

CODE 1

To implement the Gradient Descent algorithm to find the local minima of the function $y=(x+3)^2$, we will follow these steps:

Steps for Gradient Descent:

1. **Define the function** $y=(x+3)^2$ and its derivative.
2. **Initialize the starting point** for the search (here $x=2$).
3. **Define the learning rate** (step size) for the gradient descent algorithm.
4. **Iterate** through the update rule: $x = x - \eta \cdot \frac{d}{dx}f(x)$ where η is the learning rate, and $\frac{d}{dx}f(x)$ is the derivative of the function with respect to x .
5. **Stop the iteration** once the change in x is very small (indicating that the algorithm has converged).

1. Define the function and its derivative:

The given function is:

$$y=(x+3)^2$$

The derivative (gradient) of y with respect to x is:

$$\frac{d}{dx}((x+3)^2) = 2(x+3) \quad \text{left} \quad (x+3)^2 \quad \text{right} = 2(x+3)$$

```
import numpy as np
import matplotlib.pyplot as plt
```

```
# Define the function and its derivative
```

```
def func(x):
    return (x + 3)**2
```

```
def gradient(x):
    return 2 * (x + 3)
```

```
# Gradient Descent Algorithm
```

```
def gradient_descent(starting_point, learning_rate, iterations):
```

```
    x = starting_point
```

```
    x_history = [x] # To store x values for plotting
```

```
    for _ in range(iterations):
```

```
        grad = gradient(x) # Compute the gradient at current point
```

```
        x = x - learning_rate * grad # Update x using the gradient descent formula
```

```
        x_history.append(x)
```

```

return x, x_history # Return the final x and the history of x values

# Parameters for Gradient Descent
starting_point = 2 # Starting point x = 2
learning_rate = 0.1 # Learning rate (step size)
iterations = 20 # Number of iterations

# Run the gradient descent algorithm
final_x, x_history = gradient_descent(starting_point, learning_rate, iterations)

# Output the final result
print(f"Final x value after {iterations} iterations: {final_x}")
print(f"Function value at final x: {func(final_x)}")

# Plot the function and the steps taken by gradient descent
x_vals = np.linspace(-10, 4, 400) # Values for x to plot the function
y_vals = func(x_vals)

plt.figure(figsize=(8, 6))
plt.plot(x_vals, y_vals, label=r'$y = (x + 3)^2$', color='blue')
plt.scatter(x_history, [func(x) for x in x_history], color='red', marker='x', label='Steps Taken')
plt.title("Gradient Descent to Find Local Minima")
plt.xlabel("x")
plt.ylabel("y")
plt.legend()
plt.grid(True)
plt.show()

```

Explanation of the Code:

- **func(x)**: This is the function $y = (x+3)^2$.
- **gradient(x)**: This function computes the gradient (derivative) of y with respect to x , which is $2(x+3)$.
- **gradient_descent()**: This is the main function implementing the Gradient Descent algorithm. It starts at a given point (**starting_point**), updates the value of x using the formula $x = x - \eta \cdot \frac{d}{dx} f(x)$, and iterates for the specified number of iterations.
- **x_history**: This list stores the x values at each step so we can visualize how the algorithm converges.
- **Plot**: After running the gradient descent, we plot the function and the steps taken by the algorithm using red "x" markers.

Output:

- The final xxx value after 20 iterations, which should be close to the local minimum of the function.
- A plot showing the function curve and the points where the gradient descent updates xxx.

Running the Code:

1. The initial point is $x=2$.
2. The gradient descent updates will gradually move towards the local minima at $x=-3$ (since this is the point where the function $y=(x+3)^2$ reaches its minimum).
3. The plot will show how the algorithm converges towards $x=-3$.

CODE 2

```
# Class to represent an item with value and weight
class Item:
    def __init__(self, value, weight):
        self.value = value
        self.weight = weight
# Function to calculate the maximum value that can be carried
def fractional_knapsack(items, capacity):
    # Sort items by value-to-weight ratio in descending order
    items.sort(key=lambda item: item.value / item.weight, reverse=True)
    total_value = 0.0 # To store the total value
    for item in items:
        if capacity >= item.weight:
            # If the item can fit in the remaining capacity, take it all
            capacity -= item.weight
            total_value += item.value
        else:
            # Otherwise, take the fraction of the item that fits
            fraction = capacity / item.weight
            total_value += item.value * fraction
            break # The knapsack is full
    return total_value
# Driver code
if __name__ == "__main__":
    # Taking the number of items as input
    n = int(input("Enter the number of items: "))
    # Taking item values and weights as input from the user
    items = []
```

```
for i in range(n):
    value = float(input(f"Enter the value of item {i + 1}: "))
    weight = float(input(f"Enter the weight of item {i + 1}: "))
    items.append(Item(value, weight))
# Taking the capacity of the knapsack as input
capacity = float(input("Enter the capacity of the knapsack: "))
# Calculate and print the maximum value
max_value = fractional_knapsack(items, capacity)
print(f"Maximum value we can obtain = {max_value:.2f}")
```