AQA

Surname _____

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I declare this is my own work.

A-level

FURTHER MATHEMATICS

Paper 3 Discrete

7367/3D

Friday 7 June 2024 Afternoon

Time allowed: 2 hours

At the top of the page, write your surname and forename(s), your centre number, your candidate number and add your signature.

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JUN247367 3D 01

MATERIALS

- **You must have the AQA Formulae and statistical tables booklet for A-level Mathematics and A-level Further Mathematics.**
- **You should have a graphical or scientific calculator that meets the requirements of the specification.**
- **You must ensure you have the other optional Question Paper/Answer Book for which you are entered (EITHER Mechanics OR Statistics). You will have 2 hours to complete BOTH papers.**

INSTRUCTIONS

- **Use black ink or black ball-point pen. Pencil should only be used for drawing.**
- **Answer ALL questions.**
- **You must answer each question in the space provided for that question.**
- **If you need extra space for your answer(s), use the lined pages at the end of this book. Write the question number against your answer(s).**
- **Do NOT write on blank pages.**
- **Show all necessary working; otherwise marks for method may be lost.**
- **Do all rough work in this book. Cross through any work you do not want to be marked.**

INFORMATION

- **The marks for questions are shown in brackets.**
- **The maximum mark for this paper is 50.**

ADVICE

- **Unless stated otherwise, you may quote formulae, without proof, from the booklet.**
- **You do not necessarily need to use all the space provided.**

DO NOT TURN OVER UNTIL TOLD TO DO SO

Answer ALL questions in the spaces provided.

1 **Which one of the following sets forms a group under the given binary operation?**

Tick (✓) ONE box. [1 mark]

	SET	BINARY OPERATION
☐	{1, 2, 3}	Addition modulo 4
☐	{1, 2, 3}	Multiplication modulo 4
☐	{0, 1, 2, 3}	Addition modulo 4
☐	{0, 1, 2, 3}	Multiplication modulo 4

2 **A student is trying to find the solution to the travelling salesperson problem for a network.**

They correctly find two lower bounds for the solution: 15 and 19

They also correctly find two upper bounds for the solution: 48 and 51

Based on the above information only, which of the following pairs give the best lower bound and best upper bound for the solution of this problem?

Tick (✓) ONE box. [1 mark]

	BEST LOWER BOUND	BEST UPPER BOUND
☐	15	48
☐	15	51
☐	19	48
☐	19	51

3 The simple-connected graph *G* has the adjacency matrix

	A	*B*	*C*	*D*
A	0	1	1	1
B	1	0	1	0
C	1	1	0	1
D	1	0	1	0

Which one of the following statements about *G* is true?

Tick (✓) ONE box. [1 mark]

☐ *G* is a tree

☐ *G* is complete

☐ *G* is Eulerian

☐ *G* is planar

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[Turn over]

4 Daniel and Jackson play a zero-sum game.

The game is represented by the following pay-off matrix for Daniel.

		Jackson			
	STRATEGY	W	X	Y	Z
Daniel	A	3	−2	1	4
	B	5	1	−4	1
	C	2	−1	1	2
	D	−3	0	2	−1

Neither player has any strategies which can be ignored due to dominance.

4 (a) Prove that the game does not have a stable solution.

Fully justify your answer. [3 marks]

4 (b) Determine the play-safe strategy for each player. [1 mark]

