



#### **MATHEMATICS PAPER - III: MTH - 123**

### (A) Laplace Transforms (12117) OR /

## (B) Computational Mathematics (12118)

P. Pages: 4

(A) Laplace Transforms (12117)

Time: Two Hours Max. Marks: 40

#### Instructions to Candidates:

- 1. Do not write anything on question paper except Seat No.
- 2. Graph or diagram should be drawn with the black ink pen being used for writing paper or black HB pencil.
- 3. Students should note, no supplement will be provided.
- 4. All questions are compulsory.
- 5. Figures to the right indicates full marks.
- 1. Attempt any eight of the following.

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- i) Find L  $(t^n. F(t))$
- ii) Find  $\beta$  (1, 1).
- iii) Find L (cosh 4t +1).
- iv) Find  $L^{-1}\left(\frac{1}{s^7}\right)$ .
- v) Cost and sint are periodic function with period.....
- vi) Find  $L^{-1}\left(\frac{1}{s^2-4}\right)$
- vii) Find  $L^{-1}\left(\frac{1}{2s+5}\right)$
- ix) Define Heaviside's unit step function U (t q).
- x) Find 6 .
- 2. a) Attempt any two of the following.
  - i) Prove that L(F(t)) = f(s) then prove that  $L(e^{at} \cdot f(t)) = f(s-a)$
  - ii) Find L  $(4e^{5t} + 6t^3 3\sin 4t + 2\cos 2t)$ .
  - iii) Find L (t-cosh3t)
  - b) Using L (F'(t)) = Sf(s)-F(0) show that L(t)= $\frac{1}{s}$ .

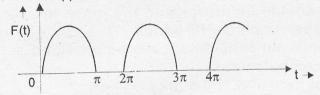
3. Attempt any two of the following.



- i) If  $L^{-1}(f(s)) = F(t)$  then  $L^{-1}(f(ks)) = \frac{1}{K} F(\frac{t}{K})$
- ii) Find  $L^{-1} \left( \frac{12}{4-3s} \right)$ .
- iii) Find  $L^{-1}\left(\frac{6s-4}{s^2-4s+20}\right)$ .
- 4. a) Attempt any two of the following.



i) Find F (t) from the graph given below with period  $T = 2\pi$ .



- ii) Find  $L^{-1} \left( \frac{3s+7}{(s-3)(s+1)} \right)$ .
- iii) Find  $L^{-1}\left(\frac{1}{(s^2+1)(s+1)}\right)$ . use convolution theorem.
- b) Show that |\*|\*|\*---\*| (n times) =  $\frac{t^{n-1}}{(n-1)!}$  n = 1, 2, 3...
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5. i) Prove that L  $(U(t-a)) = \frac{e^{-as}}{s}$ 

Where U (t - a) is Heaviside's unit step function.

ii) Find L(sin 2t  $\delta(t-3)$ )

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- Using Laplace transform, solve  $y'' + y = \cos t$  where y(0) = 0 = y'(0).
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- ii) Using Laplace transform solve  $\frac{d^2y}{dt^2} + 9y = 0 \text{ subject to the condition } y(0) = 1, y'(0) = 0.$

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# (B) Computational Mathematics (12118)

Time : Two Hours

Max. Marks : 40

1. Do not write anything on question paper except Seat No.

Instructions to Candidates:

		3. 4. 5.	Graph or diagram should be drawn with the black ink pen being used for writing paper or black HB pencil. Students should note, no supplement will be provided. All questions are compulsory. Figures to the right indicate full marks. Use of calculator is allowed.	
1.		Atte	empt <b>any eight</b> of the following.  Define Discrete Numeric function.  Define Sa for the numeric function a.	8
		iii) iv)	If numeric function $a_r = 7 \ \forall \ r \ge 0$ then $A(z) = \dots$ If $f(x)$ is divisible by $x$ - a then a is the root of $f(x) = \dots$ a) -1  b) 1  c) 0 None of these	
		viii)	The root of the equation $x^3 - x - 4 = 0$ lies between	
2.	a)		empt <b>any two</b> of the following.  If A (z) and B (z) are generating functions of numeric functions	6
			a and b respectively then show that. A(z) + B(z) = C(z) for $c = a + b$ and $A(z) \cdot B(z) = D(z)$ for $d = a \cdot b$ .	
		ii)	$\begin{aligned} &\text{let } a_r = \begin{cases} 1 & \text{if}  0 \leq r \leq 2 \\ 3r & \text{if}  r \geq 3 \end{cases} \text{ and } b_r = \begin{cases} 2^r + 1 & \text{if}  0 \leq r \leq 1 \\ r - 5 & \text{if}  r \geq 2 \end{cases} \\ &\text{Find } a_r + b_r \text{ and } a_r \cdot b_r \end{aligned}$	
		iii)	Determine the generating function of numeric $a_r = 3^r + 4^{r+1}$	
	b)	Find	the generating function of 2, 4, 8, 16, 32,	2
3.			mpt <b>any two</b> of the following.  Explain Newton-Raphson method to find the root of $f(x) = 0$ .	8
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- ii) Find the root of  $x^3 2x 5 = 0$  by Regula Falsi method up to three iterations.
- iii) Find the real root of  $x^3 x 1 = 0$  by Bisection method. Perform three iterations.
- 4. a) Attempt any two of the following.

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- i) Explain solving 2×2 game by mixed strategy method.
- ii) Solve the following game by saddle point method.

iii) Solve the following game by using the rule of Dominance.

b) Define Pay - off Matrix.

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- a) i) Explain the procedure to find optimal sequence of n jobs on two machines.
  - ii) Find an optimal sequence for the following problem for machines M<sub>1</sub>, M<sub>2</sub> and M<sub>3</sub>.

Job	$J_1$	J <sub>2</sub>	J <sub>3</sub>	J <sub>4</sub>	<b>J</b> <sub>5</sub>	J <sub>6</sub>
M <sub>1</sub>	15	10	14	9	12	9
M <sub>2</sub>	10	11	12	9	8	13
M <sub>3</sub>	15	14	13	16	17	16

OR

i) Explain the assumptions which are generally made in sequencing problem.

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ii) Six jobs are to be performed on machine & then on machine B. The processing time for each job is given below.

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Job	I	J	K	L	M	N
Α	8	12	7	10	11	9
В	10	7	11	6	12	8

Find optimal sequence of jobs.

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