# LeetCode\_Day\_38\_DP\_II Knapsack

The original Knapsack problem (I know the official English name is not Knapsack, but forgive me), is that we have some items with specific weight and value, and we have a bag with limited size of weight, we want to carry as much value as we can.

The extended Knapsack is even more popular, the bag has no limit, even item can be duplicated, but to combine them to generate a specific weight or value how many choices are there?

For both problems the code can be similar, we simply calculate on specific weight, add the current item to the extsing combinations of weight and value, so we generate a new set of weight-value combination for the next item. Please remember without the current item the previous combination should still stand.

## 377. Combination Sum IV

Medium

Given an integer array with all positive numbers and no duplicates, find the number of possible combinations that add up to a positive integer target.

**Example:**

***nums*** = [1, 2, 3]

***target*** = 4

The possible combination ways are:

(1, 1, 1, 1)

(1, 1, 2)

(1, 2, 1)

(1, 3)

(2, 1, 1)

(2, 2)

(3, 1)

Note that different sequences are counted as different combinations.

Therefore the output is ***7***.

**Follow up:**  
What if negative numbers are allowed in the given array?  
How does it change the problem?  
What limitation we need to add to the question to allow negative numbers?

**Credits:**  
Special thanks to [@pbrother](https://leetcode.com/pbrother/) for adding this problem and creating all test cases.

### Analysis:

This is a typical unlimited Knapsack problem, all the values are positive, we can build the target from 1, 2, 3, 4, …. Target, each target can be build from t-nums[j], if we consider nums[j] is the addon item.

/// <summary>

/// Leet code #377. Combination Sum IV

///

/// Given an integer array with all positive numbers and no duplicates,

/// find the number of possible combinations that add up to a positive

/// integer target.

///

/// Example:

/// nums = [1, 2, 3]

/// target = 4

/// The possible combination ways are:

/// (1, 1, 1, 1)

/// (1, 1, 2)

/// (1, 2, 1)

/// (1, 3)

/// (2, 1, 1)

/// (2, 2)

/// (3, 1)

/// Note that different sequences are counted as different combinations.

/// Therefore the output is 7.

/// Follow up:

/// What if negative numbers are allowed in the given array?

/// How does it change the problem?

/// What limitation we need to add to the question to allow negative numbers?

/// </summary>

int LeetCode::combinationSum4(vector<int>& nums, int target)

{

vector<int> sum(target + 1);

for (int i = 0; i <= target; i++)

{

if (i == 0) sum[0] = 0;

for (size\_t j = 0; j < nums.size(); j++)

{

if (i - nums[j] < 0) continue;

else if (i == nums[j])

{

sum[i] += 1;

}

else

{

sum[i] += sum[i - nums[j]];

}

}

}

return sum[target];

}

### Another Solution:

The above code sample works, but sill not the easiest to be understood. We can change the method of "looking back" to "pushing forward". The following code is shorter and faster. But please be careful to protect arrayt boundary overflow.

/// <summary>

/// Leet code #377. Combination Sum IV

/// </summary>

int LeetCode::combinationSum4II(vector<int>& nums, int target)

{

vector<size\_t> sum(target + 1);

sum[0] = 1;

for (int i = 0; i <= target; i++)

{

// empty slot no need to calculate

if (sum[i] == 0) continue;

for (size\_t j = 0; j < nums.size(); j++)

{

// protect not out of boundary

if (i + nums[j] <= target)

{

sum[i + nums[j]] += sum[i];

}

}

}

return sum[target];

}

### Follow up:

What if the numbers are negative? If this is the case, we can not use the above approach to build the Knapsack from small size to big size, because the negative values will cause regression, so you cannot use the above code, but same idea, we just need to add the number to every existing result (instead of the smallest one as above).

## 474. Ones and Zeroes

Medium

In the computer world, use restricted resource you have to generate maximum benefit is what we always want to pursue.

For now, suppose you are a dominator of **m** 0s and **n** 1s respectively. On the other hand, there is an array with strings consisting of only 0s and 1s.

Now your task is to find the maximum number of strings that you can form with given **m** 0s and **n** 1s. Each 0 and 1 can be used at most **once**.

**Note:**

1. The given numbers of 0s and 1s will both not exceed 100
2. The size of given string array won't exceed 600.

**Example 1:**

**Input:** Array = {"10", "0001", "111001", "1", "0"}, m = 5, n = 3

**Output:** 4

**Explanation:** This are totally 4 strings can be formed by the using of 5 0s and 3 1s, which are “10,”0001”,”1”,”0”

**Example 2:**

**Input:** Array = {"10", "0", "1"}, m = 1, n = 1

**Output:** 2

**Explanation:** You could form "10", but then you'd have nothing left. Better form "0" and "1".

### Analysis:

This problem is different from #377 in the case that each item can only be used once, so we should put the loop for items in the outer loop and add it to the the existing results, to avoid double count the item itself, we scan from end to the start.

