

**Mathematics: analysis and approaches****Higher level****Paper 3**

Name

**worked solutions v1**

Date: \_\_\_\_\_

1 hour 15 minutes

**Instructions to candidates**

- Write your name in the box above.
- Do not open this examination paper until instructed to do so.
- A graphic display calculator is required for this paper.
- Unless otherwise stated in the question, all numerical answers should be given exactly or correct to three significant figures.
- A clean copy of the **mathematics: analysis and approaches HL formula booklet** is required for this paper.
- The maximum mark for this examination paper is **[55 marks]**.



1. [Maximum mark: 30]

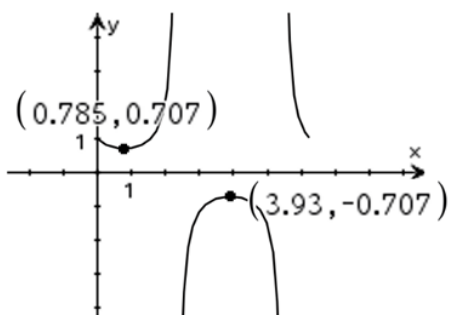
(a) (i)  $y = \frac{1}{\sin x + \cos x}$  is undefined when  $\sin x + \cos x = 0 \Rightarrow \sin x = -\cos x \Rightarrow x = \frac{3\pi}{4}, \frac{7\pi}{4}$

Thus,  $c = \frac{3\pi}{4}, d = \frac{7\pi}{4}$  [2]

(ii)  $\frac{dy}{dx} = \frac{d}{dx} \left( \frac{1}{\sin x + \cos x} \right) = \frac{(\sin x + \cos x)(0) - (\cos x - \sin x)}{(\sin x + \cos x)^2} = \frac{\sin x - \cos x}{(\sin x + \cos x)^2}$  **Q.E.D.** [3]

(iii)  $\frac{dy}{dx} = \frac{\sin x - \cos x}{(\sin x + \cos x)^2} = 0 \Rightarrow \sin x - \cos x = 0 \Rightarrow \sin x = \cos x \Rightarrow x = \frac{\pi}{4}, \frac{5\pi}{4}$

$\frac{\pi}{4} \approx 0.7854\dots$      $\frac{5\pi}{4} \approx 3.927\dots$      $y\left(\frac{\pi}{4}\right) = \frac{1}{\sin\left(\frac{\pi}{4}\right) + \cos x\left(\frac{\pi}{4}\right)} = \frac{1}{\frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2}} = \frac{1}{\sqrt{2}} = \frac{\sqrt{2}}{2}$

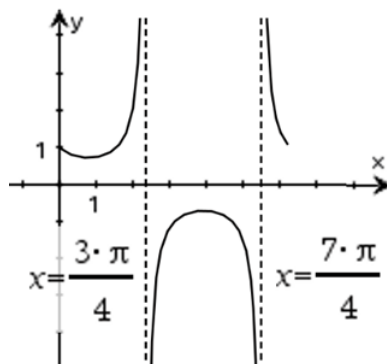


$y\left(\frac{5\pi}{4}\right) = \frac{1}{\sin\left(\frac{5\pi}{4}\right) + \cos x\left(\frac{5\pi}{4}\right)} = \frac{1}{-\frac{\sqrt{2}}{2} - \frac{\sqrt{2}}{2}} = -\frac{1}{\sqrt{2}} = -\frac{\sqrt{2}}{2}$

Thus, coordinates of S (minimum point) are  $\left(\frac{\pi}{4}, \frac{\sqrt{2}}{2}\right)$

and coordinates of T (maximum point) are  $\left(\frac{5\pi}{4}, -\frac{\sqrt{2}}{2}\right)$ .

