## 英語[問題その1]

解答はすべて解答用紙に記入せよ。

1	次の文(1~9)の 1 ~ 9 に入れるのに最も適当なものを、それぞれ下の①~④のうちから1つずつ選べ	べ。
1	He was wearing the T-shirt inside 1 by mistake.	
	① down ② in ③ out ④ up	
2	If 2 rich, I could buy a brand-new sports car.	
	① I were ② I weren't ③ were I ④ weren't I	
3	Do you know the man 3 is standing over there?	
	① which ② who ③ whom ④ whose	
4	We shall never forget your kindness 4 we live.	
	① as long as ② as soon as ③ even if ④ every time	
5	When we entered the room, he 5 from his chair to welcome us.  ① rise 2 risen 3 rises 4 rose	
•		
6	The little girl had no one 6 with.  ① play ② played ③ playing ④ to play	
7	My brother chose 7 of the two apples.	
,	① big ② bigger ③ the bigger ④ the biggest	
8	I have nothing in 8 to do right now.	
	① part ② partly ③ particular ④ particularly	
9	You need to have Susan 9 you out of the problem.	
	① help ② helped ③ helping ④ to help	
2	次の文(1~9)の 10 ~ 18 に入れるのに最も適当なものを、それぞれ下の①~⑩のうちから1つずつ選べ	べ。
1	10 my surprise, his team won the game.	
2	It is only five minutes 11 my house to the university.	
3	Becky wrapped a beautiful scarf 12 her neck.	
4	I'm 13 such pressure from my parents that I have to study all day.	
5	It is 14 the rule to cross the street when the traffic light is red.	
6	I think it is easy 15 him to pass the test.	
7	"I like painting." "Really? Do you paint 16 oils?"	
8	My cousin from Tokyo is now staying 17 us.	
9	He was 18 the telephone when we went into his office.	
Г		
	① against ② around ③ as ④ below ⑤ for ⑥ from	
	7 in 8 of 9 on 10 to 11 under 12 with	

### 英語[問題その2]

3 次の文(1~6)において、それぞれ下の選択肢の語句を並べかえて空所を補い、日本文の意味を表す英文を完成せよ。

解答はすべて解答用紙に記入せよ。

	解答は 19 ~ 3	0 に入れるものの	番号のみを答えよ。		
1	この靴がいくらするタ	か知っていますか			
•	<b>19</b> 19		20		?
	① cost	② do	3 how	4 know	
	5 much	6 shoes	7 these	8 you	
2	授業に遅れてはいける	ません。			
	21		22		
	① be	2 class	3 for	4 late	
	⑤ must	6 not	① the	8 you	
3	世界には訪れる場所が	がたくさんある。			
	23		24		in the world.
	① a	2 are	3 lot	4 of	
	5 places	6 there	7 to	8 visit	
4	あなたの注文は配達	手配中です。			
	25		26	·	
	① being	2 delivery	3 for	4 is	
	⑤ order	6 processed	7 your		
5	彼女のことを気の毒ん	こ思わずにはいられた	なかった。		
	27		28	·	
	① couldn't	2 feeling	3 for	4 help	
	⑤ her	<b>6</b> I	⑦ sorry		
6	フランクが彼のチー』	ムで一番速い走者だ。			
			30		
	① fastest	② Frank	3 his	4 in	
	5 is	6 runner	7 team	8 the	

#### 英語[問題その3]

解答はすべて解答用紙に記入せよ。

4 次の英文を読んで、下の問いに答えよ。

In English, the words "explore" and "exploit" come loaded with completely opposite connotations. But to a computer scientist, (1) these words have much more specific and neutral meanings. Simply put, exploration is *gathering* information, and exploitation is *using* the information you have to get a known good result.

It's fairly intuitive that never exploring is no way to live. But it's also worth mentioning that never exploiting can be every bit as bad. In the computer science definition, exploitation actually comes to characterize many of what we consider to be life's best moments. A family gathering together on the holidays is exploitation. So is a bookworm settling into a reading chair with a hot cup of coffee and a beloved favorite, or a band playing (2) their greatest hits to a crowd of adoring fans, or a couple that has stood the test of time dancing to "(3) their song."

What's more, exploration can be a curse.

A Part of what's nice about music, for instance, is that there are constantly new things to listen to. Or, if you're a music journalist, part of what's terrible about music is that there are *constantly* new things to listen to. Being a music journalist means turning the exploration dial all the way to 11, where it's nothing but new things all the time. Music lovers might imagine working in music journalism to be paradise, but when you constantly have to explore the new you can never enjoy the fruits of your connoisseurship —a particular kind of hell. Few people know this experience as deeply as Scott Plagenhoef, the former editor in chief of *Pitchfork*. "You try to find spaces when you're working to listen to something that you just want to listen to," he says of a critic's life. His desperate urges to stop wading through unheard tunes of dubious quality and just listen to what he loved were so strong that Plagenhoef would put only new music on his iPod, to make himself physically incapable of abandoning his duties in those moments when he just really, really, really wanted to listen to the Smiths. Journalists are martyrs, exploring so that others may exploit.