/// <summary>

/// Leet code #474. Ones and Zeroes

///

/// In the computer world, use restricted resource you have to generate

/// maximum benefit is what we always want to pursue.

/// For now, suppose you are a dominator of m 0s and n 1s respectively.

/// On the other hand,

/// there is an array with strings consisting of only 0s and 1s.

/// Now your task is to find the maximum number of strings that you can

/// form with given m 0s and n 1s.

/// Each 0 and 1 can be used at most once.

/// Note:

/// The given numbers of 0s and 1s will both not exceed 100

/// The size of given string array won't exceed 600.

/// Example 1:

/// Input: Array = {"10", "0001", "111001", "1", "0"}, m = 5, n = 3

/// Output: 4

///

/// Explanation: This are totally 4 strings can be formed by the using of 5 0s

/// and 3 1s, which are “10,”0001”,”1”,”0”

///

/// Example 2:

/// Input: Array = {"10", "0", "1"}, m = 1, n = 1

/// Output: 2

///

/// Explanation: You could form "10", but then you'd have nothing left.

/// Better form "0" and "1".

/// </summary>

int LeetCode::findMaxOneZeroForm(vector<string>& strs, int m, int n)

{

// we end by m, n, and 0, 0 is a virtual start

int result = 0;

vector<vector<int>> dp(m+1, vector<int>(n+1));

for (size\_t i = 0; i < strs.size(); i++)

{

string str = strs[i];

int zero = std::count(str.begin(), str.end(), '0');

int one = std::count(str.begin(), str.end(), '1');

// scan from end to start so we do not duplicate new item itself

for (int j = m; j >= zero; j--)

{

for (int k = n; k >= one; k--)

{

dp[j][k] = max(dp[j][k], dp[j - zero][k - one] + 1);

result = max(result, dp[j][k]);

}

}

}

return result;

}

## 879. Profitable Schemes

Hard

There are G people in a gang, and a list of various crimes they could commit.

The i-th crime generates a profit[i] and requires group[i] gang members to participate.

If a gang member participates in one crime, that member can't participate in another crime.

Let's call a *profitable scheme* any subset of these crimes that generates at least P profit, and the total number of gang members participating in that subset of crimes is at most G.

How many schemes can be chosen?  Since the answer may be very large, **return it modulo** 10^9 + 7.

**Example 1:**

**Input:** G = 5, P = 3, group = [2,2], profit = [2,3]

**Output:** 2

**Explanation:**

To make a profit of at least 3, the gang could either commit crimes 0 and 1, or just crime 1.

In total, there are 2 schemes.

**Example 2:**

**Input:** G = 10, P = 5, group = [2,3,5], profit = [6,7,8]

**Output:** 7

**Explanation:**

To make a profit of at least 5, the gang could commit any crimes, as long as they commit one.

There are 7 possible schemes: (0), (1), (2), (0,1), (0,2), (1,2), and (0,1,2).

**Note:**

1. 1 <= G <= 100
2. 0 <= P <= 100
3. 1 <= group[i] <= 100
4. 0 <= profit[i] <= 100
5. 1 <= group.length = profit.length <= 100

### Analysis:

Consider each crime is an item and each item can only be used once, the Knapsack is a matrix of number of people used, and how much profit generated, with the count on how many combination of crime schema you can reach this state.

Loop the crime at the outer loop, add it to all the existing crime schema.

Because each crime can commit only once, to avoid double count, we scane reversely.

/// <summary>

/// Leet code #879. Profitable Schemes

///

/// There are G people in a gang, and a list of various crimes they could

/// commit.

///

/// The i-th crime generates a profit[i] and requires group[i] gang

/// members to participate.

///

/// If a gang member participates in one crime, that member can't

/// participate in another crime.

///

/// Let's call a profitable scheme any subset of these crimes that

/// generates at least P profit, and the total number of gang members

/// participating in that subset of crimes is at most G.

///

/// How many schemes can be chosen? Since the answer may be very large,

/// return it modulo 10^9 + 7.

///

/// Example 1:

/// Input: G = 5, P = 3, group = [2,2], profit = [2,3]

/// Output: 2

/// Explanation:

/// To make a profit of at least 3, the gang could either commit crimes

/// 0 and 1, or just crime 1.

/// In total, there are 2 schemes.

///

/// Example 2:

///

/// Input: G = 10, P = 5, group = [2,3,5], profit = [6,7,8]

/// Output: 7

/// Explanation:

/// To make a profit of at least 5, the gang could commit any crimes, as

/// long as they commit one.

/// There are 7 possible schemes: (0), (1), (2), (0,1), (0,2), (1,2), and

/// (0,1,2).

