Inventory Management

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Initial Concept: Inventory Management

- Inspired by Final Fantasy XIV
- Rank the items collected in the game
- Optimize items in relation to bag space
- QuickSort
- TimSort
- Bubble Sort
- Bucket Sort





QuickSort

- Takes a pivot point and iterates through a given array round said pivot.
- Multiple ways to choose a pivot point:
 - The first element
 - The last element
 - Any random element
 - The median element
- Runs in O(n^2) run time

```
public void quickSort(int arr[], int start, int end){
         if(start < end){
             int partitionIndex = partition(arr, start, end);
            quickSort(arr, start, partitionIndex - 1);
            quickSort(arr, partitionIndex + 1, end);
    private int partition(int arr[]], int start, int end){
10
         int pivot = arr[end];
        int i = (start - 1):
        for(int j = begin; j < end; j++){
            if(arr[j] \leq pivot){}
                 i++;
                  int swapTemp = arr[i];
                  arr[i] = arr[j]:
                  arr[j] = swapTemp;
         int swapTemp = arr[i + 1];
        arr[i + 1] = arr[end];
         arr[end] = swapTemp;
         return i+1;
```

TimSort

- Native Sorting Algorithm to Java and Python
 - Java: arrays.sort()
 - Python: sorted() and sort()
- Combination of Insertion Sort and Merge Sort
 - Sorts small pieces with Insertion Sort
 - Merges the pieces with Merge Sort
- Run in O(n log n) time

```
//Example Arrays.sort() usage
import.java.util.Arrays;
public static void main(String[] args){
   int[] arr = {15, 5, 8, 3, 7, 6};
   Arrays.sort(arr);
   System.out.println("Here is your sorted array: %s", Arrays.toString(arr));
}
```

Bubble Sort

- Works by repeatedly swapping adjacent elements until they are in the right order
- \blacksquare Runs in O(n^2) run time
- Has no real world use, primarily used as an education tool.

```
public static void bubbleSort(int arr[]){
    int n = arr.length;
    for(int i = 0; i < n - 1; i++)
        for(int j = 0; j < n - 1; j++)
        if(arr[j] > arr[j + 1]){
            int temp = arr[j];
            arr[j] = arr[j + 1];
            arr[j + 1] = temp;
    }
}
```

BucketSort

- Distributes elements of an array into "buckets"
 - Each bucket is sorted using a different sorting algorithm or recursively using bucket sort.
- Runs in $O(n^2)$ run time

```
import java.util.*;
public static void bucketSort(float arr[], int n){
    if(n \leq 0)
        return;
    //Override the Java rules on generics manipulation
    @SuppressWarngs("unchecked")
    Vector<Float>[] buckets = new Vector[n];
    for(int i = 0; i < n; i++){
        buckets[i] = new Vector<Float>();
    for(int i = 0; i < n; i++){
         float idx = arr[i] * n;
         buckets[(int)idx].add(arr[i]);
    for(int i = 0; i < n; i++){
        Collections.sort(buckets[i]);
    int index = 0:
    for(int i = 0; i < n; i++){}
        for(int j = 0; j < buckets[i].size(); j++){
            arr[index++] = buckets[i],get(j);
```

The 0-1 KnapSack Problem (KSP)

- A problem in computation optimization
 - Items with a weight and value are compared within an array.
 - Selects the item set that would provide the most value, while efficiently handling the weight of the bag.
- Simplest implementations of KSP are solved through brute force, but run extremely slow O(2^n)
- Can be optimized using a programming technique called Dynamic Programming

Dynamic Programming

- Storing the results of subproblems in a recursive manner, so that we don't have to recompute them later.
- Two ways to create Dynamic Programming Structure
 - Top Down:
 - Memoization
 - Bottom-Up:
 - Tabulation

Dynamic Programming: Memoization

- Formulate through problem recursively using the solution of its sub-problems
- Stores the solution of every sub-problem into an array
- Whenever a duplicate sub-problem is called, references the solution within the array, instead of re-computing

Dynamic Programming: Tabulation

- Starts from the solving the lowest level sub-problem to help solve the next level subproblem.
- Solves all the smaller subproblems needed to solve the bigger subproblems.
- Solves all the subproblems iteratively until all subproblems are solved
- Doesn't throw a stack overflow error but harder to design

Knapsack Problem: Brute Force Method

- Evaluates all subsets of items to find the total weight and value of every subset.
 - Only considers the subsets whose weight is less than the max weight of the bag.
 - The subset with the maximum value and with a weight less than or equal to the amount available in the bag.
- Time Complexity: O(2^n)
 - Has redundant subproblems
- Auxiliary Space: O(1)
 - Doesn't use extra data structure to store values

```
import java.time.*;
public class KnapBrute
   static int max(int a, int b){
       return (a > b)? a : b:
   static int knapSack(int W, int wt[], int val[], int n){
       if(n = 0 | | W = 0)
       if(wt[n-1]>W)
           return knapSack(W. wt. val. n - 1):
       else
           return \max(val[n-1] + knapSack(W - wt[n-1], wt, val, n-1), knapSack(W, wt, val, n-1));
   public static void main(String[] args){
       Instant start = Instant.now();
       int val[] = new int[] {60, 100, 120, 61, 51, 56, 89, 79, 69, 23, 45};
        int wt[] = new int[] {10, 20, 30, 15, 25, 20, 15, 50, 25, 35, 19 };
        int W = 150;
        int n = val.length:
       System.out.println(knapSack(W, wt, val, n));
       Instant end = Instant.now():
       Duration elapsedTime = Duration.between(start, end);
       System.out.println("The Elapsed Time is: " + elapsedTime);
```

