Dynamic Programming: Knapsack

Alexander S. Kulikov

St. Petersburg Department of Steklov Institute of Mathematics
Russian Academy of Sciences

Data Structures and Algorithms Algorithmic Toolbox

Outline

- 1 Problem Overview
- 2 Knapsack with Repetitions
- 3 Knapsack without Repetitions
- 4 Final Remarks

TV commercial placement

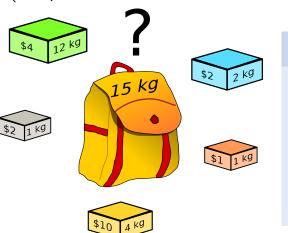
Select a set of TV commercials (each commercial has duration and cost) so that the total revenue is maximal while the total length does not exceed the length of the available time slot

Optimizing data center performance

Purchase computers for a data center to achieve the maximal performance under limited budget.

Knapsack Problem

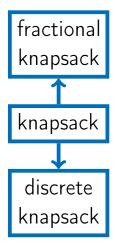
(knapsack is another word for backpack)

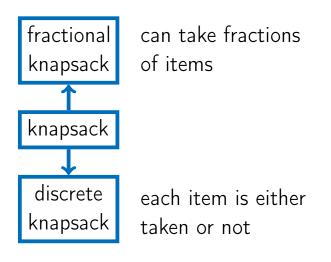


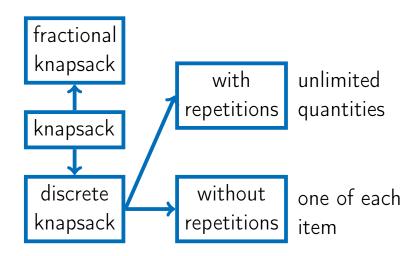
Goal

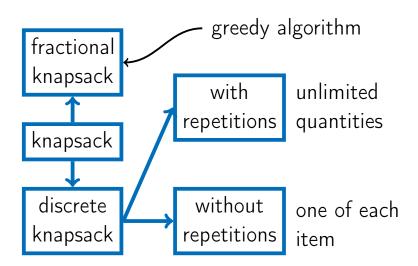
Maximize
value (\$)
while limiting
total
weight (kg)