In computer science, the tension between exploration and exploitation takes its most concrete form in a scenario called the "multi-armed bandit problem." The odd name comes from the colloquial term for a casino slot machine, the "one-armed bandit." Imagine walking into a casino full of different slot machines, each one with its own odds of a payoff. The rub, of course, is that you aren't told those odds in advance: until you start playing, you won't have any idea which machines are the most lucrative ("loose," as slot-machine aficionados call it) and which ones are just money sinks.

B Naturally, you're interested in maximizing your total winnings. And it's clear that this is going to involve some combination of pulling the arms on different machines to test (4)  $\frac{\text{them}}{\text{out}}$  out (exploring), and favoring the most promising machines you've found (exploiting).

To get a sense for the problem's subtleties, imagine being faced with only two machines. One you've played a total of 15 times; 9 times it paid out, and 6 times it didn't. The other you've played only twice, and it once paid out and once did not. Which is more promising?

Simply dividing the wins by the total number of pulls will give you an estimate of the machine's "expected value," and by this method the first machine clearly comes out ahead. Its 9–6 record makes for an expected value of 60%, whereas the second machine's 1–1 record yields an expected value of only 50%. But there's more to it than that. After all, just two pulls aren't really very many. So, there's a sense in which we just don't yet *know* how good the second machine might actually be.

[Algorithms to Live By: The Computer Science of Human by Brian Christian and Tom Griffiths. Reprinted by permission of HarperCollins Publishers Ltd. (c) Brian Christian, Tom Griffiths 2017]

注 connotation:言外の(暗示的)意味 characterize: describe, portray bookworm: a person who likes reading adore: love and respect deeply to 11: to the maximum connoisseurship: 音楽ジャーナリスト業

editor in chief: 編集長 wade through ~: deal with something that is boring and takes a lot of time

iPod: 携帯型デジタル音楽プレイヤー the Smiths: ザ・スミス(1982–1987;イギリスのロックバンド)

matyr: victim, sacrifice colloquial: used in ordinary or familiar conversation

rub: 障害, 困難 lucrative: producing a large amount of money aficionado: 熱烈な愛好家, マニア

### 英語[問題その4]

解答はすべて解答用紙に記入せよ。

1	下線部	(1) ~ (4) の表現が打	指すものを, それ	<b>、ぞれ①~⑪のう</b> セ	らかり	ら1つずつ選べ。		
	(1):	31 (2	2): 32	(3): 33		(4): 34		
	1 8	a band	2 a coupl	e	3	a family	4	adoring fans
	<b>⑤</b>	completely opposite	connotations		<b>6</b>	different machines	7	"explore" and "exploit"
	8 8	greatest hits	9 life's be	est moments	10	new things	1	the arms
2	<i>'</i> መመ	ことの記述について	・大文の内容し	<u> </u>	<b>+</b> .	合致しないものに②をす	<b>-</b>	7.14 F
۷	次の アー					don his journalist duties		<b>、と</b> よ。
	イ			d any more than n		· ·	•	
	ゥー	•		·		nes that are money sinks.		
	ェ					result by exploitation.		
	オ	39 Just two tr	rials are not very	many, yet they are	e en	ough to draw a conclusio	n.	
	カ	40 Gathering	information can	be a cause of har	m if	it is not under your cont	rol.	
	+	41 A bookwo	rm reading a belo	oved favorite is ex	ploi	tation rather than explor	ation	1.
	ク	42 A music jo	ournalist listening	to nothing but no	ew tl	nings is not exploration.		
	ケ	43 Finding ou	ıt which slot mac	hine pays out the	mos	t in a casino is exploiting	ζ.	
	以下の	問いの解答はす	べて[解答用	]紙(記述)] (	こ記	!入せよ。		
3	下線部	A を和訳せよ。						
4	下線部	B を和訳せよ。						
5	次の各	組の二文がほぼ同り	<sup>じ</sup> 意味を表すよう	に, ( )内に近	<b></b> 多当7	な語を入れよ。		
1	John	is older than I am.						
	John	is ( ) to (	).					
2	While	e having dinner, we	used to talk abou	ut our day.				
	While	e ( ) (	) having dinner,	we used to talk a	bou	t our day.		
3	There	e's a possibility that	he will win the l	ottery.				
	There	e's a possibility (	) him (	) the lottery.				

