

## Linear Programming (LP)

(George B. Dantzing)

LP is used for optimization of our limited resources when there are number of alternate solutions possible for the problem. It is a mathematical technique and the term linear is used for variable and it simply means that the relationship b/w diff variables can be represented in the form of straight line.

### Requirement of LP :-

- 1) Objective Function :- It is the main function which we need to optimise and it should be clearly identifiable and measurable in quantitative terms like maximization of profit or sale or minimisation of cost.
- 2) Constraint or condition :- These are the limited resources within which we need to optimise our objective function.
- 3) All the variables in the objective  $fx^n$  and constraint should be linear and non negative.

### Laws or rules in LP :-

#### i) Law of certainty :-

In LP model the various parameters like objective  $fx^n$  coefficient, constraint, resources are known exactly and their values do not change with time.

#### ii) Law of proportionality :-

iii) Law of Addition :- A = 5, B = 3, total  $\rightarrow$  8

#### iv) Law of continuity / Divisibility :-

In LP model decision variables are continuous i.e. they are

permitted to take any non -ve value that satisfy all the constraint.

### General Statement of LP :-

$$\text{Max } z = C_1 x_1 + C_2 x_2 + \dots + C_n x_n \quad // \text{ obj. function}$$

$$a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n \leq b_1$$

$$a_{21} x_1 + a_{22} x_2 + \dots + a_{2n} x_n \leq b_2$$

$$a_{m1} x_1 + a_{m2} x_2 + \dots + a_{mn} x_n \leq b_m$$

Constraint

$$\text{Non-negative condition} \rightarrow x_1, x_2, \dots, x_n \geq 0$$

where,  $a_{ij}$   $\rightarrow$  technological coeff. or substitution

$b_i$   $\rightarrow$  resource value

$c_j$   $\rightarrow$  profit coefficient

$x_j$   $\rightarrow$  decision or choice variable

$a_{ij}, b_i, c_j$  are const and  $x_j$  is variable.

### Graphical Method :-

Steps -

- i) Identify the problem and define decision variable, objective  $fx^n$  and constraint.
- ii) Draw a graph that include all the constraint and identify the common feasible region.
- iii) Find out the point within feasible region that optimises the objective  $fx^n$ , this point gives the final solution.

P.03, Q.33 →

mc ↓ product	P	Q	R	Profit/ unit
A	10	6	5	60
B	7.5	9	13	70
Max hrs/ week	75	54	65	

1) Key decision is to determine no. of units produced of product A and product B in a week. Let these be  $x_1$  and  $x_2$  resp.

2) Feasible alternatives are all the values of  $x_1, x_2 \geq 0$

3) Objective is to maximise weekly profit when the profit per unit is given so the objective function

