

## Slack and Surplus Variables :-

Definition : 1 (Slack Variables).

Let the constraints of a General LPP be  $\sum_{j=1}^n a_{ij} x_j \leq b_i$   $i = 1, 2, \dots, k$

Then, the non-negative variables  $x_{n+i}$  which satisfy

$$\sum_{j=1}^n a_{ij} + x_{n+i} = b_i \quad i = 1, 2, \dots, k$$

are called slack variables.

Definition : 2 (Surplus Variables)

Let the constraints of a general LPP be  $\sum_{j=1}^n a_{ij} x_j \geq b_i$   $i = k+1, k+2, \dots, l$

Then the non-negative variables  $x_{n+i}$  which satisfy

$$\sum_{j=1}^n a_{ij} x_j - x_{n+i} = b_i \quad i = k+1, k+2, \dots, l$$

## 3.5 Canonical and standard forms of LPP

After the formulation of linear programming problem (LPP) the next step is to obtain its solution. But for the solution of any linear programming problem, the problem must be available in a particular forms. Two forms are dealt with here, the Canonical forms and the Standard forms.

## The Canonical forms

(13) The general formulation of linear programming problem discussed in the previous section can always be put in the following forms

$$\text{Maximize } z = c_1x_1 + c_2x_2 + \dots + c_nx_n$$

Subject to the constraints:-

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n \leq b_1;$$

$$x_1, x_2, \dots, x_n \geq 0$$

by making use of some elementary transformations. This form of LPP is called the canonical form of LPP.

(i) The objective function is of the maximization type.

The minimization of a function  $f(x)$  is equivalent to the maximization of the negative expression of this function,  $-f(x)$ .

$$\text{(i.e.) minimize } f(x) = - \text{maximize } \{ -f(x) \}$$

## The standard form:

The general LPP is in the form.

$$\text{maximize or minimize } z = c_1x_1 + c_2x_2 + \dots + c_nx_n$$

subject to the constraints

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_i \quad i = 1, 2, \dots, n$$

$$x_1, x_2, \dots, x_n \geq 0$$

is known as the standard form



## Graphical Solution Method :-

✓ 1. Q. No.

Find the maximum value of  $z = 4x_1 + 3x_2$   
Subject to constraints

$$2x_1 + x_2 \leq 1000$$

$$x_1 + x_2 \leq 800$$

$$x_1 \leq 400$$

$$x_2 \leq 700$$

$$x_1 \geq 0 \text{ and } x_2 \geq 0.$$

Soln:

The given constraints are converted  
inequality into equality.

$$2x_1 + x_2 = 1000 \rightarrow \textcircled{1}$$

$$x_1 + x_2 = 800 \rightarrow \textcircled{2}$$

$$x_1 = 400 \rightarrow \textcircled{3}$$

$$x_2 = 700 \rightarrow \textcircled{4}$$

put  $x_1 = 0$  in  $\textcircled{1}$

$$x_2 = 1000$$

The point  $A = (x_1, x_2) = (0, 1000)$ .

put  $x_2 = 0$  in  $\textcircled{1}$

$$2x_1 = 1000$$

$$x_1 = \frac{1000}{2}$$

$$x_1 = 500$$

The point  $B = (x_1, x_2)$

$$= (500, 0)$$

put  $x_1 = 0$  in  $\textcircled{2}$

$$x_2 = 800$$

The point  $C = (0, 800)$

put  $x_2 = 0$  in ③

$x_1 = 800$

The point D = (800, 0)

The point E = (400, 0)

The point F = (0, 700)

$\therefore A = (0, 1000)$

$B = (500, 0)$

$C = (0, 800)$

$D = (800, 0)$

$E = (400, 0)$

$F = (0, 700)$

$2x_1 + x_2 = 1000 \rightarrow ①$

$x_1 + x_2 = 800 \rightarrow ②$

$x_1 = 400 \rightarrow ③$

$x_2 = 700 \rightarrow ④$



①  $\Rightarrow 2x_1 + x_2 = 1000$

②  $\Rightarrow x_1 + x_2 = 800$

$x_1 = 200$

①  $\Rightarrow 2(200) + x_2 = 1000$

$x_2 = 1000 - 400$

$x_2 = 600$

$\therefore$  The point G = (200, 600)

put  $x_1 = 400$  in ①,

$2x_1 + x_2 = 1000$

$2(400) + x_2 = 1000$

$x_2 = 1000 - 800$

$x_2 = 200$

The point H = (400, 200)

Put  $x_2 = 700$  in (3)

$$x_1 + x_2 = 800$$

$$x_1 = 800 - 700$$

$$x_1 = 100$$

The point I = (100, 700)

The point J = (400, 0)

The point K = (0, 700)

Compute the z values to the corresponding extreme points.

Extreme points	$(x_1, x_2)$	$Z = 4x_1 + 3x_2$
O	(0, 0)	0
P	(400, 200)	$Z = 4(400) + 3(200)$ $= 2200$
Q	(400, 0)	$Z = 4(400) = 1600$
R	(0, 700)	$Z = 3(700) = 2100$
S	(200, 600)	$Z = 4(200) + 3(600) = 2600$
T	(100, 700)	2500

$\therefore$  The optimum solution is that extreme point for which the objective function has the largest value.

Thus, the optimum solution occurs at the point  $x_1 = 200$  &  $x_2 = 600$  with the objective function value of Rs. 2600.



all the constraints are <sup>of</sup> the ' $\leq$ ' type.

