Operation Research

(15ME81) - CBCS Scheme

Linear Programming Problem Solution using Graphical Method

Module-1 (Topic -3)

By

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LPP Solutions using Graphical Methods

LPP Graphical Method:

- The maximization or minimization of some quantity is the objective in all linear programming problems.
- A feasible solution satisfies all the problem's constraints.
- Changes to the objective function coefficients do not affect the feasibility of the problem.
- An optimal solution is a feasible solution that results in the largest possible objective function value, z, when maximizing or smallest z when minimizing.
- In the graphical method, if the objective function line is parallel to a boundary constraint in the direction of optimization, there are alternate optimal solutions, with all points on this line segment being optimal.
- A graphical solution method can be used to solve a linear program with two variables.
- If a linear program possesses an optimal solution, then an <u>extreme point</u> will be optimal.
- If a constraint can be removed without affecting the shape of the feasible region, the constraint is said to be <u>redundant</u>.
- A <u>nonbinding constraint</u> is one in which there is positive slack or surplus when evaluated at the optimal solution.
- A linear program which is over constrained so that no point satisfies all the constraints is said to be <u>infeasible</u>.

Example 1:

Question - Find the graphical solution to the following,

Max $Z = 5x_1 + 7x_2$ Sub to, $x_1 \le 6$ ----(1) $2x_1 + 3x_2 \le 19$ -----(2) $x_1 + x_2 \le 8$ -----(3) $x_1, x_2 \ge 0$

Solution:

Step 1- Replace the inequality sign by equality sign and re-write

$$x1 = 6 - (1)$$

$$2x1 + 3x2 = 19 - (2)$$

$$x1 + x2 = 8 - (3)$$

Step 2- Substitute one variable as zero and find another variable value alternatively.

- Eqn (1) x1 = 6 and x2 = 0
- Eqn (2) When x1 = 0 than x2 = 6.5 / When x2 = 0 than x1 = 9.5
- Eqn (3) When x1 = 0 than x2 = 8 / When x2 = 0 than x1 = 8

Step 3- Plot these values on the graph and find the feasible region.



LPP Solutions using Graphical Methods

Profit at various points:

Location	Coordinates	Profit <i>Z</i> = $5x_1 + 7x_2$	Remarks
А	(0,6)	42	
В	(5.3,3)	47.5	Maximum
С	(6,2)	44	
D	(6,0)	30	

<u>Answer: X1 = 5.3, X2 = 3 Z maximum = 47.5</u>

Example 2:

Question:

Minimise and Maximise Z = 5x + 10y

subject to $x + 2y \le 120, x + y \ge 60, x - 2y \ge 0, x, y \ge 0$.

Answer

The feasible region determined by the constraints, $x + 2y \le 120$, $x + y \ge 60$, $x - 2y \ge 0$, $x \ge 0$, and $y \ge 0$, is as follows.



The corner points of the feasible region are A (60, 0), B (120, 0), C (60, 30), and D (40, 20).

Corner point	Z = 5x + 10y	
A(60, 0)	300	\rightarrow Minimum
B(120, 0)	600	ightarrow Maximum
C(60, 30)	600	\rightarrow Maximum
D(40, 20)	400	

The values of Z at these corner points are as follows.

The minimum value of Z is 300 at (60, 0) and the maximum value of Z is 600 at all the points on the line segment joining (120, 0) and (60, 30).

Example 3:

Question :

Minimise and Maximise Z = x + 2y

subject to $x + 2y \ge 100$, $2x - y \le 0$, $2x + y \le 200$; $x, y \ge 0$.

Answer

The feasible region determined by the constraints, $x + 2y \ge 100$, $2x - y \le 0$, $2x + y \le 200$, $x \ge 0$, and $y \ge 0$, is as follows.



The corner points of the feasible region are A(0, 50), B(20, 40), C(50, 100), and D(0, 200).

The values of Z at these corner points are as follows.

Corner point	Z = x + 2y	
A(0, 50)	100	→ Minimum
B(20, 40)	100	→ Minimum
C(50, 100)	250	
D(0, 200)	400	ightarrow Maximum

The values of Z at these corner points are as follows.

The maximum value of Z is 400 at (0, 200) and the minimum value of Z is 100 at all the points on the line segment joining the points (0, 50) and (20, 40).

Example 4:

Question : Solve the following LPP graphically using ISO- profit method.

maximize Z = 120 X + 100 Y.

Subject to the constraints $10x + 5y \le 80$ $6x + 6y \le 66$

4×+8y≥24 5×+6y≤90

 $\times \ge 0, \quad y \ge 0$

Answer:

since $x \ge 0$, $y \ge 0$, consider only the first quadrant of the plane graph the following straight lines on a graph paper

10x + 5y = 80 or 2x+y = 166x + 6y = 66 or x + y = 114x+8y = 24 or x+2y = 65x + 6y = 90

Identify all the half planes of the constraints. The intersection of all these half planes is the feasible region as shown in the figure.



Substitute Zero to Z in the objective function, then we have an equation of the line

120x + 100y = 0

or 120x = -100y

 $\Rightarrow x/y = -5/6$ So x = -5 & y = 6

PQ is the Zero profit line,

 P_1Q_1 , P_2Q_2 and P_3Q_3 are the lines parallel to PQ.

