

## Section 3.1: The Knapsack Problem

### Knapsack

Input:

Knapsack with a capacity  $B \in \mathbb{Z}^+$

Items  $I = \{1, 2, \dots, n\}$

Item  $i$  has size  $s_i \in \mathbb{Z}^+$  and value  $v_i \in \mathbb{Z}^+$

Objective:

Find a set of items with total size  $\leq B$   
and largest possible total value

### Greedy alg.:

Consider items in order of decreasing  $v/s$ -ratio

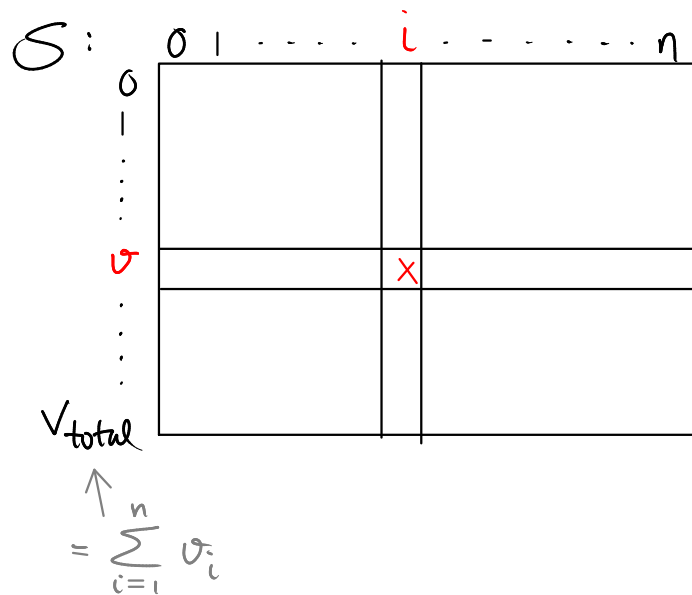
Does not have any constant approx. ratio:

Ex:

$$\begin{aligned} s_1 = v_1 = 1 & \quad \rightarrow \quad v_1/s_1 = 1 \\ s_2 = B, \quad v_2 = B-1 & \quad \rightarrow \quad v_2/s_2 = 1 - \frac{1}{B} \end{aligned}$$

$$\begin{aligned} \text{Greedy} &= 1 \\ \text{OPT} &= B-1 \end{aligned}$$

# Dynamic prg alg: (Alg. 3.1)



$S_{v,i}$ : smallest possible total size of subset of items  $1, \dots, i$  with total value  $v$ .

Ex:  $B = 5$

	1	2	3
size	2	4	2
value	3	2	1

largest possible total value  $\rightarrow$

	0	1	2	3
0	0	0	0	0
1	$\infty$	$\infty$	$\infty$	2
2	$\infty$	$\infty$	4	4
3	$\infty$	2	2	2
4	$\infty$	$\infty$	$\infty$	4
5	$\infty$	$\infty$	6	6
6	$\infty$	$\infty$	$\infty$	8

$4 \leq B$   
 $6 > B$   
 $8 > B$

What are the rules for filling the table?

$S:$

	0	$i-1$	$i$	$n$
0	0	...	...	...
$\infty$				
$v - v_i$		x		
$v$		x	x	
$\vdots$				
$V_{\text{total}}$	$\infty$			

$S_{v,i}$ : smallest possible total size of subset of items  $1, \dots, i$  with total value  $v$ .

If  $i=0$  and  $1 \leq v \leq V_{\text{total}}$

$$S_{v,i} = \infty$$

Otherwise,

$$S_{v,i} = \begin{cases} 0, & \text{if } v=0 \\ S_{v,i-1}, & \text{if } 0 < v < v_i \\ \min \left\{ \underbrace{S_{v,i-1}}_{\text{best solution without item } i}, \underbrace{S_{v-v_i,i-1} + s_i}_{\text{best solution with item } i} \right\}, & \text{if } v \geq v_i \end{cases}$$

How do we determine which items to select to obtain the optimal value?

$i-1$   $i$



include item  $i$  in the solution

$i-1$   $i$



leave out item  $i$

## Analysis of the alg:

Running time  $O(nV_{\text{total}})$

Input size  $O(\log B + n(\log M + \log S))$ , where

$$M = \max_{1 \leq i \leq n} \{v_i\} \quad \text{and} \quad S = \max_{1 \leq i \leq n} \{s_i\}$$

Thus, the running time is **not poly.**, since there could be instances with, e.g.,

$$V_{\text{total}} = 2^n \quad \text{and}$$

$$\log M + \log S = n$$

But if **the numeric part** of the input (i.e., the capacity, the item sizes, and the item values) were **written in unary**, the input size would be  $\Theta(B + V_{\text{total}} + S_{\text{total}})$ , and the running time would be **poly.** in the input size.

