Kathmandu University Department of Computer Science and Engineering

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LAB-3 Algorithms and Complexity

[Code No: COMP 314]

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PSEUDOCODES:

1) Knapsack 0/1 Bruteforce:

The pseudocode for knapsack 0/1 bruteforce algorithm is:

```
1. function knapsack non fractional(weights, profit, capacity):
     length \leftarrow size \ of \ weights
3.
     binary combination \leftarrow empty list
4.
     greatestProfit \leftarrow 0
     total iterations \leftarrow 2 ^{\land} length
5.
6.
     for i from 0 to total iterations - 1 do:
7.
        temp\ binary\ combination \leftarrow empty\ list
8.
        temp profit \leftarrow 0
        temp\ capacity \leftarrow capacity
9.
10.
         n \leftarrow i
11.
        for j from 0 to length - 1 do:
12.
            append (n % 2) to temp binary combination
13.
            if (n % 2) is 1 then:
14.
               temp\ profit \leftarrow temp\ profit + profit[j]
               temp capacity ← temp capacity - weights[j]
15.
16.
            n \leftarrow n // 2
17.
         if temp profit > greatestProfit and temp capacity \geq 0 then:
18.
            binary combination \leftarrow copy of temp binary combination
19.
            greatestProfit \leftarrow temp profit
      return binary combination
20.
```

The `knapsack_non_fractional` function employs a brute-force approach to solve the 0/1 knapsack problem by exhaustively evaluating all possible combinations of items. It initializes with variables like the length of the item lists, an empty list to store the best combination (`binary_combination`), and a variable (`greatestProfit`) to track the highest profit found. The function calculates `total_iterations` as 2 raised to the power of the

number of items, representing all potential subsets of items. It iterates through each subset using a binary representation where each bit indicates whether an item is included or excluded. For each subset, it computes the total profit ('temp_profit') and remaining capacity ('temp_capacity') of the knapsack. If 'temp_profit' exceeds 'greatestProfit' and 'temp_capacity' remains non-negative (indicating the subset fits within the knapsack's capacity), it updates 'binary_combination' and 'greatestProfit' accordingly. Ultimately, the function returns 'binary_combination', representing the optimal selection of items that maximizes profit while adhering to the knapsack's capacity constraint. This method ensures all possible combinations are considered, guaranteeing an optimal solution for the problem at hand.

The source code was then tested with different test cases which yielded following result:

Fig: Test Cases On Bruteforce Knapsack 0/1

2) Knapsack Fractional Bruteforce:

The pseudocode for knapsack fractional bruteforce algorithm is:

```
    function knapsack_fractional(weights, profits, capacity):
    length ← size of weights
    best_combination ← list of zeros of size length
    greatest_profit ← 0.0
    remaining_capacity ← 0.0
```

for i from 0 to total iterations - 1 do:

total iterations $\leftarrow 2 \land length$

```
8. temp\ combination \leftarrow list\ of\ zeros\ of\ size\ length
```

9. $temp_profit \leftarrow 0.0$

10. $temp\ capacity \leftarrow capacity$

11. $n \leftarrow i$

6.

7.

```
12.
        for j from 0 to length - 1 do:
13.
            i. curr binary \leftarrow n % 2
14.
            ii. n \leftarrow n // 2
15.
            iii. if curr binary is 1 then:
16.
               if weights[j] \leq temp capacity then:
                 temp\ combination[j] \leftarrow 1
17.
                 temp\ profit \leftarrow temp\ profit + profits[j]
18.
19.
                 temp\ capacity \leftarrow temp\ capacity - weights[j]
20.
         if temp\ capacity > 0 then:
21.
           frac best combination \leftarrow copy of temp combination
22.
           frac best profit \leftarrow temp profit
23.
           for k from 0 to length - 1 do:
24.
               if temp combination [k] is 0 then:
25.
                 i. fraction \leftarrow min(1, temp capacity / weights[k])
                 ii. frac temp profit \leftarrow temp profit + fraction *
26.
profits[k]
27.
                 if frac temp profit > frac best profit then:
                    frac best profit \leftarrow frac temp profit
28.
29.
                    frac best combination \leftarrow copy of
temp combination
30.
                    frac\ best\ combination[k] \leftarrow fraction
31.
            temp\ combination \leftarrow frac\ best\ combination
            temp profit \leftarrow frac best profit
32.
33.
            temp capacity \leftarrow 0
34.
         if temp profit > greatest profit then:
35.
            best combination \leftarrow copy of temp combination
36.
            greatest\ profit \leftarrow temp\ profit
37.
            remaining capacity ← temp capacity
38.
      return best combination, remaining capacity, greatest profit
```

The function first initializes the necessary variables, including the length of the item list, the best combination of items, the greatest profit, and the remaining capacity. It then iterates through all possible combinations of items (2^length) using a binary representation to decide whether to include each item in the knapsack. For each combination, it calculates the total profit and capacity. If there's remaining capacity, the function tries to fill it with fractions of the items not yet included to maximize the profit further. The function keeps track of the best combination and greatest profit found during these iterations. Finally, it returns the best combination of items, the remaining capacity, and the greatest profit.

