# Package 'lpSolve'

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<b>Title</b> Interface to Lp_solve v. 5.5 to solve linear/integer programs
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<b>Description</b> Lp_solve is freely available (under LGPL 2) software for solving linear, integer and mixed integer programs. In this implementation we supply a "wrapper" function in C and some R functions that solve general linear/integer problems, assignment problems, and transportation problems. This version calls lp_solve version 5.5.
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lp	Linear and Integer Progr	ramming
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## Description

Interface to lp\_solve linear/integer programming system

## Usage

## **Arguments**

direction	Character string giving direction of optimization: "min" (default) or "max."
objective.in	Numeric vector of coefficients of objective function
const.mat	Matrix of numeric constraint coefficients, one row per constraint, one column per variable (unless transpose.constraints = FALSE; see below).
const.dir	Vector of character strings giving the direction of the constraint: each value should be one of "<," "<=," "==," ">=," ">=". (In each pair the two values are identical.)
const.rhs	Vector of numeric values for the right-hand sides of the constraints.
transpose.com	nstraints
	By default each constraint occupies a row of const.mat, and that matrix needs to be transposed before being passed to the optimizing code. For very large constraint matrices it may be wiser to construct the constraints in a matrix column-by-column. In that case set transpose.constraints to FALSE.
int.vec	Numeric vector giving the indices of variables that are required to be integer. The length of this vector will therefore be the number of integer variables.
presolve	Numeric: presolve? Default 0 (no); any non-zero value means "yes." Currently ignored.
compute.sens	Numeric: compute sensitivity? Default 0 (no); any non-zero value means "yes." $$
binary.vec	Numeric vector like int.vec giving the indices of variables that are required to be binary.
all.int	Logical: should all variables be integer? Default: FALSE.
all.bin	Logical: should all variables be binary? Default: FALSE.
scale	Integer: value for lpSolve scaling. Details can be found in the lpSolve documentation. Set to $0$ for no scaling. Default: $196$
dense.const	Three column dense constraint array. This is ignored if const.mat is supplied. Otherwise the columns are constraint number, column number, and value; there should be one row for each non-zero entry in the constraint matrix.

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num.bin.solns

Integer: if all.bin=TRUE, the user can request up to num.bin.solns optimal solutions to be returned.

use.rw

Logical: if TRUE and num.bin.solns > 1, write the lp out to a file and read it back in for each solution after the first. This is just to defeat a bug somewhere. Although the default is FALSE, we recommend you set this to TRUE if you need num.bin.solns > 1, until the bug is found.

## **Details**

This function calls the lp\_solve 5.5 solver. That system has many options not supported here. The current version is maintained at ftp://ftp.es.ele.tue.nl/pub/lp\_solve

#### Value

An lp object. See lp.object for details.

#### Author(s)

Sam Buttrey, (buttrey@nps.edu)

## See Also

```
lp.assign, lp.transport
```

## **Examples**

```
# Set up problem: maximize
  x1 + 9 x2 + x3 subject to
  x1 + 2 x2 + 3 x3 <= 9
# 3 x1 + 2 x2 + 2 x3 <= 15
f.obj <- c(1, 9, 3)
f.con <- matrix (c(1, 2, 3, 3, 2, 2), nrow=2, byrow=TRUE)
f.dir <- c("<=", "<=")
f.rhs <- c(9, 15)
# Now run.
lp ("max", f.obj, f.con, f.dir, f.rhs)
## Not run: Success: the objective function is 40.5
lp ("max", f.obj, f.con, f.dir, f.rhs)$solution
## Not run: [1] 0.0 4.5 0.0
# Get sensitivities
lp ("max", f.obj, f.con, f.dir, f.rhs, compute.sens=TRUE) $sens.coef.from
## Not run: [1] -1e+30 2e+00 -1e+30
lp ("max", f.obj, f.con, f.dir, f.rhs, compute.sens=TRUE)$sens.coef.to
## Not run: [1] 4.50e+00 1.00e+30 1.35e+01
```

