Linear Programming and Theory of Games

P. K. GUPTA MAN MOHAN 022

92816363EINEAR PROGRAMMING

AND

THEORY OF GAMES

(A Textbook for Students of Mathematics, Statistics, Engineering and Management of all Indian Universities)

Second Revised Edition : July, 1978 Third Revised Edition : November, 1979

P.K. GUPTA

M.A. (Mathematics), M.A. (Operations Research), Ph.D.

Department of Mathematics, J. V. Jain College, Saharanpur and visiting lecturer, Department of Mathematics and Statistics,

University of Cochin, Cochin.

MAN MOHAN

M.Sc. (Mathematical Statistics), Ph.D.

Department of Mathematics and Mathematical Statistics,

Ramjas College, University of Delhi, Delhi.



Third Extensively Revised Edition

1979



E8163638



SULTAN CHAND & SONS

PUBLISHERS
23, DARYAGANJ, NEW DELHI-110002 (INDIA)

LINEAR PROGRAMMING AND THEORY OF GAMES

Second Revised Edition: July, 1978
 Third Revised Edition: November, 1979

Price Rs. 15.00

Published by;
 Sultan Chand & Sons,
 4792/23, Daryaganj,
 New Delhi-110002 (India)

All Rights Reserved.
This book or any part thereof must not be reproduced in any form without the written permission of the authors.

Printed at:
 Vaish Composing Agency
 Daryaganj
 New Delhi-110002

LINEAR PROGRAMMING AND THEORY OF GAMES

[By P. K. Gupta & Man Mohan]

Notes of the Reader

......Please cut along this line and mail to us....

LINEAR PROGRAMMING AND THEORY OF GAMES



BOOK REVIEW (of first edition)

"This book is primarily of interest to students offering the paper in linear programming in Indian universities/institutions. It is divided into eleven chapters with an introductory chapter and an appendix. The introductory chapter and the appendix deal with the mathematical background on vector and matrix algebra needed for the development of the subject. Chapter I discusses graphical methods of solving two variable linear programming problems. There is no attempt to solve problems in three variables by graphical methods."

"The formulation of linear programming problems has been considered in Chapter 2. Chapters 3 and 4 discuss simplex algorithm, including Charnes method. Chapter 5 deals with degeneracy and cycling in linear programming. The fundamental theorem of duality and dual simplex methods are discussed in Chapter 6. The sensitivity analysis and the revised simplex algorithm are discussed in Chapters 7 and 8, while Chapters 9 and 10 discuss applications of linear programming to transportation, assignment and game theory."

"The book does not mention the advances that have been made in the last decade in developing new algorithms presumably because the book is not intended for research students. As a textbook in Indian universities and institutions, the book is very highly recommended. The book may also be of interest to practitioners interested in using linear programming to real life problems."

- from OPSEARCH, VOL. 12 (1975), pp. 49-50.

Books by the same Authors:

- 1. Operations Research by Kanti Swarup, P. K. Gupta & Man Mohan (Second Revised Edition: October, 1978)
- 2. Problems in Operations Research Methods and Solutions by P.K. Gupta & (First Edition: December, 1979)

 Man Mohan
- 3. Introduction to Operations Research and Data Analysis by P.K. Gupta & (In Press)

 Man Mohan
- 4. Linear Algebra by P.K. Gupta & Man Man Mohan (Under Preparation)
- 5. Non-Linear and Dynamic Programming by P.K. Gupta & Man Mohan (Under Preparation)

उपदेलवं शास्त्रं कुरुके घीमती यतः । तत्तु प्राप्येवं विस्तारं स्ववमेवोपगच्छति ॥ जले तेलं खले गुद्धां पात्रे दामं मनागि । प्राज्ञे शास्त्रं स्वयं याति विस्तारं वस्तुशक्तित ॥

"A little instruction and guidance in Science is sufficient for the intelliegent student, for this alone will help him develop his knowledge of his own accord. Science instilled into the intelligent mind has sufficient vitality in it to grow and expand by its own force even as a drop of oil on a sheet of water, a piece of secret confined to a villian, or a little act of charity to the deserving person."

