UNIT 5

LINEAR PROGRAMMING PROBLEMS (10 MARKS)

Topic Content:

5.1 Introduction, Basic terms in Linear Programming Problems.

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5.2 Mathematical formulation of Linear Programming Problems.

5.3 Method of solving Linear Programming Problems (Two equations in two variables): Graphical (corner point) method, Simplex method.

Course Outcome: After completion of this course, students will be able to CO5: Apply the linear programming problem concept to obtain optimal solution.

Introduction.

In Mathematics, **linear programming** is a method of optimising operations with some constraints. The main objective of linear programming is to maximize or minimize the numerical value. It consists of linear functions which are subjected to the constraints in the form of linear equations or in the form of inequalities. Linear programming is considered an important technique that is used to find the optimum resource utilisation. The term "linear programming" consists of two words as linear and programming. The word "linear" defines the relationship between multiple variables with degree one. The word "programming" defines the process of selecting the best solution from various alternatives.

Linear Programming is widely used in Mathematics and some other fields such as economics, business, telecommunication, and manufacturing fields. In this article, let us discuss the definition of linear programming, its components, and different methods to solve linear programming problems.

Formation of LPP:

STEP I: Define the decision variables.

STEP II: Construct the objective function which has to be optimized as a linear equation involving decision variables.

STEP III: Express every condition as a linear inequality involving decision variables.

Example:

 A company manufactures two types of toys A and B. Each type of toy A requires 2 minutes for cutting and 1 min for assembling. Each type of toy B requires 3 min for cutting and 4 minutes for assembling. There are 3 hrs. for cutting and 2 hrs. for assembling. On selling a toy of type A the company gets profit of Rs. 10 and that on toy B is Rs. 20. Formulate the LPP to maximize profit. [Summer-24] 2M Sol: Let us prepare first table of given data.

	Τογ Α	Тоу В	Availability/Limitations
Cutting	2	1	3
Assembling	3	4	2
Profit	10	20	

<u>STEP I:</u> Consider company manufactures x_1 number of toys A & x_2 number of toys B

Total profit on selling toys A is $10x_1$

Total profit on selling toys B is $20x_2$

<u>STEP II:</u> Maximum profit $Z = 10x_1 + 20x_2$

STEP III: Subjected to

$$2x_1 + x_2 \le 3$$
$$3x_1 + 4x_2 \le 2$$
$$x_1, x_2 \ge 0$$

A company manufactures two products P₁ & P₂. Product P₁ required 5 units & P₂ requires 6 units of electronic components. The supply of electronics components is limited to 600 units per day, labour supply is limited 160 man day. one unit of product P₁ requires 1 man day of labour and one unit of P₂ requires 2 man days of labour. Formulate the LPP to produce maximum profit. Profit earns is 50 Rs. From P₁ & 80 Rs. From one unit of P₂.

Sol: Let us prepare first table of given data.

	Product P ₁	Product P ₂	Availability/Limitations
Electronic Components	5	6	600
Labour	1	2	160
Profit	50	80	

STEP I: Consider company manufactures x_1 number of product $P_1 \& x_2$ number of product P_2

Total profit on selling product P_1 is $50x_1$

Total profit on selling product P_2 is $80x_2$

<u>STEP II:</u> Maximum profit $Z = 50x_1 + 80x_2$

STEP III: Subjected to

 $5x_1 + 6x_2 \le 600$ $x_1 + 2x_2 \le 160$ $x_1, x_2 \ge 0$

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3. A furniture dealer deals only two items, like table & chairs. He has to invest Rs. 10,000 |- & a space to store at most 60 pieces. A table cost him Rs. 500 & a chair cost him Rs. 200. He can sell all the items that he buys. He is getting a profit of Rs. 50 per table & Rs. 15 per chair. Formulate this problem as an LPP, so as to maximize the profit.

Sol: Let us prepare first table of given data.

	Table	Chairs	Availability/Limitations
Space			60
Cost	500	200	10,000
Profit	50	15	

<u>STEP I:</u> Consider furniture dealer manufactures x_1 number of tables & x_2 number of chairs.

Total profit on selling tables is $50x_1$

Total profit on selling chairs is $15x_2$

<u>STEP II:</u> Maximum profit $Z = 50x_1 + 15x_2$

STEP III: Subjected to

 $x_1 + x_2 \le 60$ $500x_1 + 200x_2 \le 10000$ $x_1, x_2 \ge 0$

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Linear Programming is widely used in Mathematics and some other fields such as economics, business, telecommunication, and manufacturing fields. In this article, let us discuss the definition of linear programming, its components, and different methods to solve linear programming problems.

