

## Agenda

- 1) 0/1 Knapsack
- 2) Unbounded Knapsack
- 3) Iterative DP

### Q.1 0-1 Knapsack

Given  $N$  items, each with a weight and value, find **max value** which can be obtained by picking items such that total weight of picked items  $\leq K$ . ( $K$  is given)

Note: i) Every item can be picked at max 1 time.

ii) we can't take part of an item.

	0	1	2	3			
wt:	20	10	30	40	$K = 50$	<del>cap = 50</del>	<del>ans = 6</del>
val:	100	60	120	150		<del>40</del>	<del>60</del>
vpk:	5	6	4	3.75		20	180 X

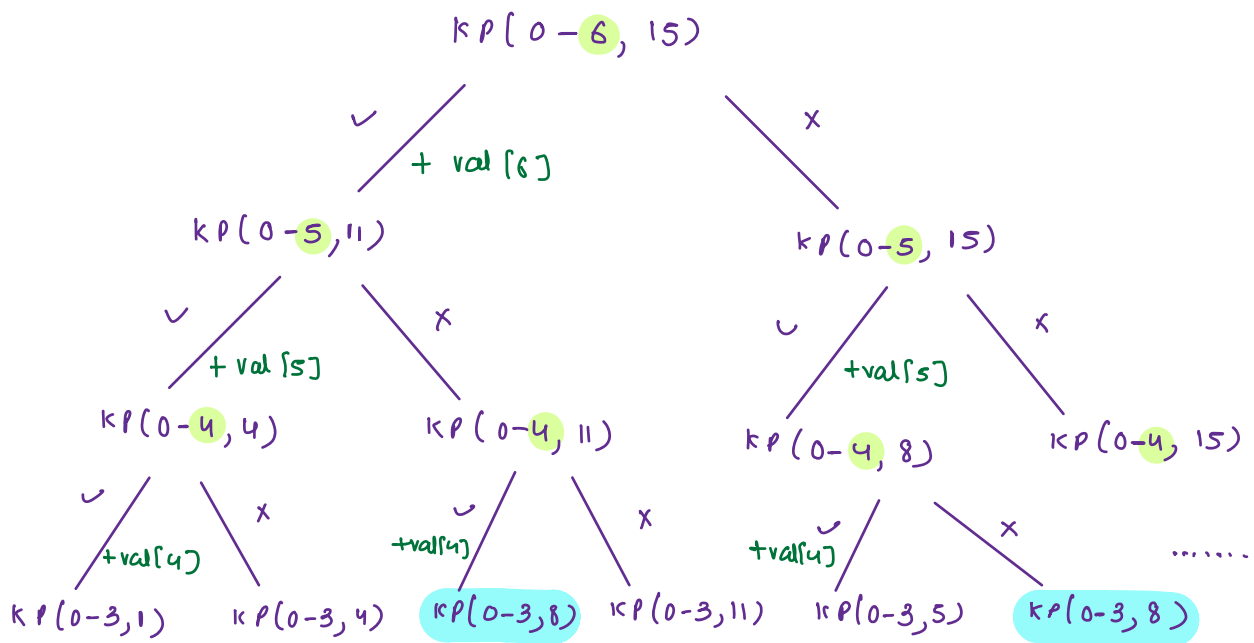
(greedy won't work)

The idea of subsequence can be applied to see all possibilities of item selection but take care of  $K$  as well in logic.

↙

	0	1	2	3	4	5	6
wt:	4	1	5	4	3	7	4
val:	3	2	8	3	7	10	5

K = 15



$dp[][] \rightarrow dp[n][k+1]$   
 ↓      ↘ cap  
 index  
 (0 to n-1)

int solve (int [] wt, int [] val, int k) {

int n = wt.length;

dp = new int [n] [k+1];

// fill dp with -1

return helper (wt, val, n-1, k);

```
int[][] dp; (dp → new int[n][k+1])
```

```
int helper (int[] wt, int[] val, int i, int k) {
```

```
    if (i < 0 || k == 0) {
```

```
        return 0;
```

```
    }
```

```
    if (k < 0) {
```

```
        return -∞;
```

```
    }
```

```
    if (dp[i][k] != -1) {
```

```
        return dp[i][k];
```

```
    }
```

```
    int a = helper(wt, val, i-1, k-wt[i]) + val[i];
```

```
    int b = helper(wt, val, i-1, k);
```

```
    int ans = Math.max(a, b);
```

```
    dp[i][k] = ans;
```

```
    return ans;
```

T.C :  $O(nk)$

S.C :  $O(nk)$

## Q.2 Unbounded Knapsack

Given  $N$  items, each with a weight and value, find **max value** which can be obtained by picking items such that total weight of picked items  $\leq K$ . ( $K$  is given)

Note: i) Every item can be picked unlimited no. of times.

ii) we can't take part of an item.