The source code was then tested with different test cases which yielded following result:

Fig: Test Cases On Bruteforce Fractional Knapsack

3) Knapsack Greedy Fractional:

The pseudocode for knapsack fractional greedy algorithm is:

- 1. function knapsack_fractional(weights, profits, capacity):
- 2. $n \leftarrow length \ of \ weights$
- 3. $profit_density \leftarrow empty\ list$
- 4. for i from 0 to n 1 do:
- 5. append (profits[i] / weights[i], weights[i], profits[i], i) to profit_density
- 6. sort profit_density in descending order by the first element (profit density)
- 7. $total\ profit \leftarrow 0.0$
- 8. $knapsack \leftarrow list \ of \ zeros \ of \ size \ n$
- 9. for i from 0 to n 1 do:
- 10. if capacity ≤ 0 then:

```
11.
             break
12.
          density, weight, profit, original index \leftarrow profit density[i]
13.
          if weight \leq capacity then:
14.
             knapsack[original\ index] \leftarrow 1.0
             total\ profit \leftarrow total\ profit + profit
15.
16.
             capacity \leftarrow capacity - weight
17.
          else:
18.
             knapsack[original\ index] \leftarrow capacity / weight
19.
             total\ profit \leftarrow total\ profit + knapsack[original\ index] *
profit
20.
             capacity \leftarrow 0
```

21. return knapsack, total profit

The pseudocode first calculates the profit density (profit-to-weight ratio) for each item and sorts the items in descending order based on this ratio. It then iterates through the sorted items, adding each item fully to the knapsack if its weight is less than or equal to the remaining capacity. If an item's weight exceeds the remaining capacity, it adds the maximum possible fraction of that item to the knapsack. The process continues until the knapsack reaches its capacity. The function returns a list indicating the fraction of each item included in the knapsack and the total profit achieved. This approach ensures that the most profitable items per unit weight are prioritized, maximizing the total profit.

The source code was then tested with different test cases which yielded following result:

Fig: Test Cases On Greedy Fractional Knapsack

4) Knapsack 0/1 Dynamic Programming:

The pseudocode for knapsack fractional bruteforce algorithm is:

1. function make_table(weights, values, capacity):

```
2.
     n \leftarrow length \ of \ weights
3.
     dp table \leftarrow 2D list of size (n + 1) x (capacity + 1) filled with 0
4.
     for i from 1 to n do:
5.
        for w from 1 to capacity do:
6.
           if weights [i-1] \le w then:
              dp \ table[i][w] \leftarrow max(dp \ table[i-1][w], values[i-1]
7.
+ dp table[i - 1][w - weights[i - 1]])
           else:
8.
9.
              dp \ table[i][w] \leftarrow dp \ table[i - 1][w]
10.
      return dp table
1. function find included items(weights, values, capacity):
     dp table \leftarrow make table(weights, values, capacity)
3.
     n \leftarrow length \ of \ weights
4.
     max \ value \leftarrow dp \ table[n][capacity]
5.
     capacity \leftarrow length \ of \ dp \ table[0] - 1
     included items \leftarrow empty list
6.
7.
     i, w \leftarrow n, capacity
8.
     while i > 0 and w > 0 do:
9.
        if dp table[i][w] \neq dp table[i - 1][w] then:
10.
            append i to included items
11.
            w \leftarrow w - weights[i - 1]
12
         i \leftarrow i - 1
13. reverse included items
14.
      return included items, max value
```

Here, the 'make_table' function creates a dynamic programming table ('dp_table') to solve the 0/1 knapsack problem, where each cell 'dp_table[i][w]' represents the maximum value achievable with the first 'i' items and a knapsack capacity of 'w'. It iterates through each item and weight, filling the table based on whether including the current item yields a higher value than excluding it. The 'find_included_items' function uses this table to determine which items are included in the optimal solution. It traces back from the maximum value in the table, checking which items were included by

comparing values in the table, and constructs a list of these items, which it then returns along with the maximum value.

The source code was then tested with different test cases which yielded following result:

Fig: Test Cases On Dynamic Programming Knapsack 0/1