



The three founders of the subject are considered to be Leonid Kantorovich, the Russian Mathematician who developed the earliest linear programming problems in 1939, George B. Dantzig, who published the simplex method in 1947, and John von Neumann, who developed the theory of the duality in the same year. The earliest linear programming was first developed by Leonid Kantorovich, a Russian mathematician, in 1939. It was used during World War II to plan expenditures and returns in order to reduce costs to the army and increase losses to the enemy. The method was kept secret until 1947 when George B. Dantzig published the simplex method and John von Neumann developed the theory of duality as a linear optimization solution, and applied it in the field of game theory. Postwar, its development accelerated rapidly as many industries found its use in their daily planning.

The Simplex method, which is used to solve linear programming, was developed by George B. Dantzig in 1947 as a product of his research work during World War II when he was working in the Pentagon with the Mil. Most linear programming problems are solved with this method. He extended his research work to solving problems of planning or scheduling dynamically overtime, particularly planning dynamically under uncertainty. This method has been the standard technique for solving a linear program since the 1940's. In brief, the simplex method passes from vertex to vertex on the boundary of the feasible polyhedron, repeatedly increasing the objective function until either an optimal solution is found, or it is established that no solution exists. In principle, the time required might be an exponential function of the number of variables, and this can happen in some contrived cases. In practice, however, the method is highly efficient, typically requiring a number of steps which is just a small multiple of the number of variables. Linear programs in thousands or even millions of variables are routinely solved using the simplex method on modern computers.

Efficient, highly sophisticated implementations are available in the form of computer software packages. In 1979, Leonid Khachiyan presented the ellipsoid method, guaranteed to solve any linear program in a number of steps which is a polynomial function of the amount of data defining the linear program. Consequently, the ellipsoid method is faster than the simplex method in contrived cases where the simplex method performs poorly. In practice, however, the simplex method is far superior to the ellipsoid method. In 1984, Narendra Karmarkar introduced an interior-point method for linear programming, combining the desirable theoretical properties of the ellipsoid method and practical advantages of the simplex method. Its success initiated an explosion in the development of interior-point methods.

These do not pass from vertex to vertex, but pass only through the interior of the feasible region. Though this property is easy to state, the analysis of interior-point methods is a subtle subject which is much less easily understood than the behavior of the simplex method. Interior-point methods are now generally considered competitive with the simplex method in most, though not all, applications, and sophisticated software packages implementing them are now available. Whether they will ultimately replace the simplex method in industrial applications is not clear.

Conclusively, the development of linear programming has been ranked among the most important scientific advances of the mid-20th century, and its assessment is generally accepted. Its impact since 1950 has been extra ordinary and has saved thousands or millions of dollars of many production companies. (Wikipedia, the free encyclopedia).



3. METHODOLOGY

The method adopted is the Simplex (Tableau) Algorithm. Simplex algorithm is an iterative procedure that examines the vertices of the feasible region to determine the optimal value of the objective function [6]. This method is the principal algorithm used in solving LPP consisting of two or more decision variables. It involves a sequence of exchange so that the trial solution proceeds systematically from one vertex to another in k , each step produces a feasible solution [5]. This procedure is stopped when the volume of $c^T x$ is no longer increased as a result of the exchange. Listed below are the procedures required in the afore mentioned exchange:

Step 1: Setting up the Initial Simplex Tableau

In developing the initial simplex tableau, convert the constraints into equations by introducing **slack variables** to the inequalities. So that the problem can be re-written in standard form as a maximization problem. Such that, we can find the initial basic feasible solution by setting the decision variables x_1, x_2, \dots, x_n to zero in the constraints we get the basic feasible solution and the objective function becomes $Z = 0$.

