

**Mobile Based Linear Programming Solver Application
(MBLPSA)**

Mouslem Damkhi

**Universiti Utara Malaysia
2012**

**Mobile Based Linear Programming Solver Application
(MBLPSA)**

**A Project submitted to Dean of the Postgraduate Studies and Research in
partial Fulfillment of the requirements for the degree
Master of Science of Information Technology
Universiti Utara Malaysia**

By

Mouslem Damkhi

PERMISSION OF USE

In presenting this project in partial fulfillment of the requirements for a postgraduate degree from Universiti Utara Malaysia, I agree that the University Library may make it freely available for inspection. I further agree that permission for copying of this project in any manner, in whole or in part, for scholarly purpose may be granted by my supervisors or, in their absence by the Dean of Postgraduate Studies and Research.

It is understood that any copying or publication or use of this project or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and to Universiti Utara Malaysia for any scholarly use which may be made of any material from my project. Requests for permission to copy or to make other use of materials in this thesis, in whole or in part, should be addressed to

Dean of Postgraduate Studies and Research

College of Arts and Sciences (CAS)

Universiti Utara Malaysia

06010 UUM Sintok

Kedah Darul Aman.

ABSTRACT

Mobile technology has developed during the last few years. Due to this fast development in this field, subscribers of today are enjoying the use of many applications ranging from data, voice, audio to video irrespective of the place where they are stationed or moving. This study focused on the development one of mobile applications which is a Mobile Based Linear Programming Solver Application (MBLPSA). The linear programming is considered one of the basic methods using by the decision makers and scientists, but owing to its complexity in solving of the linear problems that is lead to prove the important roles of the computer applications to hold and solve that kind of problems. But the lack of the availability of computer devices and web applications any where can cause some obstacles for the users. If the system can be automated and made available on mobile access, it will solve that issues currently faced by them. This study proposes to design and to develop a mobile linear programming solver application which can be ensure the solving of the linear programs anytime and anywhere through the using of the mobile devices. The study proposes to follow the research adopted from System Development Research Methodology (SDRM) proposed by (Nunamaker & Chen, 1990); due to its suitability for small to medium sized development projects or applications. Finally it has been proposed conduct a usability test on the prototype developed for ease of use and user friendliness with the aid of a questionnaire.

ACKNOWLEDGEMENT

First and foremost, all praise to **Allah** for providing me with the strength, perseverance, and wisdom to have this work done on time.

Many special thanks to my family for their support and encouragement, especially **my parents**.

I would like express my deepest gratitude to my supervisor Mr. Azmi bin Md Saman and to my evaluators for their intellectual guidance and kind support given to me during the period of this study.

Last but not least, thanks to all my friends for their help, support and for keeping this period of study as enjoyable as possible; thanks to everyone else who was involved directly or indirectly.

TABLE OF CONTENT

| | |
|---|------|
| PERMISSION OF USE..... | i |
| ABSTRACT | ii |
| ACKNOWLEDGEMENT | iii |
| TABLE OF CONTENT | iv |
| LIST OF TABLES | vii |
| LIST OF FIGURES | viii |
| CHAPTER 1 | 1 |
| INTRODUCTION | 1 |
| 1.1 Problem Statement | 3 |
| 1.2 Research Questions | 4 |
| 1.3 Research Objectives | 4 |
| 1.4 Research Scope..... | 5 |
| 1.5 Research Significance | 5 |
| 1.6 Organization of the Report | 6 |
| CHAPTER 2..... | 7 |
| LITERATURE REVIEW | 7 |
| 2.1 Introduction | 7 |
| 2.2 The Linear Programming | 7 |
| 2.2.1 Linear program | 7 |
| 2.2.2 Algorithms used to solve the problems of the linear programming | 14 |
| 2.3 Mobile Technology | 23 |
| 2.3.1 Mobile application..... | 23 |
| 2.3.2 Java Platform Micro Edition | 24 |
| 2.3.3 Lightweight User Interface Toolkit | 24 |
| 2.4 Related Work..... | 25 |
| 2.5 Summary | 29 |
| CHAPTER 3..... | 30 |
| RESEARCH METHODOLOGY | 30 |
| 3.1 Introduction | 30 |

