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3 (Sem-5/CBCS) MAT HE 4/5/6

2023

MATHEMATICS

(Honours Elective)

Answer the Questions from any one Option.

OPTION-A

Paper: MAT-HE-5046 (Linear Programming)

Full Marks: 80

Time: Three hours

OPTION-B

Paper: MAT-HE-5056

(Spherical Trigonometry and Astronomy)

Full Marks: 80

Time: Three hours

OPTION-C

Paper: MAT-HE-5066

(Programming in C)

Full Marks: 60

Time: Three hours

The figures in the margin indicate full marks for the questions.

OPTION-A

Paper: MAT-HE-5046

(Linear Programming)

Full Marks: 80

·Time: Three hours

The figures in the margin indicate full marks for the questions.

- 1. Choose the correct answer: $1 \times 10 = 10$
 - (i) The general LPP is in standard form if
 - (a) the constraints are inequalities of ≤ type
 - (b) the constraints are inequalities of ≥ type
 - (c) the constraints are strict equalities
 - (d) the decision variables are unrestricted in sign
 - (ii) If a given LPP has two feasible solutions, then
 - (a) it cannot have infinite number of feasible solutions
 - (b) it has infinite number of feasible solutions
 - (c) it has no basic feasible solution
 - (d) the LPP must have an unbounded solution

(iii) The LPP

Maximize $x_1 + x_2$

subject to
$$x_1 - x_2 \ge 1$$

 $-x_1 + x_2 \ge 2$
 $x_1, x_2 \ge 0$

- (a) has no feasible solution
- (b) has infinitely many optimal solutions
- (c) has unbounded solution
- (d) has unique optimal solution
- (iv) Choose the correct statement:
 - (a) The maximum number of basic solutions of a system AX = b of m equations in n unknowns (n > m) is m + n 1
 - (b) For the solution of any LPP by simplex method, the existence of an initial basic feasible solution is always assumed
 - (c) When the constraints are of ≥ type, artificial variables are introduced to convert them into equalities
 - (d) In phase I of the two-phase method, the sum of the artificial variables is maximized subject to the given constraints to obtain a basic feasible solution to the original LPP

- (v) If the primal problem has a finite optimal solution, then the dual problem
 - (a) also has a finite optimal solution
 - (b) has an unbounded solution
 - (c) has no feasible solution
 - (d) has no basic feasible solution
- (vi) For optimal feasible solutions of the primal and dual systems, whenever the ith variable is strictly positive in either system,
 - (a) the ith variable of its dual is unrestricted in sign
 - (b) the ith variable of its dual vanishes
 - (c) the *i*th relation of its dual is a strict inequality
 - (d) the i^{th} relation of its dual is an equality

(vii) The total transportation cost to the nondegenerate basic feasible solution to the following transportation problem

obtained by using North-West corner rule is

- (a) 249
- (b) 294
- (c) 318
- (d) 347
- (viii) In an assignment problem, if a constant is added to or subtracted from every element of a row of the cost matrix $[c_{ij}]$, then

5

(a) the optimal solution to the assignment problem can never be attained

- (b) an assignment which optimizes the total cost for one matrix, also optimizes the total cost for the other matrix
- (c) an assignment which optimizes the total cost for the matrix $[c_{ij}]$ does not optimize the total cost for the modified matrix
- (d) None of the above
- (ix) In a two person zero-sum game, the game is said to be fair if
 - (a) both the players have equal number of strategies
 - (b) gain in one player does not match the loss to the other
 - (c) the value of the game is zero
 - (d) the value of the game is non-zero

(x) The saddle point of the pay-off matrix

$$\begin{array}{c|cccc}
 & B \\
\hline
 & 2 & 4 & 5 \\
 & 10 & 7 & 8 \\
 & 4 & 5 & 6
\end{array}$$

is at

- (a) (1, 1)
- (b) (2, 2)
- (c) (1, 3)
- (d) (2, 1)
- 2. Answer the following questions: 2×5=10
 - (a) Define hyperplane. Show that a hyperplane is a convex set.
 - (b) Find a basic feasible solution to the following LPP:

Maximize
$$x_1 + 2x_2 + 4x_3$$

subject to $2x_1 + x_2 + 4x_3 = 11$
 $3x_1 + x_2 + 5x_3 = 14$
 $x_1, x_2, x_3 \ge 0$

(c) Write the dual of the following LPP:
Minimize
$$4x_1 + 6x_2 + 18x_3$$

subject to $x_1 + 3x_2 \ge 3$
 $x_2 + 2x_3 \ge 5$
 $x_1, x_2, x_3 \ge 0$

(d) Construct an initial basic feasible solution to the following transportation problem by least cost method:

- (e) Give the mathematical formulation of an assignment problem.
- 3. Answer **any four** of the following: $5\times4=20$
 - (a) Examine the convexity of the set $S = \{(x_1, x_2) : 3x_1^2 + 2x_2^2 \le 6 \}$

(b) Use simplex method to show that the LPP

Maximize
$$2x_1 + x_2$$

subject to $x_1 - x_2 \le 10$
 $2x_1 - x_2 \le 40$
 $x_1, x_2 \ge 0$

has an unbounded solution.

