

Cbc
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Mon Mar 16 2015 20:13:13

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1 Class Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

```

_EKKfactinfo[external]
doubleton_action::action[external]
forcing_constraint_action::action[external]
remove_fixed_action::action[external]
tripleton_action::action[external]

```

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```

std::basic_fstream< char >
std::basic_fstream< wchar_t >
std::basic_ifstream< char >
std::basic_ifstream< wchar_t >

```

```

std::basic_ios< char >
std::basic_ios< wchar_t >
std::basic_iostream< char >
std::basic_iostream< wchar_t >
std::basic_istream< char >
std::basic_istream< wchar_t >
std::basic_istreamstream< char >
std::basic_istreamstream< wchar_t >
std::basic_ofstream< char >
std::basic_ofstream< wchar_t >
std::basic_ostream< char >
std::basic_ostream< wchar_t >
std::basic_ostreamstream< char >
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4 Class Documentation

4.1 `ampl_info` Struct Reference

4.1.1 Detailed Description

Definition at line 11 of file `Cbc_ampl.h`.

The documentation for this struct was generated from the following file:

- `Cbc_ampl.h`

4.2 CbcGenCtlBlk::babState_struct Struct Reference

State of branch-and-cut.

```
#include <CbcGenCtlBlk.hpp>
```

4.2.1 Detailed Description

State of branch-and-cut.

Major and minor status codes, and a solver holding the answer, assuming we have a valid answer. See the documentation with the BACMajor, BACMinor, and BACWhere enums for the meaning of the codes.

Definition at line 718 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtlBlk.hpp

4.3 CbcBaseModel Class Reference

Base model.

```
#include <CbcThread.hpp>
```

4.3.1 Detailed Description

Base model.

Definition at line 437 of file CbcThread.hpp.

The documentation for this class was generated from the following file:

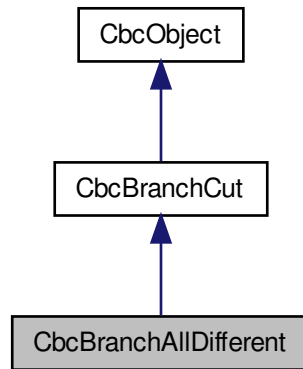
- CbcThread.hpp

4.4 CbcBranchAllDifferent Class Reference

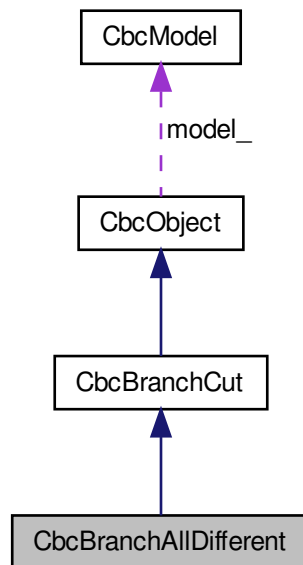
Define a branch class that branches so that it is only satisfied if all members have different values So cut is $x \leq y-1$ or $x \geq y+1$.

```
#include <CbcBranchAllDifferent.hpp>
```


Inheritance diagram for CbcBranchAllDifferent:



Collaboration diagram for CbcBranchAllDifferent:



Public Member Functions

- [CbcBranchAllDifferent](#) ([CbcModel](#) *`model`, int number, const int *which)

Useful constructor - passed set of integer variables which must all be different.

- virtual `CbcObject * clone ()` const

Clone.

- virtual double `infeasibility` (const `OsiBranchingInformation *info`, int &`preferredWay`) const

Infeasibility - large is 0.5.

- virtual `CbcBranchingObject * createCbcBranch` (`OsiSolverInterface *solver`, const `OsiBranchingInformation *info`, int way)

Creates a branching object.

Protected Attributes

- int `numberInSet_`

data

- int * `which_`

Which variables.

4.4.1 Detailed Description

Define a branch class that branches so that it is only satisfied if all members have different values So cut is $x \leq y-1$ or $x \geq y+1$.

Definition at line 22 of file `CbcBranchAllDifferent.hpp`.

4.4.2 Member Data Documentation

4.4.2.1 int CbcBranchAllDifferent::numberInSet_ [protected]

data

Number of entries

Definition at line 57 of file `CbcBranchAllDifferent.hpp`.

The documentation for this class was generated from the following file:

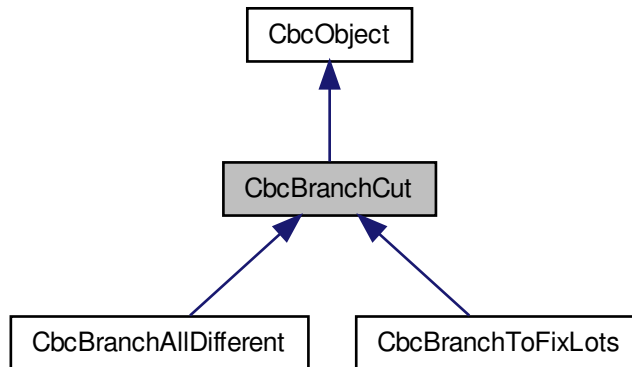
- `CbcBranchAllDifferent.hpp`

4.5 CbcBranchCut Class Reference

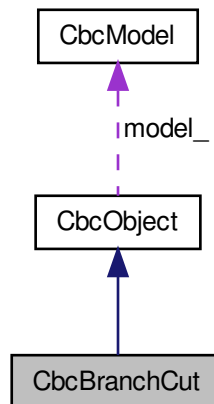
Define a cut branching class.

```
#include <CbcBranchCut.hpp>
```

Inheritance diagram for CbcBranchCut:



Collaboration diagram for CbcBranchCut:



Public Member Functions

- [CbcBranchCut](#) ([CbcModel](#) *[model](#))
In to maintain normal methods.
- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *[info](#), int &[preferredWay](#)) const

Infeasibility.

- virtual void [feasibleRegion](#) ()

Set bounds to contain the current solution.

- virtual bool [boundBranch](#) () const

Return true if branch created by object should fix variables.

- virtual [CbcBranchingObject](#) * [createCbcBranch](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way)

Creates a branching object.

- virtual [CbcBranchingObject](#) * [preferredNewFeasible](#) () const

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in the good direction.

- virtual [CbcBranchingObject](#) * [notPreferredNewFeasible](#) () const

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.

- virtual void [resetBounds](#) ()

Reset original upper and lower bound values from the solver.

Additional Inherited Members

4.5.1 Detailed Description

Define a cut branching class.

At present empty - all stuff in descendants

Definition at line 17 of file CbcBranchCut.hpp.

4.5.2 Member Function Documentation

4.5.2.1 virtual void CbcBranchCut::feasibleRegion () [virtual]

Set bounds to contain the current solution.

More precisely, for the variable associated with this object, take the value given in the current solution, force it within the current bounds if required, then set the bounds to fix the variable at the integer nearest the solution value.

At present this will do nothing

Implements [CbcObject](#).

4.5.2.2 virtual CbcBranchingObject* CbcBranchCut::preferredNewFeasible () const [virtual]

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in the good direction.

The preferred branching object will force the variable to be +/-1 from its current value, depending on the reduced cost and objective sense. If movement in the direction which improves the objective is impossible due to bounds on the variable, the branching object will move in the other direction. If no movement is possible, the method returns NULL.

Only the bounds on this variable are considered when determining if the new point is feasible.

At present this does nothing

Reimplemented from [CbcObject](#).

4.5.2.3 virtual CbcBranchingObject* CbcBranchCut::notPreferredNewFeasible () const [virtual]

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.

As for [preferredNewFeasible\(\)](#), but the preferred branching object will force movement in a direction that degrades the objective.

At present this does nothing

Reimplemented from [CbcObject](#).

4.5.2.4 virtual void CbcBranchCut::resetBounds () [virtual]

Reset original upper and lower bound values from the solver.

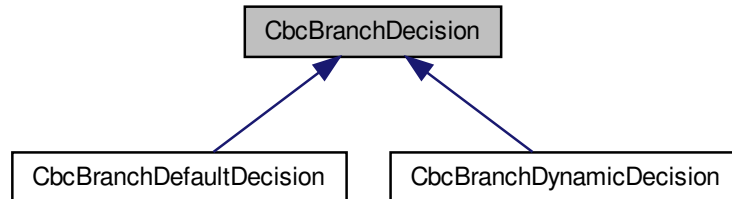
Handy for updating bounds held in this object after bounds held in the solver have been tightened.

The documentation for this class was generated from the following file:

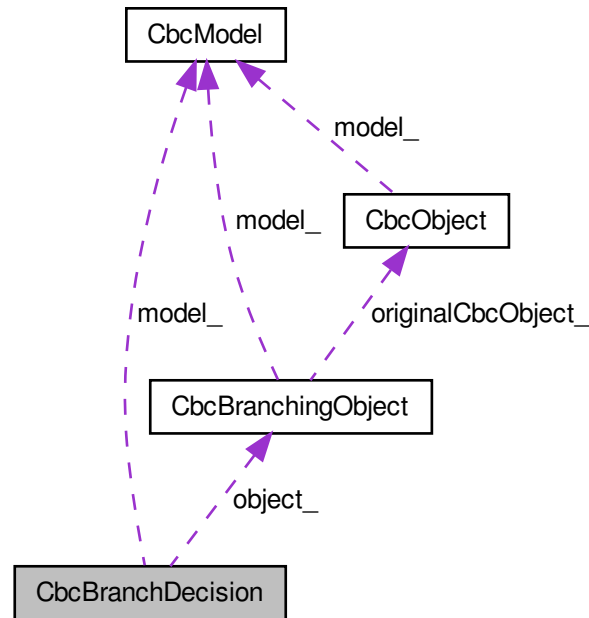
- CbcBranchCut.hpp

4.6 CbcBranchDecision Class Reference

Inheritance diagram for CbcBranchDecision:



Collaboration diagram for CbcBranchDecision:



Public Member Functions

- [CbcBranchDecision](#) ()
Default Constructor.
- virtual [~CbcBranchDecision](#) ()
Destructor.
- virtual [CbcBranchDecision](#) * [clone](#) () const =0
Clone.
- virtual void [initialize](#) ([CbcModel](#) *model)=0
Initialize e.g. before starting to choose a branch at a node.
- virtual int [betterBranch](#) ([CbcBranchingObject](#) *thisOne, [CbcBranchingObject](#) *bestSoFar, double changeUp, int numberInfeasibilitiesUp, double changeDown, int numberInfeasibilitiesDown)=0
Compare two branching objects.
- virtual int [bestBranch](#) ([CbcBranchingObject](#) **objects, int numberObjects, int numberUnsatisfied, double *changeUp, int *numberInfeasibilitiesUp, double *changeDown, int *numberInfeasibilitiesDown, double objectiveValue)
Compare N branching objects.
- virtual int [whichMethod](#) ()
Says whether this method can handle both methods - 1 better, 2 best, 3 both.
- virtual void [saveBranchingObject](#) ([OsiBranchingObject](#) *)
Saves a clone of current branching object.

- virtual void [updateInformation](#) (OsiSolverInterface *, const [CbcNode](#) *)
Pass in information on branch just done.
- virtual void [setBestCriterion](#) (double)
Sets or gets best criterion so far.
- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.
- [CbcModel](#) * [cbcModel](#) () const
Model.
- void [setChooseMethod](#) (const OsiChooseVariable &method)
Set (clone) chooseMethod.

Protected Attributes

- [CbcModel](#) * [model_](#)
Pointer to model.

4.6.1 Detailed Description

Definition at line 28 of file CbcBranchDecision.hpp.

4.6.2 Member Function Documentation

4.6.2.1 virtual int CbcBranchDecision::betterBranch ([CbcBranchingObject](#) * *thisOne*, [CbcBranchingObject](#) * *bestSoFar*, double *changeUp*, int *numberInfeasibilitiesUp*, double *changeDown*, int *numberInfeasibilitiesDown*) [pure virtual]

Compare two branching objects.

Return nonzero if branching using *thisOne* is better than branching using *bestSoFar*.

If *bestSoFar* is NULL, the routine should return a nonzero value. This routine is used only after strong branching. Either this or *bestBranch* is used depending which user wants.

Implemented in [CbcBranchDynamicDecision](#), and [CbcBranchDefaultDecision](#).

4.6.2.2 virtual int CbcBranchDecision::bestBranch ([CbcBranchingObject](#) ** *objects*, int *numberObjects*, int *numberUnsatisfied*, double * *changeUp*, int * *numberInfeasibilitiesUp*, double * *changeDown*, int * *numberInfeasibilitiesDown*, double *objectiveValue*) [virtual]

Compare N branching objects.

Return index of best and sets way of branching in chosen object.

Either this or *betterBranch* is used depending which user wants.

Reimplemented in [CbcBranchDefaultDecision](#).

4.6.2.3 virtual void CbcBranchDecision::saveBranchingObject ([OsiBranchingObject](#) *) [inline],[virtual]

Saves a clone of current branching object.

Can be used to update information on object causing branch - after branch

Reimplemented in [CbcBranchDynamicDecision](#).

Definition at line 80 of file CbcBranchDecision.hpp.

4.6.2.4 `virtual void CbcBranchDecision::updateInformation (OsiSolverInterface * , const CbcNode *) [inline], [virtual]`

Pass in information on branch just done.

assumes object can get information from solver

Reimplemented in [CbcBranchDynamicDecision](#).

Definition at line 83 of file CbcBranchDecision.hpp.

The documentation for this class was generated from the following file:

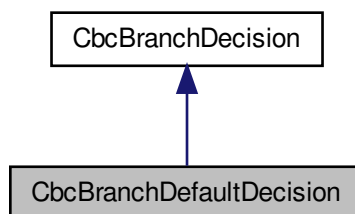
- CbcBranchDecision.hpp

4.7 CbcBranchDefaultDecision Class Reference

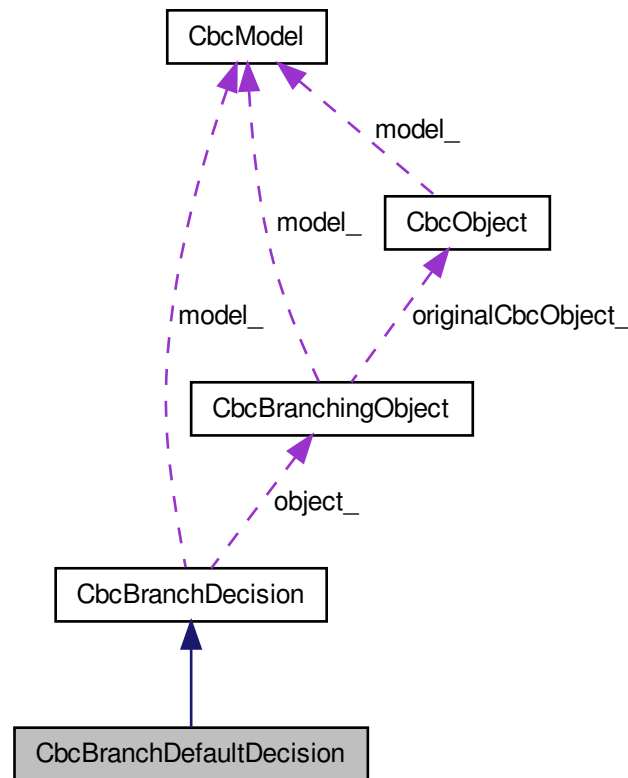
Branching decision default class.

```
#include <CbcBranchDefaultDecision.hpp>
```

Inheritance diagram for CbcBranchDefaultDecision:



Collaboration diagram for CbcBranchDefaultDecision:



Public Member Functions

- virtual [CbcBranchDecision](#) * [clone](#) () const
Clone.
- virtual void [initialize](#) ([CbcModel](#) *model)
Initialize, e.g. before the start of branch selection at a node.
- virtual int [betterBranch](#) ([CbcBranchingObject](#) *thisOne, [CbcBranchingObject](#) *bestSoFar, double changeUp, int numInfUp, double changeDn, int numInfDn)
Compare two branching objects.
- virtual void [setBestCriterion](#) (double value)
Sets or gets best criterion so far.
- virtual int [bestBranch](#) ([CbcBranchingObject](#) **objects, int numberObjects, int numberUnsatisfied, double *changeUp, int *numberInfeasibilitiesUp, double *changeDown, int *numberInfeasibilitiesDown, double objectiveValue)
Compare N branching objects.

Additional Inherited Members

4.7.1 Detailed Description

Branching decision default class.

This class implements a simple default algorithm ([betterBranch\(\)](#)) for choosing a branching variable.

Definition at line 18 of file CbcBranchDefaultDecision.hpp.

4.7.2 Member Function Documentation

4.7.2.1 `virtual int CbcBranchDefaultDecision::betterBranch (CbcBranchingObject * thisOne, CbcBranchingObject * bestSoFar, double changeUp, int numInfUp, double changeDn, int numInfDn) [virtual]`

Compare two branching objects.

Return nonzero if *thisOne* is better than *bestSoFar*.

The routine compares branches using the values supplied in *numInfUp* and *numInfDn* until a solution is found by search, after which it uses the values supplied in *changeUp* and *changeDn*. The best branching object seen so far and the associated parameter values are remembered in the [CbcBranchDefaultDecision](#) object. The nonzero return value is +1 if the up branch is preferred, -1 if the down branch is preferred.

As the names imply, the assumption is that the values supplied for *numInfUp* and *numInfDn* will be the number of infeasibilities reported by the branching object, and *changeUp* and *changeDn* will be the estimated change in objective. Other measures can be used if desired.

Because an [CbcBranchDefaultDecision](#) object remembers the current best branching candidate (*#bestObject_*) as well as the values used in the comparison, the parameter *bestSoFar* is redundant, hence unused.

Implements [CbcBranchDecision](#).

4.7.2.2 `virtual int CbcBranchDefaultDecision::bestBranch (CbcBranchingObject ** objects, int numberObjects, int numberUnsatisfied, double * changeUp, int * numberInfeasibilitiesUp, double * changeDown, int * numberInfeasibilitiesDown, double objectiveValue) [virtual]`

Compare N branching objects.

Return index of best and sets way of branching in chosen object.

This routine is used only after strong branching.

Reimplemented from [CbcBranchDecision](#).

The documentation for this class was generated from the following file:

- CbcBranchDefaultDecision.hpp

4.8 CbcBranchDynamicDecision Class Reference

Branching decision dynamic class.

```
#include <CbcBranchDynamic.hpp>
```


Public Member Functions

- virtual [CbcBranchDecision](#) * [clone](#) () const
Clone.
- virtual void [initialize](#) ([CbcModel](#) *model)
Initialize, e.g. before the start of branch selection at a node.
- virtual int [betterBranch](#) ([CbcBranchingObject](#) *thisOne, [CbcBranchingObject](#) *bestSoFar, double changeUp, int numInfUp, double changeDn, int numInfDn)
Compare two branching objects.
- virtual void [setBestCriterion](#) (double value)
Sets or gets best criterion so far.
- virtual int [whichMethod](#) ()
Says whether this method can handle both methods - 1 better, 2 best, 3 both.
- virtual void [saveBranchingObject](#) ([OsiBranchingObject](#) *object)
Saves a clone of current branching object.
- virtual void [updateInformation](#) ([OsiSolverInterface](#) *solver, const [CbcNode](#) *node)
Pass in information on branch just done.

Additional Inherited Members

4.8.1 Detailed Description

Branching decision dynamic class.

This class implements a simple algorithm ([betterBranch\(\)](#)) for choosing a branching variable when dynamic pseudo costs.

Definition at line 19 of file [CbcBranchDynamic.hpp](#).

4.8.2 Member Function Documentation

4.8.2.1 virtual int [CbcBranchDynamicDecision::betterBranch](#) ([CbcBranchingObject](#) * *thisOne*, [CbcBranchingObject](#) * *bestSoFar*, double *changeUp*, int *numInfUp*, double *changeDn*, int *numInfDn*) [virtual]

Compare two branching objects.

Return nonzero if *thisOne* is better than *bestSoFar*.

The routine compares branches using the values supplied in *numInfUp* and *numInfDn* until a solution is found by search, after which it uses the values supplied in *changeUp* and *changeDn*. The best branching object seen so far and the associated parameter values are remembered in the [CbcBranchDynamicDecision](#) object. The nonzero return value is +1 if the up branch is preferred, -1 if the down branch is preferred.

As the names imply, the assumption is that the values supplied for *numInfUp* and *numInfDn* will be the number of infeasibilities reported by the branching object, and *changeUp* and *changeDn* will be the estimated change in objective. Other measures can be used if desired.

Because an [CbcBranchDynamicDecision](#) object remembers the current best branching candidate (*#bestObject_*) as well as the values used in the comparison, the parameter *bestSoFar* is redundant, hence unused.

Implements [CbcBranchDecision](#).

4.8.2.2 `virtual void CbcBranchDynamicDecision::saveBranchingObject (OsiBranchingObject * object) [virtual]`

Saves a clone of current branching object.

Can be used to update information on object causing branch - after branch

Reimplemented from [CbcBranchDecision](#).

4.8.2.3 `virtual void CbcBranchDynamicDecision::updateInformation (OsiSolverInterface * solver, const CbcNode * node) [virtual]`

Pass in information on branch just done.

assumes object can get information from solver

Reimplemented from [CbcBranchDecision](#).

The documentation for this class was generated from the following file:

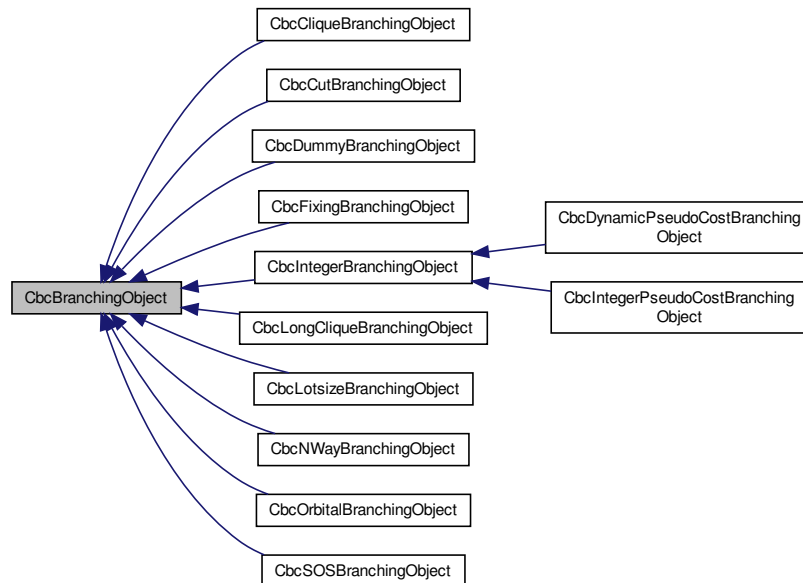
- CbcBranchDynamic.hpp

4.9 CbcBranchingObject Class Reference

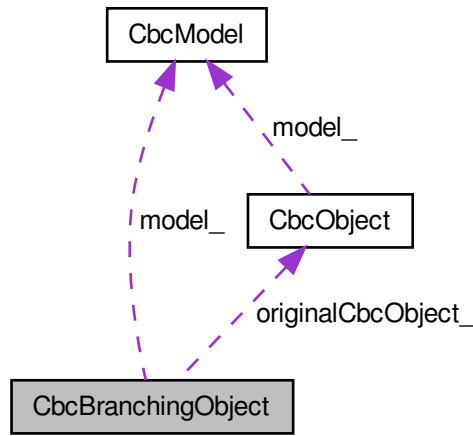
Abstract branching object base class Now just difference with OsiBranchingObject.

```
#include <CbcBranchingObject.hpp>
```

Inheritance diagram for CbcBranchingObject:



Collaboration diagram for CbcBranchingObject:



Public Member Functions

- [CbcBranchingObject](#) ()
Default Constructor.
- [CbcBranchingObject](#) ([CbcModel](#) **model*, int *variable*, int *way*, double *value*)
Constructor.
- [CbcBranchingObject](#) (const [CbcBranchingObject](#) &)
Copy constructor.
- [CbcBranchingObject](#) & *operator=* (const [CbcBranchingObject](#) &*rhs*)
Assignment operator.
- virtual [CbcBranchingObject](#) * *clone* () const =0
Clone.
- virtual ~[CbcBranchingObject](#) ()
Destructor.
- virtual int *fillStrongInfo* ([CbcStrongInfo](#) &)
Some branchingObjects may claim to be able to skip strong branching.
- void *resetNumberBranchesLeft* ()
Reset number of branches left to original.
- void *setNumberBranches* (int *value*)
Set number of branches to do.
- virtual double *branch* ()=0
Execute the actions required to branch, as specified by the current state of the branching object, and advance the object's state.
- virtual double *branch* ([OsiSolverInterface](#) *)
Execute the actions required to branch, as specified by the current state of the branching object, and advance the object's state.

- virtual void **fix** (OsiSolverInterface *, double *, double *, int) const
Update bounds in solver as in 'branch' and update given bounds.
- virtual bool **tighten** (OsiSolverInterface *)
Change (tighten) bounds in object to reflect bounds in solver.
- virtual void **previousBranch** ()
Reset every information so that the branching object appears to point to the previous child.
- virtual void **print** () const
Print something about branch - only if log level high.
- int **variable** () const
Index identifying the associated CbcObject within its class.
- int **way** () const
Get the state of the branching object.
- void **way** (int way)
Set the state of the branching object.
- void **setModel** (CbcModel *model)
update model
- CbcModel * **model** () const
Return model.
- CbcObject * **object** () const
Return pointer back to object which created.
- void **setOriginalObject** (CbcObject *object)
Set pointer back to object which created.
- virtual CbcBranchObjType **type** () const =0
Return the type (an integer identifier) of this.
- virtual int **compareOriginalObject** (const CbcBranchingObject *brObj) const
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare **compareBranchingObject** (const CbcBranchingObject *brObj, const bool replaceIfOverlap=false)=0
Compare the this with brObj.

Protected Attributes

- CbcModel * **model_**
The model that owns this branching object.
- CbcObject * **originalCbcObject_**
Pointer back to object which created.
- int **variable_**
Branching variable (0 is first integer)
- int **way_**
The state of the branching object.

4.9.1 Detailed Description

Abstract branching object base class Now just difference with OsiBranchingObject.

In the abstract, an [CbcBranchingObject](#) contains instructions for how to branch. We want an abstract class so that we can describe how to branch on simple objects (e.g., integers) and more exotic objects (e.g., cliques or hyperplanes).

The [branch\(\)](#) method is the crucial routine: it is expected to be able to step through a set of branch arms, executing the actions required to create each subproblem in turn. The base class is primarily virtual to allow for a wide range of problem modifications.

See [CbcObject](#) for an overview of the three classes ([CbcObject](#), [CbcBranchingObject](#), and [CbcBranchDecision](#)) which make up cbc's branching model.

Definition at line 53 of file [CbcBranchingObject.hpp](#).

4.9.2 Member Function Documentation

4.9.2.1 `virtual int CbcBranchingObject::fillStrongInfo (CbcStrongInfo &) [inline],[virtual]`

Some branchingObjects may claim to be able to skip strong branching.

If so they have to fill in [CbcStrongInfo](#). The object mention in incoming [CbcStrongInfo](#) must match. Returns nonzero if skip is wanted

Reimplemented in [CbcDynamicPseudoCostBranchingObject](#).

Definition at line 79 of file [CbcBranchingObject.hpp](#).

4.9.2.2 `virtual double CbcBranchingObject::branch () [pure virtual]`

Execute the actions required to branch, as specified by the current state of the branching object, and advance the object's state.

Mainly for diagnostics, whether it is true branch or strong branching is also passed. Returns change in guessed objective on next branch

Implemented in [CbcIntegerPseudoCostBranchingObject](#), [CbcOrbitalBranchingObject](#), [CbcLongCliqueBranchingObject](#), [CbcSOSBranchingObject](#), [CbcLotsizeBranchingObject](#), [CbcCliqueBranchingObject](#), [CbcDynamicPseudoCostBranchingObject](#), [CbcCutBranchingObject](#), [CbcNWayBranchingObject](#), [CbcFixingBranchingObject](#), [CbcIntegerBranchingObject](#), and [CbcDummyBranchingObject](#).

4.9.2.3 `virtual double CbcBranchingObject::branch (OsiSolverInterface *) [inline],[virtual]`

Execute the actions required to branch, as specified by the current state of the branching object, and advance the object's state.

Mainly for diagnostics, whether it is true branch or strong branching is also passed. Returns change in guessed objective on next branch

Definition at line 105 of file [CbcBranchingObject.hpp](#).

4.9.2.4 `virtual void CbcBranchingObject::fix (OsiSolverInterface *, double *, double *, int) const [inline],[virtual]`

Update bounds in solver as in 'branch' and update given bounds.

branchState is -1 for 'down' +1 for 'up'

Reimplemented in [CbcOrbitalBranchingObject](#), [CbcSOSBranchingObject](#), and [CbcIntegerBranchingObject](#).

Definition at line 110 of file [CbcBranchingObject.hpp](#).

4.9.2.5 `virtual bool CbcBranchingObject::tighten (OsiSolverInterface *) [inline],[virtual]`

Change (tighten) bounds in object to reflect bounds in solver.

Return true if now fixed

Reimplemented in [CbcIntegerBranchingObject](#).

Definition at line 116 of file [CbcBranchingObject.hpp](#).

4.9.2.6 `virtual void CbcBranchingObject::previousBranch () [inline],[virtual]`

Reset every information so that the branching object appears to point to the previous child.

This method does not need to modify anything in any solver.

Reimplemented in [CbcOrbitalBranchingObject](#), and [CbcSOSBranchingObject](#).

Definition at line 121 of file [CbcBranchingObject.hpp](#).

4.9.2.7 `int CbcBranchingObject::variable () const [inline]`

Index identifying the associated [CbcObject](#) within its class.

The name is misleading, and typically the index will *not* refer directly to a variable. Rather, it identifies an [CbcObject](#) within the class of similar CbcObjects

E.g., for an [CbcSimpleInteger](#), [variable\(\)](#) is the index of the integer variable in the set of integer variables (*not* the index of the variable in the set of all variables).

Definition at line 143 of file [CbcBranchingObject.hpp](#).

4.9.2.8 `int CbcBranchingObject::way () const [inline]`

Get the state of the branching object.

Returns a code indicating the active arm of the branching object. The precise meaning is defined in the derived class.

See Also

[way_](#)

Definition at line 154 of file [CbcBranchingObject.hpp](#).

4.9.2.9 `void CbcBranchingObject::way (int way) [inline]`

Set the state of the branching object.

See [way\(\)](#)

Definition at line 162 of file [CbcBranchingObject.hpp](#).

4.9.2.10 `virtual CbcBranchObjType CbcBranchingObject::type () const [pure virtual]`

Return the type (an integer identifier) of `this`.

See definition of `CbcBranchObjType` above for possibilities

Implemented in [CbcIntegerPseudoCostBranchingObject](#), [CbcOrbitalBranchingObject](#), [CbcLongCliqueBranchingObject](#), [CbcSOSBranchingObject](#), [CbcLotsizeBranchingObject](#), [CbcCliqueBranchingObject](#), [CbcDynamicPseudoCostBranchingObject](#), [CbcCutBranchingObject](#), [CbcNWayBranchingObject](#), [CbcIntegerBranchingObject](#), [CbcFixingBranchingObject](#), and [CbcDummyBranchingObject](#).

4.9.2.11 `virtual int CbcBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const [inline], [virtual]`

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented in [CbcOrbitalBranchingObject](#), [CbcLongCliqueBranchingObject](#), [CbcSOSBranchingObject](#), [CbcCliqueBranchingObject](#), [CbcCutBranchingObject](#), [CbcNWayBranchingObject](#), [CbcFixingBranchingObject](#), and [CbcDummyBranchingObject](#).

Definition at line 199 of file `CbcBranchingObject.hpp`.

4.9.2.12 `virtual CbcRangeCompare CbcBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [pure virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implemented in [CbcIntegerPseudoCostBranchingObject](#), [CbcOrbitalBranchingObject](#), [CbcLongCliqueBranchingObject](#), [CbcSOSBranchingObject](#), [CbcLotsizeBranchingObject](#), [CbcCliqueBranchingObject](#), [CbcCutBranchingObject](#), [CbcNWayBranchingObject](#), [CbcIntegerBranchingObject](#), [CbcFixingBranchingObject](#), and [CbcDummyBranchingObject](#).

4.9.3 Member Data Documentation

4.9.3.1 `int CbcBranchingObject::way_ [protected]`

The state of the branching object.

Specifies the active arm of the branching object. Coded as -1 to take the 'down' arm, +1 for the 'up' arm. 'Down' and 'up' are defined based on the natural meaning (floor and ceiling, respectively) for a simple integer. The precise meaning is defined in the derived class.

Definition at line 232 of file `CbcBranchingObject.hpp`.

The documentation for this class was generated from the following file:

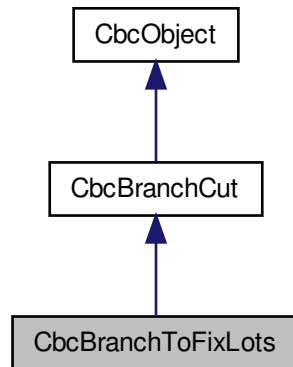
- `CbcBranchingObject.hpp`

4.10 CbcBranchToFixLots Class Reference

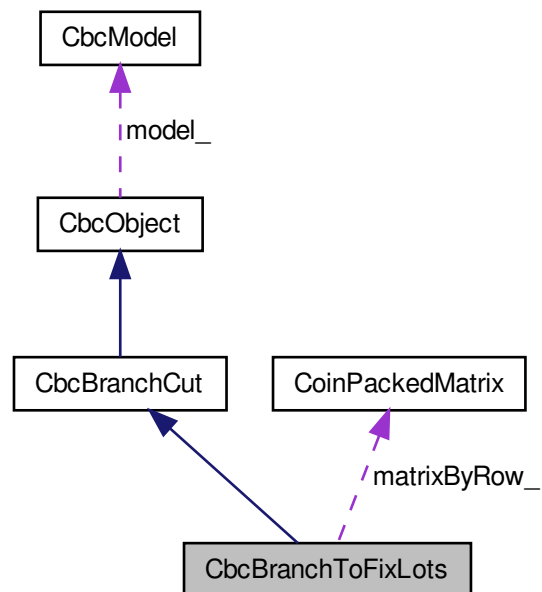
Define a branch class that branches so that one way variables are fixed while the other way cuts off that solution.

```
#include <CbcBranchToFixLots.hpp>
```

Inheritance diagram for CbcBranchToFixLots:



Collaboration diagram for CbcBranchToFixLots:



Public Member Functions

- **CbcBranchToFixLots** (**CbcModel** ***model**, double **djTolerance**, double **fractionFixed**, int **depth**, int **numberClean**=0, const char ***mark**=NULL, bool **alwaysCreate**=false)
Useful constructor - passed reduced cost tolerance and fraction we would like fixed.
- virtual **CbcObject** * **clone** () const
Clone.
- int **shallWe** () const
Does a lot of the work, Returns 0 if no good, 1 if dj, 2 if clean, 3 if both FIXME: should use enum or equivalent to make these numbers clearer.
- virtual double **infeasibility** (const **OsiBranchingInformation** ***info**, int &**preferredWay**) const
Infeasibility for an integer variable - large is 0.5, but also can be infinity when known infeasible.
- virtual bool **canDoHeuristics** () const
Return true if object can take part in normal heuristics.
- virtual **CbcBranchingObject** * **createCbcBranch** (**OsiSolverInterface** ***solver**, const **OsiBranchingInformation** ***info**, int **way**)
Creates a branching object.
- virtual void **redoSequenceEtc** (**CbcModel** ***model**, int **numberColumns**, const int ***originalColumns**)
Redoes data when sequence numbers change.

Protected Attributes

- double **djTolerance_**
data
- double **fractionFixed_**
We only need to make sure this fraction fixed.
- char * **mark_**
Never fix ones marked here.
- **CoinPackedMatrix** **matrixByRow_**
Matrix by row.
- int **depth_**
Do if depth multiple of this.
- int **numberClean_**
number of ==1 rows which need to be clean
- bool **alwaysCreate_**
If true then always create branch.

4.10.1 Detailed Description

Define a branch class that branches so that one way variables are fixed while the other way cuts off that solution.

a) On reduced cost b) When enough ==1 or <=1 rows have been satisfied (not fixed - satisfied)

Definition at line 23 of file CbcBranchToFixLots.hpp.

4.10.2 Constructor & Destructor Documentation

4.10.2.1 `CbcBranchToFixLots::CbcBranchToFixLots (CbcModel * model, double djTolerance, double fractionFixed, int depth, int numberClean = 0, const char * mark = NULL, bool alwaysCreate = false)`

Useful constructor - passed reduced cost tolerance and fraction we would like fixed.

Also depth level to do at. Also passed number of 1 rows which when clean triggers fix Always does if all 1 rows cleaned up and number>0 or if fraction columns reached Also whether to create branch if can't reach fraction.

4.10.3 Member Data Documentation

4.10.3.1 `double CbcBranchToFixLots::djTolerance_ [protected]`

data

Reduced cost tolerance i.e. dj has to be \geq this before fixed

Definition at line 79 of file CbcBranchToFixLots.hpp.

The documentation for this class was generated from the following file:

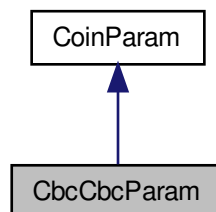
- CbcBranchToFixLots.hpp

4.11 CbcCbcParam Class Reference

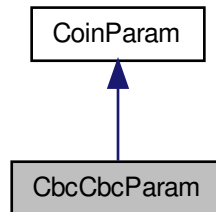
Class for control parameters that act on a [CbcModel](#) object.

```
#include <CbcGenCbcParam.hpp>
```

Inheritance diagram for CbcCbcParam:



Collaboration diagram for CbcCbcParam:



Public Types

Subtypes

- enum [CbcCbcParamCode](#)
Enumeration for parameters that control a [CbcModel](#) object.

Public Member Functions

Constructors and Destructors

Be careful how you specify parameters for the constructors! There's great potential for confusion.

- [CbcCbcParam](#) ()
Default constructor.
- [CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string **name**, std::string help, double lower, double upper, double dflt=0.0, bool **display**=true)
Constructor for a parameter with a double value.
- [CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string **name**, std::string help, int lower, int upper, int dflt=0, bool **display**=true)
Constructor for a parameter with an integer value.
- [CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string **name**, std::string help, std::string firstValue, int dflt, bool **display**=true)
Constructor for a parameter with keyword values.
- [CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string **name**, std::string help, std::string dflt, bool **display**=true)
Constructor for a string parameter.
- [CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string **name**, std::string help, bool **display**=true)
Constructor for an action parameter.
- [CbcCbcParam](#) (const [CbcCbcParam](#) &orig)
Copy constructor.
- [CbcCbcParam](#) * [clone](#) ()
Clone.
- [CbcCbcParam](#) & **operator=** (const [CbcCbcParam](#) &rhs)
Assignment.

- [~CbcCbcParam](#) ()
Destructor.

Methods to query and manipulate a parameter object

- [CbcCbcParamCode](#) [paramCode](#) () const
Get the parameter code.
- void [setParamCode](#) ([CbcCbcParamCode](#) code)
Set the parameter code.
- [CbcModel](#) * [obj](#) () const
Get the underlying [CbcModel](#) object.
- void [setObj](#) ([CbcModel](#) *obj)
Set the underlying [CbcModel](#) object.

4.11.1 Detailed Description

Class for control parameters that act on a [CbcModel](#) object.

Adds parameter type codes and push/pull functions to the generic parameter object.

Definition at line 31 of file [CbcGenCbcParam.hpp](#).

4.11.2 Member Enumeration Documentation

4.11.2.1 enum [CbcCbcParam::CbcCbcParamCode](#)

Enumeration for parameters that control a [CbcModel](#) object.

These are parameters that control the operation of a [CbcModel](#) object. CBCCBC_FIRSTPARAM and CBCCBC_LASTPARAM are markers to allow convenient separation of parameter groups.

Definition at line 45 of file [CbcGenCbcParam.hpp](#).

4.11.3 Constructor & Destructor Documentation

4.11.3.1 [CbcCbcParam::CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string name, std::string help, double lower, double upper, double dflt = 0.0, bool display = true)

Constructor for a parameter with a double value.

The default value is 0.0. Be careful to clearly indicate that `lower` and `upper` are real (double) values to distinguish this constructor from the constructor for an integer parameter.

4.11.3.2 [CbcCbcParam::CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string name, std::string help, int lower, int upper, int dflt = 0, bool display = true)

Constructor for a parameter with an integer value.

The default value is 0.

4.11.3.3 [CbcCbcParam::CbcCbcParam](#) ([CbcCbcParamCode](#) code, std::string name, std::string help, std::string firstValue, int dflt, bool display = true)

Constructor for a parameter with keyword values.

The string supplied as `firstValue` becomes the first keyword. Additional keywords can be added using [appendKwd\(\)](#). Keywords are numbered from zero. It's necessary to specify both the first keyword (`firstValue`) and the default keyword index (`dflt`) in order to distinguish this constructor from the string and action parameter constructors.

4.11.3.4 `CbcCbcParam::CbcCbcParam (CbcCbcParamCode code, std::string name, std::string help, std::string dflt, bool display = true)`

Constructor for a string parameter.

The default string value must be specified explicitly to distinguish a string constructor from an action parameter constructor.

The documentation for this class was generated from the following file:

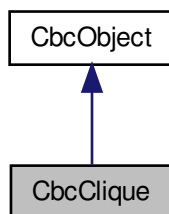
- CbcGenCbcParam.hpp

4.12 CbcClique Class Reference

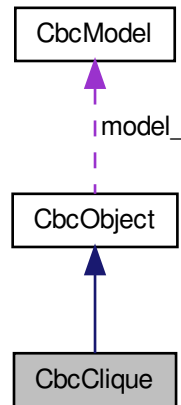
Branching object for cliques.

```
#include <CbcClique.hpp>
```

Inheritance diagram for CbcClique:



Collaboration diagram for CbcClique:



Public Member Functions

- [CbcClique](#) ()
Default Constructor.
- [CbcClique](#) ([CbcModel](#) *[model](#), int [cliqueType](#), int [numberMembers](#), const int *[which](#), const char *[type](#), int identifier, int slack=-1)
Useful constructor (which are integer indices) slack can denote a slack in set.
- [CbcClique](#) (const [CbcClique](#) &)
Copy constructor.
- virtual [CbcObject](#) * [clone](#) () const
Clone.
- [CbcClique](#) & [operator=](#) (const [CbcClique](#) &rhs)
Assignment operator.
- virtual [~CbcClique](#) ()
Destructor.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *[info](#), int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual void [feasibleRegion](#) ()
This looks at solution and sets bounds to contain solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *[solver](#), const [OsiBranchingInformation](#) *[info](#), int way)
Creates a branching object.
- int [numberMembers](#) () const
Number of members.
- int [numberNonSOSMembers](#) () const
Number of variables with -1 coefficient.
- const int * [members](#) () const

Members (indices in range 0 ... numberIntegers_-1)

- char [type](#) (int index) const
Type of each member, i.e., which way is strong.
- int [cliqueType](#) () const
Clique type: 0 is <=, 1 is ==.
- virtual void [redoSequenceEtc](#) (CbcModel *model, int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.

Protected Attributes

- int [numberMembers_](#)
data Number of members
- int [numberNonSOSMembers_](#)
Number of Non SOS members i.e. fixing to zero is strong.
- int * [members_](#)
Members (indices in range 0 ... numberIntegers_-1)
- char * [type_](#)
Strong value for each member.
- int [cliqueType_](#)
Clique type.
- int [slack_](#)
Slack variable for the clique.

4.12.1 Detailed Description

Branching object for cliques.

A clique is defined to be a set of binary variables where fixing any one variable to its 'strong' value fixes all other variables. An example is the most common SOS1 construction: a set of binary variables x_j s.t. $\sum\{x_j\} = 1$. Setting any one variable to 1 forces all other variables to 0. (See comments for [CbcSOS](#) below.)

Other configurations are possible, however: Consider $x_1 - x_2 + x_3 \leq 0$. Setting x_1 (x_3) to 1 forces x_2 to 1 and x_3 (x_1) to 0. Setting x_2 to 0 forces x_1 and x_3 to 0.

The proper point of view to take when interpreting [CbcClique](#) is 'generalisation of SOS1 on binary variables.' To get into the proper frame of mind, here's an example.

Consider the following sequence, where $x_j = (1 - y_j)$:

$x_1 + x_2 + x_3 \leq 1$	all strong at 1
$x_1 - y_2 + x_3 \leq 0$	y_2 strong at 0; x_1, x_3 strong at 1
$-y_1 - y_2 + x_3 \leq -1$	y_1, y_2 strong at 0, x_3 strong at 1
$-y_1 - y_2 - y_3 \leq -2$	all strong at 0

The first line is a standard SOS1 on binary variables.

Variables with +1 coefficients are 'SOS-style' and variables with -1 coefficients are 'non-SOS-style'. So [numberNonSOSMembers_](#) simply tells you how many variables have -1 coefficients. The implicit rhs for a clique is $1 - \text{numberNonSOSMembers_}$.

Definition at line 41 of file CbcClique.hpp.

4.12.2 Constructor & Destructor Documentation

4.12.2.1 `CbcCliques::CbcCliques (CbcModel * model, int cliqueType, int numberMembers, const int * which, const char * type, int identifier, int slack = -1)`

Useful constructor (which are integer indices) slack can denote a slack in set.

If type == NULL then as if 1

4.12.3 Member Function Documentation

4.12.3.1 `int CbcCliques::numberNonSOSMembers () const [inline]`

Number of variables with -1 coefficient.

Number of non-SOS members, i.e., fixing to zero is strong. See comments at head of class, and comments for [type_](#).

Definition at line 86 of file CbcCliques.hpp.

4.12.3.2 `char CbcCliques::type (int index) const [inline]`

Type of each member, i.e., which way is strong.

This also specifies whether a variable has a +1 or -1 coefficient.

- 0 => -1 coefficient, 0 is strong value
- 1 => +1 coefficient, 1 is strong value If unspecified, all coefficients are assumed to be positive.

Indexed as 0 .. numberMembers_-1

Definition at line 104 of file CbcCliques.hpp.

4.12.4 Member Data Documentation

4.12.4.1 `char* CbcCliques::type_ [protected]`

Strong value for each member.

This also specifies whether a variable has a +1 or -1 coefficient.

- 0 => -1 coefficient, 0 is strong value
- 1 => +1 coefficient, 1 is strong value If unspecified, all coefficients are assumed to be positive.

Indexed as 0 .. numberMembers_-1

Definition at line 136 of file CbcCliques.hpp.

4.12.4.2 `int CbcCliques::cliqueType_ [protected]`

Clique type.

0 defines a <= relation, 1 an equality. The assumed value of the rhs is numberNonSOSMembers_+1. (See comments for the class.)

Definition at line 143 of file CbcCliques.hpp.

4.12.4.3 int CbcClique::slack_ [protected]

Slack variable for the clique.

Identifies the slack variable for the clique (typically added to convert a \leq relation to an equality). Value is sequence number within clique members.

Definition at line 151 of file CbcClique.hpp.

The documentation for this class was generated from the following file:

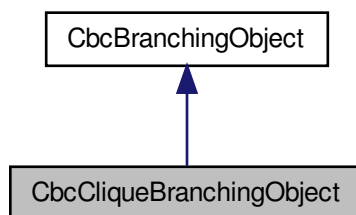
- CbcClique.hpp

4.13 CbcCliqueBranchingObject Class Reference

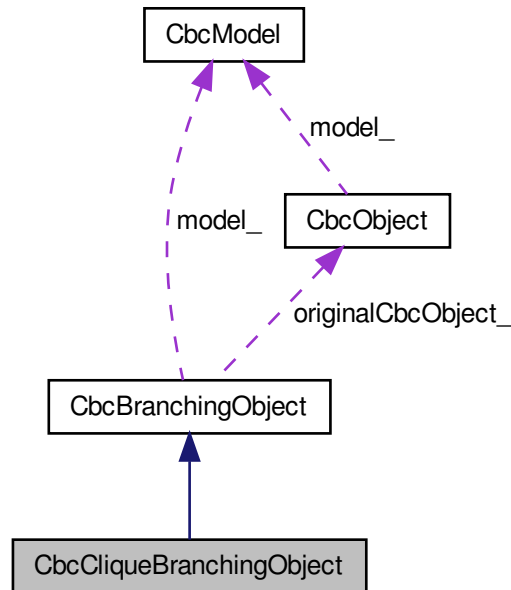
Branching object for unordered cliques.

```
#include <CbcClique.hpp>
```

Inheritance diagram for CbcCliqueBranchingObject:



Collaboration diagram for CbcCliqueBranchingObject:



Public Member Functions

- virtual [CbcBranchingObject](#) * [clone](#) () const
Clone.
- virtual double [branch](#) ()
Does next branch and updates state.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual CbcBranchObjType [type](#) () const
Return the type (an integer identifier) of this.
- virtual int [compareOriginalObject](#) (const [CbcBranchingObject](#) *brObj) const
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replacelf-Overlap=false)
Compare the this with brObj.

Additional Inherited Members

4.13.1 Detailed Description

Branching object for unordered cliques.

Intended for cliques which are long enough to make it worthwhile but ≤ 64 members. There will also be ones for long cliques.

Variable_ is the clique id number (redundant, as the object also holds a pointer to the clique).

Definition at line 162 of file CbcClique.hpp.

4.13.2 Member Function Documentation

4.13.2.1 `virtual int CbcCliqueBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const`
[virtual]

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.13.2.2 `virtual CbcRangeCompare CbcCliqueBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false)` [virtual]

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

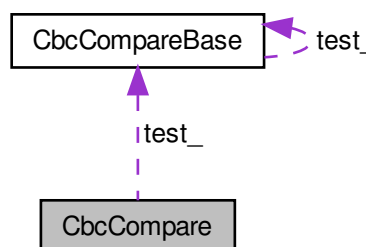
Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

- CbcClique.hpp

4.14 CbcCompare Class Reference

Collaboration diagram for CbcCompare:



Public Member Functions

- bool [alternateTest](#) (CbcNode *x, CbcNode *y)
This is alternate test function.
- CbcCompareBase * [comparisonObject](#) () const
return comparison object

4.14.1 Detailed Description

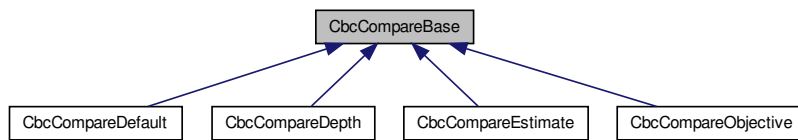
Definition at line 11 of file CbcCompare.hpp.

The documentation for this class was generated from the following file:

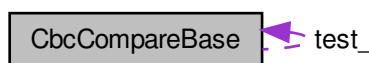
- CbcCompare.hpp

4.15 CbcCompareBase Class Reference

Inheritance diagram for CbcCompareBase:



Collaboration diagram for CbcCompareBase:



Public Member Functions

- virtual bool [newSolution](#) (CbcModel *)
Reconsider behaviour after discovering a new solution.
- virtual bool [newSolution](#) (CbcModel *, double, int)
Reconsider behaviour after discovering a new solution.
- virtual bool [fullScan](#) () const
Returns true if wants code to do scan with alternate criterion NOTE - this is temporarily disabled.

- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.
- virtual [CbcCompareBase](#) * [clone](#) () const
Clone.
- virtual bool [test](#) ([CbcNode](#) *, [CbcNode](#) *)
This is test function.
- virtual bool [alternateTest](#) ([CbcNode](#) *x, [CbcNode](#) *y)
This is alternate test function.
- bool [equalityTest](#) ([CbcNode](#) *x, [CbcNode](#) *y) const
Further test if everything else equal.
- void [sayThreaded](#) ()
Say threaded.

4.15.1 Detailed Description

Definition at line 27 of file CbcCompareBase.hpp.

4.15.2 Member Function Documentation

4.15.2.1 virtual bool CbcCompareBase::newSolution ([CbcModel](#) *) [inline],[virtual]

Reconsider behaviour after discovering a new solution.

This allows any method to change its behaviour. It is called after each solution.

The method should return true if changes are made which will alter the evaluation criteria applied to a node. (So that in cases where the search tree is sorted, it can be properly rebuilt.)

Definition at line 45 of file CbcCompareBase.hpp.

4.15.2.2 virtual bool CbcCompareBase::newSolution ([CbcModel](#) *, double, int) [inline],[virtual]

Reconsider behaviour after discovering a new solution.

This allows any method to change its behaviour. It is called after each solution.

The method should return true if changes are made which will alter the evaluation criteria applied to a node. (So that in cases where the search tree is sorted, it can be properly rebuilt.)

Reimplemented in [CbcCompareDefault](#).

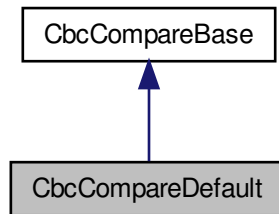
Definition at line 57 of file CbcCompareBase.hpp.

The documentation for this class was generated from the following file:

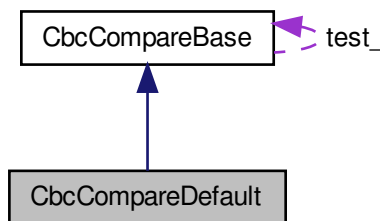
- CbcCompareBase.hpp

4.16 CbcCompareDefault Class Reference

Inheritance diagram for CbcCompareDefault:



Collaboration diagram for CbcCompareDefault:



Public Member Functions

- [CbcCompareDefault](#) ()
Default Constructor.
- [CbcCompareDefault](#) (double weight)
Constructor with weight.
- [CbcCompareDefault](#) (const [CbcCompareDefault](#) &rhs)
Copy constructor.
- [CbcCompareDefault](#) & [operator=](#) (const [CbcCompareDefault](#) &rhs)
Assignment operator.
- virtual [CbcCompareBase](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.

- virtual bool `test` (`CbcNode` *x, `CbcNode` *y)
This is test function.
- virtual bool `newSolution` (`CbcModel` *model, double objectiveAtContinuous, int numberInfeasibilitiesAtContinuous)
This allows method to change behavior as it is called after each solution.
- virtual bool `every1000Nodes` (`CbcModel` *model, int numberNodes)
This allows method to change behavior Return true if want tree re-sorted.
- double `getCutoff` () const
Cutoff.
- double `getBestPossible` () const
Best possible solution.
- void `setBreadthDepth` (int value)
Depth above which want to explore first.
- void `startDive` (`CbcModel` *model)
Start dive.
- void `cleanDive` ()
Clean up diving (i.e. switch off or prepare)

Protected Attributes

- double `weight_`
Weight for each infeasibility.
- double `saveWeight_`
Weight for each infeasibility - computed from solution.
- double `cutoff_`
Cutoff.
- double `bestPossible_`
Best possible solution.
- int `numberSolutions_`
Number of solutions.
- int `treeSize_`
Tree size (at last check)
- int `breadthDepth_`
Depth above which want to explore first.
- int `startNodeNumber_`
Chosen node from estimated (-1 is off)
- int `afterNodeNumber_`
Node number when dive started.
- bool `setupForDiving_`
Indicates doing setup for diving.

4.16.1 Detailed Description

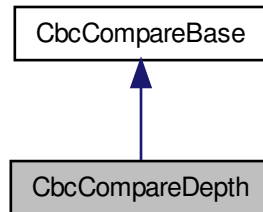
Definition at line 31 of file CbcCompareDefault.hpp.

The documentation for this class was generated from the following file:

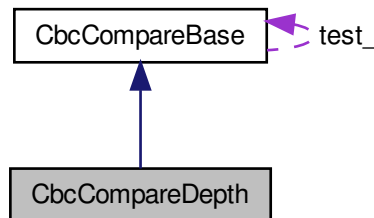
- CbcCompareDefault.hpp

4.17 CbcCompareDepth Class Reference

Inheritance diagram for CbcCompareDepth:



Collaboration diagram for CbcCompareDepth:



Public Member Functions

- virtual [CbcCompareBase](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual bool [test](#) ([CbcNode](#) *x, [CbcNode](#) *y)
This is test function.

4.17.1 Detailed Description

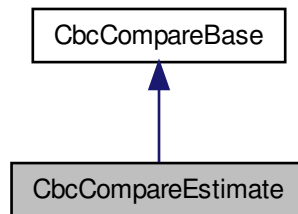
Definition at line 25 of file CbcCompareDepth.hpp.

The documentation for this class was generated from the following file:

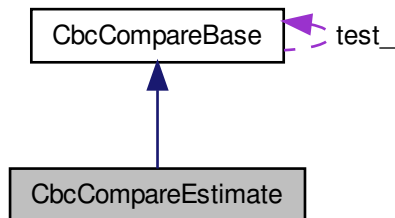
- CbcCompareDepth.hpp

4.18 CbcCompareEstimate Class Reference

Inheritance diagram for CbcCompareEstimate:



Collaboration diagram for CbcCompareEstimate:



Public Member Functions

- virtual [CbcCompareBase](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual bool [test](#) ([CbcNode](#) *x, [CbcNode](#) *y)
This is test function.

4.18.1 Detailed Description

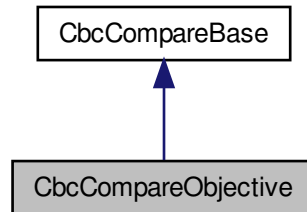
Definition at line 27 of file CbcCompareEstimate.hpp.

The documentation for this class was generated from the following file:

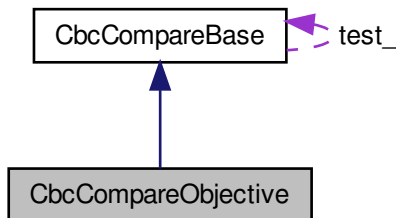
- CbcCompareEstimate.hpp

4.19 CbcCompareObjective Class Reference

Inheritance diagram for CbcCompareObjective:



Collaboration diagram for CbcCompareObjective:



Public Member Functions

- virtual [CbcCompareBase](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual bool [test](#) ([CbcNode](#) *x, [CbcNode](#) *y)
This is test function.

4.19.1 Detailed Description

Definition at line 26 of file CbcCompareObjective.hpp.

The documentation for this class was generated from the following file:

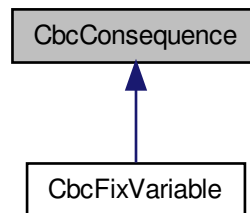
- CbcCompareObjective.hpp

4.20 CbcConsequence Class Reference

Abstract base class for consequent bounds.

```
#include <CbcConsequence.hpp>
```

Inheritance diagram for CbcConsequence:



Public Member Functions

- virtual [CbcConsequence](#) * [clone](#) () const =0
Clone.
- virtual [~CbcConsequence](#) ()
Destructor.
- virtual void [applyToSolver](#) (OsiSolverInterface *solver, int state) const =0
Apply to an LP solver.

4.20.1 Detailed Description

Abstract base class for consequent bounds.

When a variable is branched on it normally interacts with other variables by means of equations. There are cases where we want to step outside LP and do something more directly e.g. fix bounds. This class is for that.

At present it need not be virtual as only instance is [CbcFixVariable](#), but ...

Definition at line 22 of file CbcConsequence.hpp.

4.20.2 Member Function Documentation

4.20.2.1 virtual void CbcConsequence::applyToSolver (OsiSolverInterface * solver, int state) const [pure virtual]

Apply to an LP solver.

Action depends on state

Implemented in [CbcFixVariable](#).

The documentation for this class was generated from the following file:

- CbcConsequence.hpp

4.21 CbcCountRowCut Class Reference

OsiRowCut augmented with bookkeeping.

```
#include <CbcCountRowCut.hpp>
```

Public Member Functions

- void [increment](#) (int change=1)
Increment the number of references.
- int [decrement](#) (int change=1)
Decrement the number of references and return the number left.
- void [setInfo](#) ([CbcNodeInfo](#) *, int whichOne)
Set the information associating this cut with a node.
- int [numberPointingToThis](#) ()
Number of other [CbcNodeInfo](#) objects pointing to this row cut.
- int [whichCutGenerator](#) () const
Which generator for cuts - as user order.
- bool [canDropCut](#) (const [OsiSolverInterface](#) *solver, int row) const
Returns true if can drop cut if slack basic.

Constructors & destructors

- [CbcCountRowCut](#) ()
Default Constructor.
- [CbcCountRowCut](#) (const [OsiRowCut](#) &)
'Copy' constructor using an [OsiRowCut](#)
- [CbcCountRowCut](#) (const [OsiRowCut](#) &, [CbcNodeInfo](#) *, int whichOne, int whichGenerator=-1, int [numberPointingToThis](#)=0)
'Copy' constructor using an [OsiRowCut](#) and an [CbcNodeInfo](#)
- virtual [~CbcCountRowCut](#) ()
Destructor.

4.21.1 Detailed Description

OsiRowCut augmented with bookkeeping.

[CbcCountRowCut](#) is an [OsiRowCut](#) object augmented with bookkeeping information: a reference count and information that specifies the the generator that created the cut and the node to which it's associated.

The general principles for handling the reference count are as follows:

- Once it's determined how the node will branch, increment the reference count under the assumption that all children will use all cuts currently tight at the node and will survive to be placed in the search tree.
- As this assumption is proven incorrect (a cut becomes loose, or a child is fathomed), decrement the reference count accordingly.

When all possible uses of a cut have been demonstrated to be unnecessary, the reference count ([#numberPointingToThis_](#)) will fall to zero. The [CbcCountRowCut](#) object (and its included [OsiRowCut](#) object) are then deleted.

Definition at line 35 of file [CbcCountRowCut.hpp](#).

4.21.2 Constructor & Destructor Documentation

4.21.2.1 virtual CbcCountRowCut::~CbcCountRowCut () [virtual]

Destructor.

Note

The destructor will reach out (via #owner_) and NULL the reference to the cut in the owner's `cuts_` list.

4.21.3 Member Function Documentation

4.21.3.1 void CbcCountRowCut::setInfo (CbcNodeInfo *, int whichOne)

Set the information associating this cut with a node.

An `CbcNodeInfo` object and an index in the cut set of the node. For locally valid cuts, the node will be the search tree node where the cut was generated. For globally valid cuts, it's the node where the cut was activated.

The documentation for this class was generated from the following file:

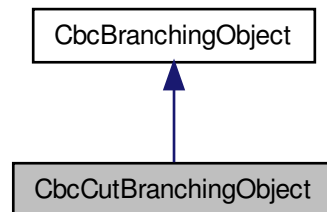
- CbcCountRowCut.hpp

4.22 CbcCutBranchingObject Class Reference

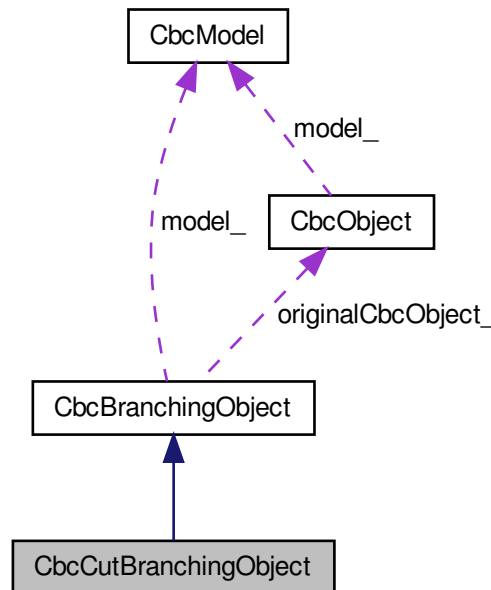
Cut branching object.

```
#include <CbcBranchCut.hpp>
```

Inheritance diagram for CbcCutBranchingObject:



Collaboration diagram for CbcCutBranchingObject:



Public Member Functions

- [CbcCutBranchingObject](#) ()
Default constructor.
- [CbcCutBranchingObject](#) ([CbcModel](#) *[model](#), [OsiRowCut](#) &[down](#), [OsiRowCut](#) &[up](#), [bool](#) [canFix](#))
Create a cut branching object.
- [CbcCutBranchingObject](#) (const [CbcCutBranchingObject](#) &)
Copy constructor.
- [CbcCutBranchingObject](#) & [operator=](#) (const [CbcCutBranchingObject](#) &[rhs](#))
Assignment operator.
- virtual [CbcBranchingObject](#) * [clone](#) () const
Clone.
- virtual [~CbcCutBranchingObject](#) ()
Destructor.
- virtual double [branch](#) ()
Sets the bounds for variables or adds a cut depending on the current arm of the branch and advances the object state to the next arm.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual [bool](#) [boundBranch](#) () const
Return true if branch should fix variables.
- virtual [CbcBranchObjType](#) [type](#) () const

Return the type (an integer identifier) of `this`.

- virtual int [compareOriginalObject](#) (const [CbcBranchingObject](#) *brObj) const

Compare the original object of `this` with the original object of `brObj`.

- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replaceIfOverlap=false)

Compare the `this` with `brObj`.

Protected Attributes

- OsiRowCut [down_](#)

Cut for the down arm (`way_ = -1`)

- OsiRowCut [up_](#)

Cut for the up arm (`way_ = 1`)

- bool [canFix_](#)

True if one way can fix variables.

4.22.1 Detailed Description

Cut branching object.

This object can specify a two-way branch in terms of two cuts

Definition at line 108 of file CbcBranchCut.hpp.

4.22.2 Constructor & Destructor Documentation

4.22.2.1 CbcCutBranchingObject::CbcCutBranchingObject (CbcModel * model, OsiRowCut & down, OsiRowCut & up, bool canFix)

Create a cut branching object.

Cut down will applied on way=-1, up on way==1 Assumed down will be first so way_ set to -1

4.22.3 Member Function Documentation

4.22.3.1 virtual double CbcCutBranchingObject::branch () [virtual]

Sets the bounds for variables or adds a cut depending on the current arm of the branch and advances the object state to the next arm.

Returns change in guessed objective on next branch

Implements [CbcBranchingObject](#).

4.22.3.2 virtual int CbcCutBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const [virtual]

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.22.3.3 `virtual CbcRangeCompare CbcCutBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

- `CbcBranchCut.hpp`

4.23 CbcCutGenerator Class Reference

Interface between Cbc and Cut Generation Library.

```
#include <CbcCutGenerator.hpp>
```

Public Member Functions

Generate Cuts

- `bool generateCuts (OsiCuts &cs, int fullScan, OsiSolverInterface *solver, CbcNode *node)`
Generate cuts for the client model.

Constructors and destructors

- `CbcCutGenerator ()`
Default constructor.
- `CbcCutGenerator (CbcModel *model, CglCutGenerator *generator, int howOften=1, const char *name=NULL, bool normal=true, bool atSolution=false, bool infeasible=false, int howOftenInSub=-100, int whatDepth=-1, int whatDepthInSub=-1, int switchOffIfLessThan=0)`
Normal constructor.
- `CbcCutGenerator (const CbcCutGenerator &)`
Copy constructor.
- `CbcCutGenerator & operator= (const CbcCutGenerator &rhs)`
Assignment operator.
- `~CbcCutGenerator ()`
Destructor.