$$\text{Max } Z = 60x_1 + 70x_2$$

4) Restriction is of the max. m/c in a week so the constraints are -

$$P \rightarrow 10x_1 + 7.5x_2 \leq 75$$

$$Q \rightarrow 6x_1 + 9x_2 \leq 54$$

$$R \rightarrow 5x_1 + 13x_2 \leq 65$$

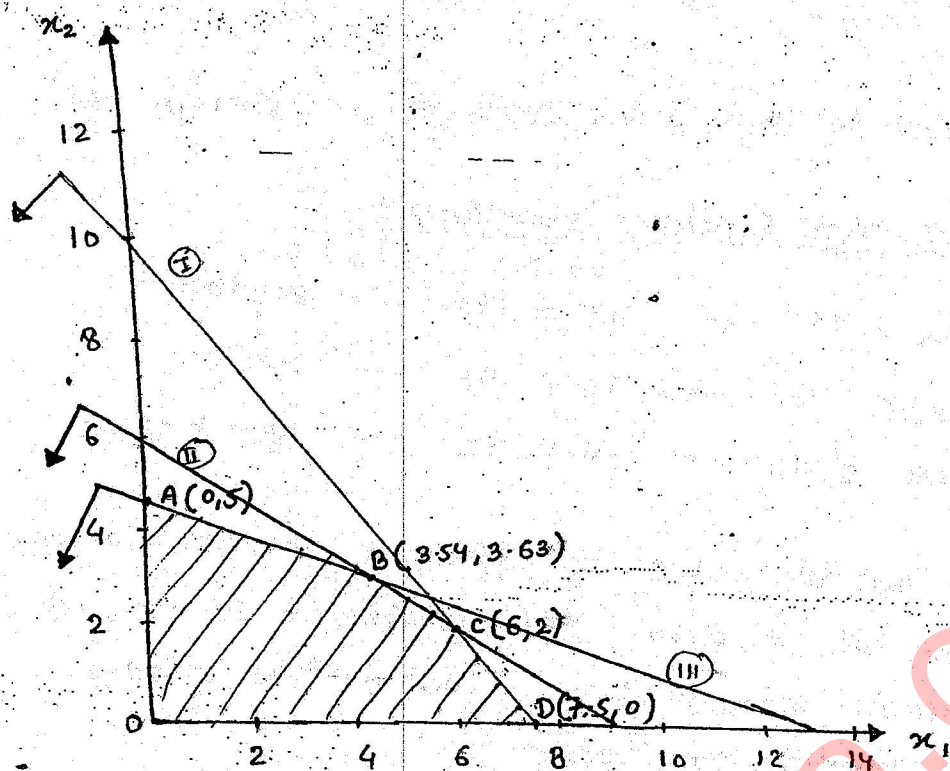
5) All the constraints are plotted on the graph to get feasible region

$$10x_1 + 7.5x_2 = 75$$

$$\frac{x_1}{7.5} + \frac{x_2}{10} = 1$$

$$\frac{x_1}{9} + \frac{x_2}{6} = 1$$

$$\frac{x_1}{13} + \frac{x_2}{5} = 1$$



6) shaded region OABCD is the region of feasible sol<sup>n</sup> and any point within this region can be our sol<sup>n</sup> under the given constraint.

7) optimality - now put the value of corner point at the feasible region in the obj. fx<sup>n</sup>. The point which optimises the obj. fx<sup>n</sup> gives the final sol<sup>n</sup>.

$$z(A) = 60 \times 0 + 70 \times 5 = 350$$

$$z(B) = 60 \times 3.54 + 70 \times 3.63 = 466.5$$

$$z(C) = 60 \times 6 + 70 \times 2 = 500$$

$$z(D) = 60 \times 7.5 + 70 \times 0 = 450$$

$$z(O) = 60 \times 0 + 70 \times 0 = 0$$

$$\text{Max} \rightarrow z = 500$$

$$\text{at } x_1 = 6 \text{ and } x_2 = 2$$

one of the vertex of the feasible region give the final sol<sup>n</sup> b, coz obj. fx<sup>n</sup> is a straight line with const slope and as it move away from the origin its value increases and optimum value will be at one of the corner extreme point. Obj. function

will be tangent to that point and give optimum sol<sup>n</sup>.

### Binding and Non Binding Constraint :-

at  $x_1 = 6, x_2 = 2$

P  $\rightarrow 10x_1 + 7.5x_2 \leq 75 \rightarrow 75 = 75 \rightarrow$  Binding

Q  $\rightarrow 6x_1 + 9x_2 \leq 54 \rightarrow 54 = 54 \rightarrow$  Binding

R  $\rightarrow 5x_1 + 13x_2 \leq 65 \rightarrow 56 < 65 \rightarrow$  Non binding

When we put the values of optimum solution in the constraint and LHS = RHS, the constraint is termed as Binding otherwise non-binding. Final sol<sup>n</sup> is always obtained from binding constraint.