Play-safe strategy for Daniel

Play-safe strategy for Jackson

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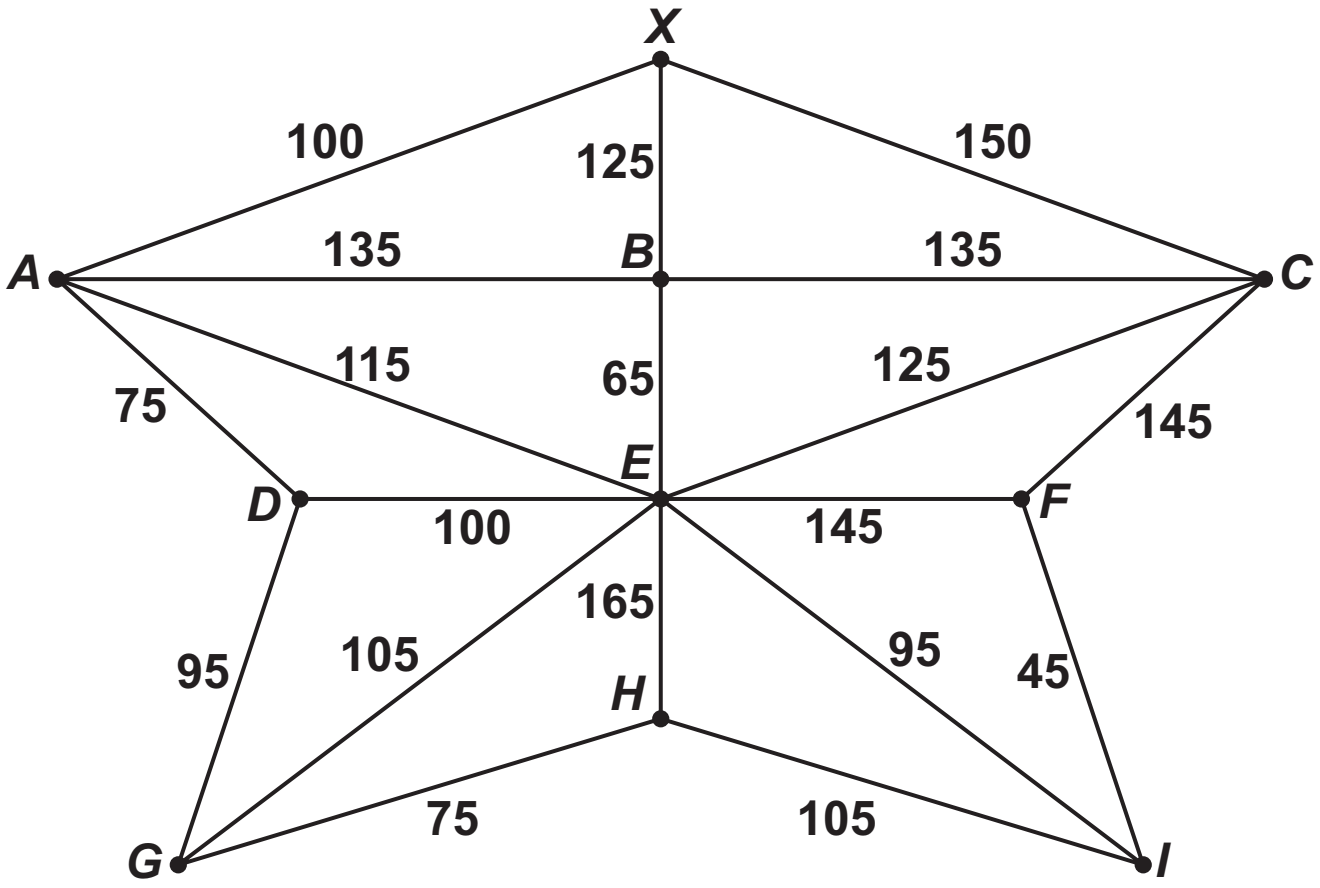
[Turn over]

5 **The owners of a sports stadium want to install electric car charging points in each of the stadium's nine car parks.**

An engineer creates a plan which requires installing electrical connections so that each car park is connected, directly or indirectly, to the stadium's main electricity power supply.

The engineer produces the network shown below, where the nodes represent the stadium's main electricity power supply *X* and the nine car parks *A*, *B*, …, *I*



Each arc represents a possible electrical connection which could be installed.

The weight on each arc represents the time, in hours, it would take to install the electrical connection. The electrical connections can only be installed one at a time.

To reduce disruption, the owners of the sports stadium want the required electrical connections to be installed in the minimum possible total time.

[Turn over]

5 (a) (i) **Determine the electrical connections that should be installed. [2 marks]**

5 (a) (ii) **Find the minimum possible total time needed to install the required electrical connections.**
[1 mark]

_____

_____

_____

_____

5 (b) **Following the installation of the electrical connections, some of the car parks have an indirect connection to the stadium's main electricity power supply.**

Give one limitation of this installation.
[1 mark]

