

# Advanced Algorithms & Data Structures



Department of CSE

**ADVANCED ALGORITHMS AND DATA STRUCTURES**  
**23CS03HF**

Topic:

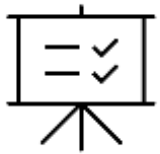
**Dynamic Programming –  
0/1 Knapsack Problem**

## AIM OF THE SESSION



To familiarize students with the concept of Knapsack problem.

## INSTRUCTIONAL OBJECTIVES



This Session is designed to:

1. Demonstrate :- Knapsack problem.
2. Describe :- Bounding function.

## LEARNING OUTCOMES



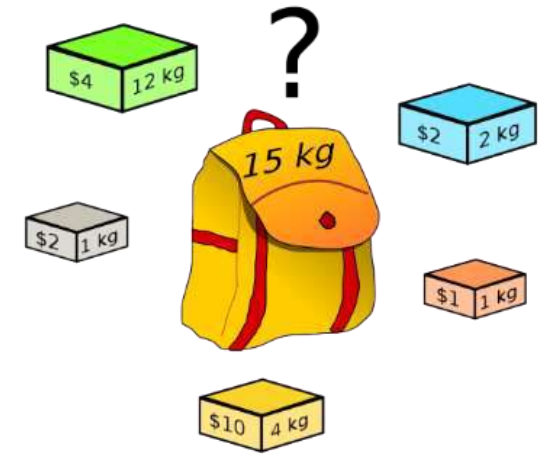
At the end of this session, you should be able to:

1. Define :- Knapsack problem.
2. Describe :- Bounding function.
3. Summarize:- Backtracking solution to the 0/1 knapsack problem.

# Knapsack Problem

You are given the following-

- A knapsack - with limited weight capacity.
- items - having some weight and value.



The problem states-

Which items should be placed into the knapsack such that-

- The value or profit obtained by putting the items into the knapsack is maximum.
- And the weight limit of the knapsack does not exceed.



## Knapsack Problem variants

### Variants:

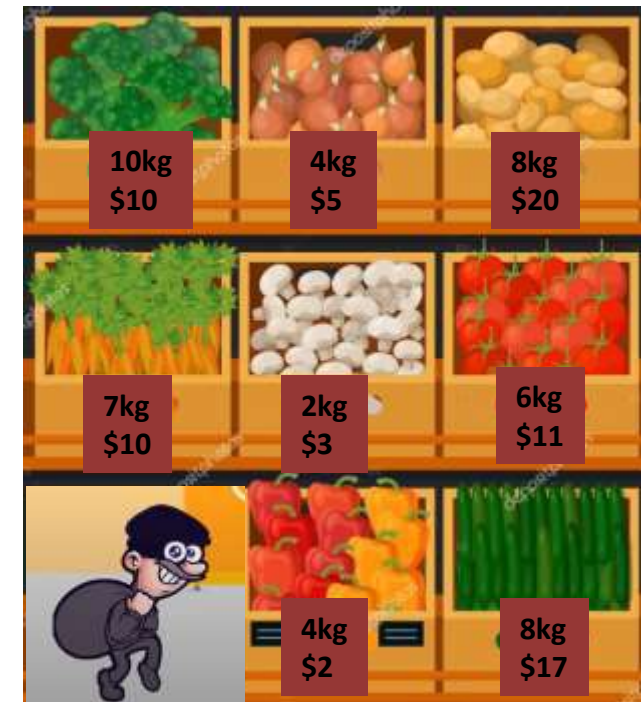
#### – 0/1 Knapsack.

- not allowed to break items. We either take the whole item or don't take it.



#### Fractional Knapsack

- can break items for maximizing the total value of knapsack



## 0/1 Knapsack Problem

**In 0/1 Knapsack Problem,**

- As the name suggests, items are indivisible here.
- We can not take the fraction of any item.
- We have to either take an item completely or leave it completely.

**Example:**

Consider the knapsack instance  $n = 3$ ,  $(w_1, w_2, w_3) = (2, 3, 4)$ ,  $(p_1, p_2, p_3) = (1, 2, 5)$  and  $m = 6$ .

Probability of Chosen Items  $(x_i) = [\{0, 0, 0\}, \{0, 0, 1\}, \dots, \{1, 1, 1\}]$

No. of Possible Solutions  $(2^n) = 2^3 = 8$ .

The problem is to find the Best Optimal Solution among the 8 for the 0/1 Knapsack.

