

GCE

# **Mathematics**

**Advanced GCE** 

Unit 4737: Decision Mathematics 2

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Any enquiries about publications should be addressed to:

OCR Publications PO Box 5050 Annesley NOTTINGHAM NG15 0DL

Telephone: 0870 770 6622 Facsimile: 01223 552610

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1	(i)	A K B C M N O	B1	Bipartite graph correct	[1]
	(ii)	N = A - K = C - O = D  Amir sponsors the nightjar Bex sponsors the lark Ceris sponsors the kite Duncan sponsors the owl	B1	This alternating path written down, not just read off from labels on graph  This matching written down in words or letters	[2]
	(iii)	Amir sponsors the nightjar Bex sponsors the moorhen Ceris sponsors the kite Duncan sponsors the lark	B1	This matching written down in words or symbols	[1]
				Total =	4

2				
	A   B   C   D			
	Amir 25 15 21 19			
	Bex 20 25 16 14			
	Cerys 25 12 25 16			
	Duncan         24         10         18         25			
	Reduce rows			
	A 10 0 6 4	3.54		
	B 6 11 2 0	M1	Reduce rows	
	C 13 0 13 4	A1	Correct row reduced matrix (cao)	[2]
	D 14 0 8 15	AI	Correct row reduced matrix (cao)	[4]
	Reduce columns			
	A 4 0 4 4	M1	Reduce columns	
	B 0 11 0 0	IVII	Reduce Columns	
	C 7 0 11 4	A1	Their correct column reduced matrix (ft)	[2]
	D 8 0 6 15		(-,	[-]
	Incomplete matching, cross through zeros			
	A 4 0 4 4			
	B 0 11 0 0	M1	Cross through zeros using minimum number of	
	C 7 0 11 4	1,11	lines (may be implied) and augment efficiently	
	D 8 0 6 15		The state of the s	
	Augment by 4			
	A 0 0 0 0			
	B 0 15 0 0	A1	Correct augmented matrix (cao)	[2]
	C 3 0 7 0	111	Correct augmented matrix (eas)	[-]
	D 4 0 2 11			
	Cannot match A to A			
	Complete matching			
	A B C D			
	Amir 0 0 0 0			
	Bex 0 15 0 0			
	Cerys 3 0 7 0			
	Duncan 4 0 2 11			
	Amir chose Cerys			
	Bex chose Amir	B1	This matching (cao)	[1]
	Cerys chose Duncan			
	Duncan chose Bex			
				لـــا
			Total =	7

	1				•
3	(i)	C(2) $E(3)$ $H(5)$		Durations not necessary	
		$ \begin{array}{c c} A(3) & & & E(3) & & \\ \hline F(3) & & & & \\ \end{array} $	M1	Correct structure, even without directions shown Activities must be labelled	
			M1d	Exactly five directed dummies used correctly	
		B(2)	A1	Completely correct, with exactly five dummies used and all arcs directed	[3]
		D(3) $G(2)$ $I(4)$			
	(ii)	3 3 5 6 9 9		Follow through their activity network if possible	
		$\begin{array}{c ccc} & C(2) & E(3) & H(5) \\ \hline A(3) & & & \end{array}$	M1	Substantially correct attempt at forward pass (up to 2 independent errors)	
		$ \begin{array}{c c} \hline 0 0 \\ \hline \hline  14 14 \end{array} $	M1	Substantially correct attempt at backward pass (up to 2 independent errors)	
			A1ft	Both passes wholly correct	[3]
		B(2)			
		D(3) = D(3) = D(3) = D(4)			
		Minimum project completion time = 14 hours	B1	14 cao	
		Critical activities $A, D, F, H$	B1	ADFH cao	[2]
	(iii)	No. of workers		Need not be on graph paper	
		9			
		6	M1	Axes scaled appropriately (or implied from lines) and a plausible histogram with no holes or overhangs	
		3	A1	Axes also labelled and histogram completely correct, cao	
		0 0 2 4 6 8 10 12 14 hours			[2]
	(iv)	Delay $G$ by 2 hours, so that it starts after $E$ has finished, and delay $I$ by 1 hour.	M1 A1	Delay $G$ (6 to 8 $\rightarrow$ 8 to 10) Delay $I$ by 1 hour (9 to 13 $\rightarrow$ 10 to 14)	[2]
				May be shown as a diagram, with activities marked so that shift of $G$ and $I$ can be seen	
				Total =	12

