

LINGO

user's guide

LINDO SYSTEMS INC.



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Preface

The new features added to LINGO 9.0 are listed below.

❑ ***Improved dual simplex solver:***

The dual simplex has been extended to include a two-phase implementation. This new implementation provides speed improvements of between 50% and 250% on a wide range of problems.

❑ ***Global solver:***

The global solver has undergone a number of improvements, including:

- ◆ Support for the *@WRAP*, *@MOD*, *@SIGN* and *@PROD* functions
- ◆ Enhanced solution-finding heuristic
- ◆ Improved cut generation
- ◆ Increased numerical stability around undefined points
- ◆ Improved branch-and-bound

❑ ***New presolver:***

The presolver in LINGO 9 has been completely redone and generally results in a significantly higher level of model reduction. Also, the new presolver can operate on any model containing at least some linear coefficients. In previous releases, the presolver was only of benefit on purely linear models. Thus, many nonlinear and quadratic models will experience performance gains due to the new presolver.

❑ ***Improved mixed integer solver:***

The following improvements have been added to the mixed integer solver:

- ◆ More efficient memory management of branch-and-bound tree
- ◆ Faster MIP presolve on models with many continuous variables
- ◆ Probing now occurs during branch-and-bound rather than just in the presolve
- ◆ Branching strategies have been extended to exploit decomposition structure for dramatic improvements on MIP models with strong block structure

❑ ***Improved debugger:***

The *Debug* command now employs a hybrid approach that uses a pivoting algorithm to determine sparse extreme rays in the dual problem and to analyze their sparsity. For large-scale infeasible problems, this approach leads to a significant reduction in overall time to isolate an IIS. Other improvements to the debugger involve the ability to use an L-infinity norm efficiently in measuring infeasibilities. Use of the L-infinity norm improves stability of the overall analysis and leads to reduced run time, especially for degenerate models.

❑ ***Maintain models in LINDO syntax:***

In the past, LINGO has allowed LINDO users to import their LINDO models to LINGO. However, as the LINDO models were imported they were translated to LINGO syntax. Models may now be written and maintained entirely in native LINDO Syntax.

❑ ***Improved and faster generated model display:***

The *LINGO|Generate* command has improved the display of expanded model formulations. In the past, the display of nonlinear constraints showed only the variables that appeared in the constraints with a question mark for their coefficients. The generated display of nonlinear constraints is now rendered exactly. In addition, the output created by the *Generate* command is readable back into LINGO as an expanded scalar model. Finally, *Generate* now operates at least twice as fast on large models.

❑ ***Report writing improved:***

LINGO now supports a number of new functions that greatly improve report writing capabilities. The primary new functions are *@WRITE* and *@WRITEFOR*. You can use these functions to write out complex expressions in user supplied formats. In addition, output may be generated conditionally using *@WRITEFOR*. Additional new functions useful for report writing include *@FORMAT* for formatting the display of numeric operators, *@NAME* for returning the name of a variable, *@STRLEN* for determining the length of strings, *@ITERS* for returning the number of solver iterations, and the text replication operator (*). Please refer to the sample models *GRAPHPSN.LG4* (graphs the *@PSN* function) and *TRANSOL.LG4* (creates a standard LINGO solution report) for examples on the use of the new report generating capabilities.

❑ ***CALC/ENDCALC sections:***

Models may now have a *CALC* section, which is used to perform computations on input data. Many models read in primitive data from external sources. Much of this data needs “massaging” before it is useful in building a specific model. By placing data manipulation expressions in a *CALC* section, the calculations are not passed on to the actual solver, thereby resulting in more efficient models. Furthermore, unlike in the *MODEL* section, it is permissible to have running computations in the *CALC* section, i.e., you may break the computation of a variable down into several steps, thereby improving model readability.

❑ ***More flexible input of set members from Excel:***

In the past, derived set members had to exist in contiguous columns in Excel worksheets. This was an unnatural restriction for many models. Derived set members may now be split across non-contiguous ranges.

- ❑ **"Smart" @IF function:**
Up until this release, LINGO had to be able to evaluate both branches of an @IF function—even the false branch. This rendered @IF powerless for trapping such things as undefined arithmetic operations. LINGO now forestalls reporting errors unless they feed into the final value of an expression. Thereby allowing you to shield arithmetic errors in the false branch of the @IF function.
 - ❑ **Additional programming examples:**
LINGO now includes sample interface code for Delphi, C# .NET and VB .NET.
 - ❑ **New arithmetic functions:**
Arithmetic functions added in this release include the following: @PROD (product of variables), @MOD (modulo), @SQRT (square root), @SQR (square), and @POW (exponentiation).
 - ❑ **Support for Itanium and Opteron 64-bit platforms:**
Versions of LINGO 8 are now available that support the 64-bit Itanium and Opteron platforms running either WinXP64 or Linux. Versions of LINGO 9 should be available soon.
 - ❑ **New options:**
We've added several new options, including the following:
 - ◆ *Derivative computation option*—This option allows you to control the method used to compute derivatives for nonlinear models. Choices include finite differences and forward and backward analytical derivatives. Depending on the model, backward analytical derivatives can improve performance by up to a factor of two over previous releases.
 - ◆ *Export padding option*—You may now specify whether LINGO should pad workbook ranges and database tables with blanks or leave them untouched.
 - ◆ *Fixed variable reduction* —Control how LINGO performs fixed variable reduction before calling the solver.
 - ◆ *Barrier crossover option* —Control how LINGO performs fixed variable reduction before calling the solver.
 - ◆ *Aggressive crash procedure for NLPs* —Control how LINGO performs fixed variable reduction before calling the solver.
-

□ ***APISET command:APISET***

The *APISET* command allows you to set parameters in the LINDO API, which is the solver library used by LINGO. The LINDO API contains a wealth of different solver parameters, which were not necessarily accessible in previous releases of LINGO.

If there are any features you'd like to see in the next release of LINGO, please let us know. You can reach us at:

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1 Getting Started with LINGO

What is LINGO?

LINGO is a simple tool for utilizing the power of linear and nonlinear optimization to formulate large problems concisely, solve them, and analyze the solution. Optimization helps you find the answer that yields the *best* result; attains the highest profit, output, or happiness; or achieves the lowest cost, waste, or discomfort. Often these problems involve making the most efficient use of your resources—including money, time, machinery, staff, inventory, and more. Optimization problems are often classified as linear or nonlinear, depending on whether the relationships in the problem are linear with respect to the variables.

If you are a new user, it is recommended you go through the first seven chapters to familiarize yourself with LINGO. Then, you may want to see Chapter 13, *On Mathematical Modeling*, for more information on the difference between linear and nonlinear models and how to develop large models. It may also be helpful to view some sample models in Chapter 12, *Developing More Advanced Models*, or Appendix A, *Additional Examples of LINGO Modeling*, to see if a particular template example is similar to a problem you have. For users of previous versions of LINGO, the new features are summarized in the *Preface* at the beginning of the manual.

Installing LINGO

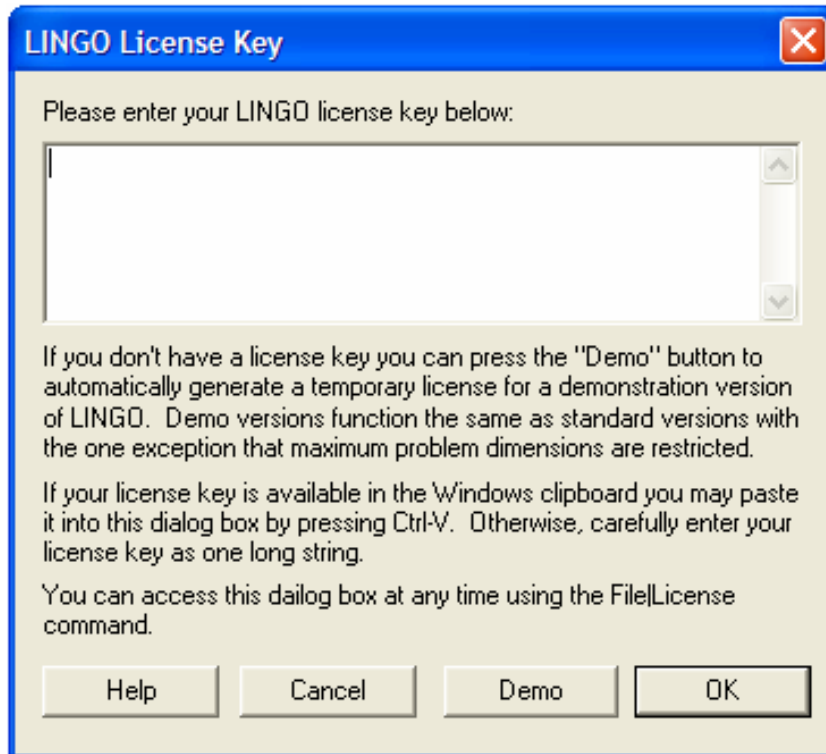
This section discusses how to install LINGO on the Windows platform. To install LINGO on platforms other than Windows, refer to the installation instructions included with your software.

Installing the LINGO software is straightforward. To setup LINGO for Windows, place your CD in the appropriate drive and run the installation program *SETUP* contained in the LINGO folder. The LINGO installation program will open and guide you through the steps required to install LINGO on your hard drive.

Note: If there is a previous version of LINGO installed on your machine, then you may need to uninstall it before you can install the new copy of LINGO. To uninstall the existing copy of LINGO, click on the Windows Start button, select the Settings command, select Control Panel, then double click on the Add or Remove Programs icon. You should then be able to select LINGO and have the old version removed from your system.

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Most copies of LINGO come with their licenses preinstalled. However, some versions of LINGO require you to input a license key. If your version of LINGO requires a license key, you will be presented with the following dialog box when you start LINGO:



You should be able to find the license key on the CD sleeve or in the email sent to you when you ordered your software. The license key is a string of letters, symbols and numbers, separated into groups of four by hyphens (e.g., r82m-XCW2-dZu?-%72S-fD?S-Wp@). Carefully enter the license into the edit field, including hyphens. License keys are case sensitive, so you must be sure to preserve the case of the individual letters when entering your key. Click the OK button and, assuming the key was entered correctly, LINGO will then start. In the future, you will be able to run LINGO directly without entering the key.

Note: If you received your license key by email, then you have the option of cutting-and-pasting it into the license key dialog box. Cut the key from the email that contains it with the Ctrl+C key, then select the key field in LINGO dialog box and paste the key with the Ctrl+V key.

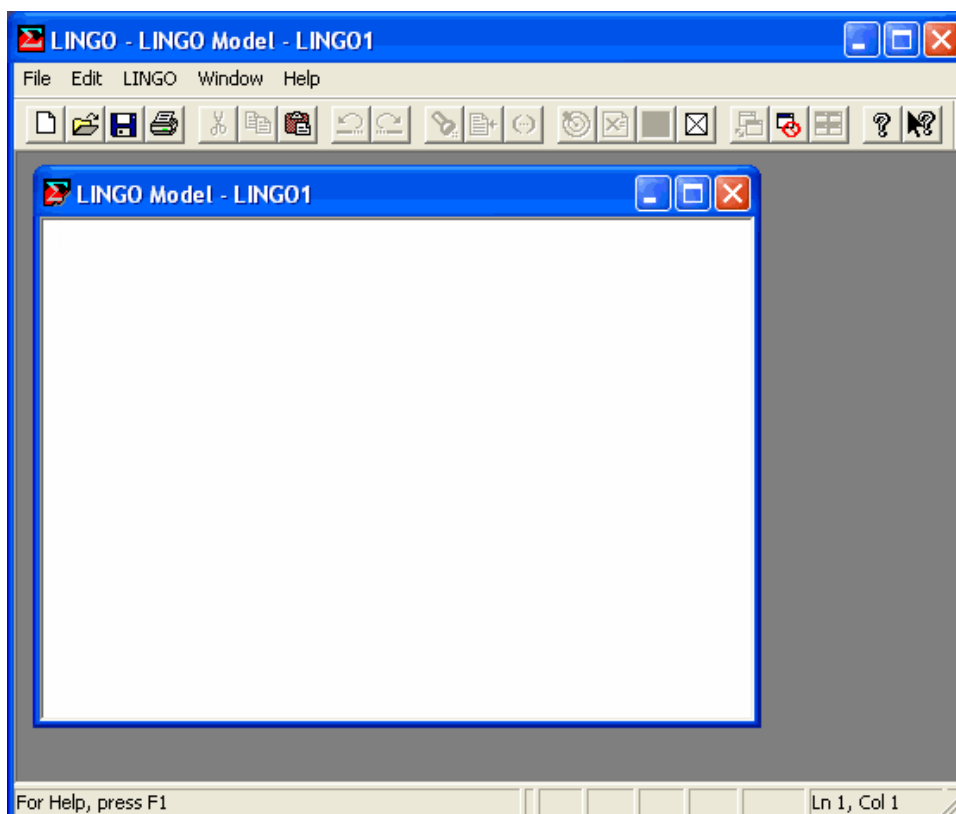
If you don't have a key, you can choose to run LINGO in demo mode by clicking the Demo button. In demo mode, LINGO has all the functionality of a standard version of LINGO with the one exception that the maximum problem size is restricted. Demo licenses expire after 30 days.

Entering a Model in Windows

Starting LINGO

This section illustrates how to input and solve a small model in Windows. The text of the model's equations is platform independent and will be identical on all platforms. However, keep in mind that the technique for entering a model is slightly different on non-Windows platforms. For instructions on entering a model on platforms other than Windows, please refer to the Modeling from the Command-line section below.

When you start LINGO for Windows, your screen should resemble the following:



The outer window, labeled *LINGO*, is the main frame window. All other windows will be contained within this window. The top of the frame window also contains all the command menus and the command toolbar. See Chapter 5, *Windows Commands*, for details on the toolbar and menu commands. The lower edge of the main frame window contains a status bar that provides various pieces of information regarding LINGO's current state. Both the toolbar and the status bar can be suppressed through the use of the *LINGO|Options* command.

The smaller child window labeled *LINGO Model - LINGO1* is a new, blank model window. In the next section, we will be entering a sample model directly into this window.

Developing a LINGO Model in Windows

The Problem

For our sample model, we will create a small product-mix example. Let's imagine that the CompuQuick Corporation produces two models of computers—Standard and Turbo. CompuQuick can sell every Standard unit it produces for a profit contribution of \$100, and each Turbo unit for a contribution of \$150. At the CompuQuick factory, the Standard computer production line can produce, at most, 100 computers per day. At the same time, the Turbo computer production line can turn out 120 computers per day. Furthermore, CompuQuick has a limited supply of daily labor. In particular, there is a total of 160 hours of labor available each day. Standard computers require 1 hour of labor, while Turbo computers are relatively more labor intense requiring 2 hours of labor. The problem for CompuQuick is to determine the mix of Standard and Turbo computers to produce each day to maximize total profit without exceeding line and labor capacity limits.

In general, an optimization model will consist of the following three items:

- *Objective Function* - The objective function is a formula that expresses exactly what it is you want to optimize. In business oriented models, this will usually be a profit function you wish to maximize, or a cost function you want to minimize. Models may have, at most, one objective function. In the case of our CompuQuick example, the objective function will compute the company's profit as a function of the output of Standards and Turbos.
 - *Variables* - Variables are the quantities you have under your control. You must *decide* what the best values of the variables are. For this reason, variables are sometimes also called *decision variables*. The goal of optimization is to find the values of a model's variables that generate the best value for the objective function, subject to any limiting conditions placed on the variables. We will have two variables in our example—one corresponding to the number of Standards to produce and the other corresponding to the number of Turbos to produce.
 - *Constraints* - Almost without exception, there will be some limit on the values the variables in a model can assume—at least one resource will be limited (e.g., time, raw materials, your department's budget, etc.). These limits are expressed in terms of formulas that are a function of the model's variables. These formulas are referred to as constraints because they constrain the values the variables can take. In our CompuQuick example, we will have one constraint for each production line and one constraint on the total labor used.
-

Entering the Model

We will now construct the objective function for our example. We will let the variables *STANDARD* and *TURBO* denote the number of Standard and Turbo computers to produce, respectively.

CompuQuick's objective is to maximize total profit. Total profit is calculated as the sum of the profit contribution of the Standard computer (\$100) multiplied by the total Standard computers produced (*STANDARD*) and the profit contribution of the Turbo computer (\$150) multiplied by the total Turbo computers produced (*TURBO*). Finally, we tell LINGO we want to maximize an objective function by preceding it with "MAX =". Therefore, our objective function is written on the first line of our model window as:

```
MAX = 100 * STANDARD + 150 * TURBO;
```

Note: Each mathematical expression in LINGO is terminated with a semicolon. These semicolons are required. Your model will not solve without them. For more information on the syntax of LINGO, see below.

Next, we must input our constraints on line capacity and labor supply. The number of Standard and Turbo computers produced must be constrained to the production line limits of 100 and 120, respectively. Do this by entering the following two constraints just below the objective function:

```
STANDARD <= 100;  
TURBO <= 120;
```

In words, the first constraint says the number of Standard computers produced daily (*STANDARD*) must be less-than-or-equal-to (\leq) the production line capacity of 100. Likewise, the second constraint says the number of Turbo computers produced daily (*TURBO*) must be less-than-or-equal-to (\leq) its line capacity of 120.

Note: Since most computers do not have less-than-or-equal-to keys (\leq), LINGO has adopted the convention of using the two character symbol \leq to denote \leq . As an alternative, you may simply enter $<$ to signify less-than-or-equal-to. In a similar manner, \geq or $>$ are used to signify greater-than-or-equal-to (\geq).

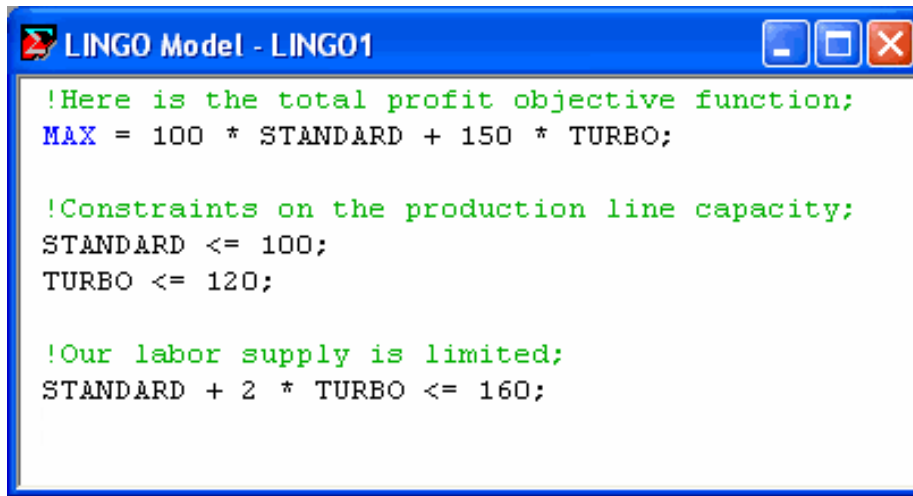
The final constraint on the amount of labor used can be expressed as:

```
STANDARD + 2 * TURBO <= 160;
```

Specifically, the total number of labor hours used ($STANDARD + 2 * TURBO$) must be less-than-or-equal-to (\leq) the amount of labor hours available of 160.

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After entering the above and entering comments to improve the readability of the model, your model window should look like this:



```
!Here is the total profit objective function;
MAX = 100 * STANDARD + 150 * TURBO;

!Constraints on the production line capacity;
STANDARD <= 100;
TURBO <= 120;

!Our labor supply is limited;
STANDARD + 2 * TURBO <= 160;
```

General LINGO Syntax

An expression may be broken up into as many lines as you want, but the expression *must* be terminated with a semicolon. As an example, we could have used two lines rather than just one to contain the objective function:

```
MAX = 100 * STANDARD
      + 150 * TURBO;
```

We have also entered some comments to improve the readability of our model. Comments begin with an exclamation point (!) and end with a semicolon (;). All text between an exclamation point and terminating semicolon is ignored by LINGO. Comments can occupy more than one line and can share lines with other LINGO expressions. For example:

```
X = 1.5 * Y + Z / 2 * Y; !This is a comment;
X = 1.5 * !This is a comment in the middle
of a constraint; Y + Z / 2 * Y;
```

You may have noticed we used all uppercase letters for our variable names. This is not a requirement. LINGO does not distinguish between uppercase and lowercase in variable names. Thus, the following variable names would all be considered equivalent:


```
TURBO
Turbo
turbo
```

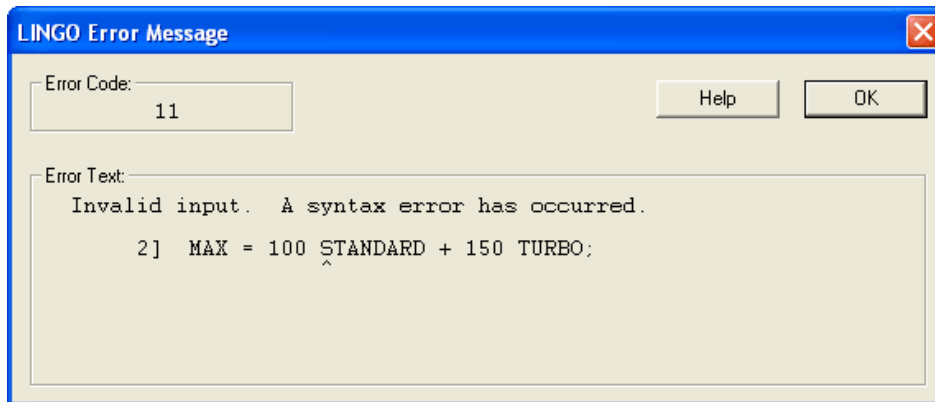
When constructing variable names in LINGO, all names must begin with an alphabetic character (A-Z). Subsequent characters may be either alphabetic, numeric (0-9), or the underscore (_). Names may be up to 32 characters in length.

A final feature you will notice is that LINGO's editor is "syntax aware." In other words, when it encounters LINGO keywords it displays them in blue, comments are displayed in green, and all remaining text is displayed in black. Matching parentheses are also highlighted in red when you place the cursor immediately following a parenthesis. You should find this feature useful in assisting you to track down syntax errors in your models.

Solving the Model

Syntax Errors

Your model has now been entered and it is ready to be solved. To begin solving the model, select the *Solve* command from the *LINGO* menu, or press the *Solve* button () on the toolbar at the top of the main frame window. LINGO will begin compiling the model. This means LINGO will determine whether the model conforms to all syntax requirements. If the LINGO model doesn't pass these tests, you will be informed by an error message. In this model, for instance, if you forget to use the multiplication sign, you will get an error like the following:



LINGO lets you know there is a syntax error in your model, lists the line of the model it is in, and points to the place in the line where it occurred. For more information on error codes, see Appendix B, *Error Messages*.

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Solver Status Window

If there are no formulation errors during the compilation phase, LINGO will invoke the appropriate internal solver to begin searching for the optimal solution to your model. When the solver starts, it displays a *solver status* window on your screen resembling the following:

LINGO Solver Status [LINGO1]

Solver Status	
Model Class:	LP
State:	Global Optimum
Objective:	0
Infeasibility:	0
Iterations:	2

Variables	
Total:	2
Nonlinear:	0
Integers:	0

Constraints	
Total:	4
Nonlinear:	0

Nonzeros	
Total:	6
Nonlinear:	0

Extended Solver Status	
Solver Type	. . .
Best Obj:	. . .
Obj Bound:	. . .
Steps:	. . .
Active:	. . .

Generator Memory Used (K)	
3	

Elapsed Runtime (hh:mm:ss)	
00 : 00 : 00	

Update interval:

The *solver status* window is useful for monitoring the progress of the solver and the dimensions of your model. The various fields are described in more detail below.

The solver status window also provides you with an *Interrupt Solver* button. Interrupting the solver causes LINGO to halt the solver on the next iteration. In most cases, LINGO will be able to restore and report the best solution found so far. The one exception is in the case of linear programming models (i.e., linear models without integer variables). If a linear programming model is interrupted, the solution returned will be meaningless and should be ignored. This should not generally be a problem because linear programs generally solve quickly, thus minimizing the need to interrupt.

Note: You must be careful how you interpret solutions after interrupting the solver. These solutions 1) will definitely not be optimal, 2) may not be feasible to all the constraints, and 3) are worthless if the model is a linear program.

Next to the *Interrupt Solver* button is another button labeled *Close*. Hitting the *Close* button will close the solver status window. This window can be reopened at any time by selecting the *Window|Status Window* command.

At the bottom of the solver status window, you will find an *Update Interval* field. LINGO will update the solver status window every n seconds, where n is the value contained in the *Update Interval* field. You may set this interval to any value you desire. However, setting it to 0 will result in longer solution times—LINGO will spend more time updating the solver status window than solving your model. On larger models, LINGO may not always be able to update the solver status window on a regular interval. So, don't be concerned if you sometimes must wait longer than the indicated interval.

Variables box

The *Variables* box shows the total number of variables in the model. The *Variables* box also displays the number of the total variables that are *nonlinear*. A variable is considered to be nonlinear if it enters into any nonlinear relationship in any constraint in the model. For instance, the constraint:

$$X + Y = 100;$$

would be considered linear because the graph of this function would be a straight line. On the other hand, the nonlinear function:

$$X * Y = 100;$$

is quadratic and has a curved line as its graph. If we were to solve a model containing this particular nonlinear constraint, the nonlinear variable count would be at least 2 to represent the fact that the two variables X and Y appear nonlinearly in this constraint.

As another example, consider the constraint:

$$X * X + Y = 100;$$

In this case, X appears nonlinearly while Y appears as a linear variable. This constraint would not cause Y to be counted as one of the nonlinear variables. See Chapter 13, *On Mathematical Modeling*, for more information on the difference between linear and nonlinear equations.

The *Variables* box in the *solver status* window also gives you a count of the total number of *integer* variables in the model. In general, the more nonlinear and integer variables your model has, the more difficult it will be to solve to optimality in a reasonable amount of time. Pure linear models without integer variables will tend to solve the fastest. For more details on the use of integer variables, refer to Chapter 3, *Using Variable Domain Functions*.

The variable counts do not include any variables LINGO determines are *fixed* in value. For instance, consider the following constraints:

$$\begin{aligned} X &= 1; \\ X + Y &= 3; \end{aligned}$$

From the first constraint, LINGO determines X is fixed at the value of 1. Using this information in constraint 2, LINGO determines Y is fixed at a value of 2. X and Y will then be substituted out of the model and they will not contribute to the total variable count.

Constraints box

The *Constraints* box shows the total constraints in the expanded model and the number of these constraints that are *nonlinear*. A constraint is considered nonlinear if one or more variables appear nonlinearly in the constraint.

LINGO searches your model for *fixed* constraints. A constraint is considered *fixed* if all the variables in the constraint are fixed. Fixed constraints are substituted out of the model and do not add to the total constraint count.

Nonzeroes box

The *Nonzeros* box shows the total *nonzero coefficients* in the model and the number of these that appear on nonlinear variables. In a given constraint, only a small subset of the total variables typically appears. The implied coefficient on all the nonappearing variables is zero, while the coefficients on the variables that do appear will be nonzero. Thus, you can view the total nonzero coefficient count as a tally of the total number of times variables appear in all the constraints. The nonlinear nonzero coefficient count can be viewed as the number of times variables appear nonlinearly in all the constraints.

Generator Memory Used box

The *Generator Memory Used* box lists the amount of memory LINGO's model generator is currently using from its memory allotment. You may change the size of the generator's memory allotment using the *LINGO|Options* command (see Chapter 5, *Windows Commands*).

Elapsed Runtime box

The *Elapsed Runtime* box shows the total time used so far to generate and solve the model. This is an elapsed time figure and may be affected by the number of other applications running on your system.

Solver Status box

The *Solver Status* box shows the current status of the solver. A description of the fields appears in the table below followed by a more in depth explanation:

Field	Description
Model Class	Displays the model's classification. Possible classes are "LP", "QP", "ILP", "IQP", "PILP", "PIQP", "NLP", "INLP", and "PINLP".
State	Gives the Status of the current solution. Possible states are "Global Optimum", "Local Optimum", "Feasible", "Infeasible", "Unbounded", "Interrupted", and "Undetermined".
Objective	Current value of the objective function.
Infeasibility	Amount constraints are violated by.
Iterations	Number of solver iterations.

Model Class Field

The *Model Class* field summarizes the properties of your model. The various classes you will encounter are listed below, roughly ordered from easiest to hardest to solve:

Abbreviation	Class	Description
LP	Linear Program	All expressions are linear and the model contains no integer restrictions on the variables.
QP	Quadratic Program	All expressions are linear or quadratic, the model is convex, and there are no integer restrictions.
ILP	Integer Linear Program	All expressions are linear, and a subset of the variables is restricted to integer values.
IQP	Integer Quadratic Program	All expressions are either linear or quadratic, the model is convex, and a subset of the variables has integer restrictions.
PILP	Pure Integer Linear Program	All expressions are linear, and all variables are restricted to integer values.
PIQP	Pure Integer Quadratic Program	All expressions are linear or quadratic, the model is convex, and all variables are restricted to integer values.
NLP	Nonlinear Program	At least one of the relationships in the model is nonlinear with respect to the variables.
INLP	Integer Nonlinear Program	At least one of the expressions in the model is nonlinear, and a subset of the variables has integer restrictions. <i>In general, this class of model will be very difficult to solve for all but the smallest cases.</i>
PINLP	Pure Integer Nonlinear Program	At least one of the expressions in the model is nonlinear, and all variables have integer restrictions. <i>In general, this class of model will be very difficult to solve for all but the smallest cases.</i>

State Field

When LINGO begins solving your model, the initial state of the current solution will be "Undetermined". This is because the solver has not yet had a chance to generate a solution to your model.

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Once the solver begins iterating, the state will progress to "Infeasible". In the infeasible state, LINGO has generated tentative solutions, but none that satisfy all the constraints in the model.

Assuming a feasible solution exists, the solver will then progress to the "Feasible" state. In the feasible state, LINGO has found a solution that satisfies all the constraints in your model, but the solver is not yet satisfied it has found *the best* solution to your model.

Once the solver can no longer find better solutions to your model, it will terminate in either the "Global Optimum" or "Local Optimum" state. If your model does not have any nonlinear constraints, then any locally optimal solution will also be a global optimum. Thus, all optimized linear models will terminate in the global optimum state. If, on the other hand, your model has one or more nonlinear constraints, then any locally optimal solution may not be the best solution to your model. There may be another "peak" that is better than the current one, but the solver's local search procedure is unable to "see" the better peak. Thus, on nonlinear models, LINGO can terminate only in the local optimum state. LINGO may, in fact, have a globally optimal solution, but, given the nature of nonlinear problems, LINGO is unable to claim it as such. Given this fact, it is always preferred to formulate a model using only linear constraints whenever possible. For more details on the concept of global vs. local optimal points, refer to *On Mathematical Modeling*.

Note: LINGO's optional global solver may be used to find globally optimal solutions to nonlinear models. For more information on the global solver, refer to the *Nonlinear Solver Tab* help topic.

If a model terminates in the "Unbounded" state, it means LINGO can improve the objective function without bound. In real life, this would correspond to a situation where you can generate infinite profits. Because such a situation is rare, if not impossible, you have probably omitted or misspecified some constraints in your model.

Finally, the "Interrupted" state will occur when you prematurely interrupt LINGO's solver before it has found the final solution to your model. The mechanics of interrupting the solver are discussed in more detail above.

Objective Field

The *Objective* field gives the objective value for the current solution. If your model does not have an objective function, then "N/A" will appear in this field.

Infeasibility Field

The *Infeasibility* field lists the amount that all the constraints in the model are violated by. Keep in mind that this figure does not track the amount of any violations on variable bounds. Thus, it is possible for the *Infeasibility* field to be zero while the current solution is infeasible due to violated variable bounds. The LINGO solver may also internally scale a model such that the units of the *Infeasibility* field no longer correspond to the unscaled version of the model. To determine whether LINGO has found a feasible solution, you should refer to the *State* field discussed above.

Iterations Field

The *Iterations* field displays a count of the number of iterations completed thus far by LINGO's solver. The fundamental operation performed by LINGO's solver is called *iteration*. Iteration involves finding a variable, currently at a zero value, which would be attractive to introduce into the solution at a nonzero value. This variable is then introduced into the solution at successively larger values until either a constraint is about to be driven infeasible or another variable is driven to zero. At this point, the iteration process begins anew. In general, as a model becomes larger, it will require more iterations to solve and each iteration will require more time to complete.

Extended Solver Status box

The *Extended Solver Status* box shows status information pertaining to several of the specialized solvers in LINGO. These solvers are:

- *Branch-and-Bound Solver*,
- *Global Solver*, and
- *Multistart Solver*.

The fields in this box will be updated only when one of these three specialized solvers is running.

The fields appearing in the *Extended Solver Status* box are:

Field	Description
Solver Type	The type of specialized solver in use. This will be “B-and-B”, “Global”, or “Multistart”.
Best Obj	The objective value of the best solution found so far.
Obj Bound	The theoretical bound on the objective.
Steps	The number of solver iterations.
Active	The number of active subproblems remaining to be analyzed.

Solver Type Field

This field displays “B-and-B”, “Global”, or “Multistart” depending on the specialized solver in use.

LINGO employs a strategy called *branch-and-bound* to solve models with integer restrictions. Branch-and-bound is a systematic method for implicitly enumerating all possible combinations of the integer variables. Refer to Hillier and Liberman (1995) for more information on the branch-and-bound algorithm.

In addition to the branch-and-bound solver, there are two other specialized nonlinear solvers that may be invoked: *global solver* and *multistart solver*. Many nonlinear models are non-convex and/or non-smooth. For more information see the Chapter 13, *On Mathematical Modeling*. Nonlinear solvers that rely on local search procedures (as does LINGO's default nonlinear solver) will tend to do poorly on these types of models. Typically, they will converge to a local, sub-optimal point that may be quite distant from the true, globally optimal point. The multistart solver and the global solver are specialized solvers that attempt to find the globally optimal solution to non-convex models. You can read more about these solvers in the *Nonlinear Solver Tab* section.

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Best Obj and Obj Bound Fields

The *Best Obj* field displays the best feasible objective value found so far. *Obj Bound* displays the bound on the objective. This bound is a limit on how far the solver will be able to improve the objective. At some point, these two values may become very close. Given that the best objective value can never exceed the bound, the fact that these two values are close indicates that LINGO's current best solution is either the optimal solution, or very close to it. At such a point, the user may choose to interrupt the solver and go with the current best solution in the interest of saving on additional computation time.

Steps Field

The information displayed in the *Steps* field depends on the particular solver that is running. The table below explains:

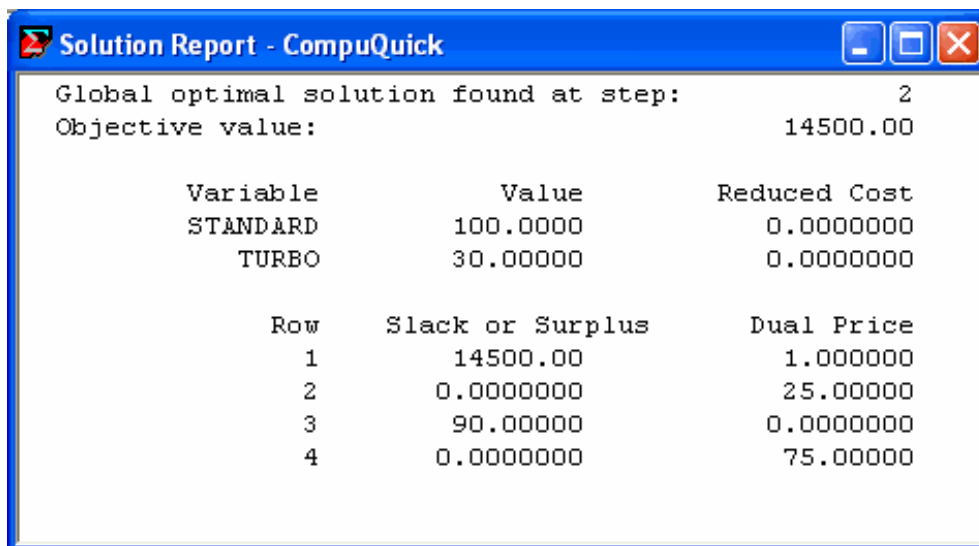
Solver	Steps Field Interpretation
Branch-and-Bound	Number of branches in the branch-and-bound tree.
Global	Number of subproblem boxes generated.
Multistart	Number of solver restarts.

Active Field

This field pertains to the branch –and –bound and global solvers. It lists the number of open subproblems remaining to be evaluated. The solver must run until this value goes to zero.

The Solution Report

When LINGO is done solving the CompuQuick model, there will be a new *Solution Report* window created on your screen containing the details of the solution to your model. The solution report should appear as follows:







The screenshot shows a window titled "Solution Report - CompuQuick" with a blue title bar and standard Windows window controls. The text inside the window is as follows:


Global optimal solution found at step:		2
Objective value:		14500.00
Variable	Value	Reduced Cost
STANDARD	100.0000	0.0000000
TURBO	30.00000	0.0000000
Row	Slack or Surplus	Dual Price
1	14500.00	1.000000
2	0.0000000	25.00000
3	90.00000	0.0000000
4	0.0000000	75.00000

This solution tells us CompuQuick should build 100 Standards and 30 Turbos each day to give them a total daily profit of \$14,500. Refer to the *Examining the Solution* section below for additional details on the various fields in this report.

Printing Your Work in Windows

In Windows versions of LINGO, use the *Print* command in the *File* menu to print the active (frontmost) window, or click on the *Print* button () . You may print any window, including model and report windows. If you wish to print just a portion of a window, use the *Cut* and *Paste* commands in the *Edit* menu to put the desired text in a new window before printing. You can also access the *Cut* command by clicking on the *Cut* button () . Likewise, the *Paste* command can be accessed through the *Paste* button () . To create a new window, use the *File|New* command, or click the *New* button () .

Saving Your Work in Windows

To save your model to a disk file, use the *File|Save* command or press the *Save* button () in the toolbar. Unless you specify otherwise, LINGO will automatically append a *.LG4* extension to your file name.

Modeling from the Command-line

Starting LINGO

If you are running LINGO on a platform other than a Windows based PC, then you will interface with LINGO through the means of a command-line prompt. All instructions are issued to LINGO in the form of text command strings.

When you start a command-line version of LINGO, you will see a colon command prompt as follows:

```
LINGO
: _
```

When you see the colon prompt, LINGO is expecting a command. When you see the question mark prompt, you have already initiated a command and LINGO is asking you to supply additional information related to this command such as a number or a name. If you wish to “back out” of a command you have already started, you may enter a blank line in response to the question mark prompt and LINGO will return you to the command level colon prompt. All available commands are listed in Chapter 6, *Command-line Commands*.

Entering the Model

When you enter a model in the command-line interface, you must first specify to LINGO that you are ready to begin entering the LINGO statements. This is done by entering the *MODEL:* command at the colon prompt. LINGO will then give you a question mark prompt and you begin entering the model line by line.

As an example, we will use the CompuQuick model discussed in the previous section. After entering the CompuQuick model, your screen should resemble the following (Note that user input is in bold.):

```
LINGO
: MODEL:
? MAX = 100 * STANDARD + 150 * TURBO;
? STANDARD <= 100;
? TURBO <= 120;
? STANDARD + 2 * TURBO <= 160;
? END
:
```

The *END* command tells LINGO you are finished inputting the model. Once you enter the *END* command and return to the colon prompt, the model is in memory and ready to be solved.

Solving the Model

To begin solving the model, type the *GO* command at the colon prompt and press the enter key. LINGO will begin compiling the model. This means LINGO will determine whether the model conforms to all syntax requirements. If the LINGO model doesn't pass these tests, you will be informed by an error message. For more information on error codes, see Appendix B, *Error Messages*.

If there are no formulation errors during the compilation phase, LINGO will invoke the appropriate internal solver to begin searching for the optimal solution to your model. When LINGO is done solving the CompuQuick model, it will send the following solution report to your screen:

```
Global optimal solution found at step:      2
Objective value:                          14500.00
```

Variable	Value	Reduced Cost
STANDARD	100.0000	0.0000000
TURBO	30.00000	0.0000000

Row	Slack or Surplus	Dual Price
1	14500.00	1.000000
2	0.0000000	25.00000
3	90.00000	0.0000000
4	0.0000000	75.00000

This solution tells us that CompuQuick should build 100 Standards and 30 Turbos each day to give them a total daily profit of \$14,500. Refer to the *Examining the Solution* section below for additional details on the various fields in this report.

Printing and Saving Your Work

For command-line (non-Windows) versions of LINGO, the *DIVERT* file command may be used to send all LINGO reports to a file rather than to the screen. You may then route this file to a printer or load it into a word processing program for printing.

For example, to create a text file for printing that contains a copy of your model and solution, issue the commands:

DIVERT MYFILE	!Opens an output file called MYFILE;
LOOK ALL	!Sends formulation to the file;
GO	!Sends solution to the file;
RVRT	!Closes down output file;

To save your model to disk, issue the *SAVE* command followed by the name of a file to store your model under. For example, the command:

SAVE MYFILE.LNG

saves a copy of the current model to the file titled *MYFILE.LNG*. The model may be retrieved for use later with the *TAKE* command.

Please refer to Chapter 6, *Command-line Commands*, for more detailed information on these and other commands.

Examining the Solution

First, the solution report tells us that LINGO took 2 iterations to solve the model. Second, the maximum profit attainable is \$14,500. Third, the quantities of each computer to produce, *STANDARD* and *TURBO*, are 100 and 30, respectively. What's interesting to note is we make less of the relatively more "profitable" Turbo computer due to its more intensive use of our limited supply of labor. The *Reduced Costs*, *Slack or Surplus*, and *Dual Price* columns are explained below.

Reduced Cost

In a LINGO solution report, you'll find a *reduced cost* figure for each variable. There are two valid, equivalent interpretations of a reduced cost.

First, you may interpret a variable's reduced cost as the amount that the objective coefficient of the variable would have to improve before it would become profitable to give the variable in question a positive value in the optimal solution. For example, if a variable had a reduced cost of 10, the objective coefficient of that variable would have to increase by 10 units in a maximization problem and/or decrease by 10 units in a minimization problem for the variable to become an attractive alternative to enter into the solution. A variable in the optimal solution, as in the case of *STANDARD* or *TURBO*, automatically has a reduced cost of zero.

Second, the reduced cost of a variable may be interpreted as the amount of penalty you would have to pay to introduce one unit of that variable into the solution. Again, if you have a variable with a reduced cost of 10, you would have to pay a penalty of 10 units to introduce the variable into the solution. In other words, the objective value would fall by 10 units in a maximization model or increase by 10 units in a minimization model.

Reduced costs are valid only over a range of values. For more information on determining the valid range of a reduced cost, see the *LINGO|Range* command in Chapter 5, *Windows Commands*.

Slack or Surplus

The *Slack or Surplus* column in a LINGO solution report tells you how close you are to satisfying a constraint as an equality. This quantity, on less-than-or-equal-to (\leq) constraints, is generally referred to as *slack*. On greater-than-or-equal-to (\geq) constraints, this quantity is called a *surplus*.

If a constraint is exactly satisfied as an equality, the slack or surplus value will be zero. If a constraint is violated, as in an infeasible solution, the slack or surplus value will be negative. Knowing this can help you find the violated constraints in an infeasible model—a model for which there doesn't exist a set of variable values that simultaneously satisfies all constraints. Nonbinding constraints, constraints with a slack or surplus value greater than zero, will have positive, nonzero values in this column.

In our CompuQuick example, note that row 3 (*TURBO* \leq 120) has a slack of 90. Because the optimal value of *TURBO* is 30, this row is 90 units from being satisfied as an equality.

Dual Price

The LINGO solution report also gives a *dual price* figure for each constraint. You can interpret the dual price as the amount that the objective would improve as the right-hand side, or constant term, of the constraint is increased by one unit. For example, in the CompuQuick solution, the dual price of 75 on row 4 means adding one more unit of labor would cause the objective to improve by 75, to a value of 14,575.

Notice that “improve” is a relative term. In a maximization problem, improve means the objective value would increase. However, in a minimization problem, the objective value would *decrease* if you were to *increase* the right-hand side of a constraint with a *positive* dual price.

Dual prices are sometimes called *shadow prices*, because they tell you how much you should be willing to pay for additional units of a resource. Based on our analysis, CompuQuick should be willing to pay up to 75 dollars for each additional unit of labor.

As with reduced costs, dual prices are valid only over a range of values. Refer to the *LINGO|Range* command in Chapter 5, *Windows Commands*, for more information on determining the valid range of a dual price.

Using the Modeling Language

One of LINGO's most powerful features is its mathematical modeling language. LINGO's modeling language lets you express your problem in a natural manner that is very similar to standard mathematical notation. Rather than entering each term of each constraint explicitly, you can express a whole series of similar constraints in a single compact statement. This leads to models that are much easier to maintain and scale up.

Another convenient feature of LINGO's modeling language is the *data section*. The data section allows you to isolate your model's data from the formulation. In fact, LINGO can even read data from a separate spreadsheet, database, or text file. With data independent of the model, it's much easier to make changes, and there's less chance of error when you do.

The simple CompuQuick model discussed above uses scalar variables. Each variable is explicitly listed by name (e.g., *STANDARD* and *TURBO*) and each constraint is explicitly stated (e.g., *TURBO* ≤ 120). In larger models, you'll encounter the need to work with a group of several very similar constraints and variables. Using the scalar modeling approach we have illustrated to this point, you would need to undertake the repetitive task of typing in each term of each constraint. Fortunately, LINGO's ability to handle sets of objects allows you to perform such operations much more efficiently.

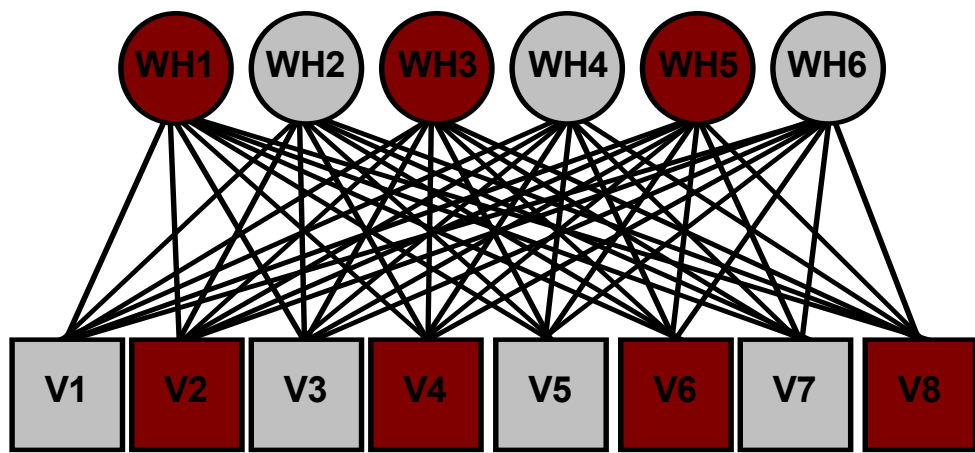
The section below is an example of how to use sets to solve a shipping problem. After reviewing this example, it should become clear that coupling the power of sets with LINGO's modeling language allows you to build large models in a fraction of the time required in a scalar oriented approach to modeling (See Chapter 2, *Using Sets*, for a detailed description of sets).

Developing a Set Based Transportation Model

The Problem

For our example, suppose that the Wireless Widget (WW) Company has six warehouses supplying eight vendors with their widgets. Each warehouse has a supply of widgets that cannot be exceeded, and each vendor has a demand for widgets that must be satisfied. WW wants to determine how many widgets to ship from each warehouse to each vendor so as to minimize the total shipping cost. This is a classic optimization problem referred to as the *transportation* problem.

The following diagram illustrates the problem:



Wireless Widget's Shipping Network

Since each warehouse can ship to each vendor, there are a total of 48 possible shipping paths, or arcs. We will need a variable for each arc to represent the amount shipped on the arc.

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The following data are available:

Warehouse	Widgets On Hand
1	60
2	55
3	51
4	43
5	41
6	52

Widget Capacity Data

Vendor	Widget Demand
1	35
2	37
3	22
4	32
5	41
6	32
7	43
8	38

Vendor Widget Demand

	V1	V2	V3	V4	V5	V6	V7	V8
Wh1	6	2	6	7	4	2	5	9
Wh2	4	9	5	3	8	5	8	2
Wh3	5	2	1	9	7	4	3	3
Wh4	7	6	7	3	9	2	7	1
Wh5	2	3	9	5	7	2	6	5
Wh6	5	5	2	2	8	1	4	3

Shipping Cost per Widget (\$)

The Objective Function

Our first pass at formulating the model will be to construct the objective function. As mentioned, WW wants to minimize total shipping costs. We will let the $VOLUME_I_J$ variable denote the number of widgets shipped from warehouse I to vendor J . Then, if we were to explicitly write out our objective function using scalar variables, we would have:

$$\begin{aligned} \text{MIN} = & 6 * \text{VOLUME_1_1} + 2 * \text{VOLUME_1_2} + \\ & 6 * \text{VOLUME_1_3} + 7 * \text{VOLUME_1_4} + \\ & 4 * \text{VOLUME_1_5} + \\ & \vdots \\ & 8 * \text{VOLUME_6_5} + \text{VOLUME_6_6} + 4 * \text{VOLUME_6_7} + \\ & 3 * \text{VOLUME_6_8}; \end{aligned}$$

For brevity, we included only 9 of the 48 terms in the objective. As one can see, entering such a lengthy formula would be tedious and prone to errors. Extrapolate to the more realistic case where vendors could number in the thousands, and it becomes apparent that scalar based modeling is problematic at best.

If you are familiar with mathematical notation, you could express this long equation in a much more compact manner as follows:

$$\text{Minimize } \sum_{ij} \text{COST}_{ij} \bullet \text{VOLUME}_{ij}$$

In a similar manner, LINGO's modeling language allows you to express the objective function in a form that is short, easy to type, and easy to understand. The equivalent LINGO statement is:

```
MIN = @SUM(LINKS(I,J): COST(I,J) * VOLUME(I,J));
```

In words, this says to minimize the sum of the shipping *COST* per widget times the *VOLUME* of widgets shipped for all *LINKS* between the warehouses and vendors. The following table compares the mathematical notation to the LINGO syntax for our objective function:

Math Notation	LINGO Syntax
<i>Minimize</i>	MIN =
\sum_{ij}	@SUM(LINKS(I, J) :
COST_{ij}	COST(I, J)
\bullet	*
VOLUME_{ij}	VOLUME(I, J) ;

The Constraints

With the objective function in place, the next step is to formulate the constraints. There are two sets of constraints in this model. The first set guarantees that each vendor receives the number of widgets required. We will refer to this first set of constraints as being the demand constraints. The second set of constraints, called the capacity constraints, ensures no warehouse ships out more widgets than it has on hand.

Starting with the demand constraint for Vendor 1, we need to sum up the shipments from all the warehouses to Vendor 1 and set them equal to Vendor 1's demand of 35 widgets. Thus, if we were using scalar-based notation, we would need to construct the following:

$$\text{VOLUME_1_1} + \text{VOLUME_2_1} + \text{VOLUME_3_1} + \\ \text{VOLUME_4_1} + \text{VOLUME_5_1} + \text{VOLUME_6_1} = 35;$$

You would then need to type seven additional demand constraints, in a similar form, to cover all eight vendors. Again, as one can see, this would be a tedious and error prone process. However, as with our objective function, we can use LINGO's set based modeling language to simplify our task.

Using mathematical notation, all eight demand constraints can be expressed in the single statement:

$$\sum_i \text{VOLUME}_{ij} = \text{DEMAND}_j, \text{ for all } j \text{ in VENDORS}$$

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The corresponding LINGO modeling statement appears as follows:

```
@FOR ( VENDORS ( J ) :  
    @SUM ( WAREHOUSES ( I ) : VOLUME ( I , J ) ) =  
        DEMAND ( J ) ) ;
```

This LINGO statement replaces all eight demand constraints. In words, this says for all *VENDORS*, the sum of the *VOLUME* shipped from each of the *WAREHOUSES* to that vendor must equal the corresponding *DEMAND* of the vendor. Notice how closely this statement resembles the mathematical notation above as the following table shows:

Math Notation	LINGO Syntax
<i>For all j in VENDORS</i>	@FOR (VENDORS (J) :
\sum_i	@SUM (WAREHOUSES (I) :
$VOLUME_{ij}$	VOLUME (I , J))
=	=
$DEMAND_j$	DEMAND (J)) ;

Now, we will move on to constructing the capacity constraints. In standard mathematical notation, the six capacity constraints would be expressed as:

$$\sum_j VOLUME_{ij} \leq CAP_i, \text{ for all } i \text{ in } WAREHOUSES$$

The equivalent LINGO statement for all capacity constraints would be:

```
@FOR ( WAREHOUSES ( I ) :  
    @SUM ( VENDORS ( J ) : VOLUME ( I , J ) ) <=  
        CAPACITY ( I ) ) ;
```

In words, this says, for each member of the set *WAREHOUSES*, the sum of the *VOLUME* shipped to each of the *VENDORS* from that warehouse must be less-than-or-equal-to the *CAPACITY* of the warehouse.

Putting together everything we've done so far yields the following complete LINGO model:

```
MODEL :  
    MIN = @SUM ( LINKS ( I , J ) :  
        COST ( I , J ) * VOLUME ( I , J ) ) ;  
    @FOR ( VENDORS ( J ) :  
        @SUM ( WAREHOUSES ( I ) : VOLUME ( I , J ) ) =  
            DEMAND ( J ) ) ;  
    @FOR ( WAREHOUSES ( I ) :  
        @SUM ( VENDORS ( J ) : VOLUME ( I , J ) ) <=  
            CAPACITY ( I ) ) ;  
END
```

Model: WIDGETS

However, we still need to define the data of the model in what LINGO calls the *sets section* and the *data section*. These sections are described in detail below.

Defining the Sets

Whenever you are modeling some situation in real life, you will typically find there are one or more sets of related objects. Examples would be such things as factories, customers, vehicles, and

employees. Usually, if a constraint applies to one member of a set, then it will apply equally to each other member of the set. This simple concept is at the core of the LINGO modeling language. LINGO allows you to define the sets of related objects in the sets section. The *sets section* begins with the keyword *SETS*: on a line by itself and ends with *ENDSETS* on a line by itself. Once your set members are defined, LINGO has a group of set looping functions (e.g., *@FOR*), which apply operations to all members of a set using a single statement. See *Using Sets* for more information.

In the case of our Wireless Widget model, we have constructed the following three sets:

- ◆ warehouses,
- ◆ vendors, and
- ◆ shipping arcs from each warehouse to customer.

The three sets are defined in the model's sets section as follows:

```
SETS:
    WAREHOUSES: CAPACITY;
    VENDORS: DEMAND;
    LINKS( WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS
```

The second line says that the set *WAREHOUSES* has an attribute called *CAPACITY*. The following line declares the vendor set and that it has an attribute called *DEMAND*.

The final set, titled *LINKS*, represents the links in the shipping network. Each link has a *COST* and a *VOLUME* attribute associated with it. The syntax used to define this set differs from the previous two. By specifying:

```
LINKS( WAREHOUSES, VENDORS)
```

we are telling LINGO that the *LINKS* set is *derived* from the *WAREHOUSES* and *VENDORS* sets. In this case, LINGO generates each ordered (warehouse, vendor) pair. Each of these 48 ordered pairs becomes a member in the *LINKS* set. To help clarify this, we list selected members from the *LINKS* set in the following table.

Member Index	Shipping Arc
1	<i>WH1 → V1</i>
2	<i>WH1 → V2</i>
3	<i>WH1 → V3</i>
...	...
47	<i>WH6 → V7</i>
48	<i>WH6 → V8</i>

We could have explicitly entered each member arc in the sets section, but LINGO saved us considerable work by generating the set members for us.

Inputting the Data

LINGO allows the user to isolate data within the data section of the model. In our Wireless Widget example, we have the following data section:

```
DATA:
  CAPACITY = 60 55 51 43 41 52;
  DEMAND = 35 37 22 32 41 32 43 38;
  COST = 6 2 6 7 4 2 5 9
        4 9 5 3 8 5 8 2
        5 2 1 9 7 4 3 3
        7 6 7 3 9 2 7 1
        2 3 9 5 7 2 6 5
        5 5 2 2 8 1 4 3;
ENDDATA
```

The *data section* begins with the keyword *DATA:* on a line by itself and ends with *ENDDATA* on a line by itself.

Next, we input the list of warehouses and vendors. Had we preferred, we could have also used the following shorthand notation to the same end:

```
!set members;
  WAREHOUSES = WH1..WH6;
  VENDORS = V1..V8;
```

LINGO interprets the double-dots to mean that it should internally generate the six warehouses and eight vendors.

Both the *CAPACITY* attribute of the set *WAREHOUSES* and *DEMAND* attribute of the set *VENDORS* are initialized in a straightforward manner. The *COST* attribute of the two-dimensional set *LINKS* is a little bit trickier, however. When LINGO is initializing a multidimensional array in a data section, it increments the outer index the fastest. Thus, in this particular example, *COST(WH1, V1)* is initialized first, followed by *COST(WH1, V2)* through *COST(WH1, V8)*. Then, the next one to be initialized will be *COST(WH2, V1)*, and so on.

In this particular example, we have isolated all the model's data within a single data section. Given that the data is the most likely feature to change from one run of a model to the next, isolating data, as we have done here, makes modifications considerably easier. Contrast this to how difficult it would be to track down and change the data in a large, scalar model where data is spread throughout all the constraints of the model.

In order to facilitate data management further, LINGO has the ability to import data from external sources. More specifically, a LINGO model can import data from *external text files*, establish real-time *OLE links to Excel*, and/or create *ODBC links to databases*.

Putting together the data section, the sets section, the objective, and the constraints, the completed model is as follows:

```

MODEL:
!A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES/ WH1 WH2 WH3 WH4 WH5 WH6/: CAPACITY;
    VENDORS/ V1 V2 V3 V4 V5 V6 V7 V8/: DEMAND;
    LINKS (WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
    MIN = @SUM(LINKS(I, J):
        COST(I, J) * VOLUME(I, J));

!The demand constraints;
    @FOR(VENDORS(J):
        @SUM(WAREHOUSES(I): VOLUME(I, J)) =
            DEMAND(J));

!The capacity constraints;
    @FOR(WAREHOUSES(I):
        @SUM(VENDORS(J): VOLUME(I, J)) <=
            CAPACITY(I));


!Here is the data;
DATA:
    CAPACITY = 60 55 51 43 41 52;
    DEMAND = 35 37 22 32 41 32 43 38;
    COST = 6 2 6 7 4 2 5 9
           4 9 5 3 8 5 8 2
           5 2 1 9 7 4 3 3
           7 6 7 3 9 2 7 1
           2 3 9 5 7 2 6 5
           5 5 2 2 8 1 4 3;
ENDDATA
END

```

Model: WIDGETS

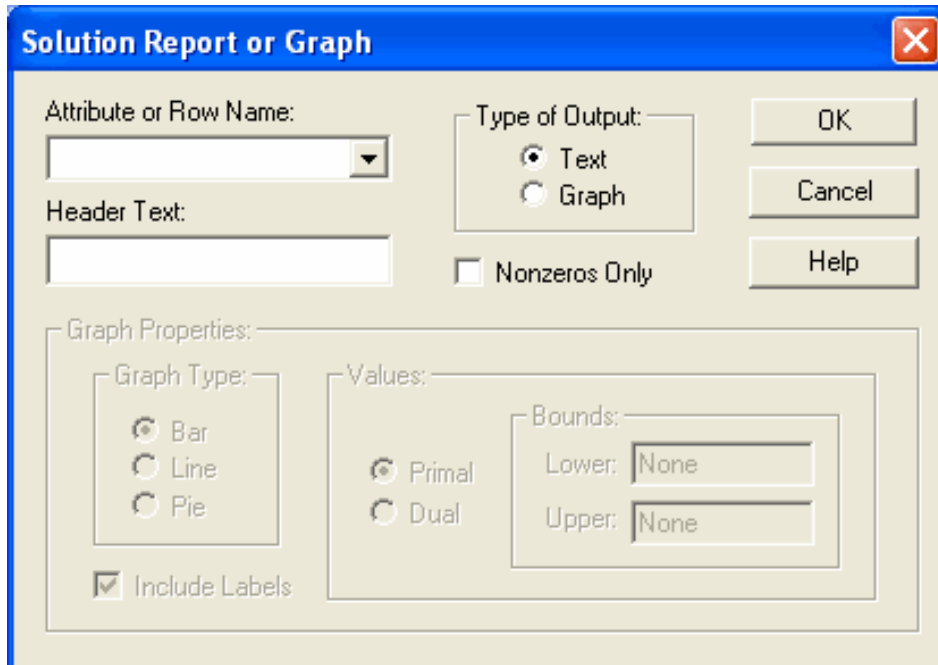
Note that we have again added comments to improve the readability of the model. The model is named *WIDGETS*, and can be found in the *SAMPLES* subdirectory off the main LINGO directory.

Solving the Model

Now, let's solve the model to determine the optimal shipping volume for each warehouse to vendor link. In LINGO for Windows, choose *Solve* from the *LINGO* menu or press the *Solve* button (). On other platforms, enter the *GO* command at the command-line prompt. LINGO will respond by solving the model and returning a somewhat lengthy solution report containing the values for all the variables, constraints, and data in the model. Most of this information is not of immediate interest. What we would really like to know is the amount of widgets being shipped from the warehouses to the vendors.

Note: Anytime you find the amount of LINGO's output overwhelming, you can choose *Options...* from the LINGO menu in Windows and click on the *Terse output* checkbox on the *Interface* tab. LINGO will then display only the number of iterations and the objective value in the solution window. In non-Windows versions of LINGO, enter the *TERSE* command before giving the *GO* command.

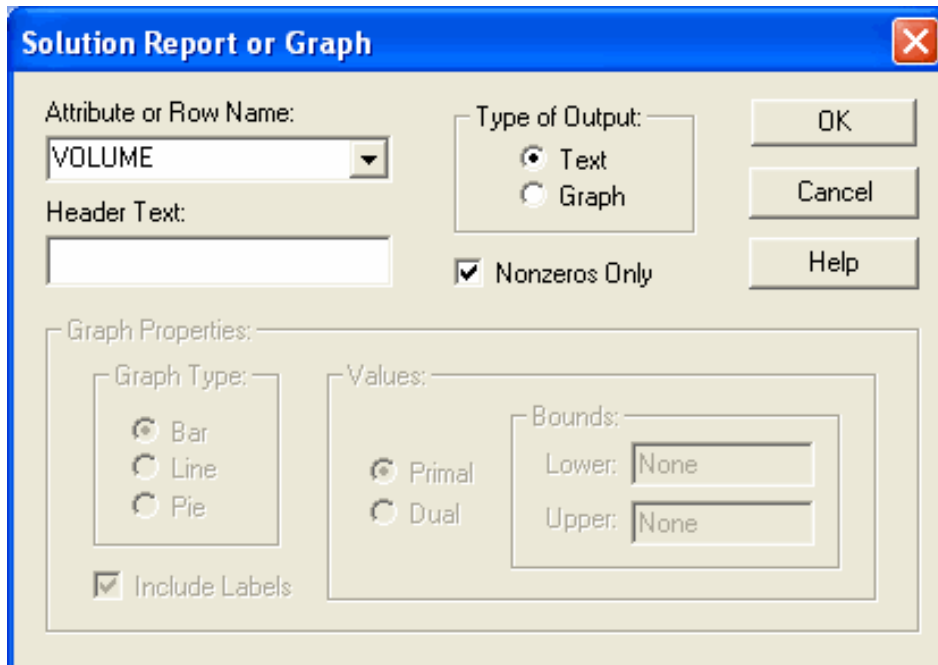
To obtain a report containing only the nonzero values for *VOLUME*, we select the *Solution* command from the *LINGO* menu. We are then presented with the following dialog box:



The dialog box is titled "Solution Report or Graph" and features a standard Windows-style title bar with a close button. It is organized into several sections:

- Attribute or Row Name:** A text input field with a dropdown arrow.
- Header Text:** A larger text input field.
- Type of Output:** Two radio buttons labeled "Text" (selected) and "Graph".
- Nonzeros Only:** A checkbox that is currently unchecked.
- Graph Properties:** A section containing:
 - Graph Type:** Three radio buttons labeled "Bar" (selected), "Line", and "Pie".
 - Values:** Two radio buttons labeled "Primal" (selected) and "Dual".
 - Bounds:** Two text input fields labeled "Lower:" and "Upper:", both containing the word "None".
- Include Labels:** A checkbox that is checked.
- Buttons:** Three buttons on the right side: "OK", "Cancel", and "Help".

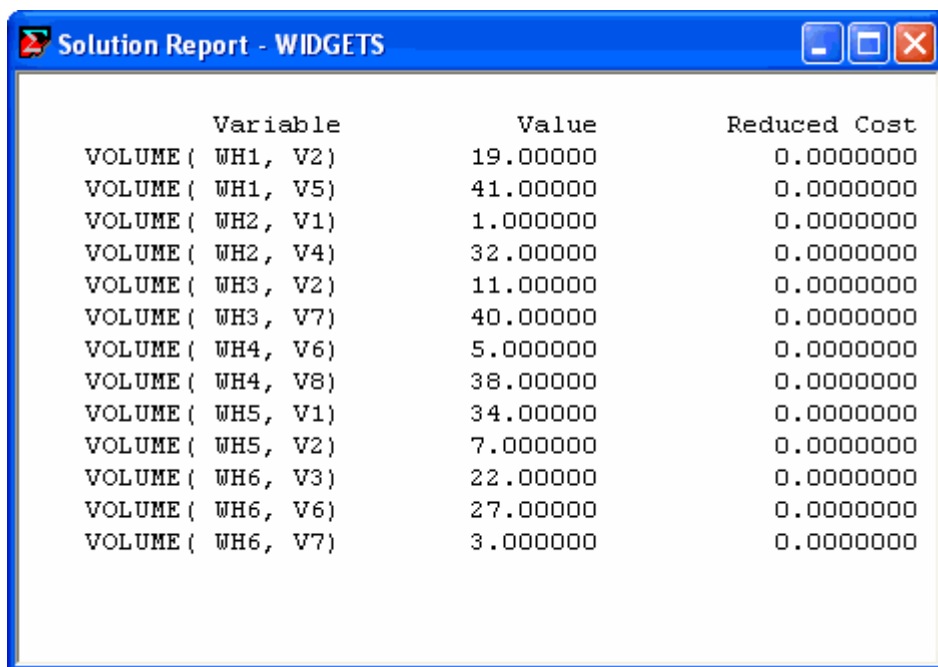
Press down on the arrow button in the *Attribute or Row Name* field and select *VOLUME* from the list of names in the drop-down box. To suppress the printing of variables with zero value, click on the *Nonzeros Only* checkbox. Once you have done this, the dialog box should resemble:



The dialog box titled "Solution Report or Graph" has a blue title bar with a close button. It contains the following fields and controls:

- Attribute or Row Name:** A dropdown menu showing "VOLUME".
- Header Text:** An empty text box.
- Type of Output:** Two radio buttons: "Text" (selected) and "Graph".
- Nonzeros Only:** A checked checkbox.
- Graph Properties:** A group box containing:
 - Graph Type:** Three radio buttons: "Bar" (selected), "Line", and "Pie".
 - Values:** Two radio buttons: "Primal" (selected) and "Dual".
 - Bounds:** Two text boxes labeled "Lower:" and "Upper:", both containing the text "None".
 - Include Labels:** A checked checkbox.
- Buttons:** "OK", "Cancel", and "Help" buttons on the right side.

Now, click the *OK* button and you will be presented with the following report that contains the nonzero *VOLUME* variables:



The window titled "Solution Report - WIDGETS" displays a table with three columns: Variable, Value, and Reduced Cost. The table lists 14 variables and their corresponding values and reduced costs.

Variable	Value	Reduced Cost
VOLUME (WH1, V2)	19.000000	0.00000000
VOLUME (WH1, V5)	41.000000	0.00000000
VOLUME (WH2, V1)	1.000000	0.00000000
VOLUME (WH2, V4)	32.000000	0.00000000
VOLUME (WH3, V2)	11.000000	0.00000000
VOLUME (WH3, V7)	40.000000	0.00000000
VOLUME (WH4, V6)	5.000000	0.00000000
VOLUME (WH4, V8)	38.000000	0.00000000
VOLUME (WH5, V1)	34.000000	0.00000000
VOLUME (WH5, V2)	7.000000	0.00000000
VOLUME (WH6, V3)	22.000000	0.00000000
VOLUME (WH6, V6)	27.000000	0.00000000
VOLUME (WH6, V7)	3.000000	0.00000000

If you are running LINGO on a platform other than Windows, you can generate the same report by issuing the `NONZERO VOLUME` command.

Summary

This section has begun to demonstrate the virtues of LINGO's set based modeling language. By moving to a set based approach to modeling, you will find that your models become easier to build, easier to understand, and easier to maintain. Set based modeling takes a little more work to become comfortable with, but the benefits should substantially outweigh the extra effort involved in the learning process. We will delve further into the concepts of set based modeling in the following chapter, *Using Sets*.

Additional Modeling Language Features

Constraint Names

LINGO gives you the ability to name the constraints in your model. This is a good practice for two reasons. First, the constraint names are used in solution reports making them easier to interpret. Secondly, many of LINGO's error messages refer to a given constraint by name. If you don't name your constraints, tracking down the source of these errors may, at best, be difficult.

Note: LINGO does not require you to name your constraints. However, if you do not name your constraints, LINGO defaults to using a name that corresponds to the internal index of the constraint. This internal index may have little to do with the order in which you defined the constraint, thus making the job of interpreting solution reports and error messages difficult. Therefore, it is strongly recommended that you always use constraint names in your models.

Naming a constraint is quite simple. All you need do is insert a name in square brackets at the very start of the constraint. The name must obey the standard requirements for a LINGO name. More specifically, all names must begin with an alphabetic character (A-Z). Subsequent characters may be either alphabetic, numeric (0-9), or the underscore (`_`). Names may be up to 32 characters in length. Some examples of constraint names follow:

Example 1: `[OBJECTIVE] MIN = X;`
 assigns the name *OBJECTIVE* to the model's objective row,

Example 2: `@FOR(LINKS(I, J): [DEMAND_ROW]
 @SUM(SOURCES(I): SHIP(I, J)) >=
 DEMAND(J));`
 assigns the name *DEMAND_ROW* to the demand constraints in a transportation model.

To further illustrate the use of row names, we have updated the *WIDGETS* model from the previous section to include constraint names (shown in bold):

```

MODEL:
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES: CAPACITY;
    VENDORS: DEMAND;
    LINKS( WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS
DATA:
    !set members;
    WAREHOUSES = WH1 WH2 WH3 WH4 WH5 WH6;
    VENDORS = V1 V2 V3 V4 V5 V6 V7 V8;

    !attribute values;
    CAPACITY = 60 55 51 43 41 52;
    DEMAND = 35 37 22 32 41 32 43 38;
    COST = 6 2 6 7 4 2 5 9
           4 9 5 3 8 5 8 2
           5 2 1 9 7 4 3 3
           7 6 7 3 9 2 7 1
           2 3 9 5 7 2 6 5
           5 5 2 2 8 1 4 3;
ENDDATA
! The objective;
    [OBJECTIVE] MIN = @SUM( LINKS( I, J):
        COST( I, J) * VOLUME( I, J));
! The demand constraints;
    @FOR( VENDORS( J): [DEMAND_ROW]
        @SUM( WAREHOUSES( I): VOLUME( I, J)) =
            DEMAND( J));
! The capacity constraints;
    @FOR( WAREHOUSES( I): [CAPACITY_ROW]
        @SUM( VENDORS( J): VOLUME( I, J)) <=
            CAPACITY( I));
END

```

WIDGETS with Constraint Names

The row section of the solution report is now considerably easier to interpret:

Row	Slack or Surplus	Dual Price
OBJECTIVE	664.0000	1.000000
DEMAND_ROW(V1)	0.000000	-4.000000
DEMAND_ROW(V2)	0.000000	-5.000000
DEMAND_ROW(V3)	0.000000	-4.000000
DEMAND_ROW(V4)	0.000000	-3.000000
DEMAND_ROW(V5)	0.000000	-7.000000
DEMAND_ROW(V6)	0.000000	-3.000000
DEMAND_ROW(V7)	0.000000	-6.000000
DEMAND_ROW(V8)	0.000000	-2.000000
CAPACITY_ROW(WH1)	0.000000	3.000000
CAPACITY_ROW(WH2)	22.00000	0.000000
CAPACITY_ROW(WH3)	0.000000	3.000000
CAPACITY_ROW(WH4)	0.000000	1.000000
CAPACITY_ROW(WH5)	0.000000	2.000000
CAPACITY_ROW(WH6)	0.000000	2.000000

Row Report for WIDGETS with Constraint Names

Note that each row now has a name rather than a simple index number. Furthermore, if the constraint is generated over a set using the *@FOR* function, LINGO qualifies the constraint name by appending the corresponding set member name in parentheses.

Model Title

You can insert a title for a model anywhere you would normally enter a constraint. If a title is included, it will be printed at the top of solution reports. The title is also used as a default argument in the *@ODBC* function (see Chapter 10, *Interfacing with Databases*).

The model's title must begin with the keyword *TITLE* and end with a semicolon. All text between *TITLE* and the semicolon will be taken as the title of the model.

In the following, we have added a title to the beginning of the *WIDGETS* model:

```

MODEL:
TITLE Widgets;
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES: CAPACITY;
    .
    .
    .

```

Excerpt from WIDGETS Model with a Title

Note that when we display the solution report, the title is now displayed along the top:

Model Title: Widgets

Variable	Value	Reduced Cost
CAPACITY(WH1)	60.00000	0.0000000
CAPACITY(WH2)	55.00000	0.0000000
CAPACITY(WH3)	51.00000	0.0000000
CAPACITY(WH4)	43.00000	0.0000000
.	.	.
.	.	.
.	.	.

Excerpt from Solution Report to WIDGETS Model with a Title

Maximum Problem Dimensions

Some versions of LINGO limit one or more of the following model properties: *total variables*, *integer variables*, *nonlinear variables*, and *constraints*. The total variable limit is on the total number of optimizable variables in your model (i.e., variables LINGO was unable to determine as being fixed at a particular value). The integer variable limit applies to the total number of optimizable variables restricted to being integers with either the *@BIN* or *@GIN* functions. The nonlinear variable limit applies to the number of optimizable variables that appear nonlinearly in the model's constraints. As an example, in the expression: $X + Y$, both X and Y appear linearly. However, in the expression: $X^2 + Y$, X appears nonlinearly while Y appears linearly. Thus, X would count against the nonlinear variable limit. In some cases, nonlinear variables are allowed only if you have purchased the nonlinear option for your LINGO software. The constraint limit refers to the number of formulas in the model that contain one or more optimizable variables. Keep in mind that a single *@FOR* function may generate many constraints.

The maximum sized problem your LINGO can handle depends on the version you have. The current limits for the various versions are:

Version	Total Variables	Integer Variables	Nonlinear Variables	Global Variables	Constraints
Demo/Web	300	30	30	5	150
Solver Suite	500	50	50	5	250
Super	2,000	200	200	10	1,000
Hyper	8,000	800	800	20	4,000
Industrial	32,000	3,200	3,200	50	16,000
Extended	<i>Unlimited</i>	<i>Unlimited</i>	<i>Unlimited</i>	<i>Unlimited</i>	<i>Unlimited</i>

You can also determine the limits of your version by selecting the *About LINGO* command from the *Help* menu in Windows, or by typing *HELP* at the command-line prompt on other platforms. If you determine you need a larger version of LINGO, upgrades are available from LINDO Systems. Please feel free to contact us for pricing and availability.

Note 1: The limits of different LINGO versions are subject to change. Check our website, <http://www.lindo.com>, for the most current sizes.

Note 2: In some versions of LINGO, the *Nonlinear Variable* limit will be 0 if you have not purchased the nonlinear option for your copy of LINGO.

Note 3: LINGO has two other implicit limits not given by the table above—*memory* and *time*. Large models may require more memory to solve than is available on your system, or they may require more time to solve than one would normally be willing to wait. So, when building large models, be aware that just because your model falls within LINGO's limits there is no guarantee it will be solvable in a reasonable amount of time on a particular machine.

How to Contact LINDO Systems

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For technical support, we prefer you send your model and questions by electronic mail to tech@lindo.com. You may also speak to our technical support staff at 312-988-9421. Our technical support staff can help you with questions regarding the installation and operation of LINGO. If you have simple modeling questions, we can generally help get you pointed in the right direction. If you have extensive modeling questions, we can recommend third party consultants well versed in the specifics of LINGO and mathematical modeling in general, who can assist you in your modeling efforts.

2 Using Sets

As we mentioned in the previous chapter, whenever you are modeling situations in real life there will typically be one or more groups of related objects. Examples of such objects might include factories, customers, vehicles, or employees. LINGO allows you to group these related objects together into *sets*. Once the objects in your model are grouped into sets, you can make use of set based functions to unleash the full power of the LINGO modeling language.

Having given you a brief introduction into the use of sets in Chapter 1, *Getting Started with LINGO*, we will now go into greater depth as to how you construct sets and initialize set attributes with data. This will then give us the ability to begin constructing some interesting and useful examples. Once you've read this chapter, you should have a basic understanding of how to go about applying set based modeling techniques to your own models.

Why Use Sets?

Sets are the foundation of LINGO's modeling language—the fundamental building block of the program's most powerful capabilities. With an understanding of sets, you can write a series of similar constraints in a single statement and express long, complex formulas concisely. This allows you to express your largest models very quickly and easily. In larger models, you'll encounter the need to express a group of several very similar calculations or constraints. Fortunately, LINGO's ability to handle sets of information allows you to perform such operations efficiently.

For example, preparing a warehouse-shipping model for 100 warehouses would be tedious if you had to write each constraint explicitly (e.g., "Warehouse 1 must ship no more than its present inventory, Warehouse 2 must ship no more than its present inventory, Warehouse 3 must ship no more than its present inventory...", and so on). LINGO allows you to express formulas in the form easiest for you to read and understand (e.g., "Each warehouse must ship no more than its present inventory").

What Are Sets?

Sets are simply groups of related objects. A set might be a list of products, trucks, or employees. Each member in the set may have one or more characteristics associated with it. We call these characteristics *attributes*. Attribute values can be known in advance or unknowns that LINGO solves for. For example, each product in a set of products might have a price attribute; each truck in a set of trucks might have a hauling capacity attribute; and each employee in a set of employees might have a salary attribute, as well as a birth date attribute.

Types of Sets

LINGO recognizes two kinds of sets: *primitive* and *derived*.

A *primitive set* is a set composed only of objects that can't be further reduced. In the Wireless Widgets example (page 19), the *WAREHOUSES* set, which is composed of six warehouses, is a primitive set. Likewise, the set composed of eight vendors is a primitive set.

A *derived set* is defined using one or more other sets. In other words, a derived set *derives* its members from other preexisting sets. Again, using the Wireless Widgets example, the set composed of the links between the six warehouses and eight vendors (*LINKS*) is a derived set. It derives its members from the unique pairs of members of the *WAREHOUSES* and *VENDORS* sets. Although the *LINKS* set is derived solely from primitive sets, it is also possible to build derived sets from other derived sets as well. See the section below, *Defining Derived Sets*, for more information.

The Sets Section of a Model

Sets are defined in an optional section of a LINGO model, called the *sets section*. Before you use sets in a LINGO model, you have to define them in the sets section of the model. The sets section begins with the keyword *SETS*: (including the colon), and ends with the keyword *ENDSETS*. A model may have no sets section, a single sets section, or multiple sets sections. A sets section may appear anywhere in a model. The only restriction is you must define a set and its attributes before they are referenced in the model's constraints.

Defining Primitive Sets

To define a primitive set in a sets section, you specify:

- ◆ the *name* of the set,
- ◆ optionally, its *members* (objects contained in the set), and
- ◆ optionally, any *attributes* the members of the set may have.

A primitive set definition has the following syntax:

```
setname [/ member_list /] [: attribute_list];
```

Note: The use of square brackets indicates an item is optional. In this particular case, a primitive set's *attribute_list* and *member_list* are both optional.

The *setname* is a name you choose to designate the set. It should be a descriptive name that is easy to remember. The set name must conform to standard LINGO naming conventions. In other words, the name must begin with an alphabetic character, which may be followed by up to 31 alphanumeric characters or the underscore (_). LINGO does not distinguish between upper and lowercase characters in names.

A *member_list* is a list of the members that constitute the set. If the set members are included in the set definition, they may be listed either *explicitly* or *implicitly*. If set members are not included in the set

definition, then they may be defined subsequently in a data section of the model. For details on defining set members in a data section, refer to *Introduction to the Data Section*.

When listing members explicitly, you enter a unique name for each member, optionally separated by commas. As with set names, member names must also conform to standard naming conventions. In the Wireless Widgets model, we used an explicit member list to define the *WAREHOUSES* set as follows:

```
WAREHOUSES / WH1 WH2 WH3 WH4 WH5 WH6/: CAPACITY;
```

When using implicit set member lists, you do not have to list a name for each set member. Use the following syntax when using an implicit set member list:

```
setname / member1..memberN / [: attribute_list];
```

where *member1* is the name of the first member in the set and *memberN* is the name of the last member. LINGO automatically generates all the intermediate member names between *member1* and *memberN*. While this can be a very compact and convenient method for building a primitive set, there is one catch in that only certain formats of names are accepted for the initial and terminal member names. The following table details the available options:

Implicit Member List Format	Example	Set Members
1..n	1..5	1, 2, 3, 4, 5
stringM..stringN	TRUCKS3..TRUCKS204	TRUCKS3, TRUCKS4, ..., TRUCKS204
dayM..dayN	MON..FRI	MON, TUE, WED, THU, FRI
monthM..monthN	OCT..JAN	OCT, NOV, DEC, JAN
monthYearM..monthYearN	OCT2001..JAN2002	OCT2001, NOV2001, DEC2001, JAN2002

When using the 1..n format, *n* may be any positive integer value, and the initial member must always be a 1.

The *stringM..stringN* format allows you to use any string to start both the initial and terminal member names as long as the string conforms to standard LINGO naming conventions. *M* and *N* must be nonnegative and integer, such that $M \leq N$.

The *dayM..dayN* format allows you to choose the initial and terminal member names for the names of the days of the week. All names are abbreviated to three characters. Thus, the available options are: Mon, Tue, Wed, Thu, Fri, Sat, and Sun.

The *monthM..monthN* format allows you to select from the months of the year, where all names are abbreviated to three characters. The available options are: Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, and Dec.

The *monthYearM..monthYearN* option allows you to specify a month and a four digit year.

As further illustration, in the *Wireless Widgets example*, we could have also defined the *WAREHOUSES* set as:

```
WAREHOUSES / 1..6/: CAPACITY;
```

As an alternative, when using this 1..*n* form of implicit definition, you may also place the length of the set in a data section, and then reference this length in a subsequent sets section as we do here:

```
DATA:
    NUMBER_OF_WH = 6;
ENDDATA

SETS:
    WAREHOUSES / 1..NUMBER_OF_WH/: CAPACITY;
ENDSETS
```

Set members may have one or more *attributes* specified in the *attribute_list* of the set definition. An attribute is simply some property each member of the set displays. For instance, in the *WAREHOUSES* set above, there is a single attribute titled *CAPACITY*, which is used to represent the shipping capacity of the *WAREHOUSE*. Attribute names must follow standard naming conventions and be separated by commas.

For illustration, suppose our warehouses had additional attributes related to their location and the number of loading docks. These additional attributes could be added to the attribute list of the set declaration as follows:

```
WAREHOUSES / 1..6/: CAPACITY, LOCATION, DOCKS;
```

Defining Derived Sets

To define a derived set, you specify:

- ◆ the *name* of the set,
- ◆ its *parent sets*,
- ◆ optionally, its *members*, and
- ◆ optionally, any *attributes* the set members may have.

A derived set definition has the following syntax:

```
setname(parent_set_list) [ / member_list / ] [: attribute_list];
```

The *setname* is a standard LINGO name you choose to name the set.

The *parent_set_list* is a list of previously defined sets, separated by commas. Without specifying a *member_list* element, LINGO constructs all combinations of members from each parent set to create the members of the new derived set. As an example, consider the following sets section:

```
SETS:
    PRODUCT / A B /;
    MACHINE / M N /;
    WEEK / 1..2 /;
    ALLOWED (PRODUCT, MACHINE, WEEK);
ENDSETS
```

The *PRODUCT*, *MACHINE*, and *WEEK* sets are primitive sets, while *ALLOWED* is derived from parent sets, *PRODUCT*, *MACHINE*, and *WEEK*. Taking all the combinations of members from the three parent sets, we come up with the following members in the *ALLOWED* set:

Index	Member
1	(A,M,1)
2	(A,M,2)
3	(A,N,1)
4	(A,N,2)
5	(B,M,1)
6	(B,M,2)
7	(B,N,1)
8	(B,N,2)

ALLOWED Set Membership

The *member_list* is optional, and is used when you want to limit the set to being some subset of the full set of combinations derived from the parent sets. The *member_list* may alternatively be specified in a model's data section (for details on this see *Introduction to the Data Section* in Chapter 4, *Data and Init Sections*).

If the *member_list* is omitted, the derived set will consist of all combinations of the members from the parent sets. When a set does not have a *member_list* and, therefore, contains all possible combinations of members, it is referred to as being a *dense* set. When a set includes a *member_list* that limits it to being a subset of its dense form, we say the set is *sparse*.

A derived set's *member_list* may be constructed using either:

- ◆ an *explicit member list*, or
- ◆ a *membership filter*.

When using the explicit member list method to specify a derived set's *member_list*, you must explicitly list all the members you want to include in the set. Each listed member must be a member of the dense set formed from all possible combinations of the parent sets. Returning to our small example above, if we had used an explicit member list in the definition of the derived set, *ALLOWED*, as follows:

```
ALLOWED( PRODUCT, MACHINE, WEEK )
/ A M 1, A N 2, B N 1 /;
```

then *ALLOWED* would not have had the full complement of eight members. Instead, *ALLOWED* would have consisted of the three member sparse set: (A,M,1), (A,N,2), and (B,N,1).

If you have a large, sparse set, explicitly listing all members can become cumbersome. Fortunately, in many sparse sets, the members all satisfy some condition that differentiates them from the nonmembers. If you could just specify this condition, you could save yourself a lot of effort. This is exactly how the membership filter method works. Using the membership filter method of defining a derived set's *member_list* involves specifying a logical condition that each potential set member must satisfy for inclusion in the final set. You can look at the logical condition as a *filter* to keep out potential members that don't satisfy some criteria.

As an example of a membership filter, suppose you have already defined a set called *TRUCKS*, and each truck has an attribute called *CAPACITY*. You would like to derive a subset from *TRUCKS* that contains only those trucks capable of hauling big loads. You could use an explicit member list, and explicitly enter each truck that can carry heavy loads. However, why do all that work when you could use a membership filter as follows:

```
HEAVY_DUTY (TRUCKS) | CAPACITY(&1) #GT# 50000:
```

We have named the set *HEAVY_DUTY* and have derived it from the parent set, *TRUCKS*. The vertical bar character (|) is used to mark the beginning of a membership filter. The membership filter allows only those trucks that have a hauling capacity (*CAPACITY(&1)*) greater than (*#GT#*) 50,000 into the *HEAVY_DUTY* set. The *&1* symbol in the filter is known as a *set index placeholder*. When building a derived set that uses a membership filter, LINGO generates all the combinations of parent set members. Each combination is then “plugged” into the membership condition to see if it passes the test. The first primitive parent set’s member is plugged into *&1*, the second into *&2*, and so on. In this example, we have only one parent set (*TRUCKS*), so *&2* would not have made sense. The symbol *#GT#* is a *logical operator* and means “greater than”.

The logical operators recognized by LINGO are:

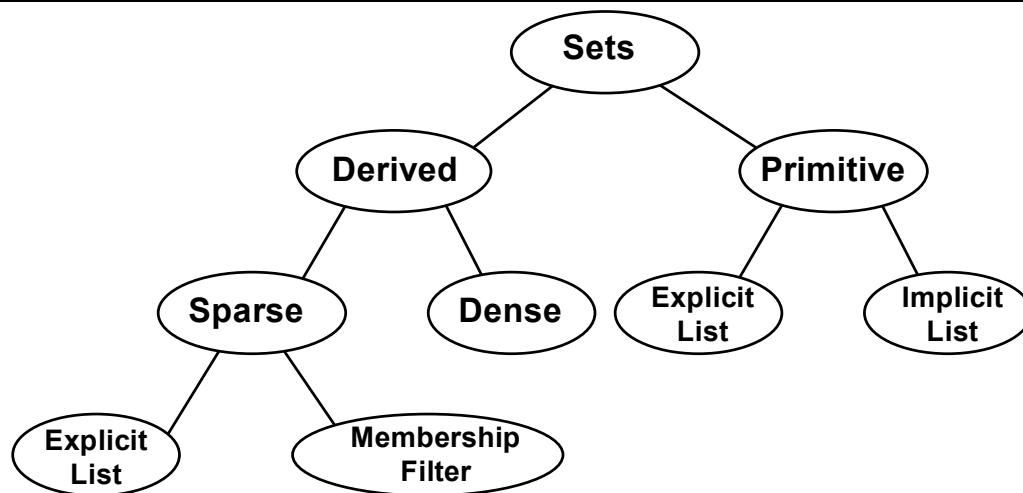
<i>#EQ#</i>	<i>equal</i>
<i>#NE#</i>	<i>not equal</i>
<i>#GE#</i>	<i>greater-than-or-equal-to</i>
<i>#GT#</i>	<i>greater than</i>
<i>#LT#</i>	<i>less than</i>
<i>#LE#</i>	<i>less-than-or-equal-to</i>

Summary

In summary, keep in mind that LINGO recognizes two types of sets—*primitive* and *derived*.

Primitive sets are the fundamental objects in a model and can’t be broken down into smaller components. Primitive sets can be defined using either an *explicit* or *implicit* list. When using an explicit list, you enter each member individually in the set member list. With an implicit list, you enter the initial and terminal set members and LINGO generates all the intermediate members.

Derived sets, on the other hand, are created from other component sets. These component sets are referred to as the parents of the derived set, and may be either primitive or derived. A derived set can be either *sparse* or *dense*. Dense sets contain all combinations of the parent set members (sometimes this is also referred to as the *Cartesian product* or *cross* of the parent sets). Sparse sets contain only a subset of the cross of the parent sets and may be defined by two methods—*explicit listing* or *membership filter*. The explicit listing method involves listing the members of the sparse set. The membership filter method allows you to specify the sparse set members compactly through the use of a logical condition all members must satisfy. The relationships amongst the various set types are illustrated in the graph below:



LINGO Set Types

At this point, you are probably thinking set definition is, at best, somewhat complicated. In subsequent sections, we will be presenting you with plenty more examples that should help to illustrate the concepts introduced above and demonstrate that set definition is nowhere near as difficult as it may seem. For now, however, we will turn our attention to how data is input into a model. Then, we will examine a group of functions designed to operate on set members. Once we have accomplished this, we will be able to bring together all we have learned in order to begin building some interesting and relevant examples of set based modeling.

The DATA Section

Typically, you will want to assign values to some set attributes. For this purpose, LINGO uses a second optional section called the *data section*. The *data section* allows you to isolate data from the rest of your model. This is a useful practice in that it leads to easier model maintenance and facilitates rescaling a model's size.

Similar to the sets section, the data section begins with the keyword *DATA:* (including the colon) and ends with the keyword *ENDDATA*. In the data section, you can have statements to initialize the attributes of the sets you defined in a sets section. These expressions have the syntax:

attribute_list = *value_list*;

The *attribute_list* contains the names of the attributes you want to initialize, optionally separated by commas. If there is more than one attribute name on the left-hand side of the statement, then all attributes must be defined on the same set. The *value_list* contains the values to assign to the attributes in the *attribute_list*, optionally separated by commas. For example, consider the following model:

```
SETS:
    SET1 /1..3/: X, Y;
ENDSETS
DATA:
    X = 1 2 3;
    Y = 4 5 6;
ENDDATA
```

We have two attributes, *X* and *Y*, defined in the set *SET1*. The three values of *X* are set to 1, 2, and 3, while *Y* is set to 4, 5, and 6. We could have also used the following compound data statement:

```
SETS:
    SET1 /1..3/: X, Y;
ENDSETS
DATA:
    X Y = 1 4
          2 5
          3 6;
ENDDATA
```

Looking at this example, you might imagine *X* would be assigned the values 1, 4, and 2 since they are first in the value list, rather than the true values of 1, 2, and 3. When LINGO reads a data statement's value list, it assigns the first *n* values to the first position of each of the *n* attributes in the attribute list; the second *n* values to the second position of each of the *n* attributes; and so on. In other words, LINGO is expecting the input data in column form rather than row form.

As we mentioned in the previous section, for convenience LINGO also gives you the ability to specify set members in the data section along with their attribute values. Transposing our simple example model into this form, we have:

```
SETS:
    SET1: X, Y;
ENDSETS
DATA:
    SET1 X Y = A 1 4
               B 2 5
               C 3 6;
ENDDATA
```

This final form of model representation is, perhaps, the most elegant in that all data (set members *and* attribute values) are isolated within the model's data section. Furthermore, the data is in column order, which mirrors the flat file approach used in relational databases.

This section has served to give you a brief introduction into the use of the data section. In Chapter 4, *Data and Init Sections*, you will learn more about the capabilities of the data section. You will learn data does not have to actually reside in the data section as shown in examples here. In fact, your data section can have OLE links to Excel, ODBC links to databases, and connections to text based data files.

Set Looping Functions

We have mentioned the power of set based modeling comes from the ability to apply an operation to all members of a set using a single statement. The functions in LINGO that allow you to do this are called *set looping functions*. If your models don't make use of one or more set looping function, then you are missing out on the power of set based modeling and, even worse, you're probably working too hard!

Set looping functions allow you to iterate through all the members of a set to perform some operation. There are currently four set looping functions in LINGO. The names of the functions and their uses are:

Function	Use
@FOR	The most powerful of the set looping functions, @FOR is used to generate constraints over members of a set.
@SUM	Probably the most frequently used set looping function, @SUM computes the sum of an expression over all members of a set.
@MIN	Computes the minimum of an expression over all members of a set.
@MAX	Computes the maximum of an expression over all members of a set.

The syntax for a set looping function is:

`@function(setname [(set_index_list) [conditional_qualifier]] : expression_list);`

where *@function* corresponds to one of the four set looping functions listed in the table above. *setname* is the name of the set you want to loop over.

set_index_list is optional. It is used to create a list of indices. Each index corresponds to one of the parent, primitive sets that form the set specified by *setname*. As LINGO loops through the members of the set *setname*, it will set the values of the indices in the *set_index_list* to correspond to the current member of the set *setname*.

The *conditional_qualifier* is optional, and may be used to limit the scope of the set looping function. When LINGO is looping over each member of *setname*, it evaluates the *conditional_qualifier*. If the *conditional_qualifier* evaluates to true, then the *@function* is performed for the set member. Otherwise, it is skipped.

The *expression_list* is a list of expressions that are to be applied to each member of the set *setname*. When using the **@FOR** function, the expression list may contain multiple expressions, separated by semicolons. These expressions will be added as constraints to the model. When using the remaining three set looping functions (**@SUM**, **@MAX**, and **@MIN**), the expression list must contain one expression only. If the *set_index_list* is omitted, all attributes referenced in the *expression_list* must be defined on the set *setname*.

The following examples should help to illustrate the use of set looping functions.

@SUM Set Looping Function

In this example, we will construct several summation expressions using the @SUM function in order to illustrate the features of set looping functions in general, and the @SUM function in particular.

Consider the model:

```
SETS:
    VENDORS: DEMAND;
ENDSETS
DATA:
    VENDORS, DEMAND =  V1, 5
                      V2, 1
                      V3, 3
                      V4, 4
                      V5, 6;
ENDDATA
```

Each vendor of the *VENDORS* set has a corresponding *DEMAND*. We could sum up the values of the *DEMAND* attribute by adding the following expression after the *ENDDATA* statement:

```
TOTAL_DEMAND = @SUM(VENDORS(J) : DEMAND(J)) ;
```

LINGO evaluates the @SUM function by first initializing an internal accumulator to zero. LINGO then begins looping over the members in the *VENDORS* set. The set index variable, *J*, is set to the first member of *VENDORS* (i.e., *V1*) and *DEMAND(V1)* is then added to the accumulator. This process continues until all *DEMAND* values have been added to the accumulator. The value of the sum is then stored in the *TOTAL_DEMAND* variable.

Since all the attributes in our expression list (in this case, only *DEMAND* appears in the expression list) are defined on the index set (*VENDORS*), we could have alternatively written our sum as:

```
TOTAL_DEMAND = @SUM(VENDORS: DEMAND) ;
```

In this case, we have dropped the superfluous index set list and the index on *DEMAND*. When an expression uses this shorthand, we say the index list is *implied*. Implied index lists are not allowed when attributes in the expression list have different parent sets.

Next, suppose we want to sum the first three elements of the attribute *DEMAND*. We can use a conditional qualifier on the set index to accomplish this as follows:

```
DEMAND_3 = @SUM(VENDORS(J) | J #LE# 3: DEMAND(J)) ;
```

The #LE# symbol is called a *logical operator* (see p. 269 for more details). This operator compares the operand on the left (*J*) with the one on the right (3), and returns *true* if the left operand is less-than-or-equal-to the one on the right. Otherwise, it returns *false*. Therefore, when LINGO computes the sum this time, it plugs the set index variable, *J*, into the conditional qualifier *J #LE# 3*. If the conditional qualifier evaluates to true, *DEMAND(J)* will be added to the sum. The end result is LINGO sums up the first three terms in *DEMAND*, omitting the fourth and fifth terms, for a total sum of 9.

Note: Before leaving this example, one subtle aspect to note in this last sum expression is the value that the set index J is returning. Note, we are comparing the set index variable to the quantity 3 in the conditional qualifier $J \# LE \# 3$. In order for this to be meaningful, J must represent a numeric value. Because a set index is used to loop over set members, one might imagine a set index is merely a placeholder for the current set member. In a sense, this is true, but what set indices *really* return is the *index* of the current set member in its parent primitive set. The index returned is *one-based*. In other words, the value 1 is returned when indexing the first set member, 2 when indexing the second, and so on. Given that set indices return a numeric value, they may be used in arithmetic expressions along with other variables in your model.

@MIN and @MAX Set Looping Functions

The @MIN and @MAX functions are used to find the minimum and maximum of an expression over members of a set.

Again, consider the model:

```
SETS:
    VENDORS: DEMAND;
ENDSETS
DATA:
    VENDORS, DEMAND =  V1,5
                      V2,1
                      V3,3
                      V4,4
                      V5,6;
ENDDATA
```

To find the minimum and maximum *DEMAND*, all one need do is add the two expressions:

```
MIN_DEMAND = @MIN(VENDORS(J): DEMAND(J));
MAX_DEMAND = @MAX(VENDORS(J): DEMAND(J));
```

As with the @SUM example above, we can use an implied index list since the attributes are defined on the index set. Using implied indexing, we can recast our expressions as:

```
MIN_DEMAND = @MIN(VENDORS: DEMAND);
MAX_DEMAND = @MAX(VENDORS: DEMAND);
```

In either case, when we solve this model, LINGO returns the expected minimum and maximum *DEMAND* of:

Variable	Value
MIN_DEMAND	1.000000
MAX_DEMAND	6.000000

For illustration purposes, suppose we had just wanted to compute the minimum and maximum values of the first three elements of *DEMAND*. As with the *@SUM* example, all we need do is add the conditional qualifier *J #LE# 3*. We then have:

```
MIN_DEMAND3 = @MIN(VENDORS(J) | J #LE# 3: DEMAND(J));  
MAX_DEMAND3 = @MAX(VENDORS(J) | J #LE# 3: DEMAND(J));
```

with solution:

Variable	Value
MIN_DEMAND3	1.000000
MAX_DEMAND3	5.000000

@FOR Set Looping Function

The *@FOR* function is used to generate constraints across members of a set. Whereas scalar based modeling languages require you to explicitly enter each constraint, the *@FOR* function allows you to enter a constraint just once, and LINGO does the work of generating an occurrence of the constraint for each set member. Thus, the *@FOR* statement provides the set based modeler with a very powerful tool.

To illustrate the use of *@FOR*, consider the following set definition:

```
SETS:  
    TRUCKS / MAC, PETERBILT, FORD, DODGE/: HAUL;  
ENDSETS
```

Specifically, we have a primitive set of four trucks with a single *HAUL* attribute. If *HAUL* is used to denote the amount a truck hauls, then we can use the *@FOR* function to limit the amount hauled by each truck to 2,500 pounds with the following expression:

```
@FOR(TRUCKS(T): HAUL(T) <= 2500);
```

In this case, it might be instructive to view the constraints LINGO generates from our expression. You can do this by using the *LINGO|Generate|Display model* command under Windows, or by using the *GENERATE* command on other platforms. Running this command, we find LINGO generates the following four constraints:

```
HAUL(MAC) <= 2500  
HAUL(PETERBILT) <= 2500  
HAUL(FORD) <= 2500  
HAUL(DODGE) <= 2500
```

In other words, as we anticipated, LINGO generated one constraint for each truck in the set limiting it to a load of 2,500 pounds.

Here is a model that uses an **@FOR** statement (listed in bold) to compute the reciprocal of any five numbers placed into the *VALUE* attribute:

```
SETS:
    NUMBERS /1..5/: VALUE, RECIPROCAL;
ENDSETS
DATA:
    VALUE = 3 4 2 7 10;
ENDDATA
@FOR(NUMBERS(I):
    RECIPROCAL(I) = 1 / VALUE(I)
);
```

Solving this model gives the following values for the reciprocals:

Variable	Value
RECIPROCAL(1)	0.3333333
RECIPROCAL(2)	0.2500000
RECIPROCAL(3)	0.5000000
RECIPROCAL(4)	0.1428571
RECIPROCAL(5)	0.1000000

Since the reciprocal of zero is not defined, we could put a conditional qualifier on our **@FOR** statement that causes us to skip the reciprocal computation whenever a zero is encountered. The following **@FOR** statement accomplishes this:

```
@FOR(NUMBERS(I) | VALUE(I) #NE# 0:
    RECIPROCAL(I) = 1 / VALUE(I)
);
```

The conditional qualifier (listed in bold) tests to determine if the value is not equal (**#NE#**) to zero. If so, the computation proceeds.

This was just a brief introduction to the use of the **@FOR** statement. There will be many additional examples in the sections to follow.

Nested Set Looping Functions

The simple models shown in the last section use **@FOR** to loop over a single set. In larger models, you'll encounter the need to loop over a set within another set looping function. When one set looping function is used within the scope of another, we call it *nesting*.

An example of a nested set looping function can be found in the Wireless Widgets shipping model (p.19). If you remember, WW's vendors had a demand for widgets that had to be met. The LINGO statement that enforces this condition is:

```
! The demand constraints;
@FOR(VENDORS(J):
    @SUM(WAREHOUSES(I): VOLUME(I, J)) =
    DEMAND(J));
```

Specifically, for each vendor, we sum up the shipments going from all the warehouses to that vendor and set the quantity equal to the vendor's demand. In this case, we have nested an *@SUM* function within an *@FOR* function.

@SUM, *@MAX*, and *@MIN* can be nested within any set looping function. *@FOR* functions, on the other hand, may only be nested within other *@FOR* functions.

Summary

This section has demonstrated that set-looping functions can be very powerful and can simplify the modeler's task. If you aren't making use of sets and set looping functions, building your models will be considerably more difficult. Furthermore, the difficulty will grow dramatically as the sizes of your models grow. Some meaningful examples can be constructed once you know how to create sets, initialize set attributes using the data section, and work with sets using set looping functions.

Set Based Modeling Examples

Recall from the earlier discussion in this chapter, there are four types of sets that can be created in LINGO. These set types are:

1. primitive,
2. dense derived,
3. sparse derived - explicit list, and
4. sparse derived - membership filter.

If you would like to review the four set types, refer to the sections *What are Sets?* and *The Sets Section of a Model* at the beginning of this chapter. The remainder of this section will help develop your talents for set based modeling by building and discussing four models, each introducing one of the set types listed above.

Primitive Set Example

The following staff-scheduling model illustrates the use of a primitive set. In a staff-scheduling model, there is demand for staffing over a time horizon. The goal is to come up with a work schedule that meets staffing demands at minimal cost.

The model used in this example may be found in the *SAMPLES* subdirectory off the main LINGO directory under the name *STAFFDEM*.

The Problem

Suppose you run the popular Pluto Dogs hot dog stand that is open seven days a week. You hire employees to work a five-day workweek with two consecutive days off. Each employee receives the same weekly salary. Some days of the week are busier than others and, based on past experience, you know how many workers are required on a given day of the week. In particular, your forecast calls for

these staffing requirements:

Day	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Staff Req'd	20	16	13	16	19	14	12

You need to determine how many employees to start on each day of the week in order to minimize the total number of employees, while still meeting or exceeding staffing requirements each day of the week.

The Formulation

The first question to consider when building a set based model is, “What are the relevant sets and their attributes?” In this model, we have a single primitive set, the days of the week. If we call this set *DAYS*, we can begin by writing our sets section as:

```
SETS:
    DAYS / MON, TUE, WED, THU, FRI, SAT, SUN/;
ENDSETS
```

Alternatively, we could use LINGO’s implicit set definition capability and express this equivalently as:

```
SETS:
    DAYS /MON..SUN/;
ENDSETS
```

We will be concerned with two attributes of the *DAYS* set. The first is the number of staff required on each day and the second is the number of staff to start on each day. If we call these attributes *REQUIRED* and *START*, then we may add them to the sets section to get:

```
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS
```

After defining the sets and attributes, it is useful to determine what attributes are data and what are decision variables. In this model, the *REQUIRED* attribute is given to us and is, therefore, data. The *START* attribute is something we need to determine and constitutes the decision variables. Once you’ve identified the data, you may go ahead and initialize it. We can do this with the data section:

```
DATA:
    REQUIRED = 20 16 13 16 19 14 12;
ENDDATA
```

We are now at the point where we can begin entering the model’s mathematical relations (i.e., the objective and constraints). Let’s begin by writing out the mathematical notation for the objective. Our objective is to minimize the sum of the total number of employees we start during the week. Using standard mathematical notation, this objective may be expressed as:

$$\text{Minimize: } \sum_i START_i$$

The equivalent LINGO statement is very similar. Substitute “MIN=” for “*Minimize:*” and “@SUM(DAYS(I):” for \sum_i and we have:

```
MIN = @SUM(DAYS(I): START(I));
```

Now, all that is left is to come up with our constraints. There is only one set of constraints in this model. Namely, we must have enough staff on duty each day to meet or exceed staffing requirements. In words, what we want is:

Staff on duty today \geq Staff required today, for each day of the week

The right-hand side of this expression, *Staff required today*, is easy to calculate. It is simply the quantity *REQUIRED(I)*. The left-hand side, *Staff on duty today* is a bit trickier to compute. Given that all employees are on a “five day on, two day off” schedule, the number of employees working today is:

*Number working today = Number starting today +
Number starting 1 day ago + Number starting 2 days ago +
Number starting 3 days ago + Number starting 4 days ago.*

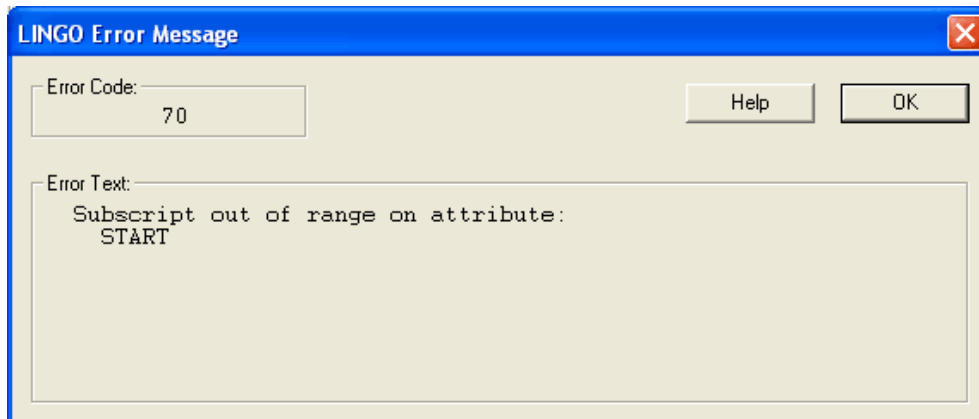
In other words, to compute the number of employees working today, we sum up the number of people starting today plus those starting over the previous four days. The number of employees starting five and six days back don’t count because they are on their days off. So, using mathematical notation, what one might consider doing is adding the constraint:

$$\sum_{i=j-4,j} START_i \geq REQUIRED_j, \text{ for } j \in DAYS$$

Translating into LINGO notation, we can write this as:

```
@FOR(DAYS(J) :
    @SUM(DAYS(I) | I #LE# 5: START(J - I + 1))
    >= REQUIRED(J)
);
```

In words, the LINGO statement says, for each day of the week, the sum of the employees starting over the five day period beginning four days ago and ending today must be greater-than-or-equal-to the required number of staff for the day. This sounds correct, but there is a slight problem. If we try to solve our model with this constraint, we get the error message:



To see why we get this error message, consider what happens on Thursday. Thursday has an index of 4 in our *DAYS* set. As written, the staffing constraint for Thursday will be:

```
START(4 - 1 + 1) + START(4 - 2 + 1) +
START(4 - 3 + 1) + START(4 - 4 + 1) +
START(4 - 5 + 1) >= REQUIRED(4);
```

Simplifying, we get:

```
START(4) + START(3) +
  START(2) + START(1) +
    START(0) >= REQUIRED(4);
```

The $START(0)$ term is at the root of our problem. $START$ is defined for days 1 through 7. $START(0)$ does not exist. An index of 0 on $START$ is considered “out of range”.

We would like to have any indices less-than-or-equal-to 0 *wrap around* to the end of the week. Specifically, 0 would correspond to Sunday (7), -1 to Saturday (6), and so on. LINGO has a function that does just this called $@WRAP$.

The $@WRAP$ function takes two arguments—call them $INDEX$ and $LIMIT$. Formally speaking, $@WRAP$ returns J such that $J = INDEX - K * LIMIT$, where K is an integer such that J is in the interval $[1, LIMIT]$. Informally speaking, $@WRAP$ will subtract or add $LIMIT$ to $INDEX$ until it falls in the range 1 to $LIMIT$. Therefore, this is just what we need to “wrap around” an index in multiperiod planning models.

Incorporating the $@WRAP$ function, we get the corrected, final version of our staffing constraint:

```
@FOR(DAYS(J) :
  @SUM(DAYS(I) | I #LE# 5 :
    START(@WRAP(J - I + 1, 7)))
    >= REQUIRED(J)
  );
```

The Solution

Below is our staffing model in its entirety:

```
SETS:
  DAYS / MON TUE WED THU FRI SAT SUN / :
    REQUIRED, START;
ENDSETS

DATA:
  REQUIRED = 20 16 13 16 19 14 12;
ENDDATA

MIN = @SUM(DAYS(I) : START(I));

@FOR(DAYS(J) :
  @SUM(DAYS(I) | I #LE# 5 :
    START(@WRAP(J - I + 1, 7)))
    >= REQUIRED(J)
  );
```

Model: STAFFDEM

Solving this model, we get the solution report:

Global optimal solution found at step:			8
Objective value:			22.00000
Variable	Value	Reduced Cost	
START(MON)	8.000000	0.0000000	
START(TUE)	2.000000	0.0000000	
START(WED)	0.000000	0.0000000	
START(THU)	6.000000	0.0000000	
START(FRI)	3.000000	0.0000000	
START(SAT)	3.000000	0.0000000	
START(SUN)	0.000000	0.0000000	
Row	Slack or Surplus	Dual Price	
1	22.00000	1.000000	
2	0.000000	-0.2000000	
3	0.000000	-0.2000000	
4	0.000000	-0.2000000	
5	0.000000	-0.2000000	
6	0.000000	-0.2000000	
7	0.000000	-0.2000000	
8	0.000000	-0.2000000	

Solution to STAFFDEM

The objective value of 22 means we need to hire 22 workers.

We start our workers according to the schedule:

Day	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Start	8	2	0	6	3	3	0

If we look at the surpluses on our staffing requirement rows (rows 2 - 8), we see the slack values are 0 on all of the days. This means there are no more workers than required and we just meet staffing requirements on every day. Even though this is a small model, trying to come up with a solution this efficient “by hand” would be a difficult task.

Dense Derived Set Example

The following model illustrates, among other things, the use of a dense derived set in a blending model. In a blending model, one is blending raw materials into a finished product that must meet minimal quality requirements on one or more dimensions. The goal is to come up with a blend of the raw materials to satisfy the quality requirements at minimal cost.

This model may be found in the *SAMPLES* subdirectory off the main LINGO directory under the name *CHESS*.

The Problem

The Chess Snackfoods Co. markets four brands of mixed nuts. The four brands of nuts are called the Pawn, Knight, Bishop, and King. Each brand contains a specified ratio of peanuts and cashews. The table below lists the number of ounces of the two nuts contained in each pound of each brand and the price the company receives per pound of each brand:

	Pawn	Knight	Bishop	King
Peanuts (oz.)	15	10	6	2
Cashews (oz.)	1	6	10	14
Selling Price (\$)	2	3	4	5

Chess has contracts with suppliers to receive 750 pounds of peanuts/day and 250 pounds of cashews/day. Our problem is to determine the number of pounds of each brand to produce each day to maximize total revenue without exceeding the available supply of nuts.

The Formulation

The primitive sets in this model are the nut types and the brands of mixed nuts. We can add them to the sets section as follows:

```
SETS:
    NUTS / PEANUTS, CASHEWS/: SUPPLY;
    BRANDS / PAWN, KNIGHT, BISHOP, KING/:
        PRICE, PRODUCE;
ENDSETS
```

The *NUTS* set has the single *SUPPLY* attribute, which we will use to store the daily supply of nuts in pounds. The *BRANDS* set has *PRICE* and *PRODUCE* attributes, where *PRICE* stores the selling price of the brands and *PRODUCE* represents the decision variables of how many pounds of each brand to produce per day.

We need one more set, which is the dense derived set we have been promising. In order to input the brand formulas, we will need a two dimensional table defined on the nut types and the brands. To do this, we will generate a derived set from the cross of the *NUTS* and *BRANDS* sets. Adding this derived set, we get the completed sets section:

```
SETS:
    NUTS / PEANUTS, CASHEWS/: SUPPLY;
    BRANDS / PAWN, KNIGHT, BISHOP, KING/:
        PRICE, PRODUCE;
    FORMULA(NUTS, BRANDS): OUNCES;
ENDSETS
```

We have titled the derived set *FORMULA*. It has the single *OUNCES* attribute, which will be used to store the ounces of nuts used per pound of each brand. Since we have not specified the members of this derived set, LINGO assumes we want the complete, dense set that includes all pairs of nuts and brands.

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Now that our sets are defined, we can move on to building the data section. We initialize *SUPPLY*, *PRICE*, and *OUNCES* in the data section as follows:

```
DATA:
    SUPPLY = 750 250;
    PRICE = 2 3 4 5;
    OUNCES = 15 10 6 2
              1 6 10 14;
ENDDATA
```

With the sets and data established, we can begin to enter our objective function and constraints. The objective function of maximizing total revenue is straightforward. We can express this as:

```
MAX = @SUM(BRANDS(I):
    PRICE(I) * PRODUCE(I));
```

Our model has only one class of constraints. Namely, we can't use more nuts than we are supplied with on a daily basis. In words, we would like to ensure that:

For each nut i, the number of pounds of nut i used must be less-than-or-equal-to the supply of nut i.

We can express this in LINGO as:

```
@FOR(NUTS(I):
    @SUM(BRANDS(J):
        OUNCES(I, J) * PRODUCE(J) / 16) <=
        SUPPLY(I)
    );
```

We divide the sum on the left-hand side by 16 to convert from ounces to pounds.

The Solution

Our completed blending model is:

```
SETS:
    NUTS / PEANUTS, CASHEWS/: SUPPLY;
    BRANDS / PAWN, KNIGHT, BISHOP, KING/:
        PRICE, PRODUCE;
    FORMULA(NUTS, BRANDS): OUNCES;
ENDSETS

DATA:
    SUPPLY = 750 250;
    PRICE = 2 3 4 5;
    OUNCES= 15 10 6 2
              1 6 10 14;
ENDDATA

MAX = @SUM(BRANDS(I):
    PRICE(I) * PRODUCE(I));

@FOR(NUTS(I):
    @SUM(BRANDS(J):
        OUNCES(I, J) * PRODUCE(J) / 16) <=
        SUPPLY(I)
    );
```

Model: CHESS

An abbreviated solution report to the model follows.

Global optimal solution found at step:		2
Objective value:		2692.308
Variable	Value	Reduced Cost
PRODUCE(PAWN)	769.2308	0.0000000
PRODUCE(KNIGHT)	0.000000	0.1538461
PRODUCE(BISHOP)	0.000000	0.7692297E-01
PRODUCE(KING)	230.7692	0.0000000
Row	Slack or Surplus	Dual Price
1	2692.308	1.000000
2	0.000000	1.769231
3	0.000000	5.461538

Solution to CHESS

This solution tells us that Chess should produce 769.2 pounds of the Pawn mix and 230.8 of the King for total revenue of \$2,692.30. Additional interesting information can also be found in the report. The dual prices on the rows indicate Chess should be willing to pay up to \$1.77 for an extra pound of peanuts and \$5.46 for an extra pound of cashews. If, for marketing reasons, Chess decides it must produce at least some of the Knight and Bishop mixes, then the reduced cost figures tell us revenue will erode by 15.4 cents with the first pound of Knight produced and 7.7 cents with the first pound of Bishop produced.

Sparse Derived Set Example - Explicit List

In this example, we will introduce the use of a sparse derived set with an explicit listing. As you recall, when we use this technique to define a sparse set, we must explicitly list all members belonging to the set. This will usually be some small subset of the dense set resulting from the full Cartesian product of the parent sets.

For our example, we will set up a PERT (Project Evaluation and Review Technique) model to determine the *critical path* of tasks in a project involving the roll out of a new product. PERT is a simple, but powerful, technique developed in the 1950s to assist managers in tracking the progress of large projects. PERT is particularly useful at identifying the critical activities within a project, which, if delayed, will delay the project as a whole. These time critical activities are referred to as the critical path of a project. Having such insight into the dynamics of a project goes a long way in guaranteeing it won't get sidetracked and become delayed. In fact, PERT proved so successful, the Polaris project that it was first used on was completed 18 months ahead of schedule. PERT continues to be used successfully on a wide range of projects. For more information on PERT, and a related technique called CPM (Critical Path Method), please refer to Schrage (2002) or Winston (1995).

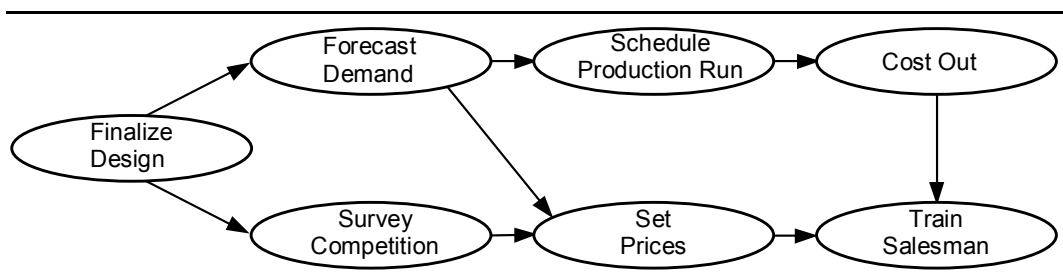
The formulation for this model is included in the *SAMPLES* subdirectory off the main LINGO directory under the name *PERT*.

The Problem

Wireless Widgets is about to launch a new product—the Solar Widget. In order to guarantee the launch will occur on time, WW wants to perform a PERT analysis of the tasks leading up to the launch. Doing so will allow them to identify the critical path of tasks that must be completed on time in order to guarantee the Solar Widget's timely introduction. The tasks that must be accomplished before introduction and their anticipated times for completion are listed in the table below:

Task	Weeks
Finalize Design	10
Forecast Demand	14
Survey Competition	3
Set Prices	3
Schedule Production Run	7
Cost Out	4
Train Salesmen	10

Certain tasks must be completed before others can commence. These precedence relations are shown in the following graph:



Product Launch Precedence Relations

For instance, the two arrows originating from the Forecast Demand node indicate that the task must be completed before the Schedule Production Run and the Set Prices tasks may be started.

Our goal is to construct a PERT model for the Solar Widget's introduction in order to identify the tasks on the critical path.

The Formulation

We will need a primitive set to represent the tasks of the project. We can add such a set to the model using the set definition:

```

TASKS / DESIGN, FORECAST, SURVEY, PRICE,
      SCHEDULE, COSTOUT, TRAIN/: TIME, ES, LS, SLACK;
  
```

We have associated four attributes with the *TASKS* set. The definitions of the attributes are:

TIME Time to complete the task
ES Earliest possible start time for the task
LS Latest possible start time for the task
SLACK Difference between LS and ES for the task

The *TIME* attribute is given to us as data. We will compute the values of the remaining three attributes. If a task has a 0 slack time, it means the task must start on time or the whole project will be delayed. The collection of tasks with 0 slack time constitutes the critical path for the project.

In order to compute the start times for the tasks, we will need to examine the precedence relations. Thus, we will need to input the precedence relations into the model. The precedence relations can be viewed as a list of ordered pairs of tasks. For instance, the fact that the *DESIGN* task must be completed before the *FORECAST* task could be represented as the ordered pair (*DESIGN*, *FORECAST*). Creating a two-dimensional derived set on the *TASKS* set will allow us to input the list of precedence relations. Specifically, we add the set definition:

```
PRED(TASKS, TASKS) /
    DESIGN, FORECAST,
    DESIGN, SURVEY,
    FORECAST, PRICE,
    FORECAST, SCHEDULE,
    SURVEY, PRICE,
    SCHEDULE, COSTOUT,
    PRICE, TRAIN,
    COSTOUT, TRAIN /;
```

Keep in mind that the first member of this set is the ordered pair (*DESIGN*, *FORECAST*)—not just the single task *DESIGN*. Therefore, this set has a total of 8 members that all correspond to an arc in the precedence relations diagram.

The set *PRED* is the sparse derived set with an explicit listing we want to highlight in this example. The set is a subset derived from the cross of the *TASKS* set upon itself. The set is sparse because it contains only 8 out of 49 possible members found in the complete cross of *TASKS* on *TASKS*. The set is said to be an “explicit list” set, because we have explicitly listed the members we want included in the set. Explicitly listing the members of a sparse set may not be convenient in cases where there are thousands of members to select from, but it does make sense whenever set membership conditions are not well defined and the sparse set size is small relative to the dense alternative.

Next, we can input the task times in the data section by including:

```
DATA:
    TIME = 10, 14, 3, 3, 7, 4, 10;
ENDDATA
```

Now, with our sets and data established, we can turn our attention to building the formulas of the model. We have three attributes to compute: earliest start (*ES*), latest start (*LS*), and slack time (*SLACK*). The trick is computing *ES* and *LS*. Once we have these times, *SLACK* is merely the difference of the two.

Let’s start by coming up with a formula to compute *ES*. A task cannot begin until all its predecessor tasks are completed. Thus, if we find the latest finishing time of all predecessors to a task, then we have also found its earliest start time. Therefore, in words, the earliest start time for task *t* is equal to the maximum over all predecessors of task *t* of the sum of the earliest start time of the predecessor plus its completion time. The corresponding LINGO notation is:

```
@FOR(TASKS(J) | J #GT# 1:
    ES(J) = @MAX(PRED(I, J): ES(I) + TIME(I))
);
```

Note that we skip the computation for the first task by adding the conditional qualifier $J \#GT\# 1$. We do this because the first task has no predecessors. We will give the first task an arbitrary start time as shown below.

Computing LS is slightly trickier, but very similar to ES . In words, the latest time for task t to start is the minimum over all successor tasks of the sum of the successor's earliest start minus the time to perform task t . If task t starts any later than this, it will prohibit at least one successor from starting at its earliest start time. Converting into LINGO syntax gives:

```
@FOR(TASKS(I) | I #LT# LTASK:
    LS(I) = @MIN(PRED(I, J): LS(J) - TIME(I))
);
```

Here, we omit the computation for the last task since it has no successor tasks.

Computing slack time is just the difference between LS and ES , and may be written as:

```
@FOR(TASKS(I): SLACK(I) = LS(I) - ES(I));
```

We can set the start time of the first task to some arbitrary value. For our purposes, we will set it to 0 with the statement:

```
ES(1) = 0;
```

We have now input formulas for computing the values of all the variables with the exception of the latest start time for the last task. It turns out, if the last project were started any later than its earliest start time, the entire project would be delayed. So, by definition, the latest start time for the last project is equal to its earliest start time. We can express this in LINGO using the equation:

```
LS(7) = ES(7);
```

This would work, but it's probably not the best way to express the relation. Suppose you were to add some tasks to your model. You'd have to change the 7 in this equation to the new number of tasks was. The whole idea behind LINGO's set based modeling language is the equations in the model should be independent of the data. Expressing the equation in this form violates data independence. Here's a better way to do it:

```
LTASK = @SIZE(TASKS);
LS(LTASK) = ES(LTASK);
```

The $@SIZE$ function returns the size of a set. In this case, it will return the value 7, as desired. However, if we changed the number of tasks, $@SIZE$ would also return the new, correct value. Thus, we preserve the data independence of our model's equations.

The Solution

The entire *PERT* formulation and portions of its solution appear below:

```
SETS:
    TASKS / DESIGN, FORECAST, SURVEY, PRICE,
           SCHEDULE, COSTOUT, TRAIN/: TIME, ES, LS, SLACK;

    PRED(TASKS, TASKS) /
        DESIGN,FORECAST,
        DESIGN,SURVEY,
        FORECAST,PRICE,
        FORECAST,SCHEDULE,
        SURVEY,PRICE,
        SCHEDULE,COSTOUT,
        PRICE,TRAIN,
        COSTOUT,TRAIN /;
ENDSETS

DATA:
    TIME = 10, 14, 3, 3, 7, 4, 10;
ENDDATA

@FOR(TASKS(J) | J #GT# 1:
    ES(J) = @MAX(PRED(I, J): ES(I) + TIME(I))
);

@FOR(TASKS(I) | I #LT# LTASK:
    LS(I) = @MIN(PRED(I, J): LS(J) - TIME(I));
);

@FOR(TASKS(I): SLACK(I) = LS(I) - ES(I));

ES(1) = 0;
LTASK = @SIZE(TASKS);
LS(LTASK) = ES(LTASK);
```

Model: PERT

Feasible solution found at step: 0

Variable	Value
LTASK	7.000000
ES(DSIGN)	0.000000
ES(FORECAST)	10.00000
ES(SURVEY)	10.00000
ES(PRICE)	24.00000
ES(SCHEDULE)	24.00000
ES(COSTOUT)	31.00000
ES(TRAIN)	35.00000
LS(DSIGN)	0.000000
LS(FORECAST)	10.00000
LS(SURVEY)	29.00000
LS(PRICE)	32.00000
LS(SCHEDULE)	24.00000
LS(COSTOUT)	31.00000
LS(TRAIN)	35.00000
SLACK(DSIGN)	0.000000
SLACK(FORECAST)	0.000000
SLACK(SURVEY)	19.00000
SLACK(PRICE)	8.000000
SLACK(SCHEDULE)	0.000000
SLACK(COSTOUT)	0.000000
SLACK(TRAIN)	0.000000

Solution to PERT

The interesting values are the slacks for the tasks. Both *SURVEY* and *PRICE* have slack in their start times of 19 weeks and 8 weeks, respectively. Their start times may be delayed by as much as these slack values without compromising the completion time of the entire project. The tasks *DESIGN*, *FORECAST*, *SCHEDULE*, *COSTOUT*, and *TRAIN*, on the other hand, have 0 slack times. These tasks constitute the critical path for the project and, if any of their start times are delayed, the entire project will be delayed. Management will want to pay close attention to these critical path projects to be sure they start on time and are completed within the allotted amount of time. Finally, the *ES(TRAIN)* value of 35 tells us the estimated time to the start of the roll out of the new Solar Widget will be 45 weeks—35 weeks to get to the start of training, plus 10 weeks to complete training.

A Sparse Derived Set Using a Membership Filter

In this example, we introduce the use of a sparse derived set with a membership filter. Using a membership filter is the third method for defining a derived set. When you define a set using this method, you specify a logical condition each member of the set must satisfy. This condition is used to filter out members that don't satisfy the membership condition.

For our example, we will formulate a *matching* problem. In a matching problem, there are N objects we want to match into pairs at minimum cost. The pair (I, J) is indistinguishable from the pair (J, I) . Therefore, we arbitrarily require I be less than J in the pair. Formally, we require I and J make a set of ordered pairs. In other words, we do not wish to generate redundant ordered pairs of I and J , but only those with I less than J . This requirement that I be less than J will form our membership filter.

The file containing this model may be found in the *SAMPLES* subdirectory off the main LINGO directory under the name *MATCHD*.

The Problem

Suppose you manage your company's strategic planning department. You have a total of eight analysts in the department. Furthermore, your department is about to move into a new suite of offices. There are a total of four offices in the new suite and you need to match up your analysts into 4 pairs, so each pair can be assigned to one of the new offices. Based on past observations, you know some of the analysts work better together than they do with others. In the interest of departmental peace, you would like to come up with a pairing of analysts that results in minimal potential conflicts. To this goal, you have come up with a rating system for pairing your analysts. The scale runs from 1 to 10, with a 1 rating of a pair meaning the two get along fantastically. Whereas, a rating of 10 means all sharp objects should be removed from the pair's office in anticipation of mayhem. The ratings appear in the following table:

Analysts	1	2	3	4	5	6	7	8
1	-	9	3	4	2	1	5	6
2	-	-	1	7	3	5	2	1
3	-	-	-	4	4	2	9	2
4	-	-	-	-	1	5	5	2
5	-	-	-	-	-	8	7	6
6	-	-	-	-	-	-	2	3
7	-	-	-	-	-	-	-	4

Analysts' Incompatibility Ratings

Since the pairing of analyst I with analyst J is indistinguishable from the pairing of J with I , we have only included the above diagonal elements in the table. Our problem is to find the pairings of analysts that minimizes the sum of the incompatibility ratings of the paired analysts.

The Formulation

The first set of interest in this problem is the set of eight analysts. This is a primitive set that can be written simply as:

```
ANALYSTS / 1..8/;
```

The final set we want to construct is a set consisting of all the potential pairings. This will be a derived set that we will build by taking the cross of the *ANALYSTS* set on itself. As a first pass, we could build the dense derived set:

```
PAIRS(ANALYSTS, ANALYSTS);
```

This set, however, would include both $PAIRS(I, J)$ and $PAIRS(J, I)$. Since only one of these pairs is required, the second is wasteful. Furthermore, this set will include "pairs" of the same analyst of the form $PAIRS(I, I)$. As much as each analyst might like an office of his or her own, such a solution is not feasible. The solution is to put a membership filter on our derived set requiring each pair (I, J) in the final set to obey the condition J be greater than I . We do this with the set definition:

```
PAIRS(ANALYSTS, ANALYSTS) |&2 #GT# &1;
```

The start of the membership filter is denoted with the vertical bar character (`|`). The `&1` and `&2` symbols in the filter are known as *set index placeholders*. Set index placeholders are valid only in membership filters. When LINGO constructs the *PAIRS* set, it generates all combinations in the cross of the *ANALYSTS* set on itself. Each combination is then “plugged” into the membership filter to see if it passes the test. Specifically, for each pair (I, J) in the cross of the *ANALYSTS* set on itself, I is substituted into the placeholder `&1` and J into `&2` and the filter is evaluated. If the filter evaluates to true, (I, J) is added to the *PAIRS* set. Viewed in tabular form, this leaves us with just the above diagonal elements of the (I, J) pairing table.

We will also be concerned with two attributes of the *PAIRS* set. First, we will need an attribute that corresponds to the incompatibility rating of the pairings. Second, we will need an attribute to indicate if analyst I is paired with analyst J . We will call these attributes *RATING* and *MATCH*. We append them to the *PAIRS* set definition as follows:

```
PAIRS(ANALYSTS, ANALYSTS) | &2 #GT# &1:
    RATING, MATCH;
```

We initialize the *RATING* attribute to the incompatibility ratings listed in the table above using the data section:

```
DATA:
    RATING =
        9  3  4  2  1  5  6
          1  7  3  5  2  1
            4  4  2  9  2
              1  5  5  2
                8  7  6
                  2  3
                    4;
ENDDATA
```

We will use the convention of letting $MATCH(I, J)$ be 1 if we pair analyst I with analyst J , otherwise 0. Given this, the *MATCH* attribute contains the decision variables for the model.

Our objective is to minimize the sum of the incompatibility ratings of all the final pairings. This is just the inner product on the *RATING* and *MATCH* attributes and is written as:

```
MIN = @SUM(PAIRS(I, J):
    RATING(I, J) * MATCH(I, J));
```

There is just one class of constraints in the model. In words, it is:

For each analyst, ensure that the analyst is paired with exactly one other analyst.

Putting the constraint into LINGO syntax, we get:

```
@FOR(ANALYSTS(I):
    @SUM(PAIRS(J, K) | J #EQ# I #OR# K #EQ# I:
        MATCH(J, K)) = 1
    );
```

The feature of interest in this constraint is the conditional qualifier $(J \#EQ\# I \#OR\# K \#EQ\# I)$ on the `@SUM` function. For each analyst I , we sum up all the *MATCH* variables that contain I and set them equal to 1. In so doing, we guarantee analyst I will be paired up with exactly one other analyst. The conditional qualifier guarantees we only sum up the *MATCH* variables that include I in its pairing.

One other feature is required in this model. We are letting $MATCH(I, J)$ be 1 if we are pairing I with J . Otherwise, it will be 0. Unless specified otherwise, LINGO variables can assume any value from 0 to infinity. Because we want $MATCH$ to be restricted to being only 0 or 1, we need to apply the *@BIN* variable domain function to the $MATCH$ attribute. Variable domain functions are used to restrict the values a variable can assume. Unlike constraints, variable domain functions do not add equations to a model. The *@BIN* function restricts a variable to being *binary* (i.e., 0 or 1). When you have a model that contains binary variables, it is said to be an *integer programming* (IP) model. IP models are much more difficult to solve than models that contain only continuous variables. Carelessly formulated large IPs (with several hundred integer variables or more) can literally take *forever* to solve! Thus, you should limit the use of binary variables whenever possible. To apply *@BIN* to all the variables in the $MATCH$ attribute, add the *@FOR* expression:

```
@FOR(PAIRS(I, J): @BIN(MATCH(I, J)));
```

The Solution

The entire formulation for our matching example and parts of its solution appear below:

```
SETS:
    ANALYSTS / 1..8/;
    PAIRS(ANALYSTS, ANALYSTS) |&2 #GT# &1:
        RATING, MATCH;
ENDSETS

DATA:
    RATING =
        9  3  4  2  1  5  6
         1  7  3  5  2  1
          4  4  2  9  2
           1  5  5  2
            8  7  6
             2  3
              4;
ENDDATA

MIN = @SUM(PAIRS(I, J):
    RATING(I, J) * MATCH(I, J));

@FOR(ANALYSTS(I):
    @SUM(PAIRS(J, K) | J #EQ# I #OR# K #EQ# I:
        MATCH(J, K)) = 1
    );

@FOR(PAIRS(I, J): @BIN(MATCH(I, J)));
```

Model: MATCHD

```

Global optimal solution found at step:      9
Objective value:                          6.000000
Branch count:                             0

```

Variable	Value	Reduced Cost
MATCH(1, 2)	0.000000	9.000000
MATCH(1, 3)	0.000000	3.000000
MATCH(1, 4)	0.000000	4.000000
MATCH(1, 5)	0.000000	2.000000
MATCH(1, 6)	1.000000	1.000000
MATCH(1, 7)	0.000000	5.000000
MATCH(1, 8)	0.000000	6.000000
MATCH(2, 3)	0.000000	1.000000
MATCH(2, 4)	0.000000	7.000000
MATCH(2, 5)	0.000000	3.000000
MATCH(2, 6)	0.000000	5.000000
MATCH(2, 7)	1.000000	2.000000
MATCH(2, 8)	0.000000	1.000000
MATCH(3, 4)	0.000000	4.000000
MATCH(3, 5)	0.000000	4.000000
MATCH(3, 6)	0.000000	2.000000
MATCH(3, 7)	0.000000	9.000000
MATCH(3, 8)	1.000000	2.000000
MATCH(4, 5)	1.000000	1.000000
MATCH(4, 6)	0.000000	5.000000
MATCH(4, 7)	0.000000	5.000000
MATCH(4, 8)	0.000000	2.000000
MATCH(5, 6)	0.000000	8.000000
MATCH(5, 7)	0.000000	7.000000
MATCH(5, 8)	0.000000	6.000000
MATCH(6, 7)	0.000000	2.000000
MATCH(6, 8)	0.000000	3.000000
MATCH(7, 8)	0.000000	4.000000

Solution to MATCHD

From the objective value, we know the total sum of the incompatibility ratings for the optimal pairings is 6. Scanning the *Value* column for ones, we find the optimal pairings: (1,6), (2,7), (3,8), and (4,5).

Summary

In this chapter, we've discussed the concept of sets, how to declare sets, and demonstrated the power and flexibility of set based modeling. You should now have a foundation of knowledge in the definition and use of both primitive and derived sets. The next chapter will discuss the use of variable domain functions, which were briefly introduced in this chapter when we used *@BIN* in the previous matching model.

3 Using Variable Domain Functions

Unless specified otherwise, variables in a LINGO model default to being nonnegative and continuous. More specifically, variables can assume any real value from zero to positive infinity. In many cases, this default domain for a variable may be inappropriate. For instance, you may want a variable to assume negative values, or you might want a variable restricted to purely integer values. LINGO provides four *variable domain functions*, which allow you to override the default domain of a variable. The names of these functions and a brief description of their usage are:

@GIN	restricts a variable to being an integer value,
@BIN	makes a variable binary (i.e., 0 or 1),
@FREE	allows a variable to assume any real value, positive <i>or</i> negative, and
@BND	limits a variable to fall within a finite range.

