



GAMS Deployment

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**INFORMATICS
RISING**

GAMS





Topics for Deployment

- **Protection of models**
 - Save/restart
 - Secure save/restart
 - Encryption
- **Embedding Models in an application**
 - Low-level APIs
 - GAMS OO API
 - Web application
- **Delivering models**
 - Delivering standalone applications



Protection

- Protection against “stealing” models or model ideas
- Guaranteeing integrity of the application
- GAMS offers the Save/Restart (Checkpoint) Facility
 - Capture the state of a (partial) GAMS model (data plus code)
 - Restarting (continued compilation plus execution)
- Secure Save/Restart Facility
 - Embed client’s license in the checkpoint, so only the client with a particular license can restart from the checkpoint.
- Deployment licenses using the Checkpoint facility qualify for a discounted license fee

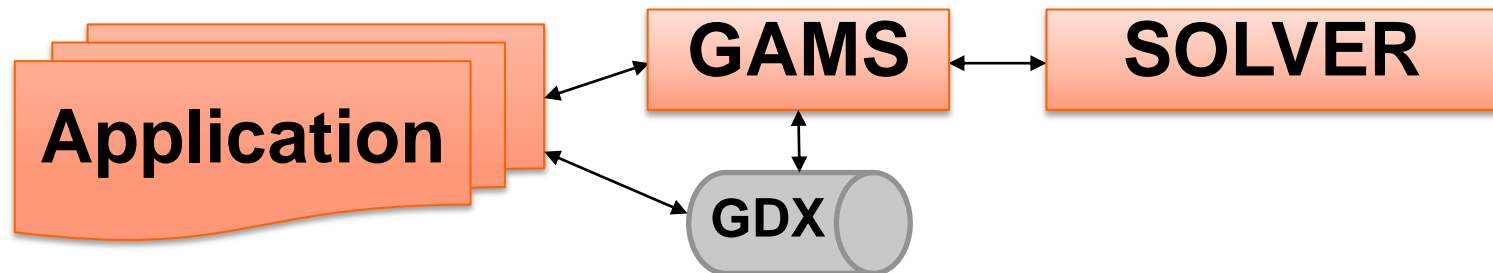


Protection cont.

- Capturing a model without data in a checkpoint can be sometimes difficult
- Alternative: Source file encryption
- GAMS still provides clear text listing file
 - Listing of the code
 - Equation listing, etc.
- GAMS offers features to
 - Hide data (no restart file has access to this data)
 - Make symbols read-only



Embedding GAMS in your Application



Creating Input for GAMS Model

→ Data handling using GDX API

Callout to GAMS

→ GAMS option settings using Option API

→ Starting GAMS using GAMS API

Reading Solution from GAMS Model

→ Data handling using GDX API



Low level APIs → Object Oriented API

- Low level APIs
 - GDX, OPT, GAMSX, GMO, ...
 - High performance and flexibility
 - Automatically generated imperative APIs for several languages (C, Delphi, Java, Python, C#, ...)
- Object Oriented GAMS API
 - Additional layer on top of the low level APIs
 - Object Oriented
 - Written by hand to meet the specific requirements of different Object Oriented languages



Features of the object oriented API

- No modeling capability. Model is still written in GAMS
 - Prepare input data and retrieve results in a convenient way → *GAMSDatabase*
 - Control GAMS execution → *GAMSJob*
 - Seamless integration of GAMS into other programming environments
- .NET API and several examples are part of the current GAMS release available at www.gams.com



Summary

- Object Oriented API provides an additional abstraction layer of the low level GAMS APIs
- Powerful and convenient link to other programming languages
- .NET API is part of the current GAMS release available at www.gams.com. Many examples available:
 - Sequence of Transport examples
 - Cutstock, Warehouse, Benders Decomposition
- Python and Java under development.



Put Facility/Windows Messages

- Put Files
 - ASCII files written from GAMS
- Windows Message
 - Communication between Windows Forms
 - Send Windows Messages from GAMS model to application
 - Capture Messages from a Windows Forms Application
 - Provide additional arbitrary information during GAMS execution



Windows Messages

- Simple executable to send Windows Messages to a particular Window:

argv[1]: Name of Window
argv[2]: Message

```
int main(int argc, char* argv[]) {  
    HWND receiver;  
    COPYDATASTRUCT cds;  
  
    receiver = FindWindow(NULL, argv[1]);  
  
    cds.dwData = 1;  
    cds.lpData = argv[2];  
    cds.cbData = strlen(argv[2]);  
  
    SendMessage(receiver, (UINT)WM_COPYDATA, (WPARAM)0, (LPARAM)&cds);  
}
```



