



Assignment No: 3

Problem Statement: Emergency Relief Supply Distribution

A devastating flood has hit multiple villages in a remote area, and the government, along with NGOs, is organizing an emergency relief operation. A rescue team has a limited-capacity boat that can carry a maximum weight of W kilograms. The boat must transport critical supplies, including food, medicine, and drinking water, from a relief center to the affected villages.

Each type of relief item has:

- A weight (w_i) in kilograms.
- Utility value (v_i) indicating its importance (e.g., medicine has higher value than food).
- Some items can be divided into smaller portions (e.g., food and water), while others must be taken as a whole (e.g., medical kits).

Goals:

1. Implement the Fractional Knapsack algorithm to maximize the total utility value of the supplies transported.
2. Prioritize high-value items while considering weight constraints.
3. Allow partial selection of divisible items (e.g., carrying a fraction of food packets).
4. Ensure that the boat carries the most critical supplies given its weight limit W .

Course Objectives:

1. To know the basics of computational complexity of various algorithms.
2. To select appropriate algorithm design strategies to solve real-world problems.

Course Outcomes: After learning the course, students will be able to:

1. Analyze the asymptotic performance of algorithms.
2. Solve computational problems by applying suitable paradigms such as Divide and Conquer or Greedy methodologies.

Theory:

The Fractional Knapsack Problem is a classic optimization problem: given a set of items—each with weight w_i and value v_i —and a maximum capacity W , the objective is to maximize total value by selecting items (or fractions of them) up to capacity.

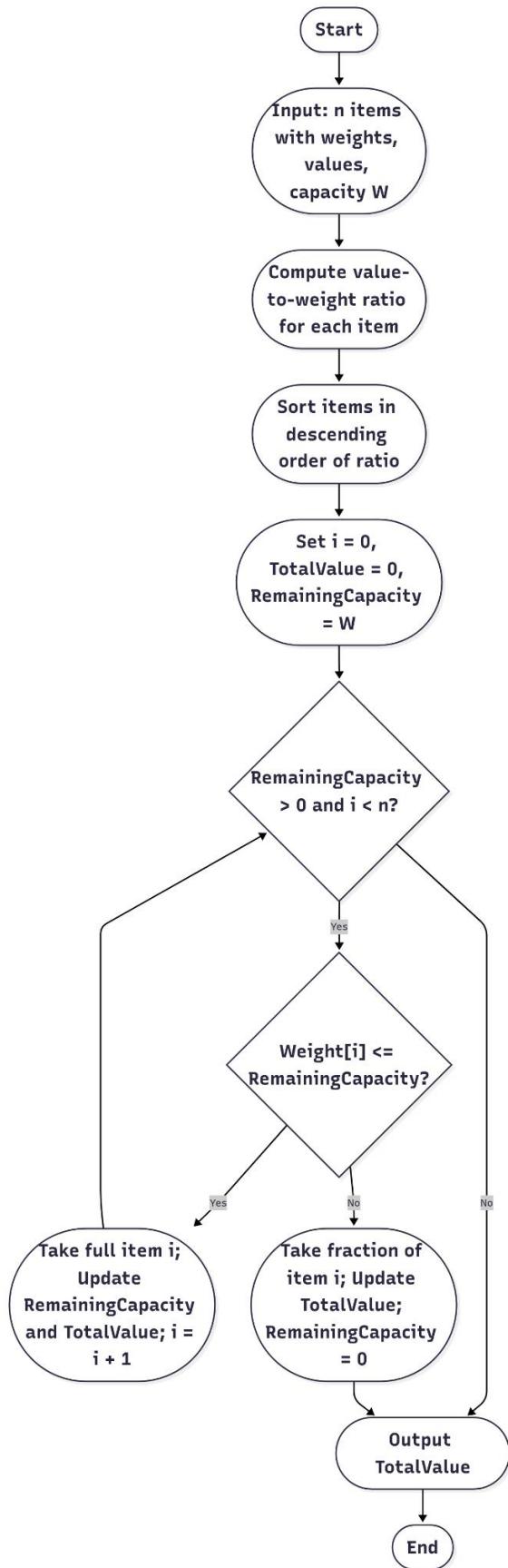
Unlike the 0/1 Knapsack, the fractional version allows partial selection, making it solvable optimally in polynomial time.

Algorithm (Greedy Strategy):

1. Compute the value-to-weight ratio v_i / w_i for each item.
2. Sort items in **descending order** of this ratio.
3. Fill the knapsack:
 - Take items fully if they fit.
 - If capacity runs out, take the exact fraction needed of the current item (only if divisible).
 - Skip indivisible items that do not fit.

Working of Greedy:

- **Greedy-choice property:** Choosing the highest ratio item at each step is always part of an optimal solution.
- **Optimal substructure:** Once part of the knapsack is filled, the remaining capacity forms a smaller instance of the same problem.



Time Complexity:

- Ratio computation: $O(n)$
- Sorting: $O(n \log n)$
- Selection: $O(n)$
- Total: $O(n \log n)$

Implementation (Pseudocode)

```
function MaxUtilFractional(items, W):
```

Input: items = list of (weight w, value v, isDivisible), capacity W

Output: maximum total utility value

Compute ratio $r[i] = v[i] / w[i]$ for each item

Sort items by descending $r[i]$

```
totalValue = 0
```

```
remainingCapacity = W
```

for each item in sorted items:

```
if remainingCapacity == 0:
```

```
    break
```

```
if item.weight <= remainingCapacity:
```

```
    totalValue += item.value
```

```
    remainingCapacity -= item.weight
```

```

else if item.isDivisible:

    fraction = remainingCapacity / item.weight

    totalValue += fraction * item.value

    remainingCapacity = 0

// else if indivisible and can't fit, skip

return totalValue

```

Output:

Sample Example:

Item	Weight (kg)	Utility	Divisible	Taken	Value Obtained
Medicine	5	50	No	Full	50
Food	10	30	Yes	Full	30
Water	20	20	Yes	Partial (if needed)	up to 20

Maximum Utility = 100 (if all fit in given W).