(iv)  $y = \frac{1}{\sin x + \cos x}$



(b) (i)  $\frac{dy}{dx} = \frac{d}{dx} \left( \frac{a + b \sin x}{b + a \sin x} \right) = \frac{(b + a \sin x)(b \cos x) - (a + b \sin x)(a \cos x)}{(b + a \sin x)^2}$

$= \frac{\cos x (b^2 + ab \sin x - a^2 - ab \sin x)}{(b + a \sin x)^2} = \frac{(b^2 - a^2) \cos x}{(b + a \sin x)^2}$  **Q.E.D.**

(ii)  $0 < a < b \Rightarrow a \neq b; \frac{dy}{dx} = \frac{(b^2 - a^2) \cos x}{(b + a \sin x)^2} = 0 \Rightarrow \cos x = 0 \Rightarrow x = \frac{\pi}{2}, \frac{3\pi}{2}$

$y\left(\frac{\pi}{2}\right) = \frac{a+b}{b+a} = 1; y\left(\frac{3\pi}{2}\right) = \frac{a-b}{b-a} = -1; \text{ thus, point M at } \left(\frac{\pi}{2}, 1\right) \text{ and point N at } \left(\frac{3\pi}{2}, -1\right)$

- (c) (i) The vertical asymptote of a rational function occurs at a value of  $x$  where the function is undefined; i.e. where the denominator, in this case  $b + a \sin x$ , is zero. Solve  $b + a \sin x = 0$   
 $\sin x = -\frac{b}{a}$ ;  $0 < a < b \Rightarrow -\frac{b}{a} < -1$ ; but  $-1 \leq \sin x \leq 1$ ;  $b + a \sin x = 0$  has no solutions

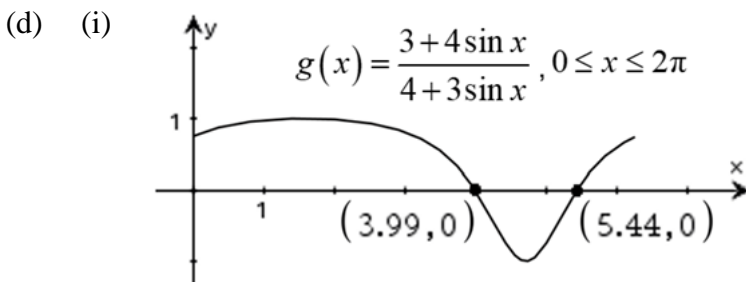
Therefore, the graph of  $f$  cannot have a vertical asymptote.

(ii)  $\frac{dy}{dx} = \frac{(b^2 - a^2)\cos x}{(b + a \sin x)^2} = 0 \Rightarrow \cos x = 0 \Rightarrow x = \frac{\pi}{2}, \frac{3\pi}{2}, \frac{5\pi}{2}, \frac{7\pi}{2}, \dots$

So, horizontal tangents occur where  $x$  is equal to a positive odd number times  $\frac{\pi}{2}$ .

A positive odd number can be expressed as  $2n - 1$  where  $\mathbb{Z}^+$ .

Thus, the graph of  $f$  has a horizontal tangent when  $x = (2n - 1)\frac{\pi}{2}$ .



(ii) total area =  $\int_0^{3.99\dots} g(x) dx + \left| \int_{3.99\dots}^{5.44\dots} g(x) dx \right| \approx 3.2968\dots + 0.84333\dots$   
 $\approx 4.1402\dots \approx 4.14$  square units

**2.** [Maximum mark: 25]

(a)  $\vec{OP} = (1+t)\mathbf{i} + (2-2t)\mathbf{j} + (3t-1)\mathbf{k}$  substituting  $t = 0$ :  $\vec{OP} = \mathbf{i} + 2\mathbf{j} - \mathbf{k}$

Thus, the coordinates of P when  $t = 0$  are  $(1, 2, -1)$ .

