

**2018**  
**MATHEMATICS—HONOURS**

**Third Paper**

**(Module – V)**

**Full Marks : 50**

*The figures in the margin indicate full marks.*

*Candidates are required to give their answers in their own words  
as far as applicable.*

**Group - A**

**(Modern Algebra - II)**

**Marks - 15**

Answer *any three* questions:

1. (a) Define an alternating group of degree 'n' and find the order of that group.  
(b) Prove that every group of prime order is cyclic. (1+1)+3
  
2. If  $\alpha = (134)(56)(2789)$  and  $\beta = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 \\ 7 & 8 & 9 & 6 & 4 & 5 & 2 & 3 & 1 \end{pmatrix}$  be two permutations, find  $\mu = \beta^{-1}\alpha\beta$ . Is  $\mu$  an even permutation? Can it be expressed as the product of transpositions uniquely? Justify your answer. 5
  
3. Considering the set of all matrices  $M = \left\{ \begin{pmatrix} a & b \\ 2b & a \end{pmatrix}, a, b \text{ rational} \right\}$  as a ring under matrix addition and matrix multiplication, show that  $M$  forms a field.  
Is  $M$  a field when  $a, b$  are real numbers? Justify your answer. 3+2
  
4. Let  $R$  be a commutative Ring with unity and without divisors of zero. Prove that if  $R$  is finite then  $R$  is a field. 5
  
5. (a) Justify whether the ring  $Z_6$  of all integers modulo 6 is an Integral Domain.  
(b) Let  $F$  be a field. If  $a, b \in F$  such that  $b \neq 0$  and  $(ab)^2 = ab^2 + bab - b^2$ , then prove that  $a = 1$ . 3+2

**Please Turn Over**

## Group - B

## (Linear Programming and Game Theory)

Marks - 35

Answer *any five* questions:

6. (a) Prove that if there is a feasible solution to  $Ax = b, r(A) = m$ , then there exists a basic feasible solution. State the geometrical equivalence of the above statement.

- (b) Given that  $(1, 3, 2)$  is a feasible solution of the following equations:

$$2x_1 + 4x_2 - 2x_3 = 10$$

$$10x_1 + 3x_2 + 7x_3 = 33$$

Reduce the above feasible solution to a non-degenerate basic feasible solution.

3+4

7. (a) Prove that the interior  $I$  of a convex set  $S$  of  $n$ -vectors is a convex set.

(b) Three different types of cars A, B and C have been used to transport 60 tons solid and 35 tons liquid substances. A type car can carry 7 tons solid and 3 tons liquid. B type car can carry 6 tons solid and 2 tons liquid and C type car can carry 3 tons solid and 4 tons liquid. The cost of transport are Rs. 500, Rs. 400 and Rs. 450 per car of A, B and C types respectively. Formulate the problem mathematically to obtain the minimum transportation cost.

3+4

8. Use Charne's Big M method to solve the LPP:

Maximize  $Z = x_1 + 5x_2$  subject to  $3x_1 + 4x_2 \leq 6, x_1 + 3x_2 \geq 3$  where  $x_1, x_2 \geq 0$ . Also verify the accuracy of the solution by using the graphical method.

4+3

9. (a) Solve the following LPP:

$$\text{Maximize } Z = 2x_1 + 5x_2$$

$$\text{Subject to } 2x_1 + x_2 \geq 12$$

$$x_1 + x_2 \leq 4$$

$x_1 \geq 0$  and  $x_2$  is unrestricted in sign.

- (b) Write down the mathematical formulation of an Assignment problem.

5+2

10. (a) If  $X^*$  and  $W^*$  be any two feasible solutions of the primal, maximize  $Z = CX$ , subject to  $AX \leq b, X \geq 0$  and the corresponding dual, minimize  $Z_w = b^T W$ , subject to  $A^T W \geq C^T, W \geq 0$ , respectively and  $CX^* = b^T W^*$ , then prove that  $X^*$  and  $W^*$  are the optimal feasible solutions of the primal and dual problems respectively.

(b) State the fundamental theorem of Duality.

5+2

11. Find the optimal assignment profit from the following profit matrix:

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	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>
O <sub>1</sub>	2	4	3	5	4
O <sub>2</sub>	7	4	6	8	4
O <sub>3</sub>	2	9	8	10	4
O <sub>4</sub>	8	6	12	7	4
O <sub>5</sub>	2	8	5	8	8

12. Find the optimal solution of the following transportation problem and find the minimum cost of transportation. [Use Northwest corner method to obtain the initial basic feasible solution]

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	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	
O <sub>1</sub>	0	2	1	5
O <sub>2</sub>	2	1	5	10
O <sub>3</sub>	2	4	3	5
	5	5	10	

13. Convert the following game problem into a Linear Programming Problem:

$$A \begin{matrix} & \text{B} \\ \begin{bmatrix} -1 & -2 & 8 \\ 7 & 5 & -1 \\ 6 & 0 & 12 \end{bmatrix} \end{matrix}$$

and hence solve it.

3+4

14. Solve graphically the  $2 \times 4$  game problem whose pay-off matrix is given by

$$\begin{bmatrix} 2 & 2 & 3 & -1 \\ 4 & 3 & 2 & 6 \end{bmatrix}$$

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