


RECURSION

- function that will call itself repeatedly.
- Base case
- way to break complex problems into smaller problems.

Fibonacci

$$0 + 1 + 1 + 2 + 3 + 5 + 8 \dots$$


$$\text{fib}(4) \quad 2^0 = 1$$

$$\begin{array}{cc} \swarrow & \searrow \\ \text{fib}(3) & \text{fib}(2) \end{array} \quad 2^1 = 2$$

$$\begin{array}{cc} \swarrow & \searrow \\ \text{fib}(2) & \text{fib}(1) \end{array} \quad \begin{array}{cc} \swarrow & \searrow \\ \text{fib}(1) & \text{fib}(0) \end{array} \quad 2^2 = 4$$

$$\begin{array}{cc} \swarrow & \searrow \\ \text{fib}(1) & \text{fib}(0) \end{array}$$

$$O(2^n)$$

DP

* Memoization (Top down)

- When we solve a subproblem we will store in our DS.

- Now when we see the same subproblem we will reference it.

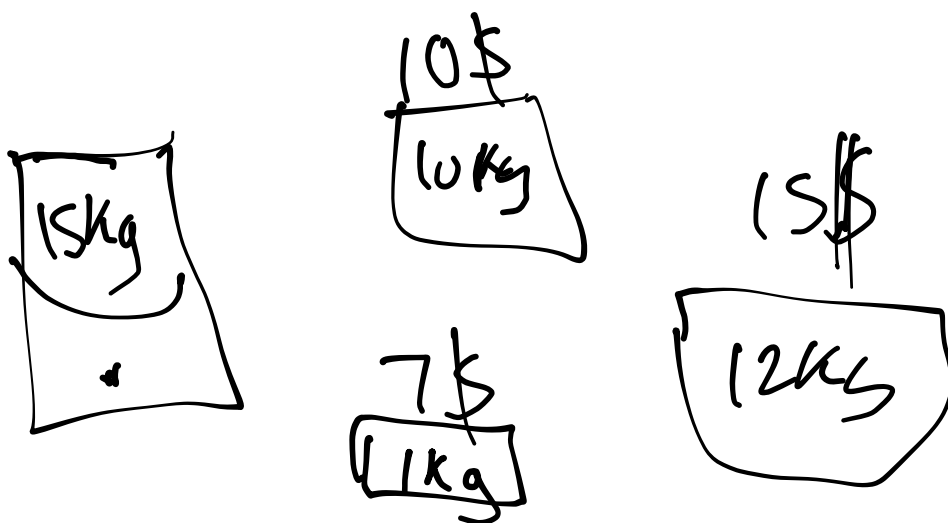
$O(1) = \text{constant}$

* Tabulation (Bottom up)

- This more complex because requires an iterative sol'n

② Knapsack Problem

- To maximize the value to fit inside the knapsack



- given a set of N items
usually from $1 - N$

each of the items has
mass ' w_i ' and ' v_i '

0-1 Knapsack problem

- we either take or do not take. 0 = no take, 1 = take

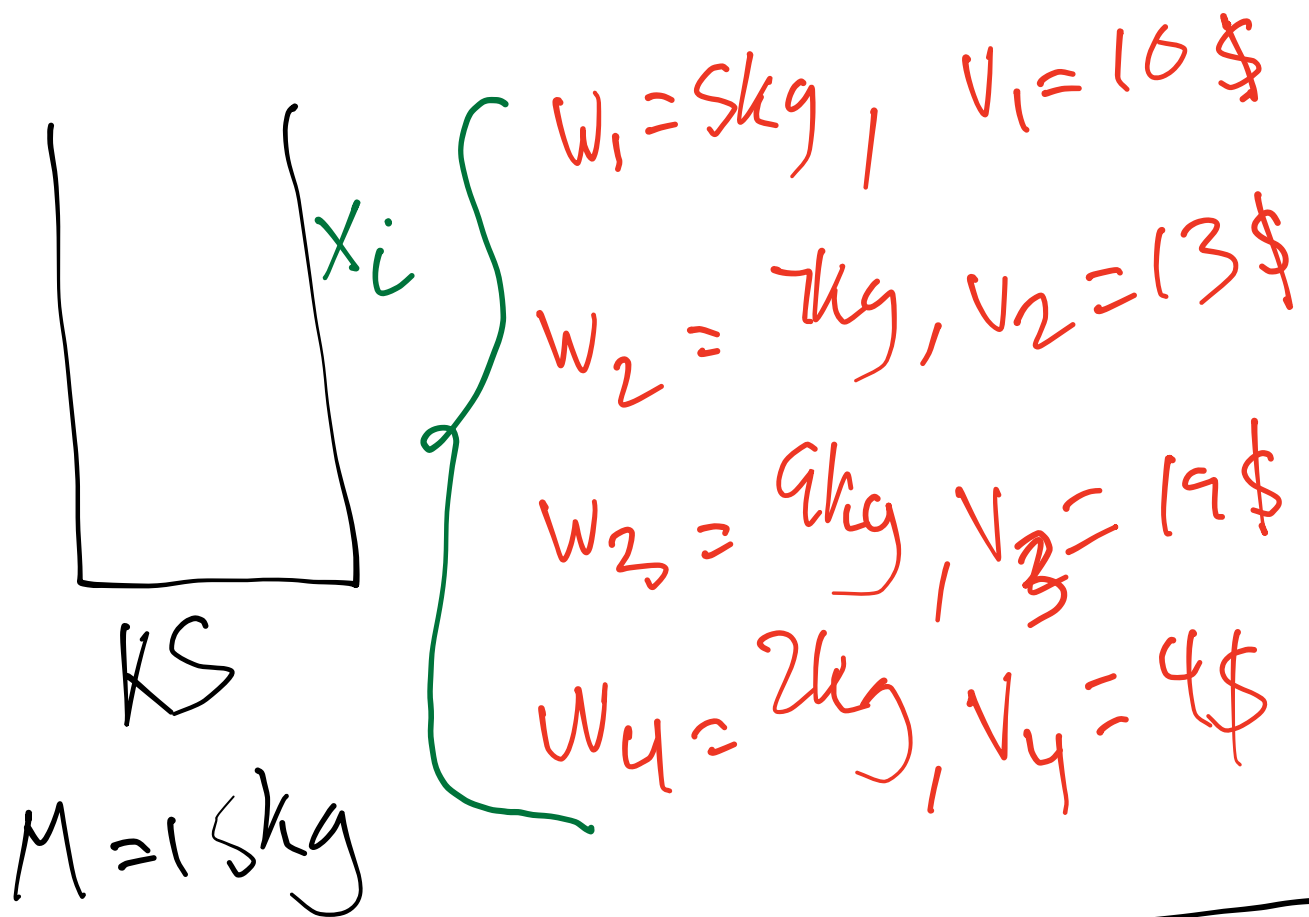
- Goal is to maximize the profit inside the knapsack