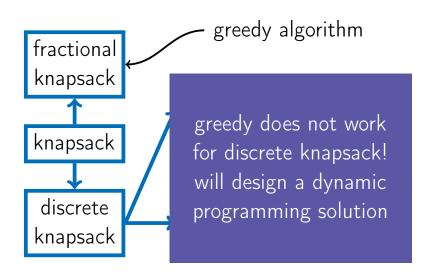
knapsack



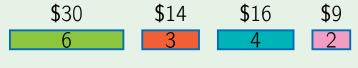


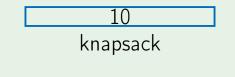




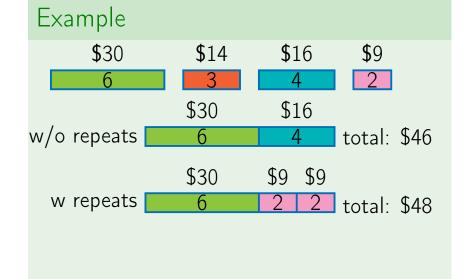


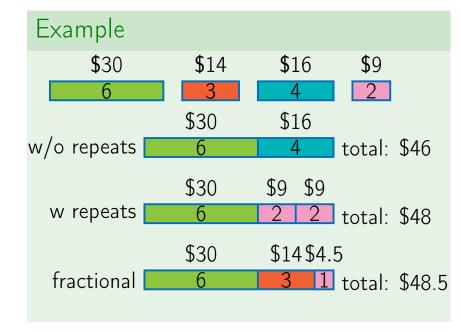
Example \$30

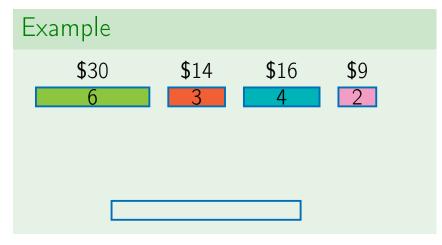


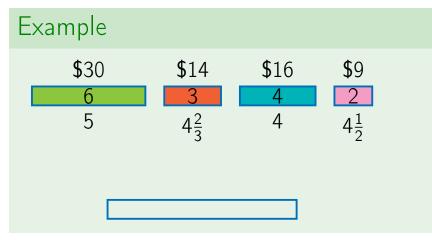


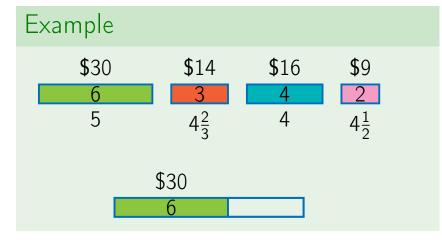


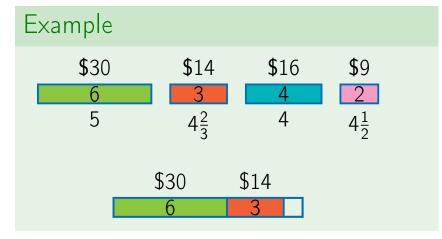


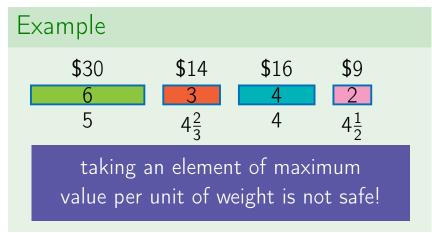












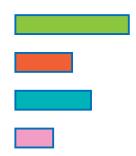
Outline

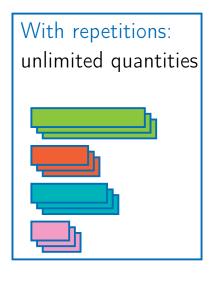
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With repetitions: unlimited quantities one of each item

Without repetitions:







Without repetitions: one of each item

Knapsack with repetitions problem

Input: Weights w_1, \ldots, w_n and values v_1, \ldots, v_n of n items; total weight W (v_i 's, w_i 's, and W are non-negative integers).

Output: The maximum value of items whose weight does not exceed W. Each item can be used any number of times.

Consider an optimal solution and an item in it:

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| W _i | W |
|----------------|---|

If we take this item out then we get an optimal solution for a knapsack of total weight $W - w_i$.

Let value(w) be the maximum value of knapsack of weight w.

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$$value(w) = \max_{i: w_i \leq w} \{value(w - w_i) + v_i\}$$

Knapsack(W)

```
value(0) \leftarrow 0
for w from 1 to W:
   value(w) \leftarrow 0
```

for i from 1 to n:

if $w_i \leq w$:

 $val \leftarrow value(w - w_i) + v_i$ if val > value(w):

 $value(w) \leftarrow val$

return *value(W)*

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|----|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | | | | | | | | | |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|----|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|----|
| 0 | 0 | 9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | | | | | | | | | |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|----|
| 0 | 0 | 9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| 0 0 9 14 0 0 0 0 0 0 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------------|---|---|---|----|---|---|---|---|---|---|----|
| | 0 | 0 | 9 | 14 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|----|---|---|---|---|---|---|----|
| 0 | 0 | 9 | 14 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| | | | | | | | 9 | |
|-------|----|----|---|---|---|---|---|---|
| 0 0 9 | 14 | 18 | 0 | 0 | 0 | 0 | 0 | 0 |

Example: W = 10

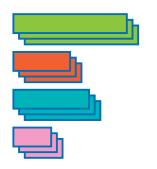
| | | | 3 | | | | | | | |
|---|---|---|----|----|----|----|----|----|----|----|
| 0 | 0 | 9 | 14 | 18 | 23 | 30 | 32 | 39 | 44 | 48 |
| | | | | | | | | | | |

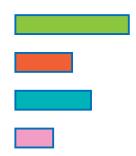
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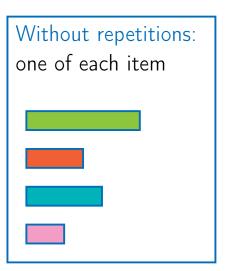
Without repetitions:





With repetitions: unlimited quantities





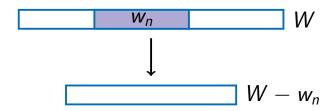
Knapsack without repetitions problem

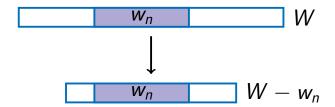
Input: Weights w_1, \ldots, w_n and values v_1, \ldots, v_n of n items; total weight W (v_i 's, w_i 's, and W are

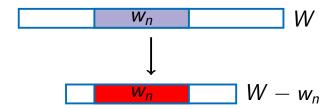
non-negative integers).

Output: The maximum value of items whose weight does not exceed W. Each item can be used at most once.

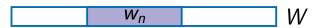
 W_n





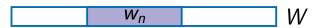


■ If the *n*-th item is taken into an optimal solution:



then what is left is an optimal solution for a knapsack of total weight $W - w_n$ using items 1, 2, ..., n - 1.

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then what is left is an optimal solution for a knapsack of total weight $W - w_n$ using items 1, 2, ..., n - 1.

If the n-th item is not used, then the whole knapsack must be filled in optimally with items $1, 2, \ldots, n-1$.

For $0 \le w \le W$ and $0 \le i \le n$, value(w, i) is the maximum value achievable using a knapsack of weight w and items $1, \ldots, i$.

