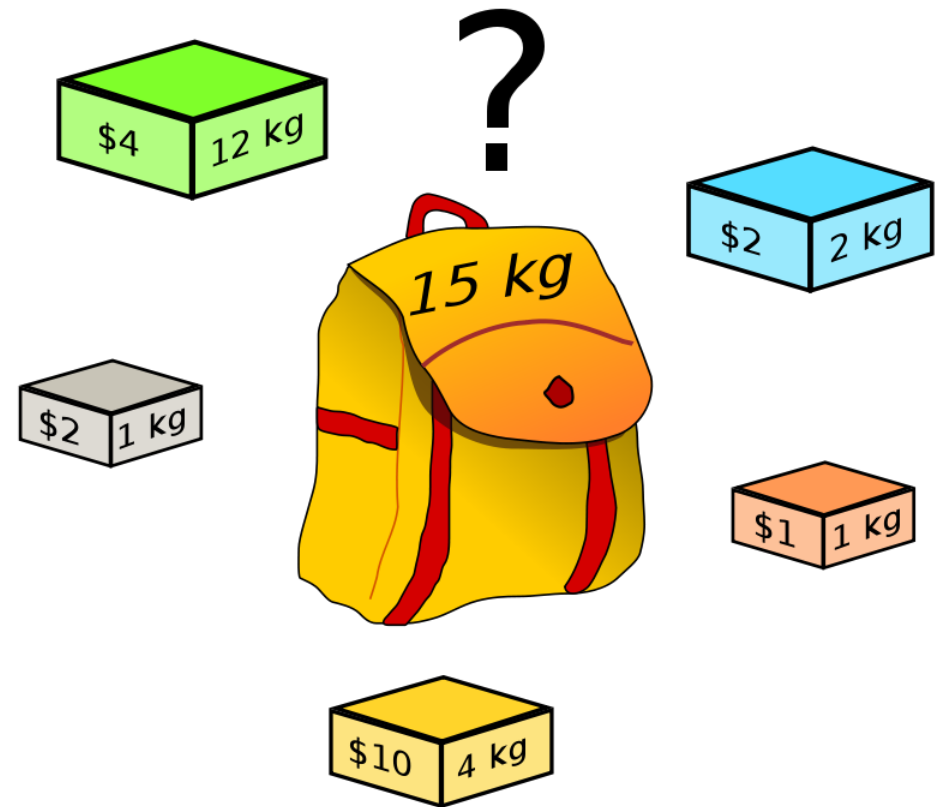


The Knapsack Problem

The 0,1 Knapsack Problem

There are N items. Item i ($i = 1, 2, 3, \dots, N$) has value v_i and weight w_i . The items need to be packed in a knapsack that has a limit of W on the total weight it can carry. Which items will you pack in the knapsack to maximize their total value?



Source: <https://commons.wikimedia.org/wiki/File:Knapsack.svg>

Author: Dake.

https://en.wikipedia.org/wiki/Knapsack_problem

The 0,1 Knapsack Problem (Cont'd)

ILP Formulation

$$\max_{\{x_i\}} \sum_{i=1}^N v_i x_i$$

Subject to:

$$\sum_{i=1}^N w_i x_i \leq W$$

(all the w_i s are positive integers)

$$x_i = 0, \text{ or } 1 \quad i = 1, 2, 3, \dots, N$$

Credit: S. E. Dreyfus and A. M. Law, *The art and theory of dynamic programming*, Academic Press, 1977.

LP Version

Suppose that the items are sugar, flour, oil, etc. so the items you carry in the knapsack do not have to be integers. How will you solve the following LP problem? (Think of a greedy algorithm.)

$$\max_{\{x_i\}} \sum_{i=1}^N v_i x_i$$

Subject to: $\sum_{i=1}^N w_i x_i \leq W$

$$1 \geq x_i \geq 0, \quad i = 1, 2, 3, \dots, N$$

Dynamic Programming (DP) Formulation of the 0,1 knapsack problem

Optimal value function

$S(k, w)$ = the best (maximum) value of all possible solutions of weight less than or equal to w consisting only of 0 or 1 items of types $k, k+1, \dots, N$.