Q - Solve the following LP problem for minimisation -

Min.  $Z = 6x_1 + 4x_2$

$3x_1 + 3x_2 \geq 40$

$3x_1 + x_2 \geq 40$

$2x_1 + 5x_2 \geq 44$

$x_1, x_2 \geq 0$

$3x_1 + x_2 = 40 \times 5$

$2x_1 + 5x_2 = 44$

$15x_1 + 5x_2 = 200$

$13x_1 = 156$

$x_1 = \frac{156}{13} \rightarrow 12$

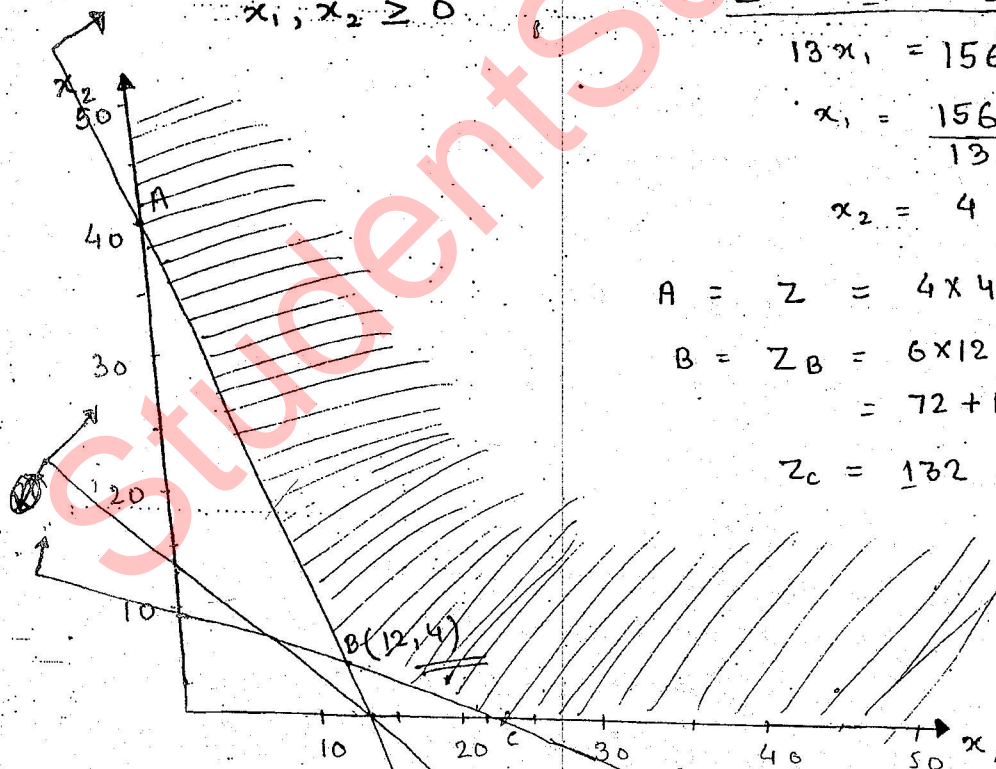
$x_2 = 4$

A =  $Z = 4 \times 40 = 160$

B =  $Z_B = 6 \times 12 + 4 \times 4 = 72 + 16 = 88$

$Z_c = 132$

min  $Z = 88$



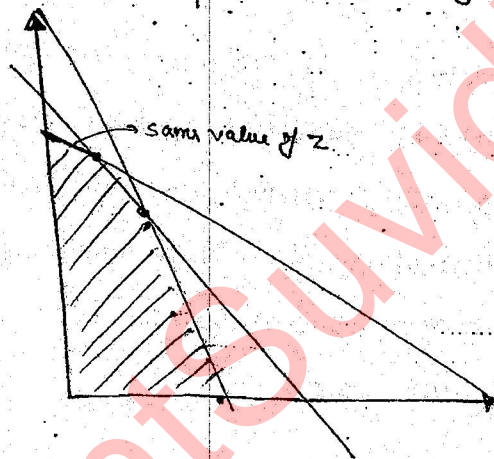
Redundant / Degenerate / Unnecessary Const.

Redundant :- Constraint which does not become part of the boundary making feasible region is termed as redundant or unnecessary constraint. Inclusion or exclusion of such constraint does not have any effect on optimum final solution of the problem.

