

Optimization of Fuzzy linear programming Problems using Simple Method Technique

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Abstract: In the some linear equation there is problem, the constrains not known can be interpreted as Fuzzy numbers of Fuzzy linear programming (FLP) can be known as fuzzy set hypothesis in straight when settle on basic leadership issues and the greater part of these issues are identified with direct programming contains fuzzy compels or fresh destinations work or contains fresh obliges with class fuzzy goals work, which called fuzzy straight programming (FLP) with triplet fuzzy numbers comprise a half and half fuzzy. The fresh obliges utilized in the issues of sorts ($=$ or \leq) with an improvement fuzzy goals and fuzzy compels. For tackling fuzzy direct programming issue by utilizing basic strategy procedure to take care of the issue and to decide the optima fresh goals.

1. Introduction

Straight writing computer programs is a standout amongst the most critical application and strategies used to solve issues in the presence which convert as immediate programming anyway it fails to oversees questionable data. Starting late, much thought has been revolved around FLPP [1].

Basic leadership is perhaps the most imperative and unavoidable part of use of scientific techniques and legitimate in different fields of human movement and application. In genuine circumstances, in some viewpoint choices are fuzzy, at any rate somewhat. The initial step of endeavoring a viable basic leadership issue comprises of defining a reasonable scientific model of a framework to understand or a circumstance to be examined.

Direct programming (LP) is a numerical demonstrating strategy intended to improve the use of constrained assets. The assurance of ideal answer for settling on choice that gathers that by fusing fluffiness in a direct programming model either in requirements, or both in target capacities and limitations, gives a comparative (or far and away superior) dimension of fulfillment for got outcomes contrasted with non-fuzzy straight programming with fresh destinations and fluffy imperatives[2].

Direct programming (LP) is a scientific displaying strategy intended to upgrade the utilization of restricted assets and fuzzy. The assurance of ideal answer for settling on choice that gathers that by consolidating fluffiness in a straight programming model either in imperatives or fresh, or both in target capacities and limitations, gives a comparative (or stunningly better) dimension of ideal for got outcomes contrasted with non-fuzzy straight programming with fresh destinations and fluffy requirements[2].

In this paper, the speculation of FLP used to apply fundamental procedure for understanding Linear Programming and an objective work in an advanced creation organizing issue is prescribed also one of a kind life. The tri partite FLP acquires essential statistics commitments since the master. which the data and he impediments are fluffy in their characteristics. The entire issue of advantage upgrades of things enlightened from association between inspector, boss and the implementer. in organizing, the agent needs data for course of action with a true objective to satisfy them ruslat . By and by a days, it is for all intents and purposes hard to achieve a productive headway without these three individuals in the insightful essential administration process [14-18], [3,4,5].

Giving two advisers for illuminate the exercises of the straight feathery programming using LFR. Also, talk about the uses of LFR improvement [19].

2. Linear Fuzzy Real Numbers

Let the certifiable numbers R, one way to deal with association fluffy number with a fluffy subset of veritable numbers is as a limit $\mu : X \rightarrow [0, 1]$, can make the regard $\mu(x)$ is to address a dimension of contained to the subset of R. The Real numbers as depicted [5, 3] is a tripartite of authentic numbers (a, b, c) where $a \leq b \leq c$ of veritable numbers [20], The Fig. 1, with the ultimate objective that:

1. $\mu(x) = 1$ if $x = b$;
2. $\mu(x) = 0$ if $x \leq a$ or $x \geq c$;
3. $\mu(x) = (x - a) / (b - a)$ if $a < x < b$;
4. $\mu(x) = (c - x) / (c - b)$ if $b < x < c$.

