

16/05/2011

Q Write the dual of the linear programming problem (LPP) :

$$\text{Minimize } Z = 18x_1 + 9x_2 + 10x_3$$

$$\text{s.t. } x_1 + x_2 + 2x_3 \geq 30$$

$$2x_1 + x_2 \geq 15$$

$$x_1, x_2, x_3 \geq 0.$$

Solve the dual graphically. Hence obtain minimum objective function value of the above LPP.

Sol dual of the above LPP : Maximize $Z' = 30y_1 + 15y_2$

$$\text{s.t. } y_1 + 2y_2 \leq 18$$

$$y_1 + y_2 \leq 9$$

$$2y_1 \leq 10$$

$$y_1, y_2, y_3 \geq 0$$

$$y_1 + 2y_2 = 18$$

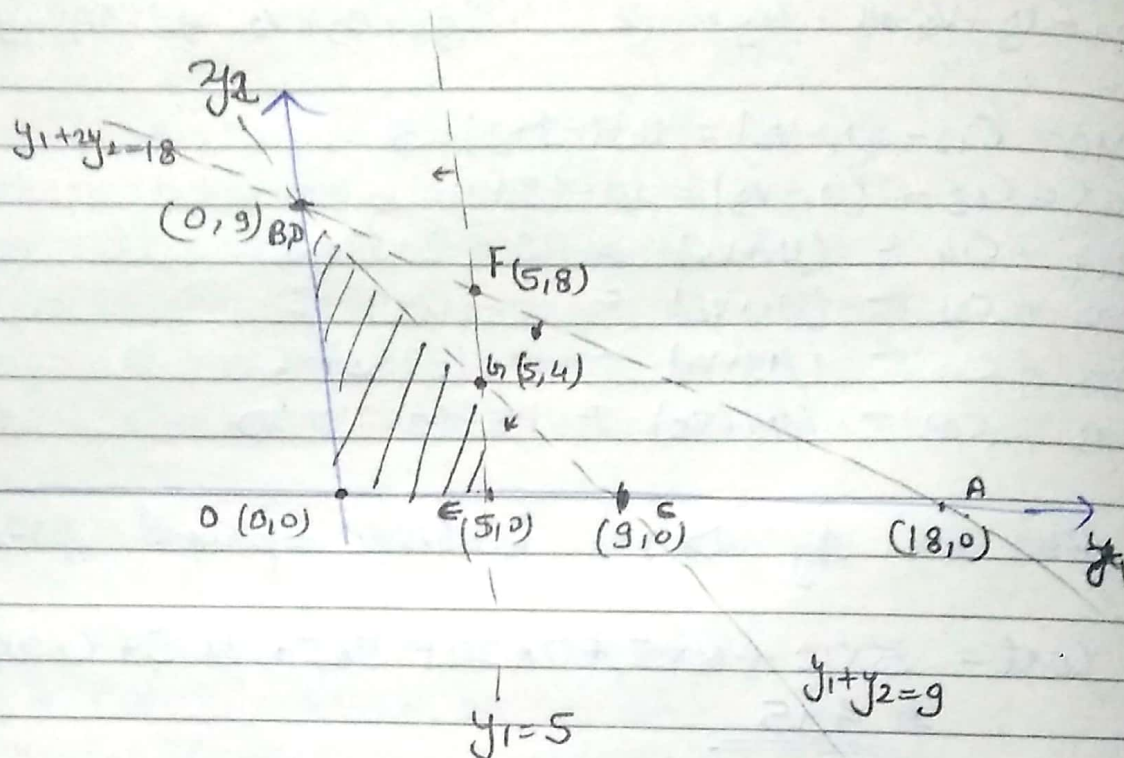
	y_1	y_2
A	18	0
B	0	9

$$y_1 + y_2 = 9$$

	y_1	y_2
C	9	0
D	0	9

$$2y_1 = 10$$

	y_1	y_2
E	5	0



<u>point</u>	<u>value of Z'</u>
O(0,0)	0
B(0,9)	135
E(5,0)	150
G(5,4)	210 (Max)

∴ $Z'_{\max} = 210$ at $y_1 = 5, y_2 = 4$

By Fundamental theorem of duality which states that "If either the primal or dual has a finite optimal solution then the other problem also have finite optimal solution & values of two objective function have same value".