///

///

/// Note:

///

/// 1. 1 <= G <= 100

/// 2. 0 <= P <= 100

/// 3. 1 <= group[i] <= 100

/// 4. 0 <= profit[i] <= 100

/// 5. 1 <= group.length = profit.length <= 100

/// </summary>

int LeetCode::profitableSchemes(int G, int P, vector<int>& group, vector<int>& profit)

{

int result = 0;

int mod = 1000000007;

vector<vector<int>> schemes(G+1, vector<int>(P+1));

schemes[0][0] = 1;

for (size\_t i = 0; i < group.size(); i++)

{

for (int j = G; j >= 0; j--)

{

int g = j + group[i];

if (g > G) continue;

for (int k = P; k >= 0; k--)

{

if (schemes[j][k] == 0) continue;

int p = k + profit[i];

if (p > P) p = P;

int count = schemes[j][k];

schemes[g][p] = (schemes[g][p] + count) % mod;

}

}

}

for (auto j = 0; j <= G; j++)

{

result = (result + schemes[j][P]) % mod;

}

return result;

}

## 1125. Smallest Sufficient Team

Hard

In a project, you have a list of required skills req\_skills, and a list of people.  The i-th person people[i] contains a list of skills that person has.

Consider a *sufficient team*: a set of people such that for every required skill in req\_skills, there is at least one person in the team who has that skill.  We can represent these teams by the index of each person: for example, team = [0, 1, 3] represents the people with skills people[0], people[1], and people[3].

Return **any** sufficient team of the smallest possible size, represented by the index of each person.

You may return the answer in any order.  It is guaranteed an answer exists.

**Example 1:**

**Input:** req\_skills = ["java","nodejs","reactjs"], people = [["java"],["nodejs"],["nodejs","reactjs"]]

**Output:** [0,2]

**Example 2:**

**Input:** req\_skills = ["algorithms","math","java","reactjs","csharp","aws"], people = [["algorithms","math","java"],["algorithms","math","reactjs"],["java","csharp","aws"],["reactjs","csharp"],["csharp","math"],["aws","java"]]

**Output:** [1,2]

**Constraints:**

* 1 <= req\_skills.length <= 16
* 1 <= people.length <= 60
* 1 <= people[i].length, req\_skills[i].length, people[i][j].length <= 16
* Elements of req\_skills and people[i] are (respectively) distinct.
* req\_skills[i][j], people[i][j][k] are lowercase English letters.
* Every skill in people[i] is a skill in req\_skills.
* It is guaranteed a sufficient team exists.

### Analysis:

Consider each skill as a bit map, loop the people at outside, add the skill to the existing skill set, if we got a smaller team, we replace the team. The full skill set is the answer.

/// <summary>

/// Leet code #1125. Smallest Sufficient Team

///

/// In a project, you have a list of required skills req\_skills, and a list

/// of people. The i-th person people[i] contains a list of skills that

/// person has.

/// Consider a sufficient team: a set of people such that for every required

/// skill in req\_skills, there is at least one person in the team who has

/// that skill. We can represent these teams by the index of each person:

/// for example, team = [0, 1, 3] represents the people with skills people[0],

/// people[1], and people[3].

/// Return any sufficient team of the smallest possible size, represented by

/// the index of each person.

/// You may return the answer in any order. It is guaranteed an answer exists.

///

/// Example 1:

/// Input: req\_skills = ["java","nodejs","reactjs"],

/// people = [["java"],["nodejs"],["nodejs","reactjs"]]

/// Output: [0,2]

///

/// Example 2:

/// Input: req\_skills = ["algorithms","math","java","reactjs","csharp","aws"],

/// people = [["algorithms","math","java"],["algorithms","math","reactjs"],

/// ["java","csharp","aws"],["reactjs","csharp"],

/// ["csharp","math"],["aws","java"]]

/// Output: [1,2]

///

/// Constraints:

/// 1. 1 <= req\_skills.length <= 16

/// 2. 1 <= people.length <= 60

/// 3. 1 <= people[i].length, req\_skills[i].length, people[i][j].length <= 16

/// 4. Elements of req\_skills and people[i] are (respectively) distinct.

/// 5. req\_skills[i][j], people[i][j][k] are lowercase English letters.

/// 6. It is guaranteed a sufficient team exists.

/// </summary>

vector<int> LeetCode::smallestSufficientTeam(vector<string>& req\_skills, vector<vector<string>>& people)

{

unordered\_map<string, int> skill\_ids;

size\_t n = req\_skills.size();

for (size\_t i = 0; i < n; i++)

{

skill\_ids[req\_skills[i]] = (1 << i);

}

vector<vector<int>> team((1 << n), vector<int>());

team[0] = vector<int>();

for (size\_t i = 0; i < people.size(); i++)

{

int people\_skill = 0;

for (size\_t j = 0; j < people[i].size(); j++)

{

people\_skill |= skill\_ids[people[i][j]];

}

if (people\_skill == 0) continue;

for (size\_t j = 0; j < team.size(); j++)

{

if ((j != 0) && (team[j].size() == 0))

{

continue;

}

int skill = j | people\_skill;

if (team[skill].size() == 0 ||

team[skill].size() > team[j].size() + 1)

{

team[skill] = team[j];

team[skill].push\_back(i);

}

}

}

return team[(1 << n) - 1];

}