Computational Decision Making for Regular People

01: Introduction

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Today's Outline



- 1. Mathematical Modeling
- 2. Optimization
- 3. What kinds of things can be optimized?
- 4. General form of an optimization problem
- 5. A note on optimization theory
- 6. How to formulate an optimization problem
 - 6.1 The objective function
 - 6.2 Decision variables
 - 6.3 Parameters
 - 6.4 Constraints
- 7. Basic Examples



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Mathematical Modeling



How we think about a problem

- Consider what a good outcome looks like
 - Consider different ramifications of different decisions
 - utilitarian ethics, virtue ethics, deontological ethics, ...
- ▶ Discrete decisions (yes/no, 1,2,3, etc.)
- Continuous decisions
- Constraints against undesirable or infeasible decisions

How a computer thinks about a problem

- Quantify the quality of a solution
 - Combine all ramifications into one quantity
 - utilitarian objective only*

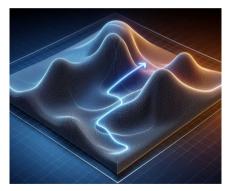
- Discrete decisions (yes/no, 1,2,3, etc.)
- Continuous decisions
- Constraints against undesirable or infeasible decisions

Optimization



the action of making the best or most effective use of a situation or resource.¹

- Given a set of possible decisions, determine the best one(s)
- The way this determination is made depends on the nature of the set of decisions
 - ► If a human is executing this determination, the procedure will be unique to that person
 - If a computer algorithm is executing this determination, the procedure will be unique to that computer algorithm



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¹Oxford Languages

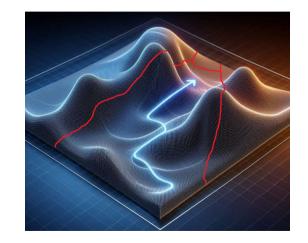
What Kinds of Things Can Be Optimized?

- ▶ What kinds of things can be optimized (using a computer)?
- ▶ If you can represent it using mathematical modeling, it (theoretically) can be optimized.
- ▶ Some problems are still too difficult for even modern computer algorithms to solve
 - Problems with lots and lots of variables
 - Problems with lots and lots of constraints
 - Problems that "don't behave well"
 - Lots of really good outcomes that lie very close to really bad outcomes
 - Lots of outcomes that are equally good
 - Good outcomes that are separated by bad outcomes
 - Really nuanced constraints
 - etc.

General Form of an Optimization Problem

$$\min_{\overline{X}} f(\overline{X})$$
 $---$ subject to $(s.t.)$ $-- \overline{X} \in \mathbf{S}$

- ► We must define:
 - $ightharpoonup \overline{X}$
 - $ightharpoonup f(\overline{X})$
 - **S**



Optimization Theory



- ► This is a very active field of research
- It gets quite complicated and "mathy" very quickly
- ► I'll only emphasize two points:

If we can keep $f(\overline{X})$ and S as linear as possible, the computer algorithms are MUCH faster.

If we can't keep things linear, "Bilinear" is the next best thing.

$$\min_{\overline{X}} f(\overline{X})$$

s.t.
$$\overline{X} \in \mathbf{S}$$

- ▶ Linear: $\alpha X + \beta Y + \gamma Z$
- ▶ Bilinear: αXY or αX^2
- Non-linear:
 - $ightharpoonup \alpha \sqrt{X}$
 - $ightharpoonup \alpha \log(X)$
 - etc.

Formulating Optimization Problems



Key Elements:

In order how I would conceptualize them:

- 1. Objective Function $(f(\overline{X}))$
- 2. Decision Variables (\overline{X})
- 3. Parameters $(\overline{\alpha})$
- 4. Constraints (S)

In order how I would write / code them:

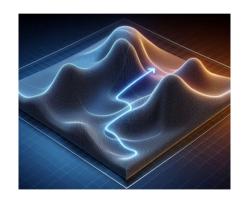
- 1. Sets
- 2. Parameters $(\overline{\alpha})$
- 3. Decision Variables (\overline{X})
- 4. Constraints (**S**)
- 5. Objective Function $(f(\overline{X}))$

Objective Function $(f(\overline{X}))$



- ▶ What am I trying to accomplish?
- What am I trying to minimize (or maximize)?
- How do different decisions change the outcome?

- Minimize cost
- Minimize risk
- Maximize probability of reaching a goal
- Maximize comfort



Decision Variables (\overline{X})

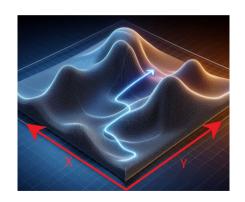


- What decisions can I make?
- What values change when I make different decisions?

Important Note:

- Be open-minded here: often the best way to formulate a problem is to consider each individual part of a problem as it's own variable.
- Don't just consider the main decisions, consider the smaller decisions that contribute to (or even strictly define) the main decisions

- ► How much of a certain item to buy
- ► How much of a budget category to allot for that item

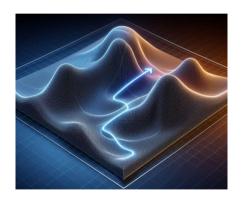


Parameters $(\overline{\alpha})$



- What parts of the problem are fixed or immovable?
- ▶ While the Objective function defines the general shape of the mountain, the parameters define the height of the peaks, the steepness of the slopes, etc.