- (c) Show that the dual of the dual is the primal.
- (d) Use Vogel's approximation method to obtain an initial basic feasible solution to the transportation problem:

(e) Find the optimal assignment to the assignment problem having the following cost matrix:

	I	II	III	IV
A	8	26	17	11
В	13	28	4	26
C	38	19	18	15
D	19	26	24	10

- (f) Define the terms "strategy" and "optimal strategy" with reference to Game theory.
- 4. Solve the following LPP graphically: 10

Maximize
$$40x_1 + 35x_2$$

subject to $2x_1 + 3x_2 \le 60$
 $4x_1 + 3x_2 \le 96$
 $8x_1 + 7x_2 \le 210$
 $x_1, x_2 \ge 0$

Or

Show that every basic feasible solution of a LPP is an extreme point of the convex set of all feasible solutions of the LPP.

5. Solve the following LPP by simplex method:

Minimize
$$4x_1 + 8x_2 + 3x_3$$

subject to $x_1 + x_2 \ge 2$
 $2x_1 + x_3 \ge 5$
 $x_1, x_2, x_3 \ge 0$ 10

Use Big-M method to solve the LPP

Maximize
$$6x_1 + 4x_2$$

subject to $2x_1 + 3x_2 \le 30$
 $3x_1 + 2x_2 \le 24$
 $x_1 + x_2 \ge 3$
 $x_1, x_2 \ge 0$

Is the solution unique?

6. Solve the dual of the following LPP and write its solution:

Maximize
$$3x_1 - 2x_2$$

subject to $x_1 \le 4$
 $x_2 \le 6$
 $x_1 + x_2 \le 5$
 $x_2 \ge 1$
 $x_1, x_2 \ge 0$

Solve the following transportation problem:

	D_1	D_2	D_3	D_4	
01	3	6	8	5	20
O_1 O_2	6	1	2	5	20 28
03	7	1 8	3	9	17
3	15	19	13	18	

7. Solve the following assignment problem:

10

		II		
A	14	42	56	0
B	64	82	91	55
C	44	66	77	33
D	74.	90	98	0 55 33 66

Or

For the game with the following pay-off matrix:

$$\begin{array}{c|cccc}
B \\
\hline
5 & 1 \\
3 & 4
\end{array}$$

determine the optimum strategies and the value of the game.

OPTION-B

Paper: MAT-HE-5056

(Spherical Trigonometry and Astronomy)

Full Marks: 80

Time: Three hours

The figures in the margin indicate full marks for the questions.

- 1. Answer the following questions: $1 \times 10=10$
 - (i) How many great circles can be drawn through two given points, when the points are the extremities of a diameter?
 - (ii) Define primary circle.
 - (iii) Define polar triangle and its primitive triangle.
 - (iv) Define Zenith.
 - (v) Explain what is meant by rising and setting of stars.
 - (vi) What is the point on the celestial sphere whose latitude, longitude, right ascension and declination, all are zero?

- (vii) Define synodic period of a planet.
- (viii) Mention one property of pole of a great circle.
- (ix) Just mention how a spherical triangle is formed.
- (x) What is the declination of the pole of the ecliptic?
- 2. Answer the following questions: $2 \times 5 = 10$
 - (a) In any equilateral triangle ABC, show that $2\cos\frac{a}{2}\sin\frac{A}{2}=1$.
 - (b) Prove that the section of the surface of a sphere made by any plane is a circle.
 - (c) Discuss the effect of refraction on sunrise.
 - (d) Prove that the altitude of the celestial pole at any place is equal to the latitude of that place.
 - (e) Show that right ascension α and declination δ of the sun is always connected by the equation $\tan \delta = \tan \varepsilon \sin \alpha$, ε being obliquity of the ecliptic.

- 3. Answer **any four** questions of the following: 5×4=20
 - (a) In a spherical triangle ABC, prove that

$$tan\frac{C}{2} = \sqrt{\frac{\sin(s-a)\sin(s-b)}{\sin s \sin(s-c)}}.$$

- (b) What do you mean by 'rising' and 'setting' of stars? Derive the relation $\cos H = -\tan \phi \tan \delta$, where the symbols have their usual meanings.
- (c) Show that the velocity of a planet in its elliptic orbit is $v^2 = \mu \left(\frac{2}{r} \frac{1}{a} \right)$ where $\mu = G(M+m)$ and a is the semi-major axis of the orbit.
- (d) If z_1 and z_2 are the zenith distances of a star on the meridian and the prime vertical respectively, prove that $\cot \delta = \csc z_1 \sec z_2 \cos z_1$ where δ is the star's declination.

