6.009 Tutorial 7 -- Who's Got Talent?

Introduction

We are auditioning candidates for a show called "Who's got Talent?" Each candidate is capable of performing a set of talents. Some candidates might be capable of performing multiple talents (e.g., Singing, Dancing, Humor, etc.), while others might be able to perform only one or none at all. In this lab you will write an algorithm for selecting which candidates to perform on the show. Every selected candidate will perform all of his or her talents. The producer has given you two constraints.

First, the producer wants "Who's Got Talent?" to draw a wide audience -- this means incorporating a wide range of talents into the show. You will be given a set of talents that the producer cares about. Every one of these talents must be performed in the show.

Second, the producer wants to limit costs, which are proportional to the number of performers. You need to select as few performers as possible.

Thus your ultimate goal is to select the fewest possible number of performers, while still ensuring that every talent that the producer cares about will be performed.

Problem Setup -- with an Example

There are multiple ways to represent our universe of candidates and talents. For your convenience we provide two list-oflist representations, candidate_to_talents and talent_to_candidates. candidate_to_talents[c] is the list of talents that Candidate c is able to perform. On the other hand, talent_to_candidates[t] is the list of candidates who are able to perform Talent t. For convenience, we assume that the producer wants to include every talent in the show. (This is not much of an assumption, because otherwise we could define our universe to only include the talents that the producer cares about.)

For example, consider the following candidate-talent universe, where "x" denotes the ability of a candidate:

Candidate	Talent 0	Talent 1	Talent 2	Talent 3
Candidate 0	х	х	х	х
Candidate 1		х		х
Candidate 2		х	х	

In our representation, candidate_to_talents is the following list of lists:

```
candidate_to_talents[0] = [0, 1, 2, 3]
candidate_to_talents[1] = [1, 3]
candidate_to_talents[2] = [1, 2]
```

Similarly, talent to candidates is the following list of lists:

```
talent_to_candidates[0] = [0]
talent_to_candidates[1] = [0, 1, 2]
talent_to_candidates[2] = [0, 2]
talent_to_candidates[3] = [0, 1]
```

Implementation -- select_candidates

Inputs

- num candidates: number of candidates; candidates are numbered 0 to (num candidates 1)
- num_talents: number of talents; talents are numbered 0 to (num_talents 1)
- candidate_to_talents: list of lists; candidates_to_talents[c] is a list of talents that Candidate c is able to perform
- talent_to_candidates: list of lists; talent_to_candidates[t] is a list of candidates who are able to perform Talent t

Output

• list of candidate indices, of minimal length to cover the talents. If no solution exists, return an empty list [].

Brute Force Approach

Idea: try *all* combinations of candidates, and pick the one that covers all of the talents, with the smallest number of candidates.

```
In [ ]: # yield all subsets of list L; all elements of L assume to be unique
    def all_subsets(L):
        pass
```

```
In [ ]: list(all_subsets([1,2,3]))
```

Visualization Utility

A utility to help us visualize talents (horizontal) for each candidate (vertical)

Our Example

Test 1: Small, Simple Case

Test 2: Large, Simple Case

```
In [ ]: print(2**num_candidates)
```

Test 3: No Solution case

Test 6: Non-Greedy case

If we take Candidate 3, we'll *still* need the other three to cover all of the talents. So a 'greedy' approach successively grabbing the candidate with the most talent until all talents are filled would fail to find the smallest group of candidates...

Test 7: Big Non-Greedy case

Candidates 1 through 6 cover our talents; but if we take Candidate 0, we still need Candidates 1 through 6. So our algorithm should decline to take Candidate 0...

Better version

In the brute force approach, we consider *every* grouping of candidates. But what if the very first candidate satisties all of the talents? That would mean a lot of wasted work to look at all the other cases!