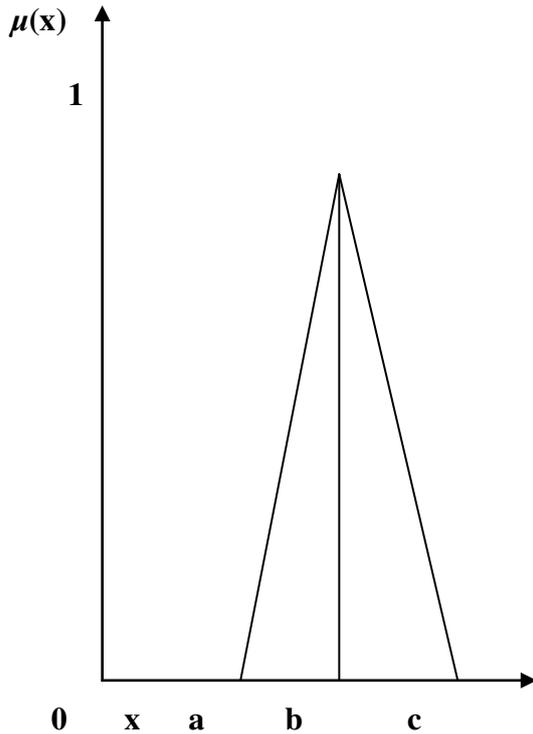


Figure (1) : Triangular Fuzzy Real number

2.1 The properties of Linear Fuzzy Real Numbers:

a. the linear fuzzy real numbers $\mu_1 = \mu(a_1, b_1, c_1)$ and $\mu_2 = \mu(a_2, b_2, c_2)$, $\mu_1 + \mu_2$ is defined by $\mu_1 + \mu_2 = \mu(a_1 + a_2, b_1 + b_2, c_1 + c_2)$.

b. A linear fuzzy real number $\mu(a, b, c)$ is defined to be positive if $a > 0$, negative if $c < 0$, and zero if $a \leq 0$ and $c \geq 0$. The following properties also hold:

1. If μ is positive, then $-\mu$ is negative;
2. If μ is negative, then $-\mu$ is positive;
3. If μ is zero, then $-\mu$ is also zero;
4. If μ_1 and μ_2 are positive, then so is $\mu_1 + \mu_2$;
5. If μ_1 and μ_2 are negative, then so is $\mu_1 + \mu_2$;
6. If μ_1 and μ_2 are zero, then so is $\mu_1 + \mu_2$;
7. For any μ , $\mu - \mu$ is zero.

c. Given the linear fuzzy real numbers $\mu_1 = \mu(a_1, b_1, c_1)$ and $\mu_2 = \mu(a_2, b_2, c_2)$, $\mu_1 \cdot \mu_2$ is defined by

$$\mu_1 \cdot \mu_2 = \mu(\min\{a_1a_2, a_1c_2, a_2c_1, c_1c_2\}, b_1b_2, \max\{a_1a_2, a_1c_2, a_2c_1, c_1c_2\})$$

Thus if $\mu_i = \mu(a_i, b_i, c_i)$ for $i = 1, 2, 3$, then $\mu_1 \cdot \mu_2 \cdot \mu_3 = \mu(\min\{a_1a_2a_3, \dots, c_1c_2c_3\}, b_1b_2b_3, \max\{a_1a_2a_3, \dots, c_1c_2c_3\})$. Also, $\mu(a, b, c) \cdot \mu(1, 1, 1) = \mu(\min\{a, b, c\}, b, \max\{a, c\}) = \mu(a, b, c)$, i.e. $\mu \cdot \underline{1} = \mu$ for all $\mu \in LFR$.

e. Given the linear fuzzy real numbers $\mu_1 = \mu(a_1, b_1, c_1)$ and $\mu_2 = \mu(a_2, b_2, c_2)$, μ_1 / μ_2 is defined by

$$\mu_1 / \mu_2 = \mu_1 \cdot \underline{1} / \mu_2$$

where $\underline{1} / \mu_2 = \mu(\min\{1/a_2, 1/b_2, 1/c_2\}, \max\{1/a_2, 1/b_2, 1/c_2\}, \max\{1/a_2, 1/b_2, 1/c_2\})$ Note that for $\mu = \mu(a, b, c)$, if $0 < a \leq b \leq c$ then $\underline{1} / \mu = \mu(1/a, 1/b, 1/c)$.

d. μ_1 and μ_2 are positive, then so is $\mu_1 + \mu_2$; f. Given $\mu_1, \mu_2 \in LFR$, $\mu_1 \leq \mu_2$ provided that $a_1 \leq a_2, b_1 \leq b_2, c_1 \leq c_2$. If $\mu(0) \leq \mu(a, b, c)$, then $0 \leq a \leq b \leq c$, hence μ is a non-negative linear fuzzy real number [6].

3. Fuzzy Linear programming

The system here relies upon a depend upon the pioneer, the implementer and the inspector to find a not too bad response for a FLP issue. In a creation choice using FLP methodology, basissupply variables may be fluffy, instead of precisely given numbers as in crisp straight programming (CLP) procedure. For example, in machine hours, in what material required, and so forth in a gathering center, are always free, due to not realy information and helplessness in manypossibleproviders and circumstances.

A general model of fresh direct writing computer programs is detailed as :

$$\begin{aligned} & \text{Max } z = c \cdot x \\ & \text{Subject to} \\ & Ax \geq or = b \\ & x \geq 0 \end{aligned}$$

Here c , x and n , b is a m dimensional vector, and A_n is $m \times n$ cross section. Since we are living in an uncertain area, the coefficients of target work (c), the specific coefficients of structure (A) and the

benefit factors (b) are fluffy. As such it will in general be put it by fluffy numbers, and for that the problem/question can be appreciated by FLP approach.