Definition:

It is a process of finding the optimal value (Maximum or Minimum) of a linear function (Objective function) of some variables, subject to linear constraints (equalities/inequalities)

Graphical Method (Corner Method): 6M

The graphical method is used to optimize the two-variable linear programming. If the problem has two decision variables, a graphical method is the best method to find the optimal solution. In this method, the set of inequalities are subjected to constraints. Then the inequalities are plotted in the *XY* plane. Once, all the inequalities are plotted in the XY graph, the intersecting region will help to decide the feasible region. The feasible region will provide the optimal solution as well as explains what all values our model can take. Let us see an example here and understand the concept of linear programming in a better way.

STEP I: Write all inequality constraints in the form of equations.

STEP II: Plot these lines on a graph by identifying test points.

STEP III: Identify the feasible region.

STEP IV: Determine the coordinates of the corner points.

STEP V: Substitute each corner point in the objective function to find optimal solution.

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Example:

4. Solve the following LPP using graphical method : Maximize Z = 11x + 8ySubject to $x \le 4$, $y \le 6$, $x + y \le 6$, $x \ge 0$, $y \ge 0$. [summer 24 – 6M] **Sol:** Given, Maximize $Z = 11x + 8y \dots \dots (1)$ Subject to $x \le 4$, $y \le 6$, $x + y \le 6$, $x \ge 0$, $y \ge 0$. **STEP I:** x = 4, y = 6, x + y = 6**STEP II:** x = 4 Is a straight line passing through (4,0) & parallel to y - axis. y = 6 Is a straight line passing through (0,6) & parallel to x - axis. x = 0, y - axisy = 0, x - axisFor x + y = 60 6 х 6 0 v y - axis $x \leq 4$ $y \leq 6$ A(0.6) B(4,2) 0 x - axis*C*(4,0) $x + y \leq 6$ To find intersection point B Solving equations x = 4(1) & x + y = 6(2) Put x = 4 in equation 2) $\therefore 4 + y = 6 \rightarrow y = 6 - 4 \rightarrow y = 2$ The coordinates of point B(4,2)**STEP III:** Feasible region is OABC STEP IV: To find Z at corner points. Z = 11x + 8y**Corner Points** $\therefore Z = 11(0) + 8(0) = 0$ 0(0,0)

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A(0,6)

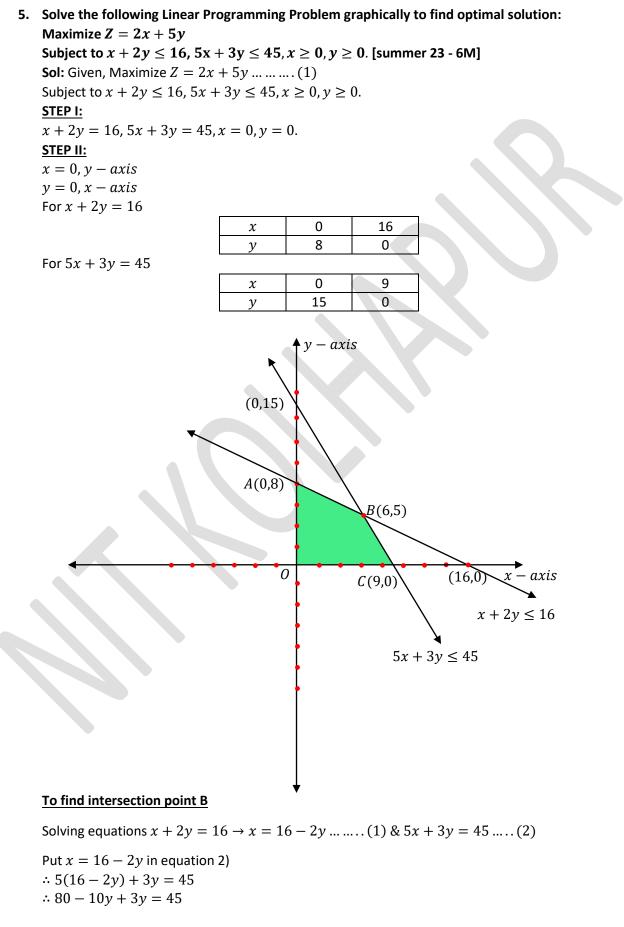
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 $\therefore Z = 11(0) + 8(6) = 48$

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B (4, 2)	$\therefore Z = 11(4) + 8(2) = 60$
<i>C</i> (4,0)	$\therefore Z = 11(4) + 8(0) = 44$

STEP V: Hence we find that Z is maximum at point B(4,2) & Maximum value is Z = 60



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$$\therefore -7y = 45 - 80 \rightarrow -7y = -35 \rightarrow y = \frac{-35}{-7}$$
 $\therefore y = 5$

Put y = 5 in equation 1)

 $x = 16 - 2(5) \rightarrow x = 16 - 10$ \therefore x = 6

The coordinates of point B(6,5)

STEP III: Feasible region is *OABC*

STEP IV: To find Z at corner points.