—Bhaskara



Dedicated to our Parents

TO THE THIRD EDITION

It is indeed encouraging for the authors to know that there is a pressing demand from esteemed readers for a new edition of the book the second edition of which was released only a few months ago. That the book has been found useful by the teachers and students at practically all major universities of India, is a matter of great satisfaction and encouragement for the authors. We express our sense of deep gratification at the universal appreciation of the value of the book by teachers of the subject and its students. We are happy to place in the hands of our readers the revised and improved third edition of the book. Some of the salient features of the new edition are:

- Nearly all the chapters are rewritten to make the treatment more exhaustive, rigorous and up-to-date.
- Some new typical problems have been added as solved examples and many old stereotype problems have been replaced by new up to-date problems.
- Solved examples and unsolved problems have been added from latest (up to 1979) University exminations in India.
- A complete discussion of the following new topics has been included:
 - (a) Origin and development, requirements, scope, limitations, advantages and examples of Linear Programming Applications.

 (New Chapter 0)
 - (b) Fundamental Theorem of Game Theory (in Chapter 8)
 - (c) Routing Problem (in Chapter 10)
 - (d) Integer Programming (in Chapter 11
 - (e) Bounded Variable Programming (New Chapter 12)
 - (f) Linear Fractional Programming (New Chapter 13)
 - (g) Goal Programming, Stochastic Programming. Extreme Point Mathematical Programming, Flexible Programming and Decomposable Linear Programming. (New Chapter 14)
 - (h) Non-Linear Programming (New Chapter 15)
 - (i) A Computer Program for Simplex Method (New Appendix)
- In addition, many new sections have been added at various places to fill the existing gaps. All algorithms are summarised in the step bystep manner followed by the Flow-Chart for these steps.

It is hoped that the book will be found more useful in its present form.

We are grateful to Professor U.N. Singh, Pro-Vice-Chancellor, University of Delhi, Professor B.S. Yadav, Dean, Faculty of Mathematics, University of Delhi, and Professor R. N. Kaul, Department of Mathematics, University of Delhi, for their constant encouragement. A special word of appreciation is also due to Professor Kanti Swarup, I.I.P.A., of New Delhi, for his help and useful suggestions.

Finally we wish to thank M/s Sultan Chand & Sons, New Delhi, for their untiring efforts in bringing out this edition with speed and efficiency.

Suggestions and comments for further improvement shall be highly appreciated and duly acknowledged.

Delhi

P.K. GUPTA

November 13, 1979

MAN MOHAN

Free Service Coupon

LINEAR PROGRAMMING AND THEORY OF GAMES

(Third Revised Edition)

P.K. GUPTA MAN MOHAN

We wish to inform our readers that we propose to mail to you a Supplement on additional material which may be relevant to the subject matter of this book from time to time. For this purpose, the readers are advised to fill up this coupon and send it to the publishers, M/s. Sultan Chand & Sons, 23, Daryaganj, New Delhi-110002, along with relevant past two years' University Q estion Papers, to enable us to put you on the mailing list.

Your Name
In Block Letters
Your Residential Address
Course for which you are studying Name and address of your College/Institution/Department
How did you come to know of this book? Recommended by Professor/Friend/Bookseller/Advertisement/Other Source
Name and address of the Professor who recommended you this book
Date of purchase
Month and Year of your next examination
Address of supplier
Titles and years of Question Papers that you are enclosing
herewith

Dear Reader.

Has it struck you that you can do some of your friends a favour by enabling us to improve the book?

ALL WE ASK

Write out the information requested about the following on the blank notes pages provided at the end of this book and arrange for it to be sent to us.

A surprise gift awaits you.