Special case →

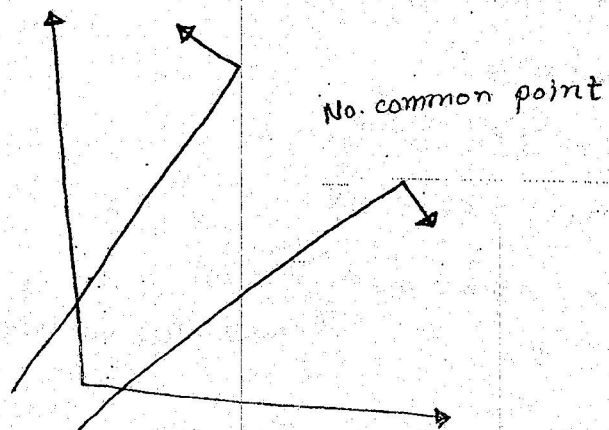
Infinite / Multi optimum solution :-

Infinite no. of solution means we get the same optimum value of objective  $fx^n$  for different varying variable. We always get a unique sol<sup>n</sup> when the slope of obj.  $fx^n$  is different from constraint. Infinite no. of sol<sup>n</sup> is obtained when the slope of objective  $fx^n$  become equal to one of the binding constraint.

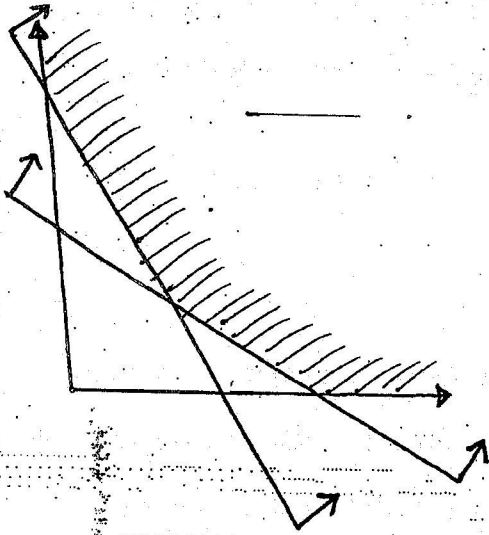


No Solution or Infeasible :-

In some condition constraint may be inconsistent in such a manner that it is not possible to find a feasible sol<sup>n</sup> which satisfy all the constraint. There is no solution to such problem.



### 3) Unbounded Solution :-



In some condition the highest value of obj  $fx^m$  goes upto infinite and it simply means that the common feasible region is not bounded by the limit on the constraint. It is termed as unbounded solution.

### Simplex Method :-

It is step by step procedure in which we proceed in systematic manner from initial feasible ~~max~~ sol<sup>n</sup> with an improve upon the initial solution until <sup>in</sup> certain no. of steps we reach the final optimum sol<sup>n</sup>. This method also check the corner point of the feasible region but in multidimensional depending upon the no. of variable.

### Standard form of simplex :-

- 1) All the resource value for the given constraint should be non negative
- 2) All the inequalities of the given constraint should be converted into equalities.

$$2x_1 + 3x_2 \leq -45$$

$$-2x_1 + 3x_2 \geq 45$$

$$-2x_1 + 3x_2 - (s_1) = 45$$

→ surplus variable

OR  $3x_1 + x_2 \leq 40$

$$3x_1 + x_2 + (s_1) = 40$$

→ slack variable

3) each of the decision variable for the constraint and objective function should be non negative and linear.

$$x_j \geq 0$$

$$\text{Max } z = c_1 x_1 + c_2 x_2 + \dots + c_n x_n$$

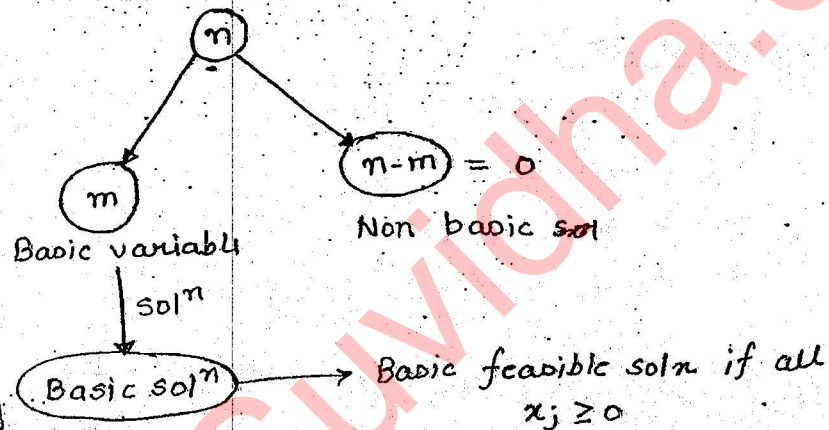
$$a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n \leq b_1$$