Corner Points	Z = 2x + 5y
0(0,0)	$\therefore Z = 2(0) + 5(0) = 0$
A(0,8)	$\therefore Z = 2(0) + 5(8) = 40$
<i>B</i> (6,5)	$\therefore Z = 2(6) + 5(5) = 37$
<i>C</i> (9,0)	$\therefore Z = 2(9) + 5(0) = 18$

<u>STEP V</u>: Hence we find that Z is maximum at point A(0,8) & Maximum value is Z = 40

6. Solve the following Linear Programming Problem graphically to find optimal solution: Maximize Z = 5x + 3ySubject to $3x + 5y \le 15$, $5x + 2y \le 10$, $x \ge 0$, $y \ge 0$. [winter 23 - 6M] **Sol:** Given, Maximize $Z = 5x + 3y \dots \dots \dots (1)$ Subject to $3x + 5y \le 15$, $5x + 2y \le 10$, $x \ge 0$, $y \ge 0$. STEP I: 3x + 5y = 15, 5x + 2y = 10, x = 0, y = 0. **STEP II:** x = 0, y - axisy = 0, x - axisFor 3x + 5y = 155 x 0 3 0 v For 5x + 2y = 100 2 х 0 5 v y - axis(0,5) $B\left(\frac{20}{19},\frac{45}{19}\right)$ A(0,3) x - axis0 (5,0)C(2,0) $3x + 5y \le 15$ $5x + 2y \le 10$ **MR. SUDHIR S DESAI** 8087348936 MATHEMATICS FOR MACHINE LEARNING

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To find intersection point B

Solving equations $3x + 5y = 15 \rightarrow x = \frac{15-5y}{3} \rightarrow x = 5 - \frac{5}{3}y \dots \dots (1) \& 5x + 2y = 10 \dots (2)$ Put $x = 5 - \frac{5}{3}y$ in equation 2) $\therefore 5\left(5 - \frac{5}{3}y\right) + 2y = 10$ $\therefore 25 - \frac{25}{3}y + 2y = 10$ $\therefore -\frac{19}{3}y = 10 - 25 \rightarrow -\frac{19}{3}y = -15 \rightarrow y = -15 \times -\frac{3}{19}$ $\therefore y = \frac{45}{19}$ Put $y = \frac{45}{19}$ in equation 1) $\therefore x = 5 - \frac{5}{3} \times \frac{45}{19} \therefore \boxed{x = \frac{20}{19}}$ The coordinates of point $B\left(\frac{20}{19}, \frac{45}{19}\right)$ STEP III: Feasible region is *OABC* STEP IV: To find Z at corner points.

Corner Points	Z = 5x + 3y
0(0,0)	$\therefore Z = 5(0) + 3(0) = 0$
A(0,3)	$\therefore Z = 5(0) + 3(3) = 9$
$B\left(\frac{20}{19},\frac{45}{19}\right)$	$\therefore Z = 5\left(\frac{20}{19}\right) + 3\left(\frac{45}{19}\right) = 12.3684$
<i>C</i> (2,0)	$\therefore Z = 2(2) + 5(0) = 4$

<u>STEP V</u>: Hence we find that Z is maximum at point $B\left(\frac{20}{19}, \frac{45}{19}\right)$ & Maximum value is Z = 12.3684

Homework:

1. Calculate the maximal and minimal value of z = 5x + 3y for the following constraints graphically.

 $x + 2y \le 14, 3x - y \ge 0, x - y \le 2, x \ge 0, y \ge 0$ Ans: Max z = 42 at (6, 4) & Min z = -14 at (-1, -3)

2. Solve the following Linear Programming Problem graphically to find optimal solution:

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Maximize Z = 2x_1 + 5x_2
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Subject to $x_1 + 4x_2 \le 2$, $3x_1 + x_2 \le 21$, $x_1 + x_2 \le 9$, $x_1 \ge 0$, $x_2 \ge 0$. Ans: Max z = 33 at (4, 5)

3. Solve the following Linear Programming Problem graphically to find optimal solution:

Minimize $Z = 5x_1 + 4x_2$

Subject to $4x_1 + 4x_2 \ge 40$, $2x_1 + 3x_2 \ge 90$, $x_1 \ge 0$, $x_2 \ge 0$. Ans: Min z = 127 at (3, 28)

4. Solve the following Linear Programming Problem graphically to find optimal solution: Maximize $Z = 2x_1 + 3x_2$

Subject to $x_1 + x_2 \le 30$, $x_1 \le 20$, $x_2 \le 12$, $x_1 \ge 0$, $x_2 \ge 0$.