Gets and sets

- `void refreshModel (CbcModel *model)`
Set the client model.
- `const char * cutGeneratorName () const`
return name of generator
- `void generateTuning (FILE *fp)`
Create C++ lines to show how to tune.
- `void setHowOften (int value)`
Set the cut generation interval.

- int [howOften](#) () const
Get the cut generation interval.
- int [howOftenInSub](#) () const
Get the cut generation interval.in sub tree.
- int [inaccuracy](#) () const
Get level of cut inaccuracy (0 means exact e.g. cliques)
- void [setInaccuracy](#) (int level)
Set level of cut inaccuracy (0 means exact e.g. cliques)
- void [setWhatDepth](#) (int value)
Set the cut generation depth.
- void [setWhatDepthInSub](#) (int value)
Set the cut generation depth in sub tree.
- int [whatDepth](#) () const
Get the cut generation depth criterion.
- int [whatDepthInSub](#) () const
Get the cut generation depth criterion.in sub tree.
- void [setMaximumTries](#) (int value)
Set maximum number of times to enter.
- int [maximumTries](#) () const
Get maximum number of times to enter.
- int [switches](#) () const
Get switches.
- void [setSwitches](#) (int value)
Set switches (for copying from virgin state)
- bool [normal](#) () const
Get whether the cut generator should be called in the normal place.
- void [setNormal](#) (bool value)
Set whether the cut generator should be called in the normal place.
- bool [atSolution](#) () const
Get whether the cut generator should be called when a solution is found.
- void [setAtSolution](#) (bool value)
Set whether the cut generator should be called when a solution is found.
- bool [whenInfeasible](#) () const
Get whether the cut generator should be called when the subproblem is found to be infeasible.
- void [setWhenInfeasible](#) (bool value)
Set whether the cut generator should be called when the subproblem is found to be infeasible.
- bool [timing](#) () const
Get whether the cut generator is being timed.
- void [setTiming](#) (bool value)
Set whether the cut generator is being timed.
- double [timeInCutGenerator](#) () const
Return time taken in cut generator.
- void [incrementTimeInCutGenerator](#) (double value)
- CglCutGenerator * [generator](#) () const
Get the CglCutGenerator corresponding to this CbcCutGenerator.
- int [numberTimesEntered](#) () const
Number times cut generator entered.
- void [setNumberTimesEntered](#) (int value)
- void [incrementNumberTimesEntered](#) (int value=1)
- int [numberCutsInTotal](#) () const
Total number of cuts added.
- void [setNumberCutsInTotal](#) (int value)

- void **incrementNumberCutsInTotal** (int value=1)
- int **numberElementsInTotal** () const
Total number of elements added.
- void **setNumberElementsInTotal** (int value)
- void **incrementNumberElementsInTotal** (int value=1)
- int **numberColumnCuts** () const
Total number of column cuts.
- void **setNumberColumnCuts** (int value)
- void **incrementNumberColumnCuts** (int value=1)
- int **numberCutsActive** () const
Total number of cuts active after (at end of n cut passes at each node)
- void **setNumberCutsActive** (int value)
- void **incrementNumberCutsActive** (int value=1)
- void **setSwitchOffIfLessThan** (int value)
- int **switchOffIfLessThan** () const
- bool **needsOptimalBasis** () const
Say if optimal basis needed.
- void **setNeedsOptimalBasis** (bool yesNo)
Set if optimal basis needed.
- bool **mustCallAgain** () const
Whether generator MUST be called again if any cuts (i.e. ignore break from loop)
- void **setMustCallAgain** (bool yesNo)
Set whether generator MUST be called again if any cuts (i.e. ignore break from loop)
- bool **switchedOff** () const
Whether generator switched off for moment.
- void **setSwitchedOff** (bool yesNo)
Set whether generator switched off for moment.
- bool **ineffectualCuts** () const
Whether last round of cuts did little.
- void **setIneffectualCuts** (bool yesNo)
Set whether last round of cuts did little.
- bool **whetherToUse** () const
Whether to use if any cuts generated.
- void **setWhetherToUse** (bool yesNo)
Set whether to use if any cuts generated.
- bool **whetherInMustCallAgainMode** () const
Whether in must call again mode (or after others)
- void **setWhetherInMustCallAgainMode** (bool yesNo)
Set whether in must call again mode (or after others)
- bool **whetherCallAtEnd** () const
Whether to call at end.
- void **setWhetherCallAtEnd** (bool yesNo)
Set whether to call at end.
- bool **needsRefresh** () const
Whether needs refresh on copy.
- void **setNeedsRefresh** (bool yesNo)
Set whether needs refresh on copy.
- int **numberCutsAtRoot** () const
Number of cuts generated at root.
- void **setNumberCutsAtRoot** (int value)
- int **numberActiveCutsAtRoot** () const
Number of cuts active at root.
- void **setNumberActiveCutsAtRoot** (int value)

- int `numberShortCutsAtRoot` () const
Number of short cuts at root.
- void `setNumberShortCutsAtRoot` (int value)
- void `setModel` (CbcModel *model)
Set model.
- bool `globalCutsAtRoot` () const
Whether global cuts at root.
- void `setGlobalCutsAtRoot` (bool yesNo)
Set whether global cuts at root.
- bool `globalCuts` () const
Whether global cuts.
- void `setGlobalCuts` (bool yesNo)
Set whether global cuts.
- void `addStatistics` (const CbcCutGenerator *other)
Add in statistics from other.
- void `scaleBackStatistics` (int factor)
Scale back statistics by factor.

4.23.1 Detailed Description

Interface between Cbc and Cut Generation Library.

`CbcCutGenerator` is intended to provide an intelligent interface between Cbc and the cutting plane algorithms in the CGL. A `CbcCutGenerator` is bound to a `CglCutGenerator` and to an `CbcModel`. It contains parameters which control when and how the `generateCuts` method of the `CglCutGenerator` will be called.

The builtin decision criteria available to use when deciding whether to generate cuts are limited: every X nodes, when a solution is found, and when a subproblem is found to be infeasible. The idea is that the class will grow more intelligent with time.

Definition at line 49 of file `CbcCutGenerator.hpp`.

4.23.2 Member Function Documentation

4.23.2.1 bool CbcCutGenerator::generateCuts (OsiCuts & cs, int fullScan, OsiSolverInterface * solver, CbcNode * node)

Generate cuts for the client model.

Evaluate the state of the client model and decide whether to generate cuts. The generated cuts are inserted into and returned in the collection of cuts `cs`.

If `fullScan` is !=0, the generator is obliged to call the CGL `generateCuts` routine. Otherwise, it is free to make a local decision. Negative `fullScan` says things like at integer solution The current implementation uses `whenCutGenerator_` to decide.

The routine returns true if reoptimisation is needed (because the state of the solver interface has been modified).

If `node` then can find out depth

4.23.2.2 void CbcCutGenerator::refreshModel (CbcModel * model)

Set the client model.

In addition to setting the client model, `refreshModel` also calls the `refreshSolver` method of the `CglCutGenerator` object.

4.23.2.3 void CbcCutGenerator::setHowOften (int value)

Set the cut generation interval.

Set the number of nodes evaluated between calls to the Cgl object's `generateCuts` routine.

If `value` is positive, cuts will always be generated at the specified interval. If `value` is negative, cuts will initially be generated at the specified interval, but Cbc may adjust the value depending on the success of cuts produced by this generator.

A value of -100 disables the generator, while a value of -99 means just at root.

4.23.2.4 void CbcCutGenerator::setWhatDepth (int value)

Set the cut generation depth.

Set the depth criterion for calls to the Cgl object's `generateCuts` routine. Only active if > 0 .

If `whenCutGenerator` is positive and this is positive then this overrides. If `whenCutGenerator` is -1 then this is used as criterion if any cuts were generated at root node. If `whenCutGenerator` is anything else this is ignored.

The documentation for this class was generated from the following file:

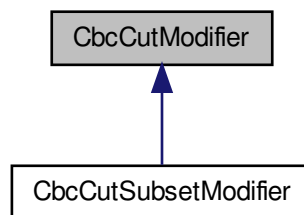
- CbcCutGenerator.hpp

4.24 CbcCutModifier Class Reference

Abstract cut modifier base class.

```
#include <CbcCutModifier.hpp>
```

Inheritance diagram for CbcCutModifier:



Public Member Functions

- [CbcCutModifier](#) ()
Default Constructor.
- virtual [~CbcCutModifier](#) ()
Destructor.
- [CbcCutModifier](#) & [operator=](#) (const [CbcCutModifier](#) &rhs)
Assignment.

- virtual `CbcCutModifier * clone ()` const =0
Clone.
- virtual int `modify` (const `OsiSolverInterface *solver`, `OsiRowCut &cut`)=0
Returns 0 unchanged 1 strengthened 2 weakened 3 deleted.
- virtual void `generateCpp` (FILE *)
Create C++ lines to get to current state.

4.24.1 Detailed Description

Abstract cut modifier base class.

In exotic circumstances - cuts may need to be modified a) strengthened - changed b) weakened - changed c) deleted - set to NULL d) unchanged

Definition at line 27 of file `CbcCutModifier.hpp`.

The documentation for this class was generated from the following file:

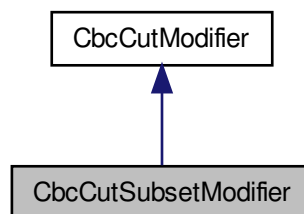
- `CbcCutModifier.hpp`

4.25 CbcCutSubsetModifier Class Reference

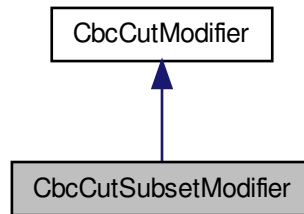
Simple cut modifier base class.

```
#include <CbcCutSubsetModifier.hpp>
```

Inheritance diagram for `CbcCutSubsetModifier`:



Collaboration diagram for CbcCutSubsetModifier:



Public Member Functions

- [CbcCutSubsetModifier](#) ()
Default Constructor.
- [CbcCutSubsetModifier](#) (int firstOdd)
Useful Constructor.
- virtual [~CbcCutSubsetModifier](#) ()
Destructor.
- [CbcCutSubsetModifier](#) & [operator=](#) (const [CbcCutSubsetModifier](#) &rhs)
Assignment.
- virtual [CbcCutModifier](#) * [clone](#) () const
Clone.
- virtual int [modify](#) (const OsiSolverInterface *solver, OsiRowCut &cut)
Returns 0 unchanged 1 strengthened 2 weakened 3 deleted.
- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.

Protected Attributes

- int [firstOdd_](#)
data First odd variable

4.25.1 Detailed Description

Simple cut modifier base class.

In exotic circumstances - cuts may need to be modified a) strengthened - changed b) weakened - changed c) deleted - set to NULL d) unchanged

initially get rid of cuts with variables $\geq k$ could weaken

Definition at line 31 of file CbcCutSubsetModifier.hpp.

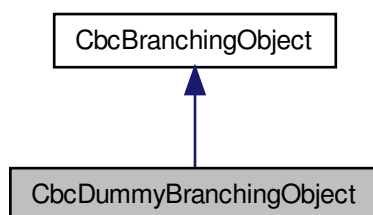
The documentation for this class was generated from the following file:

- CbcCutSubsetModifier.hpp

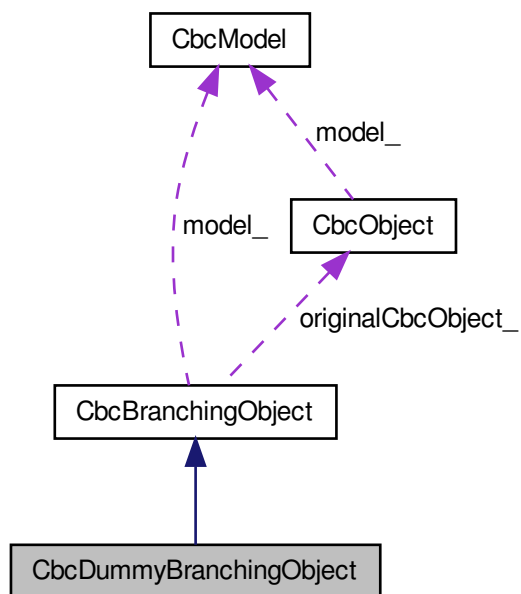
Dummy branching object.

```
#include <CbcdummyBranchingObject.hpp>
```

Inheritance diagram for CbcDummyBranchingObject:



Collaboration diagram for CbcDummyBranchingObject:



Public Member Functions

- [CbcDummyBranchingObject](#) ([CbcModel](#) **model*=NULL)
Default constructor.
- [CbcDummyBranchingObject](#) (const [CbcDummyBranchingObject](#) &)
Copy constructor.
- [CbcDummyBranchingObject](#) & *operator*= (const [CbcDummyBranchingObject](#) &*rhs*)
Assignment operator.
- virtual [CbcBranchingObject](#) * *clone* () const
Clone.
- virtual ~[CbcDummyBranchingObject](#) ()
Destructor.
- virtual double *branch* ()
Dummy branch.
- virtual void *print* ()
Print something about branch - only if log level high.
- virtual [CbcBranchObjType](#) *type* () const
Return the type (an integer identifier) of this.
- virtual int *compareOriginalObject* (const [CbcBranchingObject](#) **brObj*) const
Compare the original object of this with the original object of brObj.
- virtual [CbcRangeCompare](#) *compareBranchingObject* (const [CbcBranchingObject](#) **brObj*, const bool *replacelfOverlap*=false)
Compare the this with brObj.

Additional Inherited Members

4.26.1 Detailed Description

Dummy branching object.

This object specifies a one-way dummy branch. This is so one can carry on branching even when it looks feasible

Definition at line 18 of file [CbcDummyBranchingObject.hpp](#).

4.26.2 Member Function Documentation

4.26.2.1 virtual int [CbcDummyBranchingObject::compareOriginalObject](#) (const [CbcBranchingObject](#) * *brObj*) const [virtual]

Compare the original object of *this* with the original object of *brObj*.

Assumes that there is an ordering of the original objects. This method should be invoked only if *this* and *brObj* are of the same type. Return negative/0/positive depending on whether *this* is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.26.2.2 virtual [CbcRangeCompare](#) [CbcDummyBranchingObject::compareBranchingObject](#) (const [CbcBranchingObject](#) * *brObj*, const bool *replacelfOverlap* = false) [virtual]

Compare the *this* with *brObj*.

this and *brObj* must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate [CbcRangeCompare](#) value (first argument being the sub/superset if that's the

case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

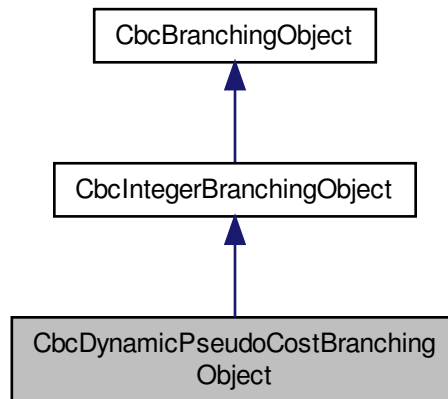
- `CbcDummyBranchingObject.hpp`

4.27 CbcDynamicPseudoCostBranchingObject Class Reference

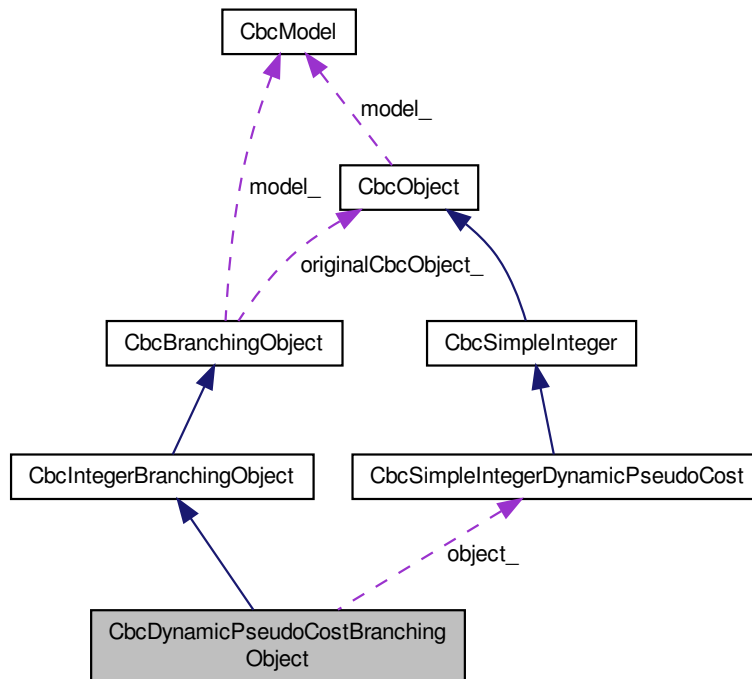
Simple branching object for an integer variable with pseudo costs.

```
#include <CbcBranchDynamic.hpp>
```

Inheritance diagram for `CbcDynamicPseudoCostBranchingObject`:



Collaboration diagram for CbcDynamicPseudoCostBranchingObject:



Public Member Functions

- [CbcDynamicPseudoCostBranchingObject](#) ()
Default constructor.
- [CbcDynamicPseudoCostBranchingObject](#) ([CbcModel](#) **model*, int *variable*, int *way*, double *value*, [CbcSimpleIntegerDynamicPseudoCost](#) **object*)
Create a standard floor/ceiling branch object.
- [CbcDynamicPseudoCostBranchingObject](#) ([CbcModel](#) **model*, int *variable*, int *way*, double *lowerValue*, double *upperValue*)
Create a degenerate branch object.
- [CbcDynamicPseudoCostBranchingObject](#) (const [CbcDynamicPseudoCostBranchingObject](#) &)
Copy constructor.
- [CbcDynamicPseudoCostBranchingObject](#) & *operator=* (const [CbcDynamicPseudoCostBranchingObject](#) &*rhs*)
Assignment operator.
- virtual [CbcBranchingObject](#) * *clone* () const
Clone.
- virtual ~[CbcDynamicPseudoCostBranchingObject](#) ()
Destructor.
- void *fillPart* (int *variable*, int *way*, double *value*, [CbcSimpleIntegerDynamicPseudoCost](#) **object*)
Does part of constructor.

- virtual double `branch ()`
Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.
- virtual int `fillStrongInfo (CbcStrongInfo &info)`
Some branchingObjects may claim to be able to skip strong branching.
- double `changeInGuessed ()` const
Change in guessed.
- void `setChangeInGuessed (double value)`
Set change in guessed.
- `CbcSimpleIntegerDynamicPseudoCost * object ()` const
Return object.
- void `setObject (CbcSimpleIntegerDynamicPseudoCost *object)`
Set object.
- virtual `CbcBranchObjType type ()` const
Return the type (an integer identifier) of this.

Protected Attributes

- double `changeInGuessed_`
Change in guessed objective value for next branch.
- `CbcSimpleIntegerDynamicPseudoCost * object_`
Pointer back to object.

4.27.1 Detailed Description

Simple branching object for an integer variable with pseudo costs.

This object can specify a two-way branch on an integer variable. For each arm of the branch, the upper and lower bounds on the variable can be independently specified.

Variable_ holds the index of the integer variable in the integerVariable_ array of the model.

Definition at line 111 of file CbcBranchDynamic.hpp.

4.27.2 Constructor & Destructor Documentation

4.27.2.1 CbcDynamicPseudoCostBranchingObject::CbcDynamicPseudoCostBranchingObject (CbcModel * model, int variable, int way, double value, CbcSimpleIntegerDynamicPseudoCost * object)

Create a standard floor/ceiling branch object.

Specifies a simple two-way branch. Let `value = x*`. One arm of the branch will be $lb \leq x \leq \text{floor}(x^*)$, the other $\text{ceil}(x^*) \leq x \leq ub$. Specify `way = -1` to set the object state to perform the down arm first, `way = 1` for the up arm.

4.27.2.2 CbcDynamicPseudoCostBranchingObject::CbcDynamicPseudoCostBranchingObject (CbcModel * model, int variable, int way, double lowerValue, double upperValue)

Create a degenerate branch object.

Specifies a 'one-way branch'. Calling `branch()` for this object will always result in $\text{lowerValue} \leq x \leq \text{upperValue}$. Used to fix a variable when `lowerValue = upperValue`.

4.27.3 Member Function Documentation

4.27.3.1 virtual double CbcDynamicPseudoCostBranchingObject::branch () [virtual]

Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.

This version also changes guessed objective value

Reimplemented from [CbcIntegerBranchingObject](#).

4.27.3.2 virtual int CbcDynamicPseudoCostBranchingObject::fillStrongInfo (CbcStrongInfo & info) [virtual]

Some branchingObjects may claim to be able to skip strong branching.

If so they have to fill in [CbcStrongInfo](#). The object mention in incoming [CbcStrongInfo](#) must match. Returns nonzero if skip is wanted

Reimplemented from [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

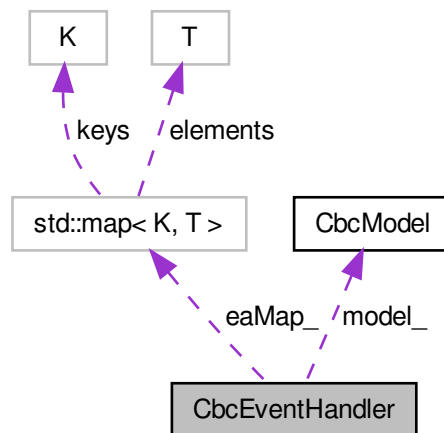
- CbcBranchDynamic.hpp

4.28 CbcEventHandler Class Reference

Base class for Cbc event handling.

```
#include <CbcEventHandler.hpp>
```

Collaboration diagram for CbcEventHandler:



Public Types

- enum [CbcEvent](#) {
[node](#) = 200, [treeStatus](#), [solution](#), [heuristicSolution](#),
[beforeSolution1](#), [beforeSolution2](#), [afterHeuristic](#), [smallBranchAndBound](#),
[heuristicPass](#), [convertToCuts](#), [endSearch](#) }
Events known to cbc.
- enum [CbcAction](#) {
[noAction](#) = -1, [stop](#) = 0, [restart](#), [restartRoot](#),
[addCuts](#), [killSolution](#), [takeAction](#) }
Action codes returned by the event handler.
- typedef std::map< [CbcEvent](#),
[CbcAction](#) > [eaMapPair](#)
Data type for event/action pairs.

Public Member Functions

Event Processing

- virtual [CbcAction](#) [event](#) ([CbcEvent](#) whichEvent)
Return the action to be taken for an event.
- virtual [CbcAction](#) [event](#) ([CbcEvent](#) whichEvent, void *data)
Return the action to be taken for an event - and modify data.

Constructors and destructors

- [CbcEventHandler](#) ([CbcModel](#) *model=0)
Default constructor.
- [CbcEventHandler](#) (const [CbcEventHandler](#) &orig)
Copy constructor.
- [CbcEventHandler](#) & [operator=](#) (const [CbcEventHandler](#) &rhs)
Assignment.
- virtual [CbcEventHandler](#) * [clone](#) () const
Clone (virtual) constructor.
- virtual [~CbcEventHandler](#) ()
Destructor.

Set/Get methods

- void [setModel](#) ([CbcModel](#) *model)
Set model.
- const [CbcModel](#) * [getModel](#) () const
Get model.
- void [setDefaultAction](#) ([CbcAction](#) action)
Set the default action.
- void [setAction](#) ([CbcEvent](#) event, [CbcAction](#) action)
Set the action code associated with an event.

Protected Attributes

Data members

Protected (as opposed to private) to allow access by derived classes.

- [CbcModel](#) * [model_](#)
Pointer to associated [CbcModel](#).
- [CbcAction](#) [dfltAction_](#)
Default action.
- [eaMapPair](#) * [eaMap_](#)
Pointer to a map that holds non-default event/action pairs.

4.28.1 Detailed Description

Base class for Cbc event handling.

Up front: We're not talking about unanticipated events here. We're talking about anticipated events, in the sense that the code is going to make a call to [event\(\)](#) and is prepared to obey the return value that it receives.

The general pattern for usage is as follows:

1. Create a [CbcEventHandler](#) object. This will be initialised with a set of default actions for every recognised event.
2. Attach the event handler to the [CbcModel](#) object.
3. When execution reaches the point where an event occurs, call the event handler as [CbcEventHandler::event](#)(the event). The return value will specify what the code should do in response to the event.

The return value associated with an event can be changed at any time.

Definition at line 82 of file [CbcEventHandler.hpp](#).

4.28.2 Member Enumeration Documentation

4.28.2.1 enum [CbcEventHandler::CbcEvent](#)

Events known to cbc.

Enumerator:

- node*** Processing of the current node is complete.
- treeStatus*** A tree status interval has arrived.
- solution*** A solution has been found.
- heuristicSolution*** A heuristic solution has been found.
- beforeSolution1*** A solution will be found unless user takes action (first check).
- beforeSolution2*** A solution will be found unless user takes action (thorough check).
- afterHeuristic*** After failed heuristic.
- smallBranchAndBound*** On entry to small branch and bound.
- heuristicPass*** After a pass of heuristic.
- convertToCuts*** When converting constraints to cuts.
- endSearch*** End of search.

Definition at line 88 of file [CbcEventHandler.hpp](#).

4.28.2.2 enum CbcEventHandler::CbcAction

Action codes returned by the event handler.

Specific values are chosen to match ClpEventHandler return codes.

Enumerator:

- noAction** Continue — no action required.
- stop** Stop — abort the current run at the next opportunity.
- restart** Restart — restart branch-and-cut search; do not undo root node processing.
- restartRoot** RestartRoot — undo root node and start branch-and-cut afresh.
- addCuts** Add special cuts.
- killSolution** Pretend solution never happened.
- takeAction** Take action on modified data.

Definition at line 117 of file CbcEventHandler.hpp.

4.28.3 Constructor & Destructor Documentation

4.28.3.1 CbcEventHandler::CbcEventHandler (CbcModel * model = 0)

Default constructor.

4.28.3.2 CbcEventHandler::CbcEventHandler (const CbcEventHandler & orig)

Copy constructor.

4.28.3.3 virtual CbcEventHandler::~CbcEventHandler () [virtual]

Destructor.

4.28.4 Member Function Documentation

4.28.4.1 virtual CbcAction CbcEventHandler::event (CbcEvent whichEvent) [virtual]

Return the action to be taken for an event.

Return the action that should be taken in response to the event passed as the parameter. The default implementation simply reads a return code from a map.

4.28.4.2 virtual CbcAction CbcEventHandler::event (CbcEvent whichEvent, void * data) [virtual]

Return the action to be taken for an event - and modify data.

Return the action that should be taken in response to the event passed as the parameter. The default implementation simply reads a return code from a map.

4.28.4.3 CbcEventHandler& CbcEventHandler::operator= (const CbcEventHandler & rhs)

Assignment.

4.28.4.4 virtual CbcEventHandler* CbcEventHandler::clone () const [virtual]

Clone (virtual) constructor.

4.28.4.5 `void CbcEventHandler::setModel (CbcModel * model) [inline]`

Set model.

Definition at line 193 of file CbcEventHandler.hpp.

4.28.4.6 `const CbcModel* CbcEventHandler::getModel () const [inline]`

Get model.

Definition at line 199 of file CbcEventHandler.hpp.

The documentation for this class was generated from the following file:

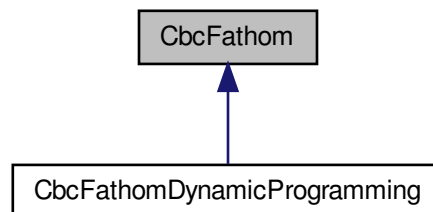
- [CbcEventHandler.hpp](#)

4.29 CbcFathom Class Reference

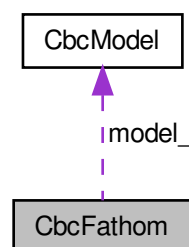
Fathom base class.

```
#include <CbcFathom.hpp>
```

Inheritance diagram for CbcFathom:



Collaboration diagram for CbcFathom:



Public Member Functions

- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual [CbcFathom](#) * [clone](#) () const =0
Clone.
- virtual void [resetModel](#) ([CbcModel](#) *model)=0
Resets stuff if model changes.
- virtual int [fathom](#) (double *&newSolution)=0
returns 0 if no fathoming attempted, 1 fully fathomed, 2 incomplete search, 3 incomplete search but treat as complete.

Protected Attributes

- [CbcModel](#) * [model_](#)
Model.
- bool [possible_](#)
Possible - if this method of fathoming can be used.

4.29.1 Detailed Description

Fathom base class.

The idea is that after some branching the problem will be effectively smaller than the original problem and maybe there will be a more specialized technique which can completely fathom this branch quickly.

One method is to presolve the problem to give a much smaller new problem and then do branch and cut on that. Another might be dynamic programming.

Definition at line 32 of file [CbcFathom.hpp](#).

4.29.2 Member Function Documentation**4.29.2.1 virtual int CbcFathom::fathom (double *& newSolution) [pure virtual]**

returns 0 if no fathoming attempted, 1 fully fathomed, 2 incomplete search, 3 incomplete search but treat as complete.

If solution then newSolution will not be NULL and will be freed by [CbcModel](#). It is expected that the solution is better than best so far but [CbcModel](#) will double check.

If returns 3 then of course there is no guarantee of global optimum

Implemented in [CbcFathomDynamicProgramming](#).

The documentation for this class was generated from the following file:

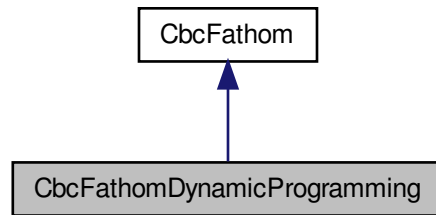
- [CbcFathom.hpp](#)

4.30 CbcFathomDynamicProgramming Class Reference

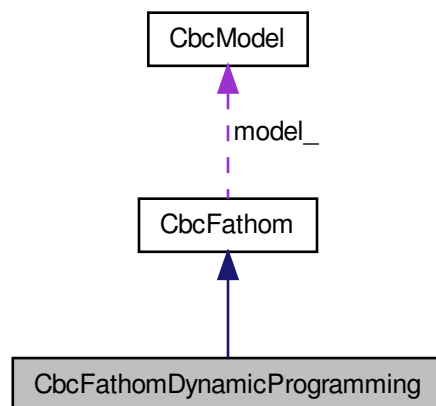
FathomDynamicProgramming class.

```
#include <CbcFathomDynamicProgramming.hpp>
```

Inheritance diagram for CbcFathomDynamicProgramming:



Collaboration diagram for CbcFathomDynamicProgramming:



Public Member Functions

- virtual void `setModel` (`CbcModel` *model)
update model (This is needed if cliques update matrix etc)
- virtual `CbcFathom` * `clone` () const
Clone.
- virtual void `resetModel` (`CbcModel` *model)
Resets stuff if model changes.
- virtual int `fathom` (double *&newSolution)
returns 0 if no fathoming attempted, 1 fully fathomed , 2 incomplete search, 3 incomplete search but treat as complete.
- int `maximumSize` () const

- Maximum size allowed.*

 - int `checkPossible` (int allowableSize=0)

Returns type of algorithm and sets up arrays.
- bool `tryColumn` (int numberElements, const int *rows, const double *coefficients, double `cost`, int upper=COIN_INT_MAX)

Tries a column returns true if was used in making any changes.
- const double * `cost` () const

Returns cost array.
- const int * `back` () const

Returns back array.
- int `target` () const

Gets bit pattern for target result.
- void `setTarget` (int value)

Sets bit pattern for target result.

Protected Attributes

- int `size_`

Size of states (power of 2 unless just one constraint)
- int `type_`

Type - 0 coefficients and rhs all 1, 1 - coefficients > 1 or rhs > 1.
- double * `cost_`

Space for states.
- int * `back_`

Which state produced this cheapest one.
- int * `lookup_`

Some rows may be satisfied so we need a lookup.
- int * `indices_`

Space for sorted indices.
- int `numberActive_`

Number of active rows.
- int `maximumSizeAllowed_`

Maximum size allowed.
- int * `startBit_`

Start bit for each active row.
- int * `numberBits_`

Number bits for each active row.
- int * `rhs_`

Effective rhs.
- int * `coefficients_`

Space for sorted coefficients.
- int `target_`

Target pattern.
- int `numberNonOne_`

Number of Non 1 rhs.
- int `bitPattern_`

Current bit pattern.
- int `algorithm_`

Current algorithm.

4.30.1 Detailed Description

FathomDynamicProgramming class.

The idea is that after some branching the problem will be effectively smaller than the original problem and maybe there will be a more specialized technique which can completely fathom this branch quickly.

This is a dynamic programming implementation which is very fast for some specialized problems. It expects small integral rhs, an all integer problem and positive integral coefficients. At present it can not do general set covering problems just set partitioning. It can find multiple optima for various rhs combinations.

The main limiting factor is size of state space. Each 1 rhs doubles the size of the problem. 2 or 3 rhs quadruples, 4,5,6,7 by 8 etc.

Definition at line 28 of file CbcFathomDynamicProgramming.hpp.

4.30.2 Member Function Documentation

4.30.2.1 virtual int CbcFathomDynamicProgramming::fathom (double *& newSolution) [virtual]

returns 0 if no fathoming attempted, 1 fully fathomed , 2 incomplete search, 3 incomplete search but treat as complete.

If solution then newSolution will not be NULL and will be freed by [CbcModel](#). It is expected that the solution is better than best so far but [CbcModel](#) will double check.

If returns 3 then of course there is no guarantee of global optimum

Implements [CbcFathom](#).

The documentation for this class was generated from the following file:

- CbcFathomDynamicProgramming.hpp

4.31 CbcFeasibilityBase Class Reference

Public Member Functions

- virtual int [feasible](#) ([CbcModel](#) *, int)
On input mode: 0 - called after a solve but before any cuts -1 - called after strong branching Returns : 0 - no opinion -1 pretend infeasible 1 pretend integer solution.
- virtual [CbcFeasibilityBase](#) * [clone](#) () const
Clone.

4.31.1 Detailed Description

Definition at line 22 of file CbcFeasibilityBase.hpp.

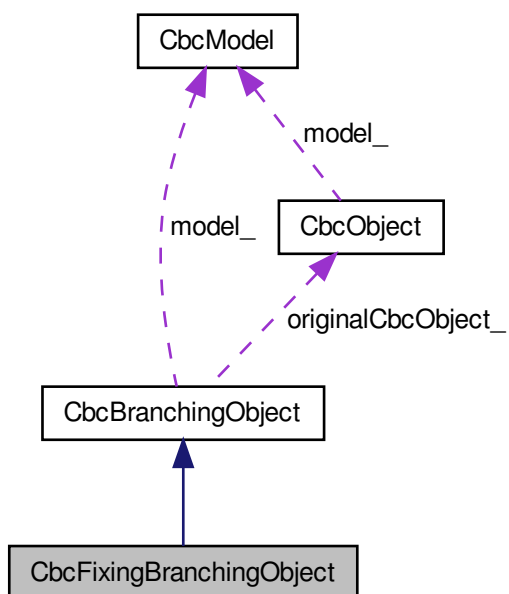
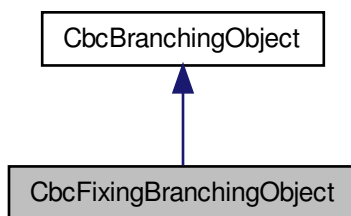
The documentation for this class was generated from the following file:

- CbcFeasibilityBase.hpp

4.32 CbcFixingBranchingObject Class Reference

General Branching Object class.

```
#include <CbcFollowOn.hpp>
```



Clone.

- Generated on Mon Mar 16 2015 20:13:08 for Cbc by Doxygen

- virtual void `print ()`
Print something about branch - only if log level high.
- virtual `CbcBranchObjType type () const`
Return the type (an integer identifier) of `this`.
- virtual `int compareOriginalObject (const CbcBranchingObject *brObj) const`
Compare the original object of `this` with the original object of `brObj`.
- virtual `CbcRangeCompare compareBranchingObject (const CbcBranchingObject *brObj, const bool replaceIfOverlap=false)`
Compare the `this` with `brObj`.

Additional Inherited Members

4.32.1 Detailed Description

General Branching Object class.

Each way fixes some variables to lower bound

Definition at line 74 of file `CbcFollowOn.hpp`.

4.32.2 Member Function Documentation

4.32.2.1 `virtual int CbcFixingBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const`
[virtual]

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from `CbcBranchingObject`.

4.32.2.2 `virtual CbcRangeCompare CbcFixingBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false)` [virtual]

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements `CbcBranchingObject`.

The documentation for this class was generated from the following file:

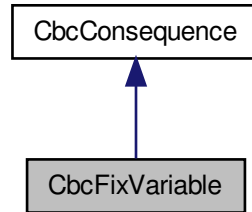
- `CbcFollowOn.hpp`

4.33 CbcFixVariable Class Reference

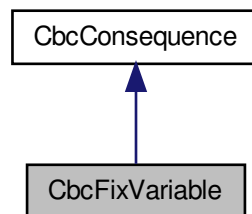
Class for consequent bounds.

```
#include <CbcFixVariable.hpp>
```

Inheritance diagram for CbcFixVariable:



Collaboration diagram for CbcFixVariable:



Public Member Functions

- virtual [CbcConsequence](#) * [clone](#) () const
Clone.
- virtual [~CbcFixVariable](#) ()
Destructor.
- virtual void [applyToSolver](#) (OsiSolverInterface *solver, int state) const
Apply to an LP solver.

Protected Attributes

- int [numberStates_](#)
Number of states.
- int * [states_](#)
Values of integers for various states.
- int * [startLower_](#)

- *Start of information for each state (setting new lower)*
int * [startUpper_](#)
- *Start of information for each state (setting new upper)*
double * [newBound_](#)
- *For each variable new bounds.*
int * [variable_](#)
Variable.

4.33.1 Detailed Description

Class for consequent bounds.

When a variable is branched on it normally interacts with other variables by means of equations. There are cases where we want to step outside LP and do something more directly e.g. fix bounds. This class is for that.

A state of -9999 means at LB, +9999 means at UB, others mean if fixed to that value.

Definition at line 22 of file CbcFixVariable.hpp.

4.33.2 Member Function Documentation

4.33.2.1 `virtual void CbcFixVariable::applyToSolver (OsiSolverInterface * solver, int state) const` [virtual]

Apply to an LP solver.

Action depends on state

Implements [CbcConsequence](#).

The documentation for this class was generated from the following file:

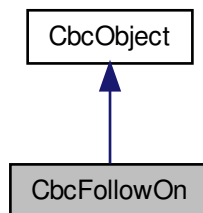
- CbcFixVariable.hpp

4.34 CbcFollowOn Class Reference

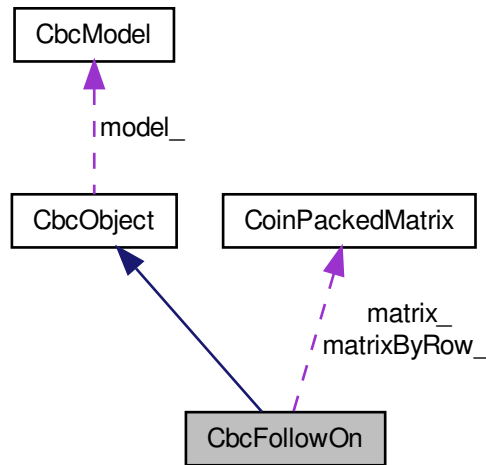
Define a follow on class.

```
#include <CbcFollowOn.hpp>
```

Inheritance diagram for CbcFollowOn:



Collaboration diagram for CbcFollowOn:



Public Member Functions

- [CbcFollowOn](#) ([CbcModel](#) *[model](#))
Useful constructor.
- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *[info](#), int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual void [feasibleRegion](#) ()
This looks at solution and sets bounds to contain solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *[solver](#), const [OsiBranchingInformation](#) *[info](#), int [way](#))
Creates a branching object.
- virtual int [gutsOfFollowOn](#) (int &[otherRow](#), int &[preferredWay](#)) const
As some computation is needed in more than one place - returns row.

Protected Attributes

- [CoinPackedMatrix](#) [matrix_](#)
data Matrix
- [CoinPackedMatrix](#) [matrixByRow_](#)
Matrix by row.
- int * [rhs_](#)
Possible rhs (if 0 then not possible)

4.34.1 Detailed Description

Define a follow on class.

The idea of this is that in air-crew scheduling problems crew may fly in on flight A and out on flight B or on some other flight. A useful branch is one which on one side fixes all which go out on flight B to 0, while the other branch fixes all those that do NOT go out on flight B to 0.

This branching rule should be in addition to normal rules and have a high priority.

Definition at line 25 of file CbcFollowOn.hpp.

The documentation for this class was generated from the following file:

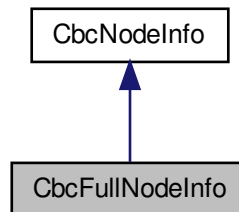
- CbcFollowOn.hpp

4.35 CbcFullNodeInfo Class Reference

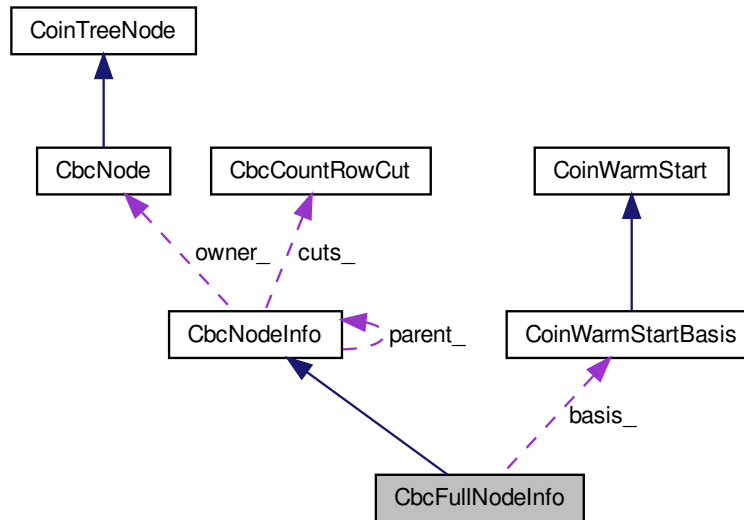
Information required to recreate the subproblem at this node.

```
#include <CbcFullNodeInfo.hpp>
```

Inheritance diagram for CbcFullNodeInfo:



Collaboration diagram for CbcFullNodeInfo:



Public Member Functions

- virtual void `applyToModel` (**CbcModel** *model, **CoinWarmStartBasis** *&basis, **CbcCountRowCut** **addCuts, int ¤tNumberCuts) const
Modify model according to information at node.
- virtual int `applyBounds` (int iColumn, double &lower, double &upper, int force)
Just apply bounds to one variable - force means overwrite by lower,upper (1=>infeasible)
- virtual **CbcNodeInfo** * `buildRowBasis` (**CoinWarmStartBasis** &basis) const
Builds up row basis backwards (until original model).
- **CbcFullNodeInfo** (**CbcModel** *model, int numberOfRowsAtContinuous)
Constructor from continuous or satisfied.
- virtual **CbcNodeInfo** * `clone` () const
Clone.
- const double * `lower` () const
Lower bounds.
- void `setColLower` (int sequence, double value)
Set a bound.
- double * `mutableLower` () const
Mutable lower bounds.
- const double * `upper` () const
Upper bounds.
- void `setColUpper` (int sequence, double value)
Set a bound.
- double * `mutableUpper` () const
Mutable upper bounds.

Protected Attributes

- **CoinWarmStartBasis** * [basis_](#)
Full basis.

4.35.1 Detailed Description

Information required to recreate the subproblem at this node.

When a subproblem is initially created, it is represented by a [CbcNode](#) object and an attached [CbcNodeInfo](#) object.

The [CbcNode](#) contains information needed while the subproblem remains live. The [CbcNode](#) is deleted when the last branch arm has been evaluated.

The [CbcNodeInfo](#) contains information required to maintain the branch-and-cut search tree structure (links and reference counts) and to recreate the subproblem for this node (basis, variable bounds, cutting planes). A [CbcNodeInfo](#) object remains in existence until all nodes have been pruned from the subtree rooted at this node.

The principle used to maintain the reference count is that the reference count is always the sum of all potential and actual children of the node. Specifically,

- Once it's determined how the node will branch, the reference count is set to the number of potential children (*i.e.*, the number of arms of the branch).
- As each child is created by [CbcNode::branch\(\)](#) (converting a potential child to the active subproblem), the reference count is decremented.
- If the child survives and will become a node in the search tree (converting the active subproblem into an actual child), increment the reference count.

Notice that the active subproblem lives in a sort of limbo, neither a potential or an actual node in the branch-and-cut tree.

[CbcNodeInfo](#) objects come in two flavours. A [CbcFullNodeInfo](#) object contains a full record of the information required to recreate a subproblem. A [CbcPartialNodeInfo](#) object expresses this information in terms of differences from the parent. Holds complete information for recreating a subproblem.

A [CbcFullNodeInfo](#) object contains all necessary information (bounds, basis, and cuts) required to recreate a subproblem.

Definition at line 81 of file [CbcFullNodeInfo.hpp](#).

4.35.2 Member Function Documentation

4.35.2.1 `virtual void CbcFullNodeInfo::applyToModel (CbcModel * model, CoinWarmStartBasis *& basis, CbcCountRowCut ** addCuts, int & currentNumberCuts) const` [virtual]

Modify model according to information at node.

The routine modifies the model according to bound information at node, creates a new basis according to information at node, but with the size passed in through basis, and adds any cuts to the addCuts array.

Note

The basis passed in via basis is solely a vehicle for passing in the desired basis size. It will be deleted and a new basis returned.

Implements [CbcNodeInfo](#).

4.35.2.2 `virtual CbcNodeInfo* CbcFullNodeInfo::buildRowBasis (CoinWarmStartBasis & basis) const` [virtual]

Builds up row basis backwards (until original model).

Returns NULL or previous one to apply . Depends on Free being 0 and impossible for cuts

Implements [CbcNodeInfo](#).

4.35.3 Member Data Documentation

4.35.3.1 `CoinWarmStartBasis* CbcFullNodeInfo::basis_` [protected]

Full basis.

This MUST BE A POINTER to avoid cutting extra information in derived warm start classes.

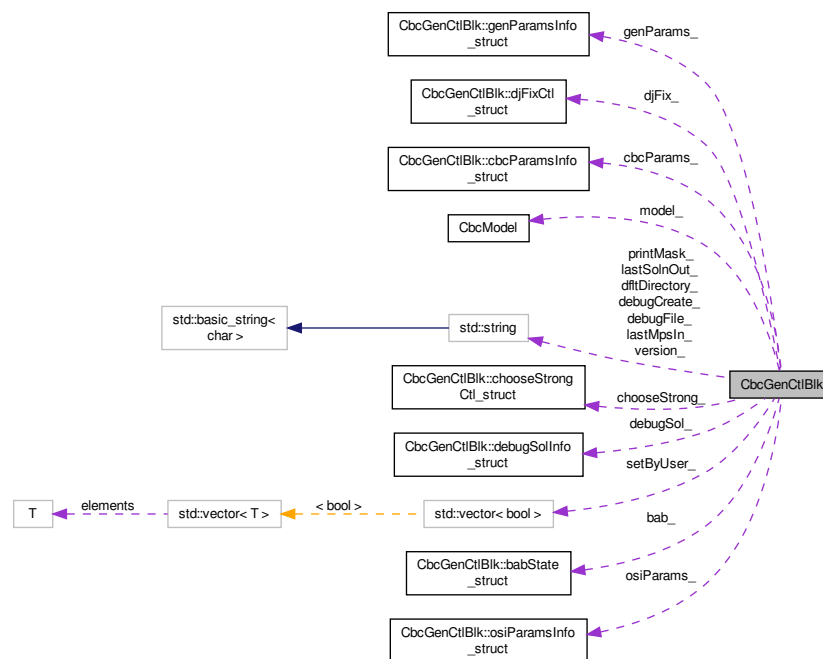
Definition at line 151 of file CbcFullNodeInfo.hpp.

The documentation for this class was generated from the following file:

- CbcFullNodeInfo.hpp

4.36 CbcGenCtlBlk Class Reference

Collaboration diagram for CbcGenCtlBlk:



Classes

- struct [babState_struct](#)

- State of branch-and-cut.*

 - struct [cbcParamsInfo_struct](#)

Start and end of [CbcModel](#) parameters in parameter vector.
 - struct [chooseStrongCtl_struct](#)

Control variables for a strong branching method.
 - struct **cliqueCtl_struct**

Control variable and prototype for clique cut generator.
 - struct **combineCtl_struct**

Control variable and prototype for combine heuristic.
 - struct [debugSolInfo_struct](#)

Array of primal variable values for debugging.
 - struct [djFixCtl_struct](#)

Control use of reduced cost fixing prior to B&C.
 - struct **flowCtl_struct**

Control variable and prototype for flow cover cut generator.
 - struct **fpumpCtl_struct**

Control variable and prototype for feasibility pump heuristic.
 - struct [genParamsInfo_struct](#)

Start and end of cbc-generic parameters in parameter vector.
 - struct **gomoryCtl_struct**

Control variable and prototype for Gomory cut generator.
 - struct **greedyCoverCtl_struct**

Control variable and prototype for greedy cover heuristic.
 - struct **greedyEqualityCtl_struct**

Control variable and prototype for greedy equality heuristic.
 - struct **knapsackCtl_struct**

Control variable and prototype for knapsack cover cut generator.
 - struct **localTreeCtl_struct**

Control variables for local tree.
 - struct **mirCtl_struct**

Control variable and prototype for MIR cut generator.
 - struct **oddHoleCtl_struct**

Control variable and prototype for odd hole cut generator.
 - struct [osiParamsInfo_struct](#)

Start and end of OsiSolverInterface parameters in parameter vector.
 - struct **probingCtl_struct**

Control variable and prototype for probing cut generator.
 - struct **redSplitCtl_struct**

Control variable and prototype for reduce-and-split cut generator.
 - struct **roundingCtl_struct**

Control variable and prototype for simple rounding heuristic.
 - struct **twomirCtl_struct**

Control variable and prototype for Two-MIR cut generator.

Public Types

Enumeration types used for cbc-generic control variables

- enum [IPPControl](#)
Codes to control integer preprocessing.
- enum [CGControl](#)
Codes to control the use of cut generators and heuristics.
- enum [BPControl](#)
Codes to specify the assignment of branching priorities.
- enum [BACMajor](#)
Major status codes for branch-and-cut.
- enum [BACMinor](#)
Minor status codes.
- enum [BACWhere](#)
Codes to specify where branch-and-cut stopped.

Public Member Functions

Constructors and destructors

- [CbcGenCtlBlk](#) ()
Default constructor.
- [~CbcGenCtlBlk](#) ()
Destructor.

Access and Control Functions for Cut Generators and Heuristics

Control functions, plus lazy creation functions for cut generators and heuristics

cbc-generic avoids creating objects for cut generators and heuristics unless they're actually used. For cut generators, a prototype is created and reused. For heuristics, the default is to create a new object with each call, because the model may have changed. The object is returned through the reference parameter. The return value of the function is the current action state.

Cut generator and heuristic objects created by these calls will be deleted with the destruction of the [CbcGenCtlBlk](#) object.

- int [getCutDepth](#) ()
Get cut depth setting.
- void [setCutDepth](#) (int cutDepth)
Set cut depth setting.
- [IPPControl](#) [getIPPAAction](#) ()
- void [setIPPAAction](#) ([IPPControl](#) action)
Set action state for use of integer preprocessing.
- [CGControl](#) [getProbing](#) ([CglCutGenerator](#) *&gen)
Obtain a prototype for a probing cut generator.
- void [setProbingAction](#) ([CGControl](#) action)
Set action state for use of probing cut generator.
- [CGControl](#) [getClique](#) ([CglCutGenerator](#) *&gen)
Obtain a prototype for a clique cut generator.
- void [setCliqueAction](#) ([CGControl](#) action)
Set action state for use of clique cut generator.
- [CGControl](#) [getFlow](#) ([CglCutGenerator](#) *&gen)
Obtain a prototype for a flow cover cut generator.
- void [setFlowAction](#) ([CGControl](#) action)

- Set action state for use of flow cover cut generator.*
- [CGControl getGomory](#) (CglCutGenerator *&gen)
Obtain a prototype for a Gomory cut generator.
- void [setGomoryAction](#) (CGControl action)
Set action state for use of Gomory cut generator.
- [CGControl getKnapsack](#) (CglCutGenerator *&gen)
Obtain a prototype for a knapsack cover cut generator.
- void [setKnapsackAction](#) (CGControl action)
Set action state for use of knapsack cut generator.
- [CGControl getMir](#) (CglCutGenerator *&gen)
Obtain a prototype for a mixed integer rounding (MIR) cut generator.
- void [setMirAction](#) (CGControl action)
Set action state for use of MIR cut generator.
- [CGControl getRedSplit](#) (CglCutGenerator *&gen)
Obtain a prototype for a reduce and split cut generator.
- void [setRedSplitAction](#) (CGControl action)
Set action state for use of reduce and split cut generator.
- [CGControl getTwomir](#) (CglCutGenerator *&gen)
Obtain a prototype for a 2-MIR cut generator.
- void [setTwomirAction](#) (CGControl action)
Set action state for use of 2-MIR cut generator.
- [CGControl getFPump](#) (CbcHeuristic *&gen, CbcModel *model, bool alwaysCreate=true)
Obtain a feasibility pump heuristic.
- void [setFPumpAction](#) (CGControl action)
Set action state for use of feasibility pump heuristic.
- [CGControl getCombine](#) (CbcHeuristic *&gen, CbcModel *model, bool alwaysCreate=true)
Obtain a local search/combine heuristic.
- void [setCombineAction](#) (CGControl action)
Set action state for use of local search/combine heuristic.
- [CGControl getGreedyCover](#) (CbcHeuristic *&gen, CbcModel *model, bool alwaysCreate=true)
Obtain a greedy cover heuristic.
- void [setGreedyCoverAction](#) (CGControl action)
Set action state for use of greedy cover heuristic.
- [CGControl getGreedyEquality](#) (CbcHeuristic *&gen, CbcModel *model, bool alwaysCreate=true)
Obtain a greedy equality heuristic.
- void [setGreedyEqualityAction](#) (CGControl action)
Set action state for use of greedy equality heuristic.
- [CGControl getRounding](#) (CbcHeuristic *&gen, CbcModel *model, bool alwaysCreate=true)
Obtain a simple rounding heuristic.
- void [setRoundingAction](#) (CGControl action)
Set action state for use of simple rounding heuristic.
- [CGControl getTreeLocal](#) (CbcTreeLocal *&localTree, CbcModel *model, bool alwaysCreate=true)
Obtain a local search tree object.
- void [setTreeLocalAction](#) (CGControl action)
Set action state for use of local tree.

Status Functions

Convenience routines for status codes.

- void [setBaBStatus](#) (BACMajor majorStatus, BACMinor minorStatus, BACWhere where, bool haveAnswer, OsiSolverInterface *answerSolver)
Set the result of branch-and-cut search.
- void [setBaBStatus](#) (const CbcModel *model, BACWhere where, bool haveAnswer=false, OsiSolverInterface *answerSolver=0)

- *Set the result of branch-and-cut search.*
- [BACMajor translateMajor](#) (int status)
Translate [CbcModel](#) major status to [BACMajor](#).
- [BACMinor translateMinor](#) (int status)
Translate [CbcModel](#) minor status to [BACMinor](#).
- [BACMinor translateMinor](#) (const OsiSolverInterface *osi)
Translate OsiSolverInterface status to [BACMinor](#).
- void [printBaBStatus](#) ()
Print the status block.

Public Attributes

Parameter parsing and input/output.

- std::string [version_](#)
cbc-generic version
- std::string [dfltDirectory_](#)
Default directory prefix.
- std::string [lastMpsIn_](#)
Last MPS input file.
- bool [allowImportErrors_](#)
Allow/disallow errors when importing a model.
- std::string [lastSolnOut_](#)
Last solution output file.
- int [printMode_](#)
Solution printing mode.
- std::string [printMask_](#)
Print mask.
- CoinParamVec * [paramVec_](#)
The parameter vector.
- struct [CbcGenCtlBlk::genParamsInfo_struct](#) [genParams_](#)
- struct [CbcGenCtlBlk::cbcParamsInfo_struct](#) [cbcParams_](#)
- struct [CbcGenCtlBlk::osiParamsInfo_struct](#) [osiParams_](#)
- int [verbose_](#)
Verbosity level for help messages.
- int [paramsProcessed_](#)
Number of parameters processed.
- std::vector< bool > [setByUser_](#)
Record of parameters changed by user command.
- bool [defaultSettings_](#)
False if the user has made nontrivial modifications to the default control settings.
- std::string [debugCreate_](#)
Control debug file creation.
- std::string [debugFile_](#)
Last debug input file.
- struct [CbcGenCtlBlk::debugSolInfo_struct](#) [debugSol_](#)
- double [totalTime_](#)
Total elapsed time for this run.

Models of various flavours

- [CbcModel](#) * [model_](#)
The reference [CbcModel](#) object.
- [OsiSolverInterface](#) * [dfltSolver_](#)
The current default LP solver.
- bool [goodModel_](#)
True if we have a valid model loaded, false otherwise.
- struct
[CbcGenCtlBlk::babState_struct](#) [bab_](#)

Various algorithm control variables and settings

- struct
[CbcGenCtlBlk::djFixCtl_struct](#) [djFix_](#)
- [BPControl](#) [priorityAction_](#)
Control the assignment of branching priorities to integer variables.

Branching Method Control

Usage control and prototypes for branching methods.

Looking to the future, this covers only [OsiChoose](#) methods.

- struct
[CbcGenCtlBlk::chooseStrongCtl_struct](#) [chooseStrong_](#)

Messages and statistics

- int [printOpt_](#)
When greater than 0, integer presolve gives more information and branch-and-cut provides statistics.
- **CoinMessageHandler** & [message](#) ([CbcGenMsgCode](#) inID)
Print a message.
- void [passInMessageHandler](#) (**CoinMessageHandler** *handler)
Supply a new message handler.
- **CoinMessageHandler** * [messageHandler](#) () const
Return a pointer to the message handler.
- void [setMessages](#) (**CoinMessages::Language** lang=**CoinMessages::us_en**)
Set up messages in the specified language.
- void [setLogLevel](#) (int lvl)
Set log level.
- int [logLevel](#) () const
Get log level.

4.36.1 Detailed Description

Definition at line 67 of file [CbcGenCtlBlk.hpp](#).

4.36.2 Member Enumeration Documentation

4.36.2.1 enum CbcGenCtlBlk::IPPControl

Codes to control integer preprocessing.

- IPPOff: Integer preprocessing is off.
- IPPOn: Integer preprocessing is on.
- IPPSave: IPPOn, plus preprocessed system will be saved to presolved.mps.
- IPPEqual: IPPOn, plus ' \leq ' cliques are converted to '=' cliques.
- IPPSOS: IPPOn, plus will create SOS sets (see below).
- IPPTrySOS: IPPOn, plus will create SOS sets (see below).
- IPPEqualAll: IPPOn, plus turns all valid inequalities into equalities with integer slacks.
- IPPStrategy: look to [CbcStrategy](#) object for instructions.

IPPSOS will create SOS sets if all binary variables (except perhaps one) can be covered by SOS sets with no overlap between sets. IPPTrySOS will allow any number of binary variables to be uncovered.

Definition at line 99 of file CbcGenCtlBlk.hpp.

4.36.2.2 enum CbcGenCtlBlk::CGControl

Codes to control the use of cut generators and heuristics.

- CGOff: the cut generator will not be installed
- CGOn: the cut generator will be installed; exactly how often it's activated depends on the settings at installation
- CGRoot: the cut generator will be installed with settings that restrict it to activation at the root node only.
- CGIfMove: the cut generator will be installed with settings that allow it to remain active only so long as it's generating cuts that tighten the relaxation.
- CGForceOn: the cut generator will be installed with settings that force it to be called at every node
- CGForceBut: the cut generator will be installed with settings that force it to be called at every node, but more active at root (probing only)
- CGMarker: a convenience to mark the end of the codes.

The same codes are used for heuristics.

Definition at line 129 of file CbcGenCtlBlk.hpp.

4.36.2.3 enum CbcGenCtlBlk::BPControl

Codes to specify the assignment of branching priorities.

- BPOff: no priorities are passed to cbc
- BPCost: a priority vector is constructed based on objective coefficients
- BPOrder: a priority vector is constructed based on column order
- BPExt: the user has provided a priority vector

Definition at line 141 of file CbcGenCtlBlk.hpp.

4.36.2.4 enum CbcGenCtlBlk::BACMajor

Major status codes for branch-and-cut.

- BACInvalid: status not yet set
- BACNotRun: branch-and-cut has not yet run for the current problem
- BACFinish: branch-and-cut has finished normally
- BACStop: branch-and-cut has stopped on a limit
- BACAbandon: branch-and-cut abandoned the problem
- BACUser: branch-and-cut stopped on user signal

Consult `minorStatus_` for details.

These codes are (mostly) set to match the codes used by [CbcModel](#). Additions to [CbcModel](#) codes should be reflected here and in `translateMajor`.

Definition at line 158 of file `CbcGenCtlBlk.hpp`.

4.36.2.5 enum CbcGenCtlBlk::BACMinor

Minor status codes.

- BACmInvalid status not yet set
- BACmFinish search exhausted the tree; optimal solution found
- BACmInfeas problem is infeasible
- BACmUbnd problem is unbounded
- BACmGap stopped on integrality gap
- BACmNodeLimit stopped on node limit
- BACmTimeLimit stopped on time limit
- BACmSolnLimit stopped on number of solutions limit
- BACmUser stopped due to user event
- BACmOther nothing else is appropriate

It's not possible to make these codes agree with [CbcModel](#). The meaning varies according to context: if the `BACWhere` code specifies a relaxation, then the minor status reflects the underlying OSI solver. Otherwise, it reflects the integer problem.

Definition at line 181 of file `CbcGenCtlBlk.hpp`.

4.36.2.6 enum CbcGenCtlBlk::BACWhere

Codes to specify where branch-and-cut stopped.

- BACwNotStarted stopped before we ever got going
- BACwBareRoot stopped after initial solve of root relaxation

- BACwIPP stopped after integer preprocessing
- BACwIPPRelax stopped after initial solve of preprocessed problem
- BACwBAC stopped at some point in branch-and-cut

Definition at line 195 of file CbcGenCtlBlk.hpp.

4.36.3 Member Function Documentation

4.36.3.1 `int CbcGenCtlBlk::getCutDepth () [inline]`

Get cut depth setting.

The name is a bit of a misnomer. Essentially, this overrides the ‘every so many nodes’ control with ‘execute when (depth in tree) mod (cut depth) == 0’.

Definition at line 236 of file CbcGenCtlBlk.hpp.

4.36.3.2 `void CbcGenCtlBlk::setCutDepth (int cutDepth) [inline]`

Set cut depth setting.

See comments for [getCutDepth\(\)](#).

Definition at line 245 of file CbcGenCtlBlk.hpp.

4.36.3.3 `CGControl CbcGenCtlBlk::getProbing (CglCutGenerator *& gen)`

Obtain a prototype for a probing cut generator.

4.36.3.4 `void CbcGenCtlBlk::setProbingAction (CGControl action) [inline]`

Set action state for use of probing cut generator.

Definition at line 267 of file CbcGenCtlBlk.hpp.

4.36.3.5 `CGControl CbcGenCtlBlk::getClique (CglCutGenerator *& gen)`

Obtain a prototype for a clique cut generator.

4.36.3.6 `void CbcGenCtlBlk::setCliqueAction (CGControl action) [inline]`

Set action state for use of clique cut generator.

Definition at line 277 of file CbcGenCtlBlk.hpp.

4.36.3.7 `CGControl CbcGenCtlBlk::getFlow (CglCutGenerator *& gen)`

Obtain a prototype for a flow cover cut generator.

4.36.3.8 `void CbcGenCtlBlk::setFlowAction (CGControl action) [inline]`

Set action state for use of flow cover cut generator.

Definition at line 287 of file CbcGenCtlBlk.hpp.

4.36.3.9 `CGControl CbcGenCtlBlk::getGomory (CglCutGenerator *& gen)`

Obtain a prototype for a Gomory cut generator.

4.36.3.10 `void CbcGenCtlBlk::setGomoryAction (CGControl action) [inline]`

Set action state for use of Gomory cut generator.

Definition at line 297 of file CbcGenCtlBlk.hpp.

4.36.3.11 `CGControl CbcGenCtlBlk::getKnapsack (CglCutGenerator *& gen)`

Obtain a prototype for a knapsack cover cut generator.

4.36.3.12 `void CbcGenCtlBlk::setKnapsackAction (CGControl action) [inline]`

Set action state for use of knapsack cut generator.

Definition at line 307 of file CbcGenCtlBlk.hpp.

4.36.3.13 `void CbcGenCtlBlk::setMirAction (CGControl action) [inline]`

Set action state for use of MIR cut generator.

Definition at line 329 of file CbcGenCtlBlk.hpp.

4.36.3.14 `CGControl CbcGenCtlBlk::getRedSplit (CglCutGenerator *& gen)`

Obtain a prototype for a reduce and split cut generator.

4.36.3.15 `void CbcGenCtlBlk::setRedSplitAction (CGControl action) [inline]`

Set action state for use of reduce and split cut generator.

Definition at line 339 of file CbcGenCtlBlk.hpp.

4.36.3.16 `CGControl CbcGenCtlBlk::getTwomir (CglCutGenerator *& gen)`

Obtain a prototype for a 2-MIR cut generator.

4.36.3.17 `void CbcGenCtlBlk::setTwomirAction (CGControl action) [inline]`

Set action state for use of 2-MIR cut generator.

Definition at line 349 of file CbcGenCtlBlk.hpp.

4.36.3.18 `CGControl CbcGenCtlBlk::getFPump (CbcHeuristic *& gen, CbcModel * model, bool alwaysCreate = true)`

Obtain a feasibility pump heuristic.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.19 `void CbcGenCtlBlk::setFPumpAction (CGControl action) [inline]`

Set action state for use of feasibility pump heuristic.

Definition at line 366 of file CbcGenCtlBlk.hpp.

4.36.3.20 `CGControl CbcGenCtlBlk::getCombine (CbcHeuristic *& gen, CbcModel * model, bool alwaysCreate = true)`

Obtain a local search/combine heuristic.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.21 `void CbcGenCtlBlk::setCombineAction (CGControl action) [inline]`

Set action state for use of local search/combine heuristic.

Definition at line 382 of file CbcGenCtlBlk.hpp.

4.36.3.22 `CGControl CbcGenCtlBlk::getGreedyCover (CbcHeuristic *& gen, CbcModel * model, bool alwaysCreate = true)`

Obtain a greedy cover heuristic.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.23 `void CbcGenCtlBlk::setGreedyCoverAction (CGControl action) [inline]`

Set action state for use of greedy cover heuristic.

Definition at line 398 of file CbcGenCtlBlk.hpp.

4.36.3.24 `CGControl CbcGenCtlBlk::getGreedyEquality (CbcHeuristic *& gen, CbcModel * model, bool alwaysCreate = true)`

Obtain a greedy equality heuristic.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.25 `void CbcGenCtlBlk::setGreedyEqualityAction (CGControl action) [inline]`

Set action state for use of greedy equality heuristic.

