MP-1 PRACTICAL-1

1. Develop a python program to demonstrate the Graphical method in Linear Programming.

QUESTION:

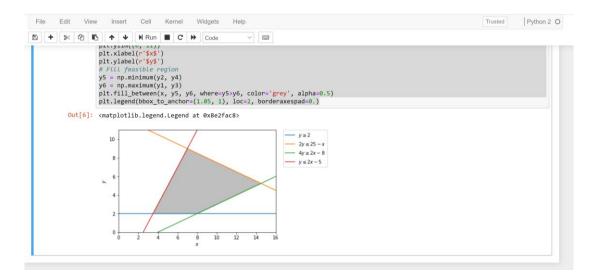
```
Maximize
Z=4x+3yZ=4x+3y
Subject TO:
x≥0
y≥2
2y≤25-x
4y≥2x-8
y≤2x-5
Solve LP graphically using python
```

Code:

```
import numpy as np
import matplotlib.pyplot as plt
%matplotlib inline
# Construct lines
\# x > 0
x = np.linspace(0, 20, 2000)
\# y >= 2
y1 = (x*0) + 2
# 2y <= 25 - x
y2 = (25-x)/2.0
#4y >= 2x - 8
y3 = (2*x-8)/4.0
# y <= 2x - 5
y4 = 2 * x - 5
# Make plot
plt.plot(x, y1, label=r'$y\geq2$')
plt.plot(x, y2, label=r'$2y\leq 25-x)
plt.plot(x, y3, label=r'$4y\geq 2x - 8$')
plt.plot(x, y4, label=r'$y\leq 2x-5)
plt.xlim((0, 16))
plt.ylim((0, 11))
plt.xlabel(r'$x$')
plt.ylabel(r'$y$')
# Fill feasible region
y5 = np.minimum(y2, y4)
y6 = np.maximum(y1, y3)
plt.fill_between(x, y5, y6, where=y5>y6, color='grey', alpha=0.5)
plt.legend(bbox_to_anchor=(1.05, 1), loc=2, borderaxespad=0.)
```

190031187

NERELLA VENKATA RADHAKRISHNA



2. Develop a python program to demonstrate the Simplex method

QUESTION:

Maximize Z=3 x1 + 5 x2

Subject To:

3 x1 + 2 x2 = 18

 $X1 \le 4$

2 x2 <= 12

X1 >=0

X2 >= 0

Solve LP using simplex method using Python

Code:

import numpy as np

import scipy as sp

c = [-3, -5]

A = [[1, 0], [0, 2], [3, 2]]

b = [4, 12, 18]

 $x0_bounds = (0, None)$

 $x1_bounds = (0, None)$

from scipy.optimize import linprog

Solve the problem by Simplex method in Optimization

res = linprog(c, A ub=A, b ub=b, bounds=(x0 bounds, x1 bounds), method='simplex', options={"disp": True})

print res

190031187

NERELLA VENKATA RADHAKRISHNA