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Course Outcome: After completion of this course, students will be able to

CO5: Apply the linear programming problem concept to obtain optimal solution.

Introduction.

Simplex method also called simplex technique or simplex algorithm was developed by G.B. Dantzig, An American mathematician. Simplex method is suitable for solving linear programming problems with a large number of variables. The method through an iterative process progressively approaches and ultimately reaches to the maximum or minimum values of the objective function.

Procedure to find Maximum value using Simplex Method:

STEP 1) Write objective function & constraints by adding basic (slack) variables $(x_3 \& x_4)$

STEP 2) Construct an initial simplex table as follows.

		Cj	Cc	efficient of	variables ii	١Z	Min Ratio $\frac{b}{x_i}$
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	
Coeff of x_3 in z	<i>x</i> ₃	Const. on RHS 1	Coefficient of variables in equation 1				
Coeff of x_4 in z	<i>x</i> ₄	Const. on RHS 2	Coefficient of variables in equation 2				
$\sum [C_b \times x_i] = Z_j$							
		$Z_j - C_j$					

STEP 3) Find the entering variable whose coefficient in $Z_j - C_j$ row is most negative

STEP 4) Find the exit variable i.e. the basic variable in the row where the min ratio is small as possible. (non negative).

STEP 5) Find the Key Element at the intersection of the entering variable column the exit variable row.

STEP 6) Make key element one by dividing the row by Key element

STEP 7) Now make element above or below Key element zero & construct new table

STEP 8) Repeat the steps form 2) to 7) until you get all $Z_i - C_i \ge 0$.

STEP 9) Find value of $x_1 \& x_2$ from final table & put in Z to find optimal solution.

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***** Example:

7. Solve the following Linear programming problem using Simplex method to find optimal solution: Maximize $Z = 3x_1 + 4x_2$

Key Element

Subject to $x_1 + x_2 \le 450$, $2x_1 + x_2 \le 600$, $x_1 \ge 0$, $x_2 \ge 0$. [winter 23 – 6M] Sol: Consider, $Z = 3x_1 + 4x_2 + 0x_3 + 0x_4$

 $x_1 + x_2 + x_3 + 0x_4 = 450$

 $2x_1 + x_2 + 0x_3 + x_4 = 600$

<u>Table 1:</u>				KC Y LI	cincin		
		Cj	3	4	0	0	$\frac{b}{x_2}$
C _b	X _b	b	x_1	<i>x</i> ₂	x_3	x_4	
0	<i>x</i> ₃	450	1	1	1	0	$\frac{450}{1} = 450 \longrightarrow \text{Exit Variable}$
0	x_4	600	2	1	0	1	$\frac{600}{1} = 600$
	$\sum [C_b \times$	$[x_i] = Z_j$	0	0	0	0	
		$Z_j - C_j$	-3	-4	0	0	

Here, key element is already one

Enter Variable

To make element below key element equal to zero.

Old line – New line

600 – 450	150
2 – 1	1
1-1	0
0-1	-1
1-0	1

Table 2:

		Cj	3	4	0	0
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄
4	<i>x</i> ₂	450	1	1	1	0
0	x_4	150	1	0	-1	1
$\sum [C_b \times x_i] = Z_j$			4	4	4	0
$\overline{Z_j - C_j}$			1	0	4	0

Here all $Z_j - C_j \ge 0$ $\therefore x_1 = 0, x_2 = 450$ The maximum value of Z = 3(0) + 4(450) $\therefore Z = 1800$

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8. Solve the following Linear programming problem using Simplex method to find optimal solution: Maximize $Z = 12x_1 + 16x_2$

Subject to $10x_1 + 20x_2 \le 120$, $8x_1 + 8x_2 \le 80$, $x_1 \ge 0$, $x_2 \ge 0$. [summer 23 – 6M] Sol: Consider,

 $Z = 12x_1 + 16x_2 + 0x_3 + 0x_4$ $10x_1 + 20x_2 + x_3 + 0x_4 = 120$ $8x_1 + 8x_2 + 0x_3 + x_4 = 80$

Key Element	
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<u> Table 1:</u>		-					
		C _j	12	16	0	0	Min Ratio
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	x_4	$\frac{b}{x_2}$
0	<i>x</i> ₃	120	10	20	1	0	$\frac{120}{20} = 6 \longrightarrow \text{Exit Variable}$
0	<i>x</i> ₄	80	8	8	0	1	$\frac{80}{8} = 10$
	$\sum [C_b \times C_b]$	$[x_i] = Z_j$	0	0	0	0	
		$Z_j - C_j$	-12	-16 🛉	0	0	

Here, key element is 20

Enter Variable

So make it one by dividing each element by 20

To make element below key element equal to zero.