10 $Z_{min} = 210$

Q1 FOS 2011

A steel company has three open-hearth furnaces & four rolling mills. Transportation costs (rupees per quintal) for shipping steel from furnaces to rolling mills are given in the following table:

	M ₁	M ₂	M ₃	M ₄	Supply
F ₁	29	40	60	20	7
F ₂	80	40	50	70	10
F ₃	50	18	80	30	18
Demand	4	8	8	15	

Find the optimal shipping schedule.

Sol Here $\sum \text{Supply} = \sum \text{Demand} = 35$ (Balanced)

29	(4)	40	60	20	(3)	7/3/0 ← [9] [40]
80		40	50	(9)	70	(2) 10/8/0 [10] [20] ←
50		18	(8)	80	30	(10) 18/10/0 [12] [20] [50] ←
4/0		8/0	8/0	15/5/2/0		

[21]	[22]	[10]	[10]
↑	↑	[50]	[50]
		↑	[70]
			↑

Checking for optimality : no. of assignments = 6 = (m+n-1) = 6

Calculate u_i, v_j for all basic cells s.t. $C_{ij} = u_i + v_j$

Let $v_4 = 0$, $C_{14} = C_{11} + v_4 \Rightarrow u_1 = 20$

$C_{11} = u_1 + v_1 \Rightarrow v_1 = 9$

$C_{23} = u_2 + v_3 \Rightarrow v_3 = -20$

$C_{24} = u_2 + v_4 \Rightarrow u_2 = 70$

$C_{34} = u_3 + v_4 \Rightarrow u_3 = 30$

$C_{32} = u_3 + v_2$

$\Rightarrow v_2 = -12$

Calculate $\Delta_{ij} = C_{ij} - (U_i + V_j)$ for all non-basic cells

$$\Delta_{12} = C_{12} - (U_1 + V_2) = 40 - (20 - 12) = 32$$

$$\Delta_{13} = C_{13} - (U_1 + V_3) = 60 - (20 - 20) = 60$$

$$\Delta_{21} = C_{21} - (U_2 + V_1) = 80 - (70 + 9) = 1$$

$$\Delta_{22} = C_{22} - (U_2 + V_2) = 40 - (70 - 12) = -18$$

$$\Delta_{31} = C_{31} - (U_3 + V_1) = 50 - (30 + 9) = 11$$

$$\Delta_{33} = C_{33} - (U_3 + V_3) = 80 - (30 - 20) = 70$$

Since $\Delta_{22} < 0$ so this is not optimal solution.

(4)			(3)
	+2	(8)	-2
	-2	(8)	(10)

New allocation

4			3
	2	8	0
	6		12

again checking optimality

Calculate U_i, V_j s.t. $C_{ij} = U_i + V_j$ for basic cells.
let $U_1 = 0$

$$C_{11} = U_1 + V_1 \Rightarrow 29 = 0 + V_1 \Rightarrow V_1 = 29$$

$$C_{14} = U_1 + V_4 \Rightarrow 20 = 0 + V_4 \Rightarrow V_4 = 20$$

$$C_{34} = U_3 + V_4 \Rightarrow 30 = U_3 + 20 \Rightarrow U_3 = 10$$

$$C_{32} = U_3 + V_2 \Rightarrow 18 = 10 + V_2 \Rightarrow V_2 = 8$$

$$C_{22} = U_2 + V_2 \Rightarrow 40 = U_2 + 8 \Rightarrow U_2 = 32$$

$$C_{23} = U_2 + V_3 \Rightarrow 50 = 32 + V_3 \Rightarrow V_3 = 18$$

calculate $\Delta_{ij} = C_{ij} - U_i + V_j$ for all non basic cells.

$$\Delta_{12} = C_{12} - (U_1 + V_2) = 40 - (0 + 8) = 32$$

$$\Delta_{13} = C_{13} - (U_1 + V_3) = 60 - (0 + 18) = 42$$

$$\Delta_{21} = C_{21} - (U_2 + V_1) = 80 - (32 + 29) = 19$$

$$\Delta_{24} = C_{24} - (U_2 + V_4) = 70 - (32 + 20) = 18$$

$$\Delta_{31} = C_{31} - (U_3 + V_1) = 50 - (10 + 29) = 11$$

$$\Delta_{33} = C_{33} - (U_3 + V_3) = 80 - (10 + 18) = 52$$

since all $\Delta_{ij}'s > 0$ so this is optimal situation.

