x + y + z)$ $= (\bar{y} + z + (\bar{x} \cdot x)) \cdot (x + y + z)$ $= (\bar{y} + z) \cdot (x + y + z)$ $= z + \bar{y} \cdot (x + y)$ $= z + x\bar{y}$
C1c	<p>From the truth table, when <math>z = 0</math> and <math>f(x, y, z) = 1</math>, we see that <math>x = 1</math> (i.e. the game is running continuously for <math>&gt; 2</math> hours). Hence, <math>t &gt; 2</math>.</p>
C2a	<p><math>T_1</math>: rotation <math>135^\circ</math> anticlockwise about the origin  <math>T_2</math>: scaling relative to the origin by a factor of <math>\sqrt{2}</math> in the <math>x</math>-direction and a factor of <math>\frac{1}{\sqrt{2}}</math> in the <math>y</math>-direction  <math>T_3</math>: shearing by a factor of 1 in the <math>x</math>-direction</p> $T_1 = \begin{bmatrix} \cos 135^\circ & -\sin 135^\circ & 0 \\ \sin 135^\circ & \cos 135^\circ & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix}; T_2 = \begin{bmatrix} \sqrt{2} & 0 & 0 \\ 0 & \frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix}; T_3 = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$
C2b	$T = T_3 T_2 T_1 = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \sqrt{2} & 0 & 0 \\ 0 & \frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} -\frac{1}{2} & -\frac{3}{2} & 0 \\ \frac{1}{2} & -\frac{1}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix}$ $P' = TP = \begin{bmatrix} -\frac{1}{2} & -\frac{3}{2} & 0 \\ \frac{1}{2} & -\frac{1}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & -1 & 0 & 1 \\ 0 & 1 & 2 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 & -3 & -2 \\ 0 & -1 & -1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix} \quad (\text{verified})$
C2c	<p>For parallelogram <math>A'B'C'D'</math> to transform to a rhombus by vertical scaling only, the lengths of both <math>A'B'</math> and <math>C'D'</math> must be equal to 2 units.</p> <p>Pythagoras Theorem: <math>2^2 = 1^2 + k^2 \Rightarrow k = \pm\sqrt{3}</math></p>
C3a	<p>For each person to hold on to the baton exactly once, each person will have one less person to pass the baton to for every subsequent pass.</p> <p>Answer = <math>5! = 120</math></p>
C3b	<p>Notice that Bob can only hold on to the baton for a maximum of three times in total, and this happens when: <math>A \ B \ \_ \ B \ \_ \ B</math>.</p> <p>No. of ways where Bob held on to the baton three times = <math>5^2</math></p> <p>No. of ways where there are no restrictions = <math>5^5</math></p> <p>Answer = <math>5^5 - 5^2 = 3100</math></p>

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C3c	<p>No. of ways to form a group of three people = <math>{}^5C_2</math></p> <p>No. of ways where there are no restrictions (within the group of three people) = <math>2^5</math></p> <p>However, the <math>2^5</math> ways calculated above will always include 2 ways where only two people pass the baton back and forth among themselves (e.g. <math>A B A B A B</math>, <math>A C A C A C</math>, etc.). Hence, we need to subtract 2 ways from the <math>2^5</math> ways.</p> <p>Answer = <math>{}^5C_2 \times (2^5 - 2) = 300</math></p>
C3d	<p>For the baton to start and end with Alice, we require: <math>A O \_ \_ O A</math>, where <math>O</math> represents anyone else (other than Alice) holding on to the baton.</p> <p>There are 3 distinct cases:</p> <p>Case 1 ( <math>A O O O O A</math> ): <math>5 \times 4 \times 4 \times 4 \times 1 = 320</math> ways</p> <p>Case 2 ( <math>A O O A O A</math> ): <math>5 \times 4 \times 1 \times 5 \times 1 = 100</math> ways</p> <p>Case 3 ( <math>A O A O O A</math> ): <math>5 \times 1 \times 5 \times 4 \times 1 = 100</math> ways</p> <p>Answer = <math>320 + 100 + 100 = 520</math></p>