



DATA SIENCE

Lecture 1

Introduction and Optimization Problems

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How Does It Compare to 6.0001?

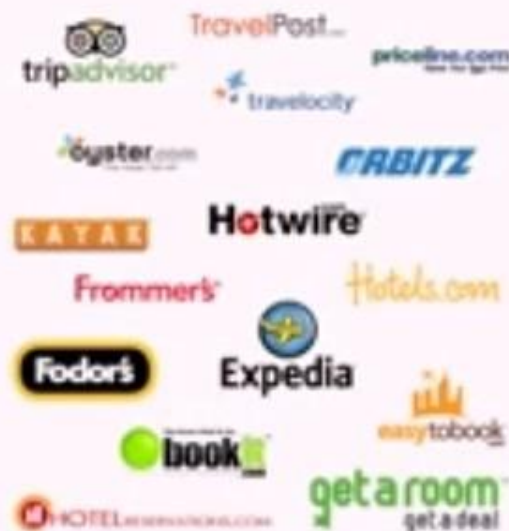
- Programming assignments a bit easier
 - Focus more on the problem to be solved than on programming
- Lecture content more abstract
- Lectures will be a bit faster paced



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What Is an Optimization Model?

- An objective function that is to be maximized or minimized, e.g.,
 - Minimize time spent traveling from New York to Boston
- A set of constraints (possibly empty) that must be honored, e.g.,
 - Cannot spend more than \$100
 - Must be in Boston before 5:00PM



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Knapsack Problems



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Knapsack Problem

- You have limited strength, so there is a maximum weight knapsack that you can carry
- You would like to take more stuff than you can carry
- How do you choose which stuff to take and which to leave behind?
- Two variants
 - 0/1 knapsack problem
 - Continuous or fractional knapsack problem



versus



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0/1 Knapsack Problem, Formalized

- Each item is represented by a pair, $\langle \text{value}, \text{weight} \rangle$
- The knapsack can accommodate items with a total weight of no more than w
- A vector, L , of length n , represents the set of available items. Each element of the vector is an item
- A vector, V , of length n , is used to indicate whether or not items are taken. If $V[i] = 1$, item $I[i]$ is taken. If $V[i] = 0$, item $I[i]$ is not taken

0/1 Knapsack Problem, Formalized

Find a V that maximizes

$$\sum_{i=0}^{n-1} V[i] * I[i].value$$

subject to the constraint that

$$\sum_{i=0}^{n-1} V[i] * I[i].weight \leq w$$

Brute Force Algorithm

- 1. Enumerate all possible combinations of items. That is to say, generate all subsets of the set of ~~subjects~~ *items*. This is called the **power set**.
- 2. Remove all of the combinations whose total units exceeds the allowed weight.
- 3. From the remaining combinations choose any one whose value is the largest.

Often Not Practical

- How big is power set?
- Recall
 - A vector, V , of length n , is used to indicate whether or not items are taken. If $V[i] = 1$, item $I[i]$ is taken. If $V[i] = 0$, item $I[i]$ is not taken
- How many possible different values can V have?
 - As many different binary numbers as can be represented in n bits
- For example, if there are 100 items to choose from, the power set is of size?
 - 1,267,650,600,228,229,401,496,703,205,376

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Greedy Algorithm a Practical Alternative

- while knapsack not full
 put “best” available item in knapsack

An Example

- You are about to sit down to a meal
- You know how much you value different foods, e.g., you like donuts more than apples
- But you have a calorie budget, e.g., you don't want to consume more than 750 calories
- Choosing what to eat is a knapsack problem

				
McDonald's	BURGER KING	PIZZA HUT	KFC	HARVARD
Mugglets	Double Whopper & cheese	BBQ Americana (14 inch)	Crispy Twister	Harvard & cheese
\$	963 calories	3,848 calories	518 calories	979 calories
\$	Whopper & cheese	Double Pepperoni (10 inch)	Hot Burger	Scampi &
\$	721 calories	3,391 calories	641 calories	958 calories
\$ Egg	Chicken Royale	Margherita (10 inch)	Popeye's Chicken (kids portion)	BBQ Chick Sandwich
\$	688 calories	3,336 calories	368 calories	958 calories
\$ Sandwich	Regular fries	Double Pepperoni (9 inch)	Regular fries	Mixed grill
\$	368 calories	3,336 calories	368 calories	958 calories
\$	Hamburger	Margherita (9 inch)	Original recipe one chicken piece	Salmon file
\$	375 calories	1,398 calories	358 calories	beans
\$		1,338 calories		368 calories

A Menu

Food	wine	beer	pizza	burger	fries	coke	apple	donut
Value	89	90	30	50	90	79	90	10
calories	123	154	258	354	365	150	95	195