4	(i)	B is the source (since all flows are out at B) E is the sink (since all flows are in at E)	B1	Both <i>B</i> and <i>E</i> (assume first answer is source) (reasons not needed)	[1]
	(ii)	4+4+4+5+5 = 22 litres per second	M1 A1	Substantially correct, using upper capacities 22	[2]
	(iii)	Does not partition source from sink	B1	Source and sink are both in the same set	[1]
	(iv)a b	At least $3+1=4$ must flow out of $D$ and 4 is the most that can flow in, so the flow must be 4 At least 1 must flow along $AE \Rightarrow BA = 5$ At least $3+2=5$ must flow out of $I$ so 5 must flow along $FI$ and hence at least 5 must flow along $CF$ and so at least $2+5=7$ must flow along $BC$ Alternatively may use a cuts argument, eg by	B1 B1 B1 M1	3 4 must flow out of vertex <i>D</i> $DG = 3 \text{ and } DE = 1 \text{ (at minimum)}$ 5 cao Substantially correct, starting at <i>I</i> and tracing back along <i>IFCB</i> 5 must flow along <i>FI</i> Wholly correct reasoning $CF = 5 \text{ and } CE = 2 \text{, hence 7 (given)}$	[1] [2] [2]
		considering the min through arcs CE, IE, IH			
	(v)	Minimum flow $ \begin{array}{cccccccccccccccccccccccccccccccccc$	M1 A1	Answered on insert $BA = 5$ , $BC = 7$ and $BE = 2$ This flow  Assume blank means zero	[2]
		Maximum flow $ \begin{array}{cccccccccccccccccccccccccccccccccc$	M1 A1	BA = 5, $BC = 8$ and $BE = 4This flow$	
		$C \searrow 5  F \searrow 5  I$			[2]

(vi)a			Answered on insert	
	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	B1	Flow out of $B = 19 =$ flow into $E$ Flow in = flow out at $A$ , $C$ , $D$ , $F$ , $G$ , $H$ and $I$ Lower capacity $\leq$ flow $\leq$ upper capacity for every arc	
b	Saturated arcs: <i>AD</i> , <i>BA</i> , <i>BE</i> , <i>CE</i> , <i>CF</i> , <i>DG</i> , <i>FI</i> Cut { <i>B</i> , <i>C</i> }, { <i>A</i> , <i>D</i> , <i>E</i> , <i>F</i> , <i>G</i> , <i>H</i> , <i>I</i> }	B1 B1	These arcs, written down (and no others) This cut, represented in any way May be shown on diagram	
(vii)	We have a flow of 19 so max flow $\geq$ 19 We have a cut of 19 so min cut $\leq$ 19 Max flow = min cut Hence 19 is the max flow and the min cut	B1	Using or referring to the flow of 19 and cut of 19 that have been found  Stating or using 'max flow = min cut' (eg a false cut with a flow of 19 and correct logic	
	Or, the cut arcs are saturated so no more can flow across the cut		given)	

(i)	The number of tokens that the first player gains equals the number that the second player loses. The total number of tokens is unchanged.	B1	Explaining why game is zero-sum Describing a single instance not what happens in the long run	
	Collaboration cannot benefit both players No reason to cooperate	В1	Describing what zero-sum means for the way in which the players play the game Not just 'one player can only gaim by making the other lose'	[2]
(ii)	Square   Triangle   Circle   Row min	M1 M1	Finding row minima and maximin correctly (numerical values must be seen) Finding col maxima and minimax correctly (or negatives of these), (numerical values must be seen)	
	Play-safe strategy for first player is red Play-safe strategy for second player is triangle	A1	Finding Red (R) and Triangle (T or $\Delta$ ), following both method marks gained	[3]
	Game is unstable since $1 \neq -1$ row maximin $\neq$ col minimax	B1	Unstable and a correct reason (may be explained in words, eg if second chooses triangle then first would do better by choosing blue)	
	In a stable game, playing safe is the best strategy for each player in the long run	B1	Explaining what play-safe strategies mean for a stable game	
	In an unstable game, playing safe cannot be the best strategy for both players	В1	Explaining what play-safe strategies mean for the playing of an unstable game	[3]
(iii)	Red: -2 < -1 Yellow: 2 < 3	B1	Or 1 < 2 and -3 < -2 Showing both comparisons (or equivalent) or in words	
	In each row the entry for square is bigger than the entry for circle, so the second player loses more by choosing square than by choosing circle.		Circ le dominates square (given) as the pay-off is better (for the second player) in each row	
	The second player should not choose square	B1	Do not choose square	[2]
(iv)	Triangle: $-1(p) + 0(1-p) = -p$ Circle: $1(p) - 3(1-p) = 4p - 3$	B1	Both expressions correct (in any form) (may also have square: $2p$ - $2(1-p) = 4p$ -2)	
	1 0 -1 -2 -3	B1	Either a <u>correct</u> sketch graph (condone missing scales and/or labels), no ft, except may have 4 <i>p</i> -2 as well <u>or</u> correct reasoning (considering <i>p</i> =0, <i>p</i> =1 and intersection <u>or</u> using gradients) Calculating intersection on its own is not enough	
	$-p = 4p - 3 \implies p = 0.6$	B1	0.6 cao  If circle column was removed in (iii), instead of square then ft for (iv) to $p = 0.4$	[3]

