

Course: UMA 035 (Optimization Techniques)

Instructor: Dr. Amit Kumar,

Associate Professor,

School of Mathematics,

TIET, Patiala

Email: amitkumar@thapar.edu

Mob: 9888500451

Integer Linear Programming Problem

Example:

Solve the following integer linear programming problem by Branch and Bound method.

$$\text{Max } (x_1 + x_2)$$

Subject to

$$2x_1 + 5x_2 \leq 16$$

$$6x_1 + 5x_2 \leq 30$$

$$x_1, x_2 \geq 0 \text{ and integers}$$

Solution:

Firstly, there is a need to find an optimal solution by the graphical method.

$$2x_1 + 5x_2 = 16$$

Putting $x_1 = 0$, the value of x_2 is $\frac{16}{5}$.

$$(x_1, x_2) = \left(0, \frac{16}{5}\right)$$

Putting $x_2 = 0$, the value of x_1 is $\frac{16}{2} = 8$.

$$(\mathbf{x}_1, \mathbf{x}_2) = (8, 0)$$

First line joins the points $(8, 0)$ and $(0, \frac{16}{5})$.

$$6x_1 + 5x_2 = 30$$

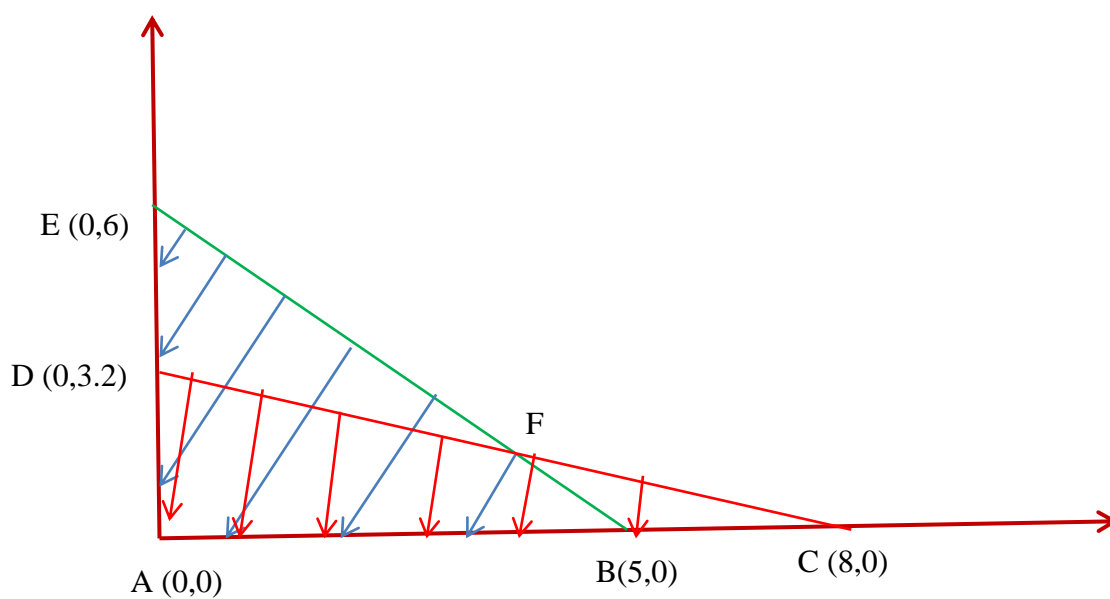
Putting $x_1=0$, the value of x_2 is $\frac{30}{5} = 6$.

$$(\mathbf{x}_1, \mathbf{x}_2) = (0, 6)$$

Putting $x_2=0$, the value of x_1 is $\frac{30}{6}=5$.

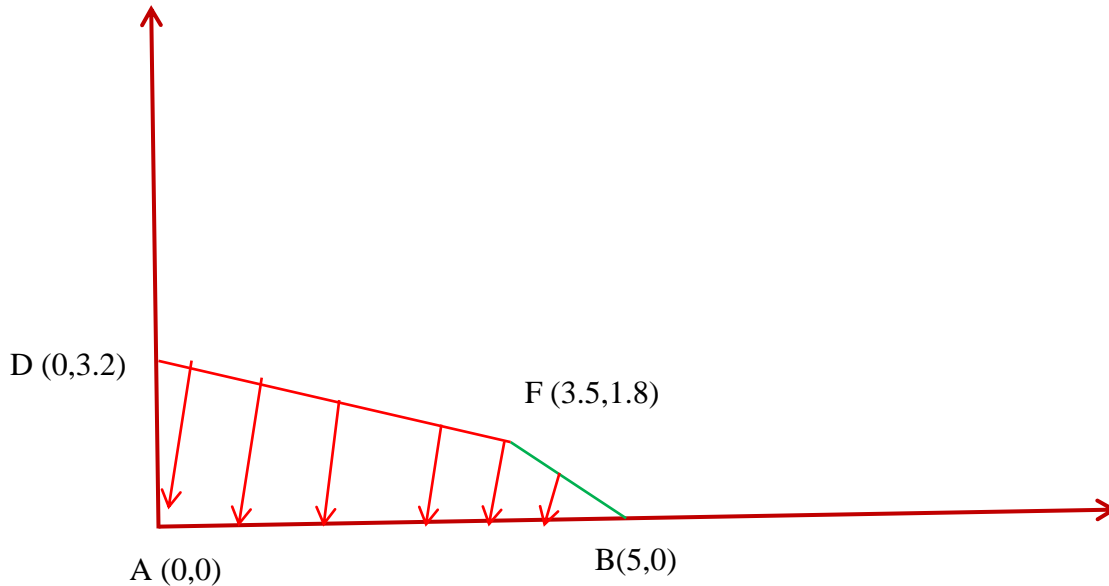
$$(\mathbf{x}_1, \mathbf{x}_2) = (5, 0)$$

Second line joins the points $(5, 0)$ and $(0, 6)$.



F is intersection of $2x_1+5x_2=16$ and $6x_1+5x_2=30$

On solving F is (3.5, 1.8).



Value of the objective function x_1+x_2 at

- **A (0,0) is 0**
- **B (5,0) is 5**
- **F (3.5, 1.8) is 5.3**
- **D (0, 3.2) is 3.2.**

Since, the problem is of maximization and the maximum value is 5.3 which is corresponding to $x_1=3.5$ and $x_2=1.8$. So, the initial optimal solution is $x_1=3.5$ and $x_2=1.8$.

But, as x_1 and x_2 are not integers. So, it is not required optimal solution.

We may start from x_1 or from x_2 .