_____

_____

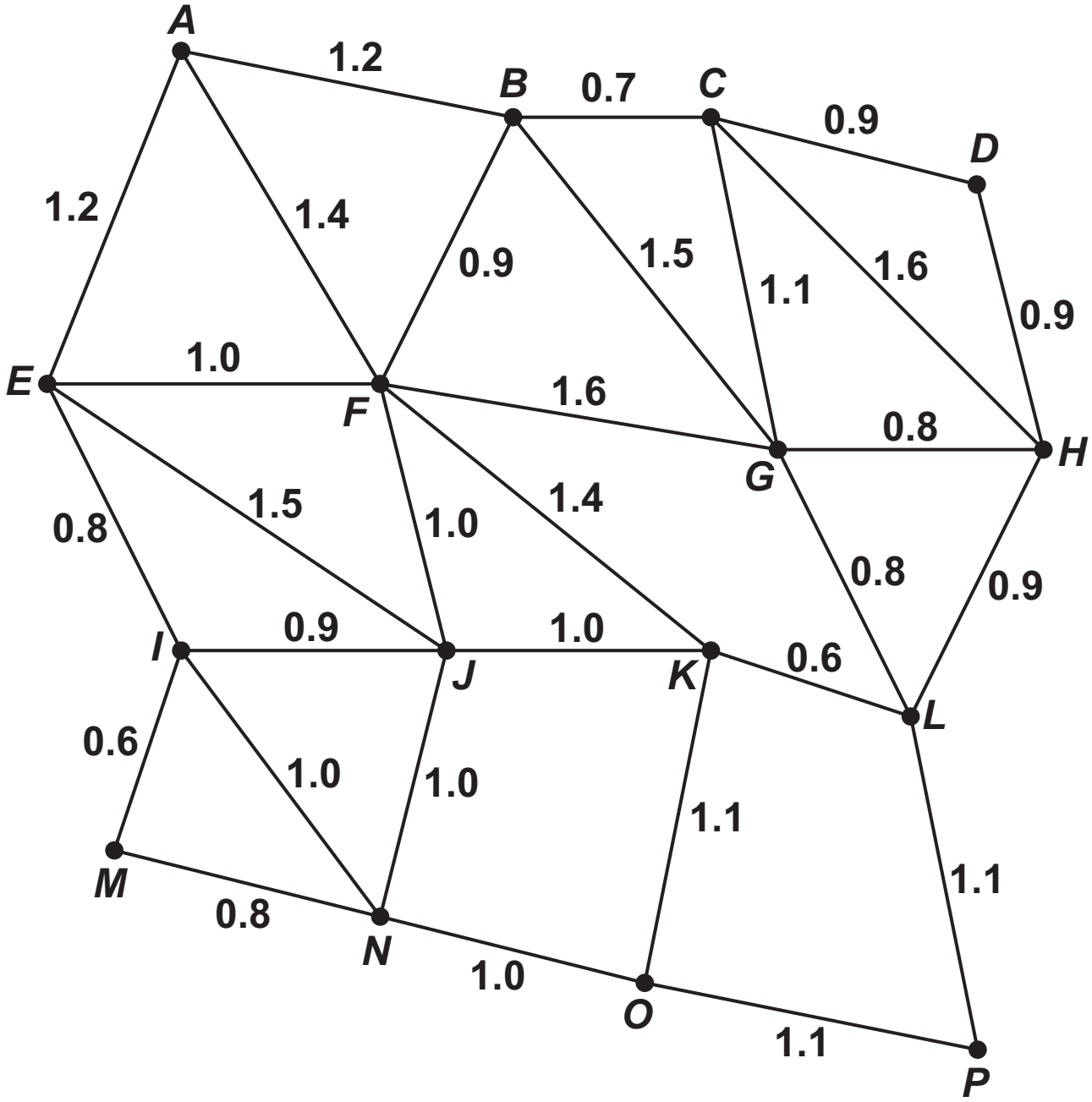
_____

_____

[Turn over]

6 **A company delivers parcels to houses in a village, using a van.**

The network below shows the roads in the village. Each node represents a road junction and the weight of each arc represents the length, in miles, of the road between the junctions.



The total length of all of the roads in the village is 31.4 miles.

On one particular day, the driver is due to make deliveries to at least one house on each road, so the van must travel along each road at least once. However, the driver has forgotten to add fuel to the van and it only has 4.5 litres of fuel to use to make its deliveries.

The van uses, on average, 1 litre of fuel to travel 7.8 miles along the roads of this village. Whilst making each delivery, the driver turns off the van's engine so it does not use any fuel.

Determine whether the van has enough fuel for the driver to make all of the deliveries to houses on each road of the village, starting and finishing at the same junction.

