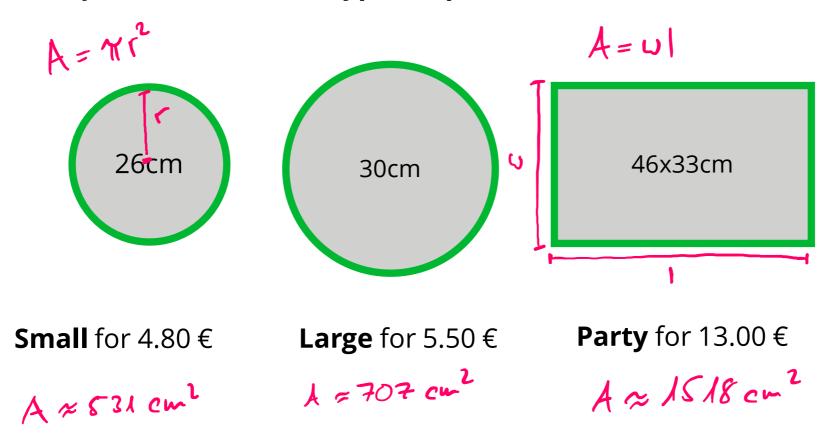
01The Pizza Problem

Python Programming for Linguists

Ingo Kleiber, 2020

The Pizza Problem

At Sue's Pizza, you can oder three types of pizza:



Problem

Which pizza offers the best value?

Assumptions

More pizza is strictly better.

Toppings are equal across sizes.

We have no preference regarding the shape.

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Solutions

For every (coding) **problem**, there are various solutions and approaches ...

In **programming**, some common measures for **good solutions** are:

- (1) simplicity (2) reusability (3) testability (4) understandability
- (5) compliance (6) maintainability (7) efficiency (8) robustness

- → This can also be linked to principles of **good scientific practice**!
- → Here, we're aiming for a solution which is just good enough!

A Solution

Problem: Which pizza offers the best value?

- 1. Determine sizes, prices, and shapes of *n* pizzas
- 2. For each pizza, determine its area (A)
- 3. For each pizza, calculate the pizza to Euro ration (PTER)
- 4. Determine the best PTER

Modeling Pizzas

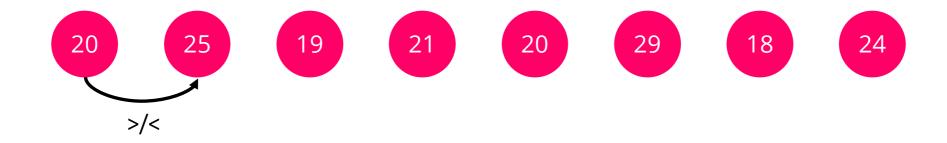
```
Type Size Price Shape

ps = ['small', [26, 0], 4.80, 'circle']

Shape is, implicitly, encoded here as well!
```

A Simple Algorithm

Imagine we wanted to **find the youngest and the oldest person** in the room ...



```
Youngest = 100 20 20 19 19 19 18 18 Oldest = 0 20 25 25 25 29 29 29
```

We also need to keep track of the current youngest and oldest person, for example, by using an index.

Bonus Exercises

- 1. How can we find the ideal (i.e. best priced) combination of pizzas for a given area that is being requested?
- 2. What if we were looking to optimize for as much or as little crust as possible?
- 3. What about a second or third size dimension (e.g., height)?
- 4. What about factoring in different types of toppings?