SULTAN CHAND & SONS

Publishers

4792/23. Darvagani, New Delhi-110002

OPINION POLL

To enable the future readers of this book to be benefited by its improved edition, please be so kind as to let us have your frank opinion/comments/criticism and assessment of the book in detail and in specific terms as regards the following:

- Is the discussion interesting/understandable/inspiring or tedious/confusing/complicated? (In the latter case indicate the chapters which you consider to be tedious or confusing)
- Which specific topics are inadequately or overelaborately discussed in this book from the viewpoint of your examination needs?
- Is the treatment systematic and well organised? 3.
- Is it accurate and up-to-date? 4.
- Is there anything distinctive or new in the approach of 5. this book or in its method of treatment of the subject?
- What is your assessment about this book in relation to 6 other competing books on the market available to you?
- Whether it came up to your expectation or you were sorry to buy the same? Is it worth its price? Will you suggest it to your friends?
- Have you come across any misprints/errors in the book? 8. please point out.
- Any other suggestions/comments you would like to make for the improvement of this book?

I shall be glad to send you a free handout regarding "TIPS FOR EXAMINEES" as soon as I receive your reply regarding the above points along with the completed free service coupon.

Let me also add that if you or any of your friends have any problem regarding any of our publications, please feel free to contact us.

Yours sincerely,

此为试读,需要完整PDF请访问: www.ertongbook.cd

8163638

Contents

Chapter	(the 1 th	P	age
O	INTRODUCTION	I-	-16
o: I.	Origin and D. velopment of Linear Programming		I
0:2.	Requirements for Linear Programming		4
0:3.	Scope of Linear Programming Applications		4
0:4.	Examples of Linear Programming Applications		6
0:5.	Advantages of Linear Programming		12
0:6.	Limitations of Linear Programming		13
	Selected Bibliography of Linear Programming		
	Application		14
I	PREREQUISITE	27-	-46
I : I.	Matrices		17
I : I'I.	Some Special Types of Matrices		18
I:2.	Operations on Matrices		18
I:2'I.	Properties of Matrix Addition and Multiplication		
	by a Scalar		19
I: 3.	Matrix Multiplication		19
1:3.1.	Properties of Matrix Multiplication		19
I:4.	Transpose of a Matrix		20
I:4'I.	Properties of the Transposition Operation		20
I:5.	Partitioned Matrices		21
1:51.	Addition of Partitioned Matrices		21
I:5°2.	Scalar Multiple of a Partitioned Matrix		22
I:5'3.	Product of Partitioned Matrices		22
I:5'4.	Transpose of a Partitioned Matrix		22
ı: 6.	Determinant of a Square Matrix		22
1:61.	Properties of the Determinant Function		23
I:7.	Inverse of a Square Matrix		24
1:7.1.	Properties of the Inverse of a Matrix		24
I: 7°2.	Elementary Transformation of a Matrix		24
I: 7°3.	Computation of the Inverse of a Square Matrix		
	by Elementary Transformations		25
ı:8.	Inverse of a Partitioned Matrix		25
I:9.	Rank of a Matrix		26
1:9.1.	Properties of the Rank of a Matrix		27
I : IO.	Applications to the Solution of Linear Equations		27
1:10.1.	Applications to a System of General Linear Equation		- 0
I; II.	Vectors	0 0 1	28
I : I2.	Vector Inequalities		29
1:12.	Linear Combination of Vectors		31
1 . 13.	Timear Complitation of Accions		31

(x)