Fully justify your answer. [6 marks]

7 (a) **By considering associativity, show that the set of integers does not form a group under the binary operation of subtraction.**

Fully justify your answer. [2 marks]

7 (b) The group G is formed by the set

$\{1, 7, 8, 11, 12, 18\}$

under the operation of multiplication modulo 19

7 (b) (i) Complete the Cayley table for G [3 marks]

$\times_{19}$	1	7	8	11	12	18
1	1	7	8	11	12	18
7	7	11				
8	8		7			
11	11			7		
12	12				11	
18	18					1

7 (b) (ii) State the inverse of 11 in G [1 mark]

_____

_____

_____

_____

[Turn over]

7 (c) (i) **State, with a reason, the possible orders of the proper subgroups of *G* [2 marks]**

7 (c) (ii) **Find all the proper subgroups of *G***

Give your answers in the form $\left(\langle g \rangle, \times_{19}\right)$ where $g \in G$ [3 marks]

7 (c) (iii) The group H is such that $G \cong H$

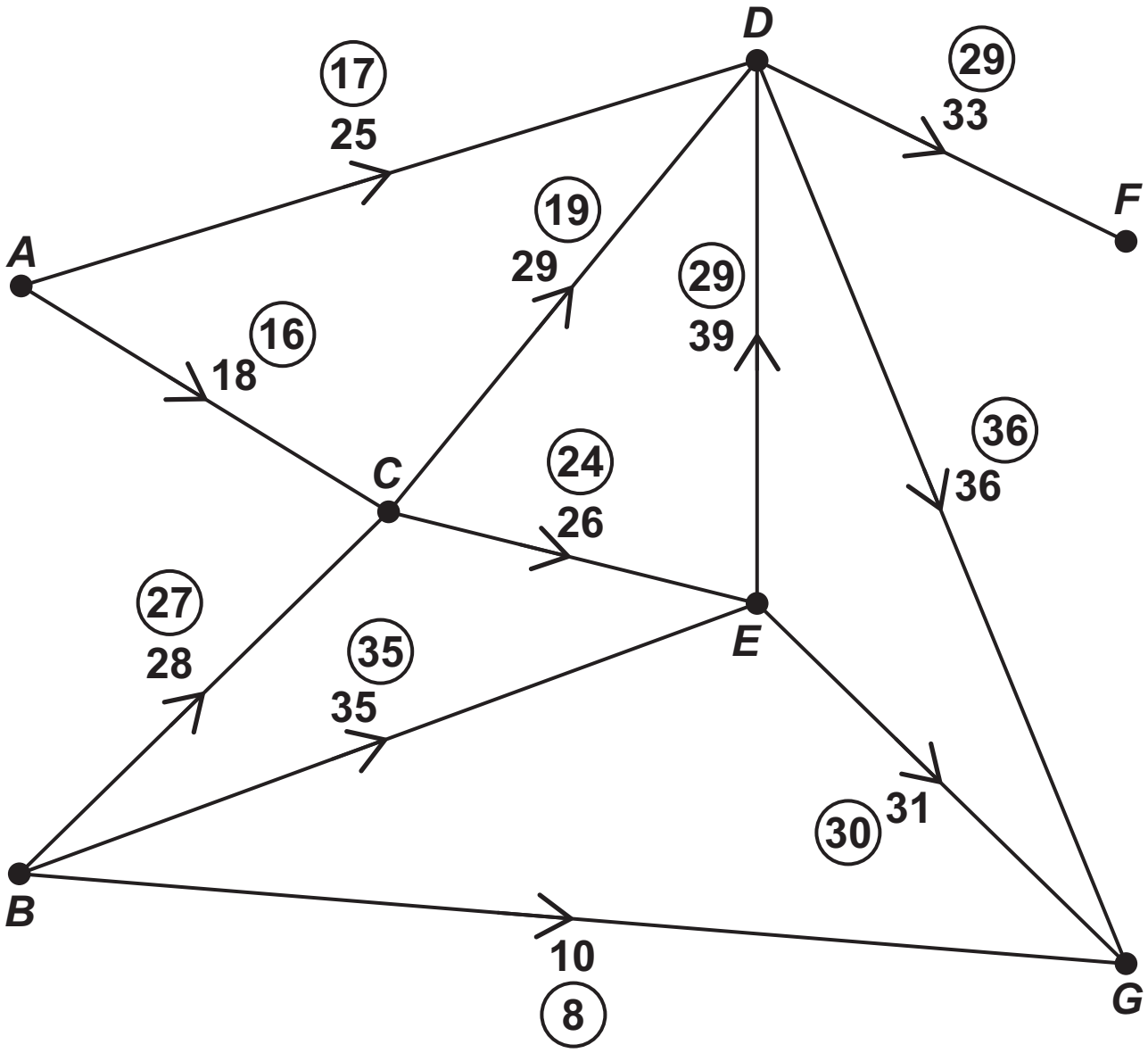
State a possible name for H [1 mark]

8 **FIGURE 1 shows a network of water pipes.**

The number on each arc represents the upper capacity for each pipe in litres per second.

The numbers in the circles represent an initial feasible flow of 103 litres per second.

