

1

Part 1, MULTIPLE CHOICE, 5 Points Each

1 The probability distribution for a random variable X is given below. What is the variance of X (denoted σ^2 or $\text{Var}(X)$)?

k	$\text{Pr}(X = k)$	$k \text{Pr}(X = k)$	$k - \mu$	$(k - \mu)^2$	$(k - \mu)^2 \text{Pr}(X = k)$
-2	.3	-.6	-2	4	1.2
-1	.1	-.1	-1	1	.1
0	.2	0	0	0	0
1	.1	.1	1	1	.1
2	.3	.6	2	4	1.2
		$\sigma = \mu$			$\sigma^2 = 2.6$

- (a) 0 ~~(b) 2.6~~ (c) 10 (d) 2 (e) 1.5

$$\sigma^2 = \sum (k - \mu)^2 \text{Pr}(X = k)$$

2 Let Z be a random variable with a standard normal distribution. What is $\text{Pr}(Z \geq -1)$? (Use the attached tables)

- (a) .1587 (b) .5 ~~(c) .8413~~ (d) .5398 (e) .4602

$$= 1 - \text{Pr}(Z \leq -1)$$

$$= 1 - .1586 = .8413$$

3 Which of the pairs of values for x and y given below is in the feasible set for the set of inequalities:

$$x + 2y \geq 7$$

$$2x - y \geq 4$$

$$y \geq 0, x \geq 0.$$

(a) $x = 1, y = 3$

(b) $x = 0, y = 4$

(c) $x = 2, y = 1$

(d) $x = 3, y = -2$

~~(e)~~ $x = 7, y = 1$

	$x = 1, y = 3$	$x = 0, y = 4$	$x = 2, y = 1$	$x = 3, y = -2$	$x = 7, y = 1$
$x + 2y \geq 7$	✓	✓	✓	✓	✓
$2x - y \geq 4$	X	X	X	X	✓
$x \geq 0$					✓
$y \geq 0$					✓

4 Which of the following give the co-ordinates of the point of intersection of the two lines:

Standard form

$$5x - y = 2 \rightarrow -y = 2 - 5x \rightarrow y = 5x - 2$$

$$-8x + 4y = 4 \rightarrow 4y = 4 + 8x \rightarrow y = 1 + 2x$$

(a) $x = 3, y = 13$

(b) $x = \frac{1}{9}, y = \frac{13}{9}$

~~(c)~~ $x = 1, y = 3$

(d) $x = 2, y = 8$

(e) $x = 2, y = 10$

$$y = 5x - 2 \text{ meets } y = 1 + 2x$$

$$\text{When } 5x - 2 = 1 + 2x$$

$$\text{or } 3x = 3 \text{ or } x = 1$$

$$\rightarrow y = 5x - 2 = 5 - 2 = 3$$

$x = 1 \quad y = 3$

5 A student spending spring break in Ireland wants to visit Galway and Cork. The student has at most 7 days available and at most 500 euros to spend. Each day spent in Galway will cost 50 euros and each day spent in Cork will cost 60 euros. Let x be the number of days the student will spend in Galway and y , the number of days the student will spend in Cork. Which of the following sets of constraints describe the constraints on the student's time and money for the visits?

~~(a)~~ $x + y \leq 7$
 $50x + 60y \leq 500$
 $x \geq 0, y \geq 0$

(b) $x + 7y \leq 500$
 $50x + 60y \leq 1000$
 $x \geq 0, y \geq 0$

(c) $x + y \leq 7$
 $60x + 50y \leq 500$
 $x \geq 0, y \geq 0$

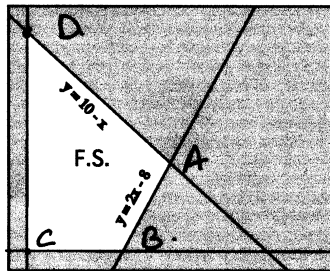
(d) $x + y \geq 7$
 $50x + 60y \geq 500$
 $x \geq 0, y \geq 0$

(e) $x + y \geq 7$
 $60x + 50y \geq 500$
 $x \geq 0, y \geq 0$

	x Galway	y Cork	Available	
Time.			7	$x + y \leq 7$
Money.	50	60	500	$50x + 60y \leq 500$
				$x \geq 0, y \geq 0$

