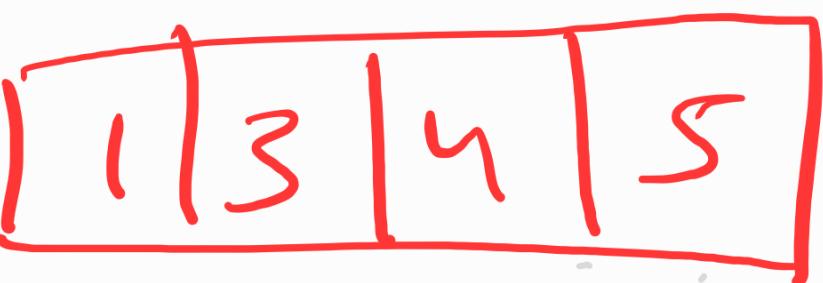
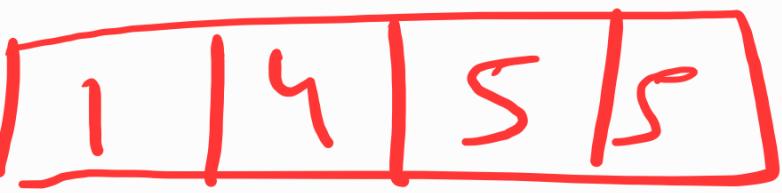


I/P:

w[]: 

val[]: 

w: 7

choice diagram:

Item 1

w1

$w_1 \leq w$

$w_1 > w$

include

exclude

Exclude

max profit

int knapsack [int[]] wt,

int val[], int W, int n)

{

Base Cond'n

Choice Diagram

}

Think of smallest valid input

```
| if (n == 0 || w == 0)  
|     return 0;
```

```
int knapsack(int[] wt,  
             int[] val,  
             int W,  
             int n)
```

```
if (n == 0 || w == 0)  
    return 0;
```

↓  
Base cond^n

```
if (wt[n-1] <= w)
```

include = val[n-1]

+

knapsack(

wt,

val,

l, r, t[ ]

$W - wt[n-1],$

)<sup>n-1</sup>

Exclude = KnapSack(  
wt,  
val,  
W,  
)<sup>n-1</sup>

return max (include,  
exclude);

else if ( $wt[n-1] > w$ )

return exclude;

}

## Memoization

int [][] dp;  
int knapsack (wt[],  
val[],  
W, n)

} if ( $n = 0$  ||  
 $w = 0$ )  
return 0;

if ( $dp[n][w] \neq -1$ )  
return  $dp[n][w]$ ;

if ( $wt[n-1] \leq w$ )

return

$dp[n][w] = \max($   
include ,  
exclude )

(Exclude)

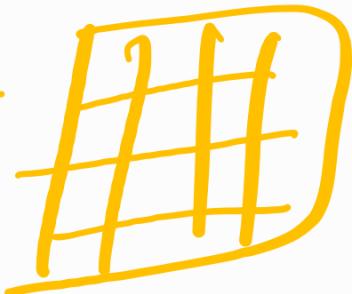
else if ( $wt[n-1] > w$ )