Definition at line 414 of file CbcGenCtlBlk.hpp.

4.36.3.26 `CGControl CbcGenCtlBlk::getRounding (CbcHeuristic *& gen, CbcModel * model, bool alwaysCreate = true)`

Obtain a simple rounding heuristic.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.27 `void CbcGenCtlBlk::setRoundingAction (CGControl action) [inline]`

Set action state for use of simple rounding heuristic.

Definition at line 430 of file CbcGenCtlBlk.hpp.

4.36.3.28 `CGControl CbcGenCtlBlk::getTreeLocal (CbcTreeLocal *& localTree, CbcModel * model, bool alwaysCreate = true)`

Obtain a local search tree object.

By default, any existing object is deleted and a new object is created and loaded with `model`. Set `alwaysCreate = false` to return an existing object if one exists.

4.36.3.29 `void CbcGenCtlBlk::setTreeLocalAction (CGControl action) [inline]`

Set action state for use of local tree.

Definition at line 446 of file CbcGenCtlBlk.hpp.

4.36.3.30 `void CbcGenCtlBlk::setBaBStatus (const CbcModel * model, BACWhere where, bool haveAnswer = false, OsiSolverInterface * answerSolver = 0)`

Set the result of branch-and-cut search.

This version will extract the necessary information from the [CbcModel](#) object and set appropriate status based on the value passed for where.

4.36.3.31 `BACMajor CbcGenCtlBlk::translateMajor (int status)`

Translate [CbcModel](#) major status to [BACMajor](#).

See the [BACMajor](#) enum for details.

4.36.3.32 `BACMinor CbcGenCtlBlk::translateMinor (int status)`

Translate [CbcModel](#) minor status to [BACMinor](#).

See the [BACMinor](#) enum for details.

4.36.3.33 `BACMinor CbcGenCtlBlk::translateMinor (const OsiSolverInterface * osi)`

Translate OsiSolverInterface status to [BACMinor](#).

See the [BACMinor](#) enum for details. Optimal, infeasible, and unbounded get their own codes; everything else maps to BACmOther.

4.36.3.34 `CoinMessageHandler& CbcGenCtlBlk::message (CbcGenMsgCode inID)`

Print a message.

Uses the current message handler and messages.

4.36.3.35 `void CbcGenCtlBlk::passInMessageHandler (CoinMessageHandler * handler)`

Supply a new message handler.

Replaces the current message handler. The current handler is destroyed if ourMsgHandler_ is true, and the call will set ourMsgHandler_ = true.

4.36.3.36 `void CbcGenCtlBlk::setMessages (CoinMessages::Language lang = CoinMessages::us_en)`

Set up messages in the specified language.

Building a set of messages in a given language implies rebuilding the whole set of messages, for reasons explained in the body of the code. Hence there's no separate setLanguage routine. Use this routine for the initial setup of messages and any subsequent change in language. Note that the constructor gives you a message handler by default, but *not* messages. You need to call setMessages explicitly.

The default value specified here for lang effectively sets the default language.

4.36.4 Member Data Documentation

4.36.4.1 `int CbcGenCtlBlk::printMode_`

Solution printing mode.

Controls the amount of information printed when printing a solution. Coding is set by the keyword declarations for the printingOptions command.

Definition at line 583 of file CbcGenCtlBlk.hpp.

4.36.4.2 `std::string CbcGenCtlBlk::printMask_`

Print mask.

Used to specify row/column names to be printed. Not implemented as of 060920.

Definition at line 590 of file CbcGenCtlBlk.hpp.

4.36.4.3 `int CbcGenCtlBlk::verbose_`

Verbosity level for help messages.

Interpretation is bitwise:

- (0): short help
- (1): long help
- (2): unused (for compatibility with cbc; indicates AMPL)
- (3): show parameters with display = false.

Definition at line 628 of file CbcGenCtlBlk.hpp.

4.36.4.4 `bool CbcGenCtlBlk::defaultSettings_`

False if the user has made nontrivial modifications to the default control settings.

Initially true. Specifying DJFIX, TIGHTENFACTOR, or any cut or heuristic parameter will set this to false.

Definition at line 644 of file CbcGenCtlBlk.hpp.

4.36.4.5 `std::string CbcGenCtlBlk::debugCreate_`

Control debug file creation.

At the conclusion of branch-and-cut, dump the full solution in a binary format to debug.file in the current directory. When set to "createAfterPre", the solution is dumped before integer presolve transforms are removed. When set to "create", the solution is dumped after integer presolve transforms are backed out.

Definition at line 654 of file CbcGenCtlBlk.hpp.

4.36.4.6 `std::string CbcGenCtlBlk::debugFile_`

Last debug input file.

The file is expected to be in a binary format understood by activateRowCutDebugger.

Definition at line 662 of file CbcGenCtlBlk.hpp.

4.36.4.7 `double CbcGenCtlBlk::totalTime_`

Total elapsed time for this run.

Definition at line 680 of file CbcGenCtlBlk.hpp.

4.36.4.8 `CbcModel* CbcGenCtlBlk::model_`

The reference [CbcModel](#) object.

This is the [CbcModel](#) created when cbc-generic boots up. It holds the default solver with the current constraint system. [CbcCbcParam](#) parameters are applied here, and [CbcOsiParam](#) parameters are applied to the solver. Major modifications for branch-and-cut (integer preprocessing, installation of heuristics and cut generators) are performed on a clone. The solution is transferred back into this object.

Definition at line 697 of file CbcGenCtlBlk.hpp.

4.36.4.9 OsiSolverInterface* CbcGenCtlBlk::dfltSolver_

The current default LP solver.

This is a pointer to a reference copy. If you want the solver associated with [model_](#), ask for it directly.

Definition at line 705 of file CbcGenCtlBlk.hpp.

4.36.4.10 bool CbcGenCtlBlk::goodModel_

True if we have a valid model loaded, false otherwise.

Definition at line 709 of file CbcGenCtlBlk.hpp.

The documentation for this class was generated from the following file:

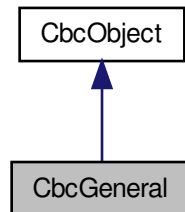
- CbcGenCtlBlk.hpp

4.37 CbcGeneral Class Reference

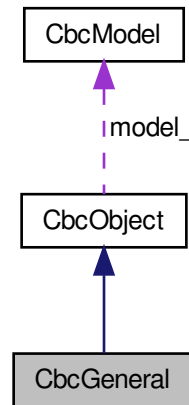
Define a catch all class.

```
#include <CbcGeneral.hpp>
```

Inheritance diagram for CbcGeneral:



Collaboration diagram for CbcGeneral:



Public Member Functions

- [CbcGeneral](#) ([CbcModel](#) *[model](#))
Useful constructor Just needs to point to model.
- virtual [CbcObject](#) * [clone](#) () const =0
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *[info](#), int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual void [feasibleRegion](#) ()=0
This looks at solution and sets bounds to contain solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *[solver](#), const [OsiBranchingInformation](#) *[info](#), int way)
Creates a branching object.
- virtual void [redoSequenceEtc](#) ([CbcModel](#) *[model](#), int numberColumns, const int *[originalColumns](#))=0
Redoes data when sequence numbers change.

Additional Inherited Members

4.37.1 Detailed Description

Define a catch all class.

This will create a list of subproblems

Definition at line 17 of file CbcGeneral.hpp.

The documentation for this class was generated from the following file:

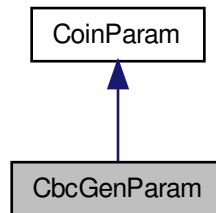
- CbcGeneral.hpp

4.38 CbcGenParam Class Reference

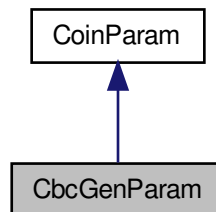
Class for cbc-generic control parameters.

```
#include <CbcGenParam.hpp>
```

Inheritance diagram for CbcGenParam:



Collaboration diagram for CbcGenParam:



Public Types

Subtypes

- enum [CbcGenParamCode](#)
Enumeration for cbc-generic parameters.

Public Member Functions

Constructors and Destructors

Be careful how you specify parameters for the constructors! There's great potential for confusion.

- [CbcGenParam](#) ()
Default constructor.
- [CbcGenParam](#) ([CbcGenParamCode](#) code, std::string **name**, std::string help, double lower, double upper, double dflt=0.0, bool **display**=true)
Constructor for a parameter with a double value.
- [CbcGenParam](#) ([CbcGenParamCode](#) code, std::string **name**, std::string help, int lower, int upper, int dflt=0, bool **display**=true)
Constructor for a parameter with an integer value.
- [CbcGenParam](#) ([CbcGenParamCode](#) code, std::string **name**, std::string help, std::string firstValue, int dflt, bool **display**=true)
Constructor for a parameter with keyword values.
- [CbcGenParam](#) ([CbcGenParamCode](#) code, std::string **name**, std::string help, std::string dflt, bool **display**=true)
Constructor for a string parameter.
- [CbcGenParam](#) ([CbcGenParamCode](#) code, std::string **name**, std::string help, bool **display**=true)
Constructor for an action parameter.
- [CbcGenParam](#) (const [CbcGenParam](#) &orig)
Copy constructor.
- [CbcGenParam](#) * [clone](#) ()
Clone.
- [CbcGenParam](#) & [operator=](#) (const [CbcGenParam](#) &rhs)
Assignment.
- [~CbcGenParam](#) ()
Destructor.

Methods to query and manipulate a parameter object

- [CbcGenParamCode](#) [paramCode](#) () const
Get the parameter code.
- void [setParamCode](#) ([CbcGenParamCode](#) code)
Set the parameter code.
- [CbcGenCtlBlk](#) * [obj](#) () const
Get the underlying cbc-generic control object.
- void [setObj](#) ([CbcGenCtlBlk](#) *obj)
Set the underlying cbc-generic control object.

4.38.1 Detailed Description

Class for cbc-generic control parameters.

Adds parameter type codes and push/pull functions to the generic parameter object.

Definition at line 34 of file CbcGenParam.hpp.

4.38.2 Member Enumeration Documentation

4.38.2.1 enum CbcGenParam::CbcGenParamCode

Enumeration for cbc-generic parameters.

These are parameters that control the operation of the cbc-generic main program by operating on a [CbcGenCtlBlk](#) object. CBCGEN_FIRSTPARAM and CBCGEN_LASTPARAM are markers to allow convenient separation of parameter groups.

Definition at line 49 of file CbcGenParam.hpp.

4.38.3 Constructor & Destructor Documentation

4.38.3.1 `CbcGenParam::CbcGenParam (CbcGenParamCode code, std::string name, std::string help, double lower, double upper, double dflt = 0.0, bool display = true)`

Constructor for a parameter with a double value.

The default value is 0.0. Be careful to clearly indicate that `lower` and `upper` are real (double) values to distinguish this constructor from the constructor for an integer parameter.

4.38.3.2 `CbcGenParam::CbcGenParam (CbcGenParamCode code, std::string name, std::string help, int lower, int upper, int dflt = 0, bool display = true)`

Constructor for a parameter with an integer value.

The default value is 0.

4.38.3.3 `CbcGenParam::CbcGenParam (CbcGenParamCode code, std::string name, std::string help, std::string firstValue, int dflt, bool display = true)`

Constructor for a parameter with keyword values.

The string supplied as `firstValue` becomes the first keyword. Additional keywords can be added using **appendKwd()**. Keywords are numbered from zero. It's necessary to specify both the first keyword (`firstValue`) and the default keyword index (`dflt`) in order to distinguish this constructor from the string and action parameter constructors.

4.38.3.4 `CbcGenParam::CbcGenParam (CbcGenParamCode code, std::string name, std::string help, std::string dflt, bool display = true)`

Constructor for a string parameter.

The default string value must be specified explicitly to distinguish a string constructor from an action parameter constructor.

The documentation for this class was generated from the following file:

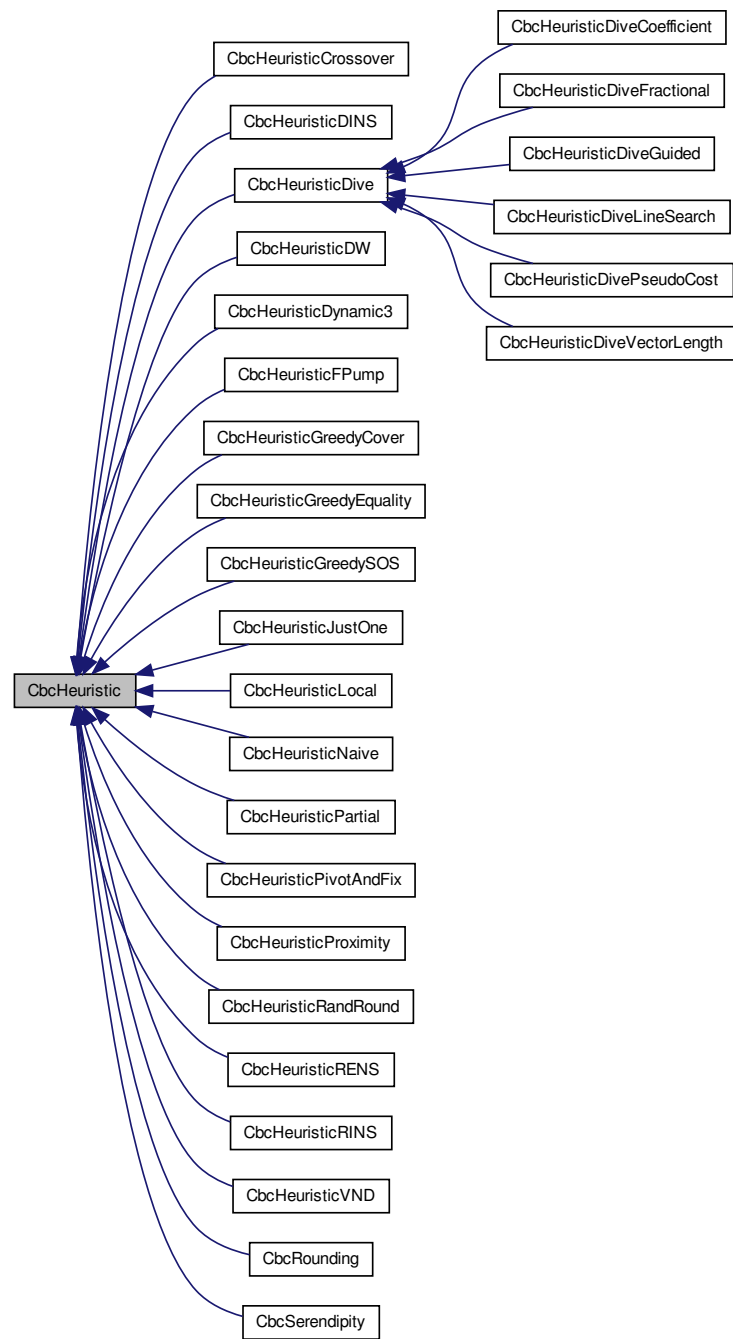
- CbcGenParam.hpp

4.39 CbcHeuristic Class Reference

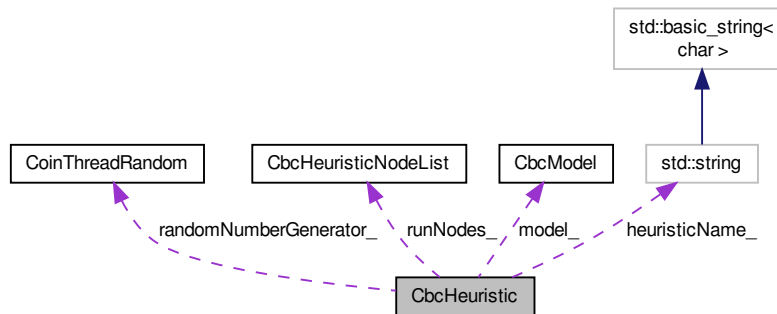
Heuristic base class.

```
#include <CbcHeuristic.hpp>
```

Inheritance diagram for CbcHeuristic:



Collaboration diagram for CbcHeuristic:



Public Member Functions

- virtual `CbcHeuristic * clone () const =0`
Clone.
- `CbcHeuristic & operator= (const CbcHeuristic &rhs)`
Assignment operator.
- virtual void `setModel (CbcModel *model)`
update model (This is needed if cliques update matrix etc)
- virtual void `resetModel (CbcModel *model)=0`
Resets stuff if model changes.
- virtual int `solution (double &objectiveValue, double *newSolution)=0`
returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value This is called after cuts have been added - so can not add cuts
- virtual int `solution2 (double &, double *, OsiCuts &)`
returns 0 if no solution, 1 if valid solution, -1 if just returning an estimate of best possible solution with better objective value than one passed in Sets solution values if good, sets objective value (only if nonzero code) This is called at same time as cut generators - so can add cuts Default is do nothing
- virtual void `validate ()`
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- void `setWhen (int value)`
Sets "when" flag - 0 off, 1 at root, 2 other than root, 3 always.
- int `when () const`
Gets "when" flag - 0 off, 1 at root, 2 other than root, 3 always.
- void `setNumberNodes (int value)`
Sets number of nodes in subtree (default 200)
- int `numberNodes () const`
Gets number of nodes in a subtree (default 200)
- void `setSwitches (int value)`
Switches (does not apply equally to all heuristics) 1 bit - stop once allowable gap on objective reached 2 bit - always do given number of passes 4 bit - weaken cutoff by 5% every 50 passes? 8 bit - if has cutoff and suminf bobbling for 20 passes then first try halving distance to best possible then try keep halving distance to known cutoff 16 bit - needs new solution to run 1024 bit - stop all heuristics on max time.

- int [switches](#) () const
Switches (does not apply equally to all heuristics) 1 bit - stop once allowable gap on objective reached 2 bit - always do given number of passes 4 bit - weaken cutoff by 5% every 50 passes? 8 bit - if has cutoff and suminf bobbling for 20 passes then first try halving distance to best possible then try keep halving distance to known cutoff 16 bit - needs new solution to run 1024 bit - stop all heuristics on max time 65536 bit and above used for temporary communication.
- bool [exitNow](#) (double bestObjective) const
Whether to exit at once on gap.
- void [setFeasibilityPumpOptions](#) (int value)
Sets feasibility pump options (-1 is off)
- int [feasibilityPumpOptions](#) () const
Gets feasibility pump options (-1 is off)
- void [setModelOnly](#) ([CbcModel](#) *model)
Just set model - do not do anything else.
- void [setFractionSmall](#) (double value)
Sets fraction of new(rows+columns)/old(rows+columns) before doing small branch and bound (default 1.0)
- double [fractionSmall](#) () const
Gets fraction of new(rows+columns)/old(rows+columns) before doing small branch and bound (default 1.0)
- int [numberSolutionsFound](#) () const
Get how many solutions the heuristic thought it got.
- void [incrementNumberSolutionsFound](#) ()
Increment how many solutions the heuristic thought it got.
- int [smallBranchAndBound](#) ([OsiSolverInterface](#) *solver, int [numberNodes](#), double *newSolution, double &newSolutionValue, double cutoff, std::string name) const
Do mini branch and bound - return 0 not finished - no solution 1 not finished - solution 2 finished - no solution 3 finished - solution (could add global cut if finished) -1 returned on size -2 time or user event.
- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.
- void [generateCpp](#) (FILE *fp, const char *heuristic)
Create C++ lines to get to current state - does work for base class.
- virtual bool [canDealWithOdd](#) () const
Returns true if can deal with "odd" problems e.g. sos type 2.
- const char * [heuristicName](#) () const
return name of heuristic
- void [setHeuristicName](#) (const char *name)
set name of heuristic
- void [setSeed](#) (int value)
Set random number generator seed.
- int [getSeed](#) () const
Get random number generator seed.
- void [setDecayFactor](#) (double value)
Sets decay factor (for howOften) on failure.
- void [setInputSolution](#) (const double *solution, double objValue)
Set input solution.
- void [setShallowDepth](#) (int value)
Upto this depth we call the tree shallow and the heuristic can be called multiple times.
- void [setHowOftenShallow](#) (int value)
How often to invoke the heuristics in the shallow part of the tree.
- void [setMinDistanceToRun](#) (int value)

How "far" should this node be from every other where the heuristic was run in order to allow the heuristic to run in this node, too.

- virtual bool `shouldHeurRun` (int whereFrom)
Check whether the heuristic should run at all 0 - before cuts at root node (or from doHeuristics) 1 - during cuts at root 2 - after root node cuts 3 - after cuts at other nodes 4 - during cuts at other nodes 8 added if previous heuristic in loop found solution.
- bool `shouldHeurRun_randomChoice` ()
Check whether the heuristic should run this time.
- int `numRuns` () const
how many times the heuristic has actually run
- int `numCouldRun` () const
How many times the heuristic could run.
- OsiSolverInterface * `cloneBut` (int type)
Clone, but ...

Protected Attributes

- CbcModel * `model_`
Model.
- int `when_`
When flag - 0 off, 1 at root, 2 other than root, 3 always.
- int `numberNodes_`
Number of nodes in any sub tree.
- int `feasibilityPumpOptions_`
Feasibility pump options , -1 is off ≥ 0 for feasibility pump itself -2 quick proximity search -3 longer proximity search.
- double `fractionSmall_`
Fraction of new(rows+columns)/old(rows+columns) before doing small branch and bound.
- CoinThreadRandom `randomNumberGenerator_`
Thread specific random number generator.
- std::string `heuristicName_`
Name for printing.
- int `howOften_`
How often to do (code can change)
- double `decayFactor_`
How much to increase how often.
- int `switches_`
Switches (does not apply equally to all heuristics) 1 bit - stop once allowable gap on objective reached 2 bit - always do given number of passes 4 bit - weaken cutoff by 5% every 50 passes? 8 bit - if has cutoff and suminf bobbling for 20 passes then first try halving distance to best possible then try keep halving distance to known cutoff 16 bit - needs new solution to run 1024 bit - stop all heuristics on max time.
- int `shallowDepth_`
Upto this depth we call the tree shallow and the heuristic can be called multiple times.
- int `howOftenShallow_`
How often to invoke the heuristics in the shallow part of the tree.
- int `numInvocationsInShallow_`
How many invocations happened within the same node when in a shallow part of the tree.
- int `numInvocationsInDeep_`
How many invocations happened when in the deep part of the tree.

- int [lastRunDeep_](#)
After how many deep invocations was the heuristic run last time.
- int [numRuns_](#)
how many times the heuristic has actually run
- int [minDistanceToRun_](#)
How "far" should this node be from every other where the heuristic was run in order to allow the heuristic to run in this node, too.
- [CbcHeuristicNodeList](#) [runNodes_](#)
The description of the nodes where this heuristic has been applied.
- int [numCouldRun_](#)
How many times the heuristic could run.
- int [numberSolutionsFound_](#)
How many solutions the heuristic thought it got.
- int [numberNodesDone_](#)
How many nodes the heuristic did this go.

4.39.1 Detailed Description

Heuristic base class.

Definition at line 77 of file CbcHeuristic.hpp.

4.39.2 Member Function Documentation

4.39.2.1 void CbcHeuristic::setWhen (int *value*) [inline]

Sets "when" flag - 0 off, 1 at root, 2 other than root, 3 always.

If 10 added then don't worry if validate says there are funny objects as user knows it will be fine

Definition at line 134 of file CbcHeuristic.hpp.

4.39.2.2 void CbcHeuristic::setShallowDepth (int *value*) [inline]

Upto this depth we call the tree shallow and the heuristic can be called multiple times.

That is, the test whether the current node is far from the others where the heuristic was invoked will not be done, only the frequency will be tested. After that depth the heuristic will can be invoked only once per node, right before branching. That's when it'll be tested whether the heuristic should run at all.

Definition at line 268 of file CbcHeuristic.hpp.

4.39.2.3 void CbcHeuristic::setMinDistanceToRun (int *value*) [inline]

How "far" should this node be from every other where the heuristic was run in order to allow the heuristic to run in this node, too.

Currently this is tested, but we may switch to `avgDistanceToRun_` in the future.

Definition at line 278 of file CbcHeuristic.hpp.

4.39.2.4 OsiSolverInterface* CbcHeuristic::cloneBut (int *type*)

Clone, but ...

If type is

- 0 clone the solver for the model,
- 1 clone the continuous solver for the model
- Add 2 to say without integer variables which are at low priority
- Add 4 to say quite likely infeasible so give up easily (clp only).

4.39.3 Member Data Documentation

4.39.3.1 `int CbcHeuristic::shallowDepth_` `[protected]`

Upto this depth we call the tree shallow and the heuristic can be called multiple times.

That is, the test whether the current node is far from the others where the heuristic was invoked will not be done, only the frequency will be tested. After that depth the heuristic will can be invoked only once per node, right before branching. That's when it'll be tested whether the heuristic should run at all.

Definition at line 364 of file `CbcHeuristic.hpp`.

4.39.3.2 `int CbcHeuristic::numInvocationsInShallow_` `[protected]`

How many invocations happened within the same node when in a shallow part of the tree.

Definition at line 369 of file `CbcHeuristic.hpp`.

4.39.3.3 `int CbcHeuristic::numInvocationsInDeep_` `[protected]`

How many invocations happened when in the deep part of the tree.

For every node we count only one invocation.

Definition at line 372 of file `CbcHeuristic.hpp`.

4.39.3.4 `int CbcHeuristic::minDistanceToRun_` `[protected]`

How "far" should this node be from every other where the heuristic was run in order to allow the heuristic to run in this node, too.

Currently this is tested, but we may switch to `avgDistanceToRun_` in the future.

Definition at line 380 of file `CbcHeuristic.hpp`.

The documentation for this class was generated from the following file:

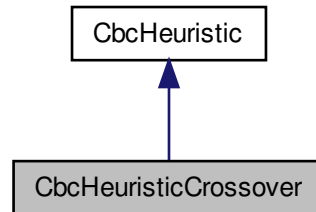
- `CbcHeuristic.hpp`

4.40 CbcHeuristicCrossover Class Reference

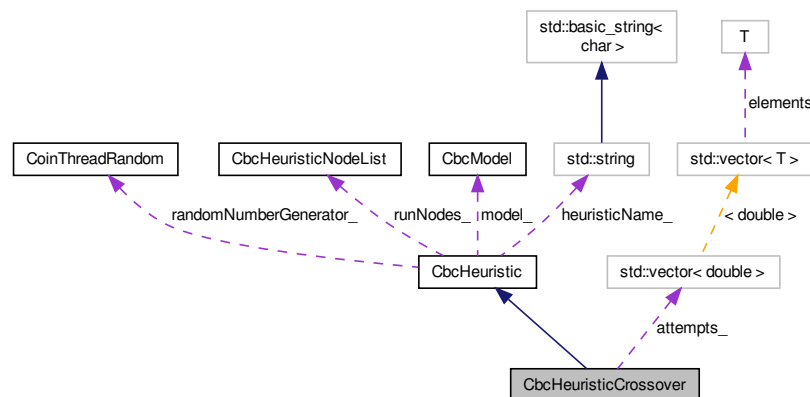
Crossover Search class.

```
#include <CbcHeuristicLocal.hpp>
```

Inheritance diagram for CbcHeuristicCrossover:



Collaboration diagram for CbcHeuristicCrossover:



Public Member Functions

- virtual `CbcHeuristic * clone () const`
Clone.
- `CbcHeuristicCrossover & operator= (const CbcHeuristicCrossover &rhs)`
Assignment operator.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.
- virtual void `resetModel (CbcModel *model)`
Resets stuff if model changes.
- virtual void `setModel (CbcModel *model)`
update model (This is needed if cliques update matrix etc)
- virtual int `solution (double &objectiveValue, double *newSolution)`
returns 0 if no solution, 1 if valid solution.

- void [setNumberSolutions](#) (int value)
Sets number of solutions to use.

Protected Attributes

- std::vector< double > [attempts_](#)
Attempts.
- double [random_](#) [10]
Random numbers to stop same search happening.
- int [numberSolutions_](#)
Number of solutions so we only do after new solution.
- int [useNumber_](#)
Number of solutions to use.

4.40.1 Detailed Description

Crossover Search class.

Definition at line 211 of file CbcHeuristicLocal.hpp.

4.40.2 Member Function Documentation

4.40.2.1 `virtual int CbcHeuristicCrossover::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Fix variables if agree in useNumber_ solutions when_ 0 off, 1 only at new solutions, 2 also every now and then add 10 to make only if agree at lower bound

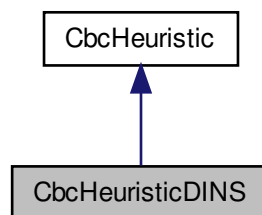
Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

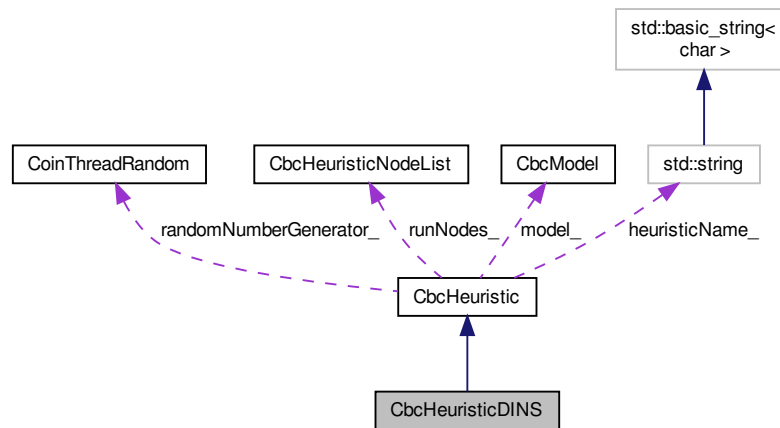
- CbcHeuristicLocal.hpp

4.41 CbcHeuristicDINS Class Reference

Inheritance diagram for CbcHeuristicDINS:



Collaboration diagram for CbcHeuristicDINS:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicDINS](#) & [operator=](#) (const [CbcHeuristicDINS](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- int [solutionFix](#) (double &objectiveValue, double *newSolution, const int *keep)
This version fixes stuff and does IP.
- void [setHowOften](#) (int value)
Sets how often to do it.
- void [setMaximumKeep](#) (int value)
Sets maximum number of solutions kept.
- void [setConstraint](#) (int value)
Sets tightness of extra constraint.

Protected Attributes

- int [numberSolutions_](#)
Number of solutions so we can do something at solution.

- int [howOften_](#)
How often to do (code can change)
- int [numberSuccesses_](#)
Number of successes.
- int [numberTries_](#)
Number of tries.
- int [maximumKeepSolutions_](#)
Maximum number of solutions to keep.
- int [numberKeptSolutions_](#)
Number of solutions kept.
- int [numberIntegers_](#)
Number of integer variables.
- int [localSpace_](#)
Local parameter.
- int ** [values_](#)
Values of integer variables.

4.41.1 Detailed Description

Definition at line 14 of file CbcHeuristicDINS.hpp.

4.41.2 Member Function Documentation

4.41.2.1 `virtual int CbcHeuristicDINS::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This does Relaxation Induced Neighborhood Search

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

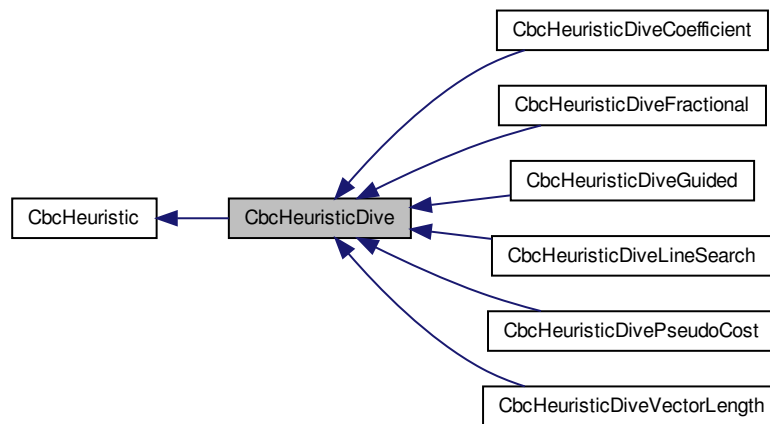
- CbcHeuristicDINS.hpp

4.42 CbcHeuristicDive Class Reference

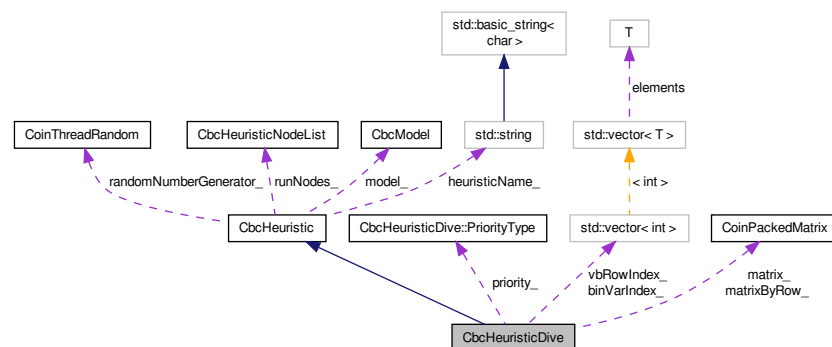
Dive class.

```
#include <CbcHeuristicDive.hpp>
```

Inheritance diagram for CbcHeuristicDive:



Collaboration diagram for CbcHeuristicDive:



Classes

- struct [PriorityType](#)
Array of priorities.

Public Member Functions

- virtual [CbcHeuristicDive](#) * [clone](#) () const =0
Clone.
- [CbcHeuristicDive](#) & [operator=](#) (const [CbcHeuristicDive](#) &rhs)
Assignment operator.

- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.
- void [generateCpp](#) (FILE *fp, const char *heuristic)
Create C++ lines to get to current state - does work for base class.
- virtual void [resetModel](#) (CbcModel *model)
Resets stuff if model changes.
- virtual void [setModel](#) (CbcModel *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts This does Fractional Diving
- int [solution](#) (double &objectiveValue, int &numberNodes, int &numberCuts, OsiRowCut **cuts, CbcSubProblem **&nodes, double *newSolution)
inner part of dive
- int [fathom](#) (CbcModel *model, int &numberNodes, CbcSubProblem **&nodes)
returns 0 if no solution, 1 if valid solution with better objective value than one passed in also returns list of nodes This does Fractional Diving
- virtual void [validate](#) ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- void [setPriorities](#) ()
Sets priorities if any.
- void [selectBinaryVariables](#) ()
Select candidate binary variables for fixing.
- void [setPercentageToFix](#) (double value)
Set percentage of integer variables to fix at bounds.
- void [setMaxIterations](#) (int value)
Set maximum number of iterations.
- void [setMaxSimplexIterations](#) (int value)
Set maximum number of simplex iterations.
- int [maxSimplexIterations](#) () const
Get maximum number of simplex iterations.
- void [setMaxSimplexIterationsAtRoot](#) (int value)
Set maximum number of simplex iterations at root node.
- void [setMaxTime](#) (double value)
Set maximum time allowed.
- virtual bool [canHeuristicRun](#) ()
Tests if the heuristic can run.
- virtual bool [selectVariableToBranch](#) (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)=0
Selects the next variable to branch on Returns true if all the fractional variables can be trivially rounded.
- virtual void [initializeData](#) ()
Initializes any data which is going to be used repeatedly in selectVariableToBranch.
- int [reducedCostFix](#) (OsiSolverInterface *solver)
Perform reduced cost fixing on integer variables.
- virtual int [fixOtherVariables](#) (OsiSolverInterface *solver, const double *solution, [PseudoReducedCost](#) *candidate, const double *random)
Fix other variables at bounds.

Protected Attributes

- double * [downArray_](#)
Extra down array (number Integers long)
- double * [upArray_](#)
Extra up array (number Integers long)

4.42.1 Detailed Description

Dive class.

Definition at line 21 of file CbcHeuristicDive.hpp.

4.42.2 Member Function Documentation

4.42.2.1 **virtual bool CbcHeuristicDive::selectVariableToBranch (OsiSolverInterface * *solver*, const double * *newSolution*, int & *bestColumn*, int & *bestRound*)** [pure virtual]

Selects the next variable to branch on Returns true if all the fractional variables can be trivially rounded.

Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implemented in [CbcHeuristicDiveGuided](#), [CbcHeuristicDiveCoefficient](#), [CbcHeuristicDiveFractional](#), [CbcHeuristicDiveLineSearch](#), [CbcHeuristicDivePseudoCost](#), and [CbcHeuristicDiveVectorLength](#).

The documentation for this class was generated from the following file:

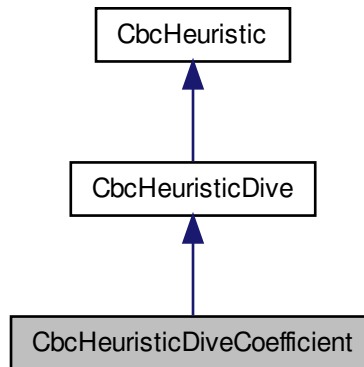
- CbcHeuristicDive.hpp

4.43 CbcHeuristicDiveCoefficient Class Reference

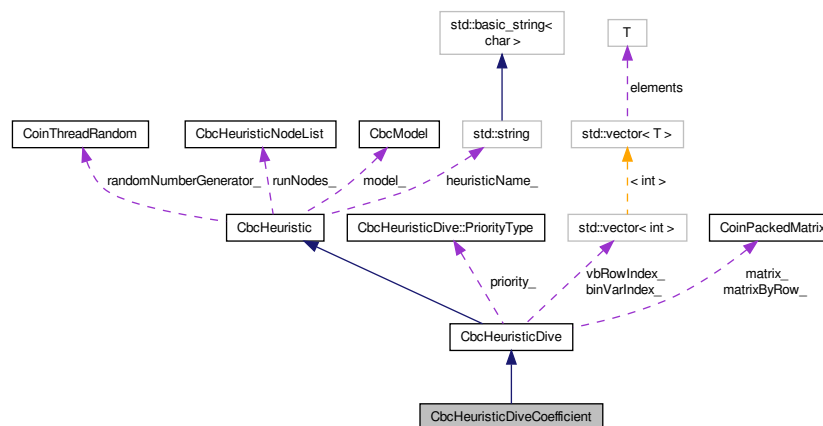
DiveCoefficient class.

```
#include <CbcHeuristicDiveCoefficient.hpp>
```

Inheritance diagram for CbcHeuristicDiveCoefficient:



Collaboration diagram for CbcHeuristicDiveCoefficient:



Public Member Functions

- virtual
CbcHeuristicDiveCoefficient * `clone` () const
Clone.
- **CbcHeuristicDiveCoefficient** & `operator=` (const **CbcHeuristicDiveCoefficient** &rhs)
Assignment operator.
- virtual void `generateCpp` (FILE *fp)
Create C++ lines to get to current state.

- virtual bool [selectVariableToBranch](#) (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)
Selects the next variable to branch on.

Additional Inherited Members

4.43.1 Detailed Description

DiveCoefficient class.

Definition at line 14 of file CbcHeuristicDiveCoefficient.hpp.

4.43.2 Member Function Documentation

- 4.43.2.1 virtual bool CbcHeuristicDiveCoefficient::selectVariableToBranch (OsiSolverInterface * *solver*, const double * *newSolution*, int & *bestColumn*, int & *bestRound*) [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

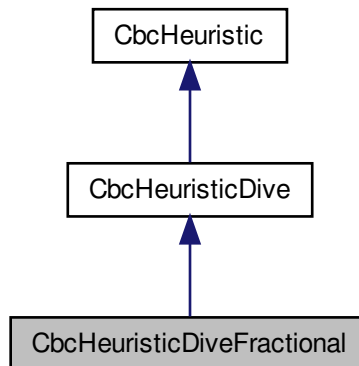
- CbcHeuristicDiveCoefficient.hpp

4.44 CbcHeuristicDiveFractional Class Reference

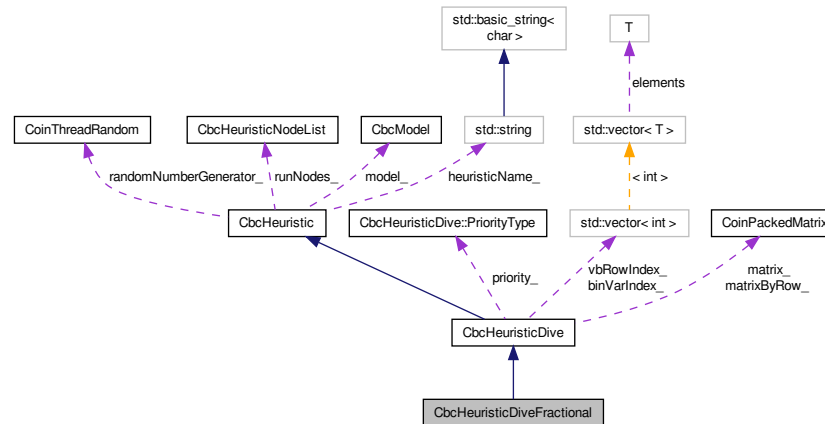
DiveFractional class.

```
#include <CbcHeuristicDiveFractional.hpp>
```

Inheritance diagram for CbcHeuristicDiveFractional:



Collaboration diagram for CbcHeuristicDiveFractional:



Public Member Functions

- virtual
`CbcHeuristicDiveFractional * clone () const`
Clone.
- `CbcHeuristicDiveFractional & operator= (const CbcHeuristicDiveFractional &rhs)`
Assignment operator.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.
- virtual bool `selectVariableToBranch (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)`
Selects the next variable to branch on.

Additional Inherited Members

4.44.1 Detailed Description

DiveFractional class.

Definition at line 14 of file CbcHeuristicDiveFractional.hpp.

4.44.2 Member Function Documentation

4.44.2.1 virtual bool CbcHeuristicDiveFractional::selectVariableToBranch (OsiSolverInterface * solver, const double * newSolution, int & bestColumn, int & bestRound) [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

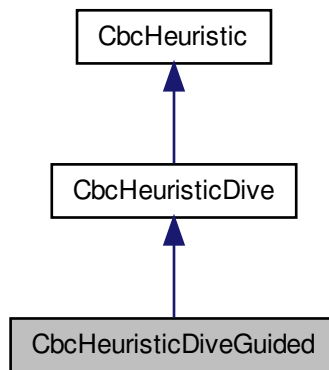
- CbcHeuristicDiveFractional.hpp

4.45 CbcHeuristicDiveGuided Class Reference

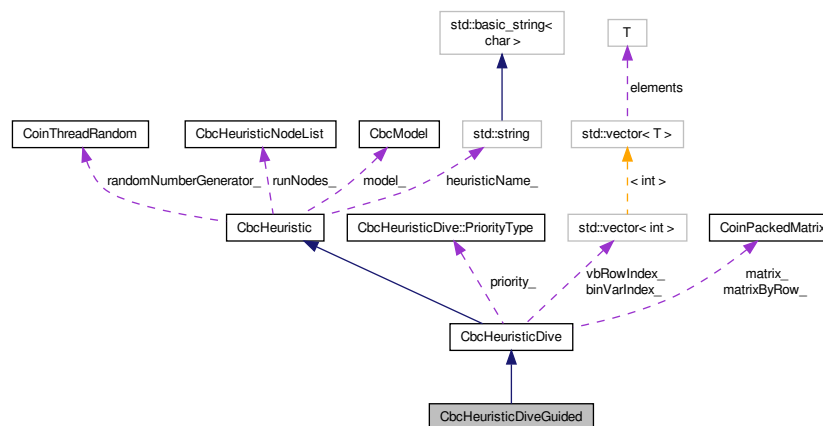
DiveGuided class.

```
#include <CbcHeuristicDiveGuided.hpp>
```

Inheritance diagram for CbcHeuristicDiveGuided:



Collaboration diagram for CbcHeuristicDiveGuided:



Public Member Functions

- virtual [CbcHeuristicDiveGuided](#) * [clone](#) () const
Clone.
- [CbcHeuristicDiveGuided](#) & [operator=](#) (const [CbcHeuristicDiveGuided](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual bool [canHeuristicRun](#) ()
Tests if the heuristic can run.
- virtual bool [selectVariableToBranch](#) (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)
Selects the next variable to branch on.

Additional Inherited Members

4.45.1 Detailed Description

DiveGuided class.

Definition at line 14 of file CbcHeuristicDiveGuided.hpp.

4.45.2 Member Function Documentation

4.45.2.1 virtual bool CbcHeuristicDiveGuided::selectVariableToBranch (OsiSolverInterface * *solver*, const double * *newSolution*, int & *bestColumn*, int & *bestRound*) [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

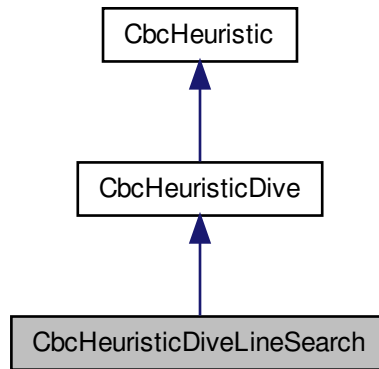
- CbcHeuristicDiveGuided.hpp

4.46 CbcHeuristicDiveLineSearch Class Reference

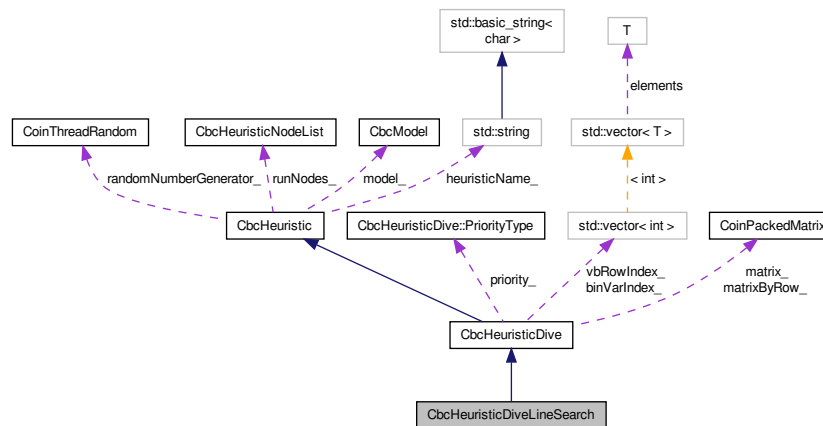
DiveLineSearch class.

```
#include <CbcHeuristicDiveLineSearch.hpp>
```

Inheritance diagram for CbcHeuristicDiveLineSearch:



Collaboration diagram for CbcHeuristicDiveLineSearch:



Public Member Functions

- virtual `CbcHeuristicDiveLineSearch * clone () const`
Clone.
- `CbcHeuristicDiveLineSearch & operator= (const CbcHeuristicDiveLineSearch &rhs)`
Assignment operator.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.

- virtual bool [selectVariableToBranch](#) (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)
Selects the next variable to branch on.

Additional Inherited Members

4.46.1 Detailed Description

DiveLineSearch class.

Definition at line 14 of file CbcHeuristicDiveLineSearch.hpp.

4.46.2 Member Function Documentation

- 4.46.2.1 virtual bool CbcHeuristicDiveLineSearch::selectVariableToBranch (OsiSolverInterface * *solver*, const double * *newSolution*, int & *bestColumn*, int & *bestRound*) [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

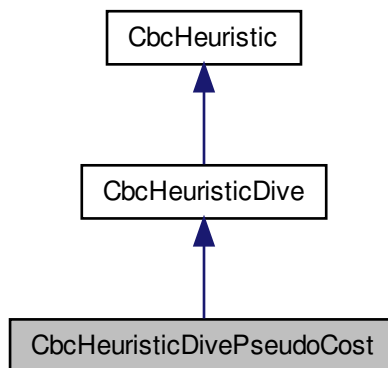
- CbcHeuristicDiveLineSearch.hpp

4.47 CbcHeuristicDivePseudoCost Class Reference

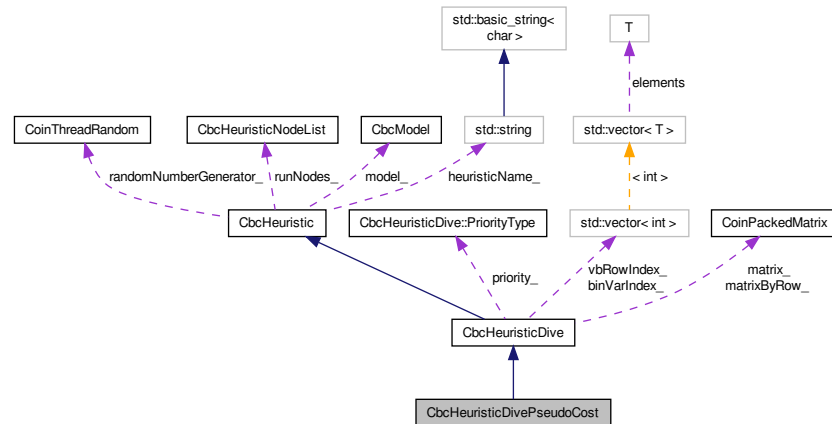
DivePseudoCost class.

```
#include <CbcHeuristicDivePseudoCost.hpp>
```

Inheritance diagram for CbcHeuristicDivePseudoCost:



Collaboration diagram for CbcHeuristicDivePseudoCost:



Public Member Functions

- virtual
`CbcHeuristicDivePseudoCost * clone () const`
Clone.
- `CbcHeuristicDivePseudoCost & operator= (const CbcHeuristicDivePseudoCost &rhs)`
Assignment operator.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.
- virtual bool `selectVariableToBranch (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)`
Selects the next variable to branch on.
- virtual void `initializeData ()`
Initializes any data which is going to be used repeatedly in selectVariableToBranch.
- virtual int `fixOtherVariables (OsiSolverInterface *solver, const double *solution, PseudoReducedCost *candidate, const double *random)`
Fix other variables at bounds.

Additional Inherited Members

4.47.1 Detailed Description

DivePseudoCost class.

Definition at line 14 of file CbcHeuristicDivePseudoCost.hpp.

4.47.2 Member Function Documentation

4.47.2.1 `virtual bool CbcHeuristicDivePseudoCost::selectVariableToBranch (OsiSolverInterface * solver, const double * newSolution, int & bestColumn, int & bestRound) [virtual]`

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the *bestColumn* returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

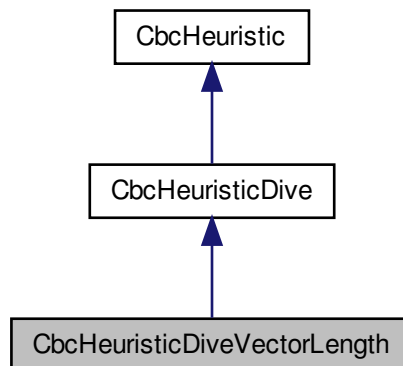
- CbcHeuristicDivePseudoCost.hpp

4.48 CbcHeuristicDiveVectorLength Class Reference

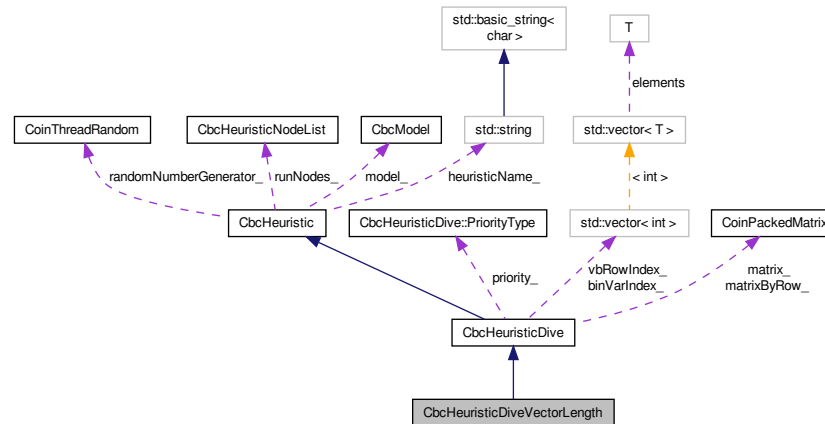
DiveVectorLength class.

```
#include <CbcHeuristicDiveVectorLength.hpp>
```

Inheritance diagram for CbcHeuristicDiveVectorLength:



Collaboration diagram for CbcHeuristicDiveVectorLength:



Public Member Functions

- virtual
`CbcHeuristicDiveVectorLength * clone () const`
Clone.
- `CbcHeuristicDiveVectorLength & operator= (const CbcHeuristicDiveVectorLength &rhs)`
Assignment operator.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.
- virtual bool `selectVariableToBranch (OsiSolverInterface *solver, const double *newSolution, int &bestColumn, int &bestRound)`
Selects the next variable to branch on.

Additional Inherited Members

4.48.1 Detailed Description

DiveVectorLength class.

Definition at line 14 of file CbcHeuristicDiveVectorLength.hpp.

4.48.2 Member Function Documentation

4.48.2.1 virtual bool CbcHeuristicDiveVectorLength::selectVariableToBranch (OsiSolverInterface * solver, const double * newSolution, int & bestColumn, int & bestRound) [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable.

Implements [CbcHeuristicDive](#).

The documentation for this class was generated from the following file:

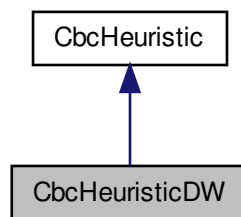
- CbcHeuristicDiveVectorLength.hpp

4.49 CbcHeuristicDW Class Reference

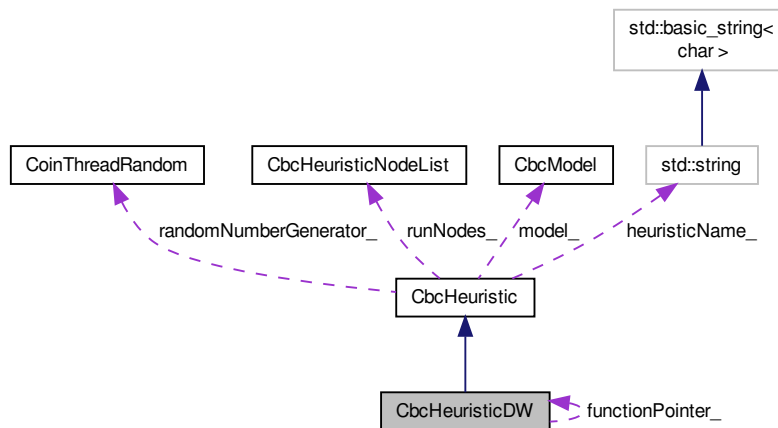
This is unlike the other heuristics in that it is very very compute intensive.

```
#include <CbcHeuristicDW.hpp>
```

Inheritance diagram for CbcHeuristicDW:



Collaboration diagram for CbcHeuristicDW:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.

- [CbcHeuristicDW](#) & [operator=](#) (const [CbcHeuristicDW](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &[objectiveValue](#), double *newSolution)
returns 0 if no solution, 1 if valid solution.
- int [numberBlocks](#) () const
Return number of blocks <=0 - no usable structure.
- void [passInSolution](#) (const double *[solution](#))
Pass in a solution.
- void [passInContinuousSolution](#) (const double *[solution](#))
Pass in continuous solution.
- void [setProposalActions](#) (int fullDWEverySoOften)
DW Proposal actions fullDWEverySoOften - 0 - off k - every k times solution gets better.
- double [objectiveValueWhen](#) (int whichDW) const
Objective value when whichDw created.
- int [numberColumnsDW](#) (int whichDW) const
Number of columns in DW.
- [OsiSolverInterface](#) * [solver](#) () const
Solver.
- [OsiSolverInterface](#) * [DWModel](#) (int whichDW) const
DW model (user must delete)
- double [bestObjective](#) () const
Best objective value.
- const double * [bestSolution](#) () const
Best solution found so far.
- const double * [continuousSolution](#) () const
Continuous solution.
- const double * [fixedDj](#) () const
Reduced costs of fixed solution.
- const double * [objectiveDW](#) () const
Objective at which DW updated.
- int [numberDWTimes](#) () const
Number of times we have added to DW model.
- const int * [numberColumnsDW](#) () const
Number of columns in DW.
- void [setNumberPasses](#) (int value)
Set number of passes.
- void [setNumberBadPasses](#) (int value)
Set number of passes without better solution.
- void [setNumberNeeded](#) (int value)
Set number free integers needed (Base value)
- int [getNumberNeeded](#) () const

- Get number free integers needed (Base value)*
- void [setCurrentNumberNeeded](#) (int value)
 - Set number free integers needed (Current value)*
- int [getCurrentNumberNeeded](#) () const
 - Get number free integers needed (Current value)*
- void [setNumberNodes](#) (int value)
 - Set number nodes (could be done in callback) (Base value)*
- int [getNumberNodes](#) () const
 - Get number nodes (could be done in callback) (Base value)*
- void [setCurrentNumberNodes](#) (int value)
 - Set number nodes (could be done in callback) (Current value)*
- int [getCurrentNumberNodes](#) () const
 - Get number nodes (could be done in callback) (Current value)*
- void [setTargetObjective](#) (double value)
 - Set target objective.*
- void [setHowOften](#) (int value)
 - Sets how often to do it.*
- const int * [whichRowBlock](#) () const
 - Block for every row.*
- const int * [whichColumnBlock](#) () const
 - Block for every column.*
- double * [initialLower](#) () const
 - Initial Lower bounds.*
- double * [initialUpper](#) () const
 - Initial Upper bounds.*
- int * [intArrays](#) () const
 - Local integer arrays (each numberBlocks_ long)*
- double * [doubleArrays](#) () const
 - Local double arrays (each numberBlocks_ long)*
- int [phase](#) () const
 - Phase of solution.*
- int [pass](#) () const
 - Pass number.*
- const int * [columnsInBlock](#) () const
 - Which columns are in block.*
- const int * [startColumnBlock](#) () const
 - Starts for columnsInBlock.*
- const int * [intsInBlock](#) () const
 - Number of integer variables in each block.*
- double [objectiveValue](#) (const double *[solution](#))
 - Objective value (could also check validity)*

Protected Attributes

- double [targetObjective_](#)
Target objective.
- double [bestObjective_](#)
Best objective value.
- double [lastObjective_](#)
Objective value last time.
- heuristicCallBack [functionPointer_](#)
Call back whereFrom - 0 - after blocks found but before data setup 1 - after blocks sorted but before used 2 - just before normal branch and bound 3 - after DW has been updated 4 - if better solution found 5 - every time a block might be used next few for adjustment of nNeeded etc 6 - complete search done - no solution 7 - stopped on nodes - no improvement 8 - improving (same as 4 but after nNeeded changed Pointers to local data given by following pointers.
- int * [intArray_](#)
Local integer arrays (each numberBlocks_ long)
- double * [doubleArray_](#)
Local double arrays (each numberBlocks_ long)
- OsiSolverInterface * [solver_](#)
Base solver.
- OsiSolverInterface * [dwSolver_](#)
DW solver.
- double * [bestSolution_](#)
Best solution found so far.
- double * [continuousSolution_](#)
Continuous solution.
- double * [fixedDj_](#)
Reduced costs of fixed solution.
- double * [saveLower_](#)
Original lower bounds.
- double * [saveUpper_](#)
Original Upper bounds.
- double * [random_](#)
random numbers for master rows
- double * [weights_](#)
Weights for each proposal.
- double * [objectiveDW_](#)
Objective at which DW updated.
- int * [numberColumnsDW_](#)
Number of columns in each DW.
- int * [whichRowBlock_](#)
Block for every row.
- int * [whichColumnBlock_](#)
Block for every column.
- int * [dwBlock_](#)
Block number for each proposal.
- int * [backwardRow_](#)
Points back to master rows.
- int * [rowsInBlock_](#)

- Which rows are in blocke.
- int * [columnsInBlock_](#)
Which columns are in block.
- int * [startRowBlock_](#)
Starts for rowsInBlock.
- int * [startColumnBlock_](#)
Starts for columnsInBlock.
- int * [intsInBlock_](#)
Number of integer variables in each block.
- unsigned int * [fingerPrint_](#)
Bits set for 1 integers in each block.
- unsigned short * [affinity_](#)
Affinity each block has for other (will be triangular?)
- int [fullDWEverySoOften_](#)
DW Proposal actions fullDWEverySoOften - 0 - off k - every k times solution gets better.
- int [numberPasses_](#)
Number of passes.
- int [howOften_](#)
How often to do (code can change)
- int [maximumDW_](#)
Current maximum number of DW proposals.
- int [numberDW_](#)
Number of DW proposals.
- int [numberDWTimes_](#)
Number of times we have added to DW model.
- int [sizeFingerPrint_](#)
Number of unsigned ints needed for each block of fingerPrint.
- int [numberMasterColumns_](#)
Number of columns in master.
- int [numberMasterRows_](#)
Number of rows in master.
- int [numberBlocks_](#)
Number of blocks.
- int [keepContinuous_](#)
Action on decomposition - 1 keep continuous, 0 don't.
- int [phase_](#)
Phase of solution.
- int [pass_](#)
Pass number.
- int [nNeededBase_](#)
Base number of integers needed.
- int [nNodesBase_](#)
Base number of nodes needed.
- int [nNeeded_](#)
Base number of integers needed.
- int [nNodes_](#)
Base number of nodes needed.
- int [numberBadPasses_](#)
Number of passes without better solution.

4.49.1 Detailed Description

This is unlike the other heuristics in that it is very very compute intensive.

It tries to find a DW structure and use that

Definition at line 17 of file CbcHeuristicDW.hpp.

4.49.2 Member Function Documentation

4.49.2.1 `virtual int CbcHeuristicDW::solution (double & objectiveValue, double * newSolution)` `[virtual]`

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This does Relaxation Induced Neighborhood Search

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

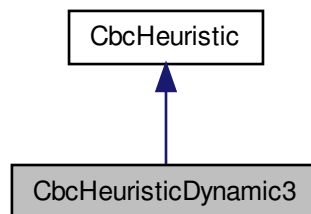
- CbcHeuristicDW.hpp

4.50 CbcHeuristicDynamic3 Class Reference

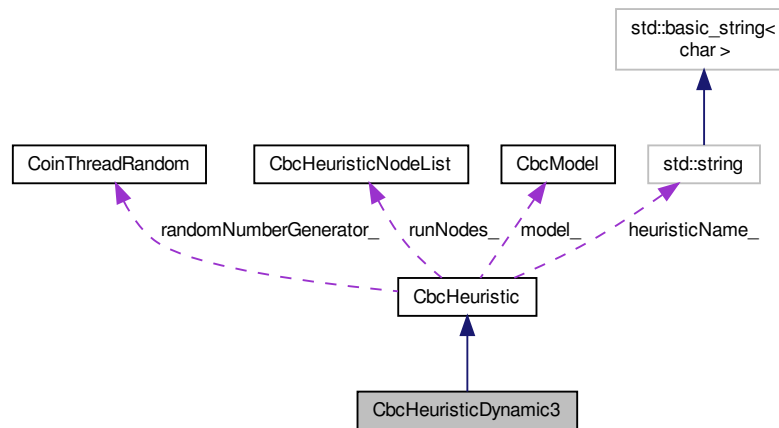
heuristic - just picks up any good solution

```
#include <CbcLinked.hpp>
```

Inheritance diagram for CbcHeuristicDynamic3:



Collaboration diagram for CbcHeuristicDynamic3:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual bool [canDealWithOdd](#) () const
Returns true if can deal with "odd" problems e.g. sos type 2.

Additional Inherited Members

4.50.1 Detailed Description

heuristic - just picks up any good solution

Definition at line 379 of file CbcLinked.hpp.

4.50.2 Member Function Documentation

4.50.2.1 virtual int CbcHeuristicDynamic3::solution (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) We leave all variables which are at one at this node of the tree to that value and will initially set all others to zero. We then sort all variables in order of their cost divided by the

number of entries in rows which are not yet covered. We randomize that value a bit so that ties will be broken in different ways on different runs of the heuristic. We then choose the best one and set it to one and repeat the exercise.

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

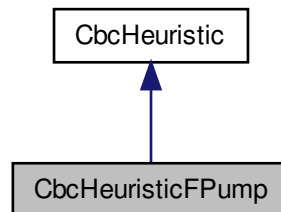
- CbcLinked.hpp

4.51 CbcHeuristicFPump Class Reference

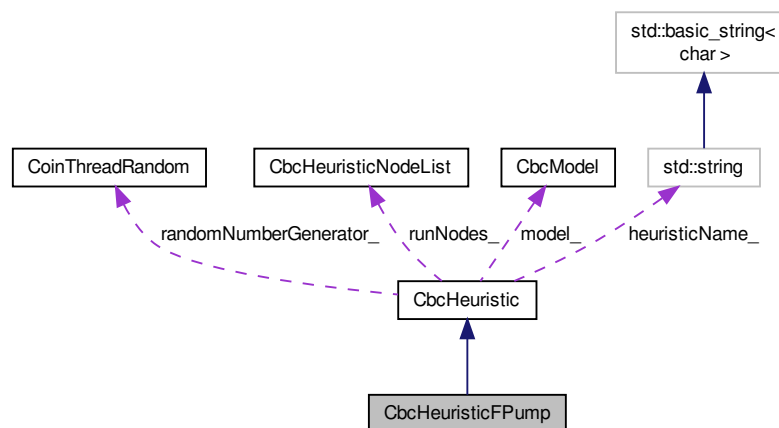
Feasibility Pump class.

```
#include <CbcHeuristicFPump.hpp>
```

Inheritance diagram for CbcHeuristicFPump:



Collaboration diagram for CbcHeuristicFPump:



Public Member Functions

- [CbcHeuristicFPump](#) & [operator=](#) (const [CbcHeuristicFPump](#) &rhs)
Assignment operator.
- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts.
- void [setMaximumTime](#) (double value)
Set maximum Time (default off) - also sets starttime to current.
- double [maximumTime](#) () const
Get maximum Time (default 0.0 == time limit off)
- void [setFakeCutoff](#) (double value)
Set fake cutoff (default COIN_DBL_MAX == off)
- double [fakeCutoff](#) () const
Get fake cutoff (default 0.0 == off)
- void [setAbsoluteIncrement](#) (double value)
Set absolute increment (default 0.0 == off)
- double [absoluteIncrement](#) () const
Get absolute increment (default 0.0 == off)
- void [setRelativeIncrement](#) (double value)
Set relative increment (default 0.0 == off)
- double [relativeIncrement](#) () const
Get relative increment (default 0.0 == off)
- void [setDefaultRounding](#) (double value)
Set default rounding (default 0.5)
- double [defaultRounding](#) () const
Get default rounding (default 0.5)
- void [setInitialWeight](#) (double value)
Set initial weight (default 0.0 == off)
- double [initialWeight](#) () const
Get initial weight (default 0.0 == off)
- void [setWeightFactor](#) (double value)
Set weight factor (default 0.1)
- double [weightFactor](#) () const
Get weight factor (default 0.1)
- void [setArtificialCost](#) (double value)
Set threshold cost for using original cost - even on continuous (default infinity)
- double [artificialCost](#) () const
Get threshold cost for using original cost - even on continuous (default infinity)
- double [iterationRatio](#) () const

- Get iteration to size ratio.*

 - void [setIterationRatio](#) (double value)
- Set iteration to size ratio.*

 - void [setMaximumPasses](#) (int value)
- Set maximum passes (default 100)*

 - int [maximumPasses](#) () const
- Get maximum passes (default 100)*

 - void [setMaximumRetries](#) (int value)
- Set maximum retries (default 1)*

 - int [maximumRetries](#) () const
- Get maximum retries (default 1)*

 - void [setAccumulate](#) (int value)
- Set use of multiple solutions and solves 0 - do not reuse solves, do not accumulate integer solutions for local search 1 - do not reuse solves, accumulate integer solutions for local search 2 - reuse solves, do not accumulate integer solutions for local search 3 - reuse solves, accumulate integer solutions for local search If we add 4 then use second form of problem (with extra rows and variables for general integers) At some point (date?), I added.*

 - int [accumulate](#) () const
- Get accumulation option.*

 - void [setFixOnReducedCosts](#) (int value)
- Set whether to fix variables on known solution 0 - do not fix 1 - fix integers on reduced costs 2 - fix integers on reduced costs but only on entry.*

 - int [fixOnReducedCosts](#) () const
- Get reduced cost option.*

 - void [setReducedCostMultiplier](#) (double value)
- Set reduced cost multiplier 1.0 as normal < 1.0 (x) - pretend gap is x* actual gap - just for fixing.*

 - double [reducedCostMultiplier](#) () const
- Get reduced cost multiplier.*

Protected Attributes

- double [startTime_](#)
- Start time.*
- double [maximumTime_](#)
- Maximum Cpu seconds.*
- double [fakeCutoff_](#)
- Fake cutoff value.*
- double [absoluteIncrement_](#)
- If positive carry on after solution expecting gain of at least this.*
- double [relativeIncrement_](#)
- If positive carry on after solution expecting gain of at least this times objective.*
- double [defaultRounding_](#)
- Default is round up if > this.*
- double [initialWeight_](#)
- Initial weight for true objective.*
- double [weightFactor_](#)
- Factor for decreasing weight.*
- double [artificialCost_](#)
- Threshold cost for using original cost - even on continuous.*

- double [iterationRatio_](#)
If iterationRatio > 0 use instead of maximumPasses_ test is iterations > ratio(2*nrow+ncol)*
- double [reducedCostMultiplier_](#)
Reduced cost multiplier 1.0 as normal < 1.0 (x) - pretend gap is x actual gap - just for fixing.*
- int [maximumPasses_](#)
Maximum number of passes.
- int [maximumRetries_](#)
Maximum number of retries if we find a solution.
- int [accumulate_](#)
Set use of multiple solutions and solves 0 - do not reuse solves, do not accumulate integer solutions for local search 1 - do not reuse solves, accumulate integer solutions for local search 2 - reuse solves, do not accumulate integer solutions for local search 3 - reuse solves, accumulate integer solutions for local search If we add 4 then use second form of problem (with extra rows and variables for general integers) If we do not accumulate solutions then no mini branch and bounds will be done reuse - refers to initial solve after adding in new "cut" If we add 8 then can run after initial cuts (if no solution)
- int [fixOnReducedCosts_](#)
Set whether to fix variables on known solution 0 - do not fix 1 - fix integers on reduced costs 2 - fix integers on reduced costs but only on entry.
- bool [roundExpensive_](#)
If true round to expensive.