| | |
|--|----|
| 3.2 Initial Planning Phase | 31 |
| 3.3 Information's Gathering Phase | 31 |
| 3.4 Prototype Development Phase | 32 |
| 3.5 Evaluation Phase | 33 |
| 3.6 Summary | 34 |
| CHAPTER 4..... | 35 |
| SYSTEM ANALYSIS AND DESIGN | 35 |
| 4.0 Introduction | 35 |
| 4.1 Requirements of the mobile based linear programming solver application | 35 |
| 4.1.1 Functional Requirement | 36 |
| 4.1.2 Non-Functional Requirement | 37 |
| 4.2 Modeling and System Design..... | 38 |
| 4.2.1 Use Case Diagram | 39 |
| 4.2.2 Use Case Description | 40 |
| 4.2.3 MBLPSA Sequence Diagrams | 43 |
| 4.2.4 MBLPSA Class Diagram | 46 |
| 4.3 MBLPSA Prototype Implementation and User Snapshots..... | 47 |
| 4.3.1 Create a new linear program..... | 48 |
| 4.3.2 Create the objective function..... | 49 |
| 4.3.3 Create the constraints | 50 |
| 4.3.4 Display the result..... | 51 |
| 4.4 MBLPSA Error Messages and Exceptions..... | 52 |
| 4.4.1 Exception 1:..... | 52 |
| 4.4.2 Exception 2:..... | 53 |
| 4.4.3 Exception 3:..... | 54 |
| 4.5 Summary | 55 |
| CHAPTER 5..... | 56 |
| DATA ANALYSIS | 56 |
| 5.0 Introduction | 56 |
| 5.1 Evaluation of the Usability | 56 |
| 5.2 The Instrument of the Surveys | 57 |
| 5.3 Respondents' Information | 58 |

| | |
|---|----|
| 5.4 Items Analysis | 59 |
| 5.5 Summary | 62 |
| CHAPTER 6..... | 63 |
| CONCLUSIONS & RECOMMENDATIONS | 63 |
| 6.0 Introduction | 63 |
| 6.1 Discussion | 63 |
| 6.2 Recommendation and Limitations..... | 64 |
| 6.3 Summary | 65 |
| References | 66 |
| APPENDIX | |

LIST OF TABLES

| | |
|---|----|
| Table 2.1: Simplex table..... | 16 |
| Table 2.2: Revised simplex table..... | 21 |
| Table 4.1: Functional Requirements..... | 37 |
| Table 4.2: Non-Functional Requirements..... | 38 |
| Table 4.3: Create a new linear program Use CaseDescription..... | 40 |
| Table 4.4: Create the objective function Use Case Description..... | 41 |
| Table 4.5: Create the constraints Use Case Description..... | 42 |
| Table 4.6: Display the result Case Description..... | 43 |
| Table 5.1: Respondents' Profile..... | 58 |
| Table 5.2: Items-scale..... | 59 |
| Table 5.3: User Perception of Usability..... | 60 |

