Lesson 13.1: Linear Programming

Linear Programming: a mathematical technique for maximizing or minimizing the objective function (shown below) based on constraints.

$$z = Ax + By$$

Feasible Points: The coordinates (*x*, *y*) that satisfies the system of linear inequalities or constraints.

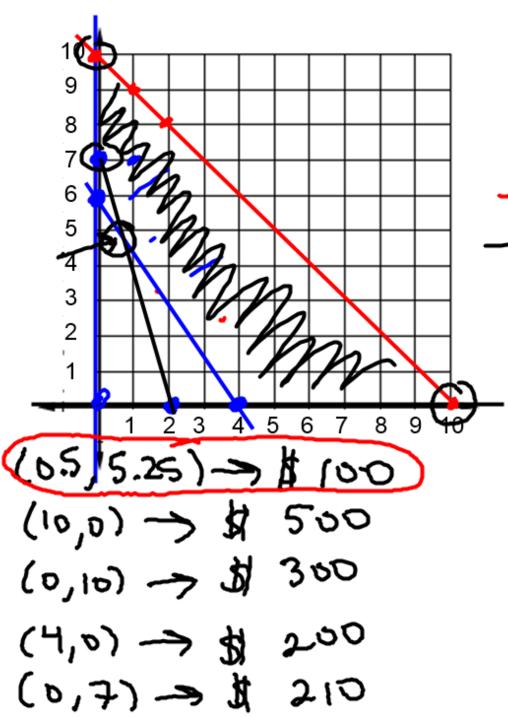
The Solution: The feasibile point(s) that maximizes or minimizes the objective function.

Linear Programming:

- 1. Identify the Two Variables
- Construct the Objective Function (What are you trying to maximize/minimize?)
- 3. Construct the Constraints (or Inequalities)
- 4. Identify Vertices of the Shaded Region
- 5. Identify the Vertex that Maximizes/Minimizes the Objective Function.

In a factory, machine 1 produces <u>8-inch pliers at the rate of 60 units per hour and 6-inch pliers at the rate of 70 units per hour. Machine 2 produces <u>8-inch pliers at a rate of 40 units per hour and 6-inch pliers at the rate of 20 units per hour. It costs \$50 per hour to operate machine 1, and machine 2 costs \$30 per hour to operate. The production schedule requires that <u>at least 240 units of 8-inch pliers and at least 140 units of 6-inch pliers be produced during the 10-hour day. Which combination of machines will cost the least money to operate?</u></u></u>

X-Machine 1 hrsy-Machine 2 hrs<math>Cost = 50X + 30y $60X + 40y \ge 240$ $70X + 20y \ge 140$



x≥0 y≥0 x+y≤10 → y≤-x→10 60x+40y≥ 240 ¬0x+20y≥ 140

Cost = 50x + 30y

Machine 1 1/2 hr

Machine 2 5 hrs 15 min

$$60x + 40y = 240$$

 $(70x + 20y = 140) - 2$

$$60x + 40y = 240$$

$$+ -140x - 40y = -280$$

$$-80x = -40$$

$$-80 = -80$$