

Data-Driven Decision-Making In Enterprise Applications

Introduction

Rainer Schlosser

Hasso Plattner Institute (EPIC)

April 27, 2020

The World is Full of Decision Problems



EMPFEHLUNG DESTINIEN 40 Gai sa vi 41 Rau gan bunh 42 Phieu kho 43 Cao la ba la 44 Bun chi nam VIETNAMESISCH SPEZIALITÄTEN 39 Luogiem 31 Gokhachien 32 Gokhachien 50 HUUHNELEICH a Austern-Sofle b Süß-Sauer-Sofle c Mango-Sofle d Curry-Sofle e Entenbraten-Sofle	51 RINDLEICH a Austern-Sofle b Süß-Sauer-Sofle c Mango-Sofle d Curry-Sofle 52 GEMISCHT HUUHNELEICH a Austern-Sofle b Süß-Sauer-Sofle c Mango-Sofle d Curry-Sofle 54 FLEISCH a Austern-Sofle b Süß-Sauer-Sofle c Mango-Sofle d Curry-Sofle 55 GEMISCHT a Austern-Sofle b Mango-Sofle c Curry-Sofle d Entenbraten-Sofle	56 TOFU a Austern-Sofle b Mango-Sofle c Curry-Sofle d Entenbraten-Sofle TIPIPS 97 HUUHNELEICH 98 Entenbraten 99 Tofu HUUHNELEICH 100 Phieu kho 101 HUUHNELEICH 102 HUUHNELEICH 103 Gokhachien 104 Entenbraten 105 Gokhachien 106 Tofu REISNUDELLEICH 107 Phieu kho 108 HUUHNELEICH 109 HUUHNELEICH 110 HUUHNELEICH 111 HUUHNELEICH 112 Gokhachien 113 M. HUUHNELEICH
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What Constitutes a Decision Problem?

Decisions

Objectives

Constraints

How to Approach Decision Problems?

Decisions x

When can I do what?

Identify.



Objective $F(x)$

What do I want to optimize?

Define.

Constraints $C(x)$

What has to be satisfied?

Determine.



How to Approach Decision Problems?

Decisions x

When can I do what?

Identify.

Impact of x

What happens if a certain decision is made? Estimate.

Objective $F(x)$

What do I want to optimize?

Define.

Constraints $C(x)$

What has to be satisfied?

Determine.

Optimization

Max $F(x)$ over x such that $C(x)$ is satisfied. Solve!

Agenda

- Introduction ✓
- **Personal Background**
- Goals of the Course & Grading
- Outlook: Solution Techniques and Problem Examples

Personal Background

- Ph.D. Operations Research (2014), Humboldt-University of Berlin
- Hasso Plattner Institute, EPIC, since 2015
- Field of Research
 - Data-driven decision support
 - Focus on stochastic dynamic models
- Current Areas of Applications
 - Operations management (e.g., dynamic pricing, ordering, advertising)
 - Database configuration (e.g., data placement problems, index selection)

Agenda

- Introduction ✓
- Personal background ✓
- **Goals of the Course & Grading**
- Outlook: Solution Techniques and Problem Examples

Technical Information

- Credits? 4 SWS (V/Ü), 6 ECTS (graded)
- When? Monday 13.30 - 15.00 VL (lecture)
 Thursday 11.00 – 12.30 UE (exercise/questions)
Start: April 27, 2020, End: July 16, 2020
- Where? currently via Zoom (maybe later Room D-E. 9/10)
- Who? Rainer Schlosser, rainer.schlosser@hpi.de
- Slides? EPIC, Teaching, Summer 2020

Structure of the Course

- April/May: Lectures on „Optimization Techniques“:
 - (i) Linear Programming
 - (ii) Integer Linear Programming
 - (iii) Linear + Logistic Regression
 - (iv) Dynamic Programming
 - (v) Robust + Nonlinear Optimization
- June/July: Choose Projects, Apply/Extend Suitable Techniques, Work in Teams, Input/Support will be given
- July/Aug: Documentation of Projects Results

Overview

Week	Dates	Topic
1	April 27/30	Introduction + Linear Programming
2	May 4/7	Integer Linear Programming
3	May 11/14	Linear + Logistic Regression
4	May 18	Exercise Implementations (Thu May 21 “Himmelfahrt”)
5	May 25/28	Dynamic Programming (Mon June 1 “Pfingstmontag”)
6	June 4	Dynamic Pricing Competition
7	June 8/11	Project Assignments
8	June 15/18	Robust + Nonlinear Optimization
9	June 22/25	Work on Projects: Input/Support
10	June 29/2	Work on Projects: Input/Support
11	July 6/9	Work on Projects: Input/Support
12	July 13/16	Work on Projects: Input/Support
13	July/Aug	Finish Documentation (Deadline: Aug 31)

Goals of the Course & Grading

- Goal: Develop models to compute optimized decisions for different problems & applications
- Learn: Optimization techniques
- Do: Apply & extend different optimization approaches
- Grading: 30% Project results
70% Documentation (“Projektarbeit”)