FIGURE 1



8 (a) **On FIGURE 1, on the opposite page, add a supersource *S* and a supersink *T* to the network. [2 marks]**

[Turn over]

8 (b) **Using flow augmentation, find the maximum flow through the network.**

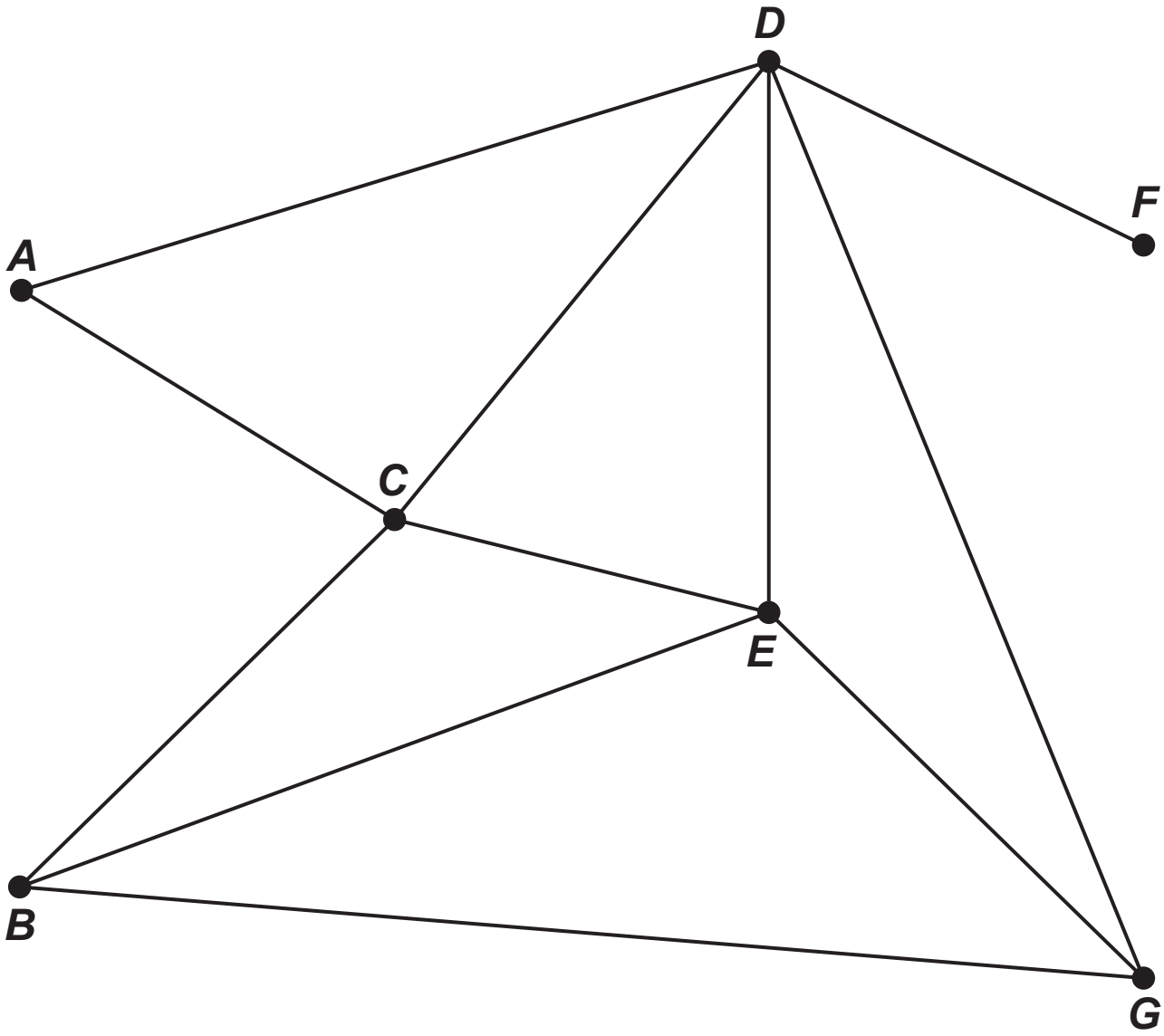
You must indicate any flow augmenting paths clearly in the table below.

You may use FIGURE 2, on the opposite page, in your solution. [4 marks]

AUGMENTING PATH	EXTRA FLOW

Maximum Flow _____ litres per second

FIGURE 2



[Turn over]

8 (c) **While the flow through the network is at its maximum value, the pipe *EG* develops a leak.**

To repair the leak, an engineer turns off the flow of water through *EG*

The engineer claims that the maximum flow of water through the network will reduce by 31 litres per second.

