

Dynamic Programming

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Knapsack Problem

Since there are **unlimited supplies** of each item, we are looking at the Unbounded Knapsack Problem, rather than 0/1 Knapsack Problem.

- Each item can be chosen to be added to the knapsack an unlimited amount of times
- Goal: maximise profits!

Recursive Definition

Base Case:

$$P(0) = 0$$

When Knapsack has capacity of 0, the largest total profit is 0

Recursive Case:

$$P(C) = \max_{i=0}^{n-1} [p_i + P(C - w_i)], \text{ for } C \geq w_i$$

p_i : profit of the i th item

w_i : weight of the i th item

Recursive Definition

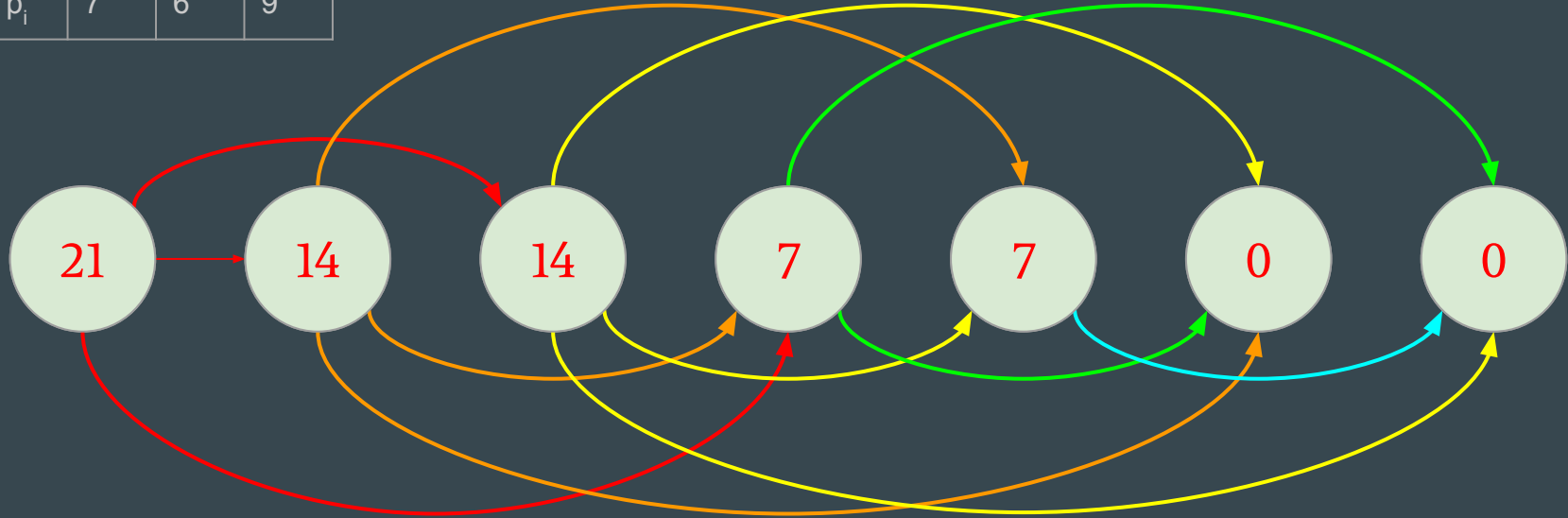
$$P(C) = \max_{i=0}^{n-1} [p_i + P(C - w_i)], \text{ for } C \geq w_i$$

1. Iterate through each of the n items: For each item i , determine if it can fit within the current knapsack capacity C .
2. Check Capacity and Calculate Profit:
 - a. If adding the item's weight, w_i , does not exceed C , calculate the profit of including this item, which is the profit p_i plus the maximum profit for the remaining capacity $(C - w_i)$.
3. Update Maximum Profit:
 - a. For each item, choose whether to include or exclude it to maximize the profit.
 - b. Repeat this check for each item type, using the recursive formula to ensure that each combination of items optimally fills the knapsack.