First method

The value of x_1 is 3.5.

The non-negative integers less than 3.5 are 0,1,2,3 and the non-negative integers greater than 3.5 are 4,5,6,.....

The required value of x_1 will be 0 or 1 or 2 or 3 i.e., ≤ 3

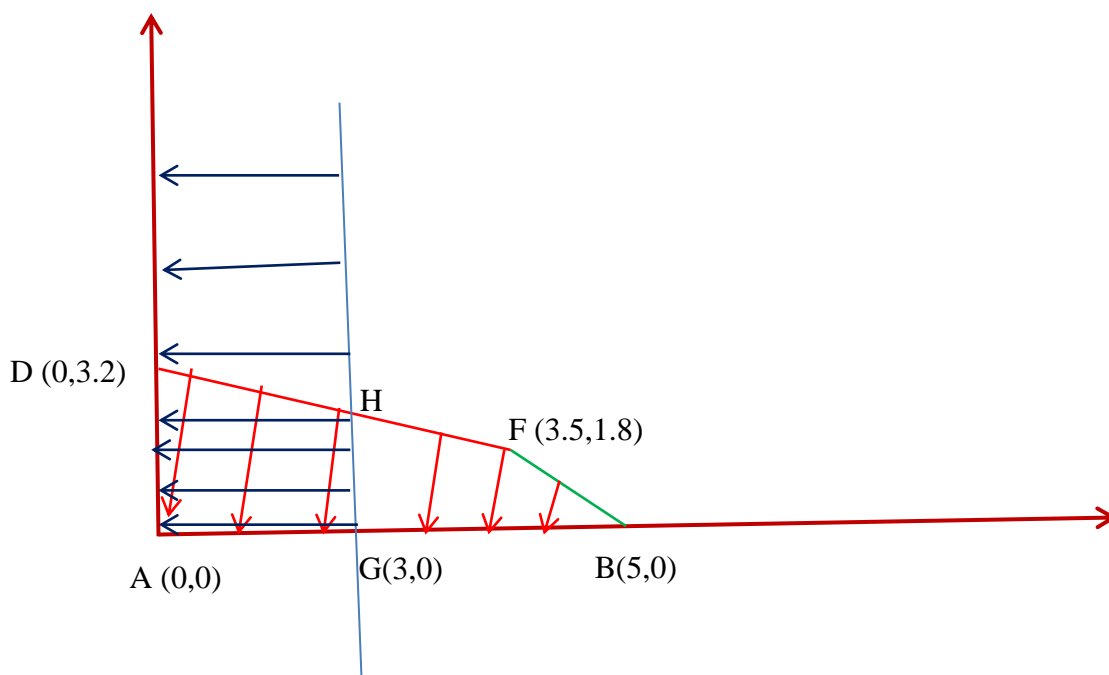
OR

The required value of x_1 will be 4 or 5 or 6 or i.e., ≥ 4

Hence,

$x_1 \leq 3$ or $x_1 \geq 4$.

Case (i) Including $x_1 \leq 3$ in the graph,



The new feasible region is AGHD

where,

H is intersection of $x_1=3$ and $2x_1+5x_2=16$.

Solving

$x_1=3$ and $x_2=2$

Therefore, H (3 , 2).

Value of the objective function x_1+x_2 at

- A (0,0) is 0
- G (3,0) is 3
- H (3, 2) is 5
- D (0, 3.2) is 3.2.

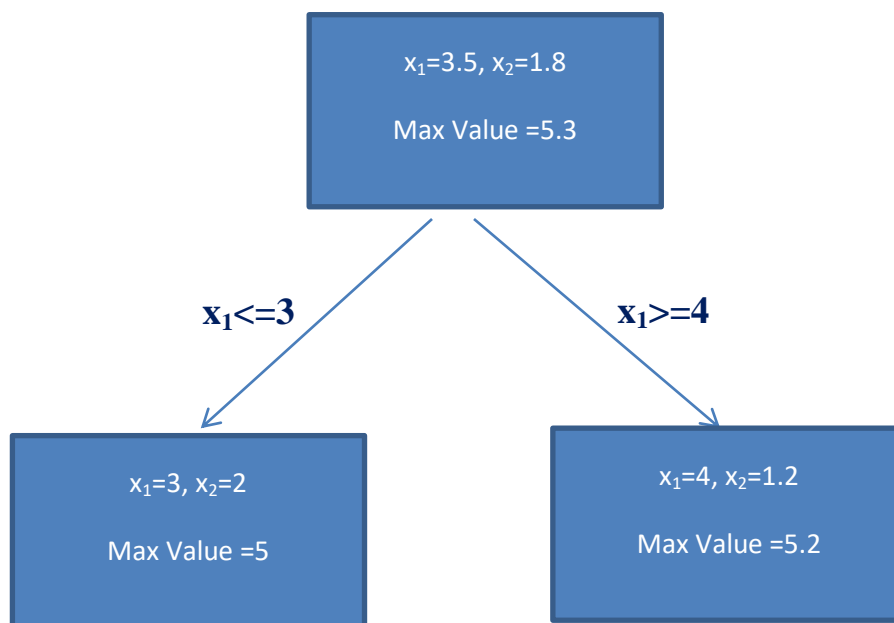
Since, the problem is of maximization and the maximum value is 5 which is corresponding to $x_1=3$ and $x_2=2$. So, the initial optimal solution is $x_1=3$ and $x_2=2$.

Case (ii) Including $x_1 \geq 4$ in the graph,

➤ **B (5,0) is 5**

➤ $J(4, 1.2)$ is 5.2

Since, the problem is of maximization and the maximum value is 5.2 which is corresponding to $x_1=4$ and $x_2=1.2$. So, the initial optimal solution is $x_1=4$ and $x_2=1.2$.



The maximum value obtained in case 2 is more than the maximum value obtained in case 2.