In the remainder of this chapter, we'll investigate the mechanics of using these functions, and present a number of examples illustrating their usage.

Integer Variables

LINGO gives the user the ability to define two types of integer variables—*general* and *binary*. A general integer variable is required to be a whole number. A binary integer variable is further required to be either zero or one. Any model containing one or more integer variables is referred to as an *integer programming* (IP) model.

In many modeling projects, you will be faced with Yes/No types of decisions. Some examples would include Produce/Don't Produce, Open Plant/Close Plant, Supply Customer *I* from Plant *J*/Don't Supply Customer *I* from Plant *J*, and Incur a Fixed Cost/Don't Incur a Fixed Cost. Binary variables are the standard method used for modeling these Yes/No decisions.

General integer variables are useful where rounding of fractional solutions is problematic. For instance, suppose you have a model that dictates producing 5,121,787.5 blue crayons in your crayon factory. Whether you round the solution to 5,121,787 or 5,121,788 is inconsequential. On the other hand, suppose your planning model for NASA determines the optimal number of space stations to deploy is 1.5. Because building 0.5 space stations is impossible, you must *very* carefully consider how to round the results. When whole numbers are required and rounding can make a significant difference, general integer variables are appropriate.

LINGO does not simply round or truncate values to come up with an integer answer. Rounding of a solution will typically lead to either infeasible or suboptimal solutions. To illustrate this point, consider the small model:

```
MAX = X;  
X + Y = 25.5;  
X <= Y;
```

By examining this model, one can deduce the optimal solution is $X=Y=12.75$. Now, suppose we want an optimal solution with X being integer. Simply rounding X to 13 would make the model infeasible, because there would be no value for Y that would satisfy both the constraints. Clearly, the optimal solution is $X=12$ and $Y=13.5$. Unfortunately, “eyeballing” the optimal solution on larger models with many integer variables is virtually impossible.

To solve these problems, LINGO performs a complex algorithm called *branch-and-bound* that implicitly enumerates all combinations of the integer variables to determine the best feasible answer to an IP model. Because of the extra computation time required by this algorithm, formulating your problem to avoid the use of integer variables is advised whenever possible. Even so, although computation times may grow dramatically when you add integer variables, it often makes sense to ask LINGO for integer solutions when fractional values are of little or no use.

General Integer Variables

By default, LINGO assumes all variables in a model are continuous. In many applications, fractional values may be undesirable. You won’t be able to hire two-thirds of a person, or sell half an automobile. In these instances, you will want to make use of the general integer variable domain function, `@GIN`.

The syntax of the `@GIN` function is:

```
@GIN(variable_name);
```

where *variable_name* is the name of the variable you wish to make general integer. The `@GIN` function may be used in a model anywhere you would normally enter a constraint. The `@GIN` function can be embedded in an `@FOR` statement to allow you to easily set all, or selected, variables of an attribute to be general integers. Some examples of `@GIN` are:

Example 1: @GIN(X);
 makes the scalar variable X general integer,

Example 2: @GIN(PRODUCE(5));
 makes the variable $PRODUCE(5)$ general integer,

Example 3: @FOR(DAYS(I) : @GIN(START(I)));
 makes all the variables of the $START$ attribute general integer.

General Integer Example - CompuQuick Product-Mix

To illustrate the use of *@GIN* in a full model, we will consider a variation on the CompuQuick Corporation model in Chapter 1, *Getting Started with LINGO*. CompuQuick has successfully rebalanced the Standard computer's assembly line. In so doing, they are now able to build an additional 3 Standard computers on the line each day, for a daily total of 103 computers. As a result, the constraint on the Standard's assembly line will now be:

```
STANDARD <= 103;
```

Incorporating this constraint into the original CompuQuick model, we have:

```
! Here is the total profit objective function;
MAX = 100 * STANDARD + 150 * TURBO;

! Constraints on the production line capacity;
STANDARD <= 103;
TURBO <= 120;

! Our labor supply is limited;
STANDARD + 2 * TURBO <= 160;
```

Solving this modified model, we get the solution:

Global optimal solution found at step:	0
Objective value:	14575.00

Variable	Value	Reduced Cost
STANDARD	103.0000	0.0000000
TURBO	28.50000	0.0000000

Note the new optimal number of Turbo computers, 28.5, is no longer an integer quantity. CompuQuick must produce whole numbers of computers each day. To guarantee this, we add *@GIN* statements to make both the *STANDARD* and *TURBO* variables general integer. The revised model follows:

```
! Here is the total profit objective function;
MAX = 100 * STANDARD + 150 * TURBO;

! Constraints on the production line capacity;
STANDARD <= 103;
TURBO <= 120;

! Our labor supply is limited;
STANDARD + 2 * TURBO <= 160;

! Integer values only;
@GIN(STANDARD); @GIN(TURBO);
```

Solving the modified model results in the integer solution we were hoping for:

Global optimal solution found at step:	4
Objective value:	14550.00
Branch count:	1

Variable	Value	Reduced Cost
STANDARD	102.0000	-100.0000
TURBO	29.00000	-150.0000

Note that we now have a new statistic called the *branch count*. The branch count statistic is a tally of the number of times integer variables had to be forced to an integer value during the branch-and-bound

solution procedure. In general, this value is not of much practical use to the normal user, other than to give you a notion of how hard LINGO has to work at finding an integer solution. If the branch count gets quite large, LINGO is having a hard time finding good integer solutions to your model. Also, note that it took LINGO four steps to determine the integer solution. In *Getting Started with LINGO*, we saw it took zero steps to find the optimal continuous solution. This is consistent with the claim that integer models are generally more difficult to solve than continuous models.

General Integer Example - Staff-Scheduling

Recalling the staff-scheduling example in Chapter 2, *Using Sets*, for the Pluto hot dog stand, you will remember the solution told us how many employees to start on any given day of the week. You may also remember the optimal solution had us starting whole numbers of employees on every day even though we weren't using integer variables. It turns out this was just a happy coincidence. Let's return to the staffing model to demonstrate this.

In the original staffing model, we required the following number of people on duty for the seven days of the week: 20, 16, 13, 16, 19, 14, and 12. Let's change the second day requirement from 16 to 12 and the third day's requirement from 13 to 18. Incorporating this change into the model, we have:

```
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS

DATA:
    REQUIRED = 20 12 18 16 19 14 12;
ENDDATA

MIN = @SUM(DAYS(I): START(I));

@FOR(DAYS(J):
    @SUM(DAYS(I) | I #LE# 5:
        START(@WRAP(J - I + 1, 7)))
        >= REQUIRED(J)
    );
```

After making this modest change and re-solving, we no longer have a pure integer solution. In fact, all the *START* variables are now fractional as the following solution report shows:

Global optimal solution found at step:	7
Objective value:	23.66667

Variable	Value	Reduced Cost
START(MON)	9.666667	0.0000000
START(TUE)	0.0000000	-0.2980232E-07
START(WED)	3.666667	0.0000000
START(THU)	5.666667	0.0000000
START(FRI)	0.0000000	-0.2980232E-07
START(SAT)	4.666667	0.0000000
START(SUN)	0.0000000	0.3333333

In this particular model, we can always round the solution up and remain feasible. (In most models, we won't tend to be as lucky. Rounding the continuous solution in one direction or the other can lead to an infeasible solution.) There may be some extra staff on some of the days, but, by rounding up, we will never have a day without enough staff. Rounding the continuous solution up gives an objective of $10+4+6+5=25$ employees.

Now, let's apply integer programming to the revised staffing model. First, we will need to use the *@GIN* function to make the *START* variables general integers. We could do this by adding the following to our model:

```
@GIN(@START(MON));
@GIN(@START(TUE));
@GIN(@START(WED));
@GIN(@START(THU));
@GIN(@START(FRI));
@GIN(@START(SAT));
@GIN(@START(SUN));
```

However, an easier approach would be to embed the *@GIN* function in an *@FOR* function, so we can apply *@GIN* to each member of *START* using the single statement:

```
@FOR(DAYS(I): @GIN(START(I)));
```

This new statement says, for each day of the week, make the variable corresponding to the number of people to start on that day a general integer variable.

After inserting this *@FOR* statement at the end of our model and reoptimizing, we get the pure integer solution:

Global optimal solution found at step:			6
Objective value:			24.00000
Branch count:			1
Variable	Value	Reduced Cost	
START(MON)	9.000000	1.000000	
START(TUE)	3.000000	1.000000	
START(WED)	1.000000	1.000000	
START(THU)	6.000000	1.000000	
START(FRI)	0.000000	1.000000	
START(SAT)	4.000000	1.000000	
START(SUN)	1.000000	1.000000	

Note that the objective of 24 beats the objective of 25 obtained by rounding. Thus, had we gone with the rounded solution, we would have hired one more employee than required.

Binary Integer Variables

A *binary* integer variable—also called a 0/1 variable—is a special case of an integer variable that is required to be either zero or one. It’s often used as a switch to model Yes/No decisions.

The syntax of the *@BIN* function is:

@BIN(variable_name);

where *variable_name* is the name of the variable you wish to make binary. The *@BIN* function may be used in a model anywhere you would normally enter a constraint. The *@BIN* function can be embedded in an *@FOR* statement to allow you to easily set all, or selected, variables of an attribute to be binary integers. Some examples of *@BIN* are:

Example 1: *@BIN(X);*
 makes the scalar variable, *X*, a binary integer,

Example 2: *@BIN(INCLUDE(4));*
 makes the variable *INCLUDE(4)* binary,

Example 3: *@FOR(ITEMS: @BIN(INCLUDE));*
 makes all variables in the *INCLUDE* attribute binary.

Binary Integer Example - The Knapsack Problem

The *knapsack* model is a classic problem that uses binary variables. In this problem, you have a group of items you want to pack into your knapsack. Unfortunately, the capacity of the knapsack is limited such that it is impossible to include all items. Each item has a certain value, or utility, associated with including it in the knapsack. The problem is to find the subset of items to include in the knapsack that maximizes the total value of the load without exceeding the capacity of the knapsack.

Of course, the knapsack euphemism shouldn’t lead one to underestimate the importance of this class of problem. The “knapsack” problem can be applied to many situations. Some examples are vehicle loading, budgeting, and strategic planning.

The Problem

As an example, suppose you are planning a picnic. You've constructed a list of items you would like to carry with you on the picnic. Each item has a weight associated with it and your knapsack is limited to carrying no more than 15 pounds. You have also come up with a 1 to 10 rating for each item, which indicates how strongly you want to include the particular item in the knapsack for the picnic. This information is listed below:

Item	Weight	Rating
Ant Repellent	1	2
Beer	3	9
Blanket	4	3
Bratwurst	3	8
Brownies	3	10
Frisbee	1	6
Salad	5	4
Watermelon	10	10

The Formulation

We have only one set in this model—the set of items we are considering carrying in the knapsack. This is a primitive set and we can create it using the sets section:

```
SETS:
    ITEMS / ANT_REPEL, BEER, BLANKET,
           BRATWURST, BROWNIES, FRISBEE, SALAD,
           WATERMELON/:
        INCLUDE, WEIGHT, RATING;
ENDSETS
```

We have associated the *INCLUDE*, *WEIGHT*, and *RATING* attributes with the set. *INCLUDE* will be the binary variables used to indicate if an item is to be included in the knapsack. *WEIGHT* is used to store the weight of each item, and *RATING* is used to store each item's rating.

Next, we will need to construct a data section to input the weights and ratings of the items. Here is a data section that accomplishes the task:

```
DATA:
    WEIGHT RATING =
        1      2
        3      9
        4      3
        3      8
        3     10
        1      6
        5      4
        10     10;
    KNAPSACK_CAPACITY = 15;
ENDDATA
```

Note that we have also included the knapsack's capacity in the data section. This is a good practice in that it isolates data from the constraints of the model.

Given that all the sets and data have been defined, we can turn to building our objective function. We want to maximize the sum of the ratings of the items included in our knapsack. Note that *INCLUDE(I)* will be 1 if item *I* is included. Otherwise, it will be 0. Therefore, if we take the inner product of *INCLUDE* with the *RATING* attribute, we will get the overall rating of a combination of included items. Putting this into LINGO syntax, we have:

```
MAX = @SUM(ITEMS: RATING * INCLUDE);
```

Note that we did not specify a set index variable in the *@SUM* function. Since all the attributes in the function (*RATING* and *INCLUDE*) are defined on the index set (*ITEMS*), we can drop the set index variable and use implicit indexing.

Our next step is to input our constraints. There is only one constraint in this model. Specifically, we must not exceed the capacity of the knapsack. In a similar manner as the objective, we compute the weight of a given combination of items by taking the inner product of the *INCLUDE* attribute with the *WEIGHT* attribute. This sum must be less-than-or-equal-to the capacity of the knapsack. In LINGO syntax, we express this as:

```
@SUM(ITEMS: WEIGHT * INCLUDE) <= KNAPSACK_CAPACITY;
```

Finally, we must make the *INCLUDE* variable binary. We could do this by adding:

```
@BIN( INCLUDE( @INDEX( ANT_REPEL ) ) );  
@BIN( INCLUDE( @INDEX( BEER ) ) );  
@BIN( INCLUDE( @INDEX( BLANKET ) ) );  
@BIN( INCLUDE( @INDEX( BRATWURST ) ) );  
@BIN( INCLUDE( @INDEX( BROWNIES ) ) );  
@BIN( INCLUDE( @INDEX( FRISBEE ) ) );  
@BIN( INCLUDE( @INDEX( SALAD ) ) );  
@BIN( INCLUDE( @INDEX( WATERMELON ) ) );
```

(Note that the *@INDEX* function simply returns the index of a primitive set member in its set.)
However, a more efficient and data independent way of doing this would be to embed an *@BIN* function in an *@FOR* function as follows:

```
@FOR( ITEMS: @BIN( INCLUDE ) );
```

The Solution

The entire model for our knapsack example and excerpts from its solution are listed below. The model formulation file may be found in your *SAMPLES* subdirectory off the main LINGO directory under the name *KNAPSACK*:

```
SETS:
    ITEMS / ANT_REPEL, BEER, BLANKET,
           BRATWURST, BROWNIES, FRISBEE, SALAD,
           WATERMELON/:
        INCLUDE, WEIGHT, RATING;
ENDSETS

DATA:
    WEIGHT RATING =
        1      2
        3      9
        4      3
        3      8
        3     10
        1      6
        5      4
        10     10;
    KNAPSACK_CAPACITY = 15;
ENDDATA

MAX = @SUM(ITEMS: RATING * INCLUDE);

@SUM(ITEMS: WEIGHT * INCLUDE) <=
    KNAPSACK_CAPACITY;

@FOR(ITEMS: @BIN(INCLUDE));
```

Model: KNAPSACK

```
Global optimal solution found at step:      10
Objective value:                          38.00000
Branch count:                             0
```

Variable	Value
INCLUDE(ANT_REPEL)	1.000000
INCLUDE(BEER)	1.000000
INCLUDE(BLANKET)	1.000000
INCLUDE(BRATWURST)	1.000000
INCLUDE(BROWNIES)	1.000000
INCLUDE(FRISBEE)	1.000000
INCLUDE(SALAD)	0.000000
INCLUDE(WATERMELON)	0.000000

Solution to KNAPSACK

Your knapsack is fully packed at 15 pounds, and we take along everything, but the salad and watermelon. Your lunch of beer, bratwurst and brownies may not be very healthy, but at least you will be happy!

An Extension - Modeling a Logical Or Condition

Binary variables are very useful for modeling logical conditions. For instance, suppose your physician reviews your picnic plans and, fearing for your health, insists you must take either the salad *or* the watermelon along on your picnic. You could add this condition to your model by simply appending the constraint:

```
INCLUDE(@INDEX(SALAD)) + INCLUDE(@INDEX(WATERMELON)) >= 1;
```

In order to satisfy this constraint, either the salad, the watermelon, or both must be included in the knapsack. Unfortunately, constraints of this form are not good practice in that they are not data independent. Suppose your list of picnic items changes. You may need to modify this new constraint to reflect those changes. A well formulated model should require no changes to the constraints as a result of changes to the data. The following model demonstrates a data independent way of incorporating your physician's request (additions to the original model are listed in bold):

```
SETS:
    ITEMS / ANT_REPEL, BEER, BLANKET,
           BRATWURST, BROWNIES, FRISBEE, SALAD,
           WATERMELON/:
        INCLUDE, WEIGHT, RATING;
    MUST_EAT_ONE(ITEMS)
    / SALAD, WATERMELON/;
ENDSETS

DATA:
    WEIGHT RATING =
        1      2
        3      9
        4      3
        3      8
        3     10
        1      6
        5      4
        10     10;
    KNAPSACK_CAPACITY = 15;
ENDDATA

MAX = @SUM(ITEMS: RATING * INCLUDE);

@SUM(ITEMS: WEIGHT * INCLUDE) <=
    KNAPSACK_CAPACITY;

@FOR(ITEMS: @BIN(INCLUDE));

@SUM(MUST_EAT_ONE(I): INCLUDE(I)) >= 1;
```

We have derived a set called *MUST_EAT_ONE* from the original picnic items, and used an explicit list to include the items we must carry as members. Then, at the end of the model, we added a constraint that forces at least one of the “must eat” items into the solution.

For those interested, the solution to the modified model is:

Global optimal solution found at step:	11
Objective value:	37.00000
Branch count:	0

Variable	Value
INCLUDE (ANT_REPEL)	0.000000
INCLUDE (BEER)	1.000000
INCLUDE (BLANKET)	0.000000
INCLUDE (BRATWURST)	1.000000
INCLUDE (BROWNIES)	1.000000
INCLUDE (FRISBEE)	1.000000
INCLUDE (SALAD)	1.000000
INCLUDE (WATERMELON)	0.000000

In short, we drop the ant repellent and blanket, and replace them with the salad.

Binary Integer Example – Product-Mix with Fixed Costs

In many situations, it is not unusual for a particular activity to incur a fixed cost. Examples where one might incur a fixed cost include opening a plant, producing a product, paying a commission on an order to buy stock, or retooling an assembly line.

In this next example, we will put together a product-mix model much like the CompuQuick example from Chapter 1, *Getting Started with LINGO*. In this case, however, there is a fixed setup charge associated with the production of an item. In other words, whenever we produce any amount of a product, we incur a fixed charge independent of the output level of the product.

The Problem

You're the manager of an airplane plant and you want to determine the best product-mix of your six models to produce. The six models currently under production are the Rocket, Meteor, Streak, Comet, Jet, and Biplane. Each plane has a known profit contribution. There is also a fixed cost associated with the production of any plane in a period. The profit and fixed costs are given in the following table:

Plane	Profit	Setup
Rocket	30	35
Meteor	45	20
Streak	24	60
Comet	26	70
Jet	24	75
Biplane	30	30

Each plane is produced using six raw materials—steel, copper, plastic, rubber, glass, and paint. The units of these raw materials required by the planes as well as the total availability of the raw materials are:

	Rocket	Meteor	Streak	Comet	Jet	Biplane	Available
Steel	1	4	0	4	2	1	800
Copper	4	5	3	0	1	0	1160
Plastic	0	3	8	0	1	0	1780
Rubber	2	0	1	2	1	5	1050
Glass	2	4	2	2	2	4	1360
Paint	1	4	1	4	3	4	1240

The problem is to determine the final mix of products that maximizes net profit (gross profit - setup costs) without exceeding the availability of any raw material. Your brand new Meteor model has the highest profit per unit of anything you've ever manufactured and the lowest setup cost. Maybe you should build nothing but Meteors? Then again, maybe not.

The Formulation

As you might guess, we will need two primitive sets in this model—one to represent the airplane models and one to represent the raw materials. We can construct these sets as follows:

```
PLANES/ROCKET, METEOR, STREAK, COMET, JET, BIPLANE/:
  PROFIT, SETUP, QUANTITY, BUILD;
RESOURCES/STEEL, COPPER, PLASTIC, RUBBER, GLASS, PAINT/: AVAILABLE;
```

We added the four attributes to the *PLANES* set:

```
PROFIT      stores profit contribution for the plane,
SETUP       stores setup cost to begin producing the plane,
QUANTITY    a variable for quantity of planes to produce, and
BUILD       a binary variable, 1 if we produce the plane, else 0.
```

The *AVAILABLE* attribute on the *RESOURCES* set will be used to store the availability of each resource.

We will also need to derive a dense set by taking the cross of the *RESOURCES* set with the *PLANES* set. We need this set, so we can define a *USAGE* attribute to store the resource usage of each plane. Our set definition is:

```
RXP(RESOURCES, PLANES): USAGE;
```

In our data section, we must initialize the data attributes: *PROFIT*, *SETUP*, *AVAILABLE*, and *USAGE*. Here is the data section we will use:

```
DATA:
    PROFIT SETUP =
        30      35
        45      20
        24      60
        26      70
        24      75
        30      30;
    AVAILABLE =
        800 1160 1780 1050 1360 1240;
    USAGE = 1 4 0 4 2 0
            4 5 3 0 1 0
            0 3 8 0 1 0
            2 0 1 2 1 5
            2 4 2 2 2 4
            1 4 1 4 3 4;
ENDDATA
```

With the sets and data section complete, we can now turn our attention to the objective function. For our objective, we want to maximize total net profit. Specifically, this is computed as the sum of profit times quantity produced of each product, minus its setup cost multiplied by the *BUILD* binary variable. In LINGO syntax, we express the objective as:

```
MAX = @SUM(PLANES:
    PROFIT * QUANTITY - SETUP * BUILD);
```

Since all attributes are defined on the index set, we can drop the set index variable and use implicit indexing.

For our first set of constraints, we want to be sure raw material supplies are not exceeded. In words, what we want is:

For each resource i , the sum over each plane j of the quantity of plane j built multiplied by the resource usage of resource i by plane j must be less-than-or-equal-to the availability of resource i .

Given the vagaries of the English language, it's highly likely one would find the equivalent LINGO notation more concise and easier to understand:

```
@FOR(RESOURCES(I):
    @SUM(PLANES(J):
        USAGE(I, J) * QUANTITY(J)) <=
        AVAILABLE(I)
    );
```

Our next set of constraints is not quite as intuitive. We are using the *BUILD* binary variable to represent if a plane is being built, so we can incorporate a fixed cost for the plane in the objective function. What we need is some constraint mechanism to force *BUILD(I)* to be 1 when we produce a nonzero quantity of plane I . The following constraint will do just that:

```
@FOR(PLANES:
    QUANTITY <= 400 * BUILD;
    @BIN(BUILD)
);
```

Since *BUILD* is 0/1, as soon as *QUANTITY* goes nonzero the only feasible solution is for *BUILD* to go to 1. Since constraints of this form are used to force a binary variable to an appropriate value, they are sometimes referred to as *forcing constraints*.

The coefficient of 400 was chosen because we know from scanning our data that no more than 400 of any plane can be built. Can you verify this? Coefficients used in this manner are sometimes called *Big M* coefficients. For solver efficiency reasons, it's best to try to keep Big M values as small as is reasonably possible.

Because the Big M coefficient of 400 is dependent upon the model's data, it is actually bad modeling practice to embed the coefficient in the model's constraints as we have done here. As we have discussed, it is best to try to keep the constraints of your model independent of the data to facilitate model maintenance. A more data independent formulation would actually involve calculations to come up with a good Big M value. Can you think of how you might add such a feature to this model?

A reasonable question at this point would be, "We have the machinery to force *BUILD* to 1 when we build a plane. What forces *BUILD* to zero when we *don't* build a plane?" The fact that *BUILD* appears in the objective with a negative coefficient (we multiply it by *SETUP* and then subtract it from the objective) guarantees this. If a plane was not being built and the corresponding *BUILD* variable was 1, we could get a better solution by simply setting *BUILD* to 0. Since the goal is to maximize the objective, *BUILD* will always be driven to 0 when a plane is not built.

One final feature of our forcing constraints to note is we have piggybacked the *@BIN* function call onto the *@FOR* statement for the forcing constraints. As you recall from the discussion of set looping functions in Chapter 2, *Using Sets*, an *@FOR* function may contain multiple expressions as long as they are separated by a semicolon. We have capitalized on this feature by including the *@BIN* function call as a second expression.

As a final feature, we can make the *QUANTITY* variables general integers with the statement:

```
@FOR ( PLANES :  
      @GIN ( QUANTITY )  
      ) ;
```

The Solution

The formulation in its entirety and a selected portion of the solution appear below. The formulation file may be found in file *PRODMIX*:

```

SETS:
PLANES/ROCKET,METEOR,STREAK,COMET,JET,BIPLANE/:
    PROFIT, SETUP, QUANTITY, BUILD;
RESOURCES/STEEL,COPPER,PLASTIC,RUBBER,GLASS,PAINT/: AVAILABLE;
    RXP(RESOURCES, PLANES): USAGE;
ENDSETS
DATA:
    PROFIT SETUP =
        30      35
        45      20
        24      60
        26      70
        24      75
        30      30;
    AVAILABLE =
        800 1160 1780 1050 1360 1240;
    USAGE =
        1 4 0 4 2 0
        4 5 3 0 1 0
        0 3 8 0 1 0
        2 0 1 2 1 5
        2 4 2 2 2 4
        1 4 1 4 3 4;
ENDDATA

MAX = @SUM(PLANES:
    PROFIT * QUANTITY - SETUP * BUILD);

@FOR(RESOURCES(I):
    @SUM(PLANES(J):
        USAGE(I, J) * QUANTITY(J)) <=
        AVAILABLE(I)
    );
@FOR(PLANES:
    QUANTITY <= 400 * BUILD;
    @BIN(BUILD)
);
@FOR(PLANES:
    @GIN(QUANTITY)
);

```

Model: PRODMIX

Global optimal solution found at step:	73
Objective value:	14764.00
Branch count:	17

Variable	Value
QUANTITY(ROCKET)	96.00000
QUANTITY(METEOR)	0.000000
QUANTITY(STREAK)	195.0000
QUANTITY(COMET)	0.000000
QUANTITY(JET)	191.0000
QUANTITY(BIPLANE)	94.00000
BUILD(ROCKET)	1.000000
BUILD(METEOR)	0.000000
BUILD(STREAK)	1.000000
BUILD(COMET)	0.000000
BUILD(JET)	1.000000
BUILD(BIPLANE)	1.000000

Solution to PRODMIX

Surprisingly, we see from the solution that we build none of the “profitable” Meteors. Can you determine why this is so? The Rocket, Streak, and Jet are produced, however, and, as we anticipated, the *BUILD* variable for these planes has been correctly set to 1.

Dual Values and IP

In Chapter 1, *Getting Started with LINGO*, we introduced the concept of dual values. The dual values of a solution are the reduced costs of the variables and dual prices on the constraints. We also discussed the useful information that can be obtained from dual values. Unfortunately, in IP models the interpretation of the dual values breaks down. Due to the discreet nature of IP models, the dual values in the solution to an IP model are of no practical use to the average user. Given this, the dual values should be ignored when your model contains integer variables created through the use of *@BIN* or *@GIN*.

Summary

You should now be familiar with the use of the variable domain functions *@BIN* and *@GIN*, and how they are used to introduce integer variables into a model. This section has shown how integer variables bring a whole new dimension of power to the mathematical modeler. Given that we have only briefly delved into the topic of modeling with integer variables, the user that would like to become more familiar with the many practical applications of integer programming and their formulations can refer to Schrage (2002), or Winston (1995).

Free Variables

By default, a LINGO variable has a lower bound of zero and an upper bound of infinity. *@FREE* removes the lower bound of zero and lets a variable take negative values, rendering it unconstrained in sign, or *free*. The syntax is:

```
@FREE(variable_name);
```

where *variable_name* is the name of the variable you wish to make free.

The *@FREE* function may be used in a model anywhere you would normally enter a constraint. The *@FREE* function can be embedded in an *@FOR* statement to allow you to easily make all, or selected, variables of an attribute to be free. Some examples of *@FREE* are:

Example 1: `@FREE(X);`
makes the scalar variable, *X*, free,

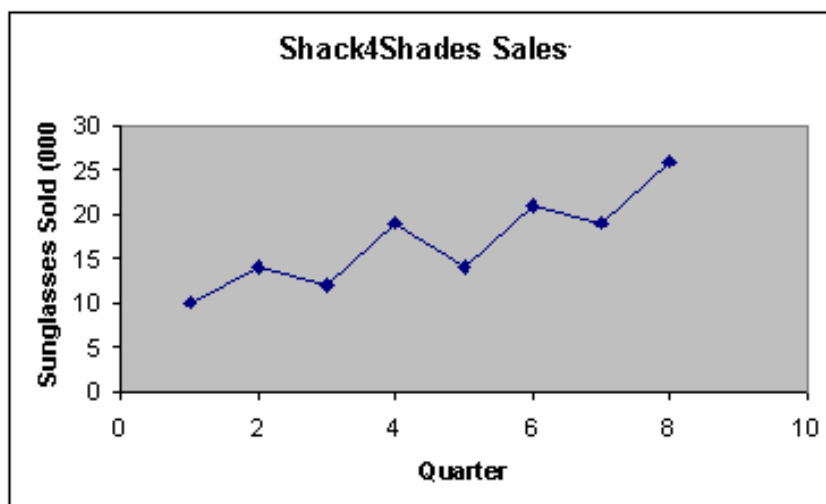
Example 2: `@FREE(QUANTITY(4));`
makes the variable *QUANTITY(4)* free,

Example 3: `@FOR(ITEMS: @FREE(QUANTITY));`
makes all variables in the *QUANTITY* attribute free.

FREE Variable Example - Forecasting

You are the inventory controller for the successful new Shack4Shades retail chain. Your business specializes exclusively in the retailing of sunglasses to the lover of the outdoors. You need to come up with a model to forecast sales of sunglasses in the coming quarter in order to build up inventory levels.

You have created the following chart of your sales for the last eight quarters:



Looking at this chart, you theorize that sales are growing according to a linear trend line, but with rather sizable seasonal variations. Sales pick up in the summer months when people head to the beaches and again in winter when they head for the ski slopes. Given this, you have come up with the following theoretical function to forecast sales as a function of time:

$$\text{Predicted_Sales}(t) = \text{Seasonal_Factor}(t) * (\text{Base} + \text{Trend} * t)$$

where,

<i>Predicted_Sales(t)</i>	represents predicted sales for quarter <i>t</i> ,
<i>Seasonal_Factor(t)</i>	is one of four multipliers (one for each quarter of the year) to account for seasonal variations,
<i>Base</i>	is the y-intercept of the hypothesized linear function, and
<i>Trend</i>	is the slope of the linear function.

You would like to come up with a LINGO model to estimate the six parameters of your function (i.e., the four seasonal factors, the trend line base, and the trend line slope). To do this, you will let LINGO choose values for the parameters that minimize the sum of the squared differences between predicted and observed sales for the historical data.

The Formulation

We will need two primitive sets in our model. The first set will have eight members to represent the quarters that we have historical data for. The second set will have four members corresponding to the four quarters of the year. This second set is used for defining the four seasonal factors. Here is our sets section that incorporates these two sets:

```
SETS:
    PERIODS /1..8/: OBSERVED, PREDICT,
        ERROR;
    QUARTERS /1..4/: SEASFAC;
ENDSETS
```

The three attributes on the *PERIODS* set—*OBSERVED*, *PREDICT*, and *ERROR*—correspond to the observed sales values, predicted sales values, and the prediction error. The prediction error is simply predicted sales minus observed sales. The *SEASFAC* attribute on the *SEASONS* set corresponds to the seasonal sales factors and will be computed by LINGO.

We will also need to add a data section to our model to initialize the *OBSERVED* attribute with the historical sales data. We can do this with the following:

```
DATA:
    OBSERVED = 10 14 12 19 14 21 19 26;
ENDDATA
```

Next, we must add a formula to compute the error terms. As mentioned, the error term in a period is the difference between the observed and predicted sales. We can express this in LINGO as:

```
@FOR(PERIODS: ERROR =
    PREDICT - OBSERVED);
```

Our objective is to minimize the sum of the squared error terms, which may be written as:

```
MIN = @SUM(PERIODS: ERROR ^ 2);
```

We choose to use squared error terms as a measure to minimize because we want to weight large errors relatively more heavily. Another option might be to minimize the sum of the absolute values of the errors, which would weight large and small errors proportionally the same.

In order to compute the error terms, we will also need to compute predicted sales. Using our theoretical formula, we compute predicted sales as follows:

```
@FOR(PERIODS(P): PREDICT(P) =
    SEASFAC(@WRAP(P, 4))
    * (BASE + P * TREND));
```

The *@WRAP* function is used here to allow us to apply the four seasonal factors over a time horizon exceeding four periods. Had we simply used the index *P*, instead of *@WRAP(P, 4)*, we would have generated a subscript out of range error. For a more in depth explanation of the use of the *@WRAP* function, please see the staff-scheduling example on page 46.

For esthetic reasons, we would like the seasonal factors to average out to a value of one. We can do this by adding the constraint:

```
@SUM(QUARTERS: SEASFAC) = 4;
```

Finally, it is possible for the error terms to be negative as well as positive. Given that variables in LINGO default to a lower bound of zero, we will need to use the *@FREE* function to allow the error terms to go negative. By embedding the *@FREE* function in an *@FOR* loop, we can apply *@FREE* to all the *ERROR* variables in the statement:

```
@FOR(PERIODS: @FREE(ERROR));
```

The Solution

The entire formulation and excerpts from the solution appear below:

```
SETS:
    PERIODS /1..8/: OBSERVED, PREDICT,
    ERROR;
    QUARTERS /1..4/: SEASFAC;
ENDSETS

DATA:
    OBSERVED = 10 14 12 19 14 21 19 26;
ENDDATA

MIN = @SUM(PERIODS: ERROR ^ 2);

@FOR(PERIODS: ERROR = PREDICT - OBSERVED);

@FOR(PERIODS(P): PREDICT(P) =
    SEASFAC(@WRAP(P, 4)) * (BASE + P * TREND));

@SUM(QUARTERS: SEASFAC) = 4;

@FOR(PERIODS: @FREE(ERROR));
```

Model: SHADES

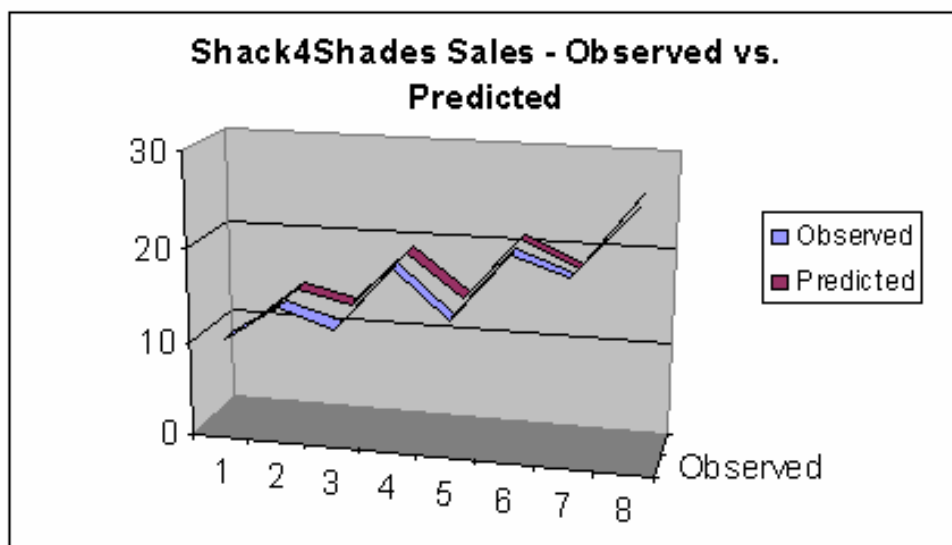
Local optimal solution found at step: 27
 Objective value: 1.822561

Variable	Value
BASE	9.718875
TREND	1.553017
PREDICT(1)	9.311819
PREDICT(2)	14.10136
PREDICT(3)	12.85212
PREDICT(4)	18.80620
PREDICT(5)	14.44367
PREDICT(6)	20.93171
PREDICT(7)	18.40496
PREDICT(8)	26.13944
ERROR(1)	-0.6881806
ERROR(2)	0.1013619
ERROR(3)	0.8521245
ERROR(4)	-0.1938018
ERROR(5)	0.4436698
ERROR(6)	-0.6828707E-01
ERROR(7)	-0.5950383
ERROR(8)	0.1394362
SEASFAC(1)	0.8261097
SEASFAC(2)	1.099529
SEASFAC(3)	0.8938788
SEASFAC(4)	1.180482

Solution to SHADES

The solution is: *TREND*, 1.55; *BASE*, 9.72. The four seasonal factors are .826, 1.01, .894, and 1.18. The spring quarter seasonal factor is .826. In other words, spring sales are 82.6% of the average. The trend of 1.55 means, after the effects of season are taken into account, sales are increasing at an average rate of 1,550 sunglasses per quarter. As one would expect, a good portion of the error terms are negative, so it was crucial to use the *@FREE* function to remove the default lower bound of zero on *ERROR*.

Our computed function offers a very good fit to the historical data as the following graph illustrates:



Using this function, we can compute the forecast for sales for the upcoming quarter (quarter 9). Doing so gives:

$$\begin{aligned}\text{Predicted_Sales}(9) &= \text{Seasonal_Factor}(1) * (\text{Base} + \text{Trend} * 9) \\ &= 0.826 * (9.72 + 1.55 * 9) \\ &= 19.55\end{aligned}$$

Given this, inventory levels should be brought to a level sufficient to support an anticipated sales level of around 19,550 pairs of sunglasses.

Bounded Variables

Whereas *@FREE* sets the upper and lower bounds of the specified variable to plus and minus infinity (effectively removing any bounds on the variable), the *@BND* function lets you set specific upper and lower bounds on a variable. In other words, *@BND* limits a variable's range within some specified interval. The syntax for *@BND* is:

@BND(lower_bound, variable_name, upper_bound);

where *variable_name* is the variable to be bounded below by the quantity *lower_bound* and bounded above by the quantity *upper_bound*. Both *lower_bound* and *upper_bound* must be either numeric values or variables whose values have been set in a data section. *@BND* may be used wherever you would normally enter a constraint in a model—including inside an *@FOR* looping function.

In mathematical terms, LINGO interprets this *@BND* function as:

$$\text{lower_bound} \leq \text{variable_name} \leq \text{upper_bound}$$

It is certainly possible to add constraints in lieu of the *@BND* function, but, from the standpoint of the optimizer, *@BND* is an extremely efficient way of representing simple bounds on variables. Specifying variable bounds using *@BND* rather than explicitly adding constraints can noticeably speed up the solution times for larger models. Furthermore, *@BND* does not count against the limit on the total number of constraints LINGO imposes on some versions. So, in general, it is a good idea to use *@BND* in place of constraints whenever possible.

Some examples of *@BND* are:

Example 1: *@BND(-1, X, 1);*
 constrains the variable *X* to lie in the interval $[-1, 1]$,

Example 2: *@BND(100, QUANTITY(4), 200);*
 constrains the variable *QUANTITY(4)* to fall within 100 to 200,

Example 3: *@FOR(ITEMS: @BND(10, Q, 20));*
 sets the bounds on all variables in the *Q* attribute to 10 and 20,

Example 4: *@FOR(ITEMS: @BND(QL, Q, QU));*
 sets the bounds on all variables in the *Q* attribute to *QL* and *QU* (*QL* and *QU* must have been previously set to some values in a data section).

4 *Data, Init and Calc Sections*

Typically, when dealing with a model's data, you need to assign set members to sets and give values to some set attributes before LINGO can solve your model. For this purpose, LINGO gives the user three optional sections, the *data section* for inputting set members and data values, the *init section* for setting the starting values for decision variables, and the *calc section* for performing computations on raw input data.

The DATA Section of a Model

The data section allows you to isolate data from the rest of your model. This is a useful practice in that it facilitates model maintenance and scaling of a model's dimensions.

Basic Syntax

The data section begins with the keyword *DATA*: (including the colon) and ends with the keyword *ENDDATA*. In the data section, you can have statements to initialize set members and/or the attributes of the sets you instantiated in a previous sets section. These expressions have the syntax:

object_list = *value_list*;

The *object_list* contains the names of the attributes and/or a set whose members you want to initialize, optionally separated by commas. There can be no more than one set name in *object_list*, while there may be any number of attributes. If there is more than one attribute name in *object_list*, then the attributes must be defined on the same set. If there is a set name in *object_list*, then all attributes in *object_list* must be defined on this set.

The *value_list* contains the values you want to assign to the members of *object_list*, optionally separated by commas. As an example, consider the following model:

```
SETS:
    SET1 /A, B, C/: X, Y;
ENDSETS
DATA:
    X = 1, 2, 3;
    Y = 4, 5, 6;
ENDDATA
```

We have two attributes, X and Y , defined on the *SET1* set. The three values of X are set to 1, 2, and 3, while Y is set to 4, 5, and 6. We could have also used the following compound data statement to the same end:

```
SETS:
    SET1 /A, B, C/: X, Y;
ENDSETS
DATA:
    X, Y = 1, 4,
           2, 5,
           3, 6;
ENDDATA
```

Looking at this example, you might imagine X would be assigned the values 1, 4, and 2 because they are first in the values list, rather than the true values of 1, 2, and 3. When LINGO reads a data statement's value list, it assigns the first n values to the first position of each of the n attributes in the attribute list, the second n values to the second position of each of the n attributes, and so on. In other words, LINGO is expecting the input data in column form rather than row form.

As mentioned, we can also initialize the set members in the data section. Modifying our sample model to use this approach by moving the set members from the sets section to the data section, we get:

```
SETS:
    SET1: X, Y;
ENDSETS
DATA:
    SET1, X, Y = A 1 4
                 B 2 5
                 C 3 6;
ENDDATA
```

This final method is, perhaps, the most elegant in that all model data—attribute values and set members—are isolated within the data section.

Parameters

You are not limited to putting attributes and sets on the left-hand side of data statements. You may also initialize scalar variables in the data section. When a scalar variable's value is fixed in a data section, we refer to it as a *parameter*.

As an example, suppose your model uses an interest rate of 8.5% as a parameter. You could input the interest rate as a parameter in the data section as follows:

```
DATA:
    INTEREST_RATE = .085;
ENDDATA
```

As with set attributes, you can initialize multiple parameters in a single statement. Suppose you also add the inflation rate to your model. You could initialize both the interest rate and inflation rate in the same data statement as follows:

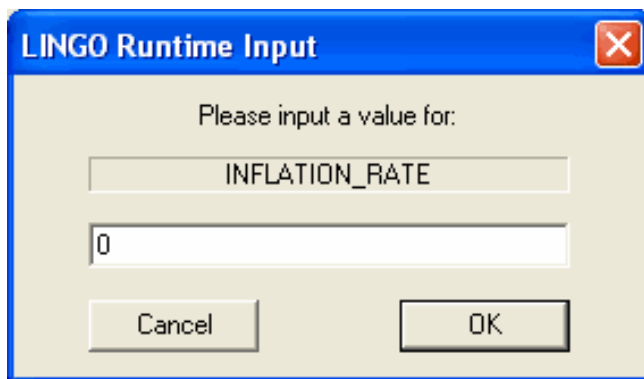
```
DATA:
    INTEREST_RATE, INFLATION_RATE = .085, .03;
ENDDATA
```

What If Analysis

In some cases, you may not be sure what values to input for the data in your model. For example, suppose your model uses the inflation rate as a parameter. You may be uncertain as to the exact rate of inflation in the future, but you know it will most likely fall within a range of 2 to 6 percent. What you would like to do is run your model for various values of the inflation rate within this range to see how sensitive the model's results are to inflation. We refer to this as *what if analysis*, and LINGO has a feature to facilitate this. To set up a parameter for what if analysis, input a question mark (?) as its value in place of a number as in the following example:

```
DATA:
    INFLATION_RATE = ?;
ENDDATA
```

LINGO will prompt you for a value for the *INFLATION_RATE* parameter each time you solve the model. Under Windows, you will receive a dialog box resembling:



Simply input the desired value for the inflation rate and then press the *OK* button. LINGO will then set *INFLATION_RATE* to the value you input and proceed with solving the model.

On platforms other than Windows, LINGO will write a prompt to your screen asking you to input a value for *INFLATION_RATE*. Type in the value and then press the *Enter* key.

In addition to parameters, you can perform what if analysis on individual members of attributes by initializing them to question marks in the data section, as well.

For an example of a model that uses what if analysis to compute the value of a home mortgage, see the *Home Mortgage Calculation* model in Appendix A, *Additional Examples of LINGO Modeling*.

Initializing an Attribute to a Single Value

Suppose you want to initialize all the elements of an attribute to a single value. You can do this by entering a single value on the right-hand side of the data statement. LINGO will initialize all the elements of the attribute to this value. To perform what if analysis on the attribute, initialize it to a single question mark and LINGO will prompt you for the values of all the members of the attribute each time the model is solved.

As an example, consider the following excerpt from a model:

```
SETS:
    DAYS / MO, TU, WE, TH, FR, SA, SU/:
        NEEDS;
ENDSETS

DATA:
    NEEDS = 20;
ENDDATA
```

LINGO will initialize all the members of the *NEEDS* attribute to the value 20.

If there are multiple attributes on the left-hand side of the data statement, you will need one value on the right-hand side for each attribute on the left. For instance, let's extend the previous example, so we have an additional attribute called *COST*:

```
SETS:
    DAYS / MO, TU, WE, TH, FR, SA, SU/:
        NEEDS, COST;
ENDSETS

DATA:
    NEEDS, COST = 20, 100;
ENDDATA
```

All seven members of *NEEDS* will be initialized to 20 and all seven members of *COST* to 100.

Omitting Values in a Data Section

You can omit values in a data statement to indicate that you don't want to fix the values of particular members. For instance, suppose you have a manufacturing company and you need to do some capacity planning for the next 5 years. Furthermore, suppose it takes some time to boost capacity. As such, it would be impossible to increase capacity over the next two years. In such a case, you might do something like the following:

```
SETS:
    YEARS /1..5/: CAPACITY;
ENDSETS
DATA:
    CAPACITY = 34, 34, , , ;
ENDDATA
```

We have set *CAPACITY* for the first two years to 34, but have omitted values for the last three years. LINGO will assume, therefore, that it is free to determine the values for *CAPACITY* in the last three years.

Note: You must use commas when omitting values. If you do not use the commas, LINGO will think you did not enter the correct number of values for the attribute, which will trigger an error message.

The INIT Section of a Model

The *init section* is another optional section offered by LINGO. In the init section, you enter initialization statements that look much like the data statements found in the data section. The values you input in the init section are used as starting points by LINGO's solver. Unlike the variables that are initialized in the data section, the solver is free to alter the values of variables initialized in the init section.

Note: *Starting points specified in an init section are only of use in nonlinear models.* Starting points currently offer no help in purely linear models. If you are not sure whether your model is linear or nonlinear, you can check the count of nonlinear constraints in the solver status window. If there are any nonlinear constraints, then your model is nonlinear. For more information on the nature of nonlinear models and how good starting points can be of assistance, please see Chapter 13, *On Mathematical Modeling*.

As an example, in a set defining a group of stocks, you may have a known price of each stock, but the amount to buy or sell of each stock is unknown. You would typically initialize the price attribute in the data section. If approximate values of the buy and sell attributes are known, you can tell LINGO this information by entering it in the init section. LINGO then uses the values specified as a starting point in its search for the optimal solution. If your starting point is relatively close to an optimal solution, you may save on the solution time required to run your model.

An init section begins with the keyword *INIT:* and ends with the keyword *ENDINIT*. The syntax rules for init statements in the init section are identical to the rules for data section statements. You can have multiple attributes on the left-hand side of a statement, you can initialize an entire attribute to a single value, you can omit values in an attribute, and you can use the question mark to have LINGO prompt you for an initialization value whenever you solve the model.

As an example of how a good starting point may help to reduce solution times, consider the small model:

```
Y <= @LOG(X);
X^2 + Y^2 <= 1;
```

The function *@LOG(X)* returns the natural logarithm of *X*. This model has only one feasible point of $(X,Y) = (1,0)$. If we solve this model without an init section, we get the solution:

```
Feasible solution found at step:      12
      Variable      Value
        Y      0.5721349E-03
        X      1.000419
```

Note that it required 12 iterations to solve. Now, let's add an init section to initialize *X* and *Y* to a point close to the solution, so we have:

```
INIT:
  X = .999;
  Y = .002;
ENDINIT

Y <= @LOG(X);
X^2 + Y^2 <= 1;
```

Solving this modified model, we get the solution:

Feasible solution found at step:		3
Variable	Value	
X	0.9999995	
Y	0.0000000	

Note that our solution required only 3 iterations compared to the 12 iterations required without the init section.

The Calc Section

In many instances, your model's raw input data will need additional massaging to get it into the proper form. As an example, suppose your raw data consists of daily observations of a number of securities' closing prices. Furthermore, let's suppose that your model ultimately requires the covariance matrix for the securities to be computed from the raw closing price data. You could certainly compute the covariance matrix as part of the constraint section in your model. However, entering simple computations as constraints will make your model artificially large. Another option, although inconvenient, would be to compute the covariance matrix outside of LINGO and pass it to LINGO as external data. Actually, what you would really like is a section in LINGO to perform data manipulation in such a way that it doesn't increase the size of the final optimization model passed through to the solver engine. This is the function of the calc section.

A calc section begins with the keyword *CALC*: and ends with the keyword *ENDCALC*. You may input any expression in a calc section that you would in the constraint section of a model. However, each expression must be in the form of an assignment statement. In an assignment statement, a single variable appears on the left-hand side of an expression, followed by an equality sign, followed by an arbitrary mathematical expression on the right-hand side. Furthermore, the right-hand side expression may only contain references to variables that are set as part of the model's input data (i.e., set in a previous data section or calc expression.)

As an example, here's a model with a calc section that computes the average of three variables:

```
MODEL :  
  
DATA :  
    X, Y, Z = 1, 2, 3;  
ENDDATA  
  
CALC :  
    AVG = ( X + Y + Z ) / 3;  
ENDCALC  
  
END
```

Example of a *valid* calc section

Now, suppose we did not know the value of Y beforehand. The following model with Y dropped from the data section would trigger an error in LINGO. The error occurs because the value of Y is an unknown, which violates the requirement that all right-hand side variables in a calc expression must have already had their values established in a previous data or calc section:

```
MODEL :  
  
DATA :  
    X, Z = 1, 3;  
ENDDATA  
  
CALC :  
    AVG = ( X + Y + Z ) / 3;  
ENDCALC  
  
END
```

Example of an invalid calc section

You may perform *running calculations* in a calc section, which means that you may break complex calc expressions down into a series of smaller expressions. Here we break the computation from above into two steps:

```
MODEL :  
  
DATA :  
    X, Y, Z = 1, 2, 3;  
ENDDATA  
  
CALC :  
    AVG = X + Y + Z;  
    AVG = AVG / 3;  
ENDCALC  
  
END
```

Example of a running calc expression

There is no limit to the number of times that a variable may appear on the left-hand side of a calc expression. However, the final calc expression for the variable will determine its value in the final solution report.

Calc expressions are computed sequentially in the order in which they appear in the model. So, if one calc expression feeds its value into a subsequent expression, then it must appear before its dependent expression. For example, the following calc section is valid:

```
CALC:
  X = 1;
  Y = X + 1;
ENDCALC
```

while this variation is not valid:

```
CALC:
  Y = X + 1;
  X = 1;
ENDCALC
```

In the second example, Y depends on X , but X is not defined until after Y .

Of course, *Set looping functions* may also be used in calc expressions. For example, consider the following portfolio optimization model. In this model, we take the annual returns for three stocks and in a calc section compute the following three pieces of information for the stocks: average return, the covariance matrix, and the correlation matrix. This information is then used in a standard *Markowitz model* to determine an optimal portfolio that meets a desired level of return while minimizing overall risk.

```
MODEL:

SETS:

  STOCKS: AVG_RET, WEIGHT;
  DAYS;
  SXD( DAYS, STOCKS): RETURN;
  SXS( STOCKS, STOCKS): COVR, CORR;
ENDSETS

DATA:
  DAYS    = 1..12;
  TARGET  = .15;
  STOCKS  =   ATT      GMC      USX;
  RETURN  = 0.300    0.225    0.149
             0.103    0.290    0.260
             0.216    0.216    0.419
            -0.046   -0.272   -0.078
            -0.071    0.144    0.169
             0.056    0.107   -0.035
             0.038    0.321    0.133
             0.089    0.305    0.732
             0.090    0.195    0.021
             0.083    0.390    0.131
             0.035   -0.072    0.006
```

```

0.176    0.715    0.908;
ENDDATA

CALC:
!Average annual return for each stock;
@FOR( STOCKS( S):
    AVG_RET( S) =
        ( @SUM( SXD( D, S): RETURN( D, S)) /
          @SIZE( DAYS))
);
!Covariance matrix;
@FOR( SXS( S1, S2):
    COVR( S1, S2) =
        @SUM( DAYS( D):( RETURN( D, S1) - AVG_RET( S1)) *
          ( RETURN( D, S2) - AVG_RET( S2))) / @SIZE( DAYS)
);
!Although not required, compute the correlation matrix;
@FOR( SXS( S1, S2):
    CORR( S1, S2) = COVR( S1, S2) /
        ( COVR( S1, S1) * COVR( S2, S2))^.5;
);
ENDCALC
!Minimize the risk of the portfolio
(i.e., its variance);
[R_OBJ] MIN = @SUM( SXS( S1, S2):
    WEIGHT( S1) * WEIGHT( S2) * COVR( S1, S2));
!Must be fully invested;
[R_BUDGET] @SUM( STOCKS: WEIGHT) = 1;
!Must exceed target return;
[R_TARGET] @SUM( STOCKS: AVG_RET * WEIGHT) >= TARGET;

END

```

Model: MARKOW

Summary

You should now be comfortable with adding basic data, init and calc sections to your models. Keep in mind that initialization performed in a data section permanently fixes a variable's value. Initialization done in an init section is used only as a temporary starting point, which may be of benefit in finding solutions to nonlinear models. Initialization in a calc section holds until another calc expression redefining a variable's value is encountered. The benefit of placing computations in a calc section as opposed to placing them in the general constraint section is that calc expressions are treated as side computations and aren't fed into the main solver, thereby improving execution times.

We have only touched on some of the basic features of data and init sections in this chapter. In subsequent sections, you will see how to add hooks in your data and init sections to external files, spreadsheets, and databases.

5 Windows Commands

In this chapter, we will discuss the pull down menu commands available in the Windows version of LINGO. The following chapter, *Command-line Commands*, deals with the commands available through LINGO's command-line interface. If you're not using a Windows version of LINGO, then you will be primarily interested in the following chapter. If you are using a Windows version of LINGO, then you will be primarily interested in this chapter. Windows users will also be interested in the command-line interface if they plan to build command scripts to automate LINGO.

Accessing Windows Commands

Under Windows, commands may be accessed by either selecting them from a pull down menu, pressing the command's button in the toolbar, or, if applicable, entering the command's keyboard equivalent (also referred to as its accelerator key).

Menus

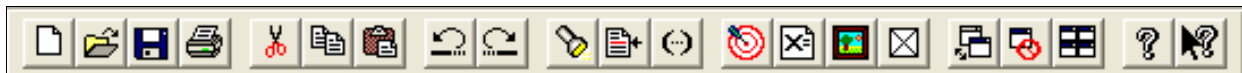
LINGO groups commands under the following five menus:

- ◆ *File*
- ◆ *Edit*
- ◆ *LINGO*
- ◆ *Window*
- ◆ *Help*

The *File* menu contains commands that primarily deal with handling input and output. The *Edit* menu contains commands for editing the document in the current window. The *LINGO* menu contains commands to solve a model and generate solution reports. The *Window* menu has commands that deal with the mechanics of handling multiple windows. The *Help* menu provides access to LINGO's help facility.

The Toolbar

By default, the toolbar runs along the top of the screen and is illustrated in the following picture:
























LINGO's toolbar "floats". Thus, you can reposition it by dragging it to any part of the screen. You can also choose to suppress the toolbar by clearing the *Toolbar* button on the *Interface* tab of the *LINGO|Options* dialog box.

Each button on the toolbar corresponds to a menu command. Not all menu commands have a toolbar button, but, in general, the most frequently used commands have an equivalent button.

LINGO displays “tool tips” for each button. When you position the mouse over a button, a short description of what the button does appears in a pop up window and in the status bar at the bottom of the screen.

Here is a list of the buttons and their equivalent commands:

	<i>File New</i>		<i>Edit Match Parenthesis</i>
	<i>File Open</i>		<i>LINGO Solve</i>
	<i>File Save</i>		<i>LINGO Solution</i>
	<i>File Print</i>		<i>LINGO Options</i>
	<i>Edit Undo</i>		<i>LINGO Picture</i>
	<i>Edit Redo</i>		<i>Window Send To Back</i>
	<i>Edit Cut</i>		<i>Window Close All</i>
	<i>Edit Copy</i>		<i>Window Tile</i>
	<i>Edit Paste</i>		<i>Help Topics</i>
	<i>Edit Find</i>		<i>Help Pointer</i>
	<i>Edit Go To Line</i>		

Accelerator Keys

Along with accessing commands via the menus and toolbar, most commands may also be accessed by a single, unique keystroke known as an accelerator. The equivalent accelerator key is listed alongside each command in the menus.

Windows Commands In Brief

In this section, we give a brief listing of the commands available in the Windows version of LINGO. The commands are categorized into the five main menus:

- ◆ *File*
- ◆ *Edit*
- ◆ *LINGO*
- ◆ *Window*
- ◆ *Help*

The next section in this chapter contains an in-depth description of the commands.

1. File Menu Commands:

<i>New</i>	Opens a new model window.
<i>Open</i>	Opens an existing model previously saved to disk.
<i>Save</i>	Saves the contents of the current window to disk.
<i>Save As</i>	Saves the contents of the current window to a new name.
<i>Close</i>	Closes the current window.
<i>Print</i>	Prints the contents of the current window.
<i>Print Setup</i>	Configures your printer.
<i>Print Preview</i>	Displays the contents of the current window as it would appear if printed.
<i>Log Output</i>	Opens a log file for logging output to the command window.
<i>Take Commands</i>	Runs a command script contained in a file.
<i>Export File</i>	Exports a model in MPS or MPI file format.
<i>License</i>	Prompts you for a new license password to upgrade your system.
<i>Database User Info</i>	Prompts you for a user id and password for database access via the <i>@ODBC()</i> function.
<i>Exit</i>	Exits LINGO.

2. Edit Menu Commands:

<i>Undo</i>	Undoes the last change.
<i>Redo</i>	Redoes the last undo command.
<i>Cut</i>	Cuts the current selection from the document.
<i>Copy</i>	Copies the current selection to the clipboard.
<i>Paste</i>	Pastes the contents of the clipboard into the document.
<i>Paste Special</i>	Pastes the contents of the clipboard into the document, allowing choice as to how the object is pasted.
<i>Select All</i>	Selects the entire contents of the current window.
<i>Find</i>	Searches the document for the occurrence of a specified text string.
<i>Find Next</i>	Repeats the find operation for the last string specified.
<i>Replace</i>	Replaces a specified text string with a new string.
<i>Go To Line</i>	Moves the cursor to a specified line number.
<i>Match Parenthesis</i>	Finds the parenthesis that closes a selected parenthesis.
<i>Paste Function</i>	Pastes a template of a selected LINGO <i>@function</i> .
<i>Select Font</i>	Specifies a font for a selected block of text.
<i>Insert New Object</i>	Embeds an OLE (Object Linking and Embedding) object into the document.
<i>Links</i>	Controls the links to external objects in your document.
<i>Object Properties</i>	Specifies the properties of a selected, embedded object.

3. LINGO Menu Commands:

<i>Solve</i>	Solves the model in the current window.
<i>Solution</i>	Generates a solution report window for the current model.
<i>Range</i>	Generates a range analysis report for the current window.
<i>Options</i>	Sets system options.
<i>Generate</i>	Generates the algebraic representation for the current model.
<i>Picture</i>	Displays a graphical picture of a model in matrix form.
<i>Debug</i>	Tracks down formulation errors in infeasible and unbounded linear programs.
<i>Model Statistics</i>	Displays a brief report regarding the technical detail of a model.
<i>Look</i>	Generates a formulation report for the current window.

4. Window Menu Commands:

<i>Command Window</i>	Opens a command window for command-line operation of LINGO.
<i>Status Window</i>	Opens the solver's status window.
<i>Send to Back</i>	Sends the current window behind all other open windows.
<i>Close All</i>	Closes all open windows.
<i>Tile</i>	Arranges all open windows into a tile pattern.
<i>Cascade</i>	Arranges all open windows into a cascading pattern.
<i>Arrange Icons</i>	Aligns all iconized windows at the bottom of the main frame window.

5. Help Menu Commands:

<i>Help Topics</i>	Accesses LINGO's Help facility.
<i>Register</i>	Registers your version of LINGO online.
<i>AutoUpdate</i>	Prompts you to download updated software when available.
<i>About LINGO</i>	Displays the version and size of your copy of LINGO, along with information on how to contact LINDO Systems.

Windows Commands In-depth

In the remainder of this chapter, we will document all the commands specific to the Windows version of LINGO. The commands are categorized into the five main menus described in the *Windows Commands In Brief* section above.

1. File Menu

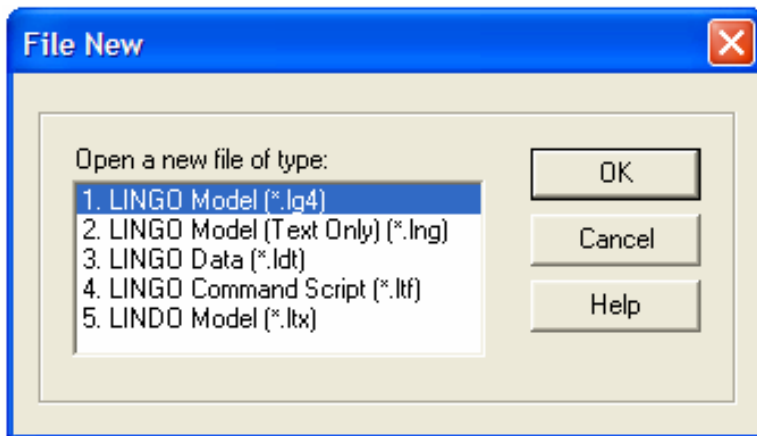
New	F2
Open...	F3
Save	F4
Save As...	F5
Close	F6
<hr/>	
Print...	F7
Print Setup...	F8
Print Preview	Shift+F8
<hr/>	
Log Output...	F9
<hr/>	
Take Commands...	F11
Export File	▶
<hr/>	
License	
<hr/>	
Database User Info	
<hr/>	
Exit	F10

LINGO's *File* menu, pictured at left, contains commands that generally pertain to the movement of files in and out of LINGO. Each command contained in the *File* menu is discussed below.

File|New



The *New* command opens a new, blank window. When you select the *New* command, you will be presented with the following dialog box:



You may then select the type of file you want to create. The file must be one of the four types:

1. LINGO Model (*.lg4)

The LG4 format was established with release 4.0 of LINGO. LG4 is the primary file format used by LINGO to store models under Windows. This format supports multiple fonts, custom formatting, and OLE (Object Linking and Embedding). LG4 files are saved to disk using a proprietary binary format. Therefore, these files can't be read directly into other applications or transported to platforms other than the PC. Use the LNG format (discussed next) to port a file to other applications or platforms.

2. LINGO Model (Text Only) (*.lng)

The LNG format is a portable format for storing your models. It was the standard file format used by LINGO in releases prior to 4.0 and remains in use on all platforms other than Windows. LNG files are saved to disk as ASCII text and may be read into any application or word processor that supports text files. LNG files may also be ported to platforms besides the PC. LNG files do not support multiple fonts, custom formatting, or OLE.

3. LINGO Data (*.ldt)

LDT files are data files typically imported into LINGO models using the *@FILE* function. *@FILE* can only read text files. Given this, all LDT files are stored as ASCII text. LDT files do not support multiple fonts, custom formatting, or OLE.

4. LINGO Command Script (*.ltf)

LTF files are LINGO command scripts. These are ASCII text files containing a series of LINGO commands that can be executed with the *File|Take Commands* command. For more information on commands that can be used in a LINGO script, refer to the following chapter, *Command-line Commands*. LTF files do not support multiple fonts, custom formatting, or OLE.

5. LINDO Model (*.ltx)

LTX files are model files that use the LINDO syntax. Longtime LINDO users may prefer LINDO syntax over LINGO syntax. LINDO syntax is convenient for quickly entering small to medium sized linear programs. As long as a file has an extension of .ltx, LINGO will assume that the model is written using LINDO syntax. Readers interested in the details of LINDO syntax may *contact LINDO Systems* to obtain a LINDO user's manual.

When you simply press either the *New* toolbar button or the F2 key, LINGO assumes you want a model file. Thus, LINGO does not display the file type dialog box and immediately opens a model file of type LG4.

If you have used the *LINGO|Options* command to change the default model file format from LG4 to LNG, LINGO will automatically open a model of type LNG when you press either the *New* button or the F2 key.

You may begin entering text directly into a new model window or paste in text from other applications using the Windows clipboard and the *Edit|Paste* command in LINGO.

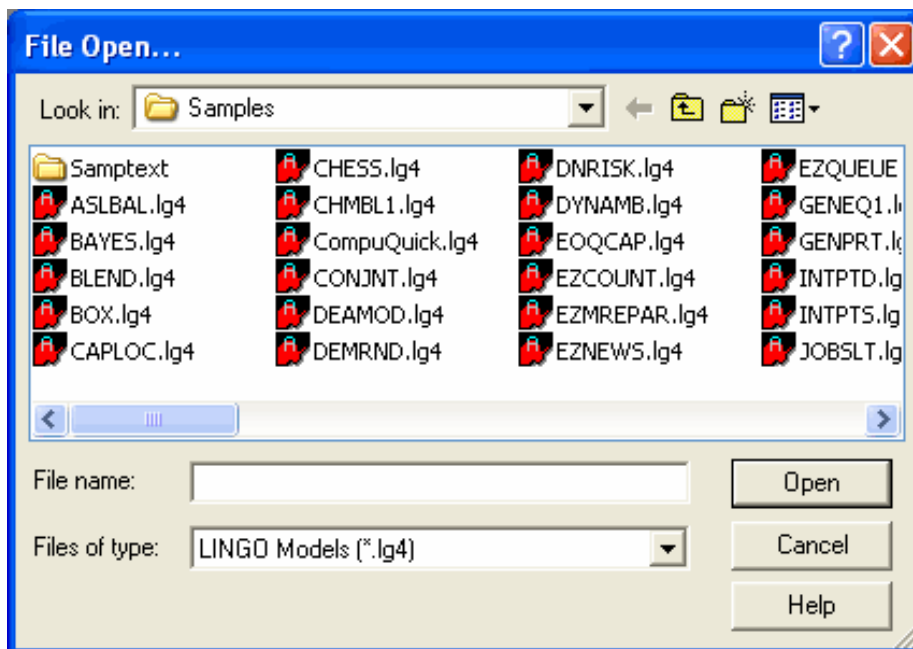
File|Open...



F3

The *Open* command reads a saved file from disk and places it in a LINGO Window. The file can be a LINGO model file (*.LG4), or any other file. If the file is not in LG4 format, it must be in ASCII text format.

After issuing the *Open* command, you will be presented with a dialog box resembling the following:



You can enter a file name in the *File name* edit box, or select a file name from the list of existing files by double-clicking on a file. Press the *Open* button to open the file, the *Cancel* button to exit without opening a file, or the *Help* button for assistance.

You may select a different file type from the *Files of type* list box causing LINGO to list only the files of that type.

If the file to be opened has an extension of .MPS, then LINGO will invoke its MPS reader to parse the file. The MPS file format is an industry standard format developed by IBM, and is useful for passing models from one solver or platform to another. When importing an MPS file, LINGO reads the MPS file from disk, converts it to an equivalent LINGO model, and places the model into a new model window. Refer to the section below, *Importing MPS Files*, for more information. LINGO can also write MPS format files, see the *File|Export File* section below.

If you have just read in a LINGO model file (a LG4 or LNG file) and wish to solve it, use the *LINGO|Solve* command.

Importing MPS Files

When LINGO reads an MPS file, it converts the formulation to an equivalent LINGO model. As an example, consider the following, simple model:

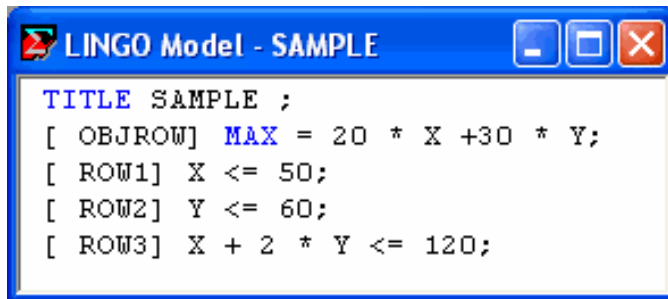
```
ObjRow) Maximize 20X + 30Y
Subject To:
  Row1) X < 50
  Row2) Y < 60
  Row3) X + 2Y < 120
```

The MPS file for this model is:

```
NAME          SAMPLE
OBJSENSE
  MAX
ROWS
  N OBJROW
  L ROW1
  L ROW2
  L ROW3
COLUMNS
  X          ROW3          1.0000000
  X          OBJROW        20.0000000
  X          ROW1          1.0000000
  Y          OBJROW        30.0000000
  Y          ROW2          1.0000000
  Y          ROW3          2.0000000
RHS
  RHS        ROW1          50.0000000
  RHS        ROW2          60.0000000
  RHS        ROW3        120.0000000
ENDATA
```

One thing to notice at this point is that the MPS format is not a very compact method for storing a model.

Using the *File|Open* command to read this file into LINGO, we are presented with the following window containing an equivalent LINGO model:

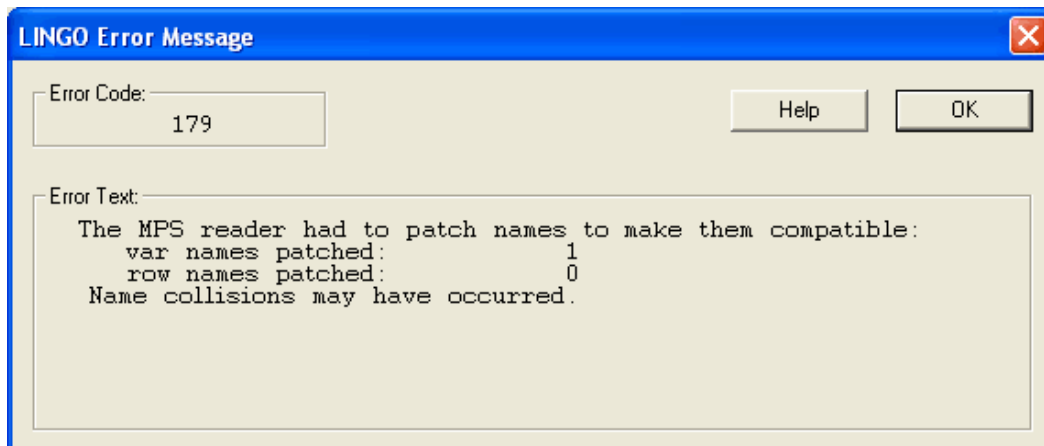


```
TITLE SAMPLE ;
[ OBJROW] MAX = 20 * X +30 * Y;
[ ROW1] X <= 50;
[ ROW2] Y <= 60;
[ ROW3] X + 2 * Y <= 120;
```

Note how the model is automatically converted from MPS format to LINGO format. Should you wish to save the file again using MPS format rather than LINGO format, you may use the *File|Export File|MPS Format...* command discussed below.

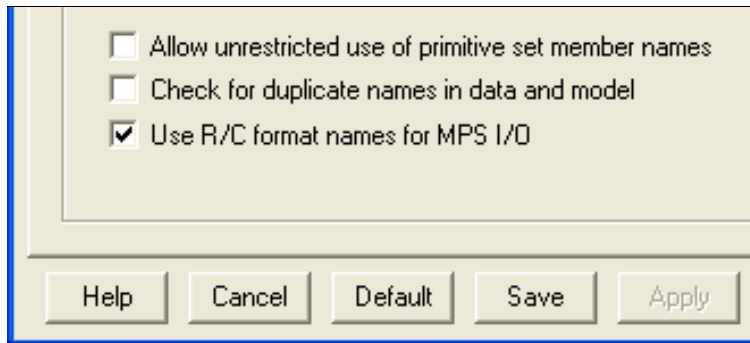
When it comes to acceptable constraint and variable names, MPS format is less restrictive than LINGO. To compensate for this fact, LINGO attempts to patch names when reading an MPS file, so that all the incoming names are compatible with its syntax. LINGO does this by substituting an underscore for any character in a name that is not admissible. In most cases, this will work out OK. However, there is a chance for name collisions where two or more names get mapped into one. For instance, the variable names *X.1* and *X%1* would both get mapped into the single LINGO name *X_1*. Of course, situations such as this entirely alter the structure of the model rendering it incorrect.

However, you will be warned whenever LINGO has to patch a name with the following error message:

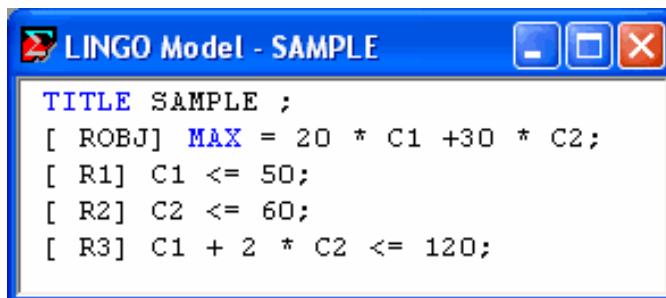


This message displays the number of variable and row names that were patched to get them to conform to LINGO syntax.

If name collisions are a problem, then LINGO has an option to ensure that all names remain unique. This option involves using *RC format* for names encountered during MPS I/O. *RC format* involves renaming each row (constraint) in a model to be Rn , where n is the row's index. Similarly, each column (variable) is renamed to Cn . In addition, LINGO renames the objective row to be $ROBJ$. To switch to RC format for MPS names, run the *LINGO|Options* command, select the *General Solver* tab, then click the checkbox titled *Use R/C format names for MPS I/O*, as illustrated here:



As an example, we will once again import the same MPS format model as above. However, this time we will use RC naming conventions. Here is the model as it appears after importing it into LINGO:



Notice how the variable names now use RC format, guaranteeing that name collisions will not occur.

Another potential conflict is that MPS allows variable names to be duplicated as constraint names and vice versa. LINGO does not allow for this. When you go to solve the model, you will receive either error message 28 (Invalid use of a row name), or error message 37 (Name already in use). Once again, you can switch to using RC name format to avoid this conflict.

As a final note, LINGO only supports free format MPS files, and does not support fixed format MPS files. Therefore, variable and row names may not contain embedded blanks.

File|Save



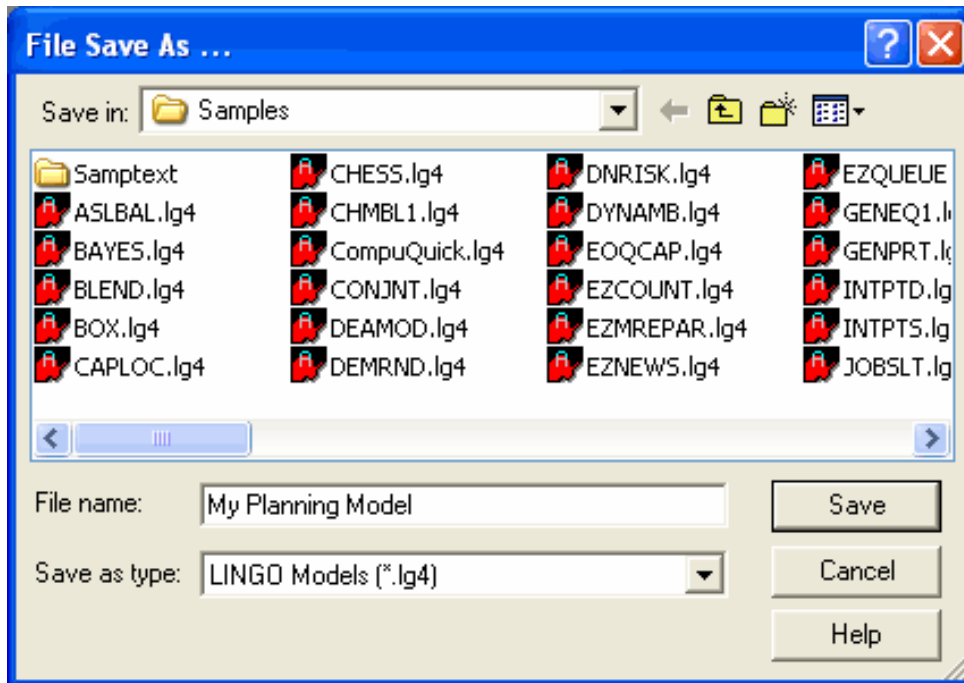
F4

The *Save* command saves the contents of the active window to disk using the existing file name for the window. If the window has not been saved before, you will be prompted to provide a name for the file.

File|Save As...

F5

The *Save As* command allows you to save the contents of the active window under a new file name. When issuing the *Save As* command, you will be presented with a dialog box that resembles the following:



You can enter a new file name in the *File name* edit box, or select a file name from the list of existing files by double-clicking on it. If you do not specify a file extension, LINGO will append the extension of the default model format to the name. If you want to prevent LINGO from appending an extension to the name, place the file name in double quotes.

Press the *Save* button to save the model, the *Cancel* button to exit without saving, or the *Help* button for assistance.

You may select a different file type from the *Save as type* list box. If your model has special fonts or embedded objects, you must save it using the LG4 file format to preserve them. The LG4 format is a special binary format readable only by LINGO. If you wish to create a text copy of your model, then use the LNG file format. For further discussion of the available file formats under LINGO, refer to the *New* command above.

File|Close

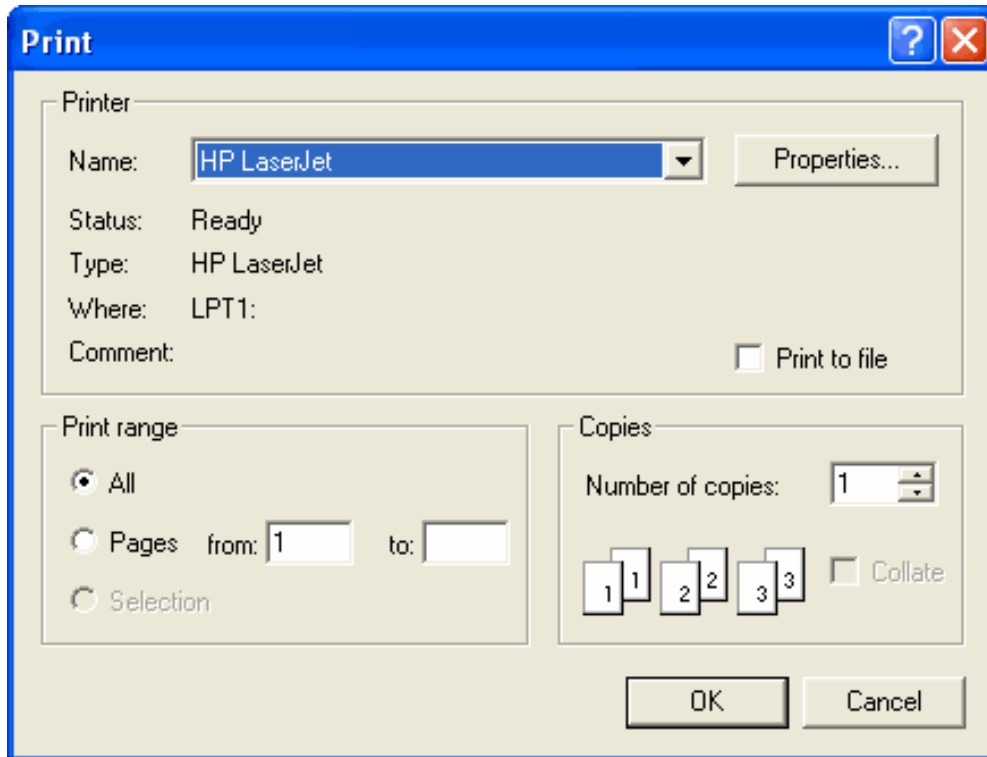
F6

Use the *Close* command to close the active (front most) window. If the window has been modified without being saved, you'll be asked whether you want to save the changes.

File|Print...

**F7**

Use the *Print* command to send the contents of the active window to your printer. First, LINGO will display the *Print* dialog box:

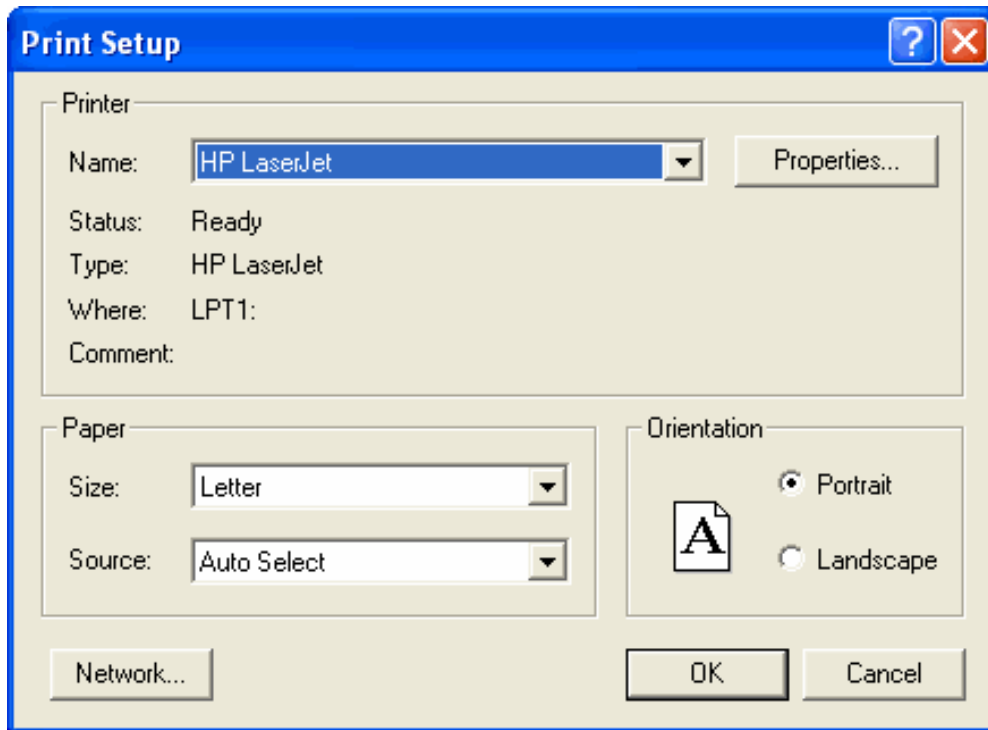


Select the printer to route the output to from the *Name* list box. Modify the printer's properties by pressing the *Properties* button. Select a range of pages to print in the *Print range* group box. If you need multiple copies, input the number desired in the *Number of copies* field and specify if you want the copies collated (assuming your printer is capable of collating). Finally, press the *OK* button to begin printing. Press the *Cancel* button to exit without printing.

File|Print Setup...

F8

Use the *Print Setup* command to configure your printer. You should see a dialog box that resembles the following:

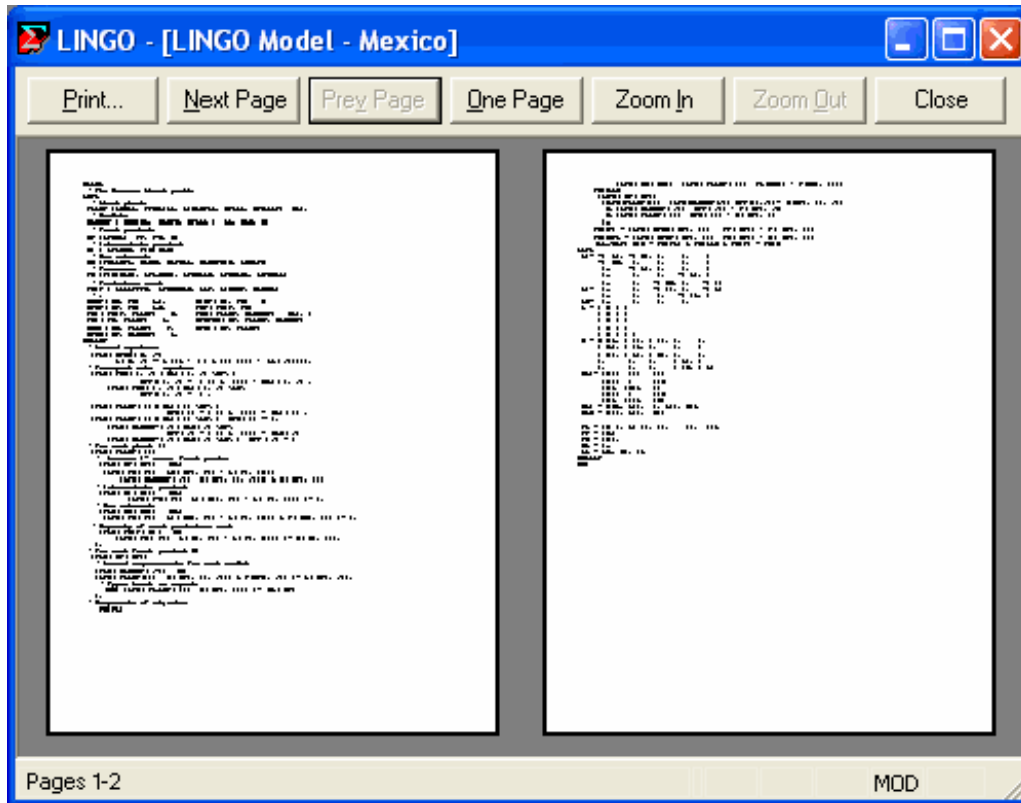


Select the target printer from the *Name* list box. Press the *Properties* button to set additional printer properties. Select the type of paper and tray from the *Paper* group box. In the *Orientation* group box, select whether you want portrait or landscape output. Press the *Cancel* button to exit without changing the printer configuration. Press the *OK* button to save changes and exit the *Print Setup* command.

File|Print Preview

Shift+F8

Use the *Print Preview* command to display each page of the active window as it will appear when printed. After issuing the *Print Preview* command, the contents of the active window will be placed in a Preview window as follows:



The *Print* button sends the file to the printer. The *Next Page* button brings the next page into the viewer. The *Prev Page* button brings the previous page into the viewer. The *One Page* button puts the viewer into single page mode, while the *Two Page* button puts the viewer into double page mode. The *Zoom In* button is used to have the viewer zoom in on a region of the document. The *Zoom Out* button undoes the effect of a *Zoom In*. Press the *Close* button to close the print viewer and return to the normal command mode of LINGO.

If you would like to change some of the printer specifications, such as landscape output, use the *Print Setup* command (described above) before issuing the *Print Preview* command.

File|Log Output...

F9

Normally, when you are using LINGO for Windows, it is operating in a menu driven mode, where you choose commands from the pull down menus and reports are displayed in individual windows. LINGO can also operate in command mode, where text commands or command script files drive the application and all output is routed to a window known as the *command window*. All input and output passes through the command window when LINGO is in command mode. You can open a command window at anytime by issuing the *Window|Command Window* command.

In general, you will only be interested in running LINGO in command mode if you are planning to embed LINGO in a larger application. If you do use LINGO in command mode, you will find that the command window can only hold a limited amount of output. Should you need to keep a disk-based copy of all that transpires in the command window, you will need to use the *Log Output* command.

The *Log Output* command opens a standard Windows file dialog box from which you can name the log file. You can echo the output to the command window as well as the file by checking the *Echo to screen* checkbox. If you would like to append output to the end of an existing file, check the *Append output* checkbox.

When you have selected a file for logging output, a check mark will appear in the *File* menu before the *Log Output* command. To turn off *Log Output*, select the command again and the check mark will disappear.

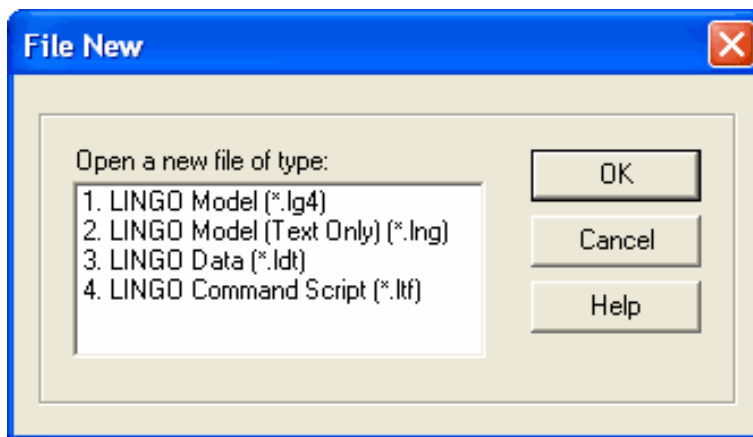
File|Take Commands...

F11

The *Take Commands* command is used to submit a LINGO command script file for processing. For more information on LINGO's script language, refer to the following chapter, *Command-line Commands*.

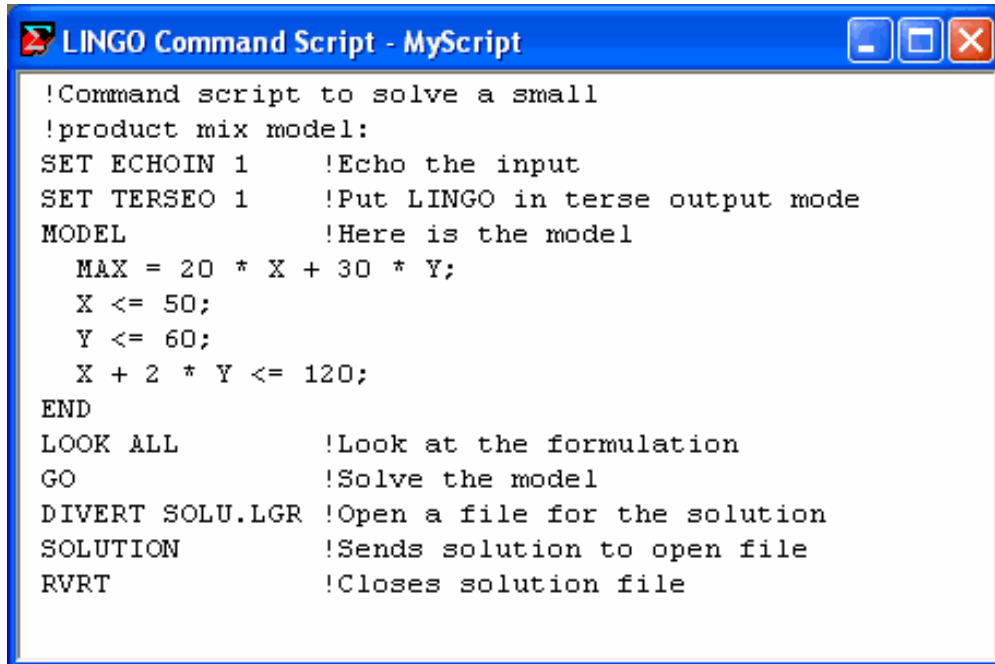
As an example, we will build a small script file that contains a small product-mix model and process it using *Take Commands*.

To build a script file, issue the *File|New* command. LINGO will present you with the following dialog box:



Select item 4, *LINGO Command Script*, and press the *OK* button. LINGO will open a blank script file.

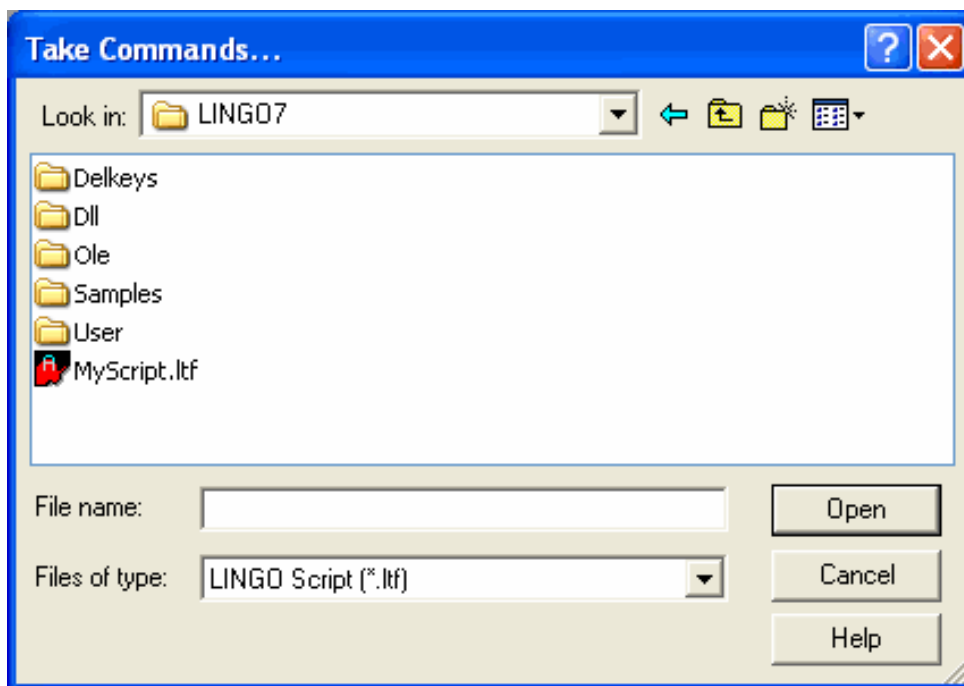
Now, enter the following into the script file:



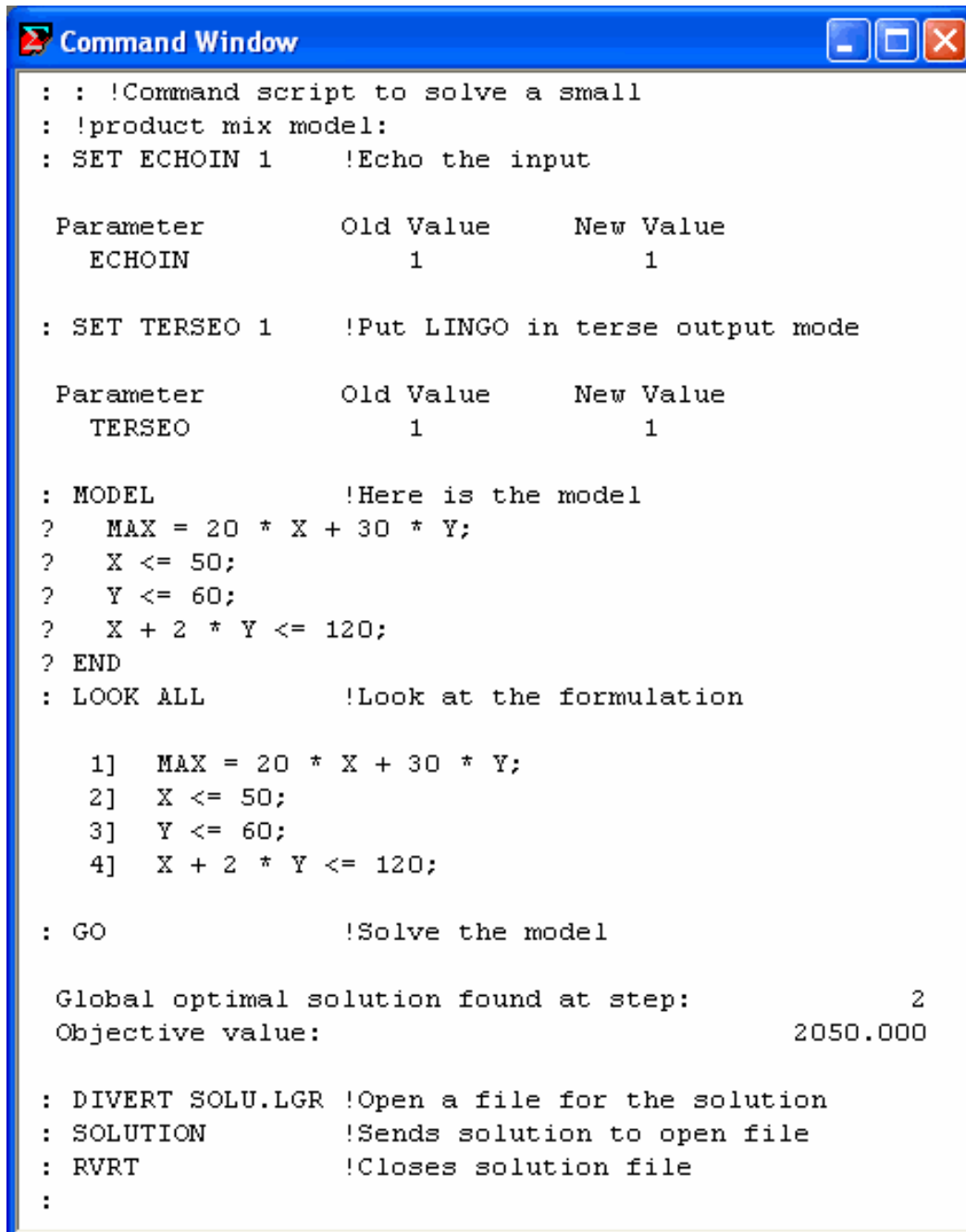
```
!Command script to solve a small
!product mix model:
SET ECHOIN 1      !Echo the input
SET TERSEO 1      !Put LINGO in terse output mode
MODEL             !Here is the model
    MAX = 20 * X + 30 * Y;
    X <= 50;
    Y <= 60;
    X + 2 * Y <= 120;
END
LOOK ALL          !Look at the formulation
GO                !Solve the model
DIVERT SOLU.LGR   !Open a file for the solution
SOLUTION          !Sends solution to open file
RVRT              !Closes solution file
```

This is a command script that inputs a small product-mix model, solves it, and puts the solution in a text file. Save the command script to a file titled *MyScript.ltf* using the *File|Save As* command.

To run the script, issue the *File|Take Commands* command. You should see the following:



Double-click on the icon for *MyScript.ltf* to begin processing the command script. LINGO's command window will now appear, and you should be able to watch LINGO's progress at processing the script by watching commands and output as they are logged in the command window. When LINGO finishes the command script, the command window will resemble the following:



```

Command Window

: : !Command script to solve a small
: !product mix model:
: SET ECHOIN 1      !Echo the input

Parameter          Old Value    New Value
ECHOIN              1            1

: SET TERSEO 1      !Put LINGO in terse output mode

Parameter          Old Value    New Value
TERSEO              1            1

: MODEL              !Here is the model
?  MAX = 20 * X + 30 * Y;
?  X <= 50;
?  Y <= 60;
?  X + 2 * Y <= 120;
? END
: LOOK ALL           !Look at the formulation

1]  MAX = 20 * X + 30 * Y;
2]  X <= 50;
3]  Y <= 60;
4]  X + 2 * Y <= 120;

: GO                 !Solve the model

Global optimal solution found at step:          2
Objective value:                                2050.000

: DIVERT SOLU.LGR !Open a file for the solution
: SOLUTION          !Sends solution to open file
: RVRT              !Closes solution file
:

```

Also of interest is the solution file, *SOLU.LGR*, created as part of our command script. If you open this file, you should find the following solution to the model:

Variable	Value	Reduced Cost
X	50.00000	0.000000
Y	35.00000	0.000000
Row	Slack or Surplus	Dual Price
1	2050.000	1.000000
2	0.000000	5.000000
3	25.00000	0.000000
4	0.000000	15.00000

The output that was routed to the command window can be routed to a file using the *Log Output* command described above.

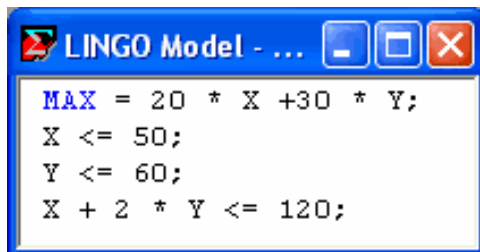
File|Export File

The *File|Export File* command allows you to either export MPS or MPI format files. The MPS file format is an industry standard format developed by IBM, and is useful for passing models from one solver or platform to another.

Exporting MPS Files

The *File|Export File|MPS format* command generates the underlying algebraic formulation for the current model and then writes it to a selected disk file in MPS format. MPS format is a common format for representing linear programming models. MPS files can be ported to any solver that reads MPS files—this includes most commercial linear programming packages.

As an example of exporting an MPS file, consider the model:



```

MAX = 20 * X + 30 * Y;
X <= 50;
Y <= 60;
X + 2 * Y <= 120;
  
```

After issuing the *File|Export File|MPS format* command and opening the file containing the MPS model, we will find:

```

NAME          NO_TITLE
*****
* NOTICE: Generated by the MPS export utility for
* a maximization type problem.
*
* The objective coefficients have flipped signs.
* Interpret the objective value from the solution of
* this model accordingly.
*****
ROWS
  N 1
  L 2
  L 3
  L 4
COLUMNS
  X 1          -20
  X 2           1
  X 4           1
  Y 1          -30
  Y 3           1
  Y 4           2
RHS
  RHS1      2          50
  RHS1      3          60
  RHS1      4         120
BOUNDS
ENDATA

```

Note 1: A model must be linear or quadratic to successfully export it in MPS format.

Note 2: When exporting an MPS file, LINGO truncates all variable names to 8 characters. For instance, the two distinct LINGO names SHIP(WH1, C1) and SHIP(WH1, C2) would both be truncated to the single 8 character name SHIPWH1C under MPS. Either choose names to avoid collisions of truncated names, or enable the option for converting names to RC format when doing MPS I/O. LINGO will print an error message if potential collisions exist.

Note 3: The MPS file format is intended primarily for exporting models to other applications or platforms. The MPS format is purely scalar in nature—all set-based information is lost upon converting a LINGO model to MPS format. Thus, when saving copies of a model on your own machine, you should always use the *File|Save* command in order to preserve your model in its entirety.

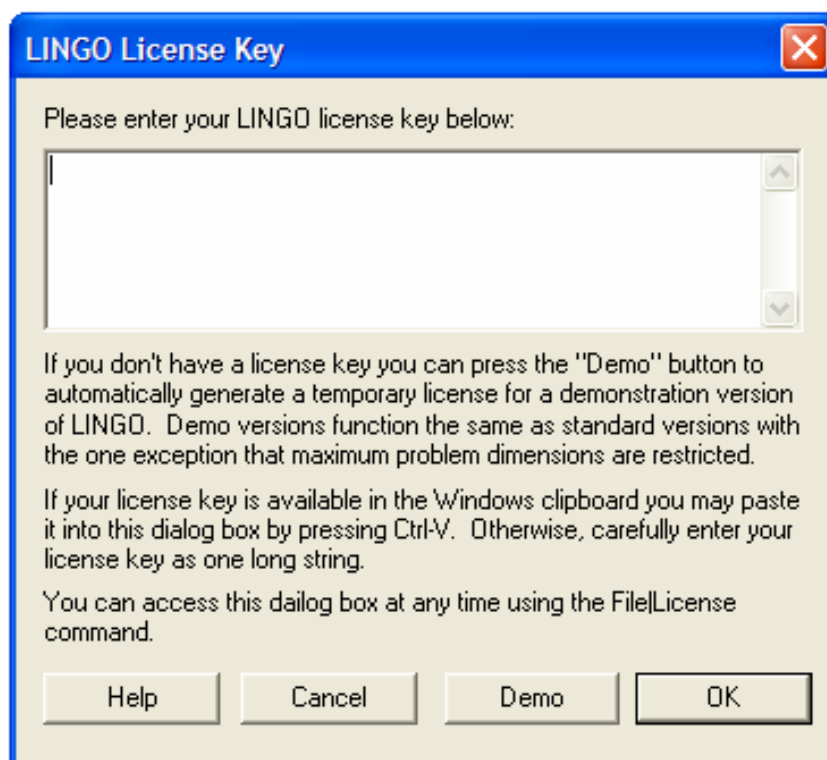
Exporting MPI Files

MPI file format was developed by LINDO Systems as a way to store all math programs, from linear to, in particular, nonlinear. As with MPS files, the MPI format is scalar based. Thus, you will lose any sets in your model when saving it in this format. Most users will not have a need for MPI formatted files. However, LINDO API users can load these files directly and may find this feature useful.

File|License

Some versions of LINGO require the user to input a password. Think of the password as a “key” that unlocks the LINGO application. If you upgrade your copy of LINGO, then you will need to enter a new password. The *File|License* command prompts you for a new password.

When you run the *File|License* command, you will be presented with the dialog box:



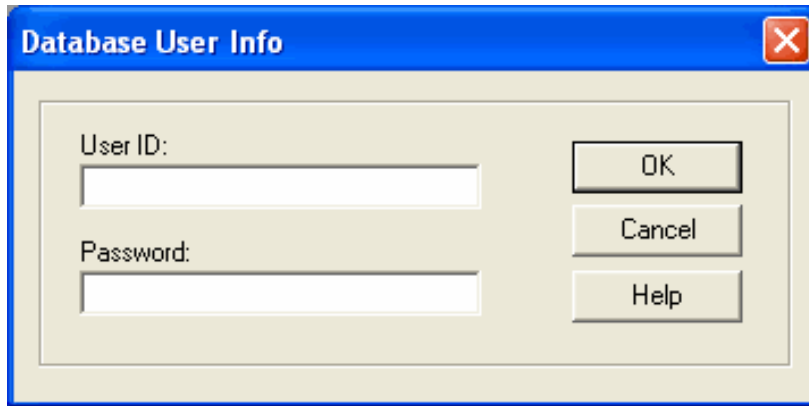
Carefully enter the password into the edit field, including hyphens, making sure that each character is correct. Click the *OK* button and, assuming the password was entered correctly, LINGO will display the *Help|About LINGO* dialog box listing the features in the upgraded license. Verify that these features correspond to the license you intended to install.

Note: If you were e-mailed your password, then you have the option of cutting-and-pasting it into the password dialog box. Cut the password from the e-mail that contains it. Then, press *Ctrl+V* to paste it into the LINGO *File|License* dialog box.

File|Database User Info

LINGO Allows models to link directly with databases through use of the `@ODBC()` function. Many times, the database you link your model to will require a user id and/or password. To avoid having to enter your user id and password each time your model is run, you can input them once at the start of your session using this command.

When you run the *File|Database User Info* command, you will be presented with the following dialog box:



Enter any user id and/or password into the appropriate fields. For security reasons, LINGO does not store this information from one session to the next. So, you will need to run this command at the start of each session.

If security is not a concern, and you would like to store your database user information, then you can create an *AUTOLG.DAT* file containing a *DBUID* command and a *DBPWD* command. Commands in the *AUTOLG.DAT* file are executed automatically each time LINGO starts. Thus, *DBUID* and *DBPWD* commands contained in an *AUTOLG.DAT* file will restore your database user information at the start of each LINGO run.

File|Exit

F10

Use the *Exit* command to quit LINGO. If any unsaved files are open, you will be prompted to save them before LINGO shuts down.

2. *Edit Menu*

Undo	Ctrl+Z
Redo	Ctrl+Y
<hr/>	
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Paste Special...	
Select All	Ctrl+A
<hr/>	
Find...	Ctrl+F
Find Next	Ctrl+N
Replace...	Ctrl+H
<hr/>	
Go To Line...	Ctrl+T
<hr/>	
Match Parenthesis	Ctrl+P
<hr/>	
Paste Function	▶
<hr/>	
Select Font...	Ctrl+J
<hr/>	
Insert New Object...	
Links...	
Object Properties	Alt+Enter
Object	

LINGO's *Edit* menu, pictured at left, contains commands that generally pertain to editing and modifying the text within a window. Each command contained in the *Edit* menu is discussed below.

Edit|Undo

**Ctrl + Z**

Use the *Undo* Command to undo the last modification made to the contents of a Window. *Undo* can undo all operations except drag-and-drop. LINGO stores a limited amount of undo operations, so you won't be able to depend on LINGO to undo extensive changes.

Edit|Redo

**Ctrl + Y**

This command will redo the last undo operation. LINGO stores a limited amount of redo operations, so you won't be able to depend on LINGO to redo extensive changes.

Edit|Cut

**Ctrl + X**

Use the *Cut* command to clear the selected block of text and place it on the clipboard for pasting. To select a block of text for cutting, place the cursor immediately before the block and press down on the left mouse button. Now, drag the mouse until the cursor appears immediately after the block of text. The text block should now be displayed in reverse video. Now, issue the *Cut* command to remove the selected text from the document, placing it in the Windows clipboard.

Edit|Copy

**Ctrl + C**

Use the *Copy* command to copy the selected text to the clipboard for pasting. To select a block of text for copying, place the cursor immediately before the block and press down on the left mouse button. Now, drag the mouse until the cursor appears immediately after the block of text. The text block should now be displayed in reverse video. Now, issue the *Copy* command to place a copy of the selected text in the Windows clipboard.

The *Copy* command is a convenient way to transfer small amounts of data from LINGO to other applications.

Edit|Paste

**Ctrl + V**

Use the *Paste* command to replace the current selection in the active window with the contents of the Windows clipboard. The *Paste* command is a convenient way to import small amounts of data from other applications into your LINGO models.

Edit|Paste Special...

Use the *Paste Special* command to insert the contents from the Windows clipboard into the active window at the cursor insertion point. This command can do much more than insert just plain text as done by the standard *Paste* command. *Paste Special* can be used to insert other objects and links to other objects. This is particularly useful for adding links to supporting data for your model. By inserting a link to your data sources, it is much easier to find and view them.

As an example, suppose we have the following transportation model:

```
! A 3 Warehouse, 4 Customer
  Transportation Problem;
SETS:
  WAREHOUSE / WH1, WH2, WH3/: CAPACITY;
  CUSTOMER / C1, C2, C3, C4/: DEMAND;
  ROUTES(WAREHOUSE, CUSTOMER): COST, VOLUME;
ENDSETS
! The objective;
MIN = @SUM(ROUTES: COST * VOLUME);

! The demand constraints;
@FOR(CUSTOMER(J):
  @SUM(WAREHOUSE(I): VOLUME(I, J)) >=
    DEMAND(J));

! The supply constraints;
@FOR(WAREHOUSE(I): [SUP]
  @SUM(CUSTOMER(J): VOLUME(I, J)) <=
    CAPACITY(I));

! Here are the parameters;
DATA:
  CAPACITY = @OLE('D:\LNG\TRANLINKS.XLS');
  DEMAND = @OLE('D:\LNG\TRANLINKS.XLS');
  COST = @OLE('D:\LNG\TRANLINKS.XLS');
  @OLE('D:\LNG\TRANLINKS.XLS') = VOLUME;
ENDDATA
```

As we can see from the data section, we are importing data from the Excel file *TRANLINKS.XLS* and writing the solution back out to the same file.

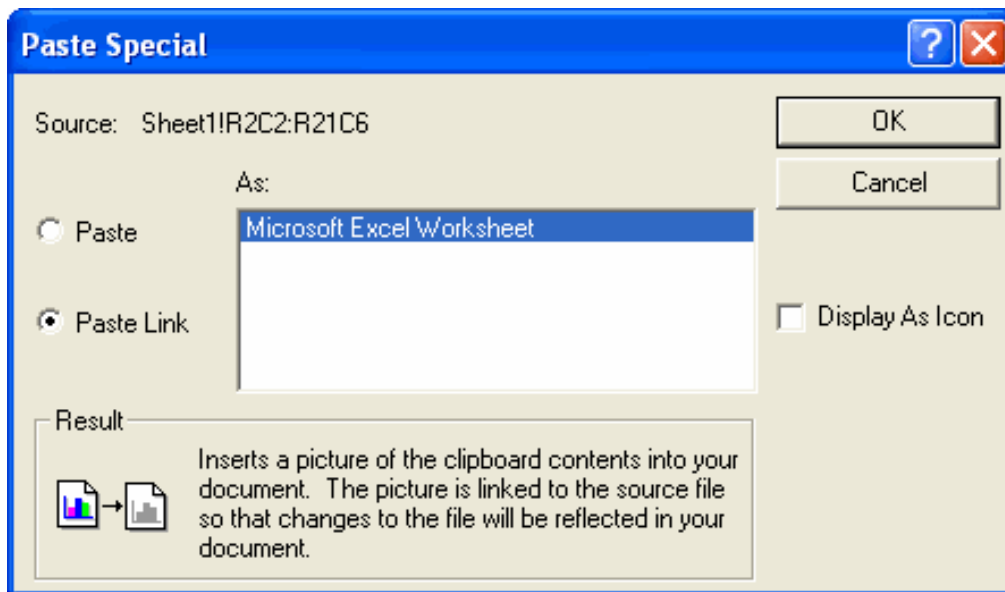
A nice feature would be to insert a link to the spreadsheet into our model file. This way, we could view the data and the solution without having to start Excel and load the spreadsheet. To do this, open Excel and load the spreadsheet as we have done here:

The screenshot shows the Microsoft Excel application window with the file 'tranlinks.xls' open. The spreadsheet contains the following data:

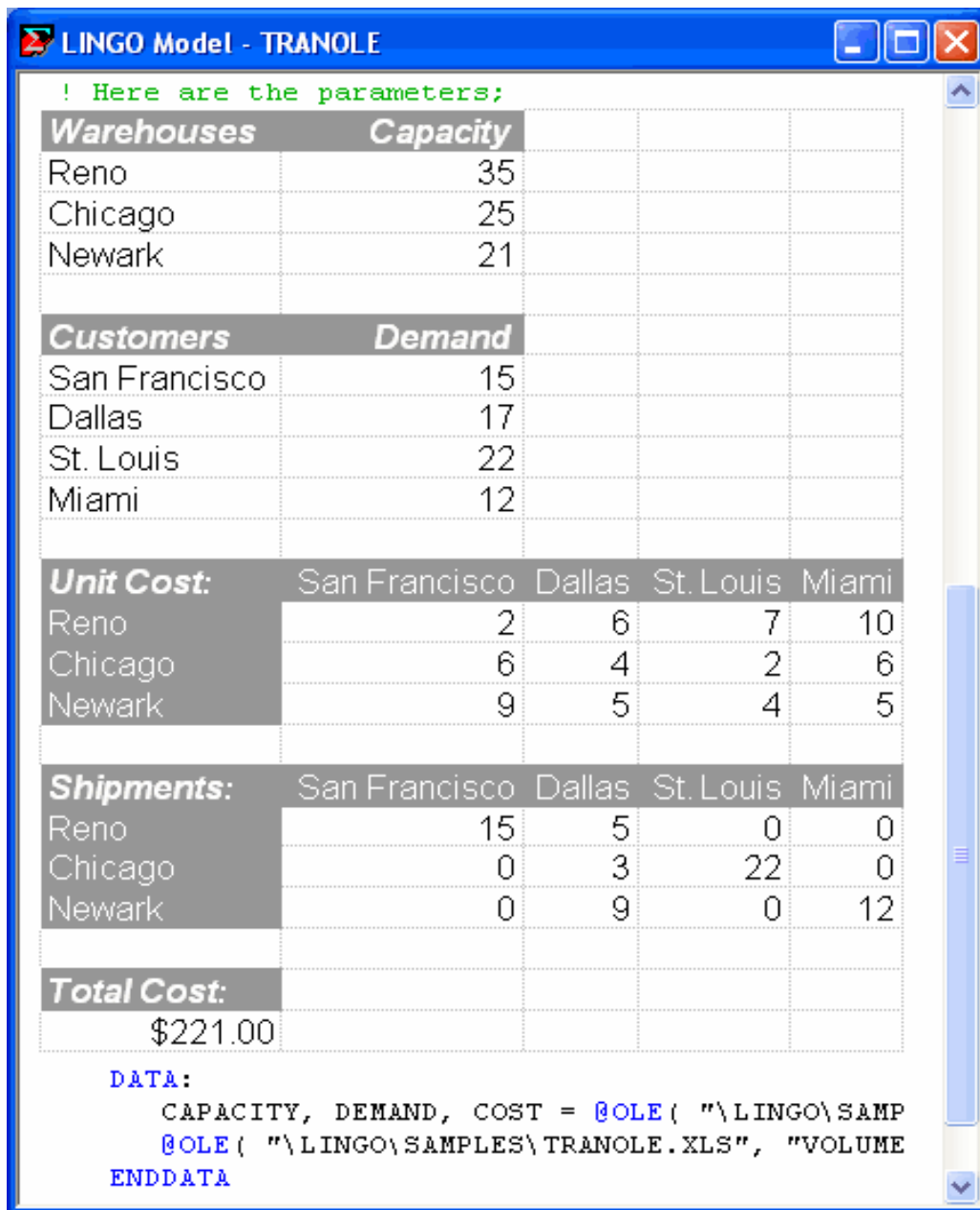
	A	B	C	D	E	F	G	H
1								
2		Capacity:						
3		wh1	wh2	wh3				
4		30	25	21				
5								
6		Demand:						
7		c1	c2	c3	c4			
8		15	17	22	12			
9								
10		Cost:	c1	c2	c3	c4		
11		w1	6	2	6	7		
12		w2	4	9	5	3		
13		w3	8	8	1	5		
14								
15		Volume:	c1	c2	c3	c4		
16		w1	2	17	2	0		
17		w2	13	0	0	12		
18		w3	0	0	21	0		
19								
20		Shipping Cost:						
21						\$161		
22								
23								

For complete information on importing data from Excel, see Chapter 9, *Interfacing with Spreadsheets*.

Now, select the range B2:F21 in the spreadsheet. Next, from Excel's *Edit* menu, choose the *Copy* command. Now, click on LINGO, place the cursor right before the data section, and give the *Edit|Paste Special* command. Click on the *Paste Link* button in the dialog box, so you see the following:



Finally, click the *OK* button, and you should be able to see the spreadsheet contents in the LINGO model:



The screenshot shows a window titled "LINGO Model - TRANOLE". Inside, there is a green text prompt: `! Here are the parameters;`. Below this are four tables. The first table, "Warehouses Capacity", lists Reno (35), Chicago (25), and Newark (21). The second table, "Customers Demand", lists San Francisco (15), Dallas (17), St. Louis (22), and Miami (12). The third table, "Unit Cost:", shows costs for each warehouse to each customer. The fourth table, "Shipments:", shows shipment volumes. At the bottom, the "Total Cost:" is \$221.00. Below the tables is LINGO code: `DATA: CAPACITY, DEMAND, COST = @OLE("\\LINGO\\SAMP @OLE("\\LINGO\\SAMPLES\\TRANOLE.XLS", "VOLUME ENDDATA`.

Warehouses		Capacity			
Reno		35			
Chicago		25			
Newark		21			

Customers		Demand			
San Francisco		15			
Dallas		17			
St. Louis		22			
Miami		12			

Unit Cost:	San Francisco	Dallas	St. Louis	Miami
Reno	2	6	7	10
Chicago	6	4	2	6
Newark	9	5	4	5

Shipments:	San Francisco	Dallas	St. Louis	Miami
Reno	15	5	0	0
Chicago	0	3	22	0
Newark	0	9	0	12

Total Cost:				
\$221.00				


```

DATA:
  CAPACITY, DEMAND, COST = @OLE( "\\LINGO\\SAMP
  @OLE( "\\LINGO\\SAMPLES\\TRANOLE.XLS", "VOLUME
ENDDATA

```

This link will be saved as part of your LINGO file. Therefore, whenever you open the model, the spreadsheet will be visible. Note that whenever you reopen the LINGO model, you may want to open the link, so the contents are updated automatically. You can do this by selecting the spreadsheet in the LINGO model, giving the *Edit/Links* command, and pressing the *Open Links* button in the dialog box.

As a final note, LINGO's compiler ignores all embedded links and objects. Thus, you are free to insert links and objects wherever you choose in a model.

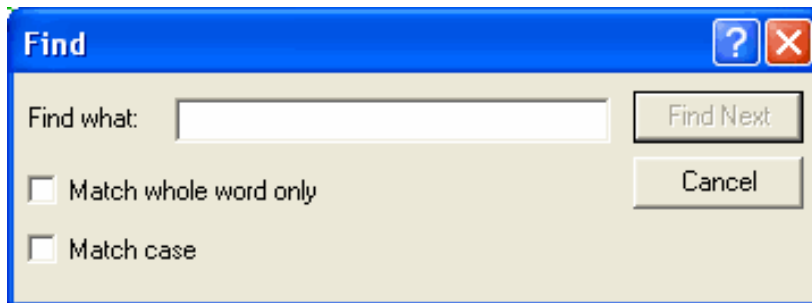
Edit|Select All

Use the *Select All* command to select the entire contents of the active window. This is useful when you want to copy the entire contents of the window elsewhere, or if you want to delete the contents of the window.

Edit|Find...

**Ctrl+F**

Use the *Find* command to search for a desired string of text in the active window. When you issue the *Find* command, you should see the following dialog box:



Enter the text you wish to search for in the *Find what* box. Check the *Match whole word only* box to have LINGO find only whole words of text (i.e., don't search for occurrences of the text embedded in other words). Check the *Match case* box to have LINGO search only for instances of the text with the same capitalization. Click the *Find Next* button to find the next instance of the text.

Edit|Find Next

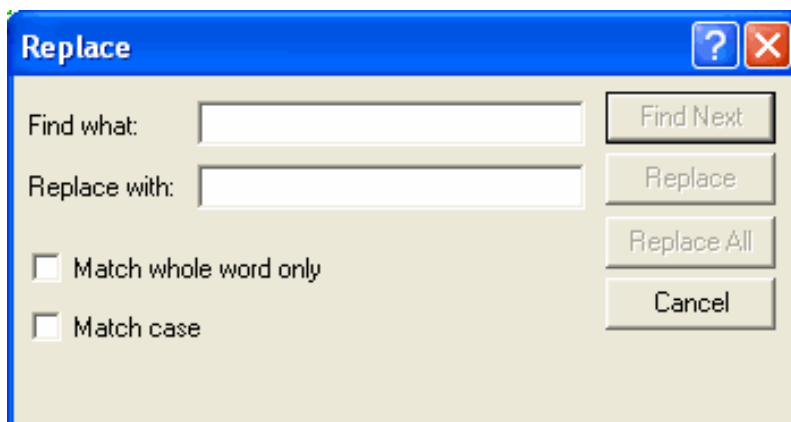
Ctrl+N

Use the *Find Next* command to find the next instance of the text most recently searched for using the *Find* command in the active window.

Edit|Replace

Ctrl+H

Use the *Replace* command to replace one string of text with another in the active window. When you issue the *Replace* command, you will see the following dialog box:



Enter the name of the text you want to replace in the *Find what* box. Enter the text you want to replace the old text with in the *Replace with* box. Clicking the *Find Next* button will cause LINGO to find the next occurrence of the old text. Clicking the *Replace* button will cause the next occurrence of the old text to be replaced by the new text. The *Replace All* button will replace all occurrences of the old text with the new text throughout the entire document.

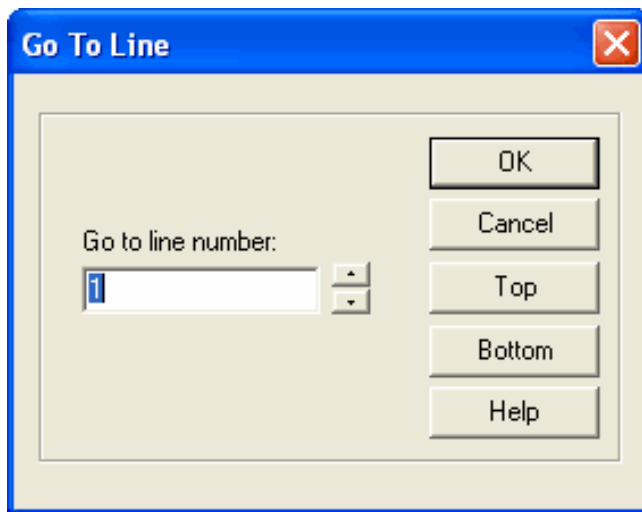
Check the *Match whole word only* box to have LINGO replace only whole words of the text (i.e., don't replace occurrences of the text embedded in other words). Check the *Match case* box to have LINGO replace only instances of the text with the same capitalization.

Edit|Go To Line...



Ctrl+T

Use the *Go To Line* command to jump to a selected line in the active window. When you issue the *Go To Line* command, you will see the following dialog box:



Enter a line number in the *Go to line number* box. Then, press the *OK* button and LINGO will jump to the desired line number. Press the *Top* button to go to the top of the document, or the *Bottom* button to go to the bottom.

Edit|Match Parenthesis



Ctrl+P

Select a parenthesis in a document. Then, use the *Match Parenthesis* command to find the closing parenthesis for the selected parenthesis.

This command is useful when using nested statements such as:

```
@FOR(FXA(I, J):
    JP(I, J) = MPF(I) * CAGF(I, J);
    JP(I, J) = MPA(J) * CFGA(I, J));
```

where it may be difficult to find the close of a given parenthesis.

If no parenthesis is selected prior to issuing the *Match Parenthesis* command, LINGO will select the parenthesis nearest to the current cursor position.

In addition to this command, there is one other way to find matching parentheses. LINGO will highlight matching parentheses in red when the *Match Paren* option is enabled under the *LINGO|Options* command. By placing the cursor immediately after one of the parentheses of interest, you will notice that the color of the parenthesis changes from black to red. LINGO will simultaneously display the matching parenthesis in red. These parentheses will remain displayed in red until you move the cursor to another position, at which point they will be returned to a black color.

Edit|Paste Function

Use the *Paste Function* command to paste any of LINGO's built-in functions at the current insertion point. Choose the category of the LINGO function you want to paste from the secondary menu, and then select the function from the cascading menu.

In the following illustration, we have chosen the *External Files* category from the secondary menu:

Match Parenthesis Ctrl+P		
Paste Function	▶	External Files ▶ @DUAL(var1/row1[, ..., varn/rown])
Select Font... Ctrl+J		Financial ▶ @FILE('file')
Insert New Object...		Mathematical ▶ @ODBC('datasource', 'table', 'col1'[, ..., 'coln'])
Links...		Probability ▶ @OLE('xlsFile', 'range1'[, ..., 'rangen'])
Object Properties Alt+Enter		Set ▶ @RANGED(var1/row1[, ..., varn/rown])
Object		Variable Domain ▶ @RANGEU(var1/row1[, ..., varn/rown])
		Other ▶ @STATUS()
		@TEXT('file')

On the right are all the functions that deal with external files. By selecting one of these functions, LINGO will paste a template for the selected function into your document, with a suggestive placeholder for each argument. You should then replace the argument placeholders with actual arguments that are relevant to your model.

Edit|Select Font

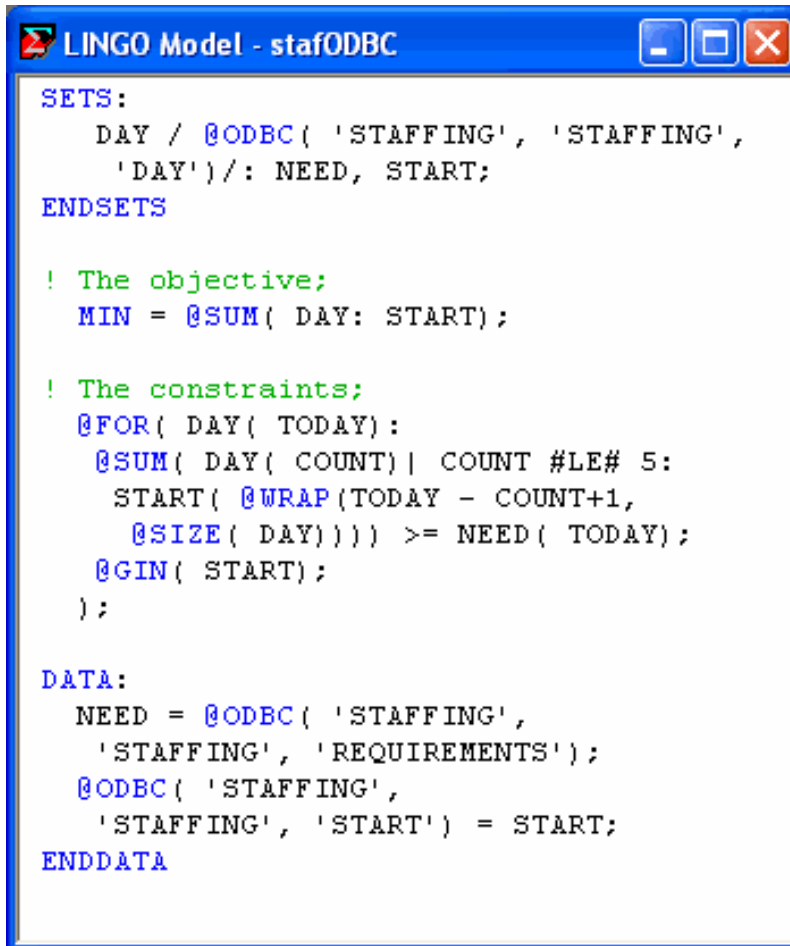
Use the *Select Font* command to select a new font, size, style, color, or effect in which to display the selected text. You may find it easier to read models and solution reports if you select a mono-spaced font such as Courier. Custom fonts are preserved only when saving in the LG4 file format. (Refer to the *File|New* command above for a description of LINGO's various file types.)

Note: You cannot change the display color of text if syntax coloring is enabled. If you need to use specific display colors in your document, you will need to disable syntax coloring.

Edit|Insert New Object

Use the *Insert New Object* command to insert an object or a link to an object into your model. As with the *Edit|Paste Special* command, this command is helpful in that it allows you to insert links to your model's data sources. Unlike the *Paste Special* command, which links to portions of an external object, the *Insert New Object* command can add a link to an entire object.

As an example, suppose you have the following staff-scheduling model:



```

SETS:
    DAY / @ODBC( 'STAFFING', 'STAFFING',
        'DAY')/: NEED, START;
ENDSETS

! The objective;
MIN = @SUM( DAY: START);

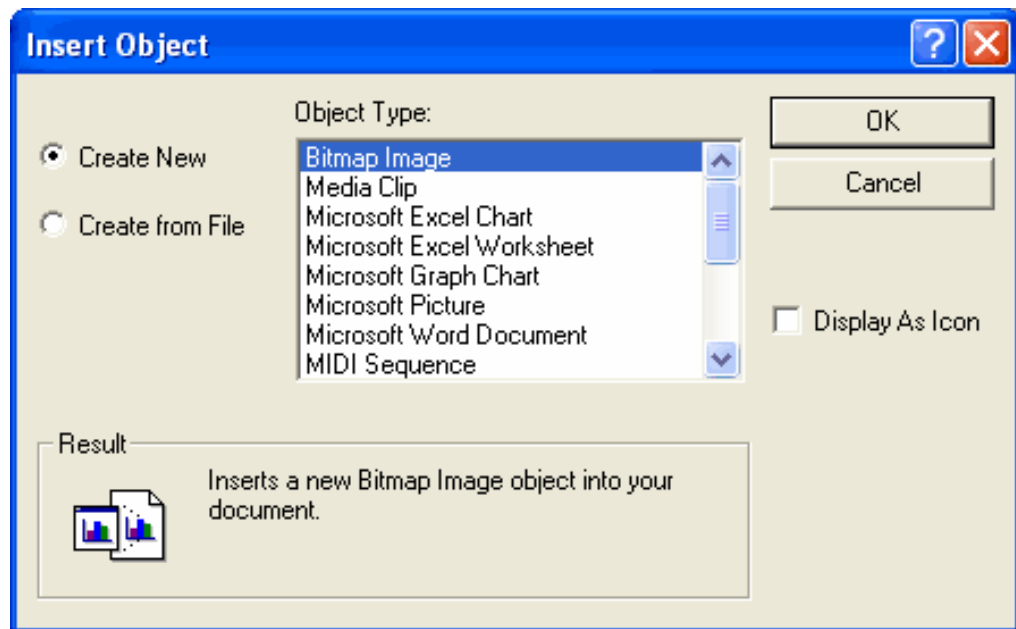
! The constraints;
@FOR( DAY( TODAY):
    @SUM( DAY( COUNT)| COUNT #LE# 5:
        START( @WRAP( TODAY - COUNT+1,
            @SIZE( DAY))) >= NEED( TODAY);
    @GIN( START);
);

DATA:
    NEED = @ODBC( 'STAFFING',
        'STAFFING', 'REQUIREMENTS');
    @ODBC( 'STAFFING',
        'STAFFING', 'START') = START;
ENDDATA
  
```

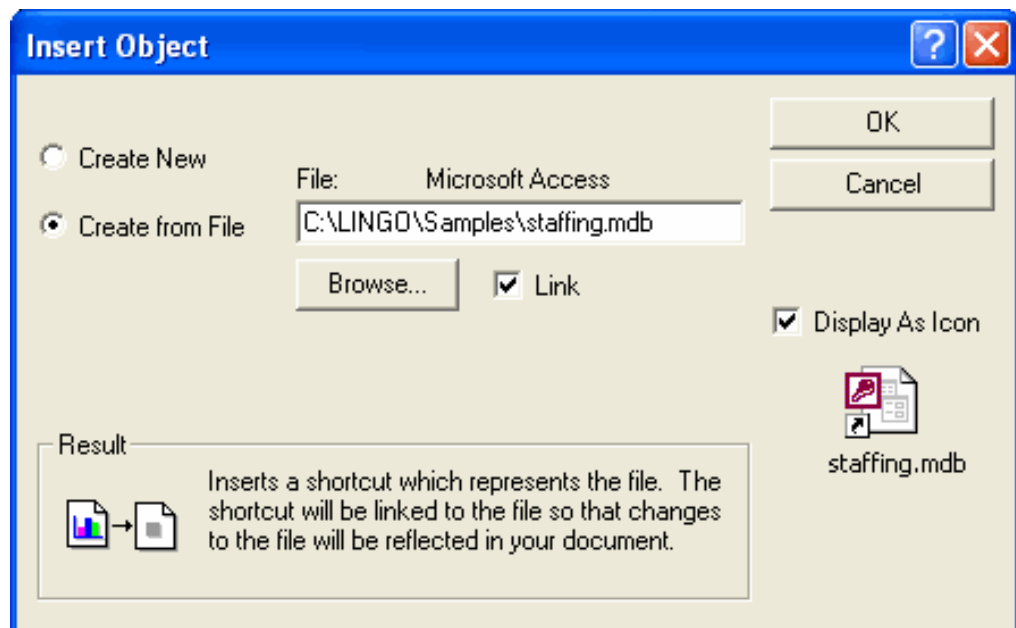
From the model's data section, we see that we are using the *@ODBC* function to retrieve the values for the *NEED* attribute from the *STAFFING* ODBC data source. We are also using the *@ODBC* function to send the optimal values for the *START* attribute back to the same data source. Because this data source is an integral part of our model, it would be nice to place a link to it in our model, so we can retrieve it easily each time we want to refer to it. We can do this with the *Edit|Insert New Object* command as follows:

1. Position the cursor in the model where you would like the icon for the link to appear (Note, the LINGO parser ignores links to external objects, so you can insert the link anywhere you like).

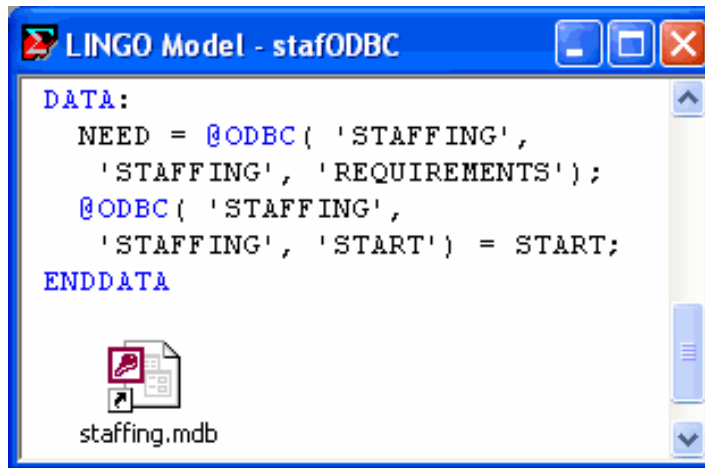
2. Issue the *Edit|Insert New Object* command. You should see the following dialog box:



3. Select the *Create from File* radio button.
4. Type in the name of the database file containing your data.
5. Click the *Display As Icon* button, so the box now resembles:



6. Finally, click on the *OK* button, and an icon representing the linked database will appear in your LINGO model as pictured below:



Now, whenever you want to edit or view the supporting database, all you need do is double-click on the icon. In this case, Microsoft Access will start and load the staffing database, so you will see the following on the screen:

The screenshot shows a window titled "Staffing : Table". It displays a table with the following data:

	Day	Requirements	Start	
	MON	12	0	
	TUE	14	5	
	WED	10	0	
	THU	19	7	
	FRI	11	2	
	SAT	14	0	
	SUN	16	7	

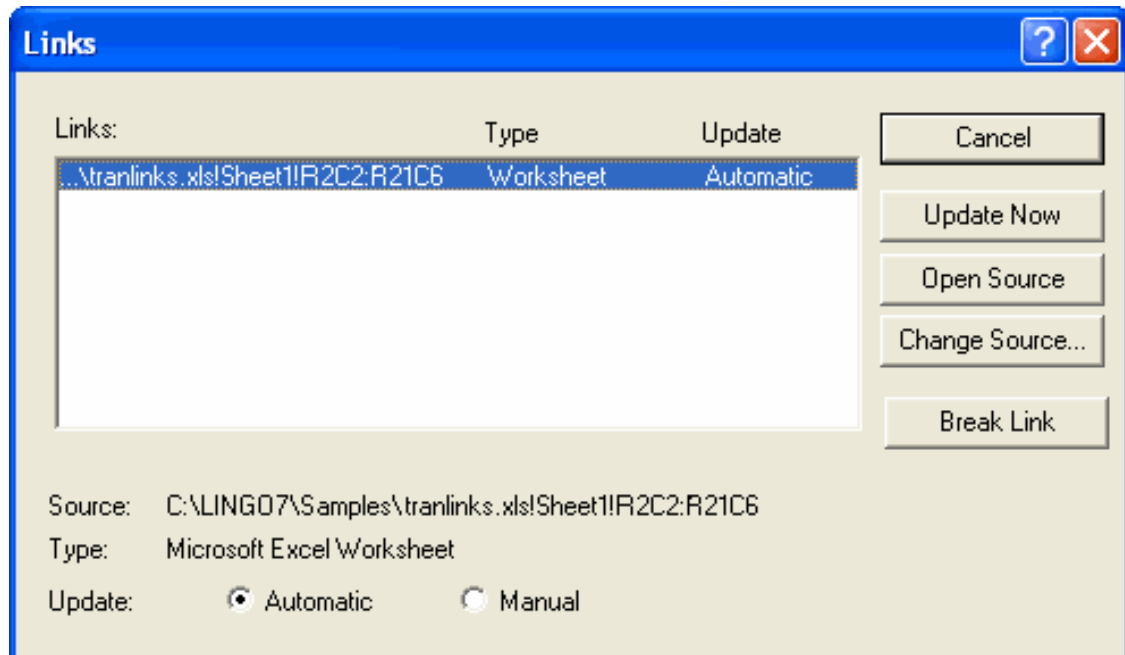
At the bottom, there is a record navigation bar showing "Record: 8 of 8".

