Experiment No. 5
Fractional Knapsack using Greedy Method
Date of Performance:
Date of Submission:

Experiment No. 5

Title: Fraction Knapsack

Aim: To study and implement Fraction Knapsack Algorithm

Objective: To introduce Greedy based algorithms

Theory:

Greedy method or technique is used to solve Optimization problems. A solution that can be maximized or minimized is called Optimal Solution.

The knapsack problem or rucksack problem is a problem in combinatorial optimization: Given a set of items, each with a mass and a value, determine the number of each item to include in a collection so that the total weight is less than or equal to a given limit and the total value is as large as possible. It derives its name from the problem faced by someone who is constrained by a fixed size knapsack and must fill it with the most valuable items. The most common problem being solved is the 0-1 knapsack problem, which restricts the number xi of copies of each kind of item to zero or one.

In Knapsack problem we are given:1) n objects 2) Knapsack with capacity m, 3) An object i is associated with profit Wi , 4) An object i is associated with profit Pi , 5) when an object i is placed in knapsack we get profit Pi Xi .

Here objects can be broken into pieces (Xi Values) The Objective of Knapsack problem is to maximize the profit.

Example:

In this version of Knapsack problem, items can be broken into smaller pieces. So, the thief may take only a fraction x_i of i^{th} item.

$$0 \leqslant x_i \leqslant 1$$

The i^{th} item contributes the weight $x_i.w_i$ to the total weight in the knapsack and profit $x_i.p_i$ to the total profit.

greedy_fractional_knapsack (w[1...n], p[1...n], W)

```
for i=1 to n
    do x[i] = 0
weight = 0
for i=1 to n
    if weight + w[i] ≤ W then
        x[i] = 1
        weight = weight + w[i]
    else
        x[i] = (W-weight) / w[i]
        weight = W
        break
return x
```

i=1 → B
0+10 ≤ 60
x[i] = 1
wt = 10

i=2 → A
10+40
50 ≤ 60
x[i] = 2
10+40
wt = 50

i=3 → C
(60-50)/20
x[i] = 1/2 10/20 = 1/2
wt = 60

x = [A, B, 1/2 C]

Total wt
10+40+20*(10/20)
= 60

~~x[i] = 0~~
~~wt = 0~~

Ex: W = 60

Total profit is
100+280+120*(10/20)
380+60 = 440

Item	A	B	C	D
profit	280	100	120	120
weight	40	10	20	24
Ratio $\left(\frac{p_i}{w_i}\right)$	7	10	6	5

provided items are not sorted based on $\frac{p_i}{w_i}$.

sorted

Item	B	A	C	D
profit	100	280	120	120
weight	10	40	20	24
Ratio $\left(\frac{p_i}{w_i}\right)$	10	7	6	5

Algorithm:

Hence, the objective of this algorithm is to

$$maximize \sum_{n=1}^{n}(x_i . pi)$$

subject to constraint,

$$\sum_{n=1}^{n}(x_i . wi) \leqslant W$$

It is clear that an optimal solution must fill the knapsack exactly, otherwise we could add a fraction of one of the remaining items and increase the overall profit.

Thus, an optimal solution can be obtained by

$$\boxed{\sum_{n=1}^{n}(x_i . wi) = W}$$

In this context, first we need to sort those items according to the value of $\frac{p_i}{w_i}$, so that $\frac{p_i+1}{w_i+1}$ ≤ $\frac{p_i}{w_i}$. Here, ***x*** is an array to store the fraction of items.

```
Algorithm: Greedy-Fractional-Knapsack (w[1..n], p[1..n], W)
for i = 1 to n
   do x[i] = 0
weight = 0
for i = 1 to n
   if weight + w[i] ≤ W then
      x[i] = 1
      weight = weight + w[i]
   else
      x[i] = (W - weight) / w[i]
      weight = W
      break
return x
```

Implementation:

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int capacity, no_items, cur_weight, item;
    int used[10];
    float total_profit;
    int i;
    int weight[10];
    int value[10];
    clrscr();
    printf("Enter the capacity of knapsack:\n");
    scanf("%d", &capacity);
    printf("Enter the number of items:\n");
    scanf("%d", &no_items);
    printf("Enter the weight and value of %d item:\n", no_items);
    for (i = 0; i < no_items; i++)
    {
        printf("Weight[%d]:\t", i);
        scanf("%d", &weight[i]);
        printf("Value[%d]:\t", i);
        scanf("%d", &value[i]);
    }
    for (i = 0; i < no_items; ++i)
        used[i] = 0;
    cur_weight = capacity;
    while (cur_weight > 0)
```

```
    {
        item = -1;
        for (i = 0; i < no_items; ++i)
            if ((used[i] == 0) &&
            ((item == -1) || ((float) value[i] / weight[i] > (float) value[item] /
weight[item])))
            item = i;
        used[item] = 1;
        cur_weight -= weight[item];
        total_profit += value[item];
        if (cur_weight >= 0)
            printf("Added object %d (%d Rs., %dKg) completely in the bag. Space left:
%d.\n", item + 1, value[item], weight[item], cur_weight);
        else
        {
            int item_percent = (int) ((1 + (float) cur_weight / weight[item]) * 100);
            printf("Added %d%% (%d Rs., %dKg) of object %d in the bag.\n",
item_percent, value[item], weight[item], item + 1);
            total_profit -= value[item];
            total_profit += (1 + (float)cur_weight / weight[item]) * value[item];
        }
    }
    printf("Filled the bag with objects worth %.2f Rs.\n", total_profit);
}
```

Output:

```
Output
Enter the capacity of knapsack:
20
Enter the number of items:
3
Enter the weight and value of 3 item:
Weight[0]:      10
Value[0]:       100
Weight[1]:      15
Value[1]:       50
Weight[2]:      5
Value[2]:       50
Added object 1 (100 Rs., 10Kg) completely in the bag. Space left: 10.
Added object 3 (50 Rs., 5Kg) completely in the bag. Space left: 5.
```

Conclusion: experiment successfully implemented the fractional knapsack algorithm, efficiently allocating items based on their values and weights. By prioritizing fractional solutions, we optimized resource utilization, demonstrating the algorithm's practicality and effectiveness in real-world scenarios.