Old line – 8 x New line

80 – 8 x 6	32
$8 - 8 \times \frac{1}{2}$	4
8 – 8 x 1	0
$0 - 8 x \frac{1}{20}$	$-\frac{2}{5}$
1 – 8 x 0	1

Key Element

]	able 2:							
			C _j	12	16	0	0	Min Ratio
	C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	$\frac{b}{x_1}$
	16	<i>x</i> ₂	6	$\frac{1}{2}$	1	$\frac{1}{20}$	0	$\frac{6}{1/2} = 12$
	0	x ₄	32	4	0	$-\frac{2}{5}$	1	$\frac{32}{4} = 8$ Exit Variable
		$\sum [C_b \times$	$[x_i] = Z_j$	8	16	$\frac{4}{5}$	0	
			$Z_j - C_j$	-4	0	$\frac{4}{5}$	0	

Enter Variable

Here, key element is 4

So, make it one by dividing each element by 4 To make element above key element equal to zero. Old line – $\frac{1}{2}$ x New line

<u> </u>	
$6 - \frac{1}{2} \times 8$	2
$\frac{1}{2} - \frac{1}{2} \times 1$	0
$1 - \frac{1}{2} \times 0$	1
$\frac{1}{20} - \frac{1}{2} \times - \frac{1}{10}$	$\frac{1}{10}$
$0 - \frac{1}{2} \times \frac{1}{4}$	$\frac{\overline{10}}{-1}$

	2 4		8				
Table 3:		·		_			
		C _j	12	16	0	0	
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	
16	<i>x</i> ₂	2	0	1	$\frac{1}{10}$	$\frac{-1}{8}$	
12	<i>x</i> ₁	8	1	0	$-\frac{1}{10}$	$\frac{1}{4}$	
	$\sum [C_b >$	$\langle x_i] = Z_j$	12	16	$\frac{2}{5}$	1	
		$Z_j - C_j$	0	0	$\frac{2}{5}$	1	

Here all $Z_j - C_j \ge 0$ \therefore $x_1 = 8, x_2 = 2$ The maximum value of Z = 12(8) + 16(2) $\therefore Z = 128$

9. Solve the following Linear programming problem using Simplex method to find optimal solution: Maximize $Z = 5x_1 + 3x_2$

Subject to $3x_1 + 5x_2 \le 15$, $5x_1 + 2x_2 \le 10$, $x_1 \ge 0$, $x_2 \ge 0$. Sol: Consider, $Z = 5x_1 + 3x_2 + 0x_3 + 0x_4$ $3x_1 + 5x_2 + x_3 + 0x_4 = 15$ $5x_1 + 2x_2 + 0x_3 + x_4 = 10$ Key Element

Table

le	<u>1:</u>								
			C _j	5	3	0	0	Min Ratio	
	C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	$\frac{b}{x_1}$	
	0	<i>x</i> ₃	15	3	5	1	0	$\frac{15}{3} = 5$	
	0	<i>x</i> ₄	10	5	2	0	1	$\frac{10}{5} = 2$	Exit Variable
	Σ	$\int [C_b \times x]$	$[z_i] = Z_j$	0	0	0	0		
			$Z_j - C_j$	- 5	-3	0	0		
								-	

Enter Variable

Here, key element is 5

So make it one by dividing each element by 5

To make element above key element equal to zero.

Old line – 3 x New line

15 – 3 x 2	9
3 – 3 x 1	0
$5 - 3 \times \frac{2}{5}$	$\frac{19}{5}$
1 – 3 x 0	1
$0 - 3 \times \frac{1}{5}$	$\frac{-3}{5}$

Table 2

Key Element

le	<u>2:</u>								
			Cj	5	3	0	0	Min Ratio	
	C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	$\frac{b}{x_2}$	
	0	<i>x</i> ₃	9	0	19 5	1	$-\frac{3}{5}$	$9 \times \frac{5}{19} = \frac{45}{19} = \frac{2.37}{19}$	 Exit Variable
	5	<i>x</i> ₁	2	1	$\frac{2}{5}$	0	$\frac{1}{5}$	$2 \times \frac{5}{2} = 5$	
	Σ	$\left[C_b \times x \right]$	$[z_i] = Z_j$	5	2	0	1		
			$Z_j - C_j$	0	-1	0	1		

