



Artificial Intelligence and Data Science Department.

AOA / Even Sem 2021-22 / Experiment 6.

YASH SARANG.

47 / D6AD.

EXPERIMENT - 6.

Aim: Write a program for the 0/1 Knapsack problem using the Dynamic Programming approach.

Theory:

0/1 Knapsack Problem:

Given weights and values of n items, put these items in a knapsack of capacity W to get the maximum total value in the knapsack.

In other words, given two integer arrays

$val[0..n-1]$ and $wt[0..n-1]$

which represent values and weights associated with n items respectively.

Also given an integer W which represents knapsack capacity, find out the maximum value subset of $val[]$ such that sum of the weights of this subset is smaller than or equal to W . You cannot break an item, either pick the complete item or don't pick it (0-1 property).

Complexity Analysis:

Time Complexity:

Normal 1/0 Knapsack: $O(2^n)$

DPA 1/0 Knapsack: $O(n*W)$,

where 'N' is the number of weight elements and 'W' is capacity.

As for every weight element we traverse through all weight capacities $1 \leq w \leq W$.

Auxiliary Space: $O(n*W)$.

The use of a 2-D array of size ' $n*W$ '.

Scope for Improvement: We used the same approach as the Normal but with optimized space complexity.

CODE:

Code is in the 0-1-KnapsackDPA.c file attached along with this doc.

INPUT:

```
int val[] = {60, 100, 120};
int wt[] = {10, 20, 30};
int W = 50;
```

OUTPUT:

```
Maximum amount of value we can store : 220
```

CONCLUSION:

In Dynamic Programming(DP) problems, re-computation of the same subproblems can be avoided by constructing a temporary array $K[][]$ in a bottom-up manner and the implementation of the same has helped us in the DPA approach in the 0/1 Knapsack Problem.

By performing this experiment, I can conclude that the time complexity of the Normal approach to the 0/1 Knapsack Problem is exponentially worse than the DPA approach (comparing 2^n to $n \cdot W$) and it increases the efficiency by a very big margin.

The DPA helps us to avoid certain patterns altogether from the results of the earlier tests, this property makes the algorithm to be favorable in real-time applications.
