Laboratório de Programação Avançada 2018/19 Week 5 – Dynamic Programming



Universidade de Coimbra

Knapsack

Knapsack problem

- You planning a move and you want to know which art pieces you should select that maximizes the total value but without exceeding the maximum capacity of the truck.
- This is the knapsack problem where each object i in a set of n objects has a value v_i and a weight w_i . The sum of the weights of the chosen objects must not exceed W (capacity constraint).
- Does it also have optimal substructure?

Knapsack Knapsack

Sub-problem

- Find the objects taken the first $i \le n$ objects that maximize the value and satisfy the contraint $W' \le W$.
- Let S be the optimal set of objects, taken from the first i objects, with total value v and total weight $w \leq W'$.

Optimal substructure

- If S contains the i-th object, then by removing it, we have an optimal solution with objects taken from the first i-1 objects that satisfies the constraint without the weight of that object. (we prove this in the following).
- If S does not contain the i-th object, then we have an optimal solution with objects taken from the first i-1 objects that satisfies constraint W'.

- 1. Let S be the optimal set of objects, taken from the first i objects, with total value v and total weight $w \leq W'$, and using the i-th object.
- 2. Then, S without that object, with total value $v v_i$ and total weight $w w_i$, is optimal for the first i 1 objects and satisfies constraint $W' w_i$.

Sketch of the proof (by contradiction)

- (negate 2.) Assume that there exists another set of objects, taken from the first i-1 objects, with total value $v'>v-v_i$ and total weight $w'\leq W'-w_i$.
- (contradict 1.) Then, it also exists a set using the *i*-th object with total value $v' + v_i > v$ and weight $w' + w_i \leq W'$.

Recursive solution: Choose the *n*-th object:

- 1. Either use it and solve sub-problem for $W-w_n$ with the remaining n-1 objects, or
- 2. Do not use it and solve sub-problem for ${\it W}$ with the remaining $\it n-1$ objects
- 3. Choose the maximum value of the two.

A simple recursive solution:

```
Function knapsack(i, W)

if i = 0 then {base case - no more objects}

return 0

if w_i > W then

return knapsack(i-1, W)

don't take the i-th object

else

return max(knapsack(i-1, W), v_i + knapsack(i-1, W - w_i))

don't take the i-th object

take the i-th object
```

It is an exponential approach. Can we do memoizing?

Top-down dynamic programming:

```
Function knapsack(i, W)

if i = 0 then {base case - no more objects}

return 0

if T[i, W] \ge 0 then

return T[i, W]

if w_i > W then

T[i, W] = knapsack(i - 1, W)

else

T[i, W] = \max(knapsack(i - 1, W), v_i + knapsack(i - 1, W - w_i))

return T[i, W]
```

Table T stores the optimal value for the first i objects and constraint W.

Bottom-up Dynamic Programming:

```
Function knapsack(n, W)
                                                            {1st base case}
  for i = 1 to W do
     T[0, j] = 0
  for i = 0 to n do
                                                           {2nd base case}
     T[i, 0] = 0
  for i = 1 to n do
     for j = 1 to W do
       if w_i > i then
          T[i, j] = T[i-1, j]
       else
          T[i, j] = \max(T[i-1, j], v_i + T[i-1, j-w_i])
  return T[n, W]
```

Also pseudo-polynomial since its time complexity is O(nW).