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## **Chapter 3: Linear Programming: Graphical Method**

## 3. Special cases of the graphical method:

**a. Multiple optimal solutions:** In some cases, we find more than one optimal solution, that is, the values of the objective function Z are equal.

### Example

Max:  $Z=2X_1+4X_2$   $X_1 \le 8$   $X_2 \le 3$   $3X_1+6X_2 \le 30$  $X_1 \ge 0, X_2 \ge 0$ 

Solution:

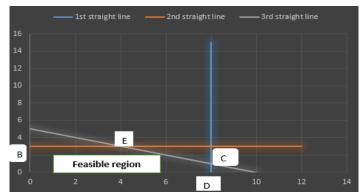
- Converting the inequalities forming the constraints of the problem into equations as follows:

 $X_1 = 8$  $X_2 = 3$  $3X_1 + 6X_2 = 30$ 

3 <sup>rd</sup> straight line: 3X <sub>1</sub> +6X <sub>2</sub> = 30			
	X <sub>1</sub>	$\mathbf{X}_2$	
point 1	0	5	
point 2	10	0	
	After drav	wing the	
	straight l	ine, we	
	shade the region that		
	achieves	the	
	inequality	solutions	
	for the	third	
	constraint,	which are	
	all the poi	nts under	
	the line.		

# Feasible solutions to the LP:

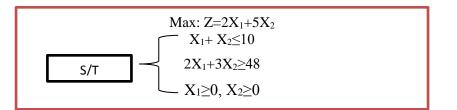
corner			Z
points	$X_1$	$X_2$	
А	0	0	0
В	0	3	12
С	8	1	20
Е	4	3	20
D	8	0	16



We note that the feasible region is confined to the area (A, B, E, C, D), and through the results obtained, the optimal solution is achieved at the two points E, C, which represent the greatest possible profit, and here the company can choose the best and most appropriate decision for it.

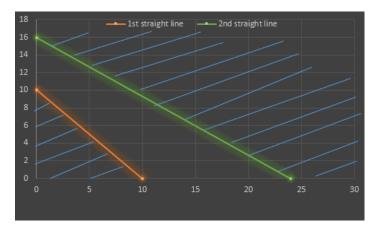
**2.** Lack of solutions: In this case, the feasible region cannot be formed, which requires modification of the model.

#### Example



Solution :

1 <sup>st</sup> straight line: X <sub>1</sub> +X <sub>2</sub> = 10		2 <sup>nd</sup> straight line: 2X <sub>1</sub> +3X <sub>2</sub> = 48			
	<b>X</b> 1	$\mathbf{X}_2$		<b>X</b> 1	$\mathbf{X}_2$
point 1	0	10	point 1	0	16
point 2	10	0	point 1	24	0
No possible solutions area					



We note from the figure that there is no area of possible solutions, i.e. no optimal solution, which necessitates reconsidering the model, whether by adding other restrictions or correcting the previous restrictions, so that the area of possible solutions is formed.

**3.** The case that one of the constraints (conditions) does not affect the feasible region: In this case, we find that one of the constraints is far from the feasible region, that is, it does not affect the optimal solution, in the sense that it can be deleted from the form.

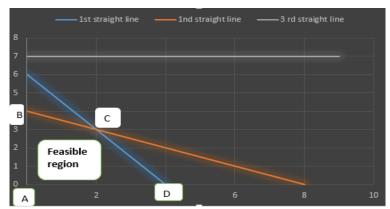
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#### Example

$\begin{array}{c} Max: Z = 12X_1 + 8X_2 \\ 6X_1 + 4X_2 \leq 24 \end{array}$
$2X_1 + 4X_2 \le 16$
X2 <u>≤</u> 7
$X_1 \ge 0, X_2 \ge 0$

#### **Solution :**

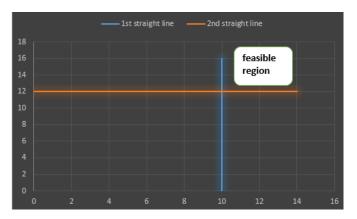
1 <sup>st</sup> straight line: 6X <sub>1</sub> + 4X <sub>2</sub> =24		2 <sup>nd</sup> straight line: 2X <sub>1</sub> +4X <sub>2</sub> =16			
	X <sub>1</sub>	$\mathbf{X}_{2}$		$\mathbf{X}_{1}$	$\mathbf{X}_{2}$
point 1	0	6	point 1	0	4
point 2	4	0	point 2	8	0



We note from the figure that the area of possible solutions is defined by the lines 1 and 2 and is confined to the area (A, B, C, D). It did not change when we added constraint 3, that is, constraint 3 did not affect the area of possible solutions. Thus it can be excluded from the mathematical model and solve the model with only two equations.

**4. Case of an infinite number of solutions (infinite objective function):** In this case, the objective function increases indefinitely without affecting the constraints. **Example:** 

$\begin{array}{c} \text{Max}: \text{Z=}6\text{X}_1 \text{+}4\text{X}_2 \\ \text{X}_1 \text{\geq} 10 \end{array}$	
X <sub>2</sub> ≥12	
$X_1 \ge 0, X_2 \ge 0$	



We note from the figure that the solution area goes to infinity, that is, the existence of an infinite number of solutions, which requires referring to the mathematical model and re-correcting or modifying it.