The fuzzy direct programing issue is defined as :

$$\begin{aligned} & \text{Minimize } \underline{p}^T \underline{x} \\ & \text{subject to:} \\ & \underline{M} \underline{x} \leq \text{or } = \underline{ub} \\ & \underline{x} \geq \underline{\epsilon}(0). \end{aligned}$$

where x is the vector of choice factors ; A , b and c are fuzzy amounts ; the tasks of expansion and increase by a genuine number of fuzzy amounts ; the imbalance connection \leq where x is the vector of choice factors ; the disparity connection \leq or $=$ is given by a specific fuzzy connection and the goal work, z , is to be expanded of a given fresh LP problem[7,8,9,10]. or then again $=$ is given by a specific fuzzy connection and the goal work, z , is to be boosted of a given fresh LP problem[7,8,9,10].

d. Put the issue condition shape, include the fundamental fake variable imperative of sorts ($=$) or (\leq) to anchor a beginning essential arrangement, and locate an essential arrangement of the subsequent conditions, expansion dependably limits the total of the counterfeit factors. On the off chance that the base estimation of the entirety is sure the FLP has no doable arrangement which closes the procedure.

e. Gauss-Jordan push tasks.

phase1. Turn push. Supplant the hurling adjustable in the fundamental section with the arriving variable, besides New turn push = Current rotate push \div turn component. Every single other line including z New line = (Current line) – (rotate section coefficient) x (New turn push) F.

4. Algorithm of fuzzy linear programming by using Simple Method

The point of a fluffy calculation to take care of an issue through a progression of consistent tasks. With a fluffy calculation don't look for exactness answers. Issues of the exactness class are normally prohibitive and along these lines there emerges a requirement for fluffy calculations material to fluffy circumstances. The accompanying calculation assesses every one of the outrageous focuses in LFR/Z and stores its LFR partner, in this manner our ideal arrangement has a fluffy and a fresh form.

Schematic portrayal of the Two-stage calculation might be abridged in the accompanying advances.

Stage I.

a. Interpret the specialized particular of the issue into a fluffy disparity and create an impression. Subsequently we ought to have a fluffy goal and imperatives, for instance

$$\begin{aligned} & \text{Minimize } \underline{p}^T \underline{x} \\ & \text{subject to:} \\ & \underline{M} \underline{x} \geq \text{or } = \underline{ub} \\ & \underline{x} \geq \underline{\epsilon}(0). \end{aligned}$$

b. Convert the fluffy disparity into a fluffy equity by the expansion of nonnegative slack factors. Alter the target capacity to incorporate the slack factors.

C. Adjust the principle body to comprise of a "tri-network",

let $(\mu_j) = (A,B,C)$,
 where $A = (a_{ij})$, $B = (b_{ij})$, and $C = (c_{ij})$. $\mu_{x2} + 4 \mu_{x3} + \mu_{x4} \geq \mu(5/2, 5, 6)$
 $\mu(1/2, 1, 1/2)$. $\mu_{x1} + 3 \mu_{x2} + \mu(1/2, 1, 1/2)$. $\mu_{x4} \leq \mu(7/4, 6, 7)$ $\mu_i \geq 0$

inequality form with artificial variables and slack variable

$$\begin{aligned} \mu(1, 2, 2) \cdot \mu_{x1} + \mu_{x2} + k_1 &= \mu(2, 3, 4) \\ \mu_{x2} + 3 \mu_{x3} + \mu_{x4} - \mu_{x5} + k_2 &= \mu(5/2, 6, 8) \\ \mu(1/2, 1, 1/2) \cdot \mu_{x1} + 3 \mu_{x2} + \mu(1/2, 1, 1/2) \cdot \mu_{x4} + \mu_{x6} &= \mu(7/4, 5, 7) \end{aligned}$$

$$\begin{aligned} k_1 &= \mu(2, 3, 4) - \mu(1, 2, 2) \cdot \mu_{x1} - \mu_{x2} \\ K_2 &= \mu(5/2, 6, 8) - \mu_{x2} - 3 \mu_{x3} - \mu_{x4} + \mu_{x5} \end{aligned}$$

