

Linear Programming

[For NET/SET/GATE/PSC/MSc, ...etc.]

(Handwritten Study Material for NET,GATE, SET/SLET, PSC, ...etc)

Operation Research



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Optimization / LPP

★ Find ~~objective~~ Max(min). of given objective function $f(x_1, x_2, \dots, x_n)$

subject to

$$g_1(x_1, x_2, \dots, x_n) \leq 0$$

$$g_2(x_1, x_2, \dots, x_n) \leq 0$$

$$g_m(x_1, x_2, \dots, x_n) \leq 0$$

} Constraints.

$$x_i \in \mathbb{R}$$

Where $x_1, x_2, \dots, x_n$ are decision variables.

LPP : f and g_i are linear in nature

Max./Min. $Z = c_1x_1 + c_2x_2 + \dots + c_nx_n$

s.t

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

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

⋮

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n (\leq = \geq) b_m$$

$$x_i \in \mathbb{R}$$

★★ Feasible Solution : Those $x_i \in \mathbb{R}$ for which satisfy objective function and subject to constraints called Feasible solution (FS).

*→ * Set of all feasible solⁿ is called Feasible Region

* Feasible Region of LPP is always Convex.

* Intersection of convex region is convex again.

* But Union of convex set Need NOT be convex set.

LPP



Extreme Point [Corner Point]:

Point of intersection of given constraints (on which we try to find solⁿ)

Optimal Solution: - The feasible solution which minimize or maximize the objective function called optimal solution.

Isoprofit line

Objective fⁿ

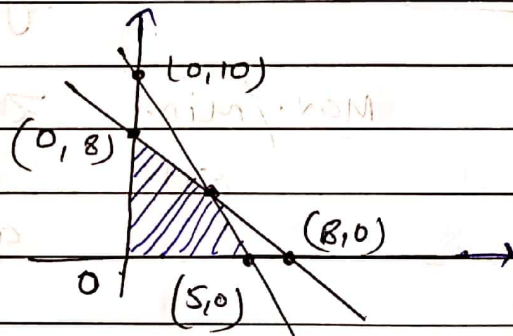
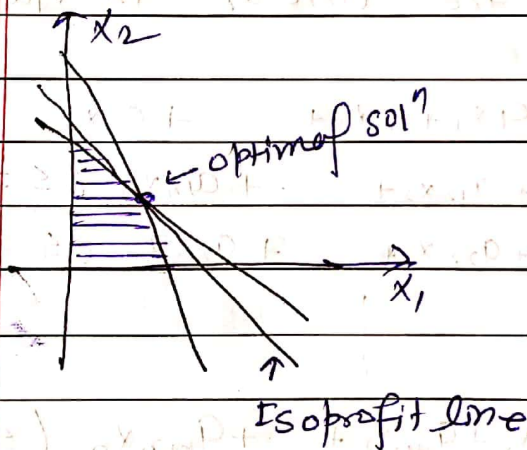
$$4x_1 + 3x_2 = 0$$

Example:

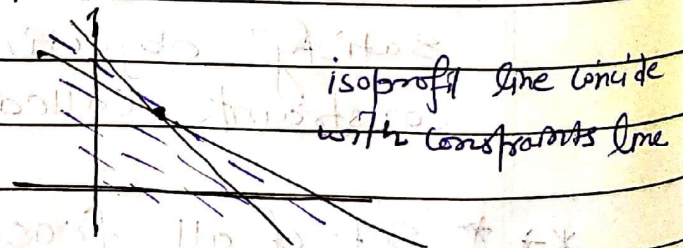
$$\text{Max. } Z = 4x_1 + 3x_2$$

$$x_1 + x_2 \leq 18$$

$$2x_1 + x_2 \leq 10$$



→ (1). If infinitely many optimal solⁿ exist, then isoprofit line coincide (overlap) the constraint line on which optimal solⁿ received.