Comment on the validity of the engineer's claim. [2 marks]

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9 Janet and Samantha play a zero-sum game.

The game is represented by the following pay-off matrix for Janet.

		Samantha		
	STRATEGY	S_1	S_2	S_3
Janet	J_1	2	7	6
	J_2	5	5	1
	J_3	4	3	8
	J_4	1	6	4

9 (a) Explain why Janet should never play strategy J_4 [1 mark]

9 (b) Janet wants to maximise her winnings from the game.

She defines the following variables.

p_1 = the probability of Janet playing strategy J_1

p_2 = the probability of Janet playing strategy J_2

p_3 = the probability of Janet playing strategy J_3

v = the value of the game for Janet

Janet then formulates her situation as the following linear programming problem.

Maximise $P = v$

subject to $2p_1 + 5p_2 + 4p_3 \geq v$

$7p_1 + 5p_2 + 3p_3 \geq v$

$6p_1 + p_2 + 8p_3 \geq v$

and $p_1 + p_2 + p_3 \leq 1$

$p_1, p_2, p_3 \geq 0$

9 (b) (i) **Complete the initial Simplex tableau for Janet's situation in the grid below. [2 marks]**

P	v	p_1	p_2	p_3					VALUE

9 (b) (ii) **Hence, perform ONE iteration of the Simplex algorithm, showing your answer on the grid below. [2 marks]**

P	v	p_1	p_2	p_3					VALUE

9 (c) **Further iterations of the Simplex algorithm are performed until an optimal solution is reached.**

The grid below shows part of the final Simplex tableau.

p_1	p_2	VALUE
1	0	$\frac{1}{12}$
0	1	$\frac{1}{2}$

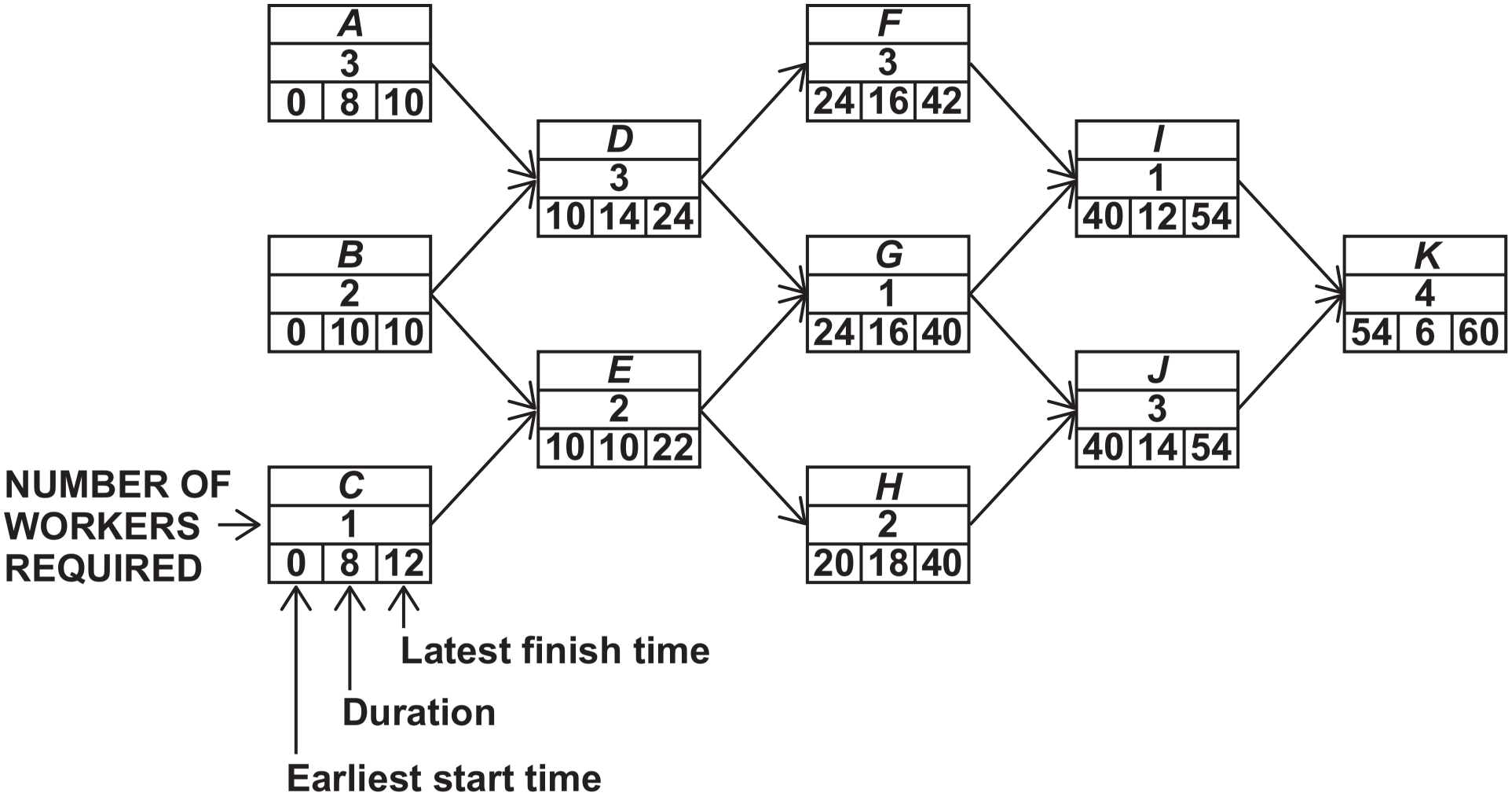
Find the probability of Janet playing strategy J_3 when she is playing to maximise her winnings from the game. [1 mark]