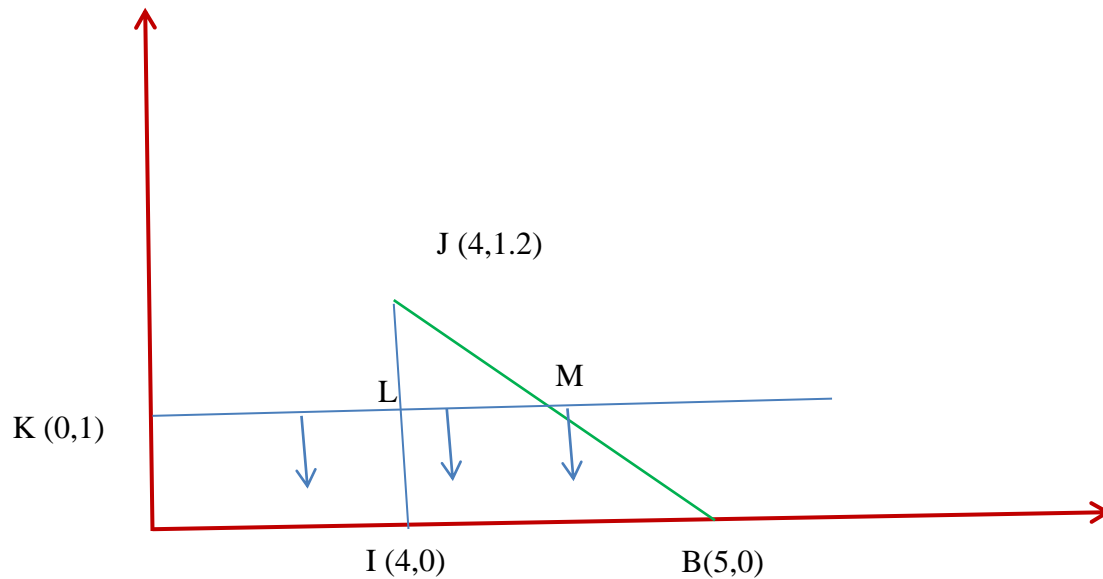
So, we will proceed with case 2.

The value of $x_2=1.2$

Case (i) $x_2 \leq 1$

Case (ii) $x_2 \geq 2$

Including $x_2 \leq 1$ in the final graph of case (ii),



The new feasible region is **IBML**

where,

L is intersection of $x_2=1$ and $x_1=4$.

L (4 , 1)

M is intersection of $x_2=1$ and $6x_1+5x_2=30$.

Solving

$$x_2=1 \text{ and } x_1=\frac{25}{6}$$

$$M\left(\frac{25}{6}, 1\right)$$

Value of the objective function x_1+x_2 at

➤ I (4,0) is 4

➤ B (5,0) is 5

➤ M $\left(\frac{25}{6}, 1\right)$ is $\frac{31}{6}$

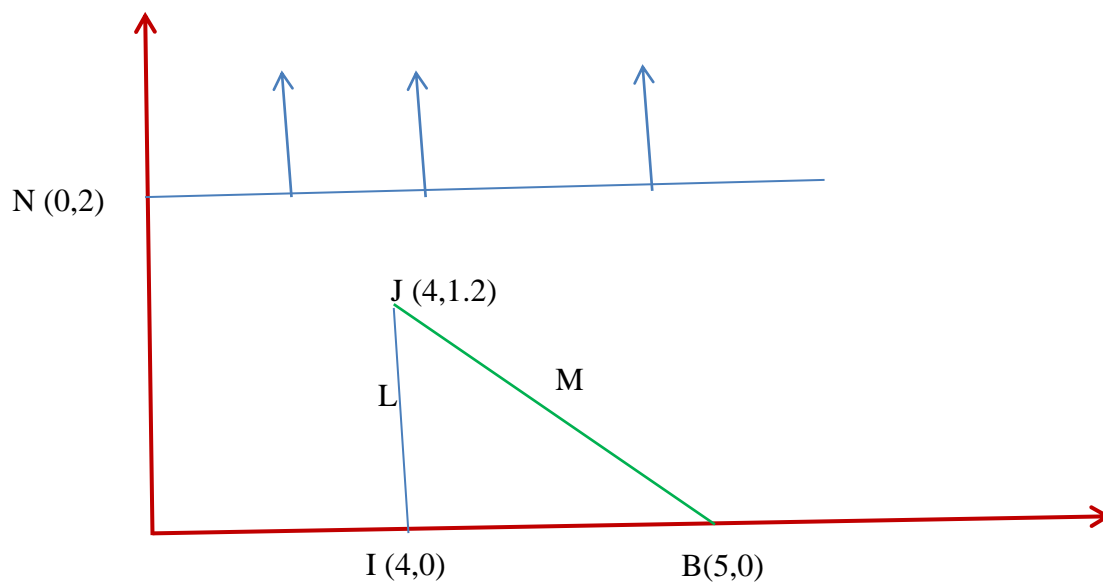
➤ L (4 , 1) is 5

Since, the problem is of maximization and the maximum value is $\frac{31}{6}$

which is corresponding to $x_1=\frac{25}{6}$ and $x_2=1$. So, the initial optimal solution

is $x_1=\frac{25}{6}$ and $x_2=1$.

Including $x_2 \geq 2$ in the final graph of case (ii),



No common region and hence no solution.

The new feasible region is IBML

where,

L is intersection of $x_2=1$ and $x_1=4$.

L (4 , 1)

M is intersection of $x_2=1$ and $6x_1+5x_2=30$.

