

# Today's Do-Now (1.23.15)

In your 1-sub. Notebook with date

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1. Have Day 2 HW out with HW Cal.
2. Find the solution set to the system of linear inequalities:

$$y > -x + 4$$

$$y > x - 2$$

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# **Math3 – Unit 1 Day 3**

## **PPT #1**

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# **Linear Programming**

**A Method for Determining  
Maximums and Minimums**

# History

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- George Dantzig developed its foundational concepts between 1947-1949.
- During WWII he worked on proposed schedules of training, logistics supply, and deployment.

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- He was the first to express the criterion for selecting a good or best plan as an explicit mathematical *function*, now called an *objective function*.
  - Developed the simplex algorithm that finds the *optimal solution* for a set of linear inequalities.
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# First Problem Dantzig Solved

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- A minimum cost diet problem that involved nine equations (nutrition requirements) with seventy-seven *decision variables*.
  - It took 120 man days using hand-operated desk calculators.
    - Now a personal computer could solve it in less than one second.
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# For Example: Nabisco



# Key Operations for the NABISCO Biscuit Division:

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## □ Baking

- Raw materials are fed into an oven on a conveyor belt

## □ Secondary operations

- Sorting, packaging, and labeling
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# Scheduling Biscuit Production is Difficult:

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- ❑ The ovens can't be used to bake all products
  - ❑ Efficiency of ovens varies
  - ❑ Production must be planned to keep the manufacturing and transportation costs as low as possible.
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# Questions To Be Answered With Mathematical Model

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- Where should each product be produced?
  - How much of each product should be assigned to each oven?
  - As new products are developed where should new plants be developed?
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# Problem

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- Study of the differences between “dump” pack vs. “slug” pack.
    - Dump – cookies are loose
    - Slug – Crackers are stacked in columns and wrapped separately.
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- Model was used to plan the equipment changeover for different locations to convert to “slug” packaging.
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# Realistic Problems To Be Solved at Nabisco in 1983...

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- Could involve:
    - 150 products
    - 218 facilities
    - 10 plants
    - 127 customer zones
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- A problem this size would use:
    - Over 44,000 *decision variables*
    - Almost 20,000 *constraints*
  
  - These problems were routinely solved in 1983 on an IBM computer in under 60 seconds!
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# Foe Example: Agricultural Production in Chang Qing, China

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# The Problem to Solve:

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- County officials used linear programming to aid farmers in their choices of crops.
  - They wished to increase profit while protecting the environment
  - Problem had over 3000 variables and 100 constraints
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# Wheat



# Rice



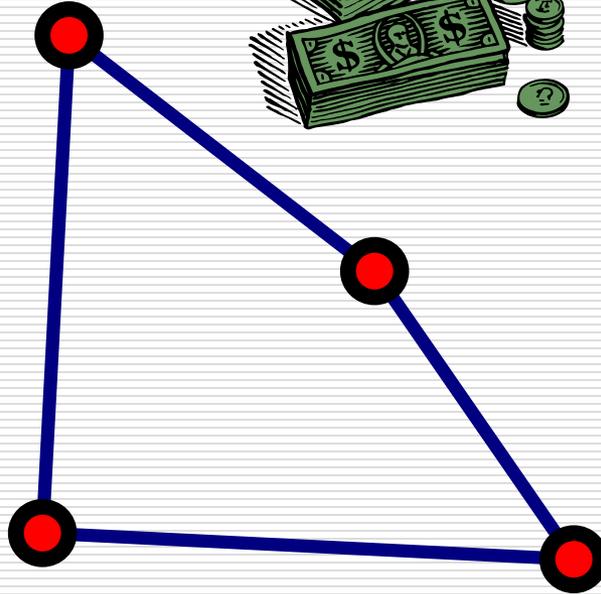
Nongmuyu ye bu waishi si and Zhongguo nongxue hui, ed.,  
*Zhongguo nongye*, (Beijing: Nongye chuban she, 1983), p.100.

Courtesy of:  
: <http://www.chamberlain.net.au/~ken/china/pictures/photo11.html>

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- Using the model led to 12% increase in crop profits and a 54% increase in animal husbandry profits.
  - It improved the region's ecology and diversified the economy.
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# Terminology

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# Variables

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- Represent the quantities that a manager can change



# Objective Function

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- The *equation* that represents the goal of either maximizing profit or minimizing cost



# Constraints

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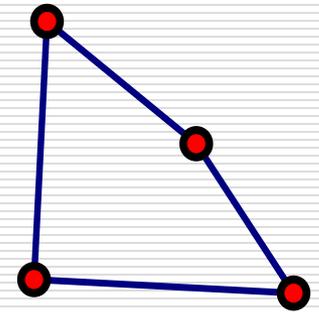
- Limitations created by scarce resources (time, equipment, etc.)
- Expressed algebraically by *inequalities*



# Feasible Region

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- Area containing all the points that satisfy the constraints (System solutions)

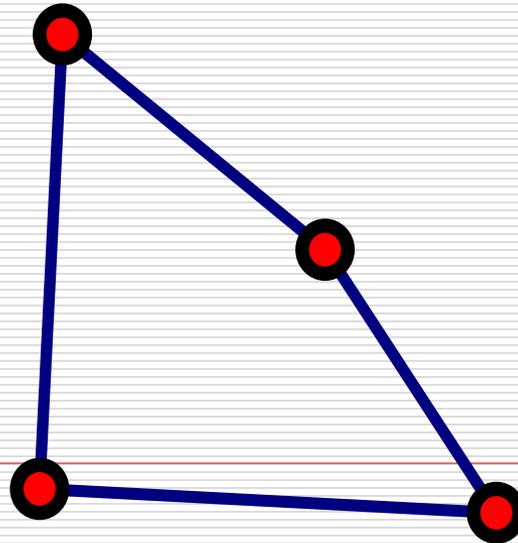


- All possible solutions to the problem lie in the feasible region, on the boundary, at the vertices.
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# Vertices