Chapter		Page
I: 14. I: 15. I: 16.	Hyperplanes and Hyperspheres Convex Sets and their Properpties Separating and Supporting Hyperplanes Assorted Review Problems on Chapter 1	··· 35 ··· 37 ··· 42 ··· 46
2	THE LINEAR PROGRAMMING PROBLEM	I 47—76
2:1. 2:2. 2:3. 2:3. 2:4 2:5. 2:6. 2:7. 2:8.	Introduction Mathematical Formulation Graphical Solution Methods Another Method of Graphical Solution Some Exceptional Cases General Linear Programming Problem Slack and Surplus Variables Reformulation of General L.P.P. Matrix Formulation of General L.P.P. Assorted Review Problems on Chapter 2	47 48 50 53 61 64 67 67 73
3	THE SIMPLEX METHOD	77—144
3: I. 3: 2 3: 2'I. 3: 3. 3: 3. 3: 4.	Introduction Fundamental Properties of Solutions Corroboration of Extreme Points Simplex Algorithm The Computational Procedure Exceptional Cases	77 81 95 96 96
3:5· 3:6.	Artificial Variables Charnes Method of Penalties	108
3:7· 3:8.	Two-Phase Simplex Method Formulation of L P.P. and its Solution by Simplex Method	115
3:9. 3:10.	Unrestricted Variables Solution of Simultaneous Linear Equations using Simplex Method	128
3: II. 3: I2. 3: I3.	Inverting a Matrix using Simplex Method Problem of Degeneracy Degeneracy and Cycling	133 134
3: 14. 3: 14'1. 3: 15.	Perturbation Charnes Method of Perturbation A Practical Rule to avoid Cycling Assorted Review Problems on Chapter 3	137 137 139

Chapter		Page
4	DUALITY IN LINEAR PROGRAMMING	145-179
4: I. 4: 2. 4: 2'I.	Concept of Duality Fundamental Properties of Duality Dual Problem when Primal Problem is in the Standard Form	145
4: 2'2. 4: 3. 4: 4. 4: 5. 4: 6.	Dual Problem when Primal Problem is in the Mixed Form Fundamental Theorem of Duality Duality and Simplex Method Dual Simplex Method Dual Simplex Algorithm	155 158 163 171
8x	Assorted Review Problems on Chapter 4	178
585	REVISED SIMPLEX METHOD	180-202
5: I. 5: 2. 5: 3. 5: 4. 5: 5. 5: 6. 5: 7.	Introduction Revised Simplex Method Updating the Basis Inverse Standard Form for Revised Simplex Method Revised Simplex Algorithm Two-Phase Revised Simplex Method Two-Phase Revised Simplex Algorithm Assorted Review Problems on Chapter 5	180 181 182 184 194 195
6	SENSITIVITY ANALYSIS MARKET	203-230
6: I. 6: 2. 6: 3. 6: 4. 6: 5. 6: 6. 6: 6.	Introduction Sensitivity Analysis Discrete Changes in the Requirement Vector b Discrete Changes in the Cost Vector c Discrete Changes in the Coefficient Matrix A Structural Changes in an L.P.P. Addition of a Single Variable	203 204 205 208 212 219
6:6·2. 6:6.3. 6:6·4.	Deletion of a Variable Addition of a Single Constraint Deletion of a Single Constraint	221
	Assorted Review Problems on Chapter 6	A OI
7	PARAMETRIC PROGRAMMING	231—244
7: I. 7: 2. 7: 3.	Introduction Parametrization of the Cost Vector c Parametrization of the Requirement Vector b	% QI. 231
	Assorted Review Problems on Chapter 7	243