Step 2: Optimality Process

Having setup the initial simplex tableau, determine the entering variable (key column) and the departing variable (key row). From the $C_j - Z_j$ row we locate the column that contains the largest positive number and this becomes the Pivot Column. In each row divide the value in the R.H.S by the positive entry in the pivot column (ignoring all zero or negative entries) and the smallest one of these ratios gives the pivot row. The number at the intersection of the pivot column and the pivot row is called the pivot. Now, divide the entries of that row in the matrix by the pivot and use row operation to reduce all other entries in the pivot column, apart from the pivot, to zero.

Step 3: The Stopping Criterion

The simplex method will always terminate in a finite number of steps when the necessary condition for optimality is reached. The optimal solution to a maximum linear program problem is reached when all the entries in the net evaluation row, that is $C_j - Z_j$, are all negative or zero.

4. DATA PRESENTATION AND ANALYSIS

Johnsons Nigeria Limited, Bakery division, produces four sizes of Kings Bread namely: small, medium, short-long and large. The dough for each bread size requires the following ingredients: flour, sugar, salt, yeast, butter, water, oxidizing agent and improver. The dough is baked in an electric oven at 200°C and lowered to 150°C for a fine bread crust. According to the manager, the bakery's production of each unit bread size fluctuates and presumptuously based upon the previous day market. Now, the product mix will be determined based on the data obtained in an interview with the Bakery's manager and a member of its production staff in the early month of August, 2017.

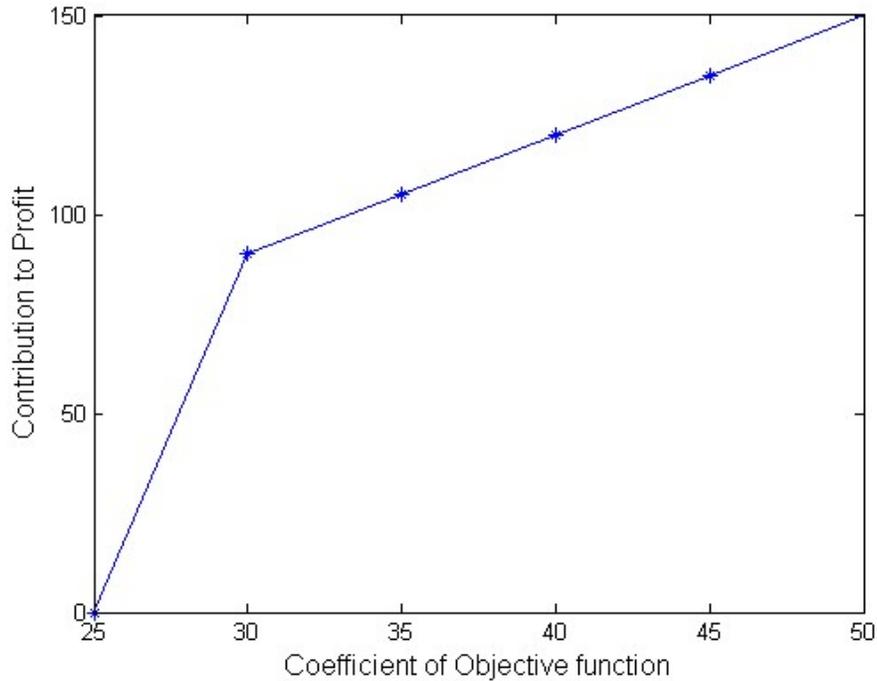


Figure 1: Changes in solution via increase in non-basic variable

Case 2: What happens to the solution if the coefficient of the basic variable decreases?

This situation differs entirely from the previous. The change makes the variable contribute less profit. It is expected that a sufficiently large reduction brings about a change in the solution. For example, if the coefficient of x_4 in the objective function of the model formulated was 30 instead of 50. So that the objective function is:

$$\text{Maximize: } Z = 10x_1 + 20x_2 + 30x_3 + 30x_4 \quad (4)$$

for which we might (possibly) have to set $x_4 = 0$ instead of $x_4 = 3$. On the other hand, a small reduction (say 5 to 15) in x_4 's objective function coefficient would typically not cause a change in the solution. In contrast to the case of the non-basic variable, such a change will have a negative impact on the value of the objective function. The value is computed by plugging in x into the objective function, if $x_4 = 3$, then the coefficient of x_4 goes down from 150 to 90 (assuming that the solution remains the same).