$$a_{21} x_1 + a_{22} x_2 + \dots + a_{2n} x_n \leq b_2$$

$$a_{mn} x_m \leq b_m$$

} constraint.

No. of variables  $\leftarrow$   $n > m$   $\rightarrow$  No. of equality const.



If there are 'm' equality constraint and 'n' is the no. of variable and  $n > m$ , then we need to put  $(n-m)$  variable = 0 known as non basic variable and solve the remaining 'n' basic variable to give basic sol<sup>n</sup>. This step reduces the no. of alternate sol<sup>n</sup> whose max. limit is given by -

$${}^n C_m = \frac{n!}{m! (n-m)!}$$

$$n = 5$$

$$m = 3$$

$$(n-m) = 2 \rightarrow 0$$



P03, Q35 :-  $\text{Max } Z = 40x_1 + 35x_2$

$\text{Max } Z = 40x_1 + 35x_2 + 0s_1 + 0s_2$

R.M  $\rightarrow 2x_1 + 3x_2 \leq 60$

Labour  $\rightarrow 4x_1 + 3x_2 \leq 96$

$$\begin{array}{l|l} n=4 & 2x_1 + 3x_2 + s_1 = 60 \\ m=2 & 4x_1 + 3x_2 + s_2 = 96 \\ n-m=2 & \end{array}$$

$x_1 = 0; x_2 = 0$   
(Non-basic)

1st feasible sol<sup>n</sup> -

$x_1 = 0, x_2 = 0$   
 $s_1 = 60$   
 $s_2 = 96$   
 $Z = 0$

$e_i$	Basic	$x_1$	$x_2$	$s_1$	$s_2$	$b_i$	Replacement Ratio $\theta_i (b_i/a_{ij})$
0	$s_1$	2	3	1	0	60	30 $(60/2)$
0	$s_2$	4	3	0	1	96	24 ← Key Row
	$C_j$	40	35	0	0		
	$Z_j = \sum e_i a_{ij}$	0	0	0	0		
	$\Delta_j = C_j - Z_j$	40	35	0	0		

↑  
Key column

calculate  $\Delta_j$  value as a diff. of  $C_j$  and  $Z_j$  row and it is termed as net evaluation row or Net opportunity cost row. The value of  $\Delta_j$  now give the amount of increase or decrease in the objective  $fx^m$  that would occur if one unit represented by the column head is brought into the current sol<sup>n</sup>. A

simplex table indicate that the current sol<sup>n</sup> is optimum when all the values in  $\Delta_j$  row are -

- i) Negative or zero when LP is for maximisation.
- ii) Positive or zero when LP is for minimisation.

The current problem is for maximisation so we select the highest +ve value in  $\Delta_j$  row and the selected column is called key column with the variable in the column head as incoming variable. Now divide  $b_i$  values by corresponding +ve elements of key column to get replacement ratio column. In this column we select the min positive value, selected row is called key row and variable in the row as outgoing variable. The element at the intersection of key column and key row is termed as key element. Key element is converted to unity by multiplying or dividing key row by a common multiplying factor. All the elements in the key column are made zero except key element which will be unity. This is done by adding or subtracting the proper multiples of key row from other row. In the new table outgoing variable is replaced by incoming variable.