Q.1. Use graphical method to solve the following

LPP:

$$\text{Maximize } z = 6x_1 + x_2$$

subject to the constraints

$$2x_1 + x_2 \geq 3$$

$$x_2 - x_1 \geq 0$$

$$x_1, x_2 \geq 0.$$

~~Ans:~~

$$2x_1 + x_2 = 3 \rightarrow \textcircled{1}$$

$$x_2 - x_1 = 0 \rightarrow \textcircled{2}$$

put  $x_1 = 0$  in  $\textcircled{1}$

$$x_2 = 3.$$

The point  $A(x_1, x_2) = (0, 3)$

put  $x_2 = 0$  in  $\textcircled{1}$

$$x_1 = \frac{3}{2}$$

$\therefore$  The point  $B = (\frac{3}{2}, 0)$ .

(i.e.)  $B(1.5, 0)$ .

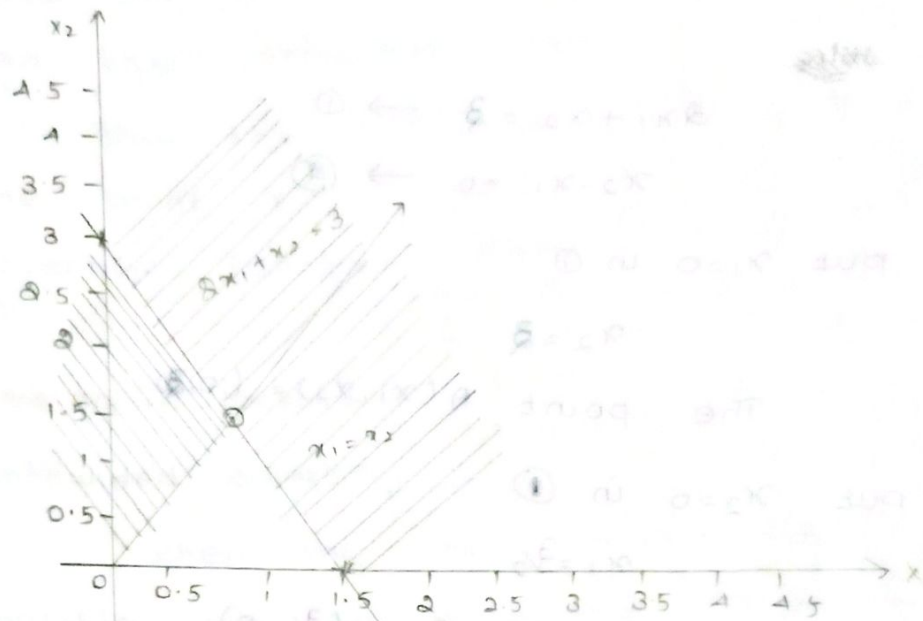
Soln:

The problem is depicted graphically. The two extreme points of the feasible region are A and B. The feasible region (solution space) is unbounded.

The value of the objective function at the extreme point A(1, 1) and B(0, 3) are 7 and 3 respectively.

But there exist number of points in the feasible region for which the value of the objective function is more than 7, thus both the variables  $x_1$  &  $x_2$  can be made arbitrarily large and the value of  $Z$  also increased. Hence the problem has unbounded solution.

$$\textcircled{2} \Rightarrow x_2 = x_1$$



2. Solve the following LPP.

$$\text{Maximize } z = x_1 + x_2.$$

Subject to the constraints:

$$x_1 + x_2 \leq 1$$

$$-3x_1 + x_2 \geq 3$$

$$\therefore x_1 \geq 0, x_2 \geq 0$$

Soln:

$$x_1 + x_2 = 1 \rightarrow \textcircled{1}$$

$$-3x_1 + x_2 = 3 \rightarrow \textcircled{2}$$

put  $x_1 = 0$  in  $\textcircled{1}$

$$x_2 = 1$$

$\therefore$  The point  $A = (0, 1)$ .

put  $x_2 = 0$  in (1)

$$x_1 = 1$$

$$B = (1, 0)$$

put  $x_1 = 0$  in (2)

$$x_2 = 3$$

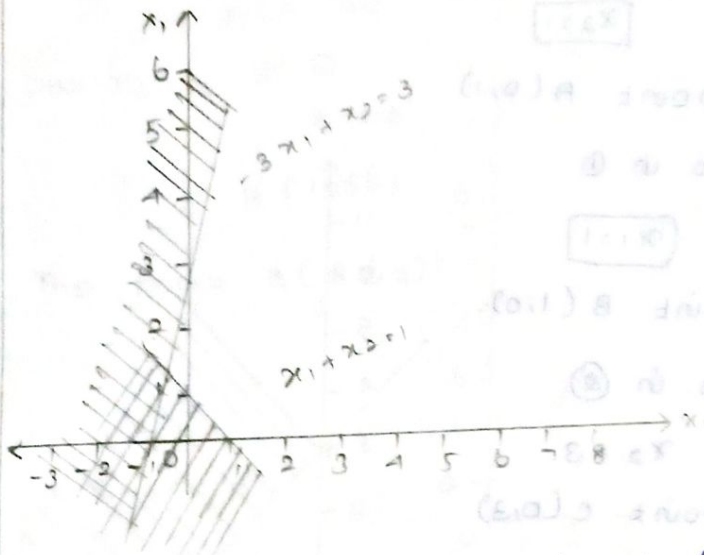
$\therefore$  The point  $C(0, 3)$

put  $x_2 = 0$  in (3)

$$-3x_1 = 3$$

$$x_1 = -1$$

$\therefore$  The point  $D(-1, 0)$



The problem is depicted graphically in figure. As shown in the figure there is no point  $(x_1, x_2)$  which can be in both the regions (satisfy both the constraints) there exist no solution to the given problem.

Hence there is infeasible solution.