

Lineáris programozási megoldások

Grafikus megoldások

```
Needs["OptimizationToolbox`GraphicalSolution`"]
```

```
?GraphicalSolution
```

GraphicalSolution[f, {x, xmin, xmax}, {y, ymin, ymax}, options]. The function draws contours of the objective function (f) and optionally those for constraint functions. All contours are labelled. The function returns a graphics object. See Options[GraphicalSolution] for a description of different options for this function.

$$f = e^{x_1} - x_1 x_2 + x_2^2$$

$$g = 2 x_1 + x_2 - 2 \leq 0$$

$$h = x_1^2 + x_2^2 - 4 == 0$$

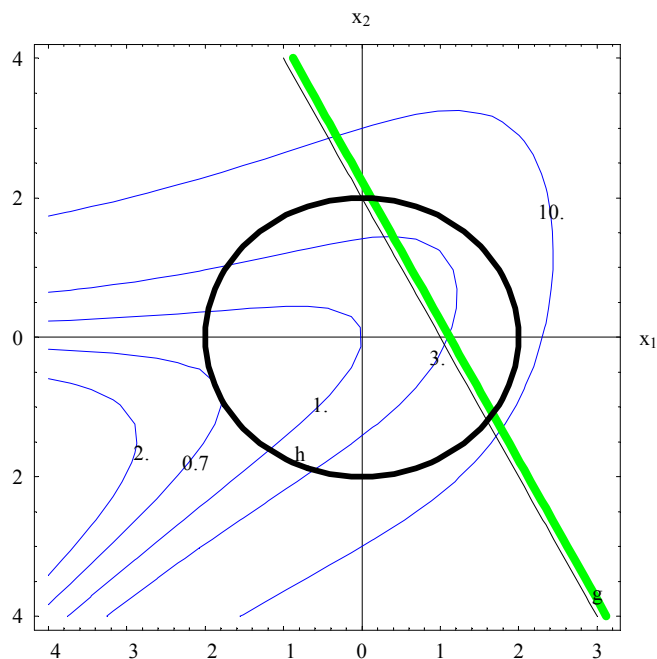
$$e^{x_1} - x_1 x_2 + x_2^2$$

$$-2 + 2 x_1 + x_2 \leq 0$$

$$-4 + x_1^2 + x_2^2 == 0$$

```
GraphicalSolution[f, {x1, -4, 4}, {x2, -4, 4}, Constraints -> {g, h},
```

```
ObjectiveContours -> {-2, -0.6347, 1, 3, 10}, PlotPoints -> 30, ShadingOffset -> 0.1]
```