As a final note, keep in mind linked objects are preserved only when a model is saved in LG4 format (see the *File|New* command above for details on the LG4 file format).

For complete information on exchanging data and solution values with data sources, see Chapter 10, *Interfacing with Databases*.

Edit|Links

Use the *Links* command to modify the properties of the links to external objects in a LINGO document. The dialog box appears as follows:



Select the *Automatic* radio button to have LINGO automatically update the object when the source file is changed. The *Manual* radio button allows you to update the object only when you select the *Update Now* button.

The *Open Source* button is used to open the connection to an automatic link. Once the link has been opened, any changes to the source document will be reflected in the view of the object in your LINGO model.

The *Change Source* button is used to attach the link to a different source file.

Finally, the *Break Link* button is used to break the connection to the external object.

Edit|Object Properties

Alt+Enter

Select a linked or embedded object in your model by single-clicking it, and then you can use the *Object Properties* command to modify the properties of the object. Properties you will be able to modify include:

1. display of the object,
2. the object's source,
3. type of update (automatic or manual),
4. opening a link to the object,
5. updating the object, and
6. breaking the link to the object.

3. LINGO Menu

Solve	Ctrl+S
Solution...	Ctrl+O
Range	Ctrl+R
Options...	Ctrl+I
Generate	▶
Picture	Ctrl+K
Debug	Ctrl+D
Model Statistics	Ctrl+E
Look...	Ctrl+L

The *LINGO* menu, pictured at left, contains commands that generally pertain to solving a model and generating reports. This menu also contains the *Options* command for customizing LINGO's configuration.

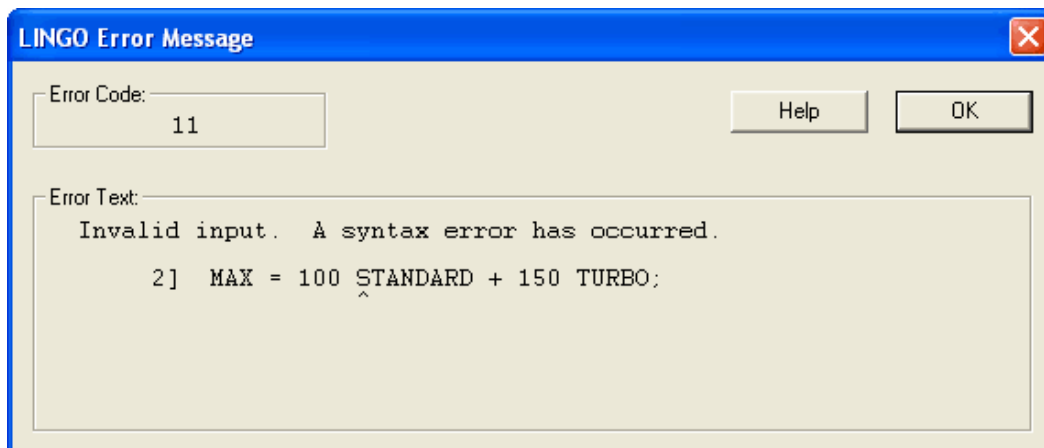
LINGO|Solve



Ctrl+S

Use the *Solve* command to have LINGO solve the model in the active window. The *Solve* command is available only for model windows—report, script, and data windows cannot be solved.

When you solve a model, LINGO first examines the model's syntax to determine if it is valid. If LINGO finds a mistake in the syntax, you will be presented with a dialog box similar to the following:



In the *Error Text* box, LINGO prints the line number where the syntax error occurred, the text of the line, and points to where LINGO determines that the error occurred. In most cases, LINGO is good at pointing to where the error occurred. Sometimes, however, the error may not be located exactly where LINGO is pointing. Be sure to examine neighboring lines for possible flaws as well. In this particular example, the syntax error occurred in line 10, where we mistakenly used a pound sign (#) in place of a multiplication sign (*).

When you issue the *Solve* command (assuming your model has no further syntax errors), LINGO will post the *solver status window*. This window contains information about the composition of your model and keeps you posted as to the progress of the solver. The *solver status window* resembles the following:

The screenshot shows the 'LINGO Solver Status [LINGO1]' window. It is divided into several sections: 'Solver Status' on the top left, 'Variables' on the top right, 'Constraints' below variables, 'Nonzeros' below constraints, 'Extended Solver Status' on the bottom left, 'Generator Memory Used (K)' on the bottom right, and 'Elapsed Runtime (hh:mm:ss)' at the very bottom right. At the bottom of the window are three controls: 'Update interval' set to 2, an 'Interrupt Solver' button, and a 'Close' button.

Solver Status	
Model Class:	LP
State:	Global Optimum
Objective:	0
Infeasibility:	0
Iterations:	2

Variables	
Total:	2
Nonlinear:	0
Integers:	0

Constraints	
Total:	4
Nonlinear:	0

Nonzeros	
Total:	6
Nonlinear:	0

Extended Solver Status	
Solver Type	. . .
Best Obj:	. . .
Obj Bound:	. . .
Steps:	. . .
Active:	. . .

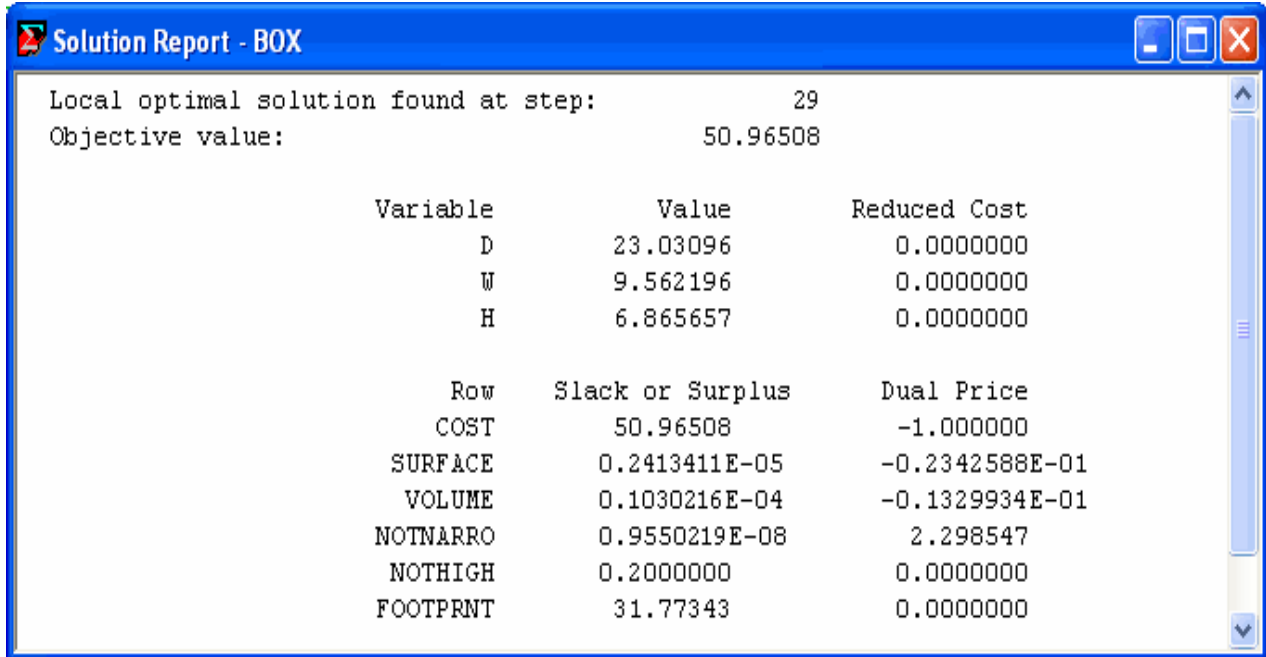
Generator Memory Used (K)	
3	

Elapsed Runtime (hh:mm:ss)	
00 : 00 : 00	

Update interval:

For more information on the various fields in the solver status window, refer to Chapter 1, *Getting Started with LINGO*.

Once the solver has completed processing your model, it will create a new window containing the *Solution Report* for your model. You can scroll through this window to examine its contents, save it to a text file, or queue it to your printer. The following is a sample solution report window:



The screenshot shows a window titled "Solution Report - BOX" with a blue title bar and standard Windows window controls. The report text is as follows:

```

Local optimal solution found at step:      29
Objective value:                          50.96508

      Variable      Value      Reduced Cost
      D      23.03096      0.0000000
      W      9.562196      0.0000000
      H      6.865657      0.0000000

      Row      Slack or Surplus      Dual Price
      COST      50.96508      -1.000000
      SURFACE      0.2413411E-05      -0.2342588E-01
      VOLUME      0.1030216E-04      -0.1329934E-01
      NOTNARRO      0.9550219E-08      2.298547
      NOTHIGH      0.2000000      0.0000000
      FOOTPRNT      31.77343      0.0000000
  
```

LINGO|Solution

**Ctrl+O**

Use the *Solution* command to generate a solution report for the active window. The solution report may be in text or graphical format.

After selecting the model window that you want to generate a solution for, issue the *LINGO|Solution* command and you will be presented with this dialog box:

In the *Attribute or Row Name* list box, select an attribute or row name that you would like a report for. If you do not select a name in this box, LINGO will generate a full solution report that includes *all* attributes and rows.

In the *Header Text* box, enter whatever text (e.g., “Values for X”) you would like to appear at the head of the report.

In the box labeled *Type of Output*, you can select either text or graphical output. If you select *Text*, LINGO will create a new window containing the solution in text format. If you select *Graph*, a new window containing the solution in one of several different graphical formats will be created. Current supported graph formats are bar, line, and pie charts.

Check the *Nonzeros Only* box to see a report that contains only the variables with a nonzero value and/or only the constraints that are binding.

If you select to have the solution displayed as a graph, the *Graph Properties* box will be undimmed, which allows you to select options influencing the display of the graph. In the *Graph Type* box, you have the option of selecting a *Bar*, *Line*, or *Pie* chart. In the *Values* box, you can select to graph either *Primal* or *Dual* values. The *Bounds* box gives you the option of placing bounds on the values displayed in the graph. If a number is entered in the *Lower* bound field, LINGO will only display points in the graph that are greater-than-or-equal-to the value. Conversely, if a value is placed in the *Upper* bound field, LINGO will only graph points less-than-or-equal-to the bound. If the *Include Labels* box is checked, LINGO will label each point on the graph with the name of the corresponding variable.

When you click *OK*, LINGO creates a new solution window containing the solution report. You can use *Cut* and *Paste* commands to move the contents of the report to other applications. If the report is in text format, you can also save it to a file.

Note: LINGO maintains only one solution in memory. This is the solution to the last window you issued the *LINGO|Solve* command for. If you try to issue the *Solution* command for a window that LINGO does not currently have a solution for, you will receive an error message. Thus, if you plan to work with two or more models that take a long time to solve, be sure to save copies of your solutions. This will allow you to refer to them later without having to re-solve your models.

LINGO|Range

Ctrl+R

Use the *Range* command to generate a range report for the model in the active window. A range report shows over what ranges you can: 1) change a coefficient in the objective without causing any of the optimal values of the decision variables to change, or 2) change a row's constant term (also referred to as the right-hand side coefficient) without causing any of the optimal values of the dual prices or reduced costs to change.

Note: The solver computes range values when you solve a model. Range computations must be enabled in order for the solver to compute range values. Range computations are not enabled by default. To enable range computations, select the *General Solver Tab* under *LINGO|Options* and, in the *Dual Computations* list box, choose the *Prices and Ranges* option. Range computations can take a fair amount of computation time, so, if speed is a concern, you don't want to enable range computations unnecessarily.

The example model below, when solved, yields the range report that follows:

[OBJECTIVE]	MAX = 20 * A + 30 * C;
[ALIM]	A <= 60;
[CLIM]	C <= 50;
[JOINT]	A + 2 * C <= 120;

Here is the range report:

Ranges in which the basis is unchanged:			
Variable	Objective Coefficient Ranges		
	Current Coefficient	Allowable Increase	Allowable Decrease
A	20.00000	INFINITY	5.000000
C	30.00000	10.00000	30.00000

Row	Right-hand Side Ranges		
	Current RHS	Allowable Increase	Allowable Decrease
ALIM	60.00000	60.00000	40.00000
CLIM	50.00000	INFINITY	20.00000
JOINT	120.0000	40.00000	60.00000

The first section of the report is titled *Objective Coefficient Ranges*. In the first column, titled *Variable*, all the optimizable variables are listed by name. The next column, titled *Current Coefficient*, lists the current coefficient of the variable in the objective row. The next column, *Allowable Increase*, tells us the amount that we could increase the objective coefficient without changing the optimal values for the variables. The final column, *Allowable Decrease*, lists the amount that the objective coefficient of the variable could decrease before the optimal values of the variables would change. Information on the allowable increases and decreases on objective coefficients can be useful when you need answers to questions like, “How much more (less) profitable must this activity be before we should be willing to do more (less) of it?”

Referring to the *Objective Coefficient Ranges* report for our example, we can say, as long as the objective coefficient of *A* is greater-than-or-equal-to 15, the optimal values of the variables will not change. The same may be said for the objective coefficient of variable *C*, as long as it falls within the range of [0,40].

Note: Ranges are valid only if you are planning to alter a single objective or right-hand side coefficient. The range information provided by LINGO cannot be applied in situations where one is simultaneously varying two or more coefficients. Furthermore, ranges are only lower bounds on the amount of change required in a coefficient to actually force a change in the optimal solution. You can change a coefficient by any amount up to the amount that is indicated in the range report without causing a change in the optimal solution. Whether the optimal solution will actually change if you exceed the allowable limit is not certain.

The second section of the range report is *Right-hand Side Ranges*. The first column, *Row*, lists the names of all the optimizable rows, or constraints, in the model. The second column, *Current RHS*, gives the constant term, or right-hand side value, for the row. The next two columns, *Allowable Increase* and *Allowable Decrease*, tell us how far we can either increase or decrease the right-hand side coefficient of the row without causing a change in the optimal values of the dual prices or reduced costs. If you recall, the dual prices on rows are, effectively, shadow prices that tell us at what price we should be willing to buy (or sell) our resources for. The dual prices do not, however, tell us what *quantity* we should be willing to buy (or sell) at the dual price. This information is obtained from the allowable increases and decreases on the right-hand side coefficients for the row. So, for our example, the dual prices and reduced costs will remain constant as long as the right-hand side of row *ALIM* falls within the range [20,120], the right-hand side of *CLIM* is greater-than-or-equal-to 30, and the right-hand side of *JOINT* is in [60,160].

Note: We preceded all the constraints in our model with a name enclosed in square brackets. This is an important practice if you wish to generate range reports. If you do not name your constraints, LINGO assigns them a name that corresponds to the internal index of the constraint. This internal index will not always correspond to the order of the constraint in the text of the original model. So, to make the *Right-hand Side Ranges* section of range reports meaningful, be sure to name all your constraints (See page 28 for details on assigning constraint names).

If a variable is nonlinear in the objective, its value in the *Current Coefficient* column will be displayed as *NONLINEAR*. Similarly, if a row is nonlinear, the value in the *Current RHS* column will be displayed as *NONLINEAR*.

Coefficients that can be increased or decreased indefinitely will display a range of *INFINITY*.

Fixed variables are substituted out of a model and will not appear in a range report. Rows that contain only fixed variables are also substituted out of models, and will also not appear in range reports. As an example, suppose we changed the following inequality in our sample model from:

[ALIM] A <= 60;

to the equality:

[ALIM] A = 60;

LINGO can now solve directly for the value of *A*. The variable *A* is considered fixed, as is the row *ALIM* (since it contains no optimizable variables). Given this, the variable *A* will no longer appear in the *Objective Coefficient Ranges* section of the range report, and the row *ALIM* will not appear in the *Right-hand Side Ranges* section. We can verify this by examining the updated range report:

Ranges in which the basis is unchanged:

Objective Coefficient Ranges			
Variable	Current	Allowable	Allowable
	Coefficient	Increase	Decrease
C	30.00000	INFINITY	30.00000

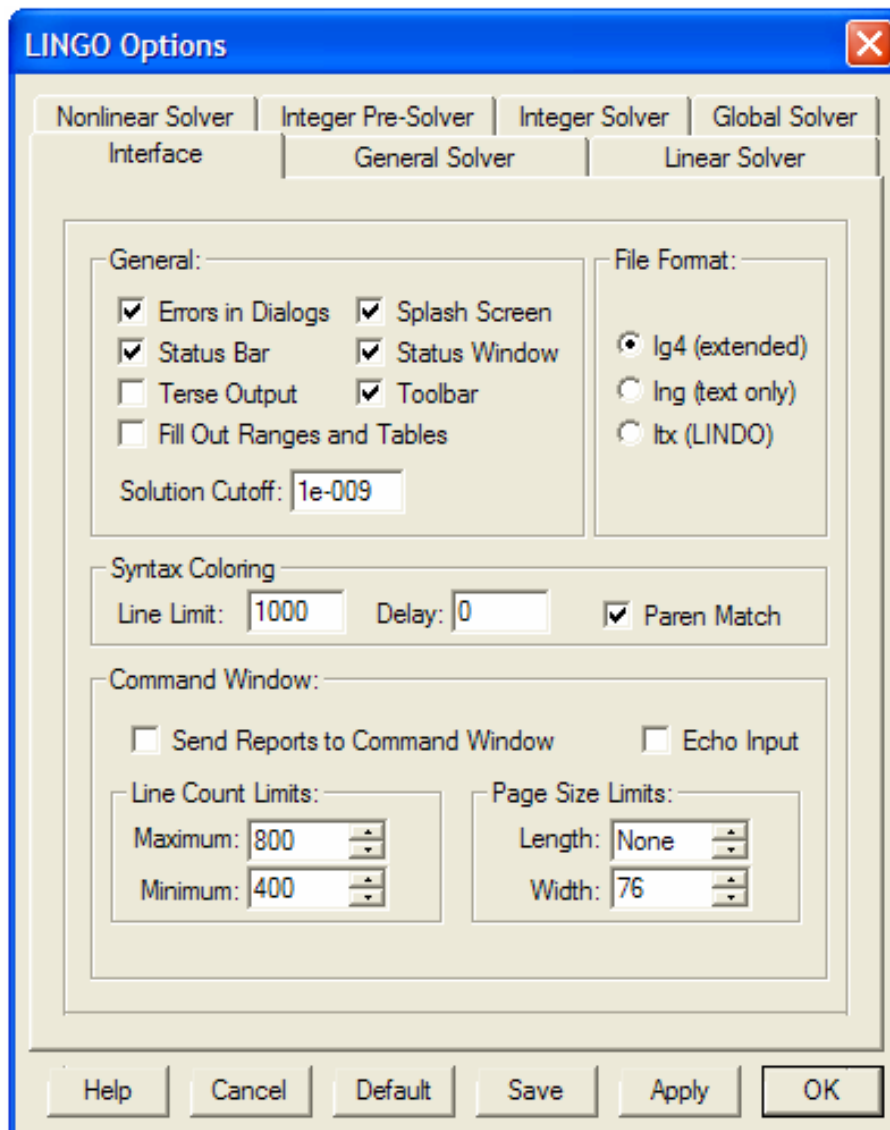
Right-hand Side Ranges			
Row	Current	Allowable	Allowable
	RHS	Increase	Decrease
CLIM	50.00000	INFINITY	20.00000
JOINT	60.00000	40.00000	60.00000

Note: LINGO maintains the range report for only one model in memory. This is the report for the window that you last issued the *LINGO|Solve* command for. If you try to issue the *Range* command for a window that LINGO does not currently have range information for, you will receive an error message. If you plan to work with two or more models that take a long time to solve, be sure to save copies of your range reports to disk, so you can refer to them later without having to re-solve your models.

LINGO|Options

**Ctrl+I**

Use the *LINGO|Options* command to change a number of parameters that affect LINGO's user interface, as well as the way LINGO solves your model. When issuing the *Options* command, you will be presented with the following dialog box:



Set these parameters to your personal preference and press the *Apply* button to set them for the extent of the current LINGO session. The currently selected settings are also applied when you click the *OK* button, with the one difference being that the *OK* button closes the dialog box. If you would like the current parameter settings to be maintained for use in subsequent LINGO sessions, click the *Save* button. The original default settings can be restored at any time by clicking the *Default* button.

There are seven tabs in the *Options* dialog box:

- ◆ *Interface*,
- ◆ *General Solver*,
- ◆ *Linear Solver*,
- ◆ *Nonlinear Solver*,
- ◆ *Integer Pre-Solver*
- ◆ *Integer Solver*, and
- ◆ *Global Solver*.

The first time you run the *Options* command during a session, the *Interface* tab will be selected. The *Interface* and *General Solver* tabs contain options of interest to most users. The remaining tabs (*Linear Solver*, *Nonlinear Solver*, *Integer Pre-Solver*, *Integer Solver*, and *Global Solver*) contain advanced options that tend to be of interest primarily to the expert user. Follow the links above for more details on the options available under each tab.

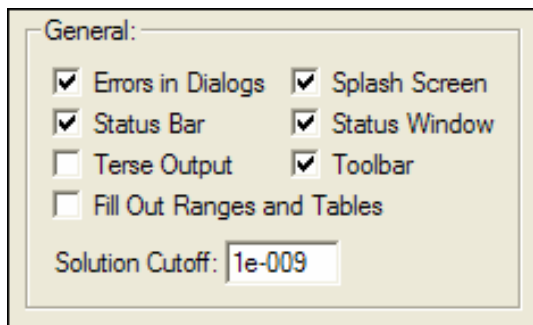
Note: LINGO uses the LINDO API as its solver engine. The LINDO API has a wealth of advanced parameter settings to control its various solvers. Most of the more relevant parameters may be set through the *LINGO|Options* command. However, some of the more advanced parameters must be set using the *APISET* command.

Interface Tab

The *Interface* tab on the *Options* dialog box (shown above) can be used to control the appearance of LINGO, LINGO's output, and the default file format.

General Box

The *General* box on the *Interface* tab:



allows you to set the following general options:

- ◆ *Errors In Dialogs*,
- ◆ *Splash Screen*,
- ◆ *Status Bar*,
- ◆ *Status Window*,
- ◆ *Terse Output*,
- ◆ *Toolbar*
- ◆ *Fill Out Ranges and Tables*, and
- ◆ *Solution Cutoff*.

Errors In Dialogs

If the *Errors In Dialogs* box is checked, LINGO will display error messages issued by the solver in a modal dialog box. This dialog box must be cleared before LINGO proceeds with any other operation. In some instances, you may have LINGO embedded in other applications, where it may not be desirable, or possible, to have users clearing error dialogs. By unchecking this option, LINGO will route the solver's error messages to the report window, where they will be displayed, and no user intervention will be required to clear the messages.

The default is for solver errors to be displayed in dialog boxes.

Note: This option allows you to route only those error messages generated by LINGO's solver to the report window. Error messages displayed by LINGO's interactive front-end will always be posted in dialog boxes.

Splash Screen

If the *Splash Screen* box is checked, LINGO will display its splash screen each time it starts up. The splash screen lists the release number of LINGO and the software's copyright notice. If you disable this option, LINGO will not display the splash screen.

The default is for the splash screen to be displayed.

Status Bar

If the *Status Bar* box is checked, LINGO displays a status bar along the bottom of the main frame window. Among other things, the status bar displays the time of day, location of the cursor, menu tips, and the current status of the program. To remove the status bar from the screen, clear the *Status Bar* checkbox.

The default is for LINGO to display the status bar.

Status Window

If the *Status Window* box is checked, LINGO displays a *solver status window* whenever you issue the *LINGO|Solve* command. This window resembles the following:

LINGO Solver Status [LINGO1]

Solver Status		Variables	
Model Class:	IP	Total:	2
State:	Global Optimum	Nonlinear:	0
Objective:	0	Integers:	0
Infeasibility:	0	Constraints	
Iterations:	2	Total:	4
Extended Solver Status		Nonlinear:	0
Solver Type	. . .	Nonzeros	
Best Obj:	. . .	Total:	6
Obj Bound:	. . .	Nonlinear:	0
Steps:	. . .	Generator Memory Used (K)	
Active:	. . .	3	
		Elapsed Runtime (hh:mm:ss)	
		00 : 00 : 00	
Update interval: 2		<input type="button" value="Interrupt Solver"/> <input type="button" value="Close"/>	

The solver status window is useful for monitoring the progress of the solver and the dimensions of your model. It is updated every n seconds, where n is the value in the *Update interval* field in the lower right corner of the window. For a detailed description of the various fields in the solver status window, see the section *Solver Status Window* in Chapter 1, *Getting Started with LINGO*.

Terse Output

If the *Terse Output* box is checked, LINGO is in terse mode and suppresses solution reports after models are solved. In terse mode, LINGO also suppresses Export Summary Reports generated when exporting data to spreadsheets or databases.

The default is for LINGO to be in verbose mode.

Toolbar

If the *Toolbar* box is checked, LINGO displays its command toolbar containing buttons, which act as shortcuts to various commands contained in the LINGO menu. For definitions of the buttons on the toolbar, please see the section *The Toolbar* at the beginning of this chapter. If the *Toolbar* checkbox is unchecked, LINGO does not display its toolbar.

The default is for LINGO to display its toolbar.

Fill Out Ranges and Tables

LINGO can export a model's solution to Excel and databases. When exporting to Excel, LINGO sends solutions to user defined ranges in a workbook. Solutions exported to a database are sent to tables within the database. In either case, the target range or table may contain more space for values than you are actually exporting. In other words, there may be cells at the end of ranges or records at the end of tables that will not be receiving exported values from LINGO. The *Fill Out Ranges and Tables* option determines how these extra cells and records are treated.

When the *Fill Out Ranges and Tables* option is enabled, LINGO overwrites the extra values. Conversely, when the option is not enabled, LINGO leaves the extra values untouched.

Fill Out Ranges and Tables is disabled by default.

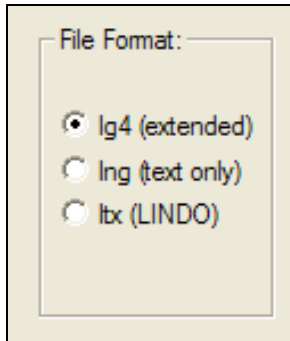
Solution Cutoff

On occasion, due to roundoff error, some of the values returned by LINGO's solver will be very small (less than $1e-10$). In reality, the true values of these variables are either zero or so small as to be of no consequence. These tiny values can be distracting when interpreting a solution report. The *Solution Cutoff* parameter can be used to suppress small solution values. Any solution value less-than-or-equal-to *Solution Cutoff* will be reported as being zero.

The default value for *Solution Cutoff* is $1e-9$.

File Format Box

The *File Format* box on the *Interface* tab:



is used to select the default file format that LINGO uses to save models to disk. There are three different formats to choose from: *LG4*, *LNG*, or *LTX*.

The *LG4* format is a binary format readable only by LINGO. This format enables you to have custom formatting, fonts in your models, and to use LINGO as an OLE server and container. Files saved in the *LG4* format are readable only by Windows versions of LINGO.

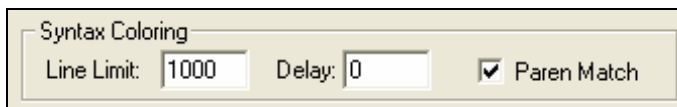
The *LNG* format is a text-based format. Thus, models saved in the *LNG* format can be read into other applications. *LNG* format models are transferable to other platforms running LINGO. Models saved in *LNG* format cannot contain custom formatting or embedded objects.

LTX files are model files that use the LINDO syntax. Longtime LINDO users may prefer LINDO syntax over LINGO syntax. LINDO syntax is convenient for quickly entering small to medium sized linear programs. As long as a file has an extension of *.ltx*, LINGO will assume that the model is written using LINDO syntax. Readers interested in the details of LINDO syntax may contact LINDO Systems to obtain a LINDO user's manual.

The default file format is *LG4*.

Syntax Coloring Box

The *Syntax Coloring* box on the *Interface* tab:



is used to control the syntax coloring capability in LINGO's editor. LINGO's editor is "syntax aware". In other words, when it encounters LINGO keywords, it displays them in blue. Comments are displayed in green and all remaining text is displayed in black. Matching parentheses are also highlighted in red when you place the cursor immediately following a parenthesis.

Line Limit

Syntax coloring can take a long time if you have very large files. The *Line Limit* field sets the maximum acceptable file size for syntax coloring. Files with line counts exceeding this parameter will not be syntax colored.

Setting this parameter to 0 will disable the syntax coloring feature. The default line limit is 1000 lines.

Delay

The *Delay* field sets the number of seconds LINGO waits after the last keystroke was typed before re-coloring modified text. Users on slower machines may want to set this higher to avoid having syntax coloring interfere with typing. Users on faster machines may want to decrease this value, so text is re-colored quickly.

The default is 0 seconds.

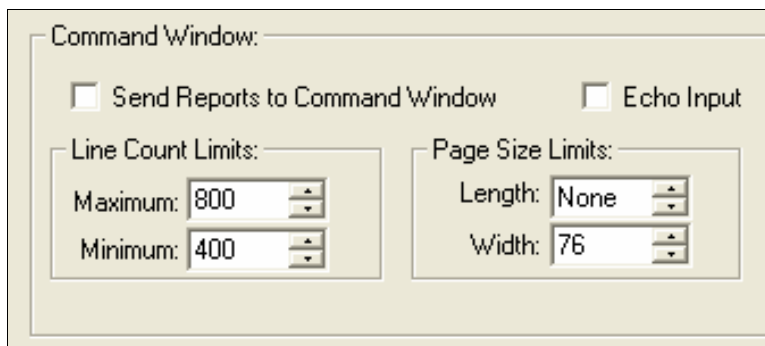
Paren Match

If the *Paren Match* box is checked, LINGO will highlight matching parentheses in red when you place the cursor immediately following a parenthesis. In other words, by placing the cursor immediately after one of the parentheses of interest, you will notice that the color of the parenthesis changes from black to red. LINGO will simultaneously display the matching parenthesis in red. These parentheses will remain displayed in red until you move the cursor to another position, at which point they will be returned to a black color.

The default is for parenthesis matching to be enabled.

Command Window Box

The *Command Window* box on the *Interface* tab:



The screenshot shows a dialog box titled "Command Window:". It contains two checkboxes: "Send Reports to Command Window" and "Echo Input", both of which are unchecked. Below these are two sections: "Line Count Limits:" and "Page Size Limits:". The "Line Count Limits:" section has two spinners: "Maximum:" set to 800 and "Minimum:" set to 400. The "Page Size Limits:" section has two spinners: "Length:" set to "None" and "Width:" set to 76.

is used to customize the configuration of LINGO's command window.

LINGO's command window can be opened by using the *Window|Command Window* command. This gives the user a command-line interface to LINGO. This interface is identical to ones used by LINGO on platforms other than Windows. The command window is also useful for testing LINGO command scripts. For more information on the commands available under LINGO's command-line interface, refer to Chapter 6, *Command-line Commands*.

Send Reports to Command Window

If the *Send Reports to Command Window* box is checked, LINGO will send any reports it generates to the command window rather than to individual report windows. This is useful if you'd like to have two or more LINGO generated reports contained in a single window.

The default is to not send reports to the command window.

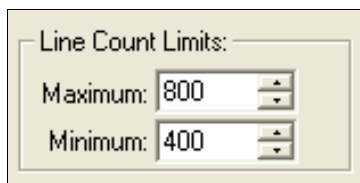
Echo Input

When you run a LINGO command script with *File|Take Commands*, the commands LINGO processes are normally not displayed. If the *Echo Input* box is checked, processed commands will be displayed in the command window. This can be a useful feature when you are trying to develop and debug a LINGO command script.

The default is to not echo input.

Line Count Limits

The *Line Count Limits* box on the *Interface* tab:



is used to control the total number of output lines that can be stored in the command window.

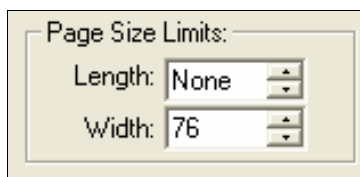
When LINGO sends output to the command window, it places it at the bottom of the window. All previous output is scrolled up to make way for the new output. The *Maximum* field sets the maximum number of output lines allowed in the command window. When LINGO hits this limit, it starts removing lines from the top of the command window until there are n lines left, where n is the value of the *Minimum* field.

In general, output to the command window will become slower as the maximum and minimum line counts are increased, or the difference between the maximum and minimum is decreased. If you have a long session you need to save, you can use the *File|Log Output* command to log all command window output to disk.

The default value for *Line Count Limits* is 800 lines maximum and 400 lines minimum.

Page Size Limits

The *Page Size Limits* box on the *Interface* tab:



is used to control the page length and width of the command window.

If you would like LINGO to pause after a certain number of lines have been written to the command window, you can do so by setting the *Length* field in the *Page Size Limits* box. When LINGO hits this limit, it will display the following button on your screen:

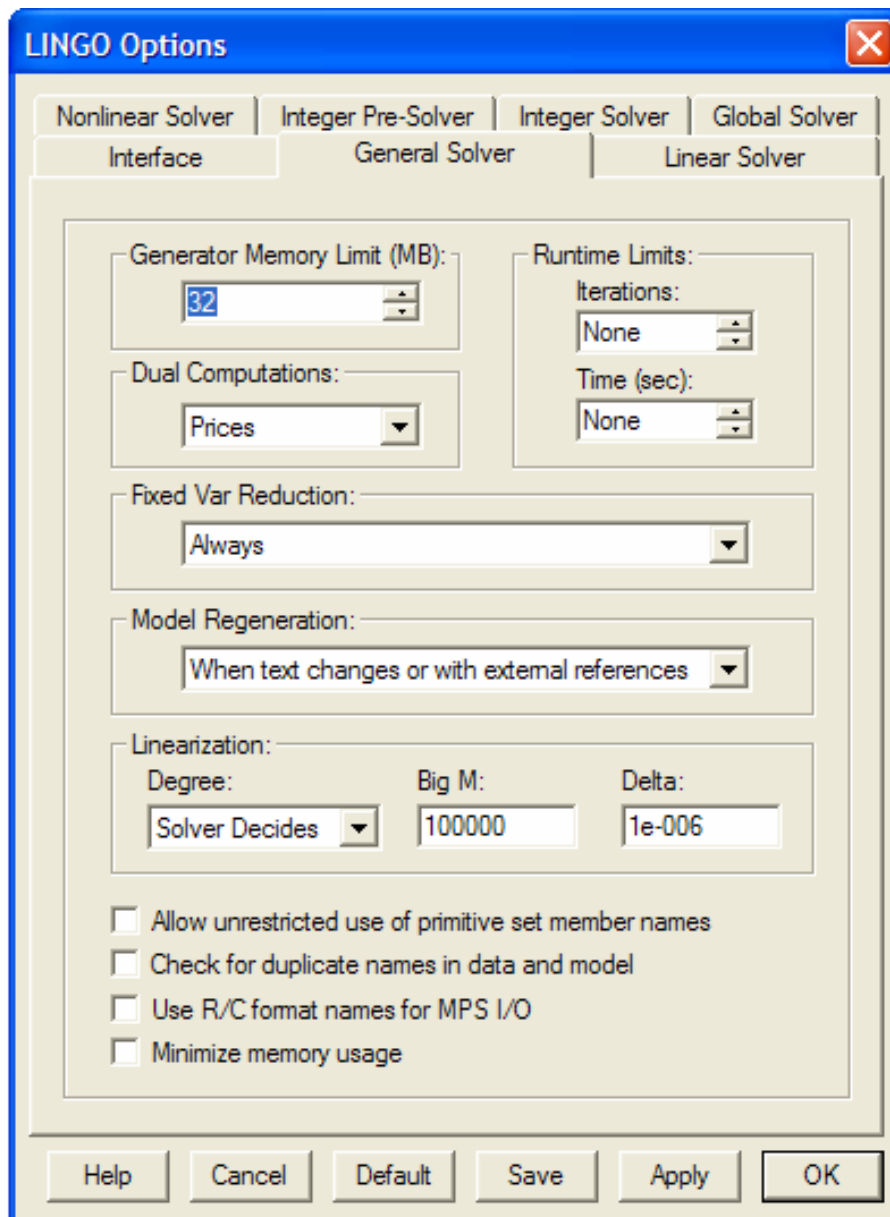


LINGO will wait until you press the *More* button to display any subsequent output in the command window. The default is *None*, meaning no page length limit is imposed.

When LINGO generates reports, it limits output lines to a certain width. In some reports, lines will be wrapped, so they fall within the line limit. In other reports, lines may be truncated. Because LINGO concatenates variable names in performing set operations, a variable name such as *SHIPMENTS(WAREHOUSE1, CUSTOMER2)* may result. This could be truncated in a solution report if too narrow an output width is used. You can control this line width limit through the *Width* field of the *Page Size Limits* box. You may set it anywhere between 64 and 200, with the default being 76.

General Solver Tab

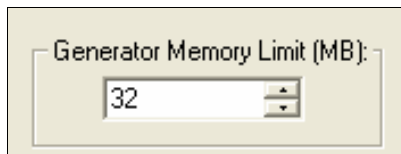
The *General Solver* tab on the *Options* dialog box, shown here:



can be used to control several general parameters related to the functioning of LINGO's solver.

Generator Memory Limit Box

The *Generator Memory Limit* box on the *General Solver* tab:



is used to control the amount of memory set aside to use as workspace for generating a model.

Large models may run out of generator memory when you attempt to solve them. In this case, you will receive the error message, “The model generator ran out of memory”. To avoid this error, increase the amount of memory in the *Generator Memory Limit* field. You will then need to click the *Save* button and restart LINGO. Since LINGO sets aside this memory when it starts, changes in LINGO's generator memory limit *are not established* until you restart the program.

To determine exactly how much generator memory LINGO was able to successfully allocate, run the *Help|About LINGO* command. The *About LINGO* dialog box displays the amount of generator memory allocated at startup.

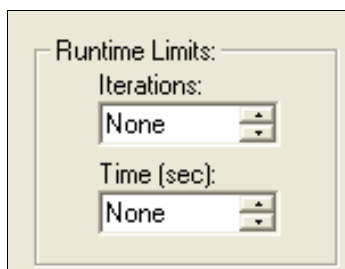
The memory allocated to LINGO's generator will not be available to the various solver engines contained in LINGO. Thus, you should not allocate overly excessive amounts of memory to the generator.

If you set LINGO's generator memory limit to *None*, LINGO will allocate all available memory when it starts up. This is not a recommended practice. The default size for the workspace is 32Mb.

Note: By setting LINGO's generator memory limit abnormally high, both LINGO and Windows will resort to swapping virtual memory to and from the hard drive, which can slow down your machine dramatically and result in poor performance. In general, set the memory allocation to a level high enough to comfortably handle your largest models, but not too much higher than that. You can view the amount of memory used in the allotted workspace at any time by opening the solver status window and examining the *Generator Memory Used* field.

Runtime Limits Box

The *Runtime Limits* box on the *General Solver* tab:



is used to control the length of time the solver spends on your model.

The first field, *Iterations*, allows you to place an upper limit on the number of iterations the solver will perform. An *iteration* is the fundamental operation performed by the solver. At the risk of oversimplification, it is a process that involves forcing a variable, currently 0, to become nonzero until some other variable is driven to zero, improving the objective as we go. In general, larger models will take longer to perform an iteration and nonlinear models will take longer than linear models. The default iteration limit is *None*, meaning no limit is imposed on the iteration count.

The second field in the *Runtime Limits* box, *Time (sec)*, is a limit on the amount of elapsed time the solver is allowed when optimizing a model. The default time limit is *None*, meaning no limit is imposed on the length of time the solver can run.

If the solver hits either of these limits, it returns to normal command mode. If the model contains integer variables, LINGO will restore the best solution found so far. You may need to be patient, however, because the solver may have to perform a fair amount of work to reinstall the current best solution after it hits a runtime limit.

Note: When the solver is interrupted, the only time it will return a valid solution is when the model contains integer variables and an incumbent integer solution exists. In which case, the solver backtracks to the incumbent solution before exiting. Interrupting a model without integer variables will result in an undefined solution. Interrupting a model with integer variables but no incumbent solution will also return an undefined solution.

Dual Computations Box

The *Dual Computations* box on the *General Solver* tab:



is used to control the level of dual computations performed by the solver.

The choices for this option are:

- ◆ *None*,
- ◆ *Prices*
- ◆ *Prices and Ranges*, and
- ◆ *Prices Opt Only*.

When the *None* option is selected, LINGO does not compute any dual and range information. This option yields the fastest solution times, but is suitable only if you don't require any dual information. In fact, the *LINGO|Range* command will not execute when dual computations are turned off.

When the *Prices* option is selected, LINGO computes dual values, but not the ranges on the duals. When *Prices & Ranges* is selected, LINGO computes both dual prices and ranges

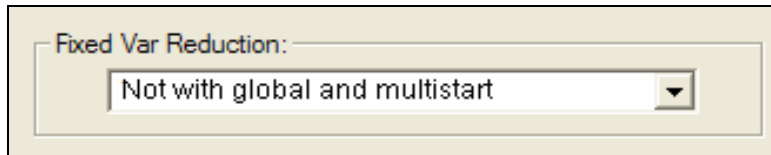
When the *Prices, Opt Only* option is selected, LINGO computes dual values on the optimizable rows only—fixed rows simply receive a dual value of 0. Ranges are also not computed under this option. This can be a useful option if LINGO is spending a lot of time in the “Computing Duals...” phase of the solution process. This phase is devoted to the computation of dual values on the fixed rows.

LINGO defaults to the *Prices* option (computing all the dual prices but not ranges.)

Note: If solution times are a concern, you should avoid unnecessarily enabling range computations.

Fixed Var Reduction

The *Fixed Var Reduction* box on the *General Solver* tab:



is used to control the degree to which fixed variables are substituted out of the ultimate math program passed to the solver engines.

For example, consider the model:

```
MAX= 20*X + 30*Y + 12*Z;
X = 2*Y;
X + Y + Z <= 110;
Y = 30;
```

If we run the *LINGO|Generate* command, we see that LINGO is able to reduce this model down to the equivalent, but smaller model:

```
MAX= 12 * Z + 2100;
Z <= 20;
```

From the third constraint of the original model it is obvious that *Y* is fixed at the value 30. Plugging this value for *Y* into the first constraint, we can conclude that *X* has a value of 60. Substituting these two fixed variables out of the original formulation yields the reduced formulation above.

In most cases, substituting out fixed variables yields a smaller, more manageable model. In some cases, however, you may wish to avoid this substitution. An instance in which you might want to avoid substitution would be when equations have more than one root. When multiple roots are present, reduction may select a suboptimal root for a particular equation. On the other hand, the global and multistart solvers are adept at handling equations containing multiple roots. Thus, when using these solvers one may wish to forgo fixed variable reduction.

The available options are:

- ◆ *None*,
- ◆ *Always*, and
- ◆ *Not with global and multistart*.

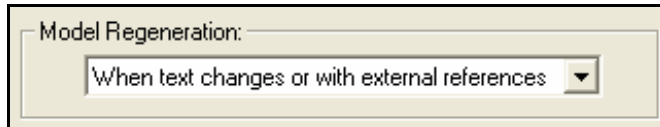
Selecting *None* disables all fixed variable reduction. Selecting *Always* enables reduction. When *Not with global and multistart* is selected, LINGO disables reduction whenever either the global or multistart solvers are selected, otherwise reduction is performed.

Note: You should be careful when turning off fixed variable reduction. If the model generator is unable to substitute out fixed variables, you may end up turning a linear model into a more difficult nonlinear model.

LINGO defaults to selecting *Not with global and multistart* for fixed variable reduction.

Model Regeneration Box

The *Model Regeneration* box on the *General Solver* tab:



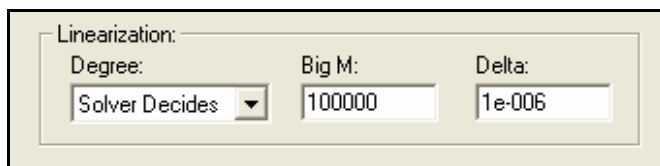
is used to control the frequency with which LINGO regenerates a model. Commands that will trigger the model generator are *LINGO|Solve*, *LINGO|Generate*, *LINGO|Model Statistics*, *LINGO|Picture*, *LINGO|Debug*, and *File|Export File*.

The choices available under this option are:

- ◆ *Only when text changes* - LINGO regenerates a model only when a change has been made to the model's text since the last generation took place.
- ◆ *When text changes or with external references* – (default) LINGO regenerates whenever a change is made to the model text or when the model contains references to external data sources (e.g., text files, databases, or spreadsheets).
- ◆ *Always* - LINGO *always* regenerates the model each time information regarding the generated model is needed.

Linearization

The *Linearization* box on the *General Solver* tab:



controls the linearization option in LINGO. Many nonlinear operations can be replaced by linear operations that are mathematically equivalent. The ultimate goal is to replace all the nonlinear operations in a model with equivalent linear ones, thereby allowing use of the faster and more robust linear solvers. We refer to this process as linearization. For more information on linearization, please refer to the *Linearization* section in Chapter 13, *On Mathematical Modeling*. *Degree* determines the extent to which LINGO will attempt to linearize models. The available options are:

- ◆ *Solver Decides*
- ◆ *None*
- ◆ *Low*, and
- ◆ *High*

Under the *None* option, no linearization occurs. With the *Low* option, LINGO linearizes *@ABS()*, *@MAX()*, *@MIN()*, *@SMAX()*, and *@SMIN()* function references along with any products of binary and continuous variables. The *High* option is equivalent to the *Low* option plus LINGO will linearize all logical operators (*#LT#*, *#LE#*, *#EQ#*, *#GT#*, *#GE#*, and *#NE#*). Under the *Solver Decides* option, LINGO will do maximum linearization if the number of variables is less-than-or-equal-to 12. Otherwise, LINGO will not perform any linearization. LINGO defaults to the *Solver Decides* setting.

The *Delta Coefficient* is a tolerance indicating how closely you want the additional constraints added as part of linearization to be satisfied. Most models won't require any changes to this parameter. However, some numerically challenging formulations may benefit from increasing *Delta* slightly. LINGO defaults to a *Delta* of 1.e-6.

When LINGO linearizes a model, it will add *forcing constraints* to the mathematical program generated to optimize your model. These forcing constraints are of the form:

$$f(\text{Adjustable Cells}) = M \cdot y$$

where *M* is the *Big M Coefficient* and *y* is a 0/1 variable. The idea is that if some activity in the variables is occurring, then the forcing constraint will drive *y* to take on the value of 1. Given this, if we set the *Big M* value to be too small, we may end up with an infeasible model. Therefore, the astute reader might conclude that it would be smart to make *Big M* quite large, thereby minimizing the chance of an infeasible model. Unfortunately, setting *Big M* to a large number can lead to numerical stability problems in the solver resulting in infeasible or sub-optimal solutions. So, getting a good value for the *Big M Coefficient* may take some experimentation.

As an example of linearization, consider the following model:

```

model:
sets:
    projects: baths, sqft, beds, cost, est;
endsets

data:
projects,      beds,  baths, sqft,      cost =
p1             5      4      6200      559608
p2             2      1      820       151826
p3             1      1      710       125943
p4             4      3      4300      420801
p5             4      2      3800      374751
p6             3      1      2200      251674
p7             3      2      3400      332426
;
enddata

min = @max( projects: @abs( cost - est));

@for( projects:
    est = a0 + a1 * beds + a2 * baths + a3 * sqft
);

end

```

Model: COSTING

This model estimates the cost of home construction jobs based on historical data on the number of bedrooms, bathrooms, and square footage. The objective minimizes the maximum error over the sample project set. Both the *@MAX()* and *@ABS()* functions in the objective are non-smooth nonlinear

functions, and, as a result, can present problems for LINGO's default, local search NLP solver. Running the model under the default settings with linearization disabled, we get the following result:

Local optimal solution found at step:			91
Objective value:			3997.347
Variable	Value	Reduced Cost	
A0	37441.55	0.000000	
A1	27234.51	0.000000	
A2	23416.53	0.000000	
A3	47.77956	0.000000	

Enabling linearization and re-optimizing yields the substantially better solution:

Global optimal solution found at step:			186
Objective value:			1426.660
Variable	Value	Reduced Cost	
A0	46814.64	0.000000	
A1	22824.18	0.000000	
A2	16717.33	0.000000	
A3	53.74674	0.000000	

Note that the maximum error has been reduced from 3,997 to 1,426!

Linearization will substantially increase the size of your model. The sample model above, in un-linearized form, has a mere 8 rows and 11 continuous variables. On the other hand, the linearized version has *51 rows, 33 continuous variables, and 14 binary variables*! Although linearization will cause your model to grow in size, you will tend to get much better solution results if the model can be converted entirely to an equivalent linear form.

Note: Linearization will be of most use when a nonlinear model can be 100% linearized. If LINGO can only linearize a portion of your model, then you may actually end up with a *more difficult* nonlinear model.

You may view the linearization components that are added to your model with the *GEN* command. We will illustrate with the following model:

```

model:
min = @abs( x - 5 ) + 4 * @abs( y -3 );
x + 2 * y <= 10;
end

```

Setting the *Linearization* option to *High* and running the *LINGO|Generate* command on this model yields the following linearized model:

```

MODEL:
  MIN= _C03 + 4 * _C07 ;
  X + 2 * Y <= 10 ;
  [_R01] - _C01 - _C02 + _C03 = 0 ;
  [_R02] _C01 - 100000 * _C04 <= 0 ;
  [_R03] _C02 + 100000 * _C04 <= 100000 ;
  [_R04] X - _C01 + _C02 = 5 ;
  [_R05] - _C05 - _C06 + _C07 = 0 ;
  [_R06] _C05 - 100000 * _C08 <= 0 ;
  [_R07] _C06 + 100000 * _C08 <= 100000 ;
  [_R08] Y - _C05 + _C06 = 3 ;
  @BND( 0, _C01, 100000) ; @BND( 0, _C02, 100000) ; @BND( 0,
    _C03, 100000) ; @BIN( _C04) ; @BND( 0, _C05, 100000) ;
    @BND( 0, _C06, 100000) ; @BND( 0, _C07, 100000) ; @BIN(
    _C08) ;
END

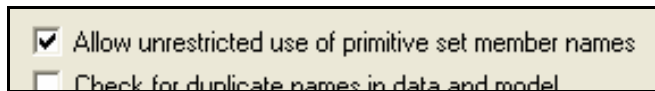
```

Columns added due to linearization have names beginning with *_C*, while linearization rows have names starting with *_R*. In this particular example, rows *_R01* through *_R08* and columns *_C01* through *_C08* were added due to linearization.

The linearization option is disabled by default.

Allow Unrestricted Use of Primitive Set Member Names Check Box

The *Allow unrestricted use of primitive set member names* checkbox on the *General Solver* tab:



allows for backward compatibility with models created in earlier releases of LINGO.

In many instances, you will need to get the index of a primitive set member within its set. Prior to release 4 of LINGO, you could do this by using the primitive set member's name directly in the model's equations. This can create problems when you are importing set members from an external source. In this case, you will not necessarily know the names of the set members beforehand. When one of the imported primitive set members happens to have the same name as a variable in your model, unintended results can occur. More specifically, LINGO will not treat such a variable as optimizable. In fact, it would treat it as if it were a constant equal to the value of the index of the primitive set member!

In short, different primitive set names can potentially lead to different results. Therefore, starting with release 4.0 of LINGO, models such as the following were no longer permitted:

```

MODEL:
SETS:
  DAYS /MO TU WE TH FR SA SU/;
ENDSETS
  INDEX_OF_FRIDAY = FR;
END

```

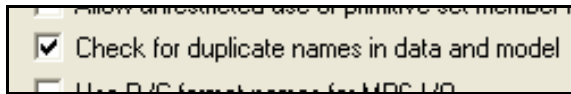
If you want the index of *FR* in the *DAYS* set, you should now use the *@INDEX* function:

```
INDEX_OF_FRIDAY = @INDEX(DAYS, FR);
```

By default, LINGO disables the use of primitive set member names.

Check for Duplicate Names Check Box

The *Check for duplicate names in data and model* checkbox on the *General Solver* tab:



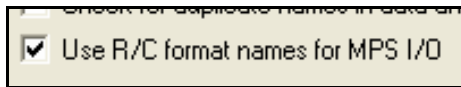
allows you to test your LINGO models from older releases for instances where primitive set members appear in the model's equations. The next time you run a model, LINGO will issue an error message if duplicate names appear as set members and as variables in the model.

Earlier releases of LINGO allowed you to use primitive set names in the equations of a model. Primitive set names in a model's equations returned the index of the set member. Starting with release 4.0, LINGO required you to use the *@INDEX* function (see the Chapter 7, *LINGO's Operators and Functions*) to get the index of a primitive set member.

By default, this option is disabled.

Use RC Format Names Check Box

The *Use R/C Format names for MPS I/O* checkbox on the *General Solver* tab:



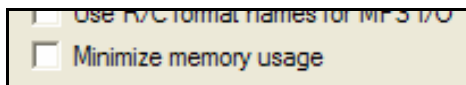
tells LINGO to convert all variable and row names to RC notation when performing MPS file format Input/Output.

RC format involves renaming each row (constraint) in a model to be *Rn*, where *n* is the row's index. Similarly, each column (variable) is renamed to *Cn*. In addition, LINGO renames the objective row to be *ROBJ*. Refer to the *Importing MPS Files* section under the *File|Open* command earlier in this chapter for a discussion of RC notation and why this option is useful.

By default, LINGO disables the use of RC format names.

Minimize Memory Usage

The *Minimize memory usage* checkbox on the *General Solver* tab:

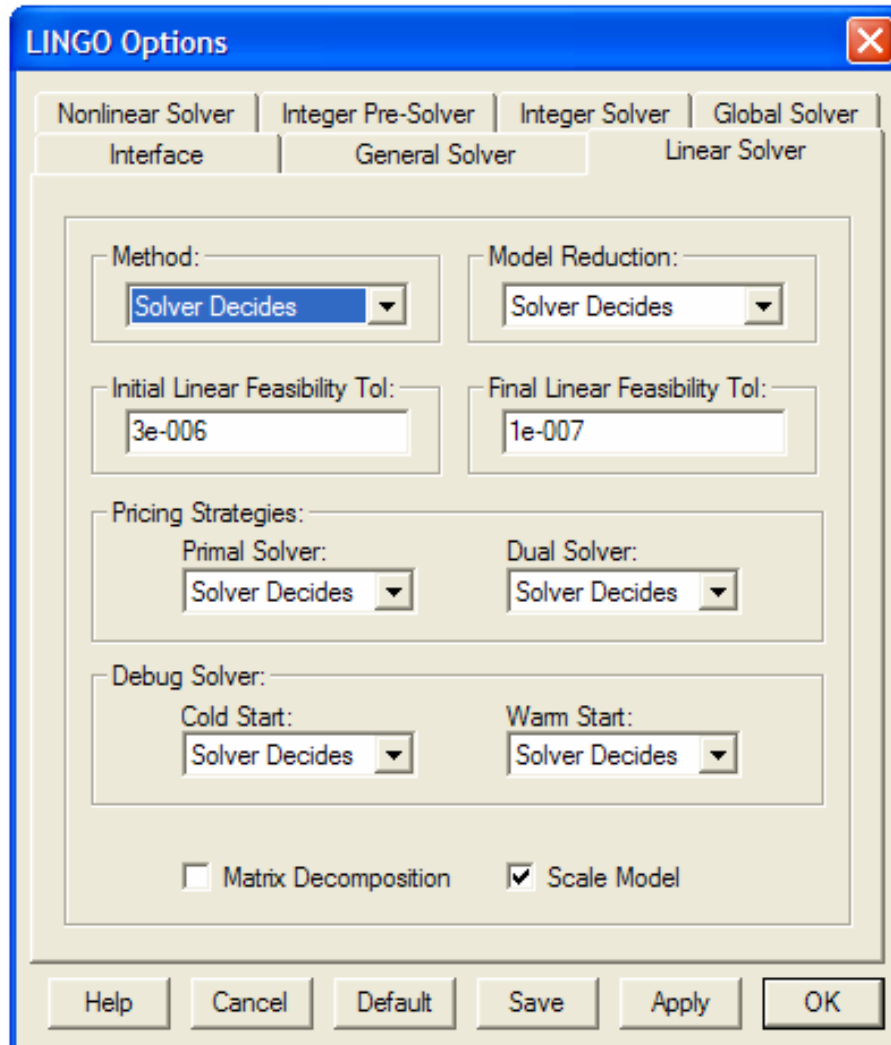


may be used to guide LINGO's memory usage. Enabling *Minimize memory usage* causes LINGO to opt for less memory usage when solving a model. The downside is that opting for less memory may result in longer runtimes.

LINGO defaults to disabling *Minimize memory usage*.

Linear Solver Tab

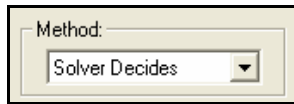
The Linear Solver tab on the Options dialog box, pictured here:



can be used to control several options, discussed below, for tailoring the operation of LINGO's linear solver. The linear solver is used on linear models and on mixed integer linear models as part of the branch-and-bound process.

Method Box

The *Method* box on the *Linear Solver* tab:



is used to control the algorithm LINGO's linear solver employs.

The current choices are:

- ◆ *Solver Decides* - LINGO selects the algorithm it determines is most appropriate.
- ◆ *Primal Simplex* - LINGO uses a primal simplex algorithm.
- ◆ *Dual Simplex* - LINGO uses a dual simplex algorithm.
- ◆ *Barrier* - LINGO uses a barrier algorithm (i.e., interior point).

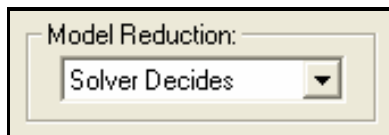
The simplex algorithm moves around the exterior of the feasible region to the optimal solution, while the interior point algorithm, *Barrier*, moves through the interior of the feasible region. In general, it is difficult to say which algorithm will be fastest for a particular model. A rough guideline is *Primal Simplex* tends to do better on sparse models with fewer rows than columns. *Dual Simplex* does well on sparse models with fewer columns than rows. *Barrier* works best on densely structured models or very large models.

The barrier solver is available only as an additional option to the LINGO package. Furthermore, if the model has any integer variables, the barrier solver will be used for solving the LP at the initial root node of the branch-and-bound tree, but may or may not be used on subsequent nodes. From a performance point-of-view, the barrier solver's impact will be reduced on integer models.

LINGO defaults to the *Solver Decides* option.

Model Reduction Box

The *Model Reduction* box on the *Linear Solver* tab:



is used to control the amount of model reduction performed by LINGO's linear solver.

Your options are:

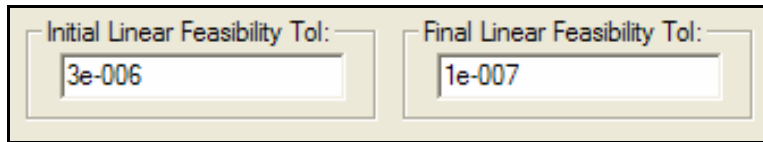
- ◆ *Off* - Disables reduction,
- ◆ *On* - Reduction is used on all models, and
- ◆ *Solver Decides* - LINGO decides whether or not to use reduction.

When this option is enabled, LINGO attempts to identify and remove extraneous variables and constraints from the formulation before solving. In certain cases, this can greatly reduce the size of the final model to be solved. Sometimes, however, reduction merely adds to solution times without trimming back much on the size of the model.

LINGO defaults to the *Solver Decides* option.

Feasibility Tolerances

The *Initial Linear Feasibility Tol.* and the *Final Linear Feasibility Tol.* boxes on the *Linear Solver* tab:



The image shows a screenshot of the 'Linear Solver' tab in a software interface. It contains two input boxes. The first box is labeled 'Initial Linear Feasibility Tol:' and contains the value '3e-006'. The second box is labeled 'Final Linear Feasibility Tol:' and contains the value '1e-007'. Both boxes have a light yellow background and a thin black border.

are used to control the feasibility tolerances for the linear solver. These tolerances are related to how closely constraints must be satisfied in linear models. In general, if your models are well formulated, you should not have to modify these tolerances. However, access to these tolerances is provided for the expert user.

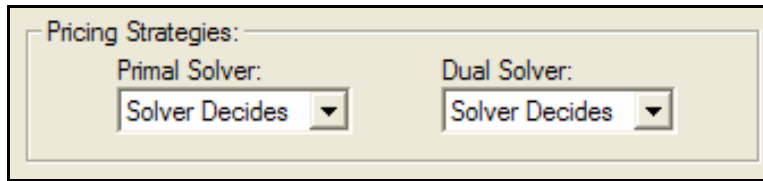
Due to the finite precision available for floating point operations on digital computers, LINGO can't always satisfy each constraint exactly. Given this, LINGO uses these two tolerances as limits on the amount of violation allowed on a constraint while still considering it "satisfied". These two tolerances are referred to as the *Initial Linear Feasibility Tolerance* (ILFT) and the *Final Linear Feasibility Tolerance* (FLFT). The default values for these tolerances are, respectively, .000003 and .0000001.

The ILFT is used when the solver begins iterating. In the early stages of the solution process, having the solver less concerned with accuracy issues can boost performance. When LINGO thinks it has an optimal solution, it switches to the more restrictive FLFT. At this stage in the solution process, you want a relatively high degree of accuracy. Thus, the FLFT should be smaller than the ILFT.

One instance where these tolerances can be of use is when LINGO returns a solution that is almost feasible. You can verify this by checking the values in the *Slack or Surplus* column in the model's solution report. If there are only a few rows with small negative values in this column, then you have a solution that is close to being feasible. Loosening (i.e., increasing) the ILFT and FLFT may help you get a feasible solution. This is particularly true in a model where scaling is poor (i.e., very large and very small coefficients are used in the same model), and the units of measurement on some constraints are such that minor violations are insignificant. For instance, suppose you have a budget constraint measured in millions of dollars. In this case, a violation of a few pennies would be of no consequence. Short of the preferred method of rescaling your model, loosening the feasibility tolerances may be the most expedient way around a problem of this nature.

Pricing Strategies Box

The *Pricing Strategies* box on the *Linear Solver* tab:



is used to control the pricing strategy used by LINGO's simplex solvers. Pricing determines the relative attractiveness of the variables during the simplex algorithm.

For the *Primal Solver*, you have the following choices:

- ◆ *Solver Decides* - LINGO selects the pricing method it believes is the most appropriate.
- ◆ *Partial* - LINGO prices out a small subset of variables at each iteration and intermittently prices out all the variables to determine a new subset of interesting variables.
- ◆ *Devex* - Devex prices out all columns at each iteration using a steepest-edge approximation (see below).

Partial pricing tends to yield faster iterations. Devex, while slower, results in fewer overall iteration and can be helpful when models are degenerate. Thus, it is difficult to determine what method is superior beforehand.

For the *Dual Solver*, you have these options:

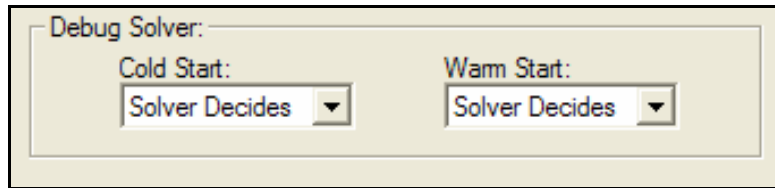
- ◆ *Solver Decides* - LINGO selects the pricing method it believes is the most appropriate.
- ◆ *Dantzig* - The dual simplex solver will tend to select variables that offer the highest *absolute* rate of improvement to the objective regardless of how far other variables may have to move per unit of movement in the newly introduced variable.
- ◆ *Steepest-Edge* - The dual solver spends a little more time selecting variables by looking at the total improvement in the objective when adjusting a particular variable.

Dantzig pricing generally yields faster iterations. However, the other variables in the model may quickly hit a bound resulting in little gain to the objective. With the steepest-edge option, each iteration will tend to lead to larger gains in the objective resulting in fewer overall iteration. However, each iteration will tend to take more compute time.

LINGO defaults to *Solver Decides* for both the primal and dual solvers.

Debug Solver

The *Debug Solver* box on the *Linear Solver* tab:



gives you control over the solver used as part of the model debugging command, *LINGO|Debug*. You may select the solver for cold starts (starting without an existing basis in memory) and warm starts (restarting from an existing basis). In either case, the available options are

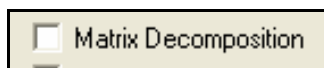
- ◆ *Solver Decides* — LINGO selects the solver it believes is the most appropriate,
- ◆ *Primal* — the primal simplex solver will be used,
- ◆ *Dual* — the dual simplex solver will be used, and
- ◆ *Barrier* — the barrier solver will be used (requires a barrier solver license).

gives you control over the solver used as part of the model debugging command, *LINGO|Debug*. You may select the solver for cold starts (starting without an existing basis in memory) and warm starts (restarting from an existing basis).

LINGO defaults to *Solver Decides* for both the cold and warm debug solver.

Matrix Decomposition

The *Matrix Decomposition* box on the *Linear Solver* tab:



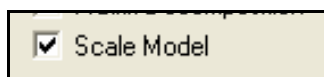
allows you to enable the matrix decomposition feature.

Many large-scale linear and mixed integer problems have constraint matrices that are totally decomposable into a series of block structures. If total decomposition is possible, LINGO will solve the independent problems sequentially and report a solution for the original model, resulting in dramatic speed improvements.

LINGO defaults to not using matrix decomposition.

Scale Model Checkbox

The *Scale Model* box on the *Linear Solver* tab:



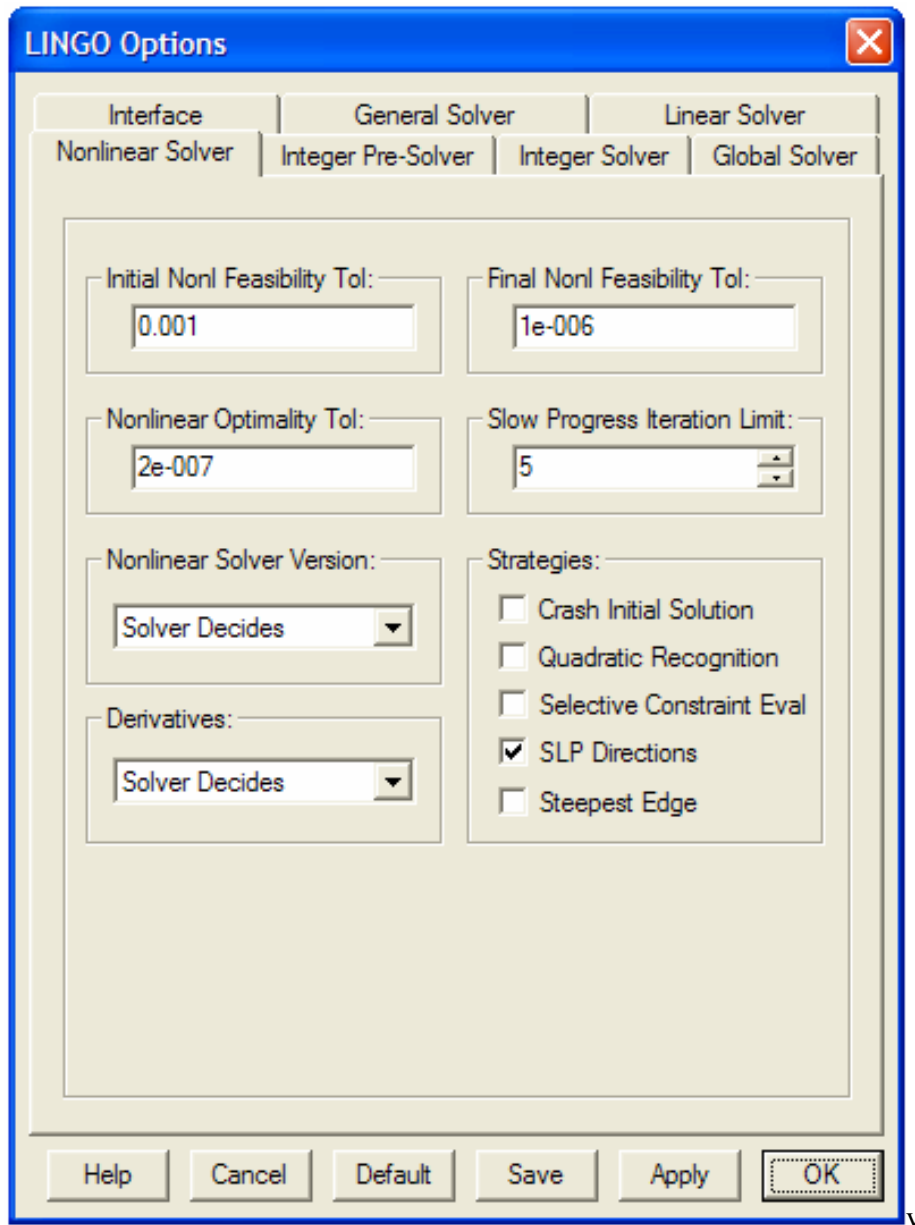
allows you to enable to matrix scaling option.

This option rescales the coefficients in the model's matrix, so the ratio of the largest to smallest coefficients is reduced. This reduces the chances of round-off error, which leads to greater numerical stability and accuracy in the linear solver.

LINGO defaults to using scaling.

Nonlinear Solver Tab

The *Nonlinear Solver* tab on the *Options* dialog box, pictured here:

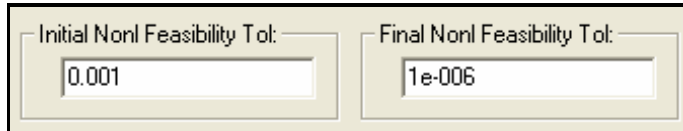


controls several options that affect the operation of LINGO's solver on nonlinear models.

Initial Nonlinear Feasibility Tolerance

Final Nonlinear Feasibility Tolerance

The *Initial Nonl Feasibility Tol* and the *Final Nonl Feasibility Tol* boxes on the *Nonlinear Solver* tab:



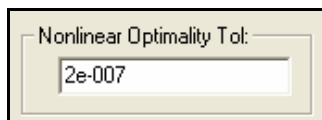
The image shows two input boxes side-by-side. The left box is labeled 'Initial Nonl Feasibility Tol:' and contains the value '0.001'. The right box is labeled 'Final Nonl Feasibility Tol:' and contains the value '1e-006'.

are used to control the feasibility tolerances for the nonlinear solver in the same manner that the *Initial Linear* and *Final Linear Feasibility Tolerance* are used by the linear solver. For information on how and why these tolerances are useful, refer to the *Feasibility Tolerances* section in the *Linear Solver Tab* section immediately above.

Default values for these tolerances are, respectively, .001 and .000001.

Nonlinear Optimality Tolerance

The *Nonlinear Optimality Tol* box on the *Nonlinear Solver* tab:



The image shows a single input box labeled 'Nonlinear Optimality Tol:' containing the value '2e-007'.

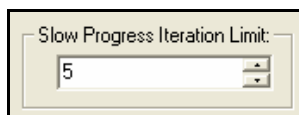
is used to control the adjustments to variables as described below.

While solving a model, the nonlinear solver is constantly computing a *gradient*. The gradient gives the rate of improvement of the objective function for small changes in the variables. If the gradient's rate of improvement computation for a given variable is less-than-or-equal-to the *Nonlinear Optimality Tolerance*, further adjustments to the variable's value are not considered to be beneficial. Decreasing this tolerance towards a limit of 0 will tend to make the solver run longer and may lead to better solutions in poorly formulated or poorly scaled models.

The default value for the *Nonlinear Optimality Tolerance* is .0000002.

Slow Progress Iteration Limit

The *Slow Progress Iteration Limit* (SPIL) box on the *Nonlinear Solver* tab:



The image shows a single input box labeled 'Slow Progress Iteration Limit:' containing the value '5'.

is used to terminate the solution process if little or no progress is being made in the objective value.

Specifically, if the objective function's value has not improved significantly in n iterations, where n is the value of SPIL, the nonlinear solver will terminate the solution process. Increasing this tolerance's value will tend to force the solver to run longer and may be useful in models with relatively "flat" objective functions around the optimal solution.

The default value for SPIL is 5 iterations.

Nonlinear Solver Version

The *Nonlinear Solver Version* box on the *Nonlinear Solver* tab:

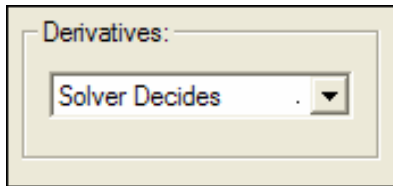
- ◆ *Solver Decides* — LINGO selects the solver (ver 2.0 in this case),
- ◆ *Ver 1.0*, and
- ◆ *Ver 2.0*.

This option is available on the off chance that the older version of the nonlinear solver performs better on a particular model.

LINGO defaults to *Solver Decides* for the nonlinear solver version.

Derivative Computation

The *Derivatives* box on the *Nonlinear Solver* tab:

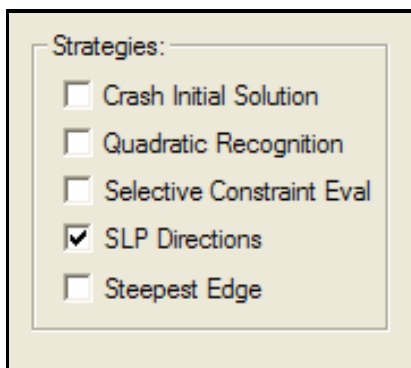


is used to control the method for computing derivatives in the nonlinear solver. There are two general methods available: *numerical* or *analytical* derivatives. *Analytical* derivatives are computed directly by symbolically analyzing the arithmetic operations in a constraint. *Numerical* derivatives are computed using finite differences. There are two types of numerical derivatives available using either *central differences* or *forward differences*. There are also two types of analytical derivatives available: *backward analytical* and *forward analytical*. Finally, a *Solver Decides* option is also available.

LINGO defaults to the *Solver Decides* setting, which presently involves LINGO using numerical derivatives with forward differences. However, analytical derivatives (particularly backward) can improve speed and precision on many nonlinear models. We suggest you try the various derivative options to see which works best for your particular models.

Strategies Box

The *Strategies* box on the *Nonlinear Solver* tab:



allows you to set the following options:

- ◆ *Crash Initial Solution*,
- ◆ *Global Solver*,
- ◆ *Quadratic Recognition*,
- ◆ *Selective Constraint Eval*,
- ◆ *SLP Directions*, and
- ◆ *Steepest Edge*.

Crash Initial Solution

If the *Crash Initial Solution* box is checked, LINGO's nonlinear solver will invoke a heuristic for generating a "good" starting point when you solve a model. If this initial point is relatively good, subsequent solver iterations should be reduced along with overall runtimes.

LINGO defaults to not crashing an initial solution.

Global Solver

If the *Global Solver* box is checked, LINGO will invoke the global solver when you solve a model. Many nonlinear models are non-convex and/or non-smooth (for more information, see Chapter 13, *On Mathematical Modeling*). Nonlinear solvers that rely on local search procedures (as does LINGO's default nonlinear solver) will tend to do poorly on these types of models. Typically, they will converge to a local, sub-optimal point that may be quite distant from the true, global optimal point. Global solvers overcome this weakness through methods of range bounding (e.g., interval analysis and convex analysis) and range reduction techniques (e.g., linear programming and constraint propagation) within a branch-and-bound framework to find the global solutions to non-convex models.

The only drawback to the global solver is that it runs considerably slower than the default local solver. Therefore, the preferred option is to always try and write smooth, convex nonlinear models, so the faster, default local solver can successfully solve them.

The global solver is disabled by default.

Quadratic Recognition

If the *Quadratic Recognition* box is checked, LINGO will use algebraic preprocessing to determine if an arbitrary nonlinear model is actually a quadratic programming (QP) model. If a model is found to be a QP model, then it can be passed to the faster quadratic solver. Note that the QP solver is not included with the standard, basic version of LINGO, but comes as part of the barrier option.

LINGO defaults to not using quadratic recognition

Selective Constraint Evaluation

If the *Selective Constraint Eval* box is checked, LINGO's nonlinear solver will only evaluate constraints on an as needed basis. Thus, not every constraint will be evaluated during each iteration. This generally leads to faster solution times, but can also lead to problems in models that have functions that are undefined in certain regions.

LINGO may not evaluate a constraint for many iterations only to find that it has moved into a region where the constraint is no longer defined. In this case, there may not be a valid point for the solver to retreat to, and the solution process terminates with an error. Turning off selective constraint evaluation eliminates these errors.

LINGO defaults to not using *Selective Constraint Eval*.

SLP Directions

If the *SLP Directions* box is checked, LINGO's nonlinear solver will use successive linear programming to compute new search directions. This technique uses a linear approximation in search computations in order to speed iteration times. In general, however, the number of total iterations will tend to rise when *SLP Directions* are used.

LINGO defaults to using *SLP Directions*.

Steepest Edge

If the *Steepest Edge* box is checked, LINGO's nonlinear solver will use the steepest-edge strategy when selecting variables to iterate on.

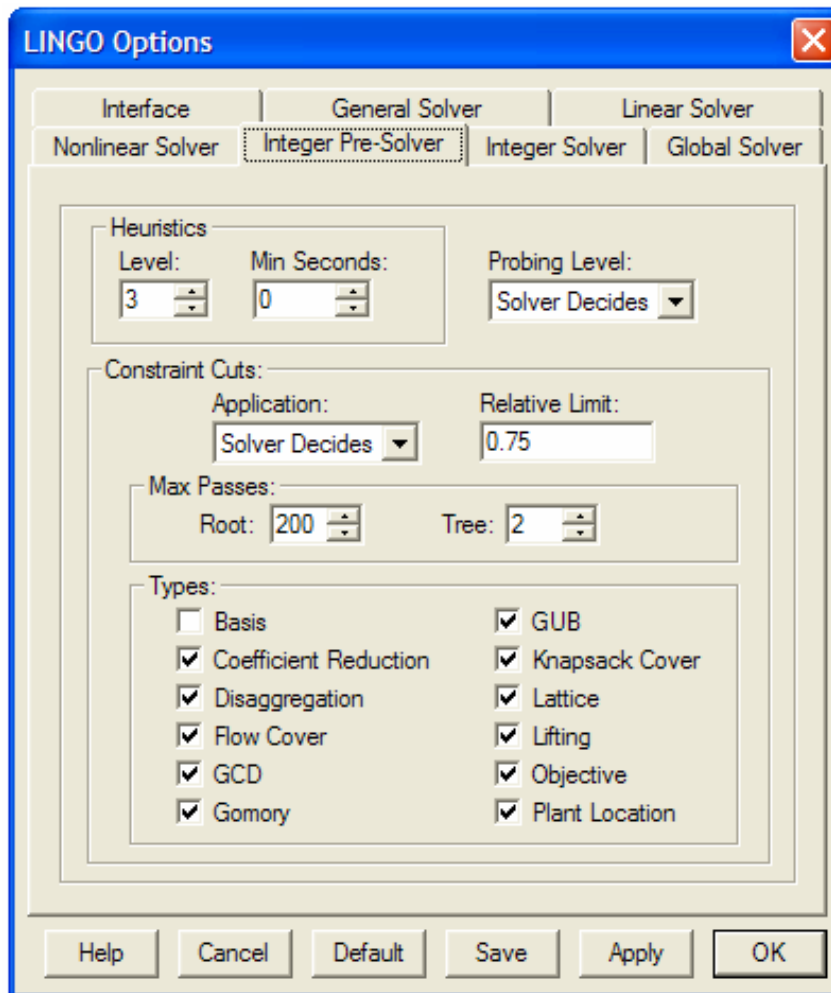
When LINGO is not in steepest-edge mode, the nonlinear solver will tend to select variables that offer the highest *absolute* rate of improvement to the objective, regardless of how far other variables may have to move per unit of movement in the newly introduced variable. The problem with this strategy is that other variables may quickly hit a bound, resulting in little gain to the objective.

With the steepest-edge option, the nonlinear solver spends a little more time in selecting variables by looking at the rate that the objective will improve *relative* to movements in the other nonzero variables. Thus, on average, each iteration will lead to larger gains in the objective. In general, the steepest-edge option will result in fewer iterations. However, each iteration will take longer.

LINGO defaults to not using the *Steepest-Edge* option.

Integer Pre-Solver Tab

The *Integer Pre-Solver* tab on the *Options* dialog box, pictured here:

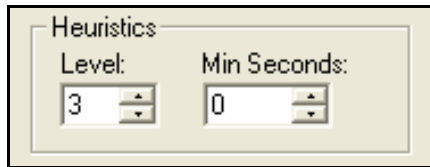


can be used to control several options for tailoring the operation of LINGO's integer programming pre-solver. The integer pre-solver does a great deal of model reformulation, so that the final formulation passed to the branch-and-bound solver may be solved as fast as possible. The reformulated model is always mathematically equivalent to the original formulation, but it is structured in such a way that it is best suited for solution by the branch-and-bound integer programming algorithm.

The integer pre-solver operates only with linear integer models (i.e., models that make use of the *@BIN* and *@GIN* functions to restrict one or more variables to integer values). Integer pre-solver option settings have no effect on nonlinear integer models.

Heuristics

The *Heuristics* box on the *Integer Pre-Solver* tab:



controls the level of integer programming heuristics used by the integer solver. These heuristics use the continuous solution at each node in the branch-and-bound tree to attempt to quickly find a good integer solution. Heuristics are only applied to linear, integer programming models. Requesting heuristics on nonlinear models and/or pure linear programs will result in no benefits.

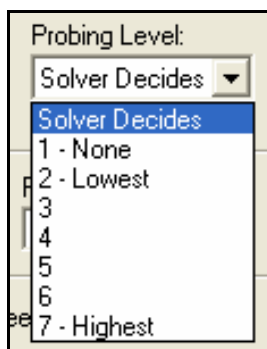
The *Level* field controls the level and number of heuristics that are applied, and may run from 0 (none) to 100 (highest level). The *Min Seconds* field specifies the minimum amount of time to spend on heuristics at each node.

The default values are 3 for *Level* and 0 for *Min Seconds*.

Probing Level

The *Probing Level* option on the *Integer Pre-Solver* tab can be used on mixed integer linear programs to perform an operation known as *probing*. Probing involves taking a close look at the integer variables in a model and deducing tighter variable bounds and right-hand side values. In many cases, probing can tighten an integer model sufficiently to speed overall solution times. In other cases, however, probing may not be able to do much tightening, and the overall solution time will increase due to the extra time spent probing.

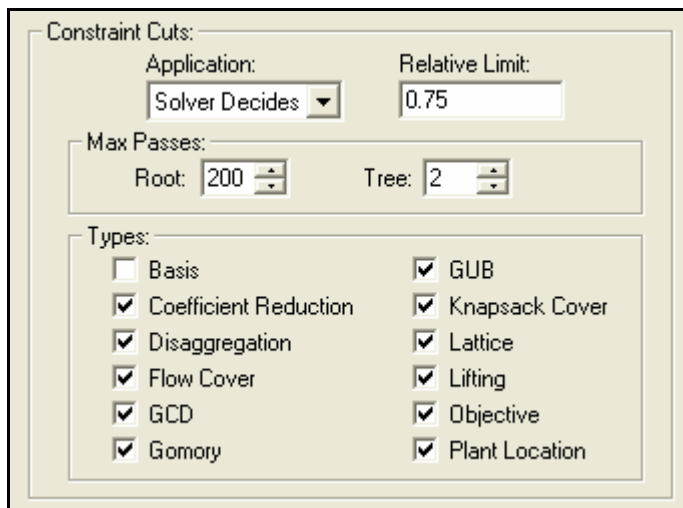
Pulling down the selection list for the *Probing Level* field:



you will see that you can choose one of eight different probing levels. A probing level of 1 means probing is disabled, while levels 2 through 7 indicate successively higher degrees of probing. The default setting for this option, *Solver Decides*, leaves the decision up to LINGO to select the probing level.

Constraint Cuts Box

The tolerances contained in the *Constraint Cuts* box on the *Integer Pre-Solver* tab:



can be used to control the solver's cut generation phase on linear models.

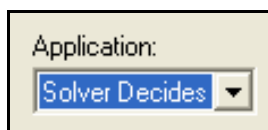
LINGO's integer programming pre-solver performs extensive evaluation of your model in order to add *constraint cuts*. Constraint cuts are used to “cut” away sections of the feasible region of the continuous model (i.e., the model with integer restrictions dropped) that are not contained in the feasible region to the integer model.

On most integer models, this will accomplish two things. First, solutions to the continuous problem will tend to be more naturally integer. Thus, the branch-and-bound solver will have to branch on fewer variables. Secondly, the bounds derived from intermediate solutions will tend to be tighter, allowing the solver to “fathom” (i.e., drop from consideration) branches higher in the branch-and-bound tree. These improvements should dramatically speed solution times on most integer models.

Note: Cuts are not applied to nonlinear models. Thus, modifying any of the tolerances in the *Constraint Cuts* box will have no bearing on nonlinear models.

Application

In the *Application* drop-down box of the *Constraint Cuts* box:



you can control the nodes in the solution tree where the branch-and-bound solver adds cuts.

If you pull down the selection list, you will find three options:

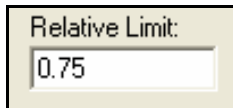
- ◆ *Root Only*,
- ◆ *All Nodes*, and
- ◆ *Solver Decides*.

Under the *Root Only* option, the solver appends cuts only at the first node, or root node, in the solution tree. With the *All Nodes* option, cuts are appended at each node of the tree. The *Solver Decides* option causes the solver to dynamically decide when it is best to append cuts at a node.

The default is to let the solver decide when to append cuts. In general, this will offer superior performance. There may be instances, however, where one of the other two options prevails.

Relative Limit

In the *Relative Limit* field of the *Constraint Cuts* box:

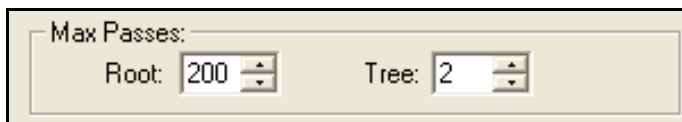
A screenshot of a software interface showing a label 'Relative Limit:' followed by a text input field containing the value '0.75'.

you can control the number of constraint cuts that are generated by the integer pre-solver. Most integer programming models benefit from the addition of some constraint cuts. However, at some point additional cuts take more time to generate than they save in solution time. For this reason, LINGO imposes a relative limit on the number of constraint cuts.

The default limit is set to .75 times the number of true constraints in the original formulation. This relative limit may be overridden by changing it in the *Relative Limit* field.

Max Passes

In the *Max Passes* box of the *Constraint Cuts* box:

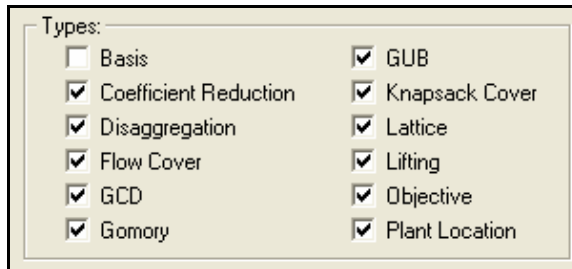
A screenshot of a software interface showing a label 'Max Passes:' followed by two spinners. The first spinner is labeled 'Root:' and has the value '200'. The second spinner is labeled 'Tree:' and has the value '2'.

you can control the number of iterative passes the integer pre-solver makes through a model to determine appropriate constraint cuts to append to the formulation. In general, the benefits of each successive pass decline. At some point, additional passes will only add to the total solution time. Thus, LINGO imposes a limit on the maximum number of passes.

The default limit is 200 passes at the root node of the branch-and-bound tree, and 2 passes at all subsequent nodes. You can override these limits by changing the values in the *Root* and *Tree* fields.

Types

The *Types* box of the *Constraint Cuts* box:



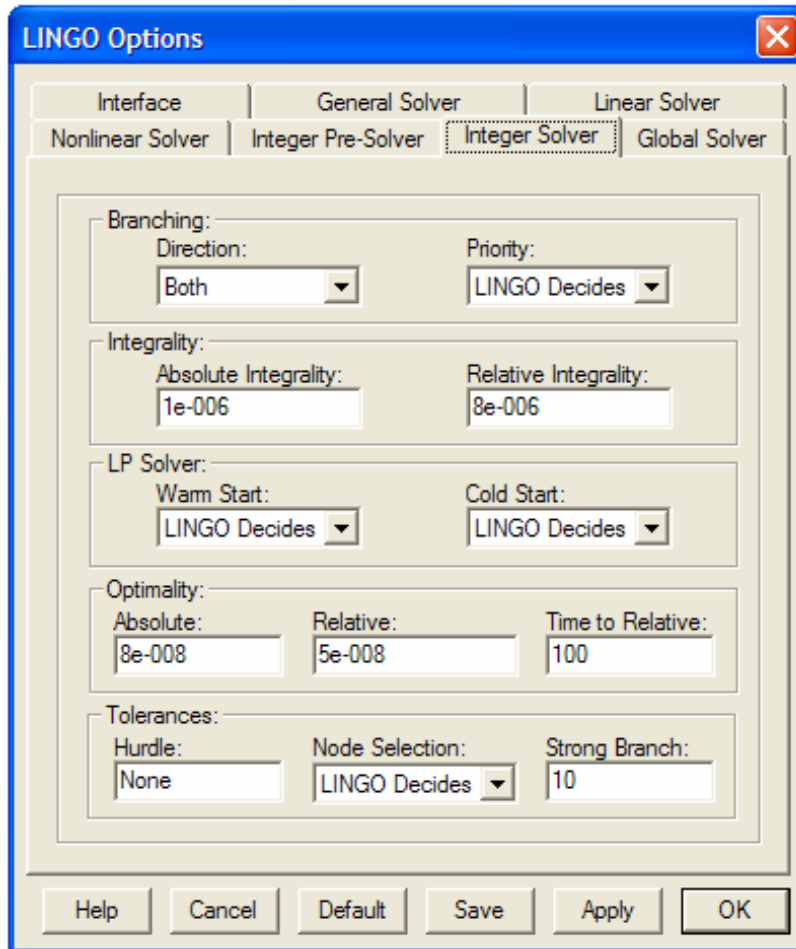
Types:	
<input type="checkbox"/> Basis	<input checked="" type="checkbox"/> GUB
<input checked="" type="checkbox"/> Coefficient Reduction	<input checked="" type="checkbox"/> Knapsack Cover
<input checked="" type="checkbox"/> Disaggregation	<input checked="" type="checkbox"/> Lattice
<input checked="" type="checkbox"/> Flow Cover	<input checked="" type="checkbox"/> Lifting
<input checked="" type="checkbox"/> GCD	<input checked="" type="checkbox"/> Objective
<input checked="" type="checkbox"/> Gomory	<input checked="" type="checkbox"/> Plant Location

is used to enable or disable the different strategies LINGO uses for generating constraint cuts. LINGO uses twelve different strategies for generating constraint cuts. The default is for all cut generation strategies to be enabled with the exception of *Basis* cuts.

It is beyond the scope of this manual to go into the details of the various strategies. Interested readers may refer to any good text on integer programming techniques. In particular, see Nemhauser and Wolsey (1988).

Integer Solver Tab

The *Integer Solver* tab on the *Options* dialog box, pictured here:



can be used to control several tolerances for tailoring the operation of LINGO's branch-and-bound solver used on integer models (i.e., models making use of the *@BIN* and *@GIN* functions to restrict one or more variables to integer values).

Branching Box

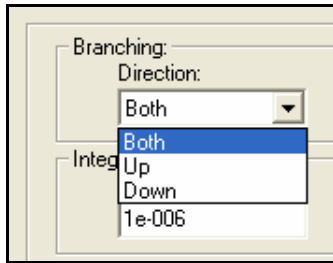
The *Branching* box on the *Integer Solver* tab contains the following two options for controlling the branching strategy used by LINGO's branch-and-bound solver:

- ◆ *Direction*, and
- ◆ *Priority*.

Direction

LINGO uses a branch-and-bound solution procedure when solving integer programming models. One of the fundamental operations involved in the branch-and-bound algorithm is *branching* on variables. Branching involves forcing an integer variable that is currently fractional to either the next greatest or the next lowest integer value. As an example, suppose there is a general integer variable that currently has a value of 5.6. If LINGO were to branch on this variable, it would have to choose whether to set the variable first to 6 or 5. The *Direction* field controls how LINGO makes this branching decision.

If you pull down the drop-down box for the *Direction* option, you'll find the following:

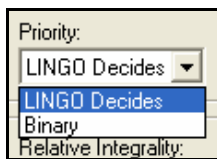


The default, *Both*, involves LINGO making an intelligent guess as to whether it should branch up or down first on each individual variable. If *Up* is selected, LINGO will always branch up first. If *Down* is selected, LINGO will always branch down first. In most cases, the *Both* option will result in the best performance.

Priority

When branching on variables, the branch-and-bound procedure can give priority to branching on the binary variables first, or it can make an intelligent guess as to the next best variable to branch on, regardless of whether it is binary or general. The *Priority* field controls how LINGO makes this branching decision.

If you pull down the drop-down box for *Priority*, you'll find the following:



Select *Binary* to have LINGO give branching priority to the binary variables. Select *LINGO Decides* to have LINGO select the next integer variable for branching based on an intelligent guess, regardless of whether it is binary or general.

The default is *LINGO Decides*, which should generally give the best results.

Integrity Box

Due to the potential for round-off error on digital computers, it is not always possible for LINGO to find exact integer values for the integer variables. The *Integrity* box on the *Integer Solver* tab contains the following two options for controlling the amount of deviation from integrality that will be tolerated:

- ◆ *Absolute Integrality*, and
- ◆ *Relative Integrality*.

Absolute Integrality

The *Absolute Integrality* tolerance is used by LINGO as a test for integrality in integer programming models. Due to round-off errors, the “integer” variables in a solution may not have values that are *precisely* integer. The absolute integrality tolerance specifies the absolute amount of violation from integrality that is acceptable. Specifically, if X is an “integer” variable and I is the closest integer to X , then X would be accepted as being integer valued if:

$$|X - I| \leq \text{Absolute Integrality Tolerance}.$$

The default value for the absolute integrality tolerance is .000001. Although one might be tempted to set this tolerance to 0, this may result in feasible models being reported as infeasible.

Relative Integrality

The *Relative Integrality* tolerance is used by LINGO as a test for integrality in integer programming models. Due to round-off errors, the “integer” variables in a solution may not have values that are *precisely* integer. The relative integrality tolerance specifies the relative amount of violation from integrality that is acceptable. Specifically, if I is the closest integer value to X , X will be considered an integer if:

$$\frac{|X - I|}{|X|} \leq \text{Relative Integrality Tolerance}.$$

The default value for the relative integrality tolerance is .000008. Although one might be tempted to set this tolerance to 0, this may result in feasible models being reported as infeasible.

LP Solver Box

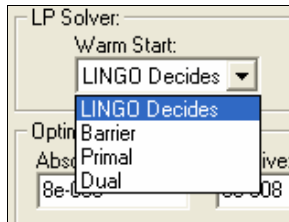
In a mixed linear integer programming model, LINGO’s branch-and-bound solver solves a linear programming model at each node of the solution tree. LINGO has a choice of using the primal simplex, dual simplex, or barrier solver (assuming the barrier option was purchased with your license) for handling these linear programs. The *LP Solver* box on the *Integer Solver* tab contains the following two options for controlling this choice of linear program solver:

- ◆ *Warm Start*, and
- ◆ *Cold Start*

Warm Start

The *Warm Start* option controls the linear solver that is used by the branch-and-bound solver at each node of the solution tree when a previous solution is present to use as a “warm start”. The *cold start* option, discussed below, determines the solver to use when a previous solution *does not exist*.

If you pull down the drop-down box for *Warm Start*, you'll find the following:



The available options are:

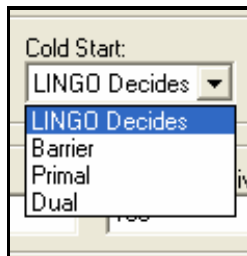
- ◆ *LINGO Decides* – LINGO chooses the most appropriate solver.
- ◆ *Barrier* – LINGO uses the barrier method, assuming you have purchased a license for the barrier solver. Otherwise, the dual solver will be used.
- ◆ *Primal* – LINGO uses the primal solver exclusively.
- ◆ *Dual* – LINGO uses the dual solver exclusively.

In general, *LINGO Decides* will yield the best results. The barrier solver can't make use of a pre-existing solution, so *Barrier* usually won't give good results. In general, *Dual* will be faster than *Primal* for reoptimization in branch-and-bound.

Cold Start

The *Cold Start* option controls the linear solver that is used by the branch-and-bound solver at each node of the solution tree when a previous solution is *not* present to use as a "warm start". The *Warm Start* option, discussed above, determines the solver to use when a previous solution *does exist*.

If you pull down the drop-down box for *Cold Start*, you'll find the following:



The available options are:

- ◆ *LINGO Decides* – LINGO chooses the most appropriate solver at each node.
- ◆ *Barrier* – LINGO uses the barrier method, assuming you have purchased a license for the barrier solver. Otherwise, the dual solver will be used.
- ◆ *Primal* – LINGO uses the primal solver exclusively.
- ◆ *Dual* – LINGO uses the dual solver exclusively.

In general, *LINGO Decides* will yield the best results. However, experimentation with the other options may be fruitful.

Optimality Box

The *Optimality Box* on the *Integer Solver* tab:

Optimality:		
Absolute:	Relative:	Time to Relative:
8e-008	5e-008	100

is used to control three tolerances: *Absolute*, *Relative*, and *Time to Relative*. These tolerances control how close you want the solver to come to the optimal solution. Ideally, we'd always want the solver to find the best solution to a model. Unfortunately, integer programming problems are very complex, and the extra computation required to seek out the *absolute best* solution can be prohibitive. On large integer models, the alternative of getting a solution within a few percentage points of the true optimum after several minutes of runtime, as opposed to the true optimum after several days, makes the use of these tolerances quite attractive.

Absolute

The *Absolute Optimality tolerance* is a positive value r , indicating to the branch-and-bound solver that it should only search for integer solutions with objective values at least r units better than the best integer solution found so far. In many integer programming models, there are huge numbers of branches with roughly equivalent potential. This tolerance helps keep the branch-and-bound solver from being distracted by branches that can't offer a solution significantly better than the incumbent solution.

In general, you shouldn't have to set this tolerance. Occasionally, particularly on poorly formulated models, you might need to increase this tolerance slightly to improve performance. In most cases, you should experiment with the relative optimality tolerance, discussed below, rather than the absolute optimality tolerance in order to improve performance.

The default value for the absolute optimality tolerance is 8e-8.

Relative

The *Relative Optimality tolerance* is a value r , ranging from 0 to 1, indicating to the branch-and-bound solver that it should only search for integer solutions with objective values at least $100*r\%$ better than the best integer solution found so far.

The end results of modifying the search procedure in this way are twofold. First, on the positive side, solution times can be improved tremendously. Second, on the negative side, the final solution obtained by LINGO may not be the true optimal solution. You will, however, be guaranteed the solution is within $100*r\%$ of the true optimum.

Typical values for the relative optimality tolerance would be in the range .01 to .05. In other words, you would be happy to get a solution within 1% to 5% of the true optimal value. On large integer models, the alternative of getting a solution within a few percentage points of the true optimum after several *minutes* of runtime, as opposed to the true optimum after several *days*, makes the use of an optimality tolerance quite attractive.

Note: Generally speaking, the relative optimality tolerance is the tolerance that will most likely improve runtimes on integer models. You should be sure to set this tolerance whenever possible.

The default for the relative optimality tolerance is $5e-8$.

Time to Relative

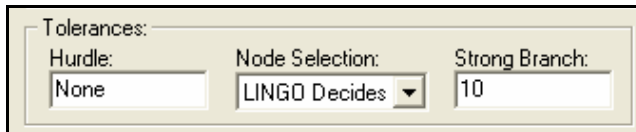
If an integer programming model is relatively easy to solve, then we would like to have the solver press on to the true optimal solution without immediately resorting to a relative optimality tolerance, discussed above. On the other hand, if, after running for a while, it becomes apparent that the optimal solution won't be immediately forthcoming, then you might want the solver to switch to using a relative optimality tolerance.

The *Time to Relative* tolerance can be used in this manner. This tolerance is the number of seconds before the branch-and-bound solver begins using the relative optimality tolerance. For the first n seconds, where n is the value of the time to relative tolerance, the branch-and-bound solver will not use the relative optimality tolerance and will attempt to find the true optimal solution to the model. Thereafter, the solver will use the relative optimality tolerance in its search.

The default value for the time to relative tolerance is 100 seconds.

Tolerances Box

The *Tolerances* box on the *Integer Solver* tab:



Tolerances:		
Hurdle:	Node Selection:	Strong Branch:
None	LINGO Decides	10

contains three miscellaneous tolerances for controlling the branching strategy used by the branch-and-bound solver on integer programming models. The three tolerances are *Hurdle*, *Node Selection*, and *Strong Branch*.

Hurdle

If you know the objective value of a solution to a model, you can enter it as the *Hurdle* tolerance. This value is used in the branch-and-bound solver to narrow the search for the optimum. More specifically, LINGO will only search for integer solutions in which the objective is better than the hurdle value. This comes into play when LINGO is searching for an initial integer solution. LINGO can ignore branches in the search tree with objective values worse than the hurdle value, because a better solution exists (i.e., the solution whose objective value equals the hurdle tolerance) on some alternate branch. Depending on the problem, a good hurdle value can greatly reduce solution time. Once LINGO finds an initial integer solution, however, the hurdle tolerance no longer has an effect. At this point, the *Relative Optimality* tolerance comes into play.

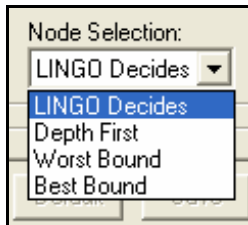
Note: Be sure when entering a hurdle value that a solution exists that is at least as good or better than your hurdle. If such a solution does not exist, LINGO will not be able to find a feasible solution to the model.

The default hurdle value is *None*. In other words, the solver does not use a hurdle value.

Node Selection

The branch-and-bound solver has a great deal of freedom in deciding how to span the branch-and-bound solution tree. The *Node Selection* option allows you to control the order in which the solver selects branch nodes in the tree.

If you examine the pull down list for *Node Selection*, you will see the following:



The four choices function as follows:

- ◆ *LINGO Decides* – This is the default option. LINGO makes an educated guess as to the best node to branch on next.
- ◆ *Depth First* – LINGO spans the branch-and-bound tree using a depth first strategy.
- ◆ *Worst Bound* – LINGO picks the node with the worst bound.
- ◆ *Best Bound* – LINGO picks the node with the best bound.

In general, *LINGO Decides* will offer the best results. Experimentation with the other three choices may be beneficial with some classes of models.

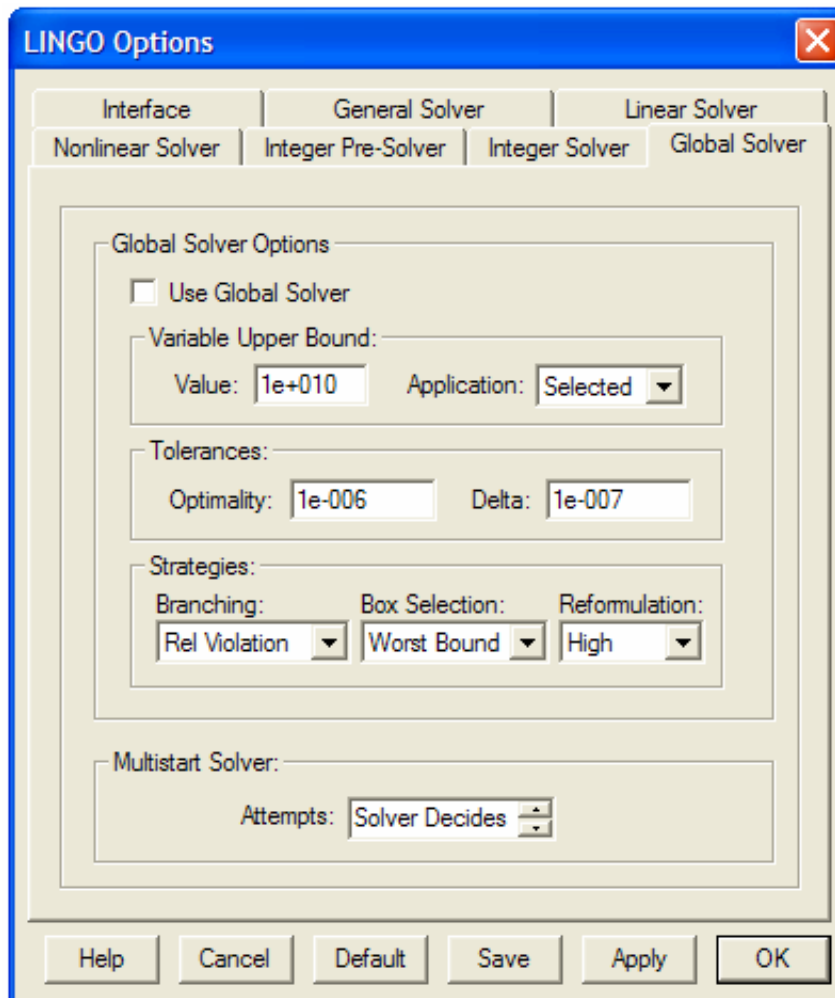
Strong Branch

The *Strong Branch* field uses a more intensive branching strategy during the first n levels of the branch-and-bound tree, where n is the value in *Strong Branch*. During these initial levels, LINGO picks a subset of the fractional variables as branching candidates. LINGO then performs a tentative branch on each variable in the subset, selecting as the final candidate the variable that offers the greatest improvement in the bound on the objective. Although strong branching is useful in tightening the bound quickly, it does take additional computation time. Therefore, you may want to try different settings to determine what works best for your model.

The default strong branch setting is 10 levels.

Global Solver Tab

The *Global Solver* tab on the *Options* dialog box, pictured here:



can be used to control the operation of LINGO's global solver capabilities. Please keep in mind that the global solver toolkit is an add-on option to LINGO. You must specifically purchase the global solver option as part of your LINGO license in order to make use of its capabilities.

LINGO exploits the convex nature of linear models to find globally optimal solutions. However, we aren't as fortunate with nonlinear models. LINGO's default NLP solver uses a local search procedure. This can lead to LINGO stopping at locally optimal points when a model is non-convex and perhaps missing a global point lying elsewhere. You may refer to Chapter 13, *On Mathematical Modeling*, for more information on how and why this can happen. The global solver toolkit contains features designed to sift through the local points in search of the globally optimal point.

The two primary features in LINGO's global toolkit are a *global solver* and a *multistart solver*. The global solver uses range bounding and reduction techniques within a branch-and-bound framework to convert a non-convex model into a series of smaller, convex models. This divide-and-conquer strategy

ultimately results in convergence to the guaranteed globally optimal point. The multistart solver, on the other hand, uses a heuristic approach or restarting the NLP solver several times from different initial points. It is not uncommon for a different starting point to lead to a different local solution point. Thus, if we restart from enough unique points, saving the best local solution as we go, we stand a much better chance of finding the true global solution.

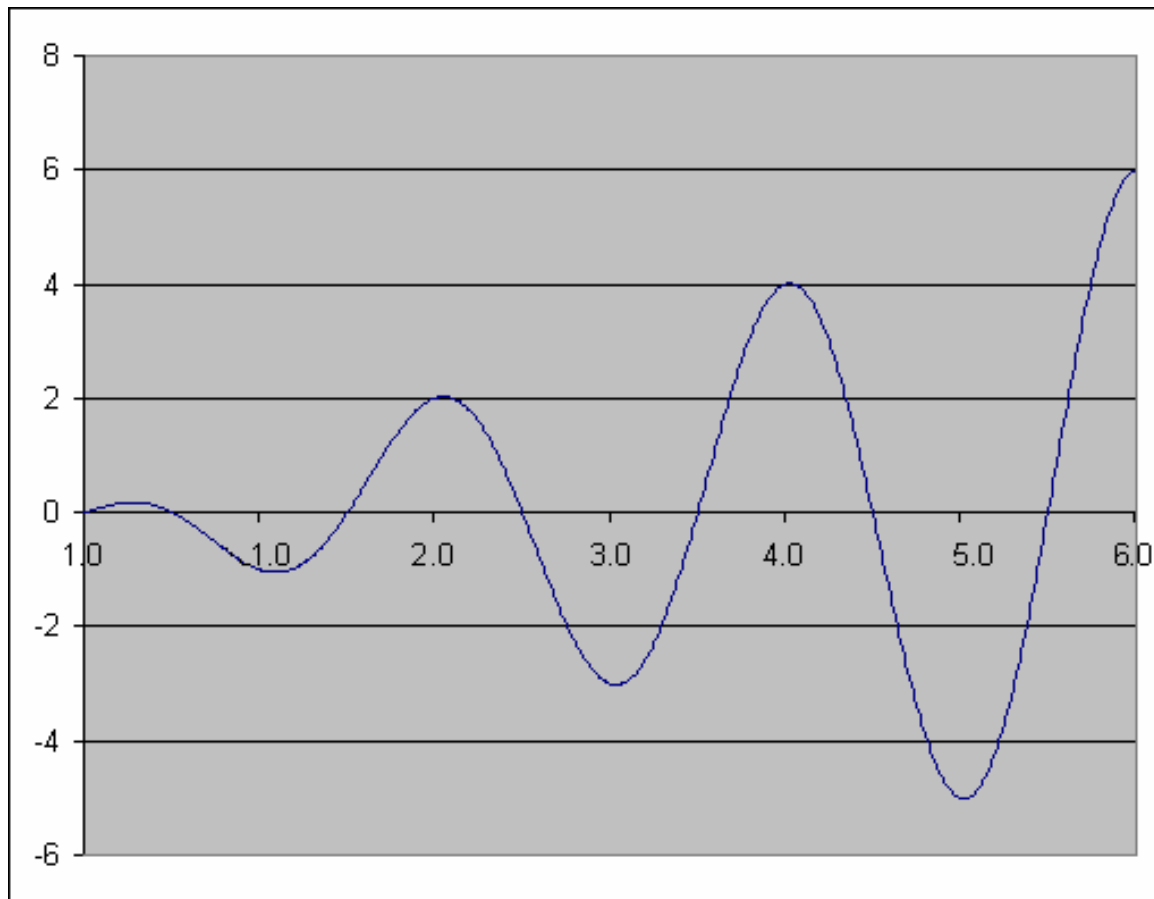
Use Global Solver

If the *Use Global Solver* box is checked, LINGO will invoke the global solver when you solve a nonlinear model. Many nonlinear models are non-convex and/or non-smooth (for more information see Chapter 13, *On Mathematical Modeling*.) Nonlinear solvers that rely on local search procedures (as does LINGO's default nonlinear solver) will tend to do poorly on these types of models. Typically, they will converge to a local, sub-optimal point that may be quite distant from the true, global optimal point. Global solvers overcome this weakness through methods of range bounding (e.g., interval analysis and convex analysis) and range reduction techniques (e.g., linear programming and constraint propagation) within a branch-and-bound framework to find the global solutions to non-convex models.

The following example illustrates the usefulness of the global solver. Consider the simple, yet highly nonlinear, model:

```
MODEL:
    MIN = X * @COS( 3.1416 * X );
    @BND( 0, X, 6 );
END
```

The graph of the objective function is as follows:



The objective function has three local minimal points over the feasible range. These points are summarized in the following table:

<i>Point</i>	<i>X</i>	<i>Objective</i>
1	1.09	-1.05
2	3.03	-3.02
3	5.02	-5.01

Clearly, the third local point is also the globally best point, and we would like the NLP solver to converge to this point. Below is the solution LINGO produces if the default nonlinear solver is invoked:

Local optimal solution found at step:			11
Objective value:			-1.046719
Variable	Value	Reduced Cost	
X	1.090405	0.1181082E-07	
Row	Slack or Surplus	Dual Price	
1	-1.046719	-1.000000	

Unfortunately, as you can see, we converged to the least preferable of the local minimums. However, after enabling the global solver by checking the *Use Global Solver* box, we do obtain the global solution:

Global optimal solution found at step:			35
Objective value:			-5.010083
Variable	Value	Reduced Cost	
X	5.020143	-0.7076917E-08	
Row	Slack or Surplus	Dual Price	
1	-5.010083	-1.000000	

Note: There is one drawback to using the global solver; it runs considerably slower than the default nonlinear solver. Therefore, the preferred option is to always try and write smooth, convex nonlinear models. By doing this, the faster, default local solver can be successfully invoked.

Keep in mind that the global solver only supports a subset of the functions and operators in the LINGO language. Here is a list of the nonlinear functions and operators currently supported by the global solver:

Infix Operators:

* / ^

Logical Operators:

#AND# #EQ# #GE# #GT# #LE# #LT# #NE#
 #NOT# #OR#

Prefix Functions:

@ABS() @COS() @FLOOR() @IF() @LOG()
 @PROD() @PSL() @PSN() @SIGN() @SIN()
 @SMAX() @SMIN() @SQRT() @SQR() @MOD()
 @POW()

Note: The global solver will not operate on models containing one or more unsupported nonlinear operations that reference optimizable quantities; the default NLP solver will be called in this case.

The global solver is disabled by default.

Variable Upper Bound Box

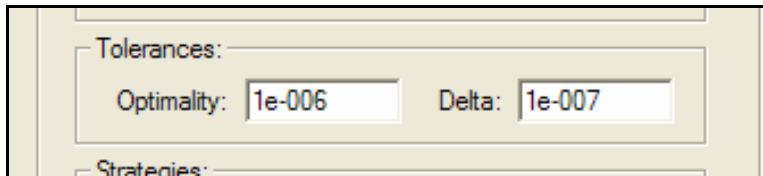
The *Variable Upper Bound* box:

sets the default variable bounds while the global solver is running. If this parameter is set to d , then variables will not be permitted to assume values outside the range of $[-d, d]$. Setting this parameter as tightly as possible in the *Value Field* restricts the global solver from straying into uninteresting regions and will reduce run times. The default value for the *Value Field* is 1.e10.

The *Application* list box has three options available: *None*, *All* and *Selected*. Selecting *None* removes the variable bounds entirely, and is not recommended. The *All* setting applies the bound to all variables. Finally, the *Selected* setting causes the global solver to apply the bound after an initial solver pass to find the first local solution. The bound will only be applied to a variable if it does not cutoff the initial local solution. LINGO defaults to the *Selected* setting.

Tolerances Box

The *Tolerances* box:



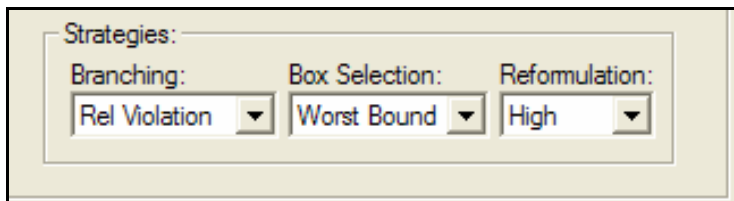
contains two tolerances used by the global solver: *Optimality* and *Delta*.

The *Optimality* tolerance specifies by how much a new solution must beat the objective value of the incumbent solution in order to become the new incumbent. The default value for *Optimality* is 1.e-6.

The *Delta* tolerance specifies how closely the additional constraints, added as part of the global solver's convexification process, must be satisfied. The default value for *Delta* is 1.e-7.

Strategies Box

The *Strategies* box:



allows you to control three strategies used by the global solver: *Branching*, *Box Selection* and *Reformulation*.

The *Branching* strategy consists of six options to use when branching on a variable for the first time:

- ◆ *Absolute Width*,
 - ◆ *Local Width*,
 - ◆ *Global Width*,
 - ◆ *Global Distance*,
 - ◆ *Absolute Violation*, and
 - ◆ *Relative Violation*.
-

The default setting for *Branching* is *Relative Violation*.

The *Box Selection* option specifies the strategy to use for choosing between all active nodes in the global solver's branch-and-bound tree. The choices are: *Depth First* and *Worst Bound*, with the default being *Worst Bound*.

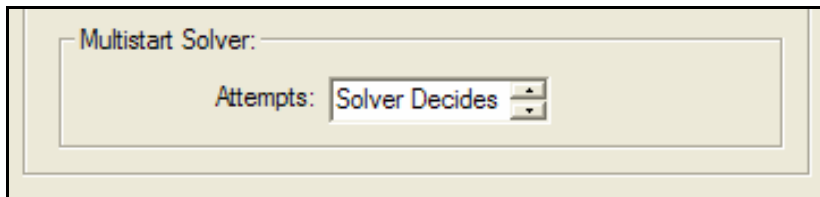
The *Reformulation* option sets the degree of algebraic reformulation performed by the global solver. Algebraic reformulation is critical for construction of tight, convex sub-regions to enclose the nonlinear and nonconvex functions. The available settings are *None*, *Low*, *Medium* and *High*, with *High* being the default.

MultiStart Solver

LINGO exploits the convex nature of linear models to find globally optimal solutions. However, we aren't as fortunate with nonlinear models. With NLP models, LINGO's default NLP solver uses a local search procedure. This can lead to LINGO stopping at locally optimal points, perhaps missing a global point lying elsewhere. You may refer to *On Mathematical Modeling* for more information on how and why this can happen.

A strategy that has proven successful in overcoming this problem is to restart the NLP solver several times from different initial points. It is not uncommon for a different starting point to lead to a different local solution point. Thus, if we restart from enough unique points, saving the best local solution as we go, then we stand a much better chance of finding the true global solution. We refer to this solution strategy as *multistart*.

The *Multistart Solver Attempts* box on the *Global Solver* tab:



is used to set the number of times the multistart solver restarts the standard NLP solver in its attempt to find successively better local solutions. Each new starting point is intelligently generated to maximize the chances of finding a new local point.

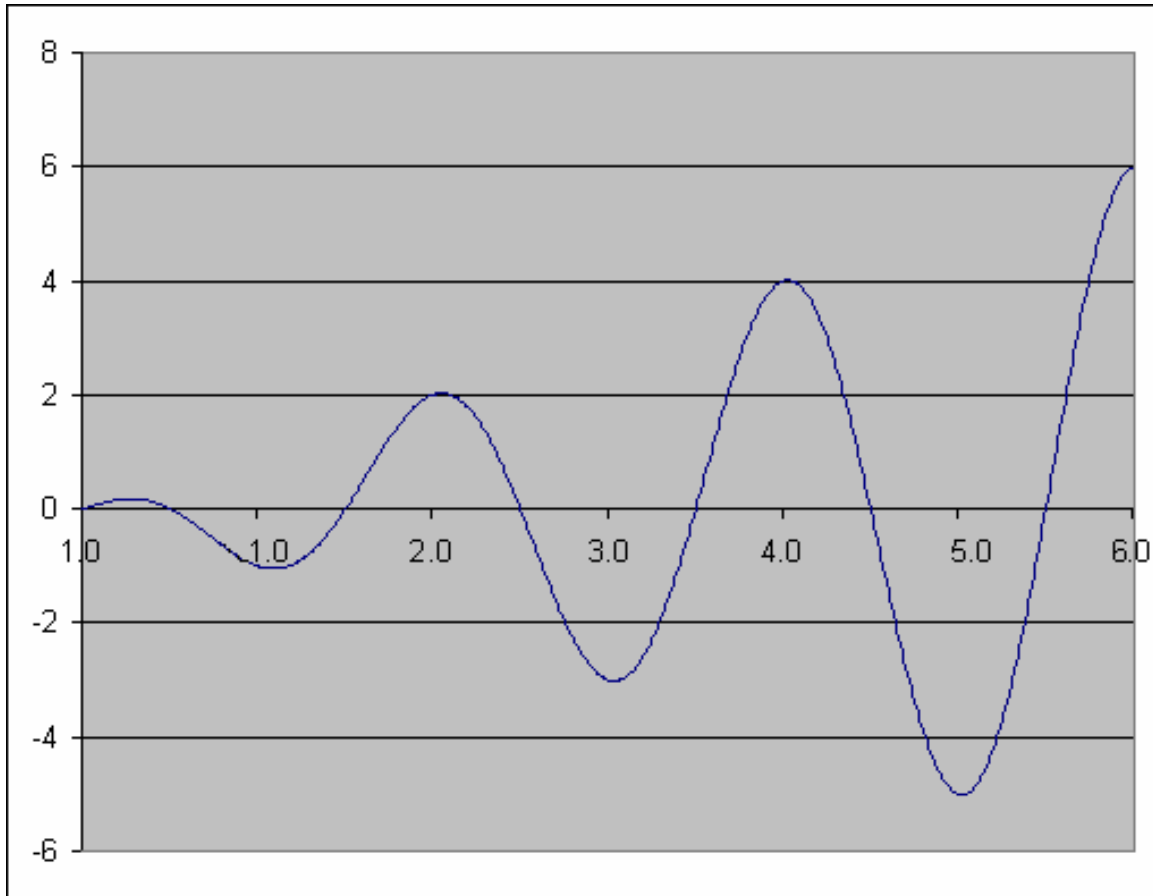
The default option, *Solver Decides*, entails restarting 5 times on small NLPs and disabling multistart on larger models. Setting multistart to 1 causes the NLP solver to be invoked only once, effectively disabling multistart. Setting multistart to any value greater than 1 will cause the NLP solver to restart that number of times on all NLPs. In general, we have found that setting the number of multistarts to around 5 tends to be adequate for most models. Highly nonlinear models may require a larger setting.

Note: Keep in mind that multistart will dramatically increase runtimes, particularly if a large number of restarts is selected. Thus, one should avoid using multistart unnecessarily on convex models that will converge to a global point in a single pass without any additional prodding.

The following example illustrates the usefulness of multistart. Consider the simple, yet highly nonlinear, model:

```
MODEL:
  MIN = X * @COS( 3.1416 * X);
  @BND( 0, X, 6);
END
```

The graph of the objective function is as follows:



The objective function has three local minimal points over the feasible range. These points are summarized in the following table:

<i>Point</i>	<i>X</i>	<i>Objective</i>
1	1.09	-1.05
2	3.03	-3.02
3	5.02	-5.01

Clearly, the third local point is also the globally best point, and we would like the NLP solver to converge to this point. Below is the solution you will get from LINGO if the multistart option is disabled:

Local optimal solution found at step:			11
Objective value:			-1.046719
Variable	Value	Reduced Cost	
X	1.090405	0.1181082E-07	
Row	Slack or Surplus	Dual Price	
1	-1.046719	-1.000000	

Unfortunately, as you can see, we converged to the least preferable of the local minimums. However, after setting the number of multistarts to five and re-solving, we do obtain the global solution:

Local optimal solution found at step:			39
Objective value:			-5.010083
Variable	Value	Reduced Cost	
X	5.020143	-0.7076917E-08	
Row	Slack or Surplus	Dual Price	
1	-5.010083	-1.000000	

LINGO|Generate...

Ctrl+G

Use the *Generate* command to create an expanded version of the current model. LINGO expands all of the model's compact set based expressions in order to generate the full, scalar based equivalent of the LINGO model.

When selecting the *LINGO|Generate* command, you will be presented with a pop up menu prompting you for one of the two following options:

- ◆ *Display model*, and
- ◆ *Don't display model*.

If you choose the *Display model* option, LINGO will place a copy of the generated model in a new window, which you may scroll through to examine, print, or save to disk. If you choose the *Don't display model* option, LINGO will generate the model without displaying it, but will store the generated model for later use by the appropriate solver.

The expanded model explicitly lists all the generated constraints and variables in your model. Thus, the *Generate* command is particularly useful in helping you track down any potential logic errors in your model.

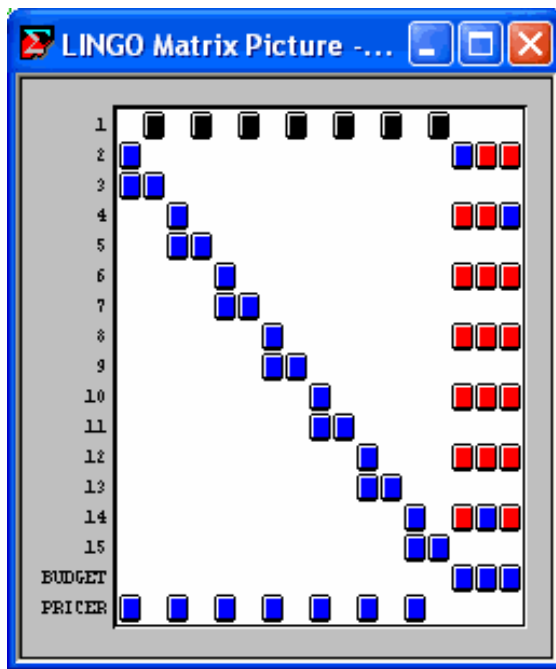
Note: If a variable appears nonlinearly in a row, LINGO substitutes a question mark for its coefficient value. This is helpful in identifying nonlinearities in your model.

LINGO|Picture

**Ctrl+K**

The *Picture* command displays a model in matrix form. Viewing the model in matrix form can be helpful in a couple of instances. First and perhaps most importantly, is the use of nonzero pictures in debugging formulations. Most models have strong repetitive structure. Incorrectly entered sections of the model will stand out in a model's matrix picture. Secondly, a nonzero picture can be helpful when you are attempting to identify special structure in your model. As an example, if your model displays strong block angular structure, then algorithms that decompose the model into smaller fragments might prove fruitful.

As an example, we loaded the *DNRISK.LG4* model from LINGO's sample model set. Issuing the *Picture* command, we see the following:



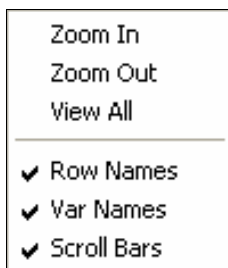
Positive coefficients are represented with blue tiles, negatives with red, and variables that appear in a row nonlinearly show up as black tiles.

You can zoom in on a selected range in the matrix for closer viewing. To do this, place the cursor on the upper left corner of the range you wish to view, press and hold down the left mouse button. Next, drag the mouse to the lower right-hand corner of the desired range. Now, release the left mouse button and LINGO will zoom in on the selected range. As an example, here is a view of the matrix after zooming in on a 4x4 range:

	DRISK (7)	INVEST (ATT)	INVEST (GMC)	INVEST (USX)
14		-0.035	0.072	-0.006
15	1			
BUDGET		1	1	1
PRICER				

Note, we have zoomed in far enough to be able to see the actual coefficient values, row names, and variable names. Scroll bars have also appeared to allow scrolling through the matrix.

The matrix picture window supports several additional interactive features. To access these features, place the cursor over the matrix picture and press and hold the right mouse button. This will bring up the following menu:



A brief description of these features follows:

- ◆ **Zoom In** - Zooms the view in centered around the current cursor position
- ◆ **Zoom Out** - Zooms the view out centered around the current cursor position
- ◆ **View All** - Zooms all the way out to give a full view of the matrix
- ◆ **Row Names** - Toggles the display of row names on and off
- ◆ **Var Names** - Toggles the display of variable names on and off
- ◆ **Scroll Bars** - Toggles scroll bars on and off

At present, matrix pictures cannot be printed directly from LINGO. However, you can issue the *Edit|Copy* command to place the matrix picture in the Windows clipboard. From the clipboard, the picture can be pasted into any graphics program (e.g., Microsoft Paint) and printed from there.

LINGO|Debug

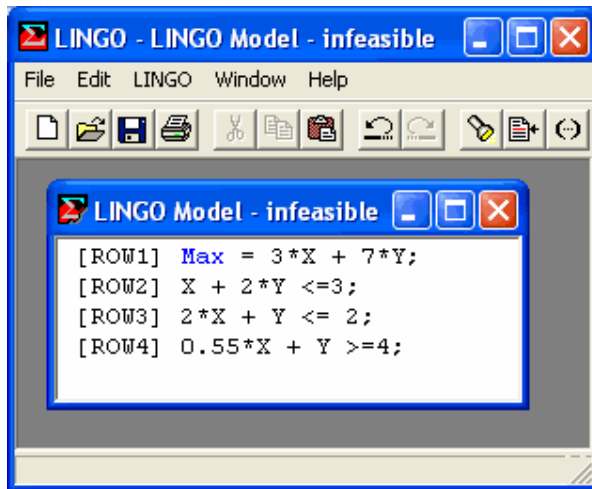
In the ideal world, all models would return an optimal solution. Unfortunately, this is not the case. Sooner or later, you are bound to run across either an infeasible or unbounded model. This is particularly true in the development phase of a project when the model will tend to suffer from typographical errors.

Tracking down an error in a large model can prove to be a daunting task. The *Debug* command is useful in narrowing the search for problems in both infeasible and unbounded linear programs. A small portion of the original model is isolated as the source of the problem. This allows you to focus your attention on a subsection of the model in search of formulation or data entry errors.

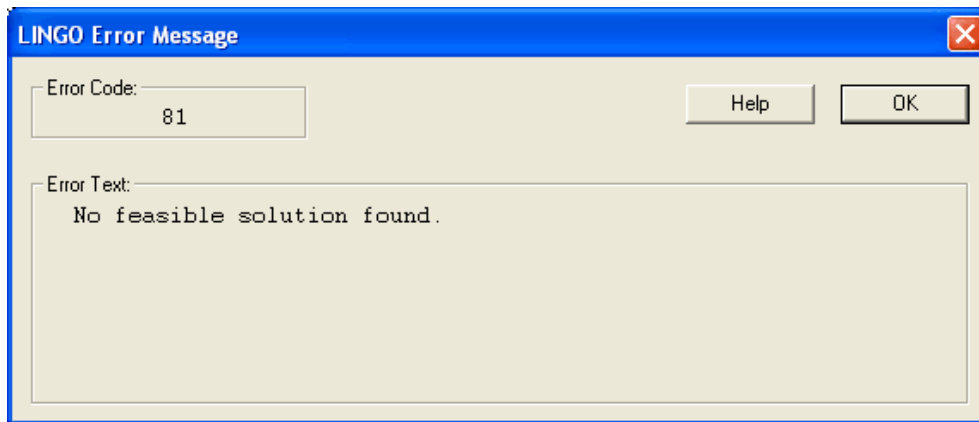
The *Debug* command identifies two types of sets: *sufficient* and *necessary*. Removing any sufficient set object from the model is sufficient to fix the *entire model*. Not all models will have a sufficient set. In which case, they will have a necessary set with the property that removing any object from this set fixes the remaining objects *within that set*.

As an example, suppose you have an infeasible model. If the complete model would be feasible except for a bug in a single row, that row will be listed as part of the sufficient set. If the model has a necessary set, then, as long as all of them are present, the model will remain infeasible.

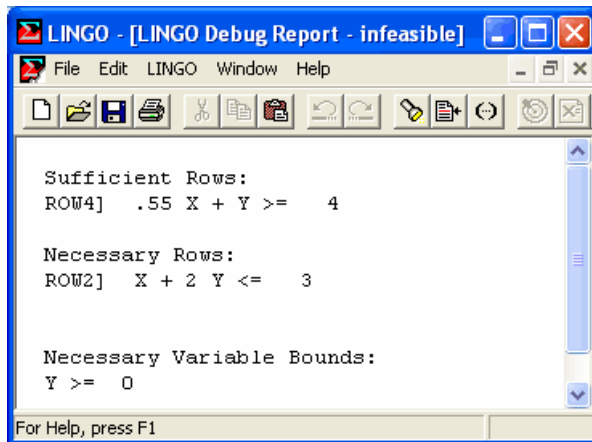
The following example illustrates. The coefficient .55 in row 4 should have been 5.5:



When we attempt to solve this formulation, we get the following error:

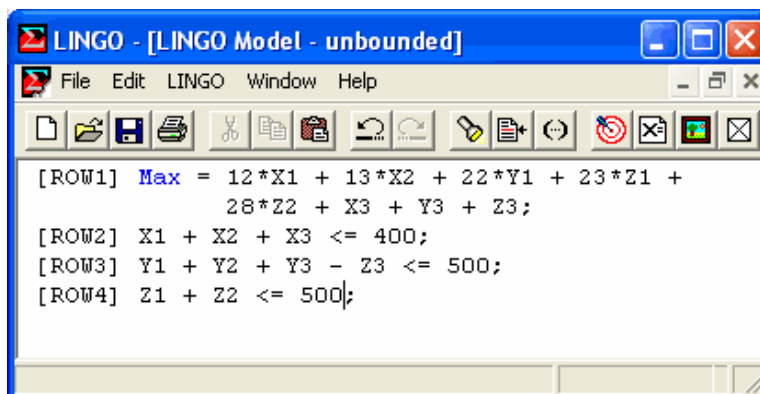


Next, if we run the *LINGO|Debug* command, we are presented with the following report:

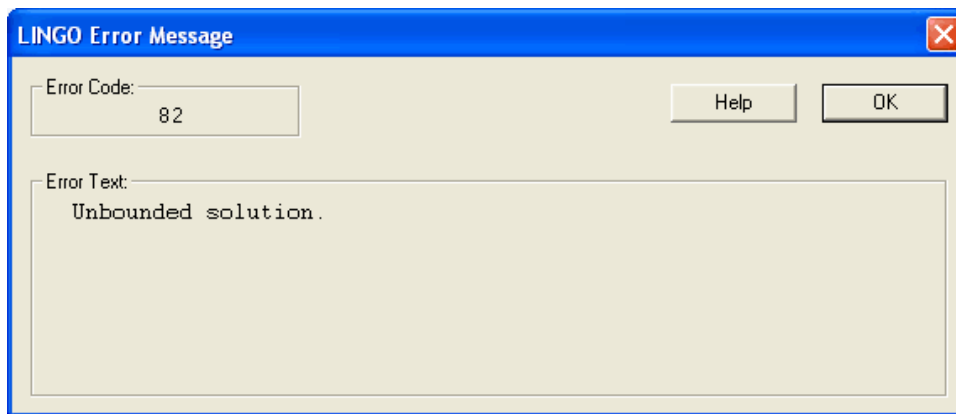


The *Debug* command has correctly identified that the erroneous ROW4, when eliminated, is sufficient to make the entire model feasible.

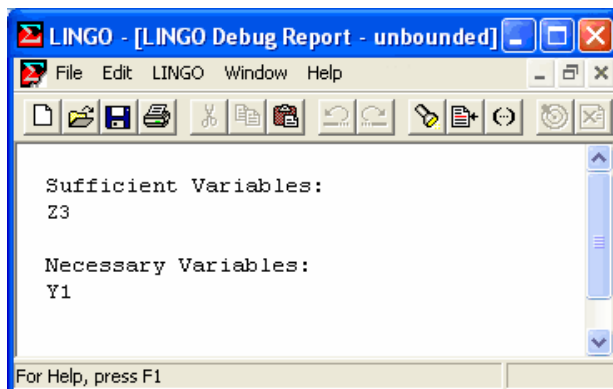
Debug operates in a similar manner for unbounded models. In the following example, we introduced an error by placing a minus sign instead of a plus sign in front of variable Z3 in ROW3. A look at ROW3 reveals that Z3 can be increased indefinitely, leading to an unbounded objective.



The resulting model is unbounded and, when issuing the *LINGO|Solve* command, we receive the unbounded error message:



Issuing the *Debug* command, we receive the following breakdown:



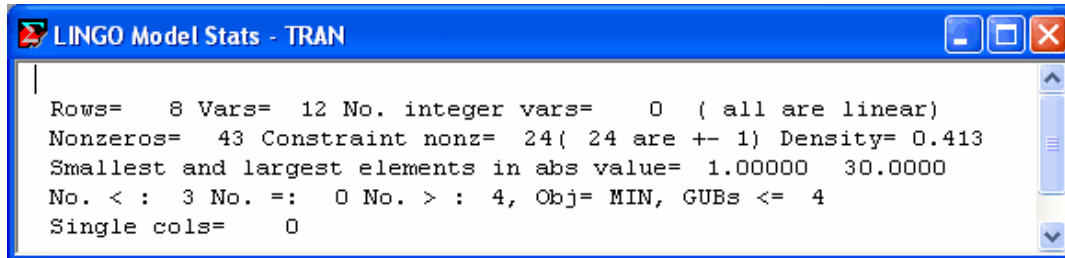
The *Debug* command has successfully determined that bounding Z3 is sufficient to bound the entire model.

Typically, the *Debug* command helps to substantially reduce the search effort. The first version of this feature was implemented in response to a user who had an infeasible model. The user had spent a day searching for a bug in a model with 400 constraints. The debug feature quickly found a necessary set with 55 constraints, as well as one sufficient set constraint. The user immediately noticed that the right-hand side of the sufficient set constraint was incorrect.

LINGO|Model Statistics

The *Model Statistics* command lists summary statistics for your model. The statistics vary slightly depending on whether the model you're working with is linear or nonlinear.

In the following example, we open the linear transportation model, *TRAN.LG4*, issue the *Model Statistics* command, and then discuss some of the details of the report. Here is the output generated by *Model Statistics* for *TRAN.LG4*:



```

LINGO Model Stats - TRAN
Rows= 8 Vars= 12 No. integer vars= 0 ( all are linear)
Nonzeros= 43 Constraint nonz= 24( 24 are +- 1) Density= 0.413
Smallest and largest elements in abs value= 1.00000 30.0000
No. < : 3 No. =: 0 No. > : 4, Obj= MIN, GUBs <= 4
Single cols= 0

```

The statistics report consists of five lines.

In line one, the number of rows (constraints), variables (columns), and integer variables are shown. The report also specifies when the model is linear by stating that all variables are linear.