8: 1. Introduction 8: 2. Two Person Zero-Sum Games 8: 3. The Maximin Minimax Principle	-287
8:2. Two Person Zero-Sum Games Games Resolution State Maximin Minimax Principle	
8:5. Graphical Solution of 2×N and M×2 Games 8:6. Dominance Property 8:6.1. The Modified Dominance Property 8:7. Reducing the Game Problem to an L P.P. 8:8. Minimax and Saddle Point Theorems	245 246 247 252 253 263 269 276
	. 284
9. THE TRANSPORTATION PROBLEM 288-	-336
9: 2. Matrix Form of T.P. 9: 3. The Transportation Table 9: 4. Loops in Transportations Table and their Properties 9: 5. The Initial Basic Feasible Solution 9: 5'1. The North-West-Corner Rule 9: 5'2. The Row-Minima Method 9: 5'3. The Column-Minima Method 9: 5'4. The Matrix-Minima Method 9: 5'5. Vogel's Approximation Method 9: 5'5. Vogel's Approximation Method 9: 6'1. Determining the Net Evaluations (the uv method) 9: 6'2. Selecting the Entering Variable 9: 6'3. Selecting the Leaving Variable 9: 7. The Transportation Algorithm 9: 8. Degeneracy in Transportation Problems 9: 9. Unbalanced Transportation Problems 9: 10. Concluding Remark	. 288 . 290 . 291 . 292 . 294 . 296 . 298 . 304 . 305 . 307 . 307 . 317 . 321 . 330
10. ASSIGNMENT AND ROUTING PROBLEM 337-	-359
10: 1. The Assignment Problem 10: 2. The Assignment Algorithm 10: 3. Unbalanced Assignment Problem 10: 4. Routing Problems	337 339 349 350

Chapter		Page
IO: 4'2.	Formulation of Travelling Salesman Problem as an Assignment Problem Assorted Review Problems on Chapter 10	··· 352
II	INTEGER PROGRAMMING	360-376
II: 1 II: 2. II: 2. II: 3. II: 4. II: 5. II: 6. II: 6. II: 6. II: 6. II: 7.	Introduction Gomory's All-IPP Method Gomory's Constraints All-IPP Algorithm The Branch-and-Bound Technique Branch-and-Bound Algorithm Formulation Possiblities through Integer Programming Either-or Constraints K out of N Constraints Must Hold Functions with N Possible Values Zero-One Programming Assorted Review Problems on Chapter 11	360 361 363 368 369 372 373 373 374 375
12: I. 12: 2.	OUNDED VARIABLE PROGRAMMING Introduction Feasibility Conditions (Upper Bound Constraints) Bounded Variable Simpley Alexander	377-385
13 L	INEAR FRACTIONAL PROGRAMMING	386—395
64 13 : 1. 68 13 : 2. 64 13 : 3.	Method of Charner and Cooper Method of Kanti Swarup	386 387 388
14 14:1.	SOME ADVANCED TODICS	396—413
I4:2. I4:2'I. I4:2'2.	Goal Programming Concepts of Goal Programming Formulation of Goal Programming Problems	396 396 397
14:2'3. 14:2'4. 14:3.	Applications of Goal Programming Stochastic Linear Programming	400 401 403
14:4. 14:5. 14:51.	Extreme Point Mathematical Programming Flexible Programming The Inscribed Sphere Method	··· 407 ··· 408
		111 4400

Chapter		Page
14:5'2.	Concept of Flexibility with respect to a Co-ordinate System	409
14:5.3.	TI 111 D 11 D 1 D 11	411
14:6.	Decomposable Linear Programming	412
15	NON-LINEAR PROGRAMMING	414-437
15:1.	Introduction	414
15:2.	General Non-Linear Programming Problem	417
15:3.	Mathematical Background	417
15:31.	Quadratic Forms	417
15:3'2.	Convex Functions	419
15:3.3.	Local and Global Extrema	420
15:4.	The Kuhan-Tucker Conditions	421
15:5.	Quadratic Programming	424
15:6.	Wolfe's Modified Simplex Method	426
15:6.1	Wolfe's Algorithm for QPP	427
15:7.	Beale's Method	433
15:71.	Beale's Algorithm for QPP	433
15:8.	Convex Programming	436
15:9.	Separable Programming	436
	Assorted Review Problems on Chapter 15	437
Appendix	A COMPUTER PROGRAM FOR	438—442
	SIMPLEX METHOD	
A : 1	Introduction	438
A:2	Input Data	438
A:3	Computer Output	539
A : 4	Program Listing	439
A:5	Example of Computer Output	442
_	BIBLIOGRAPHY	443-445
	ANSWERS	446-457
	INDEX	458-460
		100