## Linear Programming Problem – Optimization Problem

Example: Consider a chocolate manufacturing company which produces only two types of chocolate - A and B. Both the chocolates require Milk and Choco only. To manufacture each unit of A and B, following quantities are required:

• Each unit of A requires 1 unit of Milk and 3 units of Choco Each unit of B requires 1 unit of Milk and 2 units of Choco

The company kitchen has a total of 5 units of Milk and 12 units of Choco. On each sale, the company makes a profit of

- Rs 6 per unit A sold
- Rs 5 per unit B sold

Now, the company wishes to maximize its profit. How many units of A and B should it

Solution: The first thing I'm gonna do is represent the problem in a tabular form for

	Milk	Choco	Profit per unit
Α	1	3	Rs 6
В	1	2	Rs 5
Total	5	12	17.5.5

Let the total number of units produced of A be = X

Let the total number of units produced of B be = Y

Now, the total profit is represented by Z

The total profit the company makes is given by the total number of units of A and B produced multiplied by its per unit profit Rs 6 and Rs 5 respectively.

Profit: Max Z = 6X+5Y

which means we have to maximize Z.

The company will try to produce as many units of A and B to maximize the profit. But the resources Milk and Choco are available in limited amount.

As per the above table, each unit of A and B requires 1 unit of Milk. The total amount of Milk available is 5 units. To represent this mathematically, X+Y ≤ 5

Also, each unit of A and B requires 3 units & 2 units of Choco respectively. The total amount of Choco available is 12 units. To represent this mathematically, 3X+2Y ≤ 12 Also, the values for units of A can only be integers.

So we have two more constraints,  $X \ge 0$  &  $Y \ge 0$ 

For the company to make maximum profit, the above inequalities have to be satisfied.

This is called formulating a real-world problem into a mathematical model.

## LPP problem is

X- total number of units produced of A

Y- total number of units produced of B

Z- Profit