Recurrence relation

$$S(k, w) = \max_{x_k=0,1} \text{ (weight } \leq w) [x_k v_k + S(k+1, w - x_k w_k)].$$

Boundary conditions

$$S(N+1, w) = 0, \quad w \geq 0.$$

$$S(k, w) = -\infty, \quad w < 0 \text{ for all } k.$$

Example

Item	w_i	v_i
1	3	4
2	1	2
3	2	3
4	3	5
5	1	1

$$N = 5$$

$$W = 6$$

ILP Formulation

Maximize: $4X_1 + 2X_2 + 3X_3 + 5X_4 + X_5$

Subject to:

$$3X_1 + X_2 + 2X_3 + 3X_4 + X_5 \leq W$$

$$X_i = 0 \text{ or } 1, i = 1, 2, 3, 4, 5.$$

Homework on the LP Version

Consider the previous ILP problem and replace the binary constraints

$X_i = 0 \text{ or } 1, i = 1, 2, 3, 4, 5$ with the constraints $1 \geq x_i \geq 0, i = 1, 2, 3, 4, 5$. Solve this LP problem in two ways: (1) using Excel (See Excel file: spreadsheet_knapsack), and (2) using a greedy algorithm. Make sure that the results are consistent. Upload your solutions to Canvas/Discussions and discuss. Then, change some parameters and upload your solutions to Canvas.

ILP Solution

Item	x_i
1	0
2	1
3	1
4	1
5	0

Optimal value of the
objective function = 10
See Excel file:
spreadsheet_knapsack
Homework: Compare
the results of ILP versus
LP solutions for various
input data and discuss
differences.

DP Solution

Stage 5 ($k = 5$)

$$S(5,0) = 0$$

$P(5,0) = 0$ (For $w = 0$, at stage 5, you add nothing to the knapsack, $x_5 = 0$.)

$$S(5,1) = 1, S(5,2) = 1, S(5,3) = 1, S(5,4) = 1, S(5,5) = 1, S(5,6) = 1.$$

$P(5,w) = 1$ (For $w = 1, 2, \dots, 6$, at stage 5, you add item 5, which has weight 1 and value 1, to the knapsack, $x_5 = 1$.)

DP Solution (cont'd)

Stage 4

$$S(4,0) = 0$$

$$P(4,0) = 0$$

(For $w = 0$, at stage 4, you add nothing to the knapsack, $x_4 = 0$.)

$$S(4,1) = 0 + S(5,1) = 1. \quad P(4,1) = 0.$$

$$S(4,2) = 0 + S(5,1) = 1. \quad P(4,2) = 0.$$

$$S(4,3) = \max[0 + S(5,3), 5 + S(5,0)] = \max[0 + 1, 5 + 0] = 5. \quad P(4,3) = 1, \\ (x_4 = 1).$$

$$S(4,4) = \max[0 + S(5,4), 5 + S(5,1)] = \max[0 + 1, 5 + 1] = 6. \quad P(4,4) = 1.$$

$$S(4,5) = \max[0 + S(5,5), 5 + S(5,2)] = \max[0 + 1, 5 + 1] = 6. \quad P(4,5) = 1.$$

$$S(4,6) = \max[0 + S(5,6), 5 + S(5,3)] = \max[0 + 1, 5 + 1] = 6. \quad P(4,6) = 1.$$

DP Solution (cont'd)

Stage 3

$$S(3,0) = 0. \quad P(3,0) = 0.$$

$$S(3,1) = 0 + S(4,1) = 1. \quad P(3,1) = 0.$$

$$S(3,2) = \max[0 + S(4,2), 3 + S(4,0)] = \max[0+1, 3+0] = 3. \quad P(3,2) = 1.$$

$$S(3,3) = \max[0 + S(4,3), 3 + S(4,1)] = \max[0+5, 3+1] = 5. \quad P(3,3) = 0.$$

$$S(3,4) = \max[0 + S(4,4), 3 + S(4,2)] = \max[0+6, 3+1] = 6. \quad P(3,4) = 0.$$

$$S(3,5) = \max[0 + S(4,5), 3 + S(4,3)] = \max[0+6, 3+5] = 8. \quad P(3,5) = 1.$$

$$S(3,6) = \max[0 + S(4,6), 3 + S(4,4)] = \max[0+6, 3+6] = 9. \quad P(3,6) = 1.$$