Windows Messages

```
loop(s,  
      c(i,j) = uniform(0.9,1.1)*c(i,j);  
      Solve transport using lp minimizing z ;  
      avgobj = avgobj + z.l;  
      put_utility fx 'exec' / 'sendmessage Transport "solve ' s.tl:4 ': Model obj = 'z.l ''";  
);
```

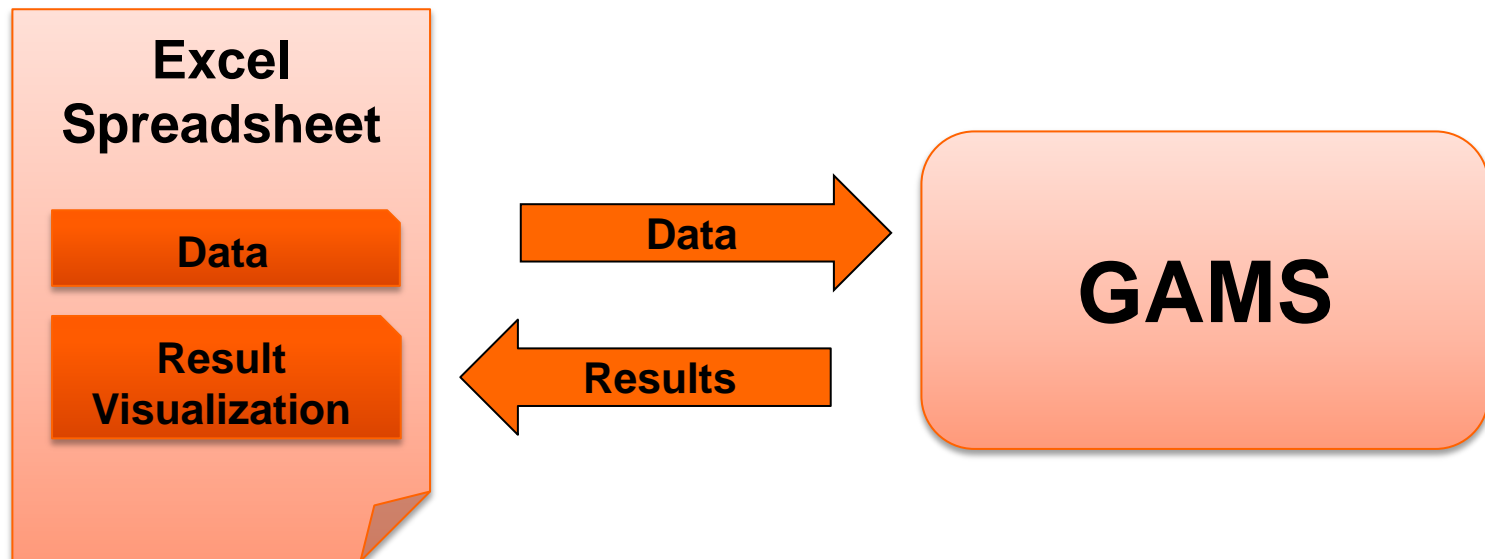
Received Messages:

solve 1	: Model obj =	147.64
solve 2	: Model obj =	150.75
solve 3	: Model obj =	152.06
solve 4	: Model obj =	148.44
solve 5	: Model obj =	151.14
solve 6	: Model obj =	142.10
solve 7	: Model obj =	140.59
solve 8	: Model obj =	139.49
solve 9	: Model obj =	143.28
solve 10	: Model obj =	134.34



Excel and GAMS

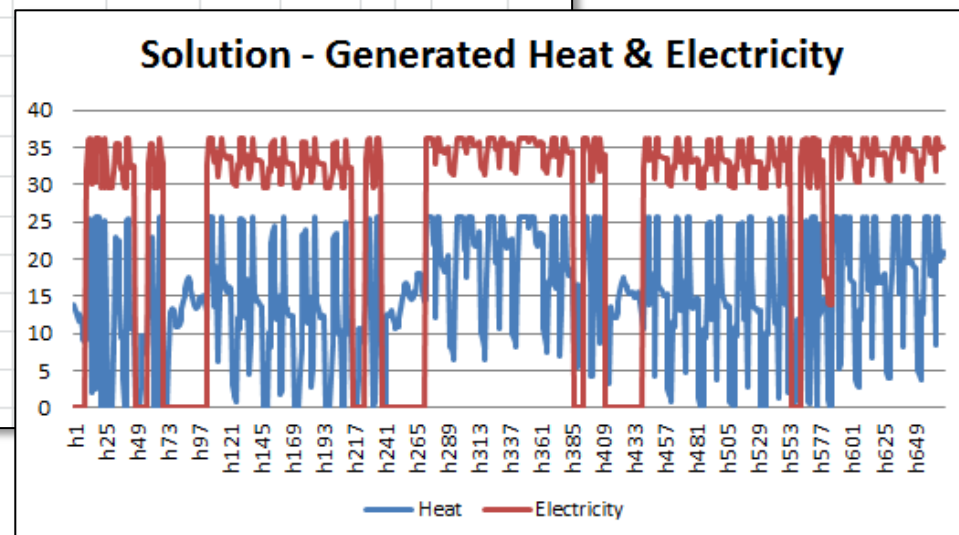
- VBA GAMS API to call GAMS from Excel
- Exchange of input data and results using either **GDXRW** or **GDX API**