Solving

$$x_2=1 \text{ and } x_1=\frac{25}{6}$$

$$M\left(\frac{25}{6}, 1\right)$$

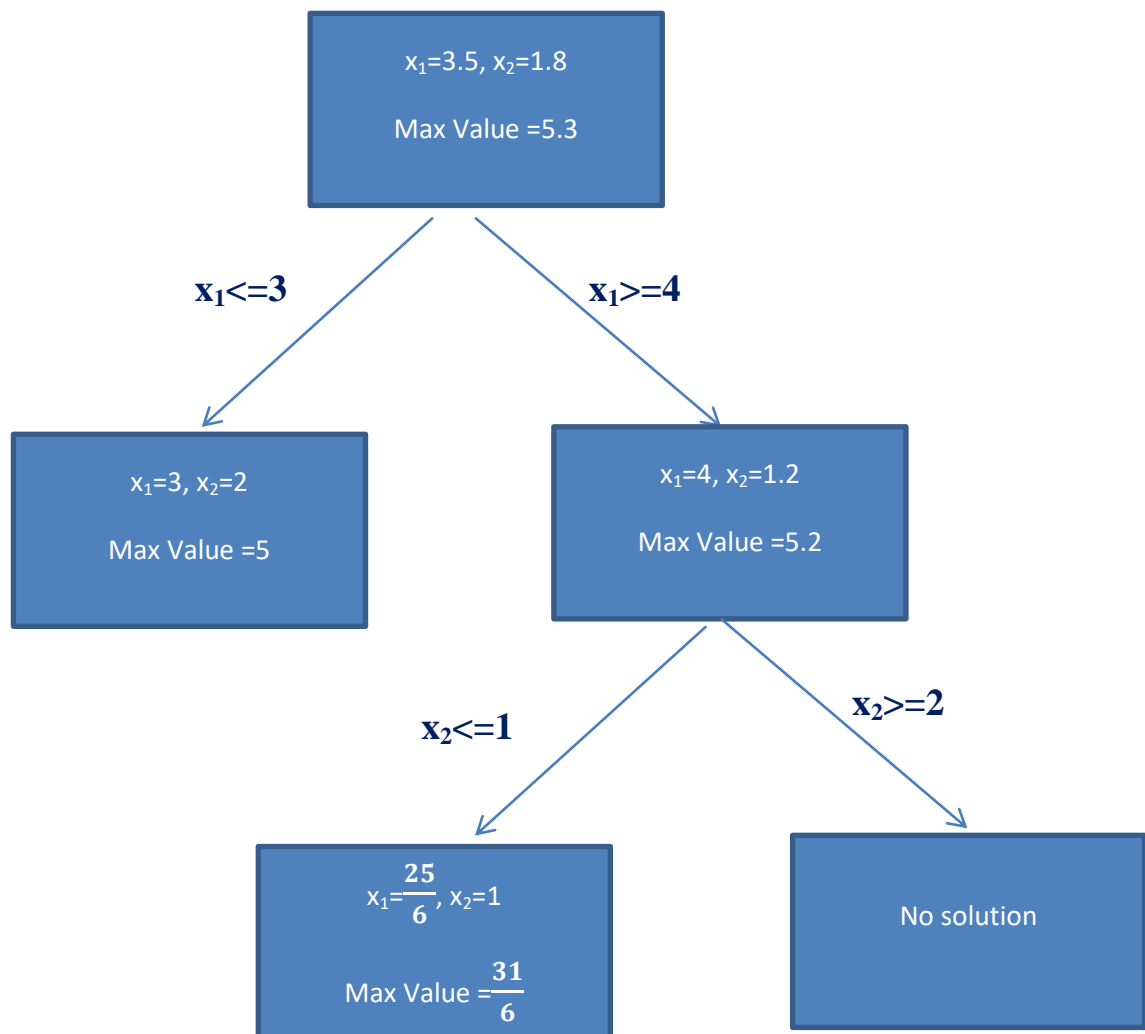
Value of the objective function x_1+x_2 at

- I (4,0) is 4
- B (5,0) is 5
- M $\left(\frac{25}{6}, 1\right)$ is $\frac{31}{6}$
- L (4, 1) is 5

Since, the problem is of maximization and the maximum value is $\frac{31}{6}$

which is corresponding to $x_1=\frac{25}{6}$ and $x_2=1$. So, the initial optimal solution

is $x_1=\frac{25}{6}$ and $x_2=1$.

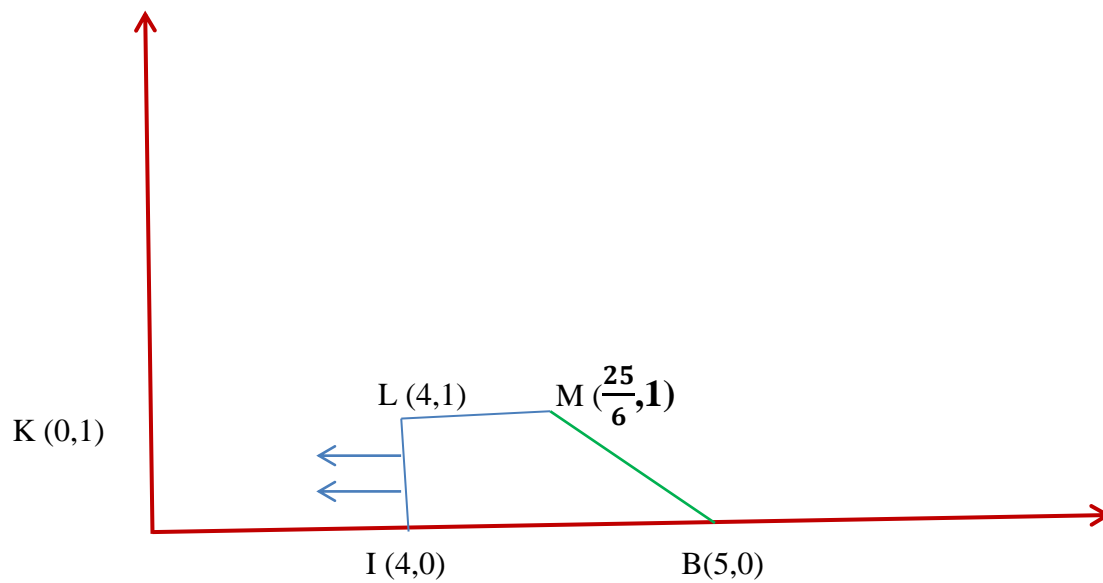


The value of $x_1=4.16...$

Case (i) $x_1 \leq 4$

Case (ii) $x_1 \geq 5$

Including $x_1 \leq 4$ in the final graph of case (i),



The new feasible region is line segment IL

Value of the objective function $x_1 + x_2$ at

➤ **I (4,0) is 4**

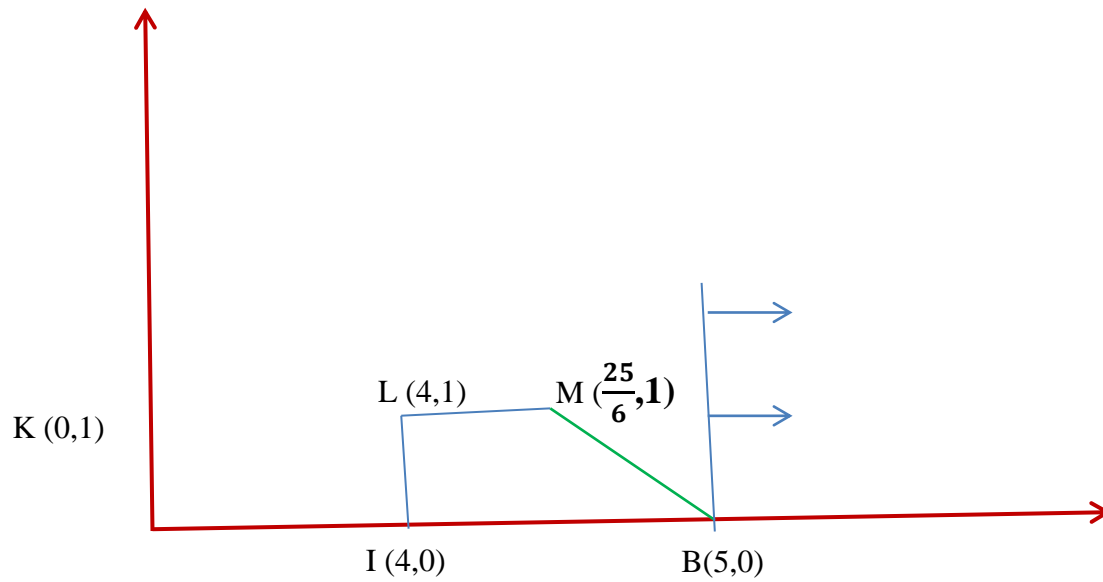
➤ **L (4,1) is 5**

Since, the problem is of maximization and the maximum value is 5

which is corresponding to $x_1=4$ and $x_2=1$. So, the initial optimal solution

is $x_1=4$ and $x_2=1$.