## 0/1 Knapsack Problem-solution: Set Method

Initially  $S^0 = \{(0,0)\}$

$$S_1^i = \{ (P, W) / (P - p_{i+1}, W - w_{i+1}) \in S^i \}$$

$S^{i+1}$  can be computed by merging from  $S^i$  and  $S_1^i$

- **Purging or dominance rule:** if  $S^{i+1}$  contains two pairs  $(p_j, w_j)$  and  $(p_k, w_k)$  with the property that  $p_j \leq p_k$  and  $w_j \geq w_k$  then the pair  $(p_j, w_j)$  can be discarded.
- When generating  $S^i$ , we can also purge all pairs  $(p, w)$  with  $w > m$  as these pairs determine the value of  $f_n(x)$  only for  $x > m$ .
- The optimal solution  $f_n(m)$  is given by the *highest profit pair*.

**Example 1: Consider the knapsack instance  $n = 3$ ,  
 $(w_1, w_2, w_3) = (2, 3, 4)$ ,  $(p_1, p_2, p_3) = (1, 2, 5)$ , and  $m = 6$ .**

**Initially**

$$S^0 = \{(0, 0)\}$$

**Include 1<sup>st</sup> object**

$$S_1^0 = \{(0+1, 0+2)\} = \{(1, 2)\}$$

**Next Stage can be obtained  $S^{0+1}$  ( $S^1$ ) can be computed by merging from  $S^0$  and  $S_1^0$**

$$S^1 = \{(0, 0), (1, 2)\}$$

**Include 2<sup>nd</sup> object**

$$S_1^1 = \{(0+2, 0+3), (1+2, 2+3)\} = \{(2, 3), (3, 5)\}$$

**Next Stage can be obtained  $S^{1+1}$  ( $S^2$ ) can be computed by merging from  $S^1$  and  $S_1^1$**

$$S^2 = \{(0, 0), (1, 2), (2, 3), (3, 5)\}$$

**Include 3<sup>rd</sup> object**

$$\begin{aligned} S_1^2 &= \{(0+5, 0+4), (1+5, 2+4), (2+5, 3+4), (3+5, 5+4)\} \\ &= \{(5, 4), (6, 6), (7, 7), (8, 9)\} \end{aligned}$$



Next Stage can be obtained  $S^{2+1}$  ( $S^3$ ) can be computed by merging from  $S^2$  and  $S_1^2$

$$S^3 = \{(0,0)(1,2)(2,3)(3,5)(5,4)(6,6)(7,7)(8,9)\}$$

Apply Purging rule

Pairs (3,5) (7,7)(8,9) will be discarded

Therefore ,

$$S^3 = \{(0,0)(1,2)(2,3)(5,4)(6,6)\}$$

To find the included items:

(6,6) is in  $S^3$  So  $x_3 = 1$

$$P - p_3 = 6 - 5 = 1 \text{ \& } W - w_3 = 6 - 4 = 2$$

(1,2) is in  $S^1$  So  $x_1 = 1$

Therefore  $X = (1,0,1)$

## 0/1 Knapsack Algorithm

**Algorithm DKP(p,w,n,m)**

**{**

**$S^0 := \{(0,0)\};$**

**for i := 1 to n-1 do**

**{**

**$S^{i-1} = \{(P,W) \mid (P-p_i, W-w_i) \in S^{i-1} \text{ and } W \leq m\};$**

**$S^i = \text{MergePurge}(S^{i-1}, S_1^{i-1});$**

**}**

**$(P_x, W_x) = \text{last pair in } S^{n-1};$**

**$(P_y, W_y) = (P^1 + p_n, W^1 + w_n)$  where  $W^1$  is the largest  $W$  in any pair in  $S^{n-1}$  such that**

**$W + w_n \leq m;$**

```
// Trace back for  $x_n, x_{n-1}, \dots, x_1$ .  
if ( $P_x > P_y$ ) then  
     $x_n = 0$ ;  
else  $x_n = 1$ ;  
    TraceBackFor( $x_{n-1}, \dots, x_1$ );  
}
```

## Complexity Analysis:

The complexity of the algorithm is  $O(nW)$  where,  $n$  is the number of items and  $W$  is the capacity of knapsack.

- **Example 2** Solve Knapsack instance  $M = 8$ , and  $n = 4$ . Let  $P_i$  and  $W_i$  are as shown below.

$i$	$P_i$	$W_i$
1	1	2
2	2	3
3	5	4
4	6	5

**Solution :** Let us build the sequence of decision  $S^0, S^1, S^2$ .

$$S^0 = \{(0, 0)\} \text{ initially}$$

$$S_1^0 = \{(1, 2)\}$$

That means while building  $S_1^0$  we select the next  $i^{\text{th}}$  pair. For  $S_1^0$  we have selected first  $(P, W)$  pair which is  $(1, 2)$ .