6 Find the maximum value of the objective function $20x + 5y$ on the feasible set shown below.

Vertex	$20x + 5y$
(6, 4)	$120 + 20 = 140$
(4, 0)	$80 + 0 = 80$
(0, 0)	$0 + 0 = 0$
(0, 10)	$0 + 50 = 50$



Vertices:
 A. $y = 10 - x$ meets
 $y = 2x - 8$
 or $10 - x = 2x - 8$
 $18 = 3x$
 $6 = x \rightarrow y = 4$

B. $y = 2x - 8 = 0$
 $\rightarrow 2x = 8$ or $x = 4$
 $\rightarrow y = 0$

C: (0, 0)

D $y = 10 - x$
 $x = 0 \rightarrow y = 10$
 $(0, 10)$

(a) 50

(b) 180

(c) 80

~~(d)~~ 140

(e) 90

7 If A and B are the matrices given below, find $2A - 3B$.

$$A = \begin{pmatrix} 1 & 2 & 1 & 4 \\ -1 & 1 & 2 & 1 \\ 1 & -2 & 3 & 6 \end{pmatrix}, \quad B = \begin{pmatrix} -1 & 0 & 0 & 1 \\ 2 & 1 & 0 & 4 \\ 3 & 0 & -4 & 2 \end{pmatrix}$$

(a) $\begin{pmatrix} 2 & 2 & 1 & 3 \\ -3 & 0 & 2 & -3 \end{pmatrix}$ (b) $\begin{pmatrix} -1 & 4 & 2 & 11 \\ 4 & 5 & 4 & 14 \\ 11 & -4 & -6 & 18 \end{pmatrix}$ ~~(c) $\begin{pmatrix} 5 & 4 & 2 & 5 \\ -8 & -1 & 4 & -10 \\ -7 & -4 & 18 & 6 \end{pmatrix}$~~

(d) $\begin{pmatrix} 0 & 2 & 1 \\ 1 & 2 & 2 \\ 4 & -2 & -1 \end{pmatrix}$ (e) $\begin{pmatrix} 5 & 4 & 2 & 5 \\ 4 & 5 & 4 & 14 \\ -2 & -2 & 7 & 4 \end{pmatrix}$

$$\begin{aligned} 2A - 3B &= \begin{pmatrix} 2 & 4 & 2 & 8 \\ -2 & 2 & 4 & 2 \\ 2 & -4 & 6 & 12 \end{pmatrix} - \begin{pmatrix} -3 & 0 & 0 & 3 \\ 6 & 3 & 0 & 12 \\ 9 & 0 & -12 & 6 \end{pmatrix} \\ &= \begin{pmatrix} 5 & 4 & 2 & 5 \\ -8 & -1 & 4 & -10 \\ -7 & -4 & 18 & 6 \end{pmatrix} \end{aligned}$$

8 Let $A = \begin{pmatrix} 2 & 1 \\ 4 & 3 \end{pmatrix}$. Which of the following is the matrix A^{-1} ?

(a) $\begin{pmatrix} \frac{3}{2} & \frac{1}{2} \\ 2 & 1 \end{pmatrix}$ (b) $\begin{pmatrix} -1 & 2 \\ \frac{1}{2} & -\frac{3}{2} \end{pmatrix}$ (c) $\begin{pmatrix} 3 & -1 \\ -4 & 2 \end{pmatrix}$ (d) $\begin{pmatrix} 1 & 2 \\ \frac{1}{2} & \frac{3}{2} \end{pmatrix}$ ~~(e) $\begin{pmatrix} \frac{3}{2} & -\frac{1}{2} \\ -2 & 1 \end{pmatrix}$~~

$$\det = 6 - 4 = 2.$$

$$\begin{aligned} A &= \begin{pmatrix} a & b \\ c & d \end{pmatrix} & A^{-1} &= \frac{1}{\det} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 3 & -1 \\ -4 & 2 \end{pmatrix} \\ & & & = \begin{pmatrix} \frac{3}{2} & -\frac{1}{2} \\ -2 & 1 \end{pmatrix} \end{aligned}$$

9 Rapunzel (R) and Cinderella (C) play a game where they both choose a number between 1 and 4 inclusive. Cinderella then calculates the value of Rapunzel's number minus Cinderella's number and pays Rapunzel that amount in dollars. (If this is a negative number then Cinderella will receive money from Rapunzel.) Which of the following matrices gives the payoff matrix for Rapunzel for this game?

