

# Cheatsheet

## Useful commands for Python

### Variables and Types

#### Variables

- Definition: Containers for storing information.
- Example: `x = 10`

#### Data Types

- Integers (int): Whole numbers (e.g., count of dates).
- Floats (float): Decimal numbers (e.g., compatibility score).
- Booleans (bool): True/False values (e.g., availability).
- Strings (str): Text values (e.g., names).

```
name = "Alexander" # String variable
flags = 0           # Integer variable
butterflies = True # Boolean variable
```

### Type Conversion

- Checking: Use `type()` to check the type of a variable.
- Conversion:
  - `int()`: Converts to integer.
  - `float()`: Converts to float.
  - `str()`: Converts to string.
  - `bool()`: Converts to boolean.

### String Formatting

- Concatenation: Combine strings using `+`.
- Formatting: Use `f"..."` for formatted strings.

```
name = "Alexander"
print(f"Hello, {name}!")
```

```
Hello, Alexander!
```

# Comparisons

## Comparison Operators

Symbol	Meaning	Example
==	Equal to	score == 100
!=	Not equal to	degree != "Computer Science"
<	Less than	salary < 80000
>	Greater than	experience > 5
<=	Less than or equal to	age <= 65
>=	Greater than or equal to	test_score >= 80

## Logical Operators

Symbol	Meaning	Example
and	Both conditions must be true	score > 80 and experience > 5
or	At least one condition must be true	score > 80 or experience > 5
not	Condition must be false	not (score > 80)

# Decision-Making

## if Statements

- Structure:

```
if condition:  
    # code to execute if condition is True
```

- Example:

```
flat_rating = 8  
if flat_rating >= 7:  
    print("This is a good apartment!")
```

```
This is a good apartment!
```

## if-else Statements

- Structure:

```
if condition:  
    # code to execute if condition is True  
else:  
    # code to execute if condition is False
```

- Example:

```
flat_rating = 4  
if flat_rating >= 7:  
    print("Apply for this flat!")  
else:  
    print("Keep searching!")
```

Keep searching!

## if-elif-else Statements

- Structure:

```
if condition:  
    # code to execute if condition is True  
elif condition:  
    # code to execute if condition is False  
else:  
    # code to execute if condition is False
```

- Example:

```
flat_rating = 8  
if flat_rating >= 9:  
    print("Amazing flat - apply immediately!")  
elif flat_rating >= 7:  
    print("Good flat - consider applying")  
else:  
    print("Keep looking")
```

Good flat - consider applying

## Complex Conditions

- Nested if Statements: Use if statements inside other if statements.
- Logical Operators: Combine conditions using `and`, `or`, `not`.
- Structure:

```
if (condition1) and (condition2):  
    # code if both conditions are True  
elif (condition1) or (condition2):  
    # code if at least one condition is True
```

```
else:  
    # code if none of the conditions are True
```

- Example:

```
flat_rating = 9  
price = 900  
if (flat_rating >= 9) and (price < 1000):  
    print("Amazing flat - apply immediately!")
```

```
Amazing flat - apply immediately!
```

## Lists and Tuples

### Lists

- Definition: Ordered, mutable collections of items.
- Creation: Use square brackets `[]`.

```
ratings = [4.5, 3.8, 4.2]  
restaurants = ["Magic Place", "Sushi Bar", "Coffee Shop"]
```

### Accessing Elements

- Indexing: Use `[index]` to access elements.

```
print(restaurants[0]) # Access the first element
```

```
Magic Place
```

- Negative Indexing: Use `[-1]` to access the last element.

```
print(restaurants[-1]) # Access the last element
```

```
Coffee Shop
```

- Slicing: Use `[start:end]` to access a range of elements.

```
print(restaurants[0:2]) # Access the first two elements
```

```
['Magic Place', 'Sushi Bar']
```

### Adding Elements

- Appending: Use `append()` to add an element to the end of the list.

```
restaurants.append("Pasta Place")
```

- Inserting: Use `insert()` to add an element at a specific index.

```
restaurants.insert(0, "Pasta Magic")
```

## Removing Elements

- Removing: Use `remove()` to remove an element by value.

```
restaurants.remove("Pasta Place")
```

- Removing by Index: Use `pop()` to remove an element by index.

```
restaurants.pop(0)
```

```
'Pasta Magic'
```

## Nested Lists

- Definition: Lists containing other lists or tuples.
- Accessing: Use nested indexing.

```
restaurant_data = [
    ["Pasta Place", 4.5, 3],
    ["Sushi Bar", 4.2, 1]
]
print(restaurants[0][1]) # Access the second element of the first list
```

```
a
```