LIST OF FIGURES

| | |
|---|----|
| Figure2.1: The graphical representation of a linear program..... | 9 |
| Figure2.2: The different types of the optimal solution in linear programming..... | 10 |
| Figure2.3: Graphical representation of a linear program with a single solution..... | 11 |
| Figure2.4: Graphical representation of a linear program with a multiple solution..... | 12 |
| Figure2.5: Graphical representation of a linear program with an infinite solution..... | 13 |
| Figure2.6: Graphical representation of a linear program without solution..... | 14 |
| Figure 3.1: Research steps adopted from System Development Research Methodology. | 31 |
| Figure 3.2: Prototype process (Laudon & Laudon, 1995)..... | 32 |
| Figure 4.1: MBLPSA Use Case Diagram..... | 39 |
| Figure 4.2: Create a new linear program Use Case Diagram..... | 40 |
| Figure 4.3: Create the objective function Use Case Diagram..... | 41 |
| Figure 4.4: Create the constraints Use Case Diagram..... | 42 |
| Figure 4.5: Display the result Use Case Diagram..... | 43 |
| Figure 4.6: Create a new linear program Sequence Diagram..... | 44 |
| Figure 4.7: Create the objective function Sequence Diagram..... | 45 |
| Figure 4.8: Create the constraints Sequence Diagram..... | 45 |
| Figure 4.9: Display the result Sequence Diagram..... | 46 |
| Figure 4.10: MBLPSA Class Diagram..... | 47 |
| Figure 4.11: Create a new linear program snapshot..... | 48 |
| Figure 4.12: Create the objective function snapshot..... | 49 |
| Figure 4.13: Create the constraints snapshot..... | 51 |
| Figure 4.14: Display the resultsnapshot..... | 52 |
| Figure 4.15: Exception 1 snapshot..... | 53 |
| Figure 4.16: Exception 2snapshot..... | 54 |
| Figure 4.17: Exception 3snapshot..... | 55 |
| Figure 5.1: Respondents' Profiles..... | 59 |
| Figure 5.2: Perceived Usefulness Graph..... | 61 |
| Figure 5.3: Perceived Ease of Use Graph..... | 61 |

CHAPTER 1

INTRODUCTION

The linear programming is considered one of the basic methods which help the decision makers to take right decisions by a scientific way (Li & Xu, 2005; Erensal & Albayrak, 2006). The problems of linear programming are a part of the mathematical programming problems, which may be linear and nonlinear. Moreover, the mathematical programming is in turn part of the topic of a more comprehensive, which is called operational research, which is related with the issues of organization, management, transport, agriculture, industry and so on (Chen & Xi, 2010; Zhengfeng & Jinfu, 2010). The linear mathematical programming is an issue of preference, where the issues whose are intended in this case are those issues whose are looking to maximize or minimize a linear function related to linear constraints as well (Hoet *al.*, 2010).

From the most important and easiest methods to solve the linear mathematical programs, the simplex method of Dantzig, which is a method of linear programming where it is not necessary to calculate all the acceptable solutions, but it is working on the transition from a solution to another solution better until the getting of the optimal solution (Nash, 2000). This method has remained applicable in many domains (Peng and Li, 2011; Spampinato & Elster, 2009) because of ease of dealing with it in spite of the high complexity, where the complexity reflect on the number of calculations to reach the maximum ideal solution of the problem (Guerfi & Damkhi, 2009).