4.51.1 Detailed Description

Feasibility Pump class.

Definition at line 15 of file CbcHeuristicFPump.hpp.

4.51.2 Member Function Documentation

4.51.2.1 `virtual int CbcHeuristicFPump::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts.

It may make sense for user to call this outside Branch and Cut to get solution. Or normally is just at root node.

new meanings for when_ - on first try then set back to 1 11 - at end fix all integers at same bound throughout 12 - also fix all integers staying at same internal integral value throughout 13 - also fix all continuous variables staying at same bound throughout 14 - also fix all continuous variables staying at same internal value throughout 15 - as 13 but no internal integers And beyond that, it's apparently possible for the range to be between 21 and 25, in which case it's reduced on entry to [solution\(\)](#) to be between 11 and 15 and allSlack is set to true. Then, if we're not processing general integers, we'll use an all-slack basis to solve ... what? Don't see that yet.

Implements [CbcHeuristic](#).

4.51.2.2 `void CbcHeuristicFPump::setAccumulate (int value)` [inline]

Set use of multiple solutions and solves 0 - do not reuse solves, do not accumulate integer solutions for local search 1 - do not reuse solves, accumulate integer solutions for local search 2 - reuse solves, do not accumulate integer solutions for local search 3 - reuse solves, accumulate integer solutions for local search If we add 4 then use second form of problem (with extra rows and variables for general integers) At some point (date?), I added.

And then there are a few bit fields: 4 - something about general integers So my (lh) guess for 4 was at least in the ballpark, but I'll have to rethink 8 entirely (and it may well not mean the same thing as it did when I added that comment. 8 - determines whether we process general integers

And on 090831, John added

If we add 4 then use second form of problem (with extra rows and variables for general integers) If we add 8 then can run after initial cuts (if no solution)

Definition at line 175 of file CbcHeuristicFPump.hpp.

4.51.3 Member Data Documentation

4.51.3.1 `double CbcHeuristicFPump::fakeCutoff_` [protected]

Fake cutoff value.

If set then better of real cutoff and this used to add a constraint

Definition at line 215 of file CbcHeuristicFPump.hpp.

4.51.3.2 `int CbcHeuristicFPump::maximumRetries_` [protected]

Maximum number of retries if we find a solution.

If negative we clean out used array

Definition at line 241 of file CbcHeuristicFPump.hpp.

The documentation for this class was generated from the following file:

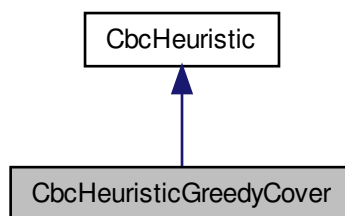
- CbcHeuristicFPump.hpp

4.52 CbcHeuristicGreedyCover Class Reference

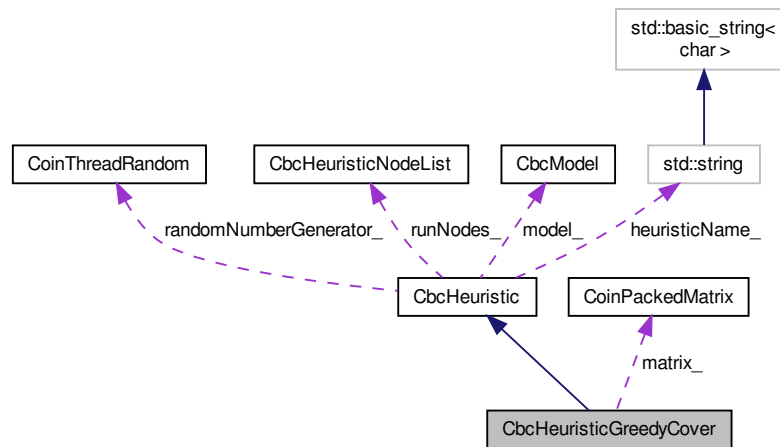
Greedy heuristic classes.

```
#include <CbcHeuristicGreedy.hpp>
```

Inheritance diagram for CbcHeuristicGreedyCover:



Collaboration diagram for CbcHeuristicGreedyCover:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicGreedyCover](#) & [operator=](#) (const [CbcHeuristicGreedyCover](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- virtual void [validate](#) ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.

Protected Member Functions

- void [gutsOfConstructor](#) ([CbcModel](#) *model)
Guts of constructor from a [CbcModel](#).

Protected Attributes

- int [numberTimes_](#)
Do this many times.

4.52.1 Detailed Description

Greedy heuristic classes.

Definition at line 13 of file CbcHeuristicGreedy.hpp.

4.52.2 Member Function Documentation

4.52.2.1 `virtual int CbcHeuristicGreedyCover::solution (double & objectiveValue, double * newSolution)` `[virtual]`

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) We leave all variables which are at one at this node of the tree to that value and will initially set all others to zero. We then sort all variables in order of their cost divided by the number of entries in rows which are not yet covered. We randomize that value a bit so that ties will be broken in different ways on different runs of the heuristic. We then choose the best one and set it to one and repeat the exercise.

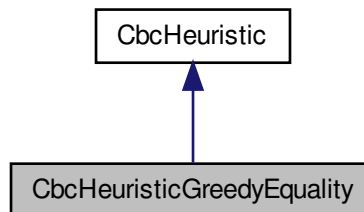
Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

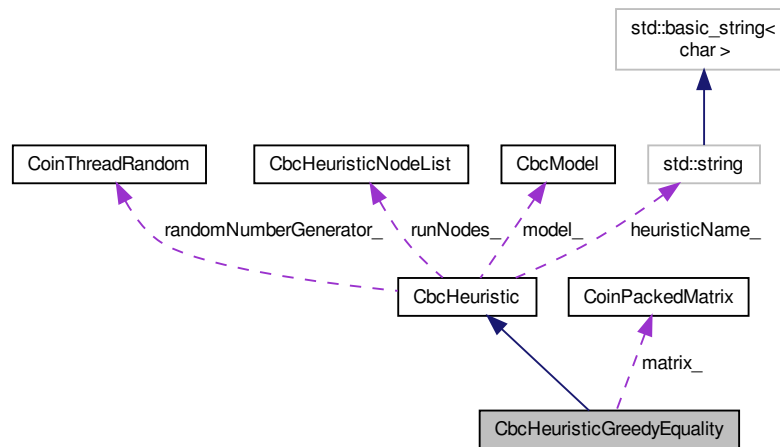
- CbcHeuristicGreedy.hpp

4.53 CbcHeuristicGreedyEquality Class Reference

Inheritance diagram for CbcHeuristicGreedyEquality:



Collaboration diagram for CbcHeuristicGreedyEquality:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicGreedyEquality](#) & [operator=](#) (const [CbcHeuristicGreedyEquality](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- virtual void [validate](#) ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.

Protected Member Functions

- void [gutsOfConstructor](#) ([CbcModel](#) *model)
Guts of constructor from a [CbcModel](#).

Protected Attributes

- int [numberTimes_](#)
Do this many times.

4.53.1 Detailed Description

Definition at line 98 of file CbcHeuristicGreedy.hpp.

4.53.2 Member Function Documentation

4.53.2.1 `virtual int CbcHeuristicGreedyEquality::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) We leave all variables which are at one at this node of the tree to that value and will initially set all others to zero. We then sort all variables in order of their cost divided by the number of entries in rows which are not yet covered. We randomize that value a bit so that ties will be broken in different ways on different runs of the heuristic. We then choose the best one and set it to one and repeat the exercise.

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

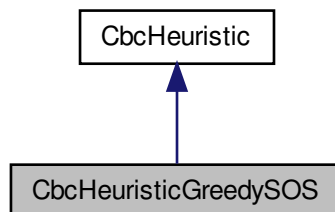
- CbcHeuristicGreedy.hpp

4.54 CbcHeuristicGreedySOS Class Reference

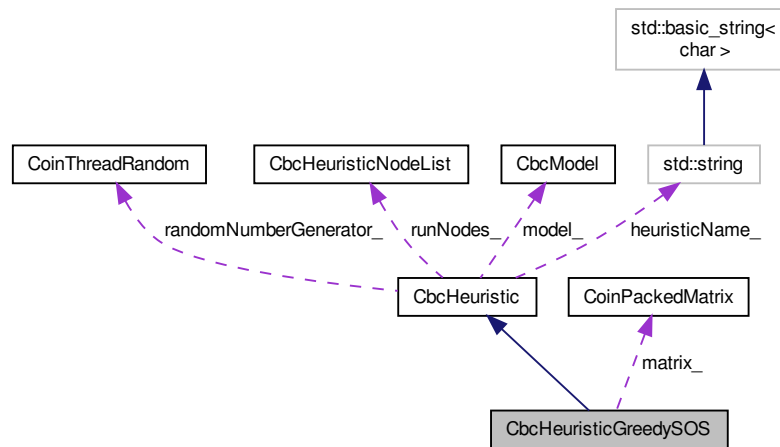
Greedy heuristic for SOS and L rows (and positive elements)

```
#include <CbcHeuristicGreedy.hpp>
```

Inheritance diagram for CbcHeuristicGreedySOS:



Collaboration diagram for CbcHeuristicGreedySOS:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicGreedySOS](#) & [operator=](#) (const [CbcHeuristicGreedySOS](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- virtual void [validate](#) ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.

Protected Member Functions

- void [gutsOfConstructor](#) ([CbcModel](#) *model)
Guts of constructor from a [CbcModel](#).

Protected Attributes

- int [numberTimes_](#)
Do this many times.

4.54.1 Detailed Description

Greedy heuristic for SOS and L rows (and positive elements)

Definition at line 193 of file CbcHeuristicGreedy.hpp.

4.54.2 Member Function Documentation

4.54.2.1 `virtual int CbcHeuristicGreedySOS::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) We leave all variables which are at one at this node of the tree to that value and will initially set all others to zero. We then sort all variables in order of their cost divided by the number of entries in rows which are not yet covered. We randomize that value a bit so that ties will be broken in different ways on different runs of the heuristic. We then choose the best one and set it to one and repeat the exercise.

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

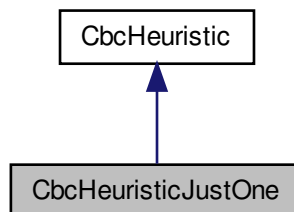
- CbcHeuristicGreedy.hpp

4.55 CbcHeuristicJustOne Class Reference

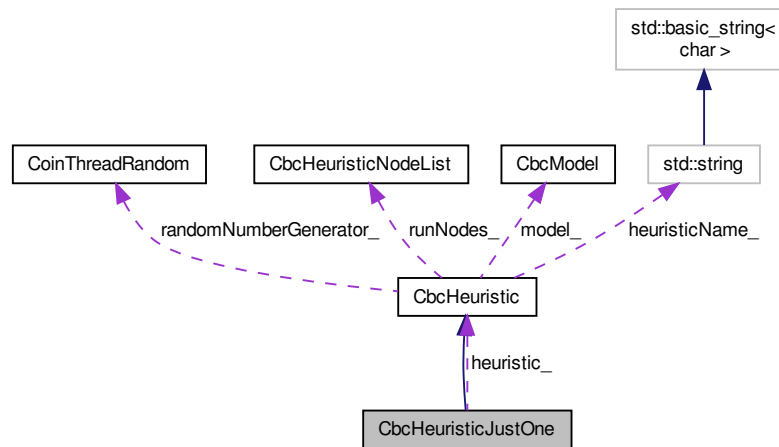
Just One class - this chooses one at random.

```
#include <CbcHeuristic.hpp>
```

Inheritance diagram for CbcHeuristicJustOne:



Collaboration diagram for CbcHeuristicJustOne:



Public Member Functions

- virtual [CbcHeuristicJustOne](#) * [clone](#) () const
Clone.
- [CbcHeuristicJustOne](#) & [operator=](#) (const [CbcHeuristicJustOne](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts This does Fractional Diving
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual bool [selectVariableToBranch](#) (OsiSolverInterface *, const double *, int &, int &)
Selects the next variable to branch on.
- virtual void [validate](#) ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- void [addHeuristic](#) (const [CbcHeuristic](#) *heuristic, double probability)
Adds an heuristic with probability.
- void [normalizeProbabilities](#) ()
Normalize probabilities.

Additional Inherited Members

4.55.1 Detailed Description

Just One class - this chooses one at random.

Definition at line 611 of file CbcHeuristic.hpp.

4.55.2 Member Function Documentation

4.55.2.1 `virtual bool CbcHeuristicJustOne::selectVariableToBranch (OsiSolverInterface *, const double *, int & , int &)`
[inline], [virtual]

Selects the next variable to branch on.

Returns true if all the fractional variables can be trivially rounded. Returns false, if there is at least one fractional variable that is not trivially roundable. In this case, the bestColumn returned will not be trivially roundable. This is dummy as never called

Definition at line 655 of file CbcHeuristic.hpp.

The documentation for this class was generated from the following file:

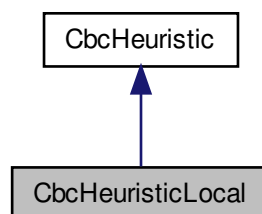
- CbcHeuristic.hpp

4.56 CbcHeuristicLocal Class Reference

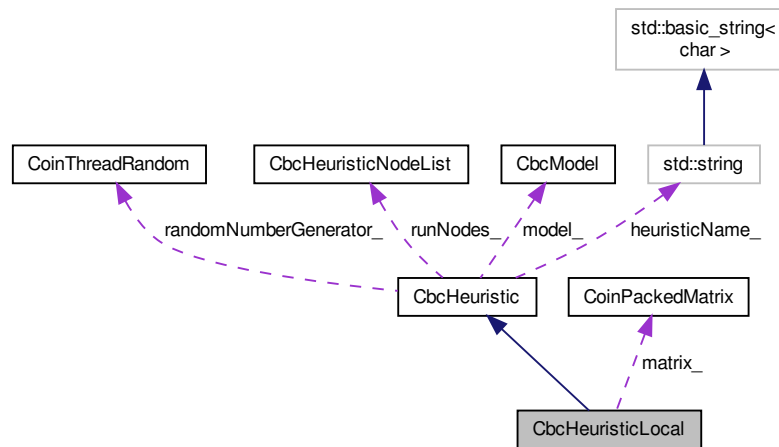
LocalSearch class.

```
#include <CbcHeuristicLocal.hpp>
```

Inheritance diagram for CbcHeuristicLocal:



Collaboration diagram for CbcHeuristicLocal:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicLocal](#) & [operator=](#) (const [CbcHeuristicLocal](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- int [solutionFix](#) (double &objectiveValue, double *newSolution, const int *keep)
This version fixes stuff and does IP.
- void [setSearchType](#) (int value)
Sets type of search.
- int * [used](#) () const
Used array so we can set.

Protected Attributes

- int * [used_](#)
Whether a variable has been in a solution (also when)

4.56.1 Detailed Description

LocalSearch class.

Definition at line 13 of file CbcHeuristicLocal.hpp.

4.56.2 Member Function Documentation

4.56.2.1 `virtual int CbcHeuristicLocal::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts First tries setting a variable to better value. If feasible then tries setting others. If not feasible then tries swaps

This first version does not do LP's and does swaps of two integer variables. Later versions could do Lps.

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

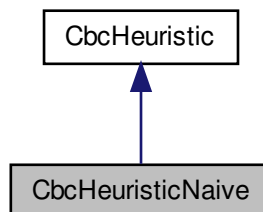
- CbcHeuristicLocal.hpp

4.57 CbcHeuristicNaive Class Reference

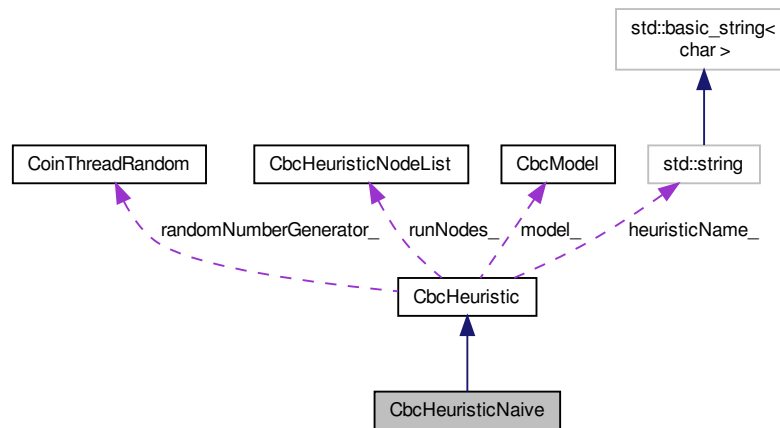
Naive class a) Fix all ints as close to zero as possible b) Fix all ints with nonzero costs and < large to zero c) Put bounds round continuous and Uls and maximize.

```
#include <CbcHeuristicLocal.hpp>
```

Inheritance diagram for CbcHeuristicNaive:



Collaboration diagram for CbcHeuristicNaive:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicNaive](#) & [operator=](#) (const [CbcHeuristicNaive](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- void [setLargeValue](#) (double value)
Sets large cost value.
- double [largeValue](#) () const
Gets large cost value.

Protected Attributes

- double [large_](#)
Data Large value.

4.57.1 Detailed Description

Naive class a) Fix all ints as close to zero as possible b) Fix all ints with nonzero costs and < large to zero c) Put bounds round continuous and Uls and maximize.

Definition at line 154 of file CbcHeuristicLocal.hpp.

4.57.2 Member Function Documentation

4.57.2.1 `virtual int CbcHeuristicNaive::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good)

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

- CbcHeuristicLocal.hpp

4.58 CbcHeuristicNode Class Reference

A class describing the branching decisions that were made to get to the node where a heuristic was invoked from.

```
#include <CbcHeuristic.hpp>
```

4.58.1 Detailed Description

A class describing the branching decisions that were made to get to the node where a heuristic was invoked from.

Definition at line 28 of file CbcHeuristic.hpp.

The documentation for this class was generated from the following file:

- CbcHeuristic.hpp

4.59 CbcHeuristicNodeList Class Reference

4.59.1 Detailed Description

Definition at line 52 of file CbcHeuristic.hpp.

The documentation for this class was generated from the following file:

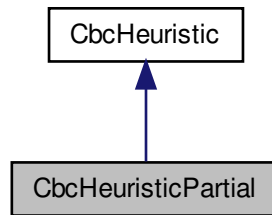
- CbcHeuristic.hpp

4.60 CbcHeuristicPartial Class Reference

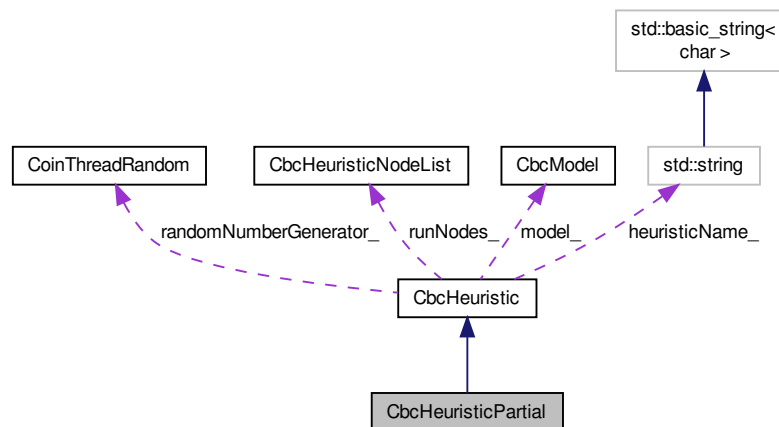
Partial solution class If user knows a partial solution this tries to get an integer solution it uses hotstart information.

```
#include <CbcHeuristic.hpp>
```


Inheritance diagram for CbcHeuristicPartial:



Collaboration diagram for CbcHeuristicPartial:



Public Member Functions

- [CbcHeuristicPartial](#) ([CbcModel](#) &model, int fixPriority=10000, int [numberNodes](#)=200)
Constructor with model - assumed before cuts Fixes all variables with priority <= given and does given number of nodes.
- [CbcHeuristicPartial](#) & [operator=](#) (const [CbcHeuristicPartial](#) &rhs)
Assignment operator.
- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.

- virtual void `setModel` (`CbcModel *model`)
update model (This is needed if cliques update matrix etc)
- virtual int `solution` (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts
- virtual void `validate` ()
Validate model i.e. sets when_ to 0 if necessary (may be NULL)
- void `setFixPriority` (int value)
Set priority level.
- virtual bool `shouldHeurRun` (int whereFrom)
Check whether the heuristic should run at all.

Additional Inherited Members

4.60.1 Detailed Description

Partial solution class If user knows a partial solution this tries to get an integer solution it uses hotstart information.

Definition at line 499 of file CbcHeuristic.hpp.

The documentation for this class was generated from the following file:

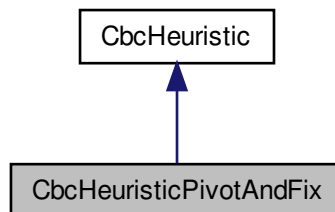
- CbcHeuristic.hpp

4.61 CbcHeuristicPivotAndFix Class Reference

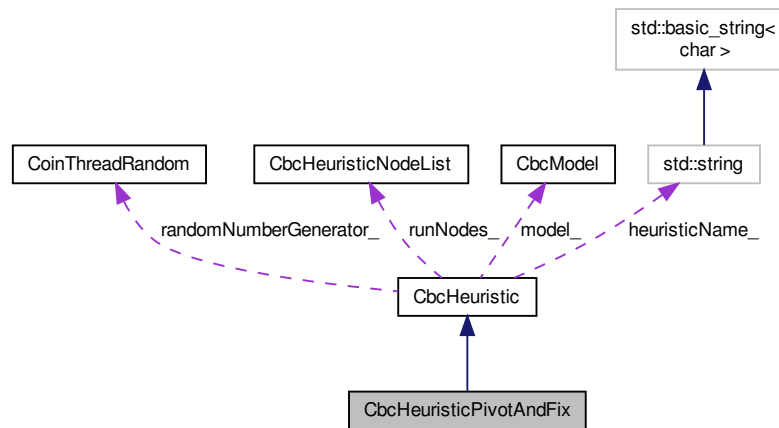
LocalSearch class.

```
#include <CbcHeuristicPivotAndFix.hpp>
```

Inheritance diagram for CbcHeuristicPivotAndFix:



Collaboration diagram for CbcHeuristicPivotAndFix:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicPivotAndFix](#) & [operator=](#) (const [CbcHeuristicPivotAndFix](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.

Additional Inherited Members

4.61.1 Detailed Description

LocalSearch class.

Definition at line 13 of file CbcHeuristicPivotAndFix.hpp.

4.61.2 Member Function Documentation

4.61.2.1 virtual int CbcHeuristicPivotAndFix::solution (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) needs comments

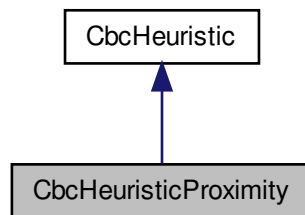
Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

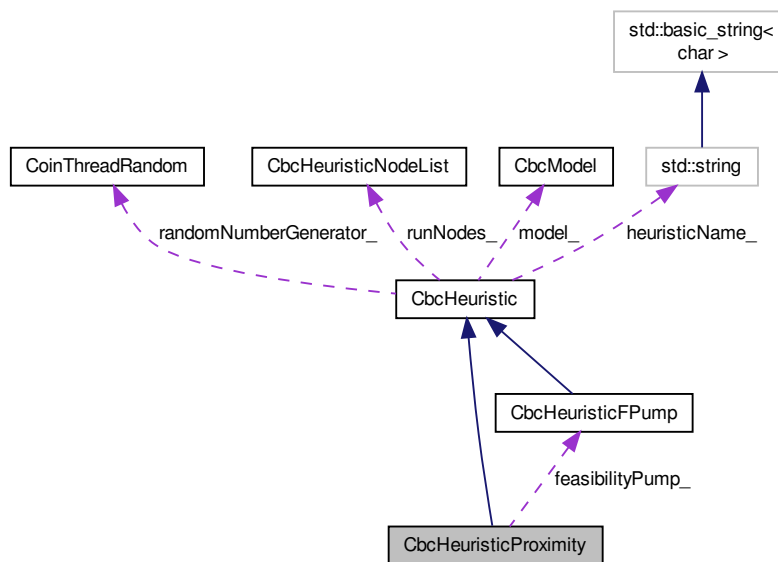
- CbcHeuristicPivotAndFix.hpp

4.62 CbcHeuristicProximity Class Reference

Inheritance diagram for CbcHeuristicProximity:



Collaboration diagram for CbcHeuristicProximity:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicProximity](#) & [operator=](#) (const [CbcHeuristicProximity](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- void [setIncrement](#) (double value)
Set extra increment.
- int * [used](#) () const
Used array so we can set.

Protected Attributes

- double [increment_](#)
Increment to use if no change.
- [CbcHeuristicFPump](#) * [feasibilityPump_](#)
Copy of Feasibility pump.
- int [numberSolutions_](#)
Number of solutions so we only do after new solution.
- int * [used_](#)
Whether a variable has been in a solution (also when)

4.62.1 Detailed Description

Definition at line 90 of file CbcHeuristicLocal.hpp.

4.62.2 Member Function Documentation

4.62.2.1 virtual int [CbcHeuristicProximity::solution](#) (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good)

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

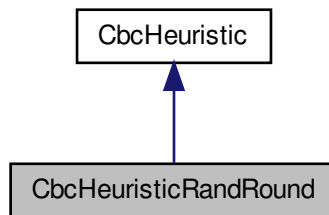
- CbcHeuristicLocal.hpp

4.63 CbcHeuristicRandRound Class Reference

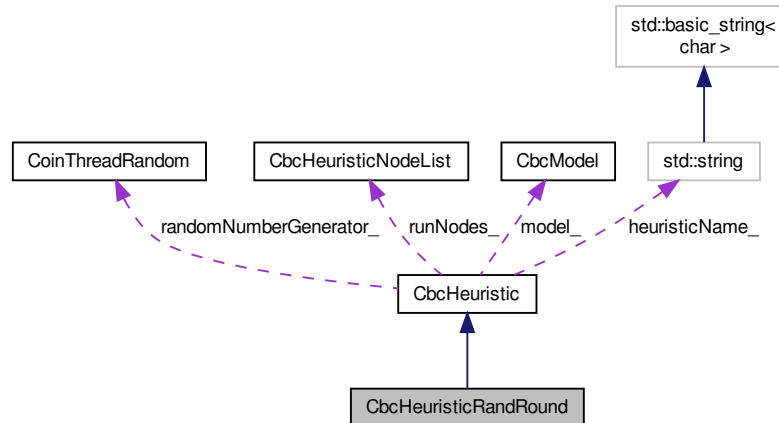
LocalSearch class.

```
#include <CbcHeuristicRandRound.hpp>
```

Inheritance diagram for CbcHeuristicRandRound:



Collaboration diagram for CbcHeuristicRandRound:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicRandRound](#) & [operator=](#) (const [CbcHeuristicRandRound](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.

- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.

Additional Inherited Members

4.63.1 Detailed Description

LocalSearch class.

Definition at line 13 of file CbcHeuristicRandRound.hpp.

4.63.2 Member Function Documentation

4.63.2.1 virtual int CbcHeuristicRandRound::solution (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) needs comments

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

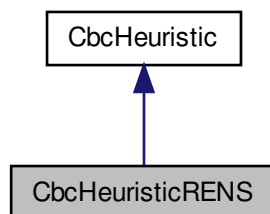
- CbcHeuristicRandRound.hpp

4.64 CbcHeuristicRENS Class Reference

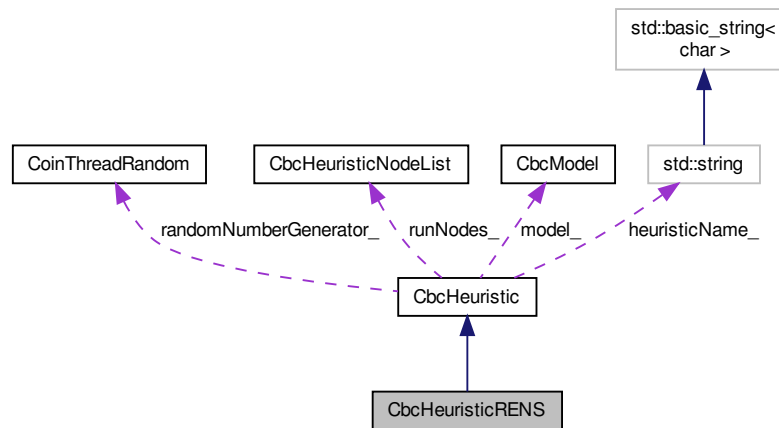
LocalSearch class.

```
#include <CbcHeuristicRENS.hpp>
```

Inheritance diagram for CbcHeuristicRENS:



Collaboration diagram for CbcHeuristicRENS:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicRENS](#) & [operator=](#) (const [CbcHeuristicRENS](#) &rhs)
Assignment operator.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- void [setRensType](#) (int value)
Set type.

Protected Attributes

- int [numberTries_](#)
Number of tries.
- int [rensType_](#)
*Type 0 - fix at LB 1 - fix on dj 2 - fix at UB as well 3 - fix on 0.01*average dj add 16 to allow two tries 32 - if solution exists use to keep more variables 64 - if priorities keep high priority 128 - if priorities keep low priority.*

4.64.1 Detailed Description

LocalSearch class.

Definition at line 16 of file CbcHeuristicRENS.hpp.

4.64.2 Member Function Documentation

4.64.2.1 `virtual int CbcHeuristicRENS::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This does Relaxation Extension Neighborhood Search
Does not run if when_<2 and a solution exists

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

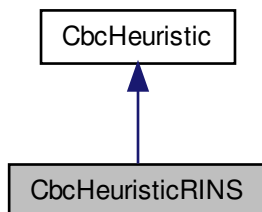
- CbcHeuristicRENS.hpp

4.65 CbcHeuristicRINS Class Reference

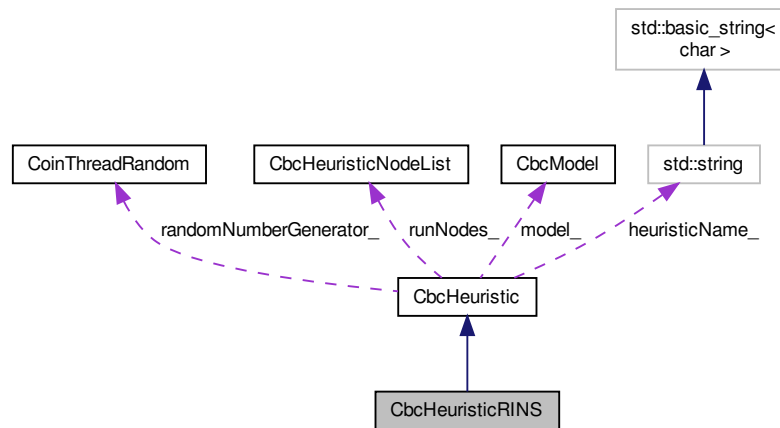
LocalSearch class.

```
#include <CbcHeuristicRINS.hpp>
```

Inheritance diagram for CbcHeuristicRINS:



Collaboration diagram for CbcHeuristicRINS:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicRINS](#) & [operator=](#) (const [CbcHeuristicRINS](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)
- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- int [solutionFix](#) (double &objectiveValue, double *newSolution, const int *keep)
This version fixes stuff and does IP.
- void [setHowOften](#) (int value)
Sets how often to do it.
- char * [used](#) () const
Used array so we can set.
- void [setLastNode](#) (int value)
Resets lastNode.
- void [setSolutionCount](#) (int value)
Resets number of solutions.

Protected Attributes

- int [numberSolutions_](#)
Number of solutions so we can do something at solution.
- int [howOften_](#)
How often to do (code can change)
- int [numberSuccesses_](#)
Number of successes.
- int [numberTries_](#)
Number of tries.
- int [stateOfFixing_](#)
State of fixing continuous variables - 0 - not tried +n - this divisor makes small enough -n - this divisor still not small enough.
- int [lastNode_](#)
Node when last done.
- char * [used_](#)
Whether a variable has been in a solution.

4.65.1 Detailed Description

LocalSearch class.

Definition at line 17 of file CbcHeuristicRINS.hpp.

4.65.2 Member Function Documentation

4.65.2.1 `virtual int CbcHeuristicRINS::solution (double & objectiveValue, double * newSolution)` [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This does Relaxation Induced Neighborhood Search

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

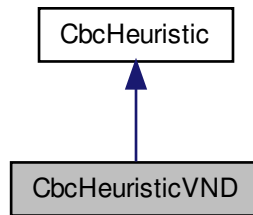
- CbcHeuristicRINS.hpp

4.66 CbcHeuristicVND Class Reference

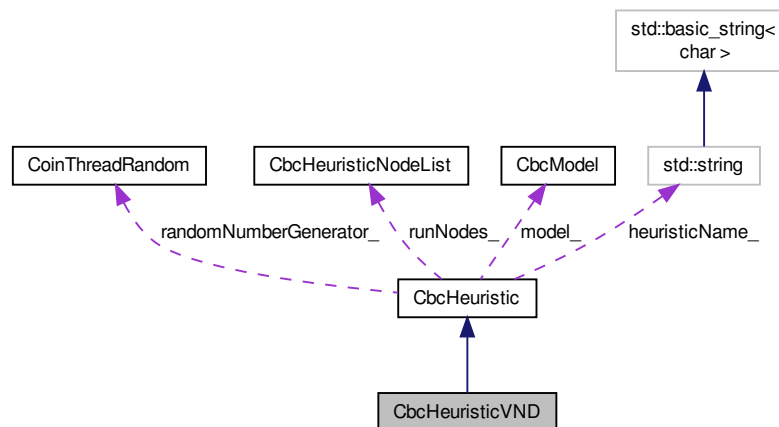
LocalSearch class.

```
#include <CbcHeuristicVND.hpp>
```

Inheritance diagram for CbcHeuristicVND:



Collaboration diagram for CbcHeuristicVND:



Public Member Functions

- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- [CbcHeuristicVND](#) & [operator=](#) (const [CbcHeuristicVND](#) &rhs)
Assignment operator.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.
- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.
- virtual void [setModel](#) ([CbcModel](#) *model)
update model (This is needed if cliques update matrix etc)

- virtual int [solution](#) (double &objectiveValue, double *newSolution)
returns 0 if no solution, 1 if valid solution.
- int [solutionFix](#) (double &objectiveValue, double *newSolution, const int *keep)
This version fixes stuff and does IP.
- void [setHowOften](#) (int value)
Sets how often to do it.
- double * [baseSolution](#) () const
base solution array so we can set

Protected Attributes

- int [numberSolutions_](#)
Number of solutions so we can do something at solution.
- int [howOften_](#)
How often to do (code can change)
- int [numberSuccesses_](#)
Number of successes.
- int [numberTries_](#)
Number of tries.
- int [lastNode_](#)
Node when last done.
- int [stepSize_](#)
Step size for decomposition.
- double * [baseSolution_](#)
Base solution.

4.66.1 Detailed Description

LocalSearch class.

Definition at line 17 of file CbcHeuristicVND.hpp.

4.66.2 Member Function Documentation

4.66.2.1 virtual int CbcHeuristicVND::solution (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) This does Relaxation Induced Neighborhood Search

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

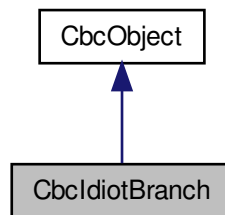
- CbcHeuristicVND.hpp

4.67 CbcIdiotBranch Class Reference

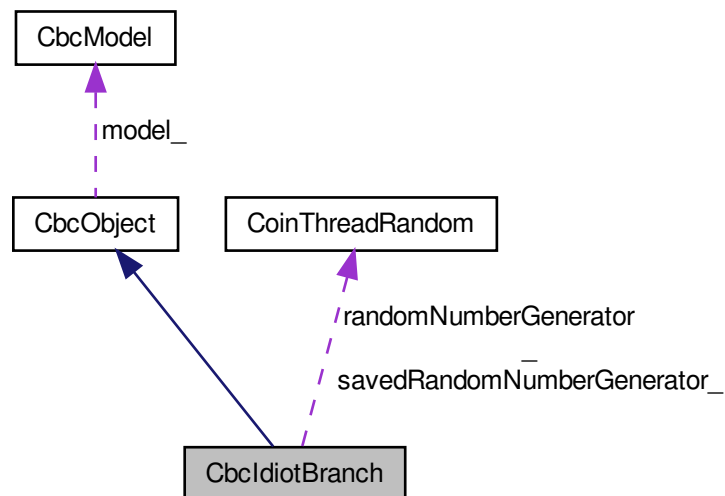
Define an idiotic idea class.

```
#include <CbcFollowOn.hpp>
```

Inheritance diagram for CbcIdiotBranch:



Collaboration diagram for CbcIdiotBranch:



Public Member Functions

- [CbcIdiotBranch](#) ([CbcModel](#) **model*)

Useful constructor.

- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual void [feasibleRegion](#) ()
This looks at solution and sets bounds to contain solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info, int way)
Creates a branching object.
- virtual void [initializeForBranching](#) ([CbcModel](#) *)
Initialize for branching.

Protected Member Functions

- [OsiRowCut](#) [buildCut](#) (const [OsiBranchingInformation](#) *info, int type, int &[preferredWay](#)) const
Build "cut".

Protected Attributes

- **CoinThreadRandom** [randomNumberGenerator_](#)
data Thread specific random number generator
- **CoinThreadRandom** [savedRandomNumberGenerator_](#)
Saved version of thread specific random number generator.

4.67.1 Detailed Description

Define an idiotic idea class.

The idea of this is that we take some integer variables away from integer and sum them with some randomness to get signed sum close to 0.5. We then can branch to exclude that gap.

This branching rule should be in addition to normal rules and have a high priority.

Definition at line 161 of file [CbcFollowOn.hpp](#).

The documentation for this class was generated from the following file:

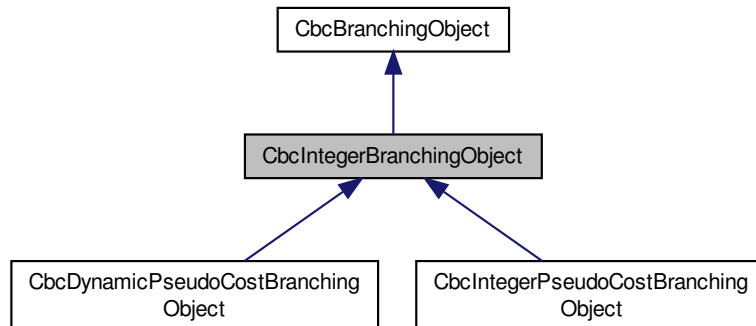
- [CbcFollowOn.hpp](#)

4.68 CbcIntegerBranchingObject Class Reference

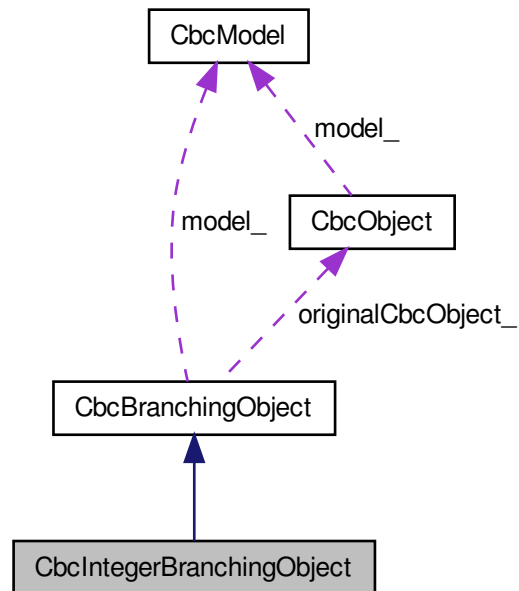
Simple branching object for an integer variable.

```
#include <CbcSimpleInteger.hpp>
```

Inheritance diagram for CbcIntegerBranchingObject:



Collaboration diagram for CbcIntegerBranchingObject:



Public Member Functions

- [CbcIntegerBranchingObject](#) ()
Default constructor.

- [CbcIntegerBranchingObject](#) ([CbcModel](#) *model, int variable, int way, double value)
Create a standard floor/ceiling branch object.
- [CbcIntegerBranchingObject](#) ([CbcModel](#) *model, int variable, int way, double lowerValue, double upperValue)
Create a degenerate branch object.
- [CbcIntegerBranchingObject](#) (const [CbcIntegerBranchingObject](#) &)
Copy constructor.
- [CbcIntegerBranchingObject](#) & operator= (const [CbcIntegerBranchingObject](#) &rhs)
Assignment operator.
- virtual [CbcBranchingObject](#) * clone () const
Clone.
- virtual ~[CbcIntegerBranchingObject](#) ()
Destructor.
- void fillPart (int variable, int way, double value)
Does part of constructor.
- virtual double branch ()
Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.
- virtual void fix (OsiSolverInterface *solver, double *lower, double *upper, int branchState) const
Update bounds in solver as in 'branch' and update given bounds.
- virtual bool tighten (OsiSolverInterface *)
Change (tighten) bounds in object to reflect bounds in solver.
- virtual void print ()
Print something about branch - only if log level high.
- const double * downBounds () const
Lower and upper bounds for down branch.
- const double * upBounds () const
Lower and upper bounds for up branch.
- void setDownBounds (const double bounds[2])
Set lower and upper bounds for down branch.
- void setUpBounds (const double bounds[2])
Set lower and upper bounds for up branch.
- virtual [CbcBranchObjType](#) type () const
Return the type (an integer identifier) of this.
- virtual [CbcRangeCompare](#) compareBranchingObject (const [CbcBranchingObject](#) *brObj, const bool replacelf-Overlap=false)
Compare the this with brObj.

Protected Attributes

- double down_ [2]
Lower [0] and upper [1] bounds for the down arm (way_ = -1)
- double up_ [2]
Lower [0] and upper [1] bounds for the up arm (way_ = 1)

4.68.1 Detailed Description

Simple branching object for an integer variable.

This object can specify a two-way branch on an integer variable. For each arm of the branch, the upper and lower bounds on the variable can be independently specified.

Variable_ holds the index of the integer variable in the integerVariable_ array of the model.

Definition at line 23 of file CbcSimpleInteger.hpp.

4.68.2 Constructor & Destructor Documentation

4.68.2.1 CbcIntegerBranchingObject::CbcIntegerBranchingObject (CbcModel * model, int variable, int way, double value)

Create a standard floor/ceiling branch object.

Specifies a simple two-way branch. Let $value = x*$. One arm of the branch will be $lb \leq x \leq floor(x*)$, the other $ceil(x*) \leq x \leq ub$. Specify way = -1 to set the object state to perform the down arm first, way = 1 for the up arm.

4.68.2.2 CbcIntegerBranchingObject::CbcIntegerBranchingObject (CbcModel * model, int variable, int way, double lowerValue, double upperValue)

Create a degenerate branch object.

Specifies a 'one-way branch'. Calling [branch\(\)](#) for this object will always result in $lowerValue \leq x \leq upperValue$. Used to fix a variable when $lowerValue = upperValue$.

4.68.3 Member Function Documentation

4.68.3.1 virtual double CbcIntegerBranchingObject::branch () [virtual]

Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.

Returns change in guessed objective on next branch

Implements [CbcBranchingObject](#).

Reimplemented in [CbcIntegerPseudoCostBranchingObject](#), and [CbcDynamicPseudoCostBranchingObject](#).

4.68.3.2 virtual void CbcIntegerBranchingObject::fix (OsiSolverInterface * solver, double * lower, double * upper, int branchState) const [virtual]

Update bounds in solver as in 'branch' and update given bounds.

branchState is -1 for 'down' +1 for 'up'

Reimplemented from [CbcBranchingObject](#).

4.68.3.3 virtual bool CbcIntegerBranchingObject::tighten (OsiSolverInterface *) [virtual]

Change (tighten) bounds in object to reflect bounds in solver.

Return true if now fixed

Reimplemented from [CbcBranchingObject](#).

4.68.3.4 `virtual CbcRangeCompare CbcIntegerBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

Reimplemented in [CbcIntegerPseudoCostBranchingObject](#).

The documentation for this class was generated from the following file:

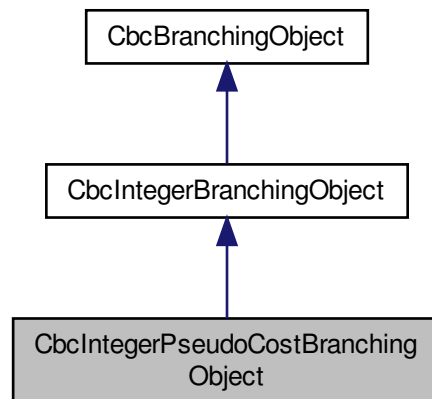
- `CbcSimpleInteger.hpp`

4.69 CbcIntegerPseudoCostBranchingObject Class Reference

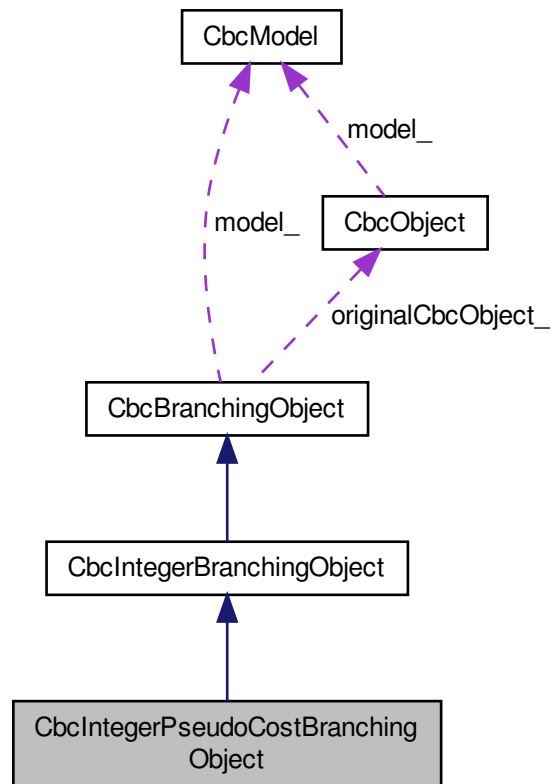
Simple branching object for an integer variable with pseudo costs.

```
#include <CbcSimpleIntegerDynamicPseudoCost.hpp>
```

Inheritance diagram for `CbcIntegerPseudoCostBranchingObject`:



Collaboration diagram for CbcIntegerPseudoCostBranchingObject:



Public Member Functions

- [CbcIntegerPseudoCostBranchingObject \(\)](#)
Default constructor.
- [CbcIntegerPseudoCostBranchingObject \(CbcModel *model, int variable, int way, double value\)](#)
Create a standard floor/ceiling branch object.
- [CbcIntegerPseudoCostBranchingObject \(CbcModel *model, int variable, int way, double lowerValue, double upperValue\)](#)
Create a degenerate branch object.
- [CbcIntegerPseudoCostBranchingObject \(const CbcIntegerPseudoCostBranchingObject &\)](#)
Copy constructor.
- [CbcIntegerPseudoCostBranchingObject & operator= \(const CbcIntegerPseudoCostBranchingObject &rhs\)](#)
Assignment operator.
- virtual [CbcBranchingObject * clone \(\) const](#)
Clone.
- virtual [~CbcIntegerPseudoCostBranchingObject \(\)](#)

Destructor.

- virtual double `branch` ()
Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.
- double `changeInGuessed` () const
Change in guessed.
- void `setChangeInGuessed` (double value)
Set change in guessed.
- virtual CbcBranchObjType `type` () const
Return the type (an integer identifier) of this.
- virtual CbcRangeCompare `compareBranchingObject` (const CbcBranchingObject *brObj, const bool replaceSelfOverlap=false)
Compare the this with brObj.

Protected Attributes

- double `changeInGuessed_`
Change in guessed objective value for next branch.

4.69.1 Detailed Description

Simple branching object for an integer variable with pseudo costs.

This object can specify a two-way branch on an integer variable. For each arm of the branch, the upper and lower bounds on the variable can be independently specified.

Variable_ holds the index of the integer variable in the integerVariable_ array of the model.

Definition at line 393 of file CbcSimpleIntegerDynamicPseudoCost.hpp.

4.69.2 Constructor & Destructor Documentation

4.69.2.1 CbcIntegerPseudoCostBranchingObject::CbcIntegerPseudoCostBranchingObject (CbcModel * model, int variable, int way, double value)

Create a standard floor/ceiling branch object.

Specifies a simple two-way branch. Let `value = x*`. One arm of the branch will be $lb \leq x \leq \text{floor}(x^*)$, the other $\text{ceil}(x^*) \leq x \leq ub$. Specify `way = -1` to set the object state to perform the down arm first, `way = 1` for the up arm.

4.69.2.2 CbcIntegerPseudoCostBranchingObject::CbcIntegerPseudoCostBranchingObject (CbcModel * model, int variable, int way, double lowerValue, double upperValue)

Create a degenerate branch object.

Specifies a 'one-way branch'. Calling `branch()` for this object will always result in $\text{lowerValue} \leq x \leq \text{upperValue}$. Used to fix a variable when `lowerValue = upperValue`.

4.69.3 Member Function Documentation

4.69.3.1 virtual double CbcIntegerPseudoCostBranchingObject::branch () [virtual]

Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.

This version also changes guessed objective value

Reimplemented from [CbcIntegerBranchingObject](#).

4.69.3.2 `virtual CbcRangeCompare CbcIntegerPseudoCostBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Reimplemented from [CbcIntegerBranchingObject](#).

The documentation for this class was generated from the following file:

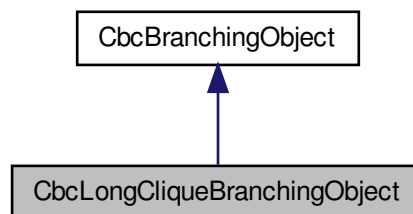
- `CbcSimpleIntegerDynamicPseudoCost.hpp`

4.70 CbcLongCliqueBranchingObject Class Reference

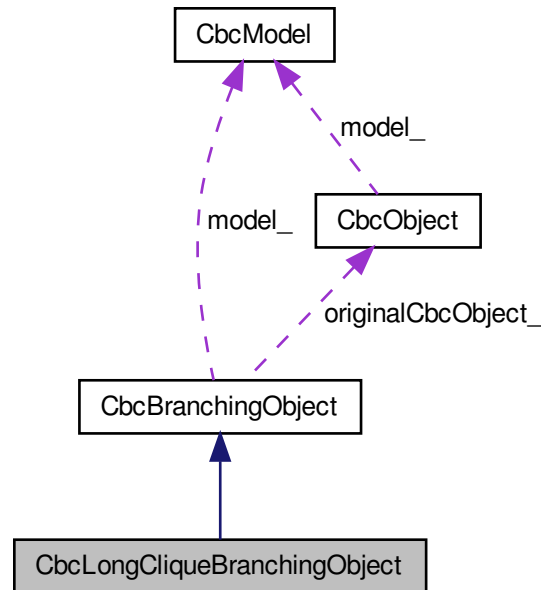
Unordered Clique Branching Object class.

```
#include <CbcClique.hpp>
```

Inheritance diagram for `CbcLongCliqueBranchingObject`:



Collaboration diagram for CbcLongCliqueBranchingObject:



Public Member Functions

- virtual [CbcBranchingObject](#) * [clone](#) () const
Clone.
- virtual double [branch](#) ()
Does next branch and updates state.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual CbcBranchObjType [type](#) () const
Return the type (an integer identifier) of this.
- virtual int [compareOriginalObject](#) (const [CbcBranchingObject](#) *brObj) const
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replacelfOverlap=false)
Compare the this with brObj.

Additional Inherited Members

4.70.1 Detailed Description

Unordered Clique Branching Object class.

These are for cliques which are > 64 members Variable is number of clique.

Definition at line 234 of file CbcClique.hpp.

4.70.2 Member Function Documentation

4.70.2.1 `virtual int CbcLongCliqueBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const`
[virtual]

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.70.2.2 `virtual CbcRangeCompare CbcLongCliqueBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false)` [virtual]

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

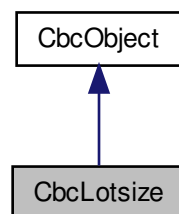
- CbcClique.hpp

4.71 CbcLotsize Class Reference

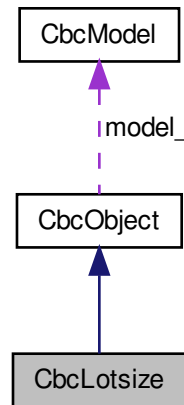
Lotsize class.

```
#include <CbcBranchLotsize.hpp>
```

Inheritance diagram for CbcLotsize:



Collaboration diagram for CbcLotsize:



Public Member Functions

- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual void [feasibleRegion](#) ()
Set bounds to contain the current solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info, int way)
Creates a branching object.
- virtual [CbcBranchingObject](#) * [preferredNewFeasible](#) () const
Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in the good direction.
- virtual [CbcBranchingObject](#) * [notPreferredNewFeasible](#) () const
Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.
- virtual void [resetBounds](#) (const [OsiSolverInterface](#) *solver)
Reset original upper and lower bound values from the solver.
- bool [findRange](#) (double value) const
Finds range of interest so value is feasible in range range_ or infeasible between hi[range_] and lo[range_+1].
- virtual void [floorCeiling](#) (double &floorLotsize, double &ceilingLotsize, double value, double tolerance) const
Returns floor and ceiling.
- int [modelSequence](#) () const
Model column number.
- void [setModelSequence](#) (int value)
Set model column number.

- virtual int [columnNumber](#) () const
Column number if single column object -1 otherwise, so returns ≥ 0 Used by heuristics.
- double [originalLowerBound](#) () const
Original variable bounds.
- int [rangeType](#) () const
Type - 1 points, 2 ranges.
- int [numberRanges](#) () const
Number of points.
- double * [bound](#) () const
Ranges.
- virtual bool [canDoHeuristics](#) () const
Return true if object can take part in normal heuristics.

Additional Inherited Members

4.71.1 Detailed Description

Lotsize class.

Definition at line 13 of file CbcBranchLotsize.hpp.

4.71.2 Member Function Documentation

4.71.2.1 virtual void CbcLotsize::feasibleRegion () [virtual]

Set bounds to contain the current solution.

More precisely, for the variable associated with this object, take the value given in the current solution, force it within the current bounds if required, then set the bounds to fix the variable at the integer nearest the solution value.

Implements [CbcObject](#).

4.71.2.2 virtual CbcBranchingObject* CbcLotsize::preferredNewFeasible () const [virtual]

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in the good direction.

The preferred branching object will force the variable to be +/-1 from its current value, depending on the reduced cost and objective sense. If movement in the direction which improves the objective is impossible due to bounds on the variable, the branching object will move in the other direction. If no movement is possible, the method returns NULL.

Only the bounds on this variable are considered when determining if the new point is feasible.

Reimplemented from [CbcObject](#).

4.71.2.3 virtual CbcBranchingObject* CbcLotsize::notPreferredNewFeasible () const [virtual]

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.

As for [preferredNewFeasible\(\)](#), but the preferred branching object will force movement in a direction that degrades the objective.

Reimplemented from [CbcObject](#).

4.71.2.4 `virtual void CbcLotsize::resetBounds (const OsiSolverInterface * solver) [virtual]`

Reset original upper and lower bound values from the solver.

Handy for updating bounds held in this object after bounds held in the solver have been tightened.

Reimplemented from [CbcObject](#).

4.71.2.5 `bool CbcLotsize::findRange (double value) const`

Finds range of interest so value is feasible in range `range_` or infeasible between `hi[range_]` and `lo[range_+1]`.

Returns true if feasible.

The documentation for this class was generated from the following file:

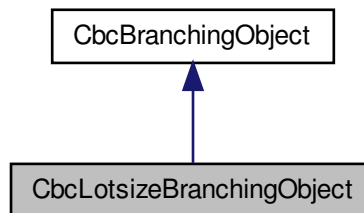
- `CbcBranchLotsize.hpp`

4.72 CbcLotsizeBranchingObject Class Reference

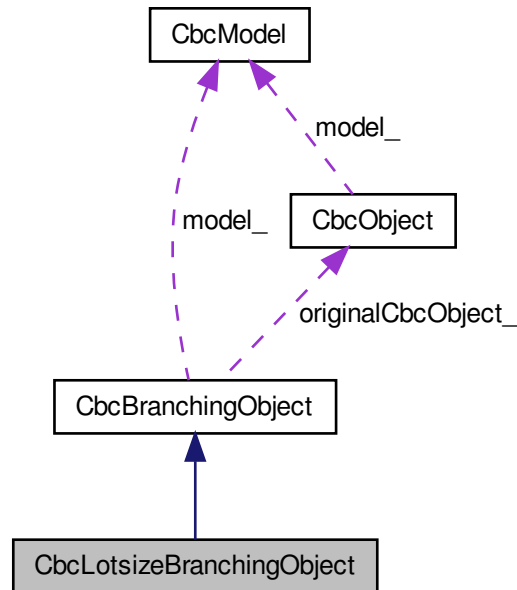
Lotsize branching object.

```
#include <CbcBranchLotsize.hpp>
```

Inheritance diagram for CbcLotsizeBranchingObject:



Collaboration diagram for CbcLotsizeBranchingObject:



Public Member Functions

- [CbcLotsizeBranchingObject](#) ()
Default constructor.
- [CbcLotsizeBranchingObject](#) ([CbcModel](#) *[model](#), int [variable](#), int [way](#), double value, const [CbcLotsize](#) *[lotsize](#))
Create a lotsize floor/ceiling branch object.
- [CbcLotsizeBranchingObject](#) ([CbcModel](#) *[model](#), int [variable](#), int [way](#), double lowerValue, double upperValue)
Create a degenerate branch object.
- [CbcLotsizeBranchingObject](#) (const [CbcLotsizeBranchingObject](#) &)
Copy constructor.
- [CbcLotsizeBranchingObject](#) & [operator=](#) (const [CbcLotsizeBranchingObject](#) &[rhs](#))
Assignment operator.
- virtual [CbcBranchingObject](#) * [clone](#) () const
Clone.
- virtual ~[CbcLotsizeBranchingObject](#) ()
Destructor.
- virtual double [branch](#) ()
Sets the bounds for the variable according to the current arm of the branch and advances the object state to the next arm.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual [CbcBranchObjType](#) [type](#) () const

Return the type (an integer identifier) of *this*.

- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replaceIfOverlap=false)

Compare the *this* with brObj.

Protected Attributes

- double [down_](#) [2]
Lower [0] and upper [1] bounds for the down arm (way_ = -1)
- double [up_](#) [2]
Lower [0] and upper [1] bounds for the up arm (way_ = 1)

4.72.1 Detailed Description

Lotsize branching object.

This object can specify a two-way branch on an integer variable. For each arm of the branch, the upper and lower bounds on the variable can be independently specified.

Variable_ holds the index of the integer variable in the integerVariable_ array of the model.

Definition at line 166 of file CbcBranchLotsize.hpp.

4.72.2 Constructor & Destructor Documentation

4.72.2.1 CbcLotsizeBranchingObject::CbcLotsizeBranchingObject (CbcModel * model, int variable, int way, double value, const CbcLotsize * lotsize)

Create a lotsize floor/ceiling branch object.

Specifies a simple two-way branch. Let value = x*. One arm of the branch will be is lb <= x <= valid range below(x*), the other valid range above(x*) <= x <= ub. Specify way = -1 to set the object state to perform the down arm first, way = 1 for the up arm.

4.72.2.2 CbcLotsizeBranchingObject::CbcLotsizeBranchingObject (CbcModel * model, int variable, int way, double lowerValue, double upperValue)

Create a degenerate branch object.

Specifies a 'one-way branch'. Calling [branch\(\)](#) for this object will always result in lowerValue <= x <= upperValue. Used to fix in valid range

4.72.3 Member Function Documentation

4.72.3.1 virtual CbcRangeCompare CbcLotsizeBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]

Compare the *this* with brObj.

this and brObj must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate CbcRangeCompare value (first argument being the sub/superset if that's the case). In case of overlap (and if replaceIfOverlap is true) replace the current branching object with one whose feasible region is the overlap.

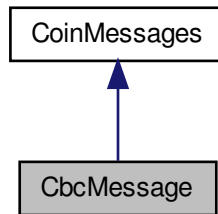
Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

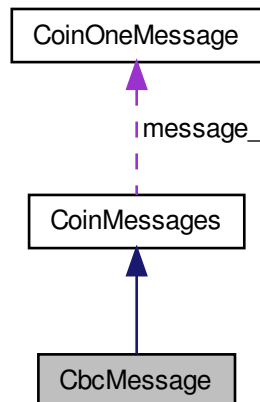
- CbcBranchLotsize.hpp

4.73 CbcMessage Class Reference

Inheritance diagram for CbcMessage:



Collaboration diagram for CbcMessage:



Public Member Functions

Constructors etc

- [CbcMessage](#) (Language language=us_en)
Constructor.

4.73.1 Detailed Description

Definition at line 81 of file CbcMessage.hpp.

The documentation for this class was generated from the following file:

- CbcMessage.hpp

4.74 CbcModel Class Reference

Simple Branch and bound class.

```
#include <CbcModel.hpp>
```

Public Types

- enum [CbcIntParam](#) {
[CbcMaxNumNode](#) = 0, [CbcMaxNumSol](#), [CbcFathomDiscipline](#), [CbcPrinting](#),
[CbcNumberBranches](#), [CbcLastIntParam](#) }
- enum [CbcDbiParam](#) {
[CbcIntegerTolerance](#) = 0, [CbcInfeasibilityWeight](#), [CbcCutoffIncrement](#), [CbcAllowableGap](#),
[CbcAllowableFractionGap](#), [CbcMaximumSeconds](#), [CbcCurrentCutoff](#), [CbcOptimizationDirection](#),
[CbcCurrentObjectiveValue](#), [CbcCurrentMinimizationObjectiveValue](#), [CbcStartSeconds](#), [CbcHeuristicGap](#),
[CbcHeuristicFractionGap](#), [CbcSmallestChange](#), [CbcSumChange](#), [CbcLargestChange](#),
[CbcSmallChange](#), [CbcLastDbiParam](#) }

Public Member Functions

Presolve methods

- [CbcModel](#) * [findCliques](#) (bool makeEquality, int atLeastThisMany, int lessThanThis, int defaultValue=1000)
Identify cliques and construct corresponding objects.
- [CbcModel](#) * [integerPresolve](#) (bool weak=false)
Do integer presolve, creating a new (presolved) model.
- bool [integerPresolveThisModel](#) (OsiSolverInterface *originalSolver, bool weak=false)
Do integer presolve, modifying the current model.
- void [originalModel](#) ([CbcModel](#) *presolvedModel, bool weak)
Put back information into the original model after integer presolve.
- bool [tightenVubs](#) (int type, bool allowMultipleBinary=false, double useCutoff=1.0e50)
For variables involved in VUB constraints, see if we can tighten bounds by solving lp's.
- bool [tightenVubs](#) (int numberVubs, const int *which, double useCutoff=1.0e50)
For variables involved in VUB constraints, see if we can tighten bounds by solving lp's.
- void [analyzeObjective](#) ()
Analyze problem to find a minimum change in the objective function.
- void [AddIntegers](#) ()
Add additional integers.
- void [saveModel](#) (OsiSolverInterface *saveSolver, double *checkCutoffForRestart, bool *feasible)
Save copy of the model.
- void [flipModel](#) ()
Flip direction of optimization on all models.

Object manipulation routines

See [OsiObject](#) for an explanation of 'object' in the context of [CbcModel](#).

- int [numberOfObjects](#) () const
Get the number of objects.
- void [setNumberOfObjects](#) (int number)
Set the number of objects.
- OsiObject ** [objects](#) () const
Get the array of objects.
- const OsiObject * [object](#) (int which) const
Get the specified object.
- OsiObject * [modifiableObject](#) (int which) const
Get the specified object.
- void [setOptionalInteger](#) (int index)
- void [deleteObjects](#) (bool [findIntegers](#)=true)
Delete all object information (and just back to integers if true)
- void [addObjects](#) (int [numberOfObjects](#), OsiObject **[objects](#))
Add in object information.
- void [addObjects](#) (int [numberOfObjects](#), CbcObject **[objects](#))
Add in object information.
- void [synchronizeModel](#) ()
Ensure attached objects point to this model.
- void [findIntegers](#) (bool startAgain, int type=0)
Identify integer variables and create corresponding objects.

