Dynamic Programming … Continued

0-1 Knapsack Problem

Knapsack 0-1 Problem

- The difference between this problem and the fractional knapsack one is that you CANNOT take a fraction of an item.
  - You can either take it or not.
  - Hence the name Knapsack 0-1 problem.

Knapsack 0-1 Problem – Recursive Formula

$$B[k,w] = \begin{cases} B[k-1,w] & \text{if } w_k > w \\ \max\{B[k-1,w], B[k-1,w-w_k]+b_k\} & \text{else} \end{cases}$$

- The best subset of S_k that has the total weight w, either contains item k or not.

- **First case:** $w_k > w$
  - Item *k* can't be part of the solution! If it was the total weight would be > w, which is unacceptable.

- **Second case:** $w_k \leq w$
  - Then the item *k* can be in the solution, and we choose the case with greater value.

Knapsack 0-1 Problem

- Let's run our algorithm on the following data:
  - n = 4 (# of elements)
  - W = 5 (max weight)
  - Elements (weight, value):

    (2,3), (3,4), (4,5), (5,6)

Knapsack 0-1 Example

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0					
2	0					
3	0					
4	0					

```
// Initialize the base cases
for w = 0 to W
        B[0,w] = 0

for i = 1 to n
        B[i,0] = 0
```

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0				
2	0					
3	0					
4	0					

$i = 1$

$v_i = 3$

$w_i = 2$

$w = 1$

$w - w_i = -1$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else **$B[i,w] = B[i-1,w]$** // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3			
2	0					
3	0					
4	0					

$i = 1$
$v_i = 3$
$w_i = 2$
$\mathbf{w = 2}$
$w - w_i = 0$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3		
2	0					
3	0					
4	0					

$i = 1$

$v_i = 3$

$w_i = 2$

$\mathbf{w = 3}$

$w-w_i = 1$

if $w_i \le w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	
2	0					
3	0					
4	0					

$i = 1$
$v_i = 3$
$w_i = 2$
$\mathbf{w = 4}$
$w - w_i = 2$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0					
3	0					
4	0					

$i = 1$
$v_i = 3$
$w_i = 2$
$\mathbf{w = 5}$
$w\text{-}w_i = 3$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0				
3	0					
4	0					

$i = 2$
$v_i = 4$
$w_i = 3$
$\mathbf{w = 1}$
$w\text{-}w_i = -2$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i\text{-}1,w\text{-}w_i] > B[i\text{-}1,w]$

$B[i,w] = v_i + B[i\text{-}1,w\text{-} w_i]$

else

$B[i,w] = B[i\text{-}1,w]$

else **B[i,w] = B[i-1,w]** // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3			
3	0					
4	0					

$i = 2$

$v_i = 4$

$w_i = 3$

$\mathbf{w = 2}$

$w - w_i = -1$

if $w_i \le w$ //item i can be in the solution

if $v_i + B[i-1, w-w_i] > B[i-1, w]$

$B[i,w] = v_i + B[i-1, w- w_i]$

else

$B[i,w] = B[i-1,w]$

else **B[i,w] = B[i-1,w]** // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
$\boxed{\text{2: (3,4)}}$
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4		
3	0					
4	0					

$i = 2$
$v_i = 4$
$w_i = 3$
$\mathbf{w = 3}$
$w\text{-}w_i = 0$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	
3	0					
4	0					

$i = 2$
$v_i = 4$
$w_i = 3$
$\mathbf{w = 4}$
$w - w_i = 1$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

$\boxed{2: (3,4)}$

3: (4,5)

4: (5,6)

i / w	**0**	**1**	**2**	**3**	**4**	**5**
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0					
4	0					

$i = 2$

$v_i = 4$

$w_i = 3$

$\mathbf{w = 5}$

$w - w_i = 2$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1, w-w_i] > B[i-1, w]$

$\mathbf{B[i,w] = v_i + B[i-1, w- w_i]}$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4		
4	0					

$i = 3$

$v_i = 5$

$w_i = 4$

$w = 1..3$

$w-w_i = -3..-1$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else **B[i,w] = B[i-1,w]** // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	
4	0					

