Math 3210 Tutorial 7

Introduction to solving Linear Programing problem in Excel:

The use of Solver:

Here the most important tools in solving LP (Linear Programming) is the Solver application. For Excel Office 2007 or above, the Solver can be found in the "Data" section. If you cannot find "Solver" in the tab "Tools", that means you have never used it on your machine before. Then you should add it to your machine. In Excel 2007, you should use the "File" and then "Excel Options" to get to "Add-ins". Then a window called "Add-ins available" pops up. Tick "Solver add-in" and then click the OK button. Then you will have the "Solver" in your "Data".

Adding in Solver in Excel:

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Demonstration of solving a linear programing problem:

Assume we want to solve the following linear programing problem:

$$\begin{aligned} & \text{Maximised } z = 8x_1 + 9x_2 + 5x_3 \\ & \text{Subject to} \begin{cases} x_1 + x_2 + 2x_3 \leq 2 \\ 2x_1 + 3x_2 + 4x_3 \leq 3 \\ 6x_1 + 6x_2 + 2x_3 \leq 8 \end{cases} \end{aligned}$$

Entering the variables:

The most straight forward way is to reference each variable to a particular cell, enter the variables, the numbers that correspond to matrix A, vector C and the vector b separately.

	Α	В	С	D	E	F	G	Н	1	J	К	
1												
2		Variables			Constraints matrix (A)					Constra	ints Values	
3		X1	0		1	1	2			b1	2	
4		X2	0		2	3	4			b2	3	
5		Х3	0		6	6	2			b3	8	
6												
7		Maximised Fun	ction									
8		C1	8									
9		C2	9									
10		C3	5									
11												
12												
13												

Here for clarity I suggest that you name your range in the following manners

Range	Names
C3:C5	Variables
K3:K5	Constraints
E3:G6	Amatrix

Setting up the equations for the constraints:

Here we introduce the column **Ax** and the Cell max Value.

	А	В	С	D	E	F	G	Н	- I -	J	К
1											
2		Variables			Const	Constraints matrix (A)		Ax		Constra	ints Values
3		X1	0		1	1		2		b1	2
4		X2	0		2	3		<mark>4</mark> (b2	3
5		Х3	0		6	6		2(b3	8
6									1/		
7		Maximised Fun									
8		C1	8								
9		C2	9								
10		C3	5								
11	(Max Value	0	\sum							
12											
13											
14											

Here we get used of the **sum product equation** and the **matrix multiplication** equation

Explanation:

AX is calculated by the Excel formula MMULT(E3:G5,C3:C5).

- 1) Select (H3:H5)
- 2) type in MMULT ("then you select E3:G5 ","then you select C3:C5") Press enter
- 3) Then press "Ctrl" + "Shift" + "Enter"

H3	,	\cdot : $\times \sqrt{f_x}$	{=MMUL1	r(E3:G5,C3:C	:5)})						
	А	В	С	D	E	F	G	н	. I.	J	К	
1												
2		Variables			Const	raints matr	rix (A)	Ах		Constra	ints Values	
3		X1	0		1	1	2	C		b1	2	
4		X2	0		2	3	4	C		b2	3	
5		Х3	0		6	6	2	C		b3	8	
6												
7		Maximised Fun	oction									
8		C1	8									
9		C2	9									
10		C3	5									
11		Max Value	0									
12												
13												

Max value is the value that we need to maximized and you can set max variable = **B11**.

Then you the value of 11 = C3 * C8 + C4 * C9 + C5 * C10, or you can set

B11 = sumproduct (C3:C5, C8:C10).

C11		- : 🗙 🗸 f.	=SUMPR	ODUCT(C3:	C5,C8:C10)	>					
	А	В	С	D	E	F	G	Н	1	J	К
1											
2		Variables	;		Const	Constraints matrix (A) Ax					ints Values
3		X1	0		1	1	2	. 0		b1	2
4		X2	0		2	3	4	. 0		b2	3
5		Х3	0		6	6	2	. 0		b3	8
6											
7		Maximised Fur	nction								
8		C1	8								
9		C2	9								
10		C3	5								
11		Max Value	0								

Now we are ready to apply our Solver application:

Go to the Data part and select Solver

Set Objective column:

For the **Set objective** column, select the cell that you need to maximized:

And of cause you need to Max:

вс	Set Objective: SCS11
Variables	
X1 0	To: O Min O Value Of: 0
X2 0	By Changing Variable Cells:
X3 0	
Maximised Function	Subject to the Constraints:
C1 8	Add
C2 9	Change
Max Value 0	
	Delete
	Reset All
	<u>L</u> oad/Save
	Make Unconstrained Variables Non-Negative
	Select a Solving Method: GRG Nonlinear
	Solving Method
	Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.
	Help Solve Close

By Changing Variable Cell Column:

Press the red button and select the section that you have defined as variables, hence select C3 to C5 in our case.