Now

$$S^1 = \{\text{Merge } S^0 \text{ and } S_1^0\}$$

$$= \{(0, 0), (1, 2)\}$$

$$S_1^1 = \{\text{Select next } (P, W) \text{ pair and add it with } S^1\}$$

$$= \{(2, 3), (2+0, 3+0), (2+1, 3+2)\}$$

$$S_1^1 = \{(2, 3), (3, 5)\} \quad \because \text{Repetition of } (2, 3) \text{ is avoided.}$$

$$S^2 = \{\text{Merge candidates from } S^1 \text{ and } S_1^1\}$$

$$= \{(0, 0), (1, 2), (2, 3), (3, 5)\}$$

$$\therefore S_1^2 = \{\text{Select next } (P, W) \text{ pair and add it with } S^2\}$$

$$= \{(5, 4), (6, 6), (7, 7), (8, 9)\}$$

Now

$$S^3 = \{\text{Merge candidates from } S^2 \text{ and } S_1^2\}$$

$$S^3 = \{(0, 0), (1, 2), (2, 3), (5, 4), (6, 6), (7, 7), (8, 9)\}$$

Note that the pair (3, 5) is purged from  $S^3$ . This is because, let us assume  $(P_j, W_j) = (3, 5)$  and  $(P_k, W_k) = (5, 4)$ . Here  $P_j \leq P_k$  and  $W_j > W_k$  is true hence we will eliminate pair  $(P_j, W_j)$  i.e. (3, 5) from  $S^3$ .

$$S_1^3 = \{(6, 5), (7, 7), (8, 8), (11, 9), (12, 11), (13, 12), (14, 14)\}$$

$$S^4 = \{(0, 0), (1, 2), (2, 3), (5, 4), (6, 6), (7, 7), (8, 9)$$

$$(6, 5), (8, 8), (11, 9), (12, 11), (13, 12), (14, 14)\}$$

Now we are interested in  $M = 8$ . We get pair (8, 8) in  $S^4$ . Hence we will set  $x_4 = 1$ .  
 Now to select next object  $(P - P_4)$  and  $(W - W_4)$ .

i.e.  $(8 - 6)$  and  $(8 - 5)$ .

i.e. (2, 3)

Pair  $(2, 3) \in S^2$ . Hence set  $x_2 = 1$ . So we get the final solution as (0, 1, 0, 1).

### Example 3:

Consider the knapsack instance  $n = 3$ ,  $m=50$ ,  $(w_1, w_2, w_3) = (10,20,30)$  &  $(p_1, p_2, p_3) = (60, 100, 120)$ .

**The 0/1 Knapsack problem can be defined as follows: We have (N) items, each with a weight  $((w_i))$  and a value  $((v_i))$ . We also have a bag with a capacity (W). The goal is to select items to place in the bag such that the total value is maximized, without exceeding the bag's capacity.**

## SELF-ASSESSMENT QUESTIONS

1. What is the main objective of the 0/1 Knapsack problem?

- A. To maximize the total weight of items in the knapsack
- B. To minimize the total value of items in the knapsack
- C. To maximize the total value of items in the knapsack without exceeding the weight capacity
- D. To minimize the total weight of items in the knapsack

In the 0/1 Knapsack problem, if (  $n$  ) is the number of items and (  $W$  ) is the maximum weight capacity, what is the time complexity of the dynamic programming solution?

- A. (  $O(n + W)$  )
- B. (  $O(nW)$  )
- C. (  $O(n^2)$  )
- D. (  $O(n^3)$  )



## TERMINAL QUESTIONS

1. What is the dynamic 0/1 knapsack problem?
2. Can we solve knapsack problem using dynamic programming?
3. What is the formula for the 0/1 knapsack problem?

### Reference Books :

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein., 3rd, 2009, The MIT Press.
- 2 Algorithm Design Manual, Steven S. Skiena., 2nd, 2008, Springer.
- 3 Data Structures and Algorithms in Python, Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser., 2nd, 2013, Wiley.
- 4 The Art of Computer Programming, Donald E. Knuth, 3rd, 1997, Addison-Wesley Professiona.

### MOOCS :

1. <https://www.coursera.org/specializations/algorithms?=>
2. <https://www.coursera.org/learn/dynamic-programming-greedy-algorithms#modules>

THANK YOU

