

* Pemrograman Linier (Linear Programming)

Bentuk Umum: $J(x) = -C^T x \rightarrow \text{maksimalkan}$

Minimalkan: $J(x) = C^T x$

Subject To: $Ax \leq b$

$-Ax \geq -b$

Fungsi Kendala
(Constraints)

$A [n \times n]$ $b [n \times 1]$

DICARI x sehingga $J(x)$ minimum
(solusi)

Fungsi Biaya
(Cost Function)

$c = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix} = \text{unit cost}$
biaya satuan

$x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \text{peubah}$