

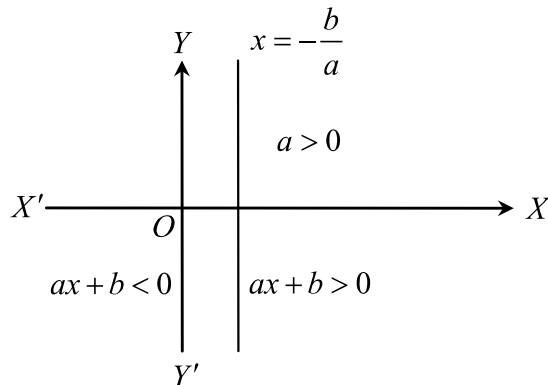
LINEAR PROGRAMMING

‘Linear Programming’ is a scientific tool to handle optimization problems.

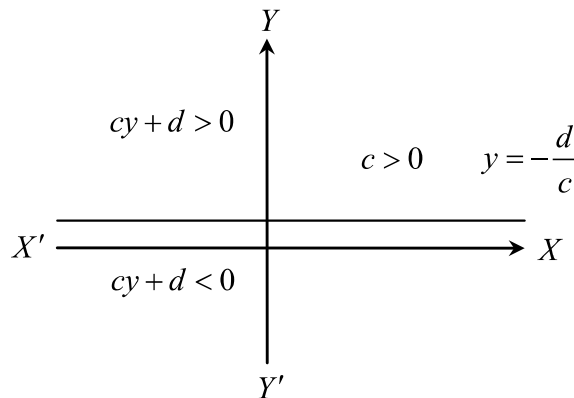
LINEAR INEQUALITIES

1. Graph of linear inequations

- (i) **Linear inequation in one variable** : $ax + b > 0$, $ax + b < 0$, $cy + d > 0$ etc. are called linear inequations in one variable. Graph of these inequations can be drawn as follows :

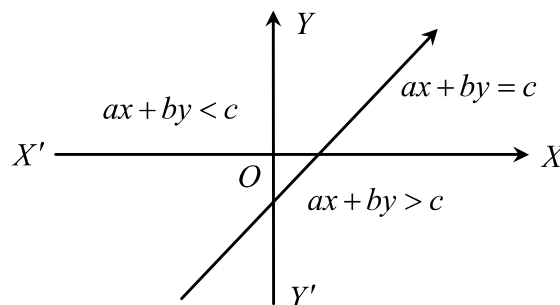


The graph of $ax + b > 0$ and $ax + b < 0$ are obtained by dividing xy -plane in two semi-planes by the line $x = -\frac{b}{a}$ (which is parallel to y -axis). Similarly for $cy + d > 0$ and $cy + d < 0$.



- (ii) **Linear Inequation in two variables** : General form of these inequations are $ax + by > c$, $ax + by < c$. If any ordered pair (x_1, y_1) satisfies an inequation, then it is said to be a solution of the inequation.

The graph of these inequations is given below (for $c > 0$) :



Working Rule : To draw the graph of an inequation, following procedure is followed.

- (i) Write the equation $ax + by = c$ in place of $ax + by < c$ and $ax + by > c$.
- (ii) Make a table for the solutions of $ax + by = c$.
- (iii) Now draw a line with the help of these points. This is the graph of the line $ax + by = c$.
- (iv) If the inequation is $>$ or $<$, then the points lying on this line is not considered and line is drawn dotted or discontinuous.
- (v) If the inequation is \geq or \leq , then the points lying on the line is considered and line is drawn bold or continuous.
- (vi) This line divides the plane XOY in two region.
To Find the region that satisfies the inequation, we apply the following rules :
 - (a) Take an arbitrary point which will be in either region.
 - (b) If it satisfies the given inequation, then the required region will be the region in which the arbitrary point is located.
 - (c) If it does not satisfy the inequation, then the other region is the required region.
 - (d) Draw the lines in the required region or make it shaded.

2. **Simultaneous linear inequations in two variables :** Since the solution set of a system of simultaneous linear inequations is the set of all points in two dimensional space which satisfy all the inequations simultaneously. Therefore to find the solution set we find the region of the plane common to all the portions comprising the solution set of given inequations. In case there is no region common to all the solutions of the given inequations, we say that the solution set is **void** or **empty**.
3. **Feasible region :** The limited (bounded) region of the graph made by two inequations is called feasible region. All the points in feasible region constitute the solution of a system of inequations. The feasible solution of a L.P.P. belongs to only first quadrant. If feasible region is empty then there is no solution for the problem.

TERMS OF LINEAR PROGRAMMING

The term programming means planning and refers to a process of determining a particular program.