Boat capacity: 17 kg

Item	Weight (kg)	Utility	Taken	Value
Medicine	5	50	Full	50
Food	10	30	Full	
Water	20	20	Partial	up to 20

Boat capacity:
17 kg



Step 1: Calculate utility per kg

- Medicine: $50 / 5 = 10$
- Food: $30 / 10 = 3$
- Water: $20 / 20 = 1$

Preference order: Medicine → Food → Water

Step 2: Fill the boat

1. Take Medicine fully:
 - Weight used = 5 kg
 - Utility = 50
 - Remaining capacity = $17 - 5 = 12$ kg

2. **Take Food fully** (weight 10 kg, divisible):

- Fits completely
- Utility = 30
- Remaining capacity = $12 - 10 = 2 \text{ kg}$

3. **Take Water partially** (weight 20 kg, divisible):

- Only 2 kg fits
- Utility = $20 \times (2/20) = 2$

Step 3: Total Utility

- Medicine: 50
- Food: 30
- Water (partial): 2

Total Utility = 82

#CODE

```
#include <iostream>
#include <vector>
#include <iomanip>
#include <algorithm>

using namespace std;
```

```
struct Item {
```

```
    string name;
```

```

double weight;
double value;
int priority;
bool isDivisible;
double ratio; // value/weight

};

// Comparator: sort by priority first (ascending), then value/weight descending

bool cmp(Item a, Item b) {
    if (a.priority != b.priority)
        return a.priority < b.priority;
    return a.ratio > b.ratio;
}

int main() {
    double W;
    cout << "Enter maximum boat capacity (kg): ";
    cin >> W;

    vector<Item> items = {
        {"First Aid Box", 2.0, 70, 1, false},
        {"Medicine Kit", 6.0, 120, 1, false},
        {"Food Pack", 4.0, 80, 2, true},
    
```

```

        {"Water Bottles", 5.0, 50, 2, true},
        {"Blankets", 3.0, 40, 3, false}
    };

// Compute value/weight ratio

for (auto &item : items)

    item.ratio = item.value / item.weight;

// Sort items

sort(items.begin(), items.end(), cmp);

// Display sorted items

cout << fixed << setprecision(2);

cout << "\nSorted Items (by priority, then value/weight):\n";

cout << left << setw(20) << "Item"

    << setw(8) << "Weight"

    << setw(8) << "Value"

    << setw(8) << "Priority"

    << setw(12) << "Value/Weight"

    << setw(10) << "Type" << endl;

cout << "-----\n";

for (auto &item : items)

```

```
cout << setw(20) << item.name  
<< setw(8) << item.weight  
<< setw(8) << item.value  
<< setw(8) << item.priority  
<< setw(12) << item.ratio  
<< setw(10) << (item.isDivisible ? "Divisible" : "Indivisible") << endl;
```

```
// Select items
```

```
double remainingCapacity = W;  
double totalUtility = 0;  
cout << "\nItems selected for transport:\n";  
cout << "-----\n";
```

```
for (auto &item : items) {  
    if (remainingCapacity <= 0)  
        break;  
  
    double takenWeight = 0;  
    double utility = 0;  
  
    if (item.weight <= remainingCapacity) {  
        takenWeight = item.weight;  
        utility = item.value;
```

```

} else if (item.isDivisible) {

    takenWeight = remainingCapacity;

    utility = item.ratio * takenWeight;

} else {

    continue; // skip indivisible item if it doesn't fit

}

remainingCapacity -= takenWeight;

totalUtility += utility;

cout << "- " << item.name << ":" " << takenWeight << " kg, Utility = " << utility
<< ", Type = " << (item.isDivisible ? "Divisible" : "Indivisible") << endl;

}

cout << "===== Final Report =====\n";
cout << "Total weight carried: " << W - remainingCapacity << " kg\n";
cout << "Total utility value carried: " << totalUtility << " units\n";

return 0;
}

```

#OUTPUT

Enter maximum boat capacity (kg): 10

Sorted Items (by priority, then value/weight):

Item	Weight	Value	Priority	Value/Weight	Type
<hr/>					
First Aid Box	2.00	70.00	1	35.00	Indivisible
Medicine Kit	6.00	120.00	1	20.00	Indivisible
Food Pack	4.00	80.00	2	20.00	Divisible
Water Bottles	5.00	50.00	2	10.00	Divisible
Blankets	3.00	40.00	3	13.33	Indivisible

Items selected for transport:

-
- First Aid Box: 2.00 kg, Utility = 70.00, Type = Indivisible
 - Medicine Kit: 6.00 kg, Utility = 120.00, Type = Indivisible
 - Food Pack: 2.00 kg, Utility = 40.00, Type = Divisible

===== Final Report =====

Total weight carried: 10.00 kg

Total utility value carried: 230.00 units

Conclusion:

The **Fractional Knapsack Algorithm** maximizes utility by prioritizing items with the **highest value-to-weight ratio**. In emergency relief logistics, this ensures that life-saving items like **medicine kits** are transported first, followed by food and water as space allows. The greedy algorithm is both **efficient ($O(n \log n)$)** and **optimal** for fractional cases, making it highly effective in disaster management where quick, resource-optimized decisions are critical.

