

KEY

Quiz One: cs5050, 10 points

Name:

A number:

Consider the following simple solution of the Knapsack decision problem
 $S[i] > 0, 1 \leq i \leq n$, initial call $\text{knapFit}(n, S)$

Bool $\text{knapFit}(\text{int } i, \text{int } s)$ // i is item index $\leq n$, s is the current capacity of knapsack

```
If( $s == 0$ ) return true; // perfectly filled so true  
If( $i == 0 \ \&\& \ s > 0$ ) return false; // not filled, no more objects so false  
If( $s < 0$ ) return false; // over filled so false  
return( $\text{knapFit}(i-1, s-s[i]) \ || \ \text{knapFit}(i-1, s)$ ) // use or don't use the item
```

- a) Add short comments to the code above for each terminal condition to answer the question:
"why do we need this case?"

Bool $\text{knapFit}(\text{int } i, \text{int } s)$ // i is item index $\leq n$, s is the current capacity of knapsack

```
If( $s == 0$ ) return true;  
If( $i == 0 \ \&\& \ s > 0$ ) return false;  
If( $s < 0$ ) return false;  
return( $\text{knapFit}(i-1, s-s[i]) \ || \ \text{knapFit}(i-1, s)$ ) // use or don't use the item
```

$\text{knapFit}(i, s-s[i])$
// put the object into the
// knapsack then try object again

- b) Add changes to the code above if the problem statement is extended to include the following:
"there is an unbounded number of each object in the s array available"

Bool $\text{knapFit}(\text{int } i, \text{int } s_1, \text{int } s_2)$ // i is item index $\leq n$, s is capacity of knapsack
 $\text{int } s_1, \text{int } s_2$

```
If( $s_1 == 0 \ \&\& \ s_2 == 0$ ) return true; // both filled so true  
If( $i == 0 \ \&\& \ (s_1 > 0 \ || \ s_2 > 0)$ ) return false; // not filled, no more objects so false  
If( $s_1 < 0 \ || \ s_2 < 0$ ) return false; // over filled  
return( $\text{knapFit}(i-1, s_1-s[i], s_2) \ || \ \text{knapFit}(i-1, s_1, s_2-s[i]) \ || \ \text{knapFit}(i-1, s_1, s_2)$ )
```

- c) Add changes to the code if the problem statement is changed so there are two knapsacks size s_1 and s_2 and the function returns true if there exists some subset that exactly fill BOTH knapsacks. You can put an item in only one of the knapsacks. Each item can only be used a max of one time.