

Group 5

Goal Programing Overview

Craig Schmadel, Richard Semo, Samuel Steffen

Goal Programming

- Simple linear programming, in stages
- Goals are determined on priority
- Higher priority handled first
- Lower priority handled while keeping prior goals satisfied

+ & -

- Rather than just set equivalency goals, goal programming:
 - Sets goals and then tries to minimize how far above and below that the solution is
 - Is done through multiple iterations, or through weighted objective function
 - Minimizes resources used
 - Is easily changed if goal priorities change

Chapter 14 Example

Conceptual Products is a computer company that produces the CP400 and CP500 computers. Many of the components used in the two computer models are produced in abundant supply by the company. However, the memory modules, external hard drives, and cases are bought from suppliers. The CP400 model uses two memory modules and no external hard drive, whereas the CP500 uses one memory module and one external hard drive. Both models use one case.

Constraints

Suppliers can provide Conceptual Products with 1000 memory modules, 500 external hard drives, and 600 cases on a weekly basis. It takes one hour to manufacture a CP400 and its profit is \$200 and it takes one and one-half hours to manufacture a CP500 and its profit is \$500.

Listed Goals (In order of Priority)

1. Meet a state contract of 200 CP400 machines weekly.
2. Make at least 500 total computers weekly.
3. Make at least \$250,000 weekly.
4. Use no more than 400 man-hours per week.

2	solver 1												
3		x1	x2	d1-	d1+	d2-	d2+	d3-	d3+	d4-	d4+		
4			2	1								1000	
5				1								500	
6			1	1								600	
7			1		1	-1						200	
8			1	1			1	-1				500	
9			0.2	0.5					1	-1		250	
10			1	1.5							1	-1	400
11													
12													
13	solution		200	400	0	0	0	100	10	0	0	400	
14													
15	OF		0										
16													
17	Restrains		800 <=		1000								
18			400 <=		500								
19			600 <=		600								
20			200 =		200								
21			500 =		500								
22			250 =		250								
23			400 =		400								

Iteration 2

Sets a value for goal 1, now seeks goal 2

[illegible]

Iteration 3

Keeps goal 1 value, sets goal 2, seeks goal 3

solution	200	400	0	0	0	100	10	0	0	400
OF	10									
Restrains	800 <=		1000							
	400 <=		500							
	600 <=		600							
	200 =		200							
	500 =		500							
	250 =		250							
	400 =		400							
	0 =		0							
	0 =		0							

Iteration 4

Keeps goals 1 & 2 values, sets goal 3, seeks goal 4

solution	200	400	0	0	0	100	10	0	0	400
OF	400									
Restrains	800 <=		1000							
	400 <=		500							
	600 <=		600							
	200 =		200							
	500 =		500							
	250 =		250							
	400 =		400							
	0 =		0							
	0 =		0							
	10 =		10							

Final Solution

Microsoft Excel 15.0 Answer Report

Worksheet: [Book1]Sheet1 (4)

Report Created: 4/17/2014 3:46:18 PM

Result: Solver found a solution. All Constraints and optimality conditions are satisfied.

Solver Engine

Engine: Simplex LP

Solution Time: 0.016 Seconds.

Iterations: 8 Subproblems: 0

Solver Options

Max Time Unlimited, Iterations Unlimited, Precision 0.000001, Use Automatic Scaling

Max Subproblems Unlimited, Max Integer Sols Unlimited, Integer Tolerance 1%, Assume NonNegative

Objective Cell (Min)

Cell	Name	Original Value	Final Value
\$B\$15	OF x1	400	400

Variable Cells

Cell	Name	Original Value	Final Value	Integer
\$B\$13	solution x1	200	200	Contin
\$C\$13	solution x2	400	400	Contin
\$D\$13	solution d1-	0	0	Contin
\$E\$13	solution d1+	0	0	Contin
\$F\$13	solution d2-	0	0	Contin
\$G\$13	solution d2+	100	100	Contin
\$H\$13	solution d3-	10	10	Contin
\$I\$13	solution d3+	0	0	Contin
\$J\$13	solution d4-	0	0	Contin
\$K\$13	solution d4+	400	400	Contin

Constraints

Cell	Name	Cell Value	Formula	Status	Slack
\$B\$17	Restrains x1	800	\$B\$17<=\$D\$17	Not Binding	200
\$B\$18	x1	400	\$B\$18<=\$D\$18	Not Binding	100
\$B\$19	x1	600	\$B\$19<=\$D\$19	Binding	0
\$B\$20	x1	200	\$B\$20=\$D\$20	Binding	0
\$B\$21	x1	500	\$B\$21=\$D\$21	Binding	0
\$B\$22	x1	250	\$B\$22=\$D\$22	Binding	0
\$B\$23	x1	400	\$B\$23=\$D\$23	Binding	0
\$B\$24	x1	0	\$B\$24=\$D\$24	Binding	0
\$B\$25	x1	0	\$B\$25=\$D\$25	Binding	0
\$B\$26	x1	10	\$B\$26=\$D\$26	Binding	0

Iteration 3 becomes 1

Still fits all constraints, but OF now 0 rather than 10

[illegible]