Knapsack Problem

The knapsack problem is a problem in combinatorial optimization: Given a set of items, each with a weight and a value, determine the number of each item to include in a collection so that the total weight is less than or equal to a given limit and the total value is as large as possible.

It derives its name from the problem faced by someone who is constrained by a fixed-size knapsack and must fill it with the most valuable items.

The problem often arises in resource allocation where the decision makers have to choose from a set of non-divisible projects or tasks under a fixed budget or time constraint, respectively.

Given a set of n items, each with its own value V_i and weight W_i for all 1<=i<=n and a maximum knapsack capacity C, compute the maximum value of the items that can be carried.

Two possibilities:

- Items are indivisible
 - We pick it or we leave it
 - o 0/1 Knapsack (0 Absent, 1 Present)
 - Dynamic Programming
- Items are divisible
 - We can pick a fraction of an item
 - Fractional Knapsack
 - o Greedy Approach

```
C = 15kg

Box 1: w_1 = 12kg, v_1 = 40K

Box 2: w_2 = 1kg, v_2 = 20K

Box 3: w_3 = 4kg, v_3 = 100K

Box 4: v_4 = 1kg, v_4 = 10K

Box 5: v_5 = 2kg, v_5 = 20K
```

Implement Greedy Approach !!!

Thief, C = 4kg

Item 1: w=1, v=35 Item 2: w=4, v=80 Item 3: w=3, v=50

| Item | Mobile | Laptop | Tablet |
|--------|--------|--------|--------|
| Value | 35 | 80 | 50 |
| Weight | 1 | 4 | 3 |

| Weight (j) | 1 | 2 | 3 | 4 |
|---------------|----|----|----|------------------------|
| 1. Mobile Ph. | 35 | 35 | 35 | 35 |
| 2. Laptop | 35 | 35 | 35 | 80 |
| | | | | Option: 80 |
| 3. Tablet | 35 | 35 | 50 | Option: 35+50=85 |
| | | | | Selection should be 85 |

$$I = 3$$
, $J = 4$, $T[i-1][j] = T[2][4] = 80$
 $V_i + T[i-1][j-w_i] = 50 + T[3-1][4-3] = 50 + T[2][1] = 50 + 35 = 85$

C = 20

 Ball:
 w=5
 v=10

 Vase:
 w=10
 v=40

 Watch:
 w=3
 v=50

 Monitor:
 w=12
 v=75

w[] = {5,10,3,12} v[] = {10,40,50,75}

knapsack(C, n, w[], v[]) Capacity, No of Items, Weight, Value

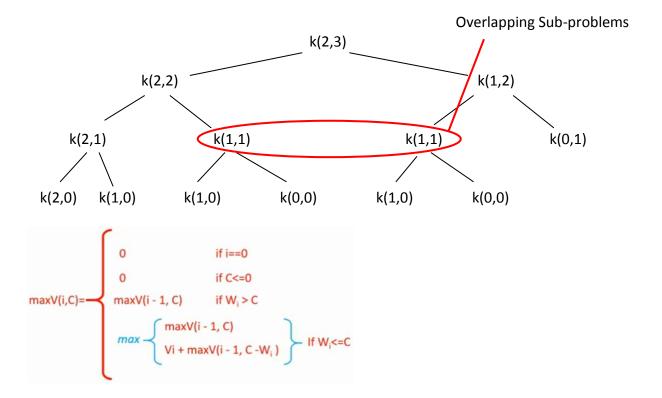
knapsack(20, 4, w, v)

If monitor is selected: knapsack(8, 3, w, v)
If monitor is NOT selected: knapsack(20, 3, w, v)

k(C, n) where C is the capacity of the sack and n is the number of items available to be picked. Example: C=2, n=3.

If an item is selected, C is reduced and n is reduced.

If an item is rejected, C remains the same, n is reduced.



Complexity: Exponential

```
/* A Naive recursive implementation of 0-1 Knapsack problem */
#include <bits/stdc++.h>
using namespace std;
// A utility function that returns maximum of two integers
int max(int a, int b) { return (a > b)? a : b; }
// Returns the maximum value that
// can be put in a knapsack of capacity W
int knapSack(int W, int wt[], int val[], int n)
{
// Base Case
if (n == 0 | | W == 0)
   return 0;
// If weight of the nth item is more
// than Knapsack capacity W, then
// this item cannot be included
// in the optimal solution
if (wt[n-1] > W)
    return knapSack(W, wt, val, n-1);
// Return the maximum of two cases:
// (1) nth item included
// (2) not included
else return max(val[n-1] + knapSack(W-wt[n-1], wt, val, n-1),
                    knapSack(W, wt, val, n-1) );
}
```

```
// Driver code
int main()
    int val[] = \{60, 100, 120\};
    int wt[] = \{10, 20, 30\};
    int W = 50;
    int n = sizeof(val)/sizeof(val[0]);
    cout<<knapSack(W, wt, val, n);</pre>
    return 0;
}
int knapSack(int W, int wt[], int val[], int n)
   int i, w;
   int K[n+1][W+1];
   // Build table K[][] in bottom up manner
   for (i = 0; i <= n; i++)
       for (w = 0; w \le W; w++)
           if (i==0 || w==0)
               K[i][w] = 0;
           else if (wt[i-1] \le w)
                 K[i][w] = max(val[i-1] + K[i-1][w-wt[i-1]], K[i-1][w]);
           else
                 K[i][w] = K[i-1][w];
       }
   }
   return K[n][W];
}
int main()
    int val[] = \{60, 100, 120\};
    int wt[] = \{10, 20, 30\};
    int W = 50;
    int n = sizeof(val)/sizeof(val[0]);
    printf("%d", knapSack(W, wt, val, n));
    return 0;
}
```

Complexity:

• Time: O(nC)

• Space: O(nC)