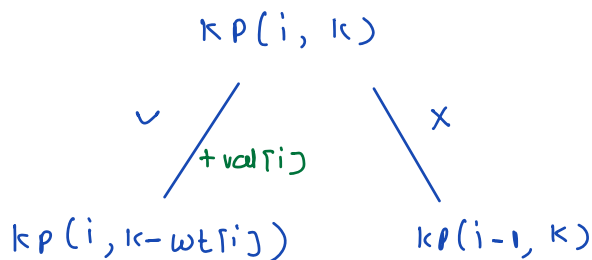
	0	1	2	3	✓
wt:	20	10	30	40	
val:	100	60	120	150	

$K = 50$

greedy won't work

wt:	11	10
val:	22	19
v/wt	2	1.9

$K = 20$



```
int solve (int [] wt, int [] val, int K) {
```

```
    int n = wt.length;
```

```
    dp = new int [n] [K+1];
```

```
    // fill dp with -1
```

```
    return helper (wt, val, n-1, K);
```

```
int[][] dp; (dp -> new int[n][k+1])
```

```
int helper (int[] wt, int[] val, int i, int k) {
```

```
    if (i < 0 || k == 0) {
```

```
        return 0;
```

```
    }
```

```
    if (k < 0) {
```

```
        return -∞;
```

```
    }
```

```
    if (dp[i][k] != -1) {
```

```
        return dp[i][k];
```

```
    }
```

```
    int a = helper(wt, val, i, k - wt[i]) + val[i];
```

```
    int b = helper(wt, val, i-1, k);
```

```
    int ans = Math.max(a, b);
```

```
    dp[i][k] = ans;
```

```
    return ans;
```

TC:  $O(nk)$

SC:  $O(nk)$

## Iterative DP: Tabulation

Let's revisit some solved problems.

①. Fibonacci:

$$\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$$

↓  $n=9$

dp	0	1	1	2	3	5	8	13	21	34
	0	1	2	3	4	5	6	7	8	9

$\text{dp}[i] = \text{fibonacci of } i$

②. count ways from  $(0,0)$  to  $(n-1, m-1)$   $\rightarrow R \downarrow D$

	0	1	2	3
0				
1				
2				

$$\text{ways}(i, j) = \text{ways}(i-1, j) + \text{ways}(i, j-1)$$

How to travel:

→ the cells on which you are dependent should be solved before coming to you.

dp

	0	1	2	3
0	1	1	1	1
1	1	2	3	4
2	1	3	6	10

$\text{dp}[i][j]$ : no. of ways to reach  $(i, j)$  starting from  $(0,0)$

③. min path cost from  $(0,0)$  to  $(n-1, m-1)$   $\rightarrow R \downarrow D$

	0	1	2	3
0	2	1	3	2
1	4	7	1	8
2	6	3	10	5

$$\text{mincost}(i, j) = \text{Min}(\text{mincost}(i-1, j), \text{mincost}(i, j-1)) + \text{mat}[i][j]$$

	0	1	2	3
0	2	3	6	8
1	6	10	7	15
2	12	13	17	20

dp

$\rightarrow$  if  $i == 0$  &  $j == 0$   
 $dp[0][0] = \text{mat}[0][0]$

$\rightarrow$  if  $i == 0$   
 $dp[i][j] = dp[i][j-1] + \text{mat}[i][j]$

$\rightarrow$  if  $j == 0$   
 $dp[i][j] = dp[i-1][j] + \text{mat}[i][j]$

$\rightarrow$  rest  
 $dp[i][j] = \min(dp[i-1][j], dp[i][j-1]) + \text{mat}[i][j]$

$dp[i][j]$   
 $=$  min cost to reach  
 $(i, j)$  from  $(0, 0)$

④. 0-1 Knapsack

$dp \rightarrow [n][k+1]$

wt: 3 6 4 2  
val: 12 20 15 6

$K = 7$

$$KS(i, k) = \max(KS(i-1, k - wt[i]) + val[i], KS(i-1, k))$$

$K \rightarrow$

	0	1	2	3	4	5	6	7
0	0	0	0	12	12	12	12	12
1	0	0	0	12	12	12	20	26
2	0	0	0	12	15	15	20	27
3	0	0	6	12	15	18	21	27

$\downarrow$  Items

$dp[i][k]$ : max value generated till  $i^{th}$  index  
when  $cap = k$ .



doubts

$$\text{mincost}(i, j) = \min(\text{mincost}(i-1, j), \text{mincost}(i, j-1)) + \text{mat}[i][j]$$

A =

	0	1	2	3
0	2	1	3	2
1	4	7	1	8
2	6	3	10	5

dp :

	0	1	2	3
0	2	3	6	8
1	6	10	7	15
2	12	13	17	20