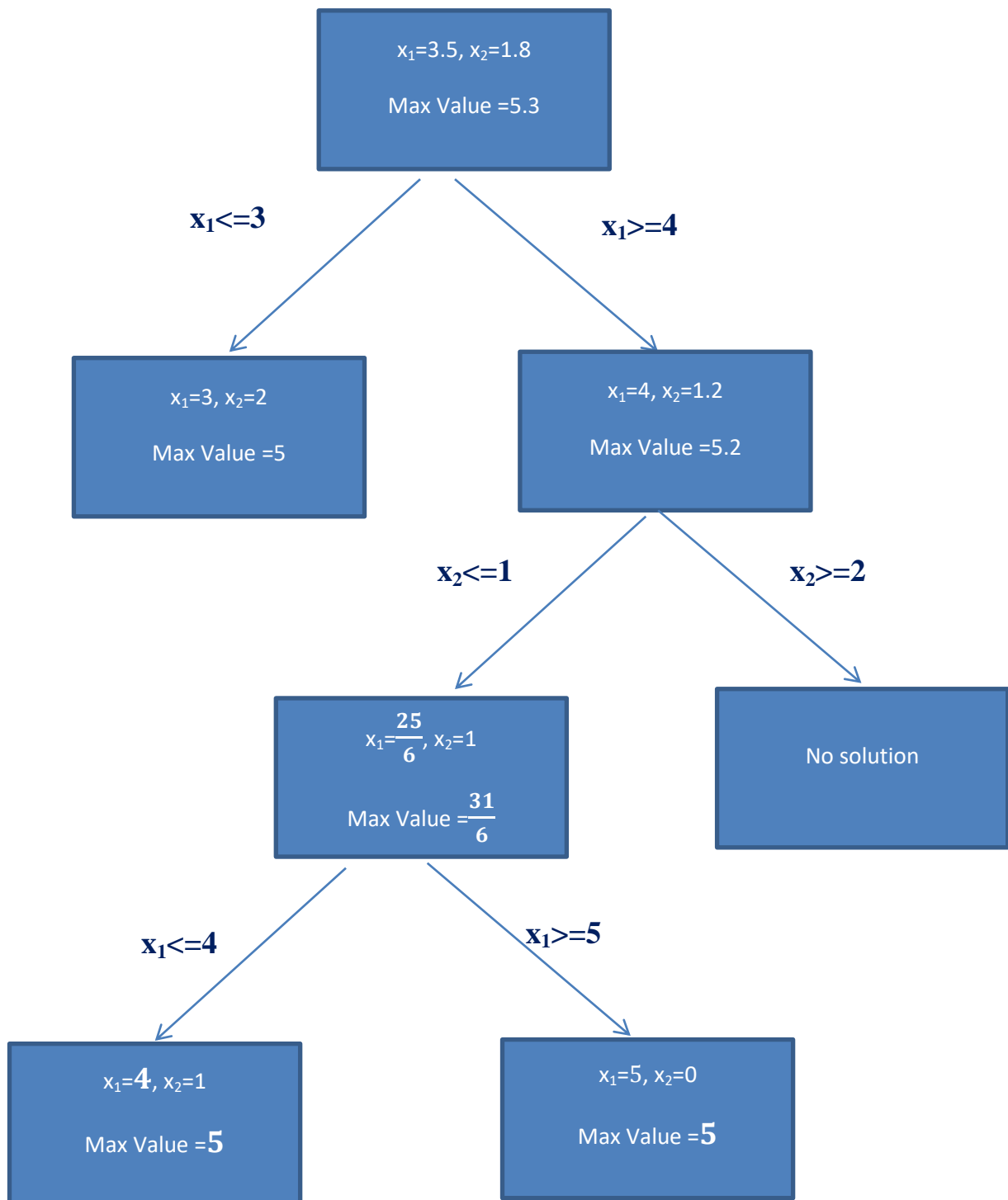
Including $x_1 \geq 5$ in the final graph of case (i),



The new feasible region is the point B (5,0)

Value of the objective function $x_1 + x_2$ at

➤ B (5,0) is 5



There are there optimal solutions

➤ **$x_1=4$ and $x_2=1$**

➤ $x_1=5$ and $x_2=0$

➤ $x_1=3$ and $x_2=2$

Second method

The value of x_2 is 1.8.

The non-negative integers less than 1.8 are 0,1 and the non-negative integers greater than 1.8 are 2,3,4,5,6,.....