Here, key element is $\frac{19}{5}$

So make it one by multiplying each element by $\frac{5}{19}$

To make element below key element equal to zero. Old line $-\frac{2}{2}$ x New line

Old line $-\frac{1}{5}x$ New line	
$2 - \frac{2}{5} \times \frac{45}{19}$	$\frac{20}{19}$
$\frac{3}{1-\frac{2}{5}\times 0}$	1
$\frac{2}{5} - \frac{2}{5} \times 1$	0
$0 - \frac{2}{5} \times \frac{5}{19}$	$-\frac{2}{19}$
$\frac{1}{5} - \frac{2}{5} \times \frac{-3}{19}$	5

Table 3:

		Cj	5	3	0	0
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄
3	<i>x</i> ₂	$\frac{45}{19}$	0	1	5 19	$-\frac{3}{19}$
5	<i>x</i> ₁	$\frac{20}{19}$	1	0	$-\frac{2}{19}$	$\frac{5}{19}$
	$\sum [C_b \times$	$[x_i] = Z_j$	5	3	5 19	$\frac{16}{19}$
		$Z_j - C_j$	0	0	5 19	$\frac{16}{19}$

Here all $Z_j - C_j \ge 0$ \therefore $x_1 = \frac{20}{19}, x_2 = \frac{45}{19}$ The maximum value of $Z = 5\left(\frac{20}{19}\right) + 3\left(\frac{45}{19}\right)$ $\therefore Z = 12.3684$

> Homework:

- 1. Find solution using Simplex method. (not in syllabus but you can try) Maximize $Z = 30x_1 + 40x_2$ Subject to $3x_1 + 2x_2 \le 600$, $3x_1 + 5x_2 \le 800$, $5x_1 + 6x_2 \le 1100$ $x_1 \ge 0$, $x_2 \ge 0$. [Ans: $x_1 = 100$, $x_2 = 100$, Max z = 7000]
- 2. Find solution using Simplex method.

Maximize $Z = 40x_1 + 30x_2$ Subject to $x_1 + x_2 \le 12$, $2x_1 + x_2 \le 16$, $x_1 \ge 0$, $x_2 \ge 0$. [Ans: $x_1 = 4$, $x_2 = 8$, Max z = 400]

3. Find solution using Simplex method.

Maximize $Z = 3x_1 + 2x_2$

Subject to $x_1 + x_2 \le 4$, $x_1 + 3x_2 \le 6$, $x_1 \ge 0$, $x_2 \ge 0$.

[Ans: $x_1 = 3, x_2 = 1, \text{Max } z = 13$]

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5.1 Introduction, Basic terms in Linear Programming Problems.

5.2 Mathematical formulation of Linear Programming Problems.

5.3 Method of solving Linear Programming Problems (Two equations in two variables): Graphical (corner point) method, **Simplex method Big M Method**.

Course Outcome: After completion of this course, students will be able to

CO5: Apply the linear programming problem concept to obtain optimal solution.

Procedure to find Maximum value using Simplex Method:

STEP 1) Write minimization problem as Maximize z' = -Min z

STEP 2) Write objective function & constraints by subtracting surplus variables $(x_3 \& x_4)$ and adding

artificial variables $(A_1 \& A_2)$ STEP 3) Construct an initial simplex table as follows.

		C _j		Coefficient of variables in Z						
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	x_4	A ₁	A ₂		
Coeff		Const.					I	I		
of	<i>A</i> ₁	on RHS		Coefficient of variables in equation 1						
$m{A_1}$ in z		1								
Coeff		Const.								
of	A ₂	on RHS		Coeffi	cient of va	ariables ir	n equation 2	2		
$m{A_2}$ in z		2								
	$\sum [C_b \times$	$[x_i] = Z_j$								
		$Z_j - C_j$								

STEP 4) Find the entering variable whose coefficient in $Z_i - C_i$ row is most negative

STEP 5) Find the exit variable i.e. the basic variable in the row where the min ratio is small as possible. (non negative).

STEP 6) Find the Key Element at the intersection of the entering variable column the exit variable row.

STEP 7) Make key element one by dividing the row by Key element

STEP 8) Now make element above or below Key element zero & construct new table by eliminating artificial variable

STEP 9) Repeat the steps form 2) to 7) until you get all $Z_i - C_i \ge 0$.

STEP 10) Find value of $x_1 \& x_2$ from final table & put in Z to find optimal solution.

