

# Dynamic Programming

## 0/1 Knapsack

(Class 22)

# 0/1 Knapsack Problem: Dynamic Programming Approach

- For each  $i \leq n$  and each  $w \leq W$ , solve the knapsack problem for the first  $i$  objects when the capacity is  $w$ .
- Why will this work?
- Because solutions to larger subproblems can be built up easily from solutions to smaller ones.

- We construct a matrix  $V[0 \dots n, 0 \dots W]$ .
- For  $1 \leq i \leq n$ , and  $0 \leq j \leq W$ ,  $V[i, j]$  will store the maximum value of any set of objects  $\{1, 2, \dots, i\}$  that can fit into a knapsack of weight  $j$ .
- $V[n, W]$  will contain the maximum value of all  $n$  objects that can fit into the entire knapsack of weight  $W$ .

- To compute entries of  $V$  we will imply an inductive approach.
- As a basis,  $V[0, j] = 0$  for  $0 \leq j \leq W$  since if we have no items then we have no value.
- We consider two cases:
  - **Leave object  $i$ :** If we choose to not take object  $i$ , then the optimal value will come about by considering how to fill a knapsack of size  $j$  with the remaining objects  $\{1, 2, \dots, i - 1\}$ . This is just  $V[i - 1, j]$ .
  - **Take object  $i$ :** If we take object  $i$ , then we gain a value of  $v_i$ . But we use up  $w_i$  of our capacity.  
With the remaining  $j - w_i$  capacity in the knapsack, we can fill it in the best possible way with objects  $\{1, 2, \dots, i - 1\}$ .  
This is  $v_i + V[i - 1, j - w_i]$ . This is only possible if  $w_i \leq j$ .

- This leads to the following recursive formulation:

$$V[i, j] = -\infty \quad \text{if } j < 0$$

$$V[0, j] = 0 \quad \text{if } j \geq 0$$

$$V[i, j] = \begin{cases} V[i-1, j] & \text{if } w_i > j \\ \max\{V[i-1, j], v_i + V[i-1, j - w_i]\} & \text{if } w_i \leq j \end{cases}$$

- A naive evaluation of the running time of this recursive definition is exponential.
- So, as usual, we avoid re-computation by making a table.

- Example: The maximum weight the knapsack can hold is  $W$  is 11.
- There are five items to choose from.
- Their weights and values are presented in the following table:

[illegible]

- The  $[i, j]$  entry here will be  $V[i, j]$ , the best value obtainable using the first  $i$  rows of items if the maximum capacity were  $j$ .
- We begin by initializing the first row.

[illegible]

- Recall that we take  $V[i, j]$  to be 0 if either  $i$  or  $j$  is 0.
- We then proceed to fill in top-down, left-to-right always using:

$$V[i, j] = \max\{V[i - 1, j], v_i + V[i - 1, j - w_i]\}$$

[illegible]



Weight limit:	0	1	2	3	4	5	6	7	8	9	10	11
$w_1 = 1 \ v_1 = 1$	0	1	1	1	1	1	1	1	1	1	1	1
$w_2 = 2 \ v_2 = 6$	0	1	6	7	7	7	7	7	7	7	7	7
$w_3 = 5 \ v_3 = 18$	0	1	6	7	7	18	19	24	25	25	25	25
$w_4 = 6 \ v_4 = 22$	0											
$w_5 = 7 \ v_5 = 28$	0											

- As an illustration, the value of  $V[3, 7]$  was computed as follows:

$$\begin{aligned}
 V[3, 7] &= \max\{V[3 - 1, 7], \ v_3 + V[3 - 1, 7 - w_3]\} \\
 &= \max\{V[2, 7], \ 18 + V[2, 7 - 5]\} \\
 &= \max\{7, \ 18 + 6\} \\
 &= 24
 \end{aligned}$$

[illegible]

- Finally, we have

Weight limit:	0	1	2	3	4	5	6	7	8	9	10	11
$w_1 = 1 \ v_1 = 1$	0	1	1	1	1	1	1	1	1	1	1	1
$w_2 = 2 \ v_2 = 6$	0	1	6	7	7	7	7	7	7	7	7	7
$w_3 = 5 \ v_3 = 18$	0	1	6	7	7	18	19	24	25	25	25	25
$w_4 = 6 \ v_4 = 22$	0	1	6	7	7	18	22	24	28	29	29	40
$w_5 = 7 \ v_5 = 28$	0	1	6	7	7	18	22	28	29	34	35	40

- The maximum value of items in the knapsack is 40, the bottom-right entry.

- The dynamic programming approach can now be coded as the following algorithm:

KNAPSACK( $n, W$ )

1 for  $w \leftarrow 0$  to  $W$

2     do  $V[0, w] \leftarrow 0$

3 for  $i \leftarrow 0$  to  $n$

4     do  $V[i, 0] \leftarrow 0$

5     for  $w \leftarrow 0$  to  $W$

6         if ( $w_i < w$  &  $v_i + V[i - 1, w - w_i] > V[i - 1, w]$ )

7             then  $V[i, w] \leftarrow v_i + V[i - 1, w - w_i]$

8             else  $V[i, w] \leftarrow V[i - 1, w]$

- The time complexity of this algorithm is clearly  $O(n \cdot W)$ .
- It must be cautioned that as  $n$  and  $W$  get large, both time and space complexity become significant.