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The i-th item is either used or not: value(w, i) is equal to

 $\max\{value(w-w_i, i-1)+v_i, value(w, i-1)\}$

Knapsack(W)

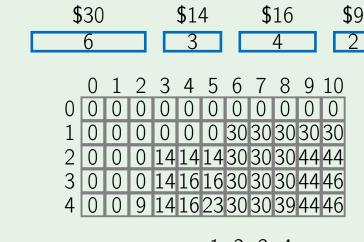
```
initialize all value(0, j) \leftarrow 0
```

return value(W, n)

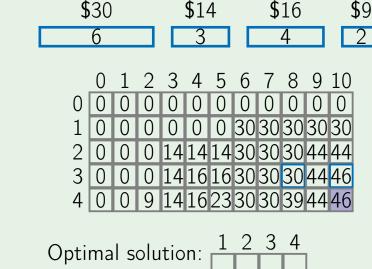
initialize all $value(w,0) \leftarrow 0$ for i from 1 to n: for W from 1 to W: $value(w, i) \leftarrow value(w, i - 1)$

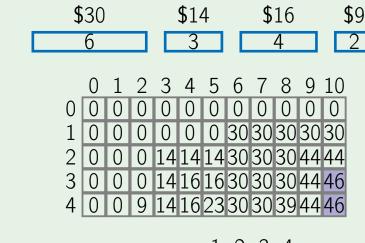
for
$$w$$
 from 1 to W :
 $value(w,i) \leftarrow value(w,i-1)$
 $if w_i \leq w$:
 $val \leftarrow value(w-w_i,i-1) + v_i$

if value(w, i) < val $value(w, i) \leftarrow val$

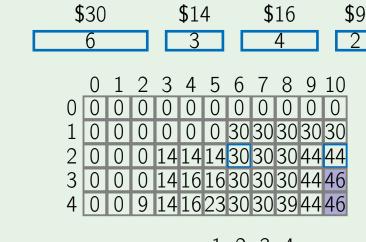


Optimal solution: 1 2 3 4





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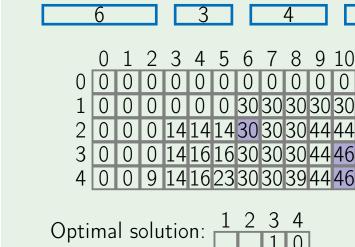
Optimal solution: 1 2 3 4

\$14

\$16

\$9

\$30

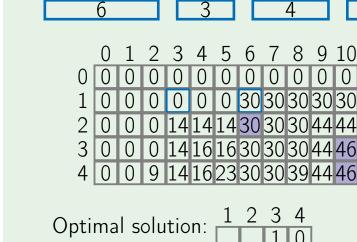


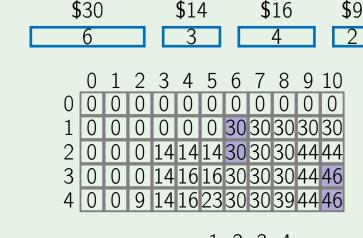
\$14

\$16

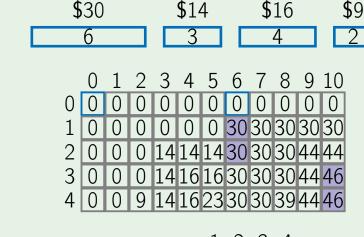
\$9

\$30

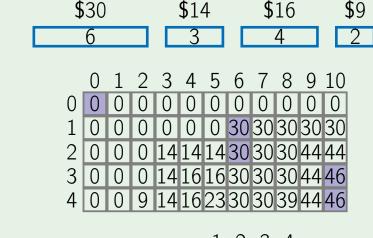




Optimal solution: 1 2 3 4 0 1 0



Optimal solution: 1 2 3 4 0 1 0



Optimal solution: $\frac{1 \quad 2 \quad 3 \quad 4}{1 \quad 0 \quad 1 \quad 0}$

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Memoization

Knapsack(w)

```
if w is in hash table:
  return value(w)
value(w) \leftarrow 0
for i from 1 to n:
  if w_i \leq w:
     val \leftarrow \text{Knapsack}(w - w_i) + v_i
     if val > value(w):
        value(w) \leftarrow val
insert value(w) into hash table with key w
return value(w)
```

What Is Faster?

If all subproblems must be solved then an iterative algorithm is usually faster since it has no recursion overhead.

What Is Faster?

- If all subproblems must be solved then an iterative algorithm is usually faster since it has no recursion overhead.
- There are cases however when one does not need to solve all subproblems: assume that W and all w_i 's are multiples of 100; then value(w) is not needed if w is not divisible by 100.

The running time O(nW) is not polynomial since the input size is proportional to $\log W$, but not W.

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- E.g., for

$$W = 71345970345617824751$$

(twenty digits only!) the algorithm needs roughly 10²⁰ basic operations.

■ The running time O(nW) is not

```
polynomial since the input size is

t
later, we'll learn why
```

solving this problem in polynomial time costs \$1M!

(twenty digits only!) the algorithm needs roughly 10^{20} basic operations.