Parameter set/get methods

The set methods return true if the parameter was set to the given value, false if the value of the parameter is out of range.

The get methods return the value of the parameter.

- bool [setIntParam](#) (CbcIntParam key, int value)
Set an integer parameter.
- bool [setDbiParam](#) (CbcDbiParam key, double value)
Set a double parameter.
- int [getIntParam](#) (CbcIntParam key) const
Get an integer parameter.
- double [getDbiParam](#) (CbcDbiParam key) const
Get a double parameter.
- void [setCutoff](#) (double value)
Set cutoff bound on the objective function.
- double [getCutoff](#) () const
Get the cutoff bound on the objective function - always as minimize.
- bool [setMaximumNodes](#) (int value)
*Set the *maximum node limit* .*
- int [getMaximumNodes](#) () const
*Get the *maximum node limit* .*
- bool [setMaximumSolutions](#) (int value)
*Set the *maximum number of solutions* desired.*
- int [getMaximumSolutions](#) () const
*Get the *maximum number of solutions* desired.*
- bool [setPrintingMode](#) (int value)
Set the printing mode.
- int [getPrintingMode](#) () const
Get the printing mode.
- bool [setMaximumSeconds](#) (double value)

- Set the *maximum number of seconds* desired.
- double `getMaximumSeconds` () const
- Get the *maximum number of seconds* desired.
- double `getCurrentSeconds` () const
- Current time since start of branchAndbound.
- bool `maximumSecondsReached` () const
- Return true if maximum time reached.
- bool `setIntegerTolerance` (double value)
- Set the *integrality tolerance*.
- double `getIntegerTolerance` () const
- Get the *integrality tolerance*.
- bool `setInfeasibilityWeight` (double value)
- Set the *weight per integer infeasibility*.
- double `getInfeasibilityWeight` () const
- Get the *weight per integer infeasibility*.
- bool `setAllowableGap` (double value)
- Set the *allowable gap* between the best known solution and the best possible solution.
- double `getAllowableGap` () const
- Get the *allowable gap* between the best known solution and the best possible solution.
- bool `setAllowableFractionGap` (double value)
- Set the *fraction allowable gap* between the best known solution and the best possible solution.
- double `getAllowableFractionGap` () const
- Get the *fraction allowable gap* between the best known solution and the best possible solution.
- bool `setAllowablePercentageGap` (double value)
- Set the *percentage allowable gap* between the best known solution and the best possible solution.
- double `getAllowablePercentageGap` () const
- Get the *percentage allowable gap* between the best known solution and the best possible solution.
- bool `setHeuristicGap` (double value)
- Set the *heuristic gap* between the best known solution and the best possible solution.
- double `getHeuristicGap` () const
- Get the *heuristic gap* between the best known solution and the best possible solution.
- bool `setHeuristicFractionGap` (double value)
- Set the *fraction heuristic gap* between the best known solution and the best possible solution.
- double `getHeuristicFractionGap` () const
- Get the *fraction heuristic gap* between the best known solution and the best possible solution.
- bool `setCutoffIncrement` (double value)
- Set the *CbcModel::CbcCutoffIncrement* desired.
- double `getCutoffIncrement` () const
- Get the *CbcModel::CbcCutoffIncrement* desired.
- bool `canStopOnGap` () const
- See if can stop on gap.
- void `setHotstartSolution` (const double *solution, const int *priorities=NULL)
- Pass in target solution and optional priorities.
- void `setMinimumDrop` (double value)
- Set the minimum drop to continue cuts.
- double `getMinimumDrop` () const
- Get the minimum drop to continue cuts.
- void `setMaximumCutPassesAtRoot` (int value)
- Set the maximum number of cut passes at root node (default 20) Minimum drop can also be used for fine tuning.
- int `getMaximumCutPassesAtRoot` () const
- Get the maximum number of cut passes at root node.

- void [setMaximumCutPasses](#) (int value)
Set the maximum number of cut passes at other nodes (default 10) Minimum drop can also be used for fine tuning.
- int [getMaximumCutPasses](#) () const
Get the maximum number of cut passes at other nodes (default 10)
- int [getCurrentPassNumber](#) () const
Get current cut pass number in this round of cuts.
- void [setCurrentPassNumber](#) (int value)
Set current cut pass number in this round of cuts.
- void [setNumberStrong](#) (int number)
Set the maximum number of candidates to be evaluated for strong branching.
- int [numberStrong](#) () const
Get the maximum number of candidates to be evaluated for strong branching.
- void [setPreferredWay](#) (int value)
Set global preferred way to branch -1 down, +1 up, 0 no preference.
- int [getPreferredWay](#) () const
Get the preferred way to branch (default 0)
- int [whenCuts](#) () const
Get at which depths to do cuts.
- void [setWhenCuts](#) (int value)
Set at which depths to do cuts.
- bool [doCutsNow](#) (int allowForTopOfTree) const
Return true if we want to do cuts If allowForTopOfTree zero then just does on multiples of depth if 1 then allows for doing at top of tree if 2 then says if cuts allowed anywhere apart from root.
- void [setNumberBeforeTrust](#) (int number)
Set the number of branches before pseudo costs believed in dynamic strong branching.
- int [numberBeforeTrust](#) () const
get the number of branches before pseudo costs believed in dynamic strong branching.
- void [setNumberPenalties](#) (int number)
Set the number of variables for which to compute penalties in dynamic strong branching.
- int [numberPenalties](#) () const
get the number of variables for which to compute penalties in dynamic strong branching.
- const [CbcFullNodeInfo](#) * [topOfTree](#) () const
Pointer to top of tree.
- void [setNumberAnalyzeIterations](#) (int number)
Number of analyze iterations to do.
- int [numberAnalyzeIterations](#) () const
- double [penaltyScaleFactor](#) () const
Get scale factor to make penalties match strong.
- void [setPenaltyScaleFactor](#) (double value)
Set scale factor to make penalties match strong.
- void [setProblemType](#) (int number)
Problem type as set by user or found by analysis.
- int [problemType](#) () const
- int [currentDepth](#) () const
Current depth.
- void [setHowOftenGlobalScan](#) (int number)
Set how often to scan global cuts.
- int [howOftenGlobalScan](#) () const
Get how often to scan global cuts.
- int * [originalColumns](#) () const
Original columns as created by integerPresolve or preprocessing.
- void [setOriginalColumns](#) (const int *[originalColumns](#), int numberGood=COIN_INT_MAX)
Set original columns as created by preprocessing.

- OsiRowCut * **conflictCut** (const OsiSolverInterface ***solver**, bool &localCuts)
Create conflict cut (well - most of)
- void **setPrintFrequency** (int number)
Set the print frequency.
- int **printFrequency** () const
Get the print frequency.

Methods returning info on how the solution process terminated

- bool **isAbandoned** () const
Are there a numerical difficulties?
- bool **isProvenOptimal** () const
Is optimality proven?
- bool **isProvenInfeasible** () const
Is infeasibility proven (or none better than cutoff)?
- bool **isContinuousUnbounded** () const
Was continuous solution unbounded.
- bool **isProvenDualInfeasible** () const
Was continuous solution unbounded.
- bool **isNodeLimitReached** () const
Node limit reached?
- bool **isSecondsLimitReached** () const
Time limit reached?
- bool **isSolutionLimitReached** () const
Solution limit reached?
- int **getIterationCount** () const
Get how many iterations it took to solve the problem.
- void **incrementIterationCount** (int value)
Increment how many iterations it took to solve the problem.
- int **getNodeCount** () const
Get how many Nodes it took to solve the problem (including those in complete fathoming B&B inside CLP).
- void **incrementNodeCount** (int value)
Increment how many nodes it took to solve the problem.
- int **getExtraNodeCount** () const
Get how many Nodes were enumerated in complete fathoming B&B inside CLP.
- int **getFathomCount** () const
Get how many times complete fathoming B&B was done.
- int **status** () const
Final status of problem Some of these can be found out by is.....
- void **setProblemStatus** (int value)
- int **secondaryStatus** () const
Secondary status of problem -1 unset (status_ will also be -1) 0 search completed with solution 1 linear relaxation not feasible (or worse than cutoff) 2 stopped on gap 3 stopped on nodes 4 stopped on time 5 stopped on user event 6 stopped on solutions 7 linear relaxation unbounded 8 stopped on iteration limit.
- void **setSecondaryStatus** (int value)
- bool **isInitialSolveAbandoned** () const
Are there numerical difficulties (for initialSolve) ?
- bool **isInitialSolveProvenOptimal** () const
Is optimality proven (for initialSolve) ?
- bool **isInitialSolveProvenPrimalInfeasible** () const
Is primal infeasibility proven (for initialSolve) ?
- bool **isInitialSolveProvenDualInfeasible** () const

Is dual infeasibility proven (for initialSolve) ?

Problem information methods

These methods call the solver's query routines to return information about the problem referred to by the current object.

Querying a problem that has no data associated with it result in zeros for the number of rows and columns, and NULL pointers from the methods that return vectors.

Const pointers returned from any data-query method are valid as long as the data is unchanged and the solver is not called.

- int `numberOfRowsAtContinuous` () const
Number of rows in continuous (root) problem.
- int `getNumCols` () const
Get number of columns.
- int `getNumRows` () const
Get number of rows.
- CoinBigIndex `getNumElements` () const
Get number of nonzero elements.
- int `numberOfIntegers` () const
Number of integers in problem.
- const int * `integerVariable` () const
- char `integerType` (int i) const
Whether or not integer.
- const char * `integerType` () const
Whether or not integer.
- const double * `getColLower` () const
Get pointer to array[getNumCols()] of column lower bounds.
- const double * `getColUpper` () const
Get pointer to array[getNumCols()] of column upper bounds.
- const char * `getRowSense` () const
Get pointer to array[getNumRows()] of row constraint senses.
- const double * `getRightHandSide` () const
Get pointer to array[getNumRows()] of rows right-hand sides.
- const double * `getRowRange` () const
Get pointer to array[getNumRows()] of row ranges.
- const double * `getRowLower` () const
Get pointer to array[getNumRows()] of row lower bounds.
- const double * `getRowUpper` () const
Get pointer to array[getNumRows()] of row upper bounds.
- const double * `getObjCoefficients` () const
Get pointer to array[getNumCols()] of objective function coefficients.
- double `getObjSense` () const
Get objective function sense (1 for min (default), -1 for max)
- bool `isContinuous` (int colIndex) const
Return true if variable is continuous.
- bool `isBinary` (int colIndex) const
Return true if variable is binary.
- bool `isInteger` (int colIndex) const
Return true if column is integer.
- bool `isIntegerNonBinary` (int colIndex) const
Return true if variable is general integer.
- bool `isFreeBinary` (int colIndex) const

- Return true if variable is binary and not fixed at either bound.*
- const **CoinPackedMatrix** * [getMatrixByRow](#) () const
Get pointer to row-wise copy of matrix.
- const **CoinPackedMatrix** * [getMatrixByCol](#) () const
Get pointer to column-wise copy of matrix.
- double [getInfinity](#) () const
Get solver's value for infinity.
- const double * [getCbcColLower](#) () const
Get pointer to array[getNumCols()] (for speed) of column lower bounds.
- const double * [getCbcColUpper](#) () const
Get pointer to array[getNumCols()] (for speed) of column upper bounds.
- const double * [getCbcRowLower](#) () const
Get pointer to array[getNumRows()] (for speed) of row lower bounds.
- const double * [getCbcRowUpper](#) () const
Get pointer to array[getNumRows()] (for speed) of row upper bounds.
- const double * [getCbcColSolution](#) () const
Get pointer to array[getNumCols()] (for speed) of primal solution vector.
- const double * [getCbcRowPrice](#) () const
Get pointer to array[getNumRows()] (for speed) of dual prices.
- const double * [getCbcReducedCost](#) () const
Get a pointer to array[getNumCols()] (for speed) of reduced costs.
- const double * [getCbcRowActivity](#) () const
Get pointer to array[getNumRows()] (for speed) of row activity levels.

Methods related to querying the solution

- double * [continuousSolution](#) () const
Holds solution at continuous (after cuts if branchAndBound called)
- int * [usedInSolution](#) () const
Array marked whenever a solution is found if non-zero.
- void [incrementUsed](#) (const double *solution)
Increases usedInSolution for nonzeros.
- void [setBestSolution](#) (CBC_Message how, double &objectiveValue, const double *solution, int fixVariables=0)
Record a new incumbent solution and update objectiveValue.
- void [setBestObjectiveValue](#) (double objectiveValue)
Just update objectiveValue.
- [CbcEventHandler::CbcAction](#) [dealWithEventHandler](#) ([CbcEventHandler::CbcEvent](#) event, double objValue, const double *solution)
Deals with event handler and solution.
- virtual double [checkSolution](#) (double cutoff, double *solution, int fixVariables, double originalObjValue)
Call this to really test if a valid solution can be feasible Solution is number columns in size.
- bool [feasibleSolution](#) (int &numberIntegerInfeasibilities, int &numberObjectInfeasibilities) const
Test the current solution for feasibility.
- double * [currentSolution](#) () const
Solution to the most recent lp relaxation.
- const double * [testSolution](#) () const
For testing infeasibilities - will point to currentSolution_ or solver->[getColSolution\(\)](#)
- void [setTestSolution](#) (const double *solution)
- void [reserveCurrentSolution](#) (const double *solution=NULL)
Make sure region there and optionally copy solution.
- const double * [getColSolution](#) () const
Get pointer to array[getNumCols()] of primal solution vector.

- const double * [getRowPrice](#) () const
Get pointer to array[getNumRows()] of dual prices.
- const double * [getReducedCost](#) () const
Get a pointer to array[getNumCols()] of reduced costs.
- const double * [getRowActivity](#) () const
Get pointer to array[getNumRows()] of row activity levels.
- double [getCurrentObjValue](#) () const
Get current objective function value.
- double [getCurrentMinimizationObjValue](#) () const
Get current minimization objective function value.
- double [getMinimizationObjValue](#) () const
Get best objective function value as minimization.
- void [setMinimizationObjValue](#) (double value)
Set best objective function value as minimization.
- double [getObjValue](#) () const
Get best objective function value.
- double [getBestPossibleObjValue](#) () const
Get best possible objective function value.
- void [setObjValue](#) (double value)
Set best objective function value.
- double [getSolverObjValue](#) () const
Get solver objective function value (as minimization)
- double * [bestSolution](#) () const
The best solution to the integer programming problem.
- void [setBestSolution](#) (const double *solution, int numberColumns, double objectiveValue, bool check=false)
User callable setBestSolution.
- int [getSolutionCount](#) () const
Get number of solutions.
- void [setSolutionCount](#) (int value)
Set number of solutions (so heuristics will be different)
- int [numberSavedSolutions](#) () const
Number of saved solutions (including best)
- int [maximumSavedSolutions](#) () const
Maximum number of extra saved solutions.
- void [setMaximumSavedSolutions](#) (int value)
Set maximum number of extra saved solutions.
- const double * [savedSolution](#) (int which) const
Return a saved solution (0==best) - NULL if off end.
- double [savedSolutionObjective](#) (int which) const
Return a saved solution objective (0==best) - COIN_DBL_MAX if off end.
- void [deleteSavedSolution](#) (int which)
Delete a saved solution and move others up.
- int [phase](#) () const
Current phase (so heuristics etc etc can find out).
- int [getNumberHeuristicSolutions](#) () const
Get number of heuristic solutions.
- void [setNumberHeuristicSolutions](#) (int value)
Set number of heuristic solutions.
- void [setObjSense](#) (double s)
Set objective function sense (1 for min (default), -1 for max.)
- double [getContinuousObjective](#) () const
Value of objective at continuous.

- void **setContinuousObjective** (double value)
- int **getContinuousInfeasibilities** () const
Number of infeasibilities at continuous.
- void **setContinuousInfeasibilities** (int value)
- double **rootObjectiveAfterCuts** () const
Value of objective after root node cuts added.
- double **sumChangeObjective** () const
Sum of Changes to objective by first solve.
- int **numberGlobalViolations** () const
Number of times global cuts violated.
- void **clearNumberGlobalViolations** ()
- bool **resolveAfterTakeOffCuts** () const
Whether to force a resolve after takeOffCuts.
- void **setResolveAfterTakeOffCuts** (bool yesNo)
- int **maximumRows** () const
Maximum number of rows.
- **CoinWarmStartBasis** & **workingBasis** ()
Work basis for temporary use.
- int **getStopNumberIterations** () const
Get number of "iterations" to stop after.
- void **setStopNumberIterations** (int value)
Set number of "iterations" to stop after.
- **CbcModel** * **heuristicModel** () const
A pointer to model from CbcHeuristic.
- void **setHeuristicModel** (**CbcModel** *model)
Set a pointer to model from CbcHeuristic.

Node selection

- **CbcCompareBase** * **nodeComparison** () const
- void **setNodeComparison** (**CbcCompareBase** *compare)
- void **setNodeComparison** (**CbcCompareBase** &compare)

Problem feasibility checking

- **CbcFeasibilityBase** * **problemFeasibility** () const
- void **setProblemFeasibility** (**CbcFeasibilityBase** *feasibility)
- void **setProblemFeasibility** (**CbcFeasibilityBase** &feasibility)

Tree methods and subtree methods

- **CbcTree** * **tree** () const
Tree method e.g. heap (which may be overridden by inheritance)
- void **passInTreeHandler** (**CbcTree** &tree)
For modifying tree handling (original is cloned)
- void **passInSubTreeModel** (**CbcModel** &model)
For passing in an CbcModel to do a sub Tree (with derived tree handlers).
- **CbcModel** * **subTreeModel** (**OsiSolverInterface** *solver=NULL) const
For retrieving a copy of subtree model with given OsiSolver.
- int **numberStoppedSubTrees** () const
Returns number of times any subtree stopped on nodes, time etc.
- void **incrementSubTreeStopped** ()
Says a sub tree was stopped.

- int `typePresolve` () const
Whether to automatically do presolve before branch and bound (subTrees).
- void `setTypePresolve` (int value)

Branching Decisions

See the [CbcBranchDecision](#) class for additional information.

- [CbcBranchDecision](#) * `branchingMethod` () const
Get the current branching decision method.
- void `setBranchingMethod` ([CbcBranchDecision](#) *method)
Set the branching decision method.
- void `setBranchingMethod` ([CbcBranchDecision](#) &method)
Set the branching decision method.
- [CbcCutModifier](#) * `cutModifier` () const
Get the current cut modifier method.
- void `setCutModifier` ([CbcCutModifier](#) *modifier)
Set the cut modifier method.
- void `setCutModifier` ([CbcCutModifier](#) &modifier)
Set the cut modifier method.

Row (constraint) and Column (variable) cut generation

- int `stateOfSearch` () const
State of search 0 - no solution 1 - only heuristic solutions 2 - branched to a solution 3 - no solution but many nodes.
- void `setStateOfSearch` (int state)
- int `searchStrategy` () const
Strategy worked out - mainly at root node for use by [CbcNode](#).
- void `setSearchStrategy` (int value)
Set strategy worked out - mainly at root node for use by [CbcNode](#).
- int `strongStrategy` () const
Strong branching strategy.
- void `setStrongStrategy` (int value)
Set strong branching strategy.
- int `numberCutGenerators` () const
Get the number of cut generators.
- [CbcCutGenerator](#) ** `cutGenerators` () const
Get the list of cut generators.
- [CbcCutGenerator](#) * `cutGenerator` (int i) const
Get the specified cut generator.
- [CbcCutGenerator](#) * `virginCutGenerator` (int i) const
Get the specified cut generator before any changes.
- void `addCutGenerator` ([CglCutGenerator](#) *generator, int howOften=1, const char *name=NULL, bool normal=true, bool atSolution=false, bool infeasible=false, int howOftenInSub=-100, int whatDepth=-1, int whatDepthInSub=-1)
Add one generator - up to user to delete generators.

Strategy and sub models

See the [CbcStrategy](#) class for additional information.

- [CbcStrategy](#) * `strategy` () const
Get the current strategy.
- void `setStrategy` ([CbcStrategy](#) &strategy)

- *Set the strategy. Clones.*
void [setStrategy](#) ([CbcStrategy](#) *strategy)
- *Set the strategy. assigns.*
[CbcModel](#) * [parentModel](#) () const
- *Get the current parent model.*
void [setParentModel](#) ([CbcModel](#) &[parentModel](#))
- *Set the parent model.*

Heuristics and priorities

- void [addHeuristic](#) ([CbcHeuristic](#) *generator, const char *name=NULL, int before=-1)
Add one heuristic - up to user to delete.
- [CbcHeuristic](#) * [heuristic](#) (int i) const
Get the specified heuristic.
- int [numberHeuristics](#) () const
Get the number of heuristics.
- void [setNumberHeuristics](#) (int value)
Set the number of heuristics.
- [CbcHeuristic](#) * [lastHeuristic](#) () const
Pointer to heuristic solver which found last solution (or NULL)
- void [setLastHeuristic](#) ([CbcHeuristic](#) *last)
set last heuristic which found a solution
- void [passInPriorities](#) (const int *priorities, bool ifNotSimpleIntegers)
Pass in branching priorities.
- int [priority](#) (int sequence) const
Returns priority level for an object (or 1000 if no priorities exist)
- void [passInEventHandler](#) (const [CbcEventHandler](#) *eventHandler)
Set an event handler.
- [CbcEventHandler](#) * [getEventHandler](#) () const
Retrieve a pointer to the event handler.

Setting/Accessing application data

- void [setApplicationData](#) (void *appData)
Set application data.
- void * [getApplicationData](#) () const
Get application data.
- void [passInSolverCharacteristics](#) ([OsiBabSolver](#) *[solverCharacteristics](#))
For advanced applications you may wish to modify the behavior of Cbc e.g.
- const [OsiBabSolver](#) * [solverCharacteristics](#) () const
Get solver characteristics.

Message handling etc

- void [passInMessageHandler](#) ([CoinMessageHandler](#) *handler)
Pass in Message handler (not deleted at end)
- void [newLanguage](#) ([CoinMessages::Language](#) language)
Set language.
- void [setLanguage](#) ([CoinMessages::Language](#) language)
- [CoinMessageHandler](#) * [messageHandler](#) () const
Return handler.
- [CoinMessages](#) & [messages](#) ()
Return messages.

- **CoinMessages** * [messagesPointer](#) ()
Return pointer to messages.
- void [setLogLevel](#) (int value)
Set log level.
- int [logLevel](#) () const
Get log level.
- void [setDefaultHandler](#) (bool yesNo)
Set flag to say if handler_ is the default handler.
- bool [defaultHandler](#) () const
Check default handler.

Specialized

- void [setSpecialOptions](#) (int value)
*Set special options 0 bit (1) - check if cuts valid (if on debugger list) 1 bit (2) - use current basis to check integer solution (rather than all slack) 2 bit (4) - don't check integer solution (by solving LP) 3 bit (8) - fast analyze 4 bit (16) - non-linear model - so no well defined **CoinPackedMatrix** 5 bit (32) - keep names 6 bit (64) - try for dominated columns 7 bit (128) - SOS type 1 but all declared integer 8 bit (256) - Set to say solution just found, unset by doing cuts 9 bit (512) - Try reduced model after 100 nodes 10 bit (1024) - Switch on some heuristics even if seems unlikely 11 bit (2048) - Mark as in small branch and bound 12 bit (4096) - Funny cuts so do slow way (in some places) 13 bit (8192) - Funny cuts so do slow way (in other places) 14 bit (16384) - Use Cplex! for fathoming 15 bit (32768) - Try reduced model after 0 nodes 16 bit (65536) - Original model had integer bounds 17 bit (131072) - Perturbation switched off 18 bit (262144) - donor [CbcModel](#) 19 bit (524288) - recipient [CbcModel](#) 20 bit (1048576) - waiting for sub model to return 22 bit (4194304) - do not initialize random seed in solver (user has) 23 bit (8388608) - leave solver_ with cuts 24 bit (16777216) - just get feasible if no cutoff.*
- int [specialOptions](#) () const
Get special options.
- void [setRandomSeed](#) (int value)
Set random seed.
- int [getRandomSeed](#) () const
Get random seed.
- void [setMultipleRootTries](#) (int value)
Set multiple root tries.
- int [getMultipleRootTries](#) () const
Get multiple root tries.
- void [sayEventHappened](#) ()
Tell model to stop on event.
- bool [normalSolver](#) () const
*Says if normal solver i.e. has well defined **CoinPackedMatrix**.*
- bool [waitingForMiniBranchAndBound](#) () const
Says if model is sitting there waiting for mini branch and bound to finish This is because an event handler may only have access to parent model in mini branch and bound.
- void [setMoreSpecialOptions](#) (int value)
Set more special options at present bottom 6 bits used for shadow price mode 1024 for experimental hotstart 2048,4096 breaking out of cuts 8192 slowly increase minimum drop 16384 gomory 32768 more heuristics in sub trees 65536 no cuts in preprocessing 131072 Time limits elapsed 18 bit (262144) - Perturb fathom nodes 19 bit (524288) - No limit on fathom nodes 20 bit (1048576) - Reduce sum of infeasibilities before cuts 21 bit (2097152) - Reduce sum of infeasibilities after cuts 22 bit (4194304) - Conflict analysis 23 bit (8388608) - Conflict analysis - temporary bit 24 bit (16777216) - Add cutoff as LP constraint (out) 25 bit (33554432) - diving/reordering 26 bit (67108864) - load global cuts from file 27 bit (134217728) - append binding global cuts to file 28 bit (268435456) - idiot branching 29 bit (536870912) - don't make fake objective 30 bit (1073741824) - Funny SOS or similar - be careful.
- int [moreSpecialOptions](#) () const
Get more special options.
- void [setMoreSpecialOptions2](#) (int value)

Set more more special options 0 bit (1) - find switching variables 1 bit (2) - using fake objective until solution 2 bit (4) - switching variables exist 3 bit (8) - skip most of setBestSolution checks 4 bit (16) - very lightweight preprocessing in smallB&B 5 bit (32) - event handler needs to be cloned when parallel 6 bit (64) - testing - use probing to make cliques 7/8 bit (128) - try orbital branching (if nauty) 9 bit (512) - branching on objective (later) 10 bit (1024) - branching on constraints (later) 11/12 bit 2048 - intermittent cuts 13/14 bit 8192 - go to bitter end in strong branching (first time)

- int [moreSpecialOptions2](#) () const
Get more special options2.
- void [setCutoffAsConstraint](#) (bool yesNo)
Set cutoff as constraint.
- void [setUseElapsedTime](#) (bool yesNo)
Set time method.
- bool [useElapsedTime](#) () const
Get time method.
- void * [temporaryPointer](#) () const
Get useful temporary pointer.
- void [setTemporaryPointer](#) (void *pointer)
Set useful temporary pointer.
- void [goToDantzig](#) (int numberNodes, ClpDualRowPivot *&savePivotMethod)
Go to dantzig pivot selection if easy problem (clp only)
- bool [ownObjects](#) () const
Now we may not own objects - just point to solver's objects.
- void [checkModel](#) ()
Check original model before it gets messed up.

Constructors and destructors etc

- [CbcModel](#) ()
Default Constructor.
- [CbcModel](#) (const OsiSolverInterface &)
Constructor from solver.
- void [assignSolver](#) (OsiSolverInterface *&solver, bool deleteSolver=true)
Assign a solver to the model (model assumes ownership)
- void [setModelOwnsSolver](#) (bool ourSolver)
Set ownership of solver.
- bool [modelOwnsSolver](#) ()
Get ownership of solver.
- [CbcModel](#) (const [CbcModel](#) &rhs, bool cloneHandler=false)
Copy constructor .
- virtual [CbcModel](#) * [clone](#) (bool cloneHandler)
Clone.
- [CbcModel](#) & [operator=](#) (const [CbcModel](#) &rhs)
Assignment operator.
- virtual ~[CbcModel](#) ()
Destructor.
- OsiSolverInterface * [solver](#) () const
Returns solver - has current state.
- OsiSolverInterface * [swapSolver](#) (OsiSolverInterface *solver)
Returns current solver - sets new one.
- OsiSolverInterface * [continuousSolver](#) () const
Returns solver with continuous state.
- void [createContinuousSolver](#) ()
Create solver with continuous state.
- void [clearContinuousSolver](#) ()

- Clear solver with continuous state.*
- `OsiSolverInterface * referenceSolver () const`
A copy of the solver, taken at constructor or by `saveReferenceSolver`.
- `void saveReferenceSolver ()`
Save a copy of the current solver so can be reset to.
- `void resetToReferenceSolver ()`
Uses a copy of reference solver to be current solver.
- `void gutsOfDestructor ()`
Clears out as much as possible (except solver)
- `void gutsOfDestructor2 ()`
Clears out enough to reset [CbcModel](#) as if no branch and bound done.
- `void resetModel ()`
Clears out enough to reset [CbcModel](#) cutoff etc.
- `void gutsOfCopy (const CbcModel &rhs, int mode=0)`
Most of copy constructor mode - 0 copy but don't delete before 1 copy and delete before 2 copy and delete before (but use virgin generators)
- `void moveInfo (const CbcModel &rhs)`
Move status, nodes etc etc across.

semi-private i.e. users should not use

- `int getNodeCount2 () const`
Get how many Nodes it took to solve the problem.
- `void setPointers (const OsiSolverInterface *solver)`
Set pointers for speed.
- `int reducedCostFix ()`
Perform reduced cost fixing.
- `void synchronizeHandlers (int makeDefault)`
Makes all handlers same.
- `void saveExtraSolution (const double *solution, double objectiveValue)`
Save a solution to saved list.
- `void saveBestSolution (const double *solution, double objectiveValue)`
Save a solution to best and move current to saved.
- `void deleteSolutions ()`
Delete best and saved solutions.
- `int resolve (OsiSolverInterface *solver)`
Encapsulates solver resolve.
- `int chooseBranch (CbcNode *&newNode, int numberPassesLeft, CbcNode *oldNode, OsiCuts &cuts, bool &resolved, CoinWarmStartBasis *lastws, const double *lowerBefore, const double *upperBefore, OsiSolverBranch *&branches)`
Encapsulates choosing a variable - anyAction -2, infeasible (-1 round again), 0 done.
- `int chooseBranch (CbcNode *newNode, int numberPassesLeft, bool &resolved)`
- `CoinWarmStartBasis * getEmptyBasis (int ns=0, int na=0) const`
Return an empty basis object of the specified size.
- `int takeOffCuts (OsiCuts &cuts, bool allowResolve, OsiCuts *saveCuts, int numberNewCuts=0, const OsiRowCut **newCuts=NULL)`
Remove inactive cuts from the model.
- `int addCuts (CbcNode *node, CoinWarmStartBasis *&lastws)`
Determine and install the active cuts that need to be added for the current subproblem.
- `bool addCuts1 (CbcNode *node, CoinWarmStartBasis *&lastws)`
Traverse the tree from node to root and prep the model.
- `void previousBounds (CbcNode *node, CbcNodeInfo *where, int iColumn, double &lower, double &upper, int force)`

- Returns bounds just before where - initially original bounds.*
- void **setObjectiveValue** (CbcNode *thisNode, const CbcNode *parentNode) const
Set objective value in a node.
- void **convertToDynamic** ()
If numberBeforeTrust > 0 then we are going to use CbcBranchDynamic.
- void **synchronizeNumberBeforeTrust** (int type=0)
Set numberBeforeTrust in all objects.
- void **zapIntegerInformation** (bool leaveObjects=true)
Zap integer information in problem (may leave object info)
- int **cliquePseudoCosts** (int doStatistics)
Use cliques for pseudocost information - return nonzero if infeasible.
- void **pseudoShadow** (int type)
Fill in useful estimates.
- void **fillPseudoCosts** (double *downCosts, double *upCosts, int *priority=NULL, int *numberDown=NULL, int *numberUp=NULL, int *numberDownInfeasible=NULL, int *numberUpInfeasible=NULL) const
Return pseudo costs If not all integers or not pseudo costs - returns all zero Length of arrays are [numberIntegers\(\)](#) and entries correspond to integerVariable()[i] User must allocate arrays before call.
- void **doHeuristicsAtRoot** (int deleteHeuristicsAfterwards=0)
Do heuristics at root.
- void **adjustHeuristics** ()
Adjust heuristics based on model.
- const double * **hotstartSolution** () const
Get the hotstart solution.
- const int * **hotstartPriorities** () const
Get the hotstart priorities.
- CbcCountRowCut ** **addedCuts** () const
Return the list of cuts initially collected for this subproblem.
- int **currentNumberCuts** () const
Number of entries in the list returned by [addedCuts\(\)](#)
- CbcRowCuts * **globalCuts** ()
Global cuts.
- void **zapGlobalCuts** ()
Get rid of global cuts.
- void **setNextRowCut** (const OsiRowCut &cut)
Copy and set a pointer to a row cut which will be added instead of normal branching.
- CbcNode * **currentNode** () const
Get a pointer to current node (be careful)
- CglTreeProbingInfo * **probingInfo** () const
Get a pointer to probing info.
- CoinThreadRandom * **randomNumberGenerator** ()
Thread specific random number generator.
- void **setNumberStrongIterations** (int number)
Set the number of iterations done in strong branching.
- int **numberStrongIterations** () const
Get the number of iterations done in strong branching.
- int **maximumNumberIterations** () const
Get maximum number of iterations (designed to be used in heuristics)
- void **setMaximumNumberIterations** (int value)
Set maximum number of iterations (designed to be used in heuristics)
- void **setFastNodeDepth** (int value)
Set depth for fast nodes.
- int **fastNodeDepth** () const

- *Get depth for fast nodes.*
- int [continuousPriority](#) () const
 - *Get anything with priority \geq this can be treated as continuous.*
- void [setContinuousPriority](#) (int value)
 - *Set anything with priority \geq this can be treated as continuous.*
- void **incrementExtra** (int nodes, int iterations, int fathoms=1)
- void [zeroExtra](#) ()
 - *Zero extra.*
- int [numberExtraIterations](#) () const
 - *Number of extra iterations.*
- void [incrementStrongInfo](#) (int numberTimes, int numberIterations, int numberFixed, bool ifInfeasible)
 - *Increment strong info.*
- const int * [strongInfo](#) () const
 - *Return strong info.*
- int * [mutableStrongInfo](#) ()
 - *Return mutable strong info.*
- CglStored * [storedRowCuts](#) () const
 - *Get stored row cuts for donor/recipient [CbcModel](#).*
- void [setStoredRowCuts](#) (CglStored *cuts)
 - *Set stored row cuts for donor/recipient [CbcModel](#).*
- bool [allDynamic](#) () const
 - *Says whether all dynamic integers.*
- void [generateCpp](#) (FILE *fp, int options)
 - *Create C++ lines to get to current state.*
- OsiBranchingInformation [usefullInformation](#) () const
 - *Generate an OsiBranchingInformation object.*
- void [setBestSolutionBasis](#) (const **CoinWarmStartBasis** &bestSolutionBasis)
 - *Warm start object produced by heuristic or strong branching.*
- void [redoWalkBack](#) ()
 - *Redo walkback arrays.*

Solve methods

- void [initialSolve](#) ()
 - *Solve the initial LP relaxation.*
- void [branchAndBound](#) (int doStatistics=0)
 - *Invoke the branch & cut algorithm.*
- void [addUpdateInformation](#) (const [CbcObjectUpdateData](#) &data)
 - *Adds an update information object.*
- int [doOneNode](#) ([CbcModel](#) *baseModel, [CbcNode](#) *&node, [CbcNode](#) *&newNode)
 - *Do one node - broken out for clarity? also for parallel (when baseModel!=this) Returns 1 if solution found node NULL on return if no branches left newNode NULL if no new node created.*
- int [resolve](#) ([CbcNodeInfo](#) *parent, int whereFrom, double *saveSolution=NULL, double *saveLower=NULL, double *saveUpper=NULL)
 - *Reoptimise an LP relaxation.*
- void [makeGlobalCuts](#) (int numberOfRows, const int *which)
 - *Make given rows (L or G) into global cuts and remove from lp.*
- int [makeGlobalCut](#) (const OsiRowCut *cut)
 - *Make given cut into a global cut.*
- int [makeGlobalCut](#) (const OsiRowCut &cut)

- Make given cut into a global cut.*
- void [makeGlobalCut](#) (const [OsiColCut](#) *cut)
- Make given column cut into a global cut.*
- void [makeGlobalCut](#) (const [OsiColCut](#) &cut)
- Make given column cut into a global cut.*
- void [makePartialCut](#) (const [OsiRowCut](#) *cut, const [OsiSolverInterface](#) *solver=NULL)
- Make partial cut into a global cut and save.*
- void [makeGlobalCuts](#) ()
- Make partial cuts into global cuts.*
- const int * [whichGenerator](#) () const
- Which cut generator generated this cut.*

Multithreading

- [CbcThread](#) * [masterThread](#) () const
- Get pointer to masterthread.*
- [CbcNodeInfo](#) ** [walkback](#) () const
- Get pointer to walkback.*
- int [getNumberThreads](#) () const
- Get number of threads.*
- void [setNumberThreads](#) (int value)
- Set number of threads.*
- int [getThreadMode](#) () const
- Get thread mode.*
- void [setThreadMode](#) (int value)
- Set thread mode always use numberThreads for branching 1 set then deterministic 2 set then use numberThreads for root cuts 4 set then use numberThreads in root mini branch and bound 8 set and numberThreads - do heuristics numberThreads at a time 8 set and numberThreads==0 do all heuristics at once default is 0.*
- int [parallelMode](#) () const
- Return -2 if deterministic threaded and main thread -1 if deterministic threaded and serial thread 0 if serial 1 if opportunistic threaded.*
- [CbcBaseModel](#) * [master](#) () const
- Thread stuff for master.*
- bool [isLocked](#) () const
- From here to end of section - code in CbcThread.cpp until class changed Returns true if locked.*
- void [lockThread](#) ()
- void [unlockThread](#) ()
- void [setInfoInChild](#) (int type, [CbcThread](#) *info)
- Set information in a child -3 pass pointer to child thread info -2 just stop -1 delete simple child stuff 0 delete opportunistic child stuff 1 delete deterministic child stuff.*
- void [moveToModel](#) ([CbcModel](#) *baseModel, int mode)
- Move/copy information from one model to another -1 - initialization 0 - from base model 1 - to base model (and reset) 2 - add in final statistics etc (and reset so can do clean destruction)*
- int [splitModel](#) (int numberModels, [CbcModel](#) **model, int numberNodes)
- Split up nodes.*
- void [startSplitModel](#) (int numberIterations)
- Start threads.*
- void [mergeModels](#) (int numberModel, [CbcModel](#) **model, int numberNodes)

Merge models.

- static bool [haveMultiThreadSupport](#) ()

Indicates whether Cbc library has been compiled with multithreading support.

4.74.1 Detailed Description

Simple Branch and bound class.

The [initialSolve\(\)](#) method solves the initial LP relaxation of the MIP problem. The [branchAndBound\(\)](#) method can then be called to finish using a branch and cut algorithm.

Search Tree Traversal

Subproblems (aka nodes) requiring additional evaluation are stored using the [CbcNode](#) and [CbcNodeInfo](#) objects. Ancestry linkage is maintained in the [CbcNodeInfo](#) object. Evaluation of a subproblem within [branchAndBound\(\)](#) proceeds as follows:

- The node representing the most promising parent subproblem is popped from the heap which holds the set of subproblems requiring further evaluation.
- Using branching instructions stored in the node, and information in its ancestors, the model and solver are adjusted to create the active subproblem.
- If the parent subproblem will require further evaluation (*i.e.*, there are branches remaining) its node is pushed back on the heap. Otherwise, the node is deleted. This may trigger recursive deletion of ancestors.
- The newly created subproblem is evaluated.
- If the subproblem requires further evaluation, a node is created. All information needed to recreate the subproblem (branching information, row and column cuts) is placed in the node and the node is added to the set of subproblems awaiting further evaluation.

Note that there is never a node representing the active subproblem; the model and solver represent the active subproblem.

Row (Constraint) Cut Handling

For a typical subproblem, the sequence of events is as follows:

- The subproblem is rebuilt for further evaluation: One result of a call to [addCuts\(\)](#) is a traversal of ancestors, leaving a list of all cuts used in the ancestors in `#addedCuts_`. This list is then scanned to construct a basis that includes only tight cuts. Entries for loose cuts are set to NULL.
- The subproblem is evaluated: One result of a call to [solveWithCuts\(\)](#) is the return of a set of newly generated cuts for the subproblem. `#addedCuts_` is also kept up-to-date as old cuts become loose.
- The subproblem is stored for further processing: A call to [CbcNodeInfo::addCuts\(\)](#) adds the newly generated cuts to the [CbcNodeInfo](#) object associated with this node.

See [CbcCountRowCut](#) for details of the bookkeeping associated with cut management.

Definition at line 101 of file [CbcModel.hpp](#).

4.74.2 Member Enumeration Documentation

4.74.2.1 enum CbcModel::CbcIntParam

Enumerator:

CbcMaxNumNode The maximum number of nodes before terminating.

CbcMaxNumSol The maximum number of solutions before terminating.

CbcFathomDiscipline Fathoming discipline. Controls objective function comparisons for purposes of fathoming by bound or determining monotonic variables.

If 1, action is taken only when the current objective is strictly worse than the target. Implementation is handled by adding a small tolerance to the target.

CbcPrinting Adjusts printout 1 does different node message with number unsatisfied on last branch.

CbcNumberBranches Number of branches (may be more than number of nodes as may include strong branching)

CbcLastIntParam Just a marker, so that a static sized array can store parameters.

Definition at line 105 of file CbcModel.hpp.

4.74.2.2 enum CbcModel::CbcDbIParam

Enumerator:

CbcIntegerTolerance The maximum amount the value of an integer variable can vary from integer and still be considered feasible.

CbcInfeasibilityWeight The objective is assumed to worsen by this amount for each integer infeasibility.

CbcCutoffIncrement The amount by which to tighten the objective function cutoff when a new solution is discovered.

CbcAllowableGap Stop when the gap between the objective value of the best known solution and the best bound on the objective of any solution is less than this. This is an absolute value. Conversion from a percentage is left to the client.

CbcAllowableFractionGap Stop when the gap between the objective value of the best known solution and the best bound on the objective of any solution is less than this fraction of of the absolute value of best known solution. Code stops if either this test or CbcAllowableGap test succeeds

CbcMaximumSeconds The maximum number of seconds before terminating. A double should be adequate!

CbcCurrentCutoff Cutoff - stored for speed.

CbcOptimizationDirection Optimization direction - stored for speed.

CbcCurrentObjectiveValue Current objective value.

CbcCurrentMinimizationObjectiveValue Current minimization objective value.

CbcStartSeconds The time at start of model. So that other pieces of code can access

CbcHeuristicGap Stop doing heuristics when the gap between the objective value of the best known solution and the best bound on the objective of any solution is less than this. This is an absolute value. Conversion from a percentage is left to the client.

CbcHeuristicFractionGap Stop doing heuristics when the gap between the objective value of the best known solution and the best bound on the objective of any solution is less than this fraction of of the absolute value of best known solution. Code stops if either this test or CbcAllowableGap test succeeds

CbcSmallestChange Smallest non-zero change on a branch.

CbcSumChange Sum of non-zero changes on a branch.

CbcLargestChange Largest non-zero change on a branch.

CbcSmallChange Small non-zero change on a branch to be used as guess.

CbcLastDbIParam Just a marker, so that a static sized array can store parameters.

Definition at line 131 of file CbcModel.hpp.

4.74.3 Constructor & Destructor Documentation

4.74.3.1 CbcModel::CbcModel (const CbcModel & rhs, bool cloneHandler = false)

Copy constructor .

If cloneHandler is true then message handler is cloned

4.74.4 Member Function Documentation

4.74.4.1 void CbcModel::initialSolve ()

Solve the initial LP relaxation.

Invoke the solver's initialSolve() method.

4.74.4.2 void CbcModel::branchAndBound (int doStatistics = 0)

Invoke the branch & cut algorithm.

The method assumes that [initialSolve\(\)](#) has been called to solve the LP relaxation. It processes the root node, then proceeds to explore the branch & cut search tree. The search ends when the tree is exhausted or one of several execution limits is reached. If doStatistics is 1 summary statistics are printed if 2 then also the path to best solution (if found by branching) if 3 then also one line per node

4.74.4.3 int CbcModel::resolve (CbcNodeInfo * parent, int whereFrom, double * saveSolution = NULL, double * saveLower = NULL, double * saveUpper = NULL)

Reoptimise an LP relaxation.

Invoke the solver's resolve() method. whereFrom - 0 - initial continuous 1 - resolve on branch (before new cuts) 2 - after new cuts 3 - obsolete code or something modified problem in unexpected way 10 - after strong branching has fixed variables at root 11 - after strong branching has fixed variables in tree

returns 1 feasible, 0 infeasible, -1 feasible but skip cuts

4.74.4.4 CbcModel* CbcModel::findCliques (bool makeEquality, int atLeastThisMany, int lessThanThis, int defaultValue = 1000)

Identify cliques and construct corresponding objects.

Find cliques with size in the range [atLeastThisMany, lessThanThis] and construct corresponding [CbcClique](#) objects. If makeEquality is true then a new model may be returned if modifications had to be made, otherwise this is returned. If the problem is infeasible #numberOfObjects_ is set to -1. A client must use [deleteObjects\(\)](#) before a second call to [findCliques\(\)](#). If priorities exist, clique priority is set to the default.

4.74.4.5 CbcModel* CbcModel::integerPresolve (bool weak = false)

Do integer presolve, creating a new (presolved) model.

Returns the new model, or NULL if feasibility is lost. If weak is true then just does a normal presolve

4.74.4.6 bool CbcModel::integerPresolveThisModel (OsiSolverInterface * originalSolver, bool weak = false)

Do integer presolve, modifying the current model.

Returns true if the model remains feasible after presolve.

4.74.4.7 `bool CbcModel::tightenVubs (int type, bool allowMultipleBinary = false, double useCutoff = 1.0e50)`

For variables involved in VUB constraints, see if we can tighten bounds by solving lp's.

Returns false if feasibility is lost. If CglProbing is available, it will be tried as well to see if it can tighten bounds. This routine is just a front end for [tightenVubs\(int,const int*,double\)](#).

If `type = -1` all variables are processed (could be very slow). If `type = 0` only variables involved in VUBs are processed. If `type = n > 0`, only the `n` most expensive VUB variables are processed, where it is assumed that `x` is at its maximum so `delta` would have to go to 1 (if `x` not at bound).

If `allowMultipleBinary` is true, then a VUB constraint is a row with one continuous variable and any number of binary variables.

If `useCutoff < 1.0e30`, the original objective is installed as a constraint with `useCutoff` as a bound.

4.74.4.8 `bool CbcModel::tightenVubs (int numberVubs, const int * which, double useCutoff = 1.0e50)`

For variables involved in VUB constraints, see if we can tighten bounds by solving lp's.

This version is just handed a list of variables to be processed.

4.74.4.9 `void CbcModel::addObjects (int numberObjects, OsiObject ** objects)`

Add in object information.

Objects are cloned; the owner can delete the originals.

4.74.4.10 `void CbcModel::addObjects (int numberObjects, CbcObject ** objects)`

Add in object information.

Objects are cloned; the owner can delete the originals.

4.74.4.11 `void CbcModel::findIntegers (bool startAgain, int type = 0)`

Identify integer variables and create corresponding objects.

Record integer variables and create an [CbcSimpleInteger](#) object for each one. If `startAgain` is true, a new scan is forced, overwriting any existing integer variable information. If `type > 0` then 1==PseudoCost, 2 new ones low priority

4.74.4.12 `void CbcModel::setCutoff (double value)`

Set cutoff bound on the objective function.

When using strict comparison, the bound is adjusted by a tolerance to avoid accidentally cutting off the optimal solution.

4.74.4.13 `void CbcModel::setHotstartSolution (const double * solution, const int * priorities = NULL)`

Pass in target solution and optional priorities.

If priorities then `>0` means only branch if incorrect while `<0` means branch even if correct. `+1` or `-1` are highest priority

4.74.4.14 `int CbcModel::getCurrentPassNumber () const [inline]`

Get current cut pass number in this round of cuts.

(1 is first pass)

Definition at line 767 of file CbcModel.hpp.

4.74.4.15 void CbcModel::setCurrentPassNumber (int *value*) [inline]

Set current cut pass number in this round of cuts.

(1 is first pass)

Definition at line 772 of file CbcModel.hpp.

4.74.4.16 void CbcModel::setNumberStrong (int *number*)

Set the maximum number of candidates to be evaluated for strong branching.

A value of 0 disables strong branching.

4.74.4.17 void CbcModel::setNumberBeforeTrust (int *number*)

Set the number of branches before pseudo costs believed in dynamic strong branching.

A value of 0 disables dynamic strong branching.

4.74.4.18 int CbcModel::numberBeforeTrust () const [inline]

get the number of branches before pseudo costs believed in dynamic strong branching.

Definition at line 820 of file CbcModel.hpp.

4.74.4.19 void CbcModel::setNumberPenalties (int *number*)

Set the number of variables for which to compute penalties in dynamic strong branching.

A value of 0 disables penalties.

4.74.4.20 int CbcModel::numberPenalties () const [inline]

get the number of variables for which to compute penalties in dynamic strong branching.

Definition at line 831 of file CbcModel.hpp.

4.74.4.21 double CbcModel::penaltyScaleFactor () const [inline]

Get scale factor to make penalties match strong.

Should/will be computed

Definition at line 846 of file CbcModel.hpp.

4.74.4.22 void CbcModel::setPenaltyScaleFactor (double *value*)

Set scale factor to make penalties match strong.

Should/will be computed

4.74.4.23 void CbcModel::setProblemType (int *number*) [inline]

Problem type as set by user or found by analysis.

This will be extended 0 - not known 1 - Set partitioning <= 2 - Set partitioning == 3 - Set covering 4 - all +- 1 or all +1 and odd

Definition at line 859 of file CbcModel.hpp.

4.74.4.24 void CbcModel::setPrintFrequency (int *number*) [inline]

Set the print frequency.

Controls the number of nodes evaluated between status prints. If *number* ≤ 0 the print frequency is set to 100 nodes for large problems, 1000 for small problems. Print frequency has very slight overhead if small.

Definition at line 893 of file CbcModel.hpp.

4.74.4.25 int CbcModel::status () const [inline]

Final status of problem Some of these can be found out by is.....

functions -1 before branchAndBound 0 finished - check isProvenOptimal or isProvenInfeasible to see if solution found (or check value of best solution) 1 stopped - on maxnodes, maxsols, maxtime 2 difficulties so run was abandoned (5 event user programmed event occurred)

Definition at line 954 of file CbcModel.hpp.

4.74.4.26 const char* CbcModel::getRowSense () const [inline]

Get pointer to array[getNumRows()] of row constraint senses.

- 'L': \leq constraint
- 'E': = constraint
- 'G': \geq constraint
- 'R': ranged constraint
- 'N': free constraint

Definition at line 1060 of file CbcModel.hpp.

4.74.4.27 const double* CbcModel::getRightHandSide () const [inline]

Get pointer to array[getNumRows()] of rows right-hand sides.

- if rowsense()[i] == 'L' then rhs()[i] == rowupper()[i]
- if rowsense()[i] == 'G' then rhs()[i] == rowlower()[i]
- if rowsense()[i] == 'R' then rhs()[i] == rowupper()[i]
- if rowsense()[i] == 'N' then rhs()[i] == 0.0

Definition at line 1072 of file CbcModel.hpp.

4.74.4.28 const double* CbcModel::getRowRange () const [inline]

Get pointer to array[getNumRows()] of row ranges.

- if rowsense()[i] == 'R' then rowrange()[i] == rowupper()[i] - rowlower()[i]
- if rowsense()[i] != 'R' then rowrange()[i] is 0.0

Definition at line 1084 of file CbcModel.hpp.

4.74.4.29 `bool CbcModel::isInteger (int colIndex) const [inline]`

Return true if column is integer.

Note: This function returns true if the the column is binary or a general integer.

Definition at line 1123 of file CbcModel.hpp.

4.74.4.30 `int* CbcModel::usedInSolution () const [inline]`

Array marked whenever a solution is found if non-zero.

Code marks if heuristic returns better so heuristic need only mark if it wants to on solutions which are worse than current

Definition at line 1196 of file CbcModel.hpp.

4.74.4.31 `virtual double CbcModel::checkSolution (double cutoff, double * solution, int fixVariables, double originalObjValue) [virtual]`

Call this to really test if a valid solution can be feasible Solution is number columns in size.

If fixVariables true then bounds of continuous solver updated. Returns objective value (worse than cutoff if not feasible)

Previously computed objective value is now passed in (in case user does not do solve) virtual so user can override

4.74.4.32 `bool CbcModel::feasibleSolution (int & numberIntegerInfeasibilities, int & numberObjectInfeasibilities) const`

Test the current solution for feasibility.

Scan all objects for indications of infeasibility. This is broken down into simple integer infeasibility (*numberIntegerInfeasibilities*) and all other reports of infeasibility (*numberObjectInfeasibilities*).

4.74.4.33 `double* CbcModel::currentSolution () const [inline]`

Solution to the most recent lp relaxation.

The solver's solution to the most recent lp relaxation.

Definition at line 1235 of file CbcModel.hpp.

4.74.4.34 `double CbcModel::getBestPossibleObjValue () const`

Get best possible objective function value.

This is better of best possible left on tree and best solution found. If called from within branch and cut may be optimistic.

4.74.4.35 `double* CbcModel::bestSolution () const [inline]`

The best solution to the integer programming problem.

The best solution to the integer programming problem found during the search. If no solution is found, the method returns null.

Definition at line 1313 of file CbcModel.hpp.

4.74.4.36 `void CbcModel::setBestSolution (const double * solution, int numberColumns, double objectiveValue, bool check = false)`

User callable setBestSolution.

If check false does not check valid If true then sees if feasible and warns if objective value worse than given (so just set to COIN_DBL_MAX if you don't care). If check true then does not save solution if not feasible

4.74.4.37 `int CbcModel::phase () const [inline]`

Current phase (so heuristics etc etc can find out).

0 - initial solve 1 - solve with cuts at root 2 - solve with cuts 3 - other e.g. strong branching 4 - trying to validate a solution
5 - at end of search

Definition at line 1357 of file CbcModel.hpp.

4.74.4.38 `int CbcModel::numberGlobalViolations () const [inline]`

Number of times global cuts violated.

When global cut pool then this should be kept for each cut and type of cut

Definition at line 1400 of file CbcModel.hpp.

4.74.4.39 `void CbcModel::passInSubTreeModel (CbcModel & model)`

For passing in an [CbcModel](#) to do a sub Tree (with derived tree handlers).

Passed in model must exist for duration of branch and bound

4.74.4.40 `CbcModel* CbcModel::subTreeModel (OsiSolverInterface * solver = NULL) const`

For retrieving a copy of subtree model with given OsiSolver.

If no subtree model will use self (up to user to reset cutoff etc). If solver NULL uses current

4.74.4.41 `int CbcModel::typePresolve () const [inline]`

Whether to automatically do presolve before branch and bound (subTrees).

0 - no 1 - ordinary presolve 2 - integer presolve (dodgy)

Definition at line 1487 of file CbcModel.hpp.

4.74.4.42 `void CbcModel::setBranchingMethod (CbcBranchDecision & method) [inline]`

Set the branching method.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

Definition at line 1515 of file CbcModel.hpp.

4.74.4.43 `void CbcModel::setCutModifier (CbcCutModifier & modifier)`

Set the cut modifier method.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

4.74.4.44 `void CbcModel::addCutGenerator (CglCutGenerator * generator, int howOften = 1, const char * name = NULL, bool normal = true, bool atSolution = false, bool infeasible = false, int howOftenInSub = -100, int whatDepth = -1, int whatDepthInSub = -1)`

Add one generator - up to user to delete generators.

howoften affects how generator is used. 0 or 1 means always, >1 means every that number of nodes. Negative values have same meaning as positive but they may be switched off (-> -100) by code if not many cuts generated at continuous. -99 is just done at root. Name is just for printout. If depth >0 overrides how often generator is called (if howOften==1

or >0).

4.74.4.45 void CbcModel::addHeuristic (CbcHeuristic * *generator*, const char * *name* = NULL, int *before* = -1)

Add one heuristic - up to user to delete.

The name is just used for print messages.

4.74.4.46 void CbcModel::passInPriorities (const int * *priorities*, bool *ifNotSimpleIntegers*)

Pass in branching priorities.

If ifClique then priorities are on cliques otherwise priorities are on integer variables. Other type (if exists set to default) 1 is highest priority. (well actually -INT_MAX is but that's ugly) If hotstart > 0 then branches are created to force the variable to the value given by best solution. This enables a sort of hot start. The node choice should be greatest depth and hotstart should normally be switched off after a solution.

If ifNotSimpleIntegers true then appended to normal integers

This is now deprecated except for simple usage. If user creates Cbcobjects then set priority in them

4.74.4.47 void CbcModel::passInEventHandler (const CbcEventHandler * *eventHandler*)

Set an event handler.

A clone of the handler passed as a parameter is stored in [CbcModel](#).

4.74.4.48 void CbcModel::setApplicationData (void * *appData*)

Set application data.

This is a pointer that the application can store into and retrieve from the solver interface. This field is available for the application to optionally define and use.

4.74.4.49 void CbcModel::passInSolverCharacteristics (OsiBabSolver * *solverCharacteristics*)

For advanced applications you may wish to modify the behavior of Cbc e.g.

if the solver is a NLP solver then you may not have an exact optimum solution at each step. Information could be built into OsiSolverInterface but this is an alternative so that that interface does not have to be changed. If something similar is useful to enough solvers then it could be migrated You can also pass in by using solver->setAuxiliaryInfo. You should do that if solver is odd - if solver is normal simplex then use this. NOTE - characteristics are not cloned

4.74.4.50 void CbcModel::setDefaultHandler (bool *yesNo*) [inline]

Set flag to say if handler_ is the default handler.

The default handler is deleted when the model is deleted. Other handlers (supplied by the client) will not be deleted.

Definition at line 1754 of file CbcModel.hpp.

4.74.4.51 void CbcModel::assignSolver (OsiSolverInterface * & *solver*, bool *deleteSolver* = true)

Assign a solver to the model (model assumes ownership)

On return, *solver* will be NULL. If deleteSolver then current solver deleted (if model owned)

Note

Parameter settings in the outgoing solver are not inherited by the incoming solver.

4.74.4.52 void CbcModel::setModelOwnsSolver (bool *ourSolver*) [inline]

Set ownership of solver.

A parameter of false tells [CbcModel](#) it does not own the solver and should not delete it. Once you claim ownership of the solver, you're responsible for eventually deleting it. Note that [CbcModel](#) clones solvers with abandon. Unless you have a deep understanding of the workings of [CbcModel](#), the only time you want to claim ownership is when you're about to delete the [CbcModel](#) object but want the solver to continue to exist (as, for example, when branchAndBound has finished and you want to hang on to the answer).

Definition at line 1942 of file CbcModel.hpp.

4.74.4.53 bool CbcModel::modelOwnsSolver () [inline]

Get ownership of solver.

A return value of true means that [CbcModel](#) owns the solver and will take responsibility for deleting it when that becomes necessary.

Definition at line 1951 of file CbcModel.hpp.

4.74.4.54 void CbcModel::resetToReferenceSolver ()

Uses a copy of reference solver to be current solver.

Because of possible mismatches all exotic integer information is lost (apart from normal information in OsiSolverInterface) so SOS etc and priorities will have to be redone

4.74.4.55 int CbcModel::reducedCostFix ()

Perform reduced cost fixing.

Fixes integer variables at their current value based on reduced cost penalties. Returns number fixed

4.74.4.56 void CbcModel::synchronizeHandlers (int *makeDefault*)

Makes all handlers same.

If makeDefault 1 then makes top level default and rest point to that. If 2 then each is copy

4.74.4.57 CoinWarmStartBasis* CbcModel::getEmptyBasis (int *ns* = 0, int *na* = 0) const

Return an empty basis object of the specified size.

A useful utility when constructing a basis for a subproblem from scratch. The object returned will be of the requested capacity and appropriate for the solver attached to the model.

4.74.4.58 int CbcModel::takeOffCuts (OsiCuts & *cuts*, bool *allowResolve*, OsiCuts * *saveCuts*, int *numberNewCuts* = 0, const OsiRowCut ** *newCuts* = NULL)

Remove inactive cuts from the model.

An OsiSolverInterface is expected to maintain a valid basis, but not a valid solution, when loose cuts are deleted. Restoring a valid solution requires calling the solver to reoptimise. If it's certain the solution will not be required, set allowResolve to false to suppress reoptimisation. If saveCuts then slack cuts will be saved On input current cuts are cuts and newCuts on exit current cuts will be correct. Returns number dropped

4.74.4.59 int CbcModel::addCuts (CbcNode * node, CoinWarmStartBasis *& lastws)

Determine and install the active cuts that need to be added for the current subproblem.

The whole truth is a bit more complicated. The first action is a call to [addCuts1\(\)](#). [addCuts\(\)](#) then sorts through the list, installs the tight cuts in the model, and does bookkeeping (adjusts reference counts). The basis returned from [addCuts1\(\)](#) is adjusted accordingly.

If it turns out that the node should really be fathomed by bound, [addCuts\(\)](#) simply treats all the cuts as loose as it does the bookkeeping.

4.74.4.60 bool CbcModel::addCuts1 (CbcNode * node, CoinWarmStartBasis *& lastws)

Traverse the tree from node to root and prep the model.

[addCuts1\(\)](#) begins the job of prepping the model to match the current subproblem. The model is stripped of all cuts, and the search tree is traversed from node to root to determine the changes required. Appropriate bounds changes are installed, a list of cuts is collected but not installed, and an appropriate basis (minus the cuts, but big enough to accommodate them) is constructed.

Returns true if new problem similar to old

4.74.4.61 void CbcModel::previousBounds (CbcNode * node, CbcNodeInfo * where, int iColumn, double & lower, double & upper, int force)

Returns bounds just before where - initially original bounds.

Also sets downstream nodes (lower if force 1, upper if 2)

4.74.4.62 void CbcModel::setObjectiveValue (CbcNode * thisNode, const CbcNode * parentNode) const

Set objective value in a node.

This is separated out so that odd solvers can use. It may look at extra information in solverCharacteriscs_ and will also use bound from parent node

4.74.4.63 void CbcModel::convertToDynamic ()

If numberBeforeTrust >0 then we are going to use CbcBranchDynamic.

Scan and convert [CbcSimpleInteger](#) objects

4.74.4.64 void CbcModel::doHeuristicsAtRoot (int deleteHeuristicsAfterwards = 0)

Do heuristics at root.

0 - don't delete 1 - delete 2 - just delete - don't even use

4.74.4.65 void CbcModel::setBestSolutionBasis (const CoinWarmStartBasis & bestSolutionBasis) [inline]

Warm start object produced by heuristic or strong branching.

If get a valid integer solution outside branch and bound then it can take a reasonable time to solve LP which produces clean solution. If this object has any size then it will be used in solve.

Definition at line 2392 of file CbcModel.hpp.

The documentation for this class was generated from the following file:

- CbcModel.hpp

4.75 CbcNauty Class Reference

Public Member Functions

- `std::vector< std::vector< int > > * getOrbits () const`
Returns the orbits in a "convenient" form.
- `void setWriteAutoms (const std::string &afilename)`
Methods to classify orbits.

Constructors and destructors

- `CbcNauty (int n, const size_t *v, const int *d, const int *e)`
Normal constructor (if dense - NULLS)
- `CbcNauty (const CbcNauty &)`
Copy constructor.
- `CbcNauty & operator= (const CbcNauty &rhs)`
Assignment operator.
- `~CbcNauty ()`
Destructor.

4.75.1 Detailed Description

Definition at line 173 of file CbcSymmetry.hpp.

4.75.2 Member Function Documentation

4.75.2.1 void CbcNauty::setWriteAutoms (const std::string & filename)

Methods to classify orbits.

Not horribly efficient, but gets the job done

The documentation for this class was generated from the following file:

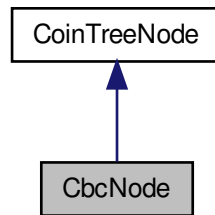
- CbcSymmetry.hpp

4.76 CbcNode Class Reference

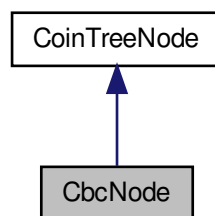
Information required while the node is live.

```
#include <CbcNode.hpp>
```

Inheritance diagram for CbcNode:



Collaboration diagram for CbcNode:



Public Member Functions

- [CbcNode](#) ()
Default Constructor.
- [CbcNode](#) ([CbcModel](#) *model, [CbcNode](#) *lastNode)
Construct and increment parent reference count.
- [CbcNode](#) (const [CbcNode](#) &)
Copy constructor.
- [CbcNode](#) & [operator=](#) (const [CbcNode](#) &rhs)
Assignment operator.
- [~CbcNode](#) ()
Destructor.
- void [createInfo](#) ([CbcModel](#) *model, [CbcNode](#) *lastNode, const **CoinWarmStartBasis** *lastws, const double *lastLower, const double *lastUpper, int numberOldActiveCuts, int numberNewCuts)
Create a description of the subproblem at this node.
- int [chooseBranch](#) ([CbcModel](#) *model, [CbcNode](#) *lastNode, int numberPassesLeft)

- Create a branching object for the node.*
- int `chooseDynamicBranch` (`CbcModel` *model, `CbcNode` *lastNode, `OsiSolverBranch` *&branches, int number-PassesLeft)
- Create a branching object for the node - when dynamic pseudo costs.*
- int `chooseOsiBranch` (`CbcModel` *model, `CbcNode` *lastNode, `OsiBranchingInformation` *usefullInfo, int branch-State)
- Create a branching object for the node.*
- int `chooseClpBranch` (`CbcModel` *model, `CbcNode` *lastNode)
- Create a branching object for the node.*
- void `decrementCuts` (int change=1)
- Decrement active cut counts.*
- void `decrementParentCuts` (`CbcModel` *model, int change=1)
- Decrement all active cut counts in chain starting at parent.*
- void `nullNodeInfo` ()
- Nulls out node info.*
- void `initializeInfo` ()
- Initialize reference counts in attached `CbcNodeInfo`.*
- int `branch` (`OsiSolverInterface` *solver)
- Does next branch and updates state.*
- double `checksCutoff` (double cutoff)
- Double checks in case node can change its mind! Returns objective value Can change objective etc.*
- int `numberBranches` () const
- Number of arms defined for the attached `OsiBranchingObject`.*
- int `depth` () const
- Depth in branch-and-cut search tree.*
- void `setDepth` (int value)
- Set depth in branch-and-cut search tree.*
- int `numberUnsatisfied` () const
- Get the number of objects unsatisfied at this node.*
- void `setNumberUnsatisfied` (int value)
- Set the number of objects unsatisfied at this node.*
- double `sumInfeasibilities` () const
- Get sum of "infeasibilities" reported by each object.*
- void `setSumInfeasibilities` (double value)
- Set sum of "infeasibilities" reported by each object.*
- const `OsiBranchingObject` * `branchingObject` () const
- Branching object for this node.*
- `OsiBranchingObject` * `modifiableBranchingObject` () const
- Modifiable branching object for this node.*
- void `setBranchingObject` (`OsiBranchingObject` *branchingObject)
- Set branching object for this node (takes ownership)*
- int `nodeNumber` () const
- The node number.*
- bool `onTree` () const
- Returns true if on tree.*
- void `setOnTree` (bool yesNo)
- Sets true if on tree.*

- bool `active` () const
Returns true if active.
- void `setActive` (bool yesNo)
Sets true if active.
- int `getState` () const
Get state (really for debug)
- void `setState` (int value)
Set state (really for debug)
- void `print` () const
Print.
- void `checkInfo` () const
Debug.