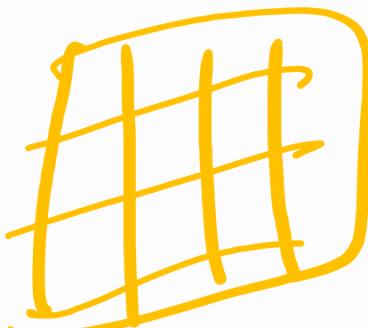
return

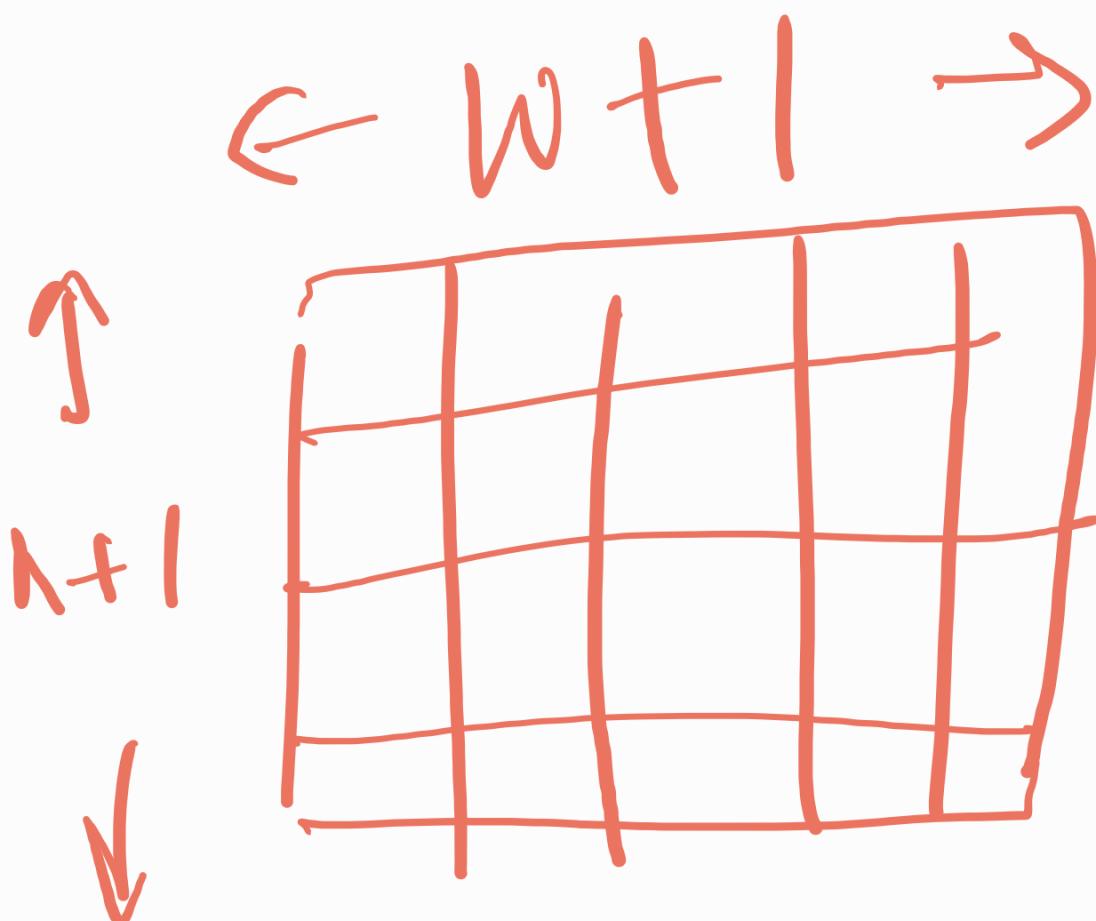
$dp[n][w] = knapsack$   
 $(wt, val, W, n-1);$

?.

TopDown  
Approach.

memorized  $\rightarrow$  RE + 

Top down  $\rightarrow$   no recursion



int [ ] [ ] dp

= new int[n+1][w+1];

Step 1 : initialize

Step 2 : Recursive  
Iterative

$\rightarrow w(j)$

w(j)						
						n(i)
6	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	0	0	0	0
2	0	0	0	0	0	0
3	0	0	0	0	0	0
4	0	0	0	0	0	0
5	0	0	0	0	0	0
6	0	0	0	0	0	0

initialize

ans

# int!! Sub problem Solution

```
int knapsack (wt[],  
              val[],  
              W, n)  
{  
    // initialize  
    for ( i=0 to n ) {  
        for ( j=0 to W ) {  
            if ( i == 0 ||
```

$f(i, j) = 0$

}

{

// Convert recursive  
to iterative

for (i=1 to n){

    for (j=1 to w){

```
if( wt[i-1] <= j )  
{  
    dp[i][j] = max(  
        val[i-1] +  
        dp[i-1][j - wt[i-1]],  
        dp[i-1][j]);  
}  
else
```

$dp[i][j] = dp[i-1][j]$

}

return  $dp[n][w];$

{