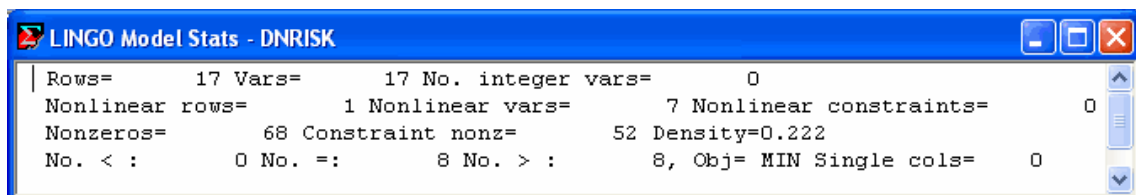
Line two of the report gives a count of the number of nonzero coefficients appearing in the model. The first count is the number of nonzero coefficients in the entire model. The *Constraint nonz* count is the number of coefficients on the left-hand sides of all the constraints, excluding the nonzero objective and right-hand side coefficients. Next, is a count of the number of constraint coefficients that are plus or minus one. In general, a linear programming model is easier to solve when the number of unity coefficients increases. Finally, LINGO reports a *Density* figure, which is defined as: $(total\ nonzeros) / [(number\ of\ rows) * (number\ of\ columns + 1)]$. For large models, densities under .01 are common. High densities can mean that a problem will take longer to solve.

Line three lists the smallest and largest coefficients in the model in absolute value. For stability reasons, the ratio of the largest coefficient to the smallest should, ideally, be close to 1. Also, in absolute terms, it is best to keep coefficient values in the range of 0.0001 to 100,000. Values outside this range can cause numerical difficulties for the solver.

Line four lists the number of constraints by type (<, =, and >), the sense of the objective, and an upper bound on the number of *Generalized Upper Bound* (GUB) constraints. A GUB constraint is a constraint that does not intersect with the remainder of the model. Given this, the GUB statistic is a measure of model simplicity. If all the constraints were nonintersecting, the problem could be solved by inspection by considering each constraint as a separate problem.

Line five lists the number of variables that appear in only one row. Such a variable is effectively a slack. If you did not explicitly add slack variables to your model and the single column count is greater than zero, then it suggests a misspelled variable name.

The following report was generated by the *Model Statistics* command for the nonlinear model, *DNRISK.LG4*:



```

LINGO Model Stats - DNRISK
Rows= 17 Vars= 17 No. integer vars= 0
Nonlinear rows= 1 Nonlinear vars= 7 Nonlinear constraints= 0
Nonzeros= 68 Constraint nonz= 52 Density=0.222
No. < : 0 No. =: 8 No. > : 8, Obj= MIN Single cols= 0

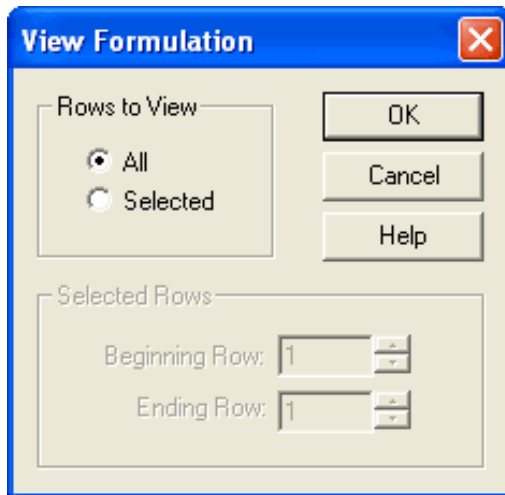
```

The statistics report for nonlinear models drops information about the range of coefficient values, the number of +/- 1 coefficient, and the GUB upper bound. A count of the number of nonlinear variables and rows is added in line two. The nonlinear rows count includes the objective, while the nonlinear constraint count does not.

LINGO|Look...

Ctrl+L

Use the *Look* command to generate a report containing your model's formulation. The *Look* command's dialog box, pictured below, lets you choose *All* or *Selected* rows for viewing from the *Rows to View*:



When you choose *Selected* rows, the *Beginning Row* and *Ending Row* text boxes are available for entry in the *Selected Rows* box. You must enter the indices of the range of rows you wish displayed. LINGO will display the requested lines with line numbers in a new window.

4. Window Menu

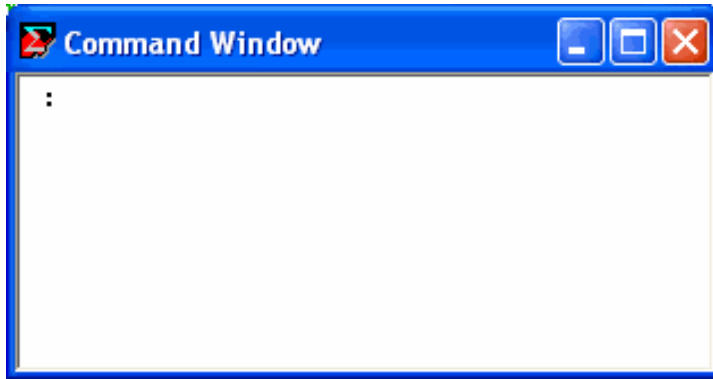
Command Window	Ctrl+1
Status Window	Ctrl+2
<hr/>	
Send To Back	Ctrl+B
Close All	Ctrl+3
Tile	Ctrl+4
Cascade	Ctrl+5
Arrange Icons	Ctrl+6

The Window menu, pictured at left, contains commands that generally pertain to managing open windows.

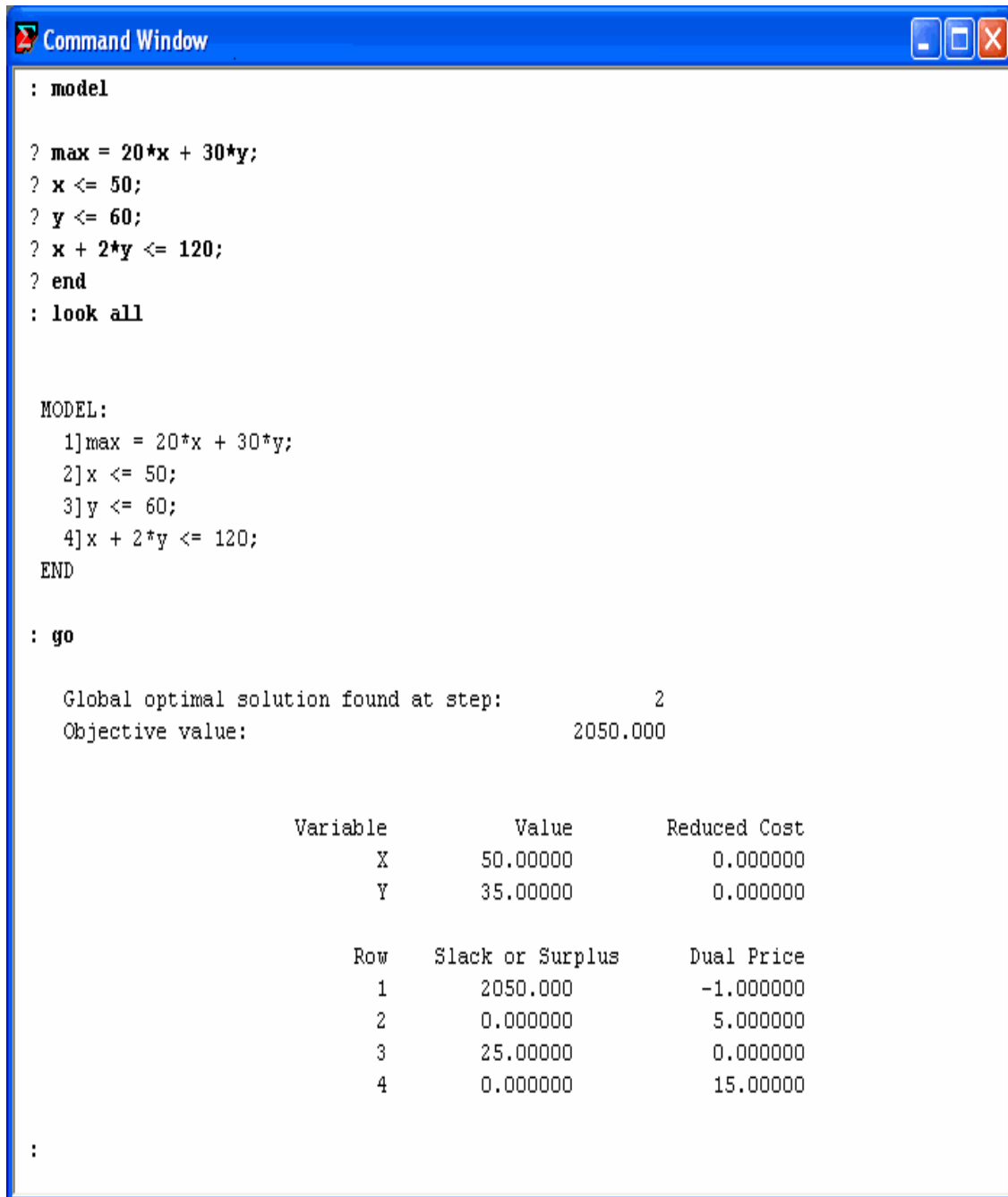
Window|Command Window

Ctrl+1

In addition to the pull down menu commands, LINGO's features can also be accessed through a command language. For more details on the command language, refer to the following chapter, *Command-line Commands*. A script file that contains LINGO commands may be run using the *File|Take Commands* command. Alternatively, you can interactively enter script commands into LINGO's command window. The *Window|Command Window* command opens LINGO's command window. The following window should appear on your screen:



You may enter any valid LINGO script commands to the colon prompt in the upper left corner of the window. In the following example, we enter a small model with the *MODEL* command, display the formulation with the *LOOK ALL* command, and then solve it using the *GO* command:



```

: model

? max = 20*x + 30*y;
? x <= 50;
? y <= 60;
? x + 2*y <= 120;
? end
: look all

MODEL:
  1]max = 20*x + 30*y;
  2]x <= 50;
  3]y <= 60;
  4]x + 2*y <= 120;
END

: go

Global optimal solution found at step:          2
Objective value:                             2050.000

      Variable      Value      Reduced Cost
        X      50.00000      0.000000
        Y      35.00000      0.000000

      Row  Slack or Surplus  Dual Price
        1      2050.000      -1.000000
        2      0.000000      5.000000
        3      25.00000      0.000000
        4      0.000000      15.00000

:

```

In general, you will probably prefer to use the pull down menus and toolbar when using LINGO interactively. The command window interface is primarily provided for users wishing to interactively test command scripts.

Window|Status Window

Ctrl+2

When you invoke LINGO's *Solve* command, a *status window* is displayed on your screen that resembles the following:



This window allows you to monitor the progress of the solver. You can close the *status window* at any time. If you close the *status window*, it may be reopened with the *Window|Status Window* command.

If you would like to prevent LINGO from opening a *status window*, see the *LINGO|Options* command above. For more information on the interpretation and use of the *status window*, see page 8.

Window|Send To Back



Ctrl+B

The *Window|Send To Back* command sends the active window behind all others on the screen. This command is useful when switching between a model and a solution window.

Window|Close All



Ctrl+3

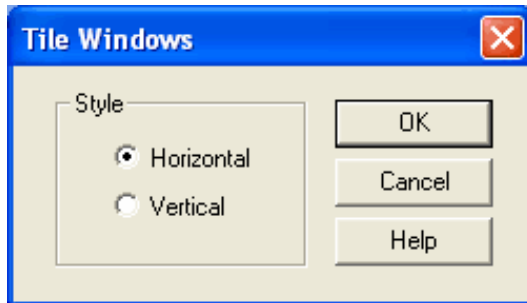
The *Window|Close All* command closes all open windows. If you made a change to a model window without saving it, you will be prompted to save the model before it is closed.

Window|Tile

**Ctrl+4**

The *Window|Tile* command arranges all the open windows in a tiled pattern. Each window is resized, so all windows appear on the screen and are of roughly the same size.

When you issue the *Window|Tile* command, you will see the dialog box:



You have the choice of tiling the windows horizontally or vertically. If you tile *Horizontally* (or *Vertically*), LINGO will maximize the horizontal (or vertical) dimension of each window.

If there are more than three open windows, LINGO will tile the windows, but the choice of horizontal or vertical will no longer make a difference.

Window|Cascade

Ctrl+5

The *Window|Cascade* command arranges all open windows in a cascade pattern starting in the upper left corner of the mainframe window. The currently active window remains on top.

Window|Arrange Icons

Ctrl+6

If you have minimized any open windows, so they appear as icons on the screen, you can issue the *Window|Arrange Icons* command to line all the icons up in the lower left-hand corner of the frame window.

5. Help Menu

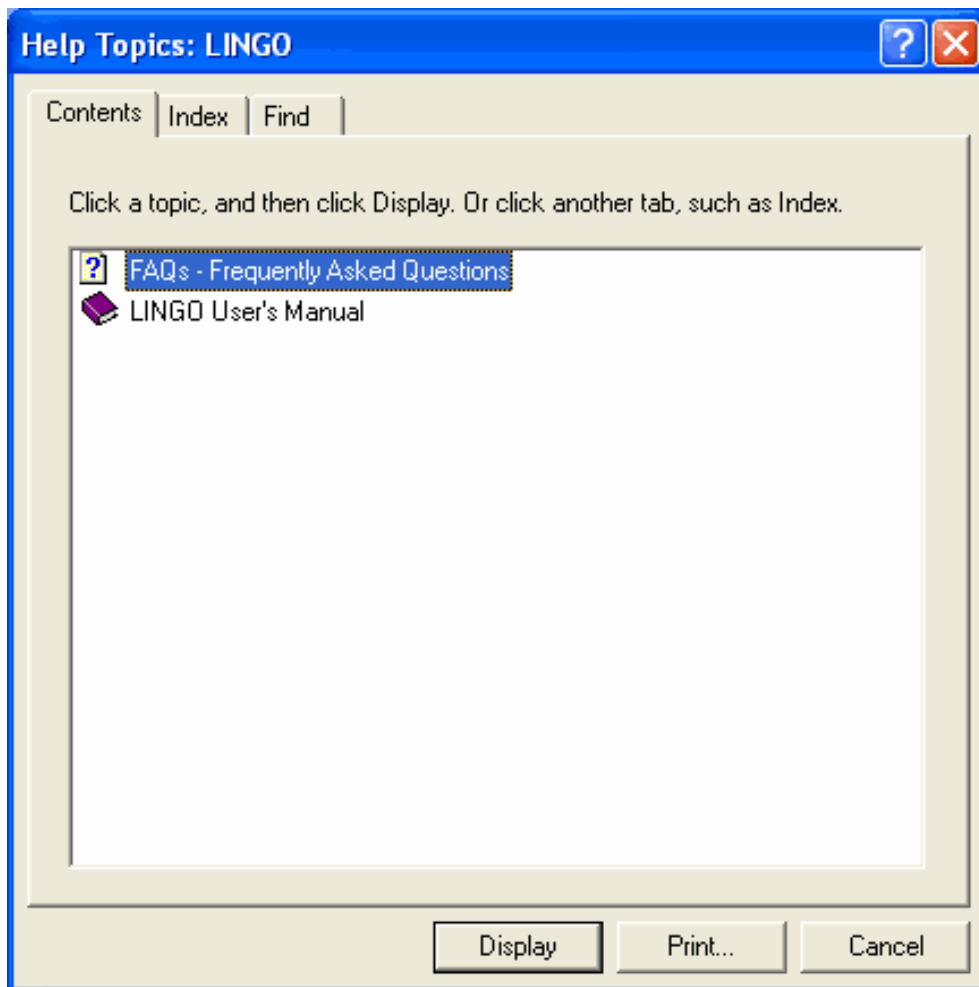


The Help menu, pictured at left, contains commands that generally pertain to LINGO's Help system, copyright notice, and version specific information.

Help|Help Topics



A portion of the dialog box displayed by the *Help Topics* command is displayed below:



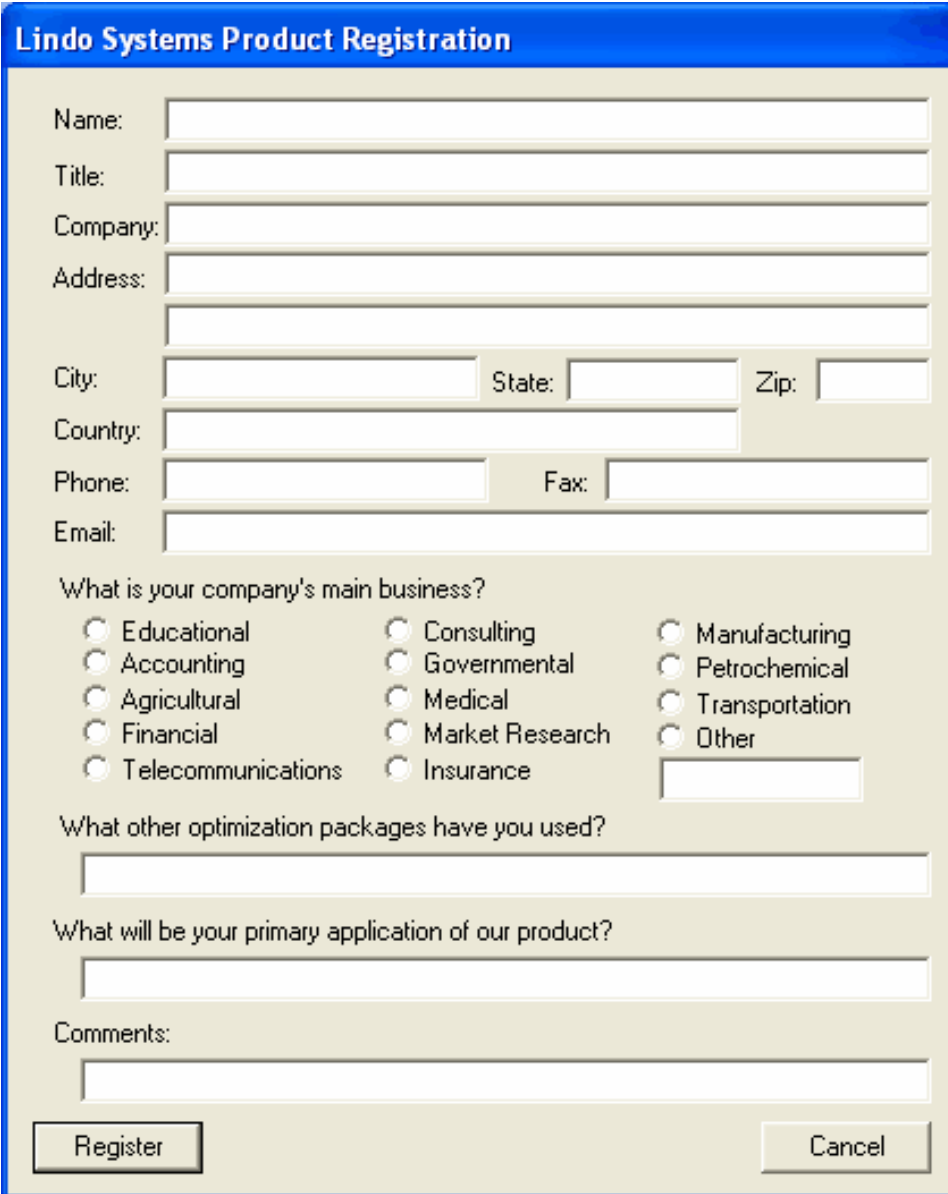
Select the *Contents* tab to display a table of contents for the Help system. You can select any of the topics that are of interest by double clicking on them.

Select the *Index* tab to display an index of topics for the Help system. Select an item for viewing by double clicking on it.

Go to the *Find* tab to search the Help system for a particular item.

Help|Register

Use the *Help|Register* command to register your version of LINGO online. ***You will need a connection to the Internet open for this command to work.*** When you issue the *Register* command, you will be presented with the following dialog box:

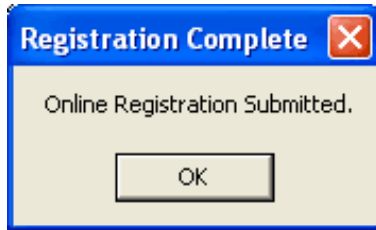


The dialog box is titled "Lindo Systems Product Registration" and contains the following fields and options:

- Name:
- Title:
- Company:
- Address:
- City: State: Zip:
- Country:
- Phone: Fax:
- Email:
- What is your company's main business?
 - ☐ Educational
 - ☐ Consulting
 - ☐ Manufacturing
 - ☐ Accounting
 - ☐ Governmental
 - ☐ Petrochemical
 - ☐ Agricultural
 - ☐ Medical
 - ☐ Transportation
 - ☐ Financial
 - ☐ Market Research
 - ☐ Other
 - ☐ Telecommunications
 - ☐ Insurance
 -
- What other optimization packages have you used?
- What will be your primary application of our product?
- Comments:
-

Enter your personal information and select the *Register* button. Your information will be sent directly to LINDO Systems via the Internet.

Once your registration is complete, the following dialog box will appear on your screen:



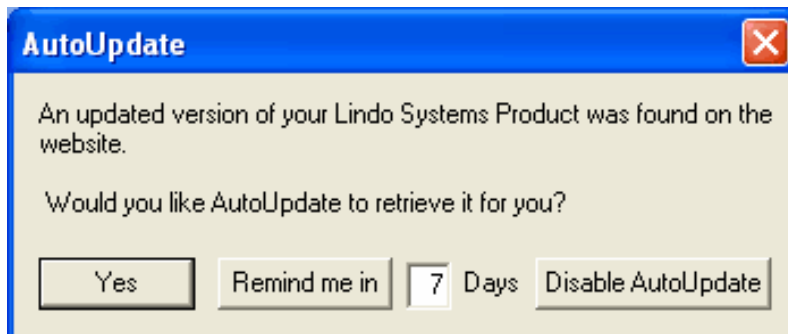
Select the OK button to be returned to the main LINGO environment.

LINDO Systems is constantly working to make our products faster and easier to use. Registering your software with LINDO ensures that you will be kept up-to-date on the latest enhancements and other product news. You can also register through the mail or by fax using the registration card included with your software package.

Help|AutoUpdate

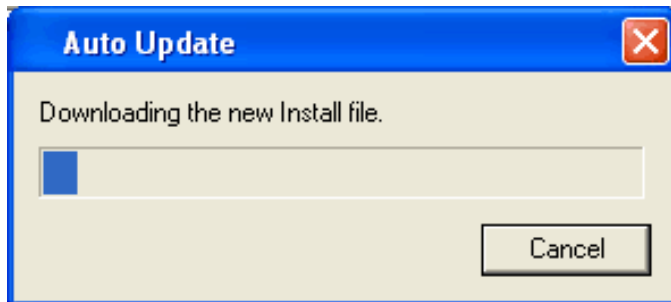
Turn the *Help|AutoUpdate* command on to have LINGO automatically checks every time you start the LINGO software whether there is a more recent version of LINGO available for download on the LINDO Systems website. ***You will need a connection to the internet open for this command to work.***

When you issue the *AutoUpdate* command or start a version of LINGO with *AutoUpdate* enabled, LINGO will search the internet to see if an updated version of the LINGO software is available for download. If you currently have the most recent version or AutoUpdate is in snooze mode (see below), then you will be returned to the main LINGO environment. If you have an old version of the software, you will be presented with the following dialog box:

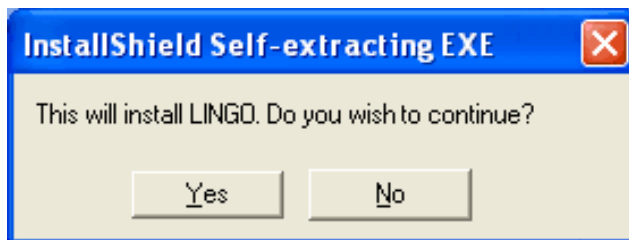


Enter a number of days in the textbox and select the *Remind me in* button to put AutoUpdate in a type of snooze mode. A checkmark next to the command in the *Help* menu indicates that the command is still enabled. However, LINGO will suppress the *AutoUpdate* dialog box on startup until the time limit has elapsed.

Select the *Yes* button to download the new version of the software from the web. LINGO will start downloading the new installation file and present the following dialog box to show the status of downloading:



Upon completion of downloading, the following dialog box will appear:



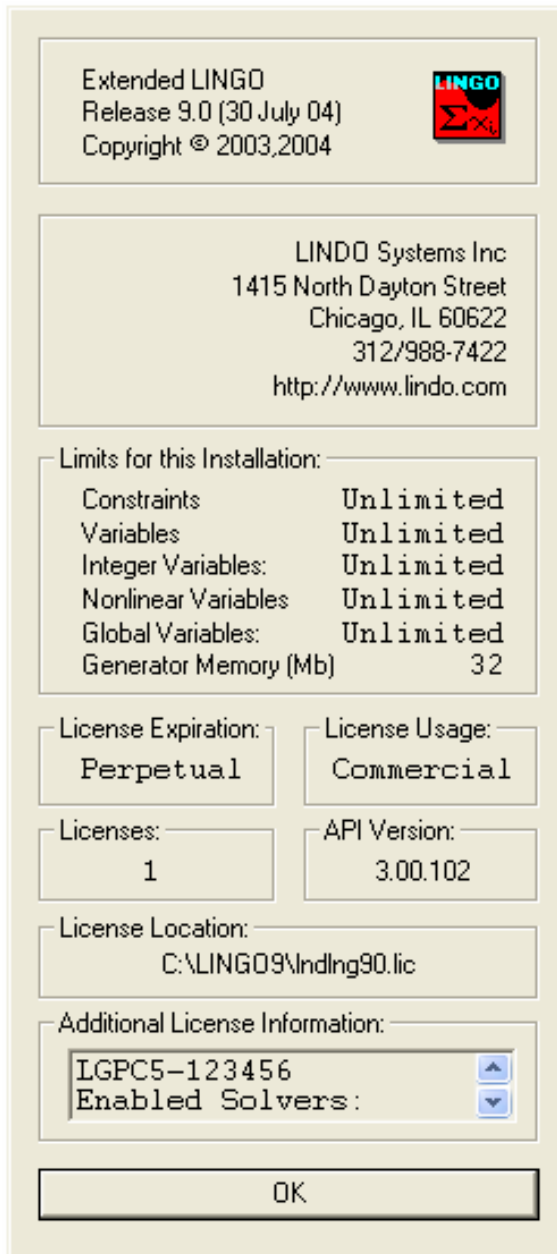
Select *Yes* here to open the InstallShield Wizard, which guides you through the setup process to update LINGO. For your convenience, your license key will be automatically transferred to the new version during installation.

Select the *Disable AutoUpdate* button from the *AutoUpdate* dialog box to disable the AutoUpdate feature. The AutoUpdate feature is disabled by default.

Keeping your software up to date helps ensure that you are using the most recent version of the software that you are entitled to and that compatibility and operational problems are kept to a minimum.

Help>About LINGO

When you issue the *About LINGO* command, you will be presented with a dialog box resembling the following:



Extended LINGO
Release 9.0 (30 July 04)
Copyright © 2003,2004

LINDO Systems Inc
1415 North Dayton Street
Chicago, IL 60622
312/988-7422
<http://www.lindo.com>

Limits for this Installation:

Constraints	Unlimited
Variables	Unlimited
Integer Variables:	Unlimited
Nonlinear Variables	Unlimited
Global Variables:	Unlimited
Generator Memory (Mb)	32

License Expiration: Perpetual

License Usage: Commercial

Licenses: 1

API Version: 3.00.102

License Location: C:\LINGO9\IndIng90.lic

Additional License Information:

IGPC5-123456

Enabled Solvers:

OK

The first box lists size and release information about your copy of LINGO.

The second box tells you where you can get in touch with LINDO Systems.

The third box, titled *Limits for this Installation*, lists various capacity limits of your version and the current number of bytes allocated to LINGO's model generator. The maximum sized problem your LINGO software can handle depends on the version you have. The current limits for the various versions are:

<i>Version</i>	<i>Total Variables</i>	<i>Integer Variables</i>	<i>Nonlinear Variables</i>	<i>Global Variables</i>
<i>Demo/Web</i>	300	30	30	5
<i>Solver Suite</i>	500	50	50	5
<i>Super</i>	2,000	200	200	10
<i>Hyper</i>	8,000	800	800	20
<i>Industrial</i>	32,000	3,200	3,200	50
<i>Extended</i>	<i>Unlimited</i>	<i>Unlimited</i>	<i>Unlimited</i>	<i>Unlimited</i>

For more information on the definitions of these limits see *section Maximum Problem Dimensions*. In addition to the maximum problem limits, this box also lists the amount of memory allocated to LINGO's model generator. You can adjust the size of generator memory allocation on the *General Solver* tab of the *LINGO|Options* dialog box.

The fourth box titled *License Expiration* lists the date at which your license expires. If your license does not have an expiration date, this field will display *Perpetual*.

The box labeled *License Usage* lists whether your license is for commercial or educational use. Educational licenses are restricted to use by faculty, staff, and students of educational institutions for instructional or research purposes. Commercial licenses are not restricted to any particular use.

The box titled *Licenses* lists the number of users licensed to use your copy of LINGO.

The *API Version* box lists the version number of the LINDO API in use by your copy of LINGO. The LINDO API is the library of solver tools used by LINGO to optimize your models.

The *License Location* box displays the location of the license file in effect for the current LINGO session.

Help|Pointer



Press this button to switch the cursor into Help mode. Once the cursor is in Help mode, you can select a menu command or a toolbar button and LINGO will display help information on the selected item.

6 *Command-line Commands*

This chapter discusses all of the command-line commands available to the LINGO user. On platforms other than Windows based PC's, the user interfaces with LINGO entirely through text commands issued to LINGO's command-line colon prompt.

If you are using a Windows version of LINGO, you will primarily be interested in the previous chapter, *Windows Commands*, which details the commands available in the pull down menus of LINGO's Windows version. However, in Windows versions, LINGO command-line commands may be entered using the command window (see the *Window|Command Window* section in Chapter 5, *Windows Commands*) and may also be used to build command scripts. Command scripts may be run automatically at startup or whenever the user desires. Command scripts are useful to both the Windows user and users on other platforms. Thus, the Windows user may find this chapter of interest, too.

We will begin by briefly listing all the command-line commands according to their general function. This will be followed up by an in-depth explanation of the commands.

The Commands In Brief

1. Information

CAT	lists categories of available commands
COM	lists available commands by category
HELP	provides brief help on commands
MEM	provides statistics about model generator memory usage

2. Input

FRMPS	retrieves a model in free MPS format
MODEL	begins input of a new model
RMPS	retrieves a model in fixed MPS format
TAKE	runs a command script from an external file

3. Display

GEN	generates the algebraic formulation for the model
HIDE	password protects the current model
LOOK	displays the current model
PICTURE	displays a picture of the model's nonzero structure
STATS	gives summary statistics about the properties of a generated model

4. File Output

DIVERT	opens a file for receiving output
RVRT	closes a file previously opened with <i>DIVERT</i>
SAVE	saves the current model to disk
SMPI	exports a model in MPI format
SMPS	sends a copy of the current model to a file in MPS format

5. Solution

DEBUG	tracks down formulation errors in infeasible and unbounded models
GO	solves the current model
NONZ	generates a nonzeros only solution report
RANGE	generates a range analysis report
SOLU	generates a solution report

6. Problem Editing

ALTER	edits the contents of the model
DELETE	deletes a selected row from the model
EXTEND	adds rows to the end of the current model

7. Conversational Parameters

PAGE	sets the page/screen length
PAUSE	pauses for keyboard input
TERSE	switches to terse output mode
VERBOSE	switches to verbose output mode
WIDTH	sets terminal display and input width

8. Tolerances

APISET	allows access to advanced parameters in the LINDO API, which is the solver library used by LINGO
DBPWD	sets the password for database access via <i>@ODBC</i>
DBUID	sets your user id for database access via <i>@ODBC</i>
FREEZE	saves current tolerance settings to disk
SET	overrides a number of LINGO defaults and tolerances

9. Miscellaneous

!	inserts a comment
NEWPW	input a new password to upgrade your license
QUIT	exits LINGO
TIME	displays current elapsed time since start of session

The Commands In Depth

Each LINGO command-line command is discussed in detail in this section. Commands are grouped by category based upon their general function.

Note: User input in the examples below is indicated through the use of **bold** typeface.

1. Information

The *Information* category contains commands related to on-line information.

CAT

The *CAT* command displays the nine categories of commands available in LINGO. You will be prompted to input a number corresponding to one of the categories. If you input a number, LINGO will display the commands available under the corresponding category. To exit out of the command, input a blank line.

COM

The *COM* command lists all the command-line commands available in LINGO by category.

HELP

The *HELP* command combined with another LINGO command gives you information on the command specified. The information is usually quite brief, but is often all that is needed.

The *HELP* command without an argument will give you general information about your version of LINGO, along with the maximum number of constraints and variables that your version of LINGO can handle.

MEM

The *MEM* command displays statistics about the model generator's memory usage. The following is some sample output from the *MEM* command:

```
: MEM
Total generator memory          5242880
Peak generator memory usage     12048
Current generator memory usage   1312

Total handles                   96
Peak handle usage                9
Current handle usage             5

Total bytes moved                1552
Total blocks moved                6
Total heap compacts              0

Fragmentation ratio              0.002
:
```

The *Total generator memory* figure is the amount of memory LINGO has allocated for a working memory heap for model generation. You can control the size of the heap using the *SET* command. *Peak generator memory usage* refers to the maximum amount of memory the model generator used during the current session. *Current memory usage* lists the amount of working memory currently in use by the model generator.

Total handles is the maximum number of memory blocks LINGO can allocate. *Peak handle usage* lists the maximum number of memory blocks LINGO allocated at any one time during this session. *Current handle usage* represents the number of memory blocks currently in use by the model generator.

Total bytes moved lists the number of memory bytes the generator has had to move so far in order to reallocate memory. *Total blocks moved* lists the number of memory blocks moved due to reallocation. *Total heap compacts* lists the number of times the generator has had to compact the heap to make room for growing memory needs. If the number of heap compacts is abnormally large, you should allocate more working memory using the *SET* command.

The *Fragmentation ratio* is a statistic measuring how fragmented the memory heap is. A value of 1 would indicate high fragmentation, whereas a value of 0 indicates no fragmentation

2. Input

The *Input* category contains commands that initiate input into LINGO

FRMPS / RMPS

The *FRMPS* and *RMPS* commands are used to read MPS formatted models. The MPS file format is an industry standard format developed by IBM and is useful for passing models from one solver or platform to another.

FRMPS and *RMPS* don't presently support quadratic MPS files, so the models read by these commands must be either linear or mixed integer linear. *FRMPS* reads an MPS file in free format, while *RMPS* reads fixed format MPS files.

When LINGO reads an MPS file, it converts the formulation to an equivalent LINGO model. As an example, consider the following, simple model:

```
ObjRow) Maximize 20X + 30Y
Subject To:
    Row1) X < 50
    Row2) Y < 60
    Row3) X + 2Y < 120
```

An equivalent MPS file for this model is:

```
NAME                SAMPLE
OBJSENSE
    MAX
ROWS
    N OBJROW
    L ROW1
    L ROW2
    L ROW3
COLUMNS
    X          ROW3          1.0000000
    X          OBJROW        20.0000000
    X          ROW1          1.0000000
    Y          OBJROW        30.0000000
    Y          ROW2          1.0000000
    Y          ROW3          2.0000000
RHS
    RHS        ROW1          50.0000000
    RHS        ROW2          60.0000000
    RHS        ROW3          120.0000000
ENDATA
```

As an aside, one thing to notice about the MPS representation is that it is not a very compact method for storing a model.

In the following session, we read this MPS file into LINGO and then display the model with the *LOOK* command. Note how the model is automatically converted from MPS format to LINGO format:

```
: rmps c:\sample.mps
: look all

1] TITLE    SAMPLE;
2] [ OBJROW] MAX = 20 * X + 30 * Y;
3] [ ROW1]   X <= 50;
4] [ ROW2]   Y <= 60;
5] [ ROW3]   X + 2 * Y <= 120;

:
```

Should you wish to save the file again using MPS format rather than LINGO format, you may use the *SMPS* command (shown in the *File Output* section below).

When it comes to acceptable constraint and variable names, MPS format is less restrictive than LINGO. MPS allows for embedded blanks and other additional characters in names. To compensate for this fact, LINGO attempts to patch names when reading an MPS file, so all the incoming names are compatible with its syntax. LINGO does this by substituting an underscore for any character in a name that is not admissible. In most cases, this will work out OK. However, there is a chance for name collisions where two or more names get mapped into one. For instance, the variable names $X.I$ and $X\%I$ would both get mapped into the single LINGO name X_I . Of course, situations such as this entirely alter the structure of the model rendering it incorrect.

You will be warned whenever LINGO has to patch a name with the following error message:

```
[Error Code: 179]

The MPS reader had to patch names to make them compatible:
  var names patched:          1
  row names patched:          0
Name collisions may have occurred.
```

This message displays the number of variable and row names that were patched to get them to conform to LINGO syntax.

If name collisions are a problem, then LINGO has an option that will ensure all names remain unique. This option involves using *RC format* for names encountered during MPS I/O. RC format involves renaming each row (constraint) in a model to be Rn , where n is the row's index. Similarly, each column (variable) is renamed to Cn . In addition, LINGO renames the objective row to be *ROBJ*. To switch to RC format for MPS names, you will need to use the *SET* command as follows:

```
: SET RCMPNS 1
```

This will cause LINGO to use RC naming conventions for all MPS reads and saves. To cancel the use of RC names, type:

```
: SET RCMPNS 0
```

As an example, we will once again read the same MPS format model we read above, but this time we will switch to RC naming conventions:

```
: set rcmpsn 1

Parameter          Old Value      New Value
RCMPNS              0              1

: rmps c:\sample.mps
: look all

1] TITLE  SAMPLE;
2] [ ROBJ] MAX = 20 * C1 + 30 * C2;
3] [ R1]  C1 <= 50;
4] [ R2]  C2 <= 60;
5] [ R3]  C1 + 2 * C2 <= 120;
```

Notice how the variable names now use RC format, guaranteeing that name collisions will not occur.

Another potential conflict is that MPS allows variable names to be duplicated as constraint names and vice versa. LINGO does not allow for this. When you go to solve the model, you will either receive error message 28 (Invalid use of a row name), or error message 37 (Name already in use). However, once again, you can switch to using RC format for names to avoid this conflict.

MODEL

Use the *MODEL* command to begin inputting a new model into LINGO. LINGO prompts for each new line of the model with a question mark. When you are through entering the model, enter *END* on a single line by itself. LINGO will then return to normal command mode (indicated by the colon prompt).

In the following example, we enter a small model with the *MODEL* command, display it with the *LOOK* command, and then solve it with the *GO* command:

```

: MODEL
? !How many years does it take
? to double an investment growing
? 10% per year?;
? 1.1 ^ YEARS = 2;
? END
: LOOK ALL

    1)!How many years does it take
    2]to double an investment growing
    3]10% per year?;
    4]1.1 ^ YEARS = 2;

: GO

Feasible solution found at step:      0

      Variable           Value
      YEARS             7.272541

      Row      Slack or Surplus
      1              0.000000
:

```

TAKE

The *TAKE* command is used to 1) read models saved to disk using the *SAVE* command, and 2) execute command scripts contained in external files. The syntax for the *TAKE* command is:

TAKE [filename]

If you omit a filename, LINGO will prompt you for one.

As an example, suppose you used the *SAVE* command to save a model to the file *C:\LINGOMOD\MYMODEL.LNG*. You can read it back into LINGO by giving the command:

```

: TAKE C:\LINGOMOD\MYMODEL.LNG

```

As a second example, we will use the *TAKE* command to execute a LINGO command script. A command script is simply a text file that contains a series of LINGO commands. Suppose we have built the following command script in an editor and have saved it in the text file

D:\LNG\MYSCRIPT.LTF:

```
MODEL:
!For a given probability P, this
model returns the value X such
that the probability that a unit
normal random variable is less
than or equal to X is P;

! Here is the probability;
P = .95;

! Solve for X;
P = @PSN(X);

END

!Terse output mode;
TERSE

!Solve the model;
GO

!Report X;
SOLU X
```

We can use the *TAKE* command to run the script as follows:

```
: TAKE D:\LNG\MYSCRIPT.LTF
Feasible solution found at step:      0

      Variable      Value
      X            1.644854

:
```

3. Display

This category contains commands that display information.

GEN

Once you remove all the syntax errors from your LINGO model, there is still one very important step required: *model verification*. LINGO's set-based modeling capabilities are very powerful, and they allow you to generate large, complex models quickly and easily. However, when you first develop a model you will need to verify that the model being generated matches up to the model you actually intended to generate. Many set-based models can be quite complex, and it is highly likely that logic errors may creep into one or more expressions, thereby causing your generated model to be flawed. The *GEN* (short for generate) command is very useful for debugging such errors. It expands all of the model's compact set-based expressions and then writes out the full scalar-based equivalent of the LINGO model. The expanded model report explicitly lists all the generated constraints and variables in your model. You will find that the *Generate* report can be an invaluable tool in tracking down errors.

As an example of the output from the generate command, consider the transportation model developed in Chapter 1:

```

MODEL:
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES: CAPACITY;
    VENDORS: DEMAND;
    LINKS( WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS
DATA:
    !set members;
    WAREHOUSES = WH1 WH2 WH3 WH4 WH5 WH6;
    VENDORS = V1 V2 V3 V4 V5 V6 V7 V8;

    !attribute values;
    CAPACITY = 60 55 51 43 41 52;
    DEMAND = 35 37 22 32 41 32 43 38;
    COST = 6 2 6 7 4 2 5 9
           4 9 5 3 8 5 8 2
           5 2 1 9 7 4 3 3
           7 6 7 3 9 2 7 1
           2 3 9 5 7 2 6 5
           5 5 2 2 8 1 4 3;
ENDDATA
! The objective;
    [OBJECTIVE] MIN = @SUM( LINKS( I, J):
        COST( I, J) * VOLUME( I, J));
! The demand constraints;
    @FOR( VENDORS( J): [DEMAND_ROW]
        @SUM( WAREHOUSES( I): VOLUME( I, J)) =
            DEMAND( J));
! The capacity constraints;
    @FOR( WAREHOUSES( I): [CAPACITY_ROW]
        @SUM( VENDORS( J): VOLUME( I, J)) <=
            CAPACITY( I));
END

```

Model: WIDGETS

The objective will generate one expression; there should be one demand constraint generated for each of the eight vendors and one supply constraint generated for each of the six warehouses, for a grand total of 15 rows in the expanded model. Running the generate command to verify this reveals the following report:

```

MODEL:
  [OBJECTIVE] MIN= 6 * VOLUME_WH1_V1 + 2 * VOLUME_WH1_V2 + 6 *
  VOLUME_WH1_V3 + 7 * VOLUME_WH1_V4 + 4 * VOLUME_WH1_V5 + 2 *
  VOLUME_WH1_V6 + 5 * VOLUME_WH1_V7 + 9 * VOLUME_WH1_V8 + 4 *
  VOLUME_WH2_V1 + 9 * VOLUME_WH2_V2 + 5 * VOLUME_WH2_V3 + 3 *
  VOLUME_WH2_V4 + 8 * VOLUME_WH2_V5 + 5 * VOLUME_WH2_V6 + 8 *
  VOLUME_WH2_V7 + 2 * VOLUME_WH2_V8 + 5 * VOLUME_WH3_V1 + 2 *
  VOLUME_WH3_V2 + VOLUME_WH3_V3 + 9 * VOLUME_WH3_V4 + 7 *
  VOLUME_WH3_V5 + 4 * VOLUME_WH3_V6 + 3 * VOLUME_WH3_V7 + 3 *
  VOLUME_WH3_V8 + 7 * VOLUME_WH4_V1 + 6 * VOLUME_WH4_V2 + 7 *
  VOLUME_WH4_V3 + 3 * VOLUME_WH4_V4 + 9 * VOLUME_WH4_V5 + 2 *
  VOLUME_WH4_V6 + 7 * VOLUME_WH4_V7 + VOLUME_WH4_V8 + 2 *
  VOLUME_WH5_V1 + 3 * VOLUME_WH5_V2 + 9 * VOLUME_WH5_V3 + 5 *
  VOLUME_WH5_V4 + 7 * VOLUME_WH5_V5 + 2 * VOLUME_WH5_V6 + 6 *
  VOLUME_WH5_V7 + 5 * VOLUME_WH5_V8 + 5 * VOLUME_WH6_V1 + 5 *
  VOLUME_WH6_V2 + 2 * VOLUME_WH6_V3 + 2 * VOLUME_WH6_V4 + 8 *
  VOLUME_WH6_V5 + VOLUME_WH6_V6 + 4 * VOLUME_WH6_V7 + 3 *
  VOLUME_WH6_V8 ;
  [DEMAND_ROW_V1] VOLUME_WH1_V1 + VOLUME_WH2_V1 +
  VOLUME_WH3_V1 + VOLUME_WH4_V1 + VOLUME_WH5_V1 +
  VOLUME_WH6_V1 = 35 ;
  [DEMAND_ROW_V2] VOLUME_WH1_V2 + VOLUME_WH2_V2 +
  VOLUME_WH3_V2 + VOLUME_WH4_V2 + VOLUME_WH5_V2 +
  VOLUME_WH6_V2 = 37 ;
  [DEMAND_ROW_V3] VOLUME_WH1_V3 + VOLUME_WH2_V3 +
  VOLUME_WH3_V3 + VOLUME_WH4_V3 + VOLUME_WH5_V3 +
  VOLUME_WH6_V3 = 22 ;
  [DEMAND_ROW_V4] VOLUME_WH1_V4 + VOLUME_WH2_V4 +
  VOLUME_WH3_V4 + VOLUME_WH4_V4 + VOLUME_WH5_V4 +
  VOLUME_WH6_V4 = 32 ;
  [DEMAND_ROW_V5] VOLUME_WH1_V5 + VOLUME_WH2_V5 +
  VOLUME_WH3_V5 + VOLUME_WH4_V5 + VOLUME_WH5_V5 +
  VOLUME_WH6_V5 = 41 ;
  [DEMAND_ROW_V6] VOLUME_WH1_V6 + VOLUME_WH2_V6 +
  VOLUME_WH3_V6 + VOLUME_WH4_V6 + VOLUME_WH5_V6 +
  VOLUME_WH6_V6 = 32 ;
  [DEMAND_ROW_V7] VOLUME_WH1_V7 + VOLUME_WH2_V7 +
  VOLUME_WH3_V7 + VOLUME_WH4_V7 + VOLUME_WH5_V7 +
  VOLUME_WH6_V7 = 43 ;
  [DEMAND_ROW_V8] VOLUME_WH1_V8 + VOLUME_WH2_V8 +
  VOLUME_WH3_V8 + VOLUME_WH4_V8 + VOLUME_WH5_V8 +
  VOLUME_WH6_V8 = 38 ;
  [CAPACITY_ROW_WH1] VOLUME_WH1_V1 + VOLUME_WH1_V2 +
  VOLUME_WH1_V3 + VOLUME_WH1_V4 + VOLUME_WH1_V5 +
  VOLUME_WH1_V6 + VOLUME_WH1_V7 + VOLUME_WH1_V8 <= 60 ;
  [CAPACITY_ROW_WH2] VOLUME_WH2_V1 + VOLUME_WH2_V2 +
  VOLUME_WH2_V3 + VOLUME_WH2_V4 + VOLUME_WH2_V5 +

```

```

VOLUME_WH2_V6 + VOLUME_WH2_V7 + VOLUME_WH2_V8 <= 55 ;
[CAPACITY_ROW_WH3] VOLUME_WH3_V1 + VOLUME_WH3_V2 +
VOLUME_WH3_V3 + VOLUME_WH3_V4 + VOLUME_WH3_V5 +
VOLUME_WH3_V6 + VOLUME_WH3_V7 + VOLUME_WH3_V8 <= 51 ;
[CAPACITY_ROW_WH4] VOLUME_WH4_V1 + VOLUME_WH4_V2 +
VOLUME_WH4_V3 + VOLUME_WH4_V4 + VOLUME_WH4_V5 +
VOLUME_WH4_V6 + VOLUME_WH4_V7 + VOLUME_WH4_V8 <= 43 ;
[CAPACITY_ROW_WH5] VOLUME_WH5_V1 + VOLUME_WH5_V2 +
VOLUME_WH5_V3 + VOLUME_WH5_V4 + VOLUME_WH5_V5 +
VOLUME_WH5_V6 + VOLUME_WH5_V7 + VOLUME_WH5_V8 <= 41 ;
[CAPACITY_ROW_WH6] VOLUME_WH6_V1 + VOLUME_WH6_V2 +
VOLUME_WH6_V3 + VOLUME_WH6_V4 + VOLUME_WH6_V5 +
VOLUME_WH6_V6 + VOLUME_WH6_V7 + VOLUME_WH6_V8 <= 52 ;
END

```

Model: WIDGETS

As expected, there are 15 rows in the generated model: [OBJECTIVE], [DEMAND_ROW_V1] through [DEMAND_ROW_V8], and [CAPACITY_ROW_WH1] through [CAPACITY_ROW_WH6].

As a side note, it's interesting to compare the generated model to the original, set-based model. We think most would agree that the set-based model is much easier to comprehend, thereby illustrating one of the primary benefits of modern algebraic languages over more traditional, scalar-based languages.

In addition to verifying that the correct number of rows is being generated, you should also examine each of the rows to determine that the correct variables are appearing in each row along with their correct coefficients.

Note: Starting with release 9.0 of LINGO, the reports generated by the *GEN* command are valid LINGO models. You may load *Generate* reports into LINGO and solve them as you would any other model.

One thing to keep in mind when examining generated model reports is that the LINGO model generator performs *fixed variable reduction*. This means that any variables that are fixed in value are substituted out of the generated model. For example, consider the simple model:

```

MODEL:
  MAX = 200 * WS + 300 * NC;
  WS = 60;
  NC <= 40;
  WS + 2 * NC <= 120;
END

```

If we generate this model we get the following, reduced model:

```

MODEL:
  MAX= 300 * NC + 12000 ;
  NC <= 40 ;
  2 * NC <= 60 ;
END

```

At first glance, it seems as if both the first constraint and the variable *WS* are missing from the generated model. Note that by the first constraint in the original model ($WS = 60$), *WS* is fixed at a value of 60. The LINGO model generator exploits this fact to reduce the size of the generated model by substituting *WS* out of the formulation. The final solution report will still contain the values for all the fixed variables; however, the fixed variables will not appear in the generated model report. If you would like to suppress fixed variable reduction so that all variables appear in your generated model, you may do so via the *Fixed Var Reduction option*.

Note: To capture the results of the *GEN* command in a file, use the *DIVERT* command to open an output file before issuing the *GEN* command.

HIDE

The *HIDE* command hides the text of a model from viewing by the user. This may be useful if you are trying to protect proprietary ideas contained in your model.

When you enter the *HIDE* command, you'll be prompted for a password. You may enter any password with up to eight characters. LINGO will prompt you for this password once more for verification. LINGO is sensitive to the case of the alphabetic characters in the password.

Once a model is hidden, commands allowing the user to view the model text (*GEN*, *GENL*, *LOOK*, *SMPS*) are disabled. All other commands, however, will function as normal with the exception of *ALTER*. If a model is hidden, *ALTER* will perform modifications, but they will not be echoed to the screen.

When a hidden model is saved to disk, its text will be encrypted. This prevents the user from viewing the model from outside of LINGO as well. You will want to distribute the encrypted version of the model to those using your application. However, you should always keep an unhidden version of the model at your site for safekeeping in the event you forget the password.

A hidden model may be returned to the normal unhidden state by once again issuing the *HIDE* command with the correct password.

A sample session illustrating the use of the *HIDE* command follows:

```

: TAKE TRAN.LNG  !Read in a model
: LOOK 4 6          !Display some rows
  4]  SUPPLY / WH1, WH2, WH3/  : CAP;
  5]  DEST / C1, C2, C3, C4/  : DEM;
  6]  LINKS(SUPPLY, DEST) : COST, VOL;

: HIDE          !Now hide the model
Password?
TIGER
Please reenter password to verify:
TIGER
Model is now hidden.

: ! Model is hidden so LOOK will fail
: LOOK ALL

[Error Code: 111]
Command not available when model is hidden.

: ! We can still solve it though
: TERSE
: GO
Global optimal solution found at step:          6
Objective value:                               161.0000

: !And get a solution report
: NONZ VOL

      Variable          Value          Reduced Cost
VOL(WH1, C1)           2.000000           0.000000
VOL(WH1, C2)          17.000000           0.000000
VOL(WH1, C3)           1.000000           0.000000
VOL(WH2, C1)          13.000000           0.000000
VOL(WH2, C4)          12.000000           0.000000
VOL(WH3, C3)          21.000000           0.000000

: !Now, unhide the model
: HIDE
Password?
TIGER
Model is no longer hidden.

: !Once again, we can view the model
: LOOK 4 6
  4]  SUPPLY / WH1, WH2, WH3/  : CAP;
  5]  DEST / C1, C2, C3, C4/  : DEM;
  6]  LINKS(SUPPLY, DEST) : COST, VOL;
:

```

LOOK

The *LOOK* command displays all or part of the current model. The syntax of the *LOOK* command is:

```
LOOK row_index|beg_row_index end_row_index|ALL
```

Thus, you can specify the index of a single row to view, a range of rows, or *ALL* to view the entire model.

In this next example, we use several forms of the *LOOK* command to view the current model:

```
: LOOK ALL
  1]!For a given probability P, this
  2] model returns the value X such
  3] that the probability that a unit
  4] normal random variable is less
  5] than or equal to X is P;
  6]
  7]! Here is the probability;
  8] P = .95;
  9]
 10]! Solve for X;
 11]P = @PSN(X);
 12]

: LOOK 8
  8] P = .95;

: LOOK 10 11
 10]! Solve for X;
 11]P = @PSN(X);

:
```

PICTURE

The *PICTURE* command displays the model in matrix form. For small to medium sized models, the *PICTURE* command is a useful way to obtain a visual impression of the model and to hunt for formulation errors.

The following letter codes are used to represent the linear coefficients in the *PICTURE* output:

Letter Code	Coefficient Range
Z	(.000000, .000001)
Y	(.000001, .00001)
X	(.00001, .0001)
W	(.0001, .001)
V	(.001, .01)
U	(.01, .1)
T	(.1, 1)
A	(1, 10)
B	(10, 100)
C	(100, 1000)
D	(1000, 10000)
E	(10000, 100000)
F	(100000, 1000000)
G	> 1000000

Single digit integers are shown explicitly rather than being displayed as a code. This is especially handy, because many models have a large number of coefficients of positive or negative 1, which can affect the solution procedure. If a variable appears nonlinearly in a row, then the *PICTURE* command will represent its coefficient with a question mark.

In this example, we read in a copy of the small transportation model supplied with LINGO and use the *PICTURE* command to view the logical structure of the model:

```

: take \lingo\samples\tran.lg4
: pic

      V V V V V V V V V V V V
      O O O O O O O O O O O O
      L L L L L L L L L L L L
      U U U U U U U U U U U U
      M M M M M M M M M M M M
      E E E E E E E E E E E E
      ( ( ( ( ( ( ( ( ( ( ( (
      W W W W W W W W W W W W
      H H H H H H H H H H H H
      1 1 1 1 2 2 2 2 3 3 3 3

      ' ' ' ' ' ' ' ' ' ' ' '
      1 2 3 4 1 2 3 4 1 2 3 4
      ) ) ) ) ) ) ) ) ) ) ) )

      OBJ: 6 2 6 7 4 9 5 3 8 8 1 5 MIN
      DEM(C1): 1      ' 1      '      1      '      > B
      DEM(C2): ' 1'      '      '1      '      '      1      '      > B
      DEM(C3): '      1      '      '      1      '      '      1      > B
      DEM(C4): '      '      1      '      '      1      '      '      1      > B
      SUP(WH1): 1 1'1 1      '      '      '      '      '      < B
      SUP(WH2): '      '      ' 1 1 1 1      '      '      < B
      SUP(WH3): '      '      '      '      1 1 1 1      < B

```

In this model, all the right-hand side values are in the range [12, 30]. Thus, they are all represented using the letter B. Row names are displayed running down the left-hand side of the matrix, while variable names are displayed along the top. The sense of the objective row and each of the constraints are shown. Spaces stand in for zero coefficients, and single quote marks are inserted to give a grid-like background.

Note: The *PICTURE* command is best used on small models. The amount of output generated for large models can be cumbersome. For larger models, the *LINGO|Picture* command in Windows versions of LINGO can compress the matrix picture of large models into a single screen for easier viewing.

STATS

The *STATS* command lists summary statistics for your model. The statistics vary slightly depending on whether the model you're working with is linear or nonlinear. In this next example, we will read in a linear transportation model, run the *STATS* command, and explain some of the details of the report.

```

: take \lingo\samples\tran.lg4
: stats

Rows=    8 Vars=   12 No. integer vars=    0 (all are linear)
Nonzeros= 43 Constraint nonz= 24( 24 are +- 1) Density=0.413
Smallest and largest elements in abs value= 1.00000 30.0000
No. < :    3 No. =:    0 No. > :    4, Obj=MIN, GUBs <=    4
Single cols=    0

```

The *STATS* report for linear models consists of five lines.

In line one, we see the number of rows (constraints), variables (columns), and integer variables. The *STATS* command lets us know the model is linear by stating that all the variables are linear.

Line two of the report gives a count of the number of nonzero coefficients appearing in the model. The first count is the number of nonzero coefficients in the entire model. The *Constraint nonz* count is the number of coefficients on the left-hand sides of all the constraints, excluding the nonzero objective and right-hand side coefficients. Next, *STATS* gives a count of the number of constraint coefficients that are plus or minus one. In general, a linear programming model is easier to solve when the number of unity coefficients increases. Finally, *STATS* reports a *Density* figure, defined as:

$(total\ nonzeros) / [(number\ of\ rows) * (number\ of\ columns + 1)]$. For large models, densities under .01 are common. High densities can mean that a problem will take longer to solve.

Line three lists the smallest and largest coefficients in the model in absolute value. For stability reasons, the ratio of the largest coefficient to the smallest should, ideally, be close to 1. Also, in absolute terms, it is best to keep coefficient values in the range of 0.0001 to 100,000. Values outside this range can cause numerical difficulties for the linear solver.

Line four lists the number of constraints by type (<, =, and >), the sense of the objective, and an upper bound on the number of *Generalized Upper Bound* (GUB) constraints. A GUB constraint is a constraint that does not intersect with the remainder of the model. Given this, the GUB statistic is a measure of model simplicity. If all the constraints were nonintersecting, the problem could be solved by inspection by considering each constraint as a separate problem.

Line five lists the number of variables that appear in only one row. Such a variable is effectively a slack. If you did not explicitly add slack variables to your model and the single column count is greater than zero, then it suggests a misspelled variable name.

In the next example, we read a nonlinear model, *DNRISK.LG4*, into LINGO and review its model statistics.

```
: take c:\lingo\samples\dnrisk.lg4
: stats
Rows=      17 Vars=      17 No. integer vars=      0
Nonlinear rows= 1 Nonlinear vars= 7 Nonlinear constraints= 0
Nonzeros=    68 Constraint nonz=    52 Density=0.222
No. < :    0 No. =:    8 No. > :    8, Obj=MIN Single cols=    0
```

The nonlinear *STATS* report drops information about the range of coefficient values, the number of +/-1 coefficients, and the GUB upper bound. A count of the number of nonlinear rows and variables is added in line two. The nonlinear rows count includes the objective, while the nonlinear constraint count does not.

4. File Output

The *File Output* category contains commands that output model and session information to a file.

DIVERT

The *DIVERT* command opens a file and causes LINGO to route all subsequent reports (e.g., *SOLUTION*, *RANGE*, and *LOOK* commands) from the screen to the file. This command captures the reports in text format in the file you specify. Since the files created by the *DIVERT* command are in text format, they may be read into other programs, such as word processors and spreadsheets, or they may be queued to your printer.

The syntax for the *DIVERT* command is:

DIVERT *filename*

where *filename* is the name of the file you wish to create.

The *RVRT* command reverses a *DIVERT* command by closing the *DIVERT* file and then rerouting output back to the screen.

In the following example, we create a small model with the *MODEL* command, solve it with the *GO* command, and then use the *DIVERT* command to create a file containing the formulation and solution:

```
: !Enter a small model
: MODEL
? MAX = 20*X + 30*Y;
? X <= 50;
? Y <= 60;
? X + 2*Y <= 120;
? END
: !Solve the model
: TERSE
: GO

Global optimal solution found at step:      1
Objective value:                          2050.000

: !Create a DIVERT file with
: !the formulation & solution
: DIVERT MYFILE.TXT !Opens the file
: LOOK ALL          !Sends model to file
: SOLU              !Sends solution to file
: RVRT              !Closes DIVERT file
:
```

Opening the *DIVERT* file created in this example, we find the following file with the formulation and solution:

1]MAX = 20*X + 30*Y;		
2]X <= 50;		
3]Y <= 60;		
4]X + 2*Y <= 120;		

Variable	Value	Reduced Cost
X	50.00000	0.000000
Y	35.00000	0.000000

Row	Slack or Surplus	Dual Price
1	2050.000	1.000000
2	0.000000	5.000000
3	25.00000	0.000000
4	0.000000	15.00000

Note 1: Keep in mind that, when a *DIVERT* command is in effect, you will see little or no output on your screen. This is because the majority of output is being routed to the *DIVERT* file rather than to the screen.

Note 2: Also, be sure you choose a *DIVERT* filename different from your model filename. If not, you will overwrite your model file and will be unable to retrieve it!

RVRT

The *RVRT* command closes an output file opened with the *DIVERT* command. For an example of its use, see the *DIVERT* command immediately above.

SAVE

The *SAVE* command saves the current model to a file. The syntax is:

SAVE filename

where *filename* is the name of the file to save your model in. LINGO saves the model in text format. You can read the model back into LINGO with the *TAKE* command. We recommend you use an extension of *.LNG* on your model files, so you can readily identify them.

You may want to use your own text editor to modify your model. If you do, be sure to save the LINGO model in text (ASCII) format. Use the *TAKE* command to reopen the model in LINGO when you are through editing it.

In the following example, we input a small model and save it in the file titled *MYMODEL.LNG*:

```
: !Enter a small model
: MODEL
? MAX = 20*X + 30*Y;
? X <= 50;
? Y <= 60;
? X + 2*Y <= 120;
? END
: !Save model to a file
: SAVE MYMODEL.LNG
:
```

If you open the model file, *MYMODEL.LNG*, in a text editor, you should see the following:

```
MODEL:
  1]MAX = 20*X + 30*Y;
  2]X <= 50;
  3]Y <= 60;
  4]X + 2*Y <= 120;
END
```

SMPI

The *SMPI* command saves your model in a special format called *Mathematical Programming Interface* (MPI). MPI is a special format developed by LINDO Systems for representing all classes of mathematical programs – linear, integer, and nonlinear. This format is not intended for permanent storage of your models. LINDO API users may be interested in this format for exporting models to the LINDO API.

Note: At present, LINGO does not read MPI format files. Thus, *it is important that you not use this format for permanent storage*. Use the *SAVE* command, discussed above, to permanently save your files for later retrieval.

SMPS

The *SMPS* command generates the underlying algebraic formulation for the current model and then writes it to a disk file in MPS format. MPS format is a common format for representing linear programming models. MPS files can be ported to any solver that reads MPS files—this includes most commercial linear programming packages.

The syntax for the *SMPS* command is:

SMPS filename

where *filename* is the name of the file you wish to save the MPS representation of the model under.

In the following example, we input a small model and then save it in an MPS file:

```

: !Enter a small model
: MODEL
? MAX = 20*X + 30*Y;
? X <= 50;
? Y <= 60;
? X + 2*Y <= 120;
? END
: !Save model to an MPS file
: SMPS MYMODEL.MPS
:

```

If you open the MPS file created in a text editor, you should find:

```

NAME      LINGO GENERATED MPS FILE(MAX)
ROWS
  N 1
  L 2
  L 3
  L 4
COLUMNS
  Y      1      30.0000000
  Y      3      1.0000000
  Y      4      2.0000000
  X      1      20.0000000
  X      2      1.0000000
  X      4      1.0000000
RHS
  RHS    2      50.0000000
  RHS    3      60.0000000
  RHS    4     120.0000000
ENDATA

```

Note 1: Your model must be entirely linear to be able to successfully export it using *SMPS*. If a model is nonlinear, the MPS file will contain question marks in place of numbers for coefficients of nonlinear variables.

Note 2: *SMPS* truncates all variable names to 8 characters. For instance, the two distinct LINGO names *SHIP(WH1, C1)* and *SHIP(WH1, C2)* would both be truncated to the single 8 character name *SHIPWH1C* under *SMPS*. Either choose names to avoid collisions of truncated names or enable the *RCMPSN* option for converting names to RC format when doing MPS I/O. LINGO will print an error message if potential collisions exist.

Note 3: The MPS file format is intended primarily for exporting models to other applications or platforms. The MPS format is purely scalar in nature—all set-based information is lost upon converting a LINGO model to MPS format. Thus, when saving copies of a model on your own machine, you should always use the *SAVE* command instead of the *SMPS* command.

5. Solution

The *Solution* category contains commands for viewing a model's solution.

DEBUG

In the ideal world, all models would return an optimal solution. Unfortunately, this is not the case. Sooner or later, you are bound to run across either an infeasible or unbounded model. This is particularly true in the development phase of a project when the model will tend to suffer from typographical errors.

Tracking down an error in a large model can prove to be a daunting task. The *DEBUG* command is useful in narrowing the search for problems in both infeasible and unbounded linear programs. A small portion of the original model is isolated as the source of the problem. This allows you to focus your attention on a subsection of the model in search of formulation or data entry errors.

The *DEBUG* command identifies two types of sets: *sufficient* and *necessary*. Removing any sufficient set object from the model is sufficient to fix the entire model. Not all models will have a sufficient set. In which case, they will have a necessary set with the property that removing any object from this set fixes the remaining objects within that set.

As an example, suppose you have an infeasible model. If the complete model would be feasible except for a bug in a single row, that row will be listed as part of the sufficient set. If the model has a necessary set, then, as long as all of them are present, the model will remain infeasible.

The following example illustrates. The coefficient .55 in *ROW4* should have been 5.5:

```
: look all
MODEL:
  1][ROW1] Max = 3*X + 7*Y;
  2][ROW2] X + 2*Y <= 3;
  3][ROW3] 2*X + Y <= 2;
  4][ROW4] 0.55*X + Y >=4;
END
```

When we attempt to solve this formulation, we get the following error:

```
: go
[Error Code: 81]
No feasible solution found.
```

Variable	Value	Reduced Cost
X	50.00000	0.000000
Y	-23.50000	0.000000

Row	Slack or Surplus	Dual Price
ROW1	0.000000	-1.000000
ROW2	0.000000	8.500000
ROW3	-74.50000	0.000000
ROW4	0.000000	-10.00000

Next, if we run the *DEBUG* command, we are presented with the following report:

```
: debug

Sufficient Rows:
ROW4] .55 X + Y >= 4

Necessary Rows:
ROW2] X + 2 Y <= 3

Necessary Variable Bounds:
Y >= 0
```

The *DEBUG* command has correctly identified that the erroneous *ROW4*, when eliminated, is sufficient to make the entire model feasible.

The debug feature operates in a similar manner for unbounded models. In the following example, we introduced an error by placing a minus sign instead of a plus sign in front of variable *Z3* in *ROW3*. A look at *ROW3* reveals that *Z3* can be increased indefinitely, leading to an unbounded objective.

```
: look all

MODEL:
1][ROW1] Max = 12*X1 + 13*X2 + 22*Y1 + 23*Z1 +
2]          28*Z2 + X3 + Y3 + Z3;
3][ROW2] X1 + X2 + X3 <= 400;
4][ROW3] Y1 + Y2 + Y3 - Z3 <= 500;
5][ROW4] Z1 + Z2 <= 500;

END
```

The resulting model is unbounded and, when issuing the *LINGO|Solve* command, we receive the unbounded error message:

```
: go

[Error Code: 82]

Unbounded solution.
```

Issuing the *DEBUG* command, we receive the following breakdown:

```
: debug

Sufficient Variables:
Z3

Necessary Variables:
Y1
```

The *DEBUG* command has successfully determined that bounding *Z3* is sufficient to bound the entire model.

Typically, the *DEBUG* command helps to substantially reduce the search effort. The first version of this feature was implemented in response to a user who had an infeasible model. The user had spent a day searching for a bug in a model with 400 constraints. The debug feature quickly found a necessary set with 55 constraints, as well as one sufficient set constraint. The user immediately noticed that the right-hand side of the sufficient set constraint was incorrect.

GO

The *GO* command compiles and then solves the current model. When LINGO compiles the model, it produces an internally executable version of the model and then runs it to produce the solution.

When LINGO finishes solving the model, it displays a full solution report on your screen. To suppress the full solution report, issue the *TERSE* command before the *GO* command.

To capture the solution report generated by the *GO* command in a file, use the *DIVERT* command before the *GO* command.

To set various parameters pertaining to the operation of LINGO's solver, see the *SET* command later in this chapter.

NONZ

The *NONZ*, or *NONZEROS*, command displays an abbreviated version of the solution for the current model. *NONZ* is identical to the *SOLUTION* command with the exception that *NONZ* displays information only about nonzero variables and binding rows (i.e., the slack or surplus is 0).

The syntax of the *NONZ* command is:

```
NONZ ['header_text'] [var_or_row_name]
```

For a standard *NONZ* solution report, omit the two optional arguments and enter the *NONZ* command by itself. LINGO will print primal and dual values for all nonzero variables and binding rows. LINGO will label all the columns in the report.

The first optional field, *header_text*, will be displayed as a title header in the solution report. If the *header_text* argument is included, LINGO prints primal values only, omitting all labels in the report.

The second optional field, *var_or_row_name*, is a variable or row name that, if included, will limit the report to the given variable or row name.

As an example, in the following session, we load the Chess Snackfoods example from Chapter 2, *Using Sets*, and then generate several solution reports using *NONZ*:

```

: TAKE CHESS.LNG
: TERSE
: GO

Global optimal solution found at step:      0
Objective value:                          2692.308

: !Generate a standard NONZ report
: NONZ

```

Variable	Value	Reduced Cost
SUPPLY(PEANUTS)	750.0000	0.000000
SUPPLY(CASHEWS)	250.0000	0.000000
PRICE(PAWN)	2.000000	0.000000
PRICE(KNIGHT)	3.000000	0.000000
PRICE(BISHOP)	4.000000	0.000000
PRICE(KING)	5.000000	0.000000
PRODUCE(PAWN)	769.2308	0.000000
PRODUCE(KING)	230.7692	0.000000
FORMULA(PEANUTS, PAWN)	15.00000	0.000000
FORMULA(PEANUTS, KNIGHT)	10.00000	0.000000
FORMULA(PEANUTS, BISHOP)	6.000000	0.000000
FORMULA(PEANUTS, KING)	2.000000	0.000000
FORMULA(CASHEWS, PAWN)	1.000000	0.000000
FORMULA(CASHEWS, KNIGHT)	6.000000	0.000000
FORMULA(CASHEWS, BISHOP)	10.00000	0.000000
FORMULA(CASHEWS, KING)	14.00000	0.000000

Row	Slack or Surplus	Dual Price
1	2692.308	1.000000
2	0.000000	1.769231
3	0.000000	5.461538

```

: !Generate a NONZ report for PRODUCE
: NONZ PRODUCE

```

Variable	Value	Reduced Cost
PRODUCE(PAWN)	769.2308	0.000000
PRODUCE(KING)	230.7692	0.000000

```

: !Now add a header
: NONZ 'NONZERO PRODUCTION VALUES:' PRODUCE
NONZERO PRODUCTION VALUES:
    769.2308
    230.7692

```

If you would like to capture the solution report in a file, use the *DIVERT* command before the *NONZ* command.

For more information on the interpretation of the various fields in the *NONZ* report, see Chapter 1, *Getting Started with LINGO*.

Note: If the solution report is scrolling off the screen, you can use the *PAGE* command to set the page length to *n* lines, so LINGO will pause every time *n* lines are printed and wait until you are ready to proceed with the next page.

RANGE

Use the *RANGE* command to generate a range report for the model in the active window. A range report shows over what ranges you can: 1) change a coefficient in the objective without causing any of the optimal values of the decision variables to change, or 2) change a row's constant term (also referred to as the right-hand side coefficient) without causing any of the optimal values of the dual prices or reduced costs to change.

Note: The solver computes range values when you solve a model. Range computations must be enabled in order for the solver to compute range values. Range computations *are not enabled by default*, so you will need to switch them on with the command:

```
SET DUALCO 2
```

Range computations can take a fair amount of computation time. If speed is a concern, you don't want to enable range computations unnecessarily.

The example model below, when solved, yields the range report that follows:

```
[OBJECTIVE] MAX = 20 * A + 30 * C;
[ALIM]      A <= 60;
[CLIM]      C <= 50;
[JOINT]     A + 2 * C <= 120;
```

Here is the range report:

Ranges in which the basis is unchanged:			
Variable	Objective Coefficient Ranges		
	Current Coefficient	Allowable Increase	Allowable Decrease
A	20.00000	INFINITY	5.000000
C	30.00000	10.00000	30.00000
Row	Right-hand side Ranges		
	Current RHS	Allowable Increase	Allowable Decrease
ALIM	60.00000	60.00000	40.00000
CLIM	50.00000	INFINITY	20.00000
JOINT	120.0000	40.00000	60.00000

The first section of the report is titled *Objective Coefficient Ranges*. In the first column, *Variable*, all the optimizable variables are listed by name. The next column, *Current Coefficient*, lists the current coefficient of the variable in the objective row. The third column, *Allowable Increase*, tells us the amount that we could increase the objective coefficient without changing the optimal values for the variables. The final column, *Allowable Decrease*, lists the amount that the objective coefficient of the variable could decrease before the optimal values of the variables would change. Information on the allowable increases and decreases on objective coefficients can be useful when you need answers to questions like, "How much more (less) profitable must this activity be before we should be willing to do more (less) of it?"

Referring to the *Objective Coefficient Ranges* report for our example, we can say, as long as the objective coefficient of *A* is greater-than-or-equal-to 15, the optimal values of the variables will not change. The same may be said for the objective coefficient of variable *C*, as long as it falls within the range of [0-40].

Note: Ranges are valid only if you are planning to alter a single objective or right-hand side coefficient. The range information provided by LINGO cannot be applied in situations where one is simultaneously varying two or more coefficients. Furthermore, ranges are only lower bounds on the amount of change required in a coefficient to actually force a change in the optimal solution. You can change a coefficient by any amount up to the amount that is indicated in the range report without causing a change in the optimal solution. Whether the optimal solution will actually change if you exceed the allowable limit is not certain.

The second section of the range report is titled *Right-hand side Ranges*. The first column, *Row*, lists the names of all the optimizable rows, or constraints, in the model. The second column, *Current RHS*, gives the constant term, or right-hand side value, for the row. The next two columns, *Allowable Increase* and *Allowable Decrease*, tell us how far we can either increase or decrease the right-hand side coefficient of the row without causing a change in the optimal values of the dual prices or reduced costs. If you recall, the dual prices on rows are, effectively, shadow prices, which tell us at what price we should be willing to buy (or sell) our resources for. The dual prices do not, however, tell us what *quantity* we should be willing to buy (or sell) at the dual price. This information is obtained from the allowable increases and decreases on the right-hand side coefficients for the row. So, for our example, the dual prices and reduced costs will remain constant as long as the right-hand side of row *ALIM* falls within the range [20-120], the right-hand side of *CLIM* is greater-than-or-equal-to 30, and the right-hand side of *JOINT* is in [60-160].

Note: We preceded all the rows in our model with a name enclosed in square brackets. This is an important practice if you wish to generate range reports. If you do not name your rows, LINGO assigns them a name that corresponds to the internal index of the row. This internal index *will not* always correspond to the order of the row in the text of the original model. To make the *Right-hand side Ranges* section of range reports meaningful, be sure to name all your rows. For details on assigning names to rows, see page 28.

If a variable is nonlinear in the objective, its value in the *Current Coefficient* column will be displayed as *NONLINEAR*. Similarly, if a row is nonlinear, the value in the *Current RHS* column will be displayed as *NONLINEAR*.

Coefficients that can be increased or decreased indefinitely will display a range of *INFINITY*.

Fixed variables are substituted out of a model and will not appear in a range report. Rows that contain only fixed variables are also substituted out of models and will not appear in range reports. As an example, suppose we changed the following inequality in our sample model from:

```
[ALIM]      A <= 60;
```

to the equality:

```
[ALIM]      A = 60;
```

LINGO can now solve directly for the value of A . The variable A is considered fixed; as is the row $ALIM$ (since it contains no optimizable variables). Given this, the variable A will no longer appear in the *Objective Coefficient Ranges* section of the range report, and the row $ALIM$ will not appear in the *Right-hand Side Ranges* section. We can verify this by examining the updated range report:

Ranges in which the basis is unchanged:			
Objective Coefficient Ranges			
Variable	Current Coefficient	Allowable Increase	Allowable Decrease
C	30.00000	INFINITY	30.00000
Right-hand Side Ranges			
Row	Current RHS	Allowable Increase	Allowable Decrease
CLIM	50.00000	INFINITY	20.00000
JOINT	60.00000	40.00000	60.00000

As a final note, if the range report is scrolling off the screen, you can use the *PAGE n* command to set the page length to n lines, so LINGO will pause every time n lines are printed and wait until you are ready to proceed with the next page. In addition, if you would like to capture the solution report in a file, use the *DIVERT* command before the *SOLU* command.

SOLU

The *SOLU*, or *SOLUTION*, command displays a solution report for the current model. The syntax of the *SOLU* command is:

```
SOLU ['header_text'] [ var_or_row_name]
```

For a standard solution report, omit the two optional arguments, and enter the *SOLU* command by itself. LINGO will print primal and dual values for all the variables and rows in the model. LINGO will label all the columns in the report.

The first optional field, *header_text*, will be displayed as a title header in the solution report. If the *header_text* argument is included, LINGO prints primal values only, omitting all labels in the report.

The second optional field, *var_or_row_name*, is a variable or row name that, if included, will limit the report to the given variable or row name.

As an example, in the following session, we load the Chess Snackfoods example from Chapter 2, *Using Sets*, and then generate several solution reports using *SOLU*:

```

: TAKE CHESS.LNG
: TERSE
: GO
Global optimal solution found at step:      0
Objective value:                          2692.308

: !Generate a standard SOLU report
: SOLU
      Variable      Value      Reduced Cost
SUPPLY(PEANUTS)    750.0000      0.0000000
SUPPLY(CASHEWS)    250.0000      0.0000000
PRICE(PAWN)        2.000000      0.0000000
PRICE(KNIGHT)      3.000000      0.0000000
PRICE(BISHOP)      4.000000      0.0000000
PRICE(KING)        5.000000      0.0000000
PRODUCE(PAWN)      769.2308      0.0000000
PRODUCE(KNIGHT)    0.000000      0.1538461
PRODUCE(BISHOP)    0.000000      0.7692297E-01
PRODUCE(KING)      230.7692      0.0000000
FORMULA(PEANUTS, PAWN) 15.00000      0.0000000
FORMULA(PEANUTS, KNIGHT) 10.00000      0.0000000
FORMULA(PEANUTS, BISHOP) 6.000000      0.0000000
FORMULA(PEANUTS, KING) 2.000000      0.0000000
FORMULA(CASHEWS, PAWN) 1.000000      0.0000000
FORMULA(CASHEWS, KNIGHT) 6.000000      0.0000000
FORMULA(CASHEWS, BISHOP) 10.00000      0.0000000
FORMULA(CASHEWS, KING) 14.00000      0.0000000

      Row  Slack or Surplus  Dual Price
      1      2692.308        1.000000
      2      0.000000        1.769231
      3      0.000000        5.461538

: !Generate a SOLU report for PRODUCE
: SOLU PRODUCE
      Variable      Value      Reduced Cost
PRODUCE(PAWN)      769.2308      0.0000000
PRODUCE(KNIGHT)    0.000000      0.1538461
PRODUCE(BISHOP)    0.000000      0.7692297E-01
PRODUCE(KING)      230.7692      0.0000000

: !Now add a header
: SOLU 'PRODUCTION QUANTITIES' PRODUCE
PRODUCTION QUANTITIES
      769.2308
      0.000000
      0.000000
      230.7692

```

If you would like to capture the solution report in a file, use the *DIVERT* command before the *SOLU* command.

For more information on the interpretation of the various fields in the solution report, see page 16.

If the solution report is scrolling off the screen, you can use the *PAGE* command to set the page length to *n* lines, so LINGO will pause every time *n* lines are printed and wait until you are ready to proceed with the next page.

6. Problem Editing

The *Problem Editing* category contains commands used in editing and modifying models.

ALTER

The *ALTER* command is used to edit the current model. The syntax of *ALTER* is:

```
ALTER [line_number|line_range|ALL] 'old_string'new_string'
```

where,

<i>line_number</i>	is the index of a single line to edit,
<i>line_range</i>	is a range of lines to edit,
ALL	means edit all the lines in the model,
<i>old_string</i>	is the old string to search for and replace, and
<i>new_string</i>	is the string to replace all occurrences of <i>old_string</i> with in the specified line range.

In the following sample session, we read in a small knapsack model and perform two *ALTER* commands to modify the model:

```
: TAKE ALTER.LNG
: LOOK ALL
  1]SETS:
  2]   THINGS /1..4/: VALUE, WEIGHT, X;
  3]ENDSETS
  4]DATA:
  5]   VALUE   =  8  6  4  3;
  6]   WEIGHT  = 66 44 35 24;
  7]ENDDATA
  8]   MAX = @SUM(THINGS: VALUE * X);
  9]   @SUM(THINGS: WEIGHT * X) >= 100;
 10]   @FOR(THINGS: @BIN(X));
: !Change the direction of the constraint
: ALTER 9 '>='<='
  9]   @SUM(THINGS: WEIGHT * X) <= 100;
: !Change 'THINGS' to 'ITEMS' in ALL rows
: ALTER ALL 'THINGS'ITEMS'
  2] ITEMS /1..4/: VALUE, WEIGHT, X;
  8]   MAX = @SUM(ITEMS: VALUE * X);
  9]   @SUM(ITEMS: WEIGHT * X) <= 100;
 10]   @FOR(ITEMS: @BIN(X));
: LOOK ALL
  1]SETS:
  2] ITEMS /1..4/: VALUE, WEIGHT, X;
  3]ENDSETS
  4]DATA:
  5]   VALUE   =  8  6  4  3;
  6]   WEIGHT  = 66 44 35 24;
  7]ENDDATA
  8]   MAX = @SUM(ITEMS: VALUE * X);
  9]   @SUM(ITEMS: WEIGHT * X) <= 100;
 10]   @FOR(ITEMS: @BIN(X));
:
```

Note: In addition to the single quote character ('), LINGO also allows the use of the double quote character (") for delimiting the text fields of the *ALTER* command.

DELETE

The *DELETE* command is used to delete one or more lines of text from the current model. The syntax of *DELETE* is:

```
DELETE [line_number|line_range|ALL]
```

where,

<i>line_number</i>	is the index of a single line to delete,
<i>line_range</i>	is a range of lines to delete, and
ALL	means delete the entire model.

Some examples of the *DELETE* command follow:

Example 1: **DELETE 3**
deletes line 3 of the model,

Example 2: **DEL 2 10**
deletes lines 2 through 10 of the model, and

Example 3: **DEL ALL**
deletes the entire model.

EXTEND

The *EXTEND* command allows you to append lines to the current model. It puts LINGO in model input mode just after the last line of the current model. When you use the *EXTEND* command, you'll see LINGO's question mark prompt. Start entering your new lines of model text. When you're done, enter **END** at the prompt.

In the following sample session, we use the *EXTEND* command to append an additional constraint to a small model:

```
: LOOK ALL
  1]MAX 20*X + 30*Y;
  2]X <= 50;
  3]Y <= 60;
  4]X + 2*Y <=120;
: ! Use EXTEND to add another line
: EXTEND
? X >= 30;
? END
: LOOK ALL
  1]MAX 20*X + 30*Y;
  2]X <= 50;
  3]Y <= 60;
  4]X + 2*Y <=120;
  5]X >= 30;
:
```

7. *Conversational Parameters*

The *Conversational Parameters* category contains commands that control how information is displayed.

PAGE

The *PAGE* command sets the length of the page or screen size in lines. The syntax for *PAGE* is:

PAGE *n*

where *n* is the desired number of lines per page of output. For instance, **PAGE 25** will cause the display to pause after 25 lines and await a carriage return before displaying the next 25 lines. The *PAGE* command is convenient when you wish to page through long reports and not have them scroll off the top of the screen.

When 0 is entered as the argument to *PAGE*, paging is turned off entirely. LINGO will no longer stop output to wait for a carriage return. Entering **PAGE 0** at the top of any command script is helpful in that you generally want command scripts to run uninterrupted.

The *PAGE* command is equivalent to the *SET LENPAG* command and is maintained for backward compatibility

PAUSE

The *PAUSE* command causes screen display to pause until a carriage return is typed. If you enter text on the same line as the *PAUSE* command, the text will be displayed. The *PAUSE* command is useful in command scripts for conveying information to the user.

TERSE

The *TERSE* command causes LINGO to suppress the automatic display of a solution report after a model is solved with the *GO* command. When *TERSE* is enabled, you will need to use the *NONZ* or *SOLU* commands to view the solution.

When LINGO is in terse output mode, *export summary reports* are also suppressed. *Export summary reports* are normally generated each time you export solutions to spreadsheets or databases.

Once you enter the *TERSE* command, LINGO stays in terse output mode until you enter the *VERBOSE* command (see below).

The *TERSE* command is equivalent to the *SET TERSEO 1* command and is maintained for backward compatibility.

VERBOSE

The *VERBOSE* command undoes the effects of the *TERSE* command, and places LINGO in verbose output mode. Verbose output mode is the default mode. It results in the automatic display of solution reports after solving a model. Verbose output mode also results in the automatic display of export summary reports whenever export operations are performed to spreadsheets and databases.

The *VERBOSE* command is equivalent to the *SET TERSEO 0* command and is maintained for backward compatibility.

WIDTH

Use the *WIDTH* command to set the terminal width for input and output. The syntax of the *WIDTH* command is:

WIDTH n

where *n* is the desired terminal width. You may set the width between 64 and 200. The default is 76.

When LINGO generates reports, it limits output lines to the terminal width length. In some reports, lines will be wrapped, so they fall within the line limit. In other reports, lines may be truncated. Since LINGO concatenates variable names in performing set operations, a variable name, such as *SHIPMENTS(WAREHOUSE1, CUSTOMER2)*, may result, which may be truncated in a solution report if too narrow a terminal width is used.

The *WIDTH* command is equivalent to the *SET LINLEN* command and is maintained for backward compatibility.

8. Tolerances

The *Tolerances* category contains commands for setting system parameters in LINGO.

APISET

The *APISET* command gives you access to all the parameters in the LINDO API, which is the solver library used by LINGO. LINGO allows access to most of the important solver parameters through the *SET* command and, under Windows, via the *LINGO| Options* command. However, some of the more advanced parameters may only be accessed through the *APISET* command. The syntax for this command is:

APISET param_id {int|double} param_value

where *param_id* is the parameter's index and *param_value* is the value you wish to set the parameter to. Refer to the LINDO API documentation for a list of available parameters and their indices. You will also need to indicate if the parameter is an integer or double precision quantity. Give the *HELP APISET* command for a listing of parameters that are currently active.

Parameter values set with the *APISET* command are not stored from one LINGO session to the next. If there are some LINDO API parameters you wish to permanently set, you may place a series of *APISET* commands in an *AUTOLG.DAT* script file that automatically gets run at the start of each LINGO session.

To remove all *APISET* parameter settings type the command: *APISET DEFAULT*.

DBPWD

The *DBPWD* command is used to input a password for accessing databases via the *@ODBC()* function. Any password input with this command will not be permanently stored. Therefore, at the start of each session, you will need to reenter your database password. The syntax for the command is:

DBPWD my_password

See the *DBUID* command below for entering any user id required by your database.

DBUID

The *DBUID* command is used to input a user id for accessing databases via the *@ODBC()* function. Any user id input with this command will not be permanently stored. Therefore, at the start of each session, you will need to reenter your database user id. The syntax for the command is:

DBUID my_user_id

See the *DBPWD* command above for entering any password required with your user id.

FREEZE

The *FREEZE* command saves your current configuration to LINGO's configuration file, so it may be automatically restored the next time LINGO starts. Any non-default features of the current configuration are saved to the *LINGO.CNF* file in LINGO's main directory. The *LINGO.CNF* configuration file is a text file, and the curious user may examine it by simply opening it in a text editor. All parameters controlled by the *SET* command, see below, are stored by the *FREEZE* command.

Note: Be careful when saving a non-default configuration. The saved configuration will automatically be restored next time you start LINGO. Settings of certain parameters will affect the way models are solved, potentially leading to misleading results when used on a different set of models. To restore the default configuration, use the following command sequence:

: **SET DEFAULT**
: **FREEZE**

SET

The *SET* command allows you to override LINGO's default tolerances and settings. All user configurable options in LINGO are available through the *SET* command. The syntax for the *SET* command is:

SET parameter_name[*parameter_index* [*parameter_value*]

where,

<i>parameter_name</i>	is the name of the parameter to set,
<i>parameter_index</i>	is the index of the parameter to set, and
<i>parameter_value</i>	is the new value for the parameter that, if omitted, will cause LINGO to display the current value for the specified parameter.

Use the *FREEZE* command, see above, to save any tolerances modified with the *SET* command to the configuration file, so they will be automatically restored the next time LINGO starts. You may also enter **SET DEFAULT** to return all parameters to their default values.

The parameters accessible through the *SET* command are:

No.	Name	Default	Description
1	ILFTOL	0.3e-5	Initial linear feasibility tolerance
2	FLFTOL	0.1e-6	Final linear feasibility tolerance
3	INFTOL	0.1e-2	Initial nonlinear feasibility tolerance
4	FNFTOL	0.1e-5	Final nonlinear feasibility tolerance
5	RELINT	0.8e-5	Relative integrality tolerance
6	NOPTOL	0.2e-6	Nonlinear optimality tolerance
7	ITRSLW	5	Iteration limit for slow progress
8	DERCMP	0	Derivatives (0:LINGO chooses, 1:backward analytical, 2:forward analytical, 3:central differences, 4:forward differences)
9	ITRLIM	0	Iteration limit (0: no limit)
10	TIMLIM	0	Solver time limit in seconds (0: no limit)
11	OBJECTS	1	Objective cuts (1:yes, 0:no)
12	MXMEMB	32	Memory limit in megabytes for LINGO's model generator (N/A on some machines)
13	CUTAPP	2	Cuts application (0:root, 1:all, 2:solver chooses)
14	ABSINT	.000001	Absolute integrality tolerance
15	HEURIS	3	Integer programming heuristics (0:none, 100:advanced)
16	HURDLE	0	Use an Integer Programming (IP) hurdle value (1:yes, 0:no)
17	IPTOLA	.8e-7	IP absolute optimality tolerance
18	IPTOLR	.5e-7	IP relative optimality tolerance
19	TIM2RL	100	Seconds before switching to IP relative optimality tolerance
20	NODESL	0	0:LINGO decides, 1:depth first, 2:worst bound, 3:best bound
21	LENPAG	0	Terminal page length limit (0:none)
22	LINLEN	76	Terminal page width (0:none)
23	TERSEO	0	Output level (0:verbose, 1:terse)
24	STAWIN	1	Post status window (1:yes, 0:no, Windows only)
25	SPLASH	1	Display splash screen (1:yes, 0:no, Windows only)
26	OROUTE	0	Route output to command window (1:yes, 0:no, Windows only)
27	WNLIN	800	Max command window lines (Windows only)
28	WNTRIM	400	Min command window lines (Windows only)
29	STABAR	1	Display status bar (1:yes, 0:no, Windows only)
30	FILFMT	1	File format (0:lng, 1:lg4, 2:ltx, Windows only)
31	TOOLBR	1	Display toolbar (1:yes, 0:no, Windows only)
32	CHKDUP	0	Check for duplicate model names in data (1:yes, 0:no)
33	ECHOIN	0	Echo command input to terminal (1:yes, 0:no)
34	ERRDLG	1	Route error messages to a dialog box (1:yes, 0:no, Windows only)
35	USEPNM	0	Allow for unrestricted use of primitive set names (1:yes, 0:no)
36	NSTEEP	0	Use steepest edge variable selection in nonlinear solver (1:yes, 0:no)

37	NCRASH	0	Run crash procedure to get an initial starting point in nonlinear models (1:yes,0:no)
38	NSLPDR	1	Compute search directions in nonlinear solver using successive linear programming (1:yes, 0:no)
39	SELCON	0	Use selective constraint evaluation (1:yes, 0:no)
40	PRBLVL	0	Specify probing level on MILPs (0:LINGO chooses, 1:none, 7:high)
41	SOLVE	0	Specify linear solver (0:LINGO chooses, 1:primal, 2:dual, 3:barrier)
42	REDUCE	2	Perform model reduction (0:no, 1:yes, 2:LINGO chooses)
43	SCALEM	1	Scale the model (0:no, 1:yes)
44	PRIMPR	0	Select primal pricing method (0:LINGO chooses, 1:partial, 2:devex)
45	DUALPR	0	Select dual pricing method (0:LINGO chooses, 1:Dantzig, 2:steepest-edge)
46	DUALCO	1	Specify dual computations (0:none, 1:prices, 2:prices and ranges, 3:price only on optimizable rows)
47	RCMPSN	0	Use RC format names for MPS Input/Output (0:no, 1:yes)
48	MREGEN	1	Select model regeneration (0:only on modifications to model, 1:same as 0 plus whenever model has external references, 2:always)
49	BRANDR	0	Select branch direction (0:both, 1:up, 2:down)
50	BRANPR	0	Select branch priority (0:LINGO decides, 1:binary)
51	CUTOFF	.1e-8	Cutoff solution values smaller than this
52	STRONG	10	Specify strong branch level
53	REOPTB	0	IP warm start LP (0:LINGO, 1:barrier, 2:primal, 3:dual)
54	REOPTX	0	IP cold start LP (0:LINGO, 1:barrier, 2:primal, 3:dual)
55	MAXCTP	200	Max top cut passes
56	RCTLIM	.75	Relative cuts limit
57	GUBCTS	1	GUB cuts (1:yes, 0:no)
58	FLWCTS	1	Flow cuts (1:yes, 0:no)
59	LFTCTS	1	Lift cuts (1:yes, 0:no)
60	PLOCTS	1	Plant location cuts (1:yes, 0:no)
61	DISCTS	1	Disaggregation cuts (1:yes, 0:no)
62	KNPCTS	1	Knapsack cover cuts (1:yes, 0:no)
63	LATCTS	1	Lattice cuts (1:yes, 0:no)
64	GOMCTS	1	Gomory cuts (1:yes, 0:no)
65	COFCTS	1	Coefficient reduction cuts (1:yes, 0:no)
66	GCDCTS	1	Greatest common divisor cuts (1:yes, 0:no)
67	SCLRLM	1000	Syntax coloring line limit (Windows only)
68	SCLRDL	0	Syntax coloring delay in seconds (Windows only)
69	PRNCLR	1	Matching parenthesis coloring (1:yes, 0:no, Windows only)
70	MULTIS	0	NLP Multistart attempts (0:LINGO, n:number of attempts)
71	USEQPR	0	Use quadratic recognition (1:yes, 0:no)
72	GLOBAL	0	Use global solver on NLPs (1:yes, 0:no)
73	LNRISE	0	Linearization (0:LINGO, 1:none, 2:low, 3:high)
74	LNBIGM	100,000	Linearization Big M coefficient
75	LNDLTA	.1e-5	Linearization Delta coefficient

76	BASCTS	0	Basis cuts (1:yes, 0:no)
77	MAXCTR	2	Max tree cuts passes
78	HUMNTM	0	Minimum heuristic time limit (seconds)
79	DECOMP	0	Matrix decomposition (1:yes, 0:no)
80	GLBOPT	.1e-5	Global solver optimality tolerance
81	GLBDLT	.1e-6	Global solver delta tolerance
82	GLBVBD	.1e+11	Global solver variable bound limit
83	GLBUBD	2	Global solver bound use (0:no, 1:all, 2:some)
84	GLBBRN	5	Global solver branch selection (see below)
85	GLBBXS	1	Global solver box (0:depth first, 1:worst bound)
86	GLBREF	3	Global solver reformulation level (0:none, 3:high)
87	SUBOUT	2	Fixed variable reduction (0:none, 1:max, 2:not when using global or multistart solvers)
88	NLPVER	0	NLP solver version (0:LINGO, 1:1.0, 2:2.0)
89	DBGCLD	0	Debugging cold start solver (0:LINGO, 1:primal, 2:dual, 3:barrier)
90	DBGWRM	0	Debug warm start solver (0:LINGO, 1:primal, 2:dual, 3:barrier)
91	LCRASH	1	Use aggressive crashing for NLPs (0:no, 1:yes)
92	BCROSS	1	Perform a basis crossover on LPs when using barrier solver (0:no, 1:yes)
93	LOWMEM	0	Opt for less memory usage (0:no, 1:yes)
94	FILOUT	0	Fill out workbook output ranges (0:no, 1:yes)

1. ILFTOL and 2. FLFTOL

Due to the finite precision available for floating point operations on digital computers, LINGO can't always satisfy each constraint exactly. Given this, LINGO uses these two tolerances as limits on the amount of violation allowed on a constraint while still considering it "satisfied". These two tolerances are referred to as the *initial linear feasibility tolerance (ILFTOL)* and the *final linear feasibility tolerance (FLFTOL)*. The default values for these tolerances are, respectively, 0.000003 and 0.000001.

ILFTOL is used when the solver first begins iterating. *ILFTOL* should be greater than *FLFTOL*. In the early stages of the solution process, being less concerned with accuracy can boost the performance of the solver. When LINGO thinks it has an optimal solution, it switches to the more restrictive *FLFTOL*. At this stage in the solution process, one wants a relatively high degree of accuracy. Thus, *FLFTOL* should be smaller than *ILFTOL*.

One instance where these tolerances can be of use is when LINGO returns a solution almost, but not quite, feasible. You can verify this by checking the values in the *Slack or Surplus* column in the model's solution report. If there are only a few rows with small, negative values in this column, then you have a solution that is close to being feasible. Loosening (i.e., increasing the values of) *ILFTOL* and *FLFTOL* may help you get a feasible solution. This is particularly true in a model where scaling is poor (i.e., very large and very small coefficients are used in the same model), and the units of measurement on some constraints are such that minor violations are insignificant. For instance, suppose you have a budget constraint measured in millions of dollars. In this case, a violation of a few pennies would be of no consequence. Short of the preferred method of rescaling your model, loosening the feasibility tolerances may be the most expedient way around a problem of this nature.

3. INFTOL and 4. FNFTOL

The *initial nonlinear feasibility tolerance* (INFTOL) and the *final nonlinear feasibility tolerance* (FNFTOL) are both used by the nonlinear solver in the same manner the initial linear and final linear feasibility tolerances are used by the linear solver. For information on how and why these tolerances are useful, refer to the section immediately above. Default values for these tolerances are, respectively, 0.001 and 0.000001.

5. RELINT

RELINT, the *relative integrality tolerance*, is used by LINGO as a test for integrality in Integer programming models. Due to round-off errors, the “integer” variables in a solution may not have values that are *precisely* integral. The relative integrality tolerance specifies the relative amount of violation from integrality that is acceptable. Specifically, if I is the closest integer value to X , X will be considered an integer if:

$$\frac{|X - I|}{|X|} \leq \text{Relative Integrality Tolerance}.$$

The default value for the relative integrality tolerance is .000008. Although one might be tempted to set this tolerance to 0, this may result in feasible models being reported as infeasible.

6. NOPTOL

While solving a model, the nonlinear solver is constantly computing a *gradient*. The gradient gives the rate of improvement of the objective function for small changes in the variables. If the gradient’s rate of improvement computation for a given variable is less-than-or-equal-to *NOPTOL*, the *nonlinear optimality tolerance*, further adjustments to the variable’s value are not considered to be beneficial. The default value for the nonlinear optimality tolerance is .0000002. Decreasing this tolerance towards a limit of 0 will tend to make the solver run longer and may lead to better solutions for poorly formulated or poorly scaled models.

7. ITRSLW

LINGO’s nonlinear solver uses the *ITRSLW*, *slow progress iteration limit*, as a means of terminating the solution process if little or no progress is being made in the objective value. Specifically, if the objective function’s value has not improved significantly in n iterations, where n is the value of *ITRSLW*, the nonlinear solver will terminate the solution process. Increasing this tolerance’s value will tend to force the solver to run longer and may be useful in models that have relatively “flat” objective functions around the optimal solution. The default value for *ITRSLW* is 5 iterations. Refer to the description of *ITRLIM* below for a definition of iterations.

8. DERCMP

Use this parameter to set the style of derivative computation. Set *DERCMP* to 0 (*Solver Decides*) to allow LINGO to select the method, 1 for backward analytical derivatives, 2 for forward analytical derivatives, 3 for numerical derivatives using central differences, and 4 for numerical derivatives using forward differences.

LINGO defaults to the *Solver Decides* setting, which presently involves using numerical derivatives with forward differences. However, analytical derivatives (particularly backward) can improve speed and precision on many nonlinear models. We suggest you try the various derivative options to see which works best for your particular models.

9. ITRLIM

Use this tolerance to place an upper limit on the number of iterations the solver will perform. An *iteration* is the fundamental operation performed by the solver. At the risk of oversimplification, it is a process that involves forcing a variable, currently at a zero value, to become nonzero until some other variable is driven to zero, improving the objective as we go. In general, larger models will take longer to perform an iteration, and nonlinear models will take longer than linear models. The default iteration limit is 0, meaning no limit is imposed on the iteration count.

If the solver hits this limit, it returns to normal command mode. If the model contains integer variables, LINGO will restore the best integer solution found so far. You may need to be patient, however, because the solver may have to perform a fair amount of work to reinstall the current best solution after it hits a runtime limit.

Note: When the solver is interrupted, the only time it will return a valid solution is when the model contains integer variables and an incumbent integer solution exists. In which case, the solver backtracks to the incumbent solution before exiting. Interrupting a model without integer variables will result in an undefined solution. Interrupting a model with integer variables but no incumbent solution will also return an undefined solution.

10. TIMLIM

Use this tolerance to place a limit on the number of seconds the solver runs. If the solver hits this limit, it will stop and return with the best solution found so far. The default limit is 0, meaning no time limit is imposed on the solver.

If the solver hits this limit, it returns to normal command mode. If the model contains integer variables, LINGO will restore the best integer solution found so far. You may need to be patient, however, because the solver may have to perform a fair amount of work to reinstall the current best solution after it hits a runtime limit.

Note: When the solver is interrupted, the only time it will return a valid solution is when the model contains integer variables and an incumbent integer solution exists. In which case, the solver backtracks to the incumbent solution before exiting. Interrupting a model without integer variables will result in an undefined solution. Interrupting a model with integer variables but no incumbent solution will also return an undefined solution.

11. OBJCTS

Please refer to the *Constraint Cut Types* section below for information on this parameter.

12. MXMEMB

Use this parameter to set an upper limit on the amount of memory, in megabytes, that LINGO allocates as workspace for its model generator. When LINGO starts up, it sets aside a fixed amount of memory to use as a generator workspace. The default workspace size is 32Mb. You can determine the size of the current workspace and the amount of memory allotted in this workspace by issuing the *MEM* command.

Large models may run out of generator memory when attempting to solve them. In this case, you will receive the error message, “The model generator ran out of memory.” To avoid this error, increase the value of *MXMEMB* and issue the *FREEZE* command to preserve the change. You must then restart LINGO.

Note: Changes in LINGO’s generator memory limit are not established until you restart the program.

The model generator is distinct from the actual solver engines. Memory allocated to the generator will not be available to the solver engines. Thus, you shouldn’t allocate any more memory to the generator than is required.

If you set *MXMEMB* to 0, LINGO will allocate all available memory when it starts up. This is not a recommended practice.

Note: Setting LINGO’s generator memory limit abnormally high can result in poor performance of LINGO and the operating system. By setting aside excessive amounts of memory for the model generator, both LINGO and the operating system may have to resort to swapping of virtual memory to and from the hard drive. Accessing the hard drive for memory swaps can slow down your machine dramatically.

13. CUTAPP

Use this parameter to control the nodes in the solution tree where the branch-and-bound solver adds constraint cuts in linear integer models. You have the following three options:

CUTAPP Setting	Cuts Application at ...
0	Root only
1	All nodes
2	Solver decides

Under the *Root Only* option, the solver appends cuts only at the first node, or root node, in the solution tree. With the *All Nodes* option, cuts are appended at each node of the tree. Under the *Solver Decides* option, the solver dynamically decides when it is best to append cuts at a node.

The default is to let the solver decide when to append cuts. In general, this will offer superior performance. There may be instances, however, where one of the other two options prevails.

14. ABSINT

Use this parameter to specify an *absolute integrality* tolerance. This tolerance is used by LINGO as a test for integrality in integer programming models. Due to round-off errors, the "integer" variables in a solution may not have values that are *precisely* integer. The absolute integrality tolerance specifies the absolute amount of violation from integrality that is acceptable. Specifically, if X is an "integer" variable and I is the closest integer to X , then X would be accepted as being integer valued if:

$$|X - I| \leq \text{Absolute Integrality Tolerance}.$$

The default value for the absolute integrality tolerance is .000001. Although one might be tempted to set this tolerance to 0, this may result in feasible models being reported as infeasible.

15. HEURIS

Use this parameter to control the level of integer programming heuristics used by the integer solver. These heuristics use the continuous solution at each node in the branch-and-bound tree to attempt to quickly find a good integer solution. If an integer solution better than the incumbent is found, then it is used to fix or tighten global and local variable bounds. Heuristics are only applied to linear models. Requesting heuristics on nonlinear models will result in no benefits.

HEURIS may be set anywhere from 0 (none) to 100 (highest level), with 3 being the default.

16. HURDLE

If you know the objective value of a solution to a model, you can enter it as a *hurdle* tolerance. This value is used in the branch-and-bound solver to narrow the search for the optimum. More specifically, LINGO will only search for integer solutions where the objective is better than the hurdle value. This comes into play when LINGO is searching for an initial integer solution. LINGO can ignore branches in the search tree with objective values worse than the hurdle value, because a better solution exists (i.e., the hurdle) on some alternate branch. Depending on the problem, a good hurdle value can greatly reduce solution time. Once LINGO finds an initial integer solution, however, the Hurdle tolerance no longer has an effect.

Note:	Be sure when entering a hurdle value that a solution exists that is at least as good or better than your hurdle. If such a solution does not exist, LINGO will not be able to find a feasible solution to the model.
--------------	--

The default hurdle value is *None*. In other words, a hurdle value is not used by the solver. To clear an existing hurdle value, type **SET HURDLE NONE**.

17. IPTOLA

Use this parameter to specify the *absolute optimality tolerance*. This tolerance is a positive value r , indicating to the branch-and-bound solver that it should only search for integer solutions with objective values at least r units better than the best integer solution found so far. In many integer programming models, there are huge numbers of branches with roughly equivalent potential. This tolerance helps keep the branch-and-bound solver from being distracted by branches that can't offer a solution significantly better than the incumbent solution.

In general, you shouldn't have to set this tolerance. Occasionally, particularly on poorly formulated models, you might need to increase this tolerance slightly to improve performance. In most cases, you should experiment with the relative optimality tolerance, discussed below, rather than the absolute optimality tolerance in order to improve performance.

The default value for the absolute optimality tolerance is $8e-8$.

18. IPTOLR

Use this parameter to specify the *relative optimality tolerance*. This tolerance is a value r , ranging from 0 to 1, indicating to the branch-and-bound solver that it should only search for integer solutions with objective values at least $100*r\%$ better than the best integer solution found so far.

The end results of modifying the search procedure in this way are twofold. First, on the positive side, solution times can be improved tremendously. Second, on the negative side, the final solution obtained by LINGO may not be the true optimal solution. You will, however, be guaranteed the solution is within $100*r\%$ of the true optimum.

Typical values for the relative optimality tolerance would be in the range .01 to .05. In other words, you would be happy to get a solution within 1% to 5% of the true optimal value. On larger integer models, the alternative of getting a solution within a few percentage points of the true optimum after several *minutes* of runtime, as opposed to the true optimum after several *days*, makes the use of an optimality tolerance quite attractive.

Note: Generally speaking, the relative integrality tolerance is the tolerance that will most likely improve runtimes on integer models. You should be sure to set this tolerance whenever possible.
--

The default for the relative optimality tolerance is $5e-8$.

19. TIM2RL

If an integer programming model is relatively easy to solve, then we would like to have the solver press on to the true optimal solution without immediately resorting to a relative optimality tolerance (discussed above). On the other hand, if, after running for a while, it becomes apparent that the optimal solution won't be immediately forthcoming, then you might want the solver to switch to using a relative optimality tolerance. *TIM2RL*, the *time to relative tolerance*, can be used in this manner. This tolerance is the number of seconds before the branch-and-bound solver begins using the relative optimality tolerance. For the first n seconds, where n is the value of the time to relative tolerance, the branch-and-bound solver will not use the relative optimality tolerance and will attempt to find the true optimal solution to the model. Thereafter, the solver will use the relative optimality tolerance in its search.

The default value for the time to relative tolerance is 100 seconds.

20. NODESL

The branch-and-bound solver has a great deal of freedom in deciding how to span the branch-and-bound solution tree. *NODESL*, the *node selection* option, allows you to control the order in which the solver selects branch nodes in the tree.

The four choices available for *NODESL* are as follows:

NODESL Setting	Branch Selection
0	<i>LINGO Decides</i> – This is the default option. LINGO makes an educated guess as to the best node to branch on.
1	<i>Depth First</i> – LINGO spans the branch-and-bound tree using a depth first strategy.
2	<i>Worst Bound</i> – LINGO picks the node with the worst bound.
3	<i>Best Bound</i> – LINGO picks the node with the best bound.

In general, *LINGO Decides* will offer the best results. Experimentation with the other options may be beneficial with some classes of models.

21. LENPAG

The *LENPAG* parameter sets the length of the page or screen size in lines. For instance, setting *LENPAG* to 25 will cause the display to pause after 25 lines and await a carriage return before displaying the next 25 lines. This is convenient when you wish to page through long reports and not have them scroll off the top of the screen.

When *LENPAG* is set to 0, paging is turned off entirely. LINGO will no longer stop output to wait for a carriage return. Entering *SET LENPAGE 0* at the top of any command script is helpful in that you generally want command scripts to run uninterrupted.

22. LINLEN

When LINGO generates reports, it limits output lines to a certain width. In some reports, lines will be wrapped, so they fall within the line limit. In other reports, lines may be truncated. Since LINGO concatenates variable names in performing set operations, a variable name such as *SHIPMENTS(WAREHOUSE1, CUSTOMER2)* may result, which may be truncated in a solution report if too narrow an output width is used. You can control this line width limit through the *LINLEN* parameter. You may set it anywhere between 64 and 200, with the default being 76.

23. TERSEO

Set this parameter to 1 to put LINGO in terse output mode or 0 for verbose output mode. If LINGO is in terse output mode, it suppresses solution reports after models are solved and export summary reports generated when exporting data to spreadsheets or databases.

The default is for LINGO to be in terse output mode.

24. STAWIN (Windows Only)

If the *STAWIN* parameter is set to 1, LINGO displays a *solver status window* whenever you issue the *GO* command. This window resembles the following:

LINGO Solver Status [LINGO1]

Solver Status		Variables	
Model Class:	LP	Total:	2
State:	Global Optimum	Nonlinear:	0
Objective:	0	Integers:	0
Infeasibility:	0	Constraints	
Iterations:	2	Total:	4
Extended Solver Status		Nonlinear:	0
Solver Type	. . .	Nonzeros	
Best Obj:	. . .	Total:	6
Obj Bound:	. . .	Nonlinear:	0
Steps:	. . .	Generator Memory Used (K)	
Active:	. . .	3	
		Elapsed Runtime (hh:mm:ss)	
		00:00:00	

Update interval:

The solver status window is useful for monitoring the progress of the solver and the dimensions of your model. It is updated every n seconds, where n is the value in the *Update interval* field in the lower right corner of the window. LINGO defaults to displaying the solver status window.

This option applies only to Windows versions of LINGO.

For a detailed description of the various fields in the solver status window, see Chapter 1, *Getting Started with LINGO*.

25. SPLASH (Windows Only)

If the *SPLASH* parameter is set to 1, LINGO will display its splash screen each time it starts up. The splash screen lists the release number of LINGO and the software's copyright notice. Setting *SPLASH* to 0 disables the splash screen. The default is for the splash screen to be displayed.

This option applies only to Windows versions of LINGO.

26. OROUTE (Windows Only)

Set this parameter to 1 to send reports generated by LINGO to the command window, or 0 to send them to individual report windows. Since you can log all output to the command window in a log file, routing reports to the command window can be a useful way of logging all reports to disk. This may also be a desirable option when you are using LINGO as part of an automated system where you need LINGO to run without user input. The default is for LINGO to display reports in individual windows.

This option is available only on Windows versions of LINGO.

27. WNLIN (Windows Only) and 28. WNTRIM (Windows Only)

When LINGO sends output to the command window, it places new lines at the bottom of the window. All previous output is scrolled up to make way for the new output. The total number of output lines that can be stored in the command window is limited. When LINGO hits this limit, it begins deleting lines from the top of the command window. You can control this feature by setting the *WNLIN* and *WNTRIM* parameters.

The *WNLIN* parameter sets the maximum number of lines allowed in the command window. When LINGO removes lines from the top of the command window, it stops once there are *n* lines left in the command window, where *n* is the value of the *WNTRIM* parameter. In general, output to the command window will become slower as you increase the maximum and minimum line counts.

The default values for *WNLIN* and *WNTRIM* are, respectively, 800 and 400. Minimum values are 200 and 100, while there are no upper limits.

These options are relevant only to Windows versions of LINGO.

29. STABAR (Windows Only)

If the *STABAR* parameter is set to 1, LINGO for Windows displays a status bar along the bottom of the main frame window. Among other things, the status bar displays the time of day, location of the cursor, menu tips, and the current status of the program.

To remove the status bar from the screen, set *STABAR* to 0.

The default is for LINGO to display the status bar.

This option applies only to Windows versions of LINGO.

30. FILEMT (Windows Only)

Use *FILEMT* to set the default file format LINGO uses when opening a new document. The options are:

FILEMT	File Type	Description
0	LNG	LINGO text
1	LG4	LINGO binary
2	LTX	LINDO text

The LG4 format is the default file format for Windows versions of LINGO. This is a binary format that is readable only by LINGO. This format enables you to have custom formatting and fonts in your

models, and allows you to use LINGO as an OLE server and container. Files written in LG4 format are useful only on Windows hardware.

The LNG and LTX formats are text based. Given this, LNG and LTX files may be read into other applications. However, these formats don't support custom formatting and embedded objects. In general, LNG files use LINGO syntax, while LTX files use LINDO syntax.

This option applies only to Windows versions of LINGO.

31. TOOLBR (Windows Only)

In Windows versions, LINGO can display a row of buttons that act as shortcuts to various commands contained in the LINGO menu. This row of buttons is known as the *toolbar*. Set *TOOLBR* to 1 to display the toolbar or 0 to remove it. The default is for LINGO to display the toolbar.

This option applies only to Windows versions of LINGO.

32. CHKDUP

Prior to release 4.0, LINGO allowed you to use primitive set names in the equations of a model. Primitive set names in a model's equations returned the index of the set member. Starting with release 4.0, LINGO required you to use the *@INDEX* function (see Chapter 7, *LINGO's Operators and Functions*) to get the index of a primitive set member. If you would like to test your LINGO models from releases prior to 4.0 for instances where primitive set members appear in the model's equations, set *CHKDUP* to 1. Whenever you run a model, LINGO will issue an error message if duplicate names appear as set members and as variables in the model.

33. ECHOIN

When you run a LINGO command script with the *TAKE* command, the commands LINGO processes are normally not displayed. If you would like the commands echoed to your screen, set the *ECHOIN* parameter to 1. This can be a useful feature when you are trying to develop and debug a LINGO command script.

34. ERRDLG (Windows Only)

Set the *ERRDLG* parameter to 1 and LINGO will display error messages issued by the solver in a modal dialog box. This dialog box must be cleared before LINGO proceeds with any other operation. In some instances, you may have LINGO embedded in other applications, where it may not be desirable, or possible, to have users clearing the error dialog boxes. By setting *ERRDLG* to 0, LINGO will route the solver's error messages to the report window, where they will be displayed and no user intervention will be required to clear the messages. Note that this option allows you to route only those error messages generated by LINGO's solver to the report window. Error messages displayed by LINGO's interactive front-end (error codes 1000 and above) will always be posted in dialog boxes. The default is for solver errors to be displayed in dialog boxes.

This option applies only to Windows versions of LINGO.

35. USEPNM

In many instances, you will need to get the index of a primitive set member within its set. Prior to release 4 of LINGO, you could do this by using the primitive set member's name directly in the model's equations. This can create problems when you are importing set members from an external source. In this case, you will not necessarily know the names of the set members beforehand. When one of the imported primitive set members happens to have the same name as a variable in your model, unintended results can occur. More specifically, LINGO would not treat the variable as optimizable. In fact, LINGO would treat it as if it were a constant equal to the value of the index of the primitive set member! In short, different primitive set names could potentially lead to different results. Therefore, starting with release 4.0 of LINGO, models such as the following are no longer permitted:

```
MODEL:
SETS:
    DAYS /MO TU WE TH FR SA SU/;
ENDSETS

    INDEX_OF_FRIDAY = FR;
END
```

If you want the index of *FR* in the *DAYS* set, you should use the *@INDEX* function (see Chapter 7, *LINGO's Operators and Functions*):

```
INDEX_OF_FRIDAY = @INDEX(DAYS, FR);
```

If you are unable to update your models for some reason and you would like to allow for the direct use of primitive set names, you can enable the *USEPNM* parameter by setting it to 1. The default is for LINGO to disable *USEPNM*.

36. NSTEEP

Setting the *NSTEEP* parameter to 1 causes LINGO's nonlinear solver to use steepest-edge variable selection. When LINGO is not in steepest-edge mode, the nonlinear solver will tend to select variables that offer the highest *absolute* rate of improvement to the objective, regardless of how far other variables may have to move per unit of movement in the newly introduced variable. The problem with this strategy is that other variables may quickly hit a bound, resulting in little gain to the objective. With the steepest-edge option, the nonlinear solver spends a little more time in selecting variables by looking at what rate the objective will improve *relative* to movements in the other nonzero variables. Thus, on average, each iteration will lead to larger gains in the objective. In general, the steepest-edge option will result in fewer iterations. However, each iteration will take longer. LINGO defaults to not using the steepest-edge option.

37. NCRASH

If you set *NCRASH* to 1, LINGO's nonlinear solver will invoke a heuristic for generating a "good" starting point when you solve a model. If this initial point is relatively good, subsequent solver iterations should be reduced along with overall runtimes. LINGO defaults to not crashing an initial solution.

38. NSLPDR

If you set *NSLPDR* to 1, LINGO's nonlinear solver will use successive linear programming (SLP) to compute new search directions. This technique uses a linear approximation in search computations in order to speed iteration times. In general, the number of total iterations will tend to rise when SLP directions are used, but on some models overall runtimes will improve. LINGO defaults to using SLP directions.

39. SELCON

If you set *SELCON* to 1, LINGO's nonlinear solver will only evaluate constraints on an as needed basis. Thus, not every constraint will be evaluated at each iteration. This generally leads to faster solution times, but can also lead to problems in models with undefined functions in certain regions. LINGO may not evaluate a constraint for many iterations only to find that it has moved into a region where the constraint is no longer defined. In this case, there may not be a valid point for the solver to retreat to and the solution process terminates with an error. Turning off selective constraint evaluation eliminates these errors. LINGO defaults to not using selective constraint evaluation.

40. PRBLVL

On a mixed-integer linear program, LINGO can perform an operation known as *probing*. Probing involves taking a close look at the integer variables in a model and deducing tighter variable bounds and right-hand side values. In many cases, probing can tighten an integer model sufficiently to speed overall solution times. In other cases, however, probing may not be able to do much tightening and the overall solution time will increase due to the extra time spent probing. You can choose from seven successive levels of probing ranging from 1 to 7. Level 1 disables probing completely, while level 7 involves the highest degree of probing. Setting this option to 0 lets LINGO select the level of probing. LINGO defaults to 0.

41. SOLVEL

This option allows you to choose the type of algorithm invoked by LINGO's linear solver. At present, LINGO offers the following four options:

SOLVEL Value	Linear Solver Algorithm
0	LINGO chooses
1	Primal simplex
2	Dual simplex
3	Barrier (only available as an option)

In general, it is difficult to say what algorithm will be fastest for a particular model. A rough guideline is that primal simplex tends to do better on sparse models with fewer rows than columns; the dual does well on sparse models with fewer columns than rows; and the barrier works best on densely structured models or very large models.

The barrier solver is available only as an additional option to the LINGO package.

LINGO defaults to 0, *LINGO chooses*.

42. REDUCE

When this parameter is set to 1, LINGO's linear solver tries to identify and remove extraneous variables and constraints from the formulation before solving. In certain cases, this can greatly reduce the size of the final model to be solved. Setting *REDUCE* to 1 enables reduction, while 0 disables it. Setting *REDUCE* to 2 allows LINGO to choose whether or not to enable reduction. LINGO defaults to this last option.

43. SCALEM

Setting *SCALEM* to 1 enables the scaling option in LINGO's linear solver. This option rescales the coefficients in the model's matrix, causing the ratio of the largest to smallest coefficients to be reduced. By doing this, LINGO reduces the chances of round-off error, which leads to greater numerical stability and accuracy in the linear solver.

LINGO defaults to using scaling.

44. PRIMPR

Setting this parameter to 2 causes LINGO's primal simplex linear solver to use devex pricing techniques. If this parameter is set to 1, the primal simplex solver will use partial pricing. If this parameter is set to 0, LINGO chooses the primal simplex pricing method.

LINGO defaults to choosing the primal pricing method.

45. DUALPR

If *DUALPR* is set to 2, LINGO's dual simplex solver will use steepest edge pricing. If *DUALPR* is 1, the dual solver will use Dantzig pricing methods. If *DUALPR* is 0, LINGO chooses the most appropriate pricing method.

In Dantzig pricing mode, the dual simplex solver will tend to select variables that offer the highest *absolute* rate of improvement to the objective, regardless of how far other variables may have to move per unit of movement in the newly introduced variable. The problem with this strategy is that other variables may quickly hit a bound, resulting in little gain to the objective. With the steepest-edge option, the solver spends a little more time selecting variables by looking at the total improvement in the objective by adjusting a particular variable. Thus, on average, each iteration will lead to larger gains in the objective. In general, the steepest-edge option will result in fewer iterations. However, each iteration will take longer.

LINGO defaults to choosing the pricing method for the dual solver.

46. DUALCO

The *DUALCO* parameter is used to set the level of dual computations performed by the solver. Setting *DUALCO* to 0 will cause LINGO to *not* compute dual values and ranges. This is the fastest option, but is suitable only if you don't need this information. In fact, the *RANGE* command will not execute when *DUALCO* is 0. When *DUALCO* is 1, LINGO will compute dual values, but not ranges. When *DUALCO* is 2, LINGO computes both dual prices and ranges. Setting *DUALCO* to 3 causes LINGO to compute the dual values on optimizable rows only (i.e., fixed rows are excluded) and forgo range computations. LINGO defaults to a *DUALCO* value of 1.

Note: Range computations can take some time, so, if speed is a concern, you don't want to enable range computations unnecessarily.

47. RCMPSN

Setting *RCMPSN* to 1 causes LINGO to convert all variable and row names to RC notation when performing MPS file format I/O. Refer to the *RMPS* command on page 204 for a discussion of why this option is useful. By default, LINGO disables the use of RC format names.

48. MREGEN

The *MREGEN* parameter controls the frequency with which LINGO regenerates a model. With *MREGEN* set to 0, LINGO regenerates a model only when a change has been made to the model's text since the last generation took place. When *MREGEN* is 1, LINGO regenerates whenever a change is made to the model text or if it contains references to external data sources (e.g., text files, databases, or spreadsheets). If *MREGEN* is 2, then LINGO *always* regenerates the model each time information regarding the generated model is needed. Commands that will trigger a model generation are *GO*, *GEN*, *GENL*, *STATS*, *RMPS*, *FRMPS*, *SMPS*, and *PICTURE*. LINGO defaults to a *MREGEN* value of 1.

49. BRANDR

LINGO uses a branch-and-bound solution procedure when solving integer programming models. One of the fundamental operations involved in the branch-and-bound algorithm is *branching* on variables. Branching involves forcing an integer variable that is currently fractional to either the next greatest integer value or to the next lowest integer value. As an example, suppose there is a general integer variable that currently has a value of 5.6. If LINGO were to branch on this variable, it would have to choose whether to set the variable first to 6 or 5. The *BRANDR* parameter controls how LINGO makes this branching decision.

There are three possible settings for *BRANDR*:

BRANDR Value	Preferred Branching Direction
0	Both up and down
1	Up
2	Down

The default option, *Both up and down*, involves LINGO making an intelligent guess as to whether it should branch up or down first on each individual variable. If the *Up* option is selected, LINGO will always branch up to the next highest integer first. If *Down* is selected, LINGO will always branch down first. In most cases, the *Both up and down* option will result in the best performance. Occasionally, models will benefit from use of one of the other two options.

50. BRANPR

When branching on variables, the branch-and-bound procedure can give priority to branching on the binary variables first, or it can make an intelligent guess as to the next best variable to branch on, regardless of whether it is binary or general.

There are two possible settings for *BRANPR*:

BRANPR Value	Branching Priority
0	LINGO decides
1	Binary variables first

Select the *Binary variables first* option to have LINGO give branching priority to the binary variables. Select *LINGO Decides* to have LINGO select the next integer variable for branching based on an intelligent guess regardless of whether it is binary or general. The default for this option is *LINGO Decides*, which should generally give the best results. However, on occasion, the *Binary* option may prevail.

51. CUTOFF

On occasion, due to round-off error, some of the values returned by LINGO's solver will be very small (less than $1e-10$). In reality, the true values of these variables are either zero or so small as to be of no consequence. These tiny values can be distracting when interpreting a solution report. The *CUTOFF* parameter can be used to suppress small solution values. Any solution value less-than-or-equal-to *CUTOFF* will be reported as being zero. The default value for *CUTOFF* is $1e-9$.

52. STRONG

The *strong branch* option uses a more intensive branching strategy during the first n levels of the branch-and-bound tree, where n is the value of the *STRONG* parameter. During these initial levels, LINGO picks a subset of the fractional variables as branching candidates. LINGO then performs a tentative branch on each variable in the subset, selecting as the final candidate the variable that offers the greatest improvement in the bound on the objective. Although strong branching is useful in tightening the bound quickly, it does take additional computation time. So, you may want to try different settings to determine what works best for your model.

The default setting is 10 levels.

53. REOPTB

The *warm start* option controls the linear solver that is used by the branch-and-bound solver at each node of the solution tree when a previous solution is present to use as a “warm start”. The *cold start* option, discussed below, determines the solver to use when a previous solution *does not exist*.

There are four possible settings for *REOPTB*:

REOPTB Value	Warm Start Solver
0	<i>LINGO Decides</i> – LINGO chooses the most appropriate solver.
1	<i>Barrier</i> – LINGO uses the barrier method, assuming you have purchased a license for the barrier solver. Otherwise, the dual solver will be used.
2	<i>Primal</i> – The primal solver will be used exclusively.
3	<i>Dual</i> – The dual solver will be used exclusively.

In general, *LINGO Decides* will yield the best results. The barrier solver can’t make use of a pre-existing solution, so *Barrier* usually won’t give good results. In general, *Dual* will be faster than *Primal* for reoptimization in branch-and-bound.

54. REOPTX

The *cold start* option controls the linear solver that is used by the branch-and-bound solver at each node of the solution tree when a previous solution is *not* present to use as a “warm start”. The *warm start* option, discussed above, determines the solver to use when a previous solution *does exist*.

There are four possible settings for *REOPTX*:

REOPTX Value	Warm Start Solver
0	<i>LINGO Decides</i> – LINGO chooses the most appropriate solver.
1	<i>Barrier</i> – LINGO uses the barrier method, assuming you have purchased a license for the barrier solver. Otherwise, the dual solver will be used.
2	<i>Primal</i> – The primal solver will be used exclusively.
3	<i>Dual</i> – The dual solver will be used exclusively.

In general, *LINGO Decides* will yield the best results. However, experimentation with the other options may be fruitful.

55. MAXCTP

The integer pre-solver makes iterative passes through a model determining appropriate constraint cuts to append to the formulation. In general, the marginal benefits of each additional pass declines. At some point, additional passes will only add to total solution times. Thus, LINGO imposes a limit on the maximum number of passes.

LINGO applies constraint cuts at both the top, or root, node of the branch-and-bound tree, and at all subsequent nodes within the tree. The *MAXCTP* parameter limits the maximum number of cuts at the top node, while the *MAXCTR* parameter (see below) sets the cut limit on all subsequent nodes in the tree. The default limit is 200 passes.

56. RCTLIM

Most integer programming models benefit from the addition of some constraint cuts. However, at some point, additional cuts take more time to generate than they save in solution time. For this reason, LINGO imposes a relative limit on the number of constraint cuts that are generated. The default limit is set to .75 times the number of true constraints in the original formulation. You may override this relative limit by changing the setting of *RCTLIM*.

Constraint Cut Types

LINGO generates twelve different types of constraint cuts when solving mixed integer linear programs. Using options listed below, these various classes of cuts can be enabled by setting their parameter value to 1, or disabled by setting their parameter value to 0.

The available cut classes are as follows:

Index	Parameter Name	Cut Type
11	OBJCTS	Objective cuts
57	GUBCTS	GUB
58	FLWCTS	Flow
59	LFTCTS	Lift
60	PLOCTS	Plant location
61	DISCTS	Disaggregation
62	KNPCTS	Knapsack cover
63	LATCTS	Lattice
64	GOMCTS	Gomory
65	COFCTS	Coefficient reduction
66	GCDCTS	Greatest common divisor
76	BASCTS	Basis cuts

By default, all cut classes are enabled with the exception of Basis cuts. Occasionally, on some poorly formulated models, disabling one or more of the cut forms can help in finding feasible solutions.

Cuts are not generated for nonlinear integer models. Thus, these options will not affect performance on nonlinear models.

67. SCLRLM (Windows Only)

The LINGO editor in Windows is “syntax aware”. In other words, when it encounters LINGO keywords, it displays them in blue. Comments are displayed in green, and all remaining text is displayed in black. Syntax coloring can take a long time if you have very large files. The *SCLRLM* parameter sets the maximum acceptable file size for syntax coloring. Files with line counts exceeding this parameter will not be syntax colored. Setting this parameter to 0 will disable the syntax coloring feature. The default limit is 1000 lines.

This option applies only to Windows versions of LINGO.

68. SCLRDL (Windows Only)

The LINGO editor in Windows is “syntax aware”. In other words, when it encounters LINGO keywords it displays them in blue. Comments are displayed in green, and all remaining text is displayed in black. The *SCLRDL* parameter sets the number of seconds LINGO waits after the last keystroke was typed before recoloring modified text. Users on slower machines may want to set this higher to avoid having syntax coloring interfere with typing. Users on faster machines may want to decrease this value, so text is recolored more quickly. The default is 0 seconds (i.e., LINGO recolors modified text immediately).

This option applies only to Windows versions of LINGO.

69. PRNCLR (Windows Only)

The LINGO editor in Windows displays matching parentheses in red when you place the cursor immediately following a parenthesis. The *PRNCLR* parameter allows you to disable this feature. Setting *PRNCLR* to 0 will disable parenthesis matching, while setting it to 1 will enable it.

This option applies only to Windows versions of LINGO.

70. MULTIS

LINGO exploits the convex nature of linear models to find globally optimal solutions. However, we aren’t as fortunate with nonlinear models. With nonlinear programming (NLP) models, LINGO’s default NLP solver uses a local search procedure. This can lead to LINGO stopping at locally optimal points, perhaps missing a global point lying elsewhere. Refer to Chapter 13, *On Mathematical Modeling*, for more information on how and why this can happen.

A strategy that has proven successful in overcoming this problem is to restart the NLP solver several times from different initial points. It is not uncommon for a different starting point to lead to a different local solution point. The idea is that, if we restart from enough unique points, saving the best local solution as we go, then we have a much better chance of finding the true global solution.

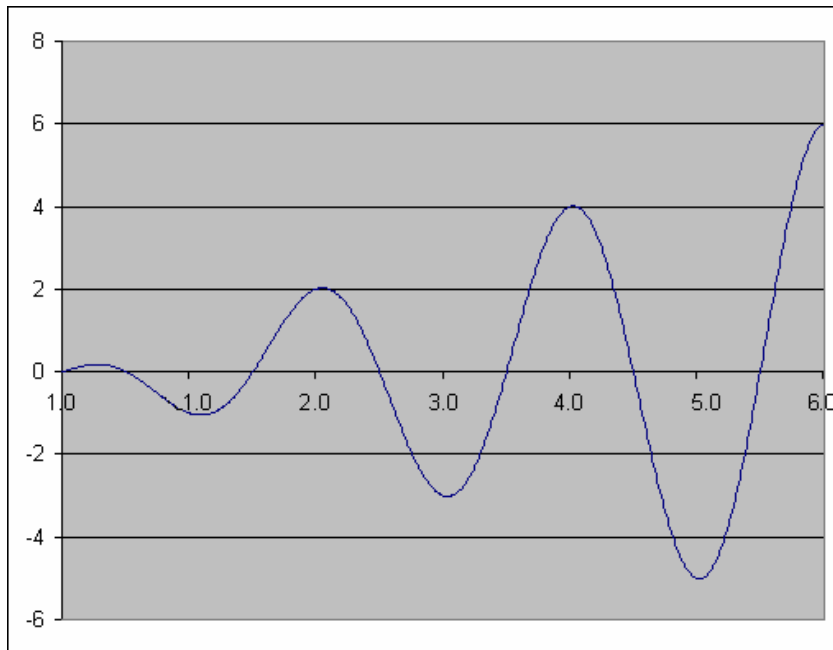
The *MULTIS* parameter allows you to set the number of times you would like the NLP solver to re-solve your model, starting each time from an intelligently generated, new starting point. We refer to this feature as *multistart*. The default value for *MULTIS*, 0, entails restarting 5 times on small NLPs and disabling multistart on larger models. Setting *MULTIS* to 1 disables multistart on all NLPs. Setting *MULTIS* to any value greater than 1 will cause the NLP solver to restart that number of times on all NLPs. We have found that setting *MULTIS* around 5 tends to be adequate for most models. Highly nonlinear models may require a larger setting.

Keep in mind, however, that multistart will dramatically increase runtimes. Thus, one should avoid using it unnecessarily on convex models that will converge to a global point in a single pass without any additional prodding.

The following example illustrates the usefulness of multistart. Consider the simple, yet highly nonlinear, model:

```
MODEL:
  MIN = X * @COS( 3.1416 * X);
  @BND( 0, X, 6);
END
```

The graph of the objective function is as follows:



The objective function has three local, minimal points over the feasible range. These points are summarized in the following table:

Point	X	Objective
1	1.09	-1.05
2	3.03	-3.02
3	5.02	-5.01

Clearly, the third local point is also the globally best point, and we would like the NLP solver to converge to this point. Below, we attempt this by loading the model, turning off the multistart option, and then solving:

```

: take wavy.lng
: look all

MODEL:
  1] MIN = X * @COS( 3.1416 * X);
  2] @BND( 0, X, 6);
END

: set multis 1 !set solver attempts to 1 only (i.e., disable ms)

Parameter      Old Value      New Value
MULTIS          0              1

: go
  Local optimal solution found at step:      11
  Objective value:                          -1.046719

      Variable      Value      Reduced Cost
      X              1.090405      0.1181082E-07

      Row      Slack or Surplus      Dual Price
      1              -1.046719      -1.000000

```

Unfortunately, as you can see, we converged to the least preferable of the local minimums. Below, we will do the same as in the previous run. However, this time, we will set the number of multistarts to five:

```

: take wavy.lng
: look all

MODEL:
  1] MIN = X * @COS( 3.1416 * X);
  2] @BND( 0, X, 6);
END

: set multis 5

Parameter      Old Value      New Value
MULTIS          0              5

: go
  Local optimal solution found at step:      39
  Objective value:                          -5.010083

      Variable      Value      Reduced Cost
      X              5.020143      -0.7076917E-08

      Row      Slack or Surplus      Dual Price
      1              -5.010083      -1.000000

```

The extra four restarts allowed LINGO to find the global optimal point.

71. USEQPR

The *USEQPR* parameter controls the *Quadratic Recognition* option. This option consists of an algebraic preprocessor that automatically determines if an arbitrary nonlinear model is actually a quadratic programming (QP) model. If a model is found to be a convex QP, then it can be passed to the faster quadratic solver. Note that the QP solver is not included with the base version of LINGO, but comes as part of the barrier option.

LINGO defaults to not using quadratic recognition. You may enable this option with the command:
SET USEQPR 1.

72. GLOBAL

Many nonlinear models are non-convex and/or non-smooth (for more information see Chapter 13, *On Mathematical Modeling*). Nonlinear solvers that rely on local search procedures, as does LINGO's default nonlinear solver, will tend to do poorly on these types of models. Typically, they will converge to a local, sub-optimal point that may be quite distant from the true, global optimal point. Global solvers overcome this weakness through methods of range bounding (e.g., interval analysis and convex analysis) and range reduction techniques (e.g., linear programming and constraint propagation) within a branch-and-bound framework to find the global solutions to non-convex models. LINGO has a global solver capability that is enabled through the *GLOBAL* parameter. Setting *GLOBAL* to 1 will enable the global solver on nonlinear models, while setting it to 0 (the default) will not.