# Constructing the Optimal Solution

- The algorithm for computing  $V[i, j]$  does not keep record of which subset of items gives the optimal solution.
- To compute the actual subset, we can add an auxiliary boolean matrix  $keep[i, j]$  which is 1 if we decide to take the  $i^{\text{th}}$  item and 0 otherwise.

- We will use all the values  $keep[i, j]$  to determine the optimal subset  $T$  of items to put in the knapsack as follows:
  - If  $keep[n, W]$  is 1, then  $n \in T$ . We can now repeat this argument for  $keep[n - 1, W - w_n]$ .
  - If  $keep[n, W]$  is 0, then  $n \notin T$  and we repeat the argument for  $keep[n - 1, W]$ .

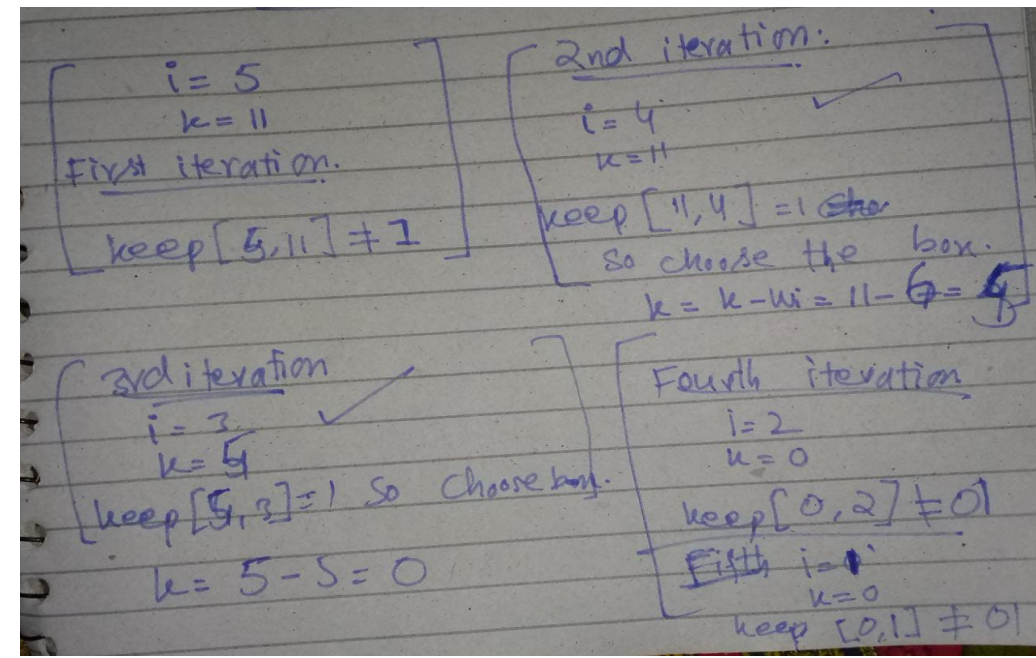
- We will add this to the knapsack algorithm:

KNAPSACK( $n, W$ )

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1 for  $w \leftarrow 0$  to  $W$ 
2   do  $V[0, w] \leftarrow 0$ 
3 for  $i \leftarrow 0$  to  $n$ 
4   do  $V[i, 0] \leftarrow 0$ 
5   for  $w \leftarrow 0$  to  $W$ 
6     if ( $w_i < w$  &  $v_i + V[i - 1, w - w_i] > V[i - 1, w]$ )
7       then  $V[i, w] \leftarrow v_i + V[i - 1, w - w_i]$ 
8       else  $V[i, w] \leftarrow V[i - 1, w]$ 
9 // output the selected items
10  $k \leftarrow W$ 
11 for  $i \leftarrow n$  downto 1
12   if  $\text{keep}[i, k] = 1$ 
13     then output  $i$ 
14      $k \leftarrow k - w_i$ 

```





- Here is the keep matrix for the example problem.

Weight limit:	0	1	2	3	4	5	6	7	8	9	10	11
$w_1 = 1 \ v_1 = 1$	0	1	1	1	1	1	1	1	1	1	1	1
$w_2 = 2 \ v_2 = 6$	0	0	1	1	1	1	1	1	1	1	1	1
$w_3 = 5 \ v_3 = 18$	0	0	0	0	0	1	1	1	1	1	1	1
$w_4 = 6 \ v_4 = 22$	0	0	0	0	0	0	1	0	1	1	1	1
$w_5 = 7 \ v_5 = 28$	0	0	0	0	0	0	0	1	1	1	1	0

- When the item selection algorithm is applied, the selected items are 4 and 3.
- This is indicated by the boxed entries in the table above.