The contents of
the thesis is for
internal user
only

References

- Alexander, A., Blair, K., Goldman, S., Jimenez, O., Nakaue, M., Pea, R., et al. (2010). Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE), 2010 6th IEEE International Conference. *Go Math! How research anchors new mobile learning environments* (pp. 57 - 64). IEEE.
- Ali, N., Shukur, Z., & Idris, S. (2007). Fifth International Conference on Computational Science and Applications. *A Design of an Assessment System for UML Class Diagram* (pp. 539 - 544). IEEE.
- Angin, O., Campbell, A., Kounavis, M., & Liao, R.-F. (1998). The mobiware toolkit: programmable support for adaptive mobile networking. *Personal Communications, IEEE* , 32 - 43 .
- Apping.me. (2011). ios app - Simplex Tutor ipa. Retrieved 2012, from apping.me: <http://apping.me/ios/4ed1e7c1719b8a0651000075/simplex+tutor.html#cut>
- Bachelet, B. (2011). *PROGRAMMATION LINEAIRE*. Retrieved 2012, from nawouak.net: http://www.nawouak.net/?doc=course.operations_research+ch=simplex+lang=fr
- Barclay, K., & Savage, J. (2004). *Object-Oriented Design with UML and Java*. Burlington: Butterworth-Heinemann.
- Bazaraa, M., & Jarvis, J. (1977). *Linear Programming and Network Flows*. John Wiley & Sons.
- Bennett, S., McRobb, S., & Farmer , R. (2001). *Object-oriented Systems Analysis and Design Using UML 2/e*. UK: McGraw-Hill Education.
- Botzer, G., & Yerushalmy, M. (2007). IADIS International Conference on Cognition and Exploratory Learning in Digital Age (CELDA 2007). *MOBILE APPLICATION FOR MOBILE LEARNING* (pp. 313 - 316). IADIS.
- Chen, J., & Xi, P. (2010). Computer and Automation Engineering (ICCAE), 2010 The 2nd International Conference. *Simulation and Application on Modern Operational Research* (pp. 118 - 121). Singapore: IEEE.
- Chong, E., & Zak, S. (2001). *An Introduction to Optimization*. Canada: A Wiley-Interscience Publication.
- Chung, L., Nixon, B. A., Yu, E., & Mylopoulos, J. (1999). *Non-Functional Requirements in Software Engineering (THE KLUWER INTERNATIONAL SERIES IN SOFTWARE ENGINEERING Volume 5)*. Springer.
- Dantzig, G., & Thapa, M. (1997). *Linear Programming 1: Introduction*. New York: Springer-Verlag.

- Davis, F. (1989). Perceived Usefulness, Perceived Ease of Use, and User Acceptance of Information Technology. *MIS Quarterly*, 319-340.
- Dennis, A., Wixom, B., & Roth, R. (2005). *Systems Analysis and Design*. Hoboken: Wiley.
- Dodge, Y. (2005). *Optimisation appliquée*. France: Springer.
- Eiselt, H., & Sandblom, C.-L. (2007). *Linear Programming and its Applications*. New York: Springer.
- Erensal, Y. C., & Albayrak, Y. (2006). Technology Management for the Global Future, 2006. PICMET 2006. *A Problem Solving Perspective on Evaluating Knowledge Management Technologies: Using Fuzzy Linear Programming Technique for Multiattribute Group Decision Making with Fuzzy Decision Variables* (pp. 513 - 519). Istanbul: IEEE.
- Eugene, M. S. (2001). *Integrating Business Process Models with UML System Models*. WHITE PAPER from Popkin Software.
- Ferland, J. (2010). 3. *Variantes de l'algorithme du simplexe*. Retrieved 2012, from iro.umontreal.ca: 06-Oct-2010 08:09 773K
- Fowler, M., & Scott, K. (1999). *UML Distilled: A Brief Guide to the Standard Object Modeling Language (2nd Edition)*. Boston: Addison-Wesley Pub.
- Franklin, M. (2011). Mobile Data Management (MDM), 2011 12th IEEE International Conference. *Mobile Data Management - A Dozen Years Later* (pp. 3 - 3). Lulea : 2011.
- Giroudeau, R. (2007). Cours B2 CNAM Année 2006-2007 Version 1.1. Montpellier, France.
- Goto, Y. . (2006). Networking, International Conference on Systems and International Conference on Mobile Communications and Learning Technologies, 2006. ICN/ICONS/MCL 2006. International Conference. *i-Mode Java Applications for Individual Learning of High-School and College Students* (pp. 207 - 207). IEEE.
- Guerfi, H., & Damkhi, M. (2009). *Projet fin d'etudes pour l'obtention du diplome d'ingenieur d'etat en informatique "Mise en oeuvre d'un outil de programmation lineaire"*. Batna: Universite de Batna.
- Hassan, O. (2010). *Mobile Blood Donation Application*. Sintok, Kedah: Universiti Utara Malaysia.
- Ho, T.-F., Shyu, S., Wu, Y.-L., & Lin, B. (2010). Computational Science and Engineering (CSE), 2010 IEEE 13th International Conference. *Discrete Particle Swarm Optimization for Materials Budget Allocation in Academic Libraries* (pp. 196 - 203). Hong Kong: IEEE.
- Hoffer, J., George, J., & Valacich, J. (2005). *Modern Systems Analysis & Design*. Prentice Hall.
- Holzinger, A. (2005). Usability engineering methods for software developers. *Communications of the ACM*, 71-74.