- Graphics -

$$f = 3x_1 - x_2$$

$$g_1 = x_1 + x_2 \geq 3$$

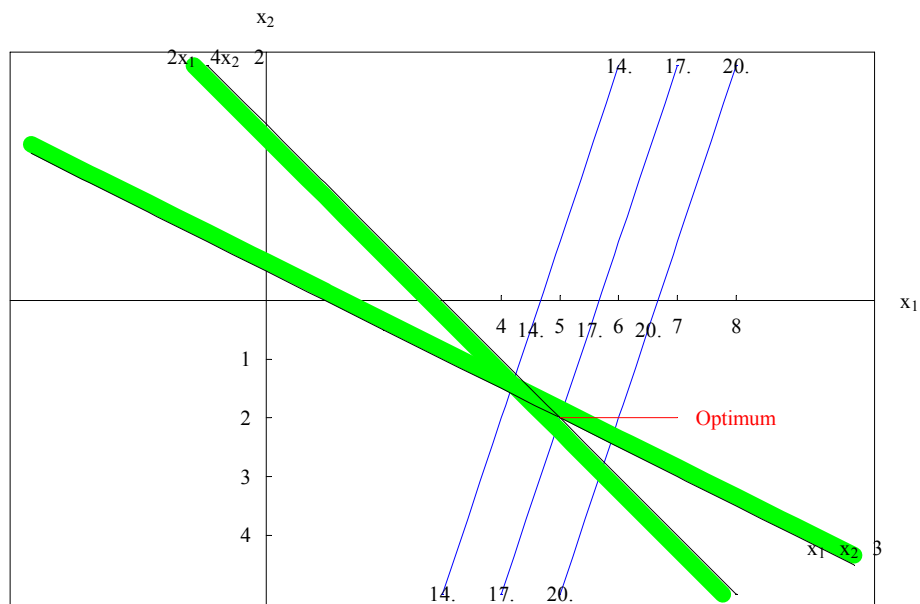
$$g_2 = 2x_1 + 4x_2 \leq 2$$

$$3x_1 - x_2$$

$$x_1 + x_2 \geq 3$$

$$2x_1 + 4x_2 \leq 2$$

```
GraphicalSolution[f, {x1, -4, 10}, {x2, -5, 4}, Constraints -> {g1, g2},
  ConstraintLabels -> {" x1+x2=3 ", "2x1+4x2=2"}, ShadingThickness -> 0.02,
  ShadingOffset -> 0.1, ObjectiveContours -> {14, 17, 20}, AspectRatio -> Automatic,
  FrameTicks -> None, Ticks -> {{4, 5, 6, 7, 8}, {-4, -3, -2, -1}},
  Epilog -> {RGBColor[1, 0, 0], Line[{{5, -2}, {7, -2}}], Text[Optimum, {8, -2}]}
```



- Graphics -

```
sol = Solve[{x1 + x2 == 3, 2 x1 + 4 x2 == 2}, {x1, x2}]
```

```
{{x1 -> 5, x2 -> -2}}
```

```
f /. sol[[1]]
```

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$$f = 6x_1 - 9x_2$$

$$g_1 = x_1 - x_2 \geq 2$$

$$g_2 = 3x_1 + x_2 \geq 1$$

$$g_3 = 2x_1 - 3x_2 \geq 3$$

$$6x_1 - 9x_2$$

$$x_1 - x_2 \geq 2$$

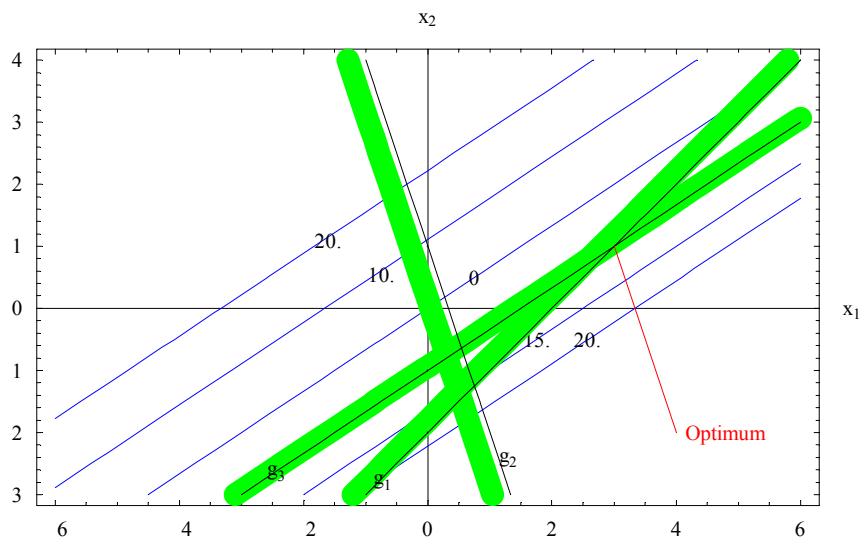
$$3x_1 + x_2 \geq 1$$

$$2x_1 - 3x_2 \geq 3$$

```

GraphicalSolution[f, {x1, -6, 6}, {x2, -3, 4},
  Constraints -> {g1, g2, g3}, ObjectiveContours -> {-20, -10, 0, 15, 20},
  AspectRatio -> Automatic, ShadingThickness -> 0.03, ShadingOffset -> 0.2,
  Epilog -> {RGBColor[1, 0, 0], Line[{{3, 1}, {4, -2}}], Text[Optimum, {4.8, -2}]}]

```



- Graphics -

```
ConstrainedMin[f, {g1, g2, g3}, {x1, x2}]
```

```
{9, {x1 -> 3, x2 -> 1}}
```

```
ConstrainedMax[-f, {g1, g2, g3}, {x1, x2}]
```

```
{-9, {x1 -> 3, x2 -> 1}}
```

Numerikus megoldások

```

D1 = "arany";
D2 = "civil ipar";
D3 = "olaj";
D4 = "informatika";
D5 = "gabona";
D6 = "szén";
D7 = "kereskedelem";
D8 = "turizmus";
S1 = "várható \nnyereség %-ban";
S2 = "megbízhatóság";
S3 = "megtérülési idő";
S4 = "kockázat";
payoff = {{4, "A", "rövid", 15}, {6.1, "B", "hosszú", 15},
  {8, "A", "rövid", 20}, {20, "A", "rövid", 30}, {3, "C", "hosszú", 30},
  {3.5, "A", "hosszú", 20}, {7.2, "B", "rövid", 15}, {10, "C", "rövid", 15}};

