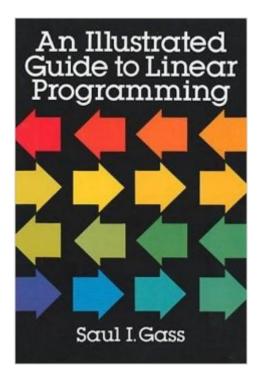# An Illustrated Guide To Linear Programming

An Illustrated Guide to Linear Programming

Saul I. Gass

Synopsis

"I would not hesitate to recommend the book." â " Industrial EngineeringLinear programming is an extremely effective problem-solving tool, with applications in business, agriculture, government, manufacturing, transportation, engineering, and many other areas. This very readable book presents an elementary introduction to linear programming in a refreshing, often humorous style.Requiring no math beyond high-school algebra, the book shows how linear programming can help anyone reach the optimum solution for a host of diverse problems. Chapter One introduces the basic concepts of linear programming and discusses its relationship to other mathematical models. Chapter Two discusses the formulation of linear-programming problems, including detailed treatment of problems involving diet, catering, assignment, and activity analysis. Chapter Three briefly introduces solution techniques for linear-programming problems, emphasizing the graphical approach. The final chapter describes and formulates a number of important applications, including network problems, traveling-salesman problems and the relationship between linear programming and the theory of games.Finally, a useful appendix offers precise statements of definitions, theorems and techniques, as well as additional computational procedures. Enlivened with over 70 excellent illustrations, this book represents a very accessible introduction to basic linear programming.

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Customer Reviews

Read: 5/14Rate: 1/55/14: An Illustrated Guide to Linear Programming is a bare-bones primer on

linear programming. The author brings up some examples, goes at a great length discussing them, invokes some historical trivia, and skips a lot of solving, only to give the answers. Be forewarned: An Illustrated Guide to Linear Programming only covers the graphical method of linear programming, skipping the simplex method. There are two camps of readers before the book: the tyros and the seasoned vets. The former will have absolutely no clue for most of the book because the exposition can vary between technical and layman's terms. The latter will find nothing new provided they have had a lot of experience with it. Undoubtedly, for the reader with a robotic mind, he will find the ever technical chapter, Mathematical Appendix and Summary of Application, gratifying. Throughout, An Illustrated Guide to Linear Programming is seriously lacking in pedagogy, worked-out examples, and exercises. If the reader is looking around for a thorough education in linear programming that covers nuances of graphical method, simplex method, and game theory, he will do himself a great justice by getting Finite Mathematics (8th Edition) and Student Solutions Manual for Finite Mathematics because these books combined together, pedagogically speaking, are unbelievably good and very detailed.

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