The following example illustrates the power of the global solver on a non-smooth model. Consider the following model:

```

model:
sets:
    projects: baths, sqft, beds, cost, est;
endsets

data:
projects,      beds,  baths, sqft,      cost =
p1             5      4      6200      559608
p2             2      1      820       151826
p3             1      1      710       125943
p4             4      3      4300      420801
p5             4      2      3800      374751
p6             3      1      2200      251674
p7             3      2      3400      332426
;
enddata

min = @max( projects: @abs( cost - est));

@for( projects:
    est = a0 + a1 * beds + a2 * baths + a3 * sqft
);

end

```

Model: COSTING

This model estimates the cost of home construction jobs based on historical data on the number of bedrooms, bathrooms, and square footage. The objective minimizes the maximum error over the sample project set. Both the `@MAX()` and `@ABS()` functions in the objective are non-smooth, and, as a result, can present problems for LINGO's default, local search NLP solver. Running the model under the default settings with the global solver disabled, we get the following result:

Local optimal solution found at step:			91
Objective value:			3997.347
Variable	Value	Reduced Cost	
A0	37441.55	0.000000	
A1	27234.51	0.000000	
A2	23416.53	0.000000	
A3	47.77956	0.000000	

Enabling the global solver with the **SET GLOBAL 1** command and re-optimizing yields the substantially better solution:

Global optimal solution found at step:			186
Objective value:			1426.660
Variable	Value	Reduced Cost	
A0	46814.64	0.000000	
A1	22824.18	0.000000	
A2	16717.33	0.000000	
A3	53.74674	0.000000	

Note that the maximum error has been reduced from 3,997 to 1,426!

This example illustrates the power of the global solver. Unfortunately, there is a drawback. You will find the global solver runs considerably slower than the default local solver, and may be swamped when trying to solve larger models. Therefore, the preferred option is to always try to create smooth, convex models, so that the faster, default local solver can successfully solve them.

Keep in mind that the global solver only supports a subset of the functions and operators in the LINGO language. Here is a list of the nonlinear functions and operators currently supported by the global solver:

Infix Operators:

`*/` `^`

Logical Operators:

`#AND#` `#EQ#` `#GE#` `#GT#` `#LE#` `#LT#` `#NE#`
`#NOT#` `#OR#`

Prefix Functions:

`@ABS()` `@COS()` `@FLOOR()` `@IF()` `@LOG()`
`@PROD()` `@PSL()` `@PSN()` `@SIGN()` `@SIN()`
`@SMAX()` `@SMIN()` `@SQRT()` `@SQR()` `@MOD()`
`@POW()`

Note: The global solver will not operate on models containing one or more unsupported nonlinear operations that reference optimizable quantities; the default NLP solver will be called in this case.

The global solver is disabled by default.

73-75. LNRISE, LNBIGM, LNDLTA

The *LNRISE*, *LNBIGM*, and *LNDLTA* parameters control the *linearization* option in LINGO. Many nonlinear operations can be replaced by linear operations that are mathematically equivalent. The ultimate goal is to replace all the nonlinear operations in a model with equivalent linear ones, thereby allowing use of the faster and more robust linear solvers. We refer to this process as *linearization*.

The *LNRISE* parameter determines the extent to which LINGO will attempt to linearize models. The available options are:

LNRISE Setting	Linearization Level
0	Solver Decides
1	None
2	Low
3	High

Under the *None* option, no linearization occurs. With the *Low* option, LINGO linearizes *@ABS()*, *@MAX()*, *@MIN()*, *@SMAX()*, and *@SMIN()* function references along with any products of binary and continuous variables. The *High* option is equivalent to the *Low* option, plus LINGO will linearize all logical operators (*#LT#*, *#LE#*, *#EQ#*, *#GT#*, *#GE#*, and *#NE#*). Under the *Solver Decides* option, LINGO will do maximum linearization if the number of variables doesn't exceed 12. Otherwise, LINGO will not perform any linearization. LINGO defaults to the *Solver Decides* setting.

The *LNDLTA* parameter controls the *Delta Coefficient*, which is a tolerance indicating how closely you want the additional constraints added as part of linearization to be satisfied. Most models won't require any changes to this parameter. However, some numerically challenging formulations may benefit from increasing *Delta* slightly. LINGO defaults to a *Delta* of 1.e-6.

When LINGO linearizes a model, it adds *forcing constraints* to the mathematical program generated to optimize your model. These forcing constraints are of the form:

$$f(\text{Adjustable Cells}) \leq M \cdot y$$

where *M* is the *Big M Coefficient* and *y* is a 0/1 variable. The idea is that, if some activity in the variables is occurring, then the forcing constraint will drive *y* to take on the value of 1. Given this, if we set the *Big M* value to be too small, we may end up with an infeasible model. Therefore, the astute reader might conclude that it would be smart to make *Big M* quite large, thereby minimizing the chance of an infeasible model. Unfortunately, setting *Big M* to a large number can lead to numerical stability problems in the solver resulting in infeasible or sub-optimal solutions. So, getting a good value for the *Big M Coefficient* may take some experimentation. The default value for *Big M* is 100,000.

As an example of linearization, consider the following model:

```

model:
sets:
    projects: baths, sqft, beds, cost, est;
endsets

data:
projects,      beds,  baths, sqft,      cost =
p1             5      4      6200      559608
p2             2      1      820       151826
p3             1      1      710       125943
p4             4      3      4300      420801
p5             4      2      3800      374751
p6             3      1      2200      251674
p7             3      2      3400      332426
;
enddata

min = @max( projects: @abs( cost - est));

@for( projects:
    est = a0 + a1 * beds + a2 * baths + a3 * sqft
);

end

```

Model: COSTING

This model estimates the cost of home construction jobs based on historical data on the number of bedrooms, bathrooms, and square footage. The objective minimizes the maximum error over the sample project set. Both the `@MAX()` and `@ABS()` functions in the objective are non-smooth nonlinear functions, and, as a result, can present problems for LINGO's default, local search NLP solver. Running the model under the default settings with linearization disabled, we get the following result:

Local optimal solution found at step:			91
Objective value:			3997.347
Variable	Value	Reduced Cost	
A0	37441.55	0.000000	
A1	27234.51	0.000000	
A2	23416.53	0.000000	
A3	47.77956	0.000000	

Enabling linearization and re-optimizing yields the substantially better solution:

Global optimal solution found at step:			186
Objective value:			1426.660
Variable	Value	Reduced Cost	
A0	46814.64	0.000000	
A1	22824.18	0.000000	
A2	16717.33	0.000000	
A3	53.74674	0.000000	

Note that the maximum error has been reduced from 3,997 to 1,426!

Linearization will substantially increase the size of your model. The sample model above, in un-linearized form, has a mere 8 rows and 11 continuous variables. On the other hand, the linearized version has *51 rows*, *33 continuous variables*, and *14 binary variables*! Although linearization will

cause your model to grow in size, you will tend to get much better solution results if the model can be converted entirely to an equivalent linear form.

Note: Linearization will be of most use when a nonlinear model can be 100% linearized. If LINGO can only linearize a portion of your model, then you may actually end up with a *more difficult* nonlinear model.

You may view the linearization components that are added to your model with the *GEN* command. We will illustrate with the following model:

```
model:
min = @abs( x - 5 ) + 4 * @abs( y -3 );
x + 2 * y <= 10;
end
```

Setting the *Linearization* option to *High* (**SET LNRISE 2**) and running the *GEN* command on this model yields the following linearized model:

```
MIN      _C03 + 4 _C07
SUBJECT TO
2]  X + 2 Y <= 10
_R01] - _C01 - _C02 + _C03 = 0
_R02]  _C01 - 100000 _C04 <= 0
_R03]  _C02 + 100000 _C04 <= 100000
_R04]  X - _C01 + _C02 = 5
_R05] - _C05 - _C06 + _C07 = 0
_R06]  _C05 - 100000 _C08 <= 0
_R07]  _C06 + 100000 _C08 <= 100000
_R08]  Y - _C05 + _C06 = 3
END
SUB _C01      100000.000
SUB _C02      100000.000
SUB _C03      100000.000
INTE _C04
SUB _C05      100000.000
SUB _C06      100000.000
SUB _C07      100000.000
INTE _C08
```

Columns added due to linearization have names beginning with *_C*, while linearization rows have names starting with *_R*. In this particular example, rows *_R01* through *_R08* and columns *_C01* through *_C08* were added due to linearization.

The linearization option is disabled by default.

76. BASCTS

Please refer to the *Constraint Cut Types* section above for information on this parameter.

77. MAXCTR

This parameter controls the number of passes the branch-and-bound solver makes at each node of the tree for cut generation. There is one exception in that *MAXCTR* does not control the number of passes at the root node of the tree. You must use *MAXCTP*, see above, to control the number of passes at the root node. The default value for *MAXCTR* is 2 passes.

78. HUMNTM

This parameter sets the minimum amount of time spent in heuristics at each node of the branch-and-bound tree. The default value for HUMNTM is 0 seconds.

79. DECOMP

Many large scale linear and mixed integer problems have constraint matrices that are totally decomposable into a series of block structures. If total decomposition is possible, LINGO can solve the independent problems sequentially and report a solution for the original model, resulting in dramatic speed improvements. Setting *DECOMP* to 1 enables the decomposition feature.

LINGO defaults to *not* using matrix decomposition.

80. GLBOPT

The *GLBOPT* tolerance specifies by how much a new solution must beat the objective value of the incumbent solution in order to become the new incumbent in the global solver. The default value for *GLBOPT* is 1. e-6.

81. GLBDLT

The *GLBDLT* tolerance specifies how closely the additional constraints, added as part of the global solver's convexification process, must be satisfied. The default value for *GLBDLT* is 1. e-7.

82. GLBVBD

The *GLBVBD* tolerance sets the default variable bounds while the global solver is running. If this parameter is set to *d*, then variables will not be permitted to assume values outside the range of $[-d, d]$. Setting this parameter as tightly as possible in the *Value Field* restricts the global solver from straying into uninteresting regions and will reduce run times. You may also need to set the *GLBUBD* tolerance (see below) to control how the global solver uses the bound. The default value for *GLBVBD* is 1. e+10.

83. GLBUBD

The *GLBUBD* tolerance controls how the global solver's variable bound tolerance, *GLBVBD* (see above), is applied. There are three choices available: 0:*None*, 1:*All*, and 2:*Selected*. Selecting *None* removes the variable bound entirely and is not recommended. The *All* setting applies the bound to all variables. Finally, the *Selected* setting causes the global solver to apply the bound after an initial solver pass to find the first local solution. The bound will only be applied to a variable if it does not cut off the initial local solution. LINGO defaults to the *Selected* setting.

84. GLBBRN

The *GLBBRN* tolerance specifies the branching direction for variables when the global solver initially branches on them. Six options are available:

<i>GLBBRN Setting</i>	<i>Branching Direction</i>
0	<i>Absolute Width</i>
1	<i>Local Width</i>
2	<i>Global Width</i>
3	<i>Global Distance</i>
4	<i>Absolute Violation</i>
5	<i>Relative Violation</i>

The default setting for branching is 5, or *Relative Violation*.

85. GLBBXS

The *GLBBXS* parameter specifies the strategy to use for choosing between all active nodes in the global solver's branch-and-bound tree. The choices are: 0:*Depth First* and 1:*Worst Bound*. The default is 1, or *Worst Bound*.

86. GLBREF

The *GLBREF* option sets the degree of algebraic reformulation performed by the global solver. Algebraic reformulation is critical for construction of tight, convex sub-regions to enclose the nonlinear and nonconvex functions. The available settings are: 0:*None*, 1:*Low*, 2:*Medium*, and 3:*High*. The default is 3, or *High*.

87. SUBOUT

The *SUBOUT* option is used to control the degree to which fixed variables are substituted out of the ultimate math program passed to the solver engines.

For example, consider the model:

```
MAX= 20*X + 30*Y + 12*Z;
X = 2*Y;
X + Y + Z <= 110;
Y = 30;
```

If we run the *GEN* command, we see that LINGO is able to reduce this model down to the equivalent, but smaller model:

```
MAX= 12 * Z + 2100;
Z <= 20;
```

From the third constraint of the original model it is obvious that *Y* is fixed at the value 30. Plugging this value for *Y* into the first constraint, we can conclude that *X* has a value of 60. Substituting these two fixed variables out of the original formulation yields the reduced formulation above.

In most cases, substituting out fixed variables yields a smaller, more manageable model. In some cases, however, you may wish to avoid this substitution. An instance in which you might want to

avoid substitution would be when equations have more than one root. When multiple roots are present, reduction may select a suboptimal root for a particular equation. On the other hand, the global and multistart solvers are adept at handling equations containing multiple roots. Thus, when using these solvers one may wish to forgo fixed variable reduction.

The available options are:

<i>SUBOUT Setting</i>	<i>Reduction Degree</i>
<i>0</i>	<i>None</i>
<i>1</i>	<i>Always</i>
<i>2</i>	<i>Not with global and multistart</i>

Selecting *None* disables all fixed variable reduction. Selecting *Always* enables reduction. When *Not with global and multistart* is selected, LINGO disables reduction whenever either the global or multistart solvers are selected, otherwise reduction is performed.

Note: You should be careful when turning off fixed variable reduction. If the model generator is unable to substitute out fixed variables, you may end up turning a linear model into a more difficult nonlinear model.

LINGO defaults to selecting *Not with global and multistart* for fixed variable reduction.

88. NLPVER

The *NLPVER* option determines the version of the nonlinear solver that is invoked:

<i>NLPVER Setting</i>	<i>Nonlinear Solver Version</i>
<i>0</i>	<i>Solver Decides</i> — LINGO selects the NLP solver version (ver 2.0 in this case)
<i>1</i>	<i>Ver 1.0</i>
<i>2</i>	<i>Ver 2.0</i>

This option is available on the off chance that the older version of the nonlinear solver performs better on a particular model.

LINGO defaults to *Solver Decides* for the nonlinear solver version.

89. DBGCLD and 90. DBGWRM

These two parameters give you control over the linear solver that is used by the *DEBUG* command for model debugging. The available choices are:

<i>DBGCLD/DBGWRM</i>	<i>Debug Linear Solver</i>
<i>0</i>	<i>Solver Decides</i> — LINGO selects the solver it believes is the most appropriate,
<i>1</i>	<i>Primal</i> — the primal simplex solver will be used,
<i>2</i>	<i>Dual</i> — the dual simplex solver will be used, and
<i>3</i>	<i>Barrier</i> — the barrier solver will be used (requires a barrier solver license).

DBGCLD selects the solver for cold starts (starting without an existing basis in memory) and *DBGWRM* selects the solver for warm starts (restarting from an existing basis).

LINGO defaults to *Solver Decides* for both the cold and warm debug solver.

91. LCRASH

The *LCRASH* parameter controls the use of aggressive crashing techniques on nonlinear programs. *Crashing* is a heuristic process designed to find a good starting point for a model. The available choices are: 0 for none, 1 for low and 2 for high. The default setting is 1, or low.

92. BCROSS

The *BCROSS* parameter controls whether or not the barrier solver performs a *basis crossover* on linear programs. Barrier solvers do not normally return basic solutions. For example, if alternate optima exist, the barrier method will return a solution that is, loosely speaking, the “average” of all alternate optima. The basis crossover process converts a non-basic barrier solver solution to a basic (i.e., corner point) solution. The available choices are: 0 for no crossover and 1 (the default) to perform a crossover.

93. LOWMEM

The *LOWMEM* option may be used to guide LINGO’s memory usage. Enabling this option (`SET LOWMEM 1`) causes LINGO to opt for less memory usage when solving a model. The downside is that opting for less memory may result in longer runtimes.

LINGO defaults to disabling the *LOWMEM* option.

94. FILOUT

LINGO can export a model’s solution to Excel and databases. When exporting to Excel, LINGO sends solutions to user defined ranges in a workbook. Solutions exported to a database are sent to tables within the database. In either case, the target range or table may contain more space for values than you are actually exporting. In other words, there may be cells at the end of ranges or records at the end of tables that will not be receiving exported values from LINGO. The *Fill Out Ranges and Tables* option determines how these extra cells and records are treated.

When the *Fill Out Ranges and Tables* option is enabled (**SET FILEOUT 1**), LINGO overwrites the extra values. Conversely, when the option is not enabled (**SET FILEOUT 0**), LINGO leaves the extra values untouched.

Fill Out Ranges and Tables is disabled by default.

9. Miscellaneous

The *Miscellaneous* category contains various LINGO commands that don't fall into one of the other eight command categories.

!

Place an exclamation mark in a command and LINGO ignores the remainder of the line following the exclamation mark.

NEWPW

The *NEWPW* command allows you to enter a new access password for your copy of LINGO. This command is used to upgrade the capacity and/or features of your copy of LINGO. For more information on LINGO upgrades and enhanced features, visit the LINDO Systems website at <http://www.lindo.com>.

For information on the capacity and features of your current license, use the *HELP* command.

QUIT

Issue the *QUIT* command to close the LINGO application. Be sure to save any changes made to your model before quitting.

TIME

Displays the current elapsed time since the start of the current LINGO session as illustrated in the following example:

```
: TIME  
Cumulative HR:MIN:SEC = 2:22:39.54  
:
```

7 *LINGO's Operators and Functions*

LINGO provides the mathematical modeler with a number of functions and operators. For our purposes, we have broken them down into the following categories:

- ◆ *Standard Operators* - Arithmetic, logical, and relational operators such as +, -, =, >=, and <=.
- ◆ *Mathematical* - Trigonometric and general mathematical functions.
- ◆ *Financial* - Common financial functions used to determine present values.
- ◆ *Probability* - Functions used to determine a wide range of probability and statistical answers. Poisson and Erlang queuing functions are among those provided.
- ◆ *Variable Domain* - Functions used to define the range of values (domain) a variable can take on (e.g., lower and upper bounds or integer restrictions).
- ◆ *Set Handling* - Functions useful for manipulating sets.
- ◆ *Set Looping* - Looping functions used to perform an operation over a set (e.g., to compute the sum, maximum, or minimum of a set of numbers).
- ◆ *Import/Export* - Functions used to create links to external data sources.
- ◆ *Miscellaneous* - Miscellaneous functions are listed under this heading.

In the remainder of this chapter, we will give an in-depth description of the operators and functions available in LINGO.

Standard Operators

LINGO has three types of standard operators:

1. *Arithmetic*,
2. *Logical*, and
3. *Relational*.

Arithmetic Operators

Arithmetic operators work with numeric operands. LINGO has five binary (two-operand) arithmetic operators, shown here:

Operator	Interpretation
\wedge	Exponentiation
$*$	Multiplication
$/$	Division
$+$	Addition
$-$	Subtraction

Since these are binary operators, they require two arguments—one immediately to the left of the operator and one immediately to the right.

The only unary (one-operand) arithmetic operator in LINGO is negation ($-$). In this case, the operator applies to the operand immediately to the right of the negation sign.

These operators should be familiar to all readers. The priority of the operators is given in the following:

Priority Level	Operator(s)
Highest	$-$ (negation)
	\wedge
	$*$ /
Lowest	$+$ $-$

Operators with the highest priority are evaluated first, in order from left to right. As an example, consider the expression:

$$4 + 6 / 2$$

The division operator ($/$) has higher priority than the addition operator ($+$). Thus, it is evaluated first, leaving: $4 + 3$. Evaluating the remaining addition gives a final result of 7.

The order of evaluation of the operators can be controlled with parentheses. LINGO evaluates the equation in the innermost parentheses first and works out from there. If we recast the expression from above as:

$$(4 + 6) / 2$$

we will now get a final result of 5, instead of 7. The 4 and 6 are added first because they appear in parentheses. The resulting sum of 10 is divided by 2, giving the final result of 5.

Logical Operators

Logical operators were used in Chapter 2, *Using Sets*, when we introduced set looping functions. In LINGO, logical operators are primarily used in conditional expressions on set looping functions to control which members of a set are to be included or excluded in the function. They also play a role in building set membership conditions.

Logical operators return either TRUE or FALSE as a result. LINGO uses the value 1 to represent TRUE, and the value 0 to represent FALSE. *LINGO considers an argument to be FALSE if, and only if, it is equal to 0.* Thus, for example, arguments of 1, 7, -1, and .1234 would all be considered TRUE.

LINGO has nine logical operators, which are all binary with the single exception of the #NOT# operator, which is unary. LINGO's logical operators and their return values are listed below:

Logical Operator	Return Value
#NOT#	TRUE if the operand immediately to the right is FALSE, else FALSE.
#EQ#	TRUE if both operands are equal, else FALSE.
#NE#	TRUE if both operands are not equal, else FALSE.
#GT#	TRUE if the left operand is strictly greater than the right operand, else FALSE.
#GE#	TRUE if the left operand is greater-than-or-equal-to the right operand, else FALSE.
#LT#	TRUE if the left operand is strictly less than the right operand, else FALSE.
#LE#	TRUE if the left operand is less-than-or-equal-to the right operand, else FALSE.
#AND#	TRUE only if both arguments are TRUE, else FALSE.
#OR#	FALSE only if both its arguments are FALSE, else TRUE.

The priority ranking of the logical operators is:

Priority Level	Operator(s)
Highest	#NOT#
	#EQ# #NE# #GT# #GE# #LT# #LE#
Lowest	#AND# #OR#

Relational Operators

In LINGO, relational operators are used in a model to specify whether the left-hand side of an expression should be equal to, less-than-or-equal-to, or greater-than-or-equal-to the right-hand side. Relational operators are used to form the constraints of a model. Relational operators are distinct from the logical operators #EQ#, #LE#, and #GE#, in that they tell LINGO the optimal solution of the model *must* satisfy the direction of the relational operator. Logical operators, on the other hand, merely report whether or not a condition is satisfied.

Relational operators have the lowest priority of all the operators.

The three relational operators are described below:

Relational Operator	Interpretation
=	The expression to the left must equal the one on the right.
<=	The expression to the left must be less-than-or-equal-to the expression on the right
>=	The expression to the left must be greater-than-or-equal-to the expression on the right

LINGO will also accept “<” for less-than-or-equal-to, and “>” for greater-than-or-equal-to.

Note: LINGO does not directly support *strictly* less than and *strictly* greater than relational operators. In general, it would be unusual to find a good formulation that requires such a feature. However, if you want A to be *strictly* less than B :

$$A < B,$$

then convert this expression to an equivalent less-than-or-equal-to expression as follows:

$$A + e \leq B,$$

where e is a small constant term whose value is dependent upon how much A must be “less than” B in order for you to consider them to be “not equal”.

Operator Priority Table

The following table combines all three types of operators—arithmetic, logical, and relational—into a single table showing their relative priority rankings.

Priority Level	Operator(s)
Highest	#NOT# -(negation)
	^
	* /
	+ -
	#EQ# #NE# #GT# #GE# #LT# #LE#
	#AND# #OR#
Lowest	<= = >=

Mathematical Functions

LINGO offers a number of standard, mathematical functions. These functions return a single result based on one or more scalar arguments. These functions are listed below:

@ABS(*X*)

This returns the absolute value of *X*.

@COS(*X*)

This returns the cosine of *X*, where *X* is an angle in radians.

@EXP(*X*)

This returns *e* (i.e., 2.718281 ...) raised to the power *X*.

@FLOOR(*X*)

This returns the integer part of *X*. To be specific, if $X \geq 0$, @FLOOR returns the largest integer, *I*, such that $I \leq X$. If *X* is negative, @FLOOR returns the most negative integer, *I*, such that $I \geq X$.

@LGM(*X*)

This returns the natural (base *e*) logarithm of the gamma function of *X* (i.e., log of $(X - 1)!$). It is extended to noninteger values of *X* by linear interpolation.

@LOG(*X*)

This returns the natural logarithm of *X*.

@MOD(*X*,*Y*)

This returns the value of *X* modulo *Y*, or, in other words, the remainder of an integer divide of *X* by *Y*.

@POW(*X*,*Y*)

This returns the value of *X* raised to the *Y* power.

@SIGN(*X*)

This returns -1 if $X < 0$. Otherwise, it returns +1.

@SIN(*X*)

This returns the sine of *X*, where *X* is the angle in radians.

@SMAX(*X1*, *X2*, ..., *XN*)

This returns the maximum value of *X1*, *X2*, ..., and *XN*.

@SMIN(*X1*, *X2*, ..., *XN*)

This returns the minimum value of *X1*, *X2*, ..., and *XN*.

@SQR(*X*)

This returns the value of *X* squared.

@SQRT(*X*)

This returns the square root of *X*.

@TAN(*X*)

This returns the tangent of *X*, where *X* is the angle in radians.

Financial Functions

LINGO currently offers two financial functions. One computes the present value of an annuity. The other returns the present value of a lump sum.

@FPA(*I*, *N*)

This returns the present value of an annuity. That is, a stream of \$1 payments per period at an interest rate of *I* for *N* periods starting one period from now. *I* is not a percentage, but a fraction representing the interest rate (e.g., you would use .1 to represent 10%). To get the present value of an annuity stream of \$*X* payments, multiply the result by *X*.

@FPL(*I*, *N*)

This returns the present value of a lump sum of \$1 *N* periods from now if the interest rate is *I* per period. *I* is not a percentage, but a fraction representing the interest rate (e.g., you would use .1 to represent 10%). To get the present value of a lump sum of \$*X*, multiply the result by *X*.

Probability Functions

LINGO has a number of probability related functions. There are examples that make use of most of these functions in Chapter 12, *Developing More Advanced Models*, and in Appendix A, *Additional Examples of LINGO Modeling*.

@PBN(*P*, *N*, *X*)

This is the cumulative binomial probability. It returns the probability that a sample of *N* items, from a universe with a fraction of *P* of those items defective, has *X* or less defective items. It is extended to noninteger values of *X* and *N* by linear interpolation.

@PCX(*N*, *X*)

This is the cumulative distribution function for the Chi-squared distribution with *N* degrees of freedom. It returns the probability that an observation from this distribution is less-than-or-equal-to *X*.

@PEB(*A*, *X*)

This is Erlang's busy probability for a service system with *X* servers and an arriving load of *A*, with infinite queue allowed. The result of @PEB can be interpreted as either the fraction of time all servers are busy or the fraction of customers that must wait in the queue. It is extended to noninteger values of *X* by linear interpolation. The arriving load, *A*, is the expected number of customers arriving per unit of time multiplied by the expected time to process one customer.

@PEL(*A*, *X*)

This is Erlang's loss probability for a service system with *X* servers and an arriving load of *A*, no queue allowed. The result of @PEL can be interpreted as either the fraction of time all servers are busy or the fraction of customers lost due to all servers being busy when they arrive. It is extended to noninteger values of *X* by linear interpolation. The arriving load, *A*, is the expected number of customers arriving per unit of time multiplied by the expected time to process one customer.

@PFD(*N*, *D*, *X*)

This is the cumulative distribution function for the F distribution with *N* degrees of freedom in the numerator and *D* degrees of freedom in the denominator. It returns the probability that an observation from this distribution is less-than-or-equal-to *X*.

@PFS(*A*, *X*, *C*)

This returns the expected number of customers waiting for or under repair in a finite source Poisson service system with *X* servers in parallel, *C* customers, and a limiting load *A*. It is extended to noninteger values of *X* and *C* by linear interpolation. *A*, the limiting load, is the number of customers multiplied by the mean service time divided by the mean repair time.

@PHG(*POP*, *G*, *N*, *X*)

This is the cumulative hypergeometric probability. It returns the probability that *X* or fewer items in the sample are good, given a sample without replacement of *N* items from a population of size *POP* where *G* items in the population are good. It is extended to noninteger values of *POP*, *G*, *N*, and *X* by linear interpolation.

@PPL(*A*, *X*)

This is the linear loss function for the Poisson distribution. It returns the expected value of $MAX(0, Z-X)$, where *Z* is a Poisson random variable with mean value *A*.

@PPS(*A*, *X*)

This is the cumulative Poisson probability distribution. It returns the probability that a Poisson random variable, with mean value *A*, is less-than-or-equal-to *X*. It is extended to noninteger values of *X* by linear interpolation.

@PSL(*X*)

This is the unit normal linear loss function. It returns the expected value of $MAX(0, Z-X)$, where *Z* is a standard normal random variable. In inventory modeling, $@PSL(X)$ is the expected amount that demand exceeds a level *X*, if demand has a standard normal distribution.

@PSN(*X*)

This is the cumulative standard normal probability distribution. A standard normal random variable has mean 0.0 and standard deviation 1.0 (the bell curve, centered on the origin). The value returned by $@PSN$ is the area under the curve to the left of the point on the ordinate indicated by *X*.

@PTD(*N*, *X*)

This is the cumulative distribution function for the t distribution with *N* degrees of freedom. It returns the probability that an observation from this distribution is less-than-or-equal-to *X*.

@QRAND(*SEED*)

The $@QRAND$ function produces a sequence of “quasi-random” uniform numbers in the interval (0, 1). $@QRAND$ is only permitted in a data section. It will fill an entire attribute with quasi-random numbers. Generally, you will be filling two-dimensional tables with, say, *m* rows and *n* variables. *m* represents the number of scenarios, or experiments, you want to run. *n* represents the number of random variables you need for each scenario or experiment. Within a row, the numbers are independently distributed. Among rows, the numbers are “super uniformly” distributed. That is, the numbers are more uniformly distributed than you would expect by chance. These numbers are generated by a form of “stratified sampling”.

For example, suppose $m = 4$ and $n = 2$. Even though the numbers are random, you will find that there will be exactly one row in which both numbers are in the interval $(0, .5)$, exactly one row in which both numbers are in $(.5, 1)$, and two rows in which one number is less than $.5$ and the other is greater than $.5$. Using `@QRAND` allows you to get much more accurate results for a given number of random numbers in a Monte Carlo model. If you want 8 ordinary random numbers, then use `@QRAND(1,8)` rather than `@QRAND(4,2)`. An example of `@QRAND` follows:

```
MODEL :
    DATA :
        M = 4 ;
        N = 2 ;
        SEED = 1234567 ;
    ENDDATA
    SETS :
        ROWS /1..M/ ;
        COLS /1..N/ ;
        TABLE ( ROWS, COLS ) : X ;
    ENDSETS
    DATA :
        X = @QRAND ( SEED ) ;
    ENDDATA
END
```

Example of @QRAND function

If you don't specify a seed value for `@QRAND`, then LINGO will use the system clock to construct a seed value.

@RAND(SEED)

This returns a pseudo-random number between 0 and 1, depending deterministically on *SEED*.

Variable Domain Functions

The default assumption for a variable is that it is continuous with a lower bound of 0. Variable domain functions place additional restrictions on the values that variables can assume. The functions and their effects are as follows:

@BIN(variable)

This restricts *variable* to being a binary (0/1) integer value.

@BND(lower_bound, variable, upper_bound)

This limits *variable* to being greater-than-or-equal-to *lower_bound* and less-than-or-equal-to *upper_bound*.

@FREE(variable)

This removes the default lower bound of zero on *variable*, allowing it to take any positive or negative value.

@GIN(variable)

This restricts *variable* to integer values (e.g., 0,1,2, ...).

You may use the @FOR function to apply variable domain functions to all the elements of an attribute.

Variable domain functions are discussed in detail in Chapter 3, *Using Variable Domain Functions*.

Set Handling Functions

LINGO offers several functions that assist with handling sets. The @IN function determines if a set element is contained in a set. The @INDEX function returns the index of a primitive set element within its set. The @SIZE function returns the number of elements in a set. Finally, the @WRAP function is useful for “wrapping” set indices from one end of a time horizon to another in multiperiod planning models. These are described in more detail below.

@IN(set_name, primitive_index_1 [, primitive_index_2 ...])

This returns TRUE if the set member referenced by the index tuple (*primitive_index_1*, *primitive_index_2*, ...) is contained in the set *set_name*. As the following example shows, the @IN operator is useful for generating complements of subsets in set membership conditions:

Example 1:

For example, to derive a set of open plants based on a subset of closed plants, your sets section might resemble the following:

```
SETS:
    PLANTS / SEATTLE, DENVER,
            CHICAGO, ATLANTA/;;
    CLOSED( PLANTS) /DENVER/;;
    OPEN( PLANTS) |
        #NOT# @IN( CLOSED, &1) ;;
ENDSETS
```

The *OPEN* set is derived from the *PLANTS* set. We use a membership condition containing the @IN function to allow only those plants not contained in the *CLOSED* set to be in the *OPEN* set.

Example 2:

In this example, we illustrate how to determine if the set element (*B*, *Y*) belongs to the derived *S3* set. In this case, (*B*, *Y*) is indeed a member of *S3*, so *X* will be set to 1. Note that, in order to get the index of the primitive set elements *B* and *Y*, we made use of the @INDEX function, which is discussed next.

```
SETS:
    S1 / A B C/;;
    S2 / X Y Z/;;
    S3( S1, S2) / A,X A,Z B,Y C,X/;;
ENDSETS
X = @IN( S3, @INDEX( S1, B), @INDEX( S2, Y));
```

@INDEX([set_name,] primitive_set_element)

This returns the index of the primitive set element *primitive_set_element* in the optionally supplied set *set_name*. If the set name is omitted, LINGO returns the index of the first primitive set element it finds with a name matching *primitive_set_element*. If LINGO is unable to find *primitive_set_element*, an error is generated.

As the following example illustrates, it is good practice to always specify a set name in the *@INDEX* function:

Example:

A model's set elements can come from external sources that the modeler may have little control over. This can potentially lead to confusion when using the *@INDEX* function. Consider the sets section:

```
SETS:
    GIRLS /DEBBIE, SUE, ALICE/;
    BOYS /BOB, JOE, SUE, FRED/;
ENDSETS
```

Now, suppose you want to get the index of the boy named Sue within the set *BOYS*. The value of this index should be 3. Simply using *@INDEX(SUE)* would return 2 instead of 3, because LINGO finds *SUE* in the *GIRLS* set first. In this case, to get the desired result, you *must* specify the set *BOYS* as an argument and enter *@INDEX(BOYS, SUE)*.

@WRAP(INDEX, LIMIT)

This allows you to “wrap” an index around the end of a set and continue indexing at the other end of the set. That is, when the last (first) member of a set is reached in a set looping function, use of *@WRAP* will allow you to wrap the set index to the first (last) member of the set. This is a particularly useful function in cyclical, multiperiod planning models.

Formally speaking, *@WRAP* returns *J* such that $J = INDEX - K * LIMIT$, where *K* is an integer such that *J* is in the interval $[1-LIMIT]$. Informally speaking, *@WRAP* will subtract or add *LIMIT* to *INDEX* until it falls in the range 1 to *LIMIT*.

For an example on the use of the *@WRAP* function in a staff-scheduling model, refer to the *Primitive Set Example* section in Chapter 2, *Using Sets*.

@SIZE(set_name)

This returns the number of elements in the set *set_name*. Using the *@SIZE* function is preferred to explicitly listing the size of a set in a model. This serves to make your models more data independent and, therefore, easier to maintain should the size of your sets change.

To view an example of the *@SIZE* function, refer to the PERT/CPM example in the *Sparse Derived Set Example - Explicit List* section of Chapter 2, *Using Sets*.

Set Looping Functions

Set looping functions operate over an entire set and, with the exception of the *@FOR* function, produce a single result. The syntax for a set looping function is:

@function(setname [(set_index_list) [| conditional_qualifier]] : expression_list);

@function corresponds to one of the set looping functions listed below. *setname* is the name of the set you want to loop over. The *set_index_list* is optional, and is used to create a list of indices, which correspond to the parent primitive sets that form the set *setname*. As LINGO loops through the members of the set *setname*, it will set the values of the indices in the *set_index_list* to correspond to the current member of the set *setname*.

The *conditional_qualifier* is optional and may be used to limit the scope of the set looping function. When LINGO is looping over each member of the set *setname*, it evaluates the *conditional_qualifier*. If the *conditional_qualifier* evaluates to true, then *@function* is performed for the set member. Otherwise, it is skipped.

The *expression_list* is a list of expressions to be applied to each member of the set *setname*. When using the *@FOR* function, the *expression_list* may contain multiple expressions, separated by semicolons. These expressions will be added as constraints to the model. When using the remaining three set looping functions (*@SUM*, *@MAX*, and *@MIN*), the *expression_list* must contain one expression only. If the *set_index_list* is omitted, all attributes referenced in the *expression_list* must be defined on the set *setname*.

The available set looping functions are listed below:

@FOR(setname [(set_index_list) [| cond_qualifier]]: exp_list)

This generates the expressions contained in *exp_list* for all members of the set *setname*.

@MAX(setname [(set_index_list) [| cond_qualifier]]: expression)

This returns the maximum value of *expression* taken over the set *setname*.

@MIN(setname [(set_index_list) [| cond_qualifier]]: expression)

This returns the minimum value of *expression* taken over the set *setname*.

@PROD(setname [(set_index_list) [| cond_qualifier]]: expression)

This returns the product of an expression over the *setname* set.

@SUM(setname [(set_index_list) [| cond_qualifier]]: expression)

This returns the sum of *expression* over the set *setname*.

Set looping functions are discussed in more detail in Chapter 2, *Using Sets*.

Interface Functions

Interface functions allow you to link your model to external data sources such as text files, databases, spreadsheets and external applications. The interface functions currently available in LINGO are listed below.

@FILE('*filename*')

The `@FILE` function allows you to include data from external text files anywhere in your model, where *filename* is the name of the file to include text form. This is particularly useful for incorporating data stored in text files in your sets and data sections.

When this function is encountered in a model, LINGO will continue to take text from this file until it encounters either the end-of-file or a LINGO end-of-record mark (~). For subsequent *@FILE* references in the same model that use the same file name, LINGO resumes taking input from the file at the point where it left off. Nesting of *@FILE* function calls (embedding an *@FILE* in a file which is itself called by *@FILE*) is not allowed.

For more information on use of the `@FILE` function, refer to *Interfacing with External Files*.

```
@ODBC( ['data source','table name','col 1', 'col 2' ...]|||)
```

The `@ODBC` function is used to open ODBC links between LINGO and databases. You can use `@ODBC` in the sets section to retrieve set members from a database, or in the data section to import data and/or export solutions.

The *data_source* is the name of the ODBC data source you registered with the ODBC Administrator. The *table_name* is the name of the table in the *data_source* you want to open a link to. Finally, *col i* is the column in the table *table name* that you wish to link to.

The `@ODBC` function is discussed in detail in *Interfacing with Databases*.

@OLE('workbook file'[, range name list])

The `@OLE` function is used to move data and solutions back and forth from Excel using OLE based transfers. OLE transfers are direct memory transfers and do not make use of intermediate files. When using `@OLE` for exports, LINGO loads Excel, tells Excel to load the desired spreadsheet, and sends ranges of data containing solution values to the sheet. You must have Excel 5, or later, to use the `@OLE` function. The `@OLE` function is valid only in data and sets sections. `@OLE` can export two-dimensional ranges (rectangular ranges that lie on a single worksheet in Excel), but cannot export three-dimensional ranges (ranges which traverse more than one worksheet in Excel) or discontinuous ranges.

The *workbook_file* argument is the name of the workbook to link to. The *range_name_list* is the list of named ranges in the sheet to link to.

For more information on use of the `@OLE` function, refer to *Interfacing with Spreadsheets*.

@POINTER(*N*)

This function is strictly for use with the LINGO Dynamic Link Library (DLL) under Windows. *@POINTER* allows you to transfer data directly through shared memory locations. For more information on the use of the *@POINTER* function, refer to *Interfacing with Other Applications*.

@TEXT([['filename'], 'a'])

The *@TEXT* function is used in the data section of a model to export solutions to text files, where *filename* is the name of the file you want to export the solution to. If *filename* is omitted, the solution data will be sent to the standard output device (in most cases this corresponds to the screen). If you specify a file name and you wish to append output to the file instead of overwriting the file, include a second argument of 'a'.

For additional documentation on the *@TEXT* function, see *Interfacing with External Files*.

Report Functions

Report functions are used to construct reports based on a model's results. Combining report functions with interface functions allows you to export the reports to text files, spreadsheets, databases, or your own calling application.

Note: The interested reader will find an exhaustive example of the use of report functions in the sample model *TRANSOL.LG4* in the *Samples* subfolder. This model makes extensive use of all the report functions to mimic the standard LINGO solution report.

@DUAL(variable_or_row_name)

The *@DUAL* function outputs the dual value of a variable or a row. For example, consider a model with the following data section:

```
DATA:
    @TEXT( 'C:\RESULTS\OUTPUT.TXT' ) =
        @WRITEFOR( SET1( I): X( I), @DUAL( X( I), @NEWLINE(1) );
ENDDATA
```

When this model is solved, the values of attribute *X* and their reduced costs will be written to the file *C:\RESULTS\OUTPUT.TXT*. If the argument to the *@DUAL* function is a row name, then the dual price on the generated row will be output. Output may be routed to a file, spreadsheet, database or memory location. The exact destination will depend on the export function used on the left-hand side of the output statement.

@FORMAT(value, format_descriptor)

@FORMAT may be used in *@WRITE* and *@WRITEFOR* statements to format a numeric value for output as text, where *value* is the numeric quantity to be formatted, and *format_descriptor* is a string detailing how the number is to be formatted. The format descriptor is interpreted using C programming conventions. For instance, a format descriptor of '12.2f' would cause the number to be printed in a field of 12 characters with 2 digits after the decimal point. You can refer to a C reference manual for more details on the available formatting options.

Note: The *@FORMAT* function converts numeric values to text. Therefore, you will probably not want to use it when exporting values to programs that require numeric values (e.g., workbooks or databases).

The following example uses the *@FORMAT* function to place a shipping quantity into a field of eight characters with no trailing decimal value:

```
DATA:
  @TEXT() = @WRITE( ' From      To          Quantity',
@NEWLINE(1));
  @TEXT() = @WRITE( '-----',
@NEWLINE(1));
  @TEXT() = @WRITEFOR( ROUTES( I, J) | X( I, J) #GT# 0:
    3*' ', WAREHOUSE( I), 4*' ',
    CUSTOMER( J), 4*' ', @FORMAT( X( I, J), '8.0f'),
    @NEWLINE( 1));
ENDDATA
```

The report will resemble the following:

From	To	Quantity

WH1	C1	2
WH1	C2	17
WH1	C3	1
WH2	C1	13
WH2	C4	12
WH3	C3	21

This next example, *GRAPHPSN.LG4*, graphs the standard normal function, *@PSN*, over the interval $[-2.4, 2.4]$. The *@FORMAT* function is used to print the *X* coordinates with one trailing decimal point.

```

! Graphs @PSN() over a specified
  interval around 0;
DATA:
  ! height of graph;
  H = 49;
  ! width of graph;
  W = 56;
  ! interval around 0;
  R = 2.4;
ENDDATA
SETS:
  S1 /1..H/: X, FX;
ENDSETS
@FOR( S1( I):
  ! X can be negative;
  @FREE( X);
  ! Compute x coordinate;
  X( I) = -R + ( I - 1)* 2 * R / ( H - 1);
  ! Compute y coordinate = @psn( x);
  FX( I) = @PSN( X( I));
);
DATA:
  ! Print the header;
  @TEXT() = @WRITE(
    'Graph of @PSN() on the interval [-',
    R, '+', R, ']:', @NEWLINE(1));
  @TEXT() = @WRITE( '| 0 ', (W/2-5)*'-',
    ' 0.5 ', (W/2-5)*'-', '1.0   X(i)', @NEWLINE(1));
  ! Loop to print the graph over;
  @TEXT() = @WRITEFOR( S1( I): '| ',
    ( W * FX( I) + 1/2) * '*',
    @IF( X( I) #LT# 0, ' ', ' '), ( W -
    ( W * FX( I) + 1/2) + 3)*' ',
    @FORMAT( X(I), '.1f'), @NEWLINE(1));
  !Trailer;
  @TEXT() = @WRITE( '| 0 ', (W/2-5)*'-',
    ' 0.5 ', (W/2-5)*'-', '1.0', @NEWLINE(1));
ENDDATA

```

Model: GRAPHPSN

```

Graph of @PSN() on the interval [-2.4,+2.4]:
| 0 ----- 0.5 -----1.0      X(i)
|
| * -2.4
| * -2.3
| * -2.2
| * -2.1
| * -2.0
| ** -1.9
| ** -1.8
| ** -1.7
| *** -1.6
| **** -1.5
| ***** -1.4
| ***** -1.3
| ***** -1.2
| ***** -1.1
| ***** -1.0
| ***** -0.9
| ***** -0.8
| ***** -0.7
| ***** -0.6
| ***** -0.5
| ***** -0.4
| ***** -0.3
| ***** -0.2
| ***** -0.1
| ***** 0.0
| ***** 0.1
| ***** 0.2
| ***** 0.3
| ***** 0.4
| ***** 0.5
| ***** 0.6
| ***** 0.7
| ***** 0.8
| ***** 0.9
| ***** 1.0
| ***** 1.1
| ***** 1.2
| ***** 1.3
| ***** 1.4
| ***** 1.5
| ***** 1.6
| ***** 1.7
| ***** 1.8
| ***** 1.9
| ***** 2.0
| ***** 2.1
| ***** 2.2
| ***** 2.3
| ***** 2.4
| 0 ----- 0.5 -----1.0

```

@ITERS()

The *@ITERS* function returns the total number of iterations required to solve the model. *@ITERS* is available only in the data section, and is not allowed in the constraints of a model. For example, the following output statement writes the iteration count to the standard output device:

```
DATA:
    @TEXT() = @WRITE('Iterations= ', @ITERS());
ENDDATA
```

@NAME(var_or_row_refernce)

Use *@NAME* to return the name of a variable or row as text. The following example prints a variable name and its value:

```
DATA:
    @TEXT() = @WRITEFOR( ROUTES( I, J) |
        X( I, J) #GT# 0: @NAME( X), ' ', X, @NEWLINE(1));
ENDDATA
```

The report will resemble the following:

X(WH1, C1)	2
X(WH1, C2)	17
X(WH1, C3)	1
X(WH2, C1)	13
X(WH2, C4)	12
X(WH3, C3)	21

@NEWLINE(n)

Writes *n* new lines to the output device.

@RANGED(variable_or_row_name)

@RANGED outputs the allowable decrease on a specified variable's objective coefficient or on a specified row's right-hand side.

For example, consider a model with the following data section:

```
DATA:
    @TEXT( 'C:\RESULTS\OUTPUT.TXT') =
        @WRITEFOR( SET( I): X( I), @RANGED( X( I), @NEWLINE(1));
ENDDATA
```

When this model is solved, the values of attribute *X* and the allowable decreases on its objective coefficients will be written to the file *C:\RESULTS\OUTPUT.TXT*. If *@RANGED* is passed a row name it will output the allowable decrease on the right-hand side value for the row. Output may be routed to a file, spreadsheet, database, or memory location. The exact destination will depend on the export function used on the left-hand side of the output statement. Range computations must be enabled in order for *@RANGED* to function properly. For more information on the interpretation of allowable decreases, refer to the *LINGO|Range* command.

@RANGEU(*variable_or_row_name*)

@RANGEU outputs the allowable increase on a specified variable's objective coefficient or on a specified row's right-hand side.

For example, consider a model with the following data section:

```
DATA:
    @TEXT( 'C:\RESULTS\OUTPUT.TXT' ) = @WRITEFOR( SET( I ) :
        X, @RANGEU( X ), @NEWLINE( 1 ) );
ENDDATA
```

When this model is solved, the values of *X* and the allowable increases on its objective coefficients will be written to the file *C:\RESULTS\OUTPUT.TXT*. If *@RANGEU* is passed a row name it will output the allowable increase on the right-hand side value for the row. Output may be routed to a file, spreadsheet, database, or memory location. The exact destination will depend on the export function used on the left-hand side of the output statement. Range computations must be enabled in order for *@RANGED* to function properly. For more information on the interpretation of allowable increases, refer to the *LINGO|Range* command.

@STATUS()

This returns the final status of the solution process using the following codes:

@STATUS() Code	Interpretation
0	<i>Global Optimum</i> — The optimal solution has been found.
1	<i>Infeasible</i> — No solution exists that satisfies all constraints.
2	<i>Unbounded</i> — The objective can be improved without bound.
3	<i>Undetermined</i> — The solution process failed.
4	<i>Interrupted</i> — The solver was interrupted before the final solution was obtained.
5	<i>Infeasible or Unbounded</i> — The preprocessor determined the model is either infeasible or unbounded. If you need to narrow the result down to either infeasible or unbounded, then you will need to turn off presolving and run the model again.
6	<i>Local Optimum</i> — Although a better solution may exist, a locally optimal solution has been found.
7	<i>Locally Infeasible</i> — Although feasible solutions may exist, LINGO was not able to find one.
8	<i>Cutoff</i> — The objective cutoff level was achieved.
9	<i>Numeric Error</i> — The solver stopped due to an undefined arithmetic operation in one of the constraints.

In general, if @STATUS does not return a code of 0, the solution is of little use and should not be trusted. The @STATUS function is available only in the data section. The @STATUS function is not allowed in the constraints of a model.

For example, the following output statement uses `@STATUS` to print a message to let the user know if the solution is globally optimal, or not:

```
DATA:
    @TEXT() = @WRITE( @IF( @STATUS() #EQ# 0,
        'Global solution found',
        'WARNING: Solution *not* globally optimal!');
ENDDATA
```

For additional examples of the use of the `@STATUS` function, refer to *Interfacing with Other Applications*.

@STRLEN(*string*)

Use `@STRLEN` to get the length of a specified string. This can be a useful feature when formatting reports. As an example, `@STRLEN('123')` would return the value 3.

@WRITE(*obj1* [, ..., *objn*])

Use `@WRITE` to output one or more objects. Output may be routed to a file, spreadsheet, or database. The exact destination will depend on the interface function used on the left-hand side of the output statement. `@WRITE` is valid only in the data sections of a model. `@WRITE` may also be used to display computations that are a function of variable values. As an example, the output statement below prints the ratio of the two variables *X* and *Y*:

```
DATA:
    @TEXT() = @WRITE( 'The ratio of X to Y is: ', X / Y);
ENDDATA
```

@WRITEFOR(*setname* [(*set_index_list*) | *cond_qualifier*] : *obj1* [, ..., *objn*])

Use `@WRITEFOR` to output one or more objects across a set. `@WRITEFOR` operates like the other set looping functions in that you may, or may not, specify an index list and a conditional qualifier. The ability to use a conditional qualifier allows great flexibility in specifying exactly what you wish to display in your reports. `@WRITEFOR` may also be used to display computations that are a function of variable values.

Output generated by `@WRITEFOR` may be routed to a file, spreadsheet, or database. The exact destination will depend on the export function used on the left-hand side of the output statement. `@WRITEFOR` is valid only in the data sections of a model.

As an example, the output statement below prints the number of units to ship, the warehouse name, and the customer name for each route with nonzero volume:

```
DATA:
    @TEXT() = @WRITEFOR( ROUTES( I, J ) | X( I, J ) #GT# 0:
        'Ship ', X( I, J ), ' units from warehouse ', WAREHOUSE( I ),
        ' to customer ', CUSTOMER( J ), @NEWLINE( 1));
ENDDATA
```

The resulting report would appear as follows:

```

Ship 2 units from warehouse WH1 to customer C1
Ship 17 units from warehouse WH1 to customer C2
Ship 1 units from warehouse WH1 to customer C3
Ship 13 units from warehouse WH2 to customer C1
Ship 12 units from warehouse WH2 to customer C4
Ship 21 units from warehouse WH3 to customer C3

```

Text Replication Operator (*)

The *text replication operator* (*) may be used inside either the *@WRITE* or *@WRITEFOR* functions to repeat a string a specified number of times. The operator should be preceded by a numeric value and then followed by a string (e.g., 3*'text'), which will cause the string to be printed *n* times, where *n* is the numeric value.

In the following example, the text replication operator is used twice to produce a simple graph of on-duty staff during the seven days of the week:

```

DATA:
  LEAD = 3;
  @TEXT() = 'Staff on duty graph: ';
  @TEXT() = @WRITEFOR( DAY( D): LEAD*' ',
    DAY( D), ' ', ON_DUTY( D), ' ', ON_DUTY( D)*'+',
    @NEWLINE(1)
  );
ENDDATA

```

The graph would appear as follows, with one plus sign displayed for each staff member on duty:

```

Staff on duty graph:
MON 20 ++++++
TUE 16 ++++++
WED 12 ++++++
THU 16 ++++++
FRI 19 ++++++
SAT 14 ++++++
SUN 13 ++++++

```

Miscellaneous Functions

@IF(logical_condition, true_result, false_result)

The **@IF** function evaluates *logical_condition* and, if true, returns *true_result*. Otherwise, it returns *false_result*. For example, consider the following simple model that uses **@IF** to compute fixed production costs:

```

MIN = COST;
COST = XCOST + YCOST;
XCOST = @IF( X #GT# 0, 100, 0) + 2 * X;
YCOST = @IF( Y #GT# 0, 60, 0) + 3 * Y;
X + Y >= 30;

```

Model: IFCOST

We produce two products—*X* and *Y*. We want to minimize total cost, subject to producing at least 30 total units of *X* and *Y*. If we produce *X*, there is a fixed charge of 100 along with a variable cost of 2. Similarly, for *Y*, these respective values are 60 and 3. We use the **@IF** function to determine if either of the products are being produced in order to apply the relevant fixed cost. This is accomplished by testing to see if their production levels are greater than 0. If so, we return the fixed cost value. Otherwise, we return zero.

Experienced modelers know that, without the benefit of an **@IF** function, modeling fixed costs requires invoking some “tricks” using binary integer variables. The resulting models are not as intuitive as models constructed using **@IF**. However, the caveat is that the **@IF** function is not a linear function. At best, the graph of an **@IF** function will be piecewise linear. In our current example, the **@IF** functions are piecewise linear with a discontinuous break at the origin.

It is always best to try and keep a model linear (see Chapter 13, *On Mathematical Modeling*). Barring this, it is best for all functions in a nonlinear model to be continuous. The **@IF** function violates both these conditions. Thus, models containing **@IF** functions may be tough to solve to global optimality. Fortunately, LINGO has two options that can help overcome the difficult nature of models containing **@IF** functions—*linearization* and *global optimization*.

To illustrate the difficulty in solving models with discontinuous functions such as **@IF**, we will solve our example model with both linearization and global optimization disabled. When we do this, we get the following solution:

```

Local optimal solution found at iteration: 42
Objective value: 160.0000

```

Variable	Value
COST	160.0000
XCOST	160.0000
YCOST	0.000000
X	30.00000
Y	0.000000

This solution involves producing only *X* at a total cost of 160. Given that producing only *Y* and not *X* will result in a lower total cost of 150, this is clearly a locally optimal point. In order to find the globally optimal point, we must resort to either the linearization or global optimization features in LINGO.

Briefly, linearization seeks to reformulate a nonlinear model into a mathematically equivalent linear model. This is desirable for two reasons. First, linear models can always be solved to global optimality. Secondly, linear models will tend to solve much faster than equivalent nonlinear models.

Unfortunately, linearization can not always transform a model into an equivalent linear state. In which case, it may be of no benefit. Fortunately, our sample model can be entirely linearized. To enable the linearization option, run the *LINGO|Options* command and set the *Linearization Degree* to *High* on the *General Solver* tab.

Global optimization breaks a model down into a series of smaller, local models. Once this series of local models has been solved, a globally optimal solution can be determined. To enable global optimization, run the *LINGO|Options* command, select the *Global Solver* tab, then click on the *Global Solver* checkbox. Note that the global solver is an add-on option to LINGO. The global solver feature will not be enabled for some installations. Run the *Help|About LINGO* command to determine if your installation has the global solver capability enabled.

Whether using the linearization option or the global solver, LINGO obtains the true, global solution:

```
Global optimal solution found at iteration: 6
Objective value:    150.0000

      Variable      Value
      COST          150.0000
      XCOST          0.000000
      YCOST          150.0000
       X            0.000000
       Y            30.000000
```

Note: Starting with release 9.0, the false branch of the *@IF* function may contain arithmetic errors without causing the solver to trigger an error. This makes the *@IF* function useful in avoiding problems when the solver strays into areas where certain functions become undefined. For instance, if your model involves division by a variable, you might use *@IF* as follows: *@IF(X #GT# 1.E-10, 1/X, 1.E10)*.

@WARN('text', logical_condition)

This displays the message 'text' if the *logical_condition* is met. This feature is useful for verifying the validity of a model's data. In the following example, if the user has entered a negative interest rate, the message "INVALID INTEREST RATE" is displayed:

```
! A model of a home mortgage;
DATA:
! Prompt the user for the interest
  rate, years, and value of mortgage.
  We will compute the monthly payment;
  YRATE  = ?;
  YEARS  = ?;
  LUMP   = ?;
ENDDATA

! Number of monthly payment;
  MONTHS = YEARS * 12;

! Monthly interest rate;
  (1 + MRATE) ^ 12 = 1 + YRATE;

! Solve next line for monthly payment;
  LUMP = PAYMENT * @FPA(MRATE, MONTHS);

! Warn them if interest rate is negative
  @WARN('INVALID INTEREST RATE',
    YRATE #LT# 0);
```

@USER(user_determined_arguments)

The user can supply this in an external DLL or object code file. For a detailed example on the use of @USER, please see the *User Defined Functions* section in Chapter 11, *Interfacing with Other Applications*.

8 *Interfacing with External Files*

It can be cumbersome and impractical to try to maintain your data in a LINGO model file. In most cases, your model's data will reside externally in text files, spreadsheets, and databases. Also, a solution generated by LINGO is of little use if you can't export it to other applications. For these reasons, LINGO has many methods to assist you in moving information in and out of the application. The primary focus of this chapter is to illustrate how to move data in and out of LINGO through the use of text based ASCII files. In Chapter 9, *Interfacing with Spreadsheets*, we will look at using spreadsheets. In Chapter 10, *Interfacing with Databases*, we will illustrate the use of databases for maintaining your model's data.

Cut and Paste Transfers

Perhaps the simplest and most straightforward way to move data in and out of an application in Windows is by using *cut* and *paste* commands. Windows maintains an information buffer called the *clipboard*. Applications that support the cut command can move information into the clipboard. Applications that support the paste command can move information from the clipboard into their memory. Thus, cut and paste offers a simple, but effective, technique for moving small amounts of data from one application to another.

Pasting in Data from Excel

You should be able to paste data into LINGO from any application that supports a cut command. For illustration purposes, we will show how to paste data from an Excel worksheet into a LINGO model. Recall our staff-scheduling model from Chapter 2, *Using Sets*, which is reproduced here with the data for the *REQUIRED* attribute omitted from the data section:

```
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS
DATA:
    REQUIRED = <data omitted>;
ENDDATA
MIN = @SUM(DAYS(I): START(I));
@FOR(DAYS(J):
    @SUM(DAYS(I) | I #LE# 5:
        START(@WRAP(J - I + 1, 7)))
        >= REQUIRED(J)
    );
```

Suppose your staffing requirements data is maintained in an Excel worksheet resembling the following:

	A	B	C	D	E	F	G	H	I
1									
2		Day:	Mon	Tue	Wed	Thu	Fri	Sat	Sun
3		Staff required:	20	16	13	16	19	14	12
4									

To paste the staffing requirements data from Excel into the LINGO model above, follow these steps:

1. Select the range containing the data (C3:I3) by placing the cursor on the C3 cell, press and hold down the left mouse button, drag the mouse to cell I3, then release the mouse button.
2. Select the *Copy* command from Excel's *Edit* Menu.
3. Click once on the LINGO model window.
4. Place the LINGO cursor directly to the right of the data statement:
REQUIRED =.
5. Select the *Paste* command from LINGO's *Edit* menu.

The data should now appear in the LINGO model as follows:

```
DATA:
    REQUIRED = 20 16 13 16 19 14 12;
ENDDATA
```

You may need to adjust the font of the data to your liking. You can use the *Edit|Select Font* command in LINGO to accomplish this. Your model now has the required data and is ready to be solved. Note that LINGO also has features that allow you to import data directly from Excel. See Chapter 9, *Interfacing with Spreadsheets*, for more information.

Pasting Data Out to Microsoft Word

Suppose you went ahead and solved the previous staffing model. LINGO will present you with a new Window containing the solution to your model. Now, suppose you would like to get a copy of the solution into MS Word for a report you are writing. You can do this by following these steps:

1. Select the solution report window in LINGO by clicking on it once.
2. Select all the text in the window by issuing the *Edit|Select All* command in LINGO.
3. Place the solution into the clipboard by selecting the *Edit|Copy* command in LINGO.
4. Activate MS Word by clicking once on the window containing the report you are writing.
5. Paste the solution from the clipboard into the report by issuing the *Edit|Paste* command in MS Word.

Text File Interface Functions

LINGO has several *interface functions* that perform input and output operations. There are interface functions for dealing with text files, spreadsheets, and databases. There is even an interface function that lets you pass data back and forth from other applications. In this chapter, we are focusing on interfacing with text files, so we will investigate the `@FILE` function for importing the contents of external text files and the `@TEXT` function for exporting solutions to text files.

Including External Files with `@FILE`

The `@FILE` interface function in LINGO allows you to include data from external text files anywhere in your model. This is particularly useful for incorporating data stored in text files into your sets and data sections.

The syntax for the `@FILE` function is:

`@FILE('filename')`

where *filename* is the name of the file to include text from. When this function is encountered in a model, LINGO will continue to take text from this file until it encounters either the end-of-file mark or a LINGO end-of-record mark (~). For subsequent `@FILE` references in the same model that use the same file name, LINGO resumes taking input from the file at the point where it left off. Nesting of `@FILE` function calls (embedding an `@FILE` in a file that is itself called by `@FILE`) is not allowed.

Using @FILE in a Transportation Model

As an example, we will use the Wireless Widgets transportation model developed in Chapter 1, *Getting Started with LINGO*. It is reproduced in its original form below:

```

! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES /WH1 WH2 WH3 WH4 WH5 WH6/: CAPACITY;
    VENDORS /V1 V2 V3 V4 V5 V6 V7 V8/ : DEMAND;
    LINKS(WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
    MIN = @SUM(LINKS(I, J):
        COST(I, J) * VOLUME(I, J));

! The demand constraints;
    @FOR(VENDORS(J):
        @SUM(WAREHOUSES(I): VOLUME(I, J)) =
            DEMAND(J));

! The capacity constraints;
    @FOR(WAREHOUSES(I):
        @SUM(VENDORS(J): VOLUME(I, J)) <=
            CAPACITY(I));

! Here is the data;
DATA:
    CAPACITY = 60 55 51 43 41 52;
    DEMAND = 35 37 22 32 41 32 43 38;
    COST = 6 2 6 7 4 2 5 9
           4 9 5 3 8 5 8 2
           5 2 1 9 7 4 3 3
           7 6 7 3 9 2 7 1
           2 3 9 5 7 2 6 5
           5 5 2 2 8 1 4 3;
ENDDATA

```

Model: WIDGETS

Note that data appears two places in the model. First, there are the lists of warehouses and vendors in the sets section. Second, there is data on capacity, demand, and shipping costs in the data section.

In order to completely isolate the data from our model, we would like to move it to an external text file and modify the model, so it will draw the data from the text file using the *@FILE* function. The following modified version of the model has all the data removed. Changes are represented in bold type:

```
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES / @FILE('WIDGETS2.LDT')/: CAPACITY;
    VENDORS / @FILE('WIDGETS2.LDT')/ : DEMAND;
    LINKS(WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
    MIN = @SUM(LINKS(I, J):
        COST(I, J) * VOLUME(I, J));

! The demand constraints;
    @FOR(VENDORS(J):
        @SUM(WAREHOUSES(I): VOLUME(I, J)) =
            DEMAND(J));

! The capacity constraints;
    @FOR(WAREHOUSES(I):
        @SUM(VENDORS(J): VOLUME(I, J)) <=
            CAPACITY(I));

! Here is the data;
DATA:
    CAPACITY = @FILE('WIDGETS2.LDT');
    DEMAND = @FILE('WIDGETS2.LDT');
    COST = @FILE('WIDGETS2.LDT');
ENDDATA
```

Model: WIDGETS2

The model is now set to draw all data from the file *WIDGETS2.LDT*. The contents of this data file appear below:

```
!List of warehouses;
WH1 WH2 WH3 WH4 WH5 WH6 ~

!List of vendors;
V1 V2 V3 V4 V5 V6 V7 V8 ~

!Warehouse capacities;
60 55 51 43 41 52 ~

!Vendor requirements;
35 37 22 32 41 32 43 38 ~

!Unit shipping costs;
6 2 6 7 4 2 5 9
4 9 5 3 8 5 8 2
5 2 1 9 7 4 3 3
7 6 7 3 9 2 7 1
2 3 9 5 7 2 6 5
5 5 2 2 8 1 4 3
```

File: WIDGETS2.LDT

Note: We use the convention of placing the extension of *.LDT* on all LINGO data files.

Sections of the data file between end-of-record marks (~) are called records. If an included file has no end-of-record marks, LINGO reads the whole file as a single record. Notice that, with the exception of the end-of-record marks, the model text and data appear just as they would if they were in the model itself.

Also, notice how the end-of-record marks in the include file work along with the *@FILE* function calls in the model. The first call to *@FILE* opens *WIDGETS2.LDT* and includes the first record. The second call includes the second record, and so on.

The last record in the file does not need an end-of-record mark. When LINGO encounters an end-of-file, it includes the last record and closes the file. If you end the last record in an include file with an end-of-record mark, LINGO will not close the file until it is done solving the current model. This could cause problems if multiple data files are opened in the model—files that remain open can cause the limit on open files to be exceeded.

When using the *@FILE* function, think of the contents of the record (except for any end-of-record mark) as replacing the text *@FILE('filename')* in the model. This way, you can include a whole statement, part of a statement, or a whole series of statements in a record. For example, the first two records of the *WIDGETS2.LDT* file in the above example:

```
!List of warehouses;
WH1 WH2 WH3 WH4 WH5 WH6 ~

!List of vendors;
V1 V2 V3 V4 V5 V6 V7 V8 ~
```

are included in the model in the sets section as follows:

```
WAREHOUSES / @FILE('WIDGETS2.LDT') / : CAPACITY;
VENDORS / @FILE('WIDGETS2.LDT') / : DEMAND;
```

The net effect of these *@FILE* calls is to turn the model statements into:

```
WAREHOUSES / WH1 WH2 WH3 WH4 WH5 WH6/: CAPACITY;
VENDORS / V1 V2 V3 V4 V5 V6 V7 V8/ : DEMAND;
```

Comments in the include file are ignored. The maximum number of include files a model can simultaneously reference is 16.

Writing to Files Using @TEXT

The *@TEXT* interface function is used for exporting solutions to text files. The *@TEXT* function can export both set members and attribute values. The syntax of the *@TEXT* function is:

```
@TEXT(['filename'])
```

where *filename* is the name of the file you want to export the solution to. If *filename* is omitted, the solution data will be sent to the standard output device (this is typically the screen). The *@TEXT* function may only appear on the left-hand side of a data statement in the data section of a model.

We refer to data statements that use interface functions to generate output as *output operations*. Output operations are only performed when the solver finishes running a model. The operations are run in the sequence that they were encountered in the model.

Here are two examples of using *@TEXT*:

Example 1: @TEXT('RESULTS.TXT') = X;
Sends the value(s) for *X* to the file *RESULTS.TXT*

Example 2: @TEXT() = DAYS, START;
In this example, we are exporting the *DAYS* set and the *START* attribute. We routed the output to the screen by omitting the *filename* argument.

Example 3: @TEXT() = @WRITEFOR(DAYS(D) | START(D) #GT# 0:
DAYS(D), ' ', START(D));
In this example, we use the *@WRITEFOR* reporting function to loop over the members of the *DAYS* set. Contrary to the previous example, we only print information for those days where *START(D)* is greater than 0.

Now, let's turn to a more detailed example of the use of *@TEXT* in our staff scheduling model.

Example - Using @TEXT for Staff-Scheduling

Let's once again make use of the staff scheduling model from Chapter 2, *Using Sets*. However, this time we will modify it to use the @TEXT function and write the solution to a file. The model follows with the critical change listed in bold type:

```
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS

DATA:
    REQUIRED = 20 16 13 16 19 14 12;
    @TEXT('OUT.TXT') = DAYS, START;
ENDDATA

MIN = @SUM(DAYS(I): START(I));

@FOR(DAYS(J):
    @SUM(DAYS(I) | I #LE# 5:
        START(@WRAP(J - I + 1, 7)))
        >= REQUIRED(J)
    );
```

We have added the one output operation:

```
@TEXT('OUT.TXT') = DAYS, START;
```

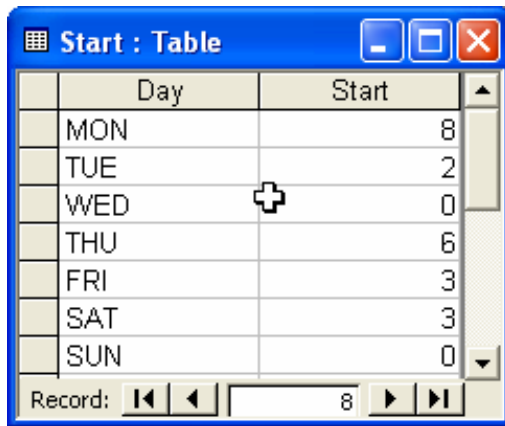
which writes the values of the *DAYS* set and the values of the *START* attribute to the file *OUT.TXT*.

Once you solve the model, LINGO will run this output operation, the file *OUT.TXT* will be generated, and it will contain the members of the *DAYS* set and the optimal values for the *START* attribute:

MON	8.0000000
TUE	2.0000000
WED	0.0000000
THU	6.0000000
FRI	3.0000000
SAT	3.0000000
SUN	0.0000000

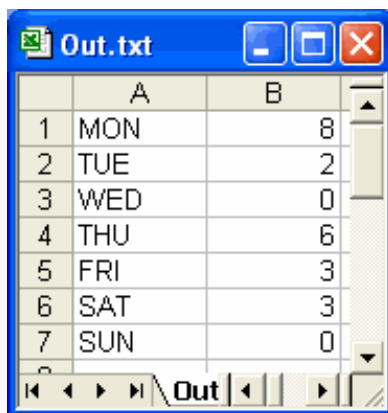
File: OUT.TXT

You may now import the data from *OUT.TXT* into other applications. For instance, if you want to import the data into MS Access, you could use the *File|Get External Data|Import* command in Access to read the data into a table. We defined a small table in Access called *Start*, and imported the data in this manner yielding the following:



Day	Start
MON	8
TUE	2
WED	0
THU	6
FRI	3
SAT	3
SUN	0

To import the data into an Excel sheet, you must first use the *File|Open* command on the *OUT.TXT* file to get the data into a spreadsheet by itself, as we have done here:



	A	B
1	MON	8
2	TUE	2
3	WED	0
4	THU	6
5	FRI	3
6	SAT	3
7	SUN	0

Once the results are imported into a spreadsheet, you may cut and paste them to any other sheet you desire.

Before we move on, suppose you are not interested in all the output generated by the standard LINGO solution report. Suppose, in the case of this example, all you want to see is the objective value and the values for the *DAYS* set and the *START* attribute. Here's how you can do it. First, add the additional output operation, shown here in bold, to your data section, so it looks like:

```
DATA:
    @TEXT('OUT.TXT') = DAYS, START;
    @TEXT() = DAYS, START;
ENDDATA
```

The new output operation causes the values of *DAYS* and *START* to be sent to the screen (since we omitted a file name). Next, you will need to suppress the normal LINGO solution report. In Windows versions of LINGO, select the *LINGO|Options* command, click on the *Interface* tab in the *Options* dialog box, check the *Terse output* checkbox, then press the *OK* button (on platforms other than

Windows, enter the *TERSE* command). Now, solve your model and you will be presented with the following, abbreviated report:

```
Global optimal solution found at step:      8
Objective value:                          22.00000

MON      8.0000000
TUE      2.0000000
WED      0.0000000
THU      6.0000000
FRI      3.0000000
SAT      3.0000000
SUN      0.0000000
```

In the example above, we simply listed the names of set *DAYS* and attribute *START* on the right-hand side of our output operation. This causes LINGO to display *all* values for *DAYS* and *START*. Suppose we'd like more control over what values do and do not get displayed. In particular, suppose we are only interested in viewing those days in which the value for *START* is nonzero. We can do this by using the *@WRITEFOR* report function, which allows us to provide a condition to test before printing output:

```
DATA:
    @TEXT( ) = @WRITEFOR( DAYS( D) | START( D) #GT# 0:
        DAYS( D), @FORMAT( START( D), '6.1f') );
ENDDATA
```

Note how we now only display the days where *START* > 0 in our new report:

```
Global optimal solution found at iteration:      15
Objective value:                                22.00000

MON      8.0
TUE      2.0
THU      6.0
FRI      3.0
SAT      3.0
```

Another feature of this last example to note is the use of the *@FORMAT* function, which we used to display the nonzero start values in a field of six columns with one trailing decimal point.

@WRITEFOR also allows us to form arithmetic expressions of the variable values. Here's an example that we could add to our staff model to compute the number of staff on duty each day:

```
DATA:
    @TEXT( ) = @WRITE( 'Day      On-Duty' );
    @TEXT( ) = @WRITE( 14*'-' );
    @TEXT( ) = @WRITEFOR( DAYS( D): DAYS( D),
        @FORMAT( @SUM( DAYS( D2) | D2 #LE# 5:
            START( @WRAP( D - D2 + 1, 7))), '11.1f') );
ENDDATA
```

Here's the report generated by these output operations:

Day	On-Duty
-----	-----
MON	20.0
TUE	16.0
WED	13.0
THU	16.0
FRI	19.0
SAT	14.0
SUN	12.0

This previous example also illustrates the use of the `@WRITE` function. The `@WRITE` function is similar to the `@WRITEFOR` function with the exception that it does not accept a set to loop on, and, therefore, is used to write single occurrences of text output. As with `@WRITEFOR`, `@WRITE` accepts expressions of variables. Here's an example that calculates the maximum number of employees starting on a particular day.

```
DATA:
    @TEXT() = @WRITE( 'Max start = ', @MAX( DAYS: START) );
ENDDATA
```

which yields the following output: Max start = 8.

LINGO Command Scripts

A LINGO *command script* is any text file containing a series of LINGO commands. In addition to understanding the syntax of LINGO models, using command scripts requires some understanding of LINGO's command language (covered in Chapter 6, *Command-line Commands*). You can think of these commands as a macro language that allows you to automate the running of frequently used commands and/or models.

To run a command script in Windows versions of LINGO, use the *File|Take Commands* command. In other versions of LINGO, use the *TAKE* command. In both cases, you will be prompted for the name of a file that contains your command script. Once you have input the file name, LINGO will begin to execute the commands in this file. Execution will continue until either a *QUIT* command is encountered, causing LINGO to terminate, or an end-of-file is encountered, causing LINGO to return to normal input mode.

A Command Script Example

Once again, we will make use of the staff-scheduling model introduced on page 49 to illustrate the use of a command script. Suppose, instead of one hot dog stand, our operations have expanded and we now have three hot dog stands: Pluto Dogs, Mars Dogs, and Saturn Dogs. Our staffing requirements at the three sites are:

Site	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Pluto	20	16	13	16	19	14	12
Mars	10	12	10	11	14	16	8
Saturn	8	12	16	16	18	22	19

Running staffing models for all three sites is cumbersome and prone to error. We would like to automate the process by constructing a script file that runs all three staffing models automatically. To do this, we construct the following script file:

```
! Have LINGO echo input to the screen;
SET ECHOIN 1

! Suppresses the standard solution report;
SET TERSEO 1

! Begins input of a new model;
MODEL:
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS

DATA:
    REQUIRED = @FILE('PLUTO.LDT');
    @TEXT('PLUTO.TXT') = START;
ENDDATA

MIN = @SUM(DAYS(I): START(I));

@FOR(DAYS(J):
    @SUM(DAYS(I) | I #LE# 5:
        START(@WRAP(J - I + 1, 7)))
        >= REQUIRED(J)
    );

@FOR(DAYS: @GIN(START));
END

! Solve Pluto Dogs model;
GO
! Alter model for Mars;
ALTER ALL 'PLUTO'MARS'
! Solve Mars model;
GO
! Alter model for Saturn;
ALTER ALL 'MARS'SATURN'
! Solve Saturn model;
GO
! Restore parameters;
SET TERSEO 0
SET ECHOIN 0
```

Command Script: DOGS.LTF

We use two *SET* commands to set two of LINGO's parameters. First, we set *ECHOIN* to 1, which causes LINGO to echo all command script input to the screen. This can be useful when you are trying to debug a script file. Next, we set *TERSEO* to 1. This causes LINGO to go into terse output mode, which suppresses the default solution report each time we solve a model.

Next, we include the *MODEL:* command to put LINGO into model input mode. It is important here to remember the *MODEL:* statement is a command. When LINGO encounters this command in a script file, it reads all subsequent text in the file as model text until it encounters the *END* command. This model then becomes the current model in memory.

The key feature to note in our model is the data section:

```
DATA:
    REQUIRED = @FILE('PLUTO.LDT');
    @TEXT('PLUTO.TXT') = START;
ENDDATA
```

We use the *@FILE* function to include the staffing requirements from an external file and we use the *@TEXT* function to send the values of the *START* attribute to a file.

After the *END* statement, we have a *GO* command to solve the model for the Pluto stand. We then include an *ALTER* command to change all occurrences of *PLUTO* with *MARS*. This command will change the data section to (changes in bold):

```
DATA:
    REQUIRED = @FILE('MARS.LDT');
    @TEXT('MARS.TXT') = START;
ENDDATA
```

Assuming we have the staffing requirements for the Mars stand in the file *MARS.LDT*, our model is then ready to run again. However, this time it will solve for the *START* values for the Mars hot dog stand. We include commands to do the same for the Saturn location as well. Finally, we have two *SET* commands to restore the modified parameters.

You can run this command script by issuing the *File|Take Commands* command in Windows versions of LINGO, or you can use the *TAKE* command in other versions. Once the command script has been executed, you will find the three solution files: *PLUTO.TXT*, *MARS.TXT*, and *SATURN.TXT*. These files will contain the optimal values for the *START* attribute for the three locations.

The AUTOLG.DAT Script File

LINGO has an option that allows you to automatically execute a command script each time LINGO starts. To do this, simply name the command script *AUTOLG.DAT* and place it in LINGO's working directory. Each time LINGO starts, it will automatically execute the commands in this script file.

Specifying Files in the Command-line

When a Windows version of LINGO starts up, it checks the command-line for the presence of the following three commands:

Command	Action at Runtime
-Tfilename	LINGO executes a <i>File Take Commands</i> command on the script file <i>filename</i> . If an <i>AUTOLG.DAT</i> file is present in LINGO's working directory, it will be queued for execution before <i>filename</i> .
-Ofilename	LINGO performs a <i>File Open</i> command on <i>filename</i> , reading the file into a standard window.
-Lfilename	LINGO executes a <i>File Log Output</i> command, causing all output that would normally have been sent to the command window to be routed to <i>filename</i> .

As an example, suppose we have the following command script:

```
! Input a small model
MODEL:
MAX = 20 * X + 30 * Y;
X <= 50;
Y <= 60;
X + 2 * Y <= 120;
END

! Terse output mode
SET TERSEO 1

! Solve the model
GO

! Open a file
DIVERT SOLU.TXT

! Send solution to the file
SOLUTION

! Close solution file
RVRT

! Quit LINGO
QUIT
```

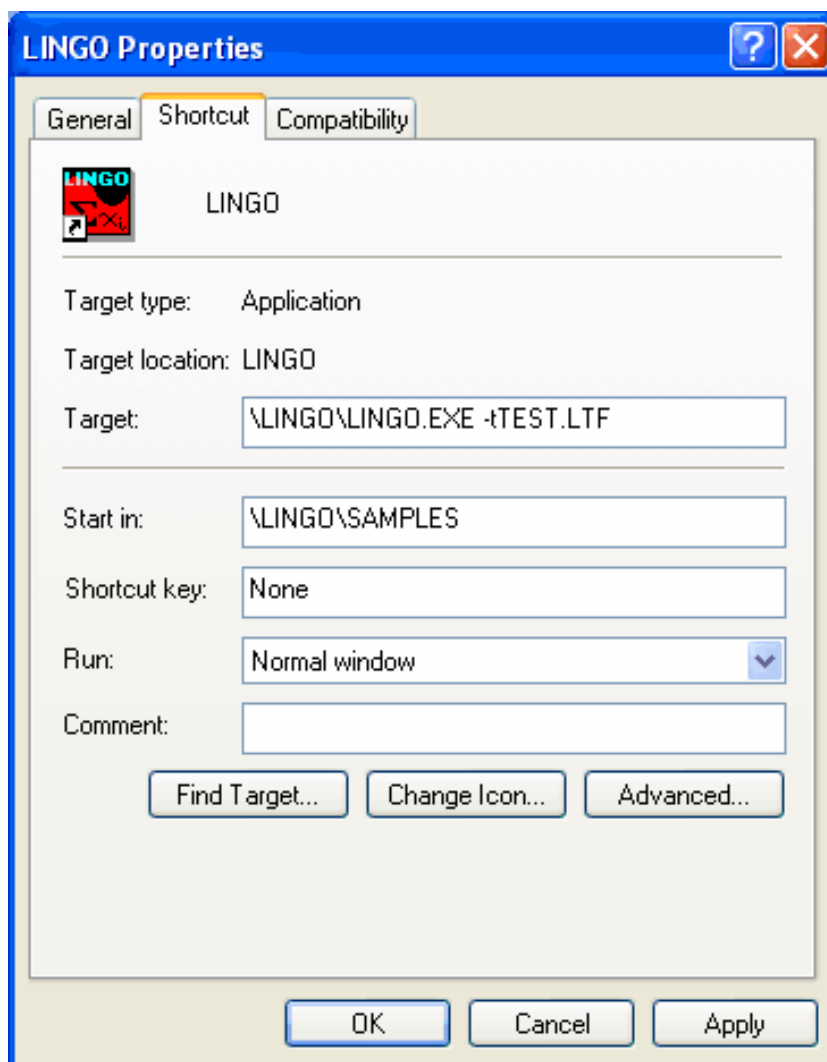
Command Script: TEST.LTF

This script file inputs a small model, solves it, and then writes a solution report out to the file *SOLU.TXT*. Let's suppose the script file is titled *TEST.LTF*. We can instruct LINGO to automatically execute this file by adding the following command to LINGO's command-line: *-tTEST.LTF*. To do this under Windows, you will first need to create a shortcut icon for LINGO. Click the right mouse button on your desktop, and then select the *New* command followed by the *Shortcut* command. Press

the *Browse* button and then select the LINGO application file, which is found under the name *LINGO.EXE* in your main LINGO directory. You should now have a LINGO shortcut icon on your desktop that looks like:



To edit the command-line, you must right click on this icon and then select the *Properties* command. You will then see the dialog box:



In the *Target* edit box, add the command *-tTEST.LTF*. If you want LINGO to run without opening up a window, you can also select the *Minimized* option from the *Run* list box. Now, click the *Apply* button followed by the *OK* button.

You can now run LINGO and have it execute the script file by double clicking the shortcut icon on the desktop. Once you have done this, the solution file, *SOLU.TXT*, should contain:

Variable	Value	Reduced Cost
X	50.00000	0.000000
Y	35.00000	0.000000
Row	Slack or Surplus	Dual Price
1	2050.000	1.000000
2	0.000000	5.000000
3	25.00000	0.000000
4	0.000000	15.00000

File: SOLU.TXT

Redirecting Input and Output

In most Unix environments, it is possible to redirect all screen output from LINGO to a text file. You can also redirect all input from the keyboard to an input file. This is accomplished by specifying the files in the command-line using the following syntax:

```
LINGO < input_file > output_file
```

Upon execution of this command, LINGO will take its input from *input_file*, and a text file will be created called *output_file*, which contains everything that would have appeared on the screen had LINGO been started normally. Path names may be included in the names of the input and output files.

Exploiting this capability allows you to use LINGO as a “black box” in larger turnkey applications. If done properly, the user will not be aware LINGO is running in the background.

As an example, we could run the script file from the previous section, *TEST.LTF*, generating the same solution file, *SOLU.TXT*, with the command:

```
LINGO < TEST.LTF > CAPTURE.TXT
```

The file *CAPTURE.TXT* is used to capture all screen output.

Managing LINGO Files

In order to help keep track of your files, you may want to adopt a file naming standard, at least as far as the file name extensions are concerned. Here are some suggestions for file name extensions:

Extension	Description
.LG4	model files (Windows only)
.LNG	model files in text format
.LTF	script files
.LDT	included data files
.LRP	report files

Note: If you use the default LINGO format (.LG4) for a model, the file will be saved in a special binary format. Files in this format will only be readable by Windows versions of LINGO, and will appear garbled if read into other applications. This binary format allows LINGO models to function as both Object Linking and Embedding (OLE) containers and servers, allows for embedding of objects (e.g., bitmaps), and permits custom formatting of model text. Thus, you will generally want to use the .LG4 format. Cases where you *must* use a text format are:

1. a model that must be transferred to another platform or application,
2. a LINGO script file, or
3. a LINGO data file to be included with @FILE.

LINGO anticipates this by saving any file with an extension other than .LG4 as text.

You can force LINGO to always use the .LNG text format for models by checking the .LNG box on the *Interface* tab of the *LINGO|Options* dialog box. Any special formatting of the text (e.g., bold fonts) will be lost when a model is saved in this format. Also, models saved as text may not function as OLE containers or servers.

On platforms other than Windows, LINGO *always* saves files in text format.

9 *Interfacing With Spreadsheets*

As we have mentioned, it can be cumbersome and impractical to try to maintain your data in a LINGO model file. This is particularly true if you have more than just a small handful of data—as is the case with most practical models. Spreadsheets are adept at handling small to moderate amounts of data. Spreadsheets are also *very* useful tools for manipulating and presenting the results generated by your model. For these reasons, LINGO has a number of features that allow the user to import data from spreadsheets and export solutions back out to spreadsheets. These features include real-time Object Linking and Embedding (OLE) links to Excel, OLE automation links that can be used to drive LINGO from Excel macros, and embedded OLE links that allow you to import the functionality of LINGO into Excel. At present, all of these features are supported only under Windows versions of LINGO.

Importing Data from Spreadsheets

LINGO provides the `@OLE` function for importing data from spreadsheets. This function is only available under Windows versions of LINGO. `@OLE` performs direct OLE transfers of data between LINGO and Excel.

Using @OLE to Import Data from Excel

`@OLE` is an interface function for moving data back and forth from Excel using OLE based transfers. OLE transfers are direct memory transfers and do not make use of intermediate files. When using `@OLE`, LINGO loads Excel, tells Excel to load the desired spreadsheet, and requests ranges of data from the sheet. You must have Excel 5, or later, to be able to use the `@OLE` function. The `@OLE` function may be used in the data and init sections to import data.

`@OLE` can read both set members and set attributes—set members are expected in text format, while set attributes are expected in numeric format. Primitive sets require one cell of data for each set member (i.e., one set member per cell). You will need n cells of values to initialize each n -dimensional derived set member, where the first n cells contain the first set member, the second n cells contain the second set member, and so on.

`@OLE` can read one or two-dimensional ranges (ranges on a single worksheet in Excel), but cannot read discontinuous ranges or three-dimensional ranges (ranges that traverse more than one worksheet in Excel).

Ranges are read left-to-right, top-to-bottom.

Importing in the Data and Init Sections with @OLE

The syntax for using @OLE to import data in both the data and init sections is:

```
object_list = @OLE('spreadsheet_file'[ , range_name_list]);
```

The *object_list* is a list of model objects, optionally separated by commas that are to be initialized from the spreadsheet. *Object_list* may contain any combination of set names, set attributes, and scalar variables.

The *spreadsheet_file* is the name of the Excel spreadsheet file to retrieve the data from.

The *range_name_list* is the list of named ranges in the sheet to retrieve the data from. The ranges must contain exactly one element for each member in the *object_list*. There are three options available in how you specify the ranges. First, you can omit the range arguments entirely. In which case, LINGO defaults to using a list of range names identical to the list of object names in *object_list*. Second, you can specify a single range name to retrieve all the data from. In which case, all the objects in *object_list* must be defined on the same set, and LINGO reads the data as if it was a table. When specifying a single range name for multiple objects, all the objects must be of the same data type. Furthermore, you can't mix set members (text) with set attributes (numeric). Finally, you can specify one range name for each object in *object_list*. In which case, the objects do not have to be defined on the same set and can be of differing data types. Examples of these three methods for using @OLE follow:

Example 1: `COST, CAPACITY = @OLE('SPECS.XLS');`

No range names were specified as part of the call to @OLE, so LINGO defaults to using the names of the model objects. Thus, *COST* and *CAPACITY* are initialized to the values found, respectively, in the ranges *COST* and *CAPACITY* in the Excel file *SPECS.XLS*.

Example 2: `COST, CAPACITY = @OLE('SPECS.XLS', 'DATATABLE');`

In this example, we are specifying a single range to initialize both *COST* and *CAPACITY*. Assuming the range *DATATABLE* has two columns, LINGO initializes *COST* to the data in column 1 and *CAPACITY* to the data in column 2. Note, in order for this method to work, both *COST* and *CAPACITY* must be defined on the same set. Furthermore, they must both be either sets or set attributes—mixed types aren't allowed using this form.

Example 3: `COST, CAPACITY = @OLE('SPECS.XLS', 'COST01', 'CAP01');`

In this example, we are specifying individual ranges to initialize both *COST* and *CAPACITY*. *COST* will be initialized with the data in the *COST01* range and *CAPACITY* will receive the values in the *CAP01* range.

As a final note, it is important to know that derived sets may be imported from either a single range or from *n* ranges, where *n* is the dimension of the derived set. Here are two examples to illustrate:

Example 4: `ARCS, COST = @OLE('TRAN.XLS', 'ARCS', 'COST');`

You might find something similar to this example in a transportation model. *ARCS* is the set of shipping arcs and *COST* is an attribute for storing the cost of shipping one unit down each arc. Typically, *ARCS* would be a 2-dimensional derived set of from-to coordinate pairs. In this example, we've chosen to bring the list of arcs in from a single workbook range. Suppose there are 10 shipping arcs in our model, then the *ARCS* range would have 20 cells, with the first column of 10 cells being the ship-from points and the second column of 10 cells being the ship-to points. Since we are using the single range method to input a

derived set, the two columns are adjacent and are both contained in the single range call ARCS. This is in contrast to the following example...

Example 5: ARCS, COST = @OLE('TRAN.XLS', 'FROM', 'TO', 'COST');
...where we use two ranges to store the two-dimensional ARCS set. The first range, FROM, would contain 10 ship-from points, while the second range, TO, would contain 10 ship-to points. These two ranges may lie in different areas of the workbook and need not be adjacent.

Importing in a Transportation Model with @OLE

We will now make use of the Wireless Widgets transportation model introduced in Chapter 1, *Getting Started with LINGO*, to illustrate in more detail the use of the @OLE function. The model is reproduced below with changes listed in bold type:

```
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
! Import warehouses and vendors from Excel;
  WAREHOUSES: CAPACITY;
  VENDORS    : DEMAND;
  LINKS(WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
  MIN = @SUM(LINKS(I, J):
    COST(I, J) * VOLUME(I, J));

! The demand constraints;
  @FOR(VENDORS(J):
    @SUM(WAREHOUSES(I):
      VOLUME(I, J)) = DEMAND(J));

! The capacity constraints;
  @FOR(WAREHOUSES(I):
    @SUM(VENDORS(J): VOLUME(I, J))
      <= CAPACITY(I));

DATA:
! Import the data from Excel;
  WAREHOUSES, VENDORS, CAPACITY, DEMAND, COST =
    @OLE('LINGO\SAMPLES\WIDGETS.XLS',
      'WAREHOUSES', 'VENDORS', 'CAPACITY',
      'DEMAND', 'COST');
ENDDATA
```

Model: WIDGETS3

Instead of explicitly listing the data in the text of the model, we are now importing it entirely from the *WIDGETS.XLS* spreadsheet. Below is an illustration of the *WIDGETS.XLS*:

The screenshot shows the Microsoft Excel interface with the file 'WIDGETS.xls' open. The spreadsheet contains the following data:

	A	B	C	D	E	F	G	H	I	J	K	L
1												
2		Model Data:										
3												
4		Warehouses:	V1	V2	V3	V4	V5	V6	V7	V8	Capacity:	
5		WH1	6	2	6	7	4	2	5	9	60	
6		WH2	4	9	5	3	8	5	8	2	55	
7		WH3	5	2	1	9	7	4	3	3	51	
8		WH4	7	6	7	3	9	2	7	1	43	
9		WH5	2	3	9	5	7	2	6	5	41	
10		WH6	5	5	2	2	8	1	4	3	52	
11		Demand:	35	37	22	32	41	32	43	38		
12												

In addition to inputting the data into this sheet, we also had to define range names for the cost, capacity, demand, vendor name, and warehouse name regions. Specifically, we defined the following range names:

Name	Range
Capacity	K5:K10
Cost	C5:J10
Demand	C11:J11
Vendors	C4:J4
Warehouses	B5:B10

To define a range name in Excel:

- 1) select the range by dragging over it with the mouse with the left button down,
- 2) release the mouse button,
- 3) select the *Insert|Name|Define* command,
- 4) enter the desired name, and
- 5) click the OK button.

We use the following instance of the *@OLE* function in the data section of our model to import the data from Excel:

```
WAREHOUSES, VENDORS, CAPACITY, DEMAND, COST =
@OLE(' \LINGO\SAMPLES\WIDGETS.XLS',
'WAREHOUSES', 'VENDORS', 'CAPACITY',
'DEMAND', 'COST');
```

Note that because the model objects are all either primitive sets or set attributes, and they have the same names as their corresponding spreadsheet ranges, we could have dropped the range name arguments and used the equivalent but shorter version:

```
WAREHOUSES, VENDORS, CAPACITY, DEMAND, COST =
@OLE(' \LINGO\SAMPLES\WIDGETS.XLS');
```

As an aside, note that we used a single *@OLE* function call to read all the data for this model. This is not a requirement, however. For clarity, you may choose to use multiple *@OLE* function calls—perhaps one for each model object.

When we solve this model, LINGO will load Excel (assuming it isn't already running), load the *WIDGETS* worksheet, and then pull the values for the *CAPACITY*, *COST*, and *DEMAND* attributes from the worksheet, along with the members of the *WAREHOUSES* and *VENDORS* sets. Excerpts from the solution appear below:

Global optimal solution found at step:			16
Objective value:			664.0000
Variable	Value	Reduced Cost	
VOLUME(WH1, V2)	19.00000	0.0000000	
VOLUME(WH1, V5)	41.00000	0.0000000	
VOLUME(WH2, V4)	32.00000	0.0000000	
VOLUME(WH2, V8)	1.000000	0.0000000	
VOLUME(WH3, V2)	12.00000	0.0000000	
VOLUME(WH3, V3)	22.00000	0.0000000	
VOLUME(WH3, V7)	17.00000	0.0000000	
VOLUME(WH4, V6)	6.000000	0.0000000	
VOLUME(WH4, V8)	37.00000	0.0000000	
VOLUME(WH5, V1)	35.00000	0.0000000	
VOLUME(WH5, V2)	6.000000	0.0000000	
VOLUME(WH6, V6)	26.00000	0.0000000	
VOLUME(WH6, V7)	26.00000	0.0000000	

Exporting Solutions to Spreadsheets

LINGO allows you to place interface functions in a model's data section to automatically perform spreadsheet exports each time your model is solved. In this chapter, we will focus on how to place interface functions in your model to export your model's results to spreadsheets.

In the previous section, we saw how the *@OLE* interface function can be used to import data from spreadsheets. As we will demonstrate here, this function may also be used to send solutions back out to Excel. As with imports, *@OLE* uses OLE technology to create real time links with Excel.

Using @OLE to Export Solutions to Excel

@OLE is an interface function for moving data back and forth from Excel using OLE based transfers. OLE transfers are direct memory transfers and do not make use of intermediate files. When using @OLE for exports, LINGO loads Excel, tells Excel to load the desired spreadsheet, and sends ranges of data containing solution values to the sheet. @OLE can export one and two-dimensional ranges (rectangular ranges that lie on a single spreadsheet in Excel), but cannot export discontinuous or three-dimensional ranges (ranges that traverse more than one spreadsheet in Excel). In order to export solutions with @OLE, you place calls to @OLE in the data section of your model. These @OLE export instructions are executed each time your model is solved.

The first form of syntax for using @OLE to export data is:

@OLE('spreadsheet_file'[, range_name_list]) = object_list;

The *object_list* is a comma delimited list of sets, set attributes, and/or scalar variables to be exported. The *spreadsheet_file* is the name of the spreadsheet file to export the values to. The *range_name_list* is the list of named ranges in the sheet to export solution values to.

The ranges must contain exactly one cell for each exported value for each object in the *object_list*. Primitive sets and set attributes export one value per element. Derived sets, on the other hand, export one value for each dimension of the set. Thus, a two-dimensional set exports two values per set member. As an example, consider the following model and its solution:

```
SETS:
    S1: X;
    S2(S1, S1): Y;
ENDSETS
DATA:
    S1,X = M1,1  M2,2  M3,3;
    S2,Y = M1,M2,4  M3,M1,5;
ENDDATA
```

Variable	Value
X(M1)	1.000000
X(M2)	2.000000
X(M3)	3.000000
Y(M1, M2)	4.000000
Y(M3, M1)	5.000000

X and *Y*, both set attributes, export one numeric value per element. More specifically, *X* exports 1, 2, and 3; while *Y* exports 4 and 5. *S1*, a primitive set, exports one text value per element, or the values: *M1*, *M2*, and *M3*. *S2*, on the other hand, is a two-dimensional derived set. Thus, it exports two text values per element. In this case, *S2* has two members, so it exports the four values *M1*, *M2*, *M3*, and *M1*.

There are three options available for how you specify the range names. First, you can explicitly specify one receiving range for each model object in *object_list*. Secondly, you can omit the range arguments entirely. In that case, LINGO supplies the range names with default values that are the same as the names of the model objects. Finally, you can specify a single range name to export all the solution values to. In this final case, all the variables in *object_list* must be defined on the same set, and LINGO exports the data in a tabular format. Examples of these three methods for using *@OLE* to export solutions follow:

Example 1: `@OLE('\XLS\DEVELOP.XLS', 'BUILD_IT', 'HOW_BIG') =
BUILD, SQ_FEET;`

Here, an individual range for receiving each model object is specified. Thus, the values of *BUILD* will be placed in the range *BUILD_IT* and *SQ_FEET* in the range *HOW_BIG*. When specifying individual ranges, model objects are not required to be defined on the same set.

Example 2: `@OLE('\XLS\DEVELOP.XLS') = BUILD, SQ_FEET;`

In this case, we omitted the range name argument. Thus, LINGO defaults to using the model object names for the range names. So, LINGO exports *BUILD* and *SQ_FEET* to ranges of the same name in the *DEVELOP.XLS* Excel sheet.

Example 3: `@OLE('\XLS\DEVELOP.XLS', 'SOLUTION') = BUILD, SQ_FEET;`

Here we have specified a single range, *SOLUTION*, to receive both model objects. Assuming that the receiving range has two columns and our model objects are both one-dimensional, the values of *BUILD* will be placed in column 1 and *SQ_FEET* in column 2. In order for this method to work, *BUILD* and *SQ_FEET* must be defined on the same set.

Note: The major difference to notice between using *@OLE* for exports, as opposed to imports, is the side of the statement the *@OLE* function appears on. When the *@OLE* function appears on the left of the equals sign, you are exporting. When it appears on the right, you are importing. So, always remember:

`@OLE(...) = object_list; ↔ Export, and
object_list = @OLE(...); ↔ Import.`

Another way to remember this convention is that the left-hand side of the expression is receiving the data, while the right-hand side is the source. For those familiar with computer programming languages, this follows the convention used in assignment statements.

Exporting in a Transportation Model with @OLE

In a previous section of this chapter, *@OLE Importing in a Transportation Model*, we used the Wireless Widgets transportation model to demonstrate the use of the *@OLE* function for importing data from Excel. At the time, we did not use *@OLE* to export the solution back to the spreadsheet file. We will now extend the model in order to have it also export the solution back to the spreadsheet. The model is reproduced below with changes in the data section listed in bold type:

```
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
! Import warehouses and vendors from Excel;
    WAREHOUSES: CAPACITY;
    VENDORS    : DEMAND;
    LINKS(WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
    MIN = @SUM(LINKS(I, J):
        COST(I, J) * VOLUME(I, J));

! The demand constraints;
    @FOR(VENDORS(J):
        @SUM(WAREHOUSES(I):
            VOLUME(I, J)) = DEMAND(J));

! The capacity constraints;
    @FOR(WAREHOUSES(I):
        @SUM(VENDORS(J): VOLUME(I, J))
            <= CAPACITY(I));

DATA:
! Import the data from Excel;
    WAREHOUSES, VENDORS, CAPACITY, DEMAND, COST =
        @OLE(' \LINGO\SAMPLES\WIDGETS.XLS',
            'WAREHOUSES', ' VENDORS', 'CAPACITY',
            'DEMAND', 'COST');

! Export the solution back to Excel;
    @OLE(' \LINGO\SAMPLES\WIDGETS.XLS',
        'VOLUME') = VOLUME;
ENDDATA
```

Model: WIDGETS5

We now use the *@OLE* function to send the decision variables contained in the *VOLUME* attribute back to the Excel file *WIDGETS.XLS* with the statement:

```
@OLE(' \LINGO\SAMPLES\WIDGETS.XLS', 'VOLUME') = VOLUME;
```

Note, since the attribute name is identical to the range name, we could have omitted the range name in the *@OLE* function and simply used the following:

```
@OLE(' \LINGO\SAMPLES\WIDGETS.XLS') = VOLUME;
```

We will now need to add a range titled *VOLUME* for receiving the solution values in the *WIDGETS* spreadsheet. Here is the range as it appears after adding it to the sheet:

Shipments:		Vendors:							
Warehouses:		V1	V2	V3	V4	V5	V6	V7	V8
WH1		0	0	0	0	0	0	0	0
WH2		0	0	0	0	0	0	0	0
WH3		0	0	0	0	0	0	0	0
WH4		0	0	0	0	0	0	0	0
WH5		0	0	0	0	0	0	0	0
WH6		0	0	0	0	0	0	0	0

We have also used the *Insert|Name|Define* command in Excel to assign the range name *VOLUME* to the receiving range of *C16:J21*. To define a range name in Excel:

1. select the range by dragging over it with the mouse with the left button down,
2. release the mouse button,
3. select the *Insert|Name|Define* command,
4. enter the desired name (*VOLUME* in this case), and
5. click the *OK* button.

When we solve this model, LINGO will load Excel (assuming it isn't already running), load the *WIDGETS* worksheet, and then pull the data for *WAREHOUSES*, *VENDORS*, *CAPACITY*, *COST*, and *DEMAND* from the worksheet. Once the solver has found the optimal solution, LINGO will send the values for the *VOLUME* attribute back to the worksheet storing them in the range of the same name and the updated range will appear as follows:

Warehouses:		V1	V2	V3	V4	V5	V6	V7	V8
WH1		0	19	0	0	41	0	0	0
WH2		0	0	0	32	0	0	0	1
WH3		0	12	22	0	0	0	17	0
WH4		0	0	0	0	0	6	0	37
WH5		35	6	0	0	0	0	0	0
WH6		0	0	0	0	0	26	26	0

Export Summary Reports

Whenever you use the *@OLE* function to export solutions to spreadsheets, you will receive a summary of the results of the export process. This summary is called the *export summary report*. These reports will be found at the top of the solution report window. There will be one export summary report for each *@OLE* function in the model used for exporting solutions. Here is the export summary report obtained when we exported the solution of the Wireless Widgets transportation model to Excel using *@OLE*:

```

Export Summary Report
-----
Transfer Method:  OLE BASED
Workbook:         \LINGO\SAMPLES\WIDGETS.XLS
Ranges Specified: 1
                   VOLUME
Ranges Found:      1
Range Size Mismatches: 0
Values Transferred: 48
  
```

The *Transfer Method* field lists the type of transfer used. *@OLE* transfers will be listed as “OLE BASED”.

The *Workbook* field lists the name of the workbook the export was performed on.

The *Ranges Specified* field lists the total number of ranges specified in the export function followed by a listing of the range names.

The *Ranges Found* figure lists the number of ranges actually found in the sheet from the total number specified.

In general, the spreadsheet range should have one cell for each data value being exported. If a range has too few or too many cells, it gets counted in the *Range Size Mismatches* field.

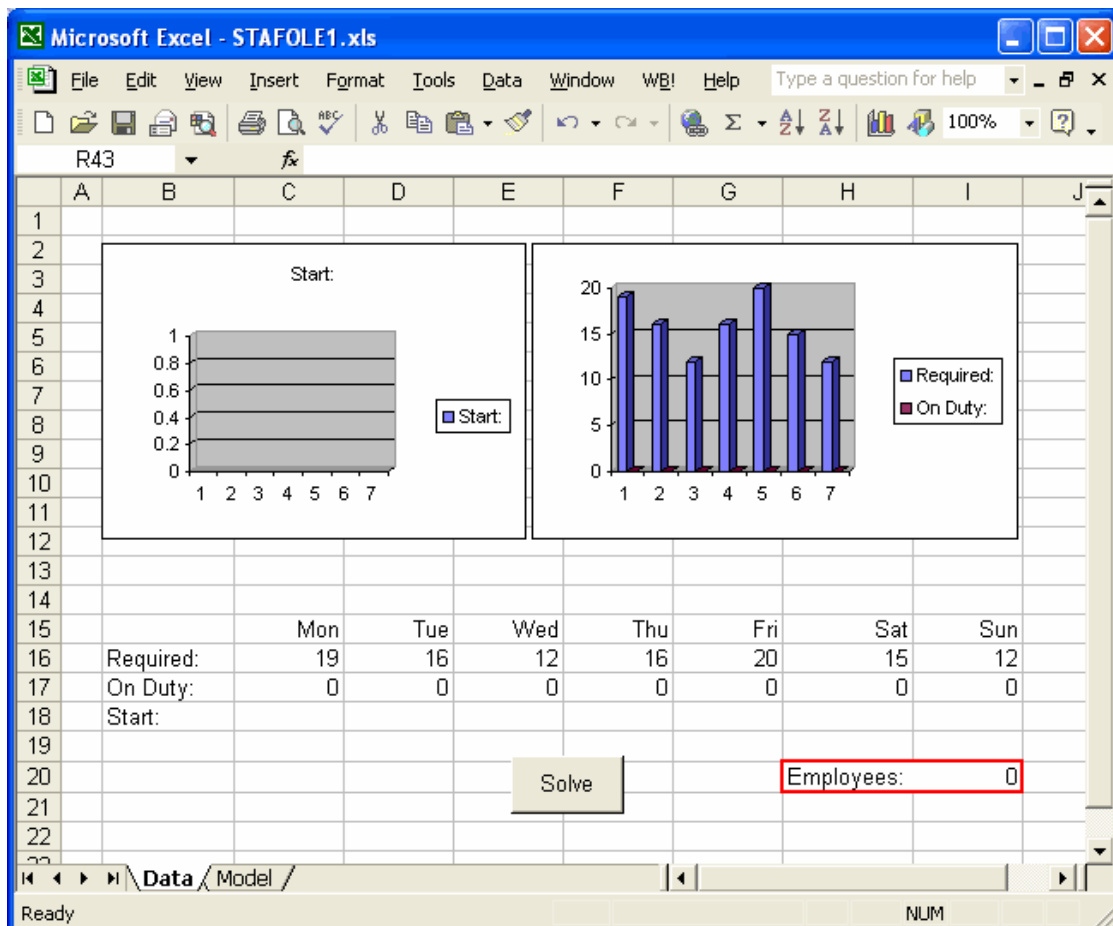
The *Values Transferred* field lists the total number of data values actually transferred into all the specified ranges.

OLE Automation Links from Excel

LINGO allows you to place a LINGO command script in a range in an Excel spreadsheet and then pass the script to LINGO by means of OLE Automation. This allows you to setup a client-server relationship between Excel and LINGO.

To illustrate this feature, we will once again make use of the staff-scheduling model introduced in the *Primitive Set Example — Staff-Scheduling* section in Chapter 2, *Using Sets*. This illustration assumes the reader is moderately familiar with the use of Excel Visual Basic macros. If needed, you can refer to the Excel documentation for more background.

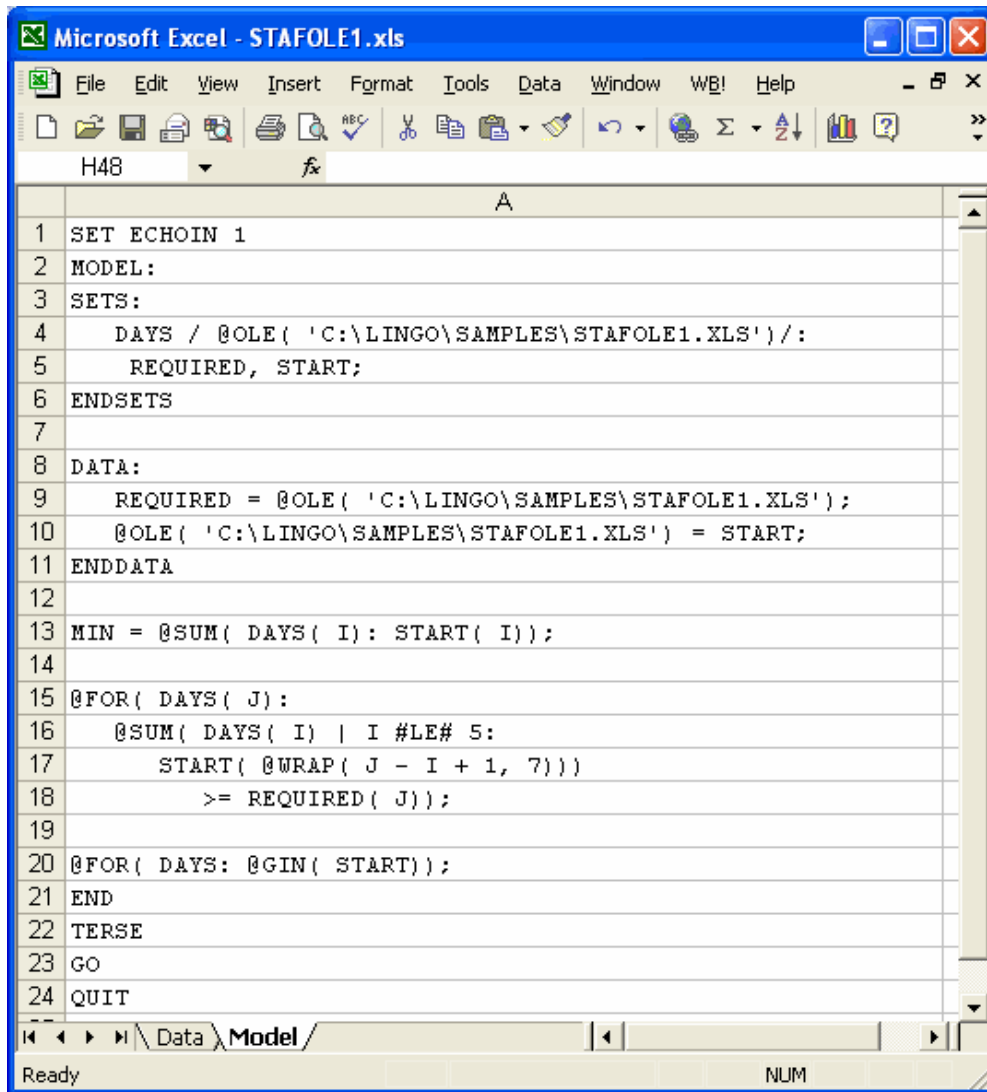
Consider the following Excel spreadsheet:



Spreadsheet: STAFOLE1.XLS

We have placed the staffing requirements in the range *C16:I16* and assigned the name *REQUIREMENTS* to this range. We have also assigned the name *START* to the range *C18:I18*. LINGO will be sending the solution to the *START* range. We have also included two graphs in the sheet to help visualize the solution. The graph on the left shows how many employees to start on each day of the week, while the graph on the right compares the number on duty to the number required for each day.

Note that our spreadsheet has a second tab at the bottom titled *Model*. Select this tab and you will find the following:



Spreadsheet: STAFOLE1.XLS

This page contains the command script we will use to solve the staffing model. For more information on command scripts, refer to page 301. In line 1, we turn on terminal echoing, so LINGO will echo the command script to the command window as it is read. Lines 2 through 21 contain the text of the model, which should be familiar by now. Note, in the data section, we are using two *@OLE* functions—the first to import the data from the spreadsheet and the second to export the solution back to the spreadsheet. The data is read from the range named *REQUIRED*, and the solution is written to the *START* range on the first tab of the sheet. In line 22, we use the *GO* command to solve the model. We have also assigned the range name *MODEL* to the range that contains this script (*Model!A1:A23*).

Given that we have our LINGO command script contained in our spreadsheet, the next question is how we pass it to LINGO to run it. This is where OLE Automation comes in. If you recall, the first tab of our sheet (the tab labeled *Data*) had a *Solve* button. We added this button to the sheet and attached the following Excel Visual Basic macro to it:

```
Sub LINGOSolve()  
    Dim iErr As Integer  
    iErr = LINGO.RunScriptRange("MODEL")  
    If (iErr > 0) Then  
        MsgBox ("Unable to solve model")  
    End If  
End Sub
```

We use OLE Automation to call the LINGO exported method *RunScriptRange*, passing it the range name *MODEL*. This, of course, is the name of the range that contains the command script. The *RunScriptRange* routine calls Excel to obtain the contents of the range and begins processing the commands contained therein. Processing continues until either a *QUIT* command is encountered or there are no further commands remaining in the range.

RunScriptRange will return a value of 0 if it was successfully able to queue the script for processing. If *RunScriptRange* was not successful, it will return one of the following error codes:

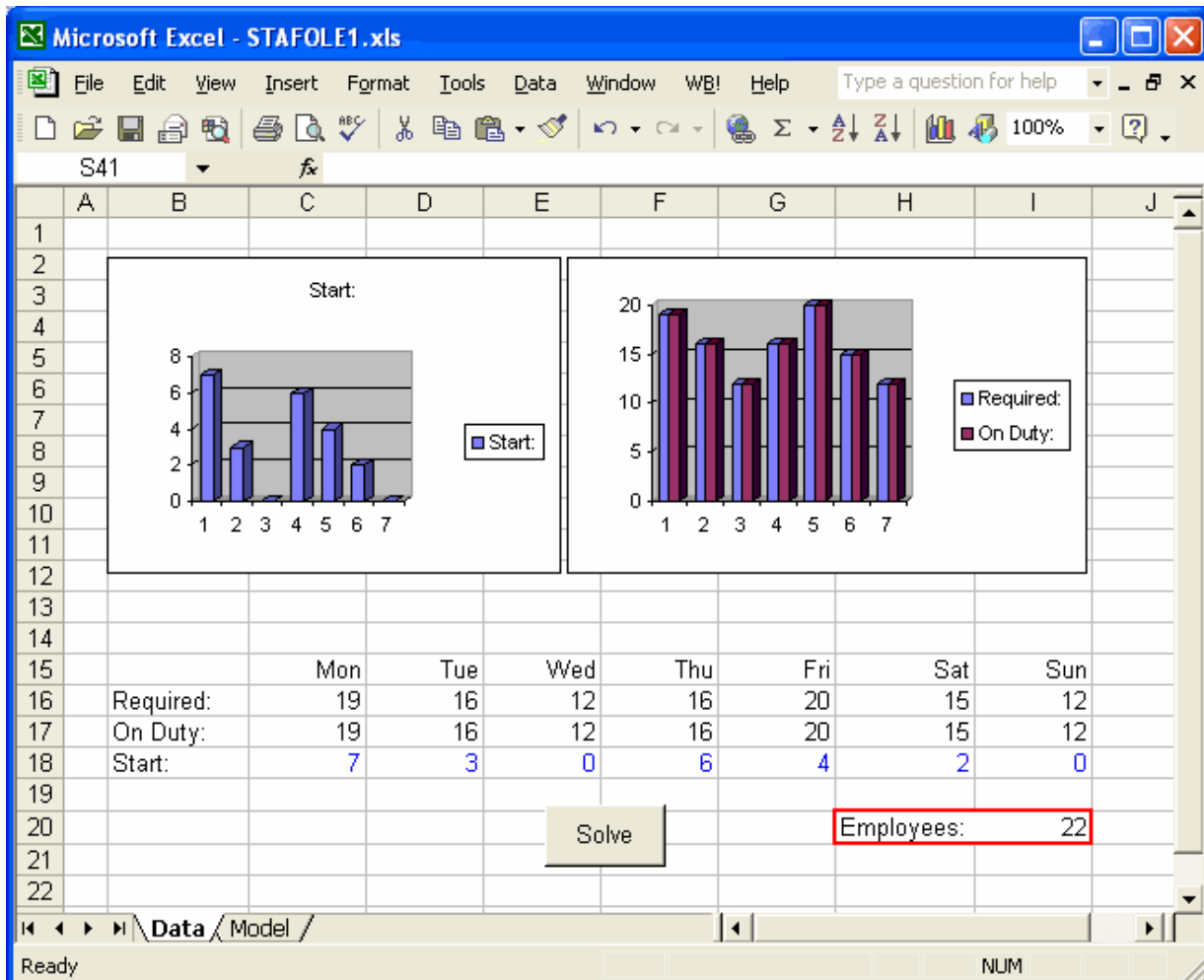
Error Code	Description
1	Invalid argument
2	<Reserved>
3	Unable to open log file
4	Null script
5	Invalid array format
6	Invalid array dimension
7	Invalid array bounds
8	Unable to lock data
9	Unable to allocate memory
10	Unable to configure script reader
11	LINGO is busy
12	OLE exception
13	Unable to initialize Excel
14	Unable to read Excel range
15	Unable to find Excel range

We have also added the following *Auto_Open* macro to the sheet:

```
Dim LINGO As Object  
Sub Auto_Open()  
    Set LINGO = CreateObject("LINGO.Document.4")  
End Sub
```

An *Auto_Open* macro is automatically executed each time a sheet is opened. We declare LINGO as an object and attach the LINGO object to the LINGO application with the *CreateObject* function.

Now, go back to the first tab on the workbook and press the *Solve* button. After a brief pause, you should see the optimal solution installed, so the sheet resembles:



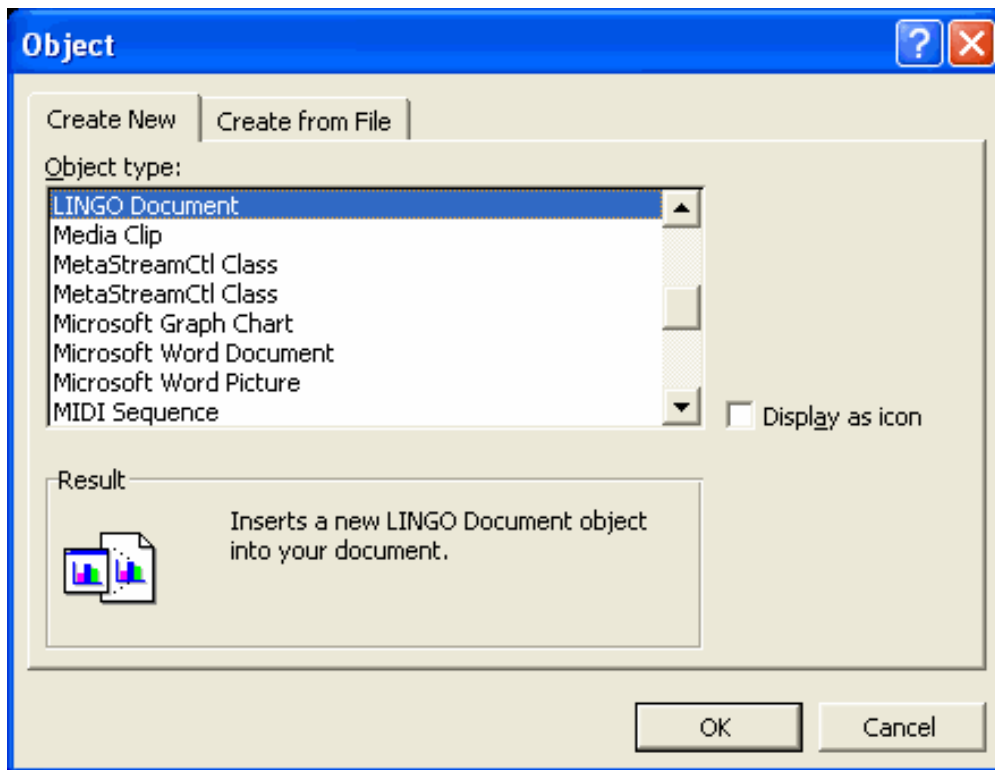
Spreadsheet: STAFOLE1.XLS

The optimal number of employees to start on each day of the week is now contained in the *START* range (C18:I18), and the graphs have been updated to reflect this solution.

Embedding LINGO Models in Excel

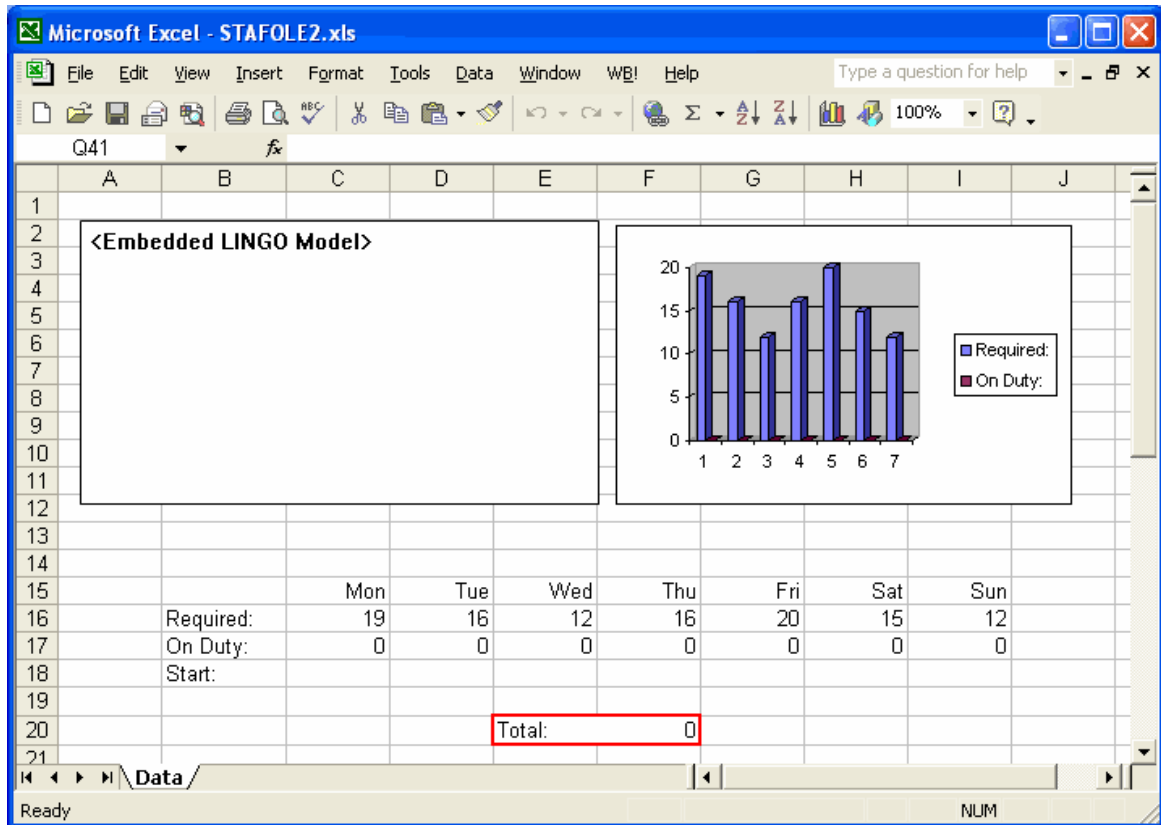
LINGO is capable of functioning as an OLE server. This means you can embed a LINGO model in any application that can function as an OLE container. Excel is one such application. Embedding a LINGO model into Excel is convenient in that the LINGO model is always immediately available once the spreadsheet is opened. You don't have to worry about also starting LINGO and finding the correct LINGO model that corresponds to the spreadsheet.

To embed a LINGO document in an Excel file, select the Excel command *Insert|Object*. You will be presented with a list of embeddable objects available on your system. Select the *LINGO Document* object from this list as shown here:



Click the *OK* button and a blank LINGO model window will be embedded within the spreadsheet. You can enter text directly into this window just as you would in LINGO, or you can paste it in from another application. When you save the Excel sheet, the embedded LINGO model will automatically be saved with it. Similarly, whenever you read the sheet back into Excel, the embedded LINGO model will be restored, as well.

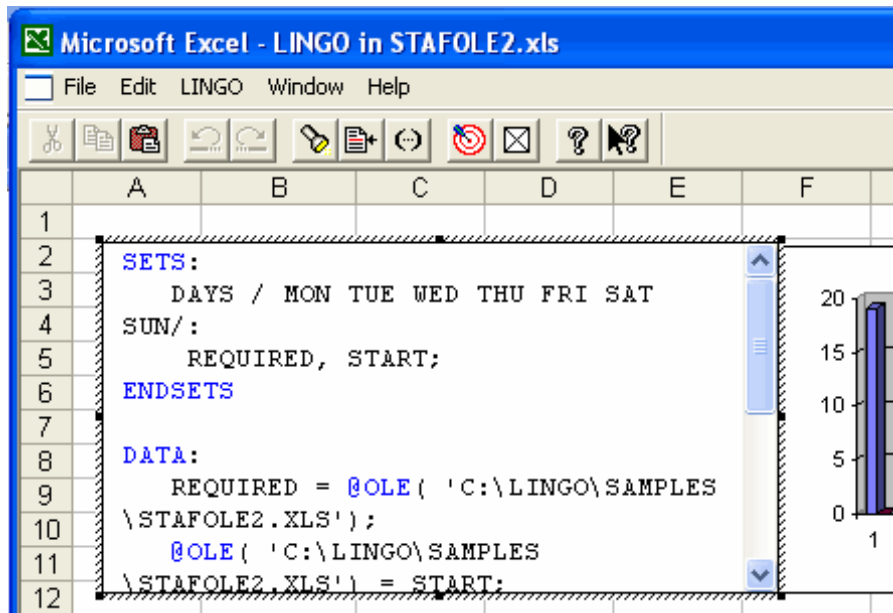
To illustrate this feature, we will continue with the staffing model introduced in Chapter 2, *Using Sets*. The spreadsheet will contain the data for the model, and it will also contain an embedded LINGO model to perform the optimization and install the solution back into the spreadsheet. This example may be found in the spreadsheet file *SAMPLES\STAFOLE2.XLS*. If you load this sheet into Excel, you should see the following:



Spreadsheet: STAFOLE2.XLS

As in the previous example, the staffing requirements are in the range *C16:I16*. This range has been titled *REQUIRED*. The range *C18:I18* has been assigned the name *START* and will receive the solution after the model is solved. In the upper right-hand corner of the sheet, we have defined a graph to help visualize the solution.

In the upper left corner, there is a region labeled *<Embedded LINGO Model>*. This region contains a LINGO model that will solve the staffing model and place the solution values into the spreadsheet. If you double-click on this region, you will be able to see the model:



Spreadsheet: STAFOLE2.XLS

Note, when this LINGO model is active, the LINGO menus and toolbar replace the Excel menus and toolbar. Thus, when working with an embedded LINGO model in Excel, you have all the functionality of LINGO available to you. When you deselect the LINGO model, the Excel menus and toolbar will automatically become available once again. This begins to illustrate the power of embedded OLE—it allows the user to seamlessly combine the features of two or more applications together as if they were a single, integrated application.

You can drag the lower right-hand corner of the LINGO model region to expose the contents of the entire model:

```
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
        REQUIRED, START;
ENDSETS

DATA:
    REQUIRED =
        @OLE('C:\LINGO\SAMPLES\STAFOLE2.XLS');
    @OLE('C:\LINGO\SAMPLES\STAFOLE2.XLS') = START;
ENDDATA

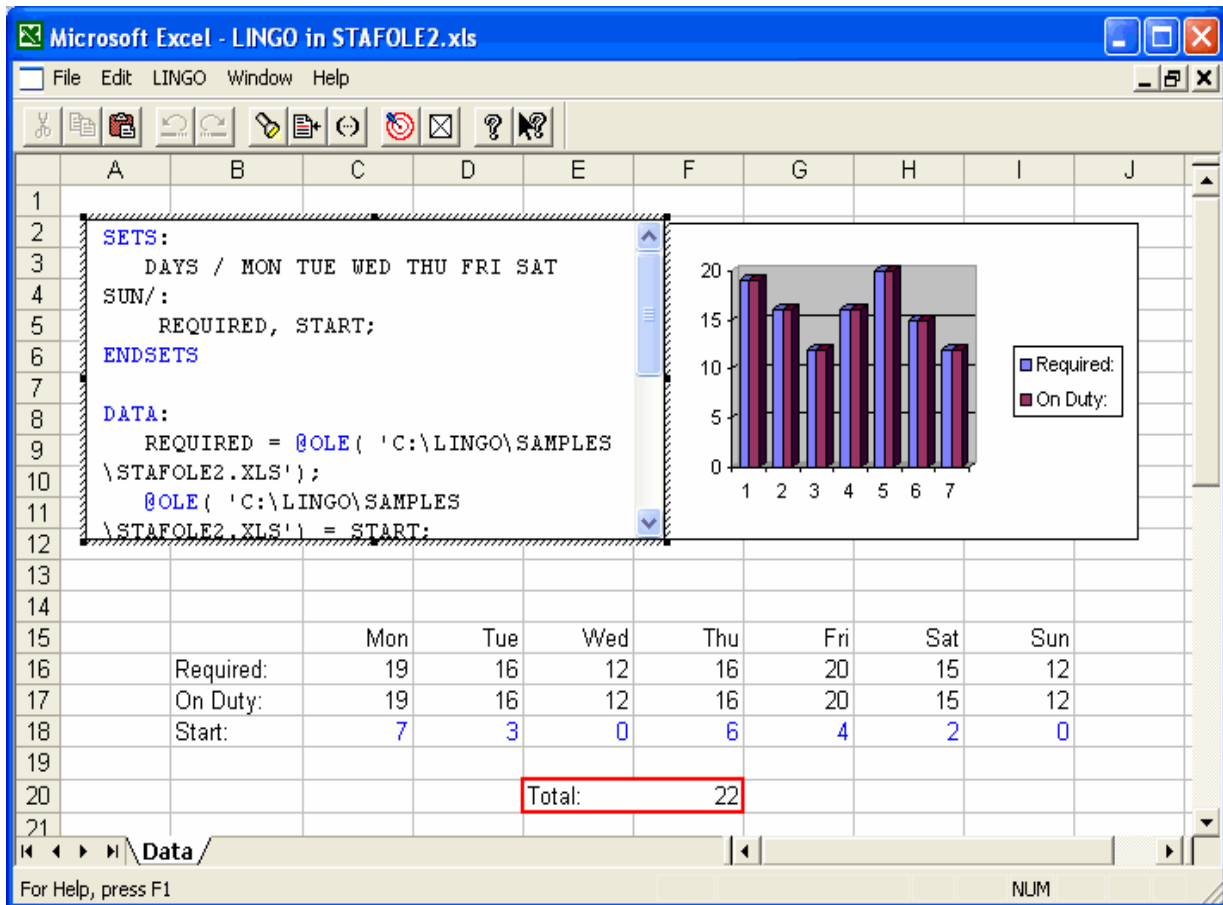
MIN = @SUM(DAYS: START);

@FOR(DAYS(J):
    @SUM(DAYS(I) | I #LE# 5:
        START(@WRAP(J - I + 1, 7)))
        >= REQUIRED(J));

@FOR(DAYS: @GIN(START));
```

Once again, we are making use of our familiar staff-scheduling model. The main feature to note is that we are using two instances of the *@OLE* function. The first instance gets the staffing requirements from the spreadsheet. The second sends the solution back to the *START* range.