(a)

		C			
Num.		1	2	3	4
1		4	3	2	1
2		3	4	3	2
R 3		2	3	4	3
4		1	2	3	4

(b)

		C			
Num.		1	2	3	4
1		0	1	2	3
2		1	0	1	2
R 3		2	1	0	1
4		3	2	1	0

(c)

		C			
Num.		1	2	3	4
1		1	2	3	4
2		2	1	2	3
R 3		3	2	1	2
4		4	3	2	1

(d)

		C			
Num.		1	2	3	4
1		0	-1	2	-3
2		-1	0	-1	2
R 3		2	-1	0	-1
4		-3	2	-1	0

(e)

		C			
Num.		1	2	3	4
1		0	-1	-2	-3
2		1	0	-1	-2
3		2	1	0	-1
4		3	2	1	0

R's pay-off = R# - C#

R#	C#	R's Payoff
1	1	0
2	1	1
3	1	2
4	1	3
1	2	-1 → Min here

10 Romeo (R) and Collette (C) play a zero-sum game for which the payoff matrix for Romeo is given by:

		↓				
		C1	C2	C3	C4	C5
R1		-1	5	9	1	4
R2		3	-1	-3	2	7
→ R3		-2	-3	1	9	8
R4		1	2	2	0	14

If Romeo always plays R3, which column should Collette play in order to maximize her gain?

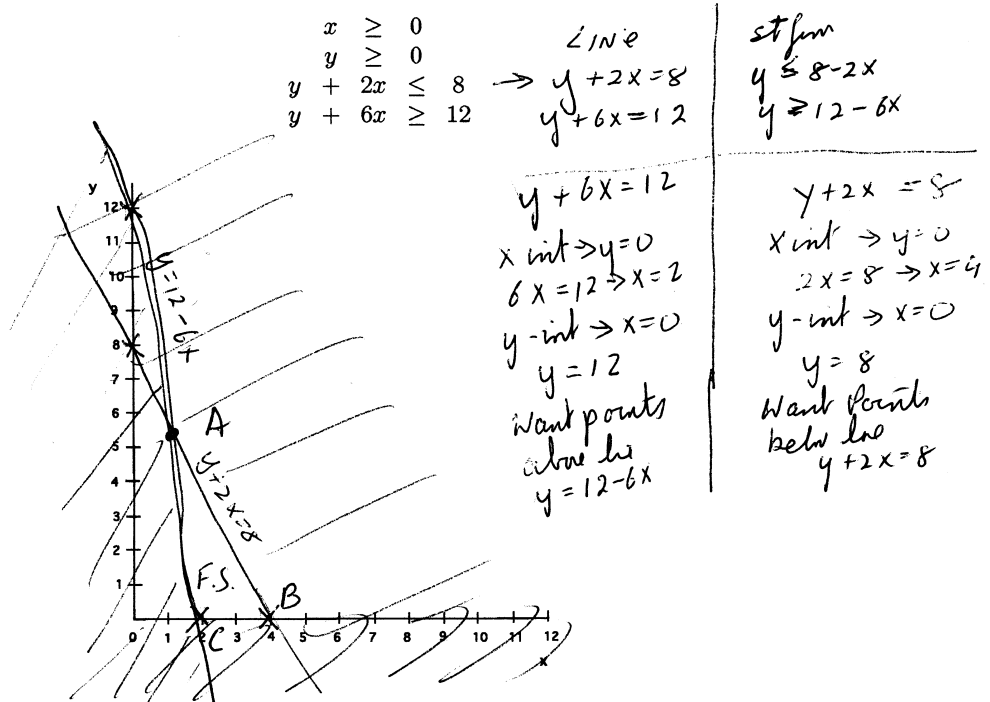
- (a) C1 (b) C2 (c) C3 (d) C4 (e) C5

Collette should minimize R's payoff with C1

Part II, PARTIAL CREDIT, (10 Points each)

Show all of your work for credit

- 11, (a) Graph the feasible set corresponding to the following set of inequalities on the set of axes provided:



- (b) Find the vertices of the above feasible set.

