



DESIGN AND ANALYSIS OF ALGORITHMS

Memory Function Knapsack

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Department of Computer Science and Engineering

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Engineering

- Dynamic Programming
 - ▶ Computing a Binomial Coefficient
 - ▶ **The Knapsack Problem**
 - ▶ Memory Functions
 - ▶ Warshall's and Floyd's Algorithms
- Limitations of Algorithmic Power
 - ▶ Lower-Bound Arguments
 - ▶ Decision Trees
 - ▶ P, NP, and NP-Complete, NP-Hard Problems
- Coping with the Limitations
 - ▶ Backtracking
 - ▶ Branch-and-Bound. Architecture (microprocessor instruction set)

Concepts covered

- Memory Function Knapsack
 - ▶ Motivation
 - ▶ Algorithm
 - ▶ Example

MEMORY FUNCTION KNAPSACK

Bottom Up Approach

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- Advantage of bottom up approach: each value computed only once

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- Example computed bottom up:

	capacity j				
i	1	2	3	4	5
1	0	12	12	12	12
2	10	12	22	22	22
3	10	12	22	30	32
4	10	15	25	30	37

MEMORY FUNCTION KNAPSACK

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- Disadvantage of bottom up approach: values not required also computed

MEMORY FUNCTION KNAPSACK

Top Down Approach

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Top Down Approach

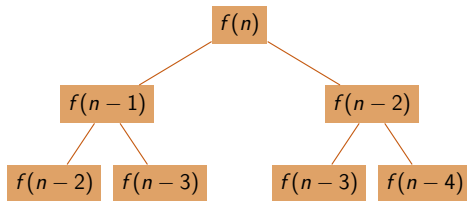


- Disadvantage of top down approach: same problem solved multiple times

MEMORY FUNCTION KNAPSACK

Top Down Approach

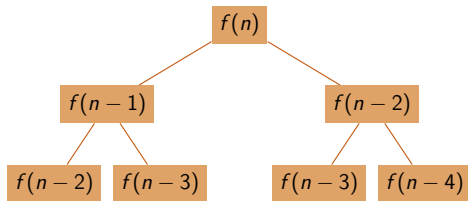
- Disadvantage of top down approach: same problem solved multiple times
- Example computed top down:



MEMORY FUNCTION KNAPSACK

Top Down Approach

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- Example computed top down:



- Advantage of top down approach: only the required subproblems solved

MEMORY FUNCTION KNAPSACK

Memory Function Dynamic Programming



- Combine the advantages of bottom up and top down approaches:
 - ▶ compute each subproblem only once
 - ▶ compute only the required subproblems

MEMORY FUNCTION KNAPSACK

MF-DP Algorithm

Algorithm for Memory Function Dynamic Programming

```
1: procedure MFKNAPSACK( $i, j$ )
2:   ▷ Inputs:  $i$  indicating the number items, and
3:   ▷  $j$ , indicating the knapsack capacity
4:   ▷ Output: The value of an optimal feasible subset of the first  $i$  items
5:   ▷ Note: Uses global variables input arrays  $Weights[1 \dots n]$ ,  $Values[1 \dots n]$ ,
6:   ▷ and table  $F[0 \dots n, 0 \dots W]$  whose entries are initialized with  $-1$ 's except
7:   ▷ row 0 and column 0 is initialized with 0
8:   if  $F[i, j] < 0$  then
9:     if  $j < Weights[i]$  then
10:        $value \leftarrow MFKnapsack(i - 1, j)$ 
11:     else  $value \leftarrow \max(MFKnapsack(i - 1, j), Values[i] + MFKnapsack(i - 1, j - Weights[i]))$ 
12:        $F[i, j] \leftarrow value$ 
13:   return  $F[i, j]$ 
```

MEMORY FUNCTION KNAPSACK

Example

$$F(i,j) = \begin{cases} \max(F(i-1,j), v_i + F(i-1,j-w_i)) & \text{if } j - w_i \geq 0 \\ F(i-1,j) & \text{if } j - w_i < 0 \end{cases}$$

Dynamic Programming Example

item i	weight w_i	value v_i
1	2	12
2	1	10
3	3	20
4	2	15

What is the maximum value that can be stored in a knapsack of capacity 5?

MEMORY FUNCTION KNAPSACK

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2		<input type="checkbox"/>	—	<input type="checkbox"/>	<input type="checkbox"/>	—	<input type="checkbox"/>
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Knapsack problem solved by

- computing 21 out of 30 possible subproblems
- reusing subproblem entry (1, 2)

MEMORY FUNCTION KNAPSACK

Complexity

- Constant factor improvement in efficiency
 - ▶ Space complexity: $\Theta(nW)$
 - ▶ Time complexity: $\Theta(nW)$
 - ▶ Time to compose optimal solution: $O(n)$
- Bigger gains possible where computation of a subproblem takes more than constant time

- Consider the use of the MF technique to compute binomial coefficient using the recurrence

$$C(n, k) = C(n - 1, k - 1) + C(n - 1, k)$$

- ▶ How many table entries are filled?
- ▶ How many are reused?