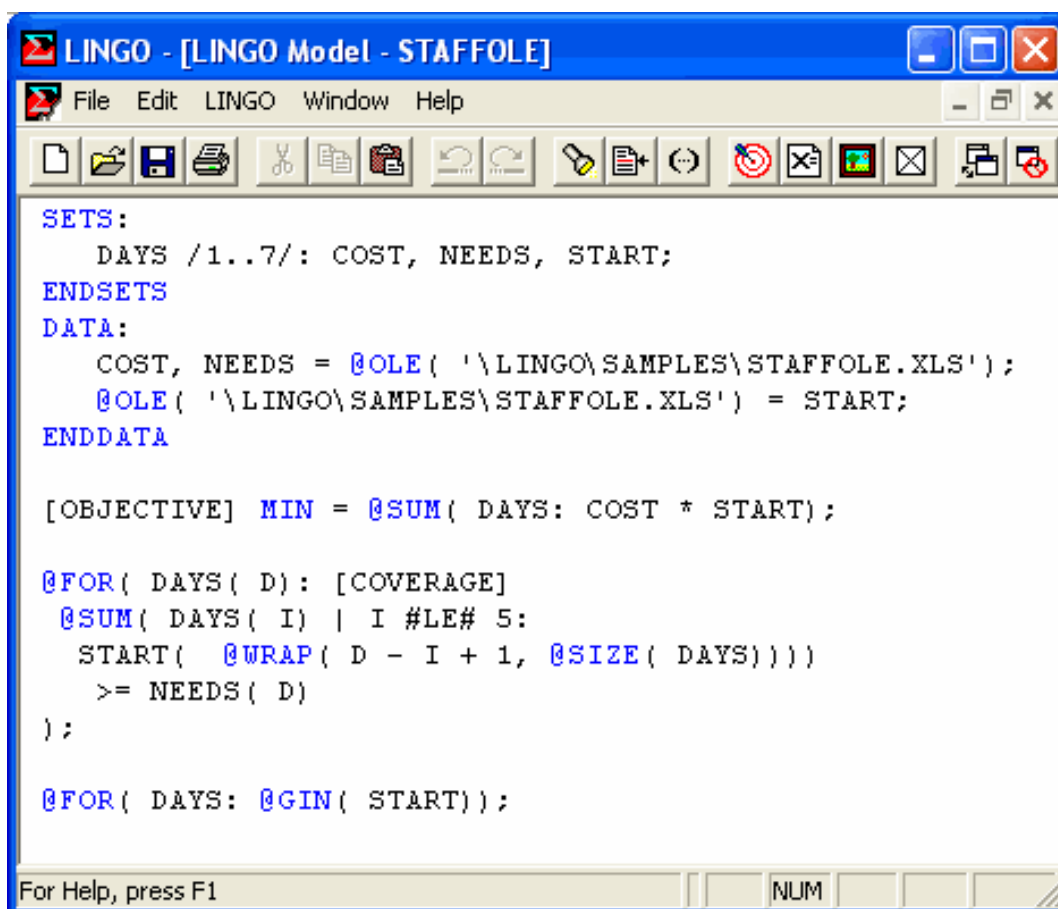
To solve the model, double-click on the region containing the LINGO model. The LINGO command menus will become visible along the top of the screen. Select the *LINGO|Solve* command. After LINGO finishes optimizing the model, it will return the solution to the sheet and we will have:



Spreadsheet: STAFOLE2.XLS

Embedding Excel Sheets in LINGO

Just as you can embed a LINGO model into Excel, you can reverse the process and embed an Excel sheet in a LINGO model. To illustrate this, load the *STAFFOLE* model from the *SAMPLES* subdirectory into LINGO. Once again, this is our familiar staff-scheduling model and it appears as follows:



```

SETS:
    DAYS /1..7/: COST, NEEDS, START;
ENDSETS
DATA:
    COST, NEEDS = @OLE( '\LINGO\SAMPLES\STAFFOLE.XLS' );
    @OLE( '\LINGO\SAMPLES\STAFFOLE.XLS' ) = START;
ENDDATA

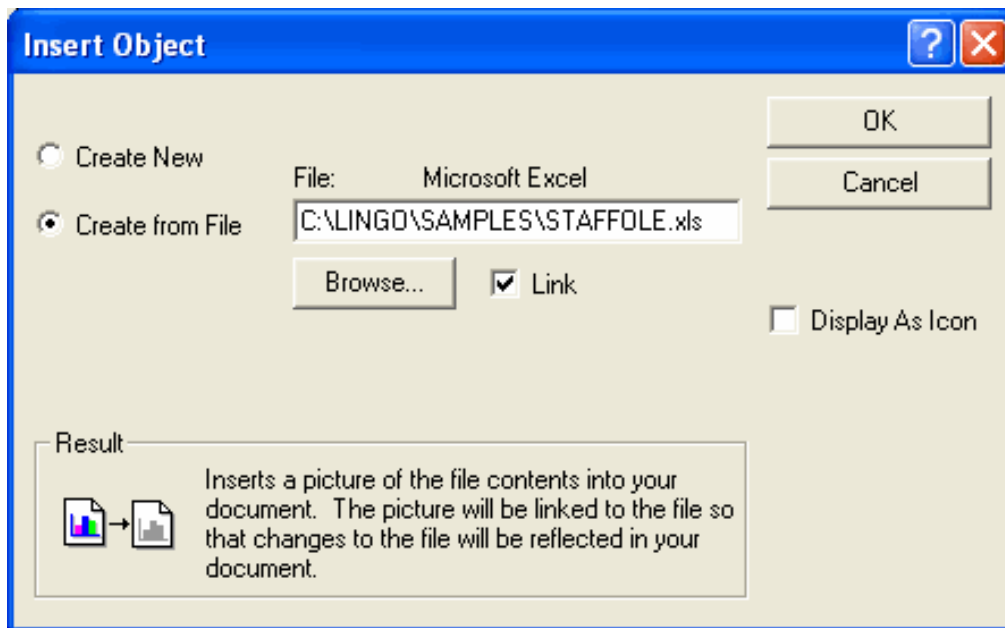
[OBJECTIVE] MIN = @SUM( DAYS: COST * START);

@FOR( DAYS( D): [COVERAGE]
    @SUM( DAYS( I) | I #LE# 5:
        START( @WRAP( D - I + 1, @SIZE( DAYS)))
        >= NEEDS( D)
    );

@FOR( DAYS: @GIN( START));
  
```

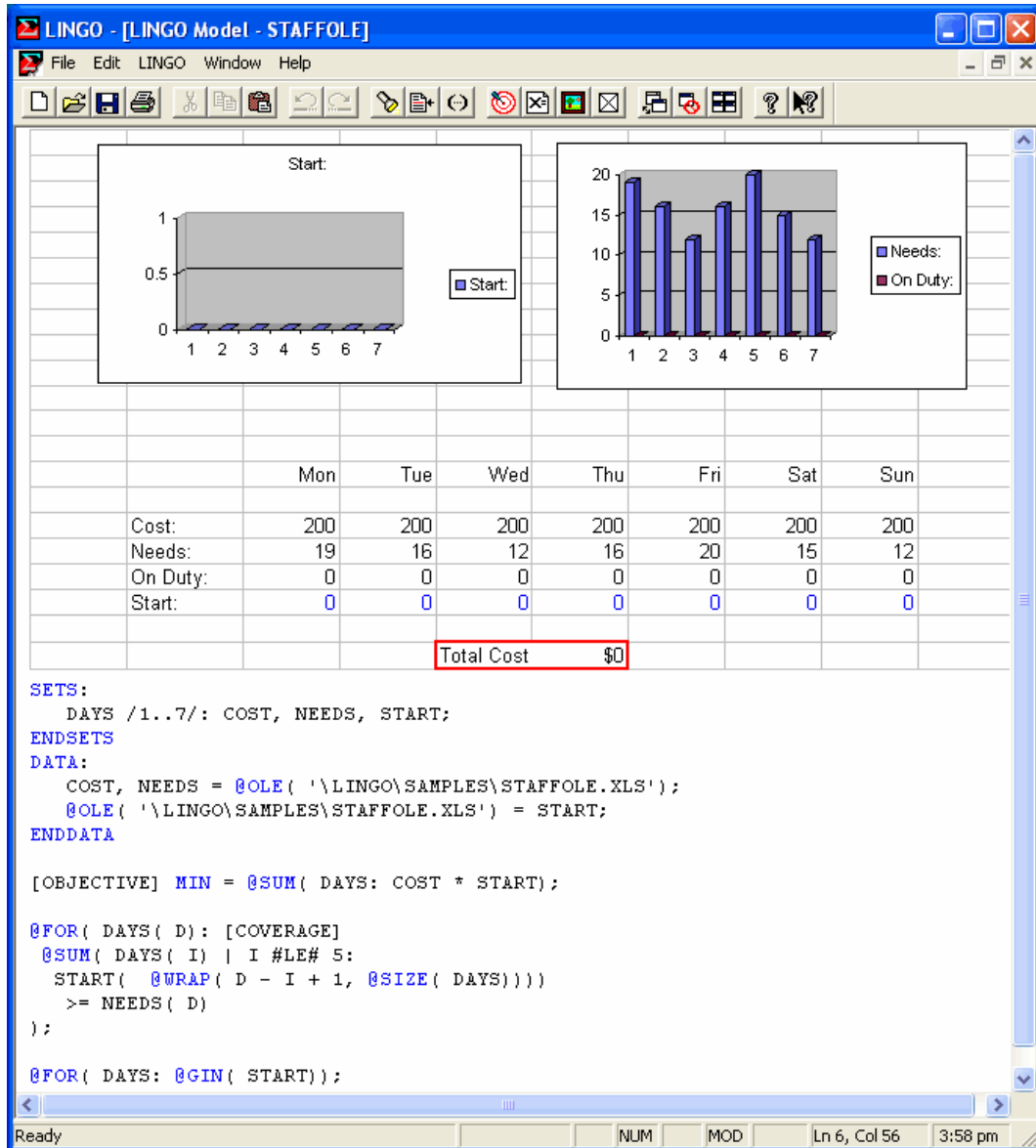
Model: STAFFOLE

This model reads data from and writes the solution to the Excel file *STAFFOLE.XLS*. To make our lives easier, it would be nice to embed this spreadsheet in the LINGO model to avoid having to load it into Excel each time we need to work with our model. To do this, select the *Edit|Insert New Object* command in LINGO. You will be presented with the dialog box:



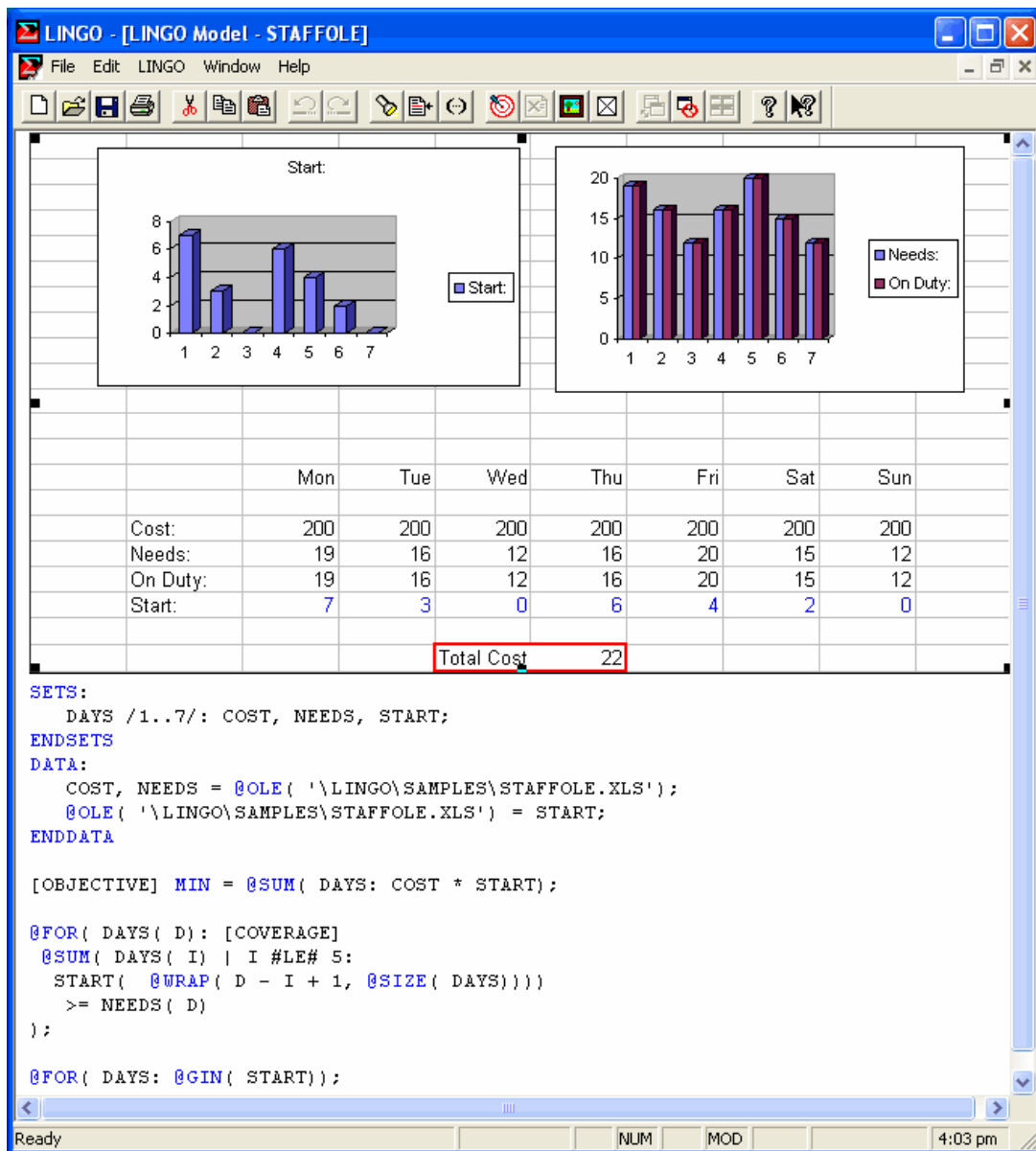
Click on the *Create from File* button, enter the spreadsheet file name in the *File* field, click on the *Link* checkbox, and then press the *OK* button.

Your LINGO model should now appear as:



The data spreadsheet is now embedded at the top of the LINGO document. You can easily edit the spreadsheet by double-clicking on it. When you save the LINGO model, the link to the Excel file will be saved as well.

At this point, go ahead and optimize the model by selecting the *LINGO|Solve* command. When LINGO has finished solving the model, you should see the following:



The optimal solution now appears in the embedded spreadsheet and the graphs of the solution have been updated.

Summary

We have demonstrated a number of intriguing methods for combining the modeling features of LINGO with the data management features of spreadsheets. While spreadsheet solver products such as What'sBest! offer the convenience of being able to formulate the entire model in a spreadsheet file, the examples above begin to demonstrate the unique advantages of combining the stand alone modeling features of LINGO with the data management features of spreadsheets. The concise, structured nature of LINGO's modeling language makes reading and understanding even large models relatively easy. Whereas, it can often be a challenge to discern the underlying mathematical relationships of large, spreadsheet solver models with formulas spread throughout numerous cells on multiple tabbed sheets. LINGO models are also easier to scale than spreadsheet solver models. As the dimensions of your problem change, spreadsheet solver models can require the insertion or deletion of rows or columns and the editing of cell formulas. Whereas, if your data is separate from the model, your LINGO formulation will generally require little or no modification. Combining the power of model expression with LINGO and the ease of data handling in spreadsheets gives the mathematical modeler the best of both worlds.

10 *Interfacing with Databases*

Spreadsheets are good at managing small to moderate amounts of data. Once your models start dealing with large amounts of data, database management systems (DBMSs) are, unquestionably, the tool of choice. Also, in many business modeling situations, you will find most, if not all, of the data is contained in one or more databases. For these reasons, LINGO supports links to any DBMS that has an Open DataBase Connectivity (ODBC) driver (effectively all popular DBMSs). ODBC defines a standardized interface to DBMSs. Given this standardized interface, LINGO can access any database that supports ODBC.

LINGO has one interface function for accessing databases. This function's name is *@ODBC*. The *@ODBC* function is used to import data from and export data to any ODBC data source. *@ODBC* is currently available only in Windows versions of LINGO.

ODBC Data Sources

Windows versions of LINGO include a variation of the standard transportation model that retrieves all data from a database, and writes a solution back to the same database. This file can be found in the file *SAMPLES\TRANDB.LG4*. The contents of this model are displayed below:

```

MODEL:
    ! A 3 Plant, 4 Customer Transportation Problem;

    ! Data is retrieved from an either an Access database or
    ! an Oracle database an ODBC link. You *MUST* use the
    ! ODBC Administrator to register one of the supplied
    ! databases under the name "Transportation" in order
    ! to get this model to run. Refer to Chapter 10 for
    ! more details.;

    TITLE Transportation;

    SETS:
        PLANTS: CAPACITY;
        CUSTOMERS: DEMAND;
        ARCS(PLANTS, CUSTOMERS): COST, VOLUME;
    ENDSETS

    ! The objective;
    [OBJ] MIN = @SUM(ARCS: COST * VOLUME);

    ! The demand constraints;
    @FOR(CUSTOMERS(C):
        @SUM(PLANTS(P): VOLUME(P, C)) >= DEMAND(C));

    ! The supply constraints;
    @FOR(PLANTS(P):
        @SUM(CUSTOMERS(C): VOLUME(P, C)) <= CAPACITY(P));

    DATA:

        ! Import the data via ODBC;
        PLANTS, CAPACITY      = @ODBC();
        CUSTOMERS, DEMAND     = @ODBC();
        ARCS, COST            = @ODBC();

        ! Export the solution via ODBC;
        @ODBC() = VOLUME;

    ENDDATA

END

```

Model:TRANDB

You will note that in the data section of this model, we use the *@ODBC* function to establish a link to an ODBC data source to retrieve all the data and to export the final solution. The technical details of the *@ODBC* function are discussed below. Right now, we will focus on how you set up an ODBC data source that can be accessed by LINGO.

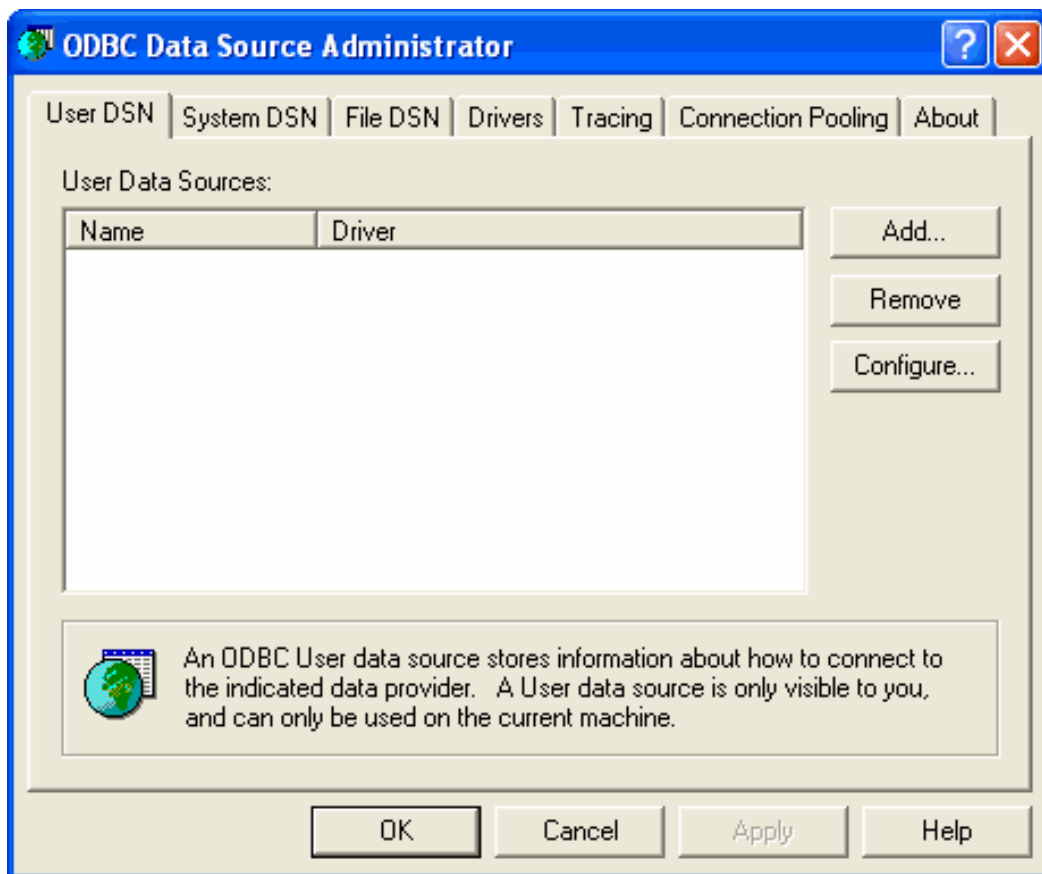
An ODBC data source is a database that 1) resides in a DBMS for which you have an ODBC driver, and 2) has been registered with the ODBC Administrator. Databases in an ODBC enabled DBMS do not qualify as an ODBC data source until they have been registered with the ODBC Administrator. The ODBC Administrator is a Windows Control Panel utility. Registering a database with the ODBC Administrator is a straightforward process. In the following two sections, we will illustrate the registration process for a Microsoft Access database and for an Oracle database.

Creating an ODBC Data Source from an Access Database

When you installed LINGO, a Microsoft Access database for the transportation model above was included as part of the installation. This file is contained in the directory *SAMPLES* under the name *TRANDB.MDB*. To register this database as an ODBC data source for our transportation model, you must start the ODBC Administrator by doing the following:

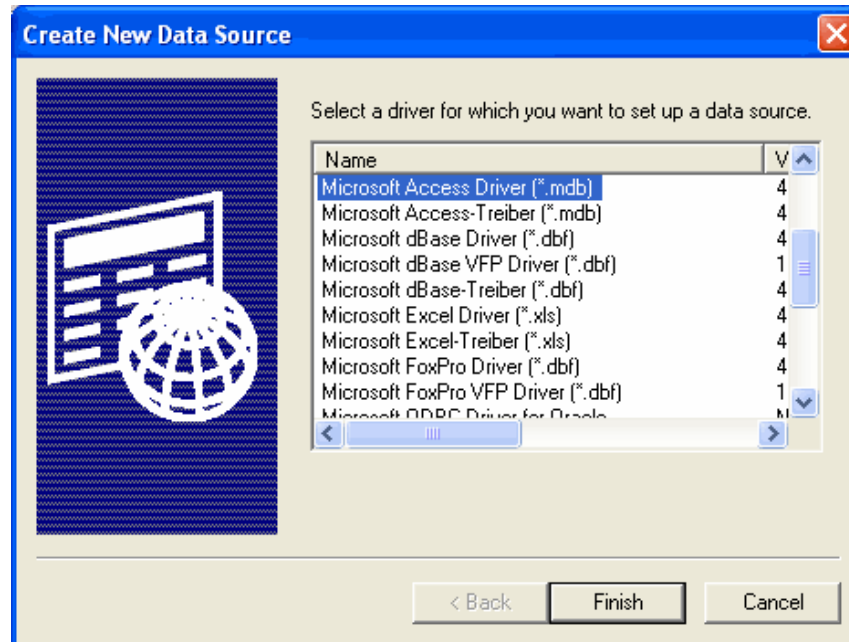
- 1) double-click on the *My Computer* icon on your desktop,
- 2) find the *Control Panel* icon and double-click on it,
- 3) double-click on the *Administrative Tools* icon, and
- 4) search for the *Data Sources (ODBC)* icon and double-click on it.

You should now see the ODBC Administrator dialog box shown below:

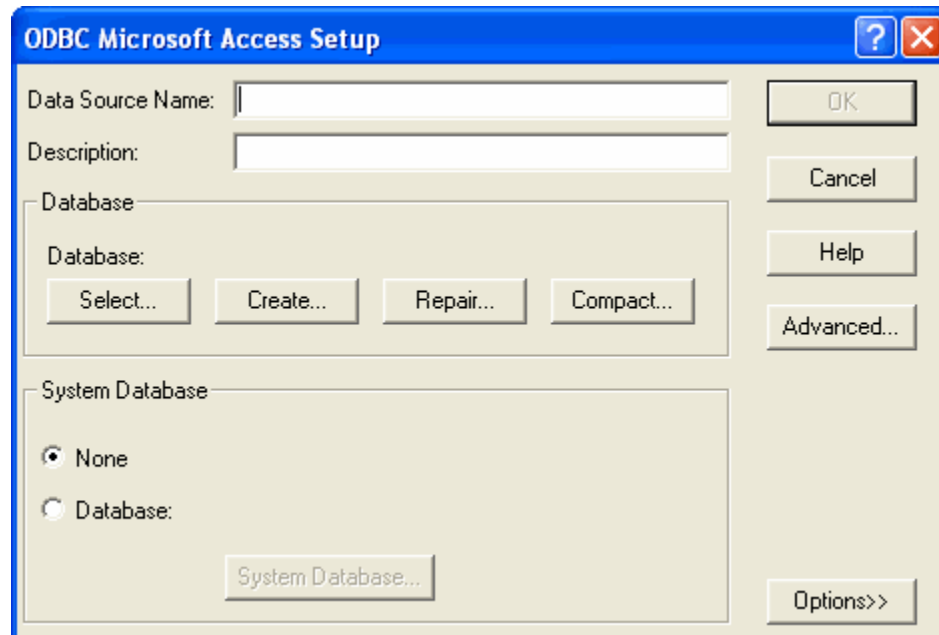


To install the *TRANDB.MDB* database as a data source, do the following:

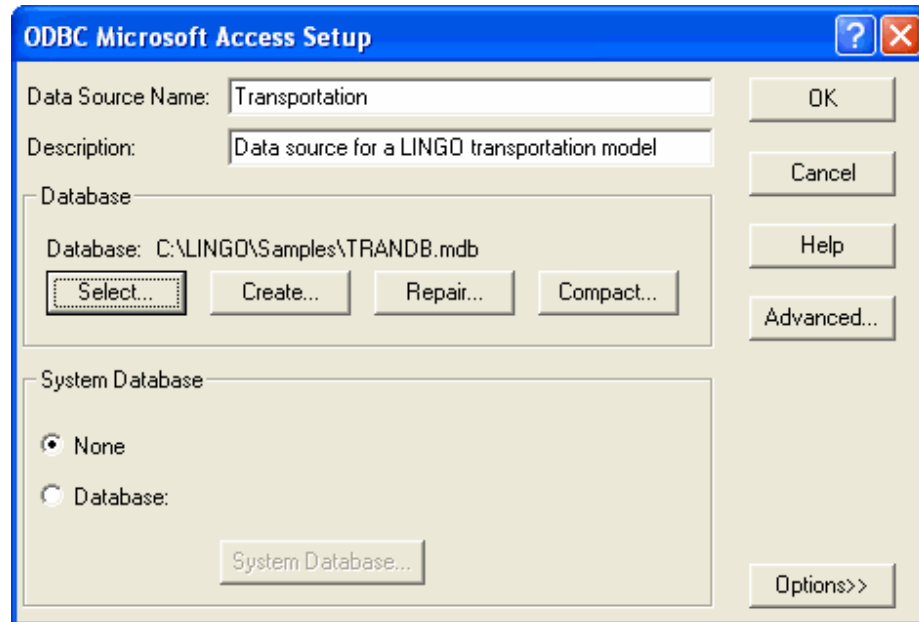
1. Click the *Add* button in the ODBC Administrator dialog box to reveal the dialog box below:



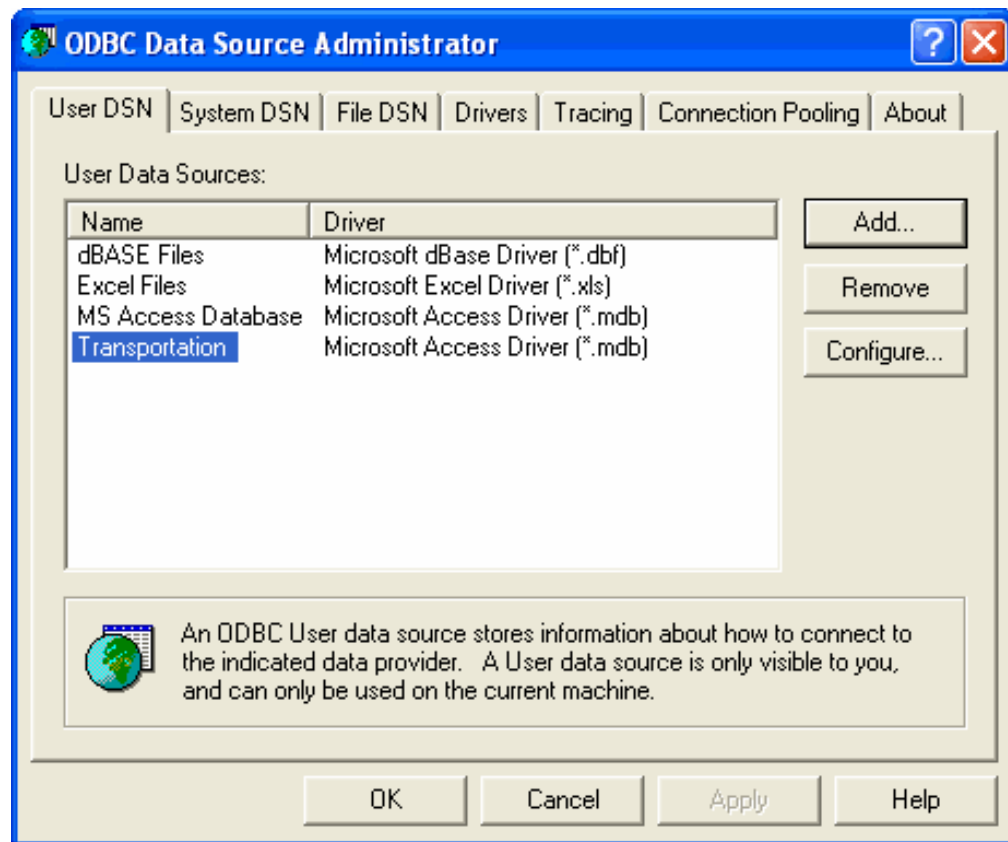
2. We are installing an Access data source, so select the *Microsoft Access Driver* option and press the *Finish* button.
3. In the next dialog box:



assign the data source the name *Transportation* in the *Data Source Name* field. In the *Description* field, enter “Datasource for a LINGO transportation model”. Press the *Select* button and enter the name of the database “LINGO\SAMPLES\TRANDB.MDB” (this assumes LINGO has been installed in the LINGO directory—your installation may differ). The dialog box should now resemble the one below:



4. Press the *OK* button and you should see the *Transportation* data source has been added to the list of ODBC data sources:



5. Click the *OK* button to close the ODBC Administrator.

You should now be able to start LINGO and solve the *TRANDB.LG4* model. LINGO knows to go to the Transportation data source for data because the model's title (input with the *TITLE* statement) is Transportation. If you solve this model, you should see the following results:

Global optimal solution found at step:		6
Objective value:		161.0000
Model Title: Transportation		
Variable	Value	Reduced Cost
CAPACITY(PLANT1)	30.00000	0.0000000
CAPACITY(PLANT2)	25.00000	0.0000000
CAPACITY(PLANT3)	21.00000	0.0000000
DEMAND(CUST1)	15.00000	0.0000000
DEMAND(CUST2)	17.00000	0.0000000
DEMAND(CUST3)	22.00000	0.0000000
DEMAND(CUST4)	12.00000	0.0000000
COST(PLANT1, CUST1)	6.000000	0.0000000
COST(PLANT1, CUST2)	2.000000	0.0000000
COST(PLANT1, CUST3)	6.000000	0.0000000
COST(PLANT1, CUST4)	7.000000	0.0000000
COST(PLANT2, CUST1)	4.000000	0.0000000
COST(PLANT2, CUST2)	9.000000	0.0000000
COST(PLANT2, CUST3)	5.000000	0.0000000
COST(PLANT2, CUST4)	3.000000	0.0000000
COST(PLANT3, CUST1)	8.000000	0.0000000
COST(PLANT3, CUST2)	8.000000	0.0000000
COST(PLANT3, CUST3)	1.000000	0.0000000
COST(PLANT3, CUST4)	5.000000	0.0000000
VOLUME(PLANT1, CUST1)	2.000000	0.0000000
VOLUME(PLANT1, CUST2)	17.00000	0.0000000
VOLUME(PLANT1, CUST3)	1.000000	0.0000000
VOLUME(PLANT1, CUST4)	0.000000	2.000000
VOLUME(PLANT2, CUST1)	13.00000	0.0000000
VOLUME(PLANT2, CUST2)	0.000000	9.000000
VOLUME(PLANT2, CUST3)	0.000000	1.000000
VOLUME(PLANT2, CUST4)	12.00000	0.0000000
VOLUME(PLANT3, CUST1)	0.000000	7.000000
VOLUME(PLANT3, CUST2)	0.000000	11.00000
VOLUME(PLANT3, CUST3)	21.00000	0.0000000
VOLUME(PLANT3, CUST4)	0.000000	5.000000
Row	Slack or Surplus	Dual Price
OBJ	161.0000	1.000000
2	0.0000000	-6.000000
3	0.0000000	-2.000000
4	0.0000000	-6.000000
5	0.0000000	-5.000000
6	10.00000	0.000000
7	0.0000000	2.000000
8	0.0000000	5.000000

TRANDB Solution

As an interesting exercise, you may wish to redirect *TRANDB.LG4* to use a second database that was provided as part of your installation. The second database is called *TRANDB2.MDB* and is also located in the *SAMPLES* directory. The main difference between the files is the dimension of data.

TRANDB.MDB involves only 3 plants and 4 customers, while *TRANDB2.MDB* contains 50 plants and 200 customers. If you return to the ODBC Administrator and register *TRANDB2.MDB* under the name “Transportation2”, then you can redirect LINGO to use the new data source by changing the model title from “Transportation” to “Transportation2” in the following line in the LINGO model:

```
TITLE Transportation2;
```

The new model will have 10,000 variables as opposed to the 12 variables generated with the smaller data source. This ability to easily run different size data sets illustrates the usefulness of writing data independent, set based models.

Creating an ODBC Data Source from an Oracle Database

LINGO installs an SQL script that can be run by the SQL Plus utility in Oracle to build a small database for the *TRANDB.LG4* transportation model. The script file is named *TRANDB.SQL* and may be found in the *SAMPLES* folder off the main LINGO directory. Here is the procedure you will need to follow to set up this data source:

1. Start up the SQL Plus utility provided with Oracle by going to the Start menu in Windows, select the Run command, type “SQLPLUSW”, and then click on the *OK* button.
2. Enter your Oracle User ID and password. If you have a default installation of Oracle, the User ID “sys” and the password “change_on_install” should be valid. A host name is required only if Oracle is running remotely.
3. Run the *TRANDB.SQL* script by typing “@LINGO9\SAMPLES\TRANDB.SQL” to the SQL Plus system prompt.
4. Exit SQL Plus by entering “EXIT” to the prompt.
5. Start up the ODBC Administrator as described in the previous section.
6. When selecting an ODBC driver, be sure to use the “Microsoft ODBC for Oracle” driver. Do not use the “Oracle ODBC Driver”, because it does not provide all the necessary functionality.
7. Assign the data source the name “Transportation”.
8. Load *TRANDB.LG4* into LINGO and solve it.
9. Enter your Oracle User ID and password as prompted.

If you would like to avoid entering your Oracle User ID and password each time LINGO accesses a database, you may set them once at the start of your session with the *File|Database User Info* command. For more information, see the *File|Database User Info* section above in Chapter 5, *Windows Commands*.

Importing Data from Databases with @ODBC

To import a model's data from an ODBC data source, we use the *@ODBC* function in the model's data section. *@ODBC* allows us to import both text formatted set members and numerical set attribute values.

The syntax for using *@ODBC* to import data inside a data section is:

```
object_list = @ODBC(['data_source', 'table_name'  
[, 'column_name_1', 'column_name_2' ...]]]);
```

The *object_list* is a list, optionally separated by commas, containing model objects (i.e., attributes, sets, or variables) that are to be initialized from the ODBC data source. *Object_list* may contain up to one set and/or multiple set attributes. All set attributes in *object_list* must be defined on the same set. If *object_list* contains a set, then all attributes in *object_list* must be defined on this set. The *data_source* argument is the name of the ODBC data source that contains the data table. The *table_name* argument is the name of the data table within the data source that contains the data. Finally, the *column_name* arguments are the names of the data columns, or fields, in the data table *table_name* to retrieve the initialization data from. Set attributes and primitive sets require one column name each to retrieve their data from. Derived sets require one column name for each dimension of the set. Thus, a two-dimensional derived set would require two columns of data to initialize its members.

If the *data_source* argument is omitted, the model's title is used in its place (see the discussion of the *TITLE* statement in Chapter 1, *Getting Started with LINGO*). If *table_name* is omitted, the name of any set in the *object_list* is used in its place. If there is no set in *object_list*, then the name of the set that the attributes in *object_list* are defined on is used.

If the *column_name* arguments are omitted, LINGO will choose default names based on whether the corresponding object in *object_list* is a set attribute, a primitive set, or a derived set. When the object to be initialized is a set attribute or a primitive set, LINGO will use the name of the object as the default column name. When the object is a derived set, LINGO will generate one default column name for each dimension of the derived set, with each name being the same as the parent set that the given dimension is derived from. As an example, a two-dimensional set named *LINKS* derived from the two primitive sets *SOURCE* and *DESTINATION* would default to being initialized from the two columns titled *SOURCE* and *DESTINATION*.

Keep in mind that LINGO expects to find set members in text format in the database, while set attributes are expected to be in numeric format.

LINGO initializes the attribute *SHIPPING_COST* from the column *COST* contained in the data table *LINKS* found in the ODBC data source *TRANSPORTATION*.

The database column names are omitted, so, assuming *VOLUME* and *WEIGHT* are set attributes, LINGO defaults to using the attribute names (*VOLUME* and *WEIGHT*) as the database column names. Therefore, LINGO initializes the attributes *VOLUME* and *WEIGHT* from the columns also titled *VOLUME* and *WEIGHT* contained in the data table named *CAPACITY* found in the ODBC data source *TRUCKS*.

In this example, we will assume, a) we have titled the model *PRODUCTION*, b) *REQUIRED* is a derived set derived from the two primitive sets *JOB* and *WORKSTATION* (e.g., *REQUIRED*(*JOB*, *WORKSTATION*)), and c) *DAYS* is a set attribute defined on the set *REQUIRED*. All arguments to the *@ODBC* function have been omitted, so LINGO supplies *PRODUCTION* as the data source name; the set name *REQUIRED* as the data table name; and the three data column names *JOB*, *WORKSTATION*, and *DAYS*. Had we wanted to be more specific, we could have explicitly included all the arguments to the *@ODBC* function with the equivalent statement:

```
REQUIRED, DAYS = @ODBC( 'PRODUCTION', 'JOB',
    'WORKSTATION', 'DAYS');
```

Importing Data with ODBC in a PERT Model

We will now modify the project scheduling model, *PERT* introduced in Chapter 2, *Using Sets*, to demonstrate the use of *@ODBC* to import the set names of the project's tasks from a Microsoft Access database. The modified model appears below, with changes listed in bold type:

```
SETS:
    TASKS: TIME, ES, LS, SLACK;
    PRED(TASKS, TASKS);
ENDSETS

DATA:
    TASKS = @ODBC('PERTODBC', 'TASKS', 'TASKS');
    PRED = @ODBC('PERTODBC', 'PRECEDENCE',
        'BEFORE', 'AFTER');
    TIME = @ODBC('PERTODBC');
ENDDATA

@FOR(TASKS(J) | J #GT# 1:
    ES(J) = @MAX(PRED(I, J): ES(I) + TIME(I))
);

@FOR(TASKS(I) | I #LT# LTASK:
    LS(I) = @MIN(PRED(I, J): LS(J) - TIME(I));
);

@FOR(TASKS(I): SLACK(I) = LS(I) - ES(I));

ES(1) = 0;
LTASK = @SIZE(TASKS);
LS(LTASK) = ES(LTASK);
```

Model: PERTODBC

With the statement:

```
TASKS = @ODBC('PERTODBC', 'TASKS', 'TASKS');
```

we now fetch the members of the *TASKS* set from our ODBC data source, as opposed to explicitly listing them in the model. Specifically, we get the members of the *TASKS* set from the data column, or field, *TASKS* contained in the table named *TASKS* from the ODBC data source *PERTODBC*. Here is the data table as it appears in Access:

TASKS
DESIGN
FORECAST
SURVEY
PRICE
SCHEDULE
COSTOUT
TRAIN

Access Database: PERTODBC.MDB

Next, we use the statement:

```
PRED = @ODBC('PERTODBC', 'PRECEDENCE',
              'BEFORE', 'AFTER');
```

to fetch the members of the *PRED* set from an ODBC data source, as opposed to explicitly listing them in the model. More specifically, we pull the members of the *PRED* set from the data columns *BEFORE* and *AFTER* contained in the table named *PRECEDENCE* from the ODBC data source *PERTODBC*. Here is the data table showing the precedence relations as it appears in Access:

BEFORE	AFTER
DESIGN	FORECAST
DESIGN	SURVEY
FORECAST	PRICE
FORECAST	SCHEDULE
SURVEY	PRICE
SCHEDULE	COSTOUT
PRICE	TRAIN
COSTOUT	TRAIN

Access Database: PERTODBC.MDB

Note that the *PRECEDENCE* set is a two-dimensional set. Thus, we must supply two database columns containing the set members.

In order to retrieve the values for the task times, we create the ODBC link:

```
TIME = @ODBC('PERTODBC');
```

Note that we only specified the ODBC data source name—the table and column names have been omitted. In which case, LINGO supplies default values for the table and column. The object being initialized, *TIME*, is a set attribute. Thus, LINGO supplies its parent set name, *TASKS*, as the default table name. For the default column name, LINGO supplies the set attribute's name, *TIME*. Had we wanted to be specific, however, we could have explicitly entered all arguments to *@ODBC* with:

```
TIME = @ODBC( 'PERTODBC' , 'TASKS' , 'TIME' );
```

Exporting Data with @ODBC

As is the case with most interface functions, *@ODBC* can export data as well as import it. Specifically, you can use the *@ODBC* function in the data section of a model to export set members and attribute values to ODBC data sources. In order to export solutions with *@ODBC*, you place calls to *@ODBC* in the data section of your model. These *@ODBC* export instructions are executed each time your model is solved.

The first form of syntax for using *@ODBC* to export data is:

```
@ODBC( ['data_source'[, 'table_name'[, 'column_name_1'[, ...,
'column_name_n']]]]) = object_list;
```

Note: When *importing*, *@ODBC* appears on the *right* of the equality sign. When *exporting*, the *@ODBC* function appears on the *left* of the equals sign.

The *object_list* is a list, optionally separated by commas, containing model objects (i.e., attributes, sets, or variables) that are to be exported to the ODBC data source. *Object_list* may contain up to one set and/or multiple set attributes. All set attributes in *object_list* must be defined on the same set. If *object_list* contains a set, then all attributes in *object_list* must be defined on this set. The *data_source* argument is the name of the ODBC data source containing the data table that will receive the exported values. The *table_name* argument is the name of the data table within the data source that will receive the data. Finally, the *column_name* arguments are the names of the receiving columns, or fields, in the data table *table_name*. Set attributes and primitive sets require one receiving column name each. Derived sets require one receiving column name for each dimension of the set. Thus, a two-dimensional derived set would require two receiving columns in a data table.

If the *data_source* argument is omitted, the model's title is used in its place (see the discussion of the *TITLE* statement in Chapter 1, *Getting Started with LINGO*). If *table_name* is omitted, the name of any set in the *object_list* is used in its place. If there is no set in *object_list*, then the name of the set where the attributes in *object_list* are defined is used.

If the *column_name* arguments are omitted, LINGO will choose default names based on whether the corresponding object in *object_list* is either a set attribute, a primitive set, or a derived set. When the object to be initialized is a set attribute or a primitive set, LINGO will use the name of the object as the default column name. When the object is a derived set, LINGO will generate one default column name for each dimension of the derived set, with each name being the same as the parent set that the given dimension is derived from. As an example, a two-dimensional set named *LINKS* derived from the *SOURCE* and *DESTINATION* primitive sets would default to being exported to the two columns titled *SOURCE* and *DESTINATION*.

Keep in mind that set members are exported as text, while set attributes are exported as double precision floating point values.

Some examples of using *@ODBC* to export data values to an ODBC data source are:

Example 1: @ODBC ('TRANSPORTATION',
 'LINKS', 'VOLUME') = VOLUME;
LINGO sends the values of the *VOLUME* attribute to the column also titled *VOLUME* in the data table *LINKS* in the ODBC data source *TRANSPORTATION*.

Example 2: @ODBC () = NUMBER_WORKING;
All arguments to the *@ODBC* function have been omitted and will default to the model's title for the data source, the attributes parent set for the data table, and the attribute's name for the column name. So, assuming we have used the *TITLE* statement to name this model *SCHEDULING*, and the attribute *NUMBER_WORKING* is defined on the set *SCHEDULES*, then LINGO exports the attribute *NUMBER_WORKING* to the column also titled *NUMBER_WORKING* in the data table *SCHEDULES* in the ODBC data source *SCHEDULING*.

The first form of syntax will generally be sufficient for most database export operations. However, there may be times when you need to export only portions of the attributes, or you need to export quantities computed from the attribute values. Our second form of syntax uses the *@WRITEFOR* reporting function to handle these more general cases:

```
@ODBC('data_source','table_name','column_name_1'[,...,
'column_name_n']) = @WRITEFOR( setname
[ ( set_index_list) [ | conditional_qualifier]] : output_obj_1[,..., output_obj_n]);
```

@WRITEFOR functions like any other set looping function in that, as a minimum, you will need to specify the set to loop over. Optionally, you may also specify an explicit set index list and a conditional qualifier. If a conditional qualifier is used, it is tested for each member of the looping set and output will not occur for any members that don't pass the test. It's this feature of being able to base output on the results of a condition that distinguish this second style of syntax.

The list of output objects, of course, specifies what it is you want to output. As with the first form of syntax, the output objects may be labels, set members and variable values. However, you have additional latitude in that the output objects may now consist of complex expressions of the variable values (e.g., you could compute the ratio of two variables). This is a useful feature when you need to report statistics and quantities derived from the variable values. By placing these calculations in the data section, as opposed to the model section, you avoid adding unnecessary complications to the constraints of the model.

In general, you can do everything in the second form of syntax that you can do in the first, and more. However, the first form has an advantage in that it can be very concise.

Some examples of using *@WRITEFOR* for ODBC exports follow:

Example 1: @ODBC ('TRANSPORTATION',
 'SOLUTION', 'FROM', 'TO', 'VOLUME') =
 @WRITEFOR(LINKS(I, J) | VOLUME(I, J) #GT# 0:
 WAREHOUSE(I), CUSTOMER(J), VOLUME(I, J));

In this example, we exploit the ability to specify a conditional expression to weed zero shipments out of the export. The nonzero values of the *VOLUME* attribute are sent to the *SOLUTION* table in the *TRANSPORTATION* data source. The shipping warehouse set name is placed in column *FROM*, the receiving customer set name goes to column *TO*, and the shipping volume for the arc is placed in the *VOLUME* column.

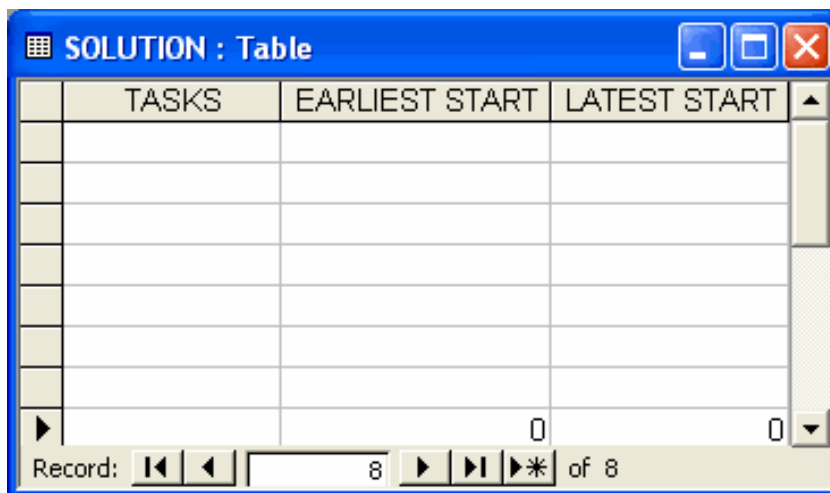
Example 2: `@ODBC('STAFFREP', 'STATS', 'RATIO') =
@WRITEFOR(DEPARTMENTS(D): ON_DUTY(D) / NEEDS(D));`

Here, we make use of *@WRITEFOR*'s ability to perform computations to compute a ratio of two variables. Specifically, the ratio of on-duty staff to staffing needs by department is placed into the column *RATIO* of table *STATS* in data source *STAFFREP*.

Note: When exporting to data tables, receiving columns that are longer than the number of exported values can be filled out by either erasing the contents of the extra cells or leaving the extra cells untouched. The default is to leave the extra cells untouched. If you would like to erase the contents of the extra cells, you'll need to enable the *Fill Out Ranges and Tables* option. If this option is enabled, extra text fields will be blanked out, while extra numeric fields will be zeroed out.

Exporting Data with ODBC in a PERT Model

Continuing from the PERT example used in the *Importing Data with ODBC in a PERT Model* section above, we can add modifications to export the solution values of the earliest and latest start times (*ES* and *LS*) back out to the *PERTODBC* data source. We will put these into a blank table titled *SOLUTION*. We will also export the members of the *TASKS* set in order to label our table. The data column, or field, that receives the *TASKS* members should be formatted as text, while the columns receiving the *ES* and *LS* attributes should be declared as numeric. Here is a look at the blank table we will be exporting to:



TASKS	EARLIEST START	LATEST START

Access Database: PERTODBC.MDB

After modifying the model to export the data back to the *TASKS* table, we have (with the relevant changes in bold):

```
SETS:
    TASKS: TIME, ES, LS, SLACK;
    PRED(TASKS, TASKS);
ENDSETS

DATA:
    TASKS = @ODBC('PERTODBC', 'TASKS', 'TASKS');
    PRED = @ODBC('PERTODBC', 'PRECEDENCE', 'BEFORE', 'AFTER');
    TIME = @ODBC('PERTODBC');
    @ODBC('PERTODBC', 'SOLUTION', 'TASKS',
        'EARLIEST START', 'LATEST START') =
        TASKS, ES, LS;
ENDDATA

@FOR(TASKS(J) | J #GT# 1:
    ES(J) = @MAX(PRED(I, J): ES(I) + TIME(I))
);

@FOR(TASKS(I) | I #LT# LTASK:
    LS(I) = @MIN(PRED(I, J): LS(J) - TIME(I));
);

@FOR(TASKS(I): SLACK(I) = LS(I) - ES(I));

ES(1) = 0;
LTASK = @SIZE(TASKS);
LS(LTASK) = ES(LTASK);
```

Model: PERTODBC

With the data statement:

```
@ODBC('PERTODBC', 'SOLUTION', 'TASKS',
    'EARLIEST START', 'LATEST START') =
    TASKS, ES, LS;
```

we are sending the set *TASKS* to the text column *TASKS*, and the *ES* and *LS* attributes to the numeric columns *EARLIEST START* and *LATEST START*. The data table is called *SOLUTION*, while the ODBC data source name is *PERTODBC*.

Once the model has been solved, the updated data table will resemble:

TASKS	EARLIEST START	LATEST START
DESIGN	0	0
FORECAST	10	10
SURVEY	10	29
PRICE	24	32
SCHEDULE	24	24
COSTOUT	31	31
TRAIN	35	35

Record: 7 of 8

Access Database: PERTODBC.MDB

At the top of the solution report window, you will also notice an *export summary report*. There will be one report for each *@ODBC* statement in the model used for exporting data. This report lists details as to the operation of the *@ODBC export*. In the case of our PERT model, you should see the following report:

```

Export Summary Report
-----
Transfer Method:      ODBC BASED
ODBC Data Source:    PERTODBC
Data Table Name:     TASKS
Columns Specified:   3
    TASKS
    EARLIEST
    LATEST
LINGO Column Length:      7
Database Column Length:   7
  
```

The *Transfer Method* will always list “ODBC BASED” when doing ODBC exports. Next, the data source and table names are listed along with the number of columns specified and the column names. The *LINGO Column Length* field lists the number of elements in each attribute. The *Database Column Length* lists the length of the receiving columns in the database. In general, the LINGO Column Length will agree with the Database Column Length. If not, LINGO must either truncate its output or it will have insufficient data to fill out the columns in the database.

Export summary reports are not displayed when LINGO is in terse output mode. To place LINGO in terse output mode, click on the Terse Output checkbox on the *Interface tab* of the LINGO|Options dialog box.

This version of the PERT model and its supporting database are contained in the *SAMPLES* directory. Feel free to run the model to experiment with it if you like—you will find it under the name PERTODBC. The supporting Access database file, *PERTODBC.MDB*, is also in the *SAMPLES* subdirectory and you will need to register it with the *ODBC Administrator* as described above in *ODBC Data Sources*.

Note that we exported start and finish times for all the tasks in the project. If we were dealing with a large project there could be thousands of tasks to consider. With such an abundance of tasks, we might be interested in reporting only those tasks that lie on the critical path. We'll modify our *PERTODBC* example one last time to accomplish this using the *@WRITEFOR* reporting function.

For those unfamiliar with the concept of a critical path, it is the subset of tasks such that if any are delayed the entire project will be delayed. Generally, and somewhat counterintuitive to what one would expect, the set of tasks on the critical path will tend to be quite small compared to the total number of tasks in a large project. A task is considered to be on the critical path when its earliest start time is equal to its latest start time (i.e., there is no slack with respect to when the task must be started). Below, we have modified *PERTODBC* to export only those tasks on the critical path.

```

MODEL:
SETS:
    TASKS: TIME, ES, LS, SLACK;
    PRED( TASKS, TASKS);
ENDSETS

DATA:
    TASKS = @ODBC( 'PERTODBC', 'TASKS', 'TASKS');
    PRED = @ODBC( 'PERTODBC', 'PRECEDENCE', 'BEFORE', 'AFTER');
    TIME = @ODBC( 'PERTODBC');
    @ODBC( 'PERTODBC', 'SOLUTION', 'TASKS',
        'EARLIEST START', 'LATEST START') =
        @WRITEFOR( TASKS( I) | ES( I) #EQ# LS( I):
            TASKS( I), ES( I), LS( I));
ENDDATA

@FOR( TASKS( J) | J #GT# 1:
    ES( J) = @MAX( PRED( I, J): ES( I) + TIME( I))
);

@FOR( TASKS( I) | I #LT# LTASK:
    LS( I) = @MIN( PRED( I, J): LS( J) - TIME( I));
);

@FOR( TASKS( I): SLACK( I) = LS( I) - ES( I));

ES( 1) = 0;
LTASK = @SIZE( TASKS);
LS( LTASK) = ES( LTASK);
END

```

We specify a conditional expression to test for the earliest start time equaling the latest start time, thereby restricting the list of exported tasks to those that lie on the critical path. Note that if you limit the number of output records there won't be enough records to completely fill our output table. We can have LINGO fill out any extra fields with blanks and zeroes by enabling the Fill Out Ranges and Tables option. Doing this, the solution table will resemble the following after solving the model:

Microsoft Access - [SOLUTION : Table]

File Edit View Insert Format Records Tools Window Help

TASKS	EARLIEST START	LATEST START
DESIGN	0	0
FORECAST	10	10
SCHEDULE	24	24
COSTOUT	31	31
TRAIN	35	35
	0	0
	0	0
	0	0

Record: 8 of 8

Datasheet View

Note that that LINGO nulled out all the extra records.

11 *Interfacing with Other Applications*

Although LINGO has a convenient, interactive interface and a large library of callable functions that make it easy to set up and solve models, there may be times when you would like to bundle LINGO's functionality into your own applications, or call functions from within your LINGO models that were written in an external programming language. LINGO makes use of the *Dynamic Link Library* (DLL) standard under Windows to provide you with a “hook” to access LINGO's functionality from within your own custom applications. This gives you the ability to build application specific front-ends to LINGO that allow naïve users to input data and view solutions in a simple, familiar way without having to worry about the details of LINGO modeling. Your application handles the details of driving LINGO in the background, invisible to the user. LINGO also allows you to provide custom functions in the DLL format that you can call from within any model with the *@USER* function.

In the following section, *The LINGO Dynamic Link Library*, we document how to call the LINGO DLL in order to add LINGO's functionality to your own applications. Following this, in the section *User Defined Functions*, we will show you how to build a function in an external programming language and call it from a LINGO model with the *@USER* function.

The LINGO Dynamic Link Library

Windows versions of LINGO include a callable DLL. The ability to call a DLL is a standard feature of all Windows development environments (e.g., Visual Basic, Delphi, and Visual C++). The LINGO DLL is a 32-bit DLL and, thus, will run under all current releases of Windows. It is not callable under older 16-bit releases of Windows (e.g., Windows 3.x).

The interface to the LINGO DLL is relatively simple and gives you the ability to run a LINGO command script from within your application. Given that you can access all the major features of LINGO from a command script, the LINGO DLL interface is very powerful. You will, however, need to familiarize yourself with LINGO's command language in order to build useful command scripts. For more details on the commands available in the command language, see *Command-line Commands*. For an example of a script file, see *A Command Script Example*.

When LINGO is installed a number of examples on calling the DLL are installed, too. These examples may be found in the *Programming Samples* folder below the main LINGO folder. You will find examples for each of the following development environments:

- ◆ Visual C/C++
- ◆ Visual Basic
- ◆ Excel
- ◆ FORTRAN
- ◆ C# .NET
- ◆ VB .NET
- ◆ Delphi
- ◆ Visual Java

In this chapter, we will walk through detailed examples on calling the LINGO DLL using both Visual C/C++ and Visual Basic. Users of other development environments will also be interested in these programming examples. Many of the ideas presented carry over to other development environments.

Staff-Scheduling Example Using the LINGO DLL

To illustrate interfacing with the LINGO DLL, we will again make use of the Pluto Dogs staff-scheduling example introduced on page 49. We will create examples using both the Visual C++ and Visual Basic programming languages. We will construct a dialog box that resembles the following:

Day	Needs	Start	On Duty
Mon	10	0	0
Tue	0	0	0
Wed	0	0	0
Thu	0	0	0
Fri	0	0	0
Sat	0	0	0
Sun	0	0	0

Total: 0

The user enters the staffing requirements in the cells of the *Needs* column and presses the *Solve* button. The application then extracts the staffing requirements from the dialog box, passes them along with a model to the LINGO DLL for solution, and places the results back into the dialog box for viewing. Specifically, it shows the number of employees to start on each given day in the *Start* column, the number of staff on duty in the *On Duty* column, and the total number of staff required in the *Total* cell.

As an example, here is how the dialog box will appear after a sample run:

Day	Needs	Start	On Duty
Mon	10	0	12
Tue	12	1	13
Wed	14	6	15
Thu	13	0	13
Fri	11	4	11
Sat	13	2	13
Sun	18	6	18

Total: 19

The Model

The model passed to LINGO to solve this problem is the familiar staffing model we've used before with some modifications, and appears below with important changes in bold:

```
MODEL:
SETS:
    DAYS / MON TUE WED THU FRI SAT SUN/:
    NEEDS, START, ONDUTY;
ENDSETS

[OBJECTIVE] MIN = @SUM(DAYS(I): START(I));

@FOR(DAYS(TODAY):
    ! Calculate number on duty;
    ONDUTY(TODAY) =
        @SUM(DAYS(D) | D #LE# 5:
            START(@WRAP(TODAY - D + 1,
                @SIZE(DAYS)))));

    ! Enforce staffing requirement;
    ONDUTY(TODAY) >= NEEDS(TODAY);

    @GIN(START);
);

DATA:
    NEEDS = @POINTER(1);
    @POINTER(2) = START;
    @POINTER(3) = ONDUTY;
    @POINTER(4) = OBJECTIVE;
    @POINTER(5) = @STATUS();
ENDDATA
END
```

Model: STAFFPTR

Since the LINGO script processor will read the model, it must begin with the *MODEL:* command and end with the *END* command. The script processor treats all text between the *MODEL:* and *END* keywords as model text, as opposed to script commands.

We have added the *ONDUTY* attribute to compute the number of employees on duty each day. We compute these figures for the purpose of passing them back to the calling application, which, in turn, posts them in the dialog box in the *On Duty* column.

We have named the objective row *OBJECTIVE* for the purpose of returning the objective's value to the calling application, so it may place the value in the *Total* cell.

The @POINTER Function

The *@POINTER* functions in the data section act as direct memory links between the calling application and the LINGO solver. This ability to do direct memory transfers of data in and out of LINGO is very powerful. It allows for the fast transfer of data without the hassle of building and parsing disk based files.

When you call the LINGO DLL, you can pass it a list of memory pointers. *@POINTER(n)* refers to the *n*th pointer in the passed pointer list. The *@POINTER* function only makes sense in a model when accessing LINGO through the DLL or OLE interfaces.

If the *@POINTER* function appears on the right-hand side of a data statement, as in the case of the following:

```
NEEDS = @POINTER(1);
```

then LINGO will initialize the attribute(s) on the left-hand side of the statement from the values in memory beginning at the location referenced by the pointer on the right-hand side of the statement. On the other hand, when the *@POINTER* function appears on the left-hand side of a data statement, LINGO will export the values of the attribute(s) on the right-hand side of the data statement to the memory location referenced by the pointer on the left-hand side of the statement.

So, reviewing the model's data section:

```
DATA:
    NEEDS = @POINTER(1);
    @POINTER(2) = START;
    @POINTER(3) = ONDUTY;
    @POINTER(4) = OBJECTIVE;
    @POINTER(5) = @STATUS();
ENDDATA
```

we see the staffing requirements attribute, *NEEDS*, is read from the first memory location. The *START*, *ONDUTY*, and *OBJECTIVE* values are written to the second, third, and fourth memory locations, respectively. Finally, the value for the *@STATUS* function is written to the fifth memory location.

The *@STATUS* Function

The *@STATUS* function returns the status of the solution process using the following codes:

<i>@STATUS</i> Code	Interpretation
0	<i>Global Optimum</i> - The optimal solution has been found.
1	<i>Infeasible</i> - No solution exists that satisfies all constraints.
2	<i>Unbounded</i> - The objective can be improved without bound.
3	<i>Undetermined</i> - The solution process failed.
4	<Unused>
5	<i>Infeasible or Unbounded</i> - The preprocessor determined the model is either infeasible or unbounded. Turn off presolving and re-solve to determine which.
6	<i>Local Optimum</i> - Although a better solution may exist, a locally optimal solution has been found.
7	<i>Locally Infeasible</i> - Although feasible solutions may exist, LINGO was not able to find one.
8	<i>Cutoff</i> - The objective cutoff level was achieved.
9	<i>Numeric Error</i> - The solver stopped due to an undefined arithmetic operation in one of the constraints.

In general, if `@STATUS` does not return a code of 0 or 7, the solution is of little use and should not be trusted. In fact, if `@STATUS` does not return 0 or 7, in many cases LINGO will not even export data to the `@POINTER` memory locations.

The `@POINTER` function reads and writes all data using double precision floating point format. BASIC and C/C++ developers know this as the *double* data type, while FORTRAN developers refer to it as either *REAL*8* or *DOUBLE PRECISION*.

When setting aside memory locations for `@POINTER`, you must be sure to allocate adequate space. LINGO assumes adequate space and/or supplied values are available at the passed memory locations. If you do not allocate sufficient space or values, you may experience memory protection faults or, even worse, erroneous results without warning.

Functions Exported by the LINGO DLL

The LINGO DLL exports ten functions. The exported functions are contained in the file *Lingo9\Lingd90.Dll*. The library file *Lingo9\Programming Samples\Lingd90.lib* may be used to import there functions into your own custom application.

Below is a list of the functions exported by the LINGO DLL along with a brief description of each routine's functionality. The definitions are written using C language conventions. Refer to the programming samples in the following sections for specific examples of the use of each of these routines using Visual C and Visual Basic.

void LSclearPointersLng(pLSenvLINGO pL)

This clears out the list of `@POINTER()` pointers to user memory transfer areas established through calls to `LSsetPointerLng()`.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LscreateEnvLng()*.

int LScloseLogFileLng(pLSenvLINGO pL)

This closes LINGO's log file that was opened previously by a call to `LSopenLogFileLng()`.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LscreateEnvLng()*.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

pLSenvLINGO CALLTYPE LScreeEnvLng();

This creates a LINGO environment object. All other LINGO DLL routines require a valid pointer to a LINGO environment object. You should free this object at the end of your application by calling *LDeleteEnvLng()*.

Return Value:

Returns 0 if an error occurred. Otherwise, a pointer to LINGO environment object is returned.

int LDeleteEnvLng(pLSenvLINGO pL)

This deletes a LINGO environment object previously created through a call to *LScreeEnvLng()*, which frees up the system memory allocated to the LINGO object.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreeEnvLng()*.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

int LSexecuteScriptLng(pLSenvLINGO pL, char* pcScript)

This routine is the main workhorse of the LINGO DLL that processes LINGO command scripts. The script may be contained entirely in memory, or it may contain one or more *TAKE* commands to load scripts from disk.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreeEnvLng()*.

pcScript Pointer to a character string containing a LINGO command script. Each line must be terminated with a linefeed character (ASCII 10), and the entire script must be terminated with a NULL (ASCII 0).

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

int LSgetCallbackInfoLng(pLSenvLINGO pL, int nObject, void* pResult)

You may establish a function in your application that the LINGO solver calls back to at regular intervals to keep you abreast of its progress. We refer to this type of routine as being a *callback function*. Your callback function may then call LINGO through *LSgetCallbackInfoLng()* to request specific information from the solver while it is processing a model.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

nObject Index of the information item you're seeking. Current possibilities are:

Index	Name	Type	Information Item
0	<i>LS_IINFO_VARIABLES_LNG</i>	<i>Int</i>	Total number of variables
1	<i>LS_IINFO_VARIABLES_INTEGER_LNG</i>	<i>Int</i>	Number of integer variables
2	<i>LS_IINFO_VARIABLES_NONLINEAR_LNG</i>	<i>Int</i>	Number of nonlinear variables
3	<i>LS_IINFO_CONSTRAINTS_LNG</i>	<i>Int</i>	Total number of constraints
4	<i>LS_IINFO_CONSTRAINTS_NONLINEAR_LNG</i>	<i>Int</i>	Number of nonlinear constraints
5	<i>LS_IINFO_NONZEROS_LNG</i>	<i>Int</i>	Total nonzero matrix elements
6	<i>LS_IINFO_NONZEROS_NONLINEAR_LNG</i>	<i>Int</i>	Number of nonlinear nonzero matrix elements
7	<i>LS_IINFO_ITERATIONS_LNG</i>	<i>Int</i>	Number of iterations
8	<i>LS_IINFO_BRANCHES_LNG</i>	<i>Int</i>	Number of branches (IPs only)
9	<i>LS_DINFO_SUMINF_LNG</i>	<i>Double</i>	Sum of infeasibilities
10	<i>LS_DINFO_OBJECTIVE_LNG</i>	<i>Double</i>	Objective value
11	<i>LS_DINFO_MIP_BOUND_LNG</i>	<i>Double</i>	Objective bound (IPs only)
12	<i>LS_DINFO_MIP_BEST_OBJECTIVE_LNG</i>	<i>Double</i>	Best objective value found so far (IPs only)

pResult Pointer to where you want LINGO to store the results of your query. LINGO will place the result at this address. You must allocate four bytes of memory for *ints* and eight bytes of memory for *doubles* beforehand.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

int LSopenLogFileLng(pLSenvLINGO pL, char *pcLogFile)

This creates a file for LINGO to write a log to while processing your script. In general, you should always try to create a log file—at least in the early stages of your project—to assist with debugging. If an error is occurring and you are not exactly sure why, then it is always a good idea to refer to the log file for a clue.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

pcLogFile Pointer to a character string containing the pathname for your log file.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

int LSsetCallbackErrorLng(pLSenvLINGO pL, lngCBFuncError_t pcbf, void* pUserData)

Use this routine to specify a callback function that LINGO will call whenever an error is encountered. This allows your application to keep close watch on any unusual conditions that might arise while processing your script.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

pcbf Pointer to your callback routine.

pUserData This is a user specified pointer. You may use it to point to any data you might need to reference from your callback function. LINGO merely passes the value of this pointer through to your callback function. You may set this pointer to *NULL* if it is not required.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

The callback function you supply must use the standard call convention and must have the following interface:

```
int MyErrCallback( pLSenvLINGO pL, void* pUserData, int nErrorCode, char*  
pcErrorText);
```

Your computer will most likely crash if you don't follow this interface specification *exactly*. The LINGO error code is reported through the *nErrorCode* argument, along with the error text in *pcErrorText*. You should set aside at least 200 bytes for the error text. The list of LINGO error codes can be found in Appendix B, *Error Messages*.

int LSsetCallbackSolverLng(pLSenvLINGO pL, lngCBFuncError_t pcbf, void* pUserData)

Use this routine to specify a callback function that LINGO will call at frequent intervals when solving a model.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

pcbf Pointer to your callback routine.

pUserData This is a user specified pointer. You may use it to point to any data you might need to reference from your callback function. LINGO merely passes the value of this pointer through to your callback function. You may set this pointer to *NULL* if it is not required.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

The callback function you supply must use the standard call convention and must have the following interface:

int MySolverCallback(pLSenvLINGO pL, int nReserved, void pUserData);*

Your computer will most likely crash if you don't follow this interface specification *exactly*. The *nReserved* argument is reserved for future use and may be ignored.

int CALLTYPE LSsetPointerLng(pLSenvLINGO pL, double* pdPointer, int* pnPointersNow)

Call this routine one or more times to pass a list of memory pointers to LINGO. These pointers are used by LINGO's *@POINTER()* function for moving data into and solutions out of the solver. In other words, this allows you to have direct memory links with LINGO for fast and convenient data transfer.

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

pdPointer Pointer to a memory transfer location to be used by an instance of *@POINTER()*.

pnPointersNow This is a pointer to an integer variable in which LINGO returns the current number of entries in the *@POINTER()* pointer list. Thus, on the first call to *LSsetPointersLng()*, this argument will return a value of 1. The pointer list may be cleared at any time by a call to *LSclearPointersLng()*.

Return Value:

Returns 0 if no error occurred. Otherwise, one of the nonzero error codes listed below in the section *LINGO DLL Error Codes* is returned.

LINGO DLL Error Codes

Most of the LINGO DLL functions return an error code. Below is a list of all possible codes:

Value	Name	Descriptions
0	LSERR_NO_ERROR_LNG	No error.
1	LSERR_OUT_OF_MEMORY_LNG	Out of dynamic system memory.
2	LSERR_UNABLE_TO_OPEN_LOG_FILE_LNG	Unable to open the log file.
3	LSERR_INVALID_NULL_POINTER_LNG	A NULL pointer was passed to a routine that was expecting a non-NULL pointer.
4	LSERR_INVALID_INPUT_LNG	An input argument contained invalid input.
5	LSERR_INFO_NOT_AVAILABLE_LNG	A request was made for information that is not currently available.

Supporting DLLs

The main LINGO DLL requires many additional component DLLs. All the required DLLs are installed as part of the normal LINGO installation in the main LINGO folder. If you need a specific list of all the supporting DLLs required by the LINGO DLL, then you can open *Lingd90.Dll* in the *Dependency Walker* utility available at no charge from the following website:

<http://www.dependencywalker.com>. The Dependency Walker program is a useful tool that lists all the required DLLs for an application, their current location on your system, and flags any DLLs that aren't currently available.

Staff Scheduling Using the LINGO DLL and Visual C++

In this section, we will illustrate the use of Microsoft Visual C/C++ to build an application that interfaces with the LINGO DLL to solve the staff-scheduling problem presented above. This section assumes the reader is well versed in the use of Visual C++. Visual Basic users may want to jump ahead to the *Visual Basic Example* section.

If you would rather skip the details involved in constructing this project and would prefer to experiment with the completed application, it can be found under the path *\LINGO9\Programming Samples\VC++\STAFF1\STAFF.EXE*.

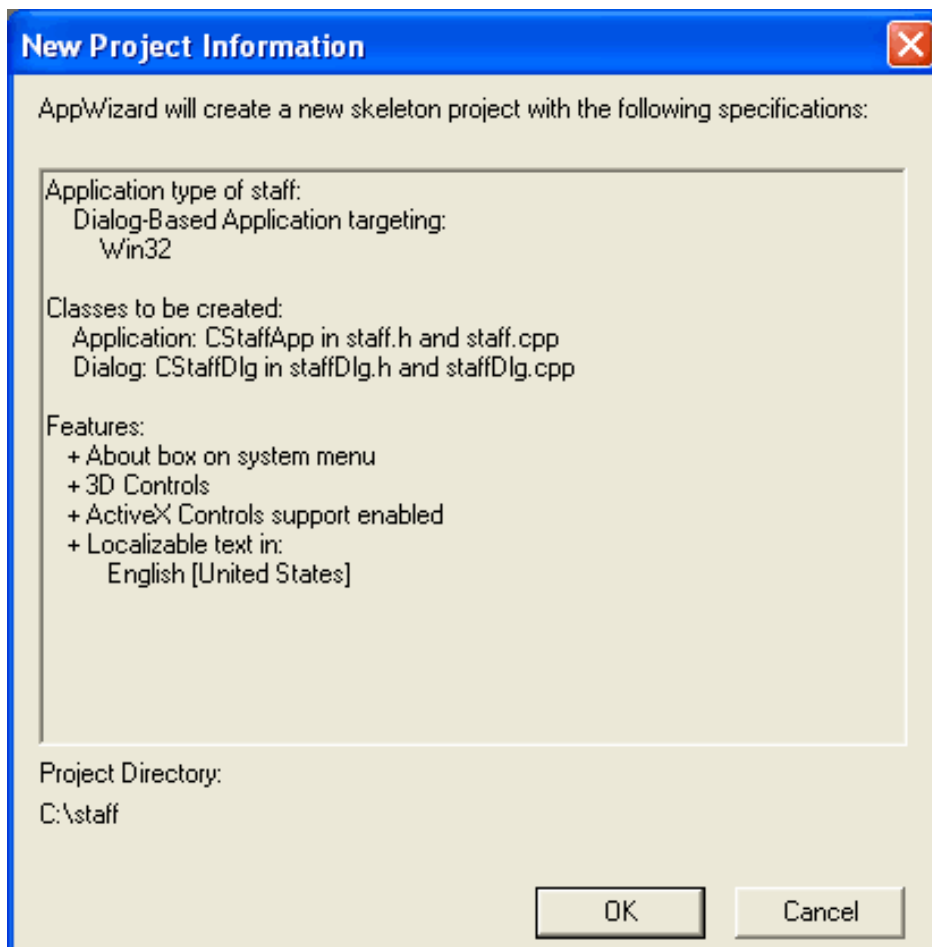
Building the Application in C++

We will be working from a code base generated using Visual C++'s AppWizard facility. The generated code is for a *dialog based application*. In other words, the interface to the application will consist of a single dialog box. This dialog box will be modified, so it resembles the one illustrated above with fields for staffing requirements, daily employee starts, and so on.

The source code for this project may be found in the *Programming Samples\STAFF1* subdirectory or you can create your own project using Visual C/C++ 6.0 as follows:

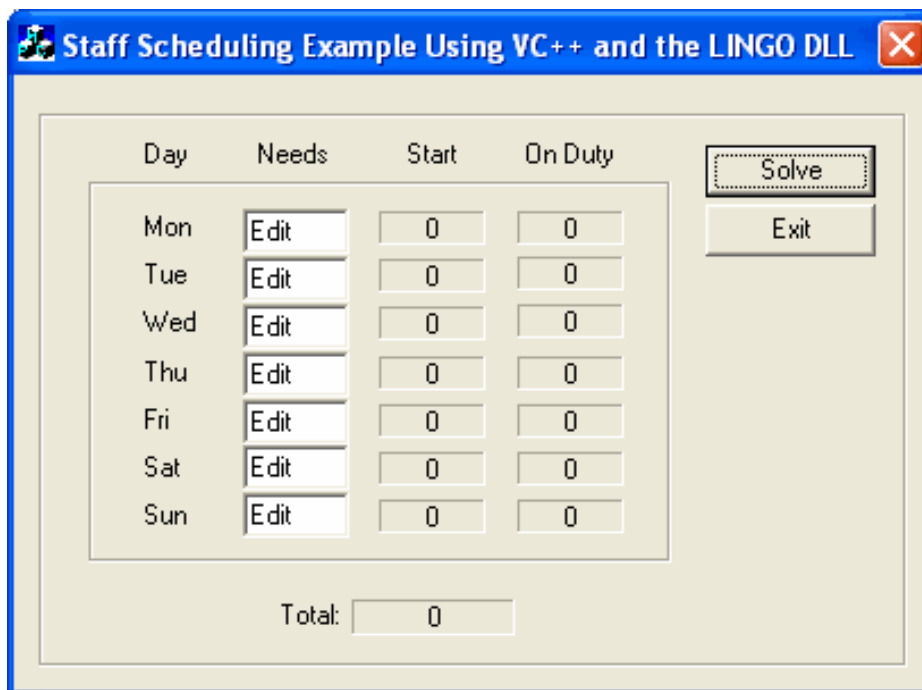
1. Start Visual C++ and issue the *File|New* command.
2. Select the *Projects* tab, give the project a name, select *MFC AppWizard(Exe)* as the type of application, and click the *OK* button.
3. Click the *dialog based* radio button and then the *Next* button.
4. Clear the *About box* button, check the *OLE Automation* button, check the *OLE Controls* button, and press the *Next* button. OLE support is required for some of the features in the LINGO DLL.
5. Click the *Next* button again.
6. Click the *Finish* button.

After completing these steps, the following summary of the project should be shown:



Click the *OK* button, and AppWizard will generate the skeleton code base.

Use the resource editor to modify the application's dialog box, so it resembles the following:



Next, use the ClassWizard in Visual C++ to associate member variables with each of the fields in the dialog box. From the *View* menu, select the *ClassWizard* command and then select the *Member Variables* tab.

At this point, the LINGO DLL import library must be added to the project in order to make the LINGO DLL available to the code. Do this by running the *Project|Add to Project|Files* command and select the file *\LINGO9\Programming Samples\LINGD90.LIB* for addition to the project.

After doing that, add the definitions of the LINGO DLL routines to the project. Simply include the *Lingd90.h* header file at the top of the dialog class header file as follows (code changes listed in bold):

[illegible]

All the groundwork has now been laid down and we're ready to begin writing the actual code to call LINGO to solve the staffing model. Go to the *Resource View* of the project, open the dialog box resource, and then double click on the *Solve* button. You will be prompted to create a handler function for the button, which should be named *OnSolve*. Now, edit the stub version of *OnSolve*, so it contains the following code:

```
void CStaffDlg::OnSolve()
{
    int nError, nPointersNow;
    CString csScript, cs;
    double dNeeds[7], dStart[7], dOnDuty[7], dStatus, dTotal;

    // Get user's staffing requirements from our dialog box
    UpdateData();

    // Load staffing requirements into the LINGO transfer array.
    // LINGO uses double precision for all values.
    dNeeds[ 0] = (double) m_nNeedsMon;
    dNeeds[ 1] = (double) m_nNeedsTue;
    dNeeds[ 2] = (double) m_nNeedsWed;
    dNeeds[ 3] = (double) m_nNeedsThu;
    dNeeds[ 4] = (double) m_nNeedsFri;
    dNeeds[ 5] = (double) m_nNeedsSat;
    dNeeds[ 6] = (double) m_nNeedsSun;

    // create the LINGO environment object
    pLSenvLINGO pLINGO;
    pLINGO = LScrtEnvLng();
    if ( !pLINGO)
    {
        AfxMessageBox("Unable to create LINGO Environment");
        return;
    }

    // Open LINGO's log file
    nError = LSOpenLogFileLng( pLINGO, "\\LINGO9\\LINGO.log");
    if ( nError) goto ErrorExit;

    // Pass memory transfer pointers to LINGO
    // @POINTER(1)
    nError = LSsetPointerLng( pLINGO, dNeeds, &nPointersNow);
    if ( nError) goto ErrorExit;

    // @POINTER(2)
    nError = LSsetPointerLng( pLINGO, dStart, &nPointersNow);
    if ( nError) goto ErrorExit;

    // @POINTER(3)
    nError = LSsetPointerLng( pLINGO, dOnDuty, &nPointersNow);
    if ( nError) goto ErrorExit;

    // @POINTER(4)
    nError = LSsetPointerLng( pLINGO, &dTotal, &nPointersNow);
    if ( nError) goto ErrorExit;

    // @POINTER(5)
    nError = LSsetPointerLng( pLINGO, &dStatus, &nPointersNow);
    if ( nError) goto ErrorExit;
```

```

// Here is the script we want LINGO to run
csScript = "SET ECHOIN 1\n";
csScript = csScript +
    "TAKE \\LINGO9\\SAMPLES\\STAFFPTR.LNG\n";
csScript = csScript +
    "GO\n";
csScript = csScript +
    "QUIT\n";

// Run the script
dStatus = -1.e0;
nError = LSexecuteScriptLng( pLINGO, (LPCTSTR) csScript);

// Close the log file
LScloseLogFileLng( pLINGO);

// Any problems?
if ( nError || dStatus)
{
    // Had a problem
    AfxMessageBox("Unable to solve!");
} else {
    // Everything went ok ... load results into the dialog box
    m_csStartMon.Format( "%d", (int) dStart[0]);
    m_csStartTue.Format( "%d", (int) dStart[1]);
    m_csStartWed.Format( "%d", (int) dStart[2]);
    m_csStartThu.Format( "%d", (int) dStart[3]);
    m_csStartFri.Format( "%d", (int) dStart[4]);
    m_csStartSat.Format( "%d", (int) dStart[5]);
    m_csStartSun.Format( "%d", (int) dStart[6]);

    m_csOnDutyMon.Format( "%d", (int) dOnDuty[0]);
    m_csOnDutyTue.Format( "%d", (int) dOnDuty[1]);
    m_csOnDutyWed.Format( "%d", (int) dOnDuty[2]);
    m_csOnDutyThu.Format( "%d", (int) dOnDuty[3]);
    m_csOnDutyFri.Format( "%d", (int) dOnDuty[4]);
    m_csOnDutySat.Format( "%d", (int) dOnDuty[5]);
    m_csOnDutySun.Format( "%d", (int) dOnDuty[6]);

    m_csCost.Format( "%g", dTotal);

    UpdateData( FALSE);
}

goto Exit;

ErrorExit:
    cs.Format( "LINGO Errorcode: %d", nError);
    AfxMessageBox( cs);
    return;

Exit:
    LSdeleteEnvLng( pLINGO);
}

```

The first section of *OnSolve* is straightforward and deals with extracting the user's staffing requirements from the dialog box. Note that the data is stored in a double precision array rather than as integers. This is because these values will be passed to LINGO, which only passes values in double precision format.

Our first call to LINGO creates the LINGO environment object with the following code:

```
// create the LINGO environment object
pLSenvLINGO pLINGO;
pLINGO = LScrtEnvLng();
if ( !pLINGO)
{
    AfxMessageBox("Unable to create LINGO Environment");
    return;
}
```

The *pLSenvLINGO* data type is defined in the LINGO header file, *lingd80.h*.

Then, a log file for LINGO is established with the following call:

```
// Open LINGO's log file
nError = LSOpenLogFileLng( pLINGO, "\\LINGO.log");
if ( nError) goto ErrorExit;
```

As mentioned above, opening a log file for LINGO is good practice, at least when you're debugging the application. If something should go wrong, the log file will generally contain a helpful clue.

Our next step is to pass LINGO the physical addresses it will use to resolve the *@POINTER()* function references used in the data section of the model (refer to the *Staff Scheduling Example Using the LINGO DLL* section above for more details). This is done as follows:

```
// Pass memory transfer pointers to LINGO
// @POINTER(1)
nError = LSsetPointerLng( pLINGO, dNeeds, &nPointersNow);
if ( nError) goto ErrorExit;

// @POINTER(2)
nError = LSsetPointerLng( pLINGO, dStart, &nPointersNow);
if ( nError) goto ErrorExit;

// @POINTER(3)
nError = LSsetPointerLng( pLINGO, dOnDuty, &nPointersNow);
if ( nError) goto ErrorExit;

// @POINTER(4)
nError = LSsetPointerLng( pLINGO, &dTotal, &nPointersNow);
if ( nError) goto ErrorExit;

// @POINTER(5)
nError = LSsetPointerLng( pLINGO, &dStatus, &nPointersNow);
if ( nError) goto ErrorExit;
```

In summary, when LINGO is called to solve the model, the staffing needs are passed to LINGO in the *dNeeds* array via the *@POINTER(1)* reference. Solution information is passed from LINGO back to the application in the *dStart*, *dOnDuty*, *dTotal*, and *dStatus* structures via *@POINTER()* references 2 through 5, respectively. If any of this is unfamiliar, review *The @POINTER() Function* section under the *Staff Scheduling Example Using the LINGO DLL* section above.

Next, the following code is used to build the command script:

```
// Here is the script we want LINGO to run
csScript = "SET ECHOIN 1\n";
csScript = csScript +
    "TAKE \\LINGO9\\SAMPLES\\STAFFPTR.LNG\n";
csScript = csScript +
    "GO\n";
csScript = csScript +
    "QUIT\n";
```

The script consists of four commands, which are each terminated with a new line character (ASCII 10). The end of the script is terminated with a *NULL* character (ASCII 0). These commands and their functions are:

Command	Function
SET ECHOIN 1	Causes LINGO to echo input to the log file. This is a useful feature while building and debugging an application.
TAKE	Loads the model from a disk file. The <i>TAKE</i> command may be used to load model files, as in this example. It may also be used to run nested command scripts contained in files.
GO	Calls the solver to optimize the model.
QUIT	Closes down LINGO's script processor and returns control to the calling application.

At this point, the script is ready to be passed off to LINGO for processing with the following call:

```
// Run the script
dStatus = -1.e0;
nError = LSexecuteScriptLng( pLINGO, (LPCTSTR) csScript);
```

Note that *dStatus* is initialized to -1 . LINGO returns the model status through memory transfer location number 5 (i.e., *@POINTER(5)*) to the *dStatus* variable. LINGO will only return a status value, if it was able to solve the model. If an unexpected error were to occur, LINGO might not ever reach the solution phase. In that case, *dStatus* would never be set. Initializing *dStatus* to a negative value tests for this situation. Given that LINGO returns only *non-negative* status codes, a *negative* status code would indicate a problem. This method of error trapping is effective, but not particularly elegant. Another method that involves specifying an error callback routine is demonstrated below.

Now, LINGO's log file may be closed down by calling *LScloseLogFileLng()*:

```
// Close the log file
LScloseLogFileLng( pLINGO);
```

Next, the following code tests to see if LINGO was able to find an optimal solution:

```
// Any problems?
if ( nError || dStatus)

    // Had a problem
    AfxMessageBox("Unable to solve!");

} else {
```

Note that the code returned in *nError* pertains only to the mechanical execution of the script processor. It has nothing to do with the status of the model's solution, which is returned in *dStatus* via the use of the *@POINTER()* and *@STATUS()* functions (see the *Staff Scheduling Example Using the LINGO DLL* section above). A model may actually be infeasible or unbounded, and the error code returned by *LSEXECUTESCRIPT()* will give no indication. Thus, it is important to add a mechanism to return a solution's status to the calling application, as done here with the *@STATUS()* -> *@POINTER(5)* -> *dStatus* link. The end result in the sample code is that "Unable to solve" is printed if either error condition occurs. A more user-friendly application would offer more specific information regarding the error condition.

As a final step, in order to avoid a big memory leak in the application, remember to free up LINGO's environment when through:

```
Exit:
    LSDELETEENVLNG( pLINGO );
```

If everything has been entered correctly, you should now be able to build and run the project.

Visual Basic Staff Scheduling Using the LINGO DLL

In this section, we will illustrate the use of Microsoft Visual Basic to build an application that interfaces with the LINGO DLL to solve the staff-scheduling problem presented above. This section assumes the reader is well versed in the use of Visual Basic.

If you would rather skip the details involved in constructing this project and would prefer to experiment with the completed application, it can be found under the path *\LINGO9\Programming Samples\VBASIC\STAFFVB.EXE*.

Building the Application

You can build the project as follows:

1. Start Visual Basic and then issue the *File|NewProject* command.
2. Select *Standard Exe* and click the *OK* button.
3. Use the resource editor to format the project's form until it resembles the following:

Day	Needs	Start	On Duty
Mon	0	0	0
Tue	0	0	0
Wed	0	0	0
Thu	0	0	0
Fri	0	0	0
Sat	0	0	0
Sun	0	0	0
Total		0	

Now, add handler code for the two buttons in the form. The *Exit* button is easy. All the *Exit* button does when the user clicks it is exit the application. So, double click on the *Exit* button and enter the following code:

```
Private Sub Exit_Click()  
    End  
End Sub
```

A little more work will be required to setup the *Solve* button. When the *Solve* button is pressed, the application will retrieve the staffing requirements from the form, pass them along with the model to the LINGO script processor (*LGVBSRIPT*) to solve the model, retrieve the solution, and post the solution in the form.

First, we must declare the external LINGO functions. Do this by adding the \LINGO9\Programming Samples\LINGD90.BAS module to the project using the *Project\Add Module* command in VB. This module contains the definitions of all the exported function in the LINGO DLL, and makes them available to our project.

Now, add the handler code for the *Solve* button. Go to the form, double click on the *Solve* button, and enter the following code:

```
Private Sub Solve_Click()  
  
    ' Calls the LINGO DLL to solve the staffing  
    ' model in STAFFPTR.LNG. Staffing  
    ' requirements are taken from the dialog  
    ' box.  
  
    ' Get the staffing needs from the dialog box  
    Dim dNeeds(7) As Double  
    For i = 1 To 7  
        dNeeds(i) = Needs(i - 1).Text  
    Next i  
  
    ' Create the LINGO environment object  
    Dim pLINGO As Long  
    pLINGO = LScreateEnvLng()  
    If pLINGO = 0 Then  
        MsgBox ("Unable to create LINGO Environment.")  
        GoTo FinalExit  
    End If  
  
    ' Open LINGO's log file  
    Dim nError As Long  
    nError = LSOpenLogFileLng(pLINGO, "\LINGO.log")  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' Pass memory transfer pointers to LINGO  
    Dim dStart(7) As Double, dOnDuty(7) As Double  
    Dim dTotal As Double, dStatus As Double  
  
    ' @POINTER(1)  
    nError = LSsetPointerLng(pLINGO, dNeeds(1), nPointersNow)  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' @POINTER(2)  
    nError = LSsetPointerLng(pLINGO, dStart(1), nPointersNow)  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' @POINTER(3)  
    nError = LSsetPointerLng(pLINGO, dOnDuty(1), nPointersNow)  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' @POINTER(4)  
    nError = LSsetPointerLng(pLINGO, dTotal, nPointersNow)  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' @POINTER(5)  
    nError = LSsetPointerLng(pLINGO, dStatus, nPointersNow)  
    If nError <> 0 Then GoTo ErrorExit  
  
    ' Build LINGO's command script (commands  
    ' are terminated with an ASCII 10  
    Dim cScript As String
```

```

' Causes LINGO to echo input
  cScript = "SET ECHOIN 1" & Chr(10)

' Read in the model file
  cScript = cScript & _
    "TAKE \LINGO9\SAMPLES\STAFFPTR.LNG" & Chr(10)

' Solve the model
  cScript = cScript & "GO" & Chr(10)

' Quit LINGO DLL
  cScript = cScript & "QUIT" & Chr(10)

' Mark end of script with a null byte
  cScript = cScript & Chr(0)

' Run the script
  dStatus = -1#
  nError = LSexecuteScriptLng(pLINGO, cScript)

' Close the log file
  LScloseLogFileLng (pLINGO)

' Problems?
  If nError > 0 Or dStatus <> 0 Then
    MsgBox ("Unable to solve!")
    GoTo ErrorExit
  End If

' Place Start values in dialog box
  For i = 1 To 7
    Start(i - 1).Caption = dStart(i)
  Next i

' Place On Duty values in dialog box
  For i = 1 To 7
    OnDuty(i - 1).Caption = dOnDuty(i)
  Next i

' Put Total staffing in dialog box
  Total.Caption = dTotal

  LSdeleteEnvLng (pLINGO)
  GoTo FinalExit:

ErrorExit:

  MsgBox ("LINGO Error Code: " & nError&)
  LSdeleteEnvLng (pLINGO)

FinalExit:

End Sub

```

The first section of the *Solve_Click* procedure is straightforward and deals with extracting the user's staffing requirements from the dialog box. Note that the data is stored in a double precision array, rather than as integers. This is because these values will be passed to LINGO, which only passes values in double precision format.

The first call to LINGO creates the LINGO environment object with the following code:

```
' Create the LINGO environment object
Dim pLINGO As Long
pLINGO = LScrtEnvLng()
If pLINGO = 0 Then
    MsgBox ("Unable to create LINGO Environment.")
    GoTo FinalExit
End If
```

Next, a log file for LINGO is established with the call:

```
' Open LINGO's log file
Dim nError As Long
nError = LSopenLogFileLng(pLINGO, "\LINGO.log")
If nError <> 0 Then GoTo ErrorExit
```

As mentioned above, opening a log file for LINGO is good practice, at least when you're debugging the application. If something should go wrong, the log file will generally contain a helpful clue.

The next step is to pass LINGO the physical addresses it will use to resolve the *@POINTER()* function references used in the data section of the model (refer to the *Staff Scheduling Example Using the LINGO DLL* section above for more details). This is done as follows:

```
' Pass memory transfer pointers to LINGO
Dim dStart(7) As Double, dOnDuty(7) As Double
Dim dTotal As Double, dStatus As Double

' @POINTER(1)
nError = LSsetPointerLng(pLINGO, dNeeds(1), nPointersNow)
If nError <> 0 Then GoTo ErrorExit

' @POINTER(2)
nError = LSsetPointerLng(pLINGO, dStart(1), nPointersNow)
If nError <> 0 Then GoTo ErrorExit

' @POINTER(3)
nError = LSsetPointerLng(pLINGO, dOnDuty(1), nPointersNow)
If nError <> 0 Then GoTo ErrorExit

' @POINTER(4)
nError = LSsetPointerLng(pLINGO, dTotal, nPointersNow)
If nError <> 0 Then GoTo ErrorExit

' @POINTER(5)
nError = LSsetPointerLng(pLINGO, dStatus, nPointersNow)
If nError <> 0 Then GoTo ErrorExit
```

In summary, when LINGO is called to solve the model, the staffing needs are passed to LINGO in the *dNeeds* array via the *@POINTER(1)* reference. Solution information is passed from LINGO back to the application in the *dStart*, *dOnDuty*, *dTotal*, and *dStatus* structures via *@POINTER()* references 2 through 5, respectively. If any of this is unfamiliar, review *The @POINTER() Function* section under the *Staff Scheduling Example Using the LINGO DLL* section above.

Next, the following code is used to build the command script:

```
' Build LINGO's command script (commands
' are terminated with an ASCII 10
  Dim cScript As String

' Causes LINGO to echo input
  cScript = "SET ECHOIN 1" & Chr(10)

' Read in the model file
  cScript = cScript & _
    "TAKE \LINGO9\SAMPLES\STAFFPTR.LNG" & Chr(10)

' Solve the model
  cScript = cScript & "GO" & Chr(10)

' Quit LINGO DLL
  cScript = cScript & "QUIT" & Chr(10)

' Mark end of script with a null byte
  cScript = cScript & Chr(0)
```

The script consists of four commands, which are each terminated with a new line character (ASCII 10). The end of the script is terminated with a *NULL* character (ASCII 0). These commands and their functions are:

Command	Function
SET ECHOIN 1	Causes LINGO to echo input to the log file. This is a useful feature while building and debugging an application.
TAKE	Loads the model from a disk file. The <i>TAKE</i> command may be used to load model files, as in this example. It may also be used to run nested command scripts contained in files.
GO	Calls the solver to optimize the model.
QUIT	Closes down LINGO's script processor and returns control to the calling application.

At this point, the script is ready to be passed off to LINGO for processing with the following call:

```
' Run the script
  dStatus = -1#
  nError = LSexecuteScriptLng(pLINGO, cScript)
```

Note that *dStatus* is initialized to -1. LINGO returns the model status through memory transfer location number 5 (i.e., *@POINTER(5)*) to the *dStatus* variable. LINGO will only return a status value, if it was able to solve the model. If an unexpected error were to occur, LINGO might not ever reach the solution phase. In that case, *dStatus* would never be set. Initializing *dStatus* to a negative value tests for this situation. Given that LINGO returns only *non-negative* status codes, a *negative* status code would indicate a problem. This method of error trapping is effective, but not particularly elegant. Another method that involves specifying an error callback routine is demonstrated below.

Now, LINGO's log file may be closed down by calling *LScloseLogFileLng()*:

```
' Close the log file
  LScloseLogFileLng (pLINGO)
```

Next, the following code tests to see if LINGO was able to find an optimal solution:

```
' Problems?
  If nError > 0 Or dStatus <> 0 Then
    MsgBox ("Unable to solve!")
    GoTo ErrorExit
  End If
```

Note that the code returned in *nError* pertains only to the mechanical execution of the script processor. It has nothing to do with the status of the model's solution, which is returned in *dStatus* via the use of the *@POINTER()* and *@STATUS()* functions (see the *Staff Scheduling Example Using the LINGO DLL* section above). A model may actually be infeasible or unbounded, and the error code returned by *LSEXECUTESCRIPTLINGO()* will give no indication. Thus, it is important to add a mechanism to return a solution's status to the calling application, as done here with the *@STATUS()* -> *@POINTER(5)* -> *dStatus* link. The end result in the sample code is that "Unable to solve" is printed if either error condition occurs. A more user-friendly application would offer more specific information regarding the error condition.

As a final step, in order to avoid a memory leak in the application, remember to free up LINGO's environment when through:

```
LSdeleteEnvLng (pLINGO)
GoTo FinalExit:
```

If everything has been entered correctly, you should now be able to run the project.

Callback Functions

In many instances, solving a model can be a lengthy operation. Given this, it may be useful to provide some device to keep the user posted as to the progress of the optimization. The standard interactive version of LINGO displays a status window showing the iteration count, objective value, and various other model statistics each time the solver is invoked. In addition, the user has the ability to interrupt the solver by clicking on a button in the status window. You can provide similar functionality to users through the LINGO DLL by supplying LINGO with a *callback function*—so named because the code calls the LINGO solver, and the LINGO solver then *calls back* to the supplied callback routine.

In the next section, the calling sequences used in establishing a callback function are discussed. After that, there are sample callback routines to the Visual C++ and Visual Basic staff scheduling examples illustrated above.

Specifying a Callback Function

To specify a callback function, the LINGO exported routine *LSsetCallbackSolverLng()* needs to be called before calling LINGO's script processor. The callback function will be called frequently by the LINGO solver.

You will recall from above the calling sequence for *LSsetCallbackSolverLng*:

```
int LSsetCallbackSolverLng( pLSenvLINGO pL, lngCBFuncError_t pcbf, void*
pUserData)
```

Arguments:

pL Pointer to a LINGO environment created by a previous call to *LScreateEnvLng()*.

pcbf Pointer to your callback routine.

pUserData This is a user specified pointer. You may use it to point to any data you might need to reference from your callback function. LINGO merely passes the value of this pointer through to your callback function. You may set this pointer to *NULL* if it is not required.

Return Value:

Returns 0 if no error occurred. Otherwise, it returns one of the nonzero error codes listed below in the section *LINGO DLL Error Codes*.

The callback function must use the standard call convention and must have the following interface:

```
int MySolverCallback( pLSenvLINGO pL, int nReserved, void* pUserData);
```

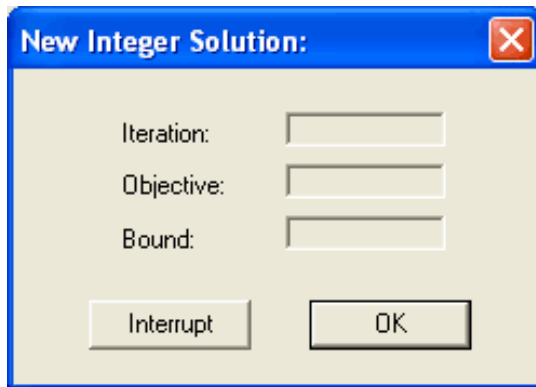
Your computer will most likely crash if this interface specification is not followed *exactly*. The *nReserved* argument is reserved for future use and may be ignored.

Once the callback function has control, information regarding the solver's status can be retrieved from LINGO using the *LSgetCallbackInfoLng()* function. See the section *Functions Exported by the LINGO DLL* above for more information on the *LSgetCallbackInfoLng()* interface.

A Visual C++ Callback Function

We will now extend the Visual C++ staffing example presented above by introducing a callback function. The callback function in this example will post a small dialog box each time the solver finds a better integer solution. The dialog box will display the solver's iteration count, the objective value for the new solution, the bound on the objective, and also include a button to allow the user to interrupt the solver if they desire. You can find the complete project for this sample in the directory *LINGO9\Programming Samples\VC++\STAFF2*.

The first step is to design the dialog box that we will post whenever a new integer solution is found. Here is a look at the dialog box for this example:



The box has three edit fields for the iterations, objective, and bound. There are two buttons—one to interrupt the solver and the other to clear the dialog box.

The next step is to use the ClassWizard to attach a handler class to the new dialog box. This class was named *CNewIPDlg*. When a class has been attached to the dialog box, then the ClassWizard must be used to assign member variables to handle the *Iterations*, *Objective*, and *Bound* edit fields. Once this is done, the header file for the dialog box will resemble:

```
// NewIPDlg.h : header file
//

////////////////////////////////////
// CNewIPDlg dialog

class CNewIPDlg : public CDialog
{
// Construction
public:
    CNewIPDlg(CWnd* pParent = NULL);    // standard constructor

// Dialog Data
    //{AFX_DATA(CNewIPDlg)
    enum { IDD = IDD_NEW_IP_SOLUTION };
    CString    m_csBound;
    CString    m_csIteration;
    CString    m_csObjective;
    //}AFX_DATA

// Overrides
    // ClassWizard generated virtual function overrides
    //{AFX_VIRTUAL(CNewIPDlg)
    protected:
    virtual void DoDataExchange(CDataExchange* pDX);
    //}AFX_VIRTUAL

// Implementation
protected:

// Generated message map functions
    //{AFX_MSG(CNewIPDlg)
    // NOTE: the ClassWizard will add member functions here
    //}AFX_MSG
    DECLARE_MESSAGE_MAP()
};
```

Callback Dialog Header File (NewIPDlg.h)

Here is the code to handle events from the new dialog box:

```
// NewIPDlg.h : header file
//

/////////////////////////////////////////////////////////////////
// CNewIPDlg dialog

class CNewIPDlg : public CDialog
{
// Construction
public:
    CNewIPDlg(CWnd* pParent = NULL);    // standard constructor

// Dialog Data
    //{AFX_DATA(CNewIPDlg)
    enum { IDD = IDD_NEW_IP_SOLUTION };
    CString    m_csBound;
    CString    m_csIteration;
    CString    m_csObjective;
    //}AFX_DATA

// Overrides
    // ClassWizard generated virtual function overrides
    //{AFX_VIRTUAL(CNewIPDlg) protected:
    virtual void DoDataExchange(CDataExchange* pDX);
    //}AFX_VIRTUAL

// Implementation
protected:

    // Generated message map functions
    //{AFX_MSG(CNewIPDlg)
    // NOTE: the ClassWizard will add member functions here
    //}AFX_MSG
    DECLARE_MESSAGE_MAP()
};
```

Callback Dialog Handler (NewIPDlg.cpp)

The code in these two files was entirely generated by the ClassWizard, requiring no actual user input.

Next, the code for the callback function must be added. Here is a copy of the global routine that was added for this purpose:

```

int __stdcall MyCallback( void* pModel, int nReserved,
    void* pUserData)
{
    // Callback function called by the LINGO solver
    //
    // return value: >= 0 if solver is to continue, else < 0 to interrupt

    // Get current best IP
    int nErr;
    double dBestIP;
    nErr = LSgetCallbackInfoLng( pModel,
        LS_DINFO_MIP_BEST_OBJECTIVE_LNG, &dBestIP);
    if ( nErr) return( 0);

    // Get best IP value published in dialog box
    double* pdBestIPShown = (double*) pUserData;

    // Is current better than incumbent?
    if ( dBestIP < *pdBestIPShown)
    {
        // Yes ... save its value
        *pdBestIPShown = dBestIP;

        // Get iteration count from LINGO

        int nIterations;
        LSgetCallbackInfoLng( pModel, LS_IINFO_ITERATIONS_LNG,
            &nIterations);

        // Get bound on solution
        double dBound;
        LSgetCallbackInfoLng( pModel, LS_DINFO_MIP_BOUND_LNG, &dBound);

        // Create a dialog to show the current solution value
        CNewIPDlg dlgNewIP;

        // Initialize the fields of the dialog
        dlgNewIP.m_csIteration.Format( "%d", nIterations);
        dlgNewIP.m_csObjective.Format( "%d", (int) dBestIP);
        dlgNewIP.m_csBound.Format( "%d", (int) dBound);

        // Post the dialog and check for a user interrupt
        if ( dlgNewIP.DoModal() == IDCANCEL) return( -1);
    }

    return( 0);
}

```

Callback Routine

Of course, this routine has the same interface that was described in the previous section:

```
int __stdcall MySolverCallback( pLSenvLINGO pL, int nReserved, void* pUserData)
```

The following code uses the *LSgetCallbackInfo* routine to get the value of the current best integer solution:

```
// Get current best IP
int nErr;
double dBestIP;
nErr = LSgetCallbackInfoLng( pModel,
    LS_DINFO_MIP_BEST_OBJECTIVE_LNG, &dBestIP);
if ( nErr) return( 0);
```

The constant, *LS_DINFO_MIP_BEST_OBJECTIVE*, is defined in the *LINGD80.H* header file.

We then get the value for the best integer solution that we have currently posted in the dialog box with the statement:

```
// Get best IP value published in dialog box
double* pdBestIPShown = (double*)pUserData;
```

Note that this statement references the user data pointer, *pUserData*. This pointer is passed to LINGO when the callback function is established, and it is useful as a means of accessing the data from within the callback function. In this particular case, a single variable is being pointed to. If needed, the pointer could reference a large data structure containing whatever data desired.

Next, test to see if the latest integer solution is better than the incumbent solution with the statement:

```
// Is current better than incumbent?
if ( dBestIP < *pdBestIPShown)
```

If the new solution is better, then we get additional information from LINGO on the iteration count and solution bound. Also, an instance of the callback dialog box to display the latest information in is created with the line:

```
// Create a dialog to show the current solution value
CNewIPDlg dlgNewIP;
```

The new data is then loaded into the fields of the dialog box:

```
// Initialize the fields of the dialog
dlgNewIP.m_csIteration.Format( "%d", nIterations);
dlgNewIP.m_csObjective.Format( "%d", (int) dBestIP);
dlgNewIP.m_csBound.Format( "%d", (int) dBound);
```

As the final step in this callback routine, we display the dialog box, and if the user hits the interrupt button we return a *-1*, indicating that the solver should stop and return with the best answer found so far:

```
// Post the dialog and check for a user interrupt
if ( dlgNewIP.DoModal() == IDCANCEL) return( -1);
```

At this point, there is one more piece of code to add. We must make a call to the *LSsetCallbackSolverLng()* routine to pass LINGO a pointer to our callback routine. A good place to do this is right after creating the LINGO environment in the *OnSolve()* handler code for our *Solve* button. The changes are listed below in bold type:

```
// create the LINGO environment object
pLSenvLINGO pLINGO;
pLINGO = LScreateEnvLng();
if ( !pLINGO)
{
    AfxMessageBox("Unable to create LINGO Environment");
    return;
}

// Pass LINGO a pointer to our callback function
nError = LSsetCallbackSolverLng( pLINGO, &MyCallback,
&dBestIPShown);
if ( nError) goto ErrorExit;

// Open LINGO's log file
nError = LSopenLogFileLng( pLINGO, "\\LINGO.log");
if ( nError) goto ErrorExit;
```

A Visual Basic Callback Function

We will now extend the Visual Basic staffing example presented above by introducing a callback function. The callback function in this example will post a small dialog box each time the solver finds a better integer solution. The dialog box will display the solver's iteration count, the objective value for the new solution, and the bound on the objective. You can find the complete project for this sample in the directory *LINGO9\Programming Samples\VBasic\STAFF2*.

First, we need to construct a callback function and place it in a separate Module file (.bas file). Here are the contents of the callback function file *Module1.bas*:

```
Public Function MySolverCallback(ByVal pModel As Long, _
    ByVal nReserved As Long, ByRef dBestIP As Double) As Long

    ' Callback function called by the LINGO DLL
    ' during model solution.
    '
    ' Return value: >= 0 if solver is to continue,
    ' else < 0 to interrupt the solver
    Dim nReturnVal As Long
    nReturnVal = 0

    ' Get current best IP
    Dim dObj As Double
    Dim nError As Long
    nError = LSgetCallbackInfoDoubleLng(pModel, _
        LS_DINFO_MIP_BEST_OBJECTIVE_LNG, dObj)

    ' Check for any error
    If (nError = LSERR_NO_ERROR_LNG) Then

        ' Is it better than the best one displayed so far?
        If (dObj < dBestIP) Then

            ' Yes ... display this solution

            ' Save the new best objective value
            dBestIP = dObj

            ' Get the iteration count from LINGO
            Dim nIterations As Long
            nResult = LSgetCallbackInfoLongLng(pModel, _
                LS_IINFO_ITERATIONS_LNG, nIterations)

            ' Get the objective bound from LINGO
            Dim dBound As Double
            nResult = LSgetCallbackInfoDoubleLng(pModel, _
                LS_DINFO_MIP_BOUND_LNG, dBound)

            ' Display the information in a dialog box
            Dim nButtonPressed
            Dim cMessage As String
            cMessage = "Objective:" + Str(dBestIP) _
                + Chr(10) + "Bound:" + Str(dBound) _
                + Chr(10) + "Iterations:" + Str(nIterations)
            nButtonPressed = MsgBox(cMessage, vbOKCancel)
            If (nButtonPressed = vbCancel) Then
                nReturnVal = -1
            End If

        End If
    End If

    MySolverCallback = nReturnVal
End Function
```

VB Callback Module (Module1.bas)

Note: A VB callback function must be placed in a Module file (.bas file). The callback function will not work if it is placed in a Forms file (.frm file). Also, the callback function and the module file must have different names. If the module file has the same name as the callback function, then the VB *AddressOf* operator will not be able to return the address of the callback function.

You will recall from the section *Specifying a Callback Function* above that the callback routine must use the following calling sequence:

```
int __stdcall MySolverCallback(pLSenvLINGO pL, int nReserved, void* pUserData)
```

An equivalent function definition using VB code is:

```
Public Function MySolverCallback(ByVal pModel As Long, _
    ByVal nReserved As Long, ByRef dBestIP As Double) As Long
```

VB uses the standard call (*__stdcall*) convention by default, so we need not specify this explicitly.

We will make use of the user data pointer to pass the value of the best objective displayed so far in the *dBestIP* argument. This variable will hold the objective value of the best integer solution found so far. We compare each new objective value to the best one found so far. If the latest is an improvement over the incumbent, then we display a dialog box summarizing the new solution.

The following code uses the *LSgetCallbackInfo* routine to get the value of the current best integer solution:

```
' Get current best IP
Dim dObj As Double
Dim nError As Long
nError = LSgetCallbackInfoDoubleLng(pModel, _
    LS_DINFO_MIP_BEST_OBJECTIVE_LNG, dObj)
```

In the VB header file for LINGO (*LINGD80.BAS*), we created two aliases for the *LSgetCallbackInfoLng()* function: *LSgetCallbackInfoDoubleLng()* and *LSgetCallbackInfoLongLng()*. These were for retrieving, respectively, *double* and *long* data from LINGO. This is required due to VB not supporting the void data type found in C. We use *LSgetCallbackInfoDoubleLng()* to retrieve the objective value given that it is a double precision quantity.

Next, we check for any errors in retrieving the objective value. If none occurred, we check to see if the latest objective is better than the incumbent:

```
' Check for any error
If (nError = LSERR_NO_ERROR_LNG) Then

' Is it better than the best one displayed so far?
If (dObj < dBestIP) Then
```

If the new objective is better than the incumbent, then we save the new objective value, and retrieve the iteration count and objective bound:

```
' Save the new best objective value
    dBestIP = dObj

' Get the iteration count from LINGO
    Dim nIterations As Long
    nResult = LSgetCallbackInfoLongLng(pModel, _
        LS_IINFO_ITERATIONS_LNG, nIterations)

' Get the objective bound from LINGO
    Dim dBound As Double
    nResult = LSgetCallbackInfoDoubleLng(pModel, _
        LS_DINFO_MIP_BOUND_LNG, dBound)
```

We post a summary of the new solution in a dialog box:

```
' Display the information in a dialog box
    Dim nButtonPressed
    Dim cMessage As String
    cMessage = "Objective:" + Str(dBestIP) _
        + Chr(10) + "Bound:" + Str(dBound) _
        + Chr(10) + "Iterations:" + Str(nIterations)
    nButtonPressed = MsgBox(cMessage, vbOKCancel)
```

If the user pressed the *Cancel* button, as opposed to the *OK* button, then we set the return value to -1 before returning, which will cause the LINGO solver to interrupt:

```
        If (nButtonPressed = vbCancel) Then
            nReturnVal = -1
        End If

    End If
End If

MySolverCallback = nReturnVal

End Function
```

At this point, there is one more piece of code to add. We must make a call to the *LssetCallbackSolverLng()* routine to pass LINGO a pointer to our callback routine. This is accomplished at the start of the *Solve* button handler routine with the call:

```
' Pass LINGO a pointer to the callback routine
    Dim nError As Long
    Dim dBestObj As Double
    dBestObj = 1E+30
    nError = LSsetCallbackSolverLng(pLINGO, _
        AddressOf MySolverCallback, dBestObj)
```

Note the use of the VB *AddressOf* operator in the call to *LSsetCallbackSolverLng()*. This operator may be used only in function calls to pass the address of routines contained in module files.

Note: The *AddressOf* operator was added to VB starting with release 5.0. Thus, earlier releases of VB won't be able to exploit the callback feature in LINGO. Also, Visual Basic for Applications (VBA), the VB macro capability supplied with Microsoft Office, *does not* support the *AddressOf* operator. Thus, VBA applications calling LINGO will also not be able to establish callback routines.

Summary

The LINGO DLL has a very simple structure. You need only acquaint yourself with a handful of functions in order to access the DLL and add the power of the LINGO solver to your applications.

We've given brief examples on calling the DLL from Visual Basic and Visual C++. Additional examples are provided in the *Programming Samples*. Application developers working in other environments should be able to access the LINGO DLL in a fashion similar to the examples given here.

Finally, keep in mind that any application you build that makes use of the LINGO DLL is protected under the LINGO License Agreement. Thus, you may not distribute such applications without explicit permission from LINDO Systems. If you would like to make arrangements for distributing your application, please feel free to contact LINDO Systems regarding available runtime licensing arrangements.

User Defined Functions

The *@USER* function allows the use of custom functions of your own design in LINGO. In Windows versions of LINGO, you provide a 32-bit Dynamic Link Library (DLL) that contains your *@USER* function. Most programming languages that support Windows should allow you to build a DLL. For platforms other than Windows, you provide LINGO with a compiled C or FORTRAN subroutine containing your *@USER* function.

From the perspective of a LINGO modeler, an *@USER* function is a function that can take any number of arguments, but must take at least one. It returns a result calculated by the user-written routine.

From the perspective of the programmer writing the custom function, an *@USER* function takes only two input arguments and returns a single result. The two input arguments consist of:

1. an integer specifying the number of arguments encountered in the *@USER* reference in the LINGO model, and
2. a vector containing the values of the arguments in the order that they were encountered in the *@USER* reference in double precision format (i.e., an 8 byte floating point format).

In other words, although to the LINGO modeler an *@USER* function can appear to take any number of arguments, to the programmer implementing the *@USER* function, only two input arguments are passed.

It is possible to use multiple functions with *@USER* by writing and compiling each function as a separate subroutine and taking an argument to *@USER* as the index number of the subroutine that you want to branch to.

Installing @USER Under Windows

When LINGO for Windows starts up, it searches for the DLL file called *MYUSER.DLL*. LINGO searches for this file in your *working directory* first. If nothing is found in your working directory, LINGO then searches the *startup directory*. The working directory is the directory where you store your LINGO files. The startup directory is the directory where you installed the LINGO program. If LINGO finds *MYUSER.DLL*, it loads the DLL into memory and calls the exported *MYUSER* routine every time a model references an @USER function.

On platforms other than Windows, you must link a compiled FORTRAN or C subroutine with the LINGO libraries in order to provide a customized @USER function. Refer to the *README* file for your version of LINGO for technical information on how to link your custom routines with LINGO.

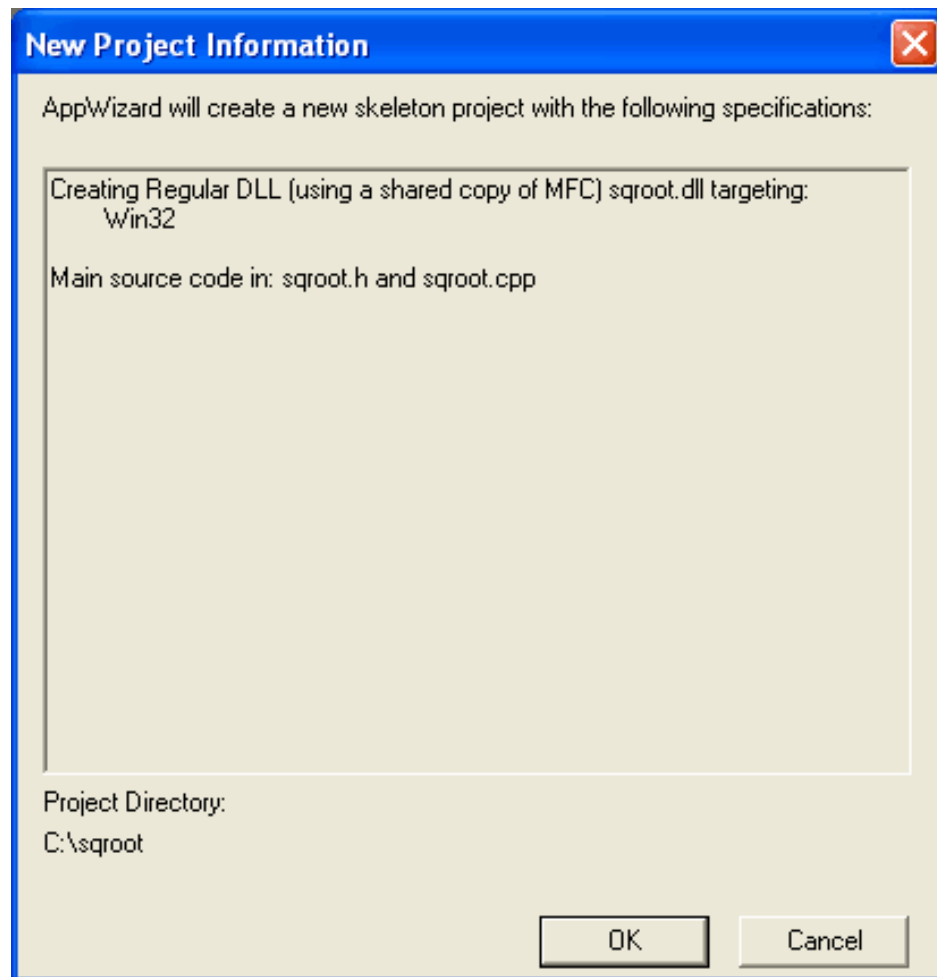
In the following section, we illustrate the details of building such a DLL using Microsoft Visual C++.

Visual C++ Example

In this section, we will use Microsoft Visual C/C++ to create a 32-bit DLL that contains an @USER function to perform the square root function. This is very easy to do if we make use of the AppWizard in Visual C++ to build the base code for the DLL. Or, you will find the code for this example in the *USER\VC++* subdirectory off of your main LINGO directory. To build the base code, start the Visual C++ Developer Studio and do the following:

1. Issue the *File|New* command.
 2. You should now see a *New* dialog box. Select the *Project Workspace* options and then click *OK*.
 3. You will now see a *New Project Workspace* dialog box. Give the project the name *sqroot*. In the *Type* box, select the *MFC AppWizard (dll)* option. Click on the *Create* button.
 4. A new *MFC AppWizard* dialog box should appear. Simply click on the *Finish* button.
-

5. You should now see a *New Project Information* box containing a summary of the options selected for your project that resembles:



Click the *OK* button to finish creating the base code for our DLL.

Now, edit the *SQROOT.CPP* file and add the modifications listed below in bold:

```
// sqroot.cpp : Defines the initialization
// routines for the DLL.
//

#include "stdafx.h"
#include "sqroot.h"

#ifdef _DEBUG
#define new DEBUG_NEW
#undef THIS_FILE
static char THIS_FILE[] = __FILE__;
#endif

////////////////////////////////////
// CSqrootApp

BEGIN_MESSAGE_MAP(CSqrootApp, CWinApp)
    //{AFX_MSG_MAP(CSqrootApp)
    //NOTE-the ClassWizard will add and
    // remove mapping macros here.
    // DO NOT EDIT what you see in these
    // blocks of generated code!
    //}AFX_MSG_MAP
END_MESSAGE_MAP()

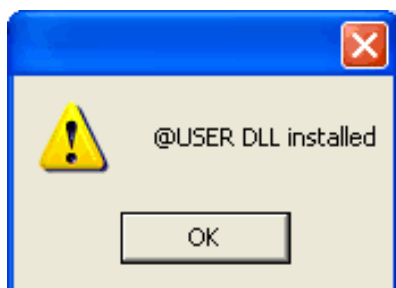
CSqrootApp::CSqrootApp()
{
    // The constructor

    // Remove next line for a "quiet" version
    // of MyUser.DLL
    AfxMessageBox("@USER DLL installed");
}

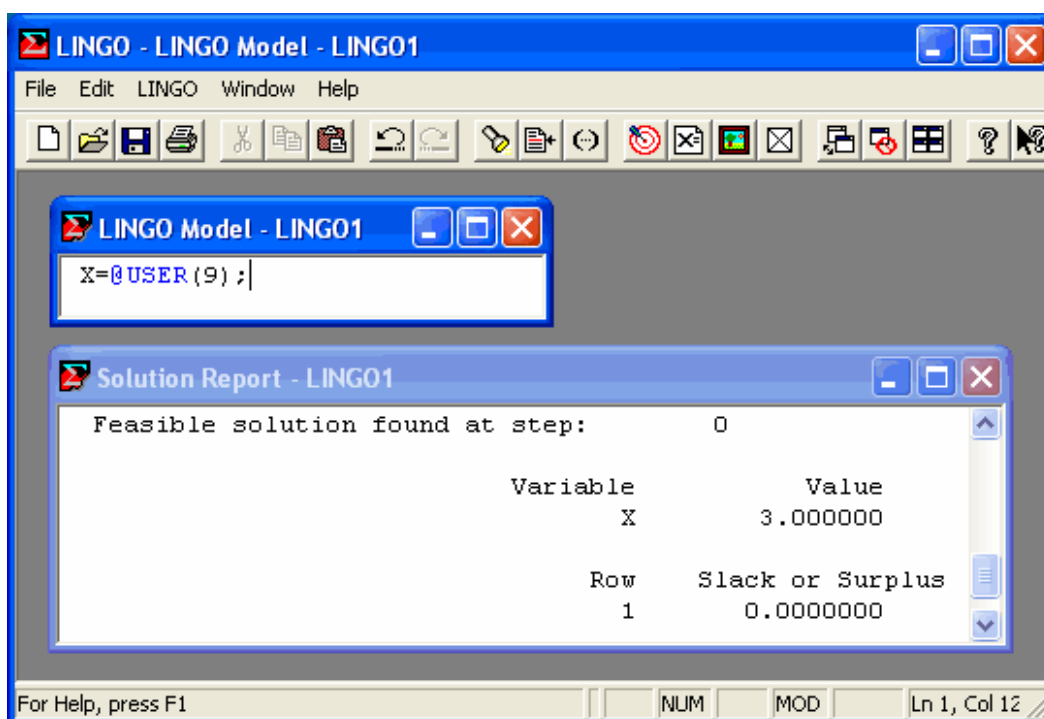
CSqrootApp theApp;
#include <math.h>
extern "C" __declspec(dllexport)
void MyUser(int* pnNumberOfArgs,
double* pdArgs, double* dResult)
{
    // This is an @USER routine callable by LINGO. In
    // this particular case we simply take the
    // square root of the first argument.
    *dResult = sqrt(*pdArgs);
}
}
```

File: SQROOT.CPP

You should now be able to build the DLL. When Visual C++ completes the build, copy the *SQROOT.DLL* file to LINGO's startup directory (the one where *LINGO90.EXE* is located) and rename *SQROOT.DLL* to be *MYUSER.DLL*. Now, start LINGO and you should see the following dialog box confirming the DLL was successfully loaded:



Input a small model to compute the square root of 9 and solve it to get the following results:



If you don't have a copy of Visual C++, you may experiment with this *@USER* routine by copying the DLL supplied with LINGO into your LINGO startup directory. You can find the *SQROOT.DLL* file in the *USER\VC++* subdirectory off the main LINGO directory.

12 *Developing More Advanced Models*

In this chapter, we will walk through the development of models in a handful of different application areas. The goal here is twofold. On the one hand, walking through a number of different models should help hone your skills at building LINGO models. Secondly, by applying LINGO to an array of different application areas, we hope to illustrate the potential benefits of mathematical modeling in almost any business situation. Below is a list of the application areas we will be touching upon in this chapter:

- ◆ Production Management
- ◆ Logistics
- ◆ Finance
- ◆ Queuing
- ◆ Marketing

The reader interested in additional examples of LINGO modeling should refer to *Optimization Modeling with LINGO*, by Linus Schrage, published by LINDO Systems. This book contains an exhaustive set of modeling examples from a wide array of application areas. In many cases, you should be able to find a model that will suit your needs with only modest modifications. Interested readers may also refer to Appendix A, *Additional Examples of LINGO Modeling*, to find additional samples of LINGO models.

Production Management Models

Blending Model

Model Name: Blend

Background

In blending problems, two or more raw materials are to be blended into one or more finished goods satisfying one or more quality requirements on the finished goods. Blending problems are of interest in a number of different fields. Some examples include determining an optimal blend for animal feed, finding the least costly mix of ores that produce an alloy with specified characteristics, or deciding on the most efficient combination of advertising media purchases to reach target audience percentages.

The Problem in Words

As a production manager at a fuel processing plant, you would like to maximize profit from blending the raw materials butane, catalytic reformat, and naphtha into the two finished products Regular and Premium. These final products must satisfy quality requirements on octane, vapor pressure, and volatility. Each raw material has a known limited availability and cost per unit. You know the minimum required for each finished good, the maximum you will be able to sell, and the profit contribution per unit.

The Model

```
MODEL:
  TITLE    BLEND;
  SETS:
    !Each raw material has an availability
      and cost/unit;
    RAWMAT/ BUTANE, CATREF, NAPHTHA/: AVAIL, COST;

    !Each finished good has a min required,
      max sellable, selling price,
      and batch size to be determined;
    FINGOOD/ REGULAR, PREMIUM/:
      MINREQ, MAXSELL, PRICE, BATCH;

    !Here is the set of quality measures;
    QUALMES/ OCTANE, VAPOR, VOLATILITY/;

    !For each combo of raw material and
      quality measure there is a quality
      level;
    RXQ(RAWMAT, QUALMES): QLEVEL;

    !For each combination of quality
      measure and finished good there are
      upper and lower limits on quality,
      and a slack on upper quality to be
      determined;
    QXF(QUALMES, FINGOOD):
      QUP, QLOW, QSLACK;
```

```

    !For each combination of raw material
      and finished good there is an amount
        of raw material used to be solved for;
    RXF(RAWMAT, FINGOOD): USED;
  ENDSETS

DATA:
!Raw material availability;
  AVAIL = 1000, 4000, 5000;

!Raw material costs;
  COST = 7.3, 18.2, 12.5;

!Quality parameters of raw
  materials;
  QLEVEL = 120,    60, 105,
           100,    2.6, 3,
           74,    4.1, 12;

!Limits on finished goods;
  MINREQ = 4000, 2000;
  MAXSELL = 8000, 6000;

!Finished goods prices;
  PRICE = 18.4, 22;

!Upper and lower limits on
  quality for each finished good;
  QUP = 110, 110,
        11, 11,
        25, 25;
  QLOW = 90, 95,
        8, 8,
        17, 17;
ENDDATA

!Subject to raw material availability;
@FOR(RAWMAT(R):
  [RMLIM] @SUM(FINGOOD(F): USED(R, F))
    <= AVAIL(R);
);

@FOR(FINGOOD(F):

  !Batch size computation;
  [BATCOMP] BATCH(F) =
    @SUM(RAWMAT(R): USED(R, F));

  !Batch size limits;
  @BND(MINREQ, BATCH, MAXSELL);

  !Quality restrictions for each
    quality measure;
  @FOR(QUALMES(Q):
    [QRESUP] @SUM(RAWMAT(R):
      QLEVEL(R, Q) * USED(R, F))
      + QSLACK(Q, F) = QUP(Q, F) *
        BATCH(F);

```

```
[QRESDN] QSLACK(Q, F) <=
    (QUP(Q, F) - QLOW(Q, F)) *
    BATCH(F);

);
);
! We want to maximize the profit contribution;
[OBJECTIVE] MAX =
    @SUM(FINGOOD: PRICE * BATCH) -
    @SUM(RAWMAT(R): COST(R) *
        @SUM(FINGOOD(F): USED(R, F)));
END
```

Model: BLEND

The Sets

We have three primitive sets in this model — raw materials (*RAWMAT*), finished goods (*FINGOOD*), and quality measures (*QUALMES*).

From these three primitive sets, we create three derived sets.

The first derived set, *RXQ*, is a dense derived set and is a cross on the raw materials set and the quality measures set. We need this derived set in order to define an attribute to hold the quality values for the raw materials.

The second derived set, *QXF*, is a cross on the quality measures and the finished goods. We need this set because we will be concerned with the levels of the quality measures in the finished goods.

The final derived set, *RXF*, is a cross on the raw materials and finished goods. We need this set because we need to compute the amount of raw material used in each finished good.

The Variables

The primary variable that drives this model is the amount of each raw material used in each finished good (*USED*). We have also added two other variables for computation purposes. First, there is the *BATCH* variable, which is used to compute the batch size of each finished good. There is also the *QSLACK* variable, which computes the slack on the upper quality limit for each finished good and each quality measure.

The Objective

The objective in this model is to maximize the total profit contribution. This is computed using the following expression:

```
[OBJECTIVE] MAX =
    @SUM(FINGOOD: PRICE * BATCH) -
    @SUM(RAWMAT(R): COST(R) *
        @SUM(FINGOOD(F): USED(R, F)));
```

Total profit, of course, is total revenue minus total expenses. Total revenue is the sum over the finished goods of the price of each finished good multiplied by the batch size of each finished good, or, in LINGO syntax:

```
@SUM(FINGOOD: PRICE * BATCH)
```

Total expenses are computed by taking the sum over the raw materials of the price of the raw material multiplied by the amount of each raw material used. This is computed with the expression:

```
@SUM(RAWMAT(R): COST(R) *
    @SUM(FINGOOD(F): USED(R, F))
```

The Constraints

There are four sets of constraints in this model. Two of them are merely computational.

This first computational set of constraints computes the batch size of each finished good with the following expression:

```
!Batch size computation;
[BATCOMP] BATCH(F) =
    @SUM(RAWMAT(R): USED(R, F));
```

In words, the batch size of finished good F is the sum of all the raw materials used in the production of the finished good.

The second set of computational constraints computes the slack on the upper quality limit for each finished good and each quality measure as follows:

```
[QRESUP] @SUM(RAWMAT(R):
    QLEVEL(R, Q) * USED(R, F))
    + QSLACK(Q, F) = QUP(Q, F) *
    BATCH(F);
```

In words, the actual quality level plus the slack on the upper quality level is equal to the upper quality level.

The first true constraint is on the finished products' batch sizes, which must fall within minimum and maximum levels. We use the *@BND* function to set this up as follows:

```
!Batch size limits;
@BND(MINREQ, BATCH, MAXSELL);
```

Note that we could have entered explicit constraints for the batch size limits, but the *@BND* function is more efficient at handling simple bounds on variables.

The final constraint forces the quality level of each finished good for each quality measure to fall within specifications. We do this with the following:

```
[QRESDN] QSLACK(Q, F) <=
    (QUP(Q, F) - QLOW(Q, F)) *
    BATCH(F);
```

In words, the slack must be less than the difference between the upper limit and the lower limit. If this were not true, quality would be beneath the lower limit. The fact that the slack variable cannot be negative guarantees we won't exceed the quality limit.

The Solution

Rounding all solution values to the nearest whole integer, total profit is \$44,905 with batch sizes of 4,000 Regular and 4,095 Premium. The following matrix shows the recommended quantities of each raw material to use in the Regular and Premium blends:

Raw Material	Regular	Premium
Butane	534	466
Catalytic Reformate	1,516	2,484
Naphtha	1,950	1,146

Material Requirements Planning

Model: MRP

Background

Material Requirements Planning, or MRP, is used to generate production schedules for the manufacture of complex products. MRP uses the demand schedule for a finished product, the lead times to produce the finished product, and all the various subcomponents that go into the finished product to work backwards and develop a detailed just-in-time production schedule that meets the demand schedule.

MRP's main focus is finding a feasible just-in-time production schedule to meet demand. MRP does not, however, attempt to optimize the production schedule to minimize total production costs. In many cases, the problems solved by MRP are so complex optimization would be prohibitive.

The Problem in Words

Suppose you are a manufacturer of human powered vehicles. You have a given schedule of demands for finished products over time. You need to know when and how many of each component, subcomponent, etc. is needed to meet demand.

Your final products are as follows:

1. Unicycles, made from a seat and a wheel,
2. Bicycles, made from a seat, two wheels, and a chain,
3. Tandems (bicycles built for two), made from two seats, two wheels, and two chains.

Each product is assembled from a set of components. Each component in turn may be assembled from other subcomponents. For simplicity and generality, we will refer to all products, components, and subcomponents as parts.

The subcomponents are as follows:

1. Seats,
2. Wheels, made from a hub and 36 spokes,
3. Chains, made from 84 links,
4. Hubs,
5. Spokes, and
6. Links.

It takes a certain amount of time, called the lead-time, to produce each batch of parts. The component parts for each part must be on hand when you begin production of a part.

The sales department has estimated demand for two months (eight weeks) in the future. According to their findings, there will be a demand for 10 unicycles in week eight, and 20 bicycles and 20 tandems in week nine.

The Model

```
MODEL:
! Data for this model is read from MRP.LDT;
SETS:
! The set of parts;
PART/ @FILE('MRP.LDT')/ : LT;
! LT(i) = Lead time to produce part i;

! The set of time periods;
TIME / @FILE('MRP.LDT')/;

!A relationship named USES between pairs of parts;
USES(PART, PART) / @FILE('MRP.LDT') / : NEEDS;
! Parent part i needs NEEDS(i, j) units of
  child part j;

!For each part & time period we're interested in;
PXT(PART, TIME): ED, TD;
!ED(i, j) = External demand for part i at time j;
!TD(i, j) = Total demand for part i at time j;
ENDSETS

!Set NP = no. of time periods in the problem;
NP = @SIZE(TIME);

!For each part P and period T, the total demand =
  external demand + demand generated by parents
  one lead time in the future;
@FOR(PXT(P, T) | T + LT(P) #LE# NP :
  TD(P, T) = ED(P, T + LT(P)) +
    @SUM(USES(P2, P): TD(P2, T + LT(P)) *
      NEEDS(P2, P));
);

DATA:
!Get parts needed in each parent child relation;
NEEDS = @FILE('MRP.LDT');

!Get the lead times from the file;
LT = @FILE('MRP.LDT');

!Get the external demands over time for each part;
ED = @FILE('MRP.LDT');

ENDDATA
END
```

Model: MRP

The Data

An interesting feature of this model is all of the data is imported from an external text file using the *@FILE* function (for more information on *@FILE*, see Chapter 8, *Interfacing with External Files*). More specifically, *@FILE* reads all the data from a single file, *MRP.LDT*, that is pictured below:

```
! Parts list;
  U, ! Unicycles;
  B, ! Bicycles;
  T, ! Tandems;
  S, ! Seats;
  W, ! Wheels;
  C, ! Chains;
  H, ! Hubs;
  P, ! sPokes;
  L~ ! Links;

! The set of periods;
1..9 ~

! The parent-child use relationships;
! (i.e., Unicycles use Seats, etc.);
U S, U W, B S, B W, B C, T S, T W,
T C, W H, W P, C L ~

! The number of child parts required;
! in each parent- child relationship;;
! respectively (i.e, Unicycles use 1;
! Seat, Wheels use 36 sPokes, etc.);
1, 1, 1, 2, 1, 2, 2, 2, 1, 36, 84~

! The lead times for each part;
1, 2, 1, 1, 3, 1, 1, 2, 2~

! The external demands or master schedule;
! Time period;
!
!   1  2  3  4  5  6  7  8  9;
! U;  0, 0, 0, 0, 0, 0, 0, 10, 0,
! B;  0, 0, 0, 0, 0, 0, 0, 0, 20,
! T;  0, 0, 0, 0, 0, 0, 0, 0, 20,
! S;  0, 0, 0, 0, 0, 0, 0, 0, 0,
! W;  0, 0, 0, 0, 0, 0, 0, 0, 0,
! C;  0, 0, 0, 0, 0, 0, 0, 0, 0,
! H;  0, 0, 0, 0, 0, 0, 0, 0, 0,
! P;  0, 0, 0, 0, 0, 0, 0, 0, 0,
! L;  0, 0, 0, 0, 0, 0, 0, 0, 0
```

File: MRP.LDT

You will recall the tilde (~) is LINGO's end-of-record mark. Whenever a tilde is encountered in a data file, LINGO stops reading input from the data file and begins reading where it left off in the model file.

The Sets

We have two primitive sets in this model—the component parts (*PARTS*) and the time periods (*TIME*). From these two primitive sets, we create two derived sets.

The first derived set, *USES*, is a dense derived set, and is a cross of the *PARTS* set on itself. We use this set to construct a data table, or input-output matrix (*NEEDS*), containing the parts usage data that tells us how many of the other parts are required to produce a given part.

The other derived set, *PXT*, is a cross on the parts and time periods sets. We need this set because we will be concerned with the demand for each part in each period and the amount of each part to begin producing in each period.

The Variables

The only unknown in this model is the total demand (*TD*) attribute, where $TD(p, t)$ is the total demand for product p in period t . Total demand stems from two sources—external demand (*ED*) from customers and internal demand for production requirements. We compute *TD* by incorporating the part's lead time. Thus, when *TD* is nonzero in a period, production must begin in that period.

The Formulas

The key computation in this model is:

```
! For each part P and period T, the total demand =  
  external demand + demand generated by parents  
  one lead time in the future;  
@FOR(PXT(P, T) | T + LT(P) #LE# NP:  
  TD(P, T) = ED(P, T + LT(P)) +  
    @SUM(USES(P2, P): TD(P2, T + LT(P)) *  
      NEEDS(P2, P));  
);
```

For each part in each time period, the amount of that part we must begin producing in the period is the amount we will need one lead time away to satisfy 1) external demand, and 2) internal production requirements. The subexpression that gives external demand is simply:

```
ED(P, T + LT(P))
```

The remainder of the expression:

```
@SUM(USES(P2, P): TD(P2, T + LT(P)) *  
  NEEDS(P2, P));
```

sums up the amount of the part needed for internal production of all other parts one lead time away. Note, we place a logical condition on the outer *@FOR* loop in this calculation (shown here in bold):

```
@FOR(PXT(P, T) | T + LT(P) #LE# NP:
```

Without this condition, the calculation would extend beyond the final period in the *TIME* set.

The Solution

Solving the model, we get the following nonzero values for TD :

Variable	Value
$TD(U, 7)$	10.00000
$TD(B, 7)$	20.00000
$TD(T, 8)$	20.00000
$TD(S, 6)$	30.00000
$TD(S, 7)$	40.00000
$TD(W, 4)$	50.00000
$TD(W, 5)$	40.00000
$TD(C, 6)$	20.00000
$TD(C, 7)$	40.00000
$TD(H, 3)$	50.00000
$TD(H, 4)$	40.00000
$TD(P, 2)$	1800.000
$TD(P, 3)$	1440.000
$TD(L, 4)$	1680.000
$TD(L, 5)$	3360.000

Solution: MRP

Putting this solution in tabular form, we get the following production schedule:

	2	3	4	5	6	7	8
Unicycles						10	
Bicycles						20	
Tandems							20
Seats					30	40	
Wheels			50	40			
Chains					20	40	
Hubs		50	40				
Spokes	1,800	1,440					
Links			1,680	3,360			

MRP Production Schedule

Assembly Line Balancing

Model: ASLBAL

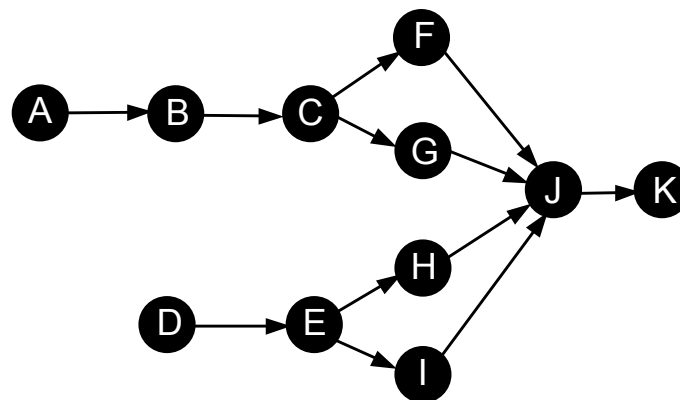
Background

In the assembly line balancing problem, tasks are assigned to workstations on an assembly line, so the line's cycle time is minimized. An assembly line consists of a series of workstations, which each perform one or more specialized tasks in the manufacture of a final product. The cycle time is the maximum time it takes any workstation to complete its assigned tasks. The goal in balancing an assembly line is to assign tasks to stations, so equal amounts of work are performed at each station. Improperly balanced assembly lines will experience bottlenecks—workstations with less work are forced to wait on preceding stations that have more work assigned.

The problem is complicated further by precedence relations amongst the tasks, where some tasks must be completed before others may begin (e.g., when building a computer, installing the disk drives must precede putting on the outer casing). The assignment of tasks to workstations must obey the precedence relations.

The Problem in Words

For our example, we have eleven tasks (A through K) to assign to four stations (1 through 4). The task precedence diagram looks like this:



The times to complete the various tasks are given in the table below:

Task:	A	B	C	D	E	F	G	H	I	J	K
Minutes:	45	11	9	50	15	12	12	12	12	8	9

We need to find an assignment of tasks to workstations that minimize the assembly line's cycle time.

The Model

```

MODEL:
! Assembly line balancing model;
! This model involves assigning tasks to stations in an
  assembly line so bottlenecks are avoided. Ideally, each
  station would be assigned an equal amount of work.;

SETS:
! The set of tasks to be assigned are A through
  K, and each task has a time to complete, T;
TASK/ A B C D E F G H I J K/: T;

! Some predecessor, successor pairings must be
  observed(e.g. A must be done before B, B
  before C, etc.);
PRED(TASK, TASK)/ A,B B,C C,F C,G F,J G,J
J,K D,E E,H E,I H,J I,J /;

! There are 4 workstations;
STATION/1..4/;

TXS(TASK, STATION): X;
! X is the attribute from the derived set TXS
  that represents the assignment. X(I,K) = 1
  if task I is assigned to station K;
ENDSETS

DATA:
! Data taken from Chase and Aquilano, POM;
! There is an estimated time required for each
  task:
      A B C D E F G H I J K;
T = 45 11 9 50 15 12 12 12 12 8 9;
ENDDATA

! The model;
! *Warning* may be slow for more than 15 tasks;
! For each task, there must be one assigned station;
@FOR(TASK(I): @SUM(STATION(K): X(I, K)) = 1);

! Precedence constraints;
! For each precedence pair, the predecessor task
  I cannot be assigned to a later station than
  its successor task J;
@FOR(PRED(I, J):
  @SUM(STATION(K):
    K * X(J, K) - K * X(I, K)) >= 0);

! For each station, the total time for the assigned tasks must
  less than the maximum cycle time, CYCTIME;
@FOR(STATION(K):
  @SUM(TXS(I, K): T(I) * X(I, K)) <= CYCTIME);

! Minimize the maximum cycle time;
MIN = CYCTIME;
! The X(I,J) assignment variables are
  binary integers;
@FOR(TXS: @BIN(X));

END

```

Model: ASLBAL

The Sets

We have two primitive sets in this model—the tasks (*TASK*) and the workstations (*STATION*). From these two primitive sets, we create two derived sets.

