BDMLP

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1 Introduction

GAMS/BDMLP is an LP and MIP solver that comes free with any GAMS system. It is intended for small to medium sized models. GAMS/BDMLP was originally developed at the World Bank by T. Brooke, A. Drud, and A. Meeraus and is now maintained by GAMS Development. The MIP part was added by M. Bussieck and A. Drud. GAMS/BDMLP is running on all platforms for which GAMS is available.

GAMS/BDMLP can solve reasonably sized LP models, as long as the models are not very degenerate and are well scaled. The Branch-and-Bound algorithm for solving MIP is not in the same league as other commercial MIP codes that are hooked up to GAMS. Nevertheless, the MIP part of GAMS/BDMLP provides free access to a MIP solver that supports all types of discrete variables supported by GAMS: Binary, Integer, Semicont, Semiint, Sos1, Sos2.

2 How to Run a Model with BDMLP

GAMS/BDMLP can solve models of the following types: LP, RMIP, and MIP. If you did not specify BDMLP as the default LP, RMIP, or MIP solver, use the following statement in your GAMS model before the solve statement:

```
option lp = bdmlp; { or RMIP or MIP }
```