4.76.1 Detailed Description

Information required while the node is live.

When a subproblem is initially created, it is represented by an `CbcNode` object and an attached `CbcNodeInfo` object.

The `CbcNode` contains information (depth, branching instructions), that's needed while the subproblem remains 'live', *i.e.*, while the subproblem is not fathomed and there are branch arms still be evaluated. The `CbcNode` is deleted when the last branch arm has been evaluated.

The `CbcNodeInfo` object contains the information needed to maintain the search tree and recreate the subproblem for the node. It remains in existence until there are no nodes remaining in the subtree rooted at this node.

Definition at line 49 of file `CbcNode.hpp`.

4.76.2 Member Function Documentation

4.76.2.1 void `CbcNode::createInfo` (`CbcModel` * *model*, `CbcNode` * *lastNode*, const `CoinWarmStartBasis` * *lastws*, const double * *lastLower*, const double * *lastUpper*, int *numberOldActiveCuts*, int *numberNewCuts*)

Create a description of the subproblem at this node.

The `CbcNodeInfo` structure holds the information (basis & variable bounds) required to recreate the subproblem for this node. It also links the node to its parent (via the parent's `CbcNodeInfo` object).

If *lastNode* == NULL, a `CbcFullNodeInfo` object will be created. All parameters except *model* are unused.

If *lastNode* != NULL, a `CbcPartialNodeInfo` object will be created. Basis and bounds information will be stored in the form of differences between the parent subproblem and this subproblem. (More precisely, *lastws*, *lastUpper*, *lastLower*, *numberOldActiveCuts*, and *numberNewCuts* are used.)

4.76.2.2 int `CbcNode::chooseBranch` (`CbcModel` * *model*, `CbcNode` * *lastNode*, int *numberPassesLeft*)

Create a branching object for the node.

The routine scans the object list of the model and selects a set of unsatisfied objects as candidates for branching. The candidates are evaluated, and an appropriate branch object is installed.

The *numberPassesLeft* is decremented to stop fixing one variable each time and going on and on (e.g. for stock cutting, air crew scheduling)

If evaluation determines that an object is monotone or infeasible, the routine returns immediately. In the case of a monotone object, the branch object has already been called to modify the model.

Return value:

- 0: A branching object has been installed
- -1: A monotone object was discovered
- -2: An infeasible object was discovered

4.76.2.3 `int CbcNode::chooseDynamicBranch (CbcModel * model, CbcNode * lastNode, OsiSolverBranch *& branches, int numberPassesLeft)`

Create a branching object for the node - when dynamic pseudo costs.

The routine scans the object list of the model and selects a set of unsatisfied objects as candidates for branching. The candidates are evaluated, and an appropriate branch object is installed. This version gives preference in evaluation to variables which have not been evaluated many times. It also uses numberStrong to say give up if last few tries have not changed incumbent. See Achterberg, Koch and Martin.

The numberPassesLeft is decremented to stop fixing one variable each time and going on and on (e.g. for stock cutting, air crew scheduling)

If evaluation determines that an object is monotone or infeasible, the routine returns immediately. In the case of a monotone object, the branch object has already been called to modify the model.

Return value:

- 0: A branching object has been installed
- -1: A monotone object was discovered
- -2: An infeasible object was discovered
- >0: Number of quick branching objects (and branches will be non NULL)

4.76.2.4 `int CbcNode::chooseOsiBranch (CbcModel * model, CbcNode * lastNode, OsiBranchingInformation * usefulInfo, int branchState)`

Create a branching object for the node.

The routine scans the object list of the model and selects a set of unsatisfied objects as candidates for branching. The candidates are evaluated, and an appropriate branch object is installed.

The numberPassesLeft is decremented to stop fixing one variable each time and going on and on (e.g. for stock cutting, air crew scheduling)

If evaluation determines that an object is monotone or infeasible, the routine returns immediately. In the case of a monotone object, the branch object has already been called to modify the model.

Return value:

- 0: A branching object has been installed
- -1: A monotone object was discovered
- -2: An infeasible object was discovered

Branch state:

- -1: start
- -1: A monotone object was discovered
- -2: An infeasible object was discovered

4.76.2.5 `int CbcNode::chooseClpBranch (CbcModel * model, CbcNode * lastNode)`

Create a branching object for the node.

The routine scans the object list of the model and selects a set of unsatisfied objects as candidates for branching. It then solves a series of problems and a [CbcGeneral](#) branch object is installed.

If evaluation determines that an object is infeasible, the routine returns immediately.

Return value:

- 0: A branching object has been installed
- -2: An infeasible object was discovered

4.76.2.6 `void CbcNode::initializeInfo ()`

Initialize reference counts in attached [CbcNodeInfo](#).

This is a convenience routine, which will initialize the reference counts in the attached [CbcNodeInfo](#) object based on the attached [OsiBranchingObject](#).

See Also

[CbcNodeInfo::initializeInfo\(int\)](#).

The documentation for this class was generated from the following file:

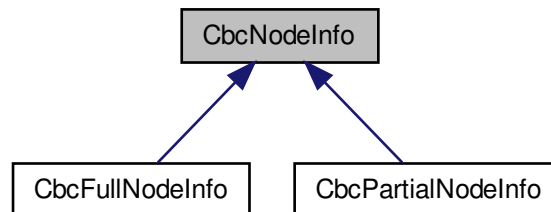
- [CbcNode.hpp](#)

4.77 CbcNodeInfo Class Reference

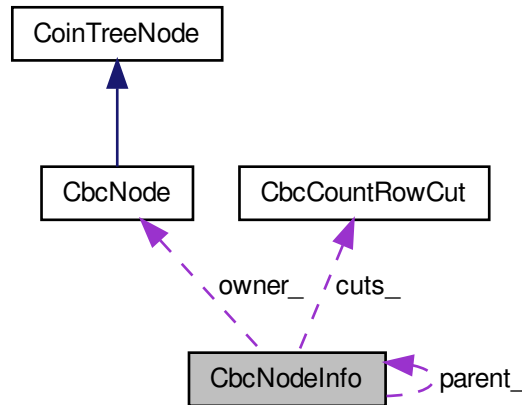
Information required to recreate the subproblem at this node.

```
#include <CbcNodeInfo.hpp>
```

Inheritance diagram for CbcNodeInfo:



Collaboration diagram for CbcNodeInfo:



Public Member Functions

- virtual void [applyToModel](#) ([CbcModel](#) *model, [CoinWarmStartBasis](#) *&basis, [CbcCountRowCut](#) **addCuts, int ¤tNumberCuts) const =0
Modify model according to information at node.
- virtual int [applyBounds](#) (int iColumn, double &lower, double &upper, int force)=0
Just apply bounds to one variable - force means overwrite by lower,upper (1=>infeasible)
- virtual [CbcNodeInfo](#) * [buildRowBasis](#) ([CoinWarmStartBasis](#) &basis) const =0
Builds up row basis backwards (until original model).
- virtual [CbcNodeInfo](#) * [clone](#) () const =0
Clone.
- virtual void [allBranchesGone](#) ()
Called when number branches left down to zero.
- void [increment](#) (int amount=1)
Increment number of references.
- int [decrement](#) (int amount=1)
Decrement number of references and return number left.
- void [initializeInfo](#) (int number)
Initialize reference counts.
- int [numberBranchesLeft](#) () const
Return number of branches left in object.
- void [setNumberBranchesLeft](#) (int value)
Set number of branches left in object.
- int [numberPointingToThis](#) () const
Return number of objects pointing to this.
- void [setNumberPointingToThis](#) (int number)
Set number of objects pointing to this.

- void `incrementNumberPointingToThis` ()
Increment number of objects pointing to this.
- int `branchedOn` ()
Say one branch taken.
- void `throwAway` ()
Say thrown away.
- `CbcNodeInfo` * `parent` () const
Parent of this.
- void `nullParent` ()
Set parent null.
- void `deleteCuts` (int numberToDelete, `CbcCountRowCut` **cuts)
Delete cuts (decrements counts) Slow unless cuts in same order as saved.
- void `deleteCut` (int whichOne)
Really delete a cut.
- void `decrementCuts` (int change=1)
Decrement active cut counts.
- void `incrementCuts` (int change=1)
Increment active cut counts.
- void `decrementParentCuts` (`CbcModel` *model, int change=1)
Decrement all active cut counts in chain starting at parent.
- void `incrementParentCuts` (`CbcModel` *model, int change=1)
Increment all active cut counts in parent chain.
- `CbcCountRowCut` ** `cuts` () const
Array of pointers to cuts.
- int `numberCuts` () const
Number of row cuts (this node)
- void `nullOwner` ()
Set owner null.
- int `nodeNumber` () const
The node number.
- void `deactivate` (int mode=3)
Deactivate node information.
- bool `allActivated` () const
Say if normal.
- bool `marked` () const
Say if marked.
- void `mark` ()
Mark.
- void `unmark` ()
Unmark.
- bool `symmetryWorked` () const
Get symmetry value (true worked at this node)
- void `setSymmetryWorked` ()
Say symmetry worked at this node)
- const `OsiBranchingObject` * `parentBranch` () const
Branching object for the parent.
- void `unsetParentBasedData` ()

If we need to take off parent based data.

Constructors & destructors

- [CbcNodeInfo](#) ()
Default Constructor.
- [CbcNodeInfo](#) (const [CbcNodeInfo](#) &)
Copy constructor.
- [CbcNodeInfo](#) ([CbcNodeInfo](#) *parent, [CbcNode](#) *owner)
Construct with parent and owner.
- virtual [~CbcNodeInfo](#) ()
Destructor.

Protected Attributes

- int [numberPointingToThis_](#)
Number of other nodes pointing to this node.
- [CbcNodeInfo](#) * [parent_](#)
parent
- [OsiBranchingObject](#) * [parentBranch_](#)
Copy of the branching object of the parent when the node is created.
- [CbcNode](#) * [owner_](#)
Owner.
- int [numberCuts_](#)
Number of row cuts (this node)
- int [nodeNumber_](#)
The node number.
- [CbcCountRowCut](#) ** [cuts_](#)
Array of pointers to cuts.
- int [numberRows_](#)
Number of rows in problem (before these cuts).
- int [numberBranchesLeft_](#)
Number of branch arms left to explore at this node.
- int [active_](#)
Active node information.

4.77.1 Detailed Description

Information required to recreate the subproblem at this node.

When a subproblem is initially created, it is represented by a [CbcNode](#) object and an attached [CbcNodeInfo](#) object.

The [CbcNode](#) contains information needed while the subproblem remains live. The [CbcNode](#) is deleted when the last branch arm has been evaluated.

The [CbcNodeInfo](#) contains information required to maintain the branch-and-cut search tree structure (links and reference counts) and to recreate the subproblem for this node (basis, variable bounds, cutting planes). A [CbcNodeInfo](#) object remains in existence until all nodes have been pruned from the subtree rooted at this node.

The principle used to maintain the reference count is that the reference count is always the sum of all potential and actual children of the node. Specifically,

- Once it's determined how the node will branch, the reference count is set to the number of potential children (*i.e.*, the number of arms of the branch).
- As each child is created by [CbcNode::branch\(\)](#) (converting a potential child to the active subproblem), the reference count is decremented.
- If the child survives and will become a node in the search tree (converting the active subproblem into an actual child), increment the reference count.

Notice that the active subproblem lives in a sort of limbo, neither a potential or an actual node in the branch-and-cut tree.

[CbcNodeInfo](#) objects come in two flavours. A [CbcFullNodeInfo](#) object contains a full record of the information required to recreate a subproblem. A [CbcPartialNodeInfo](#) object expresses this information in terms of differences from the parent.

Definition at line 68 of file [CbcNodeInfo.hpp](#).

4.77.2 Constructor & Destructor Documentation

4.77.2.1 CbcNodeInfo::CbcNodeInfo ()

Default Constructor.

Creates an empty NodeInfo object.

4.77.2.2 CbcNodeInfo::CbcNodeInfo (CbcNodeInfo * parent, CbcNode * owner)

Construct with parent and owner.

As for 'construct with parent', and attached to `owner`.

4.77.2.3 virtual CbcNodeInfo::~CbcNodeInfo () [virtual]

Destructor.

Note that the destructor will recursively delete the parent if this nodeInfo is the last child.

4.77.3 Member Function Documentation

4.77.3.1 virtual void CbcNodeInfo::applyToModel (CbcModel * model, CoinWarmStartBasis *& basis, CbcCountRowCut ** addCuts, int & currentNumberCuts) const [pure virtual]

Modify model according to information at node.

The routine modifies the model according to bound and basis information at node and adds any cuts to the `addCuts` array.

Implemented in [CbcFullNodeInfo](#), and [CbcPartialNodeInfo](#).

4.77.3.2 virtual CbcNodeInfo* CbcNodeInfo::buildRowBasis (CoinWarmStartBasis & basis) const [pure virtual]

Builds up row basis backwards (until original model).

Returns NULL or previous one to apply . Depends on `Free` being 0 and impossible for cuts

Implemented in [CbcFullNodeInfo](#), and [CbcPartialNodeInfo](#).

4.77.3.3 void CbcNodeInfo::initializeInfo (int number) [inline]

Initialize reference counts.

Initialize the reference counts used for tree maintenance.

Definition at line 149 of file CbcNodeInfo.hpp.

4.77.3.4 `void CbcNodeInfo::deactivate (int mode = 3)`

Deactivate node information.

1 - bounds 2 - cuts 4 - basis! 8 - just marked 16 - symmetry branching worked

4.77.4 Member Data Documentation

4.77.4.1 `int CbcNodeInfo::numberPointingToThis_ [protected]`

Number of other nodes pointing to this node.

Number of existing and potential search tree nodes pointing to this node. 'Existing' means referenced by [parent_](#) of some other [CbcNodeInfo](#). 'Potential' means children still to be created ([numberBranchesLeft_](#) of this [CbcNodeInfo](#)).

Definition at line 301 of file CbcNodeInfo.hpp.

4.77.4.2 `int CbcNodeInfo::numberRows_ [protected]`

Number of rows in problem (before these cuts).

This means that for top of chain it must be rows at continuous

Definition at line 323 of file CbcNodeInfo.hpp.

4.77.4.3 `int CbcNodeInfo::numberBranchesLeft_ [protected]`

Number of branch arms left to explore at this node.

Definition at line 331 of file CbcNodeInfo.hpp.

4.77.4.4 `int CbcNodeInfo::active_ [protected]`

Active node information.

1 - bounds 2 - cuts 4 - basis!

Definition at line 337 of file CbcNodeInfo.hpp.

The documentation for this class was generated from the following file:

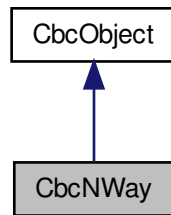
- CbcNodeInfo.hpp

4.78 CbcNWay Class Reference

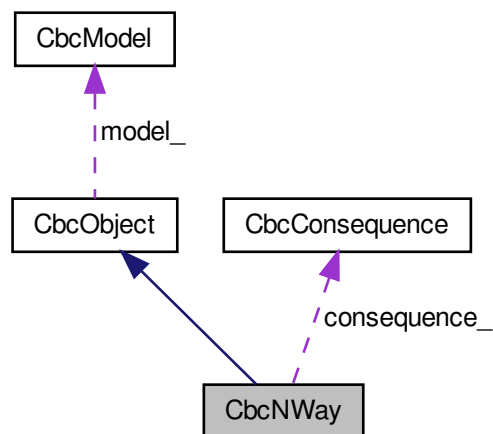
Define an n-way class for variables.

```
#include <CbcNWay.hpp>
```

Inheritance diagram for CbcNWay:



Collaboration diagram for CbcNWay:



Public Member Functions

- [CbcNWay](#) ([CbcModel](#) *[model](#), int [numberMembers](#), const int *[which](#), int identifier)
Useful constructor (which are matrix indices)
- virtual [CbcObject](#) * [clone](#) () const
Clone.
- [CbcNWay](#) & [operator=](#) (const [CbcNWay](#) &rhs)
Assignment operator.
- virtual [~CbcNWay](#) ()
Destructor.

- void [setConsequence](#) (int iColumn, const [CbcConsequence](#) &consequence)
Set up a consequence for a single member.
- void [applyConsequence](#) (int iSequence, int state) const
Applies a consequence for a single member.
- virtual double [infeasibility](#) (const OsiBranchingInformation *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5 (and 0.5 will give this)
- virtual void [feasibleRegion](#) ()
This looks at solution and sets bounds to contain solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way)
Creates a branching object.
- int [numberMembers](#) () const
Number of members.
- const int * [members](#) () const
Members (indices in range 0 ... numberColumns-1)
- virtual void [redoSequenceEtc](#) ([CbcModel](#) *[model](#), int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.

Protected Attributes

- int [numberMembers_](#)
data Number of members
- int * [members_](#)
Members (indices in range 0 ... numberColumns-1)
- [CbcConsequence](#) ** [consequence_](#)
Consequences (normally NULL)

4.78.1 Detailed Description

Define an n-way class for variables.

Only valid value is one at UB others at LB Normally 0-1

Definition at line 15 of file CbcNWay.hpp.

The documentation for this class was generated from the following file:

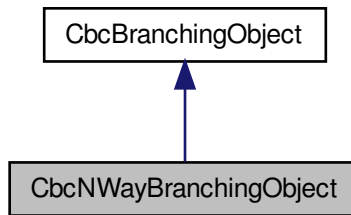
- CbcNWay.hpp

4.79 CbcNWayBranchingObject Class Reference

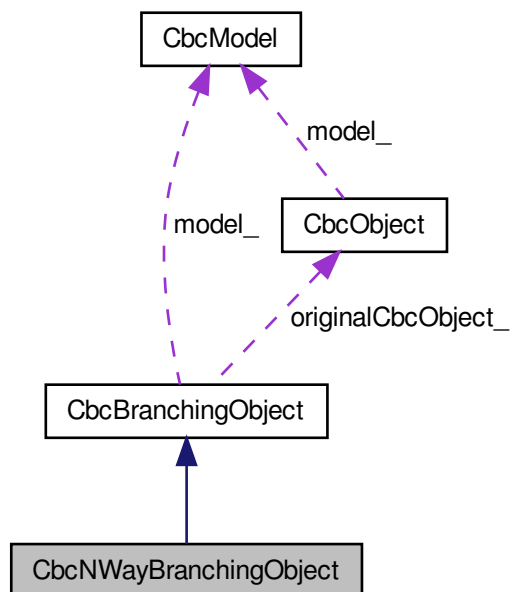
N way branching Object class.

```
#include <CbcNWay.hpp>
```

Inheritance diagram for CbcNWayBranchingObject:



Collaboration diagram for CbcNWayBranchingObject:



Public Member Functions

- `CbcNWayBranchingObject (CbcModel *model, const CbcNWay *nway, int numberBranches, const int *order)`
Useful constructor - order had matrix indices way_ -1 corresponds to setting first, +1 to second, +3 etc.
- virtual `CbcBranchingObject * clone () const`
Clone.

- virtual double `branch ()`
Does next branch and updates state.
- virtual void `print ()`
Print something about branch - only if log level high.
- virtual int `numberBranches () const`
The number of branch arms created for this branching object.
- virtual bool `twoWay () const`
Is this a two way object (-1 down, +1 up)
- virtual CbcBranchObjType `type () const`
Return the type (an integer identifier) of this.
- virtual int `compareOriginalObject (const CbcBranchingObject *brObj) const`
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare `compareBranchingObject (const CbcBranchingObject *brObj, const bool replaceIfOverlap=false)`
Compare the this with brObj.

Additional Inherited Members

4.79.1 Detailed Description

N way branching Object class.

Variable is number of set.

Definition at line 81 of file CbcNWay.hpp.

4.79.2 Constructor & Destructor Documentation

4.79.2.1 CbcNWayBranchingObject::CbcNWayBranchingObject (CbcModel * model, const CbcNWay * nway, int numberBranches, const int * order)

Useful constructor - order had matrix indices way_ -1 corresponds to setting first, +1 to second, +3 etc.

this is so -1 and +1 have similarity to normal

4.79.3 Member Function Documentation

4.79.3.1 virtual int CbcNWayBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const [virtual]

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from `CbcBranchingObject`.

4.79.3.2 virtual CbcRangeCompare CbcNWayBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the

case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

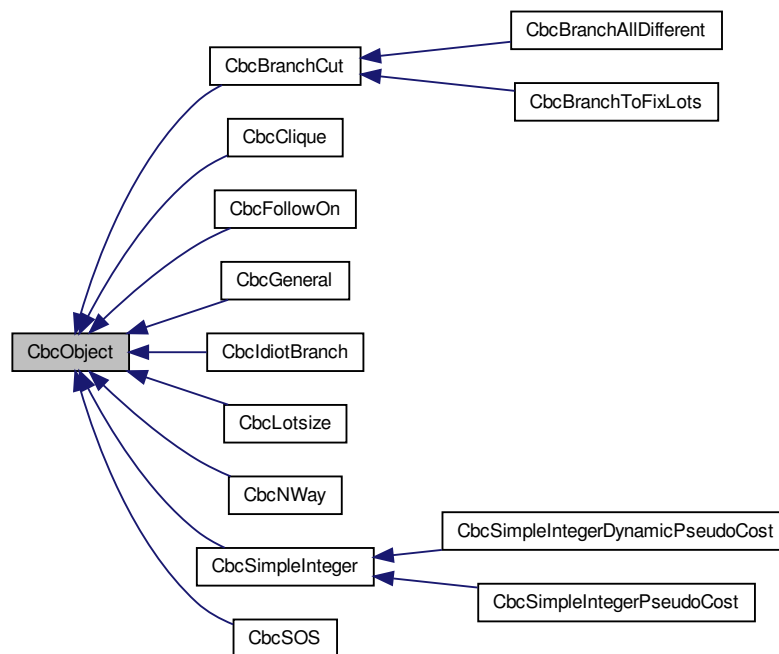
Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

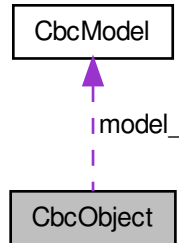
- CbcNWay.hpp

4.80 CbcObject Class Reference

Inheritance diagram for CbcObject:



Collaboration diagram for CbcObject:



Public Member Functions

- virtual [CbcObject](#) * [clone](#) () const =0
Clone.
- virtual [~CbcObject](#) ()
Destructor.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *, int &[preferredWay](#)) const
Infeasibility of the object.
- virtual void [feasibleRegion](#) ()=0
For the variable(s) referenced by the object, look at the current solution and set bounds to match the solution.
- virtual double [feasibleRegion](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info) const
Dummy one for compatibility.
- virtual double [feasibleRegion](#) ([OsiSolverInterface](#) *solver) const
For the variable(s) referenced by the object, look at the current solution and set bounds to match the solution.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *, const [OsiBranchingInformation](#) *, int)
Create a branching object and indicate which way to branch first.
- virtual [OsiBranchingObject](#) * [createOsiBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info, int way) const
Create an Osibranching object and indicate which way to branch first.
- virtual [OsiSolverBranch](#) * [solverBranch](#) () const
Create an OsiSolverBranch object.
- virtual [CbcBranchingObject](#) * [preferredNewFeasible](#) () const
Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a good direction.
- virtual [CbcBranchingObject](#) * [notPreferredNewFeasible](#) () const
Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.
- virtual void [resetBounds](#) (const [OsiSolverInterface](#) *)
Reset variable bounds to their original values.
- virtual void [floorCeiling](#) (double &floorValue, double &ceilingValue, double value, double tolerance) const
Returns floor and ceiling i.e.

- virtual [CbcObjectUpdateData createUpdateInformation](#) (const OsiSolverInterface *solver, const [CbcNode](#) *node, const [CbcBranchingObject](#) *branchingObject)
Pass in information on branch just done and create [CbcObjectUpdateData](#) instance.
- virtual void [updateInformation](#) (const [CbcObjectUpdateData](#) &)
Update object by [CbcObjectUpdateData](#).
- int [id](#) () const
Identifier (normally column number in matrix)
- void [setId](#) (int value)
Set identifier (normally column number in matrix) but 1000000000 to 1100000000 means optional branching object i.e.
- bool [optionalObject](#) () const
Return true if optional branching object i.e.
- int [position](#) () const
Get position in object_ list.
- void [setPosition](#) (int [position](#))
Set position in object_ list.
- void [setModel](#) ([CbcModel](#) *model)
update model
- [CbcModel](#) * [model](#) () const
Return model.
- int [preferredWay](#) () const
If -1 down always chosen first, +1 up always, 0 normal.
- void [setPreferredWay](#) (int value)
Set -1 down always chosen first, +1 up always, 0 normal.
- virtual void [redoSequenceEtc](#) ([CbcModel](#) *, int, const int *)
Redoes data when sequence numbers change.
- virtual void [initializeForBranching](#) ([CbcModel](#) *)
Initialize for branching.

Protected Attributes

- [CbcModel](#) * [model_](#)
data
- int [id_](#)
Identifier (normally column number in matrix)
- int [position_](#)
Position in object list.
- int [preferredWay_](#)
If -1 down always chosen first, +1 up always, 0 normal.

4.80.1 Detailed Description

Definition at line 67 of file CbcObject.hpp.

4.80.2 Member Function Documentation

4.80.2.1 `virtual double CbcObject::infeasibility (const OsiBranchingInformation *, int & preferredWay) const` `[inline], [virtual]`

Infeasibility of the object.

This is some measure of the infeasibility of the object. It should be scaled to be in the range [0.0, 0.5], with 0.0 indicating the object is satisfied.

The preferred branching direction is returned in *preferredWay*,

This is used to prepare for strong branching but should also think of case when no strong branching

The object may also compute an estimate of cost of going "up" or "down". This will probably be based on pseudo-cost ideas

Reimplemented in [CbcSimpleInteger](#), [CbcIdiotBranch](#), [CbcClique](#), [CbcSimpleIntegerDynamicPseudoCost](#), [CbcSOS](#), [CbcBranchToFixLots](#), [CbcFollowOn](#), [CbcBranchAllDifferent](#), [CbcNWay](#), [CbcSimpleIntegerPseudoCost](#), [CbcGeneral](#), [CbcBranchCut](#), and [CbcLotsize](#).

Definition at line 107 of file `CbcObject.hpp`.

4.80.2.2 `virtual double CbcObject::feasibleRegion (OsiSolverInterface * solver) const` `[virtual]`

For the variable(s) referenced by the object, look at the current solution and set bounds to match the solution.

Returns measure of how much it had to move solution to make feasible

4.80.2.3 `virtual CbcBranchingObject* CbcObject::createCbcBranch (OsiSolverInterface *, const OsiBranchingInformation *, int)` `[inline], [virtual]`

Create a branching object and indicate which way to branch first.

The branching object has to know how to create branches (fix variables, etc.)

Reimplemented in [CbcSimpleInteger](#), [CbcIdiotBranch](#), [CbcClique](#), [CbcSOS](#), [CbcBranchToFixLots](#), [CbcSimpleIntegerDynamicPseudoCost](#), [CbcBranchCut](#), [CbcFollowOn](#), [CbcNWay](#), [CbcLotsize](#), [CbcBranchAllDifferent](#), [CbcGeneral](#), and [CbcSimpleIntegerPseudoCost](#).

Definition at line 137 of file `CbcObject.hpp`.

4.80.2.4 `virtual OsiBranchingObject* CbcObject::createOsiBranch (OsiSolverInterface * solver, const OsiBranchingInformation * info, int way) const` `[virtual]`

Create an OsiBranching object and indicate which way to branch first.

The branching object has to know how to create branches (fix variables, etc.)

4.80.2.5 `virtual OsiSolverBranch* CbcObject::solverBranch () const` `[virtual]`

Create an OsiSolverBranch object.

This returns NULL if branch not represented by bound changes

Reimplemented in [CbcSimpleIntegerDynamicPseudoCost](#), and [CbcSOS](#).

4.80.2.6 `virtual CbcBranchingObject* CbcObject::preferredNewFeasible () const` `[inline], [virtual]`

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a good direction.

If the method cannot generate a feasible point (because there aren't any, or because it isn't bright enough to find one),

it should return null.

Reimplemented in [CbcBranchCut](#), and [CbcLotsize](#).

Definition at line 169 of file CbcObject.hpp.

4.80.2.7 `virtual CbcBranchingObject* CbcObject::notPreferredNewFeasible () const` `[inline], [virtual]`

Given a valid solution (with reduced costs, etc.), return a branching object which would give a new feasible point in a bad direction.

If the method cannot generate a feasible point (because there aren't any, or because it isn't bright enough to find one), it should return null.

Reimplemented in [CbcBranchCut](#), and [CbcLotsize](#).

Definition at line 181 of file CbcObject.hpp.

4.80.2.8 `virtual void CbcObject::resetBounds (const OsiSolverInterface *)` `[inline], [virtual]`

Reset variable bounds to their original values.

Bounds may be tightened, so it may be good to be able to set this info in object.

Reimplemented in [CbcSimpleInteger](#), and [CbcLotsize](#).

Definition at line 189 of file CbcObject.hpp.

4.80.2.9 `virtual void CbcObject::floorCeiling (double & floorValue, double & ceilingValue, double value, double tolerance) const` `[virtual]`

Returns floor and ceiling i.e.

closest valid points

Reimplemented in [CbcLotsize](#).

4.80.2.10 `virtual CbcObjectUpdateData CbcObject::createUpdateInformation (const OsiSolverInterface * solver, const CbcNode * node, const CbcBranchingObject * branchingObject)` `[virtual]`

Pass in information on branch just done and create [CbcObjectUpdateData](#) instance.

If object does not need data then backward pointer will be NULL. Assumes can get information from solver

Reimplemented in [CbcSimpleIntegerDynamicPseudoCost](#), and [CbcSOS](#).

4.80.2.11 `void CbcObject::setId (int value)` `[inline]`

Set identifier (normally column number in matrix) but 1000000000 to 1100000000 means optional branching object i.e. code would work without it

Definition at line 214 of file CbcObject.hpp.

4.80.2.12 `bool CbcObject::optionalObject () const` `[inline]`

Return true if optional branching object i.e.

code would work without it

Definition at line 220 of file CbcObject.hpp.

4.80.3 Member Data Documentation

4.80.3.1 CbcModel* CbcObject::model_ [protected]

data

Model

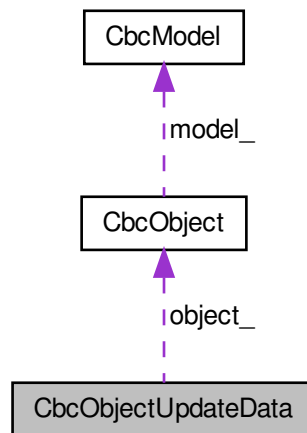
Definition at line 261 of file CbcObject.hpp.

The documentation for this class was generated from the following file:

- CbcObject.hpp

4.81 CbcObjectUpdateData Class Reference

Collaboration diagram for CbcObjectUpdateData:



Public Member Functions

- [CbcObjectUpdateData](#) ()
Default Constructor.
- [CbcObjectUpdateData](#) ([CbcObject](#) *object, int way, double change, int status, int [intDecrease_](#), double branching-Value)
Useful constructor.
- [CbcObjectUpdateData](#) (const [CbcObjectUpdateData](#) &)
Copy constructor.
- [CbcObjectUpdateData](#) & [operator=](#) (const [CbcObjectUpdateData](#) &rhs)
Assignment operator.
- virtual [~CbcObjectUpdateData](#) ()
Destructor.

Public Attributes

- [CbcObject](#) * [object_](#)
data
- int [way_](#)
Branch as defined by instance of [CbcObject](#).
- int [objectNumber_](#)
Object number.
- double [change_](#)
Change in objective.
- int [status_](#)
Status 0 Optimal, 1 infeasible, 2 unknown.
- int [intDecrease_](#)
Decrease in number unsatisfied.
- double [branchingValue_](#)
Branching value.
- double [originalObjective_](#)
Objective value before branching.
- double [cutoff_](#)
Current cutoff.

4.81.1 Detailed Description

Definition at line 14 of file CbcObjectUpdateData.hpp.

4.81.2 Member Data Documentation

4.81.2.1 [CbcObject](#)* [CbcObjectUpdateData::object_](#)

data

Object

Definition at line 43 of file CbcObjectUpdateData.hpp.

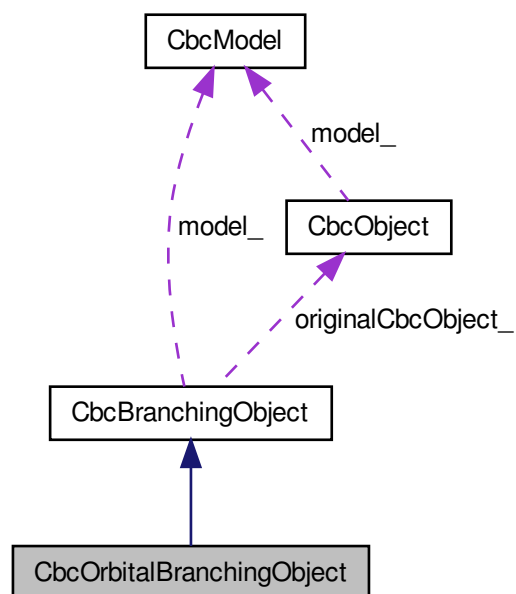
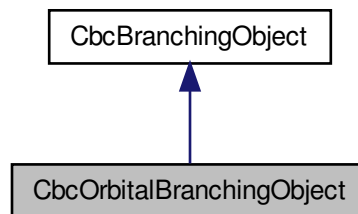
The documentation for this class was generated from the following file:

- CbcObjectUpdateData.hpp

4.82 CbcOrbitalBranchingObject Class Reference

Branching object for Orbital branching.

```
#include <CbcSymmetry.hpp>
```

Clone.

- Generated on Mon Mar 16 2015 20:13:08 for Cbc by Doxygen

- virtual void [fix](#) (OsiSolverInterface *solver, double *lower, double *upper, int branchState) const
Update bounds in solver as in 'branch' and update given bounds.
- virtual void [previousBranch](#) ()
Reset every information so that the branching object appears to point to the previous child.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual CbcBranchObjType [type](#) () const
Return the type (an integer identifier) of this.
- virtual int [compareOriginalObject](#) (const [CbcBranchingObject](#) *brObj) const
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replaceIfOverlap=false)
Compare the this with brObj.

Additional Inherited Members

4.82.1 Detailed Description

Branching object for Orbital branching.

Variable_ is the set id number (redundant, as the object also holds a pointer to the set).

Definition at line 282 of file CbcSymmetry.hpp.

4.82.2 Member Function Documentation

4.82.2.1 virtual void CbcOrbitalBranchingObject::fix (OsiSolverInterface * solver, double * lower, double * upper, int branchState) const [virtual]

Update bounds in solver as in 'branch' and update given bounds.

branchState is -1 for 'down' +1 for 'up'

Reimplemented from [CbcBranchingObject](#).

4.82.2.2 virtual void CbcOrbitalBranchingObject::previousBranch () [inline],[virtual]

Reset every information so that the branching object appears to point to the previous child.

This method does not need to modify anything in any solver.

Reimplemented from [CbcBranchingObject](#).

Definition at line 318 of file CbcSymmetry.hpp.

4.82.2.3 virtual int CbcOrbitalBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const [virtual]

Compare the original object of this with the original object of brObj.

Assumes that there is an ordering of the original objects. This method should be invoked only if this and brObj are of the same type. Return negative/0/positive depending on whether this is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.82.2.4 `virtual CbcRangeCompare CbcOrbitalBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false) [virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

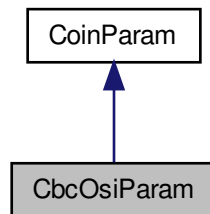
- `CbcSymmetry.hpp`

4.83 CbcOsiParam Class Reference

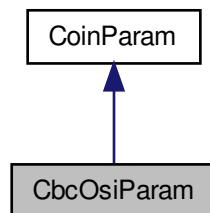
Class for control parameters that act on a `OsiSolverInterface` object.

```
#include <CbcGenOsiParam.hpp>
```

Inheritance diagram for `CbcOsiParam`:



Collaboration diagram for `CbcOsiParam`:



Public Types

Subtypes

- enum [CbcOsiParamCode](#)
Enumeration for parameters that control an OsiSolverInterface object.

Public Member Functions

Constructors and Destructors

Be careful how you specify parameters for the constructors! There's great potential for confusion.

- [CbcOsiParam](#) ()
Default constructor.
- [CbcOsiParam](#) ([CbcOsiParamCode](#) code, std::string **name**, std::string help, double lower, double upper, double dflt=0.0, bool **display**=true)
Constructor for a parameter with a double value.
- [CbcOsiParam](#) ([CbcOsiParamCode](#) code, std::string **name**, std::string help, int lower, int upper, int dflt=0, bool **display**=true)
Constructor for a parameter with an integer value.
- [CbcOsiParam](#) ([CbcOsiParamCode](#) code, std::string **name**, std::string help, std::string firstValue, int dflt, bool **display**=true)
Constructor for a parameter with keyword values.
- [CbcOsiParam](#) ([CbcOsiParamCode](#) code, std::string **name**, std::string help, std::string dflt, bool **display**=true)
Constructor for a string parameter.
- [CbcOsiParam](#) ([CbcOsiParamCode](#) code, std::string **name**, std::string help, bool **display**=true)
Constructor for an action parameter.
- [CbcOsiParam](#) (const [CbcOsiParam](#) &orig)
Copy constructor.
- [CbcOsiParam](#) * [clone](#) ()
Clone.
- [CbcOsiParam](#) & [operator=](#) (const [CbcOsiParam](#) &rhs)
Assignment.
- [~CbcOsiParam](#) ()
Destructor.

Methods to query and manipulate a parameter object

- [CbcOsiParamCode](#) [paramCode](#) () const
Get the parameter code.
- void [setParamCode](#) ([CbcOsiParamCode](#) code)
Set the parameter code.
- OsiSolverInterface * [obj](#) () const
Get the underlying OsiSolverInterface object.
- void [setObj](#) (OsiSolverInterface *obj)
Set the underlying OsiSolverInterface object.

4.83.1 Detailed Description

Class for control parameters that act on a OsiSolverInterface object.

Adds parameter type codes and push/pull functions to the generic parameter object.

Definition at line 31 of file CbcGenOsiParam.hpp.

4.83.2 Member Enumeration Documentation

4.83.2.1 enum CbcOsiParam::CbcOsiParamCode

Enumeration for parameters that control an OsiSolverInterface object.

These are parameters that control the operation of an OsiSolverInterface object. CBCOSI_FIRSTPARAM and CBCOSI_LASTPARAM are markers to allow convenient separation of parameter groups.

Definition at line 46 of file CbcGenOsiParam.hpp.

4.83.3 Constructor & Destructor Documentation

4.83.3.1 CbcOsiParam::CbcOsiParam (CbcOsiParamCode code, std::string name, std::string help, double lower, double upper, double dflt = 0.0, bool display = true)

Constructor for a parameter with a double value.

The default value is 0.0. Be careful to clearly indicate that `lower` and `upper` are real (double) values to distinguish this constructor from the constructor for an integer parameter.

4.83.3.2 CbcOsiParam::CbcOsiParam (CbcOsiParamCode code, std::string name, std::string help, int lower, int upper, int dflt = 0, bool display = true)

Constructor for a parameter with an integer value.

The default value is 0.

4.83.3.3 CbcOsiParam::CbcOsiParam (CbcOsiParamCode code, std::string name, std::string help, std::string firstValue, int dflt, bool display = true)

Constructor for a parameter with keyword values.

The string supplied as `firstValue` becomes the first keyword. Additional keywords can be added using **appendKwd()**. Keywords are numbered from zero. It's necessary to specify both the first keyword (`firstValue`) and the default keyword index (`dflt`) in order to distinguish this constructor from the string and action parameter constructors.

4.83.3.4 CbcOsiParam::CbcOsiParam (CbcOsiParamCode code, std::string name, std::string help, std::string dflt, bool display = true)

Constructor for a string parameter.

The default string value must be specified explicitly to distinguish a string constructor from an action parameter constructor.

The documentation for this class was generated from the following file:

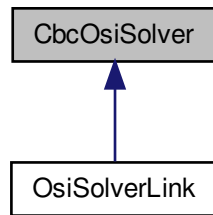
- CbcGenOsiParam.hpp

4.84 CbcOsiSolver Class Reference

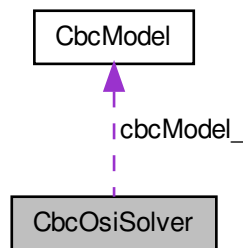
This is for codes where solver needs to know about [CbcModel](#) Seems to provide only one value-added feature, a [CbcModel](#) object.

```
#include <CbcFathom.hpp>
```

Inheritance diagram for CbcOsiSolver:



Collaboration diagram for CbcOsiSolver:



Public Member Functions

Constructors and destructors

- [CbcOsiSolver](#) ()
Default Constructor.
- virtual `OsiSolverInterface * clone (bool copyData=true) const`
Clone.
- [CbcOsiSolver](#) (const [CbcOsiSolver](#) &)
Copy constructor.
- [CbcOsiSolver](#) & [operator=](#) (const [CbcOsiSolver](#) &rhs)
Assignment operator.
- virtual `~CbcOsiSolver ()`
Destructor.

Sets and Gets

- void [setCbcModel](#) ([CbcModel](#) *model)
Set Cbc Model.
- [CbcModel](#) * [cbcModel](#) () const
Return Cbc Model.

Protected Attributes

Private member data

- [CbcModel](#) * [cbcModel_](#)
Pointer back to [CbcModel](#).

4.84.1 Detailed Description

This is for codes where solver needs to know about [CbcModel](#) Seems to provide only one value-added feature, a [CbcModel](#) object.

Definition at line 90 of file CbcFathom.hpp.

The documentation for this class was generated from the following file:

- CbcFathom.hpp

4.85 CbcParam Class Reference

Very simple class for setting parameters.

```
#include <CbcParam.hpp>
```

Public Member Functions

Constructor and destructor

- [CbcParam](#) ()
Constructors.
- **CbcParam** (std::string [name](#), std::string help, double lower, double upper, CbcParameterType [type](#), bool display=true)
- **CbcParam** (std::string [name](#), std::string help, int lower, int upper, CbcParameterType [type](#), bool display=true)
- **CbcParam** (std::string [name](#), std::string help, std::string firstValue, CbcParameterType [type](#), int defaultIndex=0, bool display=true)
- **CbcParam** (std::string [name](#), std::string help, CbcParameterType [type](#), int [indexNumber](#)=-1, bool display=true)
- [CbcParam](#) (const [CbcParam](#) &)
Copy constructor.
- [CbcParam](#) & [operator=](#) (const [CbcParam](#) &rhs)
Assignment operator. This copies the data.
- [~CbcParam](#) ()
Destructor.

stuff

- void `append` (std::string keyWord)
Insert string (only valid for keywords)
- void `addHelp` (std::string keyWord)
Adds one help line.
- std::string `name` () const
Returns name.
- std::string `shortHelp` () const
Returns short help.
- int `setDoubleParameter` (CbcModel &model, double value) const
Sets a double parameter (nonzero code if error)
- double `doubleParameter` (CbcModel &model) const
Gets a double parameter.
- int `setIntParameter` (CbcModel &model, int value) const
Sets a int parameter (nonzero code if error)
- int `intParameter` (CbcModel &model) const
Gets a int parameter.
- int `setDoubleParameter` (ClpSimplex *model, double value) const
Sets a double parameter (nonzero code if error)
- double `doubleParameter` (ClpSimplex *model) const
Gets a double parameter.
- int `setIntParameter` (ClpSimplex *model, int value) const
Sets a int parameter (nonzero code if error)
- int `intParameter` (ClpSimplex *model) const
Gets a int parameter.
- int `setDoubleParameter` (OsiSolverInterface *model, double value) const
Sets a double parameter (nonzero code if error)
- double `doubleParameter` (OsiSolverInterface *model) const
Gets a double parameter.
- int `setIntParameter` (OsiSolverInterface *model, int value) const
Sets a int parameter (nonzero code if error)
- int `intParameter` (OsiSolverInterface *model) const
Gets a int parameter.
- int `checkDoubleParameter` (double value) const
Checks a double parameter (nonzero code if error)
- std::string `matchName` () const
Returns name which could match.
- int `parameterOption` (std::string check) const
Returns parameter option which matches (-1 if none)
- void `printOptions` () const
Prints parameter options.
- std::string `currentOption` () const
Returns current parameter option.
- void `setCurrentOption` (int value)
Sets current parameter option.
- void `setIntValue` (int value)

Sets int value.

- int **intValue** () const
- void **setDoubleValue** (double value)

Sets double value.

- double **doubleValue** () const
- void **setStringValue** (std::string value)

Sets string value.

- std::string **stringValue** () const
- int **matches** (std::string input) const

Returns 1 if matches minimum, 2 if matches less, 0 if not matched.

- CbcParameterType **type** () const

type

- bool **displayThis** () const

whether to display

- void **setLonghelp** (const std::string help)

Set Long help.

- void **printLongHelp** () const

Print Long help.

- void **printString** () const

Print action and string.

- int **indexNumber** () const

type for classification

4.85.1 Detailed Description

Very simple class for setting parameters.

Definition at line 153 of file CbcParam.hpp.

The documentation for this class was generated from the following file:

- CbcParam.hpp

4.86 CbcGenCtlBlk::cbcParamsInfo_struct Struct Reference

Start and end of **CbcModel** parameters in parameter vector.

```
#include <CbcGenCtlBlk.hpp>
```

4.86.1 Detailed Description

Start and end of **CbcModel** parameters in parameter vector.

Definition at line 605 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

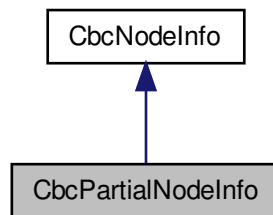
- CbcGenCtlBlk.hpp

4.87 CbcPartialNodeInfo Class Reference

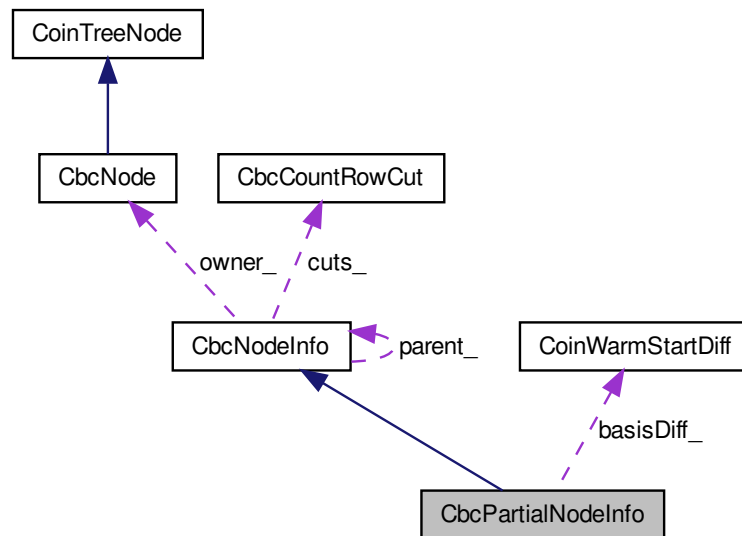
Holds information for recreating a subproblem by incremental change from the parent.

```
#include <CbcPartialNodeInfo.hpp>
```

Inheritance diagram for CbcPartialNodeInfo:



Collaboration diagram for CbcPartialNodeInfo:



Public Member Functions

- virtual void `applyToModel` (**CbcModel** *model, **CoinWarmStartBasis** *&basis, **CbcCountRowCut** **addCuts, int ¤tNumberCuts) const

- Modify model according to information at node.*
- virtual int [applyBounds](#) (int iColumn, double &lower, double &upper, int force)
Just apply bounds to one variable - force means overwrite by lower,upper (1=>infeasible)
- virtual [CbcNodeInfo](#) * [buildRowBasis](#) ([CoinWarmStartBasis](#) &basis) const
Builds up row basis backwards (until original model).
- virtual [CbcNodeInfo](#) * [clone](#) () const
Clone.
- const [CoinWarmStartDiff](#) * [basisDiff](#) () const
Basis diff information.
- const int * [variables](#) () const
Which variable (top bit if upper bound changing)
- int [numberChangedBounds](#) () const
Number of bound changes.

Protected Attributes

- [CoinWarmStartDiff](#) * [basisDiff_](#)
Basis diff information.
- int * [variables_](#)
Which variable (top bit if upper bound changing)
- int [numberChangedBounds_](#)
Number of bound changes.

4.87.1 Detailed Description

Holds information for recreating a subproblem by incremental change from the parent.

A [CbcPartialNodeInfo](#) object contains changes to the bounds and basis, and additional cuts, required to recreate a subproblem by modifying and augmenting the parent subproblem.

Definition at line 39 of file [CbcPartialNodeInfo.hpp](#).

4.87.2 Member Function Documentation

4.87.2.1 virtual void [CbcPartialNodeInfo::applyToModel](#) ([CbcModel](#) * model, [CoinWarmStartBasis](#) *& basis, [CbcCountRowCut](#) ** addCuts, int & currentNumberCuts) const [virtual]

Modify model according to information at node.

The routine modifies the model according to bound and basis change information at node and adds any cuts to the addCuts array.

Implements [CbcNodeInfo](#).

4.87.2.2 virtual [CbcNodeInfo](#)* [CbcPartialNodeInfo::buildRowBasis](#) ([CoinWarmStartBasis](#) & basis) const [virtual]

Builds up row basis backwards (until original model).

Returns NULL or previous one to apply . Depends on Free being 0 and impossible for cuts

Implements [CbcNodeInfo](#).

The documentation for this class was generated from the following file:

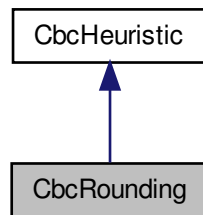
- [CbcPartialNodeInfo.hpp](#)

4.88 CbcRounding Class Reference

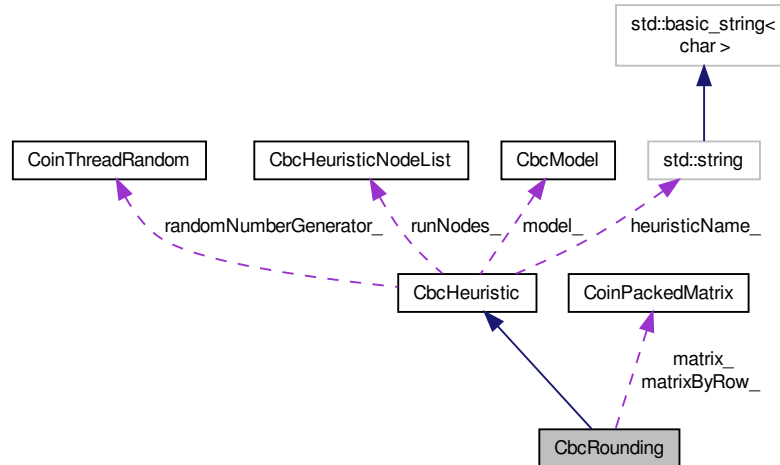
Rounding class.

```
#include <CbcHeuristic.hpp>
```

Inheritance diagram for CbcRounding:



Collaboration diagram for CbcRounding:



Public Member Functions

- [CbcRounding](#) & [operator=](#) (const [CbcRounding](#) &rhs)
Assignment operator.
- virtual [CbcHeuristic](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)

Create C++ lines to get to current state.

- virtual void [resetModel](#) ([CbcModel](#) *model)

Resets stuff if model changes.

- virtual void [setModel](#) ([CbcModel](#) *model)

update model (This is needed if cliques update matrix etc)

- virtual int [solution](#) (double &objectiveValue, double *newSolution)

returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts

- virtual int [solution](#) (double &objectiveValue, double *newSolution, double solutionValue)

returns 0 if no solution, 1 if valid solution with better objective value than one passed in Sets solution values if good, sets objective value (only if good) This is called after cuts have been added - so can not add cuts Use solutionValue rather than solvers one

- virtual void [validate](#) ()

Validate model i.e. sets when_ to 0 if necessary (may be NULL)

- void [setSeed](#) (int value)

Set seed.

- virtual bool [shouldHeurRun](#) (int whereFrom)

Check whether the heuristic should run at all 0 - before cuts at root node (or from doHeuristics) 1 - during cuts at root 2 - after root node cuts 3 - after cuts at other nodes 4 - during cuts at other nodes 8 added if previous heuristic in loop found solution.

Additional Inherited Members

4.88.1 Detailed Description

Rounding class.

Definition at line 408 of file CbcHeuristic.hpp.

The documentation for this class was generated from the following file:

- CbcHeuristic.hpp

4.89 CbcRowCuts Class Reference

4.89.1 Detailed Description

Definition at line 134 of file CbcCountRowCut.hpp.

The documentation for this class was generated from the following file:

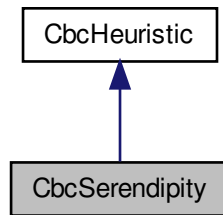
- CbcCountRowCut.hpp

4.90 CbcSerendipity Class Reference

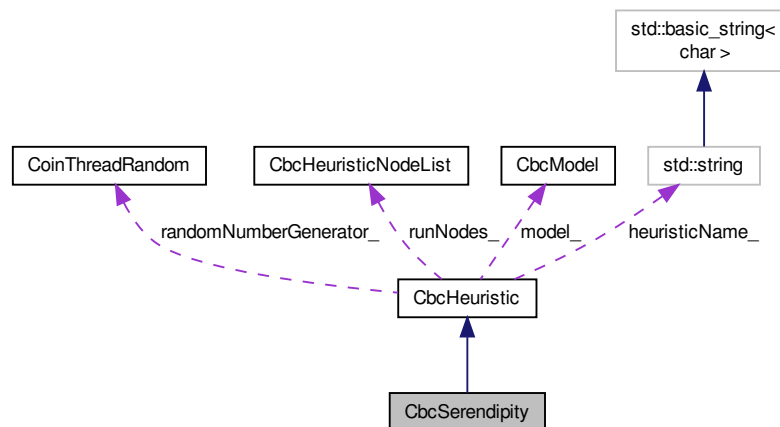
heuristic - just picks up any good solution found by solver - see OsiBabSolver

```
#include <CbcHeuristic.hpp>
```

Inheritance diagram for CbcSerendipity:



Collaboration diagram for CbcSerendipity:



Public Member Functions

- `CbcSerendipity & operator= (const CbcSerendipity &rhs)`
Assignment operator.
- `virtual CbcHeuristic * clone () const`
Clone.
- `virtual void generateCpp (FILE *fp)`
Create C++ lines to get to current state.
- `virtual void setModel (CbcModel *model)`
update model
- `virtual int solution (double &objectiveValue, double *newSolution)`
returns 0 if no solution, 1 if valid solution.

- virtual void [resetModel](#) ([CbcModel](#) *model)
Resets stuff if model changes.

Additional Inherited Members

4.90.1 Detailed Description

heuristic - just picks up any good solution found by solver - see OsiBabSolver

Definition at line 562 of file CbcHeuristic.hpp.

4.90.2 Member Function Documentation

4.90.2.1 virtual int CbcSerendipity::solution (double & *objectiveValue*, double * *newSolution*) [virtual]

returns 0 if no solution, 1 if valid solution.

Sets solution values if good, sets objective value (only if good) We leave all variables which are at one at this node of the tree to that value and will initially set all others to zero. We then sort all variables in order of their cost divided by the number of entries in rows which are not yet covered. We randomize that value a bit so that ties will be broken in different ways on different runs of the heuristic. We then choose the best one and set it to one and repeat the exercise.

Implements [CbcHeuristic](#).

The documentation for this class was generated from the following file:

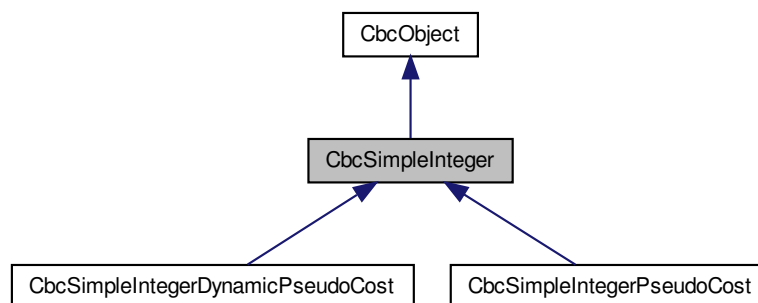
- CbcHeuristic.hpp

4.91 CbcSimpleInteger Class Reference

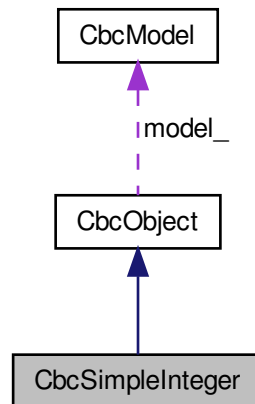
Define a single integer class.

```
#include <CbcSimpleInteger.hpp>
```

Inheritance diagram for CbcSimpleInteger:



Collaboration diagram for CbcSimpleInteger:



Public Member Functions

- virtual [CbcObject](#) * [clone](#) () const
Clone.
- [OsiSimpleInteger](#) * [osiObject](#) () const
Construct an OsiSimpleInteger object.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual double [feasibleRegion](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info) const
Set bounds to fix the variable at the current (integer) value.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info, int way)
Create a branching object and indicate which way to branch first.
- void [fillCreateBranch](#) ([CbcIntegerBranchingObject](#) *branching, const [OsiBranchingInformation](#) *info, int way)
Fills in a created branching object.
- virtual [OsiSolverBranch](#) * [solverBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info) const
Create an OsiSolverBranch object.
- virtual void [feasibleRegion](#) ()
Set bounds to fix the variable at the current (integer) value.
- virtual int [columnNumber](#) () const
Column number if single column object -1 otherwise, so returns ≥ 0 Used by heuristics.
- void [setColumnNumber](#) (int value)
Set column number.
- virtual void [resetBounds](#) (const [OsiSolverInterface](#) *solver)
Reset variable bounds to their original values.
- virtual void [resetSequenceEtc](#) (int numberColumns, const int *originalColumns)
Change column numbers after preprocessing.

- double [originalLowerBound](#) () const
Original bounds.
- double [breakEven](#) () const
Breakeven e.g 0.7 -> ≥ 0.7 go up first.
- void [setBreakEven](#) (double value)
Set breakeven e.g 0.7 -> ≥ 0.7 go up first.

Protected Attributes

- double [originalLower_](#)
data
- double [originalUpper_](#)
Original upper bound.
- double [breakEven_](#)
Breakeven i.e. \geq this preferred is up.
- int [columnNumber_](#)
Column number in model.
- int [preferredWay_](#)
If -1 down always chosen first, +1 up always, 0 normal.

4.91.1 Detailed Description

Define a single integer class.

Definition at line 167 of file CbcSimpleInteger.hpp.

4.91.2 Member Function Documentation

4.91.2.1 `virtual double CbcSimpleInteger::feasibleRegion (OsiSolverInterface * solver, const OsiBranchingInformation * info) const [virtual]`

Set bounds to fix the variable at the current (integer) value.

Given an integer value, set the lower and upper bounds to fix the variable. Returns amount it had to move variable.

Reimplemented from [CbcObject](#).

4.91.2.2 `virtual CbcBranchingObject* CbcSimpleInteger::createCbcBranch (OsiSolverInterface * solver, const OsiBranchingInformation * info, int way) [virtual]`

Create a branching object and indicate which way to branch first.

The branching object has to know how to create branches (fix variables, etc.)

Reimplemented from [CbcObject](#).

Reimplemented in [CbcSimpleIntegerDynamicPseudoCost](#), and [CbcSimpleIntegerPseudoCost](#).

4.91.2.3 `virtual OsiSolverBranch* CbcSimpleInteger::solverBranch (OsiSolverInterface * solver, const OsiBranchingInformation * info) const [virtual]`

Create an OsiSolverBranch object.

This returns NULL if branch not represented by bound changes

4.91.2.4 virtual void CbcSimpleInteger::feasibleRegion () [virtual]

Set bounds to fix the variable at the current (integer) value.

Given an integer value, set the lower and upper bounds to fix the variable. The algorithm takes a bit of care in order to compensate for minor numerical inaccuracy.

Implements [CbcObject](#).

4.91.2.5 virtual void CbcSimpleInteger::resetBounds (const OsiSolverInterface * solver) [virtual]

Reset variable bounds to their original values.

Bounds may be tightened, so it may be good to be able to set this info in object.

Reimplemented from [CbcObject](#).

4.91.3 Member Data Documentation

4.91.3.1 double CbcSimpleInteger::originalLower_ [protected]

data

Original lower bound

Definition at line 275 of file CbcSimpleInteger.hpp.

The documentation for this class was generated from the following file:

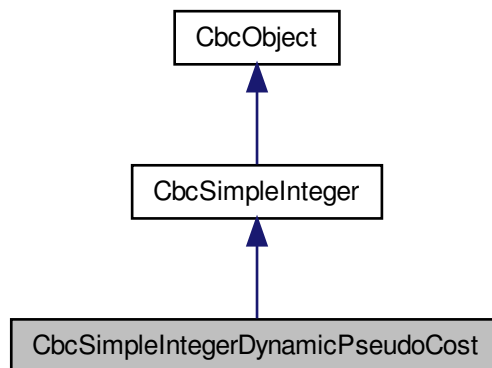
- CbcSimpleInteger.hpp

4.92 CbcSimpleIntegerDynamicPseudoCost Class Reference

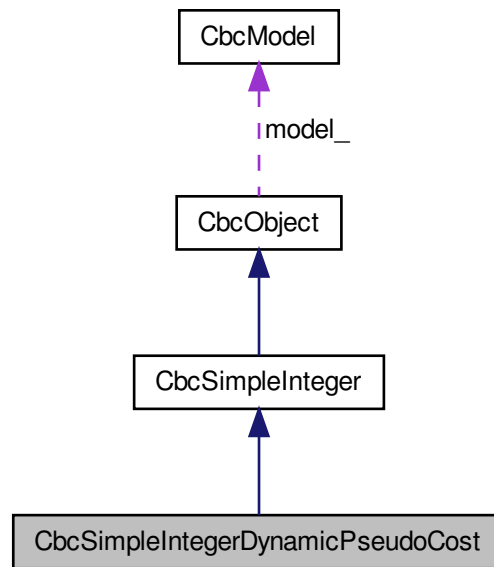
Define a single integer class but with dynamic pseudo costs.

```
#include <CbcSimpleIntegerDynamicPseudoCost.hpp>
```

Inheritance diagram for CbcSimpleIntegerDynamicPseudoCost:



Collaboration diagram for CbcSimpleIntegerDynamicPseudoCost:



Public Member Functions

- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const [OsiBranchingInformation](#) *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) ([OsiSolverInterface](#) *solver, const [OsiBranchingInformation](#) *info, int way)
Creates a branching object.
- virtual [CbcObjectUpdateData](#) [createUpdateInformation](#) (const [OsiSolverInterface](#) *solver, const [CbcNode](#) *node, const [CbcBranchingObject](#) *branchingObject)
Fills in a created branching object.
- virtual void [updateInformation](#) (const [CbcObjectUpdateData](#) &data)
Update object by CbcObjectUpdateData.
- void [copySome](#) (const [CbcSimpleIntegerDynamicPseudoCost](#) *otherObject)
Copy some information i.e. just variable stuff.
- virtual void [updateBefore](#) (const [OsiObject](#) *rhs)
Updates stuff like pseudocosts before threads.
- virtual void [updateAfter](#) (const [OsiObject](#) *rhs, const [OsiObject](#) *baseObject)
Updates stuff like pseudocosts after threads finished.
- void [updateAfterMini](#) (int numberDown, int numberDownInfeasible, double sumDown, int numberUp, int numberUpInfeasible, double sumUp)

Updates stuff like pseudocosts after mini branch and bound.

- virtual OsiSolverBranch * [solverBranch](#) () const
Create an OsiSolverBranch object.
- double [downDynamicPseudoCost](#) () const
Down pseudo cost.
- void [setDownDynamicPseudoCost](#) (double value)
Set down pseudo cost.
- void [updateDownDynamicPseudoCost](#) (double value)
Modify down pseudo cost in a slightly different way.
- double [upDynamicPseudoCost](#) () const
Up pseudo cost.
- void [setUpDynamicPseudoCost](#) (double value)
Set up pseudo cost.
- void [updateUpDynamicPseudoCost](#) (double value)
Modify up pseudo cost in a slightly different way.
- double [downShadowPrice](#) () const
Down pseudo shadow price cost.
- void [setDownShadowPrice](#) (double value)
Set down pseudo shadow price cost.
- double [upShadowPrice](#) () const
Up pseudo shadow price cost.
- void [setUpShadowPrice](#) (double value)
Set up pseudo shadow price cost.
- double [upDownSeparator](#) () const
Up down separator.
- void [setUpDownSeparator](#) (double value)
Set up down separator.
- double [sumDownCost](#) () const
Down sum cost.
- void [setSumDownCost](#) (double value)
Set down sum cost.
- void [addToSumDownCost](#) (double value)
Add to down sum cost and set last and square.
- double [sumUpCost](#) () const
Up sum cost.
- void [setSumUpCost](#) (double value)
Set up sum cost.
- void [addToSumUpCost](#) (double value)
Add to up sum cost and set last and square.
- double [sumDownChange](#) () const
Down sum change.
- void [setSumDownChange](#) (double value)
Set down sum change.
- void [addToSumDownChange](#) (double value)
Add to down sum change.
- double [sumUpChange](#) () const
Up sum change.