The required value of x_2 will be 0 or 1 i.e., ≤ 1

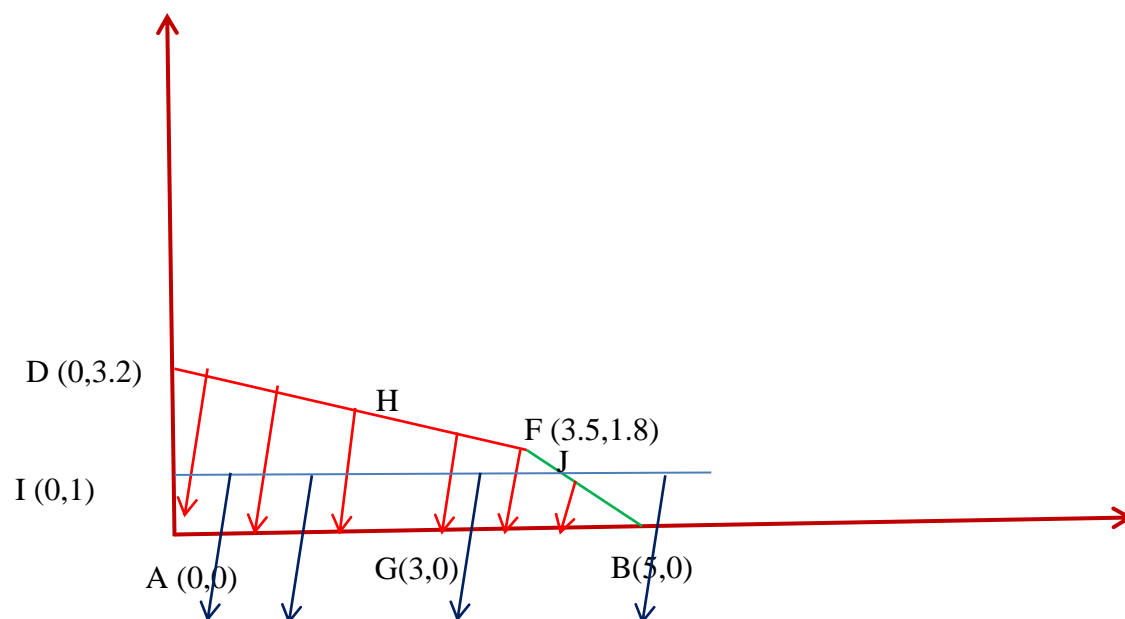
OR

The required value of x_2 will be 2,3,4 or 5 or 6 or i.e., ≥ 2

Hence,

$x_2 \leq 1$ or $x_2 \geq 2$.

Case (i) Including $x_2 \leq 1$ in the graph,



The new feasible region is ABJI

where,

J is intersection of $x_2=1$ and $6x_1+5x_2=30$.

Solving

$$x_1=\frac{25}{6} \text{ and } x_2=1$$

Therefore, J $(\frac{25}{6}, 1)$.

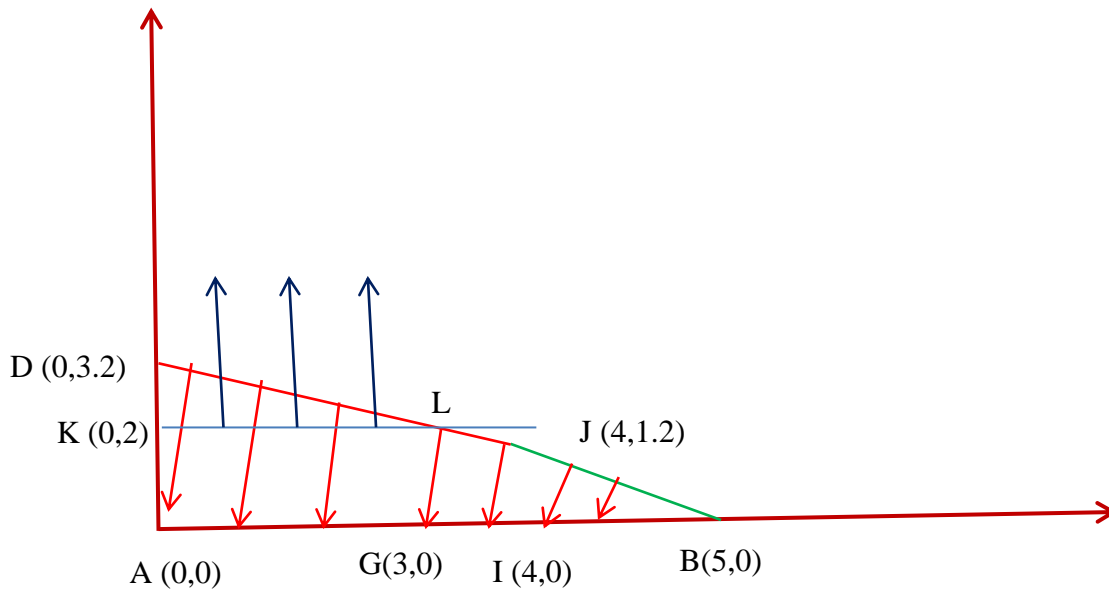
Value of the objective function x_1+x_2 at

- A (0,0) is 0
- B (5,0) is 5
- J $(\frac{25}{6}, 1)$ is $\frac{31}{6}$
- I (0, 1) is 1.

Since, the problem is of maximization and the maximum value is $\frac{31}{6}$ which

is corresponding to $x_1=\frac{25}{6}$ and $x_2=1$. So, the initial optimal solution is $x_1=\frac{25}{6}$ and $x_2=1$.

Case (ii) Including $x_2 \geq 2$ in the graph,



The new feasible region is KLD

where,

L is intersection of $x_2=2$ and $2x_1+5x_2=16$.

Solving

$x_1=3$ and $x_2=2$

Therefore, L (3 , 2).

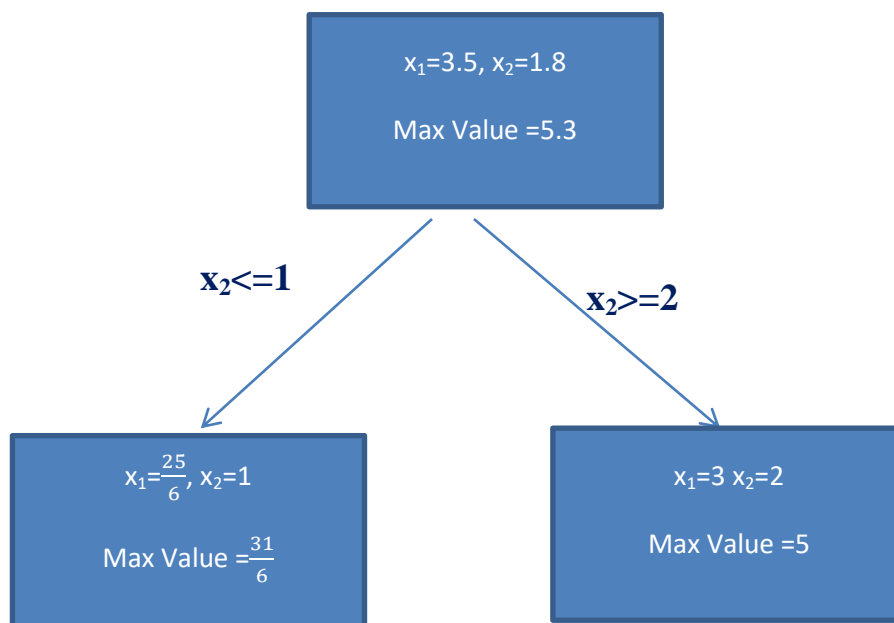
Value of the objective function x_1+x_2 at

➤ **K (0,2) is 2**

➤ **L (3,2) is 5**

➤ D (0, 3.2) is 3.2

Since, the problem is of maximization and the maximum value is 5 which is corresponding to $x_1=3$ and $x_2=2$. So, the initial optimal solution is $x_1=3$ and $x_2=2$.



