Linear Programming

Â Linear Programming Problem(LPP)

A linear programming problem deals with the optimisation (maximisation and minimisation) of a linear function of two variables, known as objective function subject to the conditions that the variables are non negative and satisfy a set of linear inequalities(called linear constraints)

Terms

A Objective function

Linear function Z = ax + by (where a and b are constrants) which has to be maximised or minimised is called a linear objective function

A Decision variable

In the objective function z = ax + by, x and y are called decision variable

A Constraints

The linear inequalities or restrictions on the variables of an LPP are called constraints. The conditions $x \ge 0$ and $y \ge 0$ are called non negative constraints.

A Feesible Region

The common region determined by all the constraints including non negative constraints of an LPP is called feesible region for the problem

Â Feesible solutons:

Points within and on the boundary of the feesible region for an LPP represent feesible solutions.

A Infeesible solution:

Any point outside feesible region is called on infeesible solution

A Optimal solution

Any point in the feesible region that gives the optimal value(maximum or minimum) of the objective function is called an optimal solution

Theorem 1:

Let R be the feesible region (convex polygon) for an LPP and let z = ax + by be the objective function. When z has an optimum value(maximum or minimum), where x and y subject to the constraints described by linear inequalities, this optimal value must occur at a corner point(vertex) of the feesible region

Â Theorem 2

Let R be the feesible region for an LPP and let z = ax + by be the objective function. If R is bounded, then the objective function z has both a maximum and a minimum value on R and each of these occur at a corner point of R.

Note:

If the feesible region is unbounded, the maximum or minimum value of the objective function may or maynot exist.

If it exist, it must occur at a corner point of R.