- Let's look at a program that we can use to decide what to order

Class Food

```
class Food(object):
    def __init__(self, n, v, w):
        self.name = n
        self.value = v
        self.calories = w

    def getValue(self):
        return self.value

    def getCost(self):
        return self.calories

    def density(self):
        return self.getValue()/self.getCost()




    def __str__(self):
        return self.name + ': <' + str(self.value)
        + ', ' + str(self.calories) + '>'
```

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Build Menu of Foods

```
def buildMenu(names, values, calories):  
    """names, values, calories lists of same length.  
    name a list of strings  
    values and calories lists of numbers  
    returns list of Foods"""  
    menu = []  
    for i in range(len(values)):  
        menu.append(Food(names[i], values[i],  
                           calories[i]))  
    return menu
```

Implementation of Flexible Greedy

```
def greedy(items, maxCost, keyFunction):  
    """Assumes items a list, maxCost >= 0,  
        keyFunction maps elements of items to numbers"""  
    itemsCopy = sorted(items, key = keyFunction,   
                        reverse = True)  
  
    result = []  
    totalValue, totalCost = 0.0, 0.0  
  
    for i in range(len(itemsCopy)):   
        if (totalCost+itemsCopy[i].getCost()) <= maxCost:  
            result.append(itemsCopy[i])  
            totalCost += itemsCopy[i].getCost()  
            totalValue += itemsCopy[i].getValue()   
  
    return (result, totalValue)
```

Algorithmic Efficiency

```
def greedy(items, maxCost, keyFunction):  
→ itemsCopy = sorted(items, key = keyFunction,  
                      reverse = True)  
    result = []  
    totalValue, totalCost = 0.0, 0.0  
  
    for i in range(len(itemsCopy)): ←  
        if (totalCost+itemsCopy[i].getCost()) <= maxCost:  
            result.append(itemsCopy[i])  
            totalCost += itemsCopy[i].getCost()  
            totalValue += itemsCopy[i].getValue()  
  
    return (result, totalValue)
```

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Using greedy

```
def testGreedy(maxUnits):  
    print('Use greedy by value to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits, Food.getValue)  
    print('\nUse greedy by cost to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits,  
                lambda x: 1/Food.getCost(x))  
    print('\nUse greedy by density to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits, Food.density)  
  
testGreedy(800)
```



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Class Food

```
class Food(object):
    def __init__(self, n, v, w):
        self.name = n
        self.value = v
        self.calories = w

    def getValue(self):
        return self.value

    def getCost(self):
        return self.calories

    def density(self):
        return self.getValue()/self.getCost()

    def __str__(self):
        return self.name + ': <' + str(self.value) + '\n'
        + ', ' + str(self.calories) + '>'
```

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Using greedy

```
def testGreedy(foods, maxUnits):  
    print('Use greedy by value to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits, Food.getValue)  
    print('\nUse greedy by cost to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits,  
                lambda x: 1/Food.getCost(x))  
    print('\nUse greedy by density to allocate', maxUnits,  
          'calories')  
    testGreedy(foods, maxUnits, Food.density)  
  
names = ['wine', 'beer', 'pizza', 'burger', 'fries',  
         'cola', 'apple', 'donut', 'cake']  
values = [89,90,95,100,90,79,50,10]  
calories = [123,154,258,354,365,150,95,195]  
foods = buildMenu(names, values, calories)  
testGreedy(foods, 750)
```

Run code

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```
45     for item in taken:
46         print(' ', item)
47
48 def testGreedy(foods, maxUnits):
49     print('Use greedy by value to allocate', maxUnits,
50           'calories')
51     testGreedy(foods, maxUnits, Food.getValue)
52     print('\nUse greedy by cost to allocate', maxUnits,
53           'calories')
54     testGreedy(foods, maxUnits,
55                 lambda x: 1/Food.getCost(x))
56     print('\nUse greedy by density to allocate', maxUnits,
57           'calories')
58     testGreedy(foods, maxUnits, Food.density)
59
60
61 names = ['wine', 'beer', 'pizza', 'burger', 'fries',
62          'cola', 'apple', 'donut', 'cake']
63 values = [89,90,95,100,90,79,50,10]
64 calories = [123,154,258,354,365,150,95,195]
65 foods = buildMenu(names, values, calories)
66 testGreedy(foods, 750)
```

[MSC v.1900 64 bit (AMD64)]
Type "copyright",
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more information.

IPython 5.1.0 -- An
enhanced Interactive
Python.

? -> Introduction
and overview of IPython's
features.

%quickref -> Quick
reference.

help -> Python's own
help system.

object? -> Details about
'object', use 'object?.'
for extra details.

In [1]:

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