- Cost of a certain item
- ► Total amount of time available
- ► The minimum probability of reaching a goal that we are willing to accept

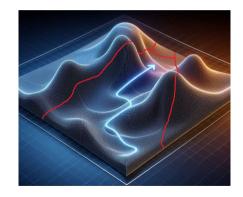


Constraints (S)



- ▶ What sets of decisions are incompatible?
- What is the nature of an individual decision? (Binary, Continuous, etc.)
- ► How do different decision variables relate to each other?

- We cannot spend more in a budget category than the total allotment for that category.
- The amount of money spent in a budget category is strictly equal to the sum of transactions that lies in that category.
- The calculated probability of reaching a goal must be greater than the minimum value we specified.



Sets



- Often there are several variables, parameters, constraints, etc. that are repeated for a given set of values.
- We can write the general idea behind that variable, parameter, constraint, etc. by simply writing it once and indicating that it should be repeated for every element in a set.
- In math, it looks like this:

$$orall e \in \mathbf{E}$$

"for all elements e in the set \mathbf{E} "

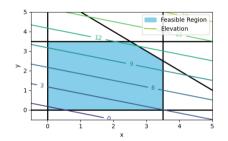
Some variables, parameters, constraints, etc. can be defined over multiple sets:

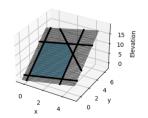
$$\forall c \in \mathbf{C}, t \in \mathbf{T}$$

- ► A set of all time periods
 - An individual variable must be defined for each time period
- A set of all budget categories
 - A spending limit constraint must be specified for each budget category
- ► A set of all tasks that need to be done
 - A parameter specifying the time it takes to perform each task must be specified for each task
- Variables belonging to multiple sets:
 - An budget allotment variable must be defined for each budget category c ∈ C for each time period t ∈ T.
 - We'll call this variable " $A_{c,t}$ "

A Visual Example (Linear)







$$\max_{X,Y} X + 3Y - 0.5$$

$$s.t. \quad X \ge 0$$

$$Y \ge 0$$

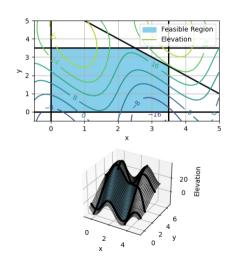
$$X \le 3.5$$

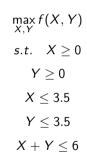
$$Y \le 3.5$$

X + Y < 6

A Visual Example (Nonlinear)









Jack and Jill find themselves on an abandoned island and need food and shelter. Jack can either build 5 shingles per hour or can catch 2 fish per hour. Jill can either build 9 shingles per hour or can catch 3 fish per hour. They only need 25 shingles but would welcome as much fish as they can get. They each have 8 hours to work in a day. What's the best way they can spend their time to maximize the amount of food and shelter (equally prioritized)?

Take a minute to think about the problem on your own:

- 1. Objective Function $(f(\overline{X}))$
- 2. Decision Variables (\overline{X})
- 3. Parameters $(\overline{\alpha})$
- 4. Constraints (S)



First conceptualize the problem:

- Objective: Maximize the number of products produced according so some priority scheme
- Variables:
 - How many hours each person spends on producing each product
 - ► The amount of each product that gets made
- ► Parameters:
 - How much product can be made by each person per hour
 - ► How must time there is in a day
 - ► The number of shingles they need
 - ► The priority between each product

► Constraints:

- ► Each person can only work between 0 and 8 hours in a day
- ► The amount of each product produced should be directly determined by how many hours each person spends making that product
- The number of shingles should be limited to 25
- Sets:
 - A set of all people involved
 - A set of all products involved



Then write the problem using mathematical modeling:

1. Define Sets:

- $p \in \mathbf{P} = \{Jack, Jill\}$: A set of all people involved
- r ∈ R = {Shingles, Fish}: A set of all products involved

2. Define Parameters:

 $ho_{p,r}$: How much product can be made by each person per hour

$\alpha_{p,r}$	Jack	Jill
Shingles	5	9
Fish	2	3

- au $au^{DAY} = 8$: How much time there is to work in a day
- $\kappa = 25$: The number of shingles they need

- 2. Parameters (cont.):
 - $ho_r = 1$: The priority between each product
- 3. Define Decision Variables:
 - ▶ $H_{p,r}$ $\forall p \in \mathbf{P}, r \in \mathbf{R}$: The number of hours each person should spend making each product in a day
 - $N_r \ \forall r \in \mathbb{R}$: The amount of each product that gets made
- 4. Define Constraints:
 - Each person can only work between 0 and 8 hours in a day

$$0 \le \sum_{r \in \mathbf{R}} H_{p,r} \le \tau^{DAY} \quad \forall p \in \mathbf{P}$$



