## Greedy Algorithms: The Fractional Knapsack

Version of November 5, 2014





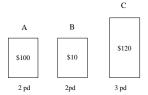
- Introduction
- The Knapsack problem.
- A greedy algorithm for the fractional knapsack problem
- Correctness

## Introduction to Greedy Algorithm

- A greedy algorithm for an optimization problem always makes the choice that looks best at the moment and adds it to the current subsolution.
- Final output is an optimal solution.
- Greedy algorithms don't always yield optimal solutions but, when they do, they're usually the simplest and most efficient algorithms available.

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# The Knapsack Problem...

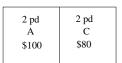


Capacity of knapsack: K = 4

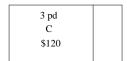
Fractional Knapsack Problem: Can take a fraction of an item.

0-1 Knapsack Problem: Can only take or leave item. You can't take a fraction.

#### Solution:



#### Solution:



# The Fractional Knapsack Problem: Formal Definition

• Given K and a set of n items:

weight	$w_1$	<i>w</i> <sub>2</sub>	 Wn
value	$v_1$	<i>V</i> <sub>2</sub>	 Vn

• Find:  $0 \le x_i \le 1$ , i = 1, 2, ..., n such that

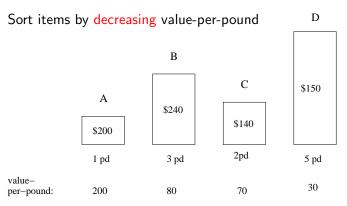
$$\sum_{i=1}^n x_i w_i \le K$$

and the following is maximized:

$$\sum_{i=1}^{n} x_i v_i$$

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# Greedy Solution for Fractional Knapsack



If knapsack holds K = 5 pd, solution is:

1	pd	Α
3	pd	В
1	pd	С

# Greedy Solution for Fractional Knapsack

- Calculate the value-per-pound  $\rho_i = \frac{v_i}{w_i}$  for  $i = 1, 2, \dots, n$ .
- Sort the items by decreasing  $\rho_i$ . Let the sorted item sequence be  $1, 2, \ldots, i, \ldots n$ , and the corresponding value-per-pound and weight be  $\rho_i$  and  $w_i$  respectively.
- Let k be the current weight limit (Initially, k = K). In each iteration, we choose item i from the head of the unselected list.
  - If  $k \ge w_i$ , set  $x_i = 1$  (we take item i), and reduce  $k = k w_i$ , then consider the next unselected item.
  - If  $k < w_i$ , set  $x_i = k/w_i$  ( we take a fraction  $k/w_i$  of item i), Then the algorithm terminates.

Running time:  $O(n \log n)$ .

# Greedy Solution for Fractional Knapsack

- Observe that the algorithm may take a fraction of an item.
  This can only be the last selected item.
- We claim that the total value for this set of items is the optimal value.

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#### Correctness

Given a set of n items  $\{1, 2, ..., n\}$ .

• Assume items sorted by per-pound values:  $\rho_1 \ge \rho_2 \ge ... \ge \rho_n$ .

Let the greedy solution be  $G = \langle x_1, x_2, ..., x_k \rangle$ 

•  $x_i$  indicates fraction of item i taken (all  $x_i = 1$ , except possibly for i = k).

Consider any optimal solution  $O = \langle y_1, y_2, ..., y_n \rangle$ 

- $y_i$  indicates fraction of item i taken in O (for all i,  $0 \le y_i \le 1$ ).
- Knapsack must be full in both G and O:  $\sum_{i=1}^{n} x_i w_i = \sum_{i=1}^{n} y_i w_i = K.$

Consider the first item *i* where the two selections differ.

• By definition, solution G takes a greater amount of item i than solution O (because the greedy solution always takes as much as it can). Let  $x = x_i - y_i$ .

#### Correctness...

Consider the following new solution O' constructed from O:

- For j < i, keep  $y'_j = y_j$ .
- Set  $y_i' = x_i$ .
- In O, remove items of total weight  $xw_i$  from items i+1 to n, resetting the  $y'_i$  appropriately.

This is always doable because 
$$\sum_{j=i}^{n} x_j = \sum_{j=i}^{n} y_j$$

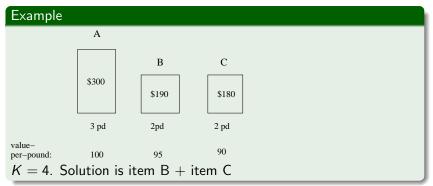
- The total value of solution O' is greater than or equal to the total value of solution O (why?)
- Since O is largest possible solution and value of O' cannot be smaller than that of O, O and O' must be equal.
- Thus solution O' is also optimal.

By repeating this process, we will eventually convert O into G, without changing the total value of the selection.

#### Therefore *G* is also optimal!

# Greedy solution for 0-1 Knapsack Problem?

The 0-1 Knapsack Problem does not have a greedy solution!



#### Question

Suppose we tried to prove the greedy algorithm for 0-1 knapsack problem **does** construct an optimal solution. If we follow exactly the same argument as in the fractional knapsack problem where does the proof fail?