(2). Unbounded Solution:

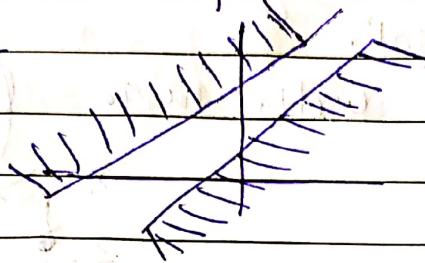
Given LPP has infinitely many solⁿ, But optimal solⁿ (value) does not exist at $z = \infty$.

(3). Infeasible solⁿ: When there is no feasible Region.

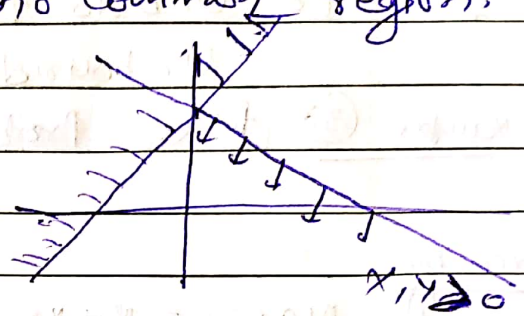
(4). No Solution: If there is no common region.

Example

(a)



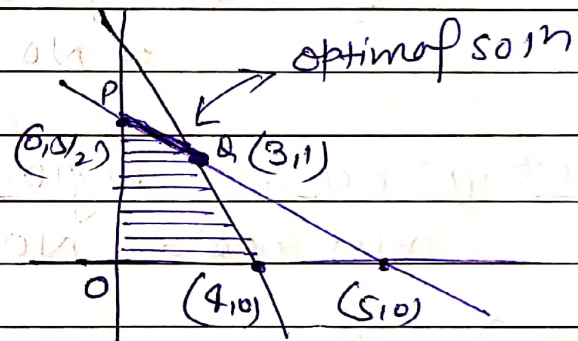
(b)



Trick Hint: Just Plot the ~~objective~~ constraints & look at intersection points with other condⁿ/line. Then check value of objective fⁿ at those corner points.

Examples

(1) Max. $Z = 2x_1 + 4x_2$
 s.t $x_1 + 2x_2 \leq 5$
 $x_1 + x_2 \leq 4$
 $x_1, x_2 \geq 0$



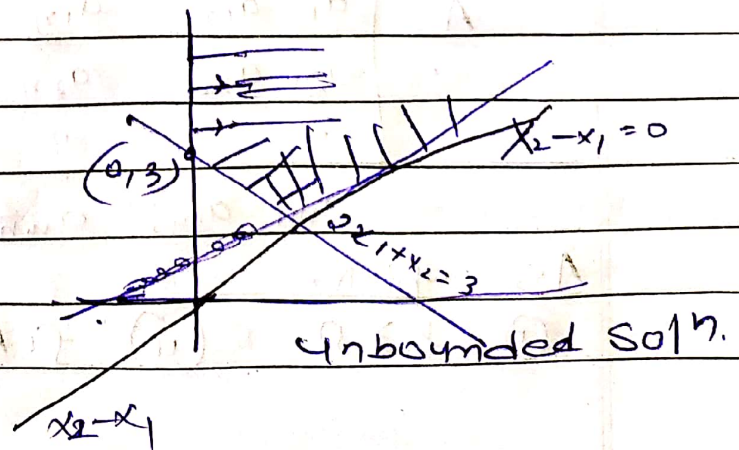
Point	(0,0)	(4,0)	(0, 5/2)	(3,1)	Obj. value
Z	0	8	10	10	10

∴ exists more than one optimal solⁿ for max Z.

But for min. Z, Unique solⁿ exists.

Example

(2) Max. $Z = 6x_1 + x_2$
 s.t $2x_1 + x_2 \geq 3$
 $x_2 - x_1 \geq 0$
 $x_1, x_2 \geq 0$



Note: Unbounded solⁿ $\Rightarrow$ Unbounded feasible Region
($\Leftarrow$)

i.e. Unbdd feasible region need not imply
Unbounded solⁿ.