- void [setSumUpChange](#) (double value)
Set up sum change.
- void [addToSumUpChange](#) (double value)
Add to up sum change and set last and square.
- double [sumDownDecrease](#) () const
Sum down decrease number infeasibilities from strong or actual.
- void [setSumDownDecrease](#) (double value)
Set sum down decrease number infeasibilities from strong or actual.
- void [addToSumDownDecrease](#) (double value)
Add to sum down decrease number infeasibilities from strong or actual.
- double [sumUpDecrease](#) () const
Sum up decrease number infeasibilities from strong or actual.
- void [setSumUpDecrease](#) (double value)
Set sum up decrease number infeasibilities from strong or actual.
- void [addToSumUpDecrease](#) (double value)
Add to sum up decrease number infeasibilities from strong or actual.
- int [numberTimesDown](#) () const
Down number times.
- void [setNumberTimesDown](#) (int value)
Set down number times.
- void [incrementNumberTimesDown](#) ()
Increment down number times.
- int [numberTimesUp](#) () const
Up number times.
- void [setNumberTimesUp](#) (int value)
Set up number times.
- void [incrementNumberTimesUp](#) ()
Increment up number times.
- int [numberTimesBranched](#) () const
Number times branched.
- int [numberTimesDownInfeasible](#) () const
Down number times infeasible.
- void [setNumberTimesDownInfeasible](#) (int value)
Set down number times infeasible.
- void [incrementNumberTimesDownInfeasible](#) ()
Increment down number times infeasible.
- int [numberTimesUpInfeasible](#) () const
Up number times infeasible.
- void [setNumberTimesUpInfeasible](#) (int value)
Set up number times infeasible.
- void [incrementNumberTimesUpInfeasible](#) ()
Increment up number times infeasible.
- int [numberBeforeTrust](#) () const
Number of times before trusted.
- void [setNumberBeforeTrust](#) (int value)
Set number of times before trusted.
- void [incrementNumberBeforeTrust](#) ()

- Increment number of times before trusted.*
- virtual double [upEstimate](#) () const
Return "up" estimate.
- virtual double [downEstimate](#) () const
Return "down" estimate (default 1.0e-5)
- int [method](#) () const
method - see below for details
- void [setMethod](#) (int value)
Set method.
- void [setDownInformation](#) (double changeObjectiveDown, int changeInfeasibilityDown)
Pass in information on a down branch.
- void [setUpInformation](#) (double changeObjectiveUp, int changeInfeasibilityUp)
Pass in information on a up branch.
- void [setProbingInformation](#) (int fixedDown, int fixedUp)
Pass in probing information.
- void [print](#) (int type=0, double value=0.0) const
Print - 0 -summary, 1 just before strong.
- bool [same](#) (const [CbcSimpleIntegerDynamicPseudoCost](#) *obj) const
Same - returns true if contents match(ish)

Protected Attributes

- double [downDynamicPseudoCost_](#)
data
- double [upDynamicPseudoCost_](#)
Up pseudo cost.
- double [upDownSeparator_](#)
Up/down separator If >0.0 then do first branch up if value-floor(value) >= this value.
- double [sumDownCost_](#)
Sum down cost from strong or actual.
- double [sumUpCost_](#)
Sum up cost from strong or actual.
- double [sumDownChange_](#)
Sum of all changes to x when going down.
- double [sumUpChange_](#)
Sum of all changes to x when going up.
- double [downShadowPrice_](#)
Current pseudo-shadow price estimate down.
- double [upShadowPrice_](#)
Current pseudo-shadow price estimate up.
- double [sumDownDecrease_](#)
Sum down decrease number infeasibilities from strong or actual.
- double [sumUpDecrease_](#)
Sum up decrease number infeasibilities from strong or actual.
- double [lastDownCost_](#)
Last down cost from strong (i.e. as computed by last strong)
- double [lastUpCost_](#)

- *Last up cost from strong (i.e. as computed by last strong)*
- int [lastDownDecrease_](#)
Last down decrease number infeasibilities from strong (i.e. as computed by last strong)
- int [lastUpDecrease_](#)
Last up decrease number infeasibilities from strong (i.e. as computed by last strong)
- int [numberTimesDown_](#)
Number of times we have gone down.
- int [numberTimesUp_](#)
Number of times we have gone up.
- int [numberTimesDownInfeasible_](#)
Number of times we have been infeasible going down.
- int [numberTimesUpInfeasible_](#)
Number of times we have been infeasible going up.
- int [numberBeforeTrust_](#)
Number of branches before we trust.
- int [numberTimesDownLocalFixed_](#)
Number of local probing fixings going down.
- int [numberTimesUpLocalFixed_](#)
Number of local probing fixings going up.
- double [numberTimesDownTotalFixed_](#)
Number of total probing fixings going down.
- double [numberTimesUpTotalFixed_](#)
Number of total probing fixings going up.
- int [numberTimesProbingTotal_](#)
Number of times probing done.
- int [method_](#)
Number of times infeasible when tested.

4.92.1 Detailed Description

Define a single integer class but with dynamic pseudo costs.

Based on work by Achterberg, Koch and Martin.

It is wild overkill but to keep design all twiddly things are in each. This could be used for fine tuning.

Definition at line 35 of file CbcSimpleIntegerDynamicPseudoCost.hpp.

4.92.2 Member Function Documentation

- 4.92.2.1 `virtual CbcObjectUpdateData CbcSimpleIntegerDynamicPseudoCost::createUpdateInformation (const OsiSolverInterface * solver, const CbcNode * node, const CbcBranchingObject * branchingObject)`
[virtual]

Fills in a created branching object.

Pass in information on branch just done and create [CbcObjectUpdateData](#) instance. If object does not need data then backward pointer will be NULL. Assumes can get information from solver

Reimplemented from [CbcObject](#).

4.92.2.2 `virtual OsiSolverBranch* CbcSimpleIntegerDynamicPseudoCost::solverBranch () const` [virtual]

Create an OsiSolverBranch object.

This returns NULL if branch not represented by bound changes

Reimplemented from [CbcObject](#).

4.92.3 Member Data Documentation

4.92.3.1 `double CbcSimpleIntegerDynamicPseudoCost::downDynamicPseudoCost_` [protected]

data

Down pseudo cost

Definition at line 324 of file CbcSimpleIntegerDynamicPseudoCost.hpp.

4.92.3.2 `int CbcSimpleIntegerDynamicPseudoCost::method_` [protected]

Number of times infeasible when tested.

Method - 0 - pseudo costs 1 - probing

Definition at line 381 of file CbcSimpleIntegerDynamicPseudoCost.hpp.

The documentation for this class was generated from the following file:

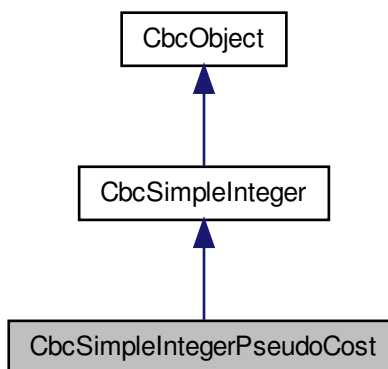
- CbcSimpleIntegerDynamicPseudoCost.hpp

4.93 CbcSimpleIntegerPseudoCost Class Reference

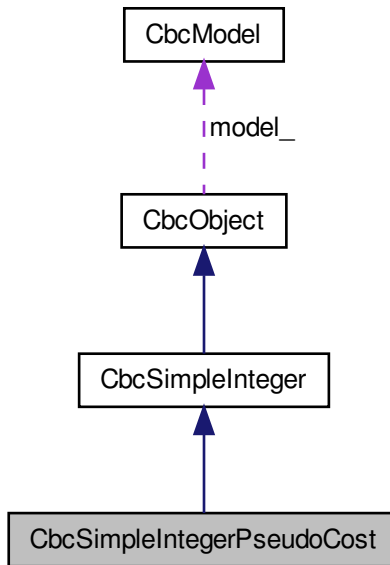
Define a single integer class but with pseudo costs.

```
#include <CbcSimpleIntegerPseudoCost.hpp>
```

Inheritance diagram for CbcSimpleIntegerPseudoCost:



Collaboration diagram for CbcSimpleIntegerPseudoCost:



Public Member Functions

- virtual [CbcObject](#) * [clone](#) () const
Clone.
- virtual double [infeasibility](#) (const OsiBranchingInformation *info, int &[preferredWay](#)) const
Infeasibility - large is 0.5.
- virtual [CbcBranchingObject](#) * [createCbcBranch](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way)
Creates a branching object.
- double [downPseudoCost](#) () const
Down pseudo cost.
- void [setDownPseudoCost](#) (double value)
Set down pseudo cost.
- double [upPseudoCost](#) () const
Up pseudo cost.
- void [setUpPseudoCost](#) (double value)
Set up pseudo cost.
- double [upDownSeparator](#) () const
Up down separator.
- void [setUpDownSeparator](#) (double value)
Set up down separator.
- virtual double [upEstimate](#) () const

- *Return "up" estimate.*
- virtual double `downEstimate` () const
Return "down" estimate (default 1.0e-5)
- int `method` () const
method - see below for details
- void `setMethod` (int value)
Set method.

Protected Attributes

- double `downPseudoCost_`
data
- double `upPseudoCost_`
Up pseudo cost.
- double `upDownSeparator_`
Up/down separator If >0.0 then do first branch up if value-floor(value) >= this value.
- int `method_`
Method - 0 - normal - return min (up,down) 1 - if before any solution return CoinMax(up,down) 2 - if before branched solution return CoinMax(up,down) 3 - always return CoinMax(up,down)

4.93.1 Detailed Description

Define a single integer class but with pseudo costs.

Definition at line 14 of file CbcSimpleIntegerPseudoCost.hpp.

4.93.2 Member Data Documentation

4.93.2.1 `double CbcSimpleIntegerPseudoCost::downPseudoCost_` [protected]

data

Down pseudo cost

Definition at line 95 of file CbcSimpleIntegerPseudoCost.hpp.

The documentation for this class was generated from the following file:

- CbcSimpleIntegerPseudoCost.hpp

4.94 CbcSolver Class Reference

This allows the use of the standalone solver in a flexible manner.

```
#include <CbcSolver.hpp>
```

Public Member Functions

Solve method

- int `solve` (int argc, const char *argv[], int returnMode)

*This takes a list of commands, does "stuff" and returns returnMode - 0 model and solver untouched - babModel updated
1 model updated - just with solution basis etc 2 model updated i.e.*

- int [solve](#) (const char *input, int returnMode)

*This takes a list of commands, does "stuff" and returns returnMode - 0 model and solver untouched - babModel updated
1 model updated - just with solution basis etc 2 model updated i.e.*

Constructors and destructors etc

- [CbcSolver](#) ()
Default Constructor.
- [CbcSolver](#) (const [OsiClpSolverInterface](#) &)
Constructor from solver.
- [CbcSolver](#) (const [CbcModel](#) &)
Constructor from model.
- [CbcSolver](#) (const [CbcSolver](#) &rhs)
Copy constructor.
- [CbcSolver](#) & [operator=](#) (const [CbcSolver](#) &rhs)
Assignment operator.
- [~CbcSolver](#) ()
Destructor.
- void [fillParameters](#) ()
Fill with standard parameters.
- void [fillValuesInSolver](#) ()
Set default values in solvers from parameters.
- void [addUserFunction](#) ([CbcUser](#) *function)
Add user function.
- void [setUserCallBack](#) ([CbcStopNow](#) *function)
Set user call back.
- void [addCutGenerator](#) ([CglCutGenerator](#) *generator)
Add cut generator.

miscellaneous methods to line up with old

- int * [analyze](#) ([OsiClpSolverInterface](#) *solverMod, int &numberChanged, double &increment, bool changeInt, [CoinMessageHandler](#) *generalMessageHandler)
- void [updateModel](#) ([ClpSimplex](#) *model2, int returnMode)
1 - add heuristics to model 2 - do heuristics (and set cutoff and best solution) 3 - for miplib test so skip some (out model later)

useful stuff

- int [intValue](#) ([CbcOrClpParameterType](#) type) const
Get int value.
- void [setIntValue](#) ([CbcOrClpParameterType](#) type, int value)
Set int value.
- double [doubleValue](#) ([CbcOrClpParameterType](#) type) const
Get double value.
- void [setDoubleValue](#) ([CbcOrClpParameterType](#) type, double value)
Set double value.
- [CbcUser](#) * [userFunction](#) (const char *name) const
User function (NULL if no match)
- [CbcModel](#) * [model](#) ()
Return original Cbc model.

- [CbcModel](#) * [babModel](#) ()
Return updated Cbc model.
- int [numberUserFunctions](#) () const
Number of userFunctions.
- [CbcUser](#) ** [userFunctionArray](#) () const
User function array.
- [OsiClpSolverInterface](#) * [originalSolver](#) () const
Copy of model on initial load (will contain output solutions)
- [CoinModel](#) * [originalCoinModel](#) () const
Copy of model on initial load.
- void [setOriginalSolver](#) ([OsiClpSolverInterface](#) *[originalSolver](#))
Copy of model on initial load (will contain output solutions)
- void [setOriginalCoinModel](#) ([CoinModel](#) *[originalCoinModel](#))
Copy of model on initial load.
- int [numberCutGenerators](#) () const
Number of cutgenerators.
- [CglCutGenerator](#) ** [cutGeneratorArray](#) () const
Cut generator array.
- double [startTime](#) () const
Start time.
- void [setPrinting](#) (bool onOff)
Whether to print to std::cout.
- void [setReadMode](#) (int value)
Where to start reading commands.

4.94.1 Detailed Description

This allows the use of the standalone solver in a flexible manner.

It has an original [OsiClpSolverInterface](#) and [CbcModel](#) which it can use repeatedly, e.g., to get a heuristic solution and then start again.

So I [jjf] will need a primitive scripting language which can then call solve and manipulate solution value and solution arrays.

Also provides for user callback functions. Currently two ideas in gestation, [CbcUser](#) and [CbcStopNow](#). The latter seems limited to deciding whether or not to stop. The former seems completely general, with a notion of importing and exporting, and a 'solve', which should be interpreted as 'do whatever this user function does'.

Parameter initialisation is at last centralised in [fillParameters\(\)](#).

Definition at line 56 of file [CbcSolver.hpp](#).

4.94.2 Member Function Documentation

4.94.2.1 int CbcSolver::solve (int argc, const char * argv[], int returnMode)

This takes a list of commands, does "stuff" and returns returnMode - 0 model and solver untouched - babModel updated 1 model updated - just with solution basis etc 2 model updated i.e.

as babModel (babModel NULL) (only use without preprocessing)

4.94.2.2 int CbcSolver::solve (const char * input, int returnMode)

This takes a list of commands, does "stuff" and returns returnMode - 0 model and solver untouched - babModel updated 1 model updated - just with solution basis etc 2 model updated i.e.

as babModel (babModel NULL) (only use without preprocessing)

4.94.2.3 void CbcSolver::fillValuesInSolver ()

Set default values in solvers from parameters.

Misleading. The current code actually reads default values from the underlying solvers and installs them as default values for a subset of parameters in #parameters_.

4.94.2.4 void CbcSolver::updateModel (ClpSimplex * model2, int returnMode)

1 - add heuristics to model 2 - do heuristics (and set cutoff and best solution) 3 - for miplib test so skip some (out model later)

Updates model_ from babModel_ according to returnMode returnMode - 0 model and solver untouched - babModel updated 1 model updated - just with solution basis etc 2 model updated i.e. as babModel (babModel NULL) (only use without preprocessing)

The documentation for this class was generated from the following file:

- [CbcSolver.hpp](#)

4.95 CbcSolverUsefulData Class Reference

The [CbcSolver](#) class was taken out at a 9/12/09 meeting This is a feeble replacement.

```
#include <CbcSolver.hpp>
```

Public Member Functions

Constructors and destructors etc

- [CbcSolverUsefulData](#) ()
Default Constructor.
- [CbcSolverUsefulData](#) (const [CbcSolverUsefulData](#) &rhs)
Copy constructor.
- [CbcSolverUsefulData](#) & operator= (const [CbcSolverUsefulData](#) &rhs)
Assignment operator.
- [~CbcSolverUsefulData](#) ()
Destructor.

Public Attributes

Member data

- double **totalTime_**
- CbcOrClpParam **parameters_** [CBCMAXPARAMETERS]
- bool **noPrinting_**
- bool **useSignalHandler_**
- int **numberParameters_**
- int **initialPumpTune_**

4.95.1 Detailed Description

The [CbcSolver](#) class was taken out at a 9/12/09 meeting This is a feeble replacement.

At present everything is public

Definition at line 262 of file CbcSolver.hpp.

The documentation for this class was generated from the following file:

- [CbcSolver.hpp](#)

4.96 CbcSolverUsefulData2 Struct Reference

Structure to hold useful arrays.

```
#include <CbcSolver.hpp>
```

4.96.1 Detailed Description

Structure to hold useful arrays.

Definition at line 240 of file CbcSolver.hpp.

The documentation for this struct was generated from the following file:

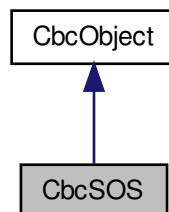
- [CbcSolver.hpp](#)

4.97 CbcSOS Class Reference

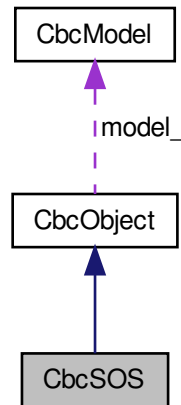
Branching object for Special Ordered Sets of type 1 and 2.

```
#include <CbcSOS.hpp>
```

Inheritance diagram for CbcSOS:



Collaboration diagram for CbcSOS:



Public Member Functions

- **CbcSOS** (**CbcModel** ***model**, int **numberMembers**, const int ***which**, const double ***weights**, int identifier, int type=1)
Constructor with SOS type and member information.
- virtual **CbcObject** * **clone** () const
Clone.
- virtual double **infeasibility** (const OsiBranchingInformation *info, int &**preferredWay**) const
Infeasibility - large is 0.5.
- virtual void **feasibleRegion** ()
This looks at solution and sets bounds to contain solution.
- virtual **CbcBranchingObject** * **createCbcBranch** (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way)
Creates a branching object.
- virtual **CbcObjectUpdateData** **createUpdateInformation** (const OsiSolverInterface *solver, const **CbcNode** *node, const **CbcBranchingObject** *branchingObject)
Pass in information on branch just done and create CbcObjectUpdateData instance.
- virtual void **updateInformation** (const **CbcObjectUpdateData** &data)
Update object by CbcObjectUpdateData.
- virtual OsiSolverBranch * **solverBranch** () const
Create an OsiSolverBranch object.
- virtual void **redoSequenceEtc** (**CbcModel** ***model**, int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.
- OsiSOS * **osiObject** (const OsiSolverInterface *solver) const
Construct an OsiSOS object.
- int **numberMembers** () const
Number of members.

- const int * `members` () const
Members (indices in range 0 ... numberColumns-1)
- int `sosType` () const
SOS type.
- int `numberTimesDown` () const
Down number times.
- int `numberTimesUp` () const
Up number times.
- const double * `weights` () const
Array of weights.
- void `setNumberMembers` (int n)
Set number of members.
- int * `mutableMembers` () const
Members (indices in range 0 ... numberColumns-1)
- double * `mutableWeights` () const
Array of weights.
- virtual bool `canDoHeuristics` () const
Return true if object can take part in normal heuristics.
- void `setIntegerValued` (bool yesNo)
Set whether set is integer valued or not.

Additional Inherited Members

4.97.1 Detailed Description

Branching object for Special Ordered Sets of type 1 and 2.

SOS1 are an ordered set of variables where at most one variable can be non-zero. SOS1 are commonly defined with binary variables (interpreted as selection between alternatives) but this is not necessary. An SOS1 with all binary variables is a special case of a clique (setting any one variable to 1 forces all others to 0).

In theory, the implementation makes no assumptions about integrality in Type 1 sets. In practice, there are places where the code seems to have been written with a binary SOS mindset. Current development of SOS branching objects is proceeding in OsiSOS.

SOS2 are an ordered set of variables in which at most two consecutive variables can be non-zero and must sum to 1 (interpreted as interpolation between two discrete values). By definition the variables are non-integer.

Definition at line 29 of file CbcSOS.hpp.

4.97.2 Constructor & Destructor Documentation

4.97.2.1 CbcSOS::CbcSOS (CbcModel * *model*, int *numberMembers*, const int * *which*, const double * *weights*, int *identifier*, int *type* = 1)

Constructor with SOS type and member information.

Type specifies SOS 1 or 2. Identifier is an arbitrary value.

Which should be an array of variable indices with numberMembers entries. Weights can be used to assign arbitrary weights to variables, in the order they are specified in which. If no weights are provided, a default array of 0, 1, 2, ... is generated.

4.97.3 Member Function Documentation

4.97.3.1 `virtual CbcObjectUpdateData CbcSOS::createUpdateInformation (const OsiSolverInterface * solver, const CbcNode * node, const CbcBranchingObject * branchingObject)` [virtual]

Pass in information on branch just done and create [CbcObjectUpdateData](#) instance.

If object does not need data then backward pointer will be NULL. Assumes can get information from solver

Reimplemented from [CbcObject](#).

4.97.3.2 `virtual OsiSolverBranch* CbcSOS::solverBranch () const` [virtual]

Create an OsiSolverBranch object.

This returns NULL if branch not represented by bound changes

Reimplemented from [CbcObject](#).

The documentation for this class was generated from the following file:

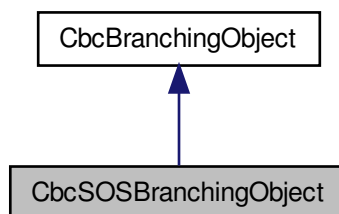
- CbcSOS.hpp

4.98 CbcSOSBranchingObject Class Reference

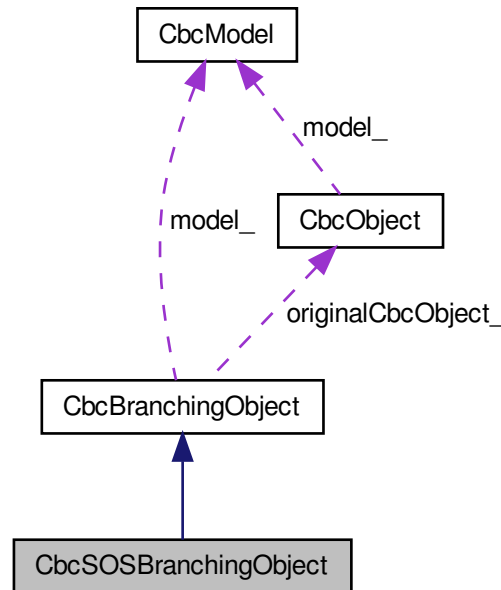
Branching object for Special ordered sets.

```
#include <CbcSOS.hpp>
```

Inheritance diagram for CbcSOSBranchingObject:



Collaboration diagram for CbcSOSBranchingObject:



Public Member Functions

- virtual [CbcBranchingObject](#) * [clone](#) () const
Clone.
- virtual double [branch](#) ()
Does next branch and updates state.
- virtual void [fix](#) (OsiSolverInterface *solver, double *lower, double *upper, int branchState) const
Update bounds in solver as in 'branch' and update given bounds.
- virtual void [previousBranch](#) ()
Reset every information so that the branching object appears to point to the previous child.
- virtual void [print](#) ()
Print something about branch - only if log level high.
- virtual CbcBranchObjType [type](#) () const
Return the type (an integer identifier) of this.
- virtual int [compareOriginalObject](#) (const [CbcBranchingObject](#) *brObj) const
Compare the original object of this with the original object of brObj.
- virtual CbcRangeCompare [compareBranchingObject](#) (const [CbcBranchingObject](#) *brObj, const bool replacelf-Overlap=false)
Compare the this with brObj.
- void [computeNonzeroRange](#) ()
Fill out the firstNonzero_ and lastNonzero_ data members.

Additional Inherited Members

4.98.1 Detailed Description

Branching object for Special ordered sets.

Variable_ is the set id number (redundant, as the object also holds a pointer to the set).

Definition at line 191 of file CbcSOS.hpp.

4.98.2 Member Function Documentation

4.98.2.1 `virtual void CbcSOSBranchingObject::fix (OsiSolverInterface * solver, double * lower, double * upper, int branchState) const` `[virtual]`

Update bounds in solver as in 'branch' and update given bounds.

branchState is -1 for 'down' +1 for 'up'

Reimplemented from [CbcBranchingObject](#).

4.98.2.2 `virtual void CbcSOSBranchingObject::previousBranch ()` `[inline], [virtual]`

Reset every information so that the branching object appears to point to the previous child.

This method does not need to modify anything in any solver.

Reimplemented from [CbcBranchingObject](#).

Definition at line 227 of file CbcSOS.hpp.

4.98.2.3 `virtual int CbcSOSBranchingObject::compareOriginalObject (const CbcBranchingObject * brObj) const` `[virtual]`

Compare the original object of `this` with the original object of `brObj`.

Assumes that there is an ordering of the original objects. This method should be invoked only if `this` and `brObj` are of the same type. Return negative/0/positive depending on whether `this` is smaller/same/larger than the argument.

Reimplemented from [CbcBranchingObject](#).

4.98.2.4 `virtual CbcRangeCompare CbcSOSBranchingObject::compareBranchingObject (const CbcBranchingObject * brObj, const bool replaceIfOverlap = false)` `[virtual]`

Compare the `this` with `brObj`.

`this` and `brObj` must be of the same type and must have the same original object, but they may have different feasible regions. Return the appropriate `CbcRangeCompare` value (first argument being the sub/superset if that's the case). In case of overlap (and if `replaceIfOverlap` is true) replace the current branching object with one whose feasible region is the overlap.

Implements [CbcBranchingObject](#).

The documentation for this class was generated from the following file:

- CbcSOS.hpp

4.99 CbcStatistics Class Reference

For gathering statistics.

```
#include <CbcStatistics.hpp>
```

Protected Attributes

- double [value_](#)
Value.
- double [startingObjective_](#)
Starting objective.
- double [endingObjective_](#)
Ending objective.
- int [id_](#)
id
- int [parentId_](#)
parent id
- int [way_](#)
way -1 or +1 is first branch -10 or +10 is second branch
- int [sequence_](#)
sequence number branched on
- int [depth_](#)
depth
- int [startingInfeasibility_](#)
starting number of integer infeasibilities
- int [endingInfeasibility_](#)
ending number of integer infeasibilities
- int [numberIterations_](#)
number of iterations

4.99.1 Detailed Description

For gathering statistics.

Definition at line 13 of file CbcStatistics.hpp.

The documentation for this class was generated from the following file:

- CbcStatistics.hpp

4.100 CbcStopNow Class Reference

Support the use of a call back class to decide whether to stop.

```
#include <CbcSolver.hpp>
```

Public Member Functions

Decision methods

- virtual int [callBack](#) ([CbcModel](#) *, int)
Import.

Constructors and destructors etc

- [CbcStopNow](#) ()
Default Constructor.
- [CbcStopNow](#) (const [CbcStopNow](#) &rhs)
Copy constructor .
- [CbcStopNow](#) & [operator=](#) (const [CbcStopNow](#) &rhs)
Assignment operator.
- virtual [CbcStopNow](#) * [clone](#) () const
Clone.
- virtual [~CbcStopNow](#) ()
Destructor.

4.100.1 Detailed Description

Support the use of a call back class to decide whether to stop.

Definitely under construction.

Definition at line 399 of file CbcSolver.hpp.

4.100.2 Member Function Documentation

4.100.2.1 virtual int CbcStopNow::callBack (CbcModel *, int) [inline],[virtual]

Import.

Values for whereFrom:

- 1 after initial solve by dualsimplex etc
- 2 after preprocessing
- 3 just before branchAndBound (so user can override)
- 4 just after branchAndBound (before postprocessing)
- 5 after postprocessing
- 6 after a user called heuristic phase

Returns

0 if good nonzero return code to stop

Definition at line 417 of file CbcSolver.hpp.

The documentation for this class was generated from the following file:

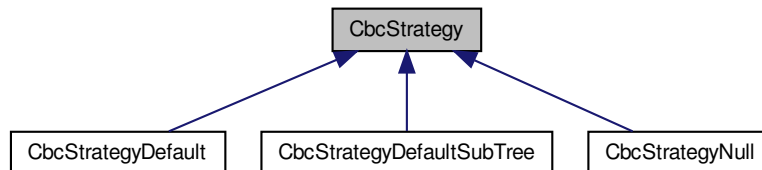
- [CbcSolver.hpp](#)

4.101 CbcStrategy Class Reference

Strategy base class.

```
#include <CbcStrategy.hpp>
```

Inheritance diagram for CbcStrategy:



Public Member Functions

- virtual [CbcStrategy](#) * [clone](#) () const =0
Clone.
- virtual void [setupCutGenerators](#) ([CbcModel](#) &model)=0
Setup cut generators.
- virtual void [setupHeuristics](#) ([CbcModel](#) &model)=0
Setup heuristics.
- virtual void [setupPrinting](#) ([CbcModel](#) &model, int modelLogLevel)=0
Do printing stuff.
- virtual void [setupOther](#) ([CbcModel](#) &model)=0
Other stuff e.g. strong branching and preprocessing.
- void [setNested](#) (int depth)
Set model depth (i.e. how nested)
- int [getNested](#) () const
Get model depth (i.e. how nested)
- void [setPreProcessState](#) (int state)
Say preProcessing done.
- int [preProcessState](#) () const
See what sort of preprocessing was done.
- [CglPreProcess](#) * [process](#) () const
Pre-processing object.
- void [deletePreProcess](#) ()
Delete pre-processing object to save memory.
- virtual [CbcNodeInfo](#) * [fullNodeInfo](#) ([CbcModel](#) *model, int numberOfRowsAtContinuous) const
Return a new Full node information pointer (descendant of [CbcFullNodeInfo](#))
- virtual [CbcNodeInfo](#) * [partialNodeInfo](#) ([CbcModel](#) *model, [CbcNodeInfo](#) *parent, [CbcNode](#) *owner, int number-ChangedBounds, const int *variables, const double *boundChanges, const **CoinWarmStartDiff** *basisDiff) const
Return a new Partial node information pointer (descendant of [CbcPartialNodeInfo](#))

- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.
- virtual int [status](#) (CbcModel *model, CbcNodeInfo *parent, int whereFrom)
After a [CbcModel::resolve](#) this can return a status -1 no effect 0 treat as optimal 1 as 0 but do not do any more resolves (i.e.

Protected Attributes

- int [depth_](#)
Model depth.
- int [preProcessState_](#)
PreProcessing state - -1 infeasible 0 off 1 was done (so need post-processing)
- CglPreProcess * [process_](#)
If preprocessing then this is object.

4.101.1 Detailed Description

Strategy base class.

Definition at line 18 of file CbcStrategy.hpp.

4.101.2 Member Function Documentation

4.101.2.1 virtual int CbcStrategy::status (CbcModel * model, CbcNodeInfo * parent, int whereFrom) [virtual]

After a [CbcModel::resolve](#) this can return a status -1 no effect 0 treat as optimal 1 as 0 but do not do any more resolves (i.e.

no more cuts) 2 treat as infeasible

The documentation for this class was generated from the following file:

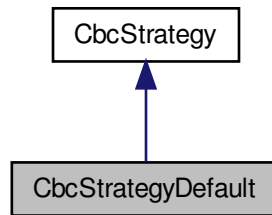
- CbcStrategy.hpp

4.102 CbcStrategyDefault Class Reference

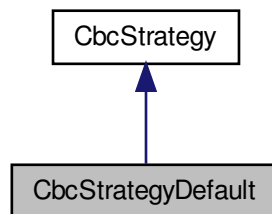
Default class.

```
#include <CbcStrategy.hpp>
```

Inheritance diagram for CbcStrategyDefault:



Collaboration diagram for CbcStrategyDefault:



Public Member Functions

- virtual [CbcStrategy](#) * [clone](#) () const
Clone.
- virtual void [setupCutGenerators](#) ([CbcModel](#) &model)
Setup cut generators.
- virtual void [setupHeuristics](#) ([CbcModel](#) &model)
Setup heuristics.
- virtual void [setupPrinting](#) ([CbcModel](#) &model, int modelLogLevel)
Do printing stuff.
- virtual void [setupOther](#) ([CbcModel](#) &model)
Other stuff e.g. strong branching.
- void [setupPreProcessing](#) (int desired=1, int passes=10)
Set up preProcessing - see below.
- int [desiredPreProcess](#) () const
See what sort of preprocessing wanted.

- int [preProcessPasses](#) () const
See how many passes wanted.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.

Protected Attributes

- int [desiredPreProcess_](#)
Desired pre-processing 0 - none 1 - ordinary 2 - find sos 3 - find cliques 4 - more aggressive sos 5 - add integer slacks.
- int [preProcessPasses_](#)
Number of pre-processing passes.

4.102.1 Detailed Description

Default class.

Definition at line 131 of file CbcStrategy.hpp.

The documentation for this class was generated from the following file:

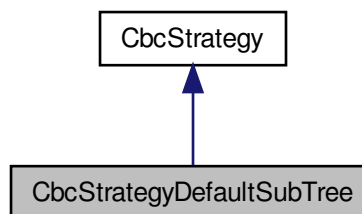
- CbcStrategy.hpp

4.103 CbcStrategyDefaultSubTree Class Reference

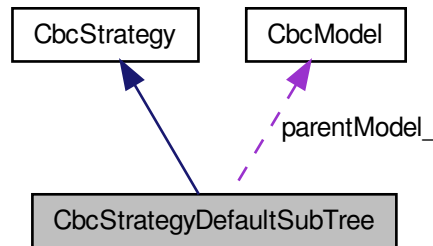
Default class for sub trees.

```
#include <CbcStrategy.hpp>
```

Inheritance diagram for CbcStrategyDefaultSubTree:



Collaboration diagram for CbcStrategyDefaultSubTree:



Public Member Functions

- virtual [CbcStrategy](#) * [clone](#) () const
Clone.
- virtual void [setupCutGenerators](#) ([CbcModel](#) &model)
Setup cut generators.
- virtual void [setupHeuristics](#) ([CbcModel](#) &model)
Setup heuristics.
- virtual void [setupPrinting](#) ([CbcModel](#) &model, int modelLogLevel)
Do printing stuff.
- virtual void [setupOther](#) ([CbcModel](#) &model)
Other stuff e.g. strong branching.

Additional Inherited Members

4.103.1 Detailed Description

Default class for sub trees.

Definition at line 209 of file CbcStrategy.hpp.

The documentation for this class was generated from the following file:

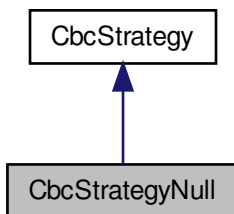
- CbcStrategy.hpp

4.104 CbcStrategyNull Class Reference

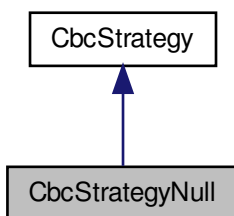
Null class.

```
#include <CbcStrategy.hpp>
```

Inheritance diagram for CbcStrategyNull:



Collaboration diagram for CbcStrategyNull:



Public Member Functions

- virtual [CbcStrategy](#) * [clone](#) () const
Clone.
- virtual void [setupCutGenerators](#) ([CbcModel](#) &)
Setup cut generators.
- virtual void [setupHeuristics](#) ([CbcModel](#) &)
Setup heuristics.
- virtual void [setupPrinting](#) ([CbcModel](#) &, int)
Do printing stuff.
- virtual void [setupOther](#) ([CbcModel](#) &)
Other stuff e.g. strong branching.

Additional Inherited Members

4.104.1 Detailed Description

Null class.

Definition at line 95 of file CbcStrategy.hpp.

The documentation for this class was generated from the following file:

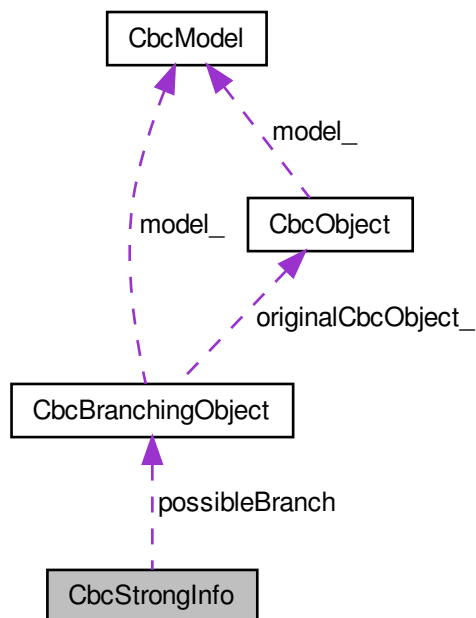
- CbcStrategy.hpp

4.105 CbcStrongInfo Struct Reference

Abstract base class for 'objects'.

```
#include <CbcObject.hpp>
```

Collaboration diagram for CbcStrongInfo:



4.105.1 Detailed Description

Abstract base class for 'objects'.

It now just has stuff that OsiObject does not have

The branching model used in Cbc is based on the idea of an *object*. In the abstract, an object is something that has a feasible region, can be evaluated for infeasibility, can be branched on (*i.e.*, there's some constructive action to be taken to move toward feasibility), and allows comparison of the effect of branching.

This class ([CbcObject](#)) is the base class for an object. To round out the branching model, the class [CbcBranchingObject](#) describes how to perform a branch, and the class [CbcBranchDecision](#) describes how to compare two CbcBranchingObjects.

To create a new type of object you need to provide three methods: `#infeasibility()`, `#feasibleRegion()`, and `#createCbcBranch()`, described below.

This base class is primarily virtual to allow for any form of structure. Any form of discontinuity is allowed.

Definition at line 51 of file CbcObject.hpp.

The documentation for this struct was generated from the following file:

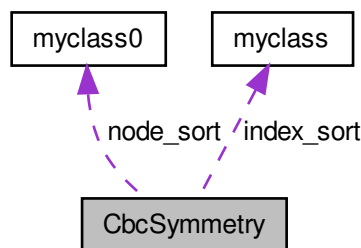
- CbcObject.hpp

4.106 CbcSymmetry Class Reference

Class to deal with symmetry.

```
#include <CbcSymmetry.hpp>
```

Collaboration diagram for CbcSymmetry:



Public Member Functions

- `int orbitalFixing (OsiSolverInterface *solver)`
Fixes variables using orbits (returns number fixed)
- `void setupSymmetry (const OsiSolverInterface &solver)`
empty if no NTY, symmetry data structure setup otherwise

Constructors and destructors

- `CbcSymmetry ()`
Default constructor.
- `CbcSymmetry (const CbcSymmetry &)`
Copy constructor.
- `CbcSymmetry & operator= (const CbcSymmetry &rhs)`
Assignment operator.
- `~CbcSymmetry ()`
Destructor.

4.106.1 Detailed Description

Class to deal with symmetry.

Hacked from Couenne

Definition at line 114 of file CbcSymmetry.hpp.

The documentation for this class was generated from the following file:

- CbcSymmetry.hpp

4.107 CbcThread Class Reference

A class to encapsulate thread stuff.

```
#include <CbcThread.hpp>
```

4.107.1 Detailed Description

A class to encapsulate thread stuff.

Definition at line 426 of file CbcThread.hpp.

The documentation for this class was generated from the following file:

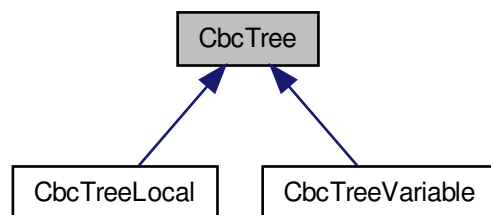
- CbcThread.hpp

4.108 CbcTree Class Reference

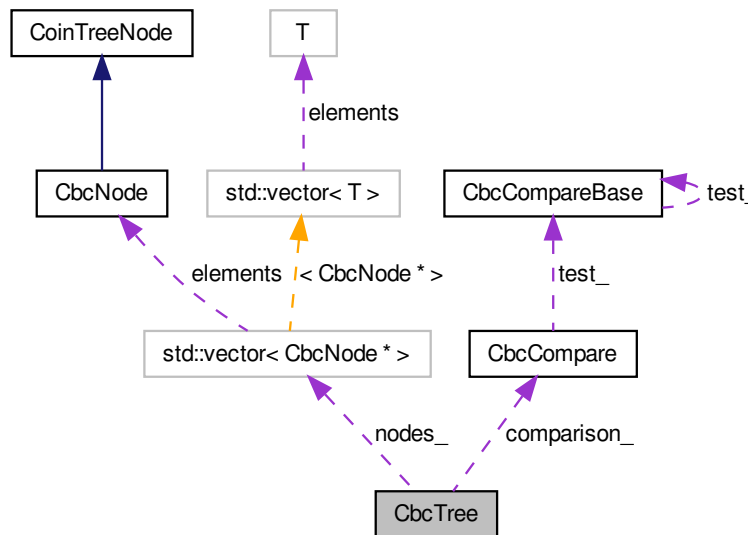
Using MS heap implementation.

```
#include <CbcTree.hpp>
```

Inheritance diagram for CbcTree:



Collaboration diagram for CbcTree:



Public Member Functions

Constructors and related

- [CbcTree](#) ()
Default Constructor.
- [CbcTree](#) (const [CbcTree](#) &rhs)
Copy constructor.
- [CbcTree](#) & [operator=](#) (const [CbcTree](#) &rhs)
= operator
- virtual [~CbcTree](#) ()
Destructor.
- virtual [CbcTree](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *)
Create C++ lines to get to current state.

Heap access and maintenance methods

- void [setComparison](#) ([CbcCompareBase](#) &compare)
Set comparison function and resort heap.
- virtual [CbcNode](#) * [top](#) () const
Return the top node of the heap.
- virtual void [push](#) ([CbcNode](#) *x)
Add a node to the heap.
- virtual void [pop](#) ()

- virtual `CbcNode * bestNode` (double cutoff)
Remove the top node from the heap.
Gets best node and takes off heap.
- virtual void `rebuild` ()
Rebuild the heap.

Direct node access methods

- virtual bool `empty` ()
Test for an empty tree.
- virtual int `size` () const
Return size.
- `CbcNode * operator[]` (int i) const
Return a node pointer.
- `CbcNode * nodePointer` (int i) const
Return a node pointer.
- void `realpop` ()
- void `fixTop` ()
After changing data in the top node, fix the heap.
- void `realpush` (`CbcNode *node`)

Search tree maintenance

- virtual void `cleanTree` (`CbcModel *model`, double cutoff, double &bestPossibleObjective)
Prune the tree using an objective function cutoff.
- `CbcNode * bestAlternate` ()
Get best on list using alternate method.
- virtual void `endSearch` ()
We may have got an intelligent tree so give it one more chance.
- virtual double `getBestPossibleObjective` ()
Get best possible objective function in the tree.
- void `resetNodeNumbers` ()
Reset maximum node number.
- int `maximumNodeNumber` () const
Get maximum node number.
- void `setNumberBranching` (int value)
Set number of branches.
- int `getNumberBranching` () const
Get number of branches.
- void `setMaximumBranching` (int value)
Set maximum branches.
- int `getMaximumBranching` () const
Get maximum branches.
- unsigned int * `branched` () const
Get branched variables.
- int * `newBounds` () const
Get bounds.
- double `lastObjective` () const
Last objective in branch-and-cut search tree.
- int `lastDepth` () const
Last depth in branch-and-cut search tree.
- int `lastUnsatisfied` () const
Last number of objects unsatisfied.
- void `addBranchingInformation` (const `CbcModel *model`, const `CbcNodeInfo *nodeInfo`, const double *currentLower, const double *currentUpper)
Adds branching information to complete state.
- void `increaseSpace` ()
Increase space for data.

Protected Attributes

- `std::vector< CbcNode * > nodes_`
Storage vector for the heap.
- `CbcCompare comparison_`
Sort predicate for heap ordering.
- `int maximumNodeNumber_`
Maximum "node" number so far to split ties.
- `int numberBranching_`
Size of variable list.
- `int maximumBranching_`
Maximum size of variable list.
- `double lastObjective_`
Objective of last node pushed on tree.
- `int lastDepth_`
Depth of last node pushed on tree.
- `int lastUnsatisfied_`
Number unsatisfied of last node pushed on tree.
- `unsigned int * branched_`
Integer variables branched or bounded top bit set if new upper bound next bit set if a branch.
- `int * newBound_`
New bound.

4.108.1 Detailed Description

Using MS heap implementation.

It's unclear if this is needed any longer, or even if it should be allowed. Cbc occasionally tries to do things to the tree (typically tweaking the comparison predicate) that can cause a violation of the heap property (parent better than either child). In a debug build, Microsoft's heap implementation does checks that detect this and fail. This symbol switched to an alternate implementation of [CbcTree](#), and there are clearly differences, but no explanation as to why or what for.

As of 100921, the code is cleaned up to make it through 'cbc -unitTest' without triggering 'Invalid heap' in an MSVS debug build. The method `validateHeap()` can be used for debugging if this turns up again.

Controls search tree debugging

In order to have `validateHeap()` available, set `CBC_DEBUG_HEAP` to 1 or higher.

- 1 calls `validateHeap()` after each change to the heap
- 2 will print a line for major operations (clean, set comparison, etc.)
- 3 will print information about each push and pop

```
#define CBC_DEBUG_HEAP 1
```

Implementation of the live set as a heap.

This class is used to hold the set of live nodes in the search tree.

Definition at line 53 of file `CbcTree.hpp`.

4.108.2 Member Function Documentation

4.108.2.1 `virtual CbcNode* CbcTree::bestNode (double cutoff) [virtual]`

Gets best node and takes off heap.

Before returning the node from the top of the heap, the node is offered an opportunity to reevaluate itself. Callers should be prepared to check that the node returned is suitable for use.

4.108.2.2 `virtual void CbcTree::cleanTree (CbcModel * model, double cutoff, double & bestPossibleObjective) [virtual]`

Prune the tree using an objective function cutoff.

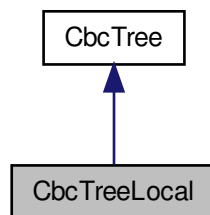
This routine removes all nodes with objective worse than the specified cutoff value. It also sets *bestPossibleObjective* to the best objective over remaining nodes.

The documentation for this class was generated from the following file:

- CbcTree.hpp

4.109 CbcTreeLocal Class Reference

Inheritance diagram for CbcTreeLocal:



[illegible]

- virtual `CbcTree * clone () const`
Clone.
- virtual void `generateCpp (FILE *fp)`
Create C++ lines to get to current state.

- virtual **CbcNode** * **top** () const
Return the top node of the heap.
- virtual void **push** (**CbcNode** *x)
Add a node to the heap.
- virtual void **pop** ()
Remove the top node from the heap.

- int **createCut** (const double *solution, OsiRowCut &cut)
Create cut - return -1 if bad, 0 if okay and 1 if cut is everything.
- virtual bool **empty** ()
*Test if empty *** note may be overridden.*

- virtual void **endSearch** ()
We may have got an intelligent tree so give it one more chance.
- void **reverseCut** (int state, double bias=0.0)
Other side of last cut branch (if bias==rhs_ will be weakest possible)
- void **deleteCut** (OsiRowCut &cut)
Delete last cut branch.
- void **passInSolution** (const double *solution, double solutionValue)
Pass in solution (so can be used after heuristic)
- int **range** () const
- void **setRange** (int value)
- int **typeCuts** () const
- void **setTypeCuts** (int value)
- int **maxDiversification** () const
- void **setMaxDiversification** (int value)
- int **timeLimit** () const
- void **setTimeLimit** (int value)
- int **nodeLimit** () const
- void **setNodeLimit** (int value)
- bool **refine** () const
- void **setRefine** (bool yesNo)

Additional Inherited Members

4.109.1 Detailed Description

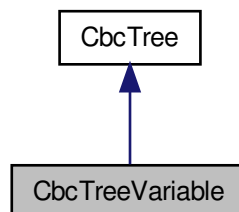
Definition at line 40 of file CbcTreeLocal.hpp.

The documentation for this class was generated from the following file:

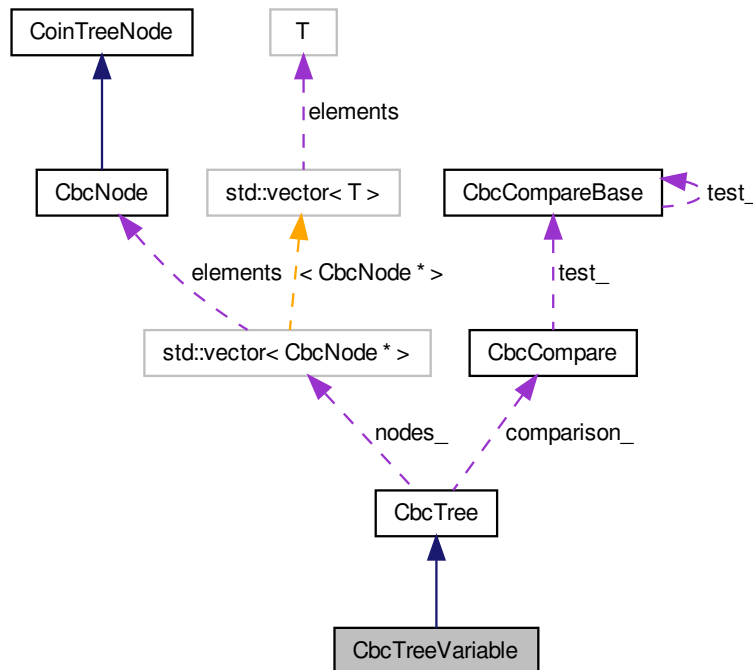
- CbcTreeLocal.hpp

4.110 CbcTreeVariable Class Reference

Inheritance diagram for CbcTreeVariable:



Collaboration diagram for CbcTreeVariable:



Public Member Functions

- virtual [CbcTree](#) * [clone](#) () const
Clone.
- virtual void [generateCpp](#) (FILE *fp)
Create C++ lines to get to current state.

Heap access and maintenance methods

- virtual [CbcNode](#) * [top](#) () const
Return the top node of the heap.
- virtual void [push](#) ([CbcNode](#) *x)
Add a node to the heap.
- virtual void [pop](#) ()
Remove the top node from the heap.

Other stuff

- int [createCut](#) (const double *solution, OsiRowCut &cut)
Create cut - return -1 if bad, 0 if okay and 1 if cut is everything.
- virtual bool [empty](#) ()
*Test if empty *** note may be overridden.*

- virtual void **endSearch** ()
We may have got an intelligent tree so give it one more chance.
- void **reverseCut** (int state, double bias=0.0)
Other side of last cut branch (if bias==rhs_ will be weakest possible)
- void **deleteCut** (OsiRowCut &cut)
Delete last cut branch.
- void **passInSolution** (const double *solution, double solutionValue)
Pass in solution (so can be used after heuristic)
- int **range** () const
- void **setRange** (int value)
- int **typeCuts** () const
- void **setTypeCuts** (int value)
- int **maxDiversification** () const
- void **setMaxDiversification** (int value)
- int **timeLimit** () const
- void **setTimeLimit** (int value)
- int **nodeLimit** () const
- void **setNodeLimit** (int value)
- bool **refine** () const
- void **setRefine** (bool yesNo)

Additional Inherited Members

4.110.1 Detailed Description

Definition at line 206 of file CbcTreeLocal.hpp.

The documentation for this class was generated from the following file:

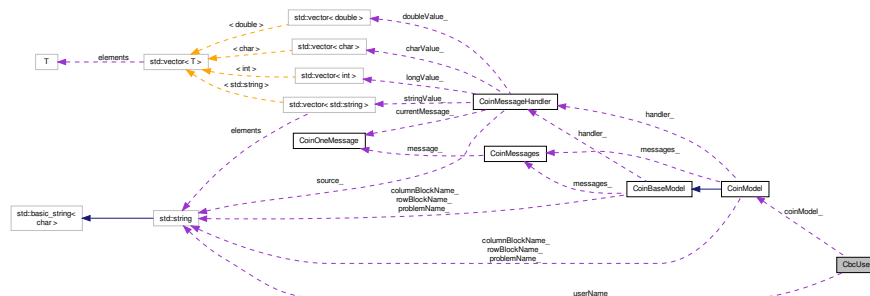
- CbcTreeLocal.hpp

4.111 CbcUser Class Reference

A class to allow the use of unknown user functionality.

```
#include <Cbcsolver.hpp>
```

Collaboration diagram for CbcUser:



Public Member Functions

import/export methods

- virtual int [importData](#) ([CbcSolver](#) *, int &, char **)

Import - gets full command arguments.
- virtual void [exportSolution](#) ([CbcSolver](#) *, int, const char *=NULL)

Export.
- virtual void [exportData](#) ([CbcSolver](#) *)

Export Data (i.e. at very end)
- virtual void [fillInformation](#) ([CbcSolver](#) *, [CbcSolverUsefulData](#) &)

Get useful stuff.

usage methods

- [CoinModel](#) * [coinModel](#) () const

CoinModel if valid.
- virtual void * [stuff](#) ()

Other info - needs expanding.
- std::string [name](#) () const

Name.
- virtual void [solve](#) ([CbcSolver](#) *model, const char *options)=0

Solve (whatever that means)
- virtual bool [canDo](#) (const char *options)=0

Returns true if function knows about option.

Constructors and destructors etc

- [CbcUser](#) ()

Default Constructor.
- [CbcUser](#) (const [CbcUser](#) &rhs)

Copy constructor.
- [CbcUser](#) & [operator=](#) (const [CbcUser](#) &rhs)

Assignment operator.
- virtual [CbcUser](#) * [clone](#) () const =0

Clone.
- virtual [~CbcUser](#) ()

Destructor.

Protected Attributes

Private member data

- [CoinModel](#) * [coinModel_](#)

CoinModel.
- std::string [userName_](#)

Name of user function.

4.111.1 Detailed Description

A class to allow the use of unknown user functionality.

For example, access to a modelling language ([CbcAmpl](#)).

Definition at line 308 of file [CbcSolver.hpp](#).

4.111.2 Member Function Documentation

4.111.2.1 `virtual int CbcUser::importData (CbcSolver *, int &, char **) [inline],[virtual]`

Import - gets full command arguments.

Returns

- -1 - no action
- 0 - data read in without error
- 1 - errors

Definition at line 320 of file CbcSolver.hpp.

4.111.2.2 `virtual void CbcUser::exportSolution (CbcSolver *, int, const char * =NULL) [inline],[virtual]`

Export.

Values for mode:

- 1 OsiClpSolver
- 2 [CbcModel](#)
- add 10 if infeasible from odd situation

Definition at line 331 of file CbcSolver.hpp.

The documentation for this class was generated from the following file:

- [CbcSolver.hpp](#)

4.112 CglTemporary Class Reference

Stored Temporary Cut Generator Class - destroyed after first use.

```
#include <CbcLinked.hpp>
```

Public Member Functions

Generate Cuts

- virtual void [generateCuts](#) (const OsiSolverInterface &si, OsiCuts &cs, const CglTreeInfo info=CglTreeInfo())
Generate Mixed Integer Stored cuts for the model of the solver interface, si.

Constructors and destructors

- [CglTemporary](#) ()
Default constructor.
- [CglTemporary](#) (const [CglTemporary](#) &rhs)
Copy constructor.
- virtual CglCutGenerator * [clone](#) () const
Clone.
- [CglTemporary](#) & [operator=](#) (const [CglTemporary](#) &rhs)
Assignment operator.
- virtual [~CglTemporary](#) ()
Destructor.

4.112.1 Detailed Description

Stored Temporary Cut Generator Class - destroyed after first use.

Definition at line 1266 of file CbcLinked.hpp.

4.112.2 Member Function Documentation

4.112.2.1 `virtual void CglTemporary::generateCuts (const OsiSolverInterface & si, OsiCuts & cs, const CglTreeInfo info = CglTreeInfo()) [virtual]`

Generate Mixed Integer Stored cuts for the model of the solver interface, si.

Insert the generated cuts into OsiCut, cs.

This generator just looks at previously stored cuts and inserts any that are violated by enough

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.113 CbcGenCtlBlk::chooseStrongCtl_struct Struct Reference

Control variables for a strong branching method.

```
#include <CbcGenCtlBlk.hpp>
```

4.113.1 Detailed Description

Control variables for a strong branching method.

Consult OsiChooseVariable and [CbcModel](#) for details. An artifact of the changeover from CbcObjects to OsiObjects is that the number of uses before pseudo costs are trusted (numBeforeTrust_) and the number of variables evaluated with strong branching (numStrong_) are parameters of [CbcModel](#).

Definition at line 765 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtlBlk.hpp

4.114 ClpAmplObjective Class Reference

Ampl Objective Class.

```
#include <ClpAmplObjective.hpp>
```

Public Member Functions

Stuff

- virtual double * [gradient](#) (const ClpSimplex *model, const double *solution, double &offset, bool refresh, int includeLinear=2)
Returns gradient.
- virtual double [reducedGradient](#) (ClpSimplex *model, double *region, bool useFeasibleCosts)

Resize objective.

- virtual double [stepLength](#) (ClpSimplex *model, const double *solution, const double *change, double maximumTheta, double ¤tObj, double &predictedObj, double &thetaObj)

*Returns step length which gives minimum of objective for solution + theta * change vector up to maximum theta.*

- virtual double [objectiveValue](#) (const ClpSimplex *model, const double *solution) const

Return objective value (without any ClpModel offset) (model may be NULL)

- virtual void **resize** (int newNumberColumns)
- virtual void [deleteSome](#) (int numberToDelete, const int *which)

Delete columns in objective.

- virtual void [reallyScale](#) (const double *columnScale)

Scale objective.

- virtual int [markNonlinear](#) (char *which)

Given a zeroed array sets nonlinear columns to 1.

- virtual void [newXValues](#) ()

Say we have new primal solution - so may need to recompute.

Constructors and destructors

- [ClpAmplObjective](#) ()

Default Constructor.

- [ClpAmplObjective](#) (void *amplInfo)

Constructor from ampl info.

- [ClpAmplObjective](#) (const [ClpAmplObjective](#) &rhs)

Copy constructor .

- [ClpAmplObjective](#) & [operator=](#) (const [ClpAmplObjective](#) &rhs)

Assignment operator.

- virtual [~ClpAmplObjective](#) ()

Destructor.

- virtual [ClpObjective](#) * [clone](#) () const

Clone.

Gets and sets

- double * [linearObjective](#) () const

Linear objective.

4.114.1 Detailed Description

Ampl Objective Class.

Definition at line 18 of file ClpAmplObjective.hpp.

4.114.2 Member Function Documentation

- 4.114.2.1 [virtual double* ClpAmplObjective::gradient \(const ClpSimplex * model, const double * solution, double & offset, bool refresh, int includeLinear = 2 \) \[virtual\]](#)

Returns gradient.

If Ampl then solution may be NULL, also returns an offset (to be added to current one) If refresh is false then uses last solution Uses model for scaling includeLinear 0 - no, 1 as is, 2 as feasible

4.114.2.2 `virtual double ClpAmplObjective::reducedGradient (ClpSimplex * model, double * region, bool useFeasibleCosts)`
`[virtual]`

Resize objective.

Returns reduced gradient. Returns an offset (to be added to current one).

4.114.2.3 `virtual double ClpAmplObjective::stepLength (ClpSimplex * model, const double * solution, const double * change, double maximumTheta, double & currentObj, double & predictedObj, double & thetaObj)` `[virtual]`

Returns step length which gives minimum of objective for solution + theta * change vector up to maximum theta.

arrays are numberColumns+numberRows Also sets current objective, predicted and at maximumTheta

4.114.2.4 `virtual int ClpAmplObjective::markNonlinear (char * which)` `[virtual]`

Given a zeroed array sets nonlinear columns to 1.

Returns number of nonlinear columns

The documentation for this class was generated from the following file:

- `ClpAmplObjective.hpp`

4.115 ClpConstraintAmpl Class Reference

Ampl Constraint Class.

```
#include <ClpConstraintAmpl.hpp>
```

Public Member Functions

Stuff

- virtual int [gradient](#) (const ClpSimplex *model, const double *solution, double *gradient, double &functionValue, double &offset, bool useScaling=false, bool refresh=true) const
Fills gradient.
- virtual void [resize](#) (int newNumberColumns)
Resize constraint.
- virtual void [deleteSome](#) (int numberToDelete, const int *which)
Delete columns in constraint.
- virtual void [reallyScale](#) (const double *columnScale)
Scale constraint.
- virtual int [markNonlinear](#) (char *which) const
Given a zeroed array sets nonampl columns to 1.
- virtual int [markNonzero](#) (char *which) const
Given a zeroed array sets possible nonzero coefficients to 1.
- virtual void [newXValues](#) ()
Say we have new primal solution - so may need to recompute.

Constructors and destructors

- [ClpConstraintAmpl](#) ()
Default Constructor.
- [ClpConstraintAmpl](#) (int row, void *amplInfo)

- *Constructor from ampl.*
• `ClpConstraintAmpl` (const `ClpConstraintAmpl` &rhs)
- *Copy constructor.*
• `ClpConstraintAmpl` & `operator=` (const `ClpConstraintAmpl` &rhs)
- *Assignment operator.*
• virtual `~ClpConstraintAmpl` ()
- *Destructor.*
• virtual `ClpConstraint` * `clone` () const
- *Clone.*

Gets and sets

- virtual int `numberCoefficients` () const
Number of coefficients.
- const int * `column` () const
Columns.
- const double * `coefficient` () const
Coefficients.

4.115.1 Detailed Description

Ampl Constraint Class.

Definition at line 17 of file `ClpConstraintAmpl.hpp`.

4.115.2 Member Function Documentation

4.115.2.1 `virtual int ClpConstraintAmpl::gradient (const ClpSimplex * model, const double * solution, double * gradient, double & functionValue, double & offset, bool useScaling = false, bool refresh = true) const` [virtual]

Fills gradient.

If Ampl then solution may be NULL, also returns true value of function and offset so we can use x not deltaX in constraint
If refresh is false then uses last solution Uses model for scaling Returns non-zero if gradient undefined at current solution

4.115.2.2 `virtual int ClpConstraintAmpl::markNonlinear (char * which) const` [virtual]

Given a zeroed array sets nonampl columns to 1.

Returns number of nonampl columns

4.115.2.3 `virtual int ClpConstraintAmpl::markNonzero (char * which) const` [virtual]

Given a zeroed array sets possible nonzero coefficients to 1.

Returns number of nonzeros

The documentation for this class was generated from the following file:

- `ClpConstraintAmpl.hpp`

4.116 CoinHashLink Struct Reference

Really for Conflict cuts to - a) stop duplicates b) allow half baked cuts The `whichRow_` field in `OsiRowCut2` is used for a type 0 - normal 1 - processed cut (conflict) 2 - unprocessed cut i.e.

```
#include <CbCCountRowCut.hpp>
```

4.116.1 Detailed Description

Really for Conflict cuts to - a) stop duplicates b) allow half baked cuts The whichRow_ field in OsiRowCut2 is used for a type 0 - normal 1 - processed cut (conflict) 2 - unprocessed cut i.e.

dual ray computation

Definition at line 131 of file CbcCountRowCut.hpp.

The documentation for this struct was generated from the following file:

- CbcCountRowCut.hpp

4.117 CbcGenCtlBlk::debugSolInfo_struct Struct Reference

Array of primal variable values for debugging.

```
#include <CbcGenCtlBlk.hpp>
```

4.117.1 Detailed Description

Array of primal variable values for debugging.

Used to provide a known optimal solution to activateRowCutDebugger().

Definition at line 669 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtlBlk.hpp

4.118 CbcGenCtlBlk::djFixCtl_struct Struct Reference

Control use of reduced cost fixing prior to B&C.

```
#include <CbcGenCtlBlk.hpp>
```

4.118.1 Detailed Description

Control use of reduced cost fixing prior to B&C.

This heuristic fixes variables whose reduced cost for the root relaxation exceeds the specified threshold. This is purely a heuristic, performed before there's any incumbent solution. It may well fix variables at the wrong bound!

Definition at line 739 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtlBlk.hpp

4.119 CbcGenCtlBlk::genParamsInfo_struct Struct Reference

Start and end of cbc-generic parameters in parameter vector.

```
#include <CbcGenCtlBlk.hpp>
```

4.119.1 Detailed Description

Start and end of cbc-generic parameters in parameter vector.

Definition at line 598 of file CbcGenCtlBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtlBlk.hpp

4.120 `less_than_str` Struct Reference

4.120.1 Detailed Description

Definition at line 104 of file CbcSymmetry.hpp.

The documentation for this struct was generated from the following file:

- CbcSymmetry.hpp

4.121 `myclass` Struct Reference

4.121.1 Detailed Description

Definition at line 98 of file CbcSymmetry.hpp.

The documentation for this struct was generated from the following file:

- CbcSymmetry.hpp

4.122 `myclass0` Struct Reference

4.122.1 Detailed Description

Definition at line 81 of file CbcSymmetry.hpp.

The documentation for this struct was generated from the following file:

- CbcSymmetry.hpp

4.123 `Node` Class Reference

4.123.1 Detailed Description

Definition at line 56 of file CbcSymmetry.hpp.

The documentation for this class was generated from the following file:

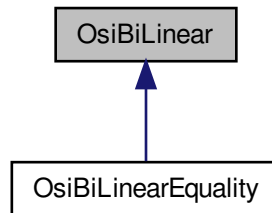
- CbcSymmetry.hpp

4.124 OsiBiLinear Class Reference

Define BiLinear objects.

```
#include <CbcbLinked.hpp>
```

Inheritance diagram for OsiBiLinear:



Public Member Functions

- **OsiBiLinear** (OsiSolverInterface *solver, int xColumn, int yColumn, int xyRow, double coefficient, double xMesh, double yMesh, int numberExistingObjects=0, const OsiObject **objects=NULL)
Useful constructor - This Adds in rows and variables to construct valid Linked Ordered Set Adds extra constraints to match other x/y So note not const solver.
- **OsiBiLinear (CoinModel** *coinModel, int xColumn, int yColumn, int xyRow, double coefficient, double xMesh, double yMesh, int numberExistingObjects=0, const OsiObject **objects=NULL)
Useful constructor - This Adds in rows and variables to construct valid Linked Ordered Set Adds extra constraints to match other x/y So note not const model.
- virtual OsiObject * **clone** () const
Clone.
- virtual double **infeasibility** (const OsiBranchingInformation *info, int &whichWay) const
Infeasibility - large is 0.5.
- virtual double **feasibleRegion** (OsiSolverInterface *solver, const OsiBranchingInformation *info) const
Set bounds to fix the variable at the current (integer) value.
- virtual OsiBranchingObject * **createBranch** (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way) const
Creates a branching object.
- virtual void **resetSequenceEtc** (int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.
- virtual bool **canDoHeuristics** () const
Return true if object can take part in normal heuristics.
- virtual bool **boundBranch** () const
Return true if branch should only bound variables.
- int **xColumn** () const
X column.
- int **yColumn** () const

- Y column.*
- int **xRow** () const
 - X row.*
- int **yRow** () const
 - Y row.*
- int **xyRow** () const
 - XY row.*
- double **coefficient** () const
 - Coefficient.*
- void **setCoefficient** (double value)
 - Set coefficient.*
- int **firstLambda** () const
 - First lambda (of 4)*
- double **xSatisfied** () const
 - X satisfied if less than this away from mesh.*
- double **ySatisfied** () const
 - Y satisfied if less than this away from mesh.*
- double **xOtherSatisfied** () const
 - X other satisfied if less than this away from mesh.*
- double **yOtherSatisfied** () const
 - Y other satisfied if less than this away from mesh.*
- double **xMeshSize** () const
 - X meshSize.*
- double **yMeshSize** () const
 - Y meshSize.*
- double **xySatisfied** () const
 - XY satisfied if two version differ by less than this.*
- void **setMeshSizes** (const OsiSolverInterface *solver, double x, double y)
 - Set sizes and other stuff.*
- int **branchingStrategy** () const
 - branching strategy etc bottom 2 bits 0 branch on either, 1 branch on x, 2 branch on y next bit 4 set to say don't update coefficients next bit 8 set to say don't use in feasible region next bit 16 set to say - Always satisfied !!*
- int **boundType** () const
 - Simple quadratic bound marker.*
- void **newBounds** (OsiSolverInterface *solver, int way, short xOrY, double separator) const
 - Does work of branching.*
- int **updateCoefficients** (const double *lower, const double *upper, double *objective, **CoinPackedMatrix** *matrix, **CoinWarmStartBasis** *basis) const
 - Updates coefficients - returns number updated.*
- double **xyCoefficient** (const double *solution) const
 - Returns true value of single xyRow coefficient.*
- void **getCoefficients** (const OsiSolverInterface *solver, double xB[2], double yB[2], double xybar[4]) const
 - Get LU coefficients from matrix.*
- double **computeLambdas** (const double xB[3], const double yB[3], const double xybar[4], double lambda[4]) const
 - Compute lambdas (third entry in each .B is current value) (nonzero if bad)*
- void **addExtraRow** (int row, double multiplier)

Adds in data for extra row with variable coefficients.