(b)  $\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ -1 \end{pmatrix} + t \begin{pmatrix} 1 \\ -2 \\ 3 \end{pmatrix} \Rightarrow \begin{matrix} x = 1+t \\ y = 2-2t \\ z = -1+3t \end{matrix} \Rightarrow \begin{matrix} x-1 = t \\ \frac{y-2}{-2} = t \\ \frac{z+1}{3} = t \end{matrix}$

Thus, Cartesian equations for line  $L$  are  $x-1 = \frac{y-2}{-2} = \frac{z+1}{3}$ .

$$x = 1 + m$$

(c) (i)  $y = 2 - 2m \Rightarrow 2(1+m) + (2-2m) + (-1+3m) = 6 \Rightarrow 3m = 3 \Rightarrow m = 1$   
 $z = -1 + 3m$

$$x = 1 + 1$$

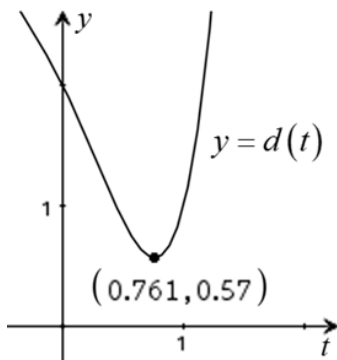
(ii)  $y = 2 - 2(1) \Rightarrow$  coordinates of P when it lies on plane  $\Pi$  are  $(2, 0, 2)$   
 $z = -1 + 3(1)$

(iii) The distance travelled is the distance between the points  $(1, 2, -1)$  and  $(2, 0, 2)$ .

Thus, exact distance travelled is  $\sqrt{(1-2)^2 + (2-0)^2 + (-1-2)^2} = \sqrt{14} \text{ cm}^2$

(d) (i) The distance,  $d$ , from Q to the origin is given by the function

$$d(t) = \sqrt{(t^2 - 0)^2 + (1 - t - 0)^2 + (1 - t^2 - 0)^2} = \sqrt{2t^4 - t^2 - 2t + 2}$$



The distance from Q to the origin is a minimum when  $t \approx 0.76069... \approx 0.761$  seconds (3 significant figures)

(ii)  $x = t^2 \Rightarrow x = (0.76069...)^2 \Rightarrow x \approx 0.57865...$   
 $y = 1 - t \Rightarrow y = 1 - 0.76069... \Rightarrow y \approx 0.23931...$   
 $z = 1 - t^2 \Rightarrow z = 1 - (0.76069...)^2 \Rightarrow z \approx 0.42135...$

Coordinates of Q are approximately when min. distance from origin

(e) (i)  $\mathbf{a} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}, \mathbf{b} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \mathbf{c} = \begin{pmatrix} 4 \\ -1 \\ -3 \end{pmatrix}$ ; substituting into the equation  $\mathbf{a} - \mathbf{b} = \lambda(\mathbf{b} - \mathbf{c})$  gives

$$\begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \lambda \left[ \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} - \begin{pmatrix} 4 \\ -1 \\ -3 \end{pmatrix} \right] \Rightarrow \begin{pmatrix} -1 \\ 1 \\ 1 \end{pmatrix} = \lambda \begin{pmatrix} -3 \\ 1 \\ 3 \end{pmatrix} \Rightarrow \lambda = \frac{1}{3} \text{ and } \lambda = 1 \text{ which is not possible}$$

Thus, there is no solution for  $\lambda$ . **Q.E.D.**

(e) continued

$$(ii) \quad \vec{BA} = \mathbf{a} - \mathbf{b} = \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -1 \\ 1 \\ 1 \end{pmatrix} \quad \text{and} \quad \vec{CB} = \mathbf{b} - \mathbf{c} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} - \begin{pmatrix} 4 \\ -1 \\ -3 \end{pmatrix} = \begin{pmatrix} -3 \\ 1 \\ 3 \end{pmatrix}$$

Since no  $\lambda$  solves  $\mathbf{a} - \mathbf{b} = \lambda(\mathbf{b} - \mathbf{c})$  then  $\vec{CB}$  is not a constant multiple of  $\vec{BA}$ . Hence,  $\vec{BA}$  and  $\vec{CB}$  are not parallel which means that the points A, B and C are not collinear and the path of point Q is not a straight line.