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In [5]:
         # -*- coding: utf-8 -*-
         Author: Nathan Rice
         0-1 Knapsack Problem using best first branch and bound method
         Returns maxprofit with list storing the index position of the items in the best solutio
         The profit is maximized while staying under the weight limit.
         This program uses a priority queue to store the nodes ordered by best bound,
         the node with the highest bound value is returned when removing from the priority queue
         The best first approach arrives at an optimal solition faster than breadth first search
         .....
         #examples
         # W = 13
         # i pi wi pi/wi
         # 1 $20 2 10
         # 2 $30 5 6
         # 3 $35 7
                      5
         # 4 $12 3 4
         # 5 $3 1
                      3
         #problem definition
         \# n = 5 \# items given
         # W = 13 # capacity of knapsack
         \# p = [0, 20, 30, 35, 12, 3] \# profit of each item (starts with item 0 = $0)
         \# w = [0, 2, 5, 7, 3, 1] \# weight of each item
         # p_per_weight = [0, 10, 6, 5, 4, 3] #price per weight
         #example 6.1
         # items are ordered by price per weight
         n = 4
         W = 16
         p = [40, 30, 50, 10]
         W = [2, 5, 10, 5]
         p_{per_weight} = [20, 6, 5, 2]
         class Priority_Queue:
             def __init__(self):
                 self.pqueue = []
                 self.length = 0
             def insert(self, node):
                 for i in self.pqueue:
                     get_bound(i)
                 i = 0
                 while i < len(self.pqueue):</pre>
                     if self.pqueue[i].bound > node.bound:
                         break
                     i += 1
                 self.pqueue.insert(i,node)
                 self.length += 1
             def print_pqueue(self):
                 for i in list(range(len(self.pqueue))):
                     print ("pqueue",i, "=", self.pqueue[i].bound)
             def remove(self):
                 try:
                      result = self.pqueue.pop()
                     self.length -= 1
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except:
            print("Priority queue is empty, cannot pop from empty list.")
            return result
class Node:
    def __init__(self, level, profit, weight):
        self.level = level
        self.profit = profit
        self.weight = weight
        self.items = []
def get_bound(node):
    if node.weight >= W:
        return 0
    else:
        result = node.profit
        j = node.level + 1
        totweight = node.weight
        while j <= n-1 and totweight + w[j] <= W:</pre>
            totweight = totweight + w[j]
            result = result + p[j]
            j+=1
        k = j
        if k<=n-1:
            result = result + (W - totweight) * p_per_weight[k]
        return result
nodes_generated = 0
pq = Priority_Queue()
v = Node(-1, 0, 0) # v initialized to be the root with level = 0, profit = $0, weight =
nodes generated+=1
maxprofit = 0 # maxprofit initialized to $0
v.bound = get_bound(v)
#print("v.bound = ", v.bound)
pq.insert(v)
while pq.length != 0:
    v = pq.remove() #remove node with best bound
#
    print("\nNode removed from pq.")
    print("Priority Queue: ")
#
    pg.print pgueue()
    print("\nmaxprofit = ", maxprofit)
    print("Parent Node: ")
    print("v.level = ", v.level, "v.profit = ", v.profit, "v.weight = ", v.weight, "v.level")
    if v.bound > maxprofit: #check if node is still promising
        #set u to the child that includes the next item
        u = Node(0, 0, 0)
        nodes_generated+=1
        u.level = v.level + 1
        u.profit = v.profit + p[u.level]
        u.weight = v.weight + w[u.level]
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#take v's list and add u's list
        u.items = v.items.copy()
        u.items.append(u.level) # adds next item
        print("child that includes the next item: ")
#
#
        print("Child 1:")
        print("u.level = ", u.level, "u.profit = ", u.profit, "u.weight = ", u.weight)
#
        print("u.items = ", u.items)
#
        if u.weight <= W and u.profit > maxprofit:
            #update maxprofit
            maxprofit = u.profit
            print("\nmaxprofit updated = ", maxprofit)
            bestitems = u.items
             print("bestitems = ", bestitems)
        u.bound = get_bound(u)
        print("u.bound = ", u.bound)
        if u.bound > maxprofit:
            pq.insert(u)
            print("Node u1 inserted into pq.")
             print("Priority Queue : ")
#
             pq.print_pqueue()
        #set u to the child that does not include the next item
        u2 = Node(u.level, v.profit, v.weight)
        nodes_generated+=1
        u2.bound = get_bound(u2)
        u2.items = v.items.copy()
        print("child that doesn't include the next item: ")
#
        print("Child 2:")
        print("u2.level = ", u2.level, "u2.profit = ", u2.profit, "u2.weight = ", u2.we
#
        print("u2.items = ", u2.items)
        if u2.bound > maxprofit:
            pq.insert(u2)
             print("Node u2 inserted into pq.")
             print("Priority Queue : ")
#
            pg.print pqueue()
print("\nEND maxprofit = ", maxprofit, "nodes generated = ", nodes_generated)
print("bestitems = ", bestitems)
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END maxprofit = 90 nodes generated = 11
bestitems = [0, 2]
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In [ ]:
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