```

```
TableForm[payoff,
  TableHeadings -> {{D1, D2, D3, D4, D5, D6, D7, D8}, {S1, S2, S3, S4}},
  TableSpacing -> {2, 2}, TableAlignments -> Right]
```

	várható nyereség %-ban	megbízhatóság	megtérülési idő	kockázat
arany	4	A	rövid	15
civil ipar	6.1	B	hosszú	15
olaj	8	A	rövid	20
informatika	20	A	rövid	30
gabona	3	C	hosszú	30
szén	3.5	A	hosszú	20
kereskedelem	7.2	B	rövid	15
turizmus	10	C	rövid	15

```
befektetes = x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8
nyereseg = 0.04 x1 + 0.061 x2 + 0.08 x3 + 0.20 x4 + 0.03 x5 + 0.035 x6 + 0.072 x7 + 0.10 x8
megbizhatosag = x1 + x3 + x4 + x6
megterules = x1 + x3 + x4 + x7 + x8
banyaszat = x1 + x6
kockazat = 15 x1 + 15 x2 + 20 x3 + 30 x4 + 30 x5 + 20 x6 + 15 x7 + 15 x8
eredmeny = ConstrainedMin[kockazat,
  {befektetes == 100000, nyereseg ≥ 7000, megbizhatosag ≥ 60000,
  megterules ≥ 20000, banyaszat ≤ 40000}, {x1, x2, x3, x4, x5, x6, x7, x8}]

x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8

0.04 x1 + 0.061 x2 + 0.08 x3 + 0.2 x4 + 0.03 x5 + 0.035 x6 + 0.072 x7 + 0.1 x8

x1 + x3 + x4 + x6

x1 + x3 + x4 + x7 + x8

x1 + x6

15 x1 + 15 x2 + 20 x3 + 30 x4 + 30 x5 + 20 x6 + 15 x7 + 15 x8

{1.6 × 106,
  {x1 → 40000., x2 → 5128.21, x3 → 20000., x4 → 0., x5 → 0., x6 → 0., x7 → 0., x8 → 34871.8}}

kockazat /. eredmény[[2]]
1.6 × 106

befektetes /. eredmény[[2]]
100000.

nyereseg /. eredmény[[2]]
7000.

megbizhatosag /. eredmény[[2]]
60000.
```

```
megterules /. eredmény[[2]]
```

```
94871.8
```

```
banyaszat /. eredmény[[2]]
```

```
40000.
```

Átlagos kockázat befektetési egységenként: $1600000 / 100000 = 16$

```
befektetes = x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8
```

```
nyereseg = 0.04 x1 + 0.061 x2 + 0.08 x3 + 0.20 x4 + 0.03 x5 + 0.035 x6 + 0.072 x7 + 0.10 x8
```

```
megbizhatosag = x1 + x3 + x4 + x6
```

```
megterules = x1 + x3 + x4 + x7 + x8
```

```
banyaszat = x1 + x6
```

```
kockazat = 15 x1 + 15 x2 + 20 x3 + 30 x4 + 30 x5 + 20 x6 + 15 x7 + 15 x8
```

```
ConstrainedMin[kockazat,
```

```
{befektetes == 100000, nyereseg ≥ 7500, megbizhatosag ≥ 60000,
```

```
megterules ≥ 20000, banyaszat ≤ 40000}, {x1, x2, x3, x4, x5, x6, x7, x8}]
```

```
x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8 == 100000
```

```
0.04 x1 + 0.061 x2 + 0.08 x3 + 0.2 x4 + 0.03 x5 + 0.035 x6 + 0.072 x7 + 0.1 x8 ≥ 7500
```

```
x1 + x3 + x4 + x6 ≥ 60000
```

```
x1 + x3 + x4 + x7 + x8 ≥ 20000
```

```
x1 + x6 ≤ 40000
```

```
15 x1 + 15 x2 + 20 x3 + 30 x4 + 30 x5 + 20 x6 + 15 x7 + 15 x8
```

```
{1.625 × 106,
```

```
{x1 → 40000., x2 → 0., x3 → 17500., x4 → 2500., x5 → 0., x6 → 0., x7 → 0., x8 → 40000.}}
```

Átlagos kockázat befektetési egységenként: $1625000 / 100000 = 16.25$