В	С	Solver Parameters			
Variab	les	Se <u>t</u> Objective: s	C\$11		
X1	0				
X2	0	To: 💿 <u>M</u> ax 🔘	Mi <u>n</u> 🔘 <u>V</u> alue Of:	0	
K3	0				
	0	By Changing Variable Cells:			(FT)
Maximised I	Function	SCS3:SCS5			
1	8	Subject to the Constraints:			
.2 3	9			·····	Add
/lax Value	0			[<u>C</u> hange
					Delete
					<u>R</u> eset All
		_		-	<u>L</u> oad/Save
		Make Unconstrained Varia	bles Non-Negative		
		Select a Solving Method:	GRG Nonlinear		O <u>p</u> tions
		Solving Method Select the GRG Nonlinear en Simplex engine for linear Sol problems that are non-smoo	gine for Solver Problems tha ver Problems, and select the th.	it are smooth nonli Evolutionary engi	near. Select the LP ne for Solver
		Help	F	Solve	Close

Adding in the constraints $AX \leq b$.

For the Subject to the constraints section, press **ADD**.

Since we need $AX \leq b$



Select (H3:H5) \leq (k3:k5), then press OK.

Making sure that the variables are non-negative and telling the solver to use the Simplex methods.

Se <u>t</u> Objective:	\$C\$11			(
To: 💿 <u>M</u> ax) Mi <u>n</u>	─ <u>V</u> alue Of:	0	
<u>By</u> Changing Variable	Cells:			
Variables				
S <u>u</u> bject to the Constra	ints:			
Ax <= Constraints			*	Add
				<u>C</u> hange
				<u>D</u> elete
				<u>R</u> eset All
			-	Load/Save
✓ Make Unconstrain	ed Variables N	lon-Negative		
S <u>e</u> lect a Solving Metho	od: S	implex LP		O <u>p</u> tions
Solving Method				
Select the GRG Nonli Simplex engine for li problems that are no	inear engine fo near Solver Pro on-smooth.	or Solver Problems oblems, and select	that are smooth nor the Evolutionary eng	nlinear. Select the LP gine for Solver

Solving the system:

Press "Solve". Select "keep Solver solution" and press "OK".

	Α	В	С	D	E	F	G	Н	1	J	K	L
1												
2		Variables			Constraints matrix (A)		rix (A)	Ах		Constra	ints Values	
3		X1 1			1	1	2	1.333333		b1	2	
4		X2	0.333333		2	3	4	3		b2	3	
5		Х3	0		6	6	2	8		b3	8	
6												
7		Maximised Function										
8		C1	8									
9		C2	9									
10		C3	5									
11	\langle	Max Value	11	ノ								

More function of the constraints:

When you set the variables as "**Integer**", the Solver will try to maximize the objective function while keeping the Xs as integer from.

Α	В	С	D	E	F	G	Н	I	J	К	
	Variables			Add Constrai	int				×	nts Values	
	X1 X2	1 0.333333		C <u>e</u> ll Refere \$C\$3:\$C\$5	nce:	int	Co <u>n</u> stra	int:		2	
	X3 Maximised Fun	oction		<u>O</u> K		Ado	L L	<u>C</u> anc	el	8	
	C1 C2 C3	8 9 5									
	Max Value	11									

Set Objective: SCS11 To: Max Min Yalue Of: By Changing Variable Cells: Image: Constraints: Variables Image: Constraints: Ax <= Constraints Add Yariables = integer Image: Constraints Image: Constraints Image: Constraints Variables = integer Image: Constraints Image: Constraints	olver Parameters			
To: Max Min Value Of: 0 By Changing Variable Cells: Variables Image: Constraints Variables Image: Constraints Add Subject to the Constraints: Image: Constraints Image: Constraints Variables = integer Image: Constraints Image: Constrai	Se <u>t</u> Objective:	C\$11		
By Changing Variable Cells: Variables Subject to the Constraints: Ax <= Constraints	To:	Mi <u>n</u>	0	
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Subject to the Constraints: Ax <= Constraints	Variables			E
Ax <= Constraints	Subject to the Constraints:			
	Ax <= Constraints Variables = integer	>	^ [<u>A</u> dd
□ □ □ □		—		<u>C</u> hange
Reset All Image: Make Unconstrained Variables Non-Negative Select a Solving Method: Simplex LP Image: Solving Method Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.				<u>D</u> elete
✓ Load/Save ✓ Make Unconstrained Variables Non-Negative Select a Solving Method: Simplex LP ✓ Options Solving Method Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.				<u>R</u> eset All
✓ Make Unconstrained Variables Non-Negative Select a Solving Method: Simplex LP Options Solving Method Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.			· ·	Load/Save
Select a Solving Method: Simplex LP Options Solving Method Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.	Make Unconstrained Varia	bles Non-Negative		
Solving Method Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.	S <u>e</u> lect a Solving Method:	Simplex LP	•	O <u>p</u> tions
Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.	Solving Method			
	Select the GRG Nonlinear en Simplex engine for linear Sol problems that are non-smoot	gine for Solver Problems th ver Problems, and select th th.	nat are smooth nonlin ne Evolutionary engin	near. Select the LP le for Solver
Help Lose Lose	Help	ſ	Solve	Close

Variables 🔿		Constraints matrix (A)		A) A:	x	Constrain	Constraints Values	
X1	0	1	1	2	1	b1	2	
X2	1	2	3	4	3	b2	3	
X3	0	6	6	2	6	b3	8	
Maximised Fu	Inction							
C1	8							
C2	9							
C3	5							
Max Value	9							

The same logic follows when you set the variables to be **binary**