

Knapsack Problem

- A thief breaks into a house, carrying a knapsack
- Can carry up to 5 pounds of loot
- has to choose which of N items to steal
- Each item has some weight + value
- 0-1 because each item is stolen (1) or not stolen(0)
- has to select the items to steal that maximize the value of the loot

item	weight	value	value/ratio
1	2	12	6
2	1	10	10
3	3	20	6.66
4	2	15	7.5