4 lp.assign

```
# Right now the dual values for the constraints and the variables are
# combined, constraints coming first. So in this example...
lp ("max", f.obj, f.con, f.dir, f.rhs, compute.sens=TRUE)$duals
## Not run: [1] 4.5
                       0.0 - 3.5
                                   0.0 - 10.5
# ...the duals of the constraints are 4.5 and 0, and of the variables,
\# -3.5, 0.0, -10.5. Here are the lower and upper limits on these:
lp ("max", f.obj, f.con, f.dir, f.rhs, compute.sens=TRUE)$duals.from
## Not run: [1] 0e+00 -1e+30 -1e+30 -1e+30 -6e+00
lp ("max", f.obj, f.con, f.dir, f.rhs, compute.sens=TRUE)$duals.to
## Not run: [1] 1.5e+01 1.0e+30 3.0e+00 1.0e+30 3.0e+00
# Run again, this time requiring that all three variables be integer
lp ("max", f.obj, f.con, f.dir, f.rhs, int.vec=1:3)
## Not run: Success: the objective function is 37
lp ("max", f.obj, f.con, f.dir, f.rhs, int.vec=1:3)$solution
## Not run: [1] 1 4 0
# You can get sensitivities in the integer case, but they're harder to
# interpret.
lp ("max", f.obj, f.con, f.dir, f.rhs, int.vec=1:3, compute.sens=TRUE)$duals
## Not run: [1] 1 0 0 7 0
# Here's an example in which we want more than one solution to a problem
# in which all variables are binary: the 8-queens problem.
chess.obj <- rep (1, 64)
q8 \leftarrow make.q8 ()
chess.dir <- rep (c("=", "<"), c(16, 26))
chess.rhs <- rep (1, 42)
lp ('max', chess.obj, , chess.dir, chess.rhs, dense.const = q8,
    all.bin=TRUE, num.bin.solns=3)
```

lp.assign

Integer Programming for the Assignment Problem

## **Description**

Interface to lp\_solve linear/integer programming system specifically for solving assignment problems

## Usage

```
lp.assign (cost.mat, direction = "min", presolve = 0, compute.sens = 0)
```

lp.assign 5

## Arguments

cost.mat	Matrix of costs: the ij-th element is the cost of assigning source i to destination
	j.
direction	Character vector, length 1, containing either "min" (the default) or "max"
presolve	Numeric: presolve? Default 0 (no); any non-zero value means "yes." Currently ignored.
compute.sens	Numeric: compute sensitivity? Default 0 (no); any non-zero value means "yes." In that case presolving is attempted.

## **Details**

This is a particular integer programming problem. All the decision variables are assumed to be integers; each row has the constraint that its entries must add up to 1 (so that there is one 1 and the remaining entries are 0) and each column has the same constraint. This is assumed to be a minimization problem.

## Value

An 1p object. See documentation for details. The constraints are assumed (each row adds to 1, each column adds to 1, and no others) and are not returned.

## Author(s)

Sam Buttrey, (buttrey@nps.edu)

## See Also

```
lp, lp.transport
```

## **Examples**

```
assign.costs <- matrix (c(2, 7, 7, 2, 7, 7, 3, 2, 7, 2, 8, 10, 1, 9, 8, 2), 4, 4)
## Not run:
> assign.costs
    [,1] [,2] [,3] [,4]
           7
           7
                 2
[2,]
       7
                      9
[3,]
       7
            3
                8
       2
            2
[4,]
                10
## End(Not run)
lp.assign (assign.costs)
## Not run: Success: the objective function is 8
lp.assign (assign.costs)$solution
## Not run:
    [,1] [,2] [,3] [,4]
[1,]
     0 0 0
[2,]
       0
            0
                 1
                      0
[3,]
       0
            1
                 0
                      0
           0
[4,]
      1
                 0
                      0
## End(Not run)
```

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lp.object	LP (linear programming) object	

## **Description**

Structure of lp object

#### Value

An lp.object is a list containing the following elements:

direction Optimization direction, as entered Number of variables in objective function x.count Vector of objective function coefficients, as entered objective Number of constraints entered const.count constraints Constraint matrix, as entered (not returned by lp.assign or lp.transport) int.count Number of integer variables int.vec Vector of integer variables' indices, as entered objval Value of objective function at optimum solution Vector of optimal coefficients num.bin.solns Numeric indicator of number of solutions returned status Numeric indicator: 0 = success, 2 = no feasible solution

#### Author(s)

Sam Buttrey, (buttrey@nps.edu)

#### See Also

```
lp, lp.assign, lp.transport
```

lp.transport Integer Programming for the Transportation Problem

## **Description**

Interface to lp\_solve linear/integer programming system specifically for solving transportation problems