- IEEE. (1998). *IEEE Recommended Practice for Software Requirements Specifications*. New York: IEEE.
- Kaloo, V., Kinshuk, & Mohan, P. (2010). Advanced Learning Technologies (ICALT), 2010 IEEE 10th International Conference. *Personalized Game Based Mobile Learning to Assist High School Students with* (pp. 485 - 487). IEEE.
- Knudsen, J. (2008). *The Lightweight User Interface Toolkit (LWUIT): An Introduction*. Retrieved 2012, from java.sun.com: http://java.sun.com/developer/technicalArticles/javame/lwuit_intro/
- Kolman, B., & Beck, R. (1995). *Elementary Linear Programming with Applications*. Elsevier Science & Technology Books.
- Laudon, K. C., & Laudon, J. P. (1995). *Management Information Systems: Organization and Technology*. Upper Saddle River, NJ, USA: Prentice-Hall.
- Lazaridis, V., Samaras, N., & Zissopoulos, D. (2003). Advanced Learning Technologies, 2003. Proceedings. The 3rd IEEE International Conference. *Visualization and teaching simplex algorithm* (pp. 270 - 271). IEEE.
- LEMONDE.FR, & AFP. (2011). *Les ventes mondiales de smartphones en hausse de 74 %*. Retrieved 2012, from lemonde.fr: http://www.lemonde.fr/technologies/article/2011/08/12/les-ventes-mondiales-de-smartphones-en-hausse-de-74_1558812_651865.html
- Lewis, J. (1993). *IBM Computer Usability Satisfaction Questionnaires: Psychometric Evaluation and Instructions for Use*. IBM Corporation.
- Li, L., & Xu, Z.-s. (2005). Machine Learning and Cybernetics, 2005. Proceedings of 2005 International Conference. *APPROACHES BASED ON LINEAR GOAL PROGRAMMING MODELS TO FUZZY MULTI-ATTRIBUTE DECISION MAKING PROBLEMS* (pp. 2557 - 2562 Vol. 4). Guangzhou, China : IEEE.
- Lin, , H., Choong, Y.-Y., & Salvendy, G. (1997). A proposed index of usability: a method for comparing the relative usability of different software systems. *BEHAVIOUR & INFORMATION TECHNOLOGY*, 267 - 278.
- Lu, L., & Kim, D.-K. (2011). Engineering of Complex Computer Systems (ICECCS), 2011 16th IEEE International Conference. *Required Behavior of Sequence Diagrams: Semantics and Refinement* (pp. 127 - 136). IEEE.
- Luenberger, D. (1984). *Linear and Nonlinear Programming Second Edition* . Stanford, California: Addison-Wesley Publishing Company.
- Lund, A. (2001). *Measuring Usability with the USE Questionnaire*. Retrieved 2012, from stcsig.org: http://www.stcsig.org/usability/newsletter/0110_measuring_with_use.html