10 **A project is undertaken by Higton Engineering Ltd.**

The project is broken down into 11 separate activities *A*, *B*, ..., *K*

FIGURE 3, on the opposite page, shows a completed activity network for the project, along with the earliest start time, duration, latest finish time and the number of workers required for each activity. All times and durations are given in days.

FIGURE 3



[Turn over]

10 (a) **Write down the critical path. [1 mark]**

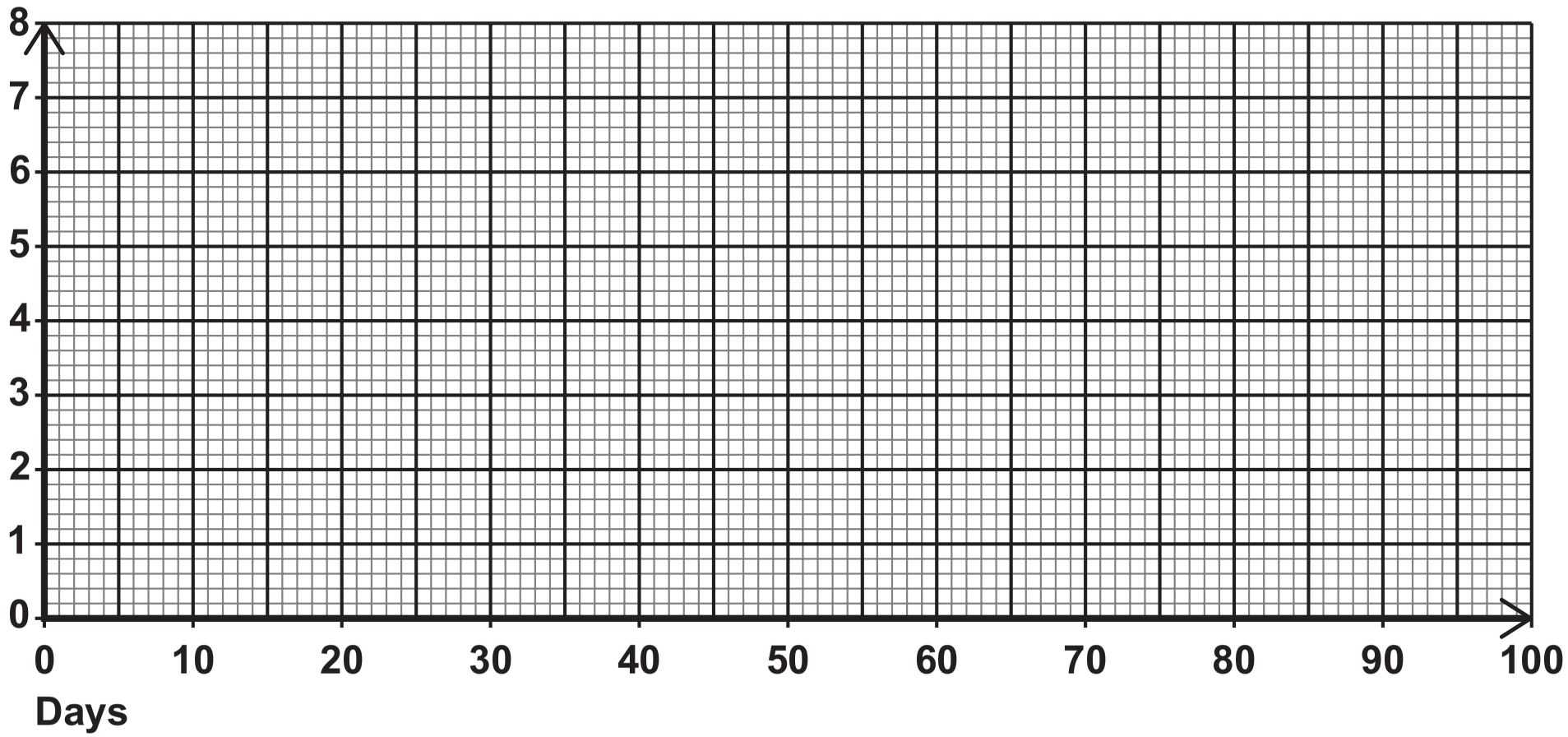
_____

_____

10 (b) **Using FIGURE 4, on the opposite page, draw a resource histogram for the project to show how the project can be completed in the minimum possible time.**

Assume that each activity is to start as early as possible. [3 marks]