$c_i$	basic	$x_1$	$x_2$	$s_1$	$s_2$	$b_i$
0	$s_1$	0	$3/2$	1	$-1/4$	12
40	$x_1$	1	$3/4$	0	$1/4$	24

2nd feasible sol<sup>n</sup> -

$$x_1 = 24, x_2 = 0$$

$$s_1 = 12, s_2 = 0$$

$$Z = \underline{\underline{Rs 960}}$$

$$R_2 \rightarrow R_2 \div 4$$

$$R_1 \rightarrow R_1 - 2R_2$$

$c_i$	basic	$x_1$	$x_2$	$s_1$	$s_2$	$b_i$	$\theta_i = \frac{b_i}{a_{ij}}$
0	$s_1$	0	$\frac{3}{2}$	1	$-\frac{1}{2}$	12	8
40	$x_1$	1	$\frac{3}{4}$	0	$\frac{1}{4}$	24	32
	$c_j$	40	35	0	10		
	$Z_j = \sum c_i a_{ij}$	40	30	0	10		
	$\Delta_j = c_j - Z_j$	0	5	0	-10		

$R_1 \rightarrow R_1 \times \frac{2}{3}$   
 $R_2 \rightarrow R_2 - \frac{3}{4} R_1$

$c_i$	Basic	$x_1$	$x_2$	$s_1$	$s_2$	$b_i$
35	$x_2$	0	1	$\frac{2}{3}$	$-\frac{1}{3}$	8
40	$x_1$	1	0	$-\frac{1}{2}$	$\frac{1}{2}$	18

3<sup>rd</sup> feasible sol<sup>m</sup> -

$x_1 = 18, x_2 = 8$   
 $s_1 = 0, s_2 = 0$   
 $Z = \text{Rs } 1000$

$c_i$	basic	$x_1$	$x_2$	$s_1$	$s_2$	$b_i$	$\theta_i$
35	$x_2$	0	1	$\frac{2}{3}$	$-\frac{1}{3}$	8	
40	$x_1$	1	0	$-\frac{1}{2}$	$\frac{1}{2}$	18	
	$c_j$	40	35	0	0		
	$Z_j = \sum c_i a_{ij}$	40	35	$\frac{10}{3}$	$\frac{25}{3}$		
	$\Delta_j = c_j - Z_j$	0	0	$-\frac{10}{3}$	$-\frac{25}{3}$		

## Big - M Method :-

$$\sum OK =$$

$$2x_1 - 3x_2 \geq 75$$

$$2x_1 - 3x_2 - s_1 = 75$$

$$\hookrightarrow x_1 = 0, x_2 = 0, s_1 = -75 \times$$

$$\therefore 2x_1 - 3x_2 - s_1 + A_1 = 75$$

Non-basic

Basic	$x_1$	$x_2$	$s_1$	$s_2$	$A_1$	b.i.
$A_1$						
$s_2$						
$A_j$					$x$	

$$\text{Max} = -M.A_1 \checkmark$$

$$\text{Min} = +M.A_1 \checkmark$$

It is a modified form of simplex method and is always require whenever the constraints are  $\geq$  or  $=$  type, irrespective of whether the problem is for maximisation or for minimisation. In these condition we introduce an artificial variable in the current sol<sup>n</sup> to get an initial working matrix. These artificial variable must not appear in the final solution and this is ensured by providing an extremely -ve value to their profit coefficient in the objective fx<sup>n</sup>.

$$\text{Max} = -M.A_1$$

$$\text{Min} = +M.A_1$$

where,  $m$  is the no. higher than any infinite number.

## Special Cases :-

### Infinite or Multi optimum Solution :-

When a non basic variable in an optimum solution has zero value for  $\Delta_j$  row then the solution is not unique and it indicates that the problem has infinite no. of solutions.

### Unbounded Solution :-

If in a case all the values in the replacement ratio column are either -ve or infinite then the solution terminates and it indicates that the problem has unbounded solution.

$\theta_i$

-ve or $\infty$
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### No Solution or Infeasibility :-

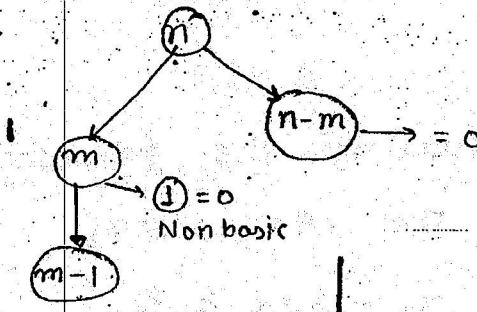
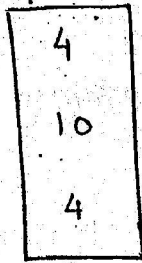
When in the final solution artificial solution variable remains in the basis, then there is no feasible sol<sup>n</sup> to the problem.