The maximum value obtained in case 1 is more than the maximum value obtained in case 2.

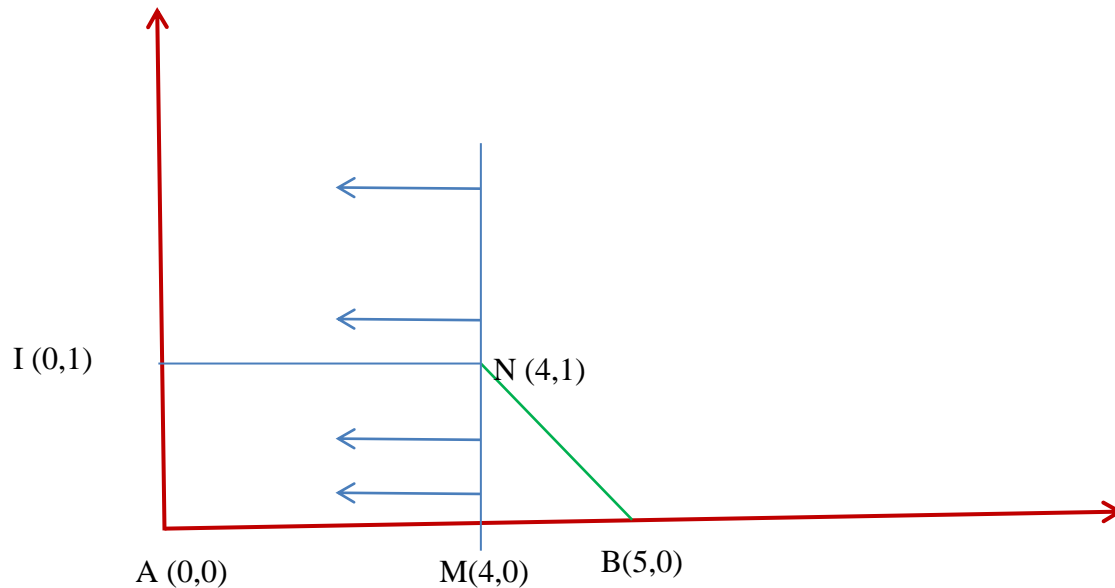
So, we will proceed with case 1.

The value of $x_1=\frac{25}{6}$

Case (i) $x_1 \leq 4$

Case (ii) $x_1 \geq 5$

Including $x_1 \leq 4$ in the final graph of case (i),



The new feasible region is AMNI

where,

Value of the objective function $x_1 + x_2$ at

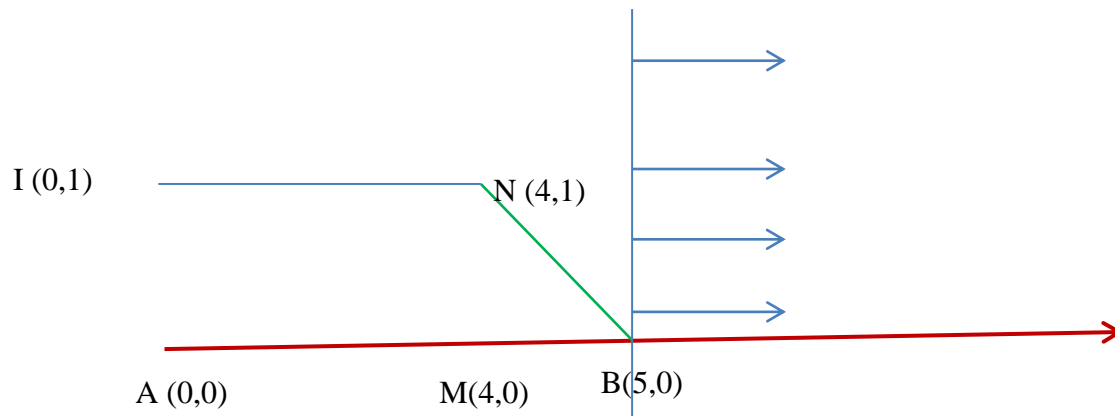
- A (0,0) is 0
- M (4,0) is 4
- N (4, 1) is 5
- I (0 , 1) is 1

Since, the problem is of maximization and the maximum value is 5

which is corresponding to $x_1=4$ and $x_2=1$. So, the initial optimal solution

is $x_1=4$ and $x_2=1$.

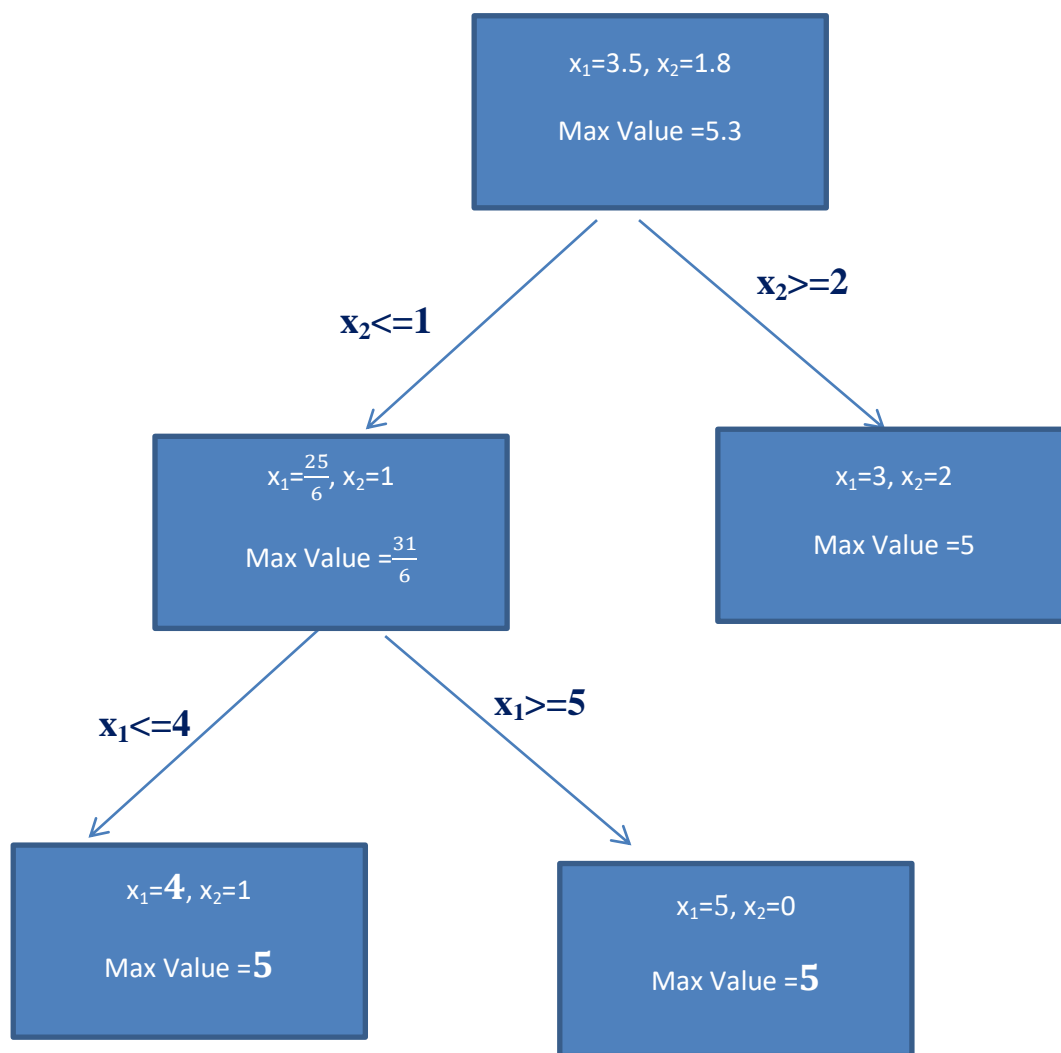
Including $x_1 \geq 5$ in the final graph of case (i),