A: $y = 8 - 2x$ meets $y = 12 - 6x$ (1, 6)

$$8 - 2x = 12 - 6x \Rightarrow 4x = 4 \Rightarrow x = 1$$

$$\rightarrow y = 8 - 2x = 6$$

B (4, 0)

C (2, 0)

- (c) Find the maximum of the objective function $5x + 10y$ on the above feasible set.

Vertices	$5x + 10y$
(1, 6)	$5 + 60 = 65^*$
(4, 0)	20
(2, 0)	10

Max = 65

14, Let

$$A = \begin{pmatrix} 1 & 2 \\ 3 & 1 \\ 2 & 2 \end{pmatrix}, \quad B = \begin{pmatrix} 4 & 1 & 3 & 1 \\ 0 & 2 & 5 & 1 \end{pmatrix}$$

(a) Calculate the product $A \cdot B$.

$$A \cdot B = \begin{pmatrix} 1 & 2 \\ 3 & 1 \\ 2 & 2 \end{pmatrix}_{3 \times 2} \begin{pmatrix} 4 & 1 & 3 & 1 \\ 0 & 2 & 5 & 1 \end{pmatrix}_{2 \times 4} = \begin{pmatrix} 4 & 5 & 13 & 3 \\ 12 & 5 & 14 & 4 \\ 8 & 6 & 16 & 4 \end{pmatrix}_{3 \times 4}$$

$(1,2) \begin{pmatrix} 3 \\ 5 \end{pmatrix}$
 $(3,1) \begin{pmatrix} 1 \\ 1 \end{pmatrix}$

(b) Let

$$C = \begin{pmatrix} 1 & 5 \\ 1 & 7 \end{pmatrix} \quad (2,2) \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

Which of the following products can be calculated?

$$A \cdot C, \quad C \cdot A, \quad B \cdot C, \quad C \cdot B.$$

$$A_{3 \times 2} C_{2 \times 2}$$

Yes.

$$C_{2 \times 2} A_{3 \times 2}$$

NO

$$B_{2 \times 4} C_{2 \times 2}$$

NO

$$C_{2 \times 2} B_{2 \times 4}$$

Yes.

(c) What is the product of the following three matrices?

$$\underbrace{\begin{pmatrix} 1 & 0 \\ 2 & 3 \\ 1 & 7 \end{pmatrix}}_{(3,1)} \begin{pmatrix} 2 & 3 \\ 1 & 7 \end{pmatrix} \begin{pmatrix} 7 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 2 & 3 \end{pmatrix} \begin{pmatrix} 7 \\ 1 \end{pmatrix} = 17$$

15 (a) Cat (C) and Rat (R) play a 2-player zero-sum game, where the payoff matrix for Rat is given by the following matrix:

	C1	C2	C3	MIN
R1	2	1	0	0
R2	-2	0	-1	-2
R3	0	-3	-2	-3
Max	2	1	0	

What is Rat's optimal fixed(pure) strategy for this game? $R1$

What is Cat's optimal fixed strategy for this game? $C3$

Does this pay-off matrix have a saddle point? If so where?

Yes at $(R1, C3)$

(b) Catherine (C) and Rasputin (R) play a 2-player zero-sum game, where the payoff matrix for Rasputin is given by the following matrix:

	C1	C2	C3	MIN
R1	-2	1	0	-2
R2	-1	0	5	-1
Max	-1	0	5	

What is Rasputin's optimal fixed(pure) strategy for this game? $R2$

What is Catherine's optimal fixed strategy for this game? $C1$

Does this pay-off matrix have a saddle point? If so where?

Yes at $R2C1$

(c) Catman (C) and Robin (R) play a 2-player zero-sum game, where the payoff matrix for Robin is given by the following matrix:

	C1	C2	C3	MIN
R1	2	1	4	1
R2	5	-1	3	-1
R3	1	2	-5	-5
Max	5	2	4	

What is Robin's optimal fixed(pure) strategy for this game? $R1$

What is Catman's optimal fixed strategy for this game? $C2$

Does this pay-off matrix have a saddle point? If so where?

NO Neither
 ① nor ② are the
 min in their row and the max
 in their column