The Knapsack problem Competitive Programming

Mattox Beckman

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN
DEPARTMENT OF COMPUTER SCIENCE

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Objectives

- ► Solve the 0,1 knapsack problem:
 - ► Using top-down DP
 - Using bottom up DP
 - Using memory saving bottom up DP
- ► Solve the knapsack with repetition problem

The Problem

- ► You have a sack of capacity *W* (usually thought of as a weight).
- There are N items with costs $c_0, c_1, \ldots, c_{n-1}$, and weights $w_0, w_1, \ldots, w_{n-1}$.
- ► We want to pick a subset of problems that maximizes the cost and has weight < *W*. Result is the maximum cost.
- ▶ Before we go on, make sure you can express:
 - ▶ Why this problem needs DP (cannot be greedy).
 - ► What is the "state" that we will keep track of?

}

O/1 Variation, recursive

- For each item *i*:
 - if the $w_i > W$ (item is larger than the remaining weight), return zero.

int knap(vi &weights, vi &costs, int item, int remW) {

- otherwise the choice: pick or don't pick.
 - If pick, recurse on $c_i + k(i + 1, W w_i)$

if (item == -1 || remW <= 0) return 0;

If no pick, recurse on $k(i_1, W)$.

O/1 Variation, top down DP

- For each item *i*:
 - if the $w_i > W$ (item is larger than the remaining weight), return zero.
 - otherwise the choice: pick or don't pick.
 - ▶ If pick, recurse on $c_i + k(i + 1, W w_i)$
 - If no pick , recurse on $k(i_1, W)$.

```
int knap(vi &weights, vi &costs, int item, int remW) {
    if (item == N || remW <= 0) return 0:
    int & val = dp[item][remW];
    if (val != -1) return val; // do the DP
    if (remW < weights[item]) // to big, can't take
        return val = knap(dp, weights, costs, item+1, remW);
    else return val =
           max(knap(dp,weights,costs,item+1, //take
                    remW - weights[item]) + costs[item],
               knap(dp,weights,costs,item+1,remW) );
```

- \blacktriangleright Weights: 2, 3, 1
- ightharpoonup Costs: 7, 2, 4
- ► Try to solve this for weight 5.

Matrix										
	0	1	2	3	4	5				
0										
1										
2										

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

Mai	IIIX					
	0	1	2	3	4	5
0	0					
1				$(2 + x_1)$		
2						$(7 + x_2)$

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

, iui	$\hat{0}$	1	2	3	4	5
0	0			4		
1				$(2 + x_1)$		
2						$(7 + x_2)$

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

	0	1	2	3	4	5
0	0			4		
1				4		
2						$(7 + x_2)$

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

•	٠	0	1	2	3	4	5
	0	0			4		
	1				4		
	2						11

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

10	4 I I I I	^					
		0	1	2	3	4	5
	0	0		4	4		
	1				4		$(2 + x_1)$
	2						$max(11, x_2)$

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

	0	1	2	3	4	5
0	0		4	4		
1				4		6
2						max(11,6)

 \blacktriangleright Weights: 2, 3, 1

ightharpoonup Costs: 7, 2, 4

► Try to solve this for weight 5.

	0	1	2	3	4	5
0	0		4	4		
1				4		6
2						11

Variation: What about repetition?

```
int knap(vi &weights, vi &costs, int item, int remW) {
    if (item == N || remW <= 0) return 0;
    int & val = dp[item][remW];
    if (val != -1) return val; // do the DP
    if (remW < weights[item]) // to big, can't take
        return val = knap(dp, weights, costs, item+1, remW);
    else return val =
           max(knap(dp,weights,costs,item, //take
                    remW - weights[item]) + costs[item],
               knap(dp,weights,costs,item+1,remW) );
}
```

O/1 Variation, bottom-up down DP

- ► Row O is "didn't take anything ever".
- Row i: for each weight w, find max of
 - ightharpoonup row[i-1][w] = "don't take"
 - $ightharpoonup row[i-1][w-w_i] = take$

ightharpoonup Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

0	1	2	3	4	5	6
0					J	U
U	0	0	0	0	0	0
0						
0						
0						
0						
0						
0						
	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0

 \triangleright Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

TIX						
0	1	2	3	4	5	6
0	0	0	0	0	0	0
0	0	7	7	7	7	7
0						
0						
0						
0						
0						
	0 0 0 0	0 1 0 0 0 0 0 0	0 1 2 0 0 0 0 0 7 0 0	0 1 2 3 0 0 0 0 0 0 7 7 0 0 0 0	0 1 2 3 4 0 0 0 0 0 0 0 7 7 7 0 0 0 0 0	0 1 2 3 4 5 0 0 0 0 0 0 0 0 7 7 7 7 0 0 0 0 0 0 0 0 0 0 0 0

 \triangleright Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

	0	1	2	3	4	5	6
0	0	0	0	0	0	0	0
1	0	0	7	7	0 7 9	7	7
2	0	0	7	7	9	9	9
3	0						
4	0						
5	0						
6	0						

ightharpoonup Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

1411	0			3	4	5	6
0	0	0	0	0 7	0	0	0
1	0	0	7	7	7	7	7
1 2 3	0	0	7	7	9	9	9
3	0	4	7	11	11	13	13
4 5	0						
5	0						
6	0						

ightharpoonup Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

	0	1	2	3	4	5	6
0	0	0	0	0	0	0	0
1	0	0	7	7	7	7	7
2	0	0	7	7	9	9	0 7 9 13 13
3	0	4	7	11	11	13	13
4	0	4	7	11	11	13	13
4 5 6	0						
6	0						

ightharpoonup Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

	0	1	2	3	4	5	6
0	0	0	0	0	0	0	0
1	0	0	7	7	7	7	7
2	0	0	7	7	9	0 7 9 13 13 13	9
3	0	4	7	11	11	13	13
4	0	4	7	11	11	13	13
5	0	4	7	11	11	13	15
6	0						

ightharpoonup Weights: 2, 3, 1, 4, 3, 2

ightharpoonup Costs: 7, 2, 4, 3, 4, 5

	0	1	2	3	4	5	6
0	0	0	0	0	0	0	0
1	0	0	7	7	7	7	7
2	0	0	7	7	9	0 7 9 13 13 13	9
3	0	4	7	11	11	13	13
4	0	4	7	11	11	13	13
5	0	4	7	11	11	13	15
6	0	4	7	11	12	16	16

Bottom-Up Code

Variation: Multiple Values

```
int knap(vi &weights, vi &costs, int items, int maxW) {
   vi dp = vi(maxW+1,0);
   for(int i=0; i<=items; ++i) {</pre>
        int change = 1;
        while (change) {
            change = 0;
            for(int w=maxW; w >= weights[i]; --w)
                if (dp[w-weights[i]] + costs[i] > dp[w]) {
                    change = 1;
                    dp[w] = costs[i] + dp[w-weights[i]];
    return dp[maxW];
```

Discussion

- ► The general version (where weights can be floats) is weakly NP (and not amenable to DP).
- The bottom-up case is necessary if the total weight can be large (e.g., 10^9).
- ► The top-down case can be much faster since the DP array will be very sparse.