FIGURE 4

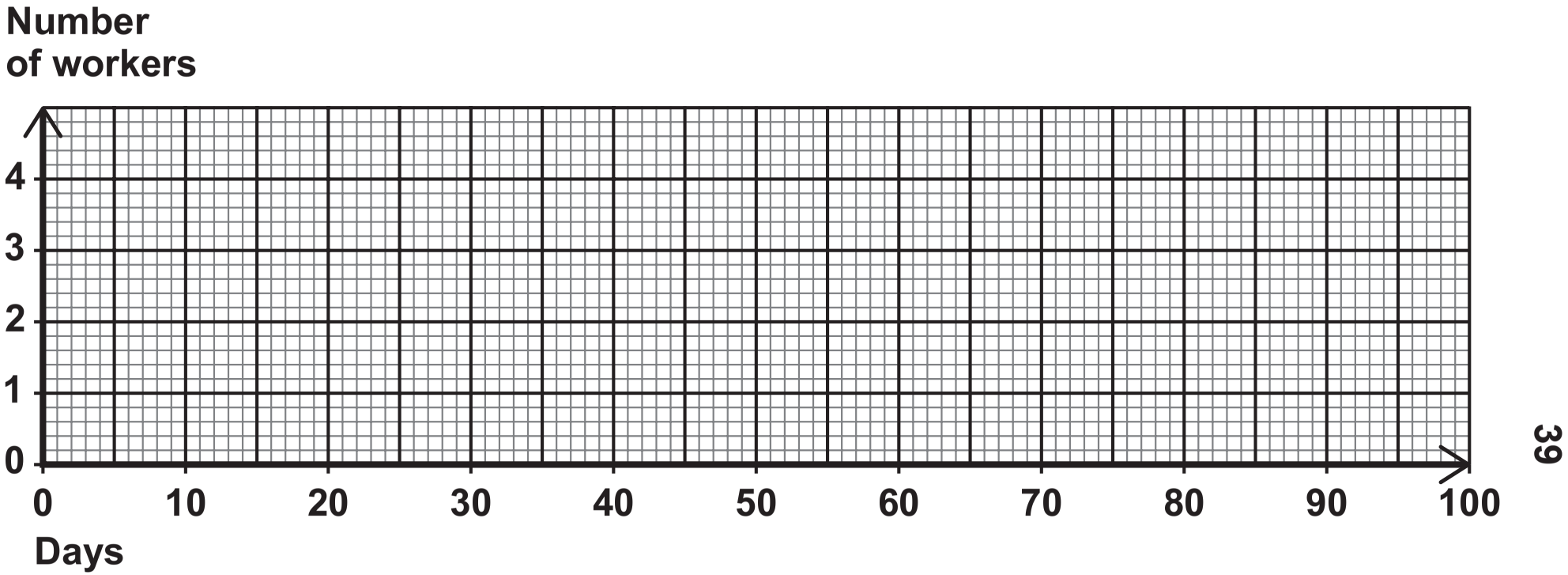

Number of workers
8
7
6
5
4
3
2
1
0
0
10
20
30
40
50
60
70
80
90
100
Days

10 (c) **Higton Engineering Ltd only has FOUR workers available to work on the project.**

Find the minimum completion time for the project.

Use FIGURE 5, on the opposite page, in your answer. [3 marks]

FIGURE 5



Minimum completion time _____

END OF QUESTIONS

Additional page, if required.
Write the question numbers in the left-hand margin.

Additional page, if required.
Write the question numbers in the left-hand margin.

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Question	Mark
1	
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