Excel and VBA - CHP

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
4	Coal	-17.62	-35.24											MWh	
5	WasteHeat				36.43	53.2	-42.56	-10.64	-53.2					MWh	
6	Steam	5.5	11				10.72			-16.7				kg/s	
7	Exhaust									16.7	-16.7			kg/s	
8	Heat			18				8.6184			39.84			MWh	
9	Electricity	-0.25	-0.5		13.77	29.55				10.39				MWh	
10															
11															
12															
13															
14															
15															
16															
17															
18															
19	GAMS Directory:	C:\GAMS\win32\23.9\													
20	Working Directory:	c:\tmp\													
21	Solver:	CPLEX													
22															
23															
24	SOLVE							Clear Solution							
25															
26															
27															





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Wiki as Deployment Environment

- Technologies: Dokuwiki, JavaScript, PHP, ...
- Useful for sharing knowledge of a particular model
- Run GAMS from wiki environment
- Sharing results of a GAMS model
- Start a GAMS model asynchronously and come back later to see the results (batch job)
- <http://apps.gams.com/doku.php>



Wiki – Line Optimization Example

Show 10 entries Search: <input type="text"/>						
submission	completion	user name	job name	status	result page	delete
8/14/2012 10:47	8/14/2012 10:47	clemens		finished	results	<input type="button" value="X"/>
3/27/2012 10:11	3/27/2012 10:11	guest		finished	results	<input type="button" value="X"/>
2/23/2012 17:18	2/23/2012 17:18	clemens	abc	finished	results	<input type="button" value="X"/>
2/17/2012 10:25	2/17/2012 10:26	clemens		finished	results	<input type="button" value="X"/>

GAMS Application Wiki

[start](#) » [public](#) » [lop2](#)

[Edit](#)

Line Optimization

Data

Job name:

Upload data:

[download template](#)

Choose a solver:

Model

mincars: 3



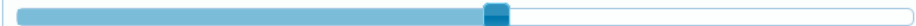
ccap: 467



cfx: 353100



crm: 5800



trm: 44900



cmp: 90





JavaScript & Google Maps

Route 1	Route 2	Route 3	Route 4	Route 5	Route 6	Route 7	Route 8
Route 9	Route 10	Route 11	Route 12	Route 13	Route 14	Route 15	
Route 16	Route 17	Route 18	Route 19	Route 20	Route 21		

