

let $S \rightarrow \{a, b, c, d, e, f, g\}$

- 1) a) 3 b) $\frac{5}{3}$, c) $\frac{8}{5}$ d) $\frac{11}{7}$
e) $\frac{14}{3}$ f) 7 g) $\frac{3}{2}$

Sorting in descending order:

$$f=7, e=\frac{14}{3}, a=3, b=\frac{5}{3}, c=\frac{8}{5}, d=\frac{11}{7}, g=\frac{3}{2}$$

Possibility:

$$\text{Weight} = 18$$

$$\text{take } (f) \Rightarrow 18 - 7 = 11$$

$$\text{take } (e) \Rightarrow 11 - \frac{14}{3} = \frac{1}{3}$$

$$\text{take } (a) \Rightarrow \frac{1}{3} - 3 = \frac{10}{3}$$

$$\text{take } (b) \Rightarrow \frac{10}{3} - \frac{5}{3} = \frac{5}{3}$$

$$\text{take } (c) \Rightarrow \frac{5}{3} - \frac{8}{5} = \frac{1}{15}$$

$$\text{take } (d) \Rightarrow \frac{1}{15} - \frac{11}{7} = \frac{1}{105}$$

$$\text{take } (g) \Rightarrow 0.06 - \frac{7}{105} (d) = 0$$

$$\text{Total : } 7 + 14 + 12 + 10 + 8 + \frac{1}{105} (11)$$

$$= 51.47$$

R. 125

$$S = \{a, b, c, d, e, f, g\}$$

$$a = (2, 4) \quad b = (10, 6) \quad c = (8, 5) \quad d = (11, 7)$$

$$e = (14, 3) \quad f = (7, 1) \quad g = (9, 6)$$

val	weight	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
7	1	0	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	
14	3	0	7	7	14	21	21	21	21	21	21	21	21	21	21	21	21	21	21	
12	4	0	7	7	14	21	21	21	26	33	33	33	33	33	33	33	33	33	33	
8	5	0	7	7	14	21	21	21	26	33	33	33	33	34	41	41	41	41	41	
10	6	0	7	7	14	21	21	21	26	33	33	33	33	34	41	43	43	43	44	
9	6	0	7	7	14	21	21	21	26	33	33	33	33	34	41	43	43	43	44	
11	7	0	7	7	14	21	21	21	26	33	33	33	33	34	41	43	44	44	44	

$$44 - 11 = 33 \Rightarrow \text{include } (d)$$

$$33 - 12 = 21 \Rightarrow \text{include } (d) + (a)$$

$$21 - 14 = 7 \Rightarrow \text{include } (d) + (a) + (e)$$

$$7 - 7 = 0 \Rightarrow \text{include } (d) + (a) + (e) + (f)$$

Optimal: $a + e + d + f$, total = 44

$$4 + 3 + 7 + 1 = 15 \downarrow$$

Algorithm O-I-Helper(S, w, r, B)

If $B.$ findValue((w, r)) = NO \uparrow Hash table
- such key } then

If $r = 0 \text{ or } w = 0$
return

item = $S.$ elemAtRank($r - 1$)

br = item . benefit()

wr = weight(item)

If $wr > w$ then

ben = O-I-Helper($S, w, r - 1$)

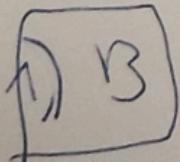
$B.$ insertItem((w, r) , ben)

else

ben = Max(OI-Helper($S, w, r - 1$), OI-Helper($S, w - wr, r - 1$) + br)

$B.$ insertItem((w, r) , ben)

return $B.$ findValue(w, r)



Exam Question

R. 5-12.

where?

n = weight

m = number of bids - items knapsack

k_i = weight of i th item

δ_i = value of i th item

Fractional Knapsack

Given weights and values of n items, we need to put these items in a knapsack of capacity W to get the maximum total value in the knapsack.

Here items are breakable i.e. we can break items for maximizing the total value of knapsack.

It uses greedy algorithm to optimize profit.

0-1 Knapsack problem

In the 0-1 knapsack problem, we are not allowed to break items, we either take the whole item or don't take it. uses dynamic algorithm to optimize profit.

11 b) .

Algorithm Kapsack-Recursive (S, w)

return 0-I-Helper($S, w, S.size$)

Algorithm 0-I-Helper(S, w, k)

if $k=0$ || $w=0$ then

 return 0

Item $i = S.elementAtRank(k-1)$

$b_k := \text{Item.benefit}$

$w_k := \text{Item.weight}$

if $w_k > w$ then

 return 0-I-Helper($S, w, k-1$)

else

 return $\max(0-I-\text{Helper}(S, w, k-1), 0-I-\text{Helper}(S, w-w_k, k-1) + b_k)$

Algorithm Kapsack-Memorized (S, w)

return 0-I-Helper($S, w, S.size, \text{Hashtable}$)

Algorithm 0-I-Helper(S, w, k, H)

if $H.findValue((w, k)) == \text{NO_SUCH_KEY}$ then

 if $k=0$ || $w=0$ then return 0

 if Item := $S.elementAtRank(k-1)$

$b_k := \text{Item.benefit}$

$w_k := \text{Item.weight}$

 if $w_k > w$ then

~~H.insertItem((w, k), 0-I-Helper(S, w, k-1, H))~~

 else $ben := \max(0-I-\text{Helper}(S, w, k-1, H), 0-I-\text{Helper}(S, w-w_k, k-1, H))$

~~H.insertItem((w, k), ben)~~

 return $H.findValue((w, k))$

~~(S, k)~~

B.

Algorithm 01 Knapsack Memorized Recursive (S, L)

int [T][L] = new Arr with K+1 am L+1

LO := new List

for i=0 to k then

for j=0 to L then

arr[i][j] = -1

return helper (S, L, S.size() - 1, arr)

Algorithm Helper (S, L, k, arr, LO)

if S == null || L = 0 then

return 0

if k = 0 then return 0

if arr[k][L] != -1 return arr[k][L]

obj_k := S.elementAtRank(k)

If size(obj_k) > L then

(size, LO) = Helper (S, L, k-1, arr, LO)

arr[k][L] = size

return size

else

(size1, LO1) = Helper (S, L, k-1, arr, LO)

(size2, LO2) = Helper (S, L - size(obj_k), k-1, arr, LO)

+ size(obj_k)

arr[k][L] = Max (size1, ~~size2~~, size2)

If size2 > size1 then LO2.insertFirst (obj_k)

return (arr[k][w], LO)