1. **Objective function :** The linear function which is to be optimized (maximized or minimized) is called objective function of the L.P.P.
2. **Constraints or Restrictions :** The conditions of the problem expressed as simultaneous equations or inequations are called constraints or restrictions.
3. **Non-negative constraints :** Variables applied in the objective function of a linear programming problem are always non-negative. The inequations which represent such constraints are called non-negative constraints.
4. **Basic variables :** The m variables associated with columns of the $m \times n$ non-singular matrix which may be different from zero, are called basic variables.
5. **Basic solution :** A solution in which the vectors associated to m variables are linear and the remaining $(n - m)$ variables are zero, is called a basic solution. A basic solution is called a degenerate basic solution, if at least one of the basic variables is zero and basic solution is called non-degenerate, if none of the basic variables is zero.
6. **Feasible solution :** The set of values of the variables which satisfies the set of constraints of linear programming problem (L.P.P.) is called a feasible solution of the L.P.P.
7. **Optimal solution :** A feasible solution for which the objective function is minimum or maximum is called optimal solution.
8. **Iso-profit line :** The line drawn in geometrical area of feasible region of L.P.P. for which the objective function (to be maximized) remains constant at all the points lying on the line, is called iso-profit line. If the objective function is to be minimized then these lines are called **iso-cost** lines.

9. **Convex set :** In linear programming problems feasible solution is generally a polygon in first quadrant. This polygon is convex. It means if two points of polygon are connected by a line, then the line must be inside the polygon. For example,

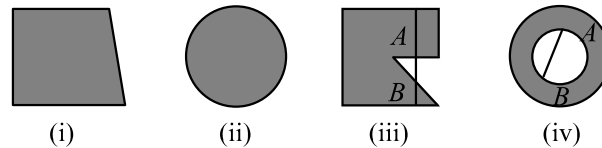


Fig. (i) and (ii) are convex set while (iii) and (iv) are not convex set.

MATHEMATICAL FORMULATION OF A LINEAR PROGRAMMING PROBLEM

There are mainly four steps in the mathematical formulation of a linear programming problem, as mathematical model. We will discuss formulation of those problems which involve only two variables.

1. Identify the decision variables and assign symbols x and y to them. These decision variables are those quantities whose values we wish to determine.
2. Identify the set of constraints and express them as linear equations/inequations in terms of the decision variables. These constraints are the given conditions.
3. Identify the objective function and express it as a linear function of decision variables. It may take the form of maximizing profit or production or minimizing cost.
4. Add the non-negativity restrictions on the decision variables, as in the physical problems, negative values of decision variables have no valid interpretation.

GRAPHICAL SOLUTION OF TWO VARIABLE LINEAR PROGRAMMING PROBLEM

There are two techniques of solving an L.P.P. by graphical method. These are :

- (1) Corner point method
- (2) Iso-profit or Iso-cost method

1. Corner point method

Working Rule :

- (i) Formulate mathematically the L.P.P.
- (ii) Draw graph for every constraint.
- (iii) Find the feasible solution region.
- (iv) Find the coordinates of the vertices of feasible solution region.
- (v) Calculate the value of objective function at these vertices.
- (vi) Optimal value (minimum or maximum) is the required solution.
- (vii) If there is no possibility to determine the point at which the suitable solution found, then the solution of problem is unbounded.
- (viii) If feasible region is empty, then there is no solution for the problem.
- (ix) Nearer to the origin, the objective function is minimum and that of further from the origin, the objective function is maximum.

2. Iso-profit or Iso-cost method :

Working Rule :

- (i) Find the feasible region of the L.P.P.
- (ii) Assign a constant value Z_1 to Z and draw the corresponding line of the objective function.
- (iii) Assign another value Z_2 to Z and draw the corresponding line of the objective function.
- (iv) If $Z_1 < Z_2$, ($Z_1 > Z_2$), then in case of maximization (minimization) move the line P_1Q_1 corresponding to Z_1 to the line P_2Q_2 corresponding to Z_2 parallel to itself as far as possible, until the farthest point within the feasible region is touched by this line. The coordinates of the point give maximum (minimum) value of the objective function.
- (v) The problem with more equations/inequations can be handled easily by this method.

- (vi) In case of unbounded region, it either finds an optimal solution or declares an unbounded solution. Unbounded solutions are not considered optimal solution.

TO FIND THE VERTICES OF SIMPLE FEASIBLE REGION WITHOUT DRAWING A GRAPH

1. **Bounded region :** The region surrounded by the inequations $ax + by \leq m$ and $cx + dy \leq n$ in first quadrant is called bounded region. It is of the form of triangle, quadrilateral or polygon. Change these inequations into equations, then by putting $x = 0$ and $y = 0$, we get the solution. Also by solving the equations we get the vertices of bounded region.

The maximum value of objective function lies at one of the vertex in bounded region.

2. **Unbounded region :** The region surrounded by the inequations $ax + by \geq m$ and $cx + dy \geq n$ in first quadrant, is called unbounded region.

Change the inequation in equations and solve for $x = 0$ and $y = 0$. Thus we get the vertices of feasible region.

The minimum value of objective function lies at one of the vertex in unbounded region but there is no existence of maximum value.