

0/1 Knapsack problem - Dynamic programming

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References : [Javatpoint-0-1-knapsack](#)

Two types of KnapSack problems :

1. Fractional Knapsack
2. 0/1 knapsack

Fractional Knapsack -

- Greedy approach is used
- You can take the partial weight and profit accordingly to fill the bag

0/1 Knapsack -

- Dynamic programming
- Either pick the complete object (1) or drop out the complete object(0) to satisfy the weight of the bag .

Dynamic programming :

- Problem should be solved based on sequence of decisions
- Try all possible solutions and pick out anyone.
- Optimization - Here profit is maximum

Hints or points to remember :

- Arrange the objects in Ascending order of weights
- In the tabulation method , while filling profit , until that particular weight occurs , for previous weight put profit values from the previous cell.
- Formula : $v[i,w]=\max\{v[i-1,w],(v[i-1,(w-w[i]])+p[i])\}$, where i is row no. , w is column no.

Constraints:

- $\sum x_i w_i \leq m$
- $\text{Max } \sum x_i p_i \rightarrow$ Profit should be maximized.

Example 1 :

Weight = { 3,4,6,5}

Profit = { 2,3,1,4}

m=8

			0	1	2	3	4	5	6	7	8
Pi	Wi	0	0	0	0	0	0	0	0	0	0
2	3	1	0	0	0	2	2	2	2	2	2
3	4	2	0	0	0	2	3	3	3	5	5
4	5	3	0	0	0	2	3	4	4	5	6
1	6	4	0	0	0	2	3	4	4	6	6

Maximum Profit = 8

Selection of object = { 3,4,6,5} = {1,0,0,1}

Example 2 :

Weight = { 1,2,5,6,7}

Profit = {1,6,18,22,28}

m=11

			0	1	2	3	4	5	6	7	8	9	10	11
Pi	Wi	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	0	1	1	1	1	1	1	1	1	1	1	1
6	2	2	0	1	6	7	7	7	7	7	7	7	7	7
18	5	3	0	1	6	7	7	18	19	24	25	25	25	25
22	6	4	0	1	6	7	7	18	22	23	28	29	29	40
28	7	5	0	1	6	7	7	18	22	28	29	34	35	40

Maximum Profit = 40

- $v[i,w] = \max\{v[i-1,w], (v[i-1, (w-w[i]]) + p[i])\}$

$$v[4,10] = \max\{v[3,10], v[3, (10-6)] + 22\}$$

$$v[4,10] = \max\{ 25 , v\{3,4\}+22\}$$

$$v[4,10] = \max\{ 25 , v\{3,4\}+22\}$$

$$v[4,10] = \max\{ 25 , v\{3,4\}+22\}$$

$$v[4,10] = \max\{ 25 , 7+22\}$$

$$v[4,10] = \max\{ 25 , 29 \}$$

$$v[4,10] = 29$$