Basis	$x_1$	$x_2$	$s_1$	$s_2$	$A_1$
$A_1$					
$s_2$					

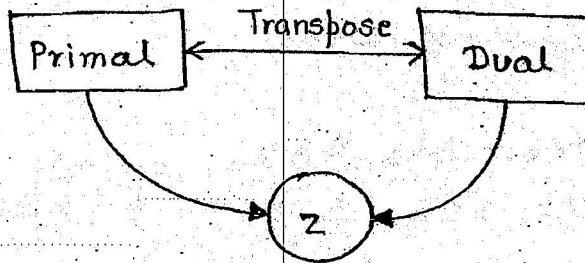
≥ or =

### Degenerate Solution :-

When one or more of the basic variable becomes equal to zero during calculation, the solution is called degenerate and the condition is known as degeneracy. In a degenerate sol<sup>n</sup> the no. of basic variable becomes less than equality constraint.



Duality :-



The initial given problem is known as primal and the problem obtained by transposing row and column but having the same optimum value of objective  $fx^n$  is called as dual.

- 1) Maxim.  $\xrightarrow{\text{change to}}$   $\leq$  type constraint
- 2) Min  $\longrightarrow$   $\geq$  type constraint



Maximum  $\longleftrightarrow$  Minimum

$n \longleftrightarrow m$

$m \longleftrightarrow n$

$b_i \longleftrightarrow c_j$

$c_j \longleftrightarrow b_i$

$\leq$  type constraint  $\longleftrightarrow$  Non-negative variable

$=$  type constraint  $\longleftrightarrow$  Unrestricted sign variable.

Q → Find the Dual for the following LP problem -

$$\text{Min } Z = 7x_1 - 9x_2 + 12x_3$$

$$y_1 \quad 2x_1 - x_2 + 5x_3 \geq 8$$

$$y_2 \quad 3x_1 - 4x_3 \leq 7 \Rightarrow -3x_1 + 4x_3 \geq -7$$

$$y_3 \quad 2x_1 + 3x_3 \geq 15$$

~~$$4x_1 - 3x_2 + 2x_3 = 10$$~~

$$y_4 \rightarrow 4x_1 - 3x_2 + 2x_3 \geq 10$$

$$y_5 \rightarrow 4x_1 - 3x_2 + 2x_3 \leq 10 \Rightarrow -4x_1 + 3x_2 - 2x_3 \geq -10$$

Dual →

$$\text{Max } W = 8y_1 - 7y_2 + 15y_3 + 10y_4 - 10y_5$$

$$2y_1 - 3y_2 + 4y_4 - 4y_5 \leq 7$$

$$-y_1 + 3y_4 + 3y_5 \leq -9$$

$$5y_1 + 4y_2 + 3y_3 + 2y_4 - 2y_5 \leq 12$$

$$y_1, y_2, y_3, y_4, y_5 \geq 0$$

earlier we were having 4 eq<sup>n</sup>, 4<sup>th</sup> eq<sup>n</sup> is converted into 2 other eq<sup>n</sup>  
 so converting these 2 eq<sup>n</sup> back to 1 -

$$\therefore \text{Let } y_4 - y_5 = y_6 \quad (\because \text{coeff. is same})$$

$$\therefore \text{Max } W = 8y_1 - 7y_2 + 15y_3 + 10y_6$$

$$2y_1 - 3y_2 + 4y_6 \leq 7$$

$$-y_1 + 3y_3 - 3y_6 \leq -9$$

$$5y_1 + 4y_2 + 3y_3 + 2y_6 \leq 12$$

$$y_1, y_2, y_3 \geq 0 ; y_6 \rightarrow \text{unrestricted in sign}$$