Example (3) take problem with min^z (or eg. 2 with min^z)

Example

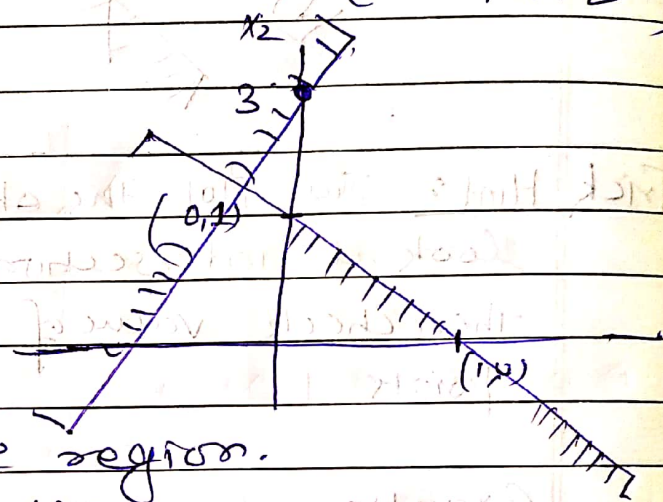
(4)

$$\text{Max. } z = x_1 + x_2$$

$$\text{s.t. } x_1 + x_2 \leq 1$$

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

$$x_1, x_2 \geq 0$$



solⁿ: No feasible region.
 $\Rightarrow$ No solution.

Note: (1) Feasible Region is always closed & convex
but need NOT be bounded.

(2) A feasible region, which is closed, convex & bounded is called "Polytope".

some

$$\text{Max. } z = C^T X \quad \text{s.t. } AX = b, \quad X \geq 0.$$

Where

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}$$

$$X = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

$$b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$$

$$C = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}$$

Assumption

(i) $b \geq 0$,

(ii) $f(A) = m < n$.

(iii). '=' sign

⇒ This LPP is called std. form LPP.

* Redundent Constraints:

Constraints which doesn't effect the objective functions.

→ * Suppose $C_1, C_2, \dots, C_m \in L.O$

$C_{m+1}, C_{m+2}, \dots, C_n \in L.D$

then we construct a $m \times m$, $\begin{bmatrix} \end{bmatrix}_{m \times m}$ Basis matrix.

and maximum no. of matrix
of order $m \times m = n_{C_m}$

→ A variable associated with col. of basis matrix are called Basic Variables.

i.e

$[x_1, x_2, \dots, x_m] \leftarrow$ Basic Variable

$[x_{m+1}, x_{m+2}, \dots, x_n] \leftarrow$ Non-Basic Variable.

→ A solⁿ, obtained by putting non-basic variable equal to '0' & then solve for basic variable is called **Basic Solution**.

→ No. of max. feasible solⁿ = at most n_{C_m} .

→ At most m -variable can be non-zero.

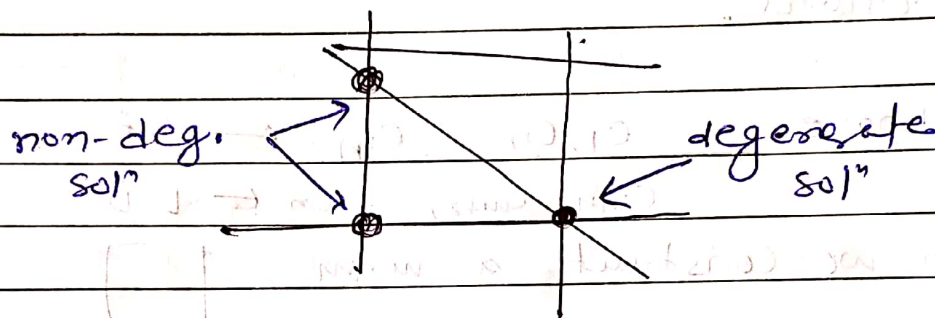
* Degenerate Basic Feasible solⁿ:

if any of the basic variable is '0' in the BFS, then it is called degenerate BFS.

* Non-degenerate BFS : If none of variables of BFS is zero.

Trick

→ (A) If from any corner point, more than two lines passes, then called degenerate F.S.



Trick

(*) Every corner point corresponds to a basic feasible solution.