- void [getPseudoShadow](#) (const OsiBranchingInformation *info)

Sets infeasibility and other when pseudo shadow prices.

- double [getMovement](#) (const OsiBranchingInformation *info)

Gets sum of movements to correct value.

Protected Member Functions

- void [computeLambdas](#) (const OsiSolverInterface *solver, double lambda[4]) const

Compute lambdas if coefficients not changing.

Protected Attributes

- double [coefficient_](#)
data
- double [xMeshSize_](#)
x mesh
- double [yMeshSize_](#)
y mesh
- double [xSatisfied_](#)
x satisfied if less than this away from mesh
- double [ySatisfied_](#)
y satisfied if less than this away from mesh
- double [xOtherSatisfied_](#)
X other satisfied if less than this away from mesh.
- double [yOtherSatisfied_](#)
Y other satisfied if less than this away from mesh.
- double [xySatisfied_](#)
xy satisfied if less than this away from true
- double [xyBranchValue_](#)
value of x or y to branch about
- int [xColumn_](#)
x column
- int [yColumn_](#)
y column
- int [firstLambda_](#)
First lambda (of 4)
- int [branchingStrategy_](#)
branching strategy etc bottom 2 bits 0 branch on either, 1 branch on x, 2 branch on y next bit 4 set to say don't update coefficients next bit 8 set to say don't use in feasible region next bit 16 set to say - Always satisfied !!
- int [boundType_](#)
Simple quadratic bound marker.
- int [xRow_](#)
x row
- int [yRow_](#)
*y row (-1 if x*x)*
- int [xyRow_](#)

- *Output row.*
- int `convexity_`
Convexity row.
- int `numberExtraRows_`
Number of extra rows (coefficients to be modified)
- double * `multiplier_`
Multiplier for coefficient on row.
- int * `extraRow_`
Row number.
- short `chosen_`
Which chosen -1 none, 0 x, 1 y.

4.124.1 Detailed Description

Define BiLinear objects.

This models $x*y$ where one or both are integer

Definition at line 720 of file CbcLinked.hpp.

4.124.2 Member Function Documentation

4.124.2.1 `virtual double OsiBiLinear::feasibleRegion (OsiSolverInterface * solver, const OsiBranchingInformation * info) const` `[virtual]`

Set bounds to fix the variable at the current (integer) value.

Given an integer value, set the lower and upper bounds to fix the variable. Returns amount it had to move variable.

4.124.2.2 `virtual OsiBranchingObject* OsiBiLinear::createBranch (OsiSolverInterface * solver, const OsiBranchingInformation * info, int way) const` `[virtual]`

Creates a branching object.

The preferred direction is set by `way`, 0 for down, 1 for up.

4.124.2.3 `int OsiBiLinear::boundType () const` `[inline]`

Simple quadratic bound marker.

0 no 1 L if coefficient pos, G if negative i.e. value is ub on xy 2 G if coefficient pos, L if negative i.e. value is lb on xy 3 E
If bound then real coefficient is 1.0 and `coefficient_` is bound

Definition at line 899 of file CbcLinked.hpp.

4.124.3 Member Data Documentation

4.124.3.1 `double OsiBiLinear::coefficient_` `[protected]`

data

Coefficient

Definition at line 929 of file CbcLinked.hpp.

4.124.3.2 int OsiBiLinear::boundType_ [protected]

Simple quadratic bound marker.

0 no 1 L if coefficient pos, G if negative i.e. value is ub on xy 2 G if coefficient pos, L if negative i.e. value is lb on xy 3 E
If bound then real coefficient is 1.0 and coefficient_ is bound

Definition at line 970 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.125 OsiBiLinearBranchingObject Class Reference

Branching object for BiLinear objects.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- virtual OsiBranchingObject * [clone](#) () const
Clone.
- virtual double [branch](#) (OsiSolverInterface *solver)
Does next branch and updates state.
- virtual void [print](#) (const OsiSolverInterface *solver=NULL)
Print something about branch - only if log level high.
- virtual bool [boundBranch](#) () const
Return true if branch should only bound variables.

4.125.1 Detailed Description

Branching object for BiLinear objects.

Definition at line 991 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

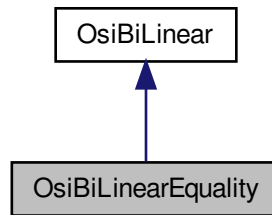
- CbcLinked.hpp

4.126 OsiBiLinearEquality Class Reference

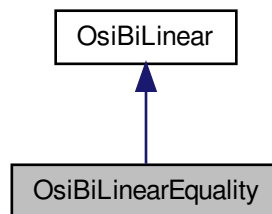
Define Continuous BiLinear objects for an == bound.

```
#include <CbcLinked.hpp>
```

Inheritance diagram for OsiBiLinearEquality:



Collaboration diagram for OsiBiLinearEquality:



Public Member Functions

- [OsiBiLinearEquality](#) (OsiSolverInterface *solver, int xColumn, int yColumn, int xyRow, double rhs, double xMesh)
*Useful constructor - This Adds in rows and variables to construct Ordered Set for $x*y = b$ So note not const solver.*
- virtual OsiObject * [clone](#) () const
Clone.
- virtual double [improvement](#) (const OsiSolverInterface *solver) const
Possible improvement.
- double [newGrid](#) (OsiSolverInterface *solver, int type) const
change grid if type 0 then use solution and make finer if 1 then back to original returns mesh size
- int [numberPoints](#) () const
Number of points.

Additional Inherited Members

4.126.1 Detailed Description

Define Continuous BiLinear objects for an == bound.

This models $x*y = b$ where both are continuous

Definition at line 1038 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

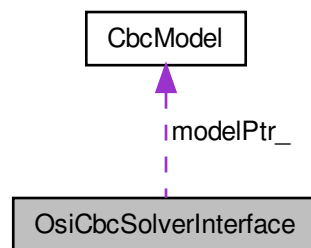
- CbcLinked.hpp

4.127 OsiCbcSolverInterface Class Reference

Cbc Solver Interface.

```
#include <OsiCbcSolverInterface.hpp>
```

Collaboration diagram for OsiCbcSolverInterface:



Public Member Functions

- virtual void [setObjSense](#) (double s)
Set objective function sense (1 for min (default), -1 for max.)
- virtual void [setColSolution](#) (const double *colsol)
Set the primal solution column values.
- virtual void [setRowPrice](#) (const double *rowprice)
Set dual solution vector.

Solve methods

- virtual void [initialSolve](#) ()
Solve initial LP relaxation.
- virtual void [resolve](#) ()
Resolve an LP relaxation after problem modification.
- virtual void [branchAndBound](#) ()
Invoke solver's built-in enumeration algorithm.

Parameter set/get methods

The set methods return true if the parameter was set to the given value, false otherwise.

There can be various reasons for failure: the given parameter is not applicable for the solver (e.g., refactorization frequency for the cbc algorithm), the parameter is not yet implemented for the solver or simply the value of the parameter is out of the range the solver accepts. If a parameter setting call returns false check the details of your solver.

The get methods return true if the given parameter is applicable for the solver and is implemented. In this case the value of the parameter is returned in the second argument. Otherwise they return false.

- bool **setIntParam** (OsiIntParam key, int value)
- bool **setDbiParam** (OsiDbiParam key, double value)
- bool **setStrParam** (OsiStrParam key, const std::string &value)
- bool **getIntParam** (OsiIntParam key, int &value) const
- bool **getDbiParam** (OsiDbiParam key, double &value) const
- bool **getStrParam** (OsiStrParam key, std::string &value) const
- virtual bool **setHintParam** (OsiHintParam key, bool yesNo=true, OsiHintStrength strength=OsiHintTry, void *otherInformation=NULL)
- virtual bool **getHintParam** (OsiHintParam key, bool &yesNo, OsiHintStrength &strength, void *&otherInformation) const
Get a hint parameter.
- virtual bool **getHintParam** (OsiHintParam key, bool &yesNo, OsiHintStrength &strength) const
Get a hint parameter.

Methods returning info on how the solution process terminated

- virtual bool **isAbandoned** () const
Are there a numerical difficulties?
- virtual bool **isProvenOptimal** () const
Is optimality proven?
- virtual bool **isProvenPrimalInfeasible** () const
Is primal infeasibility proven?
- virtual bool **isProvenDualInfeasible** () const
Is dual infeasibility proven?
- virtual bool **isPrimalObjectiveLimitReached** () const
Is the given primal objective limit reached?
- virtual bool **isDualObjectiveLimitReached** () const
Is the given dual objective limit reached?
- virtual bool **isIterationLimitReached** () const
Iteration limit reached?

WarmStart related methods

- virtual **CoinWarmStart** * **getEmptyWarmStart** () const
Get an empty warm start object.
- virtual **CoinWarmStart** * **getWarmStart** () const
Get warmstarting information.
- virtual bool **setWarmStart** (const **CoinWarmStart** *warmstart)
Set warmstarting information.

Hotstart related methods (primarily used in strong branching).

The user can create a hotstart (a snapshot) of the optimization process then reoptimize over and over again always starting from there.

NOTE: between hotstarted optimizations only bound changes are allowed.

- virtual void [markHotStart](#) ()
Create a hotstart point of the optimization process.
- virtual void [solveFromHotStart](#) ()
Optimize starting from the hotstart.
- virtual void [unmarkHotStart](#) ()
Delete the snapshot.

Methods related to querying the input data

- virtual int [getNumCols](#) () const
Get number of columns.
- virtual int [getNumRows](#) () const
Get number of rows.
- virtual int [getNumElements](#) () const
Get number of nonzero elements.
- virtual const double * [getColLower](#) () const
Get pointer to array[getNumCols()] of column lower bounds.
- virtual const double * [getColUpper](#) () const
Get pointer to array[getNumCols()] of column upper bounds.
- virtual const char * [getRowSense](#) () const
Get pointer to array[getNumRows()] of row constraint senses.
- virtual const double * [getRightHandSide](#) () const
Get pointer to array[getNumRows()] of rows right-hand sides.
- virtual const double * [getRowRange](#) () const
Get pointer to array[getNumRows()] of row ranges.
- virtual const double * [getRowLower](#) () const
Get pointer to array[getNumRows()] of row lower bounds.
- virtual const double * [getRowUpper](#) () const
Get pointer to array[getNumRows()] of row upper bounds.
- virtual const double * [getObjCoefficients](#) () const
Get pointer to array[getNumCols()] of objective function coefficients.
- virtual double [getObjSense](#) () const
Get objective function sense (1 for min (default), -1 for max)
- virtual bool [isContinuous](#) (int colNumber) const
Return true if column is continuous.
- virtual const **CoinPackedMatrix** * [getMatrixByRow](#) () const
Get pointer to row-wise copy of matrix.
- virtual const **CoinPackedMatrix** * [getMatrixByCol](#) () const
Get pointer to column-wise copy of matrix.
- virtual double [getInfinity](#) () const
Get solver's value for infinity.

Methods related to querying the solution

- virtual const double * [getColSolution](#) () const
Get pointer to array[getNumCols()] of primal solution vector.
- virtual const double * [getRowPrice](#) () const
Get pointer to array[getNumRows()] of dual prices.
- virtual const double * [getReducedCost](#) () const
Get a pointer to array[getNumCols()] of reduced costs.
- virtual const double * [getRowActivity](#) () const
Get pointer to array[getNumRows()] of row activity levels (constraint matrix times the solution vector).

- virtual double [getObjValue](#) () const
Get objective function value.
- virtual int [getIterationCount](#) () const
Get how many iterations it took to solve the problem (whatever "iteration" mean to the solver.
- virtual std::vector< double * > [getDualRays](#) (int maxNumRays, bool fullRay=false) const
Get as many dual rays as the solver can provide.
- virtual std::vector< double * > [getPrimalRays](#) (int maxNumRays) const
Get as many primal rays as the solver can provide.

Methods for row and column names.

Because OsiCbc is a pass-through class, it's necessary to override any virtual method in order to be sure we catch an override by the underlying solver.

See the OsiSolverInterface class documentation for detailed descriptions.

- virtual std::string [dfmtRowColName](#) (char rc, int ndx, unsigned digits=7) const
Generate a standard name of the form Rnnnnnnn or Cnnnnnnn.
- virtual std::string [getObjName](#) (unsigned maxLen=std::string::npos) const
Return the name of the objective function.
- virtual void [setObjName](#) (std::string name)
Set the name of the objective function.
- virtual std::string [getRowName](#) (int rowIndex, unsigned maxLen=std::string::npos) const
Return the name of the row.
- virtual const OsiNameVec & [getRowNames](#) ()
Return a pointer to a vector of row names.
- virtual void [setRowName](#) (int ndx, std::string name)
Set a row name.
- virtual void [setRowNames](#) (OsiNameVec &srcNames, int srcStart, int len, int tgtStart)
Set multiple row names.
- virtual void [deleteRowNames](#) (int tgtStart, int len)
Delete len row names starting at index tgtStart.
- virtual std::string [getColName](#) (int colIndex, unsigned maxLen=std::string::npos) const
Return the name of the column.
- virtual const OsiNameVec & [getColNames](#) ()
Return a pointer to a vector of column names.
- virtual void [setColName](#) (int ndx, std::string name)
Set a column name.
- virtual void [setColNames](#) (OsiNameVec &srcNames, int srcStart, int len, int tgtStart)
Set multiple column names.
- virtual void [deleteColNames](#) (int tgtStart, int len)
Delete len column names starting at index tgtStart.

Changing bounds on variables and constraints

- virtual void [setObjCoeff](#) (int elementIndex, double elementValue)
Set an objective function coefficient.
- virtual void [setColLower](#) (int elementIndex, double elementValue)
*Set a single column lower bound
Use -DBL_MAX for -infinity.*
- virtual void [setColUpper](#) (int elementIndex, double elementValue)
*Set a single column upper bound
Use DBL_MAX for infinity.*
- virtual void [setColBounds](#) (int elementIndex, double lower, double upper)

- Set a single column lower and upper bound.*

 - virtual void [setColSetBounds](#) (const int *indexFirst, const int *indexLast, const double *boundList)

Set the bounds on a number of columns simultaneously
The default implementation just invokes [setColLower\(\)](#) and [setColUpper\(\)](#) over and over again.
- virtual void [setRowLower](#) (int elementIndex, double elementValue)

Set a single row lower bound
Use -DBL_MAX for -infinity.
- virtual void [setRowUpper](#) (int elementIndex, double elementValue)

Set a single row upper bound
Use DBL_MAX for infinity.
- virtual void [setRowBounds](#) (int elementIndex, double lower, double upper)

Set a single row lower and upper bound.
- virtual void [setRowType](#) (int index, char sense, double rightHandSide, double range)

Set the type of a single row
- virtual void [setRowSetBounds](#) (const int *indexFirst, const int *indexLast, const double *boundList)

Set the bounds on a number of rows simultaneously
The default implementation just invokes [setRowLower\(\)](#) and [setRowUpper\(\)](#) over and over again.
- virtual void [setRowSetTypes](#) (const int *indexFirst, const int *indexLast, const char *senseList, const double *rhsList, const double *rangeList)

Set the type of a number of rows simultaneously
The default implementation just invokes [setRowType\(\)](#) over and over again.

Integrality related changing methods

- virtual void [setContinuous](#) (int index)

Set the index-th variable to be a continuous variable.
- virtual void [setInteger](#) (int index)

Set the index-th variable to be an integer variable.
- virtual void [setContinuous](#) (const int *indices, int len)

Set the variables listed in indices (which is of length len) to be continuous variables.
- virtual void [setInteger](#) (const int *indices, int len)

Set the variables listed in indices (which is of length len) to be integer variables.

Methods to expand a problem.

Note that if a column is added then by default it will correspond to a continuous variable.

- virtual void **addCol** (const **CoinPackedVectorBase** &vec, const double collb, const double colub, const double obj)
- virtual void [addCol](#) (int numberElements, const int *rows, const double *elements, const double collb, const double colub, const double obj)

Add a column (primal variable) to the problem.
- virtual void **addCols** (const int numcols, const **CoinPackedVectorBase** *const *cols, const double *collb, const double *colub, const double *obj)
- virtual void **deleteCols** (const int num, const int *colIndices)
- virtual void **addRow** (const **CoinPackedVectorBase** &vec, const double rowlb, const double rowub)
- virtual void **addRow** (const **CoinPackedVectorBase** &vec, const char rowsen, const double rowrhs, const double rowrng)
- virtual void **addRows** (const int numRows, const **CoinPackedVectorBase** *const *rows, const double *rowlb, const double *rowub)
- virtual void **addRows** (const int numRows, const **CoinPackedVectorBase** *const *rows, const char *rowsen, const double *rowrhs, const double *rowrng)
- virtual void **deleteRows** (const int num, const int *rowIndices)
- virtual void [applyRowCuts](#) (int numberCuts, const OsiRowCut *cuts)

Apply a collection of row cuts which are all effective.
- virtual void [applyRowCuts](#) (int numberCuts, const OsiRowCut **cuts)

Apply a collection of row cuts which are all effective.

Methods to input a problem

- virtual void [loadProblem](#) (const **CoinPackedMatrix** &matrix, const double *collb, const double *colub, const double *obj, const double *rowlb, const double *rowub)
Load in an problem by copying the arguments (the constraints on the rows are given by lower and upper bounds).
- virtual void [assignProblem](#) (**CoinPackedMatrix** *&matrix, double *&collb, double *&colub, double *&obj, double *&rowlb, double *&rowub)
Load in an problem by assuming ownership of the arguments (the constraints on the rows are given by lower and upper bounds).
- virtual void [loadProblem](#) (const **CoinPackedMatrix** &matrix, const double *collb, const double *colub, const double *obj, const char *rowSEN, const double *rowrhs, const double *rowrng)
Load in an problem by copying the arguments (the constraints on the rows are given by sense/rhs/range triplets).
- virtual void [assignProblem](#) (**CoinPackedMatrix** *&matrix, double *&collb, double *&colub, double *&obj, char *&rowSEN, double *&rowrhs, double *&rowrng)
Load in an problem by assuming ownership of the arguments (the constraints on the rows are given by sense/rhs/range triplets).
- virtual void [loadProblem](#) (const int numcols, const int numRows, const CoinBigIndex *start, const int *index, const double *value, const double *collb, const double *colub, const double *obj, const double *rowlb, const double *rowub)
Just like the other [loadProblem\(\)](#) methods except that the matrix is given in a standard column major ordered format (without gaps).
- virtual void [loadProblem](#) (const int numcols, const int numRows, const CoinBigIndex *start, const int *index, const double *value, const double *collb, const double *colub, const double *obj, const char *rowSEN, const double *rowrhs, const double *rowrng)
Just like the other [loadProblem\(\)](#) methods except that the matrix is given in a standard column major ordered format (without gaps).
- virtual int [readMps](#) (const char *filename, const char *extension="mps")
Read an mps file from the given filename (defaults to Osi reader) - returns number of errors (see OsiMpsReader class)
- virtual void [writeMps](#) (const char *filename, const char *extension="mps", double objSense=0.0) const
Write the problem into an mps file of the given filename.
- virtual int [writeMpsNative](#) (const char *filename, const char **rowNames, const char **columnNames, int formatType=0, int numberAcross=2, double objSense=0.0) const
Write the problem into an mps file of the given filename, names may be null.

Message handling (extra for Cbc messages).

Normally I presume you would want the same language.

If not then you could use underlying model pointer

- void [newLanguage](#) (**CoinMessages::Language** language)
Set language.
- void [setLanguage](#) (**CoinMessages::Language** language)

Cbc specific public interfaces

- **CbcModel** * [getModelPtr](#) () const
Get pointer to Cbc model.
- **OsiSolverInterface** * [getRealSolverPtr](#) () const
Get pointer to underlying solver.
- void [setCutoff](#) (double value)
Set cutoff bound on the objective function.
- double [getCutoff](#) () const

- *Get the cutoff bound on the objective function - always as minimize.*
- void [setMaximumNodes](#) (int value)
- *Set the [CbcModel::CbcMaxNumNode](#) maximum node limit.*
- int [getMaximumNodes](#) () const
- *Get the [CbcModel::CbcMaxNumNode](#) maximum node limit.*
- void [setMaximumSolutions](#) (int value)
- *Set the [CbcModel::CbcMaxNumSol](#) maximum number of solutions.*
- int [getMaximumSolutions](#) () const
- *Get the [CbcModel::CbcMaxNumSol](#) maximum number of solutions.*
- void [setMaximumSeconds](#) (double value)
- *Set the [CbcModel::CbcMaximumSeconds](#) maximum number of seconds.*
- double [getMaximumSeconds](#) () const
- *Get the [CbcModel::CbcMaximumSeconds](#) maximum number of seconds.*
- bool [isNodeLimitReached](#) () const
- *Node limit reached?*
- bool [isSolutionLimitReached](#) () const
- *Solution limit reached?*
- int [getNodeCount](#) () const
- *Get how many Nodes it took to solve the problem.*
- int [status](#) () const
- *Final status of problem - 0 finished, 1 stopped, 2 difficulties.*
- virtual void [passInMessageHandler](#) ([CoinMessageHandler](#) *handler)
- *Pass in a message handler.*

Constructors and destructors

- [OsiCbcSolverInterface](#) ([OsiSolverInterface](#) *solver=NULL, [CbcStrategy](#) *strategy=NULL)
- *Default Constructor.*
- virtual [OsiSolverInterface](#) * [clone](#) (bool copyData=true) const
- *Clone.*
- [OsiCbcSolverInterface](#) (const [OsiCbcSolverInterface](#) &)
- *Copy constructor.*
- [OsiCbcSolverInterface](#) & [operator=](#) (const [OsiCbcSolverInterface](#) &rhs)
- *Assignment operator.*
- virtual [~OsiCbcSolverInterface](#) ()
- *Destructor.*

Protected Member Functions

Protected methods

- virtual void [applyRowCut](#) (const [OsiRowCut](#) &rc)
- *Apply a row cut (append to constraint matrix).*
- virtual void [applyColCut](#) (const [OsiColCut](#) &cc)
- *Apply a column cut (adjust one or more bounds).*

Protected Attributes

Protected member data

- [CbcModel](#) * [modelPtr_](#)
- *Cbc model represented by this class instance.*

Friends

- void [OsiCbcSolverInterfaceUnitTest](#) (const std::string &mpsDir, const std::string &netlibDir)
A function that tests the methods in the [OsiCbcSolverInterface](#) class.

4.127.1 Detailed Description

Cbc Solver Interface.

Instantiation of [OsiCbcSolverInterface](#) for the Model Algorithm.

Definition at line 30 of file OsiCbcSolverInterface.hpp.

4.127.2 Member Function Documentation

4.127.2.1 virtual CoinWarmStart* OsiCbcSolverInterface::getEmptyWarmStart () const [virtual]

Get an empty warm start object.

This routine returns an empty **CoinWarmStartBasis** object. Its purpose is to provide a way to give a client a warm start basis object of the appropriate type, which can be resized and modified as desired.

4.127.2.2 virtual bool OsiCbcSolverInterface::setWarmStart (const CoinWarmStart * warmstart) [virtual]

Set warmstarting information.

Return true/false depending on whether the warmstart information was accepted or not.

4.127.2.3 virtual const char* OsiCbcSolverInterface::getRowSense () const [virtual]

Get pointer to array[[getNumRows\(\)](#)] of row constraint senses.

- 'L' <= constraint
- 'E' = constraint
- 'G' >= constraint
- 'R' ranged constraint
- 'N' free constraint

4.127.2.4 virtual const double* OsiCbcSolverInterface::getRightHandSide () const [virtual]

Get pointer to array[[getNumRows\(\)](#)] of rows right-hand sides.

- if rowsense()[i] == 'L' then rhs()[i] == rowupper()[i]
- if rowsense()[i] == 'G' then rhs()[i] == rowlower()[i]
- if rowsense()[i] == 'R' then rhs()[i] == rowupper()[i]
- if rowsense()[i] == 'N' then rhs()[i] == 0.0

4.127.2.5 `virtual const double* OsiCbcSolverInterface::getRowRange () const [virtual]`

Get pointer to array[[getNumRows\(\)](#)] of row ranges.

- if `rowsense()[i] == 'R'` then `rowrange()[i] == rowupper()[i] - rowlower()[i]`
- if `rowsense()[i] != 'R'` then `rowrange()[i]` is undefined

4.127.2.6 `virtual int OsiCbcSolverInterface::getIterationCount () const [virtual]`

Get how many iterations it took to solve the problem (whatever "iteration" mean to the solver).

4.127.2.7 `virtual std::vector<double*> OsiCbcSolverInterface::getDualRays (int maxNumRays, bool fullRay = false) const [virtual]`

Get as many dual rays as the solver can provide.

(In case of proven primal infeasibility there should be at least one.)

The first [getNumRows\(\)](#) ray components will always be associated with the row duals (as returned by [getRowPrice\(\)](#)). If `fullRay` is true, the final [getNumCols\(\)](#) entries will correspond to the ray components associated with the nonbasic variables. If the full ray is requested and the method cannot provide it, it will throw an exception.

NOTE for implementers of solver interfaces:

The double pointers in the vector should point to arrays of length [getNumRows\(\)](#) and they should be allocated via `new[]`.

NOTE for users of solver interfaces:

It is the user's responsibility to free the double pointers in the vector using `delete[]`.

4.127.2.8 `virtual std::vector<double*> OsiCbcSolverInterface::getPrimalRays (int maxNumRays) const [virtual]`

Get as many primal rays as the solver can provide.

(In case of proven dual infeasibility there should be at least one.)

NOTE for implementers of solver interfaces:

The double pointers in the vector should point to arrays of length [getNumCols\(\)](#) and they should be allocated via `new[]`.

NOTE for users of solver interfaces:

It is the user's responsibility to free the double pointers in the vector using `delete[]`.

4.127.2.9 `virtual std::string OsiCbcSolverInterface::getRowName (int rowIndex, unsigned maxLen = std::string::npos) const [virtual]`

Return the name of the row.

4.127.2.10 `virtual void OsiCbcSolverInterface::setColLower (int elementIndex, double elementValue) [virtual]`

Set a single column lower bound

Use `-DBL_MAX` for -infinity.

4.127.2.11 `virtual void OsiCbcSolverInterface::setColUpper (int elementIndex, double elementValue) [virtual]`

Set a single column upper bound

Use `DBL_MAX` for infinity.

4.127.2.12 `virtual void OsiCbcSolverInterface::setColSetBounds (const int * indexFirst, const int * indexLast, const double * boundList) [virtual]`

Set the bounds on a number of columns simultaneously

The default implementation just invokes [setColLower\(\)](#) and [setColUpper\(\)](#) over and over again.

Parameters

<i>indexFirst, index-Last</i>	pointers to the beginning and after the end of the array of the indices of the variables whose <i>either</i> bound changes
<i>boundList</i>	the new lower/upper bound pairs for the variables

4.127.2.13 `virtual void OsiCbcSolverInterface::setRowLower (int elementIndex, double elementValue) [virtual]`

Set a single row lower bound

Use -DBL_MAX for -infinity.

4.127.2.14 `virtual void OsiCbcSolverInterface::setRowUpper (int elementIndex, double elementValue) [virtual]`

Set a single row upper bound

Use DBL_MAX for infinity.

4.127.2.15 `virtual void OsiCbcSolverInterface::setRowSetBounds (const int * indexFirst, const int * indexLast, const double * boundList) [virtual]`

Set the bounds on a number of rows simultaneously

The default implementation just invokes [setRowLower\(\)](#) and [setRowUpper\(\)](#) over and over again.

Parameters

<i>indexFirst, index-Last</i>	pointers to the beginning and after the end of the array of the indices of the constraints whose <i>either</i> bound changes
<i>boundList</i>	the new lower/upper bound pairs for the constraints

4.127.2.16 `virtual void OsiCbcSolverInterface::setRowSetTypes (const int * indexFirst, const int * indexLast, const char * senseList, const double * rhsList, const double * rangeList) [virtual]`

Set the type of a number of rows simultaneously

The default implementation just invokes [setRowType\(\)](#) over and over again.

Parameters

<i>indexFirst, index-Last</i>	pointers to the beginning and after the end of the array of the indices of the constraints whose <i>any</i> characteristics changes
<i>senseList</i>	the new senses
<i>rhsList</i>	the new right hand sides
<i>rangeList</i>	the new ranges

4.127.2.17 `virtual void OsiCbcSolverInterface::setColSolution (const double * colsol) [virtual]`

Set the primal solution column values.

`colsol[numcols()]` is an array of values of the problem column variables. These values are copied to memory owned by

the solver object or the solver. They will be returned as the result of `colsol()` until changed by another call to `setColsol()` or by a call to any solver routine. Whether the solver makes use of the solution in any way is solver-dependent.

4.127.2.18 `virtual void OsiCbcSolverInterface::setRowPrice (const double * rowprice) [virtual]`

Set dual solution vector.

`rowprice[numrows()]` is an array of values of the problem row dual variables. These values are copied to memory owned by the solver object or the solver. They will be returned as the result of `rowprice()` until changed by another call to `setRowprice()` or by a call to any solver routine. Whether the solver makes use of the solution in any way is solver-dependent.

4.127.2.19 `virtual void OsiCbcSolverInterface::addCol (int numberElements, const int * rows, const double * elements, const double collb, const double colub, const double obj) [virtual]`

Add a column (primal variable) to the problem.

4.127.2.20 `virtual void OsiCbcSolverInterface::applyRowCuts (int numberCuts, const OsiRowCut * cuts) [virtual]`

Apply a collection of row cuts which are all effective.

`applyCuts` seems to do one at a time which seems inefficient.

4.127.2.21 `virtual void OsiCbcSolverInterface::applyRowCuts (int numberCuts, const OsiRowCut ** cuts) [virtual]`

Apply a collection of row cuts which are all effective.

`applyCuts` seems to do one at a time which seems inefficient. This uses array of pointers

4.127.2.22 `virtual void OsiCbcSolverInterface::loadProblem (const CoinPackedMatrix & matrix, const double * collb, const double * colub, const double * obj, const double * rowlb, const double * rowub) [virtual]`

Load in an problem by copying the arguments (the constraints on the rows are given by lower and upper bounds).

If a pointer is 0 then the following values are the default:

- `colub`: all columns have upper bound infinity
- `collb`: all columns have lower bound 0
- `rowub`: all rows have upper bound infinity
- `rowlb`: all rows have lower bound -infinity
- `obj`: all variables have 0 objective coefficient

4.127.2.23 `virtual void OsiCbcSolverInterface::assignProblem (CoinPackedMatrix *& matrix, double *& collb, double *& colub, double *& obj, double *& rowlb, double *& rowub) [virtual]`

Load in an problem by assuming ownership of the arguments (the constraints on the rows are given by lower and upper bounds).

For default values see the previous method.

WARNING: The arguments passed to this method will be freed using the C++ `delete` and `delete[]` functions.

4.127.2.24 `virtual void OsiCbcSolverInterface::loadProblem (const CoinPackedMatrix & matrix, const double * collb, const double * colub, const double * obj, const char * rowsen, const double * rowrhs, const double * rowrng) [virtual]`

Load in an problem by copying the arguments (the constraints on the rows are given by sense/rhs/range triplets).

If a pointer is 0 then the following values are the default:

- `colub`: all columns have upper bound infinity
- `collb`: all columns have lower bound 0
- `obj`: all variables have 0 objective coefficient
- `rowsen`: all rows are \geq
- `rowrhs`: all right hand sides are 0
- `rowrng`: 0 for the ranged rows

4.127.2.25 `virtual void OsiCbcSolverInterface::assignProblem (CoinPackedMatrix *& matrix, double *& collb, double *& colub, double *& obj, char *& rowsen, double *& rowrhs, double *& rowrng) [virtual]`

Load in a problem by assuming ownership of the arguments (the constraints on the rows are given by sense/rhs/range triplets).

For default values see the previous method.

WARNING: The arguments passed to this method will be freed using the C++ `delete` and `delete[]` functions.

4.127.2.26 `virtual void OsiCbcSolverInterface::loadProblem (const int numcols, const int numRows, const CoinBigIndex * start, const int * index, const double * value, const double * collb, const double * colub, const double * obj, const double * rowlb, const double * rowub) [virtual]`

Just like the other `loadProblem()` methods except that the matrix is given in a standard column major ordered format (without gaps).

4.127.2.27 `virtual void OsiCbcSolverInterface::loadProblem (const int numcols, const int numRows, const CoinBigIndex * start, const int * index, const double * value, const double * collb, const double * colub, const double * obj, const char * rowsen, const double * rowrhs, const double * rowrng) [virtual]`

Just like the other `loadProblem()` methods except that the matrix is given in a standard column major ordered format (without gaps).

4.127.2.28 `virtual void OsiCbcSolverInterface::writeMps (const char * filename, const char * extension = "mps", double objSense = 0.0) const [virtual]`

Write the problem into an mps file of the given filename.

If `objSense` is non zero then -1.0 forces the code to write a maximization objective and +1.0 to write a minimization one.

If 0.0 then solver can do what it wants

4.127.2.29 `virtual int OsiCbcSolverInterface::writeMpsNative (const char * filename, const char ** rowNames, const char ** columnNames, int formatType = 0, int numberAcross = 2, double objSense = 0.0) const [virtual]`

Write the problem into an mps file of the given filename, names may be null.

`formatType` is 0 - normal 1 - extra accuracy 2 - IEEE hex (later)

Returns non-zero on I/O error

4.127.2.30 `virtual void OsiCbcSolverInterface::passInMessageHandler (CoinMessageHandler * handler) [virtual]`

Pass in a message handler.

It is the client's responsibility to destroy a message handler installed by this routine; it will not be destroyed when the solver interface is destroyed.

4.127.2.31 `virtual void OsiCbcSolverInterface::applyRowCut (const OsiRowCut & rc) [protected],[virtual]`

Apply a row cut (append to constraint matrix).

4.127.2.32 `virtual void OsiCbcSolverInterface::applyColCut (const OsiColCut & cc) [protected],[virtual]`

Apply a column cut (adjust one or more bounds).

4.127.3 Friends And Related Function Documentation

4.127.3.1 `void OsiCbcSolverInterfaceUnitTest (const std::string & mpsDir, const std::string & netlibDir) [friend]`

A function that tests the methods in the [OsiCbcSolverInterface](#) class.

The documentation for this class was generated from the following file:

- [OsiCbcSolverInterface.hpp](#)

4.128 OsiChooseStrongSubset Class Reference

This class chooses a variable to branch on.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- [OsiChooseStrongSubset](#) ()
Default Constructor.
- [OsiChooseStrongSubset](#) (const OsiSolverInterface *solver)
Constructor from solver (so we can set up arrays etc)
- [OsiChooseStrongSubset](#) (const [OsiChooseStrongSubset](#) &)
Copy constructor.
- [OsiChooseStrongSubset](#) & operator= (const [OsiChooseStrongSubset](#) &rhs)
Assignment operator.
- virtual OsiChooseVariable * [clone](#) () const
Clone.
- virtual ~[OsiChooseStrongSubset](#) ()
Destructor.
- virtual int [setUpList](#) (OsiBranchingInformation *info, bool initialize)
Sets up strong list and clears all if initialize is true.
- virtual int [chooseVariable](#) (OsiSolverInterface *solver, OsiBranchingInformation *info, bool fixVariables)
Choose a variable Returns - -1 Node is infeasible 0 Normal termination - we have a candidate 1 All looks satisfied - no candidate 2 We can change the bound on a variable - but we also have a strong branching candidate 3 We can change the bound on a variable - but we have a non-strong branching candidate 4 We can change the bound on a variable - no other candidates We can pick up branch from bestObjectIndex() and bestWhichWay() We can pick up a forced branch (can change bound) from firstForcedObjectIndex() and firstForcedWhichWay() If we have a solution then we can pick up from goodObjectiveValue() and goodSolution() If fixVariables is true then 2,3,4 are all really same as problem changed.
- int [numberObjectsToUse](#) () const
Number of objects to use.
- void [setNumberObjectsToUse](#) (int value)
Set number of objects to use.

Protected Attributes

- int `numberOfObjectsToUse_`
Number of objects to be used (and set in solver)

4.128.1 Detailed Description

This class chooses a variable to branch on.

This is just as OsiChooseStrong but it fakes it so only first so many are looked at in this phase

Definition at line 1203 of file CbcLinked.hpp.

4.128.2 Member Function Documentation

4.128.2.1 `virtual int OsiChooseStrongSubset::setupList (OsiBranchingInformation * info, bool initialize) [virtual]`

Sets up strong list and clears all if initialize is true.

Returns number of infeasibilities. If returns -1 then has worked out node is infeasible!

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.129 OsiLink Class Reference

Define Special Linked Ordered Sets.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- `OsiLink` (const OsiSolverInterface *solver, int yRow, int yColumn, double meshSize)
Useful constructor -.
- virtual OsiObject * `clone` () const
Clone.
- virtual double `infeasibility` (const OsiBranchingInformation *info, int &whichWay) const
Infeasibility - large is 0.5.
- virtual double `feasibleRegion` (OsiSolverInterface *solver, const OsiBranchingInformation *info) const
Set bounds to fix the variable at the current (integer) value.
- virtual OsiBranchingObject * `createBranch` (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way) const
Creates a branching object.
- virtual void `resetSequenceEtc` (int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.
- int `numberLinks` () const
Number of links for each member.
- virtual bool `canDoHeuristics` () const
Return true if object can take part in normal heuristics.
- virtual bool `boundBranch` () const
Return true if branch should only bound variables.

4.129.1 Detailed Description

Define Special Linked Ordered Sets.

New style

members and weights may be stored in SOS object

This is for y and $x*f(y)$ and $z*g(y)$ etc

Definition at line 600 of file CbcLinked.hpp.

4.129.2 Constructor & Destructor Documentation

4.129.2.1 OsiLink::OsiLink (const OsiSolverInterface * solver, int yRow, int yColumn, double meshSize)

Useful constructor -.

4.129.3 Member Function Documentation

4.129.3.1 virtual double OsiLink::feasibleRegion (OsiSolverInterface * solver, const OsiBranchingInformation * info) const [virtual]

Set bounds to fix the variable at the current (integer) value.

Given an integer value, set the lower and upper bounds to fix the variable. Returns amount it had to move variable.

4.129.3.2 virtual OsiBranchingObject* OsiLink::createBranch (OsiSolverInterface * solver, const OsiBranchingInformation * info, int way) const [virtual]

Creates a branching object.

The preferred direction is set by `way`, 0 for down, 1 for up.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.130 OsiLinkBranchingObject Class Reference

Branching object for Linked ordered sets.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- virtual OsiBranchingObject * [clone](#) () const
Clone.
- virtual double [branch](#) (OsiSolverInterface *solver)
Does next branch and updates state.
- virtual void [print](#) (const OsiSolverInterface *solver=NULL)
Print something about branch - only if log level high.

4.130.1 Detailed Description

Branching object for Linked ordered sets.

Definition at line 678 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.131 OsiLinkedBound Class Reference

List of bounds which depend on other bounds.

```
#include <CbcLinked.hpp>
```

Classes

- struct **boundElementAction**

Public Member Functions

Action methods

- void [updateBounds](#) (ClpSimplex *solver)
Update other bounds.

Constructors and destructors

- [OsiLinkedBound](#) ()
Default Constructor.
- [OsiLinkedBound](#) (OsiSolverInterface *model, int [variable](#), int numberAffected, const int *positionL, const int *positionU, const double *multiplier)
Useful Constructor.
- [OsiLinkedBound](#) (const [OsiLinkedBound](#) &)
Copy constructor.
- [OsiLinkedBound](#) & [operator=](#) (const [OsiLinkedBound](#) &rhs)
Assignment operator.
- [~OsiLinkedBound](#) ()
Destructor.

Sets and Gets

- int [variable](#) () const
Get variable.
- void [addBoundModifier](#) (bool upperBoundAffected, bool useUpperBound, int whichVariable, double multiplier=1.0)
Add a bound modifier.

4.131.1 Detailed Description

List of bounds which depend on other bounds.

Definition at line 300 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.132 OsiOldLink Class Reference

Public Member Functions

- **OsiOldLink** (const OsiSolverInterface *solver, int numberMembers, int **numberLinks**, int first, const double *weights, int setNumber)
Useful constructor - A valid solution is if all variables are zero apart from $k \cdot \text{numberLink}$ to $(k+1) \cdot \text{numberLink}-1$ where k is 0 through $\text{numberInSet}-1$.
- **OsiOldLink** (const OsiSolverInterface *solver, int numberMembers, int **numberLinks**, int typeSOS, const int *which, const double *weights, int setNumber)
Useful constructor - A valid solution is if all variables are zero apart from $k \cdot \text{numberLink}$ to $(k+1) \cdot \text{numberLink}-1$ where k is 0 through $\text{numberInSet}-1$.
- virtual OsiObject * **clone** () const
Clone.
- virtual double **infeasibility** (const OsiBranchingInformation *info, int &whichWay) const
Infeasibility - large is 0.5.
- virtual double **feasibleRegion** (OsiSolverInterface *solver, const OsiBranchingInformation *info) const
Set bounds to fix the variable at the current (integer) value.
- virtual OsiBranchingObject * **createBranch** (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way) const
Creates a branching object.
- virtual void **resetSequenceEtc** (int numberColumns, const int *originalColumns)
Redoes data when sequence numbers change.
- int **numberLinks** () const
Number of links for each member.
- virtual bool **canDoHeuristics** () const
Return true if object can take part in normal heuristics.
- virtual bool **boundBranch** () const
Return true if branch should only bound variables.

4.132.1 Detailed Description

Definition at line 434 of file CbcLinked.hpp.

4.132.2 Constructor & Destructor Documentation

- 4.132.2.1 **OsiOldLink::OsiOldLink** (const OsiSolverInterface * solver, int numberMembers, int numberLinks, int first, const double * weights, int setNumber)

Useful constructor - A valid solution is if all variables are zero apart from $k \cdot \text{numberLink}$ to $(k+1) \cdot \text{numberLink}-1$ where k is 0 through $\text{numberInSet}-1$.

The length of weights array is numberInSet. For this constructor the variables in matrix are the numberInSet*numberLink starting at first. If weights null then 0,1,2..

4.132.2.2 OsiOldLink::OsiOldLink (const OsiSolverInterface * *solver*, int *numberMembers*, int *numberLinks*, int *typeSOS*, const int * *which*, const double * *weights*, int *setNumber*)

Useful constructor - A valid solution is if all variables are zero apart from $k \cdot \text{numberLink}$ to $(k+1) \cdot \text{numberLink} - 1$ where k is 0 through numberInSet-1.

The length of weights array is numberInSet. For this constructor the variables are given by list - grouped. If weights null then 0,1,2..

4.132.3 Member Function Documentation

4.132.3.1 virtual double OsiOldLink::feasibleRegion (OsiSolverInterface * *solver*, const OsiBranchingInformation * *info*) const
[virtual]

Set bounds to fix the variable at the current (integer) value.

Given an integer value, set the lower and upper bounds to fix the variable. Returns amount it had to move variable.

4.132.3.2 virtual OsiBranchingObject* OsiOldLink::createBranch (OsiSolverInterface * *solver*, const OsiBranchingInformation * *info*, int *way*) const [virtual]

Creates a branching object.

The preferred direction is set by *way*, 0 for down, 1 for up.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.133 OsiOldLinkBranchingObject Class Reference

Branching object for Linked ordered sets.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- virtual OsiBranchingObject * [clone](#) () const
Clone.
- virtual double [branch](#) (OsiSolverInterface **solver*)
Does next branch and updates state.
- virtual void [print](#) (const OsiSolverInterface **solver*=NULL)
Print something about branch - only if log level high.

4.133.1 Detailed Description

Branching object for Linked ordered sets.

Definition at line 518 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

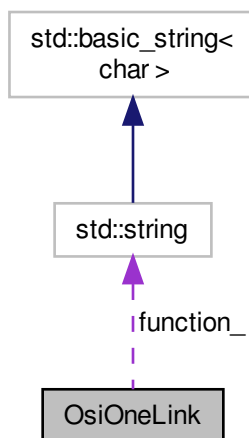
- CbcLinked.hpp

4.134 OsiOneLink Class Reference

Define data for one link.

```
#include <CbcLinked.hpp>
```

Collaboration diagram for OsiOneLink:



Public Member Functions

- [OsiOneLink](#) (const OsiSolverInterface *solver, int xRow, int xColumn, int [xyRow](#), const char *functionString)
Useful constructor -.

Public Attributes

- int [xRow_](#)
data
- int [xColumn_](#)
Column which defines x.
- int [xyRow](#)
Output row.
- std::string [function_](#)
Function.

4.134.1 Detailed Description

Define data for one link.

Definition at line 558 of file CbcLinked.hpp.

4.134.2 Constructor & Destructor Documentation

4.134.2.1 OsiOneLink::OsiOneLink (const OsiSolverInterface * *solver*, int *xRow*, int *xColumn*, int *xyRow*, const char * *functionString*)

Useful constructor -.

4.134.3 Member Data Documentation

4.134.3.1 int OsiOneLink::xRow_

data

Row which defines x (if -1 then no x)

Definition at line 583 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.135 CbcGenCtIBlk::osiParamsInfo_struct Struct Reference

Start and end of OsiSolverInterface parameters in parameter vector.

```
#include <CbcGenCtIBlk.hpp>
```

4.135.1 Detailed Description

Start and end of OsiSolverInterface parameters in parameter vector.

Definition at line 614 of file CbcGenCtIBlk.hpp.

The documentation for this struct was generated from the following file:

- CbcGenCtIBlk.hpp

4.136 OsiSimpleFixedInteger Class Reference

Define a single integer class - but one where you keep branching until fixed even if satisfied.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- [OsiSimpleFixedInteger \(\)](#)
Default Constructor.

- [OsiSimpleFixedInteger](#) (const OsiSolverInterface *solver, int iColumn)
Useful constructor - passed solver index.
- [OsiSimpleFixedInteger](#) (int iColumn, double lower, double upper)
Useful constructor - passed solver index and original bounds.
- [OsiSimpleFixedInteger](#) (const OsiSimpleInteger &)
Useful constructor - passed simple integer.
- [OsiSimpleFixedInteger](#) (const [OsiSimpleFixedInteger](#) &)
Copy constructor.
- virtual OsiObject * [clone](#) () const
Clone.
- [OsiSimpleFixedInteger](#) & [operator=](#) (const [OsiSimpleFixedInteger](#) &rhs)
Assignment operator.
- virtual ~[OsiSimpleFixedInteger](#) ()
Destructor.
- virtual double [infeasibility](#) (const OsiBranchingInformation *info, int &whichWay) const
Infeasibility - large is 0.5.
- virtual OsiBranchingObject * [createBranch](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way) const
Creates a branching object.

4.136.1 Detailed Description

Define a single integer class - but one where you keep branching until fixed even if satisfied.

Definition at line 1089 of file CbcLinked.hpp.

4.136.2 Member Function Documentation

4.136.2.1 virtual OsiBranchingObject* [OsiSimpleFixedInteger::createBranch](#) (OsiSolverInterface * solver, const OsiBranchingInformation * info, int way) const [virtual]

Creates a branching object.

The preferred direction is set by `way`, 0 for down, 1 for up.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.137 OsiSolverLinearizedQuadratic Class Reference

This is to allow the user to replace initialSolve and resolve.

```
#include <CbcLinked.hpp>
```

Public Member Functions

Solve methods

- virtual void [initialSolve](#) ()

Solve initial LP relaxation.

Constructors and destructors

- [OsiSolverLinearizedQuadratic](#) ()
Default Constructor.
- [OsiSolverLinearizedQuadratic](#) (ClpSimplex *[quadraticModel](#))
Useful constructor (solution should be good)
- virtual OsiSolverInterface * [clone](#) (bool copyData=true) const
Clone.
- [OsiSolverLinearizedQuadratic](#) (const [OsiSolverLinearizedQuadratic](#) &)
Copy constructor.
- [OsiSolverLinearizedQuadratic](#) & [operator=](#) (const [OsiSolverLinearizedQuadratic](#) &rhs)
Assignment operator.
- virtual ~[OsiSolverLinearizedQuadratic](#) ()
Destructor.

Sets and Gets

- double [bestObjectiveValue](#) () const
Objective value of best solution found internally.
- const double * [bestSolution](#) () const
Best solution found internally.
- void [setSpecialOptions3](#) (int value)
Set special options.
- int [specialOptions3](#) () const
Get special options.
- ClpSimplex * [quadraticModel](#) () const
Copy of quadratic model if one.

Protected Attributes

Private member data

- double [bestObjectiveValue_](#)
Objective value of best solution found internally.
- ClpSimplex * [quadraticModel_](#)
Copy of quadratic model if one.
- double * [bestSolution_](#)
Best solution found internally.
- int [specialOptions3_](#)
0 bit (1) - don't do mini B&B 1 bit (2) - quadratic only in objective

4.137.1 Detailed Description

This is to allow the user to replace initialSolve and resolve.

Definition at line 1318 of file CbcLinked.hpp.

The documentation for this class was generated from the following file:

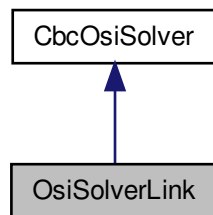
- CbcLinked.hpp

4.138 OsiSolverLink Class Reference

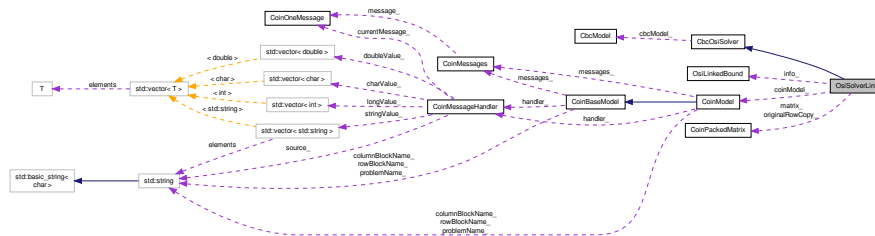
This is to allow the user to replace initialSolve and resolve This version changes coefficients.

```
#include <Cbclinked.hpp>
```

Inheritance diagram for OsiSolverLink:



Collaboration diagram for OsiSolverLink:



Public Member Functions

Solve methods

- virtual void **initialSolve** ()
Solve initial LP relaxation.
- virtual void **resolve** ()
Resolve an LP relaxation after problem modification.
- virtual int **fathom** (bool allFixed)
Problem specific Returns -1 if node fathomed and no solution 0 if did nothing 1 if node fathomed and solution allFixed is true if all LinkedBound variables are fixed.
- double * **nonlinearSLP** (int numberPasses, double deltaTolerance)
*Solves nonlinear problem from **CoinModel** using SLP - may be used as crash for other algorithms when number of iterations small.*
- double **linearizedBAB** (CglStored *cut)
Solve linearized quadratic objective branch and bound.
- double * **heuristicSolution** (int numberPasses, double deltaTolerance, int mode)

Solves nonlinear problem from **CoinModel** using SLP - and then tries to get heuristic solution Returns solution array mode - 0 just get continuous 1 round and try normal bab 2 use defaultBound_ to bound integer variables near current solution.

- int **doAOCuts** (**CglTemporary** *cutGen, const double *solution, const double *solution2)
Do OA cuts.

Constructors and destructors

- **OsiSolverLink** ()
Default Constructor.
- **OsiSolverLink** (**CoinModel** &modelObject)
This creates from a coinModel object.
- void **load** (**CoinModel** &modelObject, bool tightenBounds=false, int logLevel=1)
- virtual **OsiSolverInterface** * **clone** (bool copyData=true) const
Clone.
- **OsiSolverLink** (const **OsiSolverLink** &)
Copy constructor.
- **OsiSolverLink** & **operator=** (const **OsiSolverLink** &rhs)
Assignment operator.
- virtual **~OsiSolverLink** ()
Destructor.

Sets and Gets

- void **addBoundModifier** (bool upperBoundAffected, bool useUpperBound, int whichVariable, int whichVariable-Affected, double multiplier=1.0)
Add a bound modifier.
- int **updateCoefficients** (**ClpSimplex** *solver, **CoinPackedMatrix** *matrix)
Update coefficients - returns number updated if in updating mode.
- void **analyzeObjects** ()
Analyze constraints to see which are convex (quadratic)
- void **addTighterConstraints** ()
Add reformulated bilinear constraints.
- double **bestObjectiveValue** () const
Objective value of best solution found internally.
- void **setBestObjectiveValue** (double value)
Set objective value of best solution found internally.
- const double * **bestSolution** () const
Best solution found internally.
- void **setBestSolution** (const double *solution, int numberColumns)
Set best solution found internally.
- void **setSpecialOptions2** (int value)
Set special options.
- void **sayConvex** (bool convex)
Say convex (should work it out) - if convex false then strictly concave.
- int **specialOptions2** () const
Get special options.
- **CoinPackedMatrix** * **cleanMatrix** () const
Clean copy of matrix So we can add rows.
- **CoinPackedMatrix** * **originalRowCopy** () const
Row copy of matrix Just genuine columns and rows Linear part.
- **ClpSimplex** * **quadraticModel** () const

- Copy of quadratic model if one.*
- **CoinPackedMatrix** * [quadraticRow](#) (int rowNumber, double *linear) const
Gets correct form for a quadratic row - user to delete.
- double [defaultMeshSize](#) () const
Default meshSize.
- void **setDefaultMeshSize** (double value)
- double [defaultBound](#) () const
Default maximumbound.
- void **setDefaultBound** (double value)
- void [setIntegerPriority](#) (int value)
Set integer priority.
- int [integerPriority](#) () const
Get integer priority.
- int [objectiveVariable](#) () const
Objective transfer variable if one.
- void [setBiLinearPriority](#) (int value)
Set biLinear priority.
- int [biLinearPriority](#) () const
Get biLinear priority.
- const **CoinModel** * [coinModel](#) () const
Return CoinModel.
- void [setBiLinearPriorities](#) (int value, double meshSize=1.0)
Set all biLinear priorities on x-x variables.
- void [setBranchingStrategyOnVariables](#) (int strategyValue, int priorityValue=-1, int mode=7)
Set options and priority on all or some biLinear variables 1 - on I-I 2 - on I-x 4 - on x-x or combinations.
- void [setMeshSizes](#) (double value)
Set all mesh sizes on x-x variables.
- void [setFixedPriority](#) (int priorityValue)
Two tier integer problem where when set of variables with priority less than this are fixed the problem becomes an easier integer problem.

Protected Member Functions

functions

- void [gutsOfDestructor](#) (bool justNullify=false)
Do real work of initialize.
- void [gutsOfCopy](#) (const [OsiSolverLink](#) &rhs)
Do real work of copy.

Protected Attributes

Private member data

- **CoinPackedMatrix** * [matrix_](#)
Clean copy of matrix Marked coefficients will be multiplied by L or U.
- **CoinPackedMatrix** * [originalRowCopy_](#)
Row copy of matrix Just genuine columns and rows.
- [ClpSimplex](#) * [quadraticModel_](#)
Copy of quadratic model if one.
- int [numberNonLinearRows_](#)
Number of rows with nonLinearities.

- int * [startNonLinear_](#)
Starts of lists.
- int * [rowNonLinear_](#)
Row number for a list.
- int * [convex_](#)
Indicator whether is convex, concave or neither -1 concave, 0 neither, +1 convex.
- int * [whichNonLinear_](#)
Indices in a list/row.
- **CoinModel** [coinModel_](#)
*Model in **CoinModel** format.*
- int [numberVariables_](#)
Number of variables in tightening phase.
- **OsiLinkedBound** * [info_](#)
Information.
- int [specialOptions2_](#)
0 bit (1) - call fathom (may do mini B&B) 1 bit (2) - quadratic only in objective (add OA cuts) 2 bit (4) - convex 3 bit (8) - try adding OA cuts 4 bit (16) - add linearized constraints
- int [objectiveRow_](#)
Objective transfer row if one.
- int [objectiveVariable_](#)
Objective transfer variable if one.
- double [bestObjectiveValue_](#)
Objective value of best solution found internally.
- double [defaultMeshSize_](#)
Default mesh.
- double [defaultBound_](#)
Default maximum bound.
- double * [bestSolution_](#)
Best solution found internally.
- int [integerPriority_](#)
Priority for integers.
- int [biLinearPriority_](#)
Priority for bilinear.
- int [numberFix_](#)
Number of variables which when fixed help.
- int * [fixVariables_](#)
list of fixed variables

4.138.1 Detailed Description

This is to allow the user to replace initialSolve and resolve This version changes coefficients.

Definition at line 29 of file CbcLinked.hpp.

4.138.2 Constructor & Destructor Documentation

4.138.2.1 OsiSolverLink::OsiSolverLink (**CoinModel** & *modelObject*)

This creates from a coinModel object.

if errors.then number of sets is -1

This creates linked ordered sets information. It assumes -

for product terms syntax is yy*f(zz) also just f(zz) is allowed and even a constant

modelObject not const as may be changed as part of process.

4.138.3 Member Function Documentation

4.138.3.1 `double* OsiSolverLink::nonlinearSLP (int numberPasses, double deltaTolerance)`

Solves nonlinear problem from **CoinModel** using SLP - may be used as crash for other algorithms when number of iterations small.

Also exits if all problematical variables are changing less than deltaTolerance Returns solution array

4.138.3.2 `double OsiSolverLink::linearizedBAB (CglStored * cut)`

Solve linearized quadratic objective branch and bound.

Return cutoff and OA cut

4.138.3.3 `void OsiSolverLink::setBranchingStrategyOnVariables (int strategyValue, int priorityValue = -1, int mode = 7)`

Set options and priority on all or some biLinear variables 1 - on I-I 2 - on I-x 4 - on x-x or combinations.

-1 means leave (for priority value and strategy value)

4.138.3.4 `void OsiSolverLink::gutsOfDestructor (bool justNullify = false) [protected]`

Do real work of initialize.

Do real work of delete

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.139 OsiUsesBiLinear Class Reference

Define a single variable class which is involved with [OsiBiLinear](#) objects.

```
#include <CbcLinked.hpp>
```

Public Member Functions

- [OsiUsesBiLinear](#) ()
Default Constructor.
- [OsiUsesBiLinear](#) (const OsiSolverInterface *solver, int iColumn, int type)
Useful constructor - passed solver index.
- [OsiUsesBiLinear](#) (int iColumn, double lower, double upper, int type)
Useful constructor - passed solver index and original bounds.
- [OsiUsesBiLinear](#) (const OsiSimpleInteger &rhs, int type)
Useful constructor - passed simple integer.
- [OsiUsesBiLinear](#) (const [OsiUsesBiLinear](#) &rhs)
Copy constructor.
- virtual OsiObject * [clone](#) () const
Clone.
- [OsiUsesBiLinear](#) & [operator=](#) (const [OsiUsesBiLinear](#) &rhs)
Assignment operator.
- virtual ~[OsiUsesBiLinear](#) ()

Destructor.

- virtual double [infeasibility](#) (const OsiBranchingInformation *info, int &whichWay) const
Infeasibility - large is 0.5.
- virtual OsiBranchingObject * [createBranch](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info, int way) const
Creates a branching object.
- virtual double [feasibleRegion](#) (OsiSolverInterface *solver, const OsiBranchingInformation *info) const
Set bounds to fix the variable at the current value.
- void [addBiLinearObjects](#) (OsiSolverLink *solver)
Add all bi-linear objects.

Protected Attributes

- int [numberBiLinear_](#)
data Number of bilinear objects (maybe could be more general)
- int [type_](#)
Type of variable - 0 continuous, 1 integer.
- OsiObject ** [objects_](#)
Objects.

4.139.1 Detailed Description

Define a single variable class which is involved with [OsiBiLinear](#) objects.

This is used so can make better decision on where to branch as it can look at all objects.

This version sees if it can re-use code from OsiSimpleInteger even if not an integer variable. If not then need to duplicate code.

Definition at line 1139 of file CbcLinked.hpp.

4.139.2 Member Function Documentation

4.139.2.1 virtual OsiBranchingObject* OsiUsesBiLinear::createBranch (OsiSolverInterface * *solver*, const OsiBranchingInformation * *info*, int *way*) const [virtual]

Creates a branching object.

The preferred direction is set by *way*, 0 for down, 1 for up.

4.139.2.2 virtual double OsiUsesBiLinear::feasibleRegion (OsiSolverInterface * *solver*, const OsiBranchingInformation * *info*) const [virtual]

Set bounds to fix the variable at the current value.

Given an current value, set the lower and upper bounds to fix the variable. Returns amount it had to move variable.

The documentation for this class was generated from the following file:

- CbcLinked.hpp

4.140 CbcHeuristicDive::PriorityType Struct Reference

Array of priorities.

```
#include <CbcHeuristicDive.hpp>
```

4.140.1 Detailed Description

Array of priorities.

Definition at line 160 of file CbcHeuristicDive.hpp.

The documentation for this struct was generated from the following file:

- CbcHeuristicDive.hpp

4.141 PseudoReducedCost Struct Reference

4.141.1 Detailed Description

Definition at line 12 of file CbcHeuristicDive.hpp.

The documentation for this struct was generated from the following file:

- CbcHeuristicDive.hpp

5 File Documentation

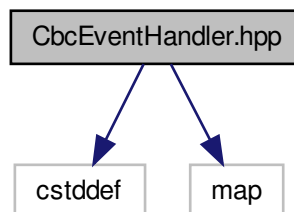
5.1 CbcEventHandler.hpp File Reference

Event handling for cbc.

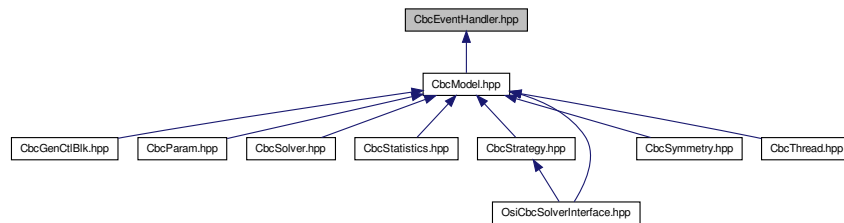
```
#include <cstddef>
```

```
#include <map>
```

Include dependency graph for CbcEventHandler.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [CbcEventHandler](#)
Base class for Cbc event handling.

5.1.1 Detailed Description

Event handling for cbc. This file contains the declaration of [CbcEventHandler](#), used for event handling in cbc.

The central method is [CbcEventHandler::event\(\)](#). The default semantics of this call are 'ask for the action to take in response to this event'. The call is made at the point in the code where the event occurs (e.g., when a solution is found, or when a node is added to or removed from the search tree). The return value specifies the action to perform in response to the event (e.g., continue, or stop).

This is a lazy class. Initially, it knows nothing about specific events, and returns `defaultAction_` for any event. This makes for a trivial constructor and fast startup. The only place where the list of known events or actions is hardwired is in the enum definitions for `CbcEvent` and `CbcAction`, respectively.

At the first call to `setAction`, a map is created to hold (Event,Action) pairs, and this map will be consulted ever after. Events not in the map will still return the default value.

For serious extensions, derive a subclass and replace `event()` with a function that suits you better. The function has access to the [CbcModel](#) via a pointer held in the [CbcEventHandler](#) object, and can do as much thinking as it likes before returning an answer. You can also print as much information as you want. The model is held as a `const`, however, so you can't alter reality.

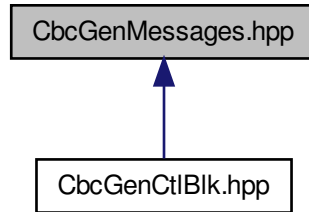
The design of the class deliberately matches `ClpEventHandler`, so that other solvers can participate in cbc without breaking the patterns set by clp-specific code.

Definition in file [CbcEventHandler.hpp](#).

5.2 CbcGenMessages.hpp File Reference

This file contains the enum that defines symbolic names for for cbc-generic messages.

This graph shows which files directly or indirectly include this file:



Enumerations

- enum [CbcGenMsgCode](#)

Symbolic names for cbc-generic messages.

5.2.1 Detailed Description

This file contains the enum that defines symbolic names for for cbc-generic messages.

Definition in file [CbcGenMessages.hpp](#).

5.2.2 Enumeration Type Documentation

5.2.2.1 enum CbcGenMsgCode

Symbolic names for cbc-generic messages.

These are the 'internal IDs' for cbc-generic messages.

Definition at line 36 of file CbcGenMessages.hpp.

5.3 CbcSolver.hpp File Reference

Defines [CbcSolver](#), the proposed top-level class for the new-style cbc solver.

```
#include <string>
#include <vector>
#include "CoinMessageHandler.hpp"
#include "OsiClpSolverInterface.hpp"
#include "CbcModel.hpp"
#include "CbcOrClpParam.hpp"
```

- class `CbcSolver`
This allows the use of the standalone solver in a flexible manner.
- struct `CbcSolverUsefulData2`
Structure to hold useful arrays.
- class `CbcSolverUsefulData`
The `CbcSolver` class was taken out at a 9/12/09 meeting This is a feeble replacement.
- class `CbcUser`
A class to allow the use of unknown user functionality.
- class `CbcStopNow`
Support the use of a call back class to decide whether to stop.

- void `CbcMain0 (CbcModel &babSolver, CbcSolverUsefulData &solverData)`
And this uses it.

Defines [CbcSolver](#), the proposed top-level class for the new-style cbc solver. This class is currently an orphan. With the removal of all code flagged with the `NEW_STYLE_SOLVER`, this class is never instantiated (and cannot be instantiated). It is available to be coopted as a top-level object wrapping the current `CbcMain0` and `CbcMain1`, should that appear to be a desirable path forward. – lh, 091211 –

5.4 CbcSolverAnalyze.hpp File Reference

Generated on Mon Mar 16 2015 20:13:08 for Cbc by Doxygen

5.4.1 Detailed Description

Look to see if a constraint is all-integer (variables & coeffs), or could be all integer.

Definition in file [CbcSolverAnalyze.hpp](#).

5.5 CbcSolverExpandKnapsack.hpp File Reference

Expanding possibilities of $x*y$, where $x*y$ are both integers, constructing a knapsack constraint.

5.5.1 Detailed Description

Expanding possibilities of $x*y$, where $x*y$ are both integers, constructing a knapsack constraint. Results in a tighter model.

Definition in file [CbcSolverExpandKnapsack.hpp](#).

5.6 CbcSolverHeuristics.hpp File Reference

Routines for doing heuristics.

Functions

- int [doHeuristics](#) ([CbcModel](#) *model, int type, CbcOrClpParam *parameters_, int numberParameters_, int no-Printing_, int initialPumpTune)
1 - add heuristics to model 2 - do heuristics (and set cutoff and best solution) 3 - for miplib test so skip some (out model later)

5.6.1 Detailed Description

Routines for doing heuristics.

Definition in file [CbcSolverHeuristics.hpp](#).

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