- Makhzoom, S. (2011). *The Four Basic Pillars of Hajj's Mobile System*. Sintok, Kedah: Universiti Utara Malaysia.
- Masonta, M., Olwal, T., & Ntlatlapa, N. (2010). IST-Africa, 2010. *An Energy Saving Scheme for Internet provision in rural Africa: LESS* (pp. 1 - 7). IEEE.
- Nash, J. C. (2000). The (Dantzig) simplex method for linear programming . *Computing in Science & Engineering* , 29 - 31.
- Nielsen, J. (2006). *Quantitative Studies: How Many Users to Test?* Retrieved 2012, from useit.com: http://www.useit.com/alertbox/quantitative_testing.html
- Nunamaker, J. J., & Chen, M. (1990). System Sciences, 1990., Proceedings of the Twenty-Third Annual Hawaii International Conference. *Systems Development in Information Systems Research* (pp. 631 - 640). Hawaii: IEEE.
- Olson, D. (1984). Comparison of Four Goal Programming Algorithms. *Journal of the Operational Research Society*, 347-354.
- Peng, Y., & Li, Q. (2011). Artificial Intelligence, Management Science and Electronic Commerce (AIMSEC), 2011 2nd International Conference. *The decision-making for feed formula in animal husbandry breeding based on the revised simplex method* (pp. 1648 - 1651). Deng Leng : IEEE.
- PLAVEB. (2012). *Mobile Application Development* . Retrieved 2012, from plaveb.com: <http://www.plaveb.com/mobile-application-development>
- Ravindran, A., Ragsdell, K., & Reklaitis, G. (2006). *ENGINEERING OPTIMIZATION Methods and Applications SECOND EDITION*. New Jersey: John Wiley & Sons.
- Saci, A. (2007). Support de cour de module : Recherche Opérationnelle, 3^{ème} année ingénieurs, université de Batna. Batna, Algeria.
- Seaton, R. (2008). You have unlimited access to this document with your subscription. *Practising problem solving using mobile* (pp. 3 - 7). IEEE.
- Socolow, D., Hall, C., Kischner, P., Richard, E., & Trezza, J. (2007). *Minimum Wage Advisory Commission*. New Jersey: The Great Seal of the State of New Jersey.
- Spampinato, D., & Elster, A. (2009). Parallel & Distributed Processing, 2009. IPDPS 2009. IEEE International Symposium. *Linear Optimization on Modern GPUs* (pp. 1 - 8). Trondheim: IEEE.
- Spikol, D., & Eliasson, J. (2010). Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE), 2010 6th IEEE International Conference. *Lessons from Designing Geometry Learning Activities that Combine Mobile and 3D* (pp. 137 - 141). IEEE.
- Stephensen, S. (2011). Math Apps on Mobile Phones Free to Students in Denmark for 2011. (V. Davis, Interviewer)

- Sun microsystems. (2000). J2ME Building Blocks for Mobile Devices. Palo Alto, california, USA.
- van Ettinger, M., Lipton, J., Nelwan, S., van Dam, T., & van der Putten, N. (2010). Computing in Cardiology, 2010 . *Multimedia paging for clinical alarms on mobile platforms* (pp. 57 - 60). IEEE.
- Vanderbei, R. (2008). *LINEAR PROGRAMMING Foundations and Extensions Third Edition*. New York: springer.
- White, J. (2008). *Java ME User Interfaces: Do It with LWUIT!* Retrieved 2012, from devx.com: <http://www.devx.com/wireless/Article/38461/1954>
- Wieggers, K. (2003). *Software Requirements: Practical Techniques for Gathering and Managing Requirements Throughout the Product Development Cycle*. Washington, USA: Microsoft Press.
- Williams, T. (1997). Standard Graphical Notation Proposed For Object-Oriented Language. *Electronic Design*, 137-138.
- Yerushalmy, M., & Weizman, A. (2009). *Math4Mobile – the mLearning way*. Retrieved 2012, from www.presidentconf.org.il: http://www.presidentconf.org.il/2009/en/exhibition_in.asp?rId=17
- Zhengfeng, L., & Jinfu, Y. (2010). Intelligent Computation Technology and Automation (ICICTA), 2010 International Conference. *Study on the Evolutionary Mechanism from Operational Research Activities to Sustainable Competitive Advantage* (pp. 580 - 584). Changsha: IEEE.