$M = 15 \text{ Kg} = \text{capacity}$

Sum of 'w' items and
and 'v' values must be

$\leq M$

- Figure out what to include
& exclude



x_i : take item 'i' or not

v_i : value of ith item

w_i : weight of ith-item

M : capacity of KS

$$\sum_{i=1}^N v_i x_i \leq M$$

Formula

$$S[i][w] = \max(S[i][w], V_i + S[i-1][w-w_i])$$

S = DP Table

③ Knapsack problem Overview

Step 1: Create DP table
with rows = $N+1$ and
columns need to be $M+1$.
Every cell is considered a
subproblem.

$$S[i][w] = \max(S[i-1][w], V_i + S[i-1][w-w_i])$$

N = 3 items M = 5kg capacity of knapsack
 item #1 w_1 = 4kg v_1 = 10\$
 item #2 w_2 = 2kg v_2 = 4\$
 item #3 w_3 = 3kg v_3 = 7\$

	0	1	2	3	4	5	w = weights [kg]
0	0	0	0	0	0	0	no of items
1	0	0	0	0	10	10	4 [item 1]
2	0	0	4	4	10	10	[item 1, item 2]
3	0	0	4	7	10	11	all items

$$S[2][1] = \max(S[1][1], 4\$ + S[1][1-2]) \quad (4.1)$$

$$(4.2) = \max(0, 0)$$

$$S[2][2] = \max(S[1][2], 4\$ + S[1][2-2])$$

$$(4.3) = \max(0, 4)$$

$$S[2][3] = \max(S[1][3],$$

$$4 + S[1][3-2]$$

$$\max(0, 4)$$

$$\textcircled{4.4} S[2][4] = \max(S[1][4], 4 + S[1][4-2])$$

$$\max(10, 0+4)$$

$$\textcircled{4.5} S[2][5] = \max(S[1][5], 4 + S[1][5-2])$$

$$\max(10, 4) = 10$$

* The last cell indicates the maximum profit we can make.

N = 3 items M = 5kg capacity of knapsack

item #1	w_1 = 4kg	v_1 = 10\$
item #2	w_2 = 2kg	v_2 = 4\$
item #3	w_3 = 3kg	v_3 = 7\$

	0	1	2	3	4	5	weights [kg]
0							no of items
1							[item 1]
2							[item 1, item 2]
3							all items

S.I Question:

How do we know which items to take?

- start w/ last item and compare it with item above
- If the 2 values are the same it means we have not included in the knapsack.

otherwise we take 1 step upward and take as many steps to the left as the weight of that item.

Example 6

11 != 0 we will include last item to kS

N = 3 items M = 5kg capacity of knapsack
 item #1 w_1 = 4kg v_1 = 10\$
 item #2 w_2 = 2kg v_2 = 4\$
 item #3 w_3 = 3kg v_3 = 7\$

	0	1	2	3	4	5	w = weights [kg]
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3	0	0	4	7	10	11	all items

6.2

4 != 0



N = 3 items M = 5kg capacity of knapsack

item #1	w_1 = 4kg	v_1 = 10\$
item #2	w_2 = 2kg	v_2 = 4\$
item #3	w_3 = 3kg	v_3 = 7\$

	0	1	2	3	4	5	w = weights [kg]	
0	0	0	0	0	0	0		no of items
1	0	0	0	0	10	10	4	[item 1]
2	0	0	4	4	10	10		[item 1, item 2]
3	0	0	4	7	10	11		all items

When capacity is zero
algorithm ends

N = 3 items M = 5kg capacity of knapsack

item #1	w_1 = 4kg	v_1 = 10\$
item #2	w_2 = 2kg	v_2 = 4\$
item #3	w_3 = 3kg	v_3 = 7\$

	0	1	2	3	4	5	w = weights [kg]	
0	0	0	0	0	0	0		no of items
1	0	0	0	0	10	10	4	[item 1]
2	0	0	4	4	10	10		[item 1, item 2]
3	0	0	4	7	10	11		all items

$$\text{total gain} = 4 + 7 = \$11$$

$$\text{weight} = (2 + 3) \text{ kg} = 5 \text{ kg}$$