Hence, the running time is **pseudo-poly**nomial.

**Note:** if  $V_{\text{total}}$  is poly. in  $n$  for all instances, the dyn. prg. alg. is poly.

Leading to the following idea.

Idea for approx. alg.: Round values s.t. there are only a poly. number of different (equidistant) values:

- Choose a value  $\mu$ .
- Round down each item value to the nearest multiple of  $\mu$ .
- Do dyn. prog. on the rounded values

How to choose  $\mu$ ?

- When rounding, each value loses less than  $\mu$ . Hence, the value of any solution is changed by less than  $n\mu$ .
- $OPT \geq M = \max_{1 \leq i \leq n} \{v_i\}$ .

Thus, if we want a precision of  $\epsilon$ ,

$\mu = \frac{\epsilon M}{n}$  will do, since then

$$n\mu = \epsilon M \leq \epsilon \cdot OPT$$

(We will add more detail to this argument in the proof of Thm 3.5)

Since each rounded value is a multiple of  $\mu$ , we may as well scale each value by a factor of  $1/\mu$ :

### Alg 3.2

$$M \leftarrow \max_{1 \leq i \leq n} v_i$$

$$\mu \leftarrow \frac{\epsilon M}{n}$$

for  $i \leftarrow 1$  to  $n$

$$v_i' \leftarrow \lfloor \frac{v_i}{\mu} \rfloor$$

Do dyn. prog. with values  $v_i'$  (and sizes  $s_i$ )

### Theorem 3.5

Alg. 3.2 is a  $(1-\epsilon)$ -approx. alg. with a running time poly. in both input size and  $\epsilon$

Proof:

Approximation ratio:

For each item  $i$ ,  $\mu v_i'$  equals  $v_i$  rounded down to the nearest multiple of  $\mu$ .

Let  $S$  be the set of items selected by Alg. 3.2. This is an optimal solution for the instance with values  $v_i'$  and hence also for the instance with values  $\mu v_i'$ .

Let  $O$  be the set of items in an optimal solution to the original instance with values  $v_i$ .

The total value produced by Alg. 3.2 is

$$\begin{aligned} \sum_{i \in S} v_i &\geq \sum_{i \in S} \underbrace{v_i}_{= v_i \text{ rounded down to nearest multiple of } \mu} \mu \sigma_i' \\ &\geq \sum_{i \in O} \mu \sigma_i', \text{ since } \delta \text{ is optimal for rounded values} \\ &> \sum_{i \in O} (\mu v_i - \mu), \text{ since each item loses less than } \mu \text{ in the rounding} \\ &\geq \sum_{i \in O} \mu v_i - n\mu, \text{ since } |O| \leq n \\ &= \text{OPT} - M\varepsilon \\ &\geq (1-\varepsilon) \text{OPT}, \text{ since } \text{OPT} \geq M \end{aligned}$$

Running time:

$$\begin{aligned} \Downarrow \\ \# \text{ values} &= n \left\lfloor \frac{M}{\mu} \right\rfloor = n \left\lfloor \frac{n}{\varepsilon} \right\rfloor \leq n^2 \frac{1}{\varepsilon} \\ \# \text{ table entries} &\leq n^3 \cdot \frac{1}{\varepsilon} \end{aligned}$$

$$\Downarrow \\ \text{Running time } O(n^3 \cdot \frac{1}{\varepsilon})$$

□



According to Thm 3.5, Alg. 3.2 is a  
fully polynomial time approximation scheme (FPTAS)  
also poly. in  $1/\epsilon$       poly. in input size      Family  $\{A_\epsilon\}$  of alg., where  $A_\epsilon$  has precision  $\epsilon$ .  
( $(1-\epsilon)$ -approx. alg for max. problems,  
( $(1+\epsilon)$ -approx. alg for min. problems)

Def. 3.4

Def. 3.3

Thus, Thm 3.5 could also be stated like this:

**Theorem 3.5: Alg 3.2 is a FPTAS**

In the **Multiple Knapsack** problem, there are a fixed number of knapsacks.

Bin Packing can be seen as a dual problem of Multiple Knapsack:

In the **Bin Packing** problem, there is an unlimited supply of **bins**, all of **size 1**. The aim is to pack **all items** in as **few bins** as possible.

Simple approx. alg.s:

Next-fit (NF)

First-fit (FF)

Best-fit (BF)

Next-fit-Decreasing (NFD)

First-fit-Decreasing (FFD)

Best-fit-Decreasing (BFD)

Asymptotic approx. ratio

2

1.7

1.7

$\approx 1.69$

1.222...

1.222...

Approx. scheme?

Can we do the same kind of rounding for Bin Packing as we did for Knapsack?