#### Usage

```
lp.transport (cost.mat, direction="min", row.signs, row.rhs, col.signs, col.rhs, pr
```

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## **Arguments**

cost.mat	Matrix of costs; ij-th element is the cost of transporting one item from source i to destination j.
direction	Character, length 1: "min" or "max"
row.signs	Vector of character strings giving the direction of the row constraints: each value should be one of "<," "<=," "=," "==," ">," or ">=." (In each pair the two values are identical.)
row.rhs	Vector of numeric values for the right-hand sides of the row constraints.
col.signs	Vector of character strings giving the direction of the column constraints: each value should be one of "<," "<=," "==," ">=," ">=."
col.rhs	Vector of numeric values for the right-hand sides of the column constraints.
presolve	Numeric: presolve? Default 0 (no); any non-zero value means "yes." Currently ignored.
compute.sens	Numeric: compute sensitivity? Default 0 (no); any non-zero value means "yes."
integers	Vector of integers whose ith element gives the index of the ith integer variable. Its length will be the number of integer variables. Default: all variables are integer. Set to NULL to have no variables be integer.

## **Details**

This is a particular integer programming problem. All the decision variables are assumed to be integers, and there is one constraint per row and one per column (and no others). This is assumed to be a minimization problem.

## Value

An 1p object. Constraints are implicit and not returned. See documentation for details.

## Author(s)

Sam Buttrey, (buttrey@nps.edu)

## References

Example problem from Bronson (1981), *Operations Research*, Scahum's Outline Series, McGraw-Hill.

## See Also

```
lp.assign, lp.transport
```

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## **Examples**

```
# Transportation problem, Bronson, problem 9.1, p. 86
# Set up cost matrix
costs <- matrix (10000, 8, 5); costs[4,1] <- costs[-4,5] <- 0
costs[1,2] \leftarrow costs[2,3] \leftarrow costs[3,4] \leftarrow 7; costs[1,3] \leftarrow costs[2,4] \leftarrow 7.7
costs[5,1] <- costs[7,3] <- 8; costs[1,4] <- 8.4; costs[6,2] <- 9
costs[8,4] \leftarrow 10; costs[4,2:4] \leftarrow c(.7, 1.4, 2.1)
# Set up constraint signs and right-hand sides.
row.signs <- rep ("<", 8)
row.rhs <- c(200, 300, 350, 200, 100, 50, 100, 150)
col.signs <- rep (">", 5)
col.rhs <- c(250, 100, 400, 500, 200)
# Run
lp.transport (costs, "min", row.signs, row.rhs, col.signs, col.rhs)
## Not run: Success: the objective function is 7790
lp.transport (costs, "min", row.signs, row.rhs, col.signs, col.rhs)$solution
## Not run:
     [,1] [,2] [,3] [,4] [,5]
       0 100 0 100
[1,]
             0 300
                        0
[2,]
        0
        0
             0
                0
                      350
                             0
[3,]
[4,]
     200
            0
                   0
                       0
                            0
[5,]
      50
             0
                   0
                            50
                0
                            50
[6,]
       0
             0
                      0
[7,]
        0
             0 100
                      0
                            0
        0
             0
                     50 100
[8,]
                  0
## End(Not run)
```

make.q8

Generate sparse constraint matrix for 8-queens problem

## **Description**

Generate sparse constraint matrix for 8-queens problem

## Usage

```
make.q8 ()
```

## **Arguments**

None.

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## **Details**

Sparse constraints come in a three-column matrix or data frame. Each row gives the row number, column number, and value of a particular non-zero entry in the constraint matrix. This function produces the sparse constraint matrix for the 8-queens problem (in which the object is to place eight queens on a chessboard with no two sharing a row, column or diagonal). The resulting sparse representation is  $252 \times 3$ , compared to  $42 \times 64$  for the usual representation.

#### Value

A 252 x 3 numeric matrix. See lp for the complete example.

#### Author(s)

```
Sam Buttrey, (buttrey@nps.edu)
```

#### See Also

1p

print.lp

Print an lp object

## **Description**

Print method for lp objects

## Usage

```
## S3 method for class 'lp':
print (x, ...)
```

## **Arguments**

x List with items named objval and status. Normally this will have been called by lp, lp.assign, or lp.transport.

... Other arguments, all currently ignored

#### **Details**

This function prints the objective function value, together with the word "Success" if the operation is successful, or an indication of the error if not. If multiple solutions have been produced (because this was an all-binary problem and lp was called with num.bin.solns > 1) the number of solutions is also displayed.

## Value

None

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## Author(s)

Sam Buttrey, ⟨buttrey@nps.edu⟩

## See Also

lp, lp.assign, lp.transport

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