Subject Name: Optimization Techniques

Subject Code: BCA-404 N

Subject Topic: Special Cases of Graphical Solution for LPP

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Graphical Method-Special cases

- **Unique optimal solution**
- Multiple optimal solution
- Unbound optimal solution
- No feasible solution

Solve the following linear programming problem graphically:

Max.
$$Z = 4x + y \dots (1)$$

subject to the constraints:

$$x + y \le 50 \dots (2)$$

$$3x + y \le 90 \dots (3)$$

$$x \ge 0, y \ge 0 \dots (4)$$

Solution:

• The shaded region given in the figure below is the feasible region determined by the system of constraints (2) to (4).

• We observe that the feasible region OABC is bounded. So, we now use Corner Point Method to determine the maximum value of Z.

• The coordinates of the corner points O, A, B and C are (0, 0), (30, 0), (20, 30) and (0, 50) respectively.

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Corner Point	Corresponding value of Z	
(0, 0) (30, 0)	0 120 ←	Maximum
(20, 30) (0, 50)	110 50	

Hence, maximum value of Z is 120 at the point (30, 0).

Case 1:UNIQUE OPTIMAL SOLUTION

Solve the following linear programming problem graphically:

Min. Z = 200 x + 500 y ... (1)

subject to the constraints:

 $x + 2y \ge 10 \dots (2)$ $3x + 4y \le 24 \dots (3)$

and x , $y \ge 0 ... (4)$

- The shaded region in Fig B is the feasible region ABC determined by the system of constraints (2) to (4), which is bounded.
- The coordinates of corner points A, B and C are (0,5), (4,3) and (0,6) respectively.
- Now we evaluate Z = 200x + 500y at these points.



Hence, minimum value of Z is 2300 attained at the unique point (4, 3).

Case2:MULTIPLE OPTIMAL SOLUTION

Solve by using graphical method Max Z = 4x1 + 3x2Subject to constraints $4x_{1} + 3x_{2} < 24$ $x_1 < 4.5$ x2 < 6 and x1, $x2 \ge 0$ Solution: The first constraint $4x_{1+} 3x_{2} \le 24$, written in a form of equation 4x1 + 3x2 = 24Put x1 = 0, then x2 = 8Put $x^2 = 0$, then $x^1 = 6$ The coordinates are (0, 8) and (6, 0)The second constraint $x_1 \le 4.5$, written in a form of equation x1 = 4.5The third constraint $x_2 \le 6$, written in a form of equation $x^2 = 6$





Corner Point	Corresponding value of Z
A (0,6)	18
B (1.5,6)	24
C (4.5,2)	24
D (4.5,0)	18

The corner points of feasible region are A, B, C and D.
Max Z = 24, which is achieved at both B and C corner points. It can be achieved not only at B and C but every point between B and C.

•Hence the given problem has multiple optimal solutions.

Case 3: UNBOUNDED SOLUTION

Solve by graphical method Max Z = 3x1 + 5x2Subject to $2x1 + x2 \ge 7$ $x1 + x2 \ge 6$ $x1 + 3x2 \ge 9$ and x1, $x2 \ge 0$

• Solution:

The first constraint $2x1+x2 \ge 7$, written in a form

of equation 2x1 + x2 = 7

Put x1 = 0, then x2 = 7

Put $x^2 = 0$, then $x^1 = 3.5$

The coordinates are (0, 7) and (3.5, 0)

The second constraint $x1+x2 \ge 6$, written in a form of equation x1+x2 = 6Put x1 = 0, then x2 = 6Put x2 = 0, then x1 = 6The coordinates are (0, 6) and (6, 0).

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The third constraint $x1+3x2 \ge 9$, written in a form of equation x1+3x2 = 9Put x1 = 0, then x2 = 3Put x2 = 0, then x1 = 9 The coordinates are (0, 3) and (9, 0) Continue.....



Corner Points	Value of Z
A (0,7)	35
B (1, 5) (Solve the two equations 2x1+x2 = 7 and x1+x2 = 6 to get the coordinates)	28
C (4.5, 1.5) (Solve the two equations x1+x2 = 6 and x1+ 3x2 = 9 to get the coordinates)	21
D (9, 0)	27

The corner points of feasible region are A, B, C and D.

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- The values of objective function at corner points are 35, 28, 21 and 27.
- But there exists infinite number of points in the feasible region which is unbounded.
- The value of objective function will be more than the value of these four corner points i.e. the maximum value of the objective function occurs at a point at ∞.
- Hence the given problem has unbounded solution.

Case 4:NO FEASIBLE SOLUTION

Solve graphically Max Z = 3x1 + 2x2Subject to $x1+x2 \le 1$ $x1+x2 \ge 3$ and $x1, x2 \ge 0$

Solution:

The first constraint $x1+x2 \le 1$, written in a form of equation x1+x2 = 1Put x1 = 0, then x2 = 1Put x2 = 0, then x1 = 1The coordinates are (0, 1) and (1, 0)

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The first constraint $x1+x2 \ge 3$, written in a form of equation x1+x2 = 3Put x1 = 0, then x2 = 3Put x2 = 0, then x1 = 3The condimension (0, 2) = 1/(2, 0)

The coordinates are (0, 3) and (3, 0)



• There is no common feasible region generated by two constraints together i.e. we cannot identify even a single point satisfying the constraints.

• Hence there is no feasible solution.

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