

# PRACTICAL: 10

**AIM:** Implementation of solution of 0-1 Knapsack using branch and bound.

## ALGORITHM: \_\_\_\_\_

1. Sort all items in decreasing order of ratio of value per unit weight so that an upper bound can be computed using Greedy Approach.
2. Initialize maximum profit,  $\text{maxProfit} = 0$
3. Create an empty queue, Q.
4. Create a dummy node of decision tree and enqueue it to Q. Profit and weight of dummy node are 0.
5. Do following while Q is not empty.
  - Extract an item from Q. Let the extracted item be u.
  - Compute profit of next level node. If the profit is more than  $\text{maxProfit}$ , then update  $\text{maxProfit}$ .
  - Compute bound of next level node. If bound is more than  $\text{maxProfit}$ , then add next level node to Q.
  - Consider the case when next level node is not considered as part of solution and add a node to queue with level as next, but weight and profit without considering next level nodes.

## CODE: \_\_\_\_\_

```
#include <bits/stdc++.h>
using namespace std;

struct Item
{
    float weight;
    int value;
};

struct Node
{
    int level, profit, bound;
    float weight;
};

bool cmp(Item a, Item b)
{
    double r1 = (double)a.value / a.weight;
    double r2 = (double)b.value / b.weight;
    return r1 > r2;
}

int bound(Node u, int n, int W, Item arr[])
{
    if (u.weight >= W)
        return 0;

    int profit_bound = u.profit;

    int j = u.level + 1;
    int totweight = u.weight;
```

```

while ((j < n) && (totweight + arr[j].weight <= W))
{
    totweight += arr[j].weight;
    profit_bound += arr[j].value;
    j++;
}

if (j < n)
    profit_bound += (W - totweight) * arr[j].value / arr[j].weight;
return profit_bound;
}

```

```

int knapsack(int W, Item arr[], int n)
{
    sort(arr, arr + n, cmp);

    queue<Node> Q;
    Node u, v;
    u.level = -1;
    u.profit = u.weight = 0;
    Q.push(u);
    int maxProfit = 0;
    while (!Q.empty())
    {
        u = Q.front();
        Q.pop();
        if (u.level == -1)
            v.level = 0;
        if (u.level == n-1)
            continue;
        v.level = u.level + 1;
        v.weight = u.weight + arr[v.level].weight;
        v.profit = u.profit + arr[v.level].value;

        if (v.weight <= W && v.profit > maxProfit)
            maxProfit = v.profit;

        v.bound = bound(v, n, W, arr);

        if (v.bound > maxProfit)
            Q.push(v);
        v.weight = u.weight;
        v.profit = u.profit;
        v.bound = bound(v, n, W, arr);
        if (v.bound > maxProfit)
            Q.push(v);
    }

    return maxProfit;
}

```

```

int main()
{
    int W = 10; // Weight of knapsack
    Item arr[] = {{2, 40}, {3.14, 50}, {1.98, 100},
                  {5, 95}, {3, 30}};
}

```

```
int n = sizeof(arr) / sizeof(arr[0]);

cout << "Maximum possible profit = "
      << knapsack(W, arr, n);

return 0;
}
```

**OUTPUT:** \_\_\_\_\_

```
Maximum possible profit = 235
```

**TIME COMPLEXITY:-**

$\theta(nw)$