#### 英 語 [解答用紙 (記述)]

4 第2問までの解答はすべて [解答用紙 (マーク)] に記入せよ。

4	3	
	4	

5	1	2	<u>)</u>	3						

# 英 語[解答用紙(マーク)]

# 解答例

	0	1	2	3	4	(5)	6	7	8	9	受	験	
受	0	1	2	3	4	5	6	7	8	9			
験	0	1	2	3	4	(5)	6	7	8	9	番	号	
番	0	1	2	3	4	5	6	7	8	9	注意		またはBの鉛筆で濃くマークすること。
号	0	1	2	3	4	5	6	7	8	9			すときは消しゴムで完全に消すこと。 定欄以外に記入しないこと。
	0	1	2	3	4	(5)	6	7	8	9			を

解答番号					f	解	答	欄					解答番号					角	屛	答	欄				
1	1	2	•	4	(5)	6	7	8	9	10	(1)	(12)	23	1	•	3	4	5	6	7	8	9	10	(1)	(12)
2	•	2	3	4	5	6	7	8	9	10	1	(12)	24	1	2	3	•	5	6	7	8	9	10	(1)	(12)
3	1	•	3	4	(5)	6	7	8	9	10	$\bigcirc$	(12)	25	1	2	3	4	•	6	7	8	9	10	(1)	(12)
4	•	2	3	4	5	6	7	8	9	10	$\bigcirc$	(12)	26	1	2	3	4	5	•	7	8	9	10	11	(12)
5	1	2	3	•	(5)	6	7	8	9	10	$\bigcirc$	(12)	27	•	2	3	4	5	6	7	8	9	10	(1)	(12)
6	1	2	3	•	5	6	7	8	9	10	$\bigcirc$	(12)	28	1	2	3	4	5	6	•	8	9	10	11	(12)
7	1	2	•	4	(5)	6	7	8	9	10	$\bigcirc$	(12)	29	1	2	3	4	•	6	7	8	9	10	(1)	(12)
8	1	2	•	4	(5)	6	7	8	9	10	$\bigcirc$	(12)	30	1	2	3	4	5	•	7	8	9	10	(1)	(12)
9	•	2	3	4	5	6	7	8	9	10	1	(12)	31	1	2	3	4	5	6	•	8	9	10	1	(12)
10	1	2	3	4	5	6	7	8	9	•	$\bigcirc$	(12)	32	•	2	3	4	5	6	7	8	9	10	11	(12)
11	1	2	3	4	5	•	7	8	9	10	$\widehat{1})$	(12)	33	1	•	3	4	5	6	7	8	9	10	1	(12)
12	1	•	3	4	5	6	7	8	9	10	$\widehat{1})$	(12)	34	1	2	3	4	5	•	7	8	9	10	11	(12)
13	1	2	3	4	5	6	7	8	9	10	lacktriangle	(12)	35	1	•	3	4	5	6	7	8	9	10	1	(12)
14	•	2	3	4	5	6	7	8	9	10	$\widehat{1})$	(12)	36	•	2	3	4	5	6	7	8	9	10	11	(12)
15	1	2	3	4	•	6	7	8	9	10	$\widehat{1})$	(12)	37	1	•	3	4	5	6	7	8	9	10	1	(12)
16	1	2	3	4	5	6	•	8	9	10	1	(12)	38	1	lacktriangle	3	4	5	6	7	8	9	10	1	(12)
17	1	2	3	4	5	6	7	8	9	10	$\widehat{1})$	•	39	1	•	3	4	5	6	7	8	9	10	$\bigcirc$	(12)
18	1	2	3	4	5	6	7	8	•	10	11	12	40	•	2	3	4	5	6	7	8	9	10	$\bigcirc$	12
19	1	2	3	4	5	6	7	•	9	10	$\bigcirc$	12	41	•	2	3	4	5	6	7	8	9	10	$\bigcirc$	12
20	1	2	3	4	•	6	7	8	9	10	$\bigcirc$	12	42	1	•	3	4	5	6	7	8	9	10	1	12
21	1	2	3	4	•	6	7	8	9	10	$\bigcirc$	12	43	1	•	3	4	5	6	7	8	9	10	11	12
22	1	2	3	•	5	6	7	8	9	10	1	12)	4 5	第3	問以	降の	)解	答は	[解	¥答月	用紙	(記	2述)	] [=	記入せ

•

#### 英 語 [解答用紙 (記述)]

#### 解答例

4 第2問までの解答はすべて [解答用紙(マーク)] に記入せよ。

| 音楽の良いところは、たとえば、いつも新しく聴くものがある | ことだ。

> 当然のこととして, (普通の人ならば誰でも)賞金総額を最大 化したいと思う。

5 1 2 3
senior me we were of winning