The new feasible region is the point B (5,0)

Value of the objective function x_1+x_2 at

➤ **B (5,0) is 5**



There are three optimal solutions

➤ **$x_1=4$ and $x_2=1$**

➤ **$x_1=5$ and $x_2=0$**

➤ **$x_1=3$ and $x_2=2$**

Example

Max $(5x_1 + 4x_2)$

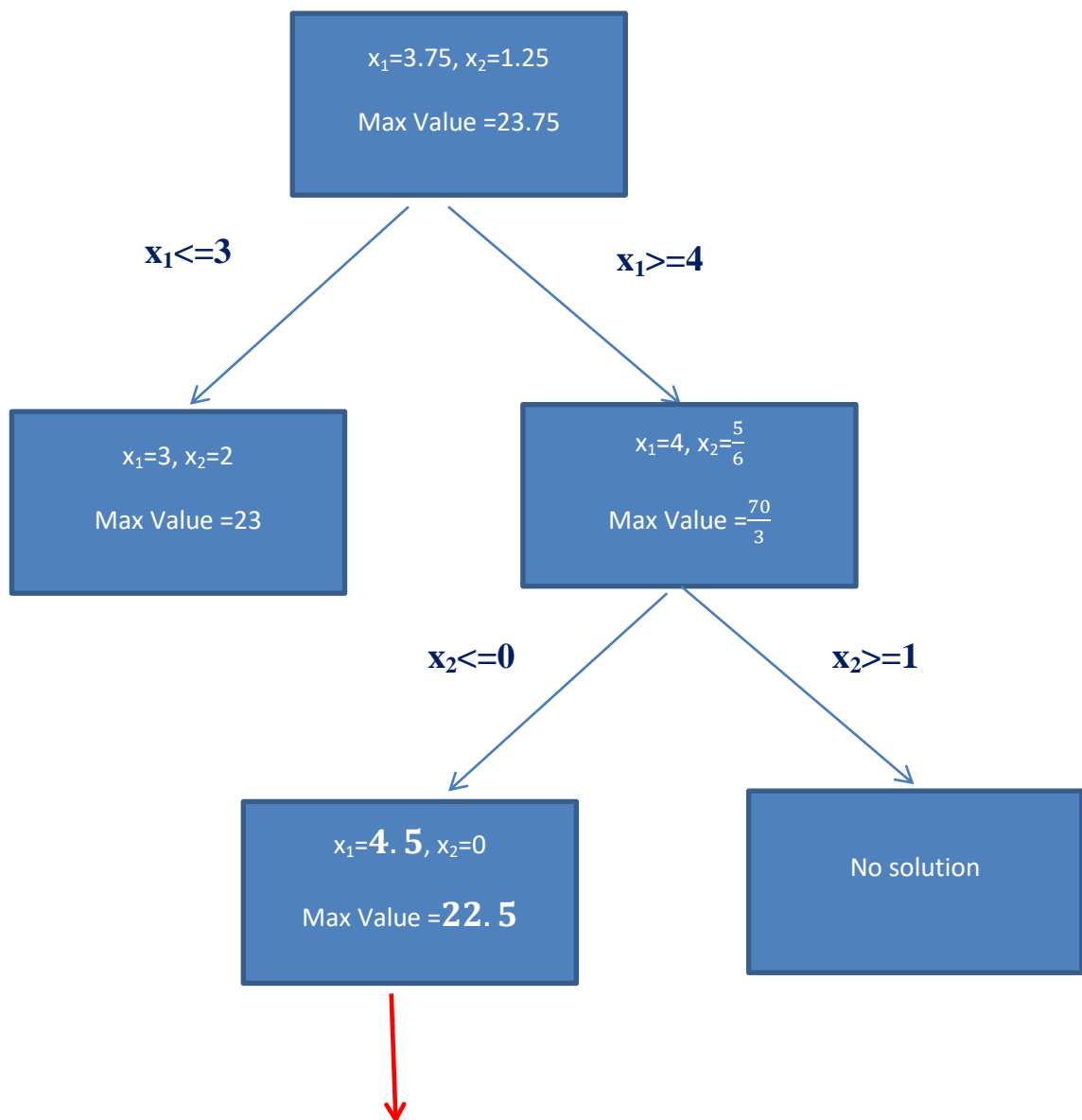
Subject to

$$x_1 + x_2 \leq 5$$

$$10x_1 + 6x_2 \leq 45$$

$x_1, x_2 \geq 0$ and integers

DO YOURSELF



On proceeding below (in case of maximization problem), the maximum value decreases or remain same. Therefore, if we will consider the case $x_1 \leq 4$ and $x_1 \geq 5$ then the obtained value will be either 22.5 or less than 22.5. While, we have one integer solution $x_1=3$ and $x_2=2$ and the maximum value corresponding to this solution is 23. Therefore, no need to consider the cases $x_1 \leq 4$ and $x_1 \geq 5$.

The optimal solution is $x_1=3$ and $x_2=2$ and the maximum value is 23.