Prerequisites

- Programming
 - Parameters, Data Preparation
 - Loops, Recursions, Simulations
- Basic Mathematical Background
 - Sets, Vectors
 - Probabilities, Random Variables, Expected Values
- More does not harm
 - Regression Analysis
 - Experience with Solvers
 - Game Theory

Agenda

- Introduction ✓
- Personal Background ✓
- Goals of the Course & Grading ✓
- **Outlook: Solution Techniques and Problem Examples**

Week 2-3 – Linear (Integer) Programming

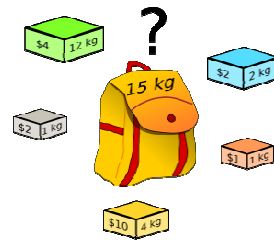
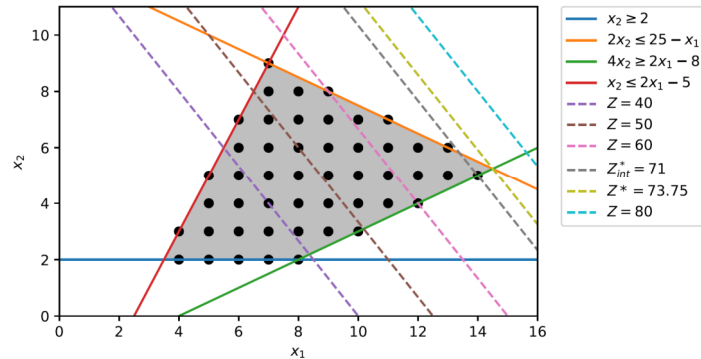
- $$\max_{x_1, x_2 \geq 0} \vec{c}'\vec{x} \quad \text{s.t.} \quad A \cdot \vec{x} \leq \vec{b}$$

- Knapsack Problem

- Matrix Inversion

- Assignment Problems

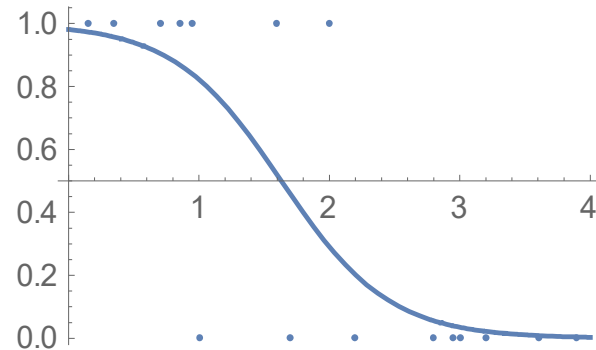
- Data placement problems



8	+	1	+	6	= 15
+	+	+	+	+	
3	+	5	+	7	= 15
+	+	+	+	+	
4	+	9	+	2	= 15
= 15		= 15		= 15	= 15

Week 4 – Linear / Logistic Regression

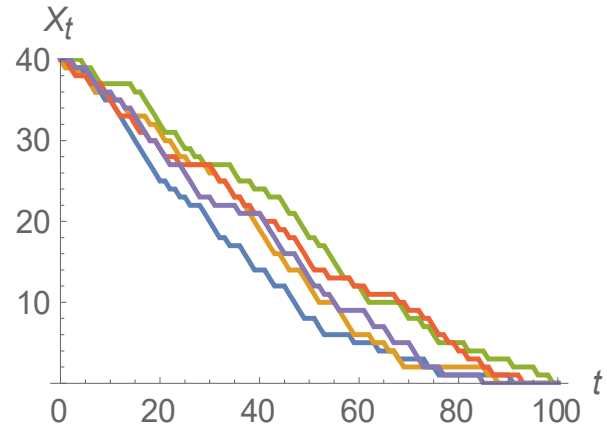
- Least squares
- Maximum Likelihood



- Estimation of Conditional Probabilities
- Demand Learning on Online Marketplaces

Week 5-6 – Dynamic Programming

- How to control processes over time
- Plan decisions over time
- Consider state transitions
- Inventory Management
- Dynamic Pricing Competition



Week 7 – Choose Your Project

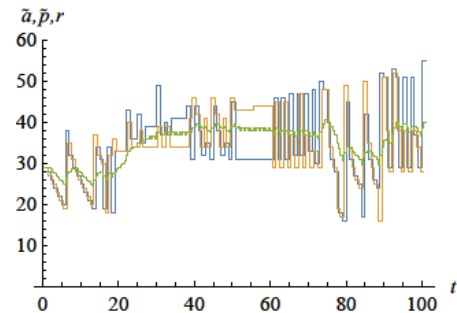
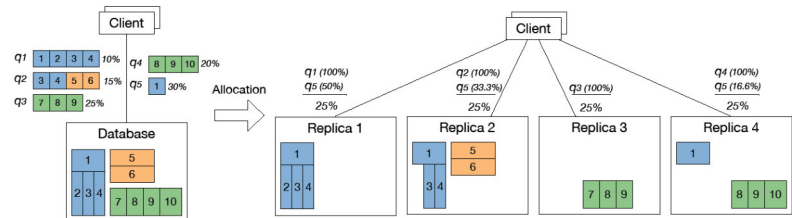
- Form teams of 2-3 students
- Potential projects:

Data placement problems

Index Selection

Dynamic Pricing

Competition + Game Theory, . . .



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