

## A Rust interface for SCIP

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## Modeling

```
// Create model
maximize
             3x_1 + 2x_2
                              let mut model = Model::default().maximize();
subject to:
                              // Add variables
                              let x1 = model.add(var().int(0..).obj(3.).name("x1"));
                   (c_1)
 2x_1 + x_2 \le 100
                              let x2 = model.add(var().int(0..).obj(2.).name("x2"));
  x_1 + 2x_2 \le 80
                   (c_2)
                              // Add constraints
                              model.add(cons().name("c1").coef(&x1, 2.).coef(&x2, 1.).le(100.));
x_1, x_2 \ge 0 and integer
                              model.add(cons().name("c2").coef(&x1, 1.).coef(&x2, 2.).le(80.));
```

## Querying the solution

```
let solved_model = model.solve();

let status = solved_model.status();
println!("Solved with status {:?}", status);

let obj_val = solved_model.obj_val();
println!("Objective value: {}", obj_val);

let sol = solved_model.best_sol().unwrap();
let vars = solved_model.vars();

for var in vars {
    println!("{} = {}", var.name(), sol.val(&var));
}
```

```
feasible solution found by trivial heuristic after 0.0 seconds, objective value 0.000000e+00
presolving:
(round 1. fast)
                    0 del vars, 0 del conss, 0 add conss, 3 chg bounds, 0 chg sides, 0 chg coeffs, 0
upqd conss, 0 impls, 0 clqs
(round 2, exhaustive) 0 del vars, 0 del conss, 0 add conss, 3 chg bounds, 0 chg sides. 0 chg coeffs, 2
upgd conss, 0 impls, 0 clgs
  (0.0s) symmetry computation started: requiring (bin +, int +, cont +), (fixed: bin -, int -, cont
- )
  (0.0s) no symmetry present (symcode time: 0.00)
presolving (3 rounds: 3 fast, 2 medium, 2 exhaustive):
0 deleted vars, 0 deleted constraints, 0 added constraints, 3 tightened bounds, 0 added holes, 0
changed sides. O changed coefficients
0 implications, 0 cliques
presolved problem has 2 variables (0 bin, 2 int, 0 impl, 0 cont) and 2 constraints
     2 constraints of type <varbound>
transformed objective value is always integral (scale: 1)
Presolving Time: 0.01
transformed 1/1 original solutions to the transformed problem space
time | node | left |LP iter|LP it/n|mem/heur|mdpt |vars |cons |rows |cuts |sepa|confs|strbr|
dualbound | primalbound | gap | compl.
p 0.0s | 1 | 0 | 0 | - | vbounds | 0 | 2 | 2 | 2 | 0 | 0 | 0 | 0 |
2.300000e+02 | 1.500000e+02 | 53.33% | unknown
        1 | 0 | 2 | - | LP | 0 | 2 | 2 | 0 | 0 | 4 | 0 |
1.600000e+02 | 1.600000e+02 | 0.00% | unknown
         1 | 0 | 2 | - | 596k | 0 | 2 | 2 | 2 | 0 | 0 | 4 | 0 |
1.600000e+02 | 1.600000e+02 | 0.00% | unknown
SCIP Status
                 : problem is solved [optimal solution found]
Solving Time (sec): 0.02
Solving Nodes
Primal Bound
                 : +1.60000000000000e+02 (3 solutions)
Dual Bound
                 : +1.60000000000000e+02
                 : 0.00 %
Solved with status Optimal
Objective value: 160
t \times 1 = 40
t x2 = 20
```