$$K = K_1 + K_2$$

Table (1) : the result of Phase 1

	Basic	μ_{x1}	μ_{x2}	μ_{x3}	μ_{x4}	K1	K2	μ_{x5}	μ_{x6}	μ_b
A	K	1	2	3	1	0	0	0	-1	9/2
	K ₁	1	1	0	0	1	0	0	0	2
	K ₂	0	1	3	1	0	1	-1	0	5/2
	μ_{x6}	1/2	3	0	1/2	0	0	0	1	7/4
B	k	1	2	3	1	0	0	0	-1	9
	K ₁	1	1	0	0	1	0	0	0	3
	K ₂	0	1	3**	1	0	1	-1	0	5
	μ_{x6}	1/2	3	0	1/2	0	0	0	1	5
C	k	1	2	3	1	0	0	0	-1	12
	K ₁	1	1	0	0	1	0	0	0	4
	K ₂	0	1	3	1	0	1	-1	0	8
	μ_{x6}	1/2	3	0	1/2	0	0	0	1	7

	Basic	μ_{x1}	μ_{x2}	μ_{x3}	μ_{x4}	K1	K2	μ_{x5}	μ_{x6}	μ_b
A	K	1	1	0	0	0	-1	1	-1	13/6
	K ₁	1	1	0	0	1	0	0	0	2
	μ_{x3}	0	1/3	1	1/3	0	1/3	-1/3	0	5/6
	μ_{x6}	1/2	3	0	1/2	0	0	0	1	7/4
B	K	1	1	0	0	0	-1	1	-1	4
	K ₁	1	1	0	0	1	0	0	0	3
	μ_{x3}	0	1/3	1	1/3	0	1/3	-1/3	0	5/3
	μ_{x6}	1/2	3**	0	1/2	0	0	0	1	5
C	K	1	1	0	0	0	-1	1	-1	28/3
	K ₁	1	1	0	0	1	0	0	0	4
	μ_{x3}	0	1/3	1	1/3	0	1/3	-1/3	0	8/3
	μ_{x6}		1/2	3	0	1/2	0	0	0	7

	basic	μ_{x1}	μ_{x2}	μ_{x3}	μ_{x4}	K1	K2	μ_{x5}	μ_{x6}	μ_b
A	K	5/6	0	0	-1/6	0	-1	1	-7/6	19/12
	K ₁	5/6	0	0	-1/6	1	0	0	-1/6	17/12
	μ_{x3}	-1/18	0	1	5/18	0	1/3	-1/3	-1/18	23/36
	μ_{x2}	1/6	1	0	1/6	0	0	0	1/3	7/12
B	K	5/6	0	0	-1/6	0	-1	-1	-4/3	7/3
	K ₁	5/6**	0	0	-1/6	1	0	0	-1/3	5/3
	μ_{x3}	-1/18	0	1	5/18	0	1/3	-1/3	-1/9	10/9
	μ_{x2}	1/6	1	0	1/6	0	0	0	1/3	5/3
C	K	5/6	0	0	-1/6	0	-1	1	-7/6	7
	K ₁	5/6	0	0	-1/6	1	0	0	-1/6	5/3
	μ_{x3}	-1/18	0	1	5/18	0	1/3	-1/3	-1/18	17/9
	μ_{x2}	1/6	1	0	1/6	0	0	0	1/6	7/3

$$k1 = \mu(2, 3, 5) - \mu_{x1} - \mu_{x2} + \mu_{x3}$$

$$k2 = \mu(4, 6, 8) - 2\mu_{x1} + 2\mu_{x2} + \mu_{x4}$$

$$k = -k1 - k2 = 3\mu_{x1} - \mu_{x2} - \mu_{x3} - \mu_{x4} - \mu(7, 11, 14)$$

Table (2) : The result of Phase I

	Basic	μ_{x1}	μ_{x2}	K1	K2	μ_{x3}	μ_{x4}	μ_b
A	K	-3	1	0	0	1	1	-8
	K1	1	1	1	0	-1	0	4
	K2	2	-1	0	1	0	-1	4
B	K	-3	-2	0	0	1	1	-12
	K1	1	3	1	0	-1	0	5
	K2	2**	-1	0	1	0	-1	7
C	K	-3	-2	0	0	1	1	-14
	K1	1	3	1	0	-1	0	6
	K2	2	-1	0	1	0	-1	8

	Basic	μ_{x1}	μ_{x2}	K1	K2	μ_{x3}	μ_{x4}	μ_b
A	K	0	-1/2	0	3/2	1	-1/2	-2
	K1	0	3/2	1	-1/2	-1	1/2	2
	μ_{x1}	1	-1/2	0	1/2	0	-1/2	2
B	K	0	-1/2	0	3/2	1	-1/2	-5
	K1	0	3/2	1	-1/2	-1	1/2	3/2
	μ_{x1}	1	-1/2	0	1/2	0	-1/2	7/2
C	K	0	-1/2	0	3/2	1	-1/2	-2
	K1	0	3/2	1	-1/2	-1	1/2	2
	μ_{x1}	1	-1/2	0	1/2	0	-1/2	4