$$F_1 - M_1 = 4$$

$$F_1 - M_4 = 3$$

$$F_2 - M_2 = 2$$

$$F_2 - M_3 = 8$$

$$F_3 - M_2 = 6$$

$$F_3 - M_4 = 12$$

$$\text{cost} = 29 \times 4 + 20 \times 3 + 40 \times 2 \\ + 50 \times 8 + 18 \times 6 + 30 \times 12$$

$$= \underline{\underline{Rs 1124}}$$

Q1 FOS 2011

Reduce the feasible solution $x_1 = 2, x_2 = 1, x_3 = 1$ for linear programming problem:

$$\text{Maximize } Z = x_1 + 2x_2 + 3x_3$$

$$\text{s.t. } x_1 - x_2 + 3x_3 = 4$$

$$2x_1 + x_2 + x_3 = 6$$

$$x_1, x_2, x_3 \geq 0$$

into a basic feasible solution.

Sol Given set of equation can be written as:

$$Z = C^T X$$

$$\text{s.t. } \alpha_1 x_1 + \alpha_2 x_2 + \alpha_3 x_3 = b \quad \text{--- (1)}$$

$$\text{where } X = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$\alpha_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$\alpha_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$\alpha_3 = \begin{bmatrix} 3 \\ 1 \end{bmatrix} \quad b = \begin{bmatrix} 4 \\ 6 \end{bmatrix}$$

Here $m=2$ so Basic feasible solⁿ of the set can't have more than 2 non-zero variables.

\therefore The given feasible solution is not Basic. In order to reduce this feasible solution to Basic feasible solution we have to make at least one variable zero. For this we proceed as

$$\text{Let } \alpha_1 = \lambda_2 \alpha_2 + \lambda_3 \alpha_3$$

$$\begin{bmatrix} 1 \\ 2 \end{bmatrix} = \lambda_2 \begin{bmatrix} -1 \\ 1 \end{bmatrix} + \lambda_3 \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

$$-\lambda_2 + 3\lambda_3 = 1$$

$$\lambda_2 + \lambda_3 = 2$$

$$\Rightarrow \lambda_3 = \frac{3}{4}$$

$$\lambda_2 = \frac{5}{4}$$

$$\alpha_1 = \frac{5}{4} \alpha_2 + \frac{3}{4} \alpha_3$$

$$4\alpha_1 - 5\alpha_2 - 3\alpha_3 = 0 \Rightarrow \sum_{i=1}^3 \lambda_i \alpha_i = 0$$

(2)

$$\lambda_1 = 4 \quad \lambda_2 = -5 \quad \lambda_3 = -3$$

$$\text{Now } v = \max_{1 \leq i \leq 3} \left\{ \frac{a_i}{x_i} \right\}$$

$$= \max_{1 \leq i \leq 3} \left\{ \frac{4}{2}, \frac{1}{-5}, \frac{1}{-3} \right\}$$

$$= \frac{4}{2} = \frac{21}{x_1}$$

∴ The variable x_1 should be zero or the vector α_1 should be eliminated

Substitute given feasible solⁿ in eq (1) we have

$$4\alpha_1 + \alpha_2 + \alpha_3 = b \quad (3)$$

from (2) & (3)

$$4 \left(\frac{5\alpha_2 + 3\alpha_3}{4} \right) + \alpha_2 + \alpha_3 = b$$

$$0 \cdot \alpha_1 + 6\alpha_2 + 4\alpha_3 = b$$

New feasible solution $x_1 = 0$, $x_2 = 6$, $x_3 = 4$

Here vector α_2 & α_3 i.e. $\begin{bmatrix} -1 \\ 1 \end{bmatrix}$ & $\begin{bmatrix} 3 \\ 1 \end{bmatrix}$ are linearly independent

Hence this feasible solution is basic feasible solution.