$i = 3$
$v_i = 5$
$w_i = 4$
$\mathbf{w = 4}$
$w - w_i = 0$

if $w_i \le w$ //item i can be in the solution
    if $v_i + B[i-1, w-w_i] > B[i-1, w]$
        $B[i,w] = v_i + B[i-1, w-w_i]$
    else
        $B[i,w] = B[i-1,w]$
else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

4: (5,6)

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0					

$i = 3$

$v_i = 5$

$w_i = 4$

$\mathbf{w = 5}$

$w - w_i = 1$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

$\boxed{\text{4: (5,6)}}$

i / w	**0**	**1**	**2**	**3**	**4**	**5**
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	

$i = 4$

$v_i = 6$

$w_i = 5$

$\mathbf{w = 1..4}$

$w\text{-}w_i = -4..-1$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else **B[i,w] = B[i-1,w]** // $w_i > w$

Knapsack 0-1 Example

Items:
1: (2,3)
2: (3,4)
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i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 4$
$v_i = 6$
$w_i = 5$
$\mathbf{w = 5}$
$w - w_i = 0$

if $w_i <= w$ //item i can be in the solution

if $v_i + B[i-1,w-w_i] > B[i-1,w]$

$B[i,w] = v_i + B[i-1,w- w_i]$

else

$B[i,w] = B[i-1,w]$

else $B[i,w] = B[i-1,w]$ // $w_i > w$

Knapsack 0-1 Example

Items:

1: (2,3)

2: (3,4)

3: (4,5)

$\boxed{\text{4: (5,6)}}$

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

We're DONE!!

The max possible value that can be carried in this knapsack is ***$7***

Knapsack 0-1 Algorithm

- This algorithm only finds the max possible value that can be carried in the knapsack
  - The value in B[n,W]

- To know the ***items*** that make this maximum value, we need to trace back through the table.

Knapsack 0-1 Algorithm Finding the Items

- Let i = n and k = W

  if $B[i, k] \neq B[i-1, k]$ then

  mark the i^{th} item as in the knapsack

  $i = i-1$, $k = k-w_i$

  else

  $i = i-1$ // Assume the i^{th} item is not in the knapsack

  // Could it be in the optimally packed knapsack?

Knapsack 0-1 Algorithm Finding the Items

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

Knapsack:

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 4$
$k = 5$
$v_i = 6$
$w_i = 5$
$\mathbf{B[i,k] = 7}$
$B[i-1,k] = 7$

i = n , k = W
while i, k > 0
  if $B[i, k] \neq B[i-1, k]$ then
    mark the i^{th} *item as in the knapsack*
    $i = i-1, k = k-w_i$
  else
    $i = i-1$

Knapsack 0-1 Algorithm
Finding the Items

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

Knapsack:

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 3$
$k = 5$
$v_i = 5$
$w_i = 4$
$B[i,k] = 7$
$B[i-1,k] = 7$

i = n , k = W
while i, k > 0
    if $B[i, k] \neq B[i-1, k]$ then
        mark the i^{th} *item as in the knapsack*
        $i = i-1, k = k-w_i$
    else
        $i = i-1$

Knapsack 0-1 Algorithm
Finding the Items

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

Knapsack:

Item 2

i / w	**0**	**1**	**2**	**3**	**4**	**5**
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 2$
$k = 5$
$v_i = 4$
$w_i = 3$
$\mathbf{B[i,k] = 7}$
$B[i-1,k] = 3$
$k - w_i = 2$

i = n , k = W
while i, k > 0
    if $B[i, k] \neq B[i-1, k]$ then
        mark the i^{th} *item as in the knapsack*
        $i = i-1, k = k-w_i$
    else
        $i = i-1$

Knapsack 0-1 Algorithm Finding the Items

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

Knapsack:

Item 2
Item 1

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 1$
$k = 2$
$v_i = 3$
$w_i = 2$
$\mathbf{B[i,k] = 3}$
$B[i-1,k] = 0$
$k - w_i = 0$

i = n , k = W
while i, k > 0
  if $B[i, k] \neq B[i\text{-}1, k]$ then
    mark the i^{th} *item as in the knapsack*
    $i = i\text{-}1, k = k\text{-}w_i$
  else
    $i = i\text{-}1$

Knapsack 0-1 Algorithm Finding the Items

Items:

1: (2,3)
2: (3,4)
3: (4,5)
4: (5,6)

Knapsack:

Item 2
Item 1

i / w	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	3	3	3	3
2	0	0	3	4	4	7
3	0	0	3	4	5	7
4	0	0	3	4	5	7