## Tuples

- Definition: Ordered, immutable collections of items.
- Creation: Use parentheses `()`.
- Immutability: Once created, cannot be changed.
- Memory Efficiency: Use less memory than lists.
- Use Cases: Ideal for fixed data (e.g., restaurant location).

```
ratings = (4.5, 3.8, 4.2)
restaurant_info = ("Pasta Place", "Italian", 2020)
```

# Loops

## for Loops

- Definition: Iterate over a sequence of items.
- Structure:

```
for item in sequence:  
    # code to execute for each item
```

- Example:

```
treatments = ["Standard Drug", "New Drug A", "New Drug B"]  
for treatment in treatments:  
    print(f"Evaluating efficacy of {treatment}")
```

```
Evaluating efficacy of Standard Drug  
Evaluating efficacy of New Drug A  
Evaluating efficacy of New Drug B
```

## Range in for Loops

- Definition: Generate a sequence of numbers.
- Structure:

```
range(start, stop, step)
```

- Example:

```
for phase in range(5): # 0 to 4  
    print(f"Starting Phase {phase + 1}")
```

```
Starting Phase 1  
Starting Phase 2  
Starting Phase 3  
Starting Phase 4  
Starting Phase 5
```

```
for phase in range(1, 5): # 1 to 4  
    print(f"Starting Phase {phase}")
```

```
Starting Phase 1  
Starting Phase 2  
Starting Phase 3  
Starting Phase 4
```

```
for phase in range(1, 5, 2): # 1 to 4, step 2
    print(f"Starting Phase {phase}")
```

```
Starting Phase 1
Starting Phase 3
```

## break and continue

- break: Exit the loop.
- continue: Skip the current iteration and continue with the next.

```
efficacy_scores = [45, 60, 75, 85, 90]
for score in efficacy_scores:
    if score < 50:
        continue
    print(f"Treatment efficacy: {score}%")
    if score >= 85:
        break
```

## Tuple unpacking

- Definition: Assign elements of a tuple to variables.
- Structure:
- Example:

```
restaurant_info = ("Pasta Place", "Italian", 2020)
name, cuisine, year = restaurant_info
print(name)
print(cuisine)
print(year)
```

```
Pasta Place
Italian
2020
```

## while Loops

- Definition: Execute code repeatedly as long as a condition is true.
- Structure:

```
while condition:
    # code to execute while condition is True
```

- Example:

```
phase = 1
while phase <= 5:
```

```
print(f"Starting Phase {phase}")
phase += 1
```

```
Starting Phase 1
Starting Phase 2
Starting Phase 3
Starting Phase 4
Starting Phase 5
```

## Functions

### Basic Function

- Definition: Use the `def` keyword.
- Structure:

```
def function_name(parameters):
    # code to execute (function body)
    return value # Optional
```

- Example:

```
def greet_visitor(name):
    return f"Welcome to the library, {name}!"

greet_visitor("Student")
```

```
'Welcome to the library, Student!'
```

### Return Value

- Definition: The value returned by a function.
- Example:

```
def multiply_by_two(number):
    return number * 2

result = multiply_by_two(5)
print(result)
```

```
10
```

- Note: If a function does not return a value, it implicitly returns `None`.

### Default Parameters

- Definition: Provide default values for function parameters.
- Structure:

```
def greet_visitor(name="People"):
    return f"Welcome to the library, {name}!"

print(greet_visitor()) # Calls the function with the default parameter
print(greet_visitor("Tobias")) # Calls the function with a custom parameter
```

## Multiple Parameters

- Definition: Functions can have multiple parameters.
- Structure:

```
def greet_visitor(name, age):
    return f"Welcome to the library, {name}! You are {age} years old."

print(greet_visitor("Tobias", 30))
```

## String Methods

- Definition: Methods are functions that are called on strings.
- Structure:

```
string.method()
```

- Common String Methods:
  - ▶ `.strip()` - Removes whitespace from start and end
  - ▶ `.title()` - Capitalizes first letter of each word
  - ▶ `.lower()` - Converts to lowercase
  - ▶ `.upper()` - Converts to uppercase
- Example:

```
title = "the hitchhikers guide"
print(title.title())
```

```
The Hitchhikers Guide
```

```
title = "    the hitchhikers guide    "
print(title.strip())
```

```
the hitchhikers guide
```

## Packages

### Standard Libraries

- Definition: Libraries that are part of the Python standard library.
- Access: Import them using `import`.

```
import math
import random
```

- For long package names, you can use the `as` keyword to create an alias.

```
import random as rd
```

- To call a function from an imported package, use the package name as a prefix.

```
random_number = rd.random()
print(random_number)
```

```
0.6945361543370596
```

## Installing Packages

- Definition: Install packages using `uv`. Note, don't do this inside of a notebook but in the terminal in your project folder!

```
{bash}
uv add package_name
```