From the above discussions, it is evident that if the coefficient of a basic variable goes up, then the value goes up and we can still use the variable. Since the value of the problem always changes whenever there is a change in the coefficient of the basic variable, intuitively, there should be a range of values of the coefficient of the objective function (a range that includes the original value) in which the solution of the problem does not change. Outside of this range, the solution will change.

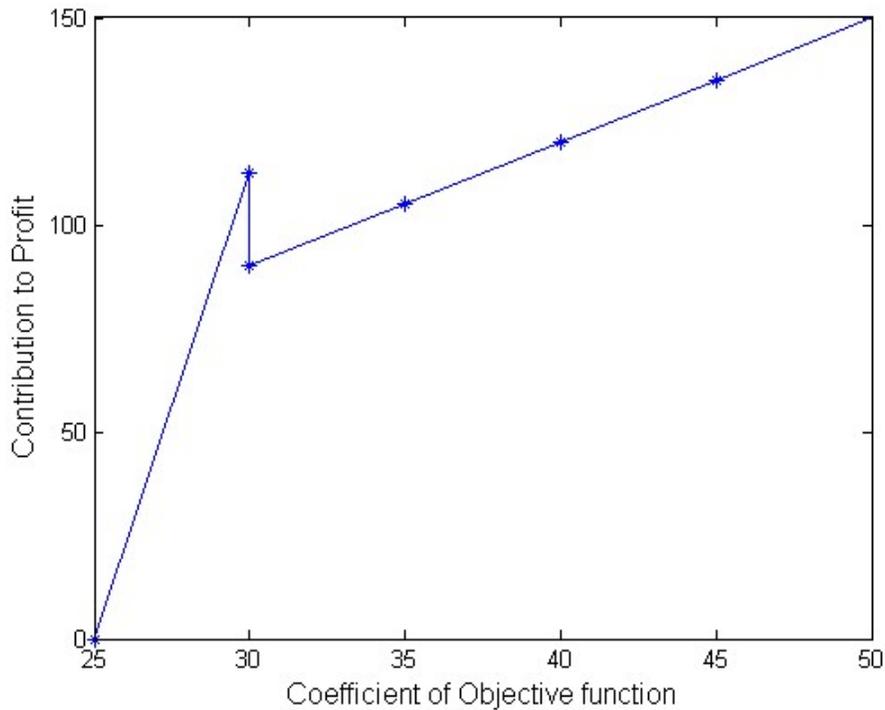


Figure 2: Changes in solution via decrease in basic variable

Based on the sensitivity analysis carried out, we now know to what extent a change in the input data induces a change in the optimal solution. And for the optimal solution to remain comparatively unchanged the coefficient of x_1 must remain between the ranges of 50 to 30. Otherwise, its contribution to profit will be zero.

Thereby changing the optimal solution, such that $x_1 = x_2 = x_4 = 0, x_3 = 3.75$ and $Z = 112.5$.

5. CONCLUSION

This study has succeeded in shedding more light on the profitability of using linear programming techniques in production over any known theory of profit maximization. Based on the data obtained from the company, it was discovered that if the company is to maximize their profit, the production of large size Kings bread has to stand at three units. Since it assures an objective value contribution of one hundred and fifty naira, compared to the initial (total) contribution of one hundred and ten naira. Furthermore, the sensitivity analysis provided the range at which the optimal solution changes due to a change in the input parameter. Wherein, we considered the cases of changes in the objective function coefficient, available resources and the addition of a new constraint and how these changes affects the optimal solution. By means of this analysis, an alternative optimal solution was obtained with an objective value contribution of one hundred and twelve naira fifteen kobo, whose marginal value as compared to the original solution is thirty seven naira fifty kobo.

