

**CARDIFF UNIVERSITY
EXAMINATION PAPER**

Academic Year: 2007/2008
Examination Period: Spring
Examination Paper Number: CM0167
Examination Paper Title: Mathematics for Computer Science
Duration: 2 hours

Do not turn this page over until instructed to do so by the Senior Invigilator.

Structure of Examination Paper:

There are 5 pages.

There are 9 questions in total.

There are no appendices.

The mark obtainable for a question or part of a question is shown in brackets alongside the question.

Students to be provided with:

The following items of stationery are to be provided:
ONE answer book.

Instructions to Students:

Answer all questions.

The use of calculators **without** programmable memory is permitted.

The use of translation dictionaries between English or Welsh and a foreign language bearing an appropriate departmental stamp is permitted in this examination.

Q1. Given the following vertex set, $V = \{A, B, C, D, E\}$, and edge set, $E = \{AB, AE, BC, BD, CE, DE\}$ for a simple graph, $G = (V, E)$:

- (a) Draw the graph, G . [3]
- (b) What is the *order* and *size* of the graph, G [2]
- (c) What is the *adjacency matrix* for the graph, G . [3]

Q2. Using the *HuffmanCoding Algorithm* code the following sequence of characters:

ABBAACCAADDA

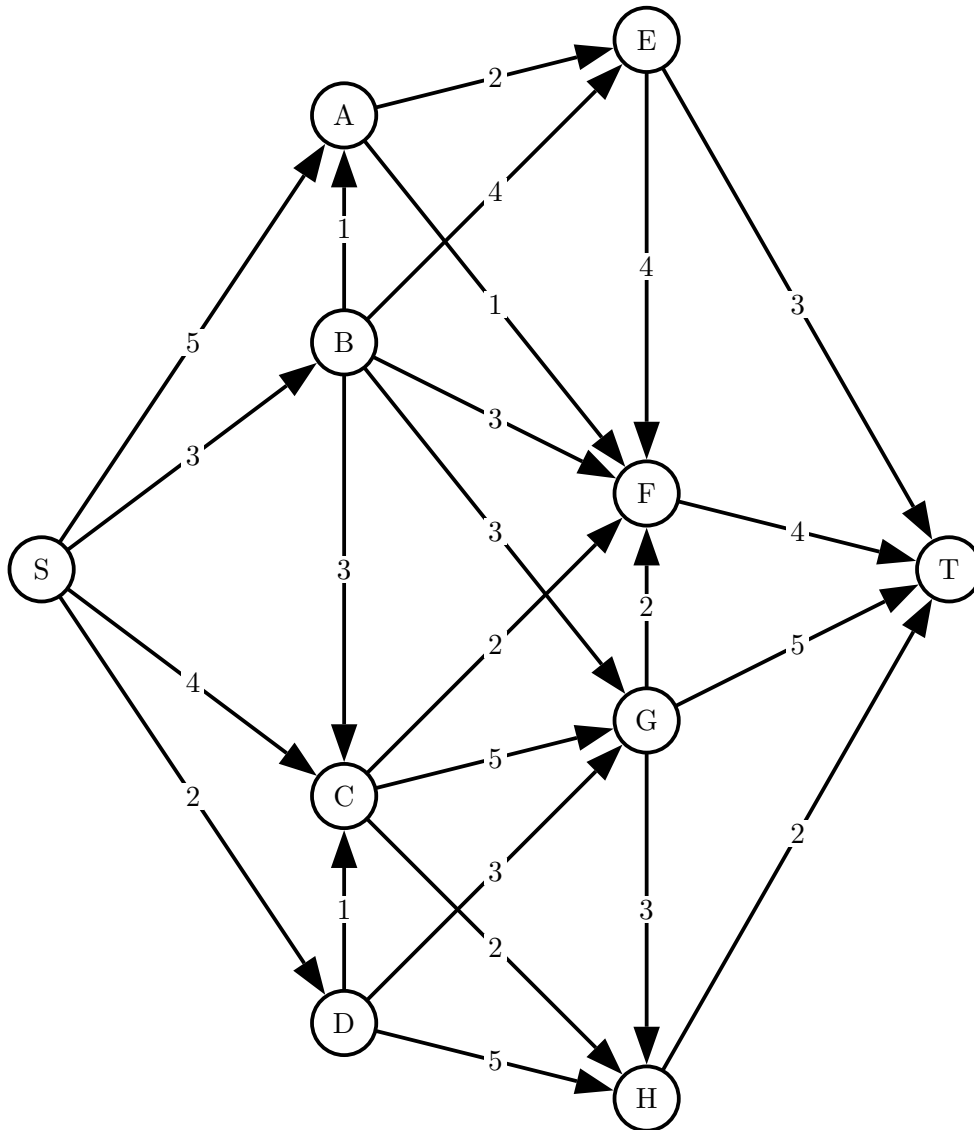
[8]