(	v)	The new	table is					Need not draw whole table, could just explain	
	,		Square	Triangle	Circle			effect on first column.	
		Red	2	-1	1				
		Yellow	-2	0	-3			(Values for Blue being multiplied by -1 was given	
		Blue	5	-1	-3			in question)	
		We add negative		hout to n	nake all e	entries non-	M1	-5 becomes 5, then add 3 to values	
		Red	Square 5	2	4				
		Yellow	1	3	0	ł		This table is sufficient for the M mark	
		Blue	8	2	0	ł			
						are, the first ented table	A1	Square, or first column, explicitly identified as giving the constraint	[2]
(	vi)	5x + y + 8z = 3.4					M1	At least one of the values 3.4, 2.4, 2.4 correct	
		2x + 3y + 4x = 2.4	2z = 2.4				A1	All three values	
		$m \le 3.4, 2$ M = m - 3 Need max	$3 \Rightarrow M \leq -$	0.6	$\Rightarrow M = -0.6$	5	В1	-0.6 cao	[3]
								Total =	18

## Answered on insert

6	(i)	10+3	3+2+3+1	7 = 35			B1	35	[1]
	(ii)		Visits the kite twice Does not visit the nightjar at all					Does not visit every bird (in context)	[1]
	(iii)	18 is the suboptimal min from stage 3, state 4(13) 6 is the time taken to travel from bird 1 to bird 4 (kite to nightjar)						Identifying the 18 with coming from state 4(13) Identifying the 6 with kite – nightjar in table, or with 1 to 4 or 1(3) to 4(13)	[2]
		_						Note: 18 and 6 are given in question	
	(iv)		1(4)	2(14) 3(14)	14+3=17 16+2=18	17			
			2(1)	3(12) 4(12)	20+2=22 15+4=19	19	M1	Action column correct for stage 2	
			2(3)	1(23)	23+3=26			(at least 14 of the 20 correct)	
			2(4)	4(23) 1(24)	16+4=20 14+3=17	20	A1	All suboptimal min values transferred correctly	
		2	3(1)	3(24) 2(13)	12+2=14 21+2=23	14		from stage 3	
				4(13)	18+3=21	21	M1	All times transferred correctly from table for	
			3(2)	1(23) 4(23)	23+2=25 16+3=19	19	IVII	stage 2	
			3(4)	1(34) 2(34)	17+2=19 13+2=15	15	A1	All suboptimal min column correct for stage 2  Follow through their suboptimal min values from stage 2 for the method marks	[4]
			4(1)	2(14)	14+4=18	18	AI		[*
			4(2)	3(14) 1(24)	16+3=19 14+6=20	+			
			4(3)	3(24) 1(34)	12+3=15 17+6=23	15			
			4(3)	2(34)	13+4=17	17			
			1	2(1) 3(1)	19+3=22 21+2=23	22			
				4(1) 1(2)	18+6=24 21+3=24				
			2	3(2)	19+2=21	10			
		1		4(2) 1(3)	15+4=19 24+2=26	19			
			3	2(3) 4(3)	20+2=22 17+3=20	20	M1	Suboptimal min values transferred correctly from	
			4	1(4) 2(4)	17+6=23 14+4=18	18		stage 2  Suboptimal min column correct for stage 1 from their stage 2 values	
			_	3(4)	15+3=18		M1		
		0	0	1 2	22+10=32 19+14=33	32			5.0
				3 4	20+12=32 18+17=35		A1	Totally correct table (cao)	[3]
			Kite – lark – nightjar – moorhen (or moorhen – nightjar –lark – kite)						
			Minimum journey time = 32 minutes				B1	cao (names must be used, allow letters but not numbers)	
		Min	ımum jo	urney tıme	= 32 minutes		D.		
							B1	32 cao	[2
							<u>u</u>	Total =	13

OCR (Oxford Cambridge and RSA Examinations)
1 Hills Road
Cambridge
CB1 2EU

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