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MATHEMATICS FOR MACHINE LEARNING

✤ Example:

10. Solve the following Linear programming problem using Simplex method to find optimal solution: Minimize $Z = x_1 + x_2$

Subject to $2x_1 + x_2 \ge 4$, $x_1 + 7x_2 \ge 7$, $x_1 \ge 0$, $x_2 \ge 0$. Sol: Consider, Max Z' = -Min Z $Max Z' = -x_1 - x_2 + 0x_3 + 0x_4 - MA_1 - MA_2$ $2x_1 + x_2 - x_3 + 0x_4 + A_1 + 0A_2 = 4$ $x_1 + 7x_2 + 0x_3 - x_4 + 0A_1 + A_2 = 7$ Key Element

	<u>1</u>	Table 1	<u>l:</u>						
		C _j	-1	-1	0	0	-M	- <i>M</i>	$\frac{b}{x_2}$
C _b	X_b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₅	<i>x</i> ₄	A_1	A ₂	
- <i>M</i>	<i>A</i> ₁	4	2	1	-1	0	1	0	$\frac{4}{1} = 4$
- <i>M</i>	<i>A</i> ₂	7	1	7	0	-1	0	1	$\frac{7}{7} = 1$ Exit Variable
$\sum [c]$	$b_b \times x_i$]	$= Z_j$	-3M	-8M	М	М	- <i>M</i>	-M	
	Z_j	– C _j	-3M + 1	-8M + 1	М	М	0	0	

Enter Variable

Here, key element is 7

To make it one divide each element of that row by 7

To make element above key element equal to zero.

Old line – New line

4 - 1	3
$2 - \frac{1}{7}$	$\frac{13}{7}$
1-1	0
-1 - 0	-1
$-1-0$ $0-\frac{-1}{7}$	-1 $\frac{1}{7}$

Table 2:

Key Element

Table 4	<u> </u>								
		C _j	-1	-1	0	0	-M	Min Ratio $\frac{b}{x_1}$	
C _b	X_b	b	<i>x</i> ₁	<i>x</i> ₂	x_3	x_4	A_1		
- <i>M</i>	<i>A</i> ₁	3	13 7	0	-1	$\frac{1}{7}$	1	$3 \times \frac{7}{13}$ $= 1.62$	►Exit Variable
-1	<i>x</i> ₂	1	$\frac{1}{7}$	1	0	$-\frac{1}{7}$	0	$1 \times \frac{7}{1} = 7$	
$\sum [C]$	$b_b \times x_i$]	$= Z_j$	$\frac{-13M-1}{7}$	1	М	$\frac{-M+1}{7}$	-M		

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$$Z_j - C_j \left| \frac{-13M - 1}{7} + 1 \right| = 0$$
 $M \left| \frac{-M + 1}{7} \right| = 0$

Enter Variable

Here, key element is $\frac{13}{7}$

To make it one multiply each element of that row by $\frac{7}{13}$

To make element above key element equal to zero.

	1	1		1
Uld	line –	- X	New	line
	,	-		

/	
$1 - \frac{1}{7} \times \frac{21}{13}$	$\frac{10}{13}$
$\frac{1}{7} - \frac{1}{7} \times 1$	0
$1 - \frac{1}{7} \times 0$	1
$0 - \frac{1}{7} \times \frac{-7}{13}$	$\frac{1}{13}$
$\frac{-1}{7} - \frac{1}{7} \times \frac{1}{13}$	$-\frac{2}{13}$

Table 3:

		C _j	-1	-1	0	0
C _b	X_b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	x_4
-1	<i>x</i> ₁	$\frac{21}{13}$	1	0	$\frac{-7}{13}$	$\frac{1}{13}$
-1	<i>x</i> ₂	$\frac{10}{13}$	0	1	$\frac{1}{13}$	$-\frac{2}{13}$
$\sum [c$	$[b \times x_i]$	$= Z_j$	-1	-1	$\frac{6}{13}$	$\frac{1}{13}$
	Zj	- C _j	0	0	$\frac{6}{13}$	$\frac{1}{13}$

Here all
$$Z_j - C_j \ge 0$$

 $\therefore x_1 = \frac{21}{13}, x_2 = \frac{21}{13}$
The minimum value of $Z = \frac{21}{13} + \frac{10}{13}$
 $\therefore Z = \frac{31}{13} = 2.3846$

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11. Solve the following Linear programming problem using Simplex method to find optimal solution: Minimize $Z = 4x_1 + 6x_2$

Subject to $x_1 + x_2 \ge 8$, $6x_1 + x_2 \ge 12$, $x_1 \ge 0$, $x_2 \ge 0$. Sol: Consider, Max Z' = -Min Z $Max Z' = -4x_1 - 6x_2 + 0x_3 + 0x_4 - MA_1 - MA_2$ $x_1 + x_2 - x_3 + 0x_4 + A_1 + 0A_2 = 8$ $6x_1 + x_2 + 0x_3 - x_4 + 0A_1 + A_2 = 12$

