

Project Titel: 0/1 Knapsack Problem Visualizer using Dynamic Programming

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### 1. Introduction

This report presents an interactive visualizer for solving the 0/1 Knapsack problem using dynamic programming (DP) in C++. The visualizer helps users understand the DP process step by step. It also highlights the decision-making involved in filling the DP table, making it

# 2. Problem Description

The 0/1 Knapsack problem asks us to maximize the total value of items in a knapsack without exceeding a given weight capacity. Each item has a weight and value. The goal is to find the optimal combination of items to pack into the knapsack, ensuring the maximum value is achieved while staying within the weight limit.

## 3. Solution Approach

We use dynamic programming (DP) to solve the problem. The process involves:

- **DP Table Construction**: We create a 2D table where the rows represent items and the columns represent capacities. The table is filled based on the following:
  - o If an item fits within the current capacity, we check whether including it gives a higher value than excluding it.
  - o If it doesn't fit, we simply carry forward the previous best value.
- **Backtracking**: After filling the DP table, we backtrack to determine which items are included in the optimal solution.

### 4. Code Structure

The code is divided into several parts:

- **Input Handling**: The user enters the number of items, their weights, values, and the knapsack's capacity.
- **DP Table Initialization and Update**: The DP table is initialized and updated inside a nested loop.
- **Display Functions**: The table is printed in a readable format, and a delay is introduced to let users observe the progress.
- **Backtracking**: After the table is filled, we backtrack to find the items that form the optimal solution.

## 5. Time Complexity

The time complexity of the algorithm is  $O(n \times W)$ , where n is the number of items and W is the knapsack's capacity. This is due to the nested loops that fill the DP table. The space complexity is  $O(n \times W)$  because of the storage required for the table.

#### 6. Conclusion

This program offers a clear and interactive way to understand the 0/1 Knapsack problem using dynamic programming. The visualization process, with step-by-step updates and decision-making explanations, makes it an educational tool that helps learners grasp the logic behind the algorithm effectively.