	Basic	μ_{x1}	μ_{x2}	K1	K2	μ_{x3}	μ_{x4}	μ_b
A	K	0	0	1/3	4/3	2/3	-2/3	-5/3
	μ_{x2}	0	1	2/3	-1/3	-2/3	1/3	2/3
	μ_{x1}	1	0	1/3	1/3	-1/3	-1/3	5/3
B	K	0	0	1/3	4/3	2/3	-2/3	11/2
	μ_{x2}	0	1	2/3	-1/3	-2/3	1/3	1
	μ_{x1}	1	0	1/3	1/3	-1/3	-1/3	4
C	K	0	-1/2	0	3/2	1	-1/2	-4/3
	μ_{x2}	0	1	2/3	-1/3	-2/3	1/1	4/3
	μ_{x1}	1	0	1/3	1/3	-1/3	-1/3	14/3

After noticing are syntheticsupports, the unquedifficult is written as

$$\text{Minimize } Z = 3\mu_{x1} + 2\mu_{x2} + 2\mu_{x3} + \mu_{x4}$$

Subject to

$$\text{From the solution the } \mu_{x4} = 0$$

$$\mu_{x1} - 1/5 \mu_{x4} = 17/10$$

$$\mu_{x1} - 1/5 \mu_{x4} = 2$$

$$\mu_{x1} - 1/5 \mu_{x4} = 2$$

the same thing for μ_{x2} and $\mu_{x3} = 0$

Then

$$\mu_{x1} = \mu(17/10, 2, 2), \mu_{x2} = \mu(3/10, 4/3, 13/12), \mu_{x3} = \mu(11/15, 11/9, 2)$$

LFR/Z which optimal value are:

$$\mu_{x1} = \epsilon(2): \mu_{x2} = \epsilon(4/3): \mu_{x3} = \epsilon(11/9)$$

μ (25/6, 100/9, 73/6) in LFR and the crisp value is $\epsilon(100/9)$ in LFR/Z.

5.2. Example 2

Maximize $Z = 5 \mu_{x1} + 6 \mu_{x2}$

Subject to

$$\mu_{x1} + 3\mu_{x2} \leq \mu(2, 3, 5) : \mu_{x1} +$$

$$\mu_{x2} - \mu_{x3} + k1 = \mu(4, 5, 6)$$

$$2\mu_{x1} - \mu_{x2} \leq \mu(4, 6, 8) : 2\mu_{x1} +$$

$$2\mu_{x2} - \mu_{x4} + k2 = \mu(4, 7, 8)$$

$$\mu_{xi} \geq i= 1,2: \text{ Subject to}$$

From the solution the $\mu_{x3}, \mu_{x4} = 0$

$$\mu_{x1} - 1/3 \mu_{x3} - 1/3 \mu_{x4} = 5/3$$

$$\mu_{x1} - 1/3 \mu_{x3} - 1/3 \mu_{x4} = 4$$

$$\mu_{x1} - 1/3 \mu_{x3} - 1/3 \mu_{x4} = 14/3$$

$$\mu_{x1} = \mu(5/3, 4, 14/3) \quad \mu_{x2} = \mu(2/3, 1, 4/3)$$

LFR and the crisp value is $\epsilon(26)$ in LFR/Z.

6. Conclusion

The object of this paper, locate a decent answer for a fuzzy straight programming (FLP) issue likewise locate the fuzzy ideal arrangement of issues with disparity limitations by putting every one of the factors as triangular fuzzy numbers. Plainly observe these is connection (\leq or $=$) utilize basic strategy system to take care of issue of LFR, which can locate a fresh ideal arrangement by decide amidst $\mu(a, b, c) \rightarrow \epsilon(b)$. Likewise the technique plot task a fuzzy arrangement as a LFR articulation. A fuzzy esteem or in an interim shape by smothering the center passage. Hence, $\mu(a, b, c) \rightarrow [a, c]$ is then the significant projection. In this manner the LFR-strategy can be show up as a fuzzy half and half, which jelly parts of the two strategies all the while. These technique way to deal with this present reality issues, particularly in circumstances where it is as of now realized that "fresh optima" in the most flawless sense don't exist, however where $\mu(a, b, c) \rightarrow \epsilon(b)$ produces a "fresh decent decision" for an ideal.

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