But Every F.S. corresponds to a corner pt. (need not unique), Consider eg. (1)

Example

$$\text{Max. } z = 4x_1 + 3x_2 \quad \text{s.t. } x_1 + x_2 \leq 8$$

(5)

$$2x_1 + 3x_2 \leq 10$$

Soln

$$\text{s.t. } x_1 + x_2 + x_3 = 8$$

$$2x_1 + 3x_2 + x_4 = 10$$

$$\Rightarrow m=2, n=4$$

$$\# \text{ BFS may be } C_2 = 6 \text{ (at most).}$$

For BFS

(1) take $x_1, x_2 \neq 0$ & $x_3 = x_4 = 0$

$$\left. \begin{array}{l} x_1 + x_2 = 8 \\ 2x_1 + 3x_2 = 10 \end{array} \right\} \Rightarrow (x_1, x_2, x_3, x_4) = (2, 6, 0, 0)$$

BFS

(2) take $x_1, x_3 \neq 0$, $x_2 = x_4 = 0$

$$\left. \begin{array}{l} x_1 + x_3 = 8 \\ 2x_1 + 0 \cdot x_3 = 10 \end{array} \right\} \Rightarrow (x_1, x_2, x_3, x_4) = (5, 0, 3, 0)$$

BFS

Que. Subject to the conditions

(3M)

$$0 \leq x \leq 10$$

$$0 \leq y \leq 5$$

the minimum value of the f^* $4x - 5y + 10$ is —

(a) 10

(b) 0

(c) -25

(d) -15

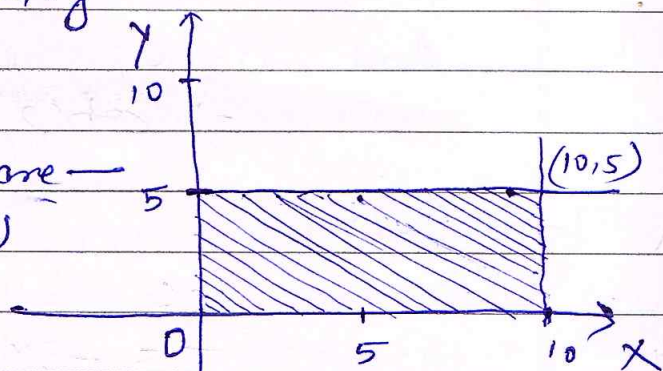
Ans (d)

Solⁿ

Solve using graphically —

$$\text{Let } z = 4x - 5y + 10$$

and corner points are —
(0,0), (10,0), (0,5), (10,5)



thus —

Point	(0,0)	(10,0)	(0,5)	(10,5)
z	10	50	-15	25

✓

(Assam)

thus, minimum value of $z = -15 \Rightarrow$ (d) ✓

Que.

Consider a LP-Problem —

(4.75)

Maximize $z = C^T x$ subject to

$$Ax \leq b, \quad x \geq 0.$$

NET-2019

Which of the following are true?

- (1). If the primal has an optimal solⁿ, then the dual has also an optimal solⁿ.
- (2). The primal can have an optimal solⁿ & the dual may have no feasible solⁿ.
- (3). The dual can have an optimal solⁿ and the primal may have no feasible solⁿ.

(4). If the primal has no feasible solⁿ, then the dual also has no feasible solution

(Ans: (1)).

Solⁿ. This question is repeated from GATE.

Recall:

* (a) Primal Unbounded $\begin{cases} \rightarrow \text{dual feasible } \times \\ \rightarrow \text{dual feasible } \checkmark \end{cases}$

* (b) Primal Infeasible $\begin{cases} \rightarrow \text{dual Unbounded } \checkmark \\ \text{or} \\ \rightarrow \text{dual Infeasible } \checkmark \end{cases}$

* (c) Primal has optimal solⁿ $\Leftrightarrow$ dual has also $\Rightarrow$ op(1). TRUE. & op(2,3). FALSE

By (b). dual may be infeasible or Unb. d^a $\Rightarrow$ op(4). FALSE.

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All study materials