The first derived set, *PRED*, is a sparse derived set and is based on a cross of the *TASK* set on itself. The members of this set are the precedence relations amongst the tasks. For instance, the first member of this set is the pair (A,B), indicating task *A* must precede task *B*.

The other derived set, *TXS*, is a dense derived set formed by taking the cross of the task set on the workstation set. We need this set because we will be determining what tasks get assigned to what workstations.

The Variables

The decision variables in this model are the members of the *X* attribute that is defined in the *TXS* set. $X(t, s)$ is a binary variable that is 1 if task *t* is assigned to station *s*, otherwise 0. The *X* attribute is forced to being binary in the expression:

```
! The X(I,J) assignment variables are
  binary integers;
@FOR(TXS: @BIN(X));
```

We also introduce the scalar variable, *CYCTIME*, to represent the entire assembly line's cycle time, which is computed by taking the maximum cycle time over the workstations.

The Objective

The objective in this model is simply to minimize total cycle time for the line and is given as:

```
! Minimize the maximum cycle time;
MIN = CYCTIME;
```

The Constraints

We have the following three types of constraints in this model:

1. each task must be assigned to one station,
2. precedence relations must be observed amongst the tasks, and
3. the line cycle time variable, *CYCTIME*, must be greater-than-or-equal-to the actual cycle time.

The following expression sums up the assignment variable for each task, and sets the sum to equal 1:

```
! For each task, there must be one assigned station;
@FOR(TASK(I): @SUM(STATION(K): X(I, K)) = 1);
```

This forces each task to be assigned to a single station.

We use the following expression to enforce the precedence relationships amongst the tasks:

```
! Precedence constraints;
! For each precedence pair, the predecessor task
  I cannot be assigned to a later station than its
  successor task J;
@FOR(PRED(I, J):
  @SUM(STATION(K):
    K * X(J, K) - K * X(I, K)) >= 0);
```

Suppose task I is a predecessor to task J . If I were incorrectly assigned to a workstation later than J , the sum of the terms $K * X(I, K)$ would exceed the sum of the terms $K * X(J, K)$ and the constraint would be violated. Thus, this constraint effectively enforces the predecessor relations.

We restrain the cycle time using the following constraints:

```
! For each station, the total time for the
  assigned tasks must be less than the maximum
  cycle time, CYCTIME;
@FOR(STATION(K):
  @SUM(TXS(I, K): T(I) * X(I, K)) <= CYCTIME);
```

The quantity:

```
@SUM(TXS(I, K): T(I) * X(I, K))
```

in this constraint computes the cycle time for station K . We use the *@FOR* statement to make the *CYCTIME* variable greater-than-or-equal-to the cycle times for all the workstations. If we couple this with the fact that we are minimizing *CYCTIME* in the objective, *CYCTIME* will be “squeezed” into exactly equaling the maximum of the cycle times for the workstations.

By “squeezing” *CYCTIME* to the correct value, we avoid using the *@MAX* function. Had the *@MAX* function been used, LINGO would have had to resort to its nonlinear solver to handle the piecewise linear *@MAX*. Avoiding nonlinear models whenever possible is a critical modeling practice.

The Solution

Solving the model, we get the following nonzero values for the assignment X variable:

Variable	Value
X(A, 2)	1.000000
X(B, 3)	1.000000
X(C, 4)	1.000000
X(D, 1)	1.000000
X(E, 3)	1.000000
X(F, 4)	1.000000
X(G, 4)	1.000000
X(H, 3)	1.000000
X(I, 3)	1.000000
X(J, 4)	1.000000
X(K, 4)	1.000000

Solution: ASLBAL

Summarizing this solution, we have:

Workstation	Assigned Tasks	Cycle Time
1	D	50
2	A	45
3	B, E, H, I	50
4	C, F, G, J, K	50

The cycle time for the entire line is 50 minutes—the maximum of the cycle times across all the workstations. We have a well-balanced line in that only workstation 2 has slack time totaling 5 minutes.

Logistics Models

Capacitated Plant Location

Model: CAPLOC

Background

The capacitated plant location model is a generalization of the transportation model we introduced in Chapter 1, *Getting Started with LINGO*. The capacitated plant location problem allows greater latitude of decision making in that the points of origin (plant locations) are variable. Manufacturers and wholesale businesses are likely to encounter problems of this sort in matching existing customer demand to product availability and minimizing transportation costs.

The Problem in Words

Your firm has a choice of three locations to operate a manufacturing facility in. Four customers exist with a known demand for your product. Each potential plant location has an associated monthly operating cost, and shipping routes to the demand cities have varying costs. In addition, each potential plant will have a shipping capacity that must not be exceeded. You need to determine what plant(s) to open and how much of a product to send from each open plant to each customer to minimize total shipping costs and fixed plant operating costs.

The Model

```

MODEL:
! Capacitated Plant Location Problem;
SETS:
    PLANTS / P1, P2, P3/: FCOST, CAP, OPEN;
    CUSTOMERS / C1, C2, C3, C4/ : DEM;
    ARCS(PLANTS, CUSTOMERS) : COST, VOL;
ENDSETS

DATA:
! Fixed cost of opening at each origin;
    FCOST = 91, 70, 24;
! Capacities at each origin;
    CAP = 39, 35, 31;
! Demands at each destination;
    DEM = 15, 17, 22, 12;
! The cost/unit shipment matrix;
    COST = 6, 2, 6, 7,
           4, 9, 5, 3,
           8, 8, 1, 5;
ENDDATA

! The objective;
[TTL_COST] MIN = @SUM(ARCS: COST * VOL) +
    @SUM(PLANTS: FCOST * OPEN);

! The demand constraints;
@FOR(CUSTOMERS(J): [DEMAND]
    @SUM(PLANTS(I): VOL(I, J)) >= DEM(J)
);

! The supply constraints;
@FOR(PLANTS(I): [SUPPLY]
```

```
        @SUM(CUSTOMERS(J): VOL(I, J)) <=
        CAP(I) * OPEN(I)
    );

    ! Make OPEN binary(0/1);
    @FOR(PLANTS: @BIN(OPEN));
END
```

Model: CAPLOC

The Sets

We have two primitive sets in this model—the plants (*PLANTS*) and the customers (*CUSTOMERS*).

From these two primitive sets, we create a dense derived set, *ARCS*, which is the cross of the plants and customers sets. We use this set to represent the shipping arcs between the plants and customers.

The Variables

There are two sets of decision variables in this model. The *VOL* attribute, defined on the *ARCS* set, represents the shipment volume from the plants to the customers along each arc. The *OPEN* attribute, defined on the *PLANTS* set, is used to represent the plants that are open. Specifically, *OPEN*(*p*) is 1 if plant *p* is opened, else it is 0. The members of the *OPEN* attribute are set to being binary using the expression:

```
! Make OPEN binary(0/1);
@FOR(PLANTS: @BIN(OPEN));
```

The Objective

The objective in this model is to minimize total costs, which is the sum of the shipping costs and fixed plant costs. This is computed using the following expression:

```
! The objective;
[TTL_COST] MIN = @SUM(ARCS: COST * VOL) +
@SUM(PLANTS: FCOST * OPEN);
```

The shipping cost component of the objective is computed with:

```
@SUM(ARCS: COST * VOL)
```

while the fixed plant costs component is given by:

```
@SUM(PLANTS: FCOST * OPEN)
```

The Constraints

There are two sets of constraints in the model:

1. each customer must be sent enough product to satisfy demand, and
 2. each plant can't supply more than its capacity.
-

The following expression guarantees each customer receives the quantity of product demanded:

```
! The demand constraints;
  @FOR(CUSTOMERS(J): [DEMAND]
    @SUM(PLANTS(I): VOL(I, J)) >= DEM(J)
  );
```

For each customer, we sum the amount being shipped to that customer and set it to be greater-than-or-equal-to the customer's demand.

To limit shipments from a plant to the plant's capacity, we use:

```
! The supply constraints;
  @FOR(PLANTS(I): [SUPPLY]
    @SUM(CUSTOMERS(J): VOL(I, J)) <=
      CAP(I) * OPEN(I)
  );
```

For each plant, we sum up the amount being shipped from the plant and set this quantity to be less-than-or-equal-to the plant's capacity multiplied by the plant's 0/1 *OPEN* indicator. Note that, in order for the plant to be able to ship any quantity of product, the *OPEN* binary variable will be forced to 1 by these constraints.

The Solution

Solving the model, we get the following solution:

Global optimal solution found at step:	38
Objective value:	327.0000
Branch count:	3

Variable	Value
OPEN(P1)	1.000000
OPEN(P3)	1.000000
VOL(P1, C1)	15.00000
VOL(P1, C2)	17.00000
VOL(P1, C4)	3.000000
VOL(P3, C3)	22.00000
VOL(P3, C4)	9.000000

Total costs are minimized at 327 by opening plants 1 and 3. From plant 1, we ship 15, 17, and 3 units respectively to customers 1, 2, and 4. From plant 3, we ship 22 units to customer 3, and 9 units to customer 4.

Shortest Route Problem

Model: DYNAMB

Background

In the shortest route problem, we want to find the shortest distance from point A to point B in a network.

We will use an approach called dynamic programming (DP) to solve this problem. Dynamic programming involves breaking a large, difficult problem up into a series of smaller, more manageable problems. By solving the series of smaller problems, we are able to construct the solution to the initial large problem. Typically, the most difficult aspect of DP is not the mathematics involved in solving the smaller subproblems, but coming up with a scheme, or recursion, for decomposing the problem.

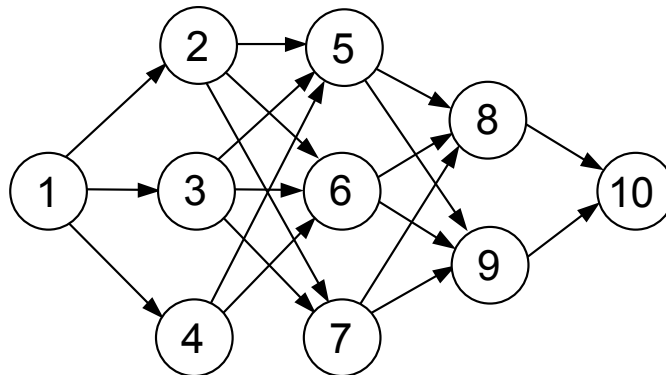
To find the distance of the shortest path through the network, we will use the following DP recursion:

$$F(i) = \min_j [D(i, j) + F(j)]$$

where $F(i)$ is the minimal travel distance from point i to the final destination point, and $D(i, j)$ is the distance from point i to point j . In words, the minimal distance from node i to the terminal node is the minimum over all points reachable along a single arc from i of the sum of the distance from i to the adjoining node plus the minimal distance from the adjoining node to the terminal node.

The Problem in Words

Suppose we have the following network of cities:



Links are assumed to be one-way. The distances between the cities are given to us. We want to determine the shortest distance between cities 1 and 10.

The Model

SETS:

! Dynamic programming illustration (see Anderson, Sweeney & Williams, *An Intro to Mgt Science*, 6th Ed.). We have a network of 10 cities. We want to find the length of the shortest route from city 1 to city 10.;


```

! Here is our primitive set of ten cities,
  where F(i) represents the shortest path
  distance from city i to the last city;
CITIES /1..10/: F;

! The derived set ROADS lists the roads that
  exist between the cities (note: not all city
  pairs are directly linked by a road, and
  roads are assumed to be one way.);
ROADS(CITIES, CITIES)/
  1,2  1,3  1,4
  2,5  2,6  2,7
  3,5  3,6  3,7
  4,5  4,6
  5,8  5,9
  6,8  6,9
  7,8  7,9
  8,10
  9,10/: D;
! D(i, j) is the distance from city i to j;
ENDSETS

DATA:
! Here are the distances that correspond to the
  above links;
D =
    1      5      2
  13     12     11
    6     10      4
  12     14
    3      9
    6      5
    8     10
    5
    2;
ENDDATA

! If you are already in City 10, then the cost
  to travel to City 10 is 0;
F(@SIZE(CITIES)) = 0;

! The following is the classic dynamic
  programming recursion. In words, the shortest
  distance from City i to City 10 is the minimum
  over all cities j reachable from i of the sum
  of the distance from i to j plus the minimal
  distance from j to City 10;
@FOR(CITIES(i) | i #LT# @SIZE(CITIES):
  F(i) = @MIN(ROADS(i, j): D(i, j) + F(j))
);

```

Model: DYNAMB

The Sets

We have the single primitive set, *CITIES*, which corresponds to the cities in the network. From this primitive set, we form a single derived set, *ROADS*, to represent the links between the cities. We specify the members of this set. Thus, *ROADS* is a sparse derived set.

The Variables

The F attribute defined on the *CITIES* set is used to store the distance from each city to the destination city.

The Formulas

The recursion, discussed above, is entered in LINGO with the following statement:

```
@FOR(CITIES(i) | i #LT# @SIZE(CITIES):  
    F(i) = @MIN(ROADS(i, j): D(i, j) + F(j))  
);
```

The Solution

Solving the model, we get the following values for F :

Variable	Value
F(1)	19.00000
F(2)	19.00000
F(3)	14.00000
F(4)	20.00000
F(5)	8.000000
F(6)	7.000000
F(7)	12.00000
F(8)	5.000000
F(9)	2.000000
F(10)	0.000000

$F(1)$, the shortest distance from city 1 to city 10, gives us the distance of the shortest path of 19. For the curious reader, this distance corresponds to the path $1 \rightarrow 3 \rightarrow 5 \rightarrow 8 \rightarrow 10$.

Financial Models

Markowitz Portfolio Selection Model: GENPRT

Background

In the March, 1952 issue of *Journal of Finance*, Harry M. Markowitz published an article titled *Portfolio Selection*. In the article, he demonstrates how to reduce the risk of asset portfolios by selecting assets whose values aren't highly correlated. At the same time, he laid down some basic principles for establishing an advantageous relationship between risk and return. This has come to be known as diversification of assets. In other words, don't put all your eggs in one basket.

A key to understanding the Markowitz model is to be comfortable with the statistic known as the *variance* of a portfolio. Mathematically, the variance of a portfolio is:

$$\sum_i \sum_j X_i X_j \sigma_{i,j}$$

where,

X_i is the fraction of the portfolio invested in asset i ,
 $\sigma_{i,j}$ for $i \neq j$: the covariance of asset i with asset j , and
 for $i = j$: the variance of asset i .

Variance is a measure of the expected fluctuation in return—the higher the variance, the riskier the investment. The covariance is a measure of the correlation of return fluctuations of one stock with the fluctuations of another. High covariance indicates an increase in one stock's return is likely to correspond to an increase in the other. A covariance close to zero means the return rates are relatively independent. A negative covariance means that an increase in one stock's return is likely to correspond to a decrease in the other.

The Markowitz model seeks to minimize a portfolio's variance, while meeting a desired level of overall expected return.

The Problem in Words

You're considering investing in three stocks. From historical data, you have calculated an expected return, the variance of the return rate, and the covariance of the return between the different stocks. You want to reduce variability, or risk, by spreading your investment wisely amongst the three stocks. You have a target growth rate of 12%. As an additional safety feature, you decide to invest no more than 75% in any single asset. What percentages of your funds should you invest in the three stocks to achieve this target and minimize the risk of the portfolio?

The Model

```
! GENPRT: Generic Markowitz portfolio;
SETS:
  ASSET/1..3/: RATE, UB, X;
  COVMAT(ASSET, ASSET): V;
ENDSETS
```

```
DATA:
! The data;
! Expected growth rate of each asset;
RATE = 1.3    1.2    1.08;
! Upper bound on investment in each;
UB    = .75    .75    .75;
! Covariance matrix;
V      =      3      1    -.5
           1      2    -.4
           -.5    -.4      1;
! Desired growth rate of portfolio;
GROWTH = 1.12;
ENDDATA

! The model;
! Min the variance;
[VAR] MIN = @SUM(COVMAT(I, J):
                V(I, J) * X(I) * X(J));

! Must be fully invested;
[FULL] @SUM(ASSET: X) = 1;

! Upper bounds on each;
@FOR(ASSET: @BND(0, X, UB));

! Desired value or return after 1 period;
[RET] @SUM(ASSET: RATE * X) >= GROWTH;
```

Model: GENPRT

The Sets

We define a single primitive set, *ASSETS*, corresponding to the three stocks in the model. From the *ASSETS* set, we derive the dense set named *COVMAT*, which is the cross of the *ASSETS* set on itself. We use the *COVMAT* set for defining the covariance matrix.

The Attributes

We define four attributes in this model.

The *RATE*, *UB* and *V* attributes are for storing data. *RATE* stores the expected return for each asset, *UB* stores the upper bound on the fraction of the asset allowed in the portfolio, and *V* stores the covariance matrix. (Note the covariance matrix is symmetric and larger portfolio models would benefit from storing just half of the matrix, rather than the entire matrix as we have done here for simplicity reasons.)

The final attribute, *X*, constitutes the decision variables for the model. Specifically, *X(i)* is the fraction of the portfolio devoted to asset *i*.

The Objective

The objective in this model is to minimize the portfolio's risk. As we mentioned above, we use the portfolio's variance as a measure of risk in the following expression:

```
! Min the variance;
[VAR] MIN = @SUM(COVMAT(I, J):
                V(I, J) * X(I) * X(J));
```

The Constraints

There are three forms of constraints in the model:

1. we must be fully invested,
2. we can't invest too much in any one asset, and
3. expected return should meet, or exceed, our threshold level of 12%.

The following expression enforces the 100% investment requirement:

```
! Must be fully invested;
[FULL] @SUM(ASSET: X) = 1;
```

In words, the sum of all the weights of all the assets in the portfolio must equal 1. Without this constraint, LINGO will tend to under invest in order to get a lower variance. You can confirm this by dropping the constraint and running the model.

To keep the solution from investing too much in any one asset, we use the *@BND* function:

```
! Upper bounds on each;
@FOR(ASSET: @BND(0, X, UB));
```

As you recall, the *@BND* function is the most efficient method for placing simple bounds on variables.

We constrain the portfolio's expected return to be greater-than-or-equal-to our target with the expression:

```
! Desired value or return after 1 period;
[RET] @SUM(ASSET: RATE * X) >= GROWTH;
```

The left-hand side of this expression is the expected rate of return, and is the sum of the fractions invested in each asset weighted by each asset's return.

The Solution

Solving the model, we get the following solution:

Local optimal solution found at step:	7
Objective value:	0.4173749
<hr/>	
Variable	Value
X(1)	0.1548631
X(2)	0.2502361
X(3)	0.5949008
Row	Slack or Surplus
VAR	0.4173749
FULL	0.0000000
RET	0.2409821E-01

Solution: GENPRT

Total variance is minimized at .4174 when we put 15.5% in asset 1, 25% in asset 2, and 59.5% in asset 3.

Scenario Portfolio Selection

Model: PRTSCEN

Background

Scenarios are outcomes of events with an influence on the return of a portfolio. Examples might include an increase in interest rates, war in the Middle East, etc. In the scenario-based approach to portfolio selection, the modeler comes up with a set of scenarios, each with a certain probability of occurring during the period of interest. Given this set of scenarios and their probabilities, the goal is to select a portfolio that minimizes risk, while meeting a target return level.

In the Markowitz portfolio model, presented above, we used a portfolio's variance as a measure of risk. As one might imagine, variance is not the only possible measure of risk. Variance is a measure of the fluctuation of return above and below its average. As a statistic, variance weights a scenario that returns 20% above average the same as a scenario that returns 20% below average. If you're like most investors, you're probably more worried about the risk that return will be *below* average. In our scenario-based model, we will expand our options by including two new measures of risk that focus on returns below the target level—*downside risk* and *semi-variance risk*.

Both semi-variance and downside risk only consider the option that returns will be below the target. Downside risk is a measure of the expected difference between the target and returns below the target, while semi-variance is a measure of the *squared* expected difference between the target and returns below the target. Therefore, semi-variance puts a relatively higher weight on larger shortfalls.

The Problem in Words

Again, you are considering investing in three stocks (ATT, GM, and USX). You have determined there are 12 equally likely scenarios in the forthcoming period. You have come up with predicted rates of return for the stocks under the twelve scenarios. You have a target growth rate of 15% for your portfolio. Your goal is to construct optimal portfolios that minimize expected risk while meeting the expected level of return using three different risk measures—variance, downside, and semi-variance.

The Model

```

! Scenario portfolio model;
SETS:
    SCENE/1..12/: PRB, R, DVU, DVL;
    STOCKS/ ATT,  GMT,  USX/:  X;
    SXI(SCENE, STOCKS): VE;
ENDSETS

DATA:
    TARGET = 1.15;
! Data based on original Markowitz example;
    VE =
        1.300    1.225    1.149
        1.103    1.290    1.260
        1.216    1.216    1.419
        0.954    0.728    0.922
        0.929    1.144    1.169
        1.056    1.107    0.965
        1.038    1.321    1.133
        1.089    1.305    1.732
        1.090    1.195    1.021
        1.083    1.390    1.131
        1.035    0.928    1.006
        1.176    1.715    1.908;
! All scenarios happen to be equally likely;
    PRB= .08333;
ENDDATA

! Compute expected value of ending position;
    AVG = @SUM(SCENE: PRB * R);

! Target ending value;
    AVG >= TARGET;
    @FOR(SCENE(S):

! Compute value under each scenario;
        R(S) = @SUM(STOCKS(J): VE(S, J) * X(J));

! Measure deviations from average;
        DVU(S) - DVL(S) = R(S) - AVG
    );

! Budget;
    @SUM(STOCKS: X) = 1;

! Our three measures of risk;
    [VARI] VAR = @SUM(SCENE: PRB * (DVU+DVL)^2);
    [SEMI] SEMIVAR = @SUM(SCENE: PRB * (DVL) ^2);
    [DOWN] DNRISK = @SUM(SCENE: PRB * DVL);

! Set objective to VAR, SEMIVAR, or DNRISK;
    [OBJ] MIN = VAR;

```

Model: PRTSCEN

The Sets

We define two primitive sets—*SCENE* and *STOCKS*. The *SCENE* set corresponds to the set of 12 scenarios, while *STOCKS* is the set of three candidate stocks. We form a single dense derived set, *STXSC*, which is the cross of these two sets. We need the *STXSC* set in order to establish the table of returns for each stock under each scenario.

The Attributes

We define four attributes on the scenarios set—*PRB*, *R*, *DVU*, and *DVL*. *PRB* stores the probabilities of the scenarios. *R* is the expected rate of return under each scenario for a given allocation amongst the stocks. *DVU* is the deviation above average return for each scenario for a given stock allocation. Finally, *DVL* is the deviation below average return for each scenario for a given stock allocation.

The *X* attribute is defined on the stocks set. *X* denotes the fraction of the portfolio allocated to each stock. The members of *X* must be determined and constitute the decision variables of the model.

Finally, on the *SXI* set, we define the *VE* attribute, which stores the table containing the returns of each stock under each scenario.

The Objective

Once again, the objective in this model is to minimize the portfolio's risk. The default version of the objective minimizes variance as follows:

```
! Set objective to VAR, SEMIVAR, or DNRISK;  
[OBJ] MIN = VAR;
```

To solve using the other two measures of risk, simply change the name of the variable from *VAR* to either *SEMIVAR* or *DNRISK*.

The Formulas

There are six categories of formulas in this model:

1. computing the expected rate of return (*AVG*),
2. constraining the expected rate of return to exceed our target,
3. computing the expected rate of return under each scenario (*R*),
4. computing deviations from average return for each scenario (*DVU* and *DVL*),
5. constraining the portfolio to be fully invested, and
6. computing the three measures of risk (*VAR*, *SEMIVAR*, and *DNRISK*).

The following expression computes the expected rate of return for the entire portfolio:

```
! Compute expected value of ending position;  
AVG = @SUM(SCENE: PRB * R);
```

We do this by taking the sum of the expected returns for each scenario (*R*) weighted by the probabilities of the scenarios (*PRB*).

We constrain expected return to be greater-than-or-equal-to our target using the constraint:

```
! Target ending value;  
AVG >= TARGET;
```

The expected return under scenario *S* is computed using:

```
R(S) = @SUM(STOCKS(J): VE(S, J) * X(J));
```

This is just the sum of the return of each stock under the scenario weighted by the fraction of the portfolio in each stock.

The deviations from average return for the scenarios are computed with:

$$DVU(S) - DVL(S) = R(S) - AVG$$

If the expected return from the scenario is greater than the average, *DVU* will be positive. If the expected return is less than average, *DVL* will be positive. Given the fact that *DVL* and *DVU* impact the objective, there will never be an optimal solution where both *DVL* and *DVU* are greater than 0. If both are greater than 0, then a better solution can always be obtained by driving one of the two to zero. By setting things up this way, we have partitioned the deviations into two parts. *DVU* represents deviations above the average, which only the variance measure is concerned with. On the other hand, *DVL* represents deviations below average, which both the downside risk and semi-variance measures are computed from.

The following constraint forces us to be fully invested and should be familiar from the discussion of the Markowitz model:

```
! Budget;
  @SUM(STOCKS: X) = 1;
```

We compute our three measures of risk using:

```
! Our three measures of risk;
  [VARI] VAR = @SUM(SCENE: PRB * (DVU + DVL)^2);
  [SEMI] SEMIVAR = @SUM(SCENE: PRB * (DVL)^2);
  [DOWN] DNRISK = @SUM(SCENE: PRB * DVL);
```

These are simply the sum of a measure of deviation across the scenarios weighted by the probabilities of the scenarios. The variance measure takes the square of both the above and below average deviations. The semi-variance measure squares just the below average deviation. While, the downside risk measure uses the below average deviations without squaring.

The Solution

If we solve the model using the three risk measures in the objective, we get the following three solutions:

	Variance	Semi-variance	Downside Risk
ATT	.530	.575	.511
GMT	.357	.039	.489
USX	.113	.386	.000

The fraction of the portfolio devoted to *ATT* is fairly consistent. However, the fractions of *GMT* and *USX* can vary significantly when the risk measure changes.

Options Pricing

Model: OPTION

Background

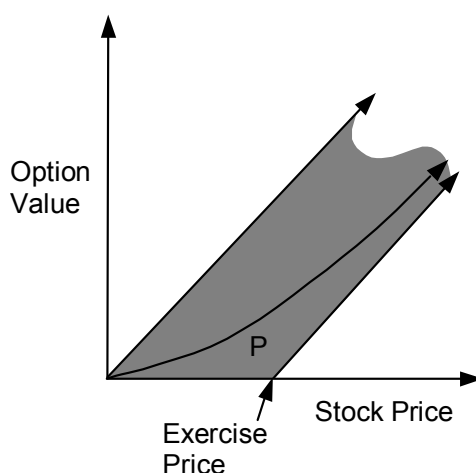
A *call option* is a financial instrument that gives the holder the right to buy one share of a stock at a given price (the exercise price) on or before some specified expiration date. A frequent question is, “How much should one be willing to pay for such an option?” We can easily come up with some broad bounds on what we would be willing to pay.

Suppose the stock price is \$105 and we have a chance to buy an option with an exercise price of \$100. We should certainly be willing to pay up to \$5 for the option, because, as a minimum, we could buy the stock for \$100 and immediately sell it for \$105, realizing a profit of \$5. Thus, when the stock price exceeds the exercise price, we should be willing to pay at least the difference in the two prices.

When the exercise price exceeds the stock price, buying at the exercise price and selling at the market price would not be an intelligent option. In this instance, we should be willing to “pay” at least \$0.

In any case, the most we would ever be willing to pay for an option is the current price of the underlying stock. Suppose the option price was more than the stock price. Then, we could get the same expected return at a lower price by buying the stock.

The following graph illustrates these bounds on an option’s value as a function of the price of the underlying stock:



Unfortunately, these bounds are not very tight. In reality, the option value function will resemble the curve *P* in the graph. The exact shape of this curve is influenced by three additional factors. These are, 1) the time to expiration, 2) the volatility, or variance, in the price movements of the stock, and 3) the interest rate. The underlying formula for curve *P* eluded researchers for many years until Fischer Black and Myron Scholes derived it in 1973. A Nobel Prize was subsequently awarded for their work in 1997.

The Problem in Words

You believe that the stock of National Semiconductor (symbol: NSM) is about to go up. To capitalize on this belief, you would like to purchase call options on NSM. Checking the quotes on NSM options with your online brokerage service, you find that NSM call options are trading at 6 5/8 per share.

These call options have an exercise price of \$40, and expire in 133 days from today. The current price of NSM shares is 40 3/4. Are the options trading at a fair price?

The Model

```

! Computing the value of an option using the Black
  & Scholes formula (see "The Pricing of Options
    and Corporate Liabilities", Journal of Political
    Economy, May-June, 1973);
SETS:
! We have 27 weeks of prices P(t), LOGP(t) is log
  of prices;
  WEEK/1..27/: P, LOGP;
ENDSETS

DATA:
! Weekly prices of National Semiconductor;
  P = 26.375, 27.125, 28.875, 29.625, 32.250,
    35.000, 36.000, 38.625, 38.250, 40.250,
    36.250, 41.500, 38.250, 41.125, 42.250,
    41.500, 39.250, 37.500, 37.750, 42.000,
    44.000, 49.750, 42.750, 42.000, 38.625,
    41.000, 40.750;

! The current share price;
  S = 40.75;

! Time until expiration of the option, expressed
  in years;
  T = .3644;

! The exercise price at expiration;
  K = 40;

! The yearly interest rate;
  I = .163;
ENDDATA

SETS:
! We will have one less week of differences;
  WEEK1(WEEK) | &1 #LT# @SIZE(WEEK): LDIF;
ENDSETS

! Take log of each week's price;
  @FOR(WEEK: LOGP = @LOG(P));

! and the differences in the logs;
  @FOR(WEEK1(J): LDIF(J) =
    LOGP(J + 1) - LOGP(J));

! Compute the mean of the differences;
  MEAN = @SUM(WEEK1: LDIF) / @SIZE(WEEK1);

! and the variance;
  WVAR = @SUM(WEEK1: (LDIF - MEAN)^2) /
    (@SIZE(WEEK1) - 1);

```

```
! Get the yearly variance and standard deviation;
  YVAR = 52 * WVAR;
  YSD = YVAR^.5;

! The Black & Scholes option pricing formula;
  Z = ((I + YVAR/2) *
    T + @LOG(S/ K))/(YSD * T^.5);

! where VALUE is the expected value of the option;
  VALUE = S * @PSN(Z) - K * @EXP(- I * T) *
    @PSN(Z - YSD * T^.5);

! LDIF may take on negative values;
  @FOR(WEEK1: @FREE(LDIF));

! The price quoted in the Wall Street Journal for
  this option when there were 133 days left was $6.625;
```

Model: OPTION

The Sets and Attributes

In this model, there is a single primitive set, *WEEK*, which corresponds to the 27 weeks of price data. We define the two attributes *P* and *LOGP* on this set. *P* stores the raw price data on NSM, while *LOGP* stores the logarithm of the prices.

The Formulas

It is beyond the scope of this document to get into the theoretical details behind the Black & Scholes pricing model. The interested reader should refer to Black and Scholes (1973) for the details. However, we will briefly discuss some of the mechanics of the key formulas involved in the model.

In our model, we compute the option's value in two key steps. First, we compute *Z* as follows:

$$Z = ((I + YVAR/2) * T + @LOG(S/ K))/(YSD * T^.5);$$

where,

I = the yearly interest rate,
YVAR = variance of the stock's price,
T = time until expiration in years,
S = current share price,
K = exercise price, and
YSD = standard deviation on stock's price.

We then use the value of *Z* in the following formula to determine the expected value of the option:

$$VALUE = S * @PSN(Z) - K * @EXP(- I * T) * @PSN(Z - YSD * T^.5);$$

where,

@PSN(Z) = returns the cumulative standard normal probability, and
@EXP(X) = returns e^x .

The Solution

Solving the model, LINGO comes up with a value of \$6.58 for the call option - not too far from the quoted price of \$6.63.

Bond Portfolio Optimization**Model: PBOND****Background**

In certain situations, a business or individual may be faced with financial obligations over a future number of periods. In order to defease (i.e., eliminate) this future debt, the debtor can determine a minimal cost mix of current assets (e.g., cash and bonds) that can be used to cover the future stream of payments. This problem is sometimes referred to as the *cash flow matching* problem or the *debt defeasance* problem.

The Problem in Words

You are the head of your state's lottery office. Lottery prizes are not paid out immediately, but are parceled out over a 15 year period. You know exactly how much your office needs to pay out in prizes over the next 15 years. You would like to set aside enough money from lottery receipts to invest in secure government bonds to meet this future stream of payments. All remaining lottery receipts will be turned over to the state's treasurer to help fund the education system. You would like to turn over as many of the receipts as possible to the treasurer, so your plan is to purchase a minimal cost mix of bonds that just meets your future cash needs.

Here is the amount of cash you will need (in millions) to make future prize payments:

Year	0	1	2	3	4	5	6	7	8	9	10	11	12
Needs	\$10	\$11	\$12	\$14	\$15	\$17	\$19	\$20	\$22	\$24	\$26	\$29	\$31

There are two bonds currently being offered that you feel are of sufficient quality to guarantee the future stream of prize payments. These bonds are listed below:

Bond	Years to Maturity	Price (\$M)	Coupon (\$M)
A	6	.98	.06
B	13	.965	.065

If funds are not invested in bonds, they can be placed into short-term money market funds. You conservatively estimate that short-term rates will be about 4% over the 15 year time horizon.

How many of each bond should you buy, and how much additional cash should you allocate to money market funds to minimize your total outlay while still being able to meet all the future prize payments?

The Model

```

! Bond portfolio/cash matching problem. Given cash
! needs in a series of future periods, what
! collection of bonds should we buy to meet these
! needs?;
SETS:
    BOND/A B/ :
        MATAT,    ! Maturity period;
        PRICE,    ! Price;
        CAMNT,    ! Coupon;
        BUY;      ! Amount to buy;
    PERIOD/1..15/:
        NEED,     !Cash needed each period;
        SINVEST;  !Short term investment each period;
ENDSETS

DATA:
    STRTE = .04;          !Short term interest rate;
    MATAT = 6, 13;        !Years to maturity;
    PRICE = .980, .965;   !Bond purchase prices;
    CAMNT = .060, .065;   !Bond coupon amounts;
    NEED = 10, 11, 12, 14, 15, 17, 19, 20, 22, 24,
           26, 29, 31, 33, 36; ! Cash needs;
ENDDATA

!Minimize total investment required to generate
! the stream of future cash needs;
    MIN = LUMP;

! First period is slightly special;
    LUMP = NEED(1) + SINVEST(1) +
           @SUM(BOND: PRICE * BUY);

! For subsequent periods;
    @FOR(PERIOD(I) | I #GT# 1:
        @SUM(BOND(J) | MATAT(J) #GE# I:
            CAMNT(J) * BUY(J)) +
        @SUM(BOND(J) | MATAT(J) #EQ# I:
            BUY(J)) +
        (1 + STRTE) * SINVEST(I - 1) =
        NEED(I) + SINVEST(I);
    );

! Can only buy integer bonds;
    @FOR(BOND(J): @GIN(BUY(J)));

```

Model: PBOND

The Sets

We define two primitive sets—*BOND* and *PERIOD*. The *BOND* set corresponds to the 2 bonds, while *PERIOD* is the set of 15 years in the time horizon.

The Attributes

We define four attributes on the *BONDS* set—*MATAT*, *PRICE*, *CAMNT*, and *BUY*. *MATAT* stores the bonds' maturities, *PRICE* the price, *CAMNT* the coupon amount, and *BUY* the number of each bond to buy.

The *NEED* and *SINVEST* attributes are defined on the *PERIOD* set. *NEED* stores the cash needs in each period and *SINVEST* stores the amount in short-term investments in each period.

The Objective

The objective of this model is to minimize the initial cash outlay. The initial cash outlay, or lump sum, is stored in the *LUMP* variable. Thus, our objective is written simply as:

```
! Minimize the total investment required to generate
  the stream of future cash needs;
  MIN = LUMP;
```

The Formulas

There are three categories of formulas in this model:

1. computing the initial lump sum payment (*LUMP*),
2. *sources=uses* constraints, which enforce the condition that all sources of cash in a period must equal uses for cash in a period, and
3. integer restrictions on the *BUY* variable limiting us to buying only whole numbers of bonds.

The following expression computes the lump outflow of cash in the initial period:

```
LUMP = NEED(1) + SINVEST(1) +
      @SUM(BOND: PRICE * BUY);
```

Cash is needed for three purposes in the initial period:

1. payment of lottery prizes (*NEED(I)*),
2. allocations to short-term money funds (*SINVEST(I)*), and
3. bond purchases (*@SUM(BOND: PRICE * BUY)*).

In the remaining 14 periods, sources of cash must equal uses of cash. We enforce this condition with:

```
! For subsequent periods;
  @FOR(PERIOD(I) | I #GT# 1:
    @SUM(BOND(J) | MATAT(J) #GE# I:
      CAMNT(J) * BUY(J)) +
    @SUM(BOND(J) | MATAT(J) #EQ# I:
      BUY(J)) +
    (1 + STRTE) * SINVEST(I - 1) =
    NEED(I) + SINVEST(I);
  );
```

The sources of cash in a period are threefold:

1. coupon receipts:


```
@SUM(BOND(J) | MATAT(J) #GE# I:
      CAMNT(J) * BUY(J))
```
2. maturing bonds:


```
@SUM(BOND(J) | MATAT(J) #EQ# I:
      BUY(J))
```

3. maturing short-term investments from the previous period:

$$(1 + \text{STRTE}) * \text{SINVEST}(\text{I} - 1)$$

These sources must equal the following two uses:

1. lottery prize payments:

$$\text{NEED}(\text{I})$$

2. new short-term investments:

$$\text{SINVEST}(\text{I})$$

Finally, to force bond purchases to be whole numbers, we add:

```
! Can only buy integer bonds;  
@FOR(BOND(J): @GIN(BUY(J)));
```

The Solution

If we solve the model, we get the following values:

Global optimal solution found at step:	28
Objective value:	195.7265
Branch count:	3

Variable	Value
LUMP	195.7265
BUY(A)	96.00000
BUY(B)	90.00000
SINVEST(1)	4.796526
SINVEST(2)	5.598387
SINVEST(3)	5.432322
SINVEST(4)	3.259615
SINVEST(5)	0.000000
SINVEST(6)	90.61000
SINVEST(7)	81.08440
SINVEST(8)	70.17778
SINVEST(9)	56.83489
SINVEST(10)	40.95828
SINVEST(11)	22.44661
SINVEST(12)	0.1944784
SINVEST(13)	65.05226
SINVEST(14)	34.65435
SINVEST(15)	0.4052172E-01

Solution: PBOND

You have been able to cover a total future debt of \$319 million with a lump payment of \$195.73 million. To do this, you buy 96 *A* bonds, 90 *B* bonds, put \$4.8 million into short-term investment funds, and hold \$10 million in cash to pay prizes in the initial period.

Queuing Models

Erlang Queuing Models

Model: EZQUEUE

Background

The telephone, communications, and computer industries have long used queuing models to estimate the performance of a service system in the face of random demand. The two most frequently used models are the *Erlang loss* and *Erlang waiting* models. In both cases, customers arrive randomly at a number of identical servers. In the Erlang loss model, there is no queue, so any customer finding all servers busy is lost. In the Erlang waiting model, there is an infinite queue space, so any customer finding all servers busy waits until a server is free. In either case, the major measure of performance is the fraction of customers that find all servers busy.

To compute a system's performance, we must know the load placed on the system per unit of time and the number of servers. The load is a unitless measure of the amount of work arriving per unit of time. For example, if 20 customers arrive each hour and each requires $\frac{1}{2}$ hour of work, then the arriving load is 10 (20 customers per hour multiplied by $\frac{1}{2}$ hour per customer).

The most crucial probabilistic assumption in both cases is the number of arrivals per unit of time is Poisson distributed with a constant mean. The held case (with a queue) further requires that service times be exponentially distributed. If the arriving load is denoted AL and the number of servers by NS , then the expected fraction finding all servers busy is given in the loss case by $@PEL(AL, NS)$ and in the held case by $@PEB(AL, NS)$.

The Problem in Words

You manage the customer service department of your business. Calls arrive at the rate of 25 customers per hour. Each call requires an average of 6 minutes to process. How many service representatives would be required for no more than 5% of customers to receive a busy signal?

The Model

```
! Arrival rate of customers/ hour;
  AR = 25;
! Service time per customer in minutes;
  STM = 6;
! Service time per customer in hours;
  STH = STM/ 60;
! Fraction customers finding all servers busy;
  FB = .05;
! The PEL function finds number of servers
  needed, NS;
  FB = @PEL(AR * STH, NS);
```

Model: EZQUEUE

The Solution

Feasible solution found at step: 0

Variable	Value
AR	25.000000
STM	6.000000
STH	0.1000000
FB	0.5000000E-01
NS	5.475485

Because we cannot have fractional servers, we need at least six servers to meet our requirement that no more than 5% of customers find all servers busy.

Suppose you install a sufficient number of incoming lines, so customers finding all servers busy can wait. Further, you will still use six servers. You want to find the following:

- ◆ the fraction of customers finding all servers busy,
- ◆ the average waiting time for customers who wait,
- ◆ the average overall waiting time, and
- ◆ the average number waiting.

The following variation on the previous model computes these four statistics:

```
! Arrival rate of customers/ hour;
  AR = 25;
! Service time per customer in minutes;
  STM = 6;
! Service time per customer in hours;
  STH = STM/ 60;
! The number of servers;
  NS = 6;
! The PEL function finds number of servers
  needed, NS;
  FB = @PEB(AR * STH, NS);
! The conditional wait time for those who wait;
  WAITC = 1 / (NS / STH - AR);
! The unconditional wait time;
  WAITU = FB * WAITC;
! The average number waiting;
  NWAIT = AR * WAITU;
```

Note how we now use the *@PEB* function, rather than *@PEL*, to account for the presence of a queue to hold callers finding all lines busy. The solution to the modified model is:

Variable	Value
AR	25.00000
STM	6.000000
STH	0.1000000
NS	6.000000
FB	0.4744481E-01
WAITC	0.2857143E-01
WAITU	0.1355566E-02
NWAIT	0.3388915E-01

Remember the unit of time is an hour, so the expected waiting time for those who wait is $.2857 * 60 = 1.7$ minutes.

Machine Repairman Models

Model: EZMREPAR

Background

Another queuing model illustrates service demand from a finite population of users. The underlying assumption is, if a significant fraction of these users are already waiting for service, then the arrival rate of further service demands decreases until more of the users are serviced and returned to the calling community. Models of this class are referred to as *Machine Repairman* models because the calling population can be viewed as a set of machines where individual machines occasionally break down and need repair.

The *@PFS* ((Poisson Finite Source) function computes the expected number of customers either in repair or waiting for repair, given the number of customers, number of repairmen, and the limiting load of the queue. The following model illustrates the use of the *@PFS* function to model a computer timesharing system. Each incoming port can be thought of as a customer. Usually, the number of incoming ports is limited. Thus, the finite source assumption is appropriate.

The Problem in Words

You manage the accounting department in your company. You are contemplating installing a new server to handle the growing computing needs of your department. However, you have your doubts as to whether or not the system proposed by the computing services department will be adequate to meet your current and future needs. Your department has 32 employees who will make continuous use of the server throughout the day. You do some research and determine the mean time between server requests is 40 seconds per user. On average, it will take the proposed server 2 seconds to process a user request. Will the proposed server provide the horsepower needed by your department?

The Model

```
! Model of a computer timesharing system;
! The mean think time for each user (more
  generally, Mean Time Between Failures in a
  repair system);
MTBF = 40;
! The mean time to process each compute request
  (more generally, Mean Time To Repair in
  seconds);
MTTR = 2;
! The number of users;
NUSER = 32;
! The number of servers/repairmen;
NREPR = 1;
! The mean number of users waiting or in service
  (more generally, the mean number of machines
  down);
NDOWN =
  @PFS(MTTR * NUSER/ MTBF, NREPR, NUSER);
! The overall request for service rate (more
  generally, overall failure rate), FR, must
  satisfy;
FR = (NUSER - NDOWN)/ MTBF;
! The mean time waiting for or in service (more
  generally, the mean time down), MTD, must
  satisfy;
NDOWN = FR * MTD;
```

Model: EZMREPAR

The Solution

Variable	Value
MTBF	40.00000
MTTR	2.000000
NUSER	32.00000
NREPR	1.000000
NDOWN	12.06761
FR	0.4983098
MTD	24.21707

Solution: EZMREPAR

This would probably be considered a heavily loaded system—on average, about 12 users are waiting for a response from the server. Each request for processing requires an expected elapsed time of over 24 seconds, even though the average request is for only two seconds of processing. As a group, users request service at the rate of almost one request every 2 seconds.

Steady State Queuing Model

Model: QUEUEM

Background

A useful approach for tackling general queuing models is to use the *Rate In = Rate Out Principle* (RIRO) to derive a set of steady state equations for a queuing system. RIRO assumes a system can reach a state of equilibrium. In equilibrium, the tendency to move out of a certain state must equal the tendency to move towards that state. Given the steady state equations derived from this assumption, we can solve for the probability that a system is in a given state at any particular moment.

The following example assumes a system with multiple servers and “customers” that arrive in batches.

The Problem in Words

You operate a motor rebuilding business that services auto repair shops throughout a several state area. Motors arrive on trucks in batches of up to four motors per truck. On average, trucks arrive 1.5 times a day. The probabilities that a truck contains 1, 2, 3 or 4 motors are, respectively, .1, .2, .3 and .4. You presently have five workstations that can each rebuild two motors per day.

You would like to introduce a priority service that, in exchange for a higher fee, guarantees your customers a one day turnaround. To do this effectively, at least one workstation must be free 90 percent of the time in order to begin immediate repair of any incoming priority job. Are your current facilities adequate for this level of service?

The Model

```
! Model of a queue with arrivals in batches. In
  this particular example, arrivals may show up in
  batches of 1, 2, 3, or 4 units;

SETS:
! Look at enough states so P(i) for large i is
effectively zero, where P(i) is the steady state
probability of i-1 customers in the system;
  STATE/ 1..41/: P;

! Potential batch sizes are 1, 2, 3 or 4 ,
customers and A(i) = the probability that an
arriving batch contains i customers;
  BSIZE/ 1..4/: A;
ENDSETS

DATA:
  ! Batch size distribution;
  A    = .1, .2, .3, .4;
  ! Number of batches arriving per day;
  LMDA = 1.5;
  ! Number of servers;
  S    = 5;
  ! Number of customers a server can
  process per day;
  MU   = 2;
ENDDATA

! LAST = number of STATES;
  LAST = @SIZE(STATE);
```

```

! Balance equations for states where the number of
customers in the system is less than or equal to
the number of servers;
@FOR(STATE(N) | N #LE# S:
  P(N) * ((N - 1)* MU + LMDA) =
  P(N + 1) * MU * N +
  LMDA * @SUM(BSIZE(I) | I #LT# N: A(I)
    * P(N - I))
);

! Balance equations for states where number in
system is greater than the number of servers,
but less than the limit;
@FOR(STATE(N) | N #GT# S #AND# N #LT# LAST:
  P(N) * (S * MU + LMDA) =
  P(N + 1) * MU * S +
  LMDA * @SUM(BSIZE(I) | I #LT# N: A(I) *
    P(N - I))
);

! Probabilities must sum to 1;
@SUM(STATE: P) = 1;

```

Model: QUEUEM

The Formulas

The model computes the probabilities $P(i)$, $i = 1$ to 41, where $P(i)$ is the probability there are $i - 1$ motors in the system for repair. We have chosen to stop at 41 because the probability the system would have more than 40 machines waiting for repair is effectively 0.

In order to solve for the 41 unknown $P(i)$, we will need 41 equations. One of these equations comes from the fact that the probabilities must all sum to 1:

```

! Probabilities must sum to 1;
@SUM(STATE: P) = 1;

```

The remaining 40 equations are derived from the steady state assumptions that the rate of movement into any state must equal the rate out. We partition these balance equations into two types. In the first case, there are the states where the number of motors in the system is less-than-or-equal-to the number of servers. The balance equations in this case are:

```

@FOR(STATE(N) | N #LE# S:
  P(N) * ((N - 1)* MU + LMDA) =
  P(N + 1) * MU * N +
  LMDA * @SUM(BSIZE(I) | I #LT# N: A(I)
    * P(N - I))
);

```

For each state where the number of motors in the system is less-than-or-equal-to the number of servers, we set the rate of flow out of the state:

$$P(N) * ((N - 1) * MU + LMDA)$$

equal to the rate of flow into the state:

$$P(N + 1) * MU * N + LMDA * @SUM(BSIZE(I) | I \#LT\# N: A(I) * P(N - I))$$

The rate of flow out is the rate of flow to states with more motors, $LMDA$, plus the rate of flow to lesser states, $(N - 1) * MU$, multiplied by the probability of being in the state, $P(N)$. The rate of flow in is the rate of flow in from higher states, $P(N + 1) * MU * N$, plus the expected rate of flow in from lower states, $LMDA * @SUM(BSIZE(I) | I \#LT\# N: A(I) * P(N - I))$.

We generate equivalent balance equations for the higher states where the number of motors exceeds the number of servers with the following:

```
@FOR(STATE(N) | N \#GT\# S \#AND\# N \#LT\# LAST:
  P(N) * (S * MU + LMDA) =
    P(N + 1) * MU * S +
    LMDA * @SUM(BSIZE(I) | I \#LT\# N: A(I) *
      P(N - I))
);
```

The Solution

An excerpt from the full solution report showing the first 10 values of P is listed below:

Variable	Value
LMDA	1.500000
S	5.000000
MU	2.000000
LAST	41.00000
P(1)	0.2450015
P(2)	0.1837511
P(3)	0.1515947
P(4)	0.1221179
P(5)	0.9097116E-01
P(6)	0.5707410E-01
P(7)	0.4276028E-01
P(8)	0.3099809E-01
P(9)	0.2187340E-01
P(10)	0.1538003E-01

The probability at least one workstation is free is the probability that four or fewer motors are in the system, in other words, the sum of the first five $P(i)$. In this case, it works out that at least one workstation will be free only about 70% of the time. Experimenting with the model by increasing the number of servers reveals you will need at least seven workstations to provide the level of service for the new priority plan.

Marketing Models

Markov Chain Model

Model: MARKOV

Background

A standard approach used in modeling random variables over time is the Markov chain approach. Refer to an operations research or probability text for complete details. The basic idea is to think of the system as being in one of a discrete number of states at each point in time. The behavior of the system is described by a transition probability matrix that gives the probability the system will move to a specified other state from some given state. Some example situations are:

System	States	Cause of Transition
Consumer brand switching	Brand of product most recently purchased by consumer	Consumer changes mind, advertising
Inventory System	Amount of inventory on hand	Orders for new material, demands

An interesting problem is to determine the long-term, steady state probabilities of the system. If we assume the system can reach equilibrium, then it must be true the probability of leaving a particular state must equal the probability of arriving in that state. You will recall this is the *Rate In = Rate Out Principle* (RIRO) we used above in building the multi-server queuing model, *QUEUEM*. If we let:

π_i = the steady state probability of being in state i , and
 p_{ij} = the transition probability of moving from state i to j ,

then, by our RIRO assumption, for each state i :

$$\sum_{j \neq i} p_j p_{ji} = \pi_i (1 - p_{ii})$$

Rewriting the above, we get:

$$\pi_i = \sum_j \pi_j p_{ji}$$

This gives us n equations to solve for the n unknown steady state probabilities. Unfortunately, it turns out this system is not of full rank. Thus, there is not a unique solution. To guarantee a valid set of probabilities, we must make use of one final condition—the sum of the probabilities must be 1.

The Problem in Words

Your company is about to introduce a new detergent and you're interested in whether it will clean up in the market. It will be competing against three other existing brands. As a result of a small test market and interviews with consumers familiar with all four detergents, we have derived the following purchase transition matrix:

		<i>Next Purchase:</i>			
		A	B	C	D
<i>Previous Purchase:</i>	A	.75	.1	.05	.1
	B	.4	.2	.1	.3
	C	.1	.2	.4	.3
	D	.2	.2	.3	.3

Our new detergent is brand *A* in this matrix. The interpretation of the matrix is, for example, if someone most recently purchased brand *A*, then with probability .75 his next purchase of this product will also be brand *A*. Similarly, someone who most recently purchased brand *B* will next purchase brand *D* with probability .3. An associate of yours who looked at this matrix said, "Aha, we should expect to get 75% of the market in the long run with brand *A*." Do you think your associate is correct?

The Model

```
! Markov chain model;
SETS:
  ! There are four states in our model and over
    time the model will arrive at a steady state
    equilibrium.
  SPROB(J) = steady state probability;
  STATE/ A B C D/: SPROB;

  ! For each state, there's a probability of moving
    to each other state. TPROB(I, J) = transition
    probability;
  SXS(STATE, STATE): TPROB;
ENDSETS

DATA:
  ! The transition probabilities. These are proba-
    bilities of moving from one state to the next
    in each time period. Our model has four states,
    for each time period there's a probability of
    moving to each of the four states. The sum of
    probabilities across each of the rows is 1,
    since the system either moves to a new state or
    remains in the current one.;
  TPROB = .75 .1 .05 .1
          .4 .2 .1 .3
          .1 .2 .4 .3
          .2 .2 .3 .3;
ENDDATA

! Steady state equations;
! Only need N equations, so drop last;
@FOR(STATE(J) | J #LT# @SIZE(STATE):
  SPROB(J) = @SUM(SXS(I, J): SPROB(I) *
    TPROB(I, J))
);
```

```
! The steady state probabilities must sum to 1;
@SUM(STATE: SPROB) = 1;

! Check the input data, warn the user if the sum
of probabilities in a row does not equal 1.;
@FOR(STATE(I):
  @WARN('Probabilities in a row must sum to 1.',
    @ABS(1 - @SUM(SXS(I, K): TPROB(I, K)))
    #GT# .000001);
);
```

Model: MARKOV

The Sets

The primitive *STATE* set represents the four states of purchasing detergents *A*, *B*, *C*, and *D*. We build one derived set, *SXS* that is the cross of the *STATE* set on itself. The *SXS* set is used to establish the state transition matrix.

The Attributes

We have two attributes. The first, *SPROB*, is defined on the *STATES* set and is used to store the steady state probabilities of the system. We will be solving for the values of the *SPROB* attribute. The second attribute, *TPROB*, is defined on the two-dimensional *SXS* set and is used to store the values of the state transition matrix.

The Formulas

First off, to ensure data integrity, we use the *@WARN* function to verify the probabilities in each row of the state transition matrix sum to 1 using:

```
! Check the input data, warn the user if the sum of
probabilities in a row does not equal 1.;
@FOR(STATE(I):
  @WARN('Probabilities in a row must sum to 1.',
    @ABS(1 - @SUM(SXS(I, K): TPROB(I, K)))
    #GT# .000001);
```

Due to the potential for roundoff error, we allow for a modest transgression by using a tolerance factor of .000001. If the probabilities in a row sum up to more than 1.000001 or less than .999999, the user will receive a warning.

Next, the steady state probabilities must be exhaustive. We guarantee this by setting their sum to 1 with:

```
! The steady state probabilities must sum to 1;
@SUM(STATE: SPROB) = 1;
```

Finally, in addition to this last equation, we need an additional $n-1$ equations to solve for the n steady state probabilities. We get these equations from the RIRO derivation above using:

```
! Steady state equations;
! Only need N equations, so drop last;
@FOR(STATE(J) | J #LT# @SIZE(STATE):
  SPROB(J) = @SUM(SXS(I, J): SPROB(I) *
    TPROB(I, J))
);
```

The Solution

The solution is:

Variable	Value
SPROB(A)	0.4750000
SPROB(B)	0.1525000
SPROB(C)	0.1675000
SPROB(D)	0.2050000

Solution: MARKOV

So, we see the long run share of our new brand *A* will only amount to about 47.5% of the market, which is considerably less than the conjectured share of 75%.

Conjoint Analysis

Model: CONJNT

Background

When designing a product, it is useful to know how much customers value various attributes of that product. This allows us to design the product most preferred by consumers within a limited budget. For instance, if we determine consumers place a very high value on a long product warranty, then we might be more successful in offering a long warranty with fewer color options.

The basic idea behind *conjoint analysis* is, while it may be difficult to get consumers to accurately reveal their relative utilities for product *attributes*, it's easy to get them to state whether they prefer one product *configuration* to another. Given these rank preferences, you can use conjoint analysis to work backwards and determine the implied utility functions for the product attributes.

The Problem in Words

Your company is about to introduce a new vacuum cleaner. You have conducted customer surveys and you determined the relative preferences for the following warranty/price product configurations (9 being the most preferred):

	\$129	\$99	\$79
2 Years	7	8	9
1 Year	3	4	6
None	1	2	5

In order to derive an optimal product configuration, you need to know the utility functions for warranty length and price implied by the preferences in the table above.

The Model

```
! Conjoint analysis model to decide how much
! weight to give to the two product attributes of
! warranty length and price;

SETS:
! The three possible warranty lengths;
    WARRANTY /LONG, MEDIUM, SHORT/ : WWT;
! where WWT(i) = utility assigned to warranty i;

! The three possible price levels (high,
! medium, low);
    PRICE /HIGH, MEDIUM, LOW/ : PWT;
! where PWT(j) = utility assigned to price j;

! We have a customer preference ranking for each
! combination;
    WP(WARRANTY, PRICE) : RANK;
ENDSETS

DATA:
! Here is the customer preference rankings running
! from a least preferred score of 1 to the most
! preferred of 9. Note that long warranty and low
! price are most preferred with a score of 9,
! while short warranty and high price are least
! preferred with a score of 1;
```

```

RANK = 7 8 9
       3 4 6
       1 2 5;
ENDDATA

SETS:
! The next set generates all unique pairs of
product configurations such that the second
configuration is preferred to the first;
  WPWP(WP, WP) | RANK(&1, &2) #LT#
    RANK(&3, &4): ERROR;
! The attribute ERROR computes the error of our
estimated preference from the preferences given
us by the customer;
ENDSETS

! For every pair of rankings, compute the amount
by which our computed ranking violates the true
ranking. Our computed ranking for the (i,j)
combination is given by the sum WWT(i) + PWT(j).
(NOTE: This makes the bold assumption that
utilities are additive!);
  @FOR(WPWP(i, j, k, l): ERROR(i, j, k, l) >=
    1 + (WWT(i) + PWT(j)) - (WWT(k) + PWT(l))
  );

! The 1 is required on the right-hand-side of the
above equation to force ERROR to be nonzero in
the case where our weighting scheme incorrectly
predicts that the combination (i,j) is equally
preferred to the (k,l) combination.

Since variables in LINGO have a default lower
bound of 0, ERROR will be driven to zero when we
correctly predict (k,l) is preferred to (i,j).

Next, we minimize the sum of all errors in order
to make our computed utilities as accurate as possible;
  MIN = @SUM(WPWP: ERROR);

```

Model: CONJNT

The Sets

We have two primitive sets in the model: *WARRANTY* is the set of warranty lengths and *PRICE* is the set of prices. We form the derived set *WP* by taking the cross of *WARRANTY* and *PRICE* in order to create an attribute to store the preferences for each (*WARRANTY*, *PRICE*) pair.

The interesting set in this model is the sparse derived set *WPWP*:

```

! The next set generates all unique pairs of product
configurations such that the second configuration
is preferred to the first;
  WPWP(WP, WP) | RANK(&1, &2) #LT#
    RANK(&3, &4): ERROR;

```

This set is derived from the cross of *WP* on itself. Each member of this set contains two product configurations. Furthermore, we use a membership condition to limit the set to combinations of product configurations where the first configuration is preferred to the second configuration. We need this set because our model will be testing its proposed utility functions against all unique pairings of configurations.

Note that this set grows on the order of n^2 , where n is the number of product configurations. Thus, it will tend to get big for large numbers of product configurations.

The Attributes

The model defines four attributes: *WWT*, *PWT*, *RANK* and *ERROR*. *WWT* and *PWT* are used to store the utilities of the warranty and price configurations, respectively. The model will solve for values of *WWT* and *PWT* that minimize total prediction error. These values will then give us the implied utility functions for the two product attributes. *RANK* is used to store the customer preference rankings. Finally, *ERROR* stores the error in predicting the preference of one configuration over another given the implied utility values contained in *WWT* and *PWT*.

The Objective

The objective is quite simple—we want to minimize the total prediction error over all the unique product configurations:

```
MIN = @SUM(WPWP: ERROR);
```

The Constraints

The model has just one class of constraints that computes the error term in predicting the preferences over each product configuration:

```
@FOR(WPWP(i, j, k, l): ERROR(i, j, k, l) >=
    1 + (WWT(i) + PWT(j)) -
    (WWT(k) + PWT(l))
);
```

We need to add a 1 to the right-hand side of the constraint to account for the case where we predict that configuration (i,j) is equally preferred to (k,l) . Because of the way that we defined the *WPWP* set, (i,j) will always be preferred to (k,l) . Thus, it would be an error to predict they are equally preferred. Note, also, because the lower bound on *ERROR* is 0 and we are also minimizing *ERROR*, *ERROR* (i,j,k,l) will be driven to 0 when the model correctly predicts that (i,j) is preferred to (k,l) .

The Solution

Portions of the solution are reproduced below:

Global optimal solution found at step:		35
Objective value:		0.000000
Variable	Value	
WWT(LONG)	7.000000	
WWT(MEDIUM)	2.000000	
WWT(SHORT)	0.000000	
PWT(HIGH)	0.000000	
PWT(MEDIUM)	1.000000	
PWT(LOW)	4.000000	

Solution: CONJNT

Short, medium and long warranties rate utilities of 0, 2, and 7, while high, medium and low prices rate utilities of 0, 1, and 4. Note that, given the objective value of zero, this utility weighting scheme exactly predicts preferences for each pair of product configurations.

13 *On Mathematical Modeling*

When developing a model in LINGO, it helps to understand how the model is processed internally by the LINGO solver. The relationships in your model influence the computation time, the solution methods used by LINGO, and the type of answer returned. Here we'll explain some of the different types of relationships in a LINGO model and how each type affects the solution search. An understanding of these topics is not required to use LINGO, but it can help you use the software more effectively.

Solvers Used Internally by LINGO

LINGO has four solvers it uses to solve different types of models. These solvers are:

- ◆ a direct solver,
- ◆ a linear solver,
- ◆ a nonlinear solver, and
- ◆ a branch-and-bound manager.

The LINGO solvers, unlike solvers sold with other modeling languages, are all part of the same program. In other words, they are linked directly to the modeling language. This allows LINGO to pass data to its solvers directly through memory, rather than through intermediate files. Direct links to LINGO's solvers also minimize compatibility problems between the modeling language component and the solver components.

When you solve a model, the direct solver first computes the values for as many variables as possible. If the direct solver finds an equality constraint with only one unknown variable, it determines a value for the variable that satisfies the constraint. The direct solver stops when it runs out of unknown variables or there are no longer any equality constraints with a single remaining unknown variable.

Once the direct solver is finished, if all variables have been computed, LINGO displays the solution report. If unknown variables remain, LINGO determines what solvers to use on a model by examining its structure and mathematical content. For a continuous linear model, LINGO calls the linear solver. If the model contains one or more nonlinear constraints, LINGO calls the nonlinear solver. When the model contains any integer restrictions, the branch-and-bound manager is invoked to enforce them. The branch-and-bound manager will, in turn, call either the linear or nonlinear solver depending upon the nature of the model.

The linear solver in LINGO uses the revised simplex method with product form inverse. A barrier solver may also be obtained, as an option, for solving linear models. LINGO's nonlinear solver employs both successive linear programming (SLP) and generalized reduced gradient (GRG) algorithms. Integer models are solved using the branch-and-bound method. On linear integer models, LINGO does considerable preprocessing, adding constraint "cuts" to restrict the noninteger feasible region. These cuts will greatly improve solution times for most integer programming models.

Type of Constraints

Through the use of the direct solver, LINGO substitutes out all the fixed variables and constraints from the model. The remaining reduced set of constraints and variables are then classified as being either linear or nonlinear. LINGO's solver status window, which by default opens every time you solve a model, gives a count of the linear and nonlinear variables and constraints in a model. If any nonlinear variables or constraints are found in the model, the entire model is considered nonlinear and the relatively slower nonlinear solver must be invoked in place of the linear solver.

Linear Constraints

If all the terms of a constraint are of the first order, the constraint is said to be linear. This means the constraint doesn't contain a variable squared, cubed, or raised to any power other than one, a term divided by a variable, or variables multiplied by each other. Also, proportionality must exist. In other words, for every unit increase or decrease in a variable, the value of the constraint increases or decreases by a fixed amount.

Linear formulas are "straight line" relationships. The basic form of a linear formula is:

$$Y = mX + b$$

where m and b are constants.

For example, suppose you're buying tomatoes for \$1.50 per pound. The expression or function used to calculate the cost (C) in terms of the amount of tomatoes purchased (T) is:

$$C = 1.5 * T.$$

As you might expect, a graph of this function for cost is a straight line:



Linear expressions can have multiple variables. For example, if you added potatoes (P) at \$0.75 per pound and apples (A) at \$1.25 per pound, your cost function would become:

$$C = 1.5 * T + 0.75 * P + 1.25 * A$$

This new cost expression is also linear. You could think of it as the sum of three simpler linear expressions.

Because linear models can be solved much faster and with more accuracy than nonlinear models, it's preferable to formulate your models using linear expressions whenever possible. When the *LINGO|Solve* command is issued, LINGO analyzes the relationships in the model. If all the expressions are linear, LINGO will recognize and take advantage of this fact.

Relative to other types of models, problems expressed using exclusively linear relationships can be solved quickly. If allowed to run to completion, LINGO will return the answer that yields the highest value for a maximization objective, or the lowest value for a minimization objective.

One way to learn whether or not all expressions in your model are linear is to note the classification statistics displayed during the solution process in the solver status window. The *Nonlinear* categories of the *Variables* and *Constraints* boxes display the number of nonlinear relationships in the model. If zeros appear in both these categories, the model is linear.

If LINGO displays a number greater than zero for the nonlinear relationships, you may want to investigate whether the constraints and variables in your model could be reformulated in a linear manner. For example, consider the following constraint:

$$X / Y = 10;$$

As written, this constraint is nonlinear because we are dividing by Y . By simply multiplying both sides of the equation through by Y , we can convert it to the equivalent linear constraint:

$$X = 10 * Y;$$

Nonlinear Constraints

By definition, all constraints that are not linear are nonlinear. Nonlinear expressions include relationships with variables that are squared, cubed, taken to powers other than one, or multiplied or divided by each other.

Models with nonlinear expressions are much more difficult to solve than linear models. Unlike linear models, nonlinear models may prevent LINGO from finding a solution, though one exists. Or LINGO may find a solution to a nonlinear model that appears to be the “best”, even though a better one may exist. These results are obviously undesirable. For more on what you can do to help minimize the occurrence of these undesirable results, see the *Guidelines for Nonlinear Modeling* section below.

Local Optima vs. Global Optima

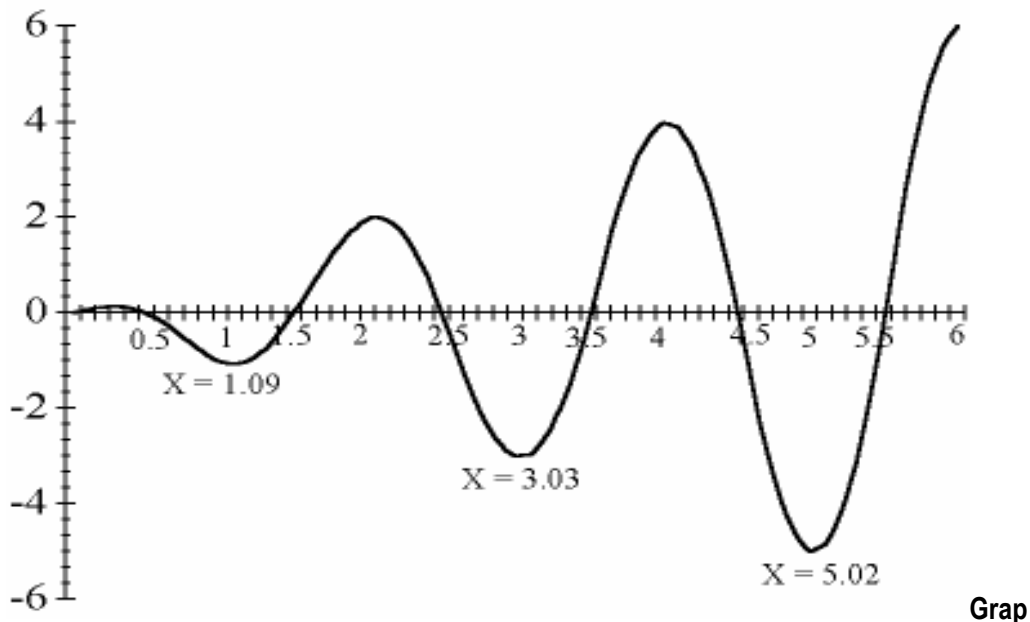
When LINGO finds a solution to a linear optimization model, it is the definitive best solution—we say it is the global optimum. Multiple optima may exist. However, a globally optimal solution is a feasible solution with an objective value that is as good as or better than all other feasible solutions to the model. The ability to obtain a globally optimal solution is attributable to certain properties of linear models.

This is not the case for nonlinear optimization. Nonlinear optimization models may have several solutions that are *locally optimal*. All gradient based nonlinear solvers converge to a locally optimal point (i.e., a solution for which no better feasible solutions can be found in the immediate neighborhood of the given solution). Additional local optimal points may exist some distance away from the current solution. These additional locally optimal points may have objective values substantially better than the solver's current local optimum. ***Thus, when a nonlinear model is solved, we say the solution is merely a local optimum. The user should be aware that other local optimums may, or may not, exist with better objective values.*** Conditions may exist where you may be assured that a local optimum is in fact a global optimum. See the *Convexity* section below for more information.

Consider the following small nonlinear model involving the highly nonlinear cosine function:

$$\begin{aligned} MIN &= X * @COS(3.1416 * X); \\ X &< 6; \end{aligned}$$

The following graph shows a plot of the objective function for values of X between 0 and 6. If you're searching for a minimum, there are local optimal points at X values of 0, 1.09, 3.03, and 5.02 in the “valleys.” The global optimum for this problem is at $X = 5.02$, because it is the lowest feasible valley.



Graph of $X * \text{COS}(3.1416 * X)$

Imagine the graph as a series of hills. You're searching in the dark for the minimum or lowest elevation. If you are at $X = 2.5$, every step towards 2 takes you uphill and every step towards 3 takes you downhill. Therefore, you move towards 3 in your search for the lowest point. You'll continue to move in that direction as long as it leads to lower ground.

When you reach $X = 3.03$, you'll notice a small flat area (slope is equal to zero). Continuing begins to lead uphill and retreating leads up the hill you just came down. You're in a valley, the lowest point in the immediate neighborhood—a local optimum. However, is it the lowest possible point? In the dark, you are unable to answer this question with certainty.

LINGO lets you enter initial values for variables (i.e., the point from which LINGO begins its search) using an *INIT* section. A different local optimum may be reached when a model is solved with different initial values for X . In this example, one might imagine that starting at a value of $X = 6$ would lead to the global optimum at $X = 5.02$. Unfortunately, this is not guaranteed, because LINGO approximates the true underlying nonlinear functions using linear and/or quadratic functions. In the early stages of solving the model, these approximations can be somewhat rough in nature. Therefore, the solver can be sent off to distant points, effectively passing over nearby local optimums to the true, underlying model.

When "good" initial values for the variables are known, you should input these values in an *INIT* section. Additionally, you may want to use the *@BND* function to bound the variables within a reasonable neighborhood of the starting point. When you have no idea what the optimal solution to your model is, you may find that observing the results of solving the model several times with different initial values can help you find the best solution.

LINGO has several optional strategies to help overcome the problem of stalling at local optimal points. The global solver employs branch-and-bound methods to break a model down into many convex sub-regions. LINGO also has a multistart feature that restarts the nonlinear solver from a number of

intelligently generated points. This allows the solver to find a number of locally optimal points and report the best one found. Finally, LINGO can automatically linearize a number of nonlinear relationships through the addition of constraints and integer variables so that the transformed linear model is mathematically equivalent to the original nonlinear model. Keep in mind, however, that each of these strategies will require additional computation time. Thus, whenever possible, you are always better off formulating models to be convex so that they contain a single extreme point.

Convexity

The characteristic of an expression called *convexity* along with a closely related feature called *concavity* are the most useful features of a model for guaranteeing that a local optimum is actually a global optimum. Let's consider the convexity property of a minimization problem. The mathematical definition of a *convex model* is as follows:

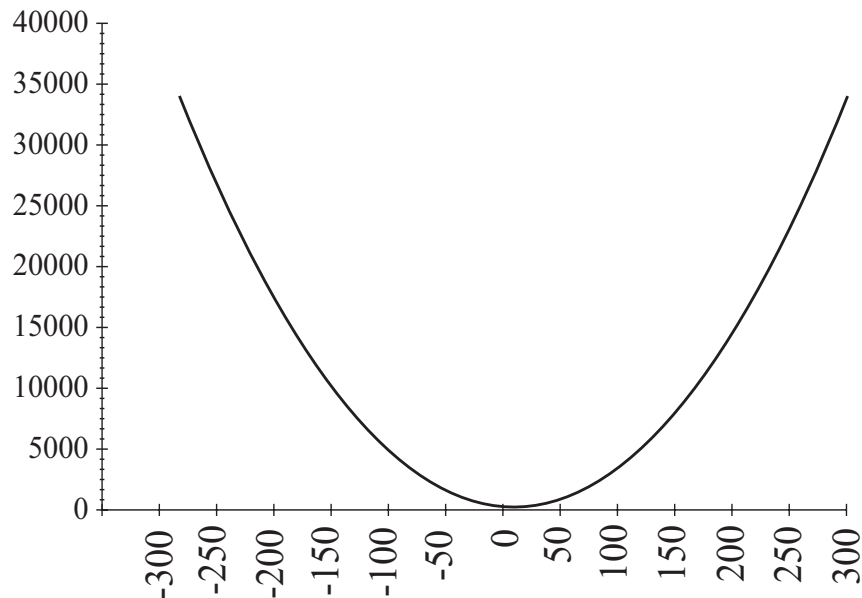
$$f(y) \leq a f(x) + (1-a) f(z), \text{ where } y = a \cdot x + (1-a) \cdot z$$

In words, a function is convex if, for any two points on the function, a straight line connecting the two points lies entirely on or above the function.

Determining the convexity of a multiple variable problem is no easy task. Mathematicians call a function convex if the matrix of the second derivatives is positive definite or has positive Eigen values. However, if you can identify your LINGO model as being convex for a minimization problem, you can ensure that any solution you reach is a global optimum (including nonlinear models).

Strictly Convex

A strictly convex function with no constraints has a single global minimum. Therefore, minimizing a strictly convex function will yield the unique global optimal solution regardless of the initial value of the variables. The graph below shows a convex function of a single variable:

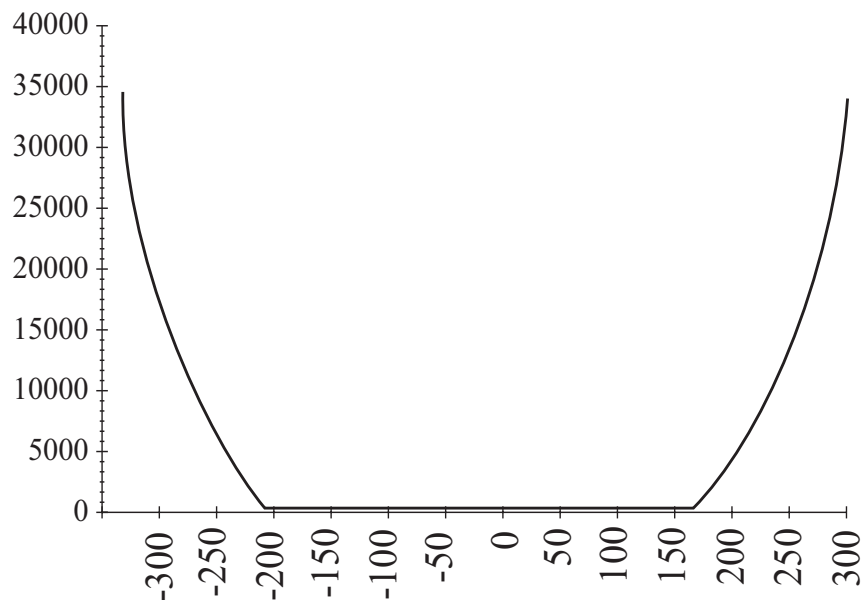


A Strictly Convex Function: $.4*(x-3)^2+.5$

In this strictly convex function, the unique global minimum can be defined at the point on the function where the variable x is equal to 3. Changing the value of x to be more or less than 3 will increase the result of the function.

Loosely Convex

A loosely convex function with no constraints has multiple local minima, which are also global minima. Therefore, minimizing a loosely convex function may yield different solutions for different initial values of the variables. However, if you know the function is loosely convex, you will know the solution is a global minimum. For example, note the flat section (i.e., slope is zero) from approximately -200 to 150 in the following function that makes it loosely convex:



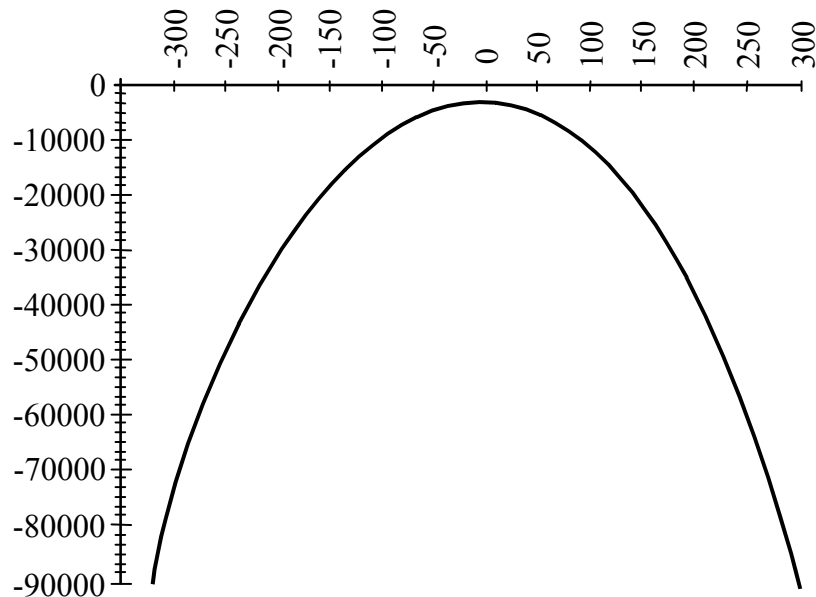
A Loosely Convex Function

In this loosely convex function, the global minimum of 3 can be found between about -200 through just over 150 on the x-axis. Although variable values may vary, the result of the function will be the same for all local minima.

Concavity

While convexity applies to minimization problems, concavity ensures the corresponding attribute of global optimality in maximization problems. *Concavity* can be defined as the negative of convexity (see above). In other words, a function is concave if, for any two points on the function, a straight line connecting the two points lies entirely on or below the function.

The following function is strictly concave:



A Strictly Concave Function: Graph of $-(x^2)$

In this strictly concave function, the unique global maximum can be defined at the point on the function where the variable x is equal to zero. Changing the value of the variable to be any more or less than 0 will decrease the result of the function. A loosely concave function might look similar to the negative of the loosely convex function shown in the previous section.

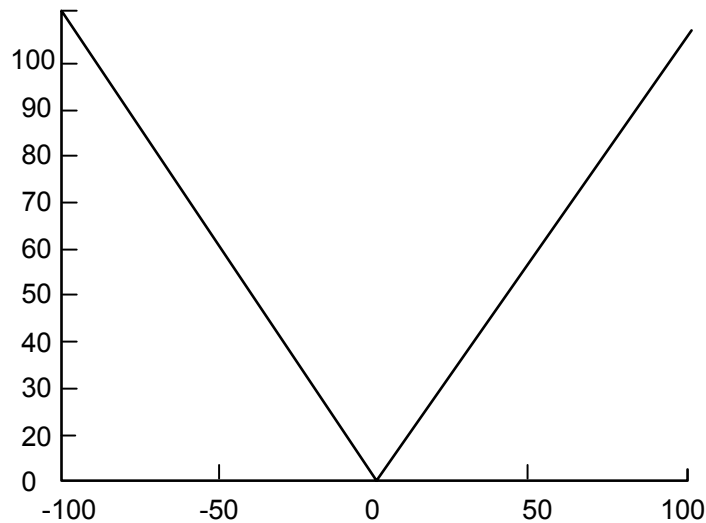
The only functions that are both convex and concave are straight lines (i.e., hyperplanes). Therefore LINGO classifies the solutions to all linear optimization problems as globally optimal. Due to the difficulty in determining convexity and concavity, LINGO classifies all nonlinear optimization models as locally optimal. However, you can ensure you have a global optimum if you can determine that your nonlinear optimization model is convex or concave, or you can reformulate it in such a way to make it convex or concave.

On the other hand, if you can determine your nonlinear optimization model is definitely not convex or concave, you know that it is a mixed function and multiple optima exist. It might be a good idea to try solving with different starting values for the variables. See the section above *Local Optima vs. Global Optima* for an example of a mixed function and more information on the strategies LINGO offers to help overcome the problems with solving mixed functions.

Smooth vs. Nonsmooth Functions

Smooth functions have a unique defined first derivative (slope or gradient) at every point. Graphically, a smooth function of a single variable can be plotted as a single continuous line with no abrupt bends or breaks. All the examples you've seen so far in this chapter have been smooth.

Nonsmooth functions include nondifferentiable and discontinuous functions. Functions with first derivatives with undefined regions are called nondifferentiable. Graphs of nondifferentiable functions may have abrupt bends. The absolute value of a variable, $@ABS(X)$, is an example of a nondifferentiable expression, as illustrated in the following graph:



Graph of $ABS(X)$

Here, there is an abrupt bend in the graph at zero. This can dramatically increase solution times as well as affect the accuracy of the solution. Additional nonsmooth functions are $@MAX$, $@MIN$, $@SMAX$, $@SMIN$, and any of the probability functions that use linear interpolation to return results for nonintegral arguments.

Perhaps even more confounding than functions with sharp bends are discontinuous functions that have actual breaks in their graphs. Discontinuous functions in LINGO include $@SIGN$ and $@FLOOR$.

In simplified terms, LINGO searches along the path of a function to find a maximum or minimum point representing an optimal solution. As LINGO is searching along a function, it uses the function's derivatives to help guide the search. When derivatives vanish, as they do at sharp corners, LINGO is "blinded" and is unable to "see" around the sharp corner. Thus, dealing with functions containing breaks and sharp bends is considerably more difficult than dealing with smooth, continuous functions. Where possible, nonsmooth functions should be replaced with linear constraints or some combination of linear constraints and integer variables. As an example, refer to the assembly line balancing example (*ASLBAL.LNG*) on page 457 to see how we constructed a model to avoid the use of the $@MAX$ function in order to maintain linearity.

Guidelines for Nonlinear Modeling

As shown in the previous sections, nonlinear models can be extremely complex to solve. Spending a little extra time to make sure the model is formulated in a way that is most efficient to solve can pay off in terms of solution speed and reliability. This section gives some general guidelines to consider when building and solving nonlinear models.

Supplying Bounds for Variables

Intelligent use of upper and lower bounds on variables can help make LINGO's solution search as efficient as possible. Supplying good bounds can keep LINGO from wasting time searching regions unlikely to yield good solutions. For example, suppose you know that, even though the feasible range for a particular variable is between 0 and 100, it is highly improbable the optimal value is outside the range of 50 to 75. In this case, using the *@BND* function to specify a lower bound of 50 and an upper bound of 75 could significantly reduce solution times.

Bounding can also help keep the solution search clear of mathematically troublesome areas like undefined regions. For example, if you have a constraint with the term $1/X$, it may be helpful to add a lower bound on X , so it does not get too close to zero.

Supplying Initial Values for Variables

The initial values you provide for the variables in a model can affect the "path" LINGO takes to the solution. Starting with values close to the optimal solution can noticeably reduce the solution time. In many situations, you may not know "good" initial values. However, when you do know reasonable ones, it may be to your benefit to use them in the *INIT* section.

Consider changing your supplied initial values and re-solving the model if you suspect: 1) there is an answer better than the answer returned by LINGO, or 2) a feasible solution exists even though LINGO returns the message "No feasible solution found".

Scale the Model to a Reasonable Range of Units

Try to model your problem, so the units involved are of similar orders of magnitude. If the largest number in the model is greater than 1000 times the smallest number in the model, LINGO may encounter problems when solving the model. This may also affect the accuracy of the solution by introducing rounding problems.

For example, consider a financial problem with equations expressing an interest rate of 8.5% (.085) and budget constraints of \$12,850,000. The difference in magnitude between these numbers is on the order of 10^9 (1/100th compared to 10,000,000). A difference of 10^4 or less between the largest and smallest units would be preferable. In this case, the budget could be expressed in units of millions of dollars. That is, \$12.85 would be used to represent \$12,850,000. This lowers the difference in magnitude of the units of these numbers to 10^4 .

Simplify Relationships

When practical, use linear rather than nonlinear relationships. Some nonlinear expressions can be reformulated in a linear manner. A simple example is a constraint on the ratio of two variables. Using the example from earlier in the chapter, consider the following constraint:

$$X / Y < 10;$$

This constraint is nonlinear because we are dividing by Y . To linearize the constraint, you can multiply both sides by Y . The equivalent, linear constraint becomes:

$$X < 10 * Y;$$

Avoid nonsmooth relationships when possible. Models with nonsmooth constraints are generally much more difficult to solve. When possible, approximate the nonsmooth relationship with smooth expressions and, perhaps, using integer variables.

Reduce Integer Restrictions

Minimizing the use of integer restrictions can drastically reduce the solution time. In instances involving larger variable values, you may find solving the model without integer restrictions and then rounding yields acceptable answers in a fraction of the time required by the integer model. Be forewarned, however, that rounding a solution will not necessarily yield either a feasible or an optimal solution.

Appendix A: Additional Examples of LINGO Modeling

In this Appendix, we list, in alphabetical order by model name, all the models contained in the *SAMPLES* directory off your main LINGO directory. Most of the models contain a brief background discussion. Many have appeared in more detailed descriptions earlier in this manual and are reproduced here for reference.

Assembly Line Balancing

Model: ASLBAL

The following model illustrates how to balance an assembly line in order to minimize its total cycle time. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```
MODEL:
! Assembly line balancing model;
! This model involves assigning tasks to
stations in an assembly line so bottlenecks
are avoided. Ideally, each station would be
assigned an equal amount of work.;

SETS:
! The set of tasks to be assigned are A through
K, and each task has a time to complete, T;
TASK/ A B C D E F G H I J K/: T;

! Some predecessor,successor pairings must be
observed(e.g. A must be done before B, B
before C, etc.);
PRED(TASK, TASK)/ A,B B,C C,F C,G F,J G,J
J,K D,E E,H E,I H,J I,J /;

! There are 4 workstations;
STATION/1..4/;

TXS(TASK, STATION): X;
! X is the attribute from the derived set TXS
that represents the assignment. X(I,K) = 1
if task I is assigned to station K;
ENDSETS
```

```
DATA:
  ! Data taken from Chase and Aquilano, POM;
  ! Each task has an estimated time required:
      A B C D E F G H I J K;
  T = 45 11 9 50 15 12 12 12 12 8 9;
ENDDATA

! The model;
! *Warning* may be slow for more than 15 tasks;

! For each task, there must be one assigned
  station;
@FOR(TASK(I): @SUM(STATION(K): X(I, K)) = 1);

! Precedence constraints;
! For each precedence pair, the predecessor task
  I cannot be assigned to a later station than
  its successor task J;
@FOR(PRED(I, J):
  @SUM(STATION(K):
    K * X(J, K) - K * X(I, K)) >= 0);

! For each station, the total time for the
  assigned tasks must be less than the maximum
  cycle time, CYCTIME;
@FOR(STATION(K):
  @SUM(TXS(I, K): T(I) * X(I, K)) <= CYCTIME);

! Minimize the maximum cycle time;
MIN = CYCTIME;

! The X(I,J) assignment variables are binary integers;
@FOR(TXS: @BIN(X));

END
```

Model: ASLBAL

Bayes Rule; Conditional Probabilities**Model: Bayes**

```

MODEL:
SETS: ! Computing probabilities using Bayes rule;
ACTUAL/1..3/:MPA;!Marginal probability of actual;
FCAST/1..3/:MPF;!Marginal probability of forecast;
FXA(FCAST, ACTUAL): CAGF, !Conditional prob of actual given
    forecast;
CFGA, !Conditional prob of forecast given actual;
JP; ! Joint probability of both;
ENDSETS

DATA:
!Conditional probability of forecast, given actual;
    CFGA = .80 .15 .20
           .10 .70 .20
           .10 .15 .60;
! Marginal probabilities of actual;
    MPA = .5 .3 .2;
ENDDATA

! The calculations;
! Marginal probabilities are the sum of
    joint probabilities;
@FOR(ACTUAL(J):
    MPA(J) = @SUM(FCAST(I): JP(I, J))
);
@FOR(FCAST(I):
    MPF(I) = @SUM(ACTUAL(J): JP(I, J))
);

! Bayes rule relating joint to conditional
    probabilities;
@FOR(FXA(I, J):
    JP(I, J) = MPF(I) * CAGF(I, J);
    JP(I, J) = MPA(J) * CFGA(I, J)
);

END

```

Model: BAYES

Blending of Ingredients I**Model: BLEND**

In blending problems, two or more raw materials are to be blended into one or more finished goods, satisfying one or more quality requirements on the finished goods. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
  TITLE    BLEND;
  SETS:
    !Each raw material has an availability
      and cost/unit;
    RAWMAT/ BUTANE, CATREF, NAPHTHA/: AVAIL, COST;

    !Each finished good has a min required,
      max sellable, selling price,
      and batch size to be determined;
    FINGOOD/ REGULAR, PREMIUM/:
      MINREQ, MAXSELL, PRICE, BATCH;

    !Here is the set of quality measures;
    QUALMES/ OCTANE, VAPOR, VOLATILITY/;

    !For each combo of raw material and
      quality measure there is a quality
      level;
    RXQ(RAWMAT, QUALMES): QLEVEL;

    !For each combination of quality
      measure and finished good there are
      upper and lower limits on quality,
      and a slack on upper quality to be
      determined;
    QXF(QUALMES, FINGOOD):
      QUP, QLOW, QSLACK;

    !For each combination of raw material
      and finished good there is an amount
      of raw material used to be solved for;
    RXF(RAWMAT, FINGOOD): USED;
  ENDSETS

  DATA:
    !Raw material availability;
    AVAIL = 1000, 4000, 5000;

    !Raw material costs;
    COST = 7.3, 18.2, 12.5;

    !Quality parameters of raw
      materials;
    QLEVEL = 120,    60, 105,
              100,   2.6,  3,
              74,   4.1, 12;

    !Limits on finished goods;
    MINREQ = 4000, 2000;
    MAXSELL = 8000, 6000;

    !Finished goods prices;
    PRICE = 18.4,  22;

    !Upper and lower limits on

```

```

    quality for each finished good;
    QUP = 110, 110,
          11, 11,
          25, 25;
    QLOW = 90, 95,
           8, 8,
           17, 17;
ENDDATA

!Subject to raw material availability;
@FOR(RAWMAT(R):
    [RMLIM] @SUM(FINGOOD(F): USED(R, F))
        <= AVAIL(R);
);

@FOR(FINGOOD(F):
    !Batch size computation;
    [BATCOMP] BATCH(F) =
        @SUM(RAWMAT(R): USED(R, F));

    !Batch size limits;
    @BND(MINREQ, BATCH, MAXSELL);

    !Quality restrictions for each
    quality measure;
    @FOR(QUALMES(Q):
        [QRESUP] @SUM(RAWMAT(R):
            QLEVEL(R, Q) * USED(R, F))
            + QSLACK(Q, F) = QUP(Q, F) *
            BATCH(F);

        [QRESDN] QSLACK(Q, F) <=
            (QUP(Q, F) - QLOW(Q, F)) *
            BATCH(F);

    );
);

! We want to maximize the profit contribution;
[OBJECTIVE] MAX =
    @SUM(FINGOOD: PRICE * BATCH) -
    @SUM(RAWMAT(R): COST(R) *
        @SUM(FINGOOD(F): USED(R, F)));
END

```

Model: BLEND

Plant Location**Model: CAPLOC**

In this example, we build a model to help decide what plants to open and how much product to ship from each plant to each customer. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Capacitated Plant Location Problem;
SETS:
    PLANTS / P1, P2, P3/: FCOST, CAP, OPEN;
    CUSTOMERS / C1, C2, C3, C4/ : DEM;
    ARCS(PLANTS, CUSTOMERS) : COST, VOL;
ENDSETS

DATA:
! Fixed cost of opening at each origin;
    FCOST = 91, 70, 24;
! Capacities at each origin;
    CAP = 39, 35, 31;
! Demands at each destination;
    DEM = 15, 17, 22, 12;
! The cost/unit shipment matrix;
    COST = 6, 2, 6, 7,
           4, 9, 5, 3,
           8, 8, 1, 5;
ENDDATA

! The objective;
[TTL_COST] MIN = @SUM(ARCS: COST * VOL) +
    @SUM(PLANTS: FCOST * OPEN);

! The demand constraints;
@FOR(CUSTOMERS(J): [DEMAND]
    @SUM(PLANTS(I): VOL(I, J)) >= DEM(J)
);

! The supply constraints;
@FOR(PLANTS(I): [SUPPLY]
    @SUM(CUSTOMERS(J): VOL(I, J)) <=
        CAP(I) * OPEN(I)
);

! Make OPEN binary(0/1);
@FOR(PLANTS: @BIN(OPEN));
END

```

Model: CAPLOC

Blending of Ingredients II***Model: CHESS***

In blending problems, two or more raw materials are to be blended into one or more finished goods, satisfying one or more quality requirements on the finished goods. In this example, we blend mixed nuts into four different brands with a goal of maximizing revenue. A detailed discussion of this model may be found in Chapter 2, *Using Sets*.

```

MODEL:
SETS:
    NUTS / PEANUTS, CASHEWS/: SUPPLY;
    BRANDS / PAWN, KNIGHT, BISHOP, KING/:
        PRICE, PRODUCE;
    NCROSSB(NUTS, BRANDS): FORMULA;
ENDSETS

DATA:
    SUPPLY = 750 250;
    PRICE = 2 3 4 5;
    FORMULA = 15 10 6 2
               1 6 10 14;
ENDDATA

MAX = @SUM(BRANDS(I):
    PRICE(I) * PRODUCE(I));

@FOR(NUTS(I):
    @SUM(BRANDS(J):
        FORMULA(I, J) * PRODUCE(J) / 16) <=
        SUPPLY(I)
    );
END

```

Model: CHESS

Chemical Equilibrium**Model: CHMBL1**

In a chemical equilibrium problem of a closed system (such as a sealed container), there are two or more opposing processes, such as evaporation and condensation. The question is: at a given temperature and pressure, what portion of the material will be found in each possible state—water and vapor, for instance—at equilibrium. The typical equilibrium conditions are that the ratios of fractions must equal known temperature and/or pressure-dependent constants. Note that, in many cases, the numbers you will be dealing with in chemical equilibrium models will be infinitesimal. Such tiny numbers will make it next to impossible to solve your model. Transforming values by taking their logarithms is a useful strategy that is used here. This tends to result in a transformed model with more manageable data.

```

MODEL:
!Chemical equilibrium problem of Peters, Hayes &
!Hieftje. Calculate concentrations of various
!components of phosphoric acid(H3PO4) with pH of 8
!and total phosphate concentration of .10. The
!equilibrium equations in obvious form look like:
!
!      H2P * H/ H3P = .0075;
!
!However, for scale reasons it is better to take !logs thus;
      LH2P + LH - LH3P = @LOG(.0075);

! Ditto for other equilibrium equations;
      LHP + LH - LH2P = @LOG(6.2 * 10^-8);
      LH + LP - LHP = @LOG(4.8 * 10^-13);
      LH = @LOG(10 ^-8);

! Convert back to original variables;
      H   = @EXP(LH);
      P   = @EXP(LP);
      HP  = @EXP(LHP);
      H2P = @EXP(LH2P);
      H3P = @EXP(LH3P);
      H3P + H2P + HP + P = .1;

! Must unconstrain log variables;
@FREE(LH2P); @FREE(LH); @FREE(LH3P);
@FREE(LHP); @FREE(LP);

! Solution should be: LH2P= -4.2767, LH= -18.4207,
      LH3P= -17.8045, LHP= -2.4522, LP= -12.3965;
END

```

Model: CHMBL1

Conjoint Analysis

Model: CONJNT

When designing a product, it's useful to know how much customers value various attributes of that product. This allows us to design the product most preferred by consumers within a limited budget. For instance, if we determine consumers place a very high value on a long product warranty, then we might be more successful in offering a long warranty with fewer color options.

The basic idea behind *conjoint analysis* is, while it may be difficult to get consumers to accurately reveal their relative utilities for product *attributes*, it's easy to get them to state whether they prefer one product *configuration* to another. Given these rank preferences, we can use conjoint analysis to work backwards and determine the implied utility functions for the product attributes. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Conjoint analysis model to decide how much
weight to give to the two product attributes of
warranty length and price;

SETS:
! The three possible warranty lengths;
    WARRANTY /LONG, MEDIUM, SHORT/ : WWT;
! where WWT(i) = utility assigned to warranty i;

!The three possible price levels(high,medium,low);
    PRICE /HIGH, MEDIUM, LOW/ : PWT;
! where PWT(j) = utility assigned to price j;

! We have a customer preference ranking for each
combination;
    WP(WARRANTY, PRICE) : RANK;
ENDSETS

DATA:
! Here is the customer preference rankings running
from a least preferred score of 1 to the most
preferred of 9. Note that long warranty and low
price are most preferred with a score of 9,
while short warranty and high price are least
preferred with a score of 1;
    RANK = 7  8  9
           3  4  6
           1  2  5;
ENDDATA

SETS:
! The next set generates all unique pairs of
product configurations such that the second
configuration is preferred to the first;
    WPWP(WP, WP) | RANK(&1, &2) #LT#
    RANK(&3, &4): ERROR;

! The attribute ERROR computes the error of our
estimated preference from the preferences given
us by the customer;
ENDSETS

! For every pair of rankings, compute the amount
by which our computed ranking violates the true
ranking. Our computed ranking for the (i,j)
combination is given by the sum WWT(i) + PWT(j).

```

```
(NOTE: This makes the bold assumption that
utilities are additive!);
@FOR(WPWP(i, j, k, l): ERROR(i, j, k, l) >=
    1 + (WWT(i) + PWT(j)) -
    (WWT(k) + PWT(l))
);
```

! The 1 is required on the right-hand-side of the above equation to force ERROR to be nonzero in the case where our weighting scheme incorrectly predicts that the combination (i,j) is equally preferred to the (k,l) combination.

Since variables in LINGO have a default lower bound of 0, ERROR will be driven to zero when we correctly predict that (k,l) is preferred to (i,j).

Next, we minimize the sum of all errors in order to make our computed utilities as accurate as possible;

```
MIN = @SUM(WPWP: ERROR);
```

END

Model: CONJNT

Data Envelopment Analysis**Model: DEAMOD**

Data Envelopment Analysis (DEA) was developed to help compare the relative performance of decision-making units. DEA generates an efficiency score between 0 and 1 for each unit, indicating how effectively they are managing their resources. A compelling feature of DEA is it develops a unique rating system for each unit designed to make them look their best. This should facilitate acceptance of DEA within an organization. For more information on DEA, see Schrage (2001).

```

MODEL:
! Data Envelope Analysis of Decision Maker Efficiency;
SETS:
  DMU/BL HW NT OP YK EL/: ! Six schools;
  SCORE; ! Each decision making unit has a;
           ! score to be computed;
  FACTOR/COST RICH WRIT SCIN/;
! There is a set of factors, input & output;
  DXF(DMU, FACTOR): F; ! F(I, J) = Jth factor
                        of DMU I;

ENDSETS

DATA:
! Inputs are spending/pupil, % not low income;
! Outputs are Writing score and Science score;
  NINPUTS = 2; ! The first NINPUTS factors are inputs;
!   The inputs,      the outputs;
  F = 8939 64.3      25.2  223
      8625 99        28.2  287
      10813 99.6     29.4  317
      10638 96       26.4  291
      6240 96.2     27.2  295
      4719 79.9     25.5  222;

ENDDATA

SETS:
! Weights used to compute DMU I's score;
  DXFXD(DMU,FACTOR) : W;
ENDSETS

! Try to make everyone's score as high as possible;
  MAX = @SUM(DMU: SCORE);

! The LP for each DMU to get its score;
  @FOR(DMU(I):
    SCORE(I) = @SUM(FACTOR(J) | J #GT# NINPUTS:
      F(I, J)* W(I, J));

! Sum of inputs(denominator) = 1;
  @SUM(FACTOR(J) | J #LE# NINPUTS:
    F(I, J)* W(I, J)) = 1;

! Using DMU I's weights, no DMU can score better than 1;
  @FOR(DMU(K):
    @SUM(FACTOR(J) | J #GT# NINPUTS:
      F(K, J) * W(I, J))
    <= @SUM(FACTOR(J) | J #LE# NINPUTS:
      F(K, J) * W(I, J))
  );

! The weights must be greater than zero;
  @FOR(DXFXD(I, J): @BND(.00001, X, 100000));
END

```

Model: DEAMOD

Generating Random Numbers**Model: DEMRND**

In cases where you are modeling under uncertainty, it is useful to have a random number generator to help simulate a situation. LINGO supports the *@RAND* function, which can be used to generate sequences of pseudo random numbers with uniform distribution between 0 and 1. By using the same seed value, you can recreate a series of numbers. In this example, we generate 15 random numbers, and then use them with the *@PSN* and *@PTD* functions to generate observations from both the unit Normal and T distributions.

```

MODEL:
! Generate a series of Normal and T distributed
  random variables ;
SETS:
  SERIES/1..15/: U, ZNORM, ZT;
ENDSETS

! First uniform is arbitrary;
U(1) = @RAND(.1234);

! Generate the rest recursively;
@FOR(SERIES(I) | I #GT# 1:
  U(I) = @RAND(U(I - 1))
);

! Generate some...;
@FOR(SERIES(I):
!   Normal deviates...;
  @PSN(ZNORM(I)) = U(I);
!   and t deviates(2 degrees of freedom);
  @PTD(2, ZT(I)) = U(I);
!   ZNORM and ZT may take on negative values;
  @FREE(ZNORM(I)); @FREE(ZT(I));
);
END

```

Model: DEMRND

Scenario-based Portfolio Model**Model: DNRISK**

In this model, we are attempting to come up with an optimal portfolio that meets a certain level of return while minimizing downside risk. Downside risk is a measure of the risk of falling below our target return. An additional feature of this model is it is scenario-based. More specifically, we have seven scenarios that will each occur with a given probability. The model incorporates this distribution of predicted outcomes in deriving the optimal portfolio.

```

MODEL:      ! (dnrisk.lng);
! Downside risk portfolio model;
SETS:
  ASSET: INVEST; ! Amount to invest in each asset;
  SCENARIO:
    TRETRN, ! Return under this scenario;
    DRISK; ! Downside risk under this scenario;
  TABLE( SCENARIO, ASSET):
    ARETRN; ! Return in scenario I of asset J;
ENDSETS

DATA:
! Number of scenarios;
  SCENARIO = 1..7;

! The available assets in which to invest;
  ASSET = ATT  GMC  USX;
  ARETRN =
    -.071  .144  .169
     .056  .107 -.035
     .038  .321  .133
     .089  .305  .732
     .090  .195  .021
     .083  .390  .131
     .035 -.072  .006;

! Desired return;
  DRETURN = .13;

! Threshold, below which we are unhappy;
  THRESH = .11;

! Power to use for risk(1 or 2);
! When NPOW = 1, it is a linear program;
! When NPOW = 2 and threshold = desired return;
! it is the semi-variance;
  NPOW = 2;
ENDDATA

  NSCEN = @SIZE( SCENARIO);

! Minimize average downside risk;
  MIN = @SUM( SCENARIO: DRISK ^ NPOW)/ NSCEN;

! Compute return for each scenario;
  @FOR( SCENARIO( I):
    TRETRN( I) = @SUM( ASSET( J):
      ARETRN( I, J) * INVEST( J));

! .. and how much we fall short of threshold ;
  DRISK( I) >= THRESH - TRETRN( I);

! Return in a period could be negative;
  @FREE( TRETRN( I));

```

```
);  
! Our budget constraint(divided by a billion);  
[BUDGET] @SUM( ASSET: INVEST ) = 1;  
  
! Our desired return;  
[PRICER] @SUM( SCENARIO( I): TRETRN( I))/ NSCEN >= DRETURN;  
END
```

Model: DNRISK

Staff Scheduling

Model: STAFFDEM

This *covering* model assigns start days to employees to cover staffing needs, minimizing the total number of staff, subject to the requirements that each staff member must have two consecutive days off each week. A detailed discussion of this model may be found in Chapter 2, *Using Sets*.

```
MODEL:  
SETS:  
    DAYS / MON TUE WED THU FRI SAT SUN/:  
    REQUIRED, START;  
ENDSETS  
  
DATA:  
    REQUIRED = 20 16 13 16 19 14 12;  
ENDDATA  
  
MIN = @SUM(DAYS(I): START(I));  
  
@FOR(DAYS(J):  
    @SUM(DAYS(I) | I #LE# 5:  
        START(@WRAP(J - I + 1, 7)))  
        >= REQUIRED(J)  
    );  
END
```

Model: STAFFDEM

Dynamic Programming**Model: DYNAMB**

Dynamic programming (DP) is a creative approach to problem solving that involves breaking a large, difficult problem into a series of smaller, easy to solve problems. By solving this series of smaller problems, we are able to assemble the optimal solution to the initial large problem. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
SETS:
    ! Dynamic programming illustration (see Anderson, Sweeney & Williams, An
      Intro to Mgt Science, 6th Ed.). We have a network of 10 cities. We
      want to find the length of the shortest route from city 1 to city 10.;

    ! Here is our primitive set of ten cities, where F(i) represents
      the shortest path distance from city i to the last city;
    CITIES /1..10/: F;

    ! The derived set ROADS lists the roads that exist between the
      cities (note: not all city pairs are directly linked by a road,
      and roads are assumed to be one way.);
    ROADS(CITIES, CITIES)/
        1,2 1,3 1,4
        2,5 2,6 2,7
        3,5 3,6 3,7
        4,5 4,6
        5,8 5,9
        6,8 6,9
        7,8 7,9
        8,10
        9,10/: D;
    ! D(i, j) is the distance from city i to j;
ENDSETS

DATA:
    ! The distances corresponding to the links;
    D =
        1      5      2
       13     12     11
        6      10      4
       12     14
        3       9
        6       5
        8      10
        5
        2;
ENDDATA

    ! If you are already in City 10, then the cost to travel to City 10
    is 0;
    F(@SIZE(CITIES)) = 0;

    ! The following is the classic dynamic programming recursion. In
    words, the shortest distance from City i to City 10 is the minimum
    over all cities j reachable from i of the sum of the distance from i
    to j plus the minimal distance from j to City 10;
    @FOR(CITIES(i) | i #LT# @SIZE(CITIES):
        F(i) = @MIN(ROADS(i, j): D(i, j) + F(j))
    );
END

```

Model: DYNAMB

Capacitated EOQ**Model: EOQCAP**

In this model, we have three products with known demand, production rates, setup costs, and holding costs. The question is how much of each product should we produce to minimize total setup and holding costs without exceeding the capacity of our production facility.

```

MODEL:
! Production capacity constrained EOQ;
! Demand rates for three products;
  d1 = 400; d2 = 300; d3 = 300;

! Production rates;
  p1 = 1300; p2 = 1100; p3 = 900;

! Setup costs for producing individual products;
  sc1 = 10000; sc2 = 12000; sc3 = 13000;

! Per unit holding costs;
  hc1 = 1; hc2 = 1.1; hc3 = 1.4;

! The model;
! Single machine capacity constraint; [CAP]
  d1 / p1 + d2 / p2 + d3 / p3
    + 1.5 * (d1 / q1 + d2 / q2 + d3 / q3) <= 1;

! Minimize setup + holding costs;
  min = setup + holding;

! Total setup costs;
  setup = (sc1 * d1 / q1) + (sc2 * d2 / q2)
          + (sc3 * d3 / q3);

! Total holding costs;
  holding = (hc1 * q1 * (1 - d1 / p1)
            + hc2 * q2 * (1 - d2 / p2)
            + hc3 * q3 * (1 - d3 / p3)) / 2;

!;

@BND(.01, Q1, 99999);
@BND(.01, Q2, 99999);
@BND(.01, Q3, 99999);
@FREE(SETUP);
@FREE(HOLDING);
END

```

Model: EOQCAP

Machine Repair Problem**Model: EZMREPAR**

This model analyzes a queuing system with a fixed population of members that periodically require servicing. Although we model a computer timesharing system in this example, this model is typically referred to as the *machine repair problem*, because one can think of it as applying to a group of machines periodically requiring repair by a number of service personnel. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

MODEL:

```
! Model of a computer timesharing system;
! The mean think time for each user (more
  generally, Mean Time Between Failures in a
  repair system);
MTBF = 40;

! The mean time to process each compute request
  (more generally, Mean Time To Repair in
  seconds);
MTTR = 2;

! The number of users;
NUSER = 32;

! The number of servers/repairmen;
NREPR = 1;

! The mean number of users waiting or in service
  (more generally, the mean number of machines
  down);
NDOWN =
  @PFS(MTTR * NUSER / MTBF, NREPR, NUSER);

! The overall request for service rate (more
  generally, overall failure rate), FR, must
  satisfy;
FR = (NUSER - NDOWN) / MTBF;

! The mean time waiting for or in service (more
  generally, the mean time down), MTD, must
  satisfy;
NDOWN = FR * MTD;
```

END

Model: EZMREPAR

Newsboy Problem**Model: EZNEWS**

A common inventory management problem occurs when the product in question has limited shelf life (e.g., newspapers, produce, and computer hardware). There is a cost of over ordering, because the product will shortly become obsolete and worthless. There is also an opportunity cost of under ordering associated with forgone sales. Under such a situation, the question of how much of a product to order to maximize expected profit is classically referred to as the *newsboy problem*. In this example, we assume demand has a Poisson distribution. However, this is not mandatory. Refer to any operations research textbook for a derivation of the formulas involved.

```

MODEL:
  DATA:
    ! The average demand;
      MU = 144;

    ! Opportunity cost of each unit of lost demand;
      P = 11;

    ! Cost/unit of excess inventory;
      H = 5;

  ENDDATA

    ! Calculate the order-up-to point, S, using the
      newsboy problem equation;
    @PPS(MU, S) = P / (P + H);

    ! PS is the expected profit of being at S;
    PS=P * MU - H * (S -MU) - (P + H) * @PPL(MU, S);

  END

```

Model: EZNEWS**Simple Queuing Example****Model: EZQUEUE**

Given a queue with a certain arriving load and number of servers, the *@PEL* function determines the fraction of customers lost due to all servers being busy. In this example, we use *@PEL* to solve for the number of servers that limit customer loss to 5%.

```

MODEL:
  ! Arrival rate of customers/ hour;
    AR = 25;
  ! Service time per customer in minutes;
    STM = 6;
  ! Service time per customer in hours;
    STH = STM/ 60;
  ! Fraction customers finding all servers busy;
    FB = .05;
  !The PEL function finds number of servers needed, NS;
    FB = @PEL(AR * STH, NS);

  END

```

Model: EZQUEUE

*General Equilibrium of an Economy**Model: GENEQ1*

```

MODEL:
! General Equilibrium Model of an economy;
! Data based on Kehoe, Math Prog, Study 23(1985);
! Find clearing prices for commodities/goods and
  equilibrium production levels for processes in
  an economy;

SETS:
GOOD/1..4/: PRICE, H;
SECTOR/1..4/;
GXS(GOOD, SECTOR): ALPHA, W;
PROCESS/1..2/: LEVEL;
GXP(GOOD, PROCESS): MAKE;
ENDSETS

DATA:
! Demand curve parameter for each good and SECTOR;
ALPHA =
    .5200 .8600 .5000 .0600
    .4000 .1    .2    .25
    .04   .02   .2975 .0025
    .04   .02   .0025 .6875;

! Initial wealth of Good I by Market J;
W =
    50    0    0    0
    0    50    0    0
    0    0    400  0
    0    0    0    400;

! Amount produced of good I by process J;
MAKE =
    6    -1
    -1    3
    -4    -1
    -1    -1;

! Weights for price normalization constraint;
H = .25 .25 .25 .25;
ENDDATA

!-----;
! Model based on Stone, Tech. Rep. Stanford OR(1988);
! Minimize the artificial variable;
MIN = V;

! Supply is >= demand;
@FOR(GOOD(G):
    @SUM(SECTOR(M): W(G, M))
    + @SUM(PROCESS(P): MAKE(G, P) * LEVEL(P))
    - @SUM(SECTOR(S):
        ALPHA(G, S) * @SUM(GOOD(I): PRICE(I) *
            W(I, S))/ PRICE(G)) + H(G) * V >= 0;
);

! Each process at best breaks even;
@FOR(PROCESS(P):
    @SUM(GOOD(G): - MAKE(G, P) * PRICE(G)) >= 0;
);

```

```
! Prices scale to 1;
@SUM(GOOD(G): - H(G) * PRICE(G)) = -1;
END
```

Model: GENEQ1

Markowitz Portfolio Example

Model: GENPRT

In the March, 1952 issue of *Journal of Finance*, Harry M. Markowitz published an article titled *Portfolio Selection*. In the article, he demonstrates how to reduce the risk of asset portfolios by selecting assets whose values aren't highly correlated. The following model implements these ideas in constructing a simple portfolio with three assets. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```
MODEL:
! GENPRT: Generic Markowitz portfolio;
SETS:
  ASSET/1..3/: RATE, UB, X;
  COVMAT(ASSET, ASSET): V;
ENDSETS

DATA:
! The data;
! Expected growth rate of each asset;
  RATE = 1.3  1.2  1.08;

! Upper bound on investment in each;
  UB = .75  .75  .75;

! Covariance matrix;
  V =      3      1  -.5
        1      2  -.4
      -.5  -.4      1;

! Desired growth rate of portfolio;
  GROWTH = 1.12;
ENDDATA

! The model;
! Min the variance;
[VAR] MIN = @SUM(COVMAT(I, J):
                V(I, J) * X(I) * X(J));

! Must be fully invested;
[FULL] @SUM(ASSET: X) = 1;

! Upper bounds on each;
@FOR(ASSET: @BND(0, X, UB));

! Desired value or return after 1 period;
[RET] @SUM(ASSET: RATE * X) >= GROWTH;
END
```

Model: GENPRT

Interior Point Algorithm***Models: INTPTD, INTPTS***

This example consists of two models. It not only illustrates the primal/dual interior point algorithm for solving linear programs, but also how the output of one model can be used as input to another. We stress this is simply an illustration of the logic of the primal/dual interior point method. It is not meant to be an example of efficient implementation.

A general linear program, in LINGO format, can be written as:

```
MAX = @SUM(COL(J): C(J) * X(J));
@FOR(ROW(I):
    @SUM(COL(J): A(I, J) * X(J)) = B(I)
);
@FOR(COL(J): X(J) >= 0);
```

We have an optimal, feasible solution to this problem if we have for each column: nonnegative primal values $X(J)$; for each row: dual prices $Y(I)$; and for each column: nonnegative reduced costs $Z(J)$, satisfying the three conditions:

- 1) *Primal feasibility:*

```
@FOR(ROW(I):
    @SUM(COL(J): A(I, J) * X(J)) = B(I));
```
- 2) *Dual feasibility:*

```
@FOR(COL(J):
    @SUM(ROW(I): A(I, J) * Y(I)) + Z(J) =
    C(J));
```
- 3) *Complementary slackness:*

```
@FOR(COL(J): X(J) * Z(J) = 0);
```

The basic steps of the primal/dual interior point algorithm are as follows:

Given an approximate solution, $(X0(), Y0(), Z0())$ to conditions (1), (2), and (3), find an adjusted solution $(X0() + DX(), Y0() + DY(), Z0() + DZ())$, which solves (1) and (2), and comes closer to solving condition (3).

Condition (3) is difficult because it is nonlinear. For the adjusted solution, we can rewrite:

$$(X0(J) + DX(J)) * (Z0(J) + DZ(J)) = 0$$

as:

$$X0(J) * (Z0(J) + DZ(J)) + DX(J) * Z0(J) + DX(J) * DZ(J).$$

This is linear except for the final term. We get a linear approximation to the expression by replacing $DX(J) * DZ(J)$ by a constant $MU(J)$ that we estimate.

The algorithm can now be described as:

Given an initial approximate solution $X0(), Y0(), Z0()$, to (1), (2), and (3), repeat (a), (b) and (c) until $X0(J) * Z0(J)$ is essentially zero for all J :

- a) Choose a direction to move in by selecting a small value for $MU(J)$ and solve the linear system:

```
@FOR (ROW(I) :  
  @SUM (COL(J) : A(I, J) * (X0(J) +  
    DX(J))) = B(I));  
@FOR (COL(J) :  
  @SUM (ROW(I) : A(I, J) * (Y0(I) +  
    DY(I))) + Z(J) = C(J));  
@FOR (COL(J) :  
  X0(J) * (Z0(J) + DZ(J)) + Z0(J) *  
    DX(J) - MU(J) = 0;
```

- b) Choose a step size in the direction found in (a) by scaling the $DX()$, $DY()$, $DZ()$ proportionately, so :

```
X0(J) + DX(J) >= 0;  
Y0(J) + DY(J) >= 0;  
Z0(J) + DZ(J) >= 0;
```

- c) Reset:

```
X0(J) = X0(J) + DX(J)  
Y0(J) = Y0(J) + DY(J)  
Z0(J) = Z0(J) + DZ(J)
```

The LINGO model *INTPTD* does step (a). It uses the *@FILE* function to automatically read $X0()$, $Y0()$, and $Z0()$ from file *INTPTD.LDT*. The LINGO model *INTPTS* does steps (b) and (c). It uses the *@FILE* function to automatically read $DX()$, $DY()$, and $DZ()$ from file *INTPTS.LDT*.

The following files simplify running the example:

1. *SAMPLES\INTPTD.BAK* contains a starting approximate solution (copy this file to *SAMPLES\INTPTD.LDT*),
2. *SAMPLES\INTPTD.LTF* contains commands for doing step (a), and
3. *SAMPLES\INTPTS.LTF* contains commands for doing steps (b), and (c).

If you are running a Windows version of LINGO, you can run this example by doing the following:

1. Open *SAMPLES\INTPTD.LG4* using the *File|Open* command.
 2. Open *SAMPLES\INTPTS.LG4* using the *File|Open* command.
 3. Get the new direction by solving *INTPTD.LG4* with the *LINGO|Solve* command.
 4. Examine the new direction (DX , DY , DZ). If the new direction is “small”, then stop.
 5. Save new direction to disk by running the script file *SAMPLES\INTPTD.LTF* with the *File|Take Commands* command.
 6. Compute the new step size by solving *INTPTS.LG4* with the *LINGO|Solve* command.
 7. Save the updated solution to disk by running the script file *SAMPLES\INTPTS.LTF* with the *File|Take Commands* command.
 8. Go to step 3.
-

To run this example on most workstation environments, do the following:

```

copy samples\intptd.bak intptd.ldt
copy samples\intptd.lng
copy samples\intpts.lng
copy samples\intptd.ltf
copy samples\intpts.ltf
lingo
terse
take intptd.lng      ! Get model to choose direction
go                  ! Find direction
solu dx             ! View the direction on the screen
take intptd.ltf      ! Write it to file
take intpts.lng      ! Get model to choose step size
go                  ! Find step size and move to new point
solu x1             ! View the new point
take intpts.ltf      ! Write it to file
take intptd.lng      ! Repeat the process ...
go
solu dx
take intptd.ltf
take intpts.lng
.
.
.
```

Note that the copy commands copy up from the *SAMPLES* subdirectory. This avoids overwriting the original files.

The following pages list the models and script files necessary to run this example:

```

MODEL:
!
  LINGO MODEL for interior point primal-dual
  method. Part 1: Choose a direction: DX, DY and
  DZ.  Written by Kipp Martin. See article by
  Marsten, et. al. in INTERFACES.
;

SETS:
  ROW / 1..3 / : B, Y0, DY ;
  COL / 1..5 / : C, X0, Z0, DX, DZ ;
  MATRIX(ROW, COL) : A;
ENDSETS

DATA:
  A = 1, 0, 1, 0, 0,      !Coefficient matrix for the;
      0, 1, 0, 1, 0,      !Astro/Cosmo;
      1, 2, 0, 0, 1;      !Problem in Schrage;
  B = 60, 50, 120;        ! RHS;
  C = -20, -30, 0, 0, 0;  ! Objective coefficients;
  X0 = @FILE('INTPTD.LDT'); !Initial primal soln;
  Y0 = @FILE('INTPTD.LDT'); !Initial dual prices;
  Z0 = @FILE('INTPTD.LDT'); !Initial red. costs;
  TOLNDR = .0005;         ! Termination tolerance;
ENDDATA

! The Primal equations: A*(X0 + DX) = B;
@FOR(ROW(I):
  @SUM(COL(J) : A(I, J)*(X0(J) + DX(J)))
```

```
    = B(I)
  );

! The Dual equations:  $A*(Y0 + DY) + DZ = C$ ;
@FOR(COL(J):
  @SUM(ROW(I): A(I, J) * (Y0(I) + DY(I))) -
  Z0(J) - DZ(J) = C(J)
);

! The Complementary slackness equation:
  (Z0 + DZ) * (X0 + DX) = 0 + error =
  MU + DZ * DX;

! and the linear approximation to it;
@FOR(COL(J):
  (Z0(J) + DZ(J)) * X0(J) + Z0(J) * DX(J)
  = MU
);

! Marsten's rule for error target, MU;
N = @SIZE(COL);
MU = GAP / (N * N);
GAP = @SUM(COL: X0 * Z0); ! Duality gap between;
                             ! primal and dual;

! Allow for movements in the negative direction;
@FOR(ROW: @FREE(DY));
@FOR(COL: @FREE(DX));
@FOR(COL: @FREE(DZ));

! Print a message if satisfy optimality tolerance;
@WARN('Close enough to optimal',GAP #LE# TOLNDR *
  (1 + @ABS(@SUM(COL: C * X0))));
END
```

Model: INTPTD

```
MODEL:
! LINGO MODEL for interior point primal-dual
  method. Part 2: Calculate the stepsize;

SETS:
  ROW / 1..3 / : B, Y0, Y1, DY;
  COL / 1..5 / : C, DX, X0, X1, DZ, Z0, Z1;
  ! X1, Y1, and Z1 will be new values to use
    in Part 1;
ENDSETS

DATA:
  B = 60, 50, 120;          ! RHS;
  C = 20, 30, 0, 0, 0;     ! Objective coefficients;
  X0 = @FILE('INTPTD.LDT'); !Initial primal soln;
  Y0 = @FILE('INTPTD.LDT'); !Initial dual prices;
  Z0 = @FILE('INTPTD.LDT'); !Initial red. costs;

! Direction data from part 1;
  DX = @FILE('INTPTS.LDT');
  DY = @FILE('INTPTS.LDT');
  DZ = @FILE('INTPTS.LDT');
ENDDATA

! Calculate step size in direction from Part 1 ;
! Do not let any variable get too close to zero;
ALPHAP = .995 * (@MIN(COL(J) | DX(J) #LT# 0:
```

```

      -X0(J) / DX(J))) ;
ALPHAD = .995 * (@MIN(COL(J) | DZ(J) #LT# 0:
      -Z0(J) / DZ(J))) ;

      ! Calculate the new point: X1, Z1, Y1;
@FOR(COL(J):X1(J) = X0(J) + ALPHAP * DX(J));
@FOR(COL(J):Z1(J) = Z0(J) + ALPHAD * DZ(J));
@FOR(ROW(I):Y1(I) = Y0(I) + ALPHAD * DY(I);

      ! Calculate primal and dual objectives;
POBJ = @SUM(COL: X1 * C);
DOBJ = @SUM(ROW: Y1 * B);
GAP = DOBJ - POBJ;
END

```

Model: INTPTS

```

DIVERT INTPTS.LDT
! Write the new direction to file;
! The ~ marks the end of the preceding data;
SOLU ' ' DX
SOLU '~' DY
SOLU '~' DZ
RVRT

```

Script File: INTPTD.LTF

```

DIVERT INTPTD.LDT
! Write the new point to file;
! The ~ marks the end of the preceding data list;
SOLU ' ' X1
SOLU '~' Y1
SOLU '~' Z1
RVRT

```

Script File: INTPTD.LTF

Job Shop Scheduling**Model: JOBSLT**

In this model, there are six jobs that can be done on one machine. The machine can only work on one job at a time. Each job has a due date. If we can't complete a job by its due date, we do not take the job. Our objective is to maximize the total value of the jobs selected.

Although we have based this model on a job shop scenario, the basic principles should be applicable in any area where time is the limiting factor in deciding what projects to undertake.

```

MODEL:
! One machine job selection;
SETS:

!There are six jobs each of which has a Due Date,
  Processing Time, Value, and a flag variable Y
  indicating if the job has been selected.;
JOB/1..6/: ! Each job has a...;
  DD, ! Due date;
  PT, ! Processing time;
  VAL, ! Value if job is selected;
  Y; ! = 1 if job is selected, else 0;
ENDSETS

DATA:
VAL = 9  2  4  2  4  6;
DD =  9  3  6  5  7  2;
PT =  5  2  4  3  1  2;
ENDDATA

! Maximize the total value of the jobs taken;
MAX = TVAL;
TVAL = @SUM(JOB: VAL * Y);

! For the jobs we do, we do in due date order;
@FOR(JOB(J):

  ! Only jobs with earlier due dates can
  precede job J, and jobs must be completed
  by their due dates;
  @SUM(JOB(I)| DD(I) #LT# DD(J) #OR#
    (DD(I) #EQ# DD(J) #AND# I #LE# J):
    PT(I) * Y(I)) <= DD(J);

  ! Make the Y's binary;
  @BIN(Y);
);
END

```

Model: JOBSLT

Knapsack Model**Model: KNAPSACK**

In the knapsack model, one wants to select items to place into a knapsack to maximize a measure of utility without exceeding the capacity of the knapsack. This model can be generalized to many other areas such as truck loading, bin packing, choosing science experiments for the Space Shuttle, and so on. An in-depth description of this model can be found in Chapter 3, *Using Variable Domain Functions*.

```

SETS:
    ITEMS / ANT_REPEL, BEER, BLANKET,
           BRATWURST, BROWNIES, FRISBEE, SALAD,
           WATERMELON/:
        INCLUDE, WEIGHT, RATING;
ENDSETS
DATA:
    WEIGHT RATING =
        1      2
        3      9
        4      3
        3      8
        3     10
        1      6
        5      4
        10     10;
    KNAPSACK_CAPACITY = 15;
ENDDATA
MAX = @SUM(ITEMS: RATING * INCLUDE);
@SUM(ITEMS: WEIGHT * INCLUDE) <=
    KNAPSACK_CAPACITY;
@FOR(ITEMS: @BIN(INCLUDE));

```

Model: KNAPSACK

Learning Curve

Model: *LEARNC*

The cost, labor, and/or time it takes to perform a task will often decrease the more times it is performed. A manufacturer may need to estimate the cost to produce 1,000 units of a product after producing only 100. The average unit cost of the first 100 is likely to be considerably higher than the average unit cost of the last 100. Learning curve theory assumes each time the quantity produced doubles, the cost per unit decreases at a constant rate.

In our example, we wish to estimate the cost (in hours) to produce paper based on the cumulative number of tons produced so far. The data is fitted to a curve of the form:

$$COST(i) = a * VOLUME(i)^b$$

where *COST* is the dependent variable and *VOLUME* is the independent variable. By taking logarithms, we can linearize the model:

$$\ln[COST(i)] = \ln(a) + b * \ln[VOLUME(i)]$$

We can then use the theory of linear regression to find estimates of $\ln(a)$ and b that minimize the sum of the squared prediction errors. Note that since the regression involves only a single independent variable, the formulas for computing the parameters are straightforward. Refer to any theoretical statistics text for a derivation of these formulas.

```

MODEL:
! Learning curve model;
! Assuming that each time the number produced
! doubles, the cost per unit decreases by a
! constant rate, predict COST per unit with
! the equation:
COST(i) = A * VOLUME(i) ^ B;
SETS:
! The OBS set contains the data for COST
! and VOLUME;
OBS/1..4/:
COST, ! The dependent variable;
VOLUME; ! The independent variable;
! The OUT set contains the outputs of the model.
! Note: R will contain the output results.;
OUT/ A, B, RATE, RSQRU, RSQRA/: R;
ENDSETS
! Data on hours per ton, cumulative tons for a
! papermill based on Balof, J. Ind. Eng.,
! Jan. 1966;
DATA:
COST = .1666, .1428, .1250, .1111;
VOLUME = 8, 60, 100, 190;
ENDDATA

! The model;
SETS:
! The derived set OBSN contains the set of
! logarithms of our dependent and independent
! variables as well the mean shifted values;
OBSN(OBS): LX, LY, XS, YS;
ENDSETS

NK = @SIZE(OBS);
! Take the logs;

```

```

    @FOR(OBSN(I):
        LX(I) = @LOG(VOLUME(I));
        LY(I) = @LOG(COST(I)); );
    ! Compute means;
    XBAR = @SUM(OBSN: LX)/ NK;
    YBAR = @SUM(OBSN: LY)/ NK;

    ! Shift the observations by their means;
    @FOR(OBSN:
        XS = LX - XBAR;
        YS = LY - YBAR);

    ! Compute various sums of squares;
    XYBAR = @SUM(OBSN: XS * YS);
    XXBAR = @SUM(OBSN: XS * XS);
    YYBAR = @SUM(OBSN: YS * YS);

    ! Finally, the regression equation;
    SLOPE = XYBAR/ XXBAR;
    CONS = YBAR - SLOPE * XBAR;
    RESID = @SUM(OBSN: (YS - SLOPE * XS)^2);
    ! The unadjusted/adjusted fraction of variance
    explained;
    [X1]R(@INDEX(RSQRU)) = 1 - RESID/ YYBAR;
    [X2]R(@INDEX(RSQRA)) = 1 - (RESID/ YYBAR) *
        (NK - 1)/(NK - 2);
    [X3]R(@INDEX(A)) = @EXP(CONS);
    [X4]R(@INDEX(B)) = - SLOPE;
    [X5]R(@INDEX(RATE)) = 2 ^ SLOPE;
    ! Some variables must be unconstrained in sign;
    @FOR(OBSN: @FREE(LY); @FREE(XS); @FREE(YS));
    @FREE(YBAR); @FREE(XBAR); @FREE(SLOPE);
    @FREE(XYBAR); @FREE(CONS);
END

```

Model: LEARNC

Markov Chain Model

Model: MARKOV

A standard approach used in modeling random variables over time is the Markov chain approach. The basic idea is to think of the system as being in one of a discrete number of states at each point in time. The behavior of the system is described by a transition probability matrix, which gives the probability the system will move to a specified other state from some given state. Some example situations are:

System	States	Cause of Transition
Consumer brand switching	Brand of product most recently purchased by consumer	Consumer changes mind, advertising
Inventory System	Amount of inventory on hand	Orders for new material, demands

In the following model, we use Markov chain analysis to determine the long-term, steady state probabilities of the system. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Markov chain model;
SETS:
! There are four states in our model and over
time the model will arrive at a steady state
equilibrium.
SPROB(J) = steady state probability;
STATE/ A B C D/: SPROB;
! For each state, there's a probability of moving
to each other state. TPROB(I, J) = transition
probability;
SXS(STATE, STATE): TPROB;
ENDSETS
DATA:
! The transition probabilities. These are proba-
bilities of moving from one state to the next
in each time period. Our model has four states,
for each time period there's a probability of
moving to each of the four states. The sum of
probabilities across each of the rows is 1,
since the system either moves to a new state or
remains in the current one.;
TPROB = .75 .1 .05 .1
        .4 .2 .1 .3
        .1 .2 .4 .3
        .2 .2 .3 .3;
ENDDATA
! The model;
! Steady state equations;
! Only need N equations, so drop last;
@FOR(STATE(J)| J #LT# @SIZE(STATE):
    SPROB(J) = @SUM(SXS(I, J): SPROB(I) *
        TPROB(I, J))
);
! The steady state probabilities must sum to 1;
@SUM(STATE: SPROB) = 1;
! Check the input data, warn the user if the sum
of probabilities in a row does not equal 1.;
@FOR(STATE(I):

```



```

    @WARN('Probabilities in a row must sum to 1.',
    @ABS(1 - @SUM(SXS(I, K): TPROB(I, K)))
    #GT# .000001);
);
END

```

Model: MARKOV

Matching Model

Model: MATCHD

Pair-matching problems require a number of objects be grouped into pairs subject to some criteria. The objective may be to minimize cost, to group like objects, etc. As an example, the following matching model pairs workers into offices to minimize total incompatibilities between paired individuals. A detailed discussion of this model may be found in Chapter 2, *Using Sets*.

```

MODEL:
SETS:
    ANALYSTS / 1..8/;
    PAIRS(ANALYSTS, ANALYSTS) | &2 #GT# &1:
        RATING, MATCH;
ENDSETS

DATA:
    RATING =
        9  3  4  2  1  5  6
         1  7  3  5  2  1
           4  4  2  9  2
             1  5  5  2
               8  7  6
                 2  3
                   4;

ENDDATA

MIN = @SUM(PAIRS(I, J):
    RATING(I, J) * MATCH(I, J));

@FOR(ANALYSTS(I):
    @SUM(PAIRS(J, K) | J #EQ# I #OR# K #EQ# I:
        MATCH(J, K)) = 1
    );

@FOR(PAIRS(I, J): @BIN(MATCH(I, J)));
END

```

Model: MATCHD

Computing Demand Backlog**Model: METRIC**

The *METRIC* model estimates the average number of backorders in a two level inventory system composed of a single depot or distribution center and any number of outlets served by the depot. Inventory policy at each location is described by a single number S . Whenever the sum of the amount on hand and on order drops below S , an order is placed to bring inventory back up to S . This is an evaluation model, rather than an optimization model. The user is prompted for the S values (*SDEPOT* and *SOUTLET*).

```

MODEL:
! The two level METRIC inventory model. ;
SETS:
  OUTLET/1..2/: ! Each outlet has a...;
  ROUTLET, ! Resupply time from depot to outlet;
  DEM, ! Demand rate at outlet;
  SOUTLET, ! Stock level to use at outlet;
  ERT, ! Effective resupply time to outlet;
  AL; ! Average level of backlogged demand;
ENDSETS

DATA:
  ROUTLET = 2 2;
  DEM = .1 .1;
  RDEPOT = 14;

! Get the stock levels from the user;
  SDEPOT = ?;
  SOUTLET = ?, ?;
ENDDATA

! Compute total demand;
  DEM0 = @SUM(OUTLET: DEM);

! Effective expected wait at depot;
  EWT0 = @PPL(DEM0 * RDEPOT, SDEPOT)/ DEM0;
  @FOR(OUTLET(I):

! Estimate the resupply time including depot delay;
  ERT(I) = ROUTLET(I) + EWT0;

! Expected demand on backorder;
  AL(I) = @PPL(DEM(I) * ERT(I), SOUTLET(I));
  );

! Total expected demand on backorder;
  TBACK = @SUM(OUTLET: AL);
END

```

Model: METRIC

The Mexican Steel Problem

Model: MEXICO

The following model is a production-planning model adapted from the GAMS documentation.