## Probability Distributions

### Normal Distribution

- When to Use: Most common in business and nature; symmetric outcomes around a mean
- Characteristics:
  - Bell-shaped, symmetric curve
  - Most values cluster around the mean
  - Rare extreme values in tails
- Examples:
  - Investment returns
  - Manufacturing variations
  - Employee performance scores
  - Measurement errors

Python Syntax:

```
import numpy as np

# Generate normal distribution
returns = np.random.normal(loc=mean, scale=std_dev, size=n_samples)
```

```
# Example: Stock returns with 10% mean, 15% volatility
stock_returns = np.random.normal(loc=0.10, scale=0.15, size=10000)
```

Parameters:

- `loc`: The mean (center) of the distribution
- `scale`: The standard deviation (spread)
- `size`: Number of samples to generate

## Uniform Distribution

- When to Use: Complete uncertainty within a range; all outcomes equally likely
- Characteristics:
  - Flat distribution
  - All values equally likely
  - Hard boundaries (min/max)
  - No clustering around any value
- Examples:
  - Random wait times
  - Initial demand estimates with only min/max known
  - Random sampling from a range

Python Syntax:

```
# Generate uniform distribution
values = np.random.uniform(low=minimum, high=maximum, size=n_samples)

# Example: Demand between 1000 and 5000 units
demand = np.random.uniform(low=1000, high=5000, size=10000)
```

Parameters:

- `low`: Minimum value (inclusive)
- `high`: Maximum value (exclusive)
- `size`: Number of samples to generate

## Exponential Distribution

- When to Use: Time between events; waiting times
- Characteristics:
  - Many small values, few large ones
  - Always positive
  - Memoryless property
  - Right-skewed (long tail)
- Examples:
  - Time between customer arrivals
  - Equipment failure times
  - Time until next sale

- ▶ Duration of phone calls

Python Syntax:

```
# Generate exponential distribution
wait_times = np.random.exponential(scale=average_time, size=n_samples)

# Example: Time between customers (avg 5 minutes)
arrivals = np.random.exponential(scale=5, size=10000)
```

Parameters:

- `scale`: The average (mean) time between events
- `size`: Number of samples to generate

## Binomial Distribution

- When to Use: Fixed number of independent yes/no trials
- Characteristics:
  - ▶ Discrete outcomes (counts)
  - ▶ Fixed number of trials
  - ▶ Each trial has same probability
  - ▶ Trials are independent
- Examples:
  - ▶ Number of defective items in a batch
  - ▶ Number of successful sales calls
  - ▶ Number of customers who convert
  - ▶ Number of loans that default

Python Syntax:

```
# Generate binomial distribution
successes = np.random.binomial(n=n_trials, p=prob_success, size=n_samples)

# Example: 100 sales calls with 20% conversion rate
conversions = np.random.binomial(n=100, p=0.20, size=10000)
```

Parameters:

- `n`: Number of trials
- `p`: Probability of success on each trial
- `size`: Number of experiments to simulate

## Common Risk Metrics

Calculate from simulated results:

```
# Basic statistics
mean_return = results.mean()
std_dev = results.std()
```

```

min_value = results.min()
max_value = results.max()

# Percentiles (Value at Risk)
var_5 = np.percentile(results, 5) # 5th percentile (worst 5%)
var_95 = np.percentile(results, 95) # 95th percentile (best 5%)

# Probability of loss
prob_loss = (results < 0).mean()

# Expected shortfall (average of worst 5%)
worst_5_percent = results[results <= var_5]
expected_shortfall = worst_5_percent.mean()

# Correlation between two variables
correlation = np.corrcoef(returns1, returns2)[0, 1]

```

## Monte Carlo Simulation

### Basic Simulation Pattern

Definition: Running many scenarios to understand possible outcomes under uncertainty.

Common Pattern: 1. Create empty list to store results: `results = []` 2. Run simulations in a loop, calling simulation function 3. Append each result to list: `results.append(simulation_result)` 4. Convert to DataFrame: `pd.DataFrame(results)`

```

# Example simulation function
def simulate_business_day():
    customers = np.random.normal(100, 20) # Uncertain demand
    revenue = customers * np.random.uniform(8, 12) # Variable pricing
    profit = revenue - 500 # Fixed costs
    return {'customers': customers, 'revenue': revenue, 'profit': profit}

# Run multiple simulations
results = []
for i in range(10000):
    day_result = simulate_business_day()
    results.append(day_result)

# Convert to DataFrame for analysis
df_results = pd.DataFrame(results)

```

## Analyzing Simulation Results

```

# Basic statistics
mean_profit = df_results['profit'].mean()
std_profit = df_results['profit'].std()

# Risk analysis