Knapsack Problem: Memoization Technique

- Recursive technique to save the result of subproblems to be referenced at later use
- Time Complexity: O(N*W)
 - Avoids redundant calculated states
- Auxiliary Space: O(N*W)
 - Using 2D array data structure to store intermediate states

```
public class KnapMemo
   static int max(int a, int b){
       return (a > b) ? a : b;
   static int knapSackRec(int W, int wt[], int val[], int n, int dp[][]){
       if(n = 0 | | W = 0)
       if(dp[n][W] \neq -1)
          return dp[n][W];
      if(wt[n-1] > W)
           return dp[n][W] = knapSackRec(W, wt, val, n - 1, dp);
           return dp[n][w] = max((val[n-1] + knapSackRec(w - wt[n-1], wt, val, n-1, dp)), knapSackRec(w, wt, val, n-1, dp));
   static int knapSack(int W, int wt[], int val[], int n){
       int dp[][] = new int[n + 1][W + 1];
       for(int i = 0; i < n + 1; i++)
          for(int j = 0; j < W + 1; j++)
              dp[i][j] = -1;
      return knapSackRec(W, wt, val, n, dp);
   public static void main(String[] args){
       int val[] = {60, 100, 120};
       int wt[] = {10, 20, 30};
       int N = val.length;
      System.out.println(knapSack(W, wt, val, N));
```

Knapsack Problem: Tabulation

- Re-computation of redundant subproblems are avoided by constructing a temporary array using the bottom up approach
- Time Complexity: O(N*W)
 - N = number of weight element
 - W = capacity
- Auxiliary Space: O(N*W)
 - Using 2D array

```
import java.time.*;
class KnapsackTab1 {
    static int max(int a, int b) {
        return (a > b) ? a : b:
    static void knapSack(int W, int wt[], int val[], int n) {
        int i, w;
        int K[][] = new int[n+1][W+1];
        for (i=0: i <= n: i++) {
            for (w = 0; w \le W; w++) {
                if (i == 0 || w == 0)
                    K[i][w] = 0;
                else if (wt[i-1] <= w)
                    K[i][w] = Math.max(val[i-1] + K[i-1][w-wt[i-1]], K[i-1][w]);
                   K[i][w] = K[i-1][w];
        int res = K[n][W];
       System.out.println(res);
        for (i=n; i > 0 && res > 0; i--) {
            if (res == K[i-1][w])
                System.out.print(wt[i-1] + " ");
                res = res - val[i-1];
                w = w - wt[i-1];
    public static void main(String args[]) {
        Instant start = Instant.now();
        int val[] = new int[] {40, 100, 50, 60};
        int wt[] = new int[] {20, 10, 40, 30};
        int W = 60:
        int n = val.length;
        knapSack(W, wt, val, n);
        Instant end = Instant.now();
        Duration elapsedTime = Duration.between(start, end);
        System.out.println("\nElapsed Time = " + elapsedTime);
```

Knapsack Problem: Tabulation

- Re-computation of redundant subproblems are avoided by constructing a temporary array using the bottom up approach
- Time Complexity: O(N*W)
 - N = number of weight element
 - W = capacity
- Auxiliary Space: O(2*W)
 - Using 2D array with only 2 rows

```
import java.util.*;
    import java.time.*;
4 ∨ class KnapsackTab2 {
        static void knapSack(int W, int wt[], int val[], int n) {
            int i, w;
            int K[][] = new int[2][W+1];
            for (i=0; i <= n; i++) {
                for (w=0; w <= W; w++) {
                    if (i == 0 || w == 0)
                        K[i \% 2][w] = 0;
                    else if (wt[i-1] <= w)
                        K[i \% 2][w] = Math.max(val[i-1] + K[(i-1) \% 2][w - wt[i-1]], K[(i-1) \% 2][w]);
                        K[i \% 2][w] = K[(i-1) \% 2][w];
            int res = K[n \% 2][W];
            System.out.println(res);
            W = W:
            for (i=n; i > 0 && res > 0; i--) {
                if (res == K[(i-1) % 2][w])
                    System.out.print(wt[(i-1) % 2] + " ");
                    res = res - val[(i-1) % 2];
                    w = w - wt[(i-1) \% 2];
        public static void main(String[] args) {
            Instant start = Instant.now();
            int val[] = {40, 100, 50, 60};
            int wt[] = {20, 10, 40, 30};
            int W = 60;
            int n = val.length;
            knapSack(W, wt, val, n);
            Instant end = Instant.now();
            Duration elapsedTime = Duration.between(start, end);
            System.out.println("\nElapsed Time = " + elapsedTime);
```

Lets run some code!

Challenges in Design and Implementation

- Attempting to implement various sorting algorithms within the Knapsack Problem Designing the proper logic to output, the items placed in the knapsack Understanding the differences between Memoization and Tabulation Getting stuck on a more optimal way to implement Memoization and Tabulation
 - KSP Auxiliary Space: O(2*W)
 - Using a 2D array but with 2 rows
 - KSP Auxiliary Space: O(W)
 - Using 1D Array

Sources

- Knapsack Problem
 - https://www.geeksforgeeks.org/0-1-knapsack-problem-dp-10/
 - https://www.youtube.com/watch?v=nLmhmB6NzcM
- Dynamic Programming
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 - <u>https://www.geeksforgeeks.org/memoization-1d-2d-and-3d/</u>
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