 P_2Q_2 is a line parallel to P_1Q_1 and has one point 'M' which belongs to feasible region and farthest from the origin. If we take any line P_3Q_3 parallel to P_2Q_2 away from the origin, it does not touch any point of the feasible region.

(1)

The co-ordinates of the point M can be obtained by solving the equation 2x + y = 16x + y =11 which give x = 5 and y = 6

 \Rightarrow The optimal solution for the objective function is x = 5 and y = 6The optimal value of Z 120 (5) + 100 (6) = 600 + 600 = 1200

Special Cases in Graphical Method

Multiple Optimal Solution

Example 5:

 $\begin{array}{l} \mbox{Solve by using graphical method} \\ \mbox{Max } Z = 4x_1 + 3x_2 \\ \mbox{Subject to} & 4x_1 + 3x_2 \leq 24 \mbox{ ---}(1) \\ & x_1 \leq 4.5 \mbox{ ---}(2) \\ & x_2 \leq 6 \mbox{ ---}(3) \\ & x_1 \geq 0 \mbox{ , } x_2 \geq 0 \end{array}$

Solution

Eqn (1) - $4x1+3x2 \le 24$, written in a form of equation 4x1+3x2 = 24Put x1 =0, then x2 = 8 Put x2 =0, then x1 = 6 The coordinates are (0, 8) and (6, 0)

Eqn (2) - $x1 \le 4.5$, written in a form of equation x1=4.5Eqn (3) - $x2 \le 6$, written in a form of equation x2 = 6



The corner points of feasible region are A, B, C and D.

1. So the coordinates for the corner points are (0, 6) (1.5, 6)

(Solve the two equations $4x_{1} + 3x_{2} = 24$ and $x_{2} = 6$ to get the coordinates)

2. C (4.5, 2)

(Solve the two equations $4x_{1+} 3x_{2} = 24$ and $x_{1} = 4.5$ to get the coordinates) 3. D (4.5, 0)

LPP Solutions using Graphical Methods

We know that Max Z = 4x1 + 3x2

At A (0, 6), Z = 4(0) + 3(6) = 18 At B (1.5, 6), Z = 4(1.5) + 3(6) = 24 At C (4.5, 2), Z = 4(4.5) + 3(2) = 24

At D (4.5, 0), Z = 4(4.5) + 3(0) = 18

Max Z = 24, which is achieved at both B and C corner points. It can be achieved not only at B and C but every point between B and C. Hence the given problem has multiple optimal solutions.

No Optimal Solution

Example 6:

Solve graphically Max Z = 3x1 + 2x2Subject to $x1 + x2 \le 1 \ x1 + x2 \ge 3$ $x1 \ge 0$, $x2 \ge 0$

Solution

The first constraint $x1 + x2 \le 1$, written in a form of equation

x1+x2 = 1Put x1 = 0, then x2 = 1Put x2 = 0, then x1 = 1The coordinates are (0, 1) and (1, 0)

The second constraint $x1 + x2 \ge 3$, written in a form of equation x1 + x2 = 3

Put x1 = 0, then x2 = 3Put x2 = 0, then x1 = 3The coordinates are (0, 3) and (3, 0)



There is no common feasible region generated by two constraints together i.e. we cannot identify even a single point satisfying the constraints. Hence there is no optimal solution.

Unbounded Solution

Example 7:

Solve by graphical method

 $\label{eq:max_star} \begin{array}{l} Max \; Z = 3x1 + 5x2 \\ Subject \; to \; 2x1 + x2 \geq 7 \\ x1 + x2 \geq 6 \\ x1 + 3x2 \geq 9 \\ x1 \geq 0 \; , \; x2 \geq 0 \end{array}$

Solution

The first constraint $2x1+x2 \ge 7$, written in a form of equation 2x1+x2 = 7Put x1 =0, then x2 = 7 Put x2 =0, then x1 = 3.5 The coordinates are (0, 7) and (3.5, 0)

The second constraint $x1+x2 \ge 6$, written in a form of equation x1+x2 = 6Put x1 = 0, then x2 = 6Put x2 = 0, then x1 = 6 The coordinates are (0, 6) and (6, 0)

The third constraint $x1+3x2 \ge 9$, written in a form of equation x1+3x2 = 9Put x1 = 0, then x2 = 3Put x2 = 0, then x1 = 9The coordinates are (0, 3) and (9, 0)



The corner points of feasible region are A, B, C and D. So the coordinates for the corner points are

- 1. (0,7)
- 2. (1, 5) (Solve the two equations 2x1 + x2 = 7 and x1 + x2 = 6 to get the coordinates)
- 3. C (4.5, 1.5) (Solve the two equations x1 + x2 = 6 and x1 + 3x2 = 9 to get the coordinates)
- 4. D (9, 0)

We know that Max Z = 3x1 + 5x2At A (0, 7) Z = 3(0) + 5(7) = 35At B (1, 5) Z = 3(1) + 5(5) = 28At C (4.5, 1.5) Z = 3(4.5) + 5(1.5) = 21At D (9, 0) Z = 3(9) + 5(0) = 27

The values of objective function at corner points are 35, 28, 21 and 27. But there exists infinite number of points in the feasible region which is unbounded. The value of objective function will be more than the value of these four corner points i.e. the maximum value of the objective function occurs at a point at ∞ . Hence the given problem has unbounded solution.