More generally, we'd like a better version of select_candidates that doesn't waste time on cases that can't be better than the best we've found so far -- i.e., if we're just adding candidates to the chosen list, but the chosen list being considered is already larger in size than the best previously found best list of candidates.

```
In [ ]: | def select_candidates(num_candidates, num_talents,
                              candidate_to_talents, talent_to_candidates):
            global call count
            call_count = 0
            # use sets for fast intersections and differences
            c to t = [set(candidate to talents[c]) for c in range(num candidates)]
            # return best (smallest) set of candidates that provide the needed talents
            # needed_talents = set of talents needed
            # available = list of available candidates
            # chosen = list of candidates chosen so far
            # best = best solution found so far (None == no solution)
            #@instrument
            def helper(needed talents, available, chosen, best):
                global call_count
                call_count += 1
                # have we found a solution? [base case]
                if len(needed talents) == 0:
                    return chosen if best is None or len(chosen) < len(best) else best
                # optimization #1: we already know a better solution
                if best is not None and len(chosen) >= len(best): return best
                # optimization #2: only consider candidates with at least one needed talent
                available = [c for c in available if c_to_t[c] & needed_talents]
                # are we out of candidates? [base case]
                if len(available) == 0: return best
                # see which works best: either using the first candidate or not
                first = available[0] # trial candidate
                rest = available[1:] # remaining candidates
                # try solution without using trail candidate [recursive case]
                if rest:
                    best = helper(needed_talents, rest, chosen, best)
                # try solution using trial candidate [recursive case]
                best = helper(needed_talents - c_to_t[first], rest, chosen + [first], best)
                return best
            # initially we need all the talents, all candidates are available,
            # no one has been chosen, and we have no best solution
            needed talents = set(range(num talents))
            available = list(range(num candidates))
            result = helper(needed_talents, available, [], None)
            print("num_candidates:", num_candidates, "; num recursive calls:", call_count, "; best:", result
            # put result in desired form
            return result or []
```

Now we can go back and run our test cases... and see if they indeed require looking at fewer combinations of candidates!

Test 1: Small, Simple Case (revisited, showing recursion call structure)

Some additional things to try

print(2**num_candidates)

- See how the recursion progresses: try with instrumented version (uncomment @instrument)
- Change the order of try solution with and without trial candidate; how does that change the recursion?
- · What is the complexity of the search?
- How might we implement a breadth first search (i.e., to try all single candidate choices, followed by all twocandidate choices, etc.)?

Brute force breadth-first

```
In [ ]: | ## Try sets of candidates in order of size of sets (smaller sets first).
        ## By definition, the first one we find will be minimal and be a best result.
        def bfbf select candidates(num candidates, num talents,
                                candidate to talents, talent to candidates):
            # use sets for fast intersections and differences
            c_to_t = [set(candidate_to_talents[c]) for c in range(num_candidates)]
            def covers(candidates):
                talents = set()
                for c in candidates:
                     talents.update(c_to_t[c])
                return len(talents) == num_talents
            candidates = list(range(num_candidates))
            case count = 0
            for size in range(1,num candidates+1):
                for candidate_set in all_subsets_of_size(candidates, size):
                     case count += 1
                     if covers(candidate set):
                         print("num_candidates:", num_candidates, " num cases:", case_count, "best:", candida
                        return list(candidate_set)
            print("num_candidates:", num_candidates, " num cases:", case_count, "best:", [])
            return []
```

```
In [ ]: # yield all subsets of L equal in size to size
def all_subsets_of_size(L, size):
    pass # Left as exercise for the reader

#print(list(all_subsets_of_size([1,2,3], 2)))
#[{2, 3}, {1, 3}, {1, 2}]
```

This above is conceptually simple... but is still somewhat slow. The timing test below can be used to quantify (and compare to our other implementations).

Why is this somewhat slow? We look at reasonable numbers of combinations, but we've ignored the cost of creating the combinations (using all_subsets or all_subsets_of_size). In this case, rebuilding sets of different sizes from scratch on each set size iteration can be costly. It also recalculates talent coverage for each new candidate set from scratch.

So we might want to explore ways to speed those up, or better yet, to structure a select_candidates recursion that builds candidate cases from smaller to larger.

```
In [ ]: import time
        num candidates = 17
        num talents = 18
        candidate_to_talents = [[0, 3, 6], [3, 4, 5], [6, 7, 8], [9, 10, 11],
                                [12, 13, 14], [15, 16, 17], [0, 1, 2], [17],
                                [1, 4], [7, 10], [13, 16], [2], [5], [8], [11],
                                [14], [9, 12, 15]]
        talent_to_candidates = [[0, 6], [6, 8], [6, 11], [0, 1], [1, 8], [1, 12],
                                [0, 2], [2, 9], [2, 13], [3, 16], [3, 9], [3, 14],
                                [4, 16], [4, 10], [4, 15], [5, 6], [5, 10], [5, 7]]
        start = time.time()
        select_candidates(num_candidates, num_talents,
                           candidate to talents, talent to candidates)
        end = time.time()
        print("time:", end-start, "sec")
        print(2**num_candidates)
```