Q3. : Consider the following table of distances between the cities A, B, C, D and E :

	A	B	C	D	E
A	–	22	20	21	34
B	22	–	47	51	38
C	20	47	–	18	33
D	21	51	18	–	71
E	34	38	33	71	–

- (a) Draw a graph to represent the information in the table above. [4]
- (b) Find an *upper bound* for the solution to the travelling salesman problem for the six cities above using the heuristic *nearest neighbour* algorithm. [7]
- (c) Find a *lower bound* for the solution to the travelling salesman problem by removing city A . [7]

Q4. Find the shortest path from S to T in the digraph below using Dijkstra's algorithm. Show your working with tables.



[10]

Q5. A scout group contains 2 adult scoutmasters and 10 boy scouts. They are invited to send four members to a scout convention

- (a) Evaluate the *number of ways* that the group may be selected so that it *includes both scoutmasters*? [2]
- (b) Evaluate the *number of ways* that the group may be selected so that it *includes only one scoutmaster*? [3]
- (c) Evaluate the *number of ways* that the group may be selected so that it *includes neither scoutmaster*? [3]
- (d) On a different occasion, the boy scouts decide to play five-a-side football. Each team is chosen by a random selection of all the 10 boy scouts. Given that there are two brothers in the group what is *probability* that the two brothers will be picked in the same team? [5]

Q6. Consider a sample of size 12 about the monthly change in house prices.

0%, 1%, 3%, 3%, 2%, 1%, 0%, 1%, 3%, 4%, 2%, 1%

Calculate the *absolute* and *relative frequency* of each monthly change and draw a vertical bar graph for the sample. [9]

Q7. Consider the following sample.

0, 3, 5, 2, 9, 7, 3, 5, 6, 4, 3, 2, 4, 5, 2

- (a) Calculate the *arithmetic mean* \bar{x} and the *sample variance* s^2 . [5]
- (b) Calculate the *inter-quartile range* IQR and the *median* x_{med} of the sample. [4]
- (c) Draw a *box-plot* for the sample. Are there any *outliers*? [6]

Q8. Given the following vectors:

$$\mathbf{v} = (3, 5), \mathbf{w} = (1, -4)$$

- (a) What are the *norms* of \mathbf{v} and \mathbf{w} ? [2]
- (b) What is the *scalar product* $\mathbf{v} \cdot \mathbf{w}$? [2]
- (c) What is the angle θ between \mathbf{v} and \mathbf{w} ? [3]
- (d) What is the *vector cross product* $\mathbf{v} \times \mathbf{w}$? [4]
- (e) What is the area of the parallelogram spanned by \mathbf{v} and \mathbf{w} ? [2]

Q9. Calculate the determinant of the matrix

$$A = \begin{pmatrix} 4 & 2 & 4 \\ -1 & 1 & 3 \\ 2 & 0 & 1 \end{pmatrix}$$

[7]