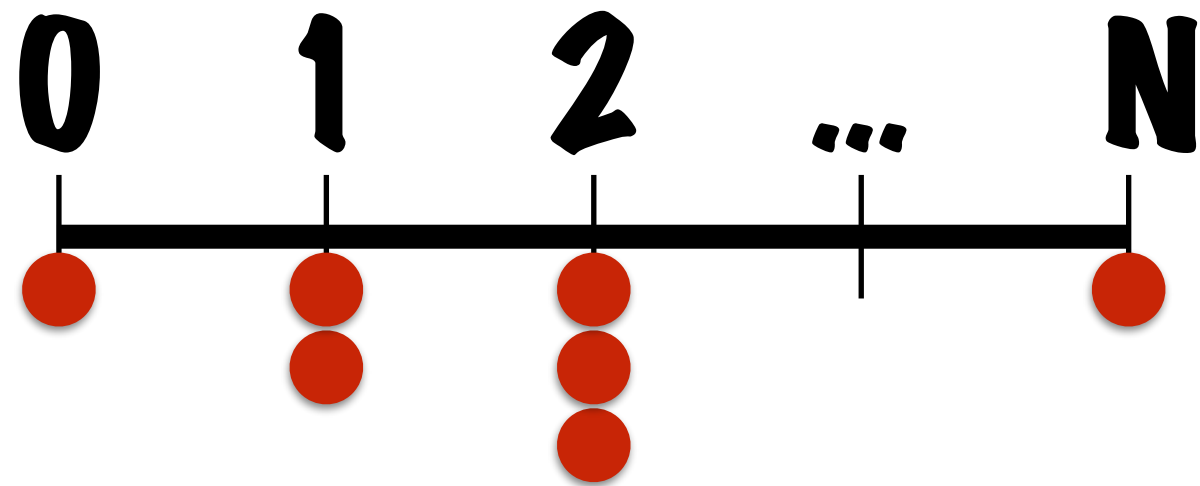


Knapsack and rounding



General case: algorithm

**We already have an algorithm
when values
are small integers**



**Idea:
modify input
so that values are
small integers**

**Q : How to modify input
so that values are
small integers?**

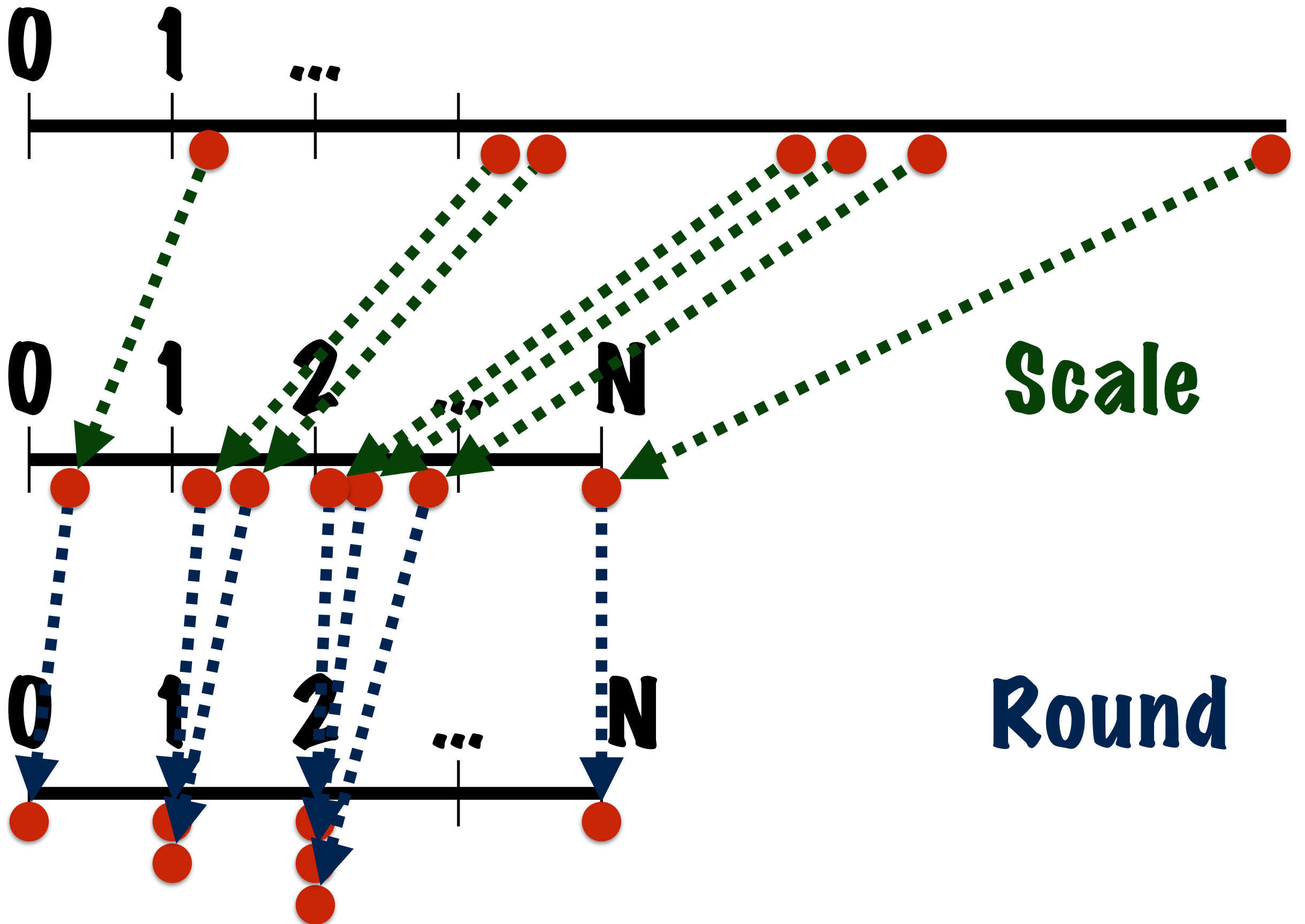
A : Scale and round!

Discard items that don't fit

1. Multiply each value by something so that values are small

2. Round values to integers

Dynamic program for the scaled and rounded problem



Effect of scaling:
Max scaled value = N

Multiply by $\alpha = \frac{N}{\max \mathbf{v}_i}$

How do we pick N ?

- **small** enough that the runtime is polynomial
- **large** enough that the resulting set of items has value close to the optimum

Algorithm Scale

1. Discard items not fitting
2. Let $N = 100n$
3. Let $v'_i \leftarrow \lfloor v_i \times \frac{N}{\max_j v_j} \rfloor$
4. Apply DP to $B, (s_i, v'_i)_i$
5. Output corresponding items

Runtime

For $v = 0 \dots nN : A[1, v] \leftarrow B + 1$

$A[1, v_1] \leftarrow s_1, A[1, 0] \leftarrow 0$

For $i = 2 \dots n,$

For $v = 0 \dots v_i - 1 : A[i, v] \leftarrow A[i - 1, v]$

For $v = v_i, v_i + 1, \dots, nN :$

$A[i, v] \leftarrow \min(A[i - 1, v], A[i - 1, v - v_i] + s_i)$

Output $\max\{v : A[n, v] \leq B\}$

$$N = 100 \times n \implies n^2 N = 100 \times n^3$$

Knapsack and rounding