$i = 1$
$k = 2$
$v_i = 3$
$w_i = 2$
$\mathbf{B[i,k] = 3}$
$B[i-1,k] = 0$
$k - w_i = 0$

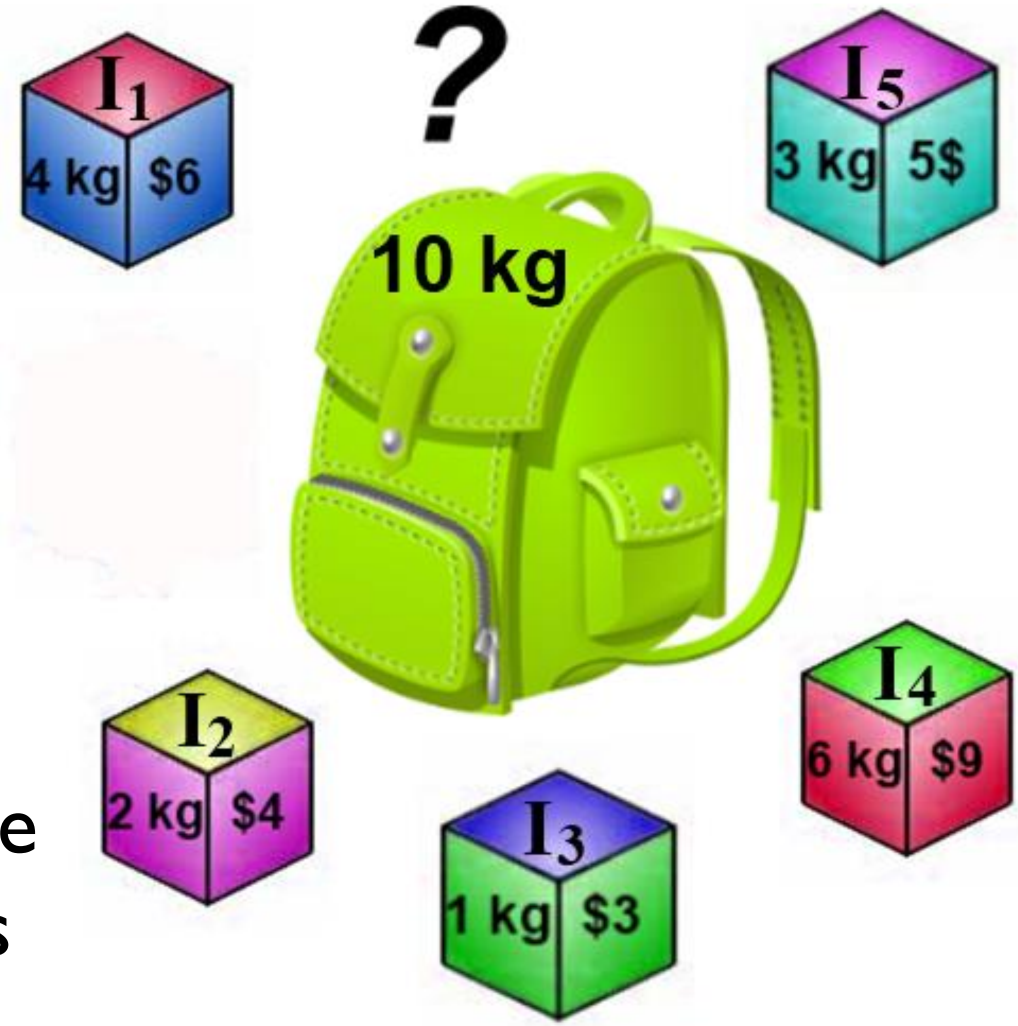
k = 0, so we're DONE!

The optimal knapsack should contain:

Item 1 and Item 2

Knapsack Problem

1) Fill out the dynamic programming table for the knapsack problem to the right.
2) Trace back through the table to find the items in the knapsack.



References

- Slides adapted from Arup Guha's Computer Science II Lecture notes: http://www.cs.ucf.edu/~dmarino/ucf/cop3503/lectures/
- Additional material from the textbook:

  Data Structures and Algorithm Analysis in Java (Second Edition) by Mark Allen Weiss
- Additional images:

  www.wikipedia.com

  xkcd.com