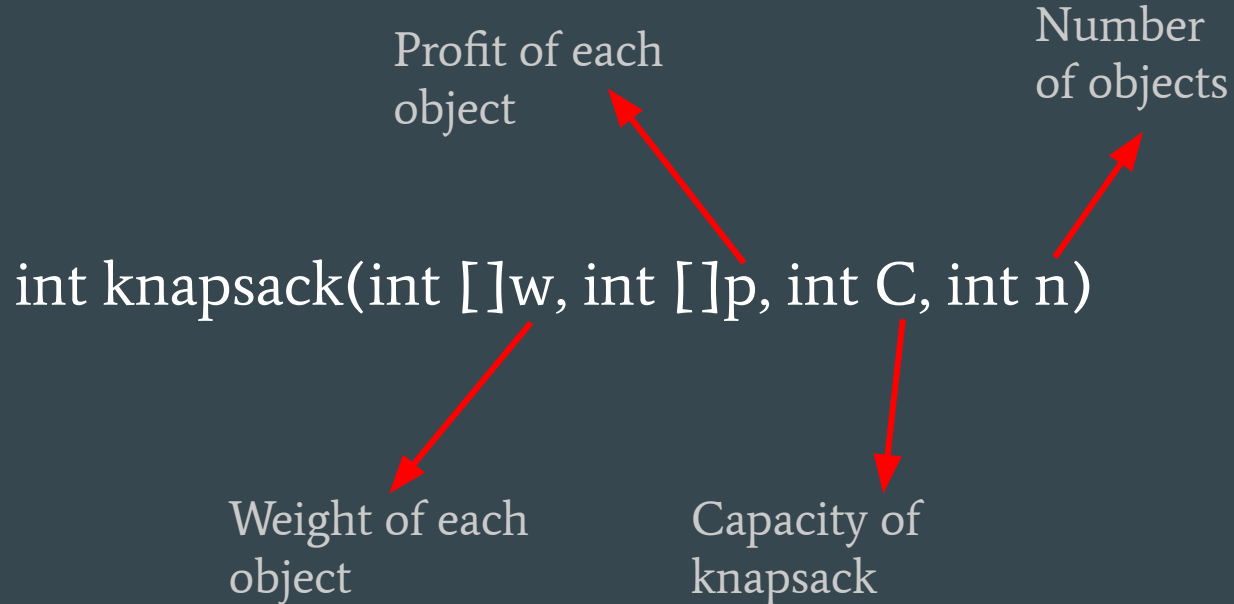
Subproblem Graph

i	0	1	2
w_i	4	6	8
p_i	7	6	9

$$P(14) = 07 + P(08)$$



(3) Give a dynamic programming algorithm to compute the maximum profit using the bottom up approach.



```
profit[C+1][n+1]
for c = 0 to n
    profit[0][c] = 0;
for r = 1 to C
    profit[r][0] = 0;
```

profit

0	0	0	0	0
0				
0				
0				
0				

Capacity
of
knapsack

Index of
object

```
for row = 1 to C  
  for col = 1 to n
```



**Populate profit from
the bottom-up**

```
profit[row][col] = profit[row][col-1];  
if (w[col] <= row)
```

**If you can fit another
object, and if it will
increase the profit,
include the object**

```
    profit[row][col] = MAX( profit[row-w[col]][col] + p[col],  
                           profit[row][col] )
```


(4) Code your algorithm in a programming language

4) Implementation in Python

Why Python?

- Reads like pseudo code, easier to implement

```
def knapsack(w, p, C, n):  
    # Initialize a 2D array with (C+1) rows and (n+1) columns, filled with zeros  
    profit = [[0 for _ in range(n + 1)] for _ in range(C + 1)]  
  
    for r in range(1, C + 1):  
        for c in range(1, n + 1):  
            # Start with the maximum profit excluding this item  
            profit[r][c] = profit[r][c - 1]  
            if w[c - 1] <= r:  
                # Allow multiple instances of the same item by adding it repeatedly  
                profit[r][c] = max(profit[r][c], profit[r - w[c - 1]][c] + p[c - 1])
```

4a) $P(C=14)$

Choose 3
of object 0



	0	1	2
w_i	4	6	8
p_i	7	6	9

$$4 \times 3 = 12$$

$$7 \times 3 = 21$$

4a) $P(C=14)$

	0	1	2
w_i	4	6	8
p_i	7	6	9

14 + 1
columns

3+1 rows

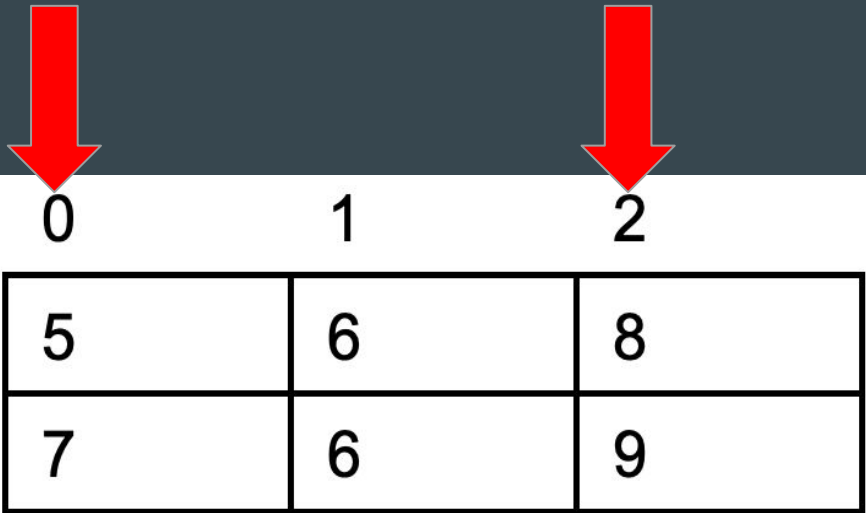
Table:

```
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 7, 7, 7]
[0, 7, 7, 7]
[0, 7, 7, 7]
[0, 7, 7, 7]
[0, 14, 14, 14]
[0, 14, 14, 14]
[0, 14, 14, 14]
[0, 14, 14, 14]
[0, 21, 21, 21]
[0, 21, 21, 21]
[0, 21, 21, 21]
```

Indices of items in the knapsack: [0, 0, 0]

Maximum profit: 21

4b) $P(C=14)$



	0	1	2
w_i	5	6	8
p_i	7	6	9

$$5 + 8 = 13$$

$$7 + 9 = 16$$

4b) $P(C=14)$

	0	1	2
w_i	5	6	8
p_i	7	6	9

14 + 1
columns

3+1 rows

Table:

```
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 0, 0, 0]
[0, 7, 7, 7]
[0, 7, 7, 7]
[0, 7, 7, 7]
[0, 7, 7, 9]
[0, 7, 7, 9]
[0, 14, 14, 14]
[0, 14, 14, 14]
[0, 14, 14, 14]
[0, 14, 14, 16]
[0, 14, 14, 16]
```

Indices of items in the knapsack: [0, 2]
Maximum profit: 16

~ The End ~