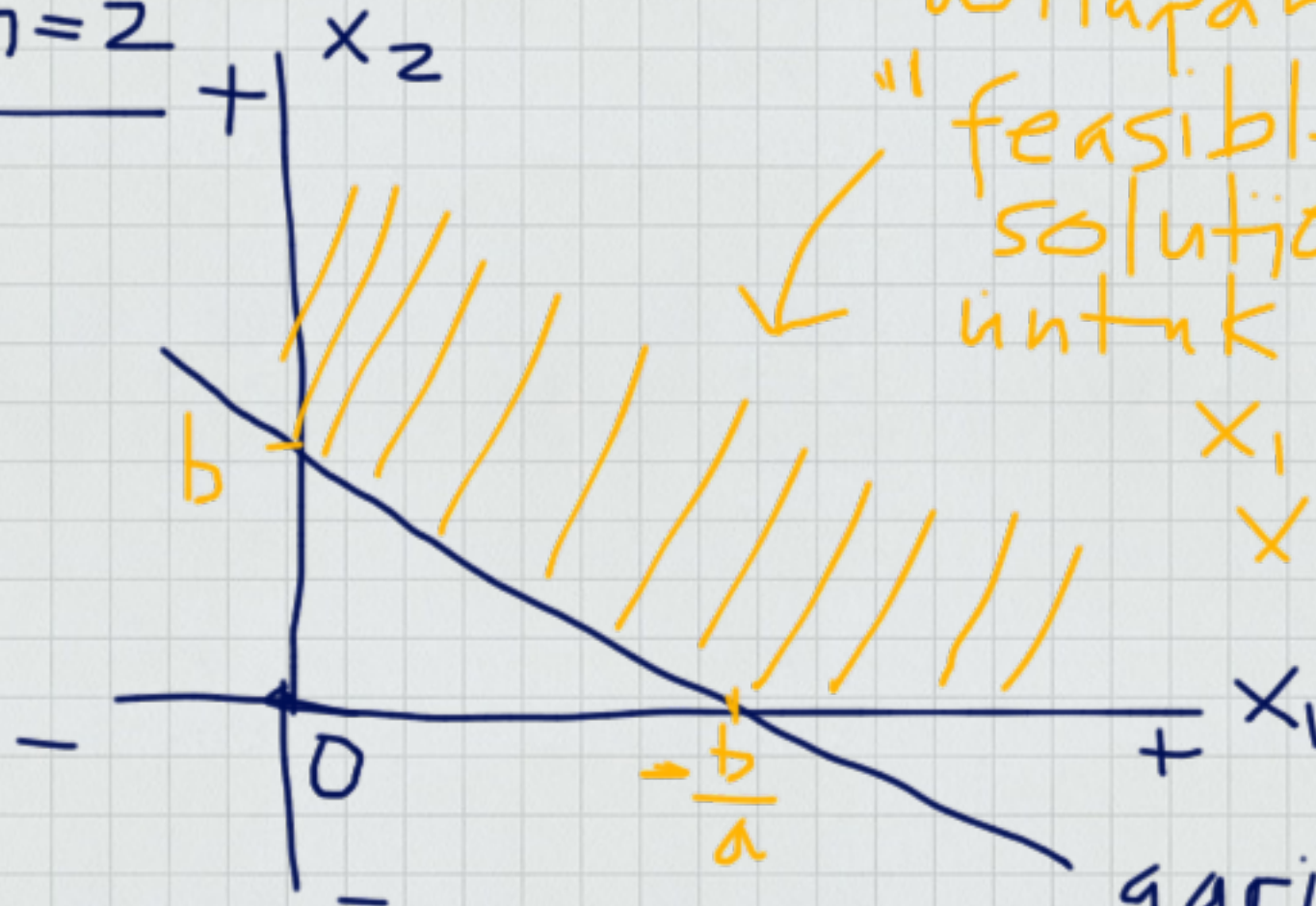


* Metoda GRAFIS

$n \leq 3$

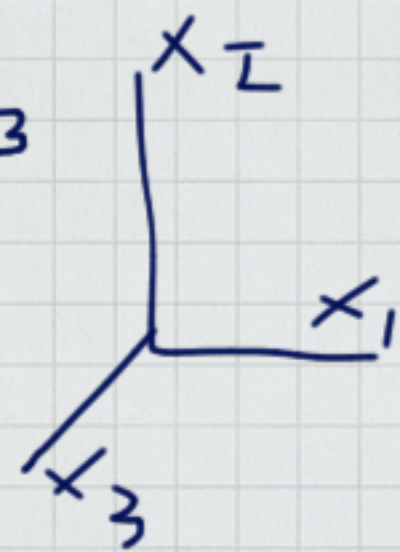
$n = 3$

Kasus $n=2$



wilayah
"feasible
solutions"
untuk kendala

$$\begin{aligned} x_1 &\geq 0 & x_2 &\geq 0 \\ x_2 &\geq ax_1 + b \end{aligned}$$



bidang
wilayah "feasible solutions!"

$S = \{x_1, x_2\} \in$ yang memenuhi semua fungsi kendala

garis
kendala
 $x_2 = ax_1 + b \rightarrow$