- 4. Constraints (cont.):
 - ► The amount of each product produced should be directly determined by how many hours each person spends making that product

$$N_r = \sum_{p \in \mathbf{P}} \alpha_{p,r} H_{p,r} \ \forall r \in \mathbf{R}$$

► The number of shingles should be limited to 25

$$N_{Shingles} = \kappa$$

- 5. Define Objective:
 - Maximize the number of products produced according so some priority scheme

$$\max \sum_{r \in \mathbf{R}} \rho_r N_r$$

$$---$$
 FULL FORMULATION $-- \max_{H_{p,r},N_r} \sum_{r \in \mathbf{R}}
ho_r N_r$ $s.t.$ $0 \le \sum_{r \in \mathbf{R}} H_{p,r} \le au^{DAY} \ \ orall p \in \mathbf{P}$ $N_r = \sum_{p \in \mathbf{P}} lpha_{p,r} H_{p,r} \ \ orall r \in \mathbf{R}$ $N_{Shingles} = \kappa$

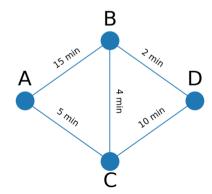
^{*} Notice how the objective and all constraints are linear



Given the roads indicated in the graph below, what's the fastest way to get from point A to point D?

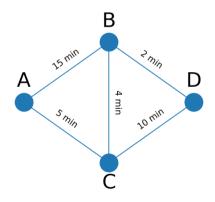
Take a minute to think about the problem on your own:

- 1. Objective Function $(f(\overline{X}))$
- 2. Decision Variables (\overline{X})
- 3. Parameters $(\overline{\alpha})$
- 4. Constraints (S)





First conceptualize the problem:



- Objective: Minimize the time spent traveling
- Variables:
 - Whether or not to travel down each stretch of road
 - Whether or not to visit each point
- Parameters:
 - How long each stretch of road is
 - Which roads connect to which points
- Constraints:
 - If I travel into a point, I must travel out of it.
 - ▶ I have to visit point A and point D



Then write the problem using mathematical modeling:

1. Define Sets:

- $p \in P = \{A, B, C, D\}$: A set of all points
- ▶ $p \in \mathbf{P}^{NON-TERM} = \{B, C\}$: A set of all points other than the terminal (starting and ending) points
- ▶ $p \in \mathbf{P}^{TERM} = \{A, D\}$: A set of all the terminal points
- ▶ $r \in \mathbf{R} = \{AB, AC, BC, BD, CD\}$: A set of all roads
- $r \in \mathbf{R}_p$: A set of all roads that touch point p

	'
р	R_p
Α	$\{AB,AC\}$
В	$\{AB, BC, BD\}$
С	$\{AC, BC, CD\}$
D	$\{BD,CD\}$

2. Define Parameters:

 $ightharpoonup \underline{\delta_r}$: The time it takes to travel road r

r	$\delta_r(minutes)$	
AB	15	
AC	5	
ВС	4	
BD	2	
CD	10	

3. Define Decision Variables:

- ▶ X_r $\forall r \in \mathbb{R}$: Whether or not to travel down road r (Binary Variable)
- ▶ Y_p $\forall p \in \mathbf{P}$: Whether or not to visit point p (Binary Variable)



4. Define Constraints:

If I travel into a point, I must travel out of it

$$\sum_{r \in \mathbf{R}_p} X_r = 2Y_p \quad \forall p \in \mathbf{P}^{NON-TERM}$$

$$\sum_{r \in \mathbf{R}_p} X_r = Y_p \quad orall p \in \mathbf{P}^{TERM}$$

► I have to visit point A and point D

$$Y_p = 1 \quad \forall p \in \mathbf{P}^{TERM}$$

- 5. Define Objective:
 - Minimize the amount of time spent traveling

$$\min_{X_r, Y_p} \sum_{r \in \mathbf{R}} \delta_r X_r$$

--- FULL FORMULATION ---

$$\min_{X_r, Y_p} \sum_{r \in \mathbf{R}} \delta_r X_r$$

s.t.
$$\sum_{r \in \mathbf{R}_p} X_r = 2Y_p \quad \forall p \in \mathbf{P}^{NON-TERM}$$

$$\sum_{r \in \mathbf{R}_p} X_r = Y_p \quad \forall p \in \mathbf{P}^{TERM}$$

$$Y_p = 1 \quad orall p \in \mathbf{P}^{TERM}$$
 $X_r, Y_p \in \{0, 1\}$

^{*} Notice how the objective and all constraints are linear

Next Class



▶ Visit the course website:



QR Code to Course Website

These slides are posted in the Lecture 01 folder.

- Python / Optimization coding crash course
- Go the the Lecture 02 folder on the course website
 - Follow the instructions on "slides.pdf" in the Lecture 02 folder.
 - The more you can do on your own before class the more time we'll have to answer questions and do example next class.
- ▶ Please bring your laptops to class!