```

```

loss_probability = (df_results['profit'] < 0).mean()
profit_range = (df_results['profit'] >= 100) & (df_results['profit'] <=
200)
range_probability = profit_range.mean()

# Percentiles for Value at Risk
var_5 = np.percentile(df_results['profit'], 5) # Worst 5% scenario
var_95 = np.percentile(df_results['profit'], 95) # Best 5% scenario

```

## Time Series Analysis

### Working with Dates

```

# Convert strings to datetime
dates = pd.to_datetime(['2024-01-15', '2024-02-20'])

# Extract date components using .dt accessor
df['month'] = df['date'].dt.month
df['day_of_week'] = df['date'].dt.day_of_week # 0=Monday, 6=Sunday
df['quarter'] = df['date'].dt.quarter
df['is_month_end'] = df['date'].dt.is_month_end

# Access specific elements
third_month = df['date'].dt.month.iloc[2] # Third row's month

```

### Moving Averages

Definition: Smooth time series by averaging over a window of periods.

```

# Simple moving average
df['ma_7'] = df['sales'].rolling(window=7).mean() # 7-day average
df['ma_30'] = df['sales'].rolling(window=30).mean() # 30-day average

# Note: First few values will be NaN due to insufficient data
# Use .dropna() to remove NaN values if needed
clean_data = df.dropna()

```

## Basic Forecasting Methods

### Naive Forecast

```

def naive_forecast(data, periods=1):
    """Tomorrow = today (simplest baseline)"""
    return [data.iloc[-1]] * periods

```

### Moving Average Forecast

```

def moving_average_forecast(data, window=7, periods=1):
    """Forecast using average of last 'window' periods"""

```

```

ma = data.iloc[-window:].mean()
return [ma] * periods

```

## Exponential Smoothing

```

def exponential_smoothing_forecast(data, alpha=0.3, periods=1):
    """Weight recent observations more heavily"""
    forecasts = [data.iloc[0]] # Start with first value

    # Calculate smoothed values
    for i in range(1, len(data)):
        forecast = alpha * data.iloc[i] + (1 - alpha) * forecasts[-1]
        forecasts.append(forecast)

    # Use last smoothed value for future periods
    return [forecasts[-1]] * periods

```

Alpha parameter:

- $\alpha = 0.9$ : Very responsive (trust recent data)
- $\alpha = 0.3$ : Balanced (typical default)
- $\alpha = 0.1$ : Very stable (smooth out noise)

## Forecast Accuracy Metrics

```

def calculate_mae(actual, forecast):
    """Mean Absolute Error - average error size"""
    return np.mean(np.abs(actual - forecast))

def calculate_rmse(actual, forecast):
    """Root Mean Squared Error - penalizes large errors"""
    return np.sqrt(np.mean((actual - forecast) ** 2))

```

When to use:

- MAE: Easier to interpret, same units as data
- RMSE: More sensitive to large errors/outliers

## Scheduling

### Key Performance Metrics

```

def calculate_metrics(schedule_df):
    """Calculate scheduling performance metrics"""
    return {
        'makespan': schedule_df['completion'].max(), # Total time
        'avg_flow_time': schedule_df['completion'].mean(), # Average completion
        'total_tardiness': np.maximum(0, schedule_df['completion'] - schedule_df['due']).sum(),
        'late_orders': (schedule_df['completion'] >

```

```
schedule_df['due']).sum()  
}
```

## Key Concepts

- Slack: Scheduling flexibility = Due Time - Processing Time
- Static Scheduling: Sort all orders first, then process sequentially
- Dynamic Scheduling: Make decisions as orders arrive

## Common Scheduling Rules

### FIFO (First In, First Out)

Process orders in original sequence (by ID or arrival time).

### SPT (Shortest Processing Time)

Process shortest jobs first - minimizes average flow time.

### EDD (Earliest Due Date)

Process orders with earliest due dates first - minimizes maximum lateness.

## Dynamic vs Static Scheduling

Static: All orders available at time 0, sort once and process. Dynamic: Orders arrive over time, make decisions when machine becomes free.

```
# Dynamic scheduling pattern  
def schedule_dynamic(orders):  
    scheduled = []  
    remaining = [o.copy() for o in orders]  
    current_time = 0  
  
    while remaining:  
        # Find available orders (arrived by current_time)  
        available = [o for o in remaining if o['arrival'] <= current_time]  
  
        # If nothing available, jump to next arrival  
        if not available:  
            current_time = min(o['arrival'] for o in remaining)  
            available = [o for o in remaining if o['arrival'] <= current_time]  
  
        # Apply scheduling rule (e.g., SPT)  
        next_order = min(available, key=lambda x: x['processing'])  
  
        # Schedule and update  
        next_order['start'] = current_time  
        next_order['completion'] = current_time + next_order['processing']  
        current_time = next_order['completion']  
  
        scheduled.append(next_order)  
        remaining.remove(next_order)
```

```
return scheduled
```

## Bibliography