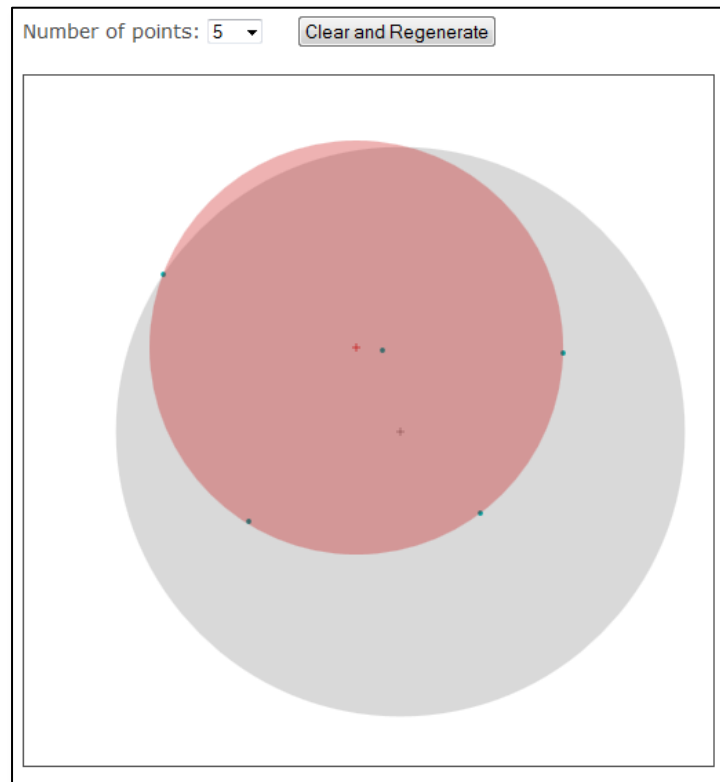


Search: <input type="text"/>			
from	to	running time	accumulated running time
Amsterdam CS	Apeldoorn	89.00	89.00
Apeldoorn	Hengelo	69.00	158.00
Hengelo	Oldenzaal Grens	18.00	176.00
Showing 1 to 3 of 3 entries			



Wiki – Interactive Applications

- Interactive Applications using Ajax (Asynchronous JavaScript and XML)
- Small models that allows the user to wait for the results



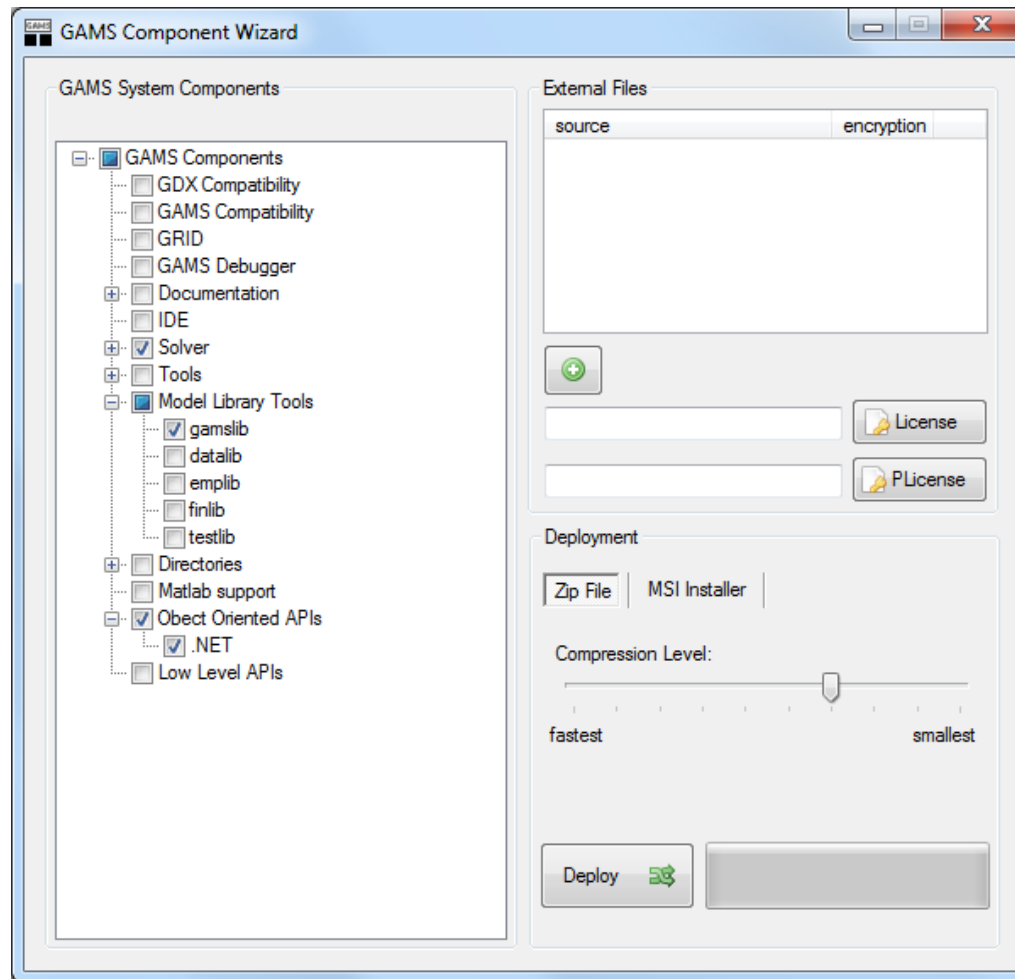


Delivering Models

- Minimal GAMS System
 - Deployment using a minimal GAMS System
 - Subset of a full GAMS Installation
 - Ship only the files that are necessary to run a particular model/application
- GAMS Component Wizard
 - Helps choosing the right files in a convenient way
 - Deploy as Zip file or as MSI Installer



Minimal GAMS System





Minimal GAMS System