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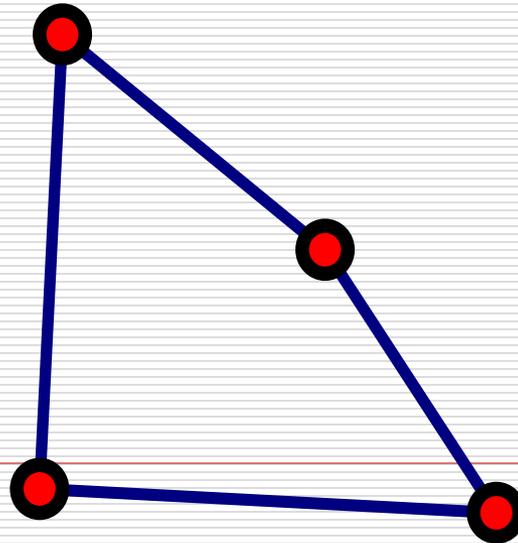
- The optimal solution (the MAX/min) will **always** be at a vertex of the feasible region.



# STEP 1

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- Read the problem
- Choose the variables

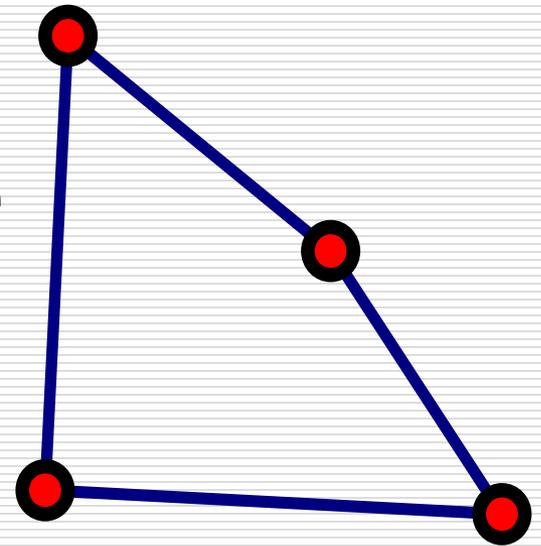


# STEP 2

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Write the constraints  
(inequalities)

Write the Objective  
Function

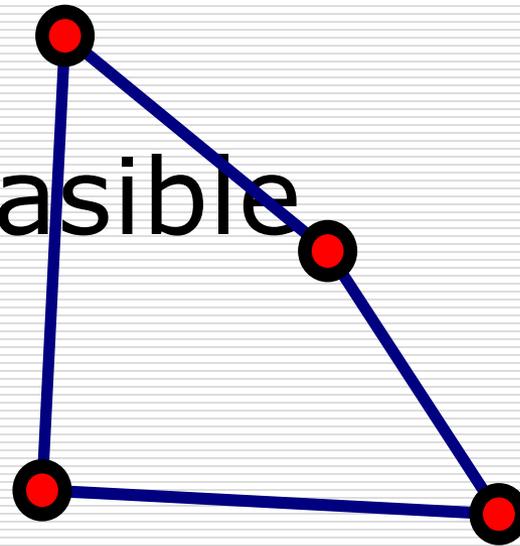


# STEP 3

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□ Graph the constraints (inequalities)

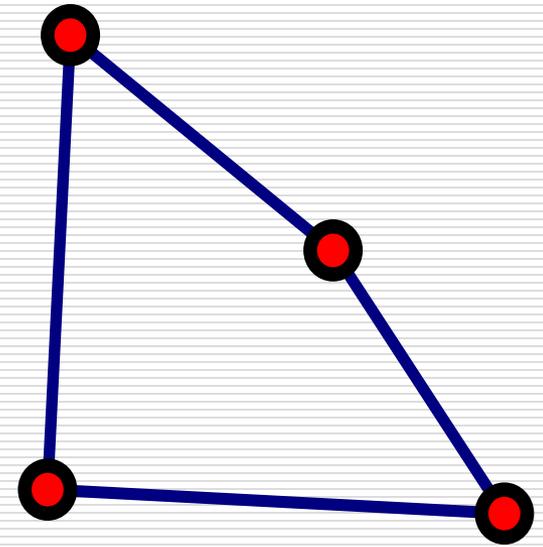
□ Shade the Feasible Region



# STEP 4

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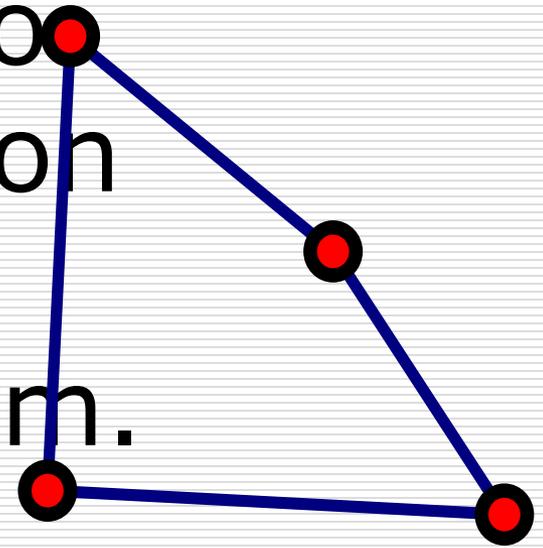
□ Find the vertices -  
the intersections of  
each two lines  
graphed



# STEP 5

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- Substitute each vertex ordered pair into the Objective Function to determine the solution to the Linear Programming problem.



# Example 1

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□ Open the next PPT!

