derived from the previous scheme a depth-first algorithm in which: (a) selection of the branching variable x_i is the same as in Kolesar; (b) the search continues from the node associated with the insertion of item j (condition $x_i = 1$), i.e. following a greedy strategy.

Other algorithms have been derived from the Greenberg-Hegerich approach (Barr and Ross (1975), Laurière (1978)) and from different techniques (Lageweg and Lenstra (1972), Guignard and Spielberg (1972), Fayard and Plateau (1975), Veliev and Mamedov (1981)). The Horowitz-Sahni one is, however, the most effective, structured and easy to implement, and has constituted the basis for several improvements.

The Horowitz-Sahni algorithm

and has constituted the basis for several $\frac{P_1}{w_1} \leqslant \frac{P_2}{w_2} \leqslant \frac{P_3}{w_3} \cdots \leqslant \frac{P_n}{w_n} \left(\begin{array}{c} P_j : power \\ consum \\ ptien \end{array} \right)$

Assume that the items are sorted as in (2). A forward move consists of inserting the largest possible set of new consecutive items into the current solution. A backtracking move consists of removing the last inserted item from the current solution. Whenever a forward move is exhausted, the upper bound U_1 corresponding to the current solution is computed and compared with the best solution so far, in order to check whether further forward moves could lead to a better one: if so, a new forward move is performed, otherwise a backtracking follows. When the last item has been considered, the current solution is complete and possible updating of the best solution so far occurs. The algorithm stops when no further backtracking can be performed.

In the following description of the algorithm we use the notations

 (\hat{x}_i) = current solution;

$$\hat{z}$$
 = current solution value $\left(=\sum_{j=1}^{n} p_j \hat{x}_j\right)$;

$$\hat{c} = \text{current residual capacity} \left(= c - \sum_{j=1}^{n} w_j \hat{x}_j \right); \left(\sum_{j=1}^{n} W_j \hat{x}_j - U_{\text{tot}} \right)$$

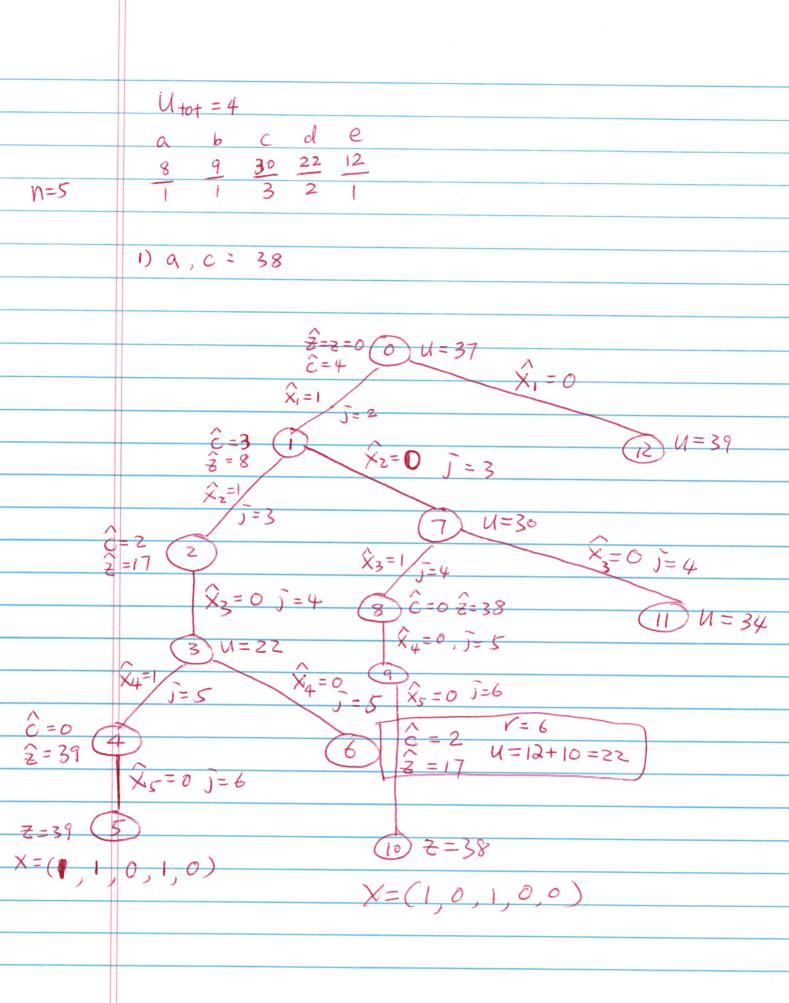
 (x_i) = best solution so far;

$$z=$$
 value of the best solution so far $\left(=\sum_{j=1}^{n}p_{j}x_{j}\right)$. Assumption $=\sum_{j=1}^{n}W_{j}\geqslant U_{+o+}$ procedure HS : input: $n,c,(p_{j}),(w_{j});$ output: $z,(x_{j});$ begin 1. [initialize]

z := 0;

$$\hat{z} := 0$$
;

```
Utot
     \hat{c} := \mathbf{X};
     p_{n+1} := \mathbb{X} + \infty
                                                            find m= min {ksi xk=0}
w_{n+1} := +\infty;
j := 1; \qquad \hat{\mathbf{x}}_0 = 0
2. [compute upper bound U_1]
                                                                 if m == 0 then m= r
     find r = \min \{i : \sum_{k=j}^{i} w_k > \hat{c}\};
     u := \sum_{k=j}^{r-1} p_k + \lfloor (\hat{c} - \sum_{k=j}^{r-1} w_k) p_{\mathbf{m}} / w_{\mathbf{m}} \rfloor;
                                                             -if Z==0 then go to 3
     if z \not \approx \hat{z} + u then go to 5;
3. [perform a forward step]
     while w_i \leq \hat{c} do
           begin
                \hat{c} := \hat{c} - w_i;
                                                               3.5 if c== 0 then go to 4
                \hat{z} := \hat{z} + p_i;
                \hat{x}_i := 1;
                                                                        minP=+ 00;
                j := j + 1
           end;
     if j < n then
                                                                        for K=1 to n do
           begin
                \hat{x}_i := 0 \; ;
                                                                       ¿ if (xx == 0 && Pk < min P)
           end:
                                                                                { minp=Pk;
h=k;33
     if j < n then go to 2;
  if j = n then go to 3;
4. [update the best solution so far]
 if \hat{z} \not = z then or \xi = 0 begin
                                                                         (- xn=1;
                for k := 1 to n do x_k := \hat{x}_k
                                                                         ← ====+Ph:
           end:
     j := n;
                                                                         \leftarrow \hat{c} = \hat{c} - w_h
     if \hat{x}_n = 1 then
           begin
                \hat{c} := \hat{c} + w_n;
                \hat{z} := \hat{z} - p_n:
               \hat{x}_n := 0 f_n = 1
[backtrack]
     find i = \max \{k < j : \hat{x}_k = 1\}; if no such i then return; and f_k = 0
     \hat{c} := \hat{c} + w_i
     \hat{z} := \hat{z} - p_i;
     \hat{x}_i := 0; f_i = 1 //mark that we
     j := i + 1;
                              have backtracked to
     go to 2
                              this place before
end.
```



How about the decision tree for

$$1 = 4 \frac{p_1}{w_1^2} = \frac{7}{2} \le \frac{8}{2} \le \frac{18}{4} \le \frac{10}{2}$$

$$\hat{l} = 1 \quad 2 \quad 3 \quad 4$$