Key Element

	1	Table 1	<u>.</u>						
		C _j	-4	-6	0	0	-M	-M	Min Ratio $\frac{b}{x_1}$
C _b	X_b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	x_4	A_1	<i>A</i> ₂	
- <i>M</i>	A_1	8	1	1	-1	0	1	0	$\frac{8}{1} = 8$
- <i>M</i>	<i>A</i> ₂	12	6	1	0	-1	0	1	$\frac{12}{6} = 2$ Exit Variable
$\sum [C_b]$	$(\times x_i]$	$= Z_j$	-7M	-2M	М	М	-M	-M	
	Z_j	- C _j	-7M + 4	-2M + 1	М	М	0	0	

Enter Variable

Here, key element is 6

To make it one divide each element of that row by 6

To make element above key element equal to zero.

Old line – New line

8 - 2	6
1 – 1	0
$1 - \frac{1}{6}$	$\frac{5}{6}$
-1-0	-1
$0 - \frac{-1}{6}$	$\frac{1}{6}$
1-0	1

Table 2:

Key Element

Table	<u></u>								
		C _j	-4	-6	0	0	- <i>M</i>	Min Ratio $\frac{b}{x_2}$	
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	A ₁		
- <i>M</i>	<i>A</i> ₁	6	0	5	-1	$\frac{1}{6}$	1	$6 \times \frac{6}{5} = 7.2$	Exit Variable
-4	<i>x</i> ₁	2	1	$\frac{1}{6}$	0	$-\frac{1}{6}$	0	$2 \times \frac{6}{1} = 12$	
$\sum [C]$	$[b \times x_i]$	$= Z_j$	-4	$\frac{-5M-4}{6}$	М	$\frac{-M+4}{6}$	-M		

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$$Z_j - C_j$$
 0 $\frac{-5M - 4}{6} + 6$ M $\frac{-M + 4}{6}$ 0
Enter Variable

Here, key element is $\frac{5}{6}$

To make it one multiply each element of that row by $\frac{6}{5}$

To make element below key element equal to zero.

Old line $-\frac{1}{6} \times$ New line					
$2 - \frac{1}{6} \times \frac{36}{5}$	$\frac{4}{5}$				
$\frac{1-\frac{1}{6}\times 0}{1-\frac{1}{6}}$	1				
$\begin{array}{c} 1 \\ \end{array} \times 1 \end{array}$	0				
	<u> </u>				
$-\frac{1}{6} - \frac{1}{6} \times \frac{1}{5}$	$\frac{5}{-\frac{1}{5}}$				
6 6 5	5				

<u>Table 3:</u>

		Cj	-4	-6	0	0	Min Ratio	
C _b	X _b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄	$\frac{D}{x_4}$	
-6	<i>x</i> ₂	$\frac{36}{5}$	0	1	$\frac{-6}{5}$	15	$\frac{36}{5} \times \frac{5}{1} = 36$	➡ Exit Variable
-4	<i>x</i> ₁	4 5	1	0	$\frac{1}{5}$	$-\frac{1}{5}$	$\frac{4}{5} \times \frac{-5}{1} = -4$	
$\sum [a]$	$C_b \times x_i$	$ = Z_j$	-4	-6	$\frac{32}{5}$	$-\frac{2}{5}$		
	Zj	- C _j	0	0	$\frac{32}{5}$	$-\frac{2}{5}$		

Enter Variable

Here, key element is $\frac{1}{5}$

To make it one multiply each element of that row by $\frac{5}{1}$ To make element below key element equal to zero.

Old line $+\frac{1}{5} \times$ **New line**

J	
$\frac{4}{5} + \frac{1}{5} \times 36$	8
$1 + \frac{1}{5} \times 0$	1
$0 + \frac{1}{5} \times 5$	1
$\frac{1}{5} + \frac{1}{5} \times -6$	-1
$-\frac{1}{5}+\frac{1}{5}\times 1$	0

Table 4:

		Cj	-4	-6	0	0
C _b	X_b	b	<i>x</i> ₁	<i>x</i> ₂	<i>x</i> ₃	<i>x</i> ₄
0	<i>x</i> ₄	36	0	5	-6	1
-4	<i>x</i> ₁	8	1	1	-1	0
$\sum [a]$	$C_b \times x_i$	$ = Z_j$	-4	-4	4	0
	Zj	- C _j	0	2	4	0

Here all $Z_j - C_j \ge 0$ \therefore $x_1 = 8, x_2 = 0$ The minimum value of Z = 4(8) + 6(0) $\therefore Z = 32$