(e) If H be the hour angle of a star of declination δ when its azimuth is A and H' when the azimuth is $(180^{\circ} + A)$, show that

$$tan \phi = \frac{\cos \frac{1}{2}(H' + H)}{\cos \frac{1}{2}(H' - H)}$$

- (f) At a place of latitude ϕ , the declination and hour angle of a heavenly body are δ and H respectively. Calculate its zenith distance z and azimuth A.
- 4. Answer **any four** questions of the following: 10×4=40
 - (a) In any spherical triangle ABC, prove that $\frac{\sin A}{\sin a} = \frac{\sin B}{\sin b} = \frac{\sin C}{\sin c}$. Also prove that $\frac{\sin(A+B)}{\sin C} = \frac{\cos a + \cos b}{1 + \cos c}$
 - (b) State Keplar's laws of planetary motion and deduce the differential equation of the path of a planet around the Sun.

- Define astronomical refraction and state (c) the laws of refraction. Derive the formula for refraction as $R = k \tan \xi$, ξ being the apparent zenith distance of a heavenly body. Mention one limitation of this formula.
- On account of refraction, the circular (d) disc of the sun appears to be an ellipse. Prove it.
- Derive the Kepler's equation in the form (e) $M = E - e \sin E$, where M and E respectively mean anomaly and eccentric anomaly.
- Show that the velocity of a planet (f) moving in an ellipse about the sun in the focus is compounded of two constant velocities $\frac{\mu}{h}$ perpendicular to radius vector and $\frac{e\mu}{h}$ perpendicular to major axis.

- (g) If the colatitude is C, prove that $C = x + \cos^{-1}(\cos x \sec y)$ where $\tan x = \cot \delta \cos H, \sin y = \cos \delta \sin H,$ H being the hour angle.
- (h) Derive the expressions to show the effect of refraction in right ascension and declination.

OPTION-C

Paper: MAT-HE-5066

(Programming in C)

Full Marks: 60

Time: Three hours

The figures in the margin indicate full marks for the questions.

1. Answer the following:

 $1 \times 7 = 7$

- (a) What are the basic data types associated with C?
- (b) What is the difference between '=' and '==' in C?
- (c) Can a C program be compiled or executed in the absence of a main function?
- (d) Who developed C language?

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(e)
     What is the output of the program when
     the value of i is 17?
     #include <stdio.h>
     int main ()
     {
          int i, k;
          printf ("Enter the value of i:");
          scanf ("%d", &i);
         k = + + i;
         printf ("%d", k);
       · return 0;
    'Intersection' is a reserved word in C.
(f)
                              (True or False)
(g)
    What does %5.2 f means in C?
Answer the following:
                                       2 \times 4 = 8
(a)
    What is recursion in C?
```

2.

- (b) What is the difference between the local and global variables in C?
- (c) What are reserved keywords?
- (d) Write the general syntax of scanf () function to read the float variable x.
- 3. Answer **any three** from the following: $5 \times 3 = 15$
 - (a) Explain with examples the syntax of scanf () and printf () functions.
 - (b) Draw the flowchart and then write a C program to find the roots of a quadratic equation.
 - (c) What are the three loop control statements available in C? Write a comparison statement of the three.
 - (d) What is an array? What are the different types of array? Explain selection sorting algorithm to sort n numbers in ascending order.

- (e) Explain with examples different types of functions.
- 4. What is the use of 'if-else' and 'nested if-else' statement? Write down their formats. Write a C program to find biggest of three numbers using if-else and nested if-else statement. 2+2+3+3=10

Or

Write a C program to read the marks scored by a student in semester examination and print grade point along with the comment using the following:

- (i) percentage > 90, "O", "OUTSTANDING"
- (ii) percentage > = 75 and < = 90, "A" "VERY GOOD"
- (iii) percentage > = 60 and < 75, "B", "GOOD"
- (iv) percentage > = 50 and < 60, "C", "FAIR"
- (v) percentage > = 40 and < 50, "D", "PASS"
- (vi) percentage < 40, "F", "FAIL"

5. Write a C program to solve the series

$$s = x - \frac{x^3}{3} + \frac{x^5}{5} - \frac{x^7}{7} \dots,$$

which is the expansion of sine series with x in radians.

Or

Write a C program to multiply two matrices.

6. Write a C program to sort *n* numbers using bubble sort.

Or

What are the uses of recursine function? Write a C program using recursine function for factorial of a number to find ${}^{n}C_{r}$.

2+8=10