```

MODEL:
  ! The Mexican Steel problem;
SETS:
  ! Steel plants;
  PLANT /AHMSA FUNDIDA SICARTSA HYLSA HYLSAP/:
    RD2, MUE;

  ! Markets;
  MARKET / MEXICO MONTE GUADA /: DD, RD3, MUV;

  ! Final products;
  CF /STEEL/: PV, PE, EB;

  ! Intermediate products;
  CI / SPONGE PIGIRON/;

  ! Raw materials;
  CR /PELLETS COKE NATGAS ELECTRIC SCRAP/ : PD;

  ! Processes;
  PR /PIGIRON1 SPONGE1 STEELOH STEEEL STEELBOF/;

  ! Productive units;
  UNIT / BLASTFUR OPENHEAR BOF DIRECT ELECARC/;

  ! ;
  CRXP(CR, PR) : A1; CIXP(CI, PR) : A2;
  CFXP(CF, PR) : A3; UXP(UNIT, PR) : B;
  UXI(UNIT, PLANT) : K;
  PXM(PLANT, MARKET) : RD1, MUF;
  PXI(PR, PLANT) : Z;
  CFXPXM(CF, PLANT, MARKET) : X;
  CRXI(CR, PLANT) : U; CFXI(CF, PLANT) : E;
  CFXM(CF, MARKET) : D, V;
ENDSETS

! Demand equations;
@FOR(CFXM(C, J):
  D(C,J) = 5.209 * (1 + 40/ 100) * DD(J)/100);

! Transport rate equations;
@FOR(PXM(I, J)| RD1(I, J) #GT# 0:
  MUF(I, J) = 2.48 + .0084 * RD1(I, J));
@FOR(PXM(I, J)| RD1(I, J) #LE# 0:
  MUF(I, J) = 0);
@FOR(PLANT(I)| RD2(I) #GT# 0:
  MUE(I) = 2.48 + .0084 * RD2(I));
@FOR(PLANT(I)| RD2(I) #LE# 0: MUE(I) = 0);
@FOR(MARKET(J)| RD3(J) #GT# 0:
  MUV(J) = 2.48 + .0084 * RD3(J));
@FOR(MARKET(J)| RD3(J) #LE# 0: MUV(J) = 0);

! For each plant I1;
@FOR(PLANT(I1):

```

```
! Sources >= uses, final products;
@FOR(CF(CF1): [MBF]
  @SUM(PR(P1): A3(CF1, P1) * Z(P1, I1)) >=
    @SUM(MARKET(J1): X(CF1, I1, J1)) +
      E(CF1, I1));

! Intermediate products;
@FOR(CI(CI1): [MBI]
  @SUM(PR(P1): A2(CI1, P1) *
    Z(P1, I1)) >= 0);

! Raw materials;
@FOR(CR(CR1): [MBR]
  @SUM(PR(P1): A1(CR1, P1) *
    Z(P1, I1)) + U(CR1, I1) >= 0);

! Capacity of each productive unit M1;
@FOR(UNIT(M1): [CC]
  @SUM(PR(P1): B(M1, P1) * Z(P1, I1)) <=
    K(M1, I1));
);

! For each final product CF1;
@FOR(CF(CF1):

  ! Demand requirements for each market J1;
  @FOR(MARKET(J1): [MR]
    @SUM(PLANT(I1): X(CF1, I1, J1)) + V(CF1, J1)
      >= D(CF1, J1));

  ! Upper limit on exports ;
  [ME] @SUM(PLANT(I1): E(CF1, I1)) <= EB(CF1);
);

! Components of objective;
PHIPSI = @SUM(CR(CR1):
  @SUM(PLANT(I1): PD(CR1) * U(CR1, I1)));
PHILAM = @SUM(CF(CF1):
  @SUM(PLANT(I1): @SUM(MARKET(J1): MUF(I1, J1) *
    X(CF1, I1, J1))) + @SUM(MARKET(J1):
    MUV(J1) * V(CF1, J1)) + @SUM(PLANT(I1):
    MUE(I1) * E(CF1, I1)));
PHIPI = @SUM(CFXM(CF1, I1):
  PV(CF1) * V(CF1, I1));
PHIEPS = @SUM(CFXP(CF1, I1):
  PE(CF1) * E(CF1, I1));
[OBJROW] MIN = PHIPSI + PHILAM + PHIPI - PHIEPS;

DATA:
A1= -1.58, -1.38, 0, 0, 0,
    -0.63, 0, 0, 0, 0,
    0, -0.57, 0, 0, 0,
    0, 0, 0, -0.58, 0,
    0, 0, -0.33, 0, -0.12;
A2= 1, 0, -0.77, 0, -0.95,
    0, 1, 0, -1.09, 0;
A3= 0, 0, 1, 1, 1;
B = 1 0 0 0 0
    0 0 1 0 0
    0 0 0 0 1
    0 1 0 0 0
```

```
0 0 0 1 0;  
K = 3.25, 1.40, 1.10, 0, 0,  
1.50, 0.85, 0, 0, 0,  
2.07, 1.50, 1.30, 0, 0,  
0, 0, 0, 0.98, 1,  
0, 0, 0, 1.13, 0.56;  
RD1= 1204 218 1125  
1017 0 1030  
819 1305 704  
1017 0 1030  
185 1085 760;  
RD2 = 739, 521, 0, 521, 315;  
RD3 = 428, 521, 300;  
PD = 18.7, 52.17, 14, 24, 105;  
PV = 150;  
PE = 140;  
EB = 1;  
DD = 55, 30, 15;  
ENDDATA
```

END

Model: MEXICO

Multiprod. Capac. Lot Sizing**Model: MPSCHD**

The following model is a production-planning model where multiple products compete for scarce capacity. Each product has a setup time, setup cost, production time, production cost, and holding cost. The question is how much of each product should we produce in each period to minimize total production costs.

```

MODEL:
! Multiproduct Capacitated lot sizing;
SETS:
  PROD/1..2/: ! Each product has a ...;
    ST,    ! Setup time;
    VT,    ! Production time per unit;
    SC,    ! Setup cost;
    VC,    ! Production cost per unit;
    HC;    ! Holding cost per unit per period;
  TIME/1..6/;;
  PXT(PROD, TIME):

! Each product in each period has...;
  DEM,    ! Demand;
  MAKE,   ! Amount to produce;
  Y;      ! = 1 if anything is produced;
ENDSETS

DATA:
  CAP = 200;      ! Capacity per period;
  ST = 0  0;      ! Setup times;
  VT = 1  1;      ! Production time per unit;
  SC = 150 45;    ! Setup costs;
  VC = 7  4;      ! Cost per unit to produce;
  HC = 2  1;      ! Holding cost per unit;
  DEM = 40 60 130 0 100 200 ! Demands;
        0 45 50 35 20 35;
ENDDATA

!-----;
! The Eppen/Martin model;
SETS:
  PXTXT(PROD, TIME, TIME)| &3 #GE# &2:
    PCOF,
    CCOF,
    X;
ENDSETS

! Compute cost and production amounts for
  various production runs;
@FOR(PROD(I):
  @FOR(TIME(S):
    PCOF(I, S, S) = DEM(I, S);
    CCOF(I, S, S) = VC(I) * DEM(I, S);
    @FOR(TIME(T)| T #GT# S:
      PCOF(I, S, T) = PCOF(I, S, T - 1) +
        DEM(I, T);
      CCOF(I, S, T) = CCOF(I, S, T - 1) +
        (VC(I) + HC(I) * (T - S)) * DEM(I, T);
    )
  )
);

```

```

! The objective;
MIN = TCOST;
TCOST = @SUM(PXTXT: CCOF * X) +
        @SUM(PXT(I, S): SC(I) * Y(I, S));
@FOR(PROD(I):

! In period 1, some production run must be started;
! Note, watch out for periods without demand;
    @SUM(PXTXT(I, S, T) | S #EQ# 1:
        X(I, S, T)) = 1;
    @FOR(TIME(K) | K #GT# 1:

! If we ended a run in period K - 1...;
    @SUM(PXTXT(I, S, T) | T #EQ# K - 1:
        X(I, S, K - 1))

! then we must start a run in period k;
    = @SUM(PXTXT(I, K, T): X(I, K, T));
);

! Setup forcing;
@FOR(TIME(S):
    Y(I, S) = @SUM(PXTXT(I, S, T)
        : (PCOF(I, S, T) #GT# 0) * X(I, S, T));

! Calc amount made each period;
    MAKE(I, S) = @SUM(PXTXT(I, S, T):
        PCOF(I, S, T) * X(I, S, T))
    )
);

! The capacity constraints;
@FOR(TIME(S):
    @SUM(PROD(I): ST(I) * Y(I, S)) +
    @SUM(PXTXT(I, S, T):
        VT(I) * PCOF(I, S, T) * X(I, S, T)) <= CAP
);

! Make the Y's integer;
@FOR(PXT: @GIN(Y));
END

```

Model: MPSCHD

Machine Repair Model**Model: MREPAR**

This model illustrates the tradeoff between the cost of service people and the costs of machine downtime. In our model, we have ten machines that have a tendency to break down randomly. It costs \$350/hour in lost production whenever a machine is broken. The question we need to answer is how many service people should we hire to minimize the total cost of down time and salaries for service people.

```

MODEL:
! Machine repair model;
SETS:
  NREP/1..5/: !Consider 5 possible repair persons;
             NDOWN, !Expected no. of down machines;
             CPERHR, Expected cost/hour of down machines;
             TCOST; !Total expected cost/hour;
ENDSETS

! The input data;
NMACH = 10; ! No. machines subject to breakdown;
RTIME = 1; ! Average repair time;
UPTIME = 5; ! Mean time between failures;
CR = 30; ! Hourly cost of a repair person;
CM = 350; ! Hourly cost of a down machine

! The machine repairman queuing model;
! For each case of 1 - 5 service people calculate
! expected number of machines down, cost per hour
! of down machines, and total cost per hour of
! operations. @PFS calculates the Probability in
! a Finite Source, in this case expected number
! of machines under repair. ;
@FOR(NREP(I):
  NDOWN(I) =
    @PFS(NMACH * RTIME / UPTIME, I, NMACH);
  CPERHR(I) = CM * NDOWN(I);
  TCOST(I) = CPERHR(I) + CR * I
);

END

```

Model: MREPAR

Material Requirements Planning

Model: MRP

Material Requirements Planning, or MRP, is used to generate production schedules for the manufacture of complex products. MRP takes the demand schedule for a finished product and the lead times to produce the finished product and all the various subcomponents that go into the finished product, and then works backwards to come up with a detailed, just-in-time production schedule that meets the demand schedule. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Data for this model is read from MRP.LDT;
SETS:
! The set of parts;
PART/ @FILE('MRP.LDT')/ : LT;
! LT(i) = Lead time to produce part i;

! The set of time periods;
TIME / @FILE('MRP.LDT')/;

!A relationship named USES between pairs of parts;
USES(PART, PART) / @FILE('MRP.LDT') / : NEEDS;
!Parent part i needs NEEDS(i,j) units of child part j;

!For each part & time period we're interested in;
PXT(PART, TIME): ED, TD;
! ED(i,j) = External demand for part i at time j;
! TD(i, j) = Total demand for part i at time j;
ENDSETS

! Set NP = no. of time periods in the problem;
NP = @SIZE(TIME);
! For each part P and period T, the total demand =
  external demand + demand generated by parents
  one lead time in the future;
@FOR(PXT(P, T) | T + LT(P) #LE# NP :
  TD(P, T) = ED(P, T + LT(P)) +
    @SUM(USES(P2, P): TD(P2, T + LT(P)) *
      NEEDS(P2, P));
);
DATA:
!Get number of parts needed in each parent child
  relation;
NEEDS = @FILE('MRP.LDT');

!Get the lead times from the file;
LT = @FILE('MRP.LDT');

!Get the external demands over time for each part;
ED = @FILE('MRP.LDT');

ENDDATA
END

```

Model: MRP

Minimal Spanning Tree**Model: MSPAN**

In the minimal spanning tree, we need to find a set of links (a tree) in a network that connects all cities. Furthermore, the sum of the distances over all the links in the tree should be minimized. Among other things, this application is useful in constructing communications networks at minimal cost.

It turns out that this becomes a very difficult problem to solve using optimization as the number of nodes grows. For large versions of this problem, the optimization techniques provided by LINGO are not the appropriate tool. One would be wise to pursue alternatives such as heuristics or dynamic programming.

```

MODEL:
!Given the number of nodes and the distance
between them, finding the shortest total distance
of links on the network to connect all the nodes
is the classic problem called minimal spanning tree (MST).
This model finds the (MST) connecting Atlanta,
Chicago, Cincinnati, Houston, LA, and Montreal so
that messages can be sent from Atlanta (base) to
other cities through the network at minimum cost;
SETS:
    CITY / 1.. 6/: U; ! U(I) = level of city I;
                        ! U(1) = 0;
    LINK(CITY, CITY):
        DIST, ! The distance matrix;
        X; ! X(I, J) = 1 if we use link I, J;
ENDSETS

DATA: ! Distance matrix need not be symmetric;
      ! However, city 1 is base of the tree;
      !to: Atl Chi Cin Hou LA Mon ;
DIST = 0 702 454 842 2396 1196 !from Atl;
      702 0 324 1093 2136 764 !from Chi;
      454 324 0 1137 2180 798 !from Cin;
      842 1093 1137 0 1616 1857 !from Hou;
      2396 2136 2180 1616 0 2900 !from LA;
      1196 764 798 1857 2900 0; !from Mon;
ENDDATA

! The model size: Warning, may be slow for N >= 8;
N = @SIZE(CITY);

! Minimize total distance of the links;
MIN = @SUM(LINK: DIST * X);

! For city K, except the base, ... ;
@FOR(CITY(K) | K #GT# 1:
    ! It must be entered;
    @SUM(CITY(I) | I #NE# K: X(I, K)) = 1;

    ! If there are 2 disjoint tours from 1 city to
    another, we can remove a link without
    breaking connections. Note: These are not
    very powerful for large problems;
    @FOR(CITY(J) | J #GT# 1 #AND# J #NE# K:
        U(J) >= U(K) + X(K, J) -
        (N - 2) * (1 - X(K, J)) +
        (N - 3) * X(J, K); );
);

```

```
! There must be an arc out of city 1;
@SUM(CITY(J) | J #GT# 1: X(1, J)) >= 1;

! Make the X's 0/1;
@FOR(LINK: @BIN(X); );

! The level of a city except the base is at
  least 1 but no more than N-1, and is 1 if it
  links to the base;
@FOR(CITY(K) | K #GT# 1:
    @BND(1, U(K), 999999);
    U(K) <= N - 1 - (N - 2) * X(1, K); );
```

END

Model: MSPAN

Multilevel Distribution**Model: MULLDC**

In this model, we minimize shipping costs over a three tiered distribution system consisting of plants, distribution centers, and customers. Plants produce multiple products that are shipped to distribution centers. If a distribution center is used, it incurs a fixed cost. Customers are supplied by a single distribution center.

```

MODEL:
! MULLDC;
! Multilevel DC location model, based on
  Geoffrion/Graves, Man. Sci., Jan., 1974;
! Original LINGO model by Kamaryn Tanner;
SETS:
! Two products;
  PRODUCT/ A, B/;

! Three plants;
  PLANT/ P1, P2, P3/;

! Each DC has an associated fixed cost, F,
  and an "open" indicator, Z.;
  DISTCTR/ DC1, DC2, DC3, DC4/: F, Z;

! Five customers;
  CUSTOMER/ C1, C2, C3, C4, C5/;

! D = Demand for a product by a customer.;
  DEMLINK(PRODUCT, CUSTOMER): D;

! S = Capacity for a product at a plant.;
  SUPLINK(PRODUCT, PLANT): S;

! Each customer is served by one DC,
  indicated by Y.;
  YLINK(DISTCTR, CUSTOMER): Y;

! C= Cost/ton of a product from a plant to a DC,
  X= tons shipped.;
  CLINK(PRODUCT, PLANT, DISTCTR): C, X;

! G= Cost/ton of a product from a DC to a customer.;
  GLINK(PRODUCT, DISTCTR, CUSTOMER): G;
ENDSETS

DATA:
! Plant Capacities;
  S = 80, 40, 75,
      20, 60, 75;

! Shipping costs, plant to DC;
  C = 1,      3,      3,      5,          ! Product A;
      4,      4.5, 1.5, 3.8,
      2,      3.3, 2.2, 3.2,
      1,      2,      2,      5,          ! Product B;
      4,      4.6, 1.3, 3.5,
      1.8,    3,      2, 3.5;

! DC fixed costs;
  F = 100, 150, 160, 139;

! Shipping costs, DC to customer;
  G = 5,      5,      3,      2,      4, ! Product A;

```

```

        5.1, 4.9, 3.3, 2.5, 2.7,
        3.5, 2, 1.9, 4, 4.3,
        1, 1.8, 4.9, 4.8, 2,
        5, 4.9, 3.3, 2.5, 4.1, ! Product B;
        5, 4.8, 3, 2.2, 2.5,
        3.2, 2, 1.7, 3.5, 4,
        1.5, 2, 5, 5, 2.3;

! Customer Demands;
D = 25, 30, 50, 15, 35,
    25, 8, 0, 30, 30;
ENDDATA

!-----;
! Objective function minimizes costs.;
[OBJ] MIN = SHIPDC + SHIPCUST + FXCOST;
SHIPDC = @SUM(CLINK: C * X);
SHIPCUST =
    @SUM(GLINK(I, K, L):
        G(I, K, L) * D(I, L) * Y(K, L));
FXCOST = @SUM(DISTCTR: F * Z);

! Supply Constraints;
@FOR(PRODUCT(I):
    @FOR(PLANT(J):
        @SUM(DISTCTR(K): X(I, J, K)) <= S(I, J))
    );

! DC balance constraints;
@FOR(PRODUCT(I):
    @FOR(DISTCTR(K):
        @SUM(PLANT(J): X(I, J, K)) =
            @SUM(CUSTOMER(L): D(I, L) * Y(K, L))
    );

! Demand;
@FOR(CUSTOMER(L):
    @SUM(DISTCTR(K): Y(K, L)) = 1
);

```

Model: MULLDC

Network Equilibrium**Model: NETEQ1**

In this example, we have a network of pipelines capable of transporting either fluid or gas. There are a total of eight nodes and 11 arcs between them. Two of the nodes are source nodes, while the remaining nodes are net demanders of product. The pressures at the source nodes are given. The model determines the flow of product down each arc and the pressures at each node.

```

MODEL:
! Network equilibrium NETEQ1:based on Hansen et.al., Math.
  Prog. vol. 52, no.1;
SETS:
  NODE/A, B, C, D, E, F, G, H/:
    P;      ! Pressure at this node;
  ARC(NODE, NODE)/ B A, C A, C B, D C, E D,
                  F D, G D, F E, H E, G F, H F/ :
    R,      ! Resistance on this arc;
    FLO;    ! Flow on this arc;
  SRC(NODE)/ G, H/:
    PFIXED; ! Fixed pressure at source nodes;
  DEST(NODE) | #NOT# @IN(SRC, &1):
    DEMAND; ! Given demand at destination nodes;
ENDSETS

DATA:
  PFIXED = 240, 240;
  DEMAND = 1, 2, 4, 6, 8, 7;
  R = 1, 25, 1, 3, 18, 45, 1, 12, 1, 30, 1;

! For incompressible fluids and electricity:
  PPAM = 1, for gases: PPAM = 2;
  PPAM = 1;

! For optimization networks: FPAM = 0
  (for arcs withflow >= 0)
  electrical networks:  FPAM = 1
  other fluids: 1.8 <= FPAM <= 2;
  FPAM = 1.852;
ENDDATA

!Set the pressures for the source/reservoir nodes;
@FOR(SRC(I): P(I) = PFIXED(I));

! Conservation of flow at non-source nodes;
@FOR(DEST(J):
  @SUM(ARC(I, J): FLO(I, J)) = DEMAND(J) +
  @SUM(ARC(J, K): FLO(J, K)));

! Relate pressures at 2 ends of each arc;
@FOR(ARC(I, J):
  P(I)^ PPAM - P(J)^ PPAM = R(I, J) *
  FLO(I, J) ^ FPAM);
END

```

Model: NETEQ1

Minimize Traffic Congestion**Model: NLTRAZ**

In this model, we have a network with seven nodes. Three of the nodes are source nodes and four of the nodes are destination nodes. Each source node can ship to any of the destination nodes. The problem is the more of a product you send down an arc, the longer it takes for it to arrive. This might be the case if the underlying network were a railroad, for instance. We assume that shipping times obey the following relationship:

$$Time = Rate / (1 - Flow / Limit)$$

where,

Time time to ship one unit of product down a route,
Rate time required to transport one unit down a route with no congestion
 along the route,
Flow amount of product shipped down a route, and
Limit maximum limit of product flow down a route.

Based on this relationship, we see shipping times go to infinity as the capacity of an arc is approached. The goal of the model is to determine how much of a product to ship from each source to each destination so as to minimize total shipping times.

```

MODEL:
! Traffic congestion transportation problem.
  Cost/unit increases to infinity as traffic on
  link approaches its link capacity.
  Truncated variation of an AMPL example;

SETS:
  ORIG/ CHIC CINC ERIE/: SUPPLY;
  DEST / HAM AKR COL DAY/ : DEMAND;
  OXD(ORIG, DEST): RATE, LIMIT, TRAF;
ENDSETS

DATA:
  SUPPLY = 1200 800 1400;
  DEMAND = 1000 1200 700 500 ;
  RATE =
    39  14  11  14
    27   9  12   9
    24  14  17  13 ;
  LIMIT = 500 1000 1000 1000
          500  800  800  800
          800  600  600  600 ;
ENDDATA

[TOTCOST] MIN =
  @SUM(OXD: RATE * TRAF/(1 - TRAF/ LIMIT));

@FOR(ORIG(I):
  @SUM(OXD(I, J): TRAF(I, J)) = SUPPLY(I));

@FOR(DEST(J):
  @SUM(OXD(I, J): TRAF(I, J)) = DEMAND(J));

@FOR(OXD: @BND(0, TRAF, LIMIT));
END

```

Model: NLTRAZ

Newsboy with Fixed Order Charge**Model: NUSBOY**

In the simple newsboy model (*EZNEWS*), presented earlier in this chapter, we did not have a fixed ordering charge to deal with. We add this minor complication to the model below. Assuming you decide to order, the fixed charge is a sunk cost and you should therefore order up to the same quantity, S , as in the standard newsboy model. However, there may be cases where preexisting inventory is of a level close enough to S that the expected gains of a minimal increase in inventory are not outweighed by the fixed order charge. The problem now is to not only determine S (or “big S ”), but also to determine the additional parameter, s (or “little s ”), where when inventory exceeds s the optimal decision is to not incur a fixed charge by foregoing an order for additional stock. Inventory strategies such as this are referred to as “little s -big S ”, or (s,S) , policies.

One additional feature to note in this model is we now assume demand to be normally distributed. This is acceptable because the newsboy model does not demand any particular form of demand distribution. As with the *EZNEWS* model, we could have also used a Poisson distribution if we felt it was more appropriate.

```

MODEL:
! Newsboy inventory model;
! This model calculates the optimal stock levels
  for a product with normally distributed demand
  and a fixed ordering cost;

ATA:
  P = 11;      ! Penalty/unit for not having enough;
  H = 5;      ! Holding cost/unit for excess;
  MU = 144;    ! Mean demand;
  SIGMA = 25; ! Standard deviation in demand;
  K = 15;      ! Fixed cost of placing an order;
ENDDATA

! Compute reorder point, SLIL, and order up to
  point, SBIG;
! Calculate the order up to point, SBIG, using
  standard newsboy formula;
@PSN(ZBIG ) = P / (P + H);
ZBIG = (SBIG - MU) / SIGMA;
! and the expected cost of being there, CSBIG;
CSBIG = SIGMA * @PSL(ZBIG) * (P+H) + H * (SBIG-MU);

! The expected cost at the reorder point should
  differ from the expected cost at SBIG by the
  fixed order cost, K;
CSLIL = K + CSBIG;

! Solve for SLIL;
CSLIL=SIGMA*@PSL(ZLIL)*(P+H)*H*(ZLIL*SIGMA);
ZLIL = (SLIL - MU) / SIGMA;

END

```

Model: NUSBOY

Optimal Airline Overbooking I**Model: OBOOKO**

Closely related to the newsboy problem (in a mathematical sense) is the airline-overbooking problem. Given that a certain percentage of fliers with reservations will not show up for a flight, airlines that don't overbook will be sending most planes up with empty seats. Assuming the penalty cost for overbooking is not too high, an airline that hopes to maximize revenue should overbook its flights. The following model determines the optimal number of reservations to allow on a flight, and assumes the number of no-shows on a flight has a binomial distribution.

```

MODEL:
!
  This overbooking model determines the number of
  reservations, M, to allow on a flight if the
  no-show distribution is binomial;
! Some available data ;
  N = 16;    ! total seats available;
  V = 225;   !Revenue from a sold seat;
  P = 100;   !Penalty for a turned down customer;
  Q = .04;   !Probability a customer is a no-show;
! The probability to turn down customers is
  @PBN(Q, M, M - N), therefore the corresponding
  expected loss due to imperfect information is:
  (V + P) * @PBN(Q, M, M - N), and we want the
  loss to equal the revenue V on the margin.  So,
  the break-even equation is:
  (V + P) * @PBN(Q, M, M - N) = V;
! Note, you should round up if M is fractional;
END

```

Model: OBOOKO

Optimal Airline Overbooking II**Model: OBOOKT**

For those of you uncomfortable with the previous overbooking example, we use a “brute force” method here to compute the expected profits from overbooking 1 to 6 seats. Solving this model, you will find the results agree with the previous—the overbooking level that maximizes expected revenue is 1 passenger.

```

MODEL:
! A strategy for airlines to minimize loss from
  no-shows is to overbook flights. Too little
  overbooking results in lost revenue. Too much
  overbooking results in excessive penalties.
  This model computes expected profits for
  various levels of overbooking.;

SETS:
  SEAT/1..16/;           ! seats available ;
  EXTRA/1..6/: EPROFIT; ! expected profits from
                        overbooking 1-6 seats;

ENDSETS

! Available data;
  V = 225; ! Revenue from a sold seat;
  P = 100; ! Penalty for a turned down customer;
  Q = .04; ! Probability customer is a no-show;
! No. of seats available;
  N = @SIZE(SEAT);
! Expected profit with no overbooking;
  EPROFIT0 = V * @SUM(SEAT(I):
    (1 - @PBN(1- Q, N, I - 1)));
! Expected profit if we overbook by 1 is:
  EPROFIT0 + Prob(he shows) * (V - (V + P) *
    Prob(we have no room));
  EPROFIT(1) = EPROFIT0 +
    (1 - Q) * (V - (V + P) * @PBN(Q, N, 0));
! In general;
  @FOR(EXTRA(I) | I #GT# 1:
    EPROFIT(I) = EPROFIT(I - 1) +
      (1 - Q) * (V - (V + P) *
        @PBN(Q, N + I - 1, I - 1));
  );
END

```

Model: OBOOKT

Black & Scholes Options Pricing**Model: OPTION**

A *call option* is a financial instrument that gives the holder the right to buy one share of a stock at a given price (the exercise price) on or before some specified expiration date. A frequent question is, “How much should one be willing to pay for such an option?” An exact answer to this question eluded researchers for many years until Fischer Black and Myron Scholes derived an option pricing formula in 1973. A Nobel Prize was subsequently awarded for their work in 1997. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Computing the value of an option using the Black
  Scholes formula (see "The Pricing of Options and
  Corporate Liabilities", Journal of Political
  Economy, May-June, 1973);
SETS:
! We have 27 weeks of prices P(t), LOGP(t) is log of prices;
  WEEK/1..27/: P, LOGP;
ENDSETS
DATA:
! Weekly prices of National Semiconductor;
  P = 26.375, 27.125, 28.875, 29.625, 32.250,
      35.000, 36.000, 38.625, 38.250, 40.250,
      36.250, 41.500, 38.250, 41.125, 42.250,
      41.500, 39.250, 37.500, 37.750, 42.000,
      44.000, 49.750, 42.750, 42.000, 38.625,
      41.000, 40.750;

! The current share price;
  S = 40.75;

! Time until expiration of the option, expressed
  in years;
  T = .3644;

! The exercise price at expiration;
  K = 40;

! The yearly interest rate;
  I = .163;
ENDDATA

SETS:
! We will have one less week of differences;
  WEEK1(WEEK) | &1 #LT# @SIZE(WEEK): LDIF;
ENDSETS

! Take log of each week's price;
  @FOR(WEEK: LOGP = @LOG(P));

! and the differences in the logs;
  @FOR(WEEK1(J): LDIF(J) =
    LOGP(J + 1) - LOGP(J));

! Compute the mean of the differences;
  MEAN = @SUM(WEEK1: LDIF) / @SIZE(WEEK1);

! and the variance;
  WVAR = @SUM(WEEK1: (LDIF - MEAN)^2) /
    (@SIZE(WEEK1) - 1);

```

```
! Get the yearly variance and standard deviation;
  YVAR = 52 * WVAR;
  YSD = YVAR^.5;

! Here is the Black-Scholes option pricing formula;
  Z = ((I + YVAR/2) *
    T + @LOG(S/ K))/(YSD * T^.5);

! where VALUE is the expected value of the option;
  VALUE = S * @PSN(Z) - K * @EXP(- I * T) *
    @PSN(Z - YSD * T^.5);

! LDIF may take on negative values;
  @FOR(WEEK1: @FREE(LDIF));

! The price quoted in the Wall Street Journal for
  this option when there were 133 days left was
  $6.625;
END
```

Model: OPTION

Binomial Options Pricing***Model: OPTIONB***

Compared to the Black & Scholes example above, we take a slightly different approach to options pricing in this example. We now assume a stock's return has a binomial distribution, and use dynamic programming to compute the option's value.

```

MODEL:
SETS:
    ! Binomial option pricing model: We assume that
    ! a stock can either go up in value from one period
    ! to the next with probability PUP, or down with
    ! probability (1 - PUP). Under this assumption,
    ! a stock's return will be binomially distributed.
    ! In addition, the symmetric probabilities allow
    ! us to build a dynamic programming recursion to
    ! determine the option's value;
    ! No. of periods, e.g., weeks;
    PERIOD /1..20/;;
ENDSETS

DATA:
    ! Current price of the stock;
    PNOW = 40.75;
    ! Exercise price at option expiration;
    STRIKE = 40;
    ! Yearly interest rate;
    IRATE = .163;
    ! Weekly variance in log of price;
    WVAR = .005216191 ;
ENDDATA

SETS:
    ! Generate our state matrix for the DP.
    ! STATE(S, T) may be entered from STATE(S, T - 1)
    ! if stock lost value, or it may be entered from
    ! STATE(S - 1, T - 1) if stock gained;
    STATE(PERIOD, PERIOD) | &1 #LE# &2:
        PRICE, ! There is a stock price, and...;
        VAL;    ! a value of the option;
ENDSETS

    ! Compute number of periods;
    LASTP = @SIZE(PERIOD);

    ! Get the weekly interest rate;
    (1 + WRATE) ^ 52 = (1 + IRATE);

    ! The weekly discount factor;
    DISF = 1/(1 + WRATE);

    ! Use the fact that if LOG(P) is normal with
    ! mean LOGM and variance WVAR, then P has
    ! mean EXP(LOGM + WVAR/2), solving for LOGM...;
    LOGM = @LOG(1 + WRATE) - WVAR/ 2;

    ! Get the log of the up factor;
    LUPF = (LOGM * LOGM + WVAR) ^ .5;

    ! The actual up move factor;
    UPF = @EXP(LUPF);

    ! and the down move factor;

```

```
DNF = 1/ UPF;
! Probability of an up move;
PUP = .5 * (1 + LOGM/ LUPF);
! Initialize the price table;
PRICE(1, 1) = PNOW;
! First the states where it goes down every period;
@FOR(PERIOD(T) | T #GT# 1:
    PRICE(1, T) = PRICE(1, T - 1) * DNF);
! Now compute for all other states S, period T;
@FOR(STATE(S, T) | T #GT# 1 #AND# S #GT# 1:
    PRICE(S, T) = PRICE(S - 1, T - 1) * UPF);
! Set values in the final period;
@FOR(PERIOD(S):
    VAL(S, LASTP) =
        @SMAX(PRICE(S, LASTP) - STRIKE, 0));
! Do the dynamic programing;
@FOR(STATE(S, T) | T #LT# LASTP:
    VAL(S, T) = DISF *
        (PUP * VAL(S + 1, T + 1) +
        (1 - PUP) * VAL(S, T + 1));
! Finally, the value of the option now;
VALUE = VAL(1, 1);
END
```

Model: OPTION

Bond Portfolio Optimization**Model: PBOND**

In certain situations, a business or individual may be faced with financial obligations over a future number of periods. In order to defease (i.e., eliminate) this future debt, the debtor can determine a minimal cost mix of current assets (e.g., cash and bonds) that can be used to cover the future stream of payments. This problem is sometimes referred to as the *cash flow matching* problem, or the *debt defeasance* problem. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
!Bond portfolio/cash matching problem. Given cash
  needs in a series of future periods, what
  collection of bonds should we buy to meet needs?;
SETS:
  BOND/A B/ :
    MATAT,    ! Maturity period;
    PRICE,    ! Price;
    CAMNT,    ! Coupon;
    BUY;      ! Amount to buy;
  PERIOD/1..15/:
    NEED,     ! Cash needed each period;
    SINVEST;  !Short term investment each period;
ENDSETS
DATA:
  STRTE = .04;          ! Short term interest rate;
  MATAT = 6, 13;        ! Years to maturity;
  PRICE = .980, .965;   ! Bond purchase prices;
  CAMNT = .060, .065;   ! Bond coupon amounts;
  NEED = 10, 11, 12, 14, 15, 17, 19, 20, 22, 24,
          26, 29, 31, 33, 36; ! Cash needs;
ENDDATA
! Minimize the total investment required to
  generate the stream of future cash needs;
  MIN = LUMP;

! First period is slightly special;
  LUMP = NEED(1) + SINVEST(1) +
    @SUM(BOND: PRICE * BUY);

! For subsequent periods;
  @FOR(PERIOD(I) | I #GT# 1:
    @SUM(BOND(J) | MATAT(J) #GE# I:
      CAMNT(J) * BUY(J)) +
    @SUM(BOND(J) | MATAT(J) #EQ# I:
      BUY(J)) + (1 + STRTE) * SINVEST(I - 1) =
    NEED(I) + SINVEST(I);
  );

! Can only buy integer bonds;
  @FOR(BOND(J): @GIN(BUY(J)));

```

Model: PBOND

Simple Product-Mix***Model: PC***

In this example, we illustrate a simple product-mix model for deciding how many of two types of computers to produce. Note, LINGO allows you to use scalar variables and forgo the use of sets, thus allowing straightforward entry of simpler models.

```
MODEL:
! Total profit for the week;
  MAX = 200 * WS + 300 * NC;
! The total number of Wordsmiths produced is
  limited by the supply of graphics chips;
  WS <= 60;
! The total number of Numbercrunchers produced
  is limited by the supply of math
  coprocessors;
  NC <= 40;
! The total amount of memory used in all
  machines manufactured for the week can't
  exceed 120 Mb;
  WS + 2 * NC <= 120;
```

```
END
```

Model: PC

Project Management**Model: PERT**

In this example, we will set up a PERT model to determine the *critical path* of tasks in a project involving the roll out of a new product. For those not familiar, PERT stands for *Project Evaluation and Review Technique*. PERT is a simple, but powerful, technique developed in the 1950s to assist managers in tracking the progress of large projects. A detailed discussion of this model may be found in Chapter 2, *Using Sets*.

```

MODEL:
SETS:
    TASKS / DESIGN, FORECAST, SURVEY, PRICE,
           SCHEDULE, COSTOUT, TRAIN/: TIME, ES, LS, SLACK;
    PRED(TASKS, TASKS) /
        DESIGN,FORECAST,
        DESIGN,SURVEY,
        FORECAST,PRICE,
        FORECAST,SCHEDULE,
        SURVEY,PRICE,
        SCHEDULE,COSTOUT,
        PRICE,TRAIN,
        COSTOUT,TRAIN /;
ENDSETS

DATA:
    TIME = 10, 14, 3, 3, 7, 4, 10;
ENDDATA

@FOR(TASKS(J) | J #GT# 1:
    ES(J) = @MAX(PRED(I, J): ES(I) + TIME(I))
);

@FOR(TASKS(I) | I #LT# LTASK:
    LS(I) = @MIN(PRED(I, J): LS(J) - TIME(I));
);

@FOR(TASKS(I): SLACK(I) = LS(I) - ES(I));
ES(1) = 0;
LTASK = @SIZE(TASKS);
LS(LTASK) = ES(LTASK);
END

```

Model: PERT

Proj. Management with Crashing**Model: PERTC**

In the previous example, *PERT*, it was assumed each task takes a fixed amount of time to complete. However, if we allocated additional resources to a task, it is reasonable to assume that we could complete that task in a shorter time period. This option of speeding up a task by spending more on it is referred to as *crashing*. In this next model, we incorporate crashing as an option. The goal is to meet the project's due date, while minimizing total crashing costs.

```

MODEL:
! A PERT/CPM model with crashing;
! The precedence diagram is:
!
!      /FCAST\SCHED\COSTOUT\
!    /
! FIRST
!    \
!      \SURVEY-PRICE-----FINAL;

SETS:
TASK/ FIRST, FCAST, SURVEY, PRICE,
      SCHED, COSTOUT, FINAL/:
      TIME, ! Normal time for task;
      TMIN, ! Min time at max crash;
      CCOST, ! Crash cost/unit time;
      EF, ! Earliest finish;
      CRASH; ! Amount of crashing;

! Here are the precedence relations;
PRED(TASK, TASK)/ FIRST,FCAST FIRST,SURVEY,
                  FCAST,PRICE FCAST,SCHED SURVEY,PRICE,
                  SCHED,COSTOUT PRICE,FINAL COSTOUT,FINAL/;
ENDSETS

DATA:
TIME = 0 14 3 3 7 4 10; ! Normal times;
TMIN = 0 8 2 1 6 3 8; ! Crash times;
CCOST = 0 4 1 2 4 5 3; ! Cost/unit to crash;
DUEDATE = 31; ! Project due date;
ENDDATA

! The crashing LP model;
! Define earliest finish, each predecessor of a
! task constrains when the earliest time the task
! can be completed. The earliest the preceding
! task can be finished plus the time required for
! the task minus any time that could be reduced by
! crashing this task.;
@FOR(PRED(I, J):
    EF(J) >= EF(I) + TIME(J) - CRASH(J)
);

! For each task, the most it can be crashed is the
! regular time of that task minus minimum time for
! that task;
@FOR(TASK(J):
    CRASH(J) <= TIME(J) - TMIN(J)
);

! Meet the due date;
! This assumes that there is a single last task;
EF(@SIZE(TASK)) <= DUEDATE;

```

```
! Minimize the sum of crash costs;
MIN = @SUM(TASK: CCOST * CRASH);
END
```

Model: PERTC

Product-Mix with Setup Costs

Model: PRODMIX

In a product-mix model, the decision is how much of a number of different products should be produced to maximize total revenue. Each product competes for a number of scarce resources. In this example, we produce six different flying machines from six different raw materials. This model also has the feature that, should we produce a given product, we incur a fixed setup cost.

```
MODEL:
SETS:
    PLANES/ ROCKET, METEOR, STREAK,
        COMET, JET, BIPLANE /:
        PROFIT, SETUP, QUANTITY, BUILD;
    RESOURCES /STEEL, COPPER, PLASTIC,
        RUBBER, GLASS, PAINT/: AVAILABLE;
    RXP(RESOURCES, PLANES): USAGE;
ENDSETS

DATA:
    PROFIT SETUP =
        30      35
        45      20
        24      60
        26      70
        24      75
        30      30;
    AVAILABLE =
        800 1160 1780 1050 1360 1240;
    USAGE =
        1 4 0 4 2 0
        4 5 3 0 1 0
        0 3 8 0 1 0
        2 0 1 2 1 5
        2 4 2 2 2 4
        1 4 1 4 3 4;
ENDDATA

MAX = @SUM(PLANES: PROFIT*QUANTITY - SETUP*BUILD);

@FOR(RESOURCES(I):
    @SUM(PLANES(J):
        USAGE(I,J) * QUANTITY(J)) <= AVAILABLE(I)
    );

@FOR(PLANES:
    QUANTITY <= 400 * BUILD;
    @BIN(BUILD)
);

@FOR(PLANES:
    @GIN(QUANTITY)
);

END
```

Model: PRODMIX

Scenario Portfolio Selection**Model: PRTSCEN**

Scenarios here refer to outcomes of events with an influence on the return of a portfolio. Examples might include an increase in interest rates, war in the Middle East, etc. In the scenario-based approach to portfolio selection, the modeler comes up with a set of scenarios, each with a certain probability of occurring over the next period. Given this set of scenarios and their probabilities, the goal is to select a portfolio that minimizes some measure of risk, while meeting a target return level. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Scenario portfolio model;
SETS:
    SCENE/1..12/: PRB, R, DVU, DVL;
    STOCKS/ ATT,  GMT,  USX/:  X;
    STXSC(SCENE, STOCKS): VE;
ENDSETS

DATA:
    TARGET = 1.15;

! Data based on original Markowitz example;
    VE =
        1.300    1.225    1.149
        1.103    1.290    1.260
        1.216    1.216    1.419
        0.954    0.728    0.922
        0.929    1.144    1.169
        1.056    1.107    0.965
        1.038    1.321    1.133
        1.089    1.305    1.732
        1.090    1.195    1.021
        1.083    1.390    1.131
        1.035    0.928    1.006
        1.176    1.715    1.908;

! All scenarios happen to be equally likely;
    PRB= .08333;
ENDDATA

! Compute expected value of ending position;
    AVG = @SUM(SCENE: PRB * R);
! Target ending value;
    AVG >= TARGET;
    @FOR(SCENE(S):
! Compute value under each scenario;
        R(S) = @SUM(STOCKS(J): VE(S, J) * X(J));
! Measure deviations from average;
        DVU(S) - DVL(S) = R(S) - AVG
    );
! Budget;
    @SUM(STOCKS: X) = 1;
! Our three measures of risk;
    [VARI] VAR = @SUM(SCENE: PRB * (DVU + DVL)^2);
    [SEMI] SEMIVAR = @SUM(SCENE: PRB * (DVL)^2);
    [DOWN] DNRISK = @SUM(SCENE: PRB * DVL);
! Set objective to VAR, SEMIVAR, or DNRISK;
    [OBJ] MIN = VAR;
END

```

Model: PRTSCEN

Quadratic Assignment

Model: QASGN

In this example, we need to assign airline flights to gates at a hub to minimize the distance traveled from gate to gate by passengers transferring between flights. This model is called the *quadratic assignment* model because we are assigning planes to gates, and a straightforward formulation would involve the use of quadratic terms in the objective. By complicating things slightly through the introduction of an additional variable (Y in this case), we are able to replace each quadratic objective term with one of the new variables. The result of this substitution is a linear model, allowing us to tackle much larger models.

```

MODEL:
! A quadratic assignment problem:
  Given transfers between flights and distance between gates,
  assign flights to gates to minimize total transfer distance;
SETS:
  FLIGHT/1..3/;    ! There are three flights;
  GATE/1..4/;      ! There are five gates;
  FXG(FLIGHT, GATE):  X; !Flight-gate assignment;
  GXG(GATE, GATE):    T; !Distance between gates;
  FXF(FLIGHT, FLIGHT): N; !Transfers btwn flights;
ENDSETS
DATA:
  N = 0 30 5          ! No. transfers between flights;
      20 0 0
      30 40 0 ;
  T = 0 5 10 14      ! distance between gates;
      5 0 5 10
      10 4 0 6
      15 10 5 0 ;
ENDDATA

SETS:
  ! Transfer between 2 flights must be required and related to
  2 different gates. Warning: this set gets big fast.;
  TGTG(FLIGHT, GATE, FLIGHT, GATE)|
    &1 #LT# &3 #AND# ((N(&1, &3) #NE# 0) #AND#
    (T(&2, &4) #NE# 0) #OR# (N(&3, &1) #NE# 0)
    #AND# (T(&4, &2) #NE# 0)): Y;
ENDSETS
! Each flight, B, must be assigned to a gate;
@FOR(FLIGHT(B):
  @SUM(GATE(J): X(B, J)) = 1);
! Each gate, J, can receive at most one flight;
@FOR(GATE(J):
  @SUM(FLIGHT(B): X(B, J)) <= 1);
! Force Y(B,J,C,K)=1 if B assigned to J and C
  assigned to K;
! Assumes the T and N matrices are nonnegative;
@FOR(TGTG(B, J, C, K):
  Y(B, J, C, K) >= X(B, J) + X(C, K) - 1);
! Min the sum of transfers * distance;
MIN = @SUM(TGTG(B, J, C, K): Y(B, J, C, K) *
  (N(B, C) * T(J, K) + N(C, B) * T(K, J)));
! Make the X's 0/1 (Y's will naturally be 0/1);
@FOR(FXG: @BIN(X));
END

```

Model: QASGN

Economic Order Quantity**Model: QDISCX**

The classic EOQ (Economic Order Quantity) inventory model detailed in every introductory operations research text tells us the optimal order quantity of an item given its demand rate, unit holding cost, and fixed order cost. A common situation not handled by the standard EOQ model is quantity discounts. In this model, we extend the EOQ analysis by allowing for quantity discounts.

```

MODEL:
! Economic order quantity with quantity discounts;
! This model determines the optimal order quantity
  for a product that has quantity discounts;
SETS:
  ! Each order size range has;
  RANGE/1..4/:
    B,    ! An upper breakpoint;
    P,    ! A price/unit over this range;
    H,    ! A holding cost/unit over this range;
    EOQ,  ! An EOQ using this ranges H and K;
    Q,    ! An optimal order qty within this range;
    AC;   ! Average cost/year using this range's Q;
ENDSETS
DATA:
  D = 40000; ! The yearly demand;
  K = 90;    ! The fixed cost of an order;
  IRATE = .2; ! Yearly interest rate;
!The upper break points, B, and price per unit, P:
  Range:  1      2      3      4;
  B = 10000, 20000, 40000, 60000;
  P = .35225, .34525, .34175, .33825;
ENDDATA

  ! The model;
  ! Calculate holding cost, H, and EOQ for each
    range;
  @FOR(RANGE:
    H = IRATE * P;
    EOQ = (2 * K * D / H) ^ .5;
  );

  ! For the first range, the optimal order
    quantity is equal to the EOQ ...;
  Q(1) = EOQ(1)

  ! but, if the EOQ is over the first breakpoint,
    lower it;
    - (EOQ(1) - B(1) + 1) *
      (EOQ(1) #GE# B(1));
  @FOR(RANGE(J) | J #GT# 1:

! Similarly, for the rest of the ranges, Q = EOQ;
  Q(J) = EOQ(J) +

  ! but, if EOQ is below the lower breakpoint,
    raise it up;
    (B(J-1) - EOQ(J)) *
    (EOQ(J) #LT# B(J - 1))

```

```

! or if EOQ is above the upper breakpoint,
  lower it down;
    - (EOQ(J) - B(J) + 1) *
      (EOQ(J) #GE# B(J));
);

! Calculate average cost per year, AC,
  for each stage;
@FOR(RANGE: AC = P * D + H * Q/ 2 + K * D/ Q);

! Find the lowest average cost, ACMIN.;
ACMIN = @MIN(RANGE: AC);

! Select the Q that gives the lowest AC per year;
! Note: TRUE = 1, FALSE = 0;
QUSE = @SUM(RANGE: Q * (AC #EQ# ACMIN));
END

```

Model: QDISCX

An interesting feature to note in this model is the use of logical expressions as in the following:

```
QUSE = @SUM(RANGE: Q * (AC #EQ# ACMIN));
```

In this formula, we have the logical expression:

```
AC #EQ# ACMIN
```

Logical expressions will return the value 1 if they evaluate to TRUE, or 0 if they evaluate to FALSE. As you know, expressions of this nature are discontinuous, and will make it very difficult for the solver to find reliable answers to an optimization model. It turns out in this model, however, that all the variables and formulas are fixed. When a formula is fixed in value, logical expressions contained in the formula do not cause a problem.

Simple Queuing System**Model: QMMC**

In this simple queuing model, we use LINGO's runtime prompt feature to prompt the user for the arrival rate of service customers, the time required by a typical service call, and the number of available servers. Once you enter these values, LINGO computes various statistics about the system including using the Erlang busy function (*@PEB*) to compute the probability that a customer must wait for service.

```

MODEL:
! Compute statistics for a multi-server system
  with Poisson arrivals, exponential service time
  distribution.
! We prompt the user for the system parameters;

DATA:
  ARV_RATE = ?;
  SRV_TIME = ?;
  NO_SRVRS = ?;
ENDDATA

! The model;
! Average no. of busy servers;
  LOAD = ARV_RATE * SRV_TIME;

! Probability a given call must wait;
  PWAIT = @PEB(LOAD, NO_SRVRS);

! Conditional expected wait, i.e., given must wait;
  WAITCND = SRV_TIME / (NO_SRVRS - LOAD);

! Unconditional expected wait;
  WAITUNC = PWAIT * WAITCND;
END

```

Model: QMMC

Minimal Cost Queuing**Model: QUEUEL**

The objective of this model is to choose the number of servers in a queuing system that minimizes total cost. If all servers are busy when a customer arrives, then the customer is lost. Total cost is composed of the cost of hiring our servers plus the expected cost of lost customers. The *@PEL* function is used to get the fraction of customers lost due to all servers being busy when they arrive.

```

MODEL:
! Model of a queuing system with N servers, each
  of which costs $17/hour. Arrivals occur at a
  rate of 70 per hour in a Poisson stream. Arrivals finding
  all servers busy are lost. A lost customer costs
  $35. The average time to process a customer is 5
  minutes;

! Minimize total cost =
  service costs + lost customer cost;
  [COST] MIN = SCOST + LCOST ;

! Cost of servers;
  SCOST = 17 * N ;

! Cost of lost customers;
  LCOST = 35 * 70 * FLOST ;

! The fraction of customers lost;
  FLOST = @PEL(70 * 5 / 60 , N);
END

```

Model: QUEUEL

Steady State Queuing Model**Model: QUEUEM**

A useful approach for tackling general queuing models is to use the *Rate In = Rate Out Principle* (RIRO) to derive a set of steady state equations for a queuing system. RIRO assumes a system can reach a state of equilibrium. In equilibrium, the tendency to move out of a certain state must equal the tendency to move towards that state. Given the steady state equations derived from this assumption, we can solve for the probability that a system is in a given state at any particular moment. A detailed discussion of this model may be found in Chapter 12, *Developing More Advanced Models*.

```

MODEL:
! Model of a queue with arrivals in batches. In
  this particular example, arrivals may show up in
  batches of 1, 2, 3, or 4 units;

SETS:
! Look at enough states so that P(i) for large i
  is effectively zero, where P(i) is the steady
  state probability of i customers in the system;
  STATE/ 1..41/: P;

! Potential batch sizes are 1, 2, 3 or 4 customers,
  and A(i) = the probability that an arriving
  batch contains i customers;
  BSIZE/ 1..4/: A;
ENDSETS

DATA:
! Batch size distribution;
A = .1, .2, .3, .4;
! Number of batches arriving per day;
LMDA = 1.5;
! Number of servers;
S = 7;
! Number of customers a server can
  process per day;
MU = 2;
ENDDATA

! LAST = number of STATES;
LAST = @SIZE(STATE);

! Balance equations for states where the number of
  customers in the system is less than or equal to
  the number of servers;
  @FOR(STATE(N) | N #LE# S:
    P(N) * ((N - 1) * MU + LMDA) =
      P(N + 1) * MU * N +
      LMDA * @SUM(BSIZE(I) | I #LT# N: A(I)
        * P(N - I))
  );

! Balance equations for states where number in system is
  greater than the number of servers, but less than the limit;
  @FOR(STATE(N) | N #GT# S #AND# N #LT# LAST:
    P(N) * (S * MU + LMDA) =
      P(N + 1) * MU * S +
      LMDA * @SUM(BSIZE(I) | I #LT# N: A(I) *
        P(N - I))
  );

```

```
! Probabilities must sum to 1;
  @SUM(STATE: P) = 1;
END
```

Model: QUEUEM

Designing a Computer Cabinet

Model: BOX

In this example, we create a nonlinear optimization model to design the case for a computer.

```
MODEL:
! Design a box at minimum cost that meets area,
  volume, marketing and aesthetic requirements;
[COST] min = 2*(.05*(d*w + d*h) +.1*w*h);
[SURFACE] 2*(h*d + h*w + d*w) >= 888;
[VOLUME]  h*d*w >= 1512;

! These two enforce aesthetics;
[NOTNARRO] h/w <= .718;
[NOTHIGH]  h/w >= .518;

! Marketing requires a small footprint;
[FOOTPRNT] d*w <= 252;
END
```

Model: BOX

Linear Regression

Model: REGRES

Linear Regression is a forecasting technique used to predict the value of one variable (called the dependent variable) based upon the value of one or more other variables (the independent variables).

Our example is a simple linear regression model with one independent variable. The data is fit to a linear equation of the form:

$$Y(i) = CONS + SLOPE * X(i)$$

where Y is the dependent variable, X is the independent variable, $CONS$ is the value of Y when $X = 0$, and $SLOPE$ is the rate of change in Y with a unit change in X .

For our example, the dependent variable, Y , is the number of annual road casualties and the independent variable, X , is the number of licensed vehicles. We have 11 years of data.

```

MODEL:
! Linear Regression with one independent variable;
! Linear regression is a forecasting method that
  models the relationship between a dependent
  variable to one or more independent variable.
  For this model we wish to predict Y with the equation:
    Y(i) = CONS + SLOPE * X(i);

SETS:
  ! The OBS set contains the data points for
    X and Y;
  OBS/1..11/:
    Y, ! The dependent variable (annual road
      casualties);
    X; ! The independent or explanatory variable
      (annual licensed vehicles;
  ! The OUT set contains model output.;
  OUT/ CONS, SLOPE, RSQRU, RSQRA/: R;
ENDSETS

! Our data on yearly road casualties vs. licensed
  vehicles, was taken from Johnston, Econometric
  Methods;

DATA:
  Y = 166 153 177 201 216 208 227 238 268 268 274;
  X = 352 373 411 441 462 490 529 577 641 692 743;
ENDDATA

SETS:
  ! The derived set OBS contains the mean
    shifted values of the independent and
    dependent variables;
  OBSN(OBS): XS, YS;
ENDSETS

! Number of observations;
NK = @SIZE(OBS);

! Compute means;
XBAR = @SUM(OBS: X)/ NK;
YBAR = @SUM(OBS: Y)/ NK;

! Shift the observations by their means;
@FOR(OBS(I):

```

```
XS(I) = X(I) - XBAR;
YS(I) = Y(I) - YBAR);

! Compute various sums of squares;
XYBAR = @SUM(OBSN: XS * YS);
XXBAR = @SUM(OBSN: XS * XS);
YYBAR = @SUM(OBSN: YS * YS);

! Finally, the regression equation;
R(@INDEX(SLOPE)) = XYBAR/ XXBAR;
R(@INDEX(CONS)) = YBAR - R(@INDEX(SLOPE)) * XBAR;
RESID= @SUM(OBSN:(YS - R(@INDEX(SLOPE)) * XS)^2);

! A measure of how well X can be used to predict Y
  - the unadjusted (RSQRU) and adjusted (RSQRA)
  fractions of variance explained;
R(@INDEX(RSQRU)) = 1 - RESID/ YYBAR;
R(@INDEX(RSQRA)) = 1 - (RESID/ YYBAR) *
  (NK - 1)/(NK - 2);

! XS and YS may take on negative values;
@FOR(OBSN: @FREE(XS); @FREE(YS));
END
```

Model: REGRES

Acceptance Sampling I**Model: SAMPLE**

In this example, we have a lot of 400 items. We take a sample of 100 items from the lot. We accept the entire lot as being good if the sample has 2 or less defective items.

We use the hypergeometric distribution (*@PHG*) to determine the exact producer risk (probability of rejecting a good lot), and the exact consumer risk (probability of accepting a bad lot). In the days before computers were widely available, statisticians had to rely on published tables of the probability distributions to compute probabilities such as these. Because the hypergeometric distribution is specified by *four* parameters, it would have been unrealistic to carry around hypergeometric tables that covered all possible scenarios. Instead, statisticians routinely used distributions of fewer parameters to approximate the hypergeometric. So, in deference to the good old days we make use of the binomial, Poisson, and normal approximations to the hypergeometric to compute these same risk probabilities. The interested reader can compare the accuracy of the various approximations.

MODEL:

```
! Acceptance sampling: taking one or more samples at random
  from a lot, inspecting each of the items in the sample(s),
  and deciding on the basis of inspection results whether to
  accept or reject the entire lot. This Acceptance Sampling
  model illustrates the effect choice of distribution.;
! From a lot of 400 items;
LOTSIZE = 400;

! We take a sample of size 100;
SAMPSIZE = 100;

! Producer considers the lot good if
  the lot fraction defective is .0075 or less;
FGOOD = .0075;

! Consumer considers the lot bad if
  the lot fraction defective is .025 or more;
FBAD = .025;

! We accept the lot if sample contains 2 or less;
ACCEPTAT = 2;

! The model;
! What is producer risk of rejecting a good lot;
! Using the (exact) hypergeometric distribution;
PGOODH = 1 - @PHG(LOTSIZE, LOTSIZ * FGOOD,
  SAMPSIZE, ACCEPTAT);

  ! Using binomial approx. to the hypergeometric;
PGOODB = 1 - @PBN(FGOOD, SAMPSIZE, ACCEPTAT);

  ! Using the Poisson approx. to the binomial;
PGOODP = 1 - @PPS(FGOOD * SAMPSIZE, ACCEPTAT);

  ! Using Normal approximation;
PGOODN =
  1 - @PSN((ACCEPTAT + .5 - MUG) / SIGMAG);

  ! where;
MUG = SAMPSIZE * FGOOD;
SIGMAG = (MUG * (1 - FGOOD)) ^ .5;

! What is the consumer risk of accepting a bad lot;
! Using the hypergeometric;
```

```
PBADH = @PHG(LOTSIZE, LOTSIZE * FBAD,  
             SAMPSIZE, ACCEPTAT);  
  
! Binomial;  
PBADB = @PBN(FBAD, SAMPSIZE, ACCEPTAT);  
  
! Poisson;  
PBADP = @PPS(FBAD * SAMPSIZE, ACCEPTAT);  
  
! Using Normal approximation;  
PBADN = @PSN((ACCEPTAT + .5 - MUB) / SIGMAB);  
  
! where;  
MUB = SAMPSIZE * FBAD;  
SIGMAB = (MUB * (1 - FBAD)) ^ .5;  
END
```

Model: SAMPLE

Stratified Sampling Design**Model: SAMPLE2**

In this model, we want to come up with a sampling strategy that yields a variance within a specified target at minimal cost. We have four strata of a population that we will be querying on two topics. There is a maximum variance limit on the two questions. We know the variance in responses for each stratum on each question. How many respondents must you select from each stratum to meet your maximal variance requirements at minimal cost?

```

MODEL:
! Stratified sampling plan design, taken from Bracken and McCormick.
  Minimize the cost of sampling from 4 strata, subject to
  constraints on the variances of the sample based estimates of two
  categories;

SETS:
  STRATUM/1..4/: SIZE, POP, COST, WEIGHT;
  CATEGORY/1..2/: VARMAX, K2;
  SXC(STRATUM, CATEGORY): VAR, K1;
ENDSETS

! POP = population of each stratum. COST = cost of sampling in each.
  VARMAX = variance limits. VAR = variance for each category in each
  stratum. CFIX = a fixed cost;

DATA:
  POP = 400000, 300000, 200000, 100000;
  COST = 1, 1, 1, 1;
  VARMAX = .043, .014;
  VAR =
    25 1
    25 4
    25 16
    25 64;

  CFIX = 1;
ENDDATA

[OBJ] MIN = CFIX + @SUM(STRATUM: SIZE * COST);
! Compute some parameters;
TOTP = @SUM(STRATUM(I): POP(I));
@FOR(STRATUM(I):

! Weight given each stratum;
  WEIGHT(I) = POP(I)/TOTP;
  @GIN(SIZE(I));
);

@FOR(CATEGORY(J):
  K2(J) =
    @SUM(STRATUM(I): VAR(I, J)^2 *
      WEIGHT(I) / POP(I));
);

@FOR(SXC(I, J):
  K1(I, J) = VAR(I, J)^2 * WEIGHT(I)^2;
);

@FOR(CATEGORY(J):
  @SUM(STRATUM(I): K1(I, J) / SIZE(I))
    - K2(J) <= VARMAX(J)
);

@FOR(STRATUM(I):

```

```

    @BND(0.0001, SIZE(I), POP(I) -1);
  );
END

```

Model: SAMPLE2

Acceptance Sampling II

Model: SAMSIZ

We are sampling items from a large lot. If the number of defectives in the lot is 3% or less, the lot is considered “good”. If the defects exceed 8%, the lot is considered “bad”. We want a producer risk (probability of rejecting a good lot) below 9% and a consumer risk (probability of accepting a bad lot) below 5%. We need to determine N and C , where N is the minimal sample size, and C is the critical level of defects such that, if defects observed in the sample are less-than-or-equal-to C , we accept the lot.

```

MODEL:
! Acceptance sampling design. From a large lot, take a sample
  of size N, accept if C or less are defective;
! Poisson approximation to number defective is used;

DATA:
  AQL = .03;      ! "Good" lot fraction defective;
  LTFD = .08;     ! "Bad" lot fraction defective;
  PRDRISK = .09;  ! Tolerance for rejecting good lot;
  CONRISK = .05;  ! Tolerance for accepting bad lot;
  MINSMP = 125;   ! Lower bound on sample size to help solver;
ENDDATA

  [OBJ] MIN = N;
! Tolerance for rejecting a good lot;
  1 - @PPS(N * AQL, C) <= PRDRISK;

! Tolerance for accepting a bad lot;
  @PPS(N * LTFD, C) <= CONRISK;

! Give solver some help in getting into range;
  N >= MINSMP; C > 1;

! Make variables general integer;
  @GIN(N); @GIN(C);
END

```

Model: SAMSIZ

Seasonal Sales Forecasting**Model: SHADES**

We have quarterly observations of sales for the last two years. We would like to estimate a base, trend, and seasonal factors to form a sales forecasting function that minimizes the sum of squared prediction errors when applied to the historical sales. A detailed discussion of this model may be found in Chapter 3, *Using Variable Domain Functions*.

```

MODEL:
SETS:
    PERIODS /1..8/: OBSERVED, PREDICT,
        ERROR;
    QUARTERS /1..4/: SEASFAC;
ENDSETS

DATA:
    OBSERVED = 10 14 12 19 14 21 19 26;
ENDDATA

MIN = @SUM(PERIODS: ERROR ^ 2);

@FOR(PERIODS: ERROR = PREDICT - OBSERVED);

@FOR(PERIODS(P): PREDICT(P) = SEASFAC(@WRAP(P, 4))
    * (BASE + P * TREND));

@SUM(QUARTERS: SEASFAC) = 4;

@FOR(PERIODS: @FREE(ERROR));

END

```

Model: SHADES

Exponential Smoothing

Model: SIMXPO

Exponential smoothing is a technique that is relatively easy to implement, and yet has proven to be an effective tool at forecasting sales. In its simplest form, this technique assumes, on average, sales are constant, but include a random error term about the average. It is also assumed the underlying average can drift from period to period. These assumptions lead to the following smoothing equation:

$$S_t = \alpha X_t + (1 - \alpha) S_{t-1}$$

where,

S_t = predicted sales, or signal, in period t ,

X_t = observed sales in period t , and

α = a constant term between 0 and 1.

From this equation, we can see the closer α is to 1, the more the current observation affects our signal and, subsequently, the less “memory” our equation has. Frequently, a value for α is chosen in the range of .01 to .3. In this example, we will solve for an α that minimizes the sum of the squared prediction errors.

For more information on exponential smoothing, see Winston (1995).

```

MODEL:
SETS:
    PERIODS /1..8/: OBSERVED, ERROR, PREDICT;
ENDSETS

DATA:
    ! The degree of the objective. N may be changed
      to 1 to minimize absolute deviation;
      N = 2;
    ! The observed values of the time series;
      OBSERVED = 10 14 12 19 14 21 19 26;
ENDDATA

    ! Force Period 1 prediction to 10;
      PREDICT(1) = 10;

    ! The objective function;
      [OBJ] MIN= @SUM(PERIODS: @ABS(ERROR) ^ N);

    ! Calculate the forecasts;
      @FOR(PERIODS(T) | T #GT# 1:
          PREDICT(T) = ALPHA * OBSERVED(T - 1) +
            (1 - ALPHA) * PREDICT(T - 1));

    ! Calculate forecast errors;
      @FOR(PERIODS: ERROR = PREDICT - OBSERVED);

    ! Error terms may be negative as well as positive;
      @FOR(PERIODS: @FREE(ERROR));

    ! Exclude meaningless Alphas of zero or one;
      @BND(.01, ALPHA, .9999);
END

```

Model: SIMXPO

Placing Songs on a Cassette Tape***Model: SONGS***

In this model, we have seven songs, each with a different length, that must be placed on a cassette tape. The goal is to maximize the number of songs on one side of the tape without exceeding half of the total time of the music on the other side.

```

MODEL:
SETS:
    SONG/1..7/: LENGTH, Y;
ENDSETS

! Maximize number of songs on short side;
MAX = @SUM(SONG: Y);

! It must contain at most half the music;
@SUM(SONG: LENGTH * Y) <= HALF;

! Compute half the length;
HALF = @SUM(SONG: LENGTH) / 2;

! We want the Y's to be 0/1;
@FOR(SONG: @BIN(Y));

DATA:
    LENGTH = 7, 5, 2, 2, 2, 2, 2;
ENDDATA
END

```

Model: SONGS***Computing Sort Order******Model: SORTIN***

This simple model sorts cities according to their distance from the equator.

```

MODEL:
! Compute sort order;
SETS:
    CITY/ LONDON, PARIS, NYC, LA, MOSCOW, TOKYO/:
        LAT,      ! Its latitude;
        RANK;     ! Its rank in distance from equator;
ENDSETS

DATA:
    LAT = 51.3  48.5  40.4  34.0  55.5  35.4;
ENDDATA

! This is an N squared, rather than N log(N) sort;
! Count number of cities of greater distance + 1;
@FOR(CITY(I):
    RANK(I) =
        @SUM(CITY(J) | LAT(J) #LT# LAT(I) #OR#
            (LAT(J) #EQ# LAT(I) #AND# J #LT# I): 1) + 1
);
END

```

Model: SORTIN

Traveling Salesman Problem

Model: TSP

In the traveling salesman problem (TSP), we have a network of cities connected by roads. We need to find a tour that visits each city exactly once, minimizing the total distance traveled.

As it turns, large TSP models are difficult to solve using optimization, and are best approached using some form of heuristic (see Lin and Kernighan, 1973). The problem lies in the fact that solutions to large models tend to contain *subtours*. A subtour is a tour of a subset of cities unconnected to the main tour. One can add constraints to break the subtours, but the number of constraints required grows dramatically as the number of cities increase.

```

MODEL:
  ! Traveling Salesman Problem for the cities of
  Atlanta, Chicago, Cincinnati, Houston, LA,
  Montreal;

SETS:
  CITY / 1.. 6/: U; ! U(I) = sequence no. of city;
  LINK(CITY, CITY):
    DIST, ! The distance matrix;
    X; ! X(I, J) = 1 if we use link I, J;
ENDSETS

DATA: !Distance matrix, it need not be symmetric;
  DIST =
    0 702 454 842 2396 1196
    702 0 324 1093 2136 764
    454 324 0 1137 2180 798
    842 1093 1137 0 1616 1857
    2396 2136 2180 1616 0 2900
    1196 764 798 1857 2900 0;
ENDDATA

!The model:Ref. Desrochers & Laporte, OR Letters,
Feb. 91;
N = @SIZE(CITY);
MIN = @SUM(LINK: DIST * X);
@FOR(CITY(K):
  ! It must be entered;
  @SUM(CITY(I) | I #NE# K: X(I, K)) = 1;

  ! It must be departed;
  @SUM(CITY(J) | J #NE# K: X(K, J)) = 1;

  !Weak form of the subtour breaking constraints;
  !These are not very powerful for large problems;
  @FOR(CITY(J) | J #GT# 1 #AND# J #NE# K:
    U(J) >= U(K) + X(K, J) -
    (N - 2) * (1 - X(K, J)) +
    (N - 3) * X(J, K)
  );
);

! Make the X's 0/1;
@FOR(LINK: @BIN(X));

```

```
! For the first and last stop we know...;
@FOR(CITY(K)| K #GT# 1:
  U(K) <= N - 1 - (N - 2) * X(1, K);
  U(K) >= 1 + (N - 2) * X(K, 1)
);
END
```

Model: TSP

The Log Gamma Function

Model: EZCOUNT

The factorial function is used in many probability computations. Unfortunately, the factorial function can generate some very large numbers that can exceed the fixed word size of most computers. A common way around this is to use the *Log Gamma function* (*@LGM*), which returns the logarithm of the factorial function. In the following model, we use *@LGM* to compute the number of possible poker hands.

```
MODEL:
! This model computes the number of ways of
  selecting 5 objects from a set of 52 objects;

! This is expressed by 52! / (5! * 47!). The
  actual computation uses the log-gamma function;
  WAYS = @EXP(@LGM(53) - @LGM(6) - @LGM(48));

! Note that the arguments of the @LGM functions
  are one greater than the corresponding arguments
  of the factorial functions, due to the
  definition of the Gamma function;
END
```

Model: EZCOUNT

Vehicle Routing Problem

Model: VROUTE

The *vehicle routing problem* occurs in many service systems such as delivery, customer pick-up, repair and maintenance. A fleet of vehicles, each with fixed capacity, starts at a common depot and returns to the depot after visiting locations where service is demanded. The objective is to minimize the total distance of all the routes.

In general, it takes much longer to find the best routes as the number of locations grow. Large versions of this model may have to be tackled using some form of heuristics.

In this particular example, we are delivering one product to seven cities with the depot at city 1.

MODEL :

! The Vehicle Routing Problem (VRP) occurs in many service systems such as delivery, customer pick-up, repair and maintenance. A fleet of vehicles, each with fixed capacity, starts at a common depot and returns to the depot after visiting locations where service is demanded. The objective is to minimize total routes.

In general it takes much longer time to find the best routes when the number of locations become larger.

This model involves delivering the required amount of goods to seven cities with depot at city 1 ;

SETS:

! $Q(I)$ is the amount required at city I

$U(I)$ is the accumulated delivers at city I ;

CITY/1..8/: Q, U;

```
! DIST(I,J) is the distance from city I to city J
```

X(I,J) is 0-1 variable: It is 1 if some vehicle travels from city I to J, 0 if none ;

```
CXC(CITY, CITY): DIST, X;
```

ENDSETS

DATA :

```
! city 1 represent the common depot, i.e.  $Q(1) = 0;$ 
```

$$0 = 0 \quad 6 \quad 3 \quad 7 \quad 7 \quad 18 \quad 4 \quad 5;$$

```

! distance from city I to city J is same from city J to city I
distance from city I to the depot is 0, since the vehicle has to
return to the depot ;

```

DIST = ! To City;

Chi	Den	Frnsn	Hous	KC	LA	Oakl	Anah	From;
0	996	2162	1067	499	2054	2134	2050!	Chicago;
0	0	1167	1019	596	1059	1227	1055!	Denver;
0	1167	0	1747	1723	214	168	250!	Fresno;
0	1019	1747	0	710	1538	1904	1528!	Houston;
0	596	1723	710	0	1589	1827	1579!	K. City;
0	1059	214	1538	1589	0	371	36!	L. A.;
0	1227	168	1904	1827	371	0	407!	Oakland;
0	1055	250	1528	1579	36	407	0;!	Anaheim;

```
! VCAP is the capacity of a vehicle ;
```

VCAP = 18;

ENDDATA

```
! The objective is to minimize total travel distance;
```

```
MIN = @SUM(CXC: DIST * X);
```

```
! for each city, except depot....;
```

```
@FOR (CITY(K) | K #GT# 1:
```

```
! a vehicle does not travel inside itself,...;
```

```
      X(K, K) = 0;
! a vehicle must enter it,... ;
      @SUM(CITY(I)| I #NE# K #AND# (I #EQ# 1 #OR#
        Q(I) + Q(K) #LE# VCAP): X(I, K)) = 1;
! a vehicle must leave it after service ;
      @SUM(CITY(J)| J #NE# K #AND# (J #EQ# 1 #OR#
        Q(J) + Q(K) #LE# VCAP): X(K, J)) = 1;
! U(K) is at least amount needed at K but can't exceed capacity;
      @BND(Q(K), U(K), VCAP);
! If K follows I, then can bound U(K) - U(I);
      @FOR(CITY(I)| I #NE# K #AND# I #NE# 1: U(K) >=
        U(I) + Q(K) - VCAP + VCAP*(X(K, I) + X(I, K))
        - (Q(K) + Q(I)) * X(K, I);
      );
! If K is 1st stop, then U(K) = Q(K);
      U(K) <= VCAP - (VCAP - Q(K)) * X(1, K);
! If K is not 1st stop...;
      U(K) >= Q(K) + @SUM(CITY(I)| I #GT# 1: Q(I) * X(I, K));
    );
! Make the X's binary;
      @FOR(CXC(I, J): @BIN(X(I, J)) ;
    );
! Minimum no. vehicles required, fractional and rounded;
      VEHCLF = @SUM(CITY(I)| I #GT# 1: Q(I))/ VCAP;
      VEHCLR = VEHCLF + 1.999 - @WRAP(VEHCLF - .001, 1);

! Must send enough vehicles out of depot;
      @SUM(CITY(J)| J #GT# 1: X(1, J)) >= VEHCLR;
END
```

Model: VROUTE

Home Mortgage Calculation**Model: WHATIF**

This example models a home mortgage. The user is prompted for the monthly payment, the length of the mortgage, and the interest rate. The model then solves for the value of the home that can be purchased with the mortgage.

```

MODEL:
! A model of a home mortgage(WHATIF.LNG);
! The user is prompted for values for the
  payment, years, and interest rate. The
  face value of the mortgage (LUMP) is
  solved for.;

DATA:
! User is prompted for these:
  PAYMENT = ?; ! Monthly payment;
  YEARS   = ?; ! No. of years;
  YRATE   = ?; ! Interest rate;
ENDDATA

! Relate no. of months to no. of years;
  MONTHS = YEARS * 12;

! Relate monthly interest rate to yearly rate;
  (1 + MRATE) ^ 12 = 1 + YRATE;

! Relate lump sum to monthly payment, monthly
  interest rate, and no. of months;
  LUMP = PAYMENT * @FPA(MRATE, MONTHS);

END

```

Model: WHATIF

Transportation Problem**Model: WIDGETS**

In this example, we want to ship a product from warehouses to vendors at minimal cost. An in-depth description of this model can be found in Chapter 1, *Getting Started with LINGO*.

```

MODEL:
! A 6 Warehouse 8 Vendor Transportation Problem;
SETS:
    WAREHOUSES / WH1 WH2 WH3 WH4 WH5 WH6/: CAPACITY;
    VENDORS / V1 V2 V3 V4 V5 V6 V7 V8/ : DEMAND;
    LINKS(WAREHOUSES, VENDORS): COST, VOLUME;
ENDSETS

! The objective;
MIN = @SUM(LINKS(I, J):
    COST(I, J) * VOLUME(I, J));

! The demand constraints;
@FOR(VENDORS(J):
    @SUM(WAREHOUSES(I): VOLUME(I, J)) =
        DEMAND(J));

! The capacity constraints;
@FOR(WAREHOUSES(I):
    @SUM(VENDORS(J): VOLUME(I, J)) <=
        CAPACITY(I));

! Here is the data;
DATA:
    CAPACITY = 60 55 51 43 41 52;
    DEMAND = 35 37 22 32 41 32 43 38;
    COST = 6 2 6 7 4 2 5 9
           4 9 5 3 8 5 8 2
           5 2 1 9 7 4 3 3
           7 6 7 3 9 2 7 1
           2 3 9 5 7 2 6 5
           5 5 2 2 8 1 4 3;
ENDDATA
END

```

Model: WIDGETS

Appendix B: Error Messages

Listed below by code number are the error messages you may encounter when using LINGO. Suggestions for overcoming the errors are also included.

0. THE MODEL GENERATOR RAN OUT OF MEMORY.

LINGO's model generator ran out of working memory. The model generator converts the text of your LINGO model to an expanded form suitable for an appropriate solver engine. On most platforms, you can increase the amount of working memory allocated to the model generator. Note that memory set aside for LINGO's model generator will not be available to LINGO's various solver engines. Given this, you should not allocate an overly excessive amount of memory to the generator.

In Windows versions, select the *LINGO|Options* command, then the *General* tab, and in the *Generator Memory Limit* box increase the amount of working memory. Press the *Save* button and then restart LINGO. You can verify the new memory allotment by issuing the *Help|About LINGO* command.

On other platforms, use the following commands:

```
SET MAXMEMB n
FREEZE
```

where *n* is the new memory allotment in megabytes. Exit LINGO and restart. Once LINGO restarts, you can verify the new memory allotment with the *MEM* command.

1. TOO MANY LINES OF TEXT IN THE MODEL.

There are too many lines in the model's text. For all practical purposes, the limit on total lines of text is large enough that this error message should never be encountered.

2. TOO MANY CHARACTERS IN THE MODEL TEXT.

There are too many characters in the model's text. For all practical purposes, the limit on the number of characters is large enough that this message should never be encountered.

3. OVERLENGTH LINE, CHARACTERS MAY HAVE BEEN LOST OFF END. USE CARRIAGE RETURN TO BREAK UP OVER SEVERAL INPUT LINES.

Input lines are limited to 200 characters. You will need to break up long input lines into shorter ones.

4. VALID LINES ARE 1 TO N. TYPE 'ALL' TO REFERENCE ALL LINES.

The *LOOK* command expects a range of row numbers. If the range is invalid, you will get this message. Enter a new range with valid numbers.

5. THERE IS NO CURRENT MODEL.

Any command that makes sense only if there is a current model in memory will print this message if invoked without the presence of a model. You need to load a model with the *File|Open* command in Windows or the *TAKE* command on other platforms, or enter a new model with the *File|New* command in Windows or the *MODEL* command on other platforms.

6. TOO MANY NESTED TAKE COMMANDS.

You have exceeded LINGO's limit of ten nested *TAKE* commands within a command script. If possible, try combining some commands into a single file.

7. UNABLE TO OPEN FILE: *FILENAME*.

The file you tried to read doesn't exist, or you misspelled its name. Try opening the file again.

8. TOO MANY CONSECUTIVE COMMAND ERRORS. REVERT TO TERMINAL INPUT.

LINGO prints this message after having encountered a number of consecutive errors in a command script. LINGO assumes that something has gone seriously awry, closes the script file, and returns you to command level.

9. NOT USED.**10. NOT USED.****11. INVALID INPUT. A SYNTAX ERROR HAS OCCURRED.**

This is the generic error issued by the LINGO compiler when it detects a syntax error. In Windows, when you close the error box, the cursor will be on the line where the error occurred. Other versions of LINGO will try print out the general area where the error has occurred, but LINGO cannot always pinpoint the exact line. Examine this area for any obvious syntax errors. If you are unable to find any obvious errors, a useful technique is to comment out small sections of the model until the error goes away. This should give you a good idea of exactly where the error is occurring.

Syntax errors may also occur if you are not invoking the correct compiler in LINGO. Most users will choose to build models using the native LINGO syntax, however, some users may prefer building their models using LINDO syntax. LINGO can compile models written in either native LINGO syntax or LINDO syntax. LINGO chooses the compiler based on a model's file extension. LINGO models must have an extension of *lg4* (the default) or *lng*. LINDO models must have an *ltx* extension. The default model extension may be set by clicking on: LINGO | Options | Interface | File Format. Each model window's title bar displays whether it is a LINGO or LINDO model.

12. MISSING RIGHT PARENTHESIS.

A LINGO expression is missing at least one closing right parenthesis. LINGO will point to the end of the expression where the error occurred. Count the number of parentheses in this expression to verify if you have input the correct number, or, in Window use the *Edit|Match Parenthesis* command to find the unmatched parenthesis.

- 13. A SPECIFIED SPREADSHEET RANGE WAS NOT FOUND. *RANGE_NAME*.**
You specified a spreadsheet range titled *RANGE_NAME* that LINGO was unable to find. Check the spelling of the range name and be sure that the range is defined in the spreadsheet.
 - 14. NOT ENOUGH TEMPORARY OPERATOR STACK SPACE.**
LINGO uses a stack to temporarily hold operators and prefix functions during compilation of an expression. It is possible, though unlikely, that this stack will overflow. If so, try breaking up lengthy expressions, or adding parentheses to offending expressions.
 - 15. NO RELATIONAL OPERATOR FOUND.**
Each LINGO expression (with the exception of variable domain expressions) must contain one relational operator (e.g., =, <, >). Check to be sure that all expressions contain relational operators.
 - 16. ALL MODEL OBJECTS MUST HAVE THE SAME PARENT SET FOR THIS OPERATION.**
You have attempted to use an import or export function in the data section that involves two or more attributes from different parent sets. Break the function into multiple calls, so each instance refers to attributes belonging to the same parent set.
 - 17. NOT ENOUGH INDEX STACK SPACE.**
LINGO uses a stack to keep track of indices referenced by set operators. It is possible, though unlikely, that this stack will overflow. The only way to remedy this situation is to rewrite the given expression, so it uses fewer indices.
 - 18. OUT OF SET STACK SPACE.**
LINGO uses a stack to keep track of sets referenced by set operators. This stack may overflow, though it's unlikely. The only way to remedy this situation is to rewrite the given expression, so the maximum number of pending set operators is reduced.
 - 19. INVALID USE OF @INDEX FUNCTION.**
The @INDEX function expects an optional set name followed by a mandatory primitive set element. Check to see that your arguments comply with these restrictions.
 - 20. IMPROPER USE OF SET NAME.**
A set name has been used in an improper manner. For instance, you may have attempted to set the name equal to a quantity. Check your model's syntax.
 - 21. IMPROPER USE OF ATTRIBUTE NAME.**
This message is printed if an attribute name is used incorrectly. For instance, you may have attempted to use it as a scalar (single value) variable. Check your model's syntax.
 - 22. TOO MANY INEQUALITY OR EQUALITY RELATIONS.**
A constraint may have only one relational operator (i.e., =, <, or >). A two-sided constraint such as $2 < X < 4$ is not permitted. Instead, write it as two one sided constraints: $X > 2$; and $X < 4$;
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- 23. IMPROPER NUMBER OF ARGUMENTS.**
LINGO's predefined functions generally expect a specific number of arguments. You'll get this message if you are passing an incorrect number of arguments. Check the syntax of the function in question.
- 24. INVALID SET NAME.**
If LINGO was expecting a set name and didn't find it, you will get this message. Note that all sets must be defined in a sets section before they are referenced in a model expression.
- 25. INVALID ARGUMENT LIST FOR AN @WKX() FUNCTION.**
The @WKX function is used to link with spreadsheet files. The argument list is incorrectly specified. Check the documentation for the syntax of the @WKX function.
- 26. IMPROPER NUMBER OF INDEX VARIABLES.**
When using indices in conjunction with a set in a set operator function, LINGO checks to be sure that you have specified the correct number of indices for the set. If not, it prints this message.
- 27. THE FOLLOWING SPREADSHEET RANGE IS DISCONTINUOUS:
RANGE_NAME.**
At present, LINGO only supports continuous ranges. Continuous ranges are simple, rectangular ranges. Discontinuous ranges are unions of two, or more, continuous ranges. You will need to break your discontinuous range up into a set of equivalent, continuous ranges.
- 28. INVALID USE OF A ROW NAME.**
A row name may be input within brackets at the start of a constraint and may contain up to 32 characters. This error message indicates some improper use. Check your model's syntax.
- 29. INVALID NUMBER OF INITIALIZATION VALUES IN A DATA OR INIT STATEMENT.**
You must assign a value to every element of each array in a *DATA* or *INIT* statement. LINGO keeps track of the number of values you specified and checks this against the length of each array being assigned. If the two numbers don't agree, LINGO prints this message.
- 30. A GENERAL FAILURE OCCURRED WHILE ATTEMPTING A LINK TO EXCEL.**
LINGO attempted to open an OLE link to Excel, but was unsuccessful. Be sure that Excel is installed on your machine (version 5, or later). Also, if your machine is busy, this error message can occur because it is taking an excessive amount of time to load Excel. In which case, simply retry the action when the machine is less busy.
- 31. INVALID ARGUMENT LIST FOR AN @TEXT() FUNCTION CALL.**
An instance of the @TEXT function has an invalid argument list. Check the documentation on this function for the correct syntax.
- 32. ATTEMPT TO IMPORT A BLANK SET MEMBER NAME.**
You have attempted to import a set member name that is entirely blank. All set member names must conform to standard LINGO naming conventions and may not be blank. Assign a nonblank name to the set member and retry.
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33. **INVALID ARGUMENT LIST FOR AN @OLE() FUNCTION CALL.**
Check the documentation on the @OLE function to determine the correct syntax.

 34. **RANGE LENGTHS MUST BE IDENTICAL WHEN IMPORTING DERIVED SETS.**
You are importing a derived set from multiple ranges of varying lengths. When using multiple ranges, each range must contain the same number of cells. Adjust the sizes of the ranges so they agree and retry.

 35. **UNRECOGNIZED NAME IN AN OUTPUT FUNCTION.**
You have attempted to use an output function (e.g., @OLE or @ODBC) to export the value of a variable that does not exist. Check your output functions to see if all the variables exist and that they are spelled correctly.

 36. **ATTEMPT TO IMPORT INVALID PRIMITIVE SET ELEMENT NAME: NAME.**
A primitive set name imported from an external source is invalid. Make sure the name conforms to normal LINGO naming standards.

 37. **NAME ALREADY IN USE: NAME. CHOOSE A DIFFERENT NAME.**
A model can't use duplicate names. Select a new, unique name.

 38. **THE ODBC SERVER RETURNED THE FOLLOWING ERROR MESSAGE: MESSAGE-TEXT.**
The ODBC server encountered an error. The text of the message will be displayed. In most cases, the text of the message should help clarify the problem.

 39. **THE FOLLOWING SET ELEMENT WAS NOT DERIVED FROM ITS PARENT PRIMITIVE SET: SET-ELEMENT.**
When defining a sparse derived set, LINGO checks each set element against the parent set. If the element is not found in the parent set, you will get this message. Please check the spelling and ordering of the set elements in the sparse derived set you are defining.

 40. **INVALID NUMBER OF DERIVED SET INDEX ELEMENTS.**
If a sparse derived set is formed from, say, three primitive sets, then there must be a multiple of three primitive set element names in the explicit definition of the derived set. LINGO checks this, and issues this message if there is not a match.

 41. **OUT OF ATTRIBUTE INDEX SPACE.**
LINGO imposes a limit on the total number of primitive sets used in defining derived sets. The current limit is quite large and should not pose a problem.

 42. **EXPLICIT VARIABLE IN A SET CONDITION FOR SET: SET_NAME.**
When using a conditional expression to define the members of a derived set, you cannot reference a variable that has not been fixed in a previous data statement. LINGO must be able to completely evaluate these conditional expressions during compilation so it knows the size of the set.
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43. **EXECUTOR ERROR IN SET CONDITION FOR SET: *SET_NAME*.**
LINGO prints this message if an arithmetic error occurred when it was trying to evaluate a conditional expression used to define the members of a derived set. Check all arithmetic operations in the set definition in question.
44. **UNTERMINATED CONDITION.**
Each conditional expression placed on a set operator must be terminated with a colon (:). LINGO prints this message if you fail to add one.
45. **INVALID ARGUMENT LIST FOR AN *@ODBC* FUNCTION CALL.**
You have a syntax error in an argument list of an *@ODBC* function call. Check the documentation on the *@ODBC* function to determine the proper syntax.
46. **INADMISSABLE FILE NAME: *FILENAME*.**
The file name is either too long or it contains characters not permitted on this platform. Use a different file name and try again.
47. **TOO MANY FILES OPEN: *NAME_OF_LAST_FILE*.**
LINGO imposes a limit on the total number of files that can be opened simultaneously through use of the *@FILE* command. You can try placing all the data in fewer files. Also, avoid using the LINGO end-of-record mark (~) at the end of files. This allows LINGO to “see” the end of the file, forcing it to close the file down, thus allowing for an additional open file.
48. **UNABLE TO OPEN FILE: *FILENAME*.**
LINGO prints this message when it is unable to open a file. Check the spelling of the filename. Be sure a copy of the file exists on your disk and that the file is not open in another application.
49. **ERROR READING FILE: *FILENAME*.**
LINGO prints this message in case an error occurred while reading a file with the *@FILE* function. Check the file to be sure it is not damaged. Another possibility is that you do not have read access to the disk or directory where the file resides.
50. **IMPROPER USE OF *@FOR()* FUNCTION.**
LINGO prints this message if you’ve attempted to nest an *@FOR* function inside some other set operator. You can nest *@FOR* functions within other *@FORs*, and other set operators within *@FORs*, but nesting an *@FOR* inside any function other than another *@FOR* is not permitted.
51. **RAN OUT OF GENERATOR MEMORY COMPILING MODEL.**
LINGO exhausted available generator memory compiling a model and was forced to halt. See error message 0 for suggestions on increasing the model generator’s allotment of working memory.
52. **IMPROPER USE OF *@IN()* FUNCTION.**
You passed incorrect arguments to the *@IN* function. Check the documentation on the *@IN* function.
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- hr/>
- 53. UNABLE TO LOCATE RANGE NAME: *RANGE_NAME*.**
You specified a range name in a spreadsheet interface function, which is either inadmissible or was not found in the specified worksheet. Please check the worksheet file to be sure the range name exists as spelled.
- 54. ERROR (N) READING SPREADSHEET FILE.**
LINGO encountered a read error while attempting to read a worksheet file. Check to see if the file has been corrupted, and be sure it is in a supported worksheet format.
- 55. UNABLE TO OPEN @TEXT DATA FILE: *FILENAME*.**
You have specified a file as part of the @TEXT function that could not be opened. Check to see that the file exists and that you have spelled the name correctly.
- 56. ERROR READING FROM @TEXT DATA FILE: *FILENAME*.**
A read error was encountered when LINGO attempted to read data from a file specified in an @TEXT function. Check to be sure that the file is not corrupted.
- 57. INVALID INPUT ENCOUNTERED IN @TEXT DATA FILE: *TEXT_STRING*.**
The @TEXT function may be used in the data section to read and write numeric values. This error message results when nonnumeric data is encountered in a file being read with @TEXT. If you need to import nonnumeric data from a text file, use the @FILE function.
- 58. NOT ENOUGH VALUES FOUND IN @TEXT DATA FILE: *FILENAME*.
N VALUES NEEDED.
M VALUES FOUND.**
The @TEXT function may be used in the data section to read and write numeric values. This error message results when an insufficient number of data points were found in a file being read with @TEXT. Add enough data to the file to fully initialize the attributes of interest.
- 59. TOO MANY VALUES ENCOUNTERED IN @TEXT DATA FILE: *FILENAME*.**
The @TEXT function may be used in the data section to read and write numeric values. This error message results when too many data points were found in a file being read with @TEXT. Remove data from the file until you have the exact number required to initialize the attributes of interest.
- 60. FILE NAME REQUIRED IN AN @TEXT() INPUT OPERATION.**
The @TEXT function may be used in the data section to read and write numeric values. This error message results when an input file was not specified when attempting to read data points from a file using @TEXT.
- 61. COMMAND DISREGARDED.**
LINGO prints this message when it was unable to interpret a command you typed at the colon prompt (:). Check the spelling of the command and that you are using correct syntax for the command.
- 62. RAN OUT OF WORKSPACE IN MODEL GENERATION (N).**
LINGO ran out of working memory generating your model. Refer to error message 0 for strategies to increase the model generator's working memory allotment.
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63. MODEL IS ILL DEFINED. CHECK FOR UNDEFINED INDICES AND/OR CONDITIONS IN EXPRESSION: *EXPRESSION*.

LINGO will print this message for one of two reasons: 1) a conditional expression used to qualify a set operator function cannot be evaluated, or 2) a subscript expression cannot be evaluated. When we say an expression cannot be evaluated, we mean that one or more variables in the expression are not fixed. LINGO will report the expression number, or row name (if used), where the fault occurred. Please be sure to add constraints or data statements to fix all the variables in the conditional or subscript expression in question. Also, if you are using primitive set member names in the model's equations, you must use the *@INDEX* function to get the index of the primitive set member. If you don't use the *@INDEX* function, LINGO will treat the primitive set member as if it is a new scalar variable. You can have LINGO check for primitive set names that are in use in both the data and the model equations by checking the *Check for duplicate names in data and model* box on the *General Solver* tab of the *LINGO|Options* command dialog box (or the *SET CHKDUP 1* command on other platforms). Finally, if you would like to use primitive set names directly in your model's equations (a practice we don't recommend), you can force LINGO to allow this by checking the *Allow unrestricted use of primitive set member names* checkbox on the *General Solver* tab (or the *SET USEPNM 1* command on other platforms).

64. TOO MANY NESTED @FOR OPERATORS.

LINGO maintains a stack to keep track of pending nested *@FOR* functions. Too many nested *@FOR*s could cause this stack to overflow, although it would be an unusual model that triggers this error. You can avoid nesting some *@FOR*s by forming derived sets, and looping over a single derived set as opposed to many primitive sets.

65. IMPROPER USE OF @WARN FUNCTION.

You have used the *@WARN* function incorrectly. Check the documentation on *@WARN* to determine where you went wrong.

66. WARNING: TOTAL FIXED ROWS WITH NONUNIQUE ROOTS: *N*

When LINGO generates a model, it determines if a variable can be solved for directly and substituted out of the model. These variables are referred to as being fixed, and the row in the model used to solve for a fixed variable is referred to as a fixed row. When LINGO solves for the value of a fixed variable in its fixed row, it will look around a neighborhood of the variable's value to determine if multiple roots exist, and display this message if any are found. An example of an equation with such multiple roots would be: $@SIGN(X) = 1$. All non-negative values of X would satisfy this relation. LINGO will display the names of up to three variables and their corresponding fixed rows with this symptom. LINGO will continue to process the model, however. You should examine the model closely when this error occurs, because it would be unusual to find a well formulated model displaying this characteristic. Keep in mind that there might be a better solution involving a different value for the fixed variable than was chosen by LINGO.

- 67. RAN OUT OF SPACE FOR ROW NONZERO LISTS.**
When LINGO generates a constraint, it stores the nonzero elements (coefficients) in a list. The size of the list is limited only by the amount of working memory allocated to LINGO's model generator. See error message 0 for strategies on increasing the model generator's working memory allotment.
- 68. STRING ARITHMETIC NOT ALLOWED.**
You've attempted to perform an arithmetic operation on a text object.
- 69. UNDEFINED ARITHMETIC OPERATION IN CONSTRAINT: *N*.**
LINGO ran into an undefined arithmetic operation during execution (e.g., 1/0). Check the constraints to be sure all operations are defined.
- 70. SUBSCRIPT OUT OF RANGE ON ATTRIBUTE: *ATTRIB*.**
While executing your model, LINGO found a subscript that was out of range. For example, if you defined the attribute *STAFF* with the set /1..5/, then referencing *STAFF*(6) would result in this error message. Nonintegral subscripts will also generate this message. Please be sure your sets are defined across the intended range and that any subscript computations are correctly specified.
- 71. IMPROPER USE OF A VARIABLE DOMAIN FUNCTION (E.G., @GIN, @BIN, @FREE, @BND).**
This error results when the syntax of a variable domain function has been violated. Check the model's use of these functions.
- 72. UNABLE TO SOLVE FOR FIXED VARIABLE *VAR_NAME* IN CONSTRAINT *CONSTRAINT_NAME*.**
LINGO has determined that it should be able to solve for a particular variable in a given row. The root finder was not able to converge on a solution. Be sure a solution exists for the row (e.g., the expression: $-1=x^{.5}$, would have no real solution). If possible, rewrite the equation in the form $x = f(.)$, where x appears only once and is on the left-hand side of the expression. LINGO is always able to solve expressions in this form, as long as the function is defined and evaluates to a real number (e.g., $x = @LOG(-3)$ evaluates to an imaginary number; and $x/0$ is undefined). If this is not possible, then you might try solving the expression by some other method, and enter the variable's value as a constant in LINGO.
- 73. USER INTERRUPT DURING STRUCTURAL ANALYSIS.**
LINGO was interrupted during the model generation process before the solver was initiated.
- 74. MAGNITUDE OF BOUND EXCEEDS: 1.E+21 ON VARIABLE: *VARIABLE_NAME*.**
You have entered a bound outside LINGO's allowable limit. The magnitude of bounds input using @BND may not exceed 10^{19} .
- 75. CONFLICTING BOUNDS ON VARIABLE: *VAR_NAME*.**
LINGO has detected a bound on the named variable that is outside of the range of another bound. For instance, @BND(-6, *X*, 6), followed by @BND(-5, *X*, 5) would not yield this error. However, following it with @BND(7, *X*, 9) would.
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76. ERROR GENERATING MODEL.

LINGO was unable to pass the model to the optimizer. If this error occurs, contact LINDO Systems technical support.

77. ARITHMETIC ERROR GENERATING MODEL.

LINGO was unable to generate the model due to an undefined arithmetic operation (e.g., division by zero). Remove all undefined arithmetic operations from your model.

78. NOT USED.**79. NOT USED.****80. NOT ENOUGH WORK SPACE GENERATING MODEL.**

LINGO ran out of working memory while trying to generate the model. Please refer to message 0 for strategies to increase the model generator's working memory.

81. NO FEASIBLE SOLUTION FOUND.

LINGO was unable to find a solution that simultaneously satisfies all the constraints. Check the model's consistency. Try dropping constraints until the problem goes away to get an idea of where the trouble may lie. Also, check the solution report. Constraints contributing to the infeasibility will have a nonzero dual price.

82. UNBOUNDED SOLUTION.

LINGO was able to increase the objective function without bound. Be sure that you have added all constraints to your model and that they have been input correctly.

83. NOT USED.**84. NOT ENOUGH LINEAR FORM SPACE - BREAK UP LONG EXPRESSIONS.**

LINGO exceeded a limit while trying to generate the nonzeros in a constraint. In general, this message should not occur. However, if you do encounter this message, contact LINDO Systems technical support.

85. STACK OVERFLOW. EXPRESSION TOO COMPLEX.

LINGO uses a stack to store temporary values while executing the expressions in a model. The default stack size is quite large. Thus, this message should not occur. Should you receive this message, however, contact LINDO Systems technical support.

**86. ARITHMETIC ERROR IN CONSTRAINT: *CONSTRAINT*.
INSTRUCTION POINTER: *N***

An undefined arithmetic operation (e.g., $1/0$ or $@LOG(-1)$) occurred while LINGO was generating the model. If you have specified a row name for the constraint, LINGO will print the name of the constraint. If you haven't specified row names in your model, you may want to add them to assist in tracking down this error. Check the referenced constraint for any undefined operations.

87. IMPROPER USE OF @IN FUNCTION.

You have specified improper arguments for the $@IN$ function. Refer to the documentation on this function for more details.

88. **SOLUTION IS CURRENTLY UNDEFINED.**
LINGO was not able to solve the model to completion for some reason. In which case, any attempt to print out a solution will result in this message. Try re-solving the model and determining the reason LINGO was unable to solve the model.

 89. **RUNTIME ERROR IN SOLVER ROUTINES. CONTACT LINDO SYSTEMS.**
An unexpected runtime error has occurred in LINGO's solver routines. Please contact LINDO Systems for assistance.

 90. **USER INTERRUPT DURING MODEL GENERATION.**
The user interrupted LINGO while the model was being generated from input.

 91. **INVALID RUNTIME PARAMETER VALUE.**
At runtime, LINGO will prompt for any variable set to equal a question mark in the data section. If LINGO receives an invalid value, you will get this error message. Correct your data and try again.

 92. **WARNING: THE CURRENT SOLUTION MAY BE NONOPTIMAL/INFEASIBLE FOR THE CURRENT MODEL.**
If you've solved a model and brought another model window to the front, LINGO prints this message to remind you that the solution you've asked for may not belong to the frontmost model window. LINGO also prints this message whenever you attempt to examine a nonoptimal solution. For instance, when you've interrupted the solver, or when LINGO couldn't find a feasible answer. In the latter case, correct any errors in the model and re-solve.

 93. **INVALID SWITCH IN COMMAND LINE.**
Some LINGO commands accept switches, or modifiers. If there was an error in one of these command-line modifiers, LINGO will print this message. Refer to the documentation on the specific command to learn the available modifiers.

 94. **NOT USED**
Error code not currently in use.

 95. **THE SOLVER WAS INTERRUPTED PRIOR TO COMPLETION.**
The user interrupted the solver by clicking the *Interrupt Solver* button in the solver status window. The solver will halt and return the best solution found up to this point.

 96. **NOT USED**
Error code not currently in use.

 97. **UNRECOGNIZED MODEL SYNTAX NEAR LINE: N ON INPUT.**
This message will be generated if, during the translation of a LINDO model file in "TAKE" format, a command or other invalid model content is detected *after* the *END* statement. The translated file up to this point will be displayed. Modify the LINDO file, so any commands after the *END* statement are removed.
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- 98. MODEL SYNTAX ERROR NEAR LINE: *N* ON INPUT, TRANSLATION NOT COMPLETE.**
This message will be generated if, during the translation of a LINDO model in “TAKE” format, a command or other invalid model content is detected *before* the *END* statement. The translated file up to this point is displayed, but has been truncated prior to *END*. Modify the LINDO file, to correct any syntax errors.
- 99. SYNTAX ERROR - EXPECTED VARIABLE.**
Your LINDO input file contains a syntax error. The translator expected, but did not find, a variable.
- 100. SYNTAX ERROR - EXPECTED NUMBER.**
Your LINDO input file contains a syntax error. The translator expected, but did not find, a number.
- 101. NOT USED**
Error code not currently in use.
- 102. UNRECOGNIZED VARIABLE NAME: *VARIABLE_NAME*.**
The variable you have specified for export doesn’t exist. Check your spelling.
- 103. NOT USED**
Error code not currently in use.
- 104. MODEL NOT SOLVED YET, OR THE MODEL HAS BEEN SOLVED AND FOUND TO CONTAIN NO CONSTRAINTS OR VARIABLES.**
If the model has not already been solved then issue the *Solve* command. If the model has been solved then it was found to be vacuous.
- 105. NOT USED.**
Error code not currently in use.
- 106. MINIMUM AND MAXIMUM VALUES FOR WIDTH ARE: 68 200.**
When changing terminal width using the *WIDTH* command, you must enter an integer between 68 and 200.
- 107. INVALID @POINTER INDEX VALUE**
Your model contains a reference to the *@POINTER* function with an invalid argument list. The *@POINTER* function requires one argument that must be integer valued and greater-than-or-equal-to 1.
- 108. THE MODEL’S DIMENSIONS EXCEED THE CAPACITY OF THIS VERSION.**
Your model is too large for your version of LINGO. Some versions of LINGO limit one or more of the following model properties: total variables, integer variables, nonlinear variables, and constraints. This error message displays the dimensions of the model and the limits of your version. Refer to this information to determine the specific limit that is being exceeded.

You can also view the limits of your version of LINGO by issuing the *Help|About* command.
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Nonlinear variables are allowed only if you have purchased the nonlinear option for your LINGO system.

In general, you must either make your model smaller by simplifying it or upgrade to a larger version of LINGO. If you are exceeding the limit on constraints and if you have simple bounds entered as constraints, you should enter them with the *@BND* function. Constraints entered using *@BND* don't count against the constraint limit.

The limits for the various versions of LINGO are:

Version	Total Variables	Integer Variables	Nonlinear Variables	Constraints
Demo/Web	300	30	30	150
Solver Suite	500	50	50	250
Super	2,000	200	200	1,000
Hyper	8,000	800	800	4,000
Industrial	32,000	3,200	3,200	16,000
Extended	Unlimited	Unlimited	Unlimited	Unlimited

If your version of LINGO doesn't include the nonlinear option, then your models can't contain any nonlinear variables.

109. ITERATION LIMIT EXCEEDED / OPTIMIZER INTERRUPTED.

The solver iteration limit was reached and the solution process was halted. If you believe that there should be no iteration limit, then you should check to see what the current iteration limit is. In Windows, check to see what the current setting is using the *LINGO|Options* command to check the *Iterations* box on the *General Solver* tab. On other platforms, run the *HELP SET* command to see what the setting is for the *ITRLIM* parameter.

110. PASSWORDS ARE LIMITED TO 8 CHARACTERS.

The password associated with your *HIDE* command is too long.

111. COMMAND NOT AVAILABLE WHEN MODEL IS HIDDEN.

Any command that reveals the content of a model is not permitted when the model is hidden. If you know the password to unhide the model, enter it with the *HIDE* command and try again.

112. INCORRECT PASSWORD... MODEL REMAINS HIDDEN.

You have entered an incorrect password. The model may not be viewed without the correct password.

113. LOOK/SAVE FAILED... THE FOLLOWING LINE IS TOO LONG: N. INCREASE THE TERMINAL WIDTH.

An attempt to view a given line, all lines, or to save the model, has failed because a line is too long. Lines can't exceed 200 characters in length. You will need to break each long line into two or more shorter lines.

114. PASSWORD VERIFICATION FAILED... MODEL WILL NOT BE HIDDEN.

You must enter the same password twice to verify it.

- 115. ARGUMENT LIST TOO LONG... COMMAND DISREGARDED.**
You have specified too many arguments as part of an export command. The number of allowable arguments is limited only by the model generator's working memory allotment. See error message number 0 for strategies on improving the amount of working memory.
- 116. THE MAXIMUM NUMBER OF CHARACTERS IN A FILE NAME IS: N.**
The maximum number of characters in a file name, including path, has been exceeded.
- 117. INVALID COMMAND. TYPE 'COM' TO SEE VALID COMMANDS.**
You have entered a command that is not implemented in LINGO. Check the list of available commands with the *COMMANDS* command to see whether you've misspelled a command.
- 118. AMBIGUOUS COMMAND. TYPE 'COM' TO SEE VALID COMMANDS.**
You have probably typed an abbreviated command that can be interpreted in more than one way. Spell out the command name completely.
- 119. TOO MANY CONSECUTIVE ERRORS IN BATCH MODE. LINGO WILL STOP.**
When running a command script, LINGO will stop after the sixth consecutive error.
- 120. UNABLE TO WRITE CNF FILE TO STARTUP AND WORKING DIRECTORIES.**
LINGO was unable to write its configuration file. You must have write permission for either the working directory or the startup directory. If you're connected to a network, check with your network administrator to determine your disk privileges.
- 121. RANGE ANALYSIS NOT ALLOWED ON INTEGER PROGRAMMING MODELS.**
Because they have no meaning in this context, range reports are not possible on IP models.
- 122. RANGE REPORTS NOT POSSIBLE WHEN RANGE ANALYSIS IS DISABLED.**
Range computations are currently disabled. To enable range computations in Windows versions of LINGO, run the *LINGO|Options* command, click the *General Solver* tab, and select the *Prices and Ranges* option from the *Dual Computations* list box. To enable range computations in command-line versions of LINGO, use the command: *SET DUALCO 2*. Be aware that range computations will increase solution times.
- 123. MODELS MUST BE LINEAR AND EITHER INFEASIBLE OR UNBOUNDED IN ORDER TO BE DEBUGGED.**
Debugging models is permitted only on linear models that are either infeasible or unbounded. If you have a mixed integer, linear program that is LP infeasible, then you can remove the integer restrictions from the model, re-solve it, and then debug the model.
- 124. ATTEMPT TO INITIALIZE AN ATTRIBUTE OF A NULL SET.**
You have attempted to initialize an attribute that is defined on an empty set. You have probably either forgotten to initialize the parent set, or the set definition occurs after the attempt to initialize the attribute. You must initialize the parent set somewhere in the model before the attribute initialization occurs.
- 125. THE FOLLOWING SET CONTAINS NO MEMBERS: SET_NAME.**
You have attempted to define a set with no members. All sets must have at least one member. Add members to the specified set and try again.
-

- 126. THE FOLLOWING VARIABLE NAME WAS NOT RECOGNIZED: *VAR_NAME*.**
You have attempted to use an ODBC link to export an unknown variable to a database. Check the spelling of the variable's name and try again.
- 127. THE FOLLOWING VARIABLE IS OF A DIFFERENT DIMENSION: *VAR_NAME*.**
You have attempted to use an ODBC link to export multiple variables of different dimensions to a database. All variables being simultaneously exported must be of the same dimension.
- 128. THE PARAMETER INDEX MUST BE BETWEEN 1 AND *N*.**
You have input an invalid parameter index as part of the *SET* command. Use the *HELP SET* command to determine the valid indices.
- 129. THE PARAMETER VALUE IS NOT VALID.**
You have input an invalid parameter value as part of the *SET* command. LINGO will print the valid range of values. You should adjust the value of the parameter, so it falls within the valid range, and reenter the command.
- 130. THE FOLLOWING PARAMETER NAME WAS NOT RECOGNIZED: *PARAMETER_NAME*.**
You have input an invalid parameter name as part of the *SET* command. Use the *HELP SET* command to determine the valid parameter names.
- 131. UNABLE TO WRITE PARAMETERS TO CONFIGURATION FILE.**
You have attempted to save LINGO's current configuration using the *FREEZE* command. LINGO was unable to write the parameter values to its configuration file (*LINGO.CNF*). Perhaps you don't have write access to the drive or the disk is full.
- 132. ONE OR MORE ERRORS OCCURRED WHILE READING THE CONFIGURATION FILE.**
LINGO was unable to successfully read its configuration file (*LINGO.CNF*). Perhaps the file has become corrupted. Beware that some of the parameters you have set may revert back to their default values.
- 133. UNABLE TO INITIALIZE WORKBOOK FOR OLE TRANSFERS.**
You have attempted to link to a spreadsheet that LINGO was unable to load into Excel. Try reading the file into Excel yourself, and check to be sure that some other user isn't accessing the file.
- 134. UNABLE TO COMPLETE ALL OUTPUT OPERATIONS.**
You have attempted to use interface functions in the data section to export parts of the solution. One or more of these operations failed. You will receive additional messages from LINGO detailing the problem.
- 135. SOLVER TIME LIMIT EXCEEDED.**
The solver time limit was reached and the solution process was halted. If you believe that there should be no time limit, then you should check to see what the current time limit is. In Windows, check to see what the current setting is using the *LINGO|Options* command to check the *Time* box on the *General Solver* tab. On other platforms, run the *HELP SET* command to see what the setting is for the *TIMLIM* parameter.
-

- 136. ERROR PERFORMING @TEXT() OUTPUT OPERATION: N.**
You have attempted to use the *@TEXT* interface function to export data to a text file. For some reason, this operation has failed. Perhaps the disk is full or you don't have write access to the drive.
- 137. NOT USED.**
Error code not currently in use.
- 138. TOO MANY NESTED DIVERT FILES.**
LINGO allows you to nest *DIVERT* commands up to 10 levels deep. If you attempt to go beyond 10 levels, you will get this error message.
- 139. DIVERT COMMAND FAILED. UNABLE TO OPEN FILE.**
You have attempted to open a file for output using the *DIVERT* command. LINGO was unable to open the files. Perhaps the disk is full or you don't have write access to the drive.
- 140. DUAL VALUES WERE REQUESTED BY AN OUTPUT FUNCTION WHILE THE SOLVER WAS IN PRIMALS ONLY MODE.**
You have attempted to export dual values when the solver is in primal only mode. In primal only mode, dual values are not computed and, therefore, can't be exported. In Windows versions of LINGO, to enable dual computations, run the *LINGO|Options* command, click the *General Solver* Tab, and select the *Prices* option from the *Dual Computations* list box. To enable range computations, as well as, dual computations, select the *Prices & Ranges* option from the *Dual Computations* list box. In command-line versions of LINGO, enable dual computations by using the command: `SET DUALCO 1`. To enable range computations, as well as, dual computations, use the command: `SET DUALCO 2`.
- 141. RANGE VALUES WERE REQUESTED ON A ROW THAT WAS SUBSTITUTED FROM THE MODEL.**
You have attempted to export range values on a row that is fixed in value. LINGO substitutes these rows from the model. Therefore, range values are not computed on these rows.
- 142. AN UNEXPECTED ERROR OCCURRED. PLEASE CONTACT LINDO SYSTEMS TECHNICAL SUPPORT.**
In general, this error message should never occur. Should you receive this message, please contact a technical support representative.
- 143. OUTPUT OPERATION FAILED. MODEL OBJECTS NOT OF SAME LENGTH.**
You have attempted to use an interface function to export two or more model objects simultaneously. This interface function requires all objects to be of the same dimension. Break the output operation up into individual operations that all contain objects of the same dimension.
- 144. INVALID ARGUMENT LIST FOR @POINTER FUNCTION.**
The *@POINTER* function only accepts a single positive integer as an argument. Review the documentation on the use of the *@POINTER* function.
-

145. ERROR N PERFORMING @POINTER OUTPUT OPERATION.

A *@POINTER* output function operation failed. Some of the values for *N* and their interpretations are:

No.	Interpretation
2	attempt to export an invalid variable
3	ran out of working memory
4	requested duals in primals only mode
5	range values were requested on fixed rows
6	unexpected error, call LINDO Systems Technical Support

146. THE FOLLOWING NAMES APPEARED IN THE MODEL AND THE DATA: NAME1 NAME2 NAME3.

If you go to the *General* tab on the *LINGO|Options* command's dialog box, you will see a *Check for duplicates names in data and model* checkbox. When this option is enabled, LINGO will compare primal set member names to all the variable names used in the model's equations. If any duplicates are found, LINGO will print the first three and print this error message. To enable this option in command-line versions, use the *SET CHKDUP 1* command.

147. UNABLE TO EVALUATE ALL @WARN FUNCTIONS.

Conditional expressions contained in *@WARN* functions must contain fixed variables only. When this is not the case, LINGO can't evaluate the *@WARN* functions and you will receive this error message.

148. @OLE FUNCTION NOT SUPPORTED ON THIS PLATFORM.

At present, the *@OLE* function is supported only in Windows versions of LINGO. If you don't have a Windows version of LINGO, you can export the data from your spreadsheet to a file and use the *@FILE* function in your LINGO model to import the data.

149. NOT USED.

Error code not currently in use.

150. ODBC INTERFACE NOT SUPPORTED ON THIS PLATFORM.

LINGO's ODBC link to databases is supported only in Windows versions. If you don't have a Windows version of LINGO, you can use text files to move data in and out of LINGO. See Chapter 8, *Interfacing with External Files*, for more details.

151. @POINTER NOT SUPPORTED ON THIS PLATFORM.

LINGO's *@POINTER* function for interfacing with calling applications is supported only in Windows versions. If you don't have a Windows version of LINGO, you can use text files to move data in and out of LINGO. See Chapter 8, *Interfacing with External Files*, for more details.

152. COMMAND NOT SUPPORTED ON THIS PLATFORM.

You have selected a command that is not supported on your platform.

- 153. SET DEFINITIONS NOT ALLOWED IN INIT SECTIONS.**
Sets can't be initialized in an *INIT* section. You must change the model, so the set is initialized in either a sets section or in a data section.
- 154. ATTEMPT TO REDEFINE A PREVIOUSLY DEFINED SET.**
You have attempted to define a set twice in the same model. A set name can only be used once. Choose a different name for the two sets and try again.
- 155. SET MEMBER NAMES MAY NOT BE OMITTED IN DATA STATEMENTS.**
When initializing a set in a model's data section, you must explicitly list each member. You may not skip elements as you can with set attributes.
- 156. INCORRECT NUMBER OF ARGUMENTS IN A DATA SECTION.**
ARGUMENT MUST BE A MULTIPLE OF: *N*
NUMBER OF ARGUMENTS FOUND: *M*
You have a data statement in your model that doesn't have the correct number of values to initialize a specified list of attributes and/or sets. LINGO will let you know how many values it found and what the number of arguments should be a multiple of. Add or subtract values in the data statement and try again.
- 157. ATTEMPT TO USE @INDEX ON AN UNDEFINED SET.**
LINGO can't compile an instance of the *@INDEX* function without knowing of the existence of the set that *@INDEX* is referencing. Move the expression with the *@INDEX* function after the set definition to correct this problem.
- 158. A SET MEMBER NAME WAS EXPECTED.**
You have used a function that was expecting a set member name as an argument. Correct the arguments to the function and try again.
- 159. THE FOLLOWING DERIVED SET MEMBER IS NOT CONTAINED IN ITS PARENT SET.**
You have specified a set member in a derived set that is not contained in the parent set. Each member in a derived set must be derived from a member of its parent set(s). You have probably misspelled the name of the derived set member. Check the spelling and try again.
- 160. ONLY ONE SET MAY BE DEFINED IN EACH DATA STATEMENT.**
You have attempted to define more than one set in an individual data statement. Break the data statement into multiple statements with no more than one set per statement.
- 161. NOT USED.**
Error code not currently in use.
- 162. ATTEMPT TO INITIALIZE MIXED DATA TYPES (TEXT AND NUMERIC) FROM A SINGLE WORKBOOK RANGE.**
When specifying a single range for multiple model objects, all the objects must be of the same data type—either text (set members) or numeric (set attributes). LINGO's spreadsheet interface can't handle ranges with mixed data types. Break the data statement up into two—one containing text model objects and the other containing numeric objects.
-

- 163. INVALID NUMBER OF DATA VALUES FOR OBJECT: *OBJECT_NAME*.**
You have attempted to initialize a model object of known length with an incorrect number of values. Check the initialization statement to be sure that the values are specified correctly.
- 164. INVALID LINGO NAME: *NAME*.**
You have used a symbol name that doesn't conform to LINGO's naming conventions. Please correct the name and try again.
- 165. SET EXPORTS NOT SUPPORTED WITH THIS FUNCTION.**
Not all of LINGO's export functions can handle set members. Switch to a different export function and try again.
- 166. ATTEMPT TO OUTPUT OBJECTS OF VARYING LENGTHS TO A TABULAR DEVICE.**
LINGO requires output to be in tabular form for certain output devices (databases and text files). You have constructed an output statement with two or more model objects of varying length. In which case, it is not obvious how to transform the data into tabular form. Break the output function call up into two or more function calls such that each call contains model objects of identical length.
- 167. INCORRECT NUMBER OF RANGES SPECIFIED: *N*. NUMBER OF RANGES REQUIRED: *M*.**
You didn't specify the correct number of ranges in an import/export function. In general, you will need one range for each model object.
- 168. OUTPUT MODIFIERS NOT ALLOWED ON TEXT DATA.**
When exporting set members, use of the *@DUAL*, *@RANGEU*, and *@RANGED* modifier functions are not allowed. Remove the modifier function and try again.
- 169. RUNTIME INPUT OF SET MEMBERS NOT ALLOWED.**
When initializing attributes in a data section, you can initialize all or part of an attribute with a question mark. In which case, LINGO will prompt you for the values each time the model is run. This is not the case with sets—all set members must be explicitly listed when initializing a set in the data section.
- 170. INVALID PASSWORD ... PLEASE REENTER.**
LINGO did not recognize your access password. Please check to make sure you have entered it correctly.
- 171. ACCESS PASSWORD IS INVALID.**
Your access password is not recognized by LINGO. LINGO will continue to operate, but only in demonstration mode.
- 172. INTERNAL SOLVER ERROR. CONTACT LINDO SYSTEMS.**
LINGO's solver encountered an unexpected error condition and was unable to continue. Please contact LINDO Systems for assistance.
-

173. NUMERICAL ERROR IN THE SOLVER.

LINGO's solver experienced numerical problems and was unable to continue. Scaling the model's coefficients so that they don't cover as large a range may be helpful in eliminating this error. Also, check for potentially undefined arithmetic operations in the model. If these remedies fail, please contact LINDO Systems for assistance.

174. OUT OF MEMORY IN PREPROCESSOR.

LINGO's solver ran out of memory during the preprocessor phase. Refer to error message 175 for possible remedies.

175. NOT ENOUGH VIRTUAL SYSTEM MEMORY.

LINGO's solver ran out of virtual system memory. LINGO's solver accesses memory from the system heap. Adding more memory to your machine may help. Note, also, that the memory allocated to LINGO's model generator is not available to the solver. Thus, if too much memory is allocated to the generator there may not be enough left over for the solver. If you are using a Windows version of LINGO, see the *LINGO|Options* command for information on adjusting the generator memory level, otherwise, refer to the *SET* command.

176. OUT OF MEMORY DURING SOLVER POSTPROCESSING.

LINGO's solver ran out of memory during the post-processing phase. Refer to error message 175 for possible remedies.

177. ERROR ALLOCATING SET: *SET_NAME*.

LINGO failed to allocate the internal data structures for a set. This can be caused by any of the following conditions: a lack of memory, an explicit variable in a set condition, an executor error in a set condition, an out of range subscript in a set condition, or a stack overflow evaluating a set condition. LINGO will print an additional error message indicating which of the causes is the culprit.

178. OUT OF STACK SPACE ALLOCATING SET: *SET_NAME*.

When LINGO allocates the data structures for a set, it may find that the set is derived from another set. If this parent set is also unallocated, LINGO must back track and allocate it, too. In some rare instances, LINGO might have to backtrack many generations. As LINGO back tracks, it keeps information on a stack. This error message is triggered when this stack runs out of space. However, it would be a highly unusual model that causes this error.

**179. THE MPS READER HAD TO PATCH NAMES TO MAKE THEM COMPATIBLE
VAR NAMES PATCHED: *N*
ROW NAMES PATCHED: *M***

This message occurs when LINGO imports an MPS file converting it to a LINGO model. MPS format allows for variable and row names that aren't entirely compatible with LINGO's syntax (e.g., spaces in names). In order to overcome this, LINGO will patch these names by replacing inadmissible characters in the names with underscores and truncating names longer than 32 characters. This can create problems because two or more unique MPS names may get mapped into one LINGO name. A technique for avoiding this problem is to use R/C naming conventions. Refer to the [*Use R/C format names for MPS I/O*](#) option for more information.

- 180. UNABLE TO CREATE MODEL DATA STRUCTURE.**
LINGO was unable to create the internal data structures required for transferring an MPS file. The most likely cause of the problem is insufficient system memory. Try cutting back on LINGO's allotment of generator memory or using a machine with more memory.
- 181. ERROR EXTRACTING MPS DATA FROM MODEL STRUCTURE.**
LINGO was unable to extract model information for a data structure used for MPS file transfers. The most likely cause of the problem is insufficient system memory. Try cutting back on LINGO's allotment of generator memory or using a machine with more memory.
- 182. ERROR IN MPS FILE ON LINE NUMBER: *N***
TEXT OF INVALID LINE: *TEXT*
LINGO encountered an error reading an MPS format file. Go to the line number in the file, correct the error, and try again.
- 183. QUADRATIC MPS FILES NOT CURRENTLY SUPPORTED.**
LINGO can only import linear MPS models. Quadratic MPS models are not supported.
- 184. RANGE VALUES CAN'T BE REPORTED WHEN RANGE ANALYSIS IS DISABLED.**
You have attempted to reference range values while the solver is not set to compute ranges. To enable range computations in Windows versions of LINGO, run the *LINGO|Options* command, click the *General Solver* Tab, and select the *Prices and Ranges* option from the *Dual Computations* list box. To enable dual and range computations in command-line versions of LINGO use the command: SET DUALCO 2.
- 185. BARRIER SOLVER REQUESTED WITHOUT A LICENSE.**
LINGO's barrier solver capability is an additional option. To enable the option, contact LINDO Systems for licensing information and fees.
- 186. SETS MAY NOT BE INITIALIZED WITH @QRAND.**
The @QRAND function may be used for initializing attributes only. Set members can not be initialized with this function.
- 187. ONLY ONE LHS ATTRIBUTE MAY BE INITIALIZED IN A @QRAND STATEMENT.**
You can initialize only one attribute at a time with the @QRAND function. For more information, refer to the *Probability Functions* section in Chapter 7, *Operators & Functions*.
- 188. ATTRIBUTES INITIALIZED WITH @QRAND MUST BELONG TO DENSE SETS.**
You can initialize only one attribute of dense sets with the @QRAND function. For more information, refer to the *Probability Functions* section in Chapter 7, *Operators & Functions*.
- 189. INVALID SEED.**
You have attempted to use an invalid seed value for a random number generating function. Seed values must have non-negative, integer values.
-

- 190. INVALID IMPLICIT SET DEFINITION.**
LINGO allows you to express sets implicitly. An example would be *Jan..Dec*, which would give you a set of 12 elements consisting of the months of the year. There are a number of syntax rules required of implicit set definitions. For information on the specific rules, refer to Chapter 2, *Using Sets*.
- 191. THE LINDO API RETURNED THE FOLLOWING ERROR CODE: *N ERROR TEXT*.**
The LINDO API is the core solver engine used by LINGO. On rare occasions, the LINDO API may raise an unexpected error condition. LINGO will display a text message from the API regarding the error. In most cases, this message should clarify the situation. If not, please contact LINDO Systems technical support.
- 192. @WKX NO LONGER SUPPORTED...USE @OLE INSTEAD.**
The *@WKX* function is no longer supported. You must now use the *@OLE* function to interface with spreadsheets.
- 193. A SOLUTION IS NOT AVAILABLE FOR THIS MODEL.**
There is no solution associated with the model. Either an error occurred while attempting to solve the model, or the model has not been solved yet.
- 194. UNABLE TO CREATE ENVIRONMENT DATA STRUCTURE.**
LINGO was not able to allocate some internal data structures. This is most likely due to insufficient memory in your system's dynamic memory pool. You can try running on a machine with more memory, increasing Windows allotment of virtual memory, and/or reducing the amount of generator memory allocated to LINGO's model generator.
- 195. AN ERROR OCCURRED WHILE ATTEMPTING TO WRITE TO A FILE.**
LINGO experienced problems writing to a file. Be sure your disk is not full and that you have write access to the target file.
- 196. A DUAL SOLUTION DOES NOT EXIST FOR THIS MODEL.**
The solver was unable to successfully compute the dual solution for the model. Given this, the solution report will only display primal values. This is an unusual error. If possible, please forward your model to LINDO Systems for evaluation.
- 197. INTEGER PROGRAMS MAY NOT CURRENTLY BE DEBUGGED.**
LINGO's debugging feature may only be used on linear programs. Models with integer restrictions are not allowed. If the model is LP infeasible, then you can remove the integer restrictions, re-solve the model, and then debug it.
- 198. QUADRATIC MODEL IS NOT CONVEX.**
Quadratic models must be convex in order for them to be solved by the quadratic solver. You must disable the quadratic solver by turning off quadratic recognition and then re-solve. This will cause the general purpose, nonlinear solver to be invoked.
- 199. A BARRIER SOLVER LICENSE IS REQUIRED FOR THE QUADRATIC SOLVER.**
You will need a license for the barrier option to run the quadratic solver. You can proceed by disabling quadratic recognition and re-solving. This will cause the general purpose, nonlinear solver to be invoked.
-

- 200. UNABLE TO COMPUTE DUAL SOLUTION.**
LINGO was unable to compute the dual values. You can proceed by turning off dual calculations and re-solving.
- 201. THE MODEL IS LOCALLY INFEASIBLE.**
The solver was unable to find a feasible solution within a local region. However, a feasible solution may exist elsewhere. The global or multistart solvers may have more success.
- 202. THE NUMBER OF NONLINEAR VARIABLES IN THE MODEL: N1 EXCEEDS THE GLOBAL SOLVER LIMIT IN THIS VERSION: N2**
Some versions of LINGO impose a limit on the total number of nonlinear variables when running the global solver. You will either need to reduce the number of nonlinear variables, turn off the global solver, or upgrade to a larger version of LINGO.
- 203. THE GLOBAL SOLVER OPTION WAS REQUESTED WITHOUT A LICENSE. LINGO WILL REVERT TO USING THE DEFAULT NONLINEAR SOLVER.**
Your installation of LINGO does not have the global solver option enabled. The global solver is an add-on option to LINGO. LINGO will use the standard nonlinear solver in upgrading your license in order to enable this option.
- 204. THE MULTISTART OPTION WAS REQUESTED WITHOUT A LICENSE. LINGO WILL REVERT TO USING THE DEFAULT NONLINEAR SOLVER.**
Your installation of LINGO does not have the global solver option enabled. The multistart solver is a component of the global solver add-on option. LINGO will use the standard nonlinear solver in place of the multistart solver. You can contact LINDO Systems for information on upgrading your license in order to enable this option.
- 205. THE MODEL IS POORLY SCALED. THE UNITS OF THE ROWS AND VARIABLES SHOULD BE CHANGED SO THE COEFFICIENTS COVER A MUCH SMALLER RANGE.**
The ratio of the largest to smallest coefficient in the model is excessively high. This can lead to numerical stability problems in the solver due to roundoff errors inherent in mathematical operations involving small and large numbers.

In some instances, changing the units of measure can be an easy way to improve a model's scaling. For instance, suppose we have a model with the following budget constraint in dollar units:

$$1000000 * X + 2200000 * Y + 2900000 * Z \leq 5000000;$$

This constraint introduces some large coefficients into the model. If we rewrote the constraint, so that it is in units of millions of dollars, then we would have:

$$X + 2.2 * Y + 2.9 * Z \leq 5;$$

The coefficients in this new constraint are much less likely to present a problem.

206. A MODEL MAY NOT BE SOLVED WITH LINEARIZATION AND THE GLOBAL SOLVER SIMULTANEOUSLY ENABLED. LINEARIZATION WILL BE TEMPORARILY DISABLED.

The linearization and global solver options may not be simultaneously selected when solving a model. LINGO will default to using the global solver. You can set the linearization option on the *General* tab of the *LINGO|Options* command, while the global solver option is controlled on the *Global Solver* tab.

207. MISSING LEFT PARENTHESIS.

A unmatched right parenthesis was encountered in the model. Use the *Edit|Match Parenthesis* command to help pair up parentheses.

208. @WRITEFOR() MAY ONLY APPEAR IN A DATA SECTION.

The *@WRITEFOR* function is permitted only in the data section of a model. You will need to move the expression to a data section.

209. RELATIONAL OPERATORS NOT ALLOWED IN @WRITEFOR() STATEMENTS.

The *@WRITEFOR* function is used to display output. Constraint relational operators may not be used inside the *@WRITEFOR* function.

210. INVALID USAGE OF @WRITEFOR() FUNCTION.

The *@WRITEFOR* function is being used incorrectly. *@WRITEFOR* may only be used in the data section for creating reports. Refer to the documentation for the correct usage of *@WRITEFOR*.

211. ARITHMETIC ERROR IN OUTPUT OPERATION.

The *@WRITEFOR* function is being used incorrectly. *@WRITEFOR* may only be used in the data section for creating reports. Refer to the documentation for the correct usage of *@WRITEFOR*.

212. SUBSCRIPT OUT OF RANGE ON SET NAME: SET_NAME

A subscript was found to be out of range while attempting to output a set member, . Check all output operations that refer to the set *SET_NAME* for correctness.

213. TEXT OPERAND NOT PERMITTED HERE.

A text argument to a function was encountered where something other than text was expected. Please check all function arguments to be sure they are correct.

214. DUPLICATE INITIALIZATION OF A VARIABLE.

A variable has been initialized more than one time in the model's data sections. Eliminate all duplicate variable initializations.

215. OUTPUT MODIFIERS NOT ALLOWED HERE (E.G., @DUAL)

Output modifiers (e.g., *@DUAL*, *@RANGEU*, *@RANGED*) are not allowed here. Remove them to continue.

216. PREFIX FUNCITON EXPECTED A TEXT ARGUMENT.

Output modifiers (e.g., *@DUAL*, *@RANGEU*, *@RANGED*) are not allowed here. Remove them to continue.

- 217. PREFIX FUNCITON EXPECTED A NUMERIC ARGUMENT.**
A function was expecting a numeric argument, but found something other than a numeric value. Check all function arguments for correctness.
- 218. PREFIX FUNCITON EXPECTED A ROW OR VARIABLE INDEX ARGUMENT.**
A function was expecting a variable or row name as an arguments but found something different. Check all function arguments for correctness.
- 219. UNABLE TO FIND A SPECIFIED INSTANCE OF A ROW NAME.**
You've requested the value of a row that does not exist in the model.
- 220. UNSUPPORTED OPERATION ON TEXT OPERAND.**
You've attempted to perform an undefined operation on a text operand.
- 221. ARGUMENT OVERFLOW IN @WRITE() OR @WRITEFOR().**
This error occurs when there are too many text objects being output within a singe *@WRITE* or *@WRITEFOR* function call. Reduce the size of any large arguments lists to these functions.
- 222. A VARIABLE OR ROW REFERENCE WAS EXPECTED.**
A variable or row reference was expected here.
- 223. A DYNAMIC RANGE EXCEEDED BOUNDARY LIMITS WRITING TO RANGE: *RANGE_NAME***
You attempted to write more values to a spreadsheet than it can actually hold. In general, this means the dynamic range created by LINGO to receive all the values has overflowed the row limit of the spreadsheet. An option is to specify the range yourself so that it stays within the limits of the workbook.
- 224. THE FOLLOWING RANGE IS TOO SMALL TO RECEIVE ALL REQUESTED OUTPUT: *RANGE_NAME***
You've specified a workbook range that is too small to receive all the exported values. You'll need to increase the size of the range.
- 225. INVALID FORMAT FOR A CALC EXPRESSION,**
A calc section is only for performing computations on input data. Various functions are not permitted in the calc section (e.g., *@GIN* and *@FREE*). Remove any disallowed functions to continue.
- 226. DEFAULT WORKBOOK NOT OPEN.**
If all arguments are omitted to the *@OLE* spreadsheet interface function, then Excel must be open with a workbook in memory (*@OLE* will default to using this open workbook). Open Excel and then load the workbook containing the data for your model.
-

227. THE FOLLOWING RANGE: *RANGE_NAME* MUST HAVE A COLUMN COUNT EQUAL TO THE NUMBER OF MODEL OBJECTS BEING IMPORTED/EXPORTED.

When importing values from or exporting values to a workbook you need to consider the number of model objects involved. When multiple objects are being either sent to or received from a single range in a workbook, the number of columns in the range must coincide with the number of model objects. Keep in mind that a derived set counts as more than one object depending upon its dimension. You must either adjust the size of the workbook range to the correct number of columns or edit the set of model objects involved in the interface statement.

228. INVALID API PARAMETER INDEX.

The parameter index you specified as part of the *APISET* command is not valid. Refer to the LINDO API documentation for a list of valid parameter indices.

229. INVALID API PARAMETER TYPE.

The parameter type you specified as part of the *APISET* command is not valid. The parameter type must be specified as either “int” for integer or “double” for double precision floating point. Refer to the LINDO API documentation for a list of valid parameter indices and their types.

230. INVALID API PARAMETER VALUE.

The parameter value you specified as part of the *APISET* command is not valid. Refer to the LINDO API documentation for a list of valid parameter indices and their permissible values.

231. UNABLE TO SET LINDO API PARAMETER

The parameter value you specified as part of the *APISET* command is not valid. Refer to the LINDO API documentation for a list of valid parameter indices and their permissible values. To clear all parameter values set with *APISET* enter the command: *APISET DEFAULT*.

232-1000. UNUSED.

Note: Error messages 1001 through 1015 pertain only to the Windows version of LINGO.

1001. NO MATCHING PARENTHESIS WAS FOUND.

LINGO did not find a closing parenthesis for the selected parenthesis. Add a closing parenthesis and try again.

1002. UNABLE TO SOLVE ... NO MODEL CURRENTLY IN MEMORY.

LINGO does not have the text of a model available to attempt to solve. Select a model window and try solving again.

1003. LINGO IS BUSY AND CAN'T COMPLETE YOUR REQUEST RIGHT NOW. TRY AGAIN LATER.

You have attempted an operation that is not possible because LINGO is currently solving a model. To halt the solver, press the *Interrupt Solver* button on the solver status window.

- 1004. ERROR WRITING TO LOG FILE. PERHAPS THE DISK IS FULL?**
LINGO can't write any additional output from the command window to an open log file. Check to see if there is any free space remaining on the disk.
- 1005. UNABLE TO OPEN LOG FILE.**
LINGO could not open the log file that you requested. Does the path exist? Do you have write access to the selected path?
- 1006. COULD NOT OPEN FILE: *FILENAME*.**
LINGO could not open a requested file. Did you spell the file's name correctly? Does the file exist?
- 1007. NOT ENOUGH MEMORY TO COMPLETE COMMAND.**
LINGO was unable to allocate additional system memory while attempting to execute a command. Exit any other applications and try again. If the error still occurs, you may have set the model generator's working memory area to be too large. You can adjust the generator's memory allocation downward on the *General* tab of the *LINGO|Options* command's dialog box.
- 1008. UNABLE TO CREATE A NEW WINDOW.**
LINGO was unable to create a new window. This is probably caused by insufficient system resources.
- 1009. UNABLE TO ALLOCATE ENOUGH MEMORY FOR SOLUTION REPORT.**
LINGO could not allocate enough memory to store the solution report to the model. System resources must be very low in order to receive this message. Exit any other applications and try again. If the error still occurs, you may have set the model generator's working memory area to be too large. You can adjust the generator's memory allocation downward on the *General* tab of the *LINGO|Options* command's dialog box. If all else fails, you can use the *LINGO|Solution* command to request smaller solution reports for individual variables.
- 1010. UNABLE TO INITIALIZE FOR EXPORT TO SPREADSHEET.**
LINGO was unable to open a connection to a spreadsheet for exporting solution values. Low system resources may cause this. Exit any other applications and try again. If the error still occurs, you may have set the model generator's working memory area to be too large. You can adjust the generator's memory allocation downward on the *General* tab of the *LINGO|Options* command's dialog box.
- 1011. UNABLE TO COMPLETE GRAPHICS REQUEST.**
LINGO was unable to generate a requested graph. Either LINGO is incorrectly installed or there is not enough free memory to perform the operation. Try cutting back on the amount of memory allocated to LINGO's model generator using the *LINGO|Options* command. If this doesn't help, try reinstalling LINGO.
- 1012. ODBC SERVER ERROR: *ERRORTTEXT*.**
An error occurred during an ODBC operation while linking LINGO to an ODBC data source. The ODBC driver should return specific information in the *ERRORTTEXT* field.
-

1013. UNABLE TO INITIALIZE FOR ODBC DATA TRANSFER.

LINGO was unable to establish a link to the ODBC server for a specified data source. Perhaps the system is low on memory. Exit any other applications and try again. If the error still occurs, you may have set the model generator's working memory area to be too large. You can adjust the generator's memory allocation downward on the *General* tab of the *LINGO|Options* command's dialog box.

1014. INSUFFICIENT DATA TO COMPLETE A SPREADSHEET EXPORT COMMAND.

You didn't specify enough information to complete an export command to a spreadsheet. Try the command again, and be sure to fill in all the fields in the dialog box.

1015. EDIT COMMAND NOT SUPPORTED UNDER WINDOWS. USE THE FILE|OPEN COMMAND INSTEAD.

The *EDIT* command is not supported in Windows versions of LINGO. If you need to edit the file, use the *File|Open* command to load the file into a window for editing.

1016. COULD NOT SAVE FILE.

LINGO was unable to save the file. Check for a valid path name and sufficient disk space.

9999. OPTIMIZER FAILED DUE TO A SERIOUS ERROR. PLEASE REFER TO YOUR DOCUMENTATION UNDER APPENDIX B, "ERROR MESSAGES".

The optimizer was unable to continue due to a serious error. The most likely cause of this error stems from a problem in evaluating the functions within your model. Not all functions are defined for all values of their arguments. For example, $@LOG(X - 1)$ is undefined for values of X less-than-or-equal-to 1. You should check your model for any such functions, and use the $@BND$ function to place bounds on your variables to keep the optimizer from straying into any regions where functions become undefined.

Another complicating factor can be nonlinear relations in a model. Linear models can be solved much more reliably and quickly than nonlinear models of comparable size. If possible, try to linearize your model by approximating nonlinear functions with linear ones, or by eliminating nonlinear equations.

Another possible remedy when dealing with nonlinear models is to attempt different starting points. A starting point may be input in the model's *INIT* section. Refer to Chapter 5, *Windows Commands*, for more details.

If this problem persists after bounding any variables that could potentially lead to a problem, removing any unnecessary nonlinearities, and attempting new starting points, please contact LINDO systems for assistance.

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