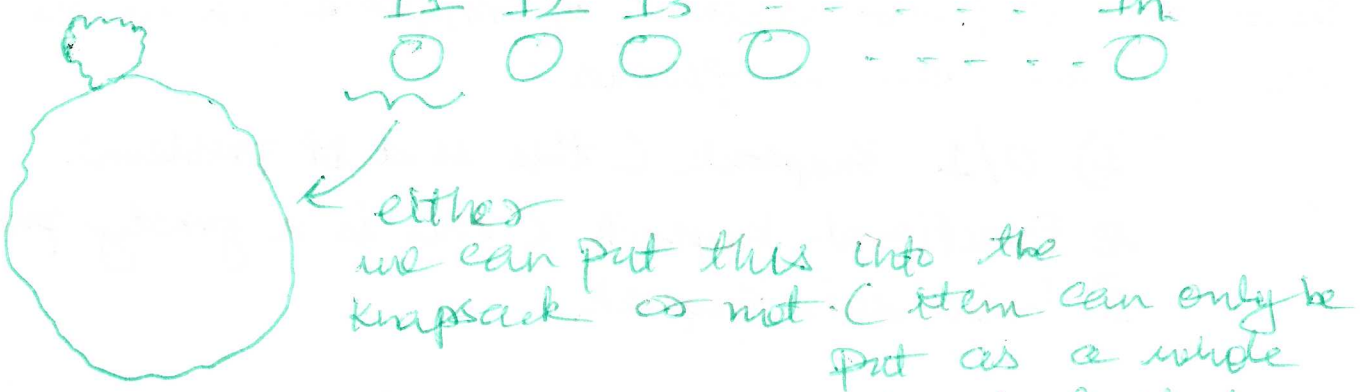

The notion of 0/1 essentially means the following:

{ 0 = item as a whole is not put into the bag.
1 = item as a whole is put into the bag.

no notion of a fraction of an item to be put into a bag.

In the unbounded knapsack variation of the knapsack problem we could only just put a single instance of an item into the knapsack, in the unbounded KS problem the number of items of a particular type that we could put in the KS is ∞, that is we could pick the same item any number of times to be put into the KS to maximize the profit.