DP Solution (cont'd)

Stage 2

$$S(2,0) = 0.$$

$$P(2,0) = 0.$$

$$S(2,1) = \max[0 + S(3,1), 2 + S(3,0)] = \max[0+1, 2+0] = 2. \quad P(2,1) = 1.$$

$$S(2,2) = \max[0 + S(3,2), 2 + S(3,1)] = \max[0+3, 2+1] = 3. \quad P(2,2) = 0.$$

$$S(2,3) = \max[0 + S(3,3), 2 + S(3,2)] = \max[0+5, 2+3] = 5. \quad P(2,3) = 0.$$

$$S(2,4) = \max[0 + S(3,4), 2 + S(3,3)] = \max[0+6, 2+5] = 7. \quad P(2,4) = 1.$$

$$S(2,5) = \max[0 + S(3,5), 2 + S(3,4)] = \max[0+8, 2+6] = 8. \quad P(2,5) = 1.$$

$$S(2,6) = \max[0 + S(3,6), 2 + S(3,5)] = \max[0+9, 2+8] = 10. \quad P(2,6) = 1.$$

DP Solution (cont'd)

Stage 1

$$S(1,6) = \max[0 + S(2,6), 4 + S(2,3)] = \max[0+10, 4+5] = 10.$$

$$P(1,6) = 0.$$

Optimal solution:

$$P(1,6) = 0, \text{ so } x_1 = 0; P(2,6) = 1, \text{ so } x_2 = 1; P(3,5) = 1, \text{ so } x_3 = 1;$$

$$P(4,3) = 1, \text{ so } x_4 = 1; P(5,0) = 0, \text{ so } x_5 = 0.$$

This is consistent with the ILP optimal solution.

Note: there may be more than one optimal solution here as in the process, we have made some arbitrary choices when the two values in the $\max[]$ are equal.

Homework

1. Repeat the 0,1 knapsack problem solution process for other case(s). Choose $N > 5$ and $W > 6$. Use the ILP approach to verify your solution.
2. Compare the number of computations required by DP versus a brute force solution based on exhaustive search and explain why DP is more computationally efficient.
3. Write a program for the DP procedure for the 0,1 knapsack problem.

Generalizations of the Knapsack Problem

Bounded Knapsack Problem (BKP)

$$\max_{\{x_i\}} \sum_{i=1}^N v_i x_i$$

Subject to:

$$\sum_{i=1}^N w_i x_i \leq W$$

$$c_i \geq x_i \geq 0, \quad i = 1, 2, 3, \dots, N$$

$$x_i \text{ integer}, \quad i = 1, 2, 3, \dots, N$$

Bounded Knapsack Problem (BKP) [Another version]

$$\min_{\{x_i\}} \sum_{i=1}^N c_i x_i$$

Subject to:

$$\sum_{i=1}^N w_i x_i \geq W$$

$$c_i \geq x_i \geq 0, \quad i = 1, 2, 3, \dots, N$$

$$x_i \text{ integer}, \quad i = 1, 2, 3, \dots, N$$

Unbounded Knapsack Problem (UKP)

$$\max_{\{x_i\}} \sum_{i=1}^N v_i x_i$$

Subject to:

$$\sum_{i=1}^N w_i x_i \leq W$$

$$x_i \geq 0, \quad i = 1, 2, 3, \dots, N$$

$$x_i \text{ integer}, \quad i = 1, 2, 3, \dots, N$$

Unbounded Knapsack Problem (UKP) [Another version]

$$\min_{\{x_i\}} \sum_{i=1}^N c_i x_i$$

Subject to:

$$\sum_{i=1}^N w_i x_i \geq W$$

$$x_i \geq 0, \quad i = 1, 2, 3, \dots, N$$

$$x_i \text{ integer}, \quad i = 1, 2, 3, \dots, N$$

Two related short papers

M. Zukerman, L. Jia, T. D. Neame and G. J. Woeginger, “A polynomially solvable special case of the unbounded knapsack problem”, Operations Research Letters, vol. 29, no. 1, August 2001, pp. 13-16.

Vladimir G. Deineko and Gerhard J. Woeginger, “A well